

Appendix: Glossary of Terms

Building Bay: An individual component of a building that is delineated by structural elements such as columns, piers or bearing walls.

Building Plane: The vertical surface of a building wall or façade. A building plane may intermittently change, which provides articulation to the building's massing.

Detail: The smaller elements of a building that can be considered both individually and in relation to the whole. In this document, detail generally refers to individual components of architectural features such as façades, windows, doors and roofs.

Display Window: The ground floor fenestration that allows a merchant to display the products or services of the tenant business.

Façade: The exterior wall of a building.

Guideline: Recommendations for design solutions to the general goals and specific development issues included in this document. Throughout this document, the language “should” or “strongly encouraged” indicates a guideline.

Historic Resources: Areas, streets, buildings, structures, works of art, natural features and other objects or locations having a special historic, cultural, architectural, archaeological, community or aesthetic value.

Intent: The inherent goal of a specific guideline or group of guidelines.

Massing: The three-dimensional physical volume of a building.

Parapet: An upward extension of the exterior wall that rises above the roof to give the appearance of a taller building façade and mask equipment or other material on the roof.

Parking Bay: An individual component of a parking lot or structure that is ordinarily comprised of a drive aisle that is flanked on either side by parking spaces that can be perpendicular, diagonal or parallel.

Parking Reservoir: An area of parking that is generally used by multiple businesses or users, such as a centrally-located downtown parking lot.

Rhythm: A repeating pattern of façade or building elements that is conducive to the scale of a pedestrian walking in front of those buildings.

Scale: The size of a building or environmental feature, and the relationship of that size to the surrounding built or natural environment. Some places may benefit from a grand scale, such as a large open space or significant civic building, while other places will rely on an intimate scale more closely related to the human form.

Setback: The distance between a building and the property line.

Standard: Principles to achieve design solutions for development issues, for which conformance is mandatory. Throughout this document, the language “shall” or “must” indicates a standard.

Storefront: Generally speaking, a ground floor use that is conducive to retail activity, for which the building façade offers a high degree of visibility for the goods and services being offered by the tenant.

Acknowledgements and Participants

A. Governing Bodies

1. City Council

Dr. Marshall H. Kamena, Mayor
Tom Reitter, Vice Mayor
Mark L. Beeman, Councilmember
Lorraine Dietrich, Councilmember
Majorie Leider, Councilmember

2. Planning Commission

Martha Claassen, Chairperson
Doug Horner, Vice Chairperson
Barbara Bailey
Darry L. West
Michal Lea

3. Design Review Committee

Barbara Hickman, Chairperson
Wenbo Yuan, Vice Chairperson
Cathy Bandy
James Brandenburg
Anthony Sarboraria

B. Participants

1. City of Livermore

Marc Roberts, Community Development Director
Eric Brown, Planning Manager
Fred Osborn, Assistant Planning Manager
Paul Spence, Principal Planner

Ben Murray, Senior Planner
Christine Rodrigues, Associate Planner
Catherine Hagebusch, Associate Planner
Alison Bissell, Planner
Cheri sheets, City Engineer
Jaquelin Salomon, Senior Civil Engineer

Administrative Support:

Julie Kavanagh
Susan Calkins
Tara Sreedharan

Photographs:

Paul Spence
Steve Stewart
Frank Guido

2. Design, Community & Environment

David Early, AICP, Principal
Tom Ford, AICP, Senior Associate/Project Manager
Dean Hunsaker, Associate/Graphic Design Manager
Catherine Reilly, Associate
Maren Moegel, Project Urban Designer
Topden Tsering, Graphic Artist
Ken Garkow, Graphic Artist