APPENDIX "B" 2551 Sherwood Heights Drive Urban Design Guidelines

These site specific Urban Design Guidelines are to be read and applied in conjunction with the Livable Oakville Official Plan Section 6 – Urban Design policies, and the Livable By Design Manual. Together, they shall inform an approved Urban Design Brief to guide future development for the subject lands.

Built Form

- 1. Buildings should be arranged in a manner that enhances the public realm and limits surface parking oriented towards the street.
- 2. Loading areas should be located internal to the site.
- 3. Building heights should ensure no shadow impacts onto nearby parks and residential areas.
- 4. Integrate office spaces oriented towards the road to enrich pedestrian environments along the street edge, while maximizing window and door openings along the public realm.
- 5. Increase the height of the office components to emphasize building entrances and to create visual cues for user orientation.
- 6. For the corner building, incorporate vertical elements, expressive massing and architectural features to accentuate the corner and address both frontages.
- 7. For building façades greater than 30.0m in length, divide the horizontal dimension of the building by incorporating significant modulations (projections/recesses) in the massing and variety in architectural detailing. Design façades of longer buildings to give the appearance of a collection of finer grain structures.

Landscaping

- 1. Building size and parking should be limited to promote planting and reduce heat island effect to address the town's Climate Change Emergency strategic goals.
- 2. Required landscaping adjacent to parking or storage areas should not be located within the Ministry of Transportation 14m setback requirements.
- 3. Robust landscaping should be incorporated into the development to screen and buffer parking and outdoor site activities from the street.
- 4. Stormwater Management Facilities should be sized to accommodate robust planting where it abuts a street.