



Standards

The New Quincy Center Development | DEVELOPMENT DESIGN STANDARDS • OCT. 2010

Development Design Standards

Introduction

This document describes the basic design concepts as Development Design Standards for the implementation of all public infrastructure (streets, public spaces, and streetscape elements) and buildings with respect to location, size, and quality within the New Quincy Center redevelopment area. These Development Design Standards will describe the physical quality & character of the public/private infrastructure investment and building materials to provide a foundation to monitor future development. The principles, concepts, images and graphics contained in this document represent minimum acceptable design solutions for infrastructure and buildings to achieve the quality goals of the New Quincy Center Development.

These NQC Development Design Standards will:

- Establish the quality standards upon which the NQC implementation of the Land Disposition Agreement (LDA) will be based. These guidelines are consistent with but more detailed than the City's Guideline documents pertaining to the Quincy Center District Area and are meant to be the relevant document for this specific proposed project. Where this document differs from other previously approved guidelines, this document will have precedence.
- Suggest viable building solutions for massing, vertical mixing of uses, fenestration and materials, lobby locations, and parking structure locations. These characteristics have been carefully considered for each of the NQC building blocks, and acceptable building solutions are provided. Where design solutions deviate significantly from these Standards, the City of Quincy Planning Board will determine if the solution is within the spirit of the document.
- Provide architects, designers and developers with a document to guide their work as the NQC Development is implemented. While the plans and images contained within this document represent a minimum acceptable standard of quality in material and design that will achieve the goal of creating a diverse and vibrant mixed-use neighborhood, they are in no way meant to represent the only viable or acceptable solution.



Overall Goals & Principles

These Standards follow the City's stated goals and objectives very closely. The key goals of the NQC:

- A reflection of local Quincy history and character
- Great streets and public environments
- A unique sense of place
- Balanced transportation options
- A diverse mixed-use neighborhood
- An organic urban environment

This document also establishes the principles that give the NQC shape and character through the following urban elements:

- Streets & public spaces
- Streetscape
- Building design/storefronts
- Parking
- Public art & placemaking



Rockville, MD



West Hartford,



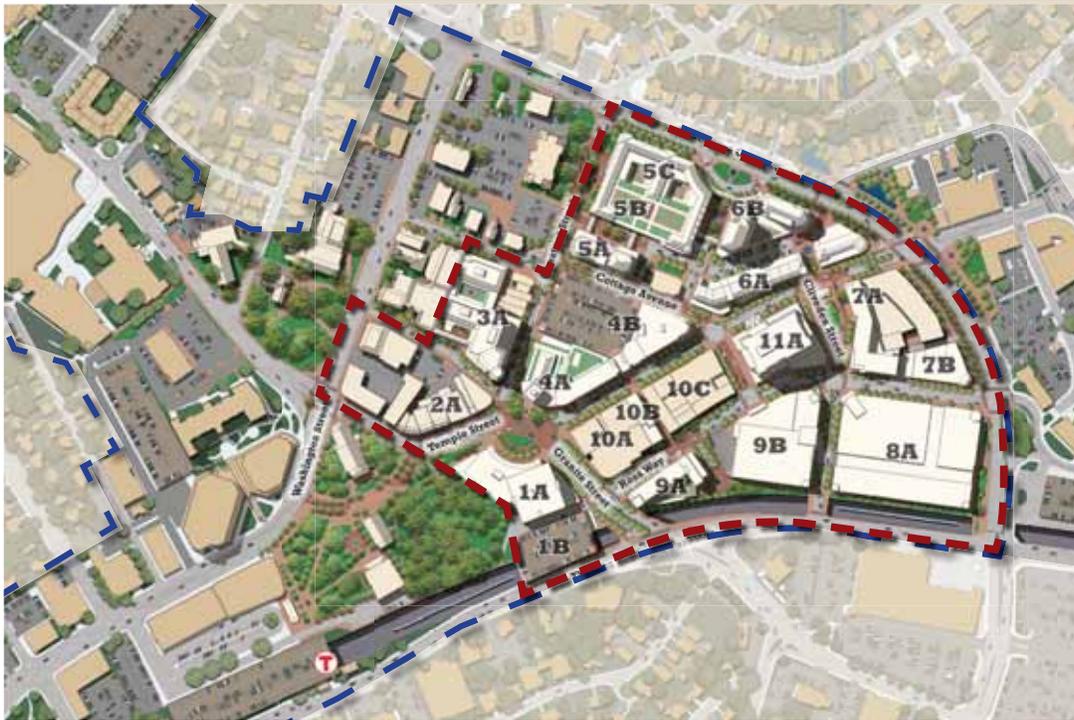
Bethesda, MD



San Jose, CA

The overall goals and objectives have been demonstrated in Street-Works' portfolio of projects as illustrated in these photographs from Bethesda Row in Bethesda, MD, Santana Row in San Jose, CA, Rockville Town Center in Rockville, MD, and Blue Back Square in West Hartford, CT.

Plans



The district plan diagram shows the extent of the downtown area with the extent of the New Quincy Center Area within the dotted red line.

The master plan diagram shows each parcel in the development project and its uses. Mixed use buildings are shown with stripes indicating the primary uses of the buildings.



Master Plan

Plans



Street Level Plan



Second Level Plan

Plans

Standards



Upper Level Plan



Below Grade Plan

Axonometric views



Full Buildout - View looking east



Full Buildout - View looking southwest

Streets

Foster a network of pedestrian-friendly streets

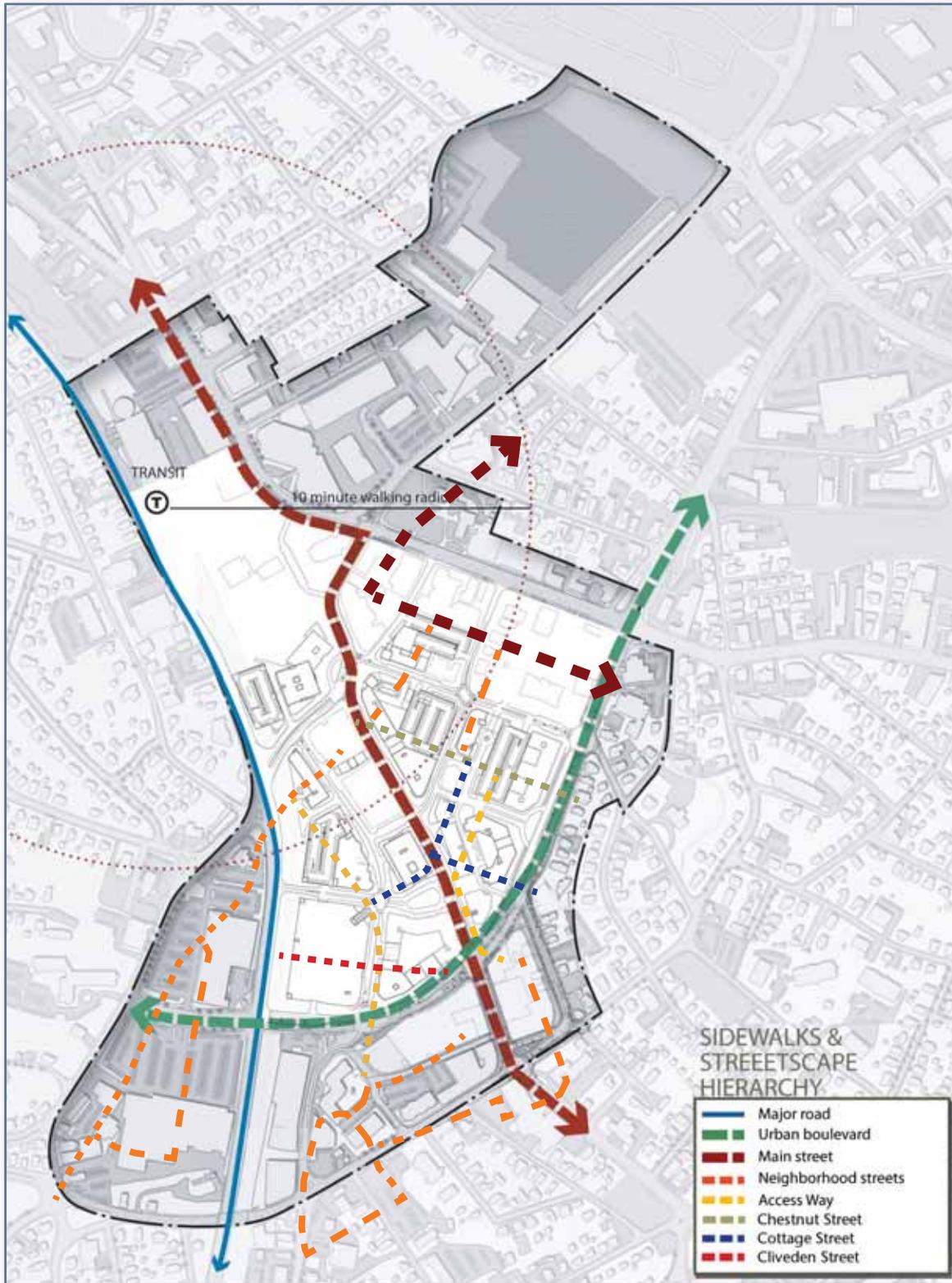


Diagram from City of Quincy Guidelines Document

Streets

Introduction

Sidewalks in the NQC Development Plan are considered one of the key open spaces. In the Development they are the primary connector that tie all other uses and spaces together. This section describes the four distinct zones of experience in a commercial sidewalk system, their key requirements and components. The sidewalk becomes complete with the addition of “furnishings”, or street-scape elements. Elements – such as benches, lighting, and paving materials, as well as commercial activity such as cafes and kiosks-reinforce the character of the street and the overall development.

These NQC Development Design Standards are completely supportive of the City’s following goals:

- To create well-designed sidewalks that encourage walking
- To provide street trees and additional landscaping along new and existing streets
- To provide a unified pedestrian experience with a coordinated set of street furniture on new and existing streets
- To break down “superblocks”—continuous blocks more than 400’ long—to create a pattern of small blocks, preferably by adding new public streets or new pedestrian ways
- To enhance Quincy Center’s pedestrian-friendly character and traditional “Main Street” quality



West Hartford, CT



San Jose, CA



Bethesda, MD

Some of the great streets and sidewalks that Street-Works has created.

Sidewalks: The Anatomy of Sidewalks

Sidewalks in Quincy are considered one of the primary open spaces. They have been organized around four key components:

- Storefront Zone
- Walking Zone
- Amenity Zone
- Parking Zone

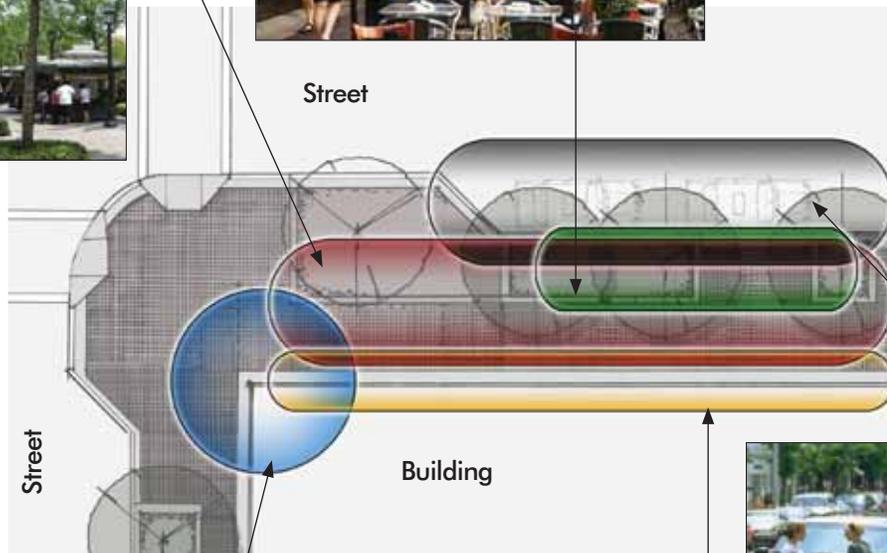
WALKWAY ZONE

An uninterrupted path that keeps pedestrians next to the retail storefront and lobbies for other uses above.



AMENITY ZONE

A zone for the street-scape amenities including fountains, cafe's, benches etc., to occur under a canopy of street trees.



Sidewalk Plan at Building Corner



PARKING ZONE

Parallel parking creates a barrier between moving traffic and cafe's or pedestrians.



STOREFRONT ZONE (At the corner)

Allows the retail storefront to project forward of the building above to break the scale of the block and provide added character to the sidewalk.



STOREFRONT ZONE (At the sidewalk)

Allows the retail merchant to express their individual identity by merchandising outside of the storefront or to take advantage of storefront pop-outs.

Sidewalks: Typical Streetscape Elements

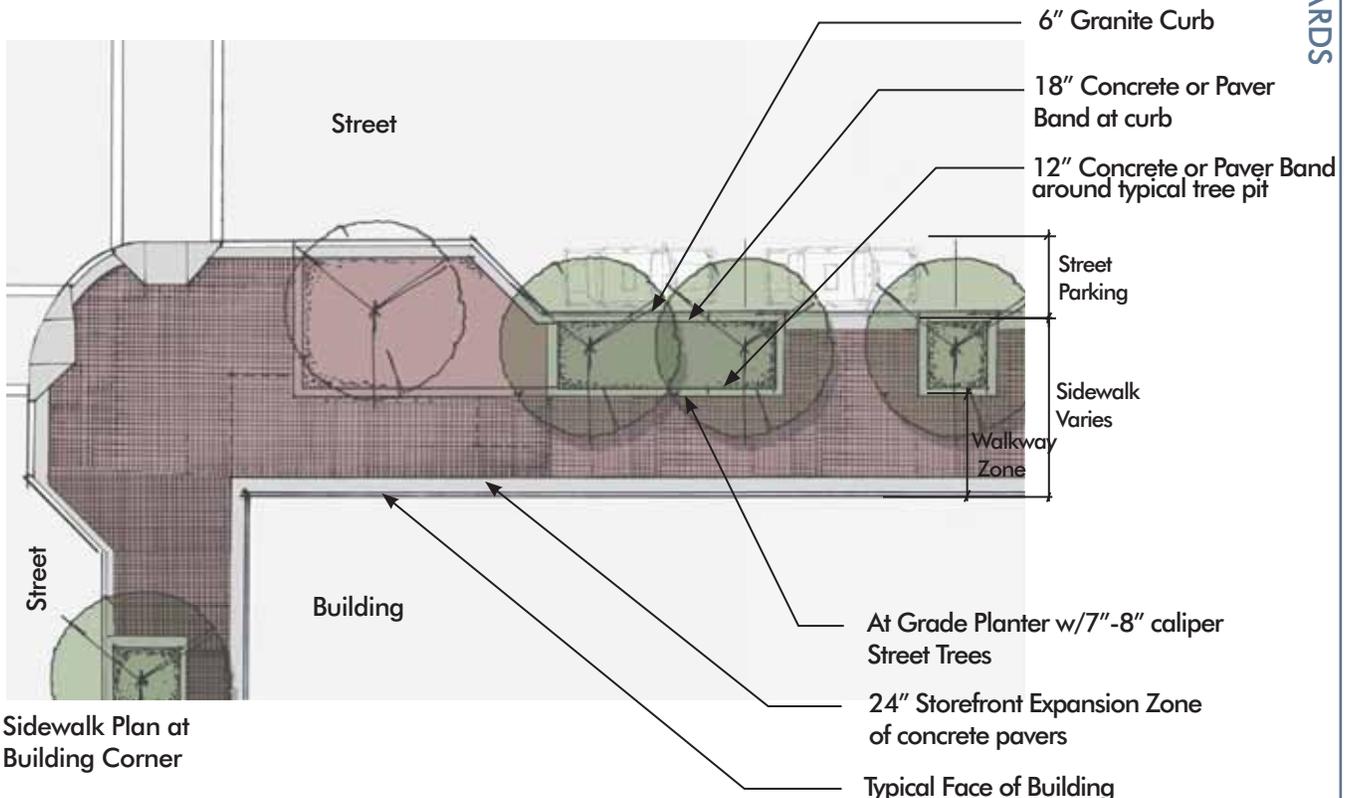
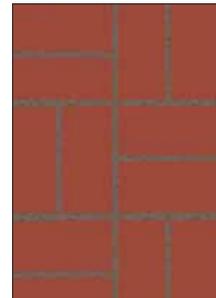
Tree Beds & Grates

Tree placement occurs in 3 formats dependent upon location within the NQC Development:

- Standard/default street tree configuration is in-ground planting in a typical 6'6" x 6'0" minimum bed. The edging should be typically 12" wide concrete or concrete pavers and trees typically spaced 22' to 30' on center
- Trees placed in plazas, high pedestrian traffic areas or on sidewalks with a maximum depth of 12', may be protected with tree grates
- The grate shall support tree growth, be made of ductile iron or aluminum, and may be factory painted
- A trench with structural soil should be located underneath and extend beyond the tree grate to aid tree health

Sidewalks

- The NQC Development should have a consistent "standard" paving treatment for all primary sidewalks
- Sidewalks will typically be concrete or brick pavers and have 6" granite curbs
- Corners at intersections will use concrete or brick pavers
- Banding will occur at the standard tree pits, the curb and along the storefront. Typically this banding will be concrete or concrete pavers



Sidewalks: Optional Streetscape Elements

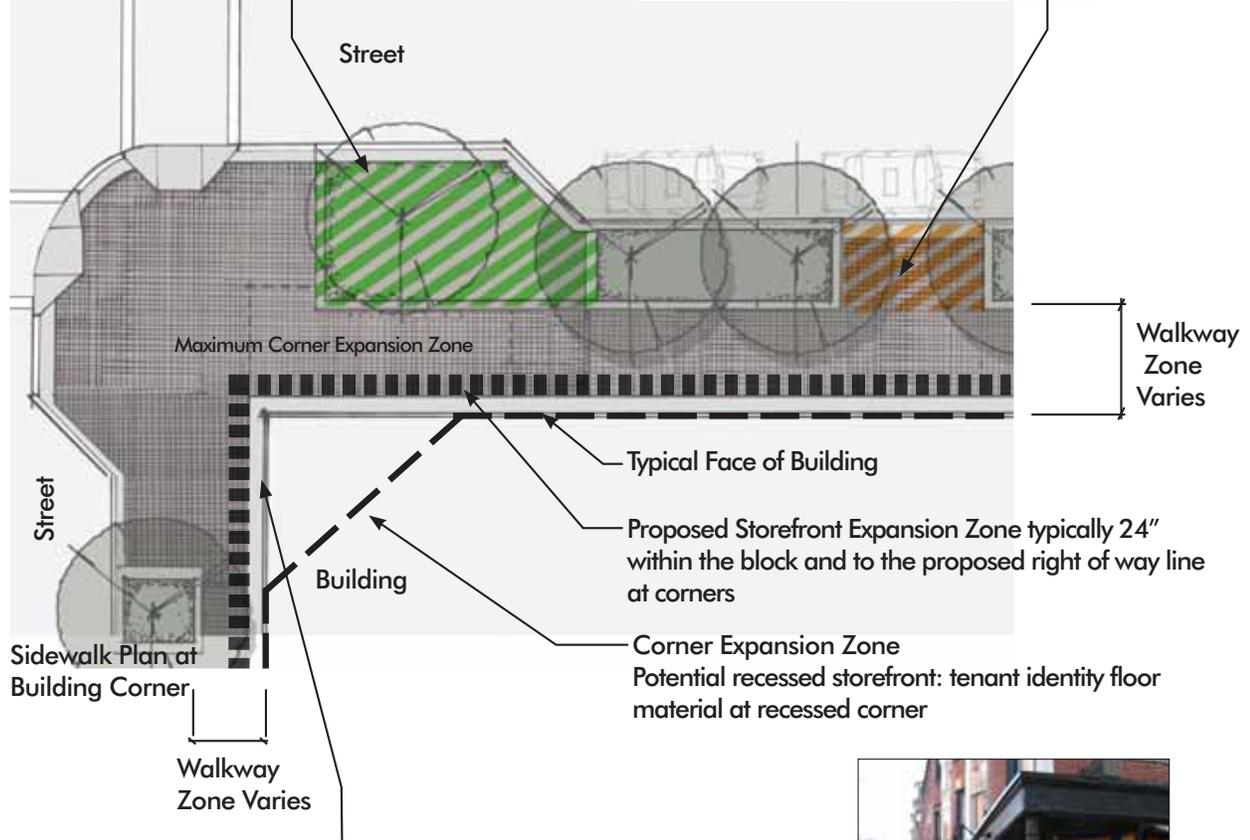
Landscape Feature

Where the corner storefront expansion zone is not used by the retail tenant an optional tree or landscaping feature at the corner may be used to increase the amount of landscape.



Pocket Park

Where appropriate, the standard sidewalk area between tree pits may be modified to create "pocket parks" with special paving, landscapes, furnishings or artwork.



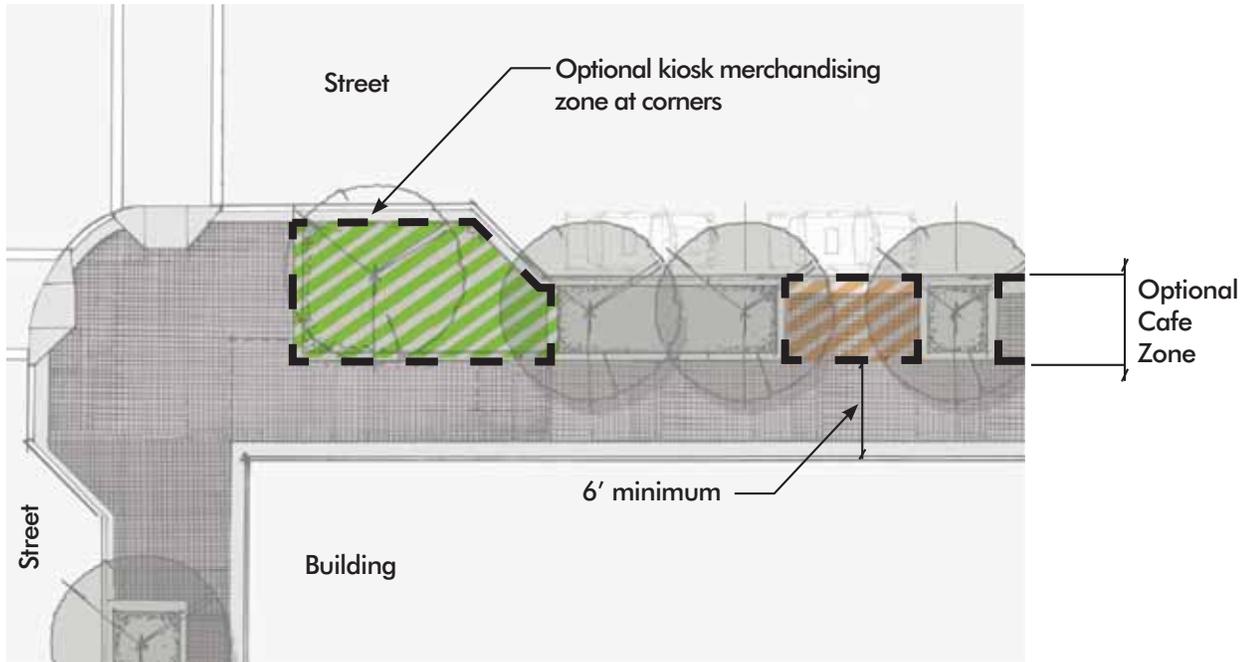
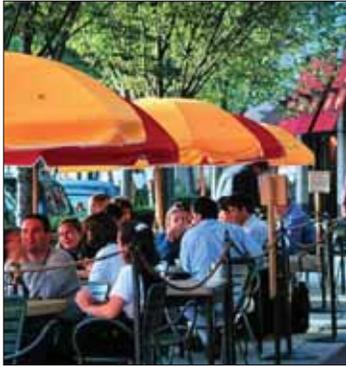
Storefront Expansion Zone
Storefronts may include projections and recessed areas from the face of the base building and within the storefront expansion zone. Tenants may be allowed to 'push' their storefronts / merchandising beyond the designated lease line into the storefront expansion zone located on public property. Base building above may also expand into this zone.



Sidewalks: Optional Merchandising Elements

Outdoor Cafe Zone

Additional options for merchandising the public sidewalk will occur at various times of year. This includes temporary and permanent kiosks at the corner bump-outs and outdoor cafes in the more typical section of sidewalk as illustrated below. Development specific standards for seating, umbrellas, railings etc. will be developed for approval.



Merchandising Zone Diagram



Typical sidewalk merchandising to occur in merchandising zone.

Streetscape Elements: Typical Furnishings

The following list of streetscape elements are shown to define character and quality. Substitutions to create variety are expected throughout development.

Seating & Benches

- Should be grouped together or placed along busier pedestrian routes or gathering places, such as the MBTA transit station
- Should be placed in plazas and near fountains
- May take the form of seat walls (18" in height) in some locations. Seat walls should be clad in brick or stone.
- Should not obstruct building windows or business access



Street Bench (typical)

Landscape Forms
 Plainwell Full Bench
 Powdercoat "Storm Cloud" & wood stained to match red color pavers



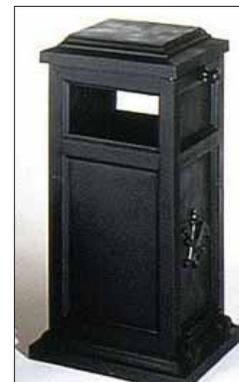
Trash Receptacles

- Should be located conveniently for pedestrian access and particularly in retail areas
- Should be permanently attached to deter vandalism and have sealed bottoms with tops to keep contents dry and out of view
- Restaurants with outdoor seating should provide additional trash receptacles near seating



Trash Receptacle (typical)

Custom Fabrication Inc.
 Model: CFTR-003
 Hinged lockable side door
 welded down bonnet style lid
 32 Gallons
 23 1/4" width x 36" height
 Powdercoat "Storm Cloud" & metal side panel



Streetscape Elements: Typical Furnishings

Planters

- Planters are encouraged along the streetscape to soften the hard scape and add color, particularly in areas where street tree placement is challenging (e.g. where underground parking occurs)
- Large pots are preferred to fixed boxes to allow for maintenance and service access
- Planters should not obstruct clear pedestrian walkway zones or building entrances
- Planter material should conform to its location within the site
 - Planters in the NQC public space should be unique to that space, and be more ornate/decorative than the standard planter used
 - Planters in all other areas of the development area should be a separate type (shapes may vary)



Planters (typical)

Dura Art Stone
 Callaway Round Planter
 GFRC; 72" x 72" x 42"
 white light sandblast



Bicycle Racks

- Should be permanently mounted and placed in convenient locations throughout public spaces to encourage use
- Must be placed in locations that are not hazardous to pedestrians or motorists
- Should employ a simple and easy-to-use design to encourage use



Bicycle Rack (typical)

Cycle Safe Inc.
 Vintage Cycle Rack, The Beltway
 24" width x 36" height
 Powdercoat "Storm Cloud"



Somerville custom Stamp (Not Shown)
 "Powderhouse" rack plate



Streetscape Elements: Typical Furnishings

Bollards

- Should integrate with the character of the location within the site media
- Bollards in NQC public space should be unique to that space and incorporate lighting
- Where lighting is issued, use constant wattage full light output with a neutral light LED
- The standard bollard in all other locations should be a third type
- Should be setback from curbs to allow unobstructed opening of car doors
- Should be located where lighting will not be obscured by street trees
- All metal bollards should be black in color



Bollard (typical)

Canterbury International
 Model 1890 Bollard
 Model # BCA BS9BT ANBK
 16" x 43"
 Cast Aluminum Black

Streetscape Elements: Secondary Public Spaces



NOTE:
The following site furnishing images are for illustrative purpose only. Proposed site furnishings and intent should be reviewed and approved based on an individual basis.

Public Squares & Parks

Build a new generation of spaces to promote civic life

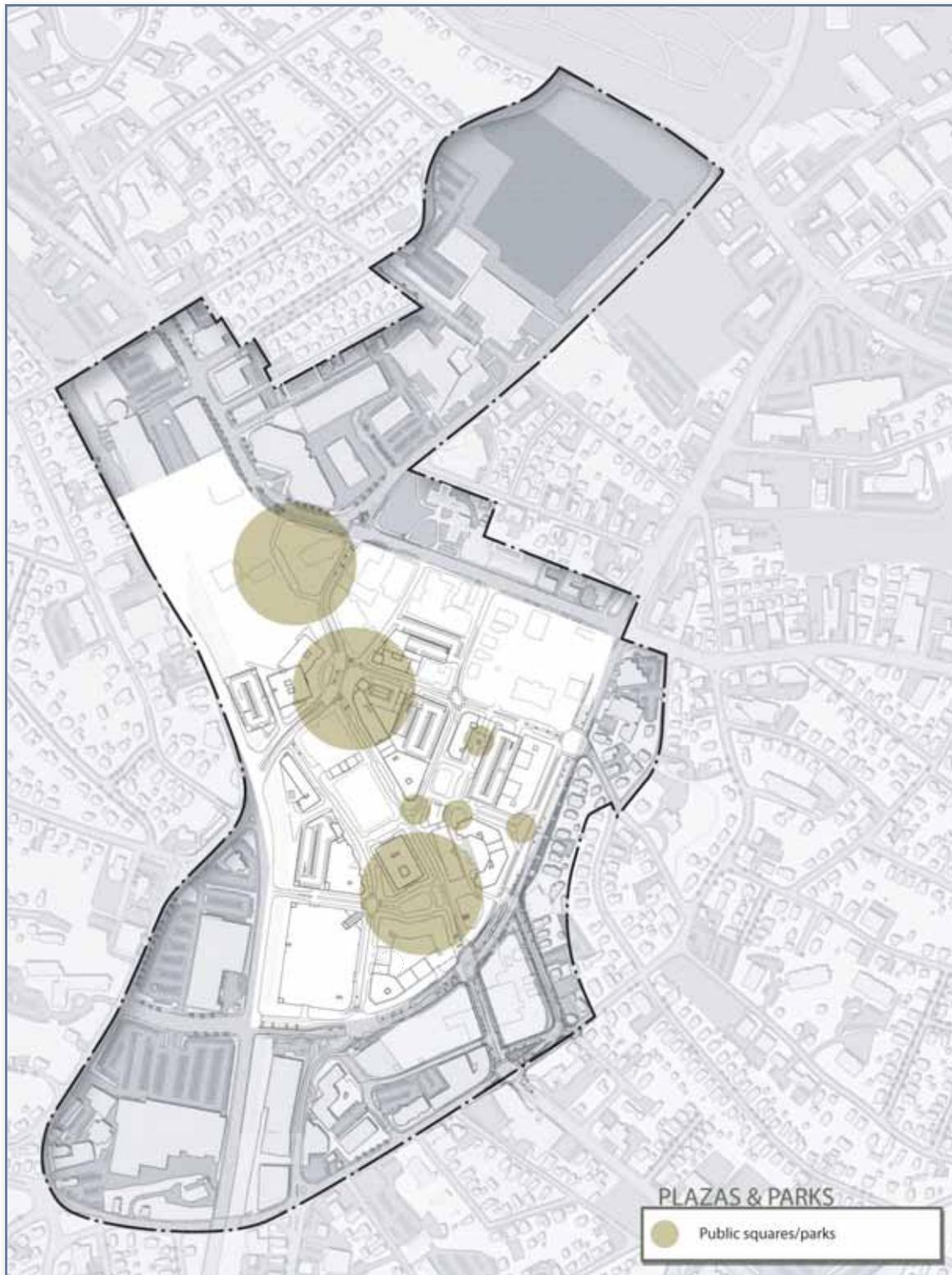


Diagram from City of Quincy Design Guidelines Document

Public Squares & Parks

Introduction

Public Spaces are the public focal points of the NQC Development, and together with the streets, make up the essential framework of the place. The public places of the NQC Development play many roles - green oasis in a dense urban environment; social focal point; venue for seasonal events; and outdoor marketplace.

The NQC Development Design Guidelines for these spaces follow the City's goals as stated:

- To create additional smaller squares that serve as significant public spaces and attract people to different parts of the center
- To connect the historic Burial Ground to the United First Parish Church and to create an appealing gathering place between Quincy Center Station and Hancock Street
- To create a great social and public gathering space in the heart of the center's retail, office, and entertainment core along Hancock Street
- To "daylight" some limited sections of the Town Brook, if feasible and practical
- To extend or connect visibly to existing buildings and public streets



San Jose, CA



Rockville, MD

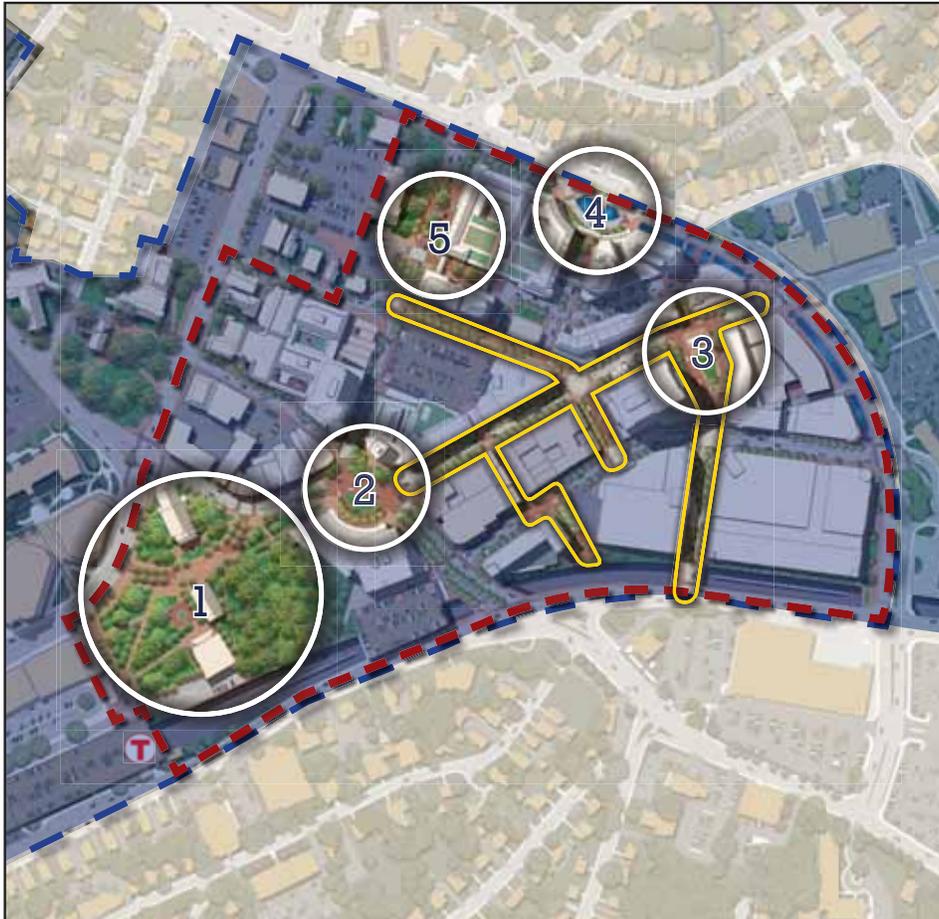


West Hartford, CT

Examples of a few Great Places (of all sizes) in Street-Works developments

Primary Public Squares & Parks

Each public space should connect to others via the public sidewalks and streetscape, and should be designed with a clear relationship to that system. In addition to the new Hancock Street and other sidewalk improvements, there are three new major public spaces and several secondary public spaces anticipated.



Historic Quincy Places

Primary Public Places

- 1 - Hancock Common
- 2 - Quincy Square
- 3 - Market Square

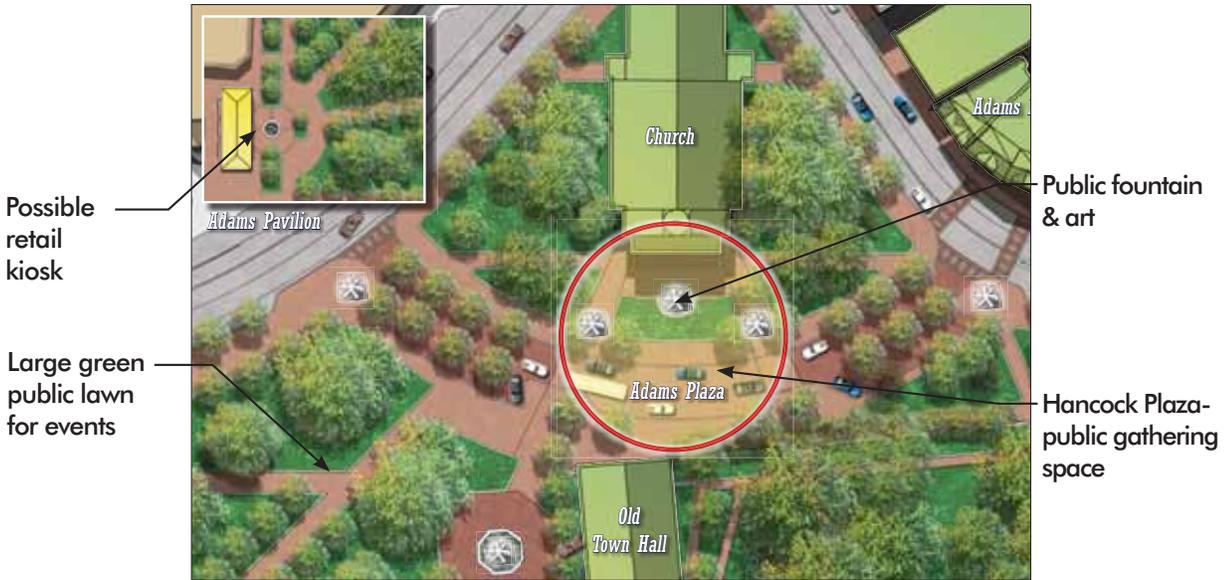
Secondary Public Places

- 4 - Encore Court
- 5 - Judiciary Square



Public Squares & Parks: Hancock Common

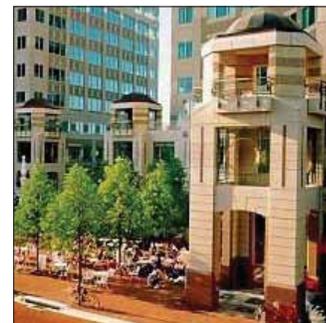
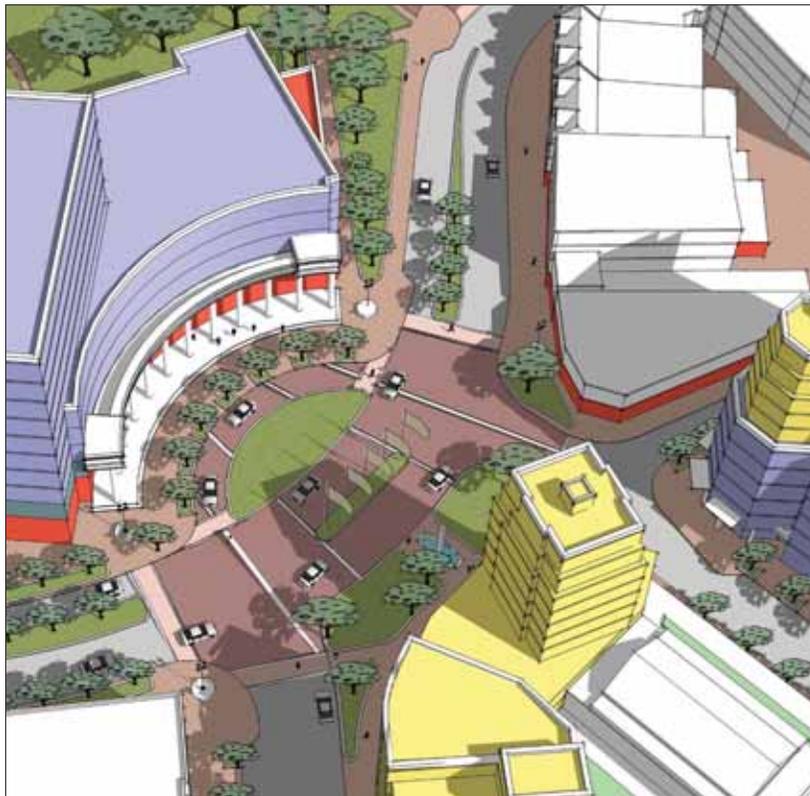
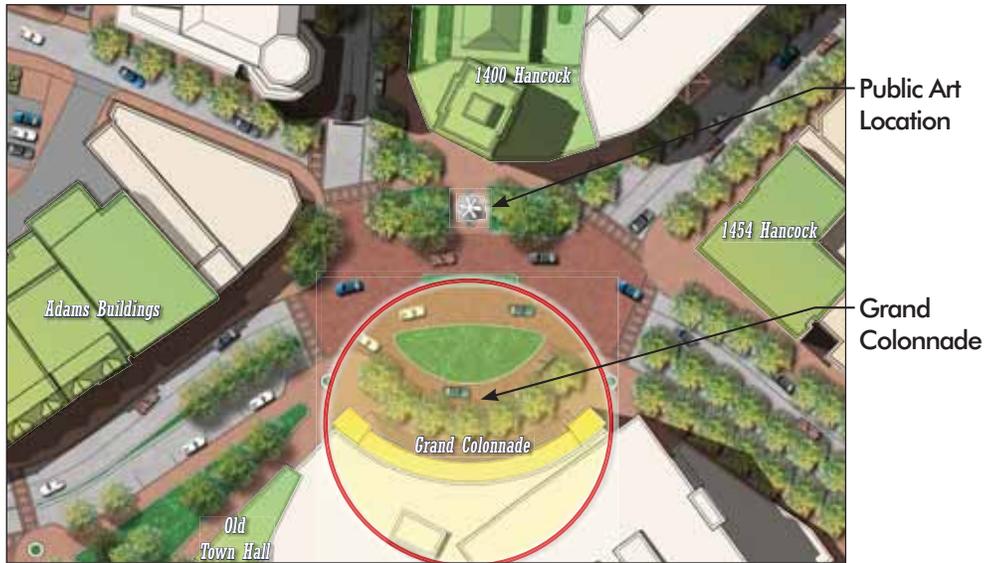
This area, home to the United First Parish Church and the final resting place of both Adams Presidents and their wives, is presently made up of a series of disconnected spaces and buildings that about the "T" station, City Hall and its plaza, and the old City Hall historic building. Surrounded and intersected by five lanes of highway that isolate the First Parish Church from the pedestrian and visitor, the four+ acre area is being redesigned into a real public place, primarily for the pedestrian, that will foster visitors and local residents alike to come, sit, converse, and enjoy the sites, sounds, and history of Quincy and America's past. The Common will be home to the new Adams National Park visitor's center and the Quincy museum.



Final design will be developed in concert with the City based on the recent Halvorson sketches from the TOD planning study.

Public Squares & Parks: New Quincy Square

At the intersection of Granite and Hancock, the Quincy Square will serve as the “Living Room”. A formal meeting place, where the transition from the vehicular focused roadways and sidewalks of the past meet head on with the more balanced pedestrian biased streets and streetscape of The New Quincy Center. Home to the historic Granite Trust building the arcade architecture will help create a memorable place. This square will also serve as a key link to the “T” station and the new Hancock Common which lie just to the north.



Public Squares & Parks: Market Square

At the intersection of Hancock and the new Cliveden Street extension bridge, this place is the “Family Room” and will house the farmer’s market pavilion and a series of public events that happen year round. Asymmetrical in shape, this more informal space serves as a key connector and destination as the consumer, visitor, and resident alike walk Hancock Street on their way to other places within The New Quincy Center.



Open air market hall modeled on Quincy Market in Boston



Permanent home for Farmers Market

Buildings

Design street-level facades to reinforce Quincy Center's vitality and quality

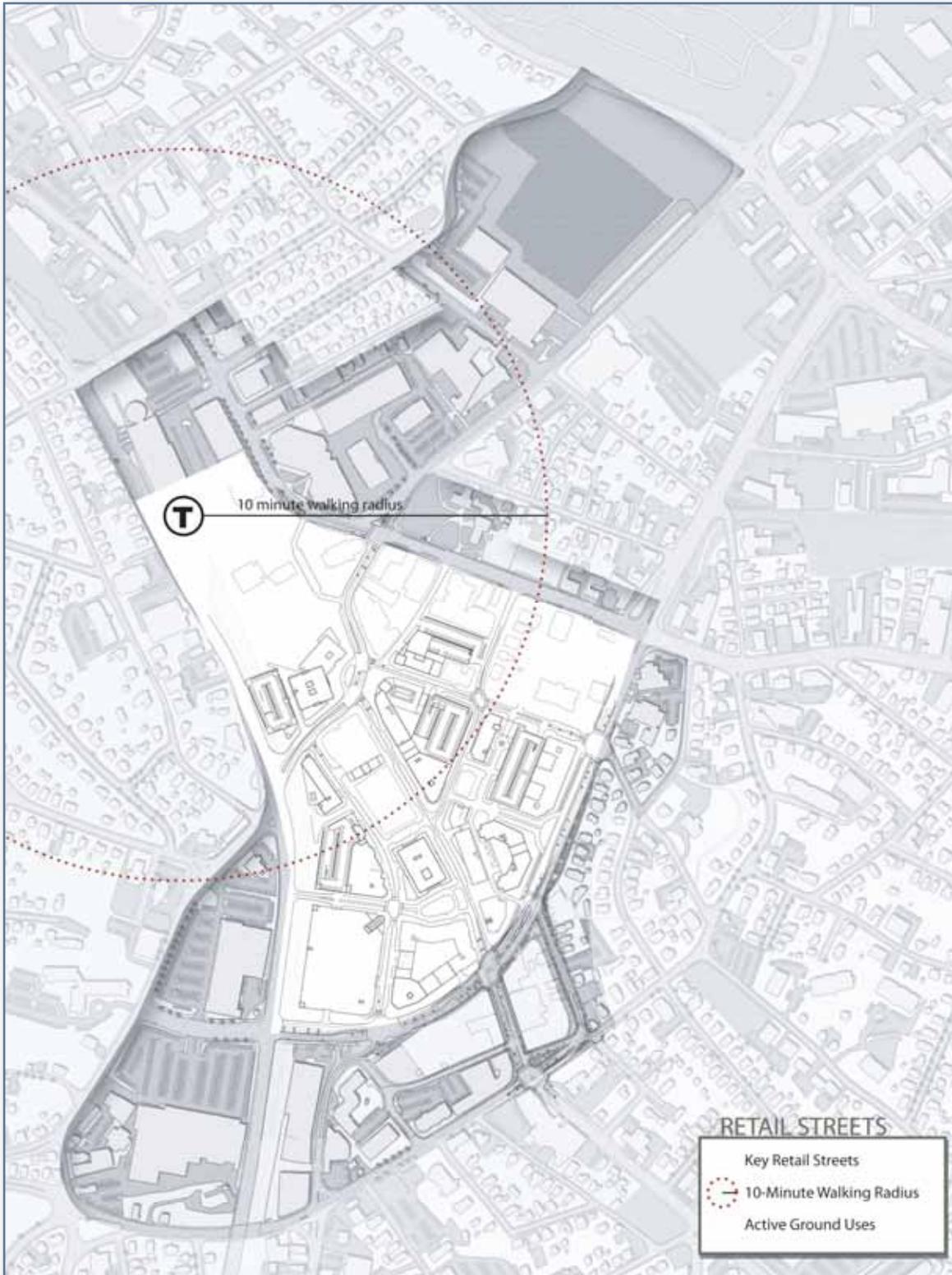


Diagram from City of Quincy Design Guidelines Document

Buildings

Introduction

Storefronts are one of the key components of creating the character of the pedestrian oriented streets of NQC Development. Retail is the primary use at the ground level of the buildings, the storefronts form the base of the architecture and will provide a fine grain to the building massing. To ensure a varied texture to the street wall, storefronts will reflect the individual character of the retail tenant vs. the character of the architecture above. Each storefront will be different and wherever possible driven by the brand of the retailer but should not rely on typical corporate prototype designs. To ensure a continuous and varied character along the pedestrian streets, wherever possible, the retail character should envelop the base of the building architecture. This approach means these guidelines cannot prescribe a particular style of storefront design, and therefore speak only to their quality and general character.

- To incorporate uses and design elements, for both new and existing buildings, that enliven the adjacent sidewalk and contribute to the Center's qualities as a pedestrian-friendly district
- To encourage graphic compatibility with the character of the buildings and the district as a whole



San Jose, CA



San Jose, CA



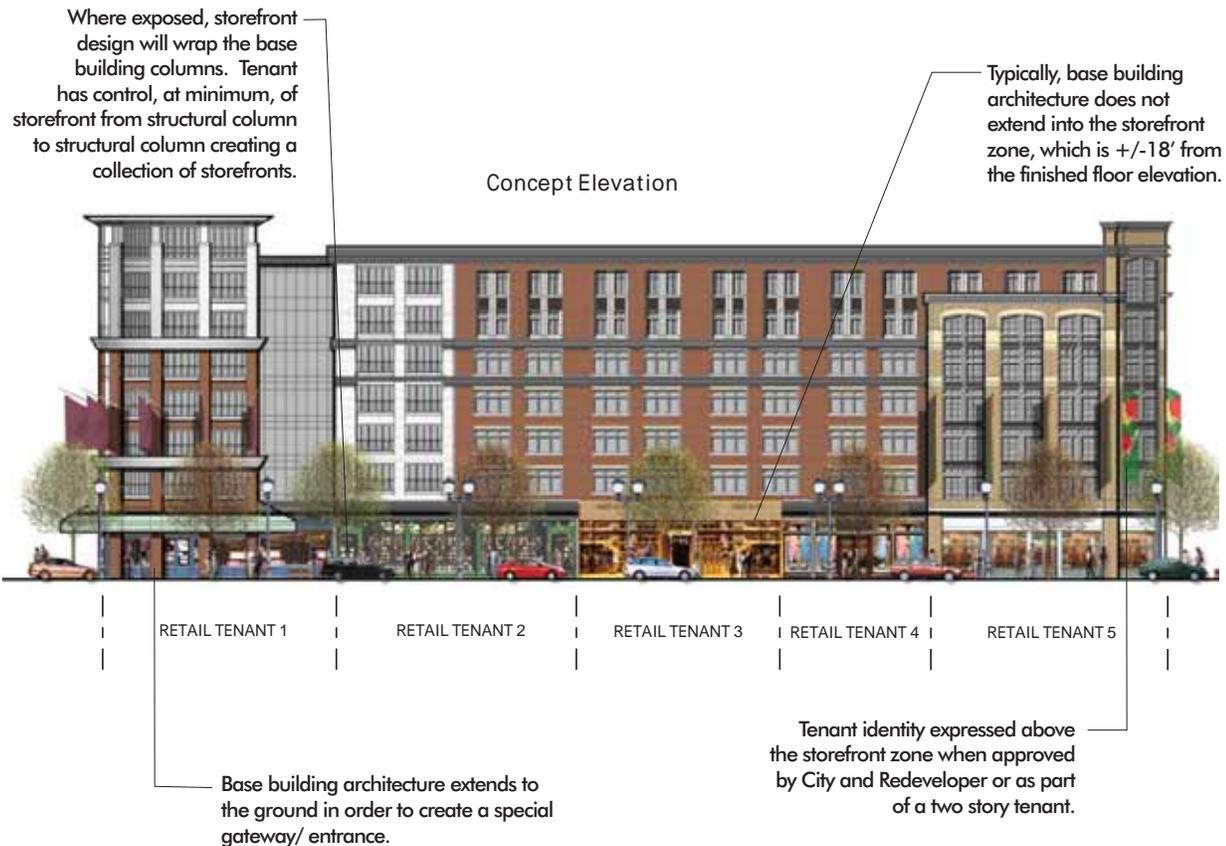
Bethesda, MD

Examples of storefronts from other Street-Works developments

Storefronts: Character

All retail tenants will have the opportunity to design and install their own storefronts as a way to express their individual identity provided they observe the minimum guidelines noted below:

- Support and enhance a good pedestrian experience on the primary sidewalks.
- Storefronts should be “individual” expressions of a tenant’s identity and may not rely exclusively on typical corporate prototype designs.
- Maintain a design and material quality to meet or exceed the quality of the tenant’s other “best” stores.
- Maintain design and material quality to meet or exceed the quality of the base building architecture.
- When used, integrate the design elements of the “merchandising zone” and the “cafe zone” to the tenant’s identity.
- Exterior merchandising may include elements that enhance a tenant’s brand such as planters, furniture, sidewalk signage and merchandise display.
- Tenant’s should create a unique and identifiable entryway that distinguishes their brand identity.
- Integrate the design of the storefront, interior, signage and lighting.



Storefronts: Building Base Principles

- The storefront design is by the retail tenant, and will reflect the tenant's individual brand identity.
- Storefronts shall NOT be designed by the base building architect to make the storefront "fit in" with the design of the base building.
- Typically the structural columns of the base building's facade that are within the retail level of the building, will be "wrapped" by the retail tenant's storefront and signage.
- In a few cases, such as residential lobbies, Significant or Secondary Corners or at the change of one building to another, the base building architecture may be extended to the ground.
- In some cases, when approved by the Redeveloper and the City, the tenant's identity may be expressed above the retail level of a building.
- All storefronts must be ADA accessible.



Storefronts: Pop-out and Recessed Zones

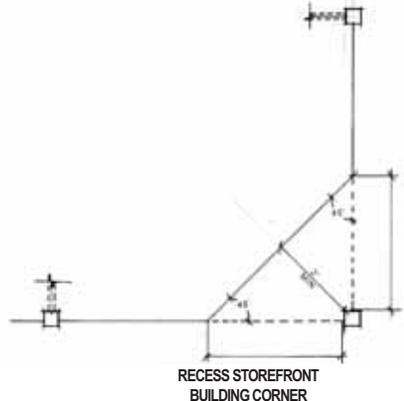
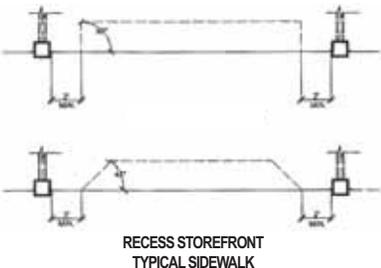
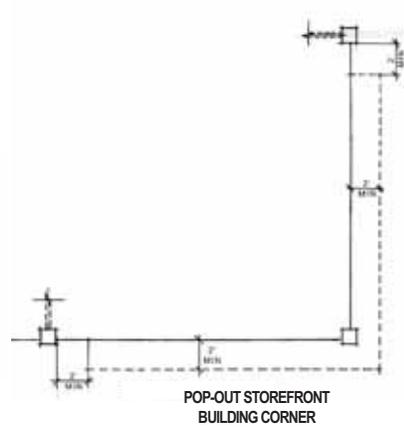
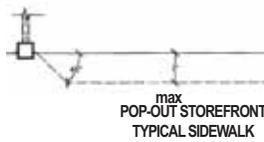
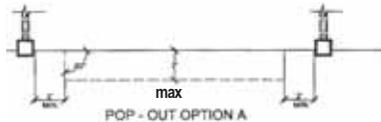
Storefronts may include projections and recessed areas from the face of the base building. Tenants may be allowed to 'push' their storefronts beyond the designated lease line into the storefront expansion zone. Tenants may recess the entry of the store.

- Tenants may use the merchandising zone for projection.
- In some cases, i.e. street corners and wider sidewalks, storefront may project beyond the typical 24" merchandising zone.
- In no case will the storefront inhibit a clear pedestrian path.
- Recessed entry floors should match existing hardscape or be of unique, high quality materials that are consistent with the Tenant's design.



Storefronts: Pop-out and Recessed Zones

To avoid a line of repetitive pop-out and recessed zones, the Redeveloper and City reserves the right to make the final determination on the use and location of pop-out zones and recessed areas.



Where a recess is used, the floor material may tie to the tenant identity, but must match, at a minimum, the quality of the adjacent streetscape.



Storefronts: Wood & Metal

Wood

Painted or stained wood may be used in many design applications, such as window frames, decorative trim or molding, and for solid areas, such as decorative bulkheads. In some cases, it may be used for larger architectural elements such as columns and entablatures. Wood paneling and plank construction are discouraged unless presented in a highly imaginative manner, and approved by the Redeveloper and City.

- Wood used in the construction of the storefront should be kiln-dried, mill-quality hardwood.
- Painted wood should have a shop-quality enamel finish.
- Wood without a paint finish should receive a clear, preservative sealant.
- Acceptable materials are durable, smooth exterior grade woods such as oak, redwood, and poplar.



Metal

The gauge, detailing and finish of all metal surfaces should be of high quality, and considered for exterior wear purposes. Metals such as shop-painted aluminum and steel, stainless steel, solid brass, bronze, pewter, or enamel coated steel may be used for hardware, trim and panels when well designed and detailed.

- Fabrication must be either heavy gauge material or thinner gauge material shop-laminated to solid backing.
- Sealants on natural metals are required to prevent tarnishing.
- Textured or brushed stainless steel, galvanized, sand-blasted and etched metals are encouraged.
- Unique treatments such as patinas, rusted, etched and imprinted metals will be considered for special design objectives
- Polished metals should be solid, not plated.



Storefronts: Stone, Cast Stone & Concrete

Natural Stone

Granite, marble, limestone, slate, and other natural stone materials may be used in storefront applications. The stone may be polished, unpolished, sand-blasted, flamed, honed, split-face or carved.

- The transition between stone and adjoining materials should be defined by use of metal reveals.
- Edge details should prevent visible unfinished edges.
- Stone used as paving material should be flush when meeting other flooring materials.
- Natural stone should be protected against staining and discoloration by means of sealers appropriate to the material.



Cast Stone & Concrete

Gypsum Fiber Reinforced Concrete (GFRC) and similar products are an economic way to add shapes and unique detail to the storefront design. With a wide variety of standard and custom architectural forms, details and embellishments are attainable.

- GFRC or a similar product can be painted, or integrally colored, and should receive an appropriate protective sealant.
- Architectural pre-cast concrete may be left natural if finish is smooth and even in color and appropriate to the storefront design concept.



Storefronts: Plaster & Tile

Plaster

Plaster and cement plaster (stucco) finishes may be considered for storefront applications, provided the finish texture is a light dash, sand or smooth finish.

- Plaster and stucco finishes should be used in combination with other high quality materials and should not be the primary storefront material.
- EIFS and similar materials are not permitted below 12'-0" AFF on the storefront.



Tile

Tile may be used as an accent to the storefront design. It can be used to create a pattern or intricate mosaic field to add a sculptural quality, or as a band of detail similar to those found on some terra cotta buildings.

- Porcelain, ceramic or glass tiles in glazed or natural finishes may be used as accents and in limited field applications.
- Small and intricate mosaic tile patterns may be utilized for detail and accent only.
- All tiles should be carefully detailed at outside corners with bullnose edges or special corner trims.



Storefronts: Discouraged Materials

The following materials are not permitted for storefront without Redeveloper and City consent:

- Plastic and metal laminates
- Acrylic
- Plastics
- Smoked or tinted glass
- Anodized or mill finish aluminum
- Simulated materials
- Interior grade materials and wall coverings
- Distressed or sandblasted woods
- Rough-sawn woods and shakes
- Mirror
- EIFS

Storefronts: Entries & Doors

The placement of doors and their designs are an integral part of the storefront design because they establish a clear point of entry to the store. Creative uses for entry doors should be explored as a connection to the street and a key expression of the tenant's individual identity.

- Tenants are encouraged to use transparent as opposed to solid doors to help blur the division between the inside and outside of the store, making the sidewalk an extension of the store. The door type and hardware should tie with the tenant identity.
- Doors must swing out within tenant's designated lease area. In the case of recessed entries, tenants may design exterior floors or may match existing/adjacent streetscape material and can include the 2' expansion zone. However, they can never impede the flow of pedestrian traffic.
- Underside of entry soffits must be finished by the tenant.
- Roll-down security doors and security gates will not be permitted.
- Multiple doors that can remain open during shop hours are encouraged for restaurants with cafe's.
- Canopies or awnings over the entry are encouraged especially at corner entrances and should tie to the tenant's identity.
- To accent entry, exterior lighting should be to a higher light level than adjacent storefront, or consider the use of architectural wall mounted fixtures as part of storefront design.

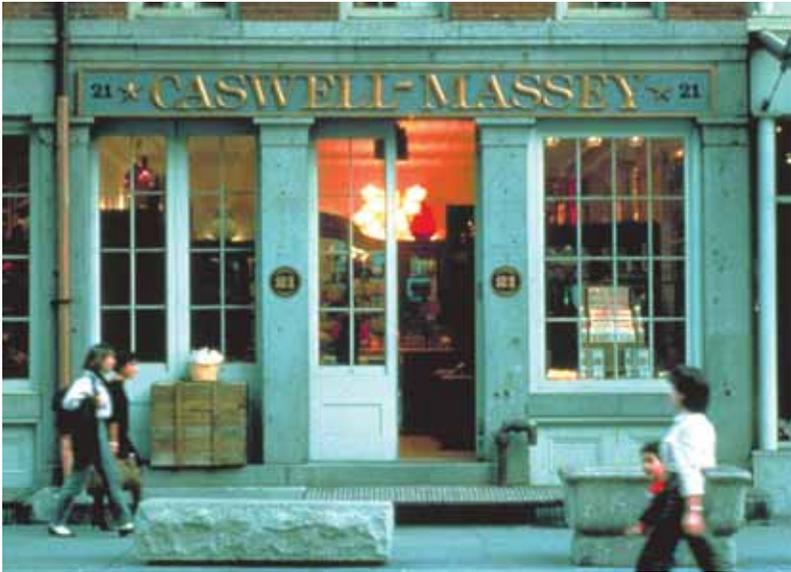


Storefronts: Windows & Glazing

The use of glazing in retail buildings and storefronts creates an important connection between the interior and exterior environment, and allows for effective window shopping and merchandising opportunities.



- Mostly glass
- Glass is transparent not mirrored
- Glass can be divided into small panes by fine mullions or can be large expanses
- Operable glazing is preferred
- If glass is used to conceal mechanical systems above eye level it can be painted or textured
- Butt glass joints are not permitted



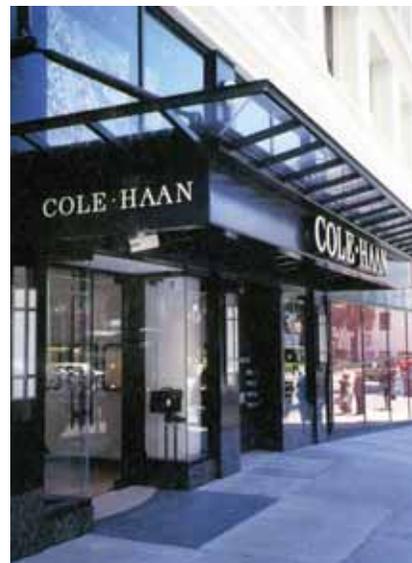
Storefronts: Canopies & Awnings

An awning or canopy can carry part of a tenant's identity.

- Should be installed a minimum of 8'-6" above sidewalk and should not exceed the height of the retail cornice.
- Retractable fabric awnings are acceptable and preferred at cafe's next to storefronts. Fixed lightweight metal and glass structures are acceptable and encouraged at corner entrances. Vinyl or plastic awnings, translucent acrylic, vinyl or synthetic mesh awnings or canopies are not permitted.
- Awning or canopy material should be of a woven fabric or other material that projects the natural appearance of canvas, metal, glass, etc. It should also be durable, fire resistant, and resistant to fade.



- Canvas colors and graphics should coordinate with the tenant's brand or printed graphics identity, and may be solid, striped or patterned.
- Graphics and lettering may be applied to awnings and canopies, and can be painted, sewn to the surface (applique) or silk-screened from computer-generated artwork.



Storefronts: Materials

The materials selected for the storefront, interior and signage should be of the highest quality, and assembled in a craftsman-like manner, similar to what you would expect in furniture construction. Below are the properties expected for the storefront material:

- **Durable:** Material should stand up to day to day abuse especially at the pedestrian level, or where customers will directly contact the storefront. Less durable materials may be used above 12.' All materials must stand up to an exterior environment.
- **Finished:** All exposed faces of the material will be finished. The method of attachment will be hidden unless it is part of the storefront design. Sharp edges will be smoothed.
- **Seamless:** Material to material connections will be seamless, perfectly aligned and without gaps.
- **Detailed:** Selected material will be appropriate to support the detail proposed in the design documents.
- **Colorfast:** Materials will fade minimally in an exterior environment.
- **Maintainable:** Materials that are susceptible to wear will be easy to replace or repair and will be replaced or repaired at the first sign of wear.
- **Transparent:** Glazing should maximize ability to see into the store (not mirrored) and where appropriate should be operable.



Storefronts: Lighting

The quality of light is important to the atmosphere and safety of the streets, as well as the success of the retail. Night lighting will prolong street life after retail business hours, and increase pedestrian safety. Therefore the Redeveloper reserves the right to control the lighting in the design control zone after store hours.

- Canopies and awnings may be lit from above to highlight tenant identity or signage, and may not be internally lit.
- Wiring for illumination devices used for signage needs to be concealed but accessible. No exposed raceways.
- Back-lit (halo-effect) letters are allowed.
- Neon tube lighting or other specialty lighting may be considered if it clearly supports the tenant's identity.



- Sign lighting which chases, flashes or has exposed bulbs is not permitted.
- Uplighting of signs is not permitted.
- The use of string lights is reserved and will be restricted to decorative purposes during the holiday seasons, with the exception of certain public spaces where they could be permanently installed as part of the public space lighting.

Storefronts: Blade Signs, Sidewalk Signs

Blade Signs

- All brackets shall be of a durable metal with a natural or painted finish, and should be integrated into the sign design.
- Signs may be flat or 3-dimensional and two sided, and may also be transparent, translucent, cut-out, filigree or sculpted.
- Signs should be mounted to storefront, but designs that propose the use of neutral pier(s) or fascia will be considered on a case by case basis.
- Blade signs should be a maximum of 12 square feet per side.



Sidewalk Signs

- Should not be considered as temporary signage. Restaurant menu boards are the best example of the appropriate use of sidewalk signs.
- Signs must not interfere with pedestrian traffic, or be placed beyond the 2' expansion zone.
- All sidewalk signs must be taken in each night.



Storefronts: Window & Wall Signs, Flags & Banners

Windows & Wall Signs

- Window signs should not be considered as temporary signage to advertise sales, promotions, etc.
- Window signage may be painted, etched or gold leafed directly to the inside face of glass storefronts. Letters should not exceed 1'-0" in height.
- Wall signs may be applied directly to the storefront in the form of painted wood or finished or enameled metal panels with painted, carved, cut-out or applied dimensional letters.

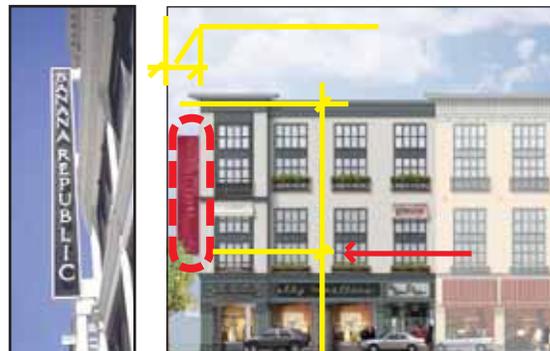


The maximum length of lettering used on the storefront

Primary sign should not exceed 75% of the sign area

Flags & Banners

- Canvas or nylon flags and banners may be used, but vinyl banners are discouraged.
- Flags or banners can be hung perpendicular to the building from poles, or flat against the building.
- Flag or banner content should be limited to the tenant's identity, and cannot be used for advertisement of specific products or services.
- The design and scale of the NQC district permits a number of various sized banner formats. All requests will be reviewed on a case by case basis to help maintain a comfortable density throughout.
- 5'-0" maximum off face of the building



Banners that extend above the first floor level (street level) may be used to emphasize the tenant's identity. The overall height of these signs should not exceed the height of the parapet.

Buildings: Facade Hierarchy

The building skins create a finer grain in the character of the inner walls, edges of open space as well as less visible and utilitarian faces of buildings. In order to achieve extraordinary character in appropriate places, other places must act as background.

This section of the Standards illustrates areas of the building faces where investment in detail or higher quality of materials should be concentrated, as well as where less detail and more common materials are appropriate.

VALUE LEGEND	
	Significant Corners / Lobbies / Gateways / Entrances
	Primary Elevations / areas of architectural emphasis
	Secondary Elevations
	Tertiary Elevations



Significant Corners, Lobbies, Gateways & Entrances

Each face has areas defined by a star rating. More stars mean greater detail and better materials. These areas will often equate to significant corners or gateways and places that are directly related to pedestrians. A location with 4 stars (****) is also a place where public art, or placemaking elements would be appropriate. 3 stars (***) designate significant elevations with good detail and materials that are appropriate as the edge of a significant public space. 2 stars (**) are solid background elevations. 1 star (*) represents areas that are utilitarian or are low visibility.



Primary Elevations / area of architectural emphasis



Secondary Elevations



Tertiary Elevations

Buildings: Facade Organization



The base is reserved for the retail tenant's expression except at commercial, residential or hotel lobbies.

- Vary the cornice line at the top of the building and encourage different types of cornices to create a varied roof line.

- All buildings are to include a base, middle and top through the use of cornices, exterior architectural moldings, trim, roofs and materials.

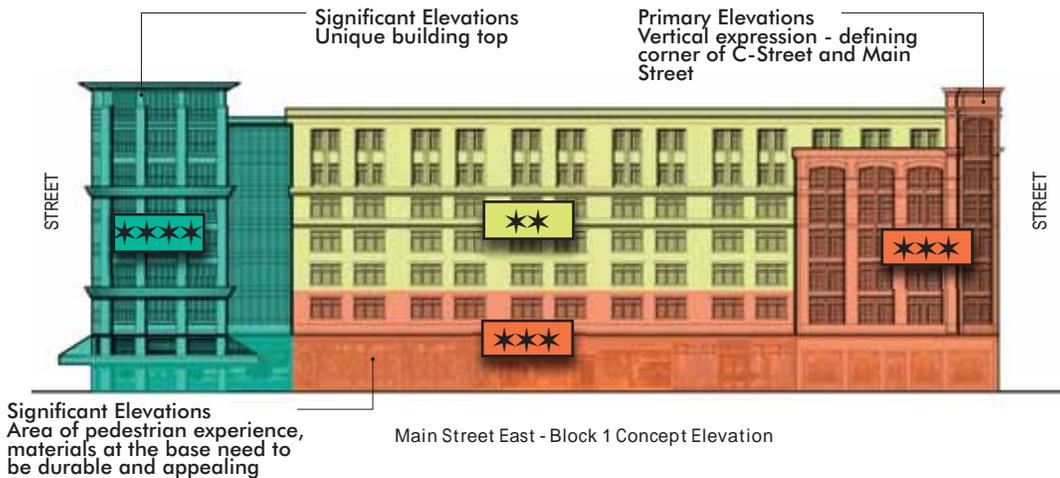
- Encourage the appearance of multiple buildings through varied massing and design across a typical block long elevation.



Buildings: Facade Priorities

Building amenity or element unique to the corner unit may have increased window sizes, balconies etc.

Allow the distribution of types (in this case, residential unit types) behind the facade influence the fenestration



Concept Elevations

- The organization of the interior of the building should follow exterior conditions i.e. larger residential units will tend to be on corners or oriented toward views.
- The organization of unit types as well as unique exterior influences [i.e. views] should be expressed on the building elevations. For example: corner units with a view might have increased window sizes, balconies or rooftop amenities to take advantage of the view.
- The repetition of smaller units between corners may be expressed as a field of punched openings.
- Unique units responding to unique master plan idiosyncrasies [end of a view corridor, units that bridge over pedestrian or vehicular ways] or the location of amenities like a residential community room should have a unique expression on the exterior.
- In order for certain parts of a building to be “significant” or to be perceived as a Gateway, to help reinforce the importance of a public open space, or to help breakdown the scale of an elevation, not all pieces can be designed to the same level. Only if some parts of the facade are allowed to be background can others be foreground.

Significant Corner: Illustrative Concept

Possible Building Materials & Design Features



VALUE LEGEND	
****	Significant Corners
***	Primary Elevations
**	Secondary Elevations
*	Tertiary Elevations

TYPICAL CORNICE AND ROOF TREATMENT may consist of:

- Dimensional concrete roof tiles (Slate tile look)
- Metal standing seam roof
- Pre-cast or GFRG cornice
- Brick chimney w/ precast caps
- Decorative stone coating at higher elevations

TYPICAL WALL AND OPENING FRAME TREATMENT may consist of:

- Brickface
- Stone cladding
- Metal cladding
- Bay or bow windows
- Bolt-on or offset decorative frieze or medallion or grille panels (precast or custom)
- Decorative stone coating trims and details
- GFRG details at first 30' of facade treatment

TYPICAL OPENING AND BALCONY TREATMENT may consist of:

- Aluminum casement windows and French doors with interior grilles
- Window wall or unitized curtain wall
- Occupiable balconies
- Decorative metal railings
- Precast or brick or metal lintel at windows
- Precast or brick window sills



Note:
Storefront design, awnings, tenant graphics by retail tenant

Primary Elevation: Illustrative Concept

Possible Building Materials & Design Features



TYPICAL CORNICE AND ROOF TREATMENT may consist of:

- Pre-cast or GFRC cornice
- Brick chimney w/ precast caps
- Decorative stone coating at higher elevations

TYPICAL WALL AND OPENING FRAME TREATMENT may consist of:

- Brickface
- Metal cladding
- Bay or bow windows
- Precast (brick or stone) decorative spandrel panels
- Decorative stone coating trims and details
- GFRC details at first 30' of facade treatment

TYPICAL OPENING AND BALCONY TREATMENT may consist of:

- Aluminum casement windows and sliding doors with interior grilles
- French balconies with simple railings
- Decorative metal railings
- Precast lintels at windows
- Precast window sills

VALUE LEGEND	
****	Significant Corners
***	Primary Elevations
**	Secondary Elevations
*	Tertiary Elevations



Secondary Elevation: Illustrative Concept

Possible Building Materials & Design Features



TYPICAL CORNICE AND ROOF TREATMENT may consist of:

- GFRC cornice
- Decorative stone coating at higher elevations

TYPICAL WALL AND OPENING FRAME TREATMENT may consist of:

- Brickface
- Decorative stone coating
- Decorative stone coating trims and details
- GFRC details at first 30' of facade treatment

TYPICAL OPENING AND BALCONY TREATMENT may consist of:

- Aluminum casement windows and sliding doors
- Occupiable balconies with simple railings at the upper levels
- French balconies with simple railings
- Limited precast lintels at windows
- Limited precast window sills

VALUE LEGEND	
****	Significant Corners
***	Primary Elevations
**	Secondary Elevations
*	Tertiary Elevations



Tertiary Elevation: Illustrative Concept

Possible Building Materials & Design Features



TYPICAL CORNICE AND ROOF TREATMENT may consist of:

- Metal cap parapet
- Decorative stone coated cornice at higher elevations

TYPICAL WALL AND OPENING FRAME TREATMENT may consist of:

- Limited brickface
- Decorative stone coating at higher elevations
- Clapboard or vinyl siding at higher elevations
- Decorative stone coating trims and details
- GFRC details at first 30' of facade treatment

TYPICAL OPENING AND BALCONY TREATMENT may consist of:

- Vinyl clad hung windows & sliding doors
- French balconies with simple metal railings

VALUE LEGEND	
****	Significant Corners
***	Primary Elevations
**	Secondary Elevations
*	Tertiary Elevations



Facade Materials: Office

Office buildings throughout the district are very significant structures. In anticipation of a wide variety of tenants we would expect a more significant variety of building materials from traditional to more contemporary. The ability for key anchor tenants to have their names on the buildings may be an important selling point in the market place. Some of the materials that will be utilized to achieve the quality standards expected would be as follows:



West Hartford, CT



West Hartford, CT
Example Office Buildings from other Street-Works developments



Bethesda, MD



Bethesda, MD

Facade Materials: Hotel

Hotel buildings must be able to express the identity of the hotel flag through materials, signage, architecture and streetscape. The design shall not be the typical corporate prototype and shall have a distinct building character that shall incorporate some of the architectural style and elements of the downtown district. Special attention will be paid to the street level uses and architecture in line with the storefront guidelines. This is particularly true at the entrance/porte cochere. Some of the materials that will be utilized to achieve the quality standards expected would be as follows:



Significant cornice of cast stone, metal or EIFS

Architectural concrete, cast stone or EIFS with deep reveals

Brick materials for at least 25% of façade



West Hartford, CT



West Hartford, CT



San Jose, CA



Example Hotels from other Street-Works developments

Facade Materials: Anchor Retail

Anchor retail buildings must be able to express the identity of the retailer through materials, signage, architecture and streetscape. The design shall not be the typical corporate prototype and shall have a distinct building character that shall incorporate some of the architectural style and elements of the downtown district. Special attention will be paid to the street level uses and architecture in line with the storefront guidelines. Some of the materials that will be utilized to achieve the quality standards expected would be as follows:



Significant cornice of cast stone, metal or EIFS

Architectural concrete, cast stone or EIFS with deep reveals

Clear glass with metal or wood frames



Brick materials for at least 25% of façade

Details typical to other buildings in district

West Hartford, CT



Bethesda, MD

Example Anchor Retail from other Street-Works developments



West Hartford, CT



San Jose, CA

Facade Materials: Residential

There are two kinds of residential buildings anticipated in the development district. There are high-rise condominiums and apartments and mid-rise, loft-type apartments. Both of these need to have their own distinct character while fitting in to the general character of the district. There can be a wide variety of expressions as long as the materials are of high quality. Some of the materials that will be utilized to achieve the quality standards expected would be as follows:



West Hartford, CT
Example Residential Buildings from other Street-Works developments



Charlotte, NC



San Jose, CA

Parking

Provide convenient parking that serves, but does not shape, Quincy Center



Diagram from City of Quincy Design Guidelines Document

Parking

Introduction

Structured parking within the NQC Development provides the ability to create density and therefore vibrancy within the district. The parking solutions contained within this section provide for the clear circulation of vehicles as well as pedestrians and minimizes the structures' impact on the pedestrian character of the Development.

Goals for the parking are:

- To minimize the need for new parking facilities
- To maintain active uses at or above street level by utilizing structured parking
- To reduce the visual and other impacts of surface parking adjacent to public streets



West Hartford, CT



West Hartford, CT



New Rochelle, NY

Example Parking Garages from other Street-Works developments

Parking: Examples

Facades of parking structures which are exposed to major streets or open spaces will be designed with the following minimum requirements:



Facade Type



Parking Cores

- 1** TYPE 1: The parking deck facade should be treated with high quality materials as a part of the column and spandrel design and given vertical articulation to break up continuous horizontal strip openings.
- 2** TYPE 2: A typical parking structure of either steel or concrete columns and spandrel that incorporates a "screen" on the exposed facade. The screen material may incorporate color, iconic images or vegetation.
- 3** TYPE 3: A typical parking structure of either steel or concrete columns and spandrel, where the parking deck is stacked above or below other uses, it should incorporate a similar color or material palette.
- 4** TYPE 4: Parking structure lobbies should be clearly visible and be unique in its articulation. Expression of the vertical pedestrian circulation (stairs and elevators) is strongly encouraged.

Parking: Facade Principles

High Quality Materials



Screen & Vegetation



Matching Construction



Exposed Circulation Core



Facade Materials: Parking

The exposure of parking structure facades to the public streets have been minimized in the development plan. Where they are exposed, the materials will be integrated with the architecture on surrounding buildings and adjacent (above or below) uses and of the same quality. Some of the materials that will be utilized to achieve the quality standards would be as follows:



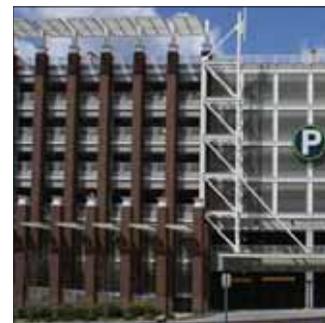
West Hartford, CT



West Hartford, CT
Example Parking Garages from other Street-Works developments



West Hartford, CT



Portland, OR

Public Art & Place-making Program

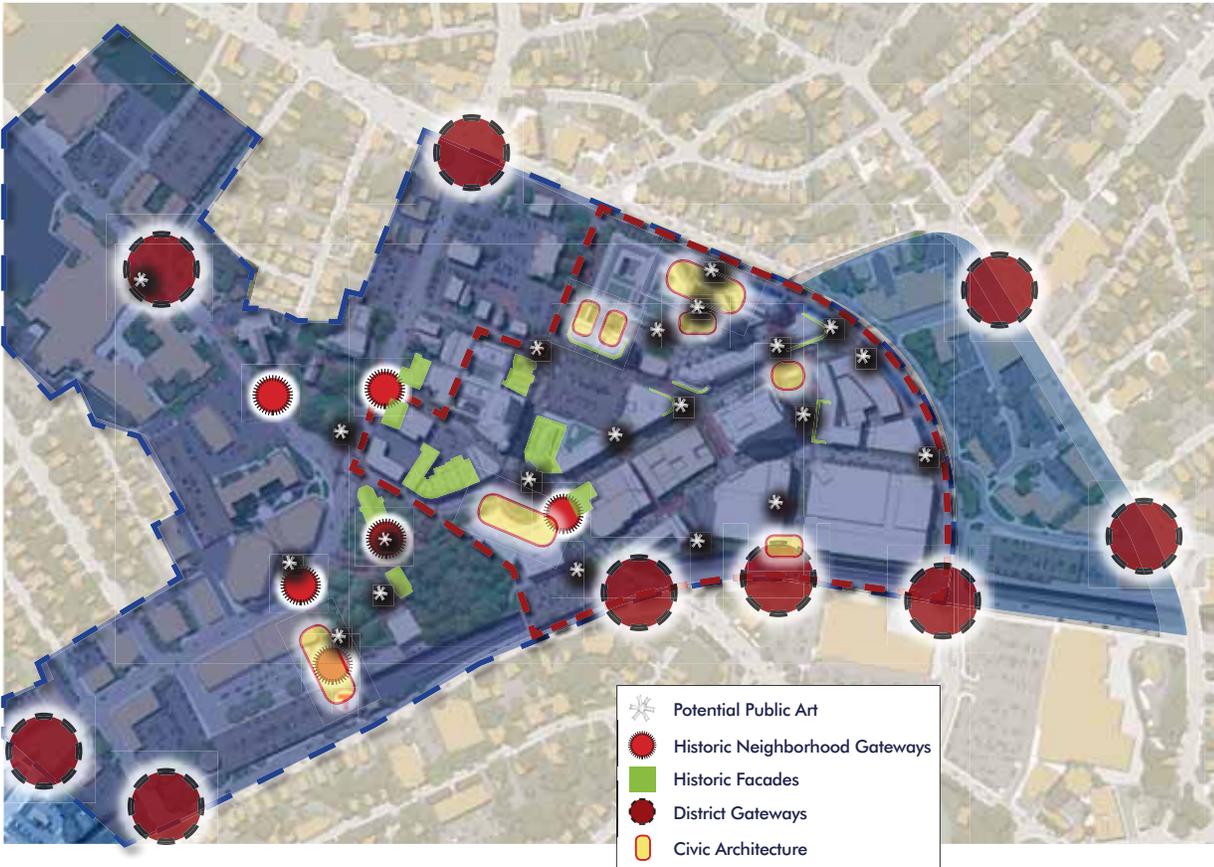
Build a restorative downtown and celebrate Quincy Center's history through public art



Public Art & Place-making Program

Introduction

A key component of the NQC Development is a commitment to public art and place-making following the guidelines of the City's new ordinance. The place-making diagram below illustrates all of the areas for elements which define and distinguish the entire downtown Quincy district. These place-making markers include district markers, place markers and gateway locations for public art.



Downtown District Gateways



Public Art & Place-making Program: Goals

In general, the strategy for public art should follow these goals:

- Should have special relevance to Quincy and its history and be considered part of the downtown Quincy collection and not individual isolated works.
- Should be visible and accessible, but not obstruct pedestrian or vehicular circulation.
- May include place-making elements such as water, seating, planting, decorative architectural elements or public space.
- Must be in scale for its proposed location.
- Should be designed without physical hazards and cannot require major maintenance.

Public Art

- Should be visible and accessible, but not obstruct pedestrian or vehicular circulation
- Should be considered part of a collection and not individual, isolated works
- May include water, seating, planting, decorative architectural elements or plaza space
- Must be in scale for its proposed location
- Should be designed without physical hazards and cannot require major maintenance

