NEOCITY

DESIGN GUIDELINES

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ACKNOWLEDGMENTS

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Preface

Design guidelines are the foundation of implementing the vision for NeoCity.

Design Guidelines Intent

This Design Guidelines document is intended to create the foundation for building a walkable, active, and vibrant development at NeoCity. Following on from the NeoCity Master Plan first approved in 2017, these guidelines are intended to translate the overall master plan design intent into guidance and standards for individual sites and the associated public realm within the district. The guidelines create a common set of standards to which private development must adhere, with the ultimate intent of supporting a vibrant public realm across the entire site, with a distinct sense of place.

These Design Guidelines help frame and compose public space, orient activity to the street, and create a distinct feeling of place. They aim for a diverse mix of uses across the site without being prescriptive, allowing for flexibility and creativity from individual developments so long as they meet essential criteria spelled out herein.

Each development within NeoCity is expected to contribute positively to the overall experience of the district such that the sum of all development is greater than its component parts. It is to this end that the Design Guidelines are aimed – to require a high standard of development from all occupants in order to build a truly unique and successful district, not only with high quality buildings as component parts, but that support rich and lively streets, parks, plazas, and trails that stitch these buildings together.

A compact and connected block structure provides a flexible development framework and walkable urban fabric.

CHAPTER 02

INTRODUCTION

Original Master Plan Rendering of NeoCity

THE MASTER PLAN FOR NEOCITY

NeoCity is a 483-acre technology district envisioned as an innovation epicenter, and an engine of job creation for Osceola County, set within a mixed-use urban center. Beginning with raw former farmland less than two miles east of Downtown Kissimmee at the edge of Lake Toho, the NeoCity Master Plan has built a vision for a place like nowhere else in Central Florida where economic growth and placemaking intertwine to support a center for innovation and new community hub for the region.

2.1 THE MASTER PLAN

NeoCity is a compact, vibrant, and sustainable urban innovation district

The Master Plan for NeoCity is fundamentally about transforming the place and economy of Osceola County. It is a bold vision for a global center of smart sensor, photonics, and nano-technology research and development that hinges not only on the creation of these jobs, but on the development of a vibrant urban district that will be the set for this exciting transformation. NeoCity is intended to be a compact, connected, and integrated urban district whose economic success is inextricably tied to the success of the place.

NeoCity is not an office, research, or industrial "park" in the traditional sense. Accordingly, development will not resemble familiar business as usual development patterns, with a single-use zoning, isolated buildings and vast parking lots. The old model that separated individual businesses, researchers, and developers will be turned inside out. Instead, buildings will be nestled in walkable, urban blocks, with active streets and a mix of uses that create a lively sense of place. NeoCity will be a place where researchers and entrepreneurs are drawn by the opportunity to collaborate, and community members are drawn by the incredible public parks, trails, and dining and retail amenities.

Original Master Plan Rendering of Neptune Park waterfront at NeoCity

Original Master Plan Rendering of the Central Plaza area at NeoCity

MASTER PLAN VISION

Master Plan Design Principles

During the Master Planning process a number of design principles were developed to lead the intent of the design from the genesis of the plan through full buildout. The design principles are at the core of the way the plan has been organized in terms of its streets, block structure, connectivity, activity, and sustainability.

Integration of Water

Integration of Water

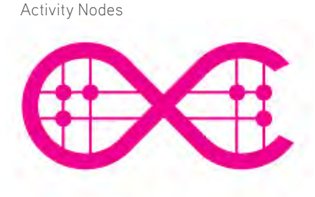
Creating a district that celebrates its environmental and ecological context, effectively managing stormwater, improving water quality across the site and reducing the need for potable water use for irrigation.

Matrix of Uses

Matrix of Uses

A spectrum of uses is intended across the site which may vary from highly public and active to highly private and secure. The Master Plan was designed to accommodate varying levels of public and private uses across the site, concentrating activity at the core and creating more secure areas at the periphery.

Activity Nodes



Activity Nodes

A series of parks, plazas, trails, waterfronts, intersections and gateways create nodes of activity and spaces for ideas and vibrancy of the innovation district to collide.

Gateways + Connections

Creating an interconnected urban fabric within the district and integrating NeoCity into the surrounding community, creating a series of vehicular, bicycle, and pedestrian entrances and gateways with distinctive character and hierarchy reinforced through these Design Guidelines.

Block Density

A robust block structure is the backbone for a compact and connected development that supports a wide variety of uses and development typologies. This rational and flexible framework can be adapted over time to support the changing needs of site users.

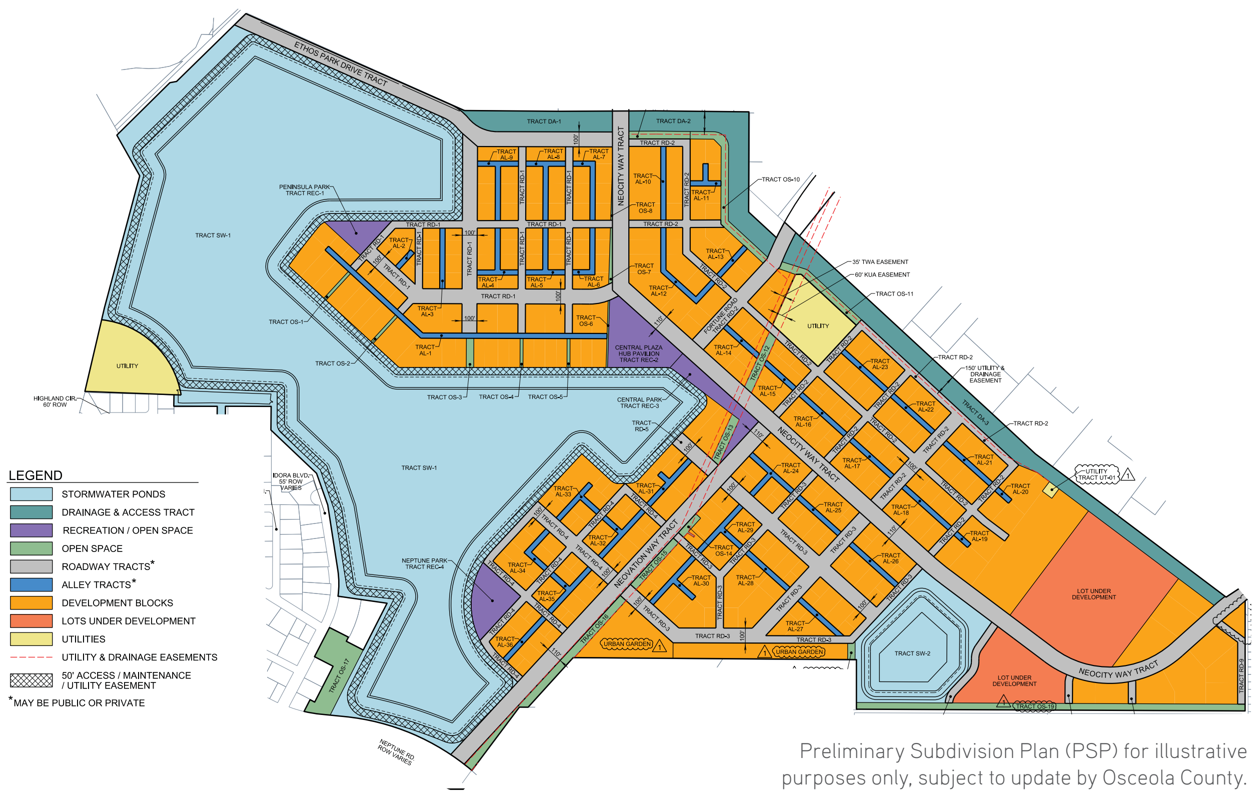
Gateways + Connections

Block Density

Commitment to Sustainability

NeoCity is anticipated to be a leader in sustainable development, integrated into an increasingly interconnected network of growing population centers south of Orlando. As the population of these metro areas continues to grow at a high pace, it is critical that new development be done thoughtfully and sustainably. The Master Plan has established the groundwork for a compact and connected district, accessible by many modes of transportation, integrated sustainable stormwater management practices and low-impact landscapes. The guidelines found here build on what has been embedded into the design of the Master Plan and ask new development to pick up this mantle as well.

MASTER PLAN IMPLEMENTATION

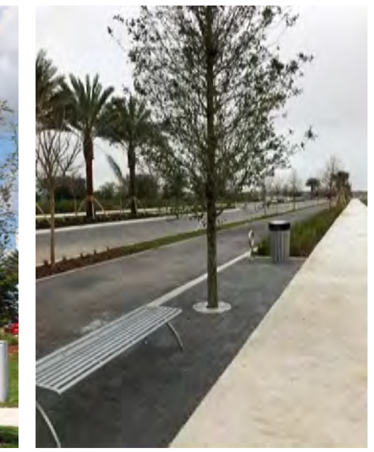


Preliminary Subdivision Plan (PSP) for illustrative purposes only, subject to update by Osceola County.

Parcelization / Preliminary Subdivision Plan

Following the completion of NeoCity's Master Plan, a Preliminary Subdivision Plan (PSP) was created for the entire district. This document delineates the public elements including rights-of-way, parks, plazas, and trails around the pond edge along with water bodies, drainage, and other large utilities or easements that are not developable. These public elements are fixed and are not available for private development (except in limited circumstances as specified within this document). The remaining areas are comprised of developable blocks. These blocks are generally ~400' along any one side, though these dimensions vary, especially where the site area meets an adjacent property or a water body.

The PSP is subject to update by Osceola County, which may have reciprocal impacts to the rights-of-way, blocks, and parcels indicated within this document, though these are unlikely to be substantial. For example right-of-way widths may be subject to change in some locations as indicated by the Street Hierarchy map later in the document, which may slightly alter the widths of certain blocks and parcels. Additionally, it should be noted that there are several existing buildings at NeoCity which pre-date the development of these Design Guidelines and therefore do not necessarily conform to the requirements herein. While they are important and valuable buildings in the district, they should not be looked to as precedent for future development or execution of these Design Guidelines in built work.



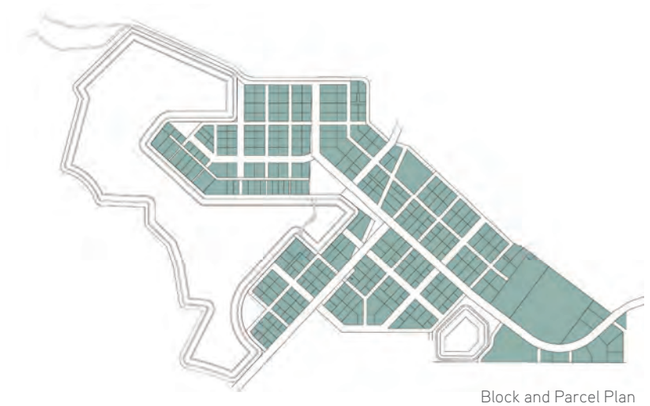
Detailed photos of buildings, roadways, and infrastructure elements constructed at NeoCity in 2020 or earlier.

BASIC PLAN ORGANIZATION

The fundamental organizing principles of NeoCity are the parcelization plan, street hierarchy, and transect

Basic Plan Organization

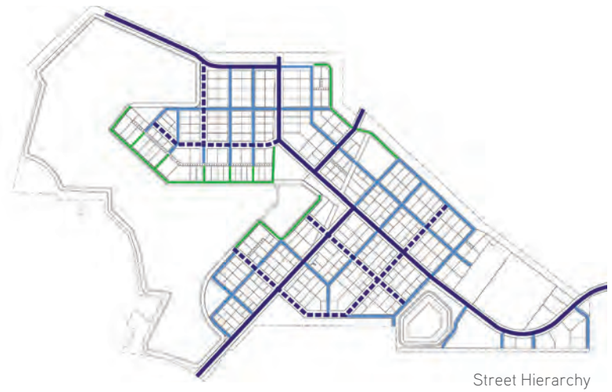
The Design Guidelines are organized around three fundamental elements – the urban transect, street hierarchy, and development parcel. Beginning from this organizational framework, the guidelines specify appropriate site organization, building scale, and activity across the development. The guidelines create a set of baseline criteria from which to begin the development negotiation process between Osceola County and other entities, providing a clear set of expectations for both sides. The reference diagrams seen here are found as full page versions with further descriptions in Chapter 3: Form-Based Design.



Block and Parcel Plan

Blocks and Parcels

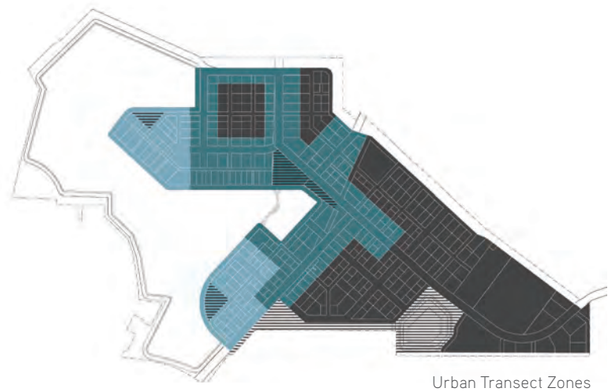
The blocks and parcels resulting from the PSP are the fundamental units of development within NeoCity. The Design Guidelines apply to parcels or combining parcels, whether a single parcel, multiple parcels combined along a street, or an entire development block surrounded on all sides by streets. Parcels are the more flexible element, as they can be combined or altered to meet the requirements of a developer, whereas blocks are circumscribed by rights-of-way that are a substantially fixed element of the Master Plan layout, except in limited circumstances. The block and parcel lines indicated in the above diagram appear throughout the document within other plans as one of the fundamental organizing elements. The PSP may be updated in the future and parcel lines are subject to change based on updates or property sales.



Street Hierarchy

Street Hierarchy

The rights of way within NeoCity have been assigned a hierarchy that corresponds to their function within the development. Where parcels front on these primary, secondary, and pedestrian only rights of way, different elements are allowed or required of the development in order to support the intended public realm elements along these rights of way.



Urban Transect Zones

Urban Transect

In service of the form-based design approach taken by NeoCity, the idea of the transect has been implemented as an overlay across the district. The transect approach allows NeoCity to specify different parameters of development form and organization in place of traditional Euclidean zoning based on building use. It is an approach that is intended to ensure all development meets a set of fundamental parameters, irrespective of use.

2.2 DESIGN GUIDELINES OVERVIEW

Document organization and chapter summaries

03 Form-Based Design
The Form-Based Design chapter spells out the underlying methodology and approach to development within NeoCity. As opposed to Euclidean zoning requirements, the Design Guidelines approach development through a set of parameters that guide the character and disposition of buildings but are largely use-neutral. This framework dictates the critical elements of overall site organization. It details how the Design Guidelines apply to individual parcels and blocks based on their locations within the district in terms of transect overlays and location on a primary or secondary street to form the basic understanding of how individual parcels and blocks are situated within the overall development and the resulting requirements that apply.

04 Site Occupation
The Site Occupation chapter deals with the location, orientation, and organization of development within the parcel and block. It takes the form-based design requirements enumerated within the previous chapter and demonstrates how they apply to parcels and blocks in terms of how development must be situated on the ground plane in two dimensions. This includes maximum and minimum setbacks, overall site coverage, parking locations, curb cuts, access, etc. and the location of public and private open space which compose the site plan at this level.

05 Buildings
The Buildings chapter gives guidance on the buildings themselves, which can roughly be broken down into four categories: development scale, street-level design, building character, and building performance. The architectural guidance is not intended to be overly prescriptive in terms of form, style, or material, but rather intends to allow for creative and beautiful design that meet the criteria set forth.

06 Sites
The Sites chapter describes the approach to site design within the district, including key principles of the public realm design and approach to sustainable landscapes and Low Impact Development, and the contribution that individual developments make to open space within the district. More specifically, it describes detailed requirements for streetscapes and alleyways, parking lots, and private landscape elements.

07 Landscape Palette
The Landscape Palette chapter describes the specific application of materials to landscape design within the district. The palette considers hardscape materials for both roadways and pedestrian realm; furnishings including seating, trash receptacles, bike racks, etc.; lighting components; and a planting palette covering trees, understory, shrubs, grasses, flowers, aquatics, and sods. The Design Guidelines specify a palette comprised of modern, clean materials and furnishings complemented by native and well-adapted plantings requiring lower inputs and maintenance.

08 Signage
The Signage chapter is organized by type and provides guidance on building mounted and freestanding signage. The signage guidelines do not promote a uniformity of design throughout the district, but rather set the bounds for what individual developers or tenants must adhere to as they weave their individual brands into the district.

09 Appendices
Several short, but important appendices follow the main body of the document. These appendices include:

- Design Submission Requirements
- Land Use Approvals
- CAD Standards
- Construction Behaviors and Requirements

2.3 GOVERNANCE AND ORGANIZATION OF NEOCITY

NeoCity is governed by two entities: the NeoCity Improvement District and the Property Owners Association

NeoCity has two main forms of governance and oversight as described in the Codes, Covenants, and Restrictions (CC&R) documents. These are the NeoCity Improvement District and the NeoCity Property Owners Association. These entities are briefly described here; please reference the CC&R documents for full information.

NeoCity Improvement District

The NeoCity Improvement District (Improvement District) is a dependent special district of Osceola County with its own District Board of Supervisors. The Osceola County Commissioners will serve as the initial District Board. As NeoCity develops, property owners will be appointed to replace members of the Osceola County Commission. The Improvement District is intended to provide for the general improvement, maintenance, and services of the public common areas of NeoCity, which may include things like right-of-way and stormwater maintenance, parks maintenance, mosquito control, etc. as determined by the District Board. In order to provide this higher level of service, the Improvement District has the ability to impose special assessments, fees and other charges related to the construction, maintenance of public common areas or facilities within NeoCity.

NeoCity Property Owners Association

NeoCity will also be governed by a Property Owners Association (POA). A majority of the POA's Board of Directors will be appointed by the Osceola County Commission until 45% of the property in NeoCity has been developed. The POA Board will appoint a Design Review Board that will be responsible for reviewing and approving all commercial development, residential development, or special uses in accordance with this Design Guidelines document. The Design Review Board will be authorized to propose amendments to this Design Guidelines document for approval of the Osceola County Commission. The POA may contract with NeoCity Improvement District to maintain the public common areas using the proceeds of special assessments imposed by the Improvement District.

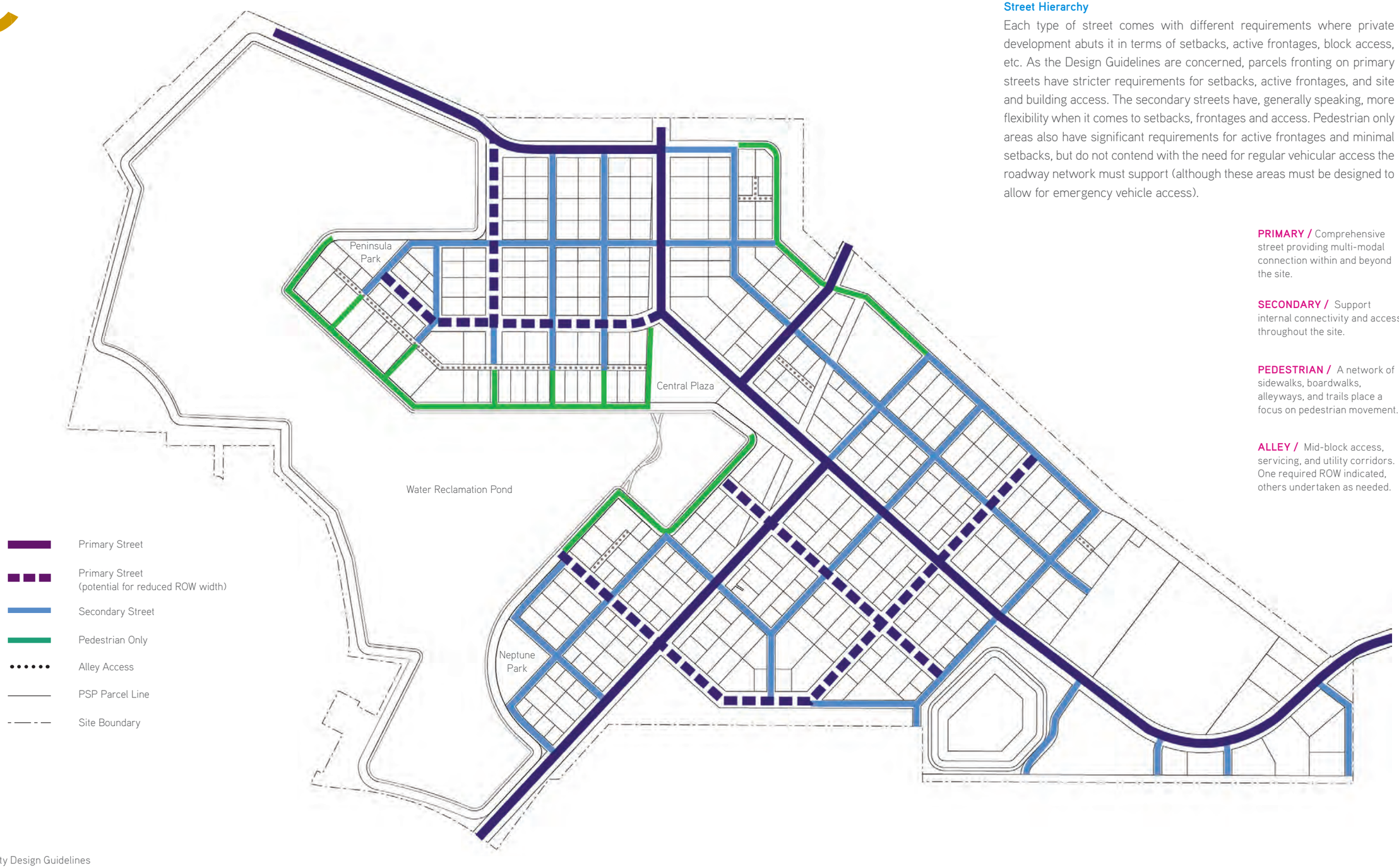
CHAPTER 03

FORM-BASED DESIGN

The Design Guidelines follow a form-based design approach which is based on the disposition, form, massing, and street relationship of the buildings rather than use-based or Euclidean zoning that is typical to many cities. This chapter spells out the form-based design approach taken by NeoCity that seeks to create good urban form with a mix of uses. The form-based design approach is framed around a hierarchy of streets and urban transect overlay that apply to each parcel and dictate the majority of the requirements for individual developments in NeoCity. A third overlay of "significant building sites" carries additional requirements and/or allowances that supersede the street hierarchy and transect classification to achieve specific design objectives on uniquely important sites.

The Design Guidelines follow a form-based design framework that determines the basic requirements for development throughout NeoCity.

3.1 STREET HIERARCHY



Street Hierarchy

Each type of street comes with different requirements where private development abuts it in terms of setbacks, active frontages, block access, etc. As the Design Guidelines are concerned, parcels fronting on primary streets have stricter requirements for setbacks, active frontages, and site and building access. The secondary streets have, generally speaking, more flexibility when it comes to setbacks, frontages and access. Pedestrian only areas also have significant requirements for active frontages and minimal setbacks, but do not contend with the need for regular vehicular access the roadway network must support (although these areas must be designed to allow for emergency vehicle access).

PRIMARY / Comprehensive street providing multi-modal connection within and beyond the site.

SECONDARY / Support internal connectivity and access throughout the site.

PEDESTRIAN / A network of sidewalks, boardwalks, alleyways, and trails place a focus on pedestrian movement.

ALLEY / Mid-block access, servicing, and utility corridors. One required ROW indicated, others undertaken as needed.

Street Hierarchy

A hierarchy of streets organizes the district into a legible urban framework and creates pedestrian, bicycle and vehicular connectivity within and beyond the site.

The Master Plan is structured around a network of streets which create the framework for NeoCity. The streets provide connectivity in and out of the site, circulation within NeoCity, and subdivide the district into blocks for development.

Each street has been assigned a level of hierarchy according to the character of development intended in that area of the Master Plan and the needs of the roadway network. Accordingly, the transect zones described earlier each have specific requirements in certain categories, such as building frontage and setbacks, which correspond to the classification of the adjacent street.

The Master Plan for NeoCity indicates two main streets types, primary and secondary, and each street within NeoCity was categorized into one of these two types. These two streets types were assigned right of way widths within the PSP of 110'/100' and 50' respectively, and these were assigned within the PSP layout. Among the "primary" streets, there are several that may be ultimately given a reduced ROW width of 70'-80', with a similar "complete street" design intent as the sections already indicated, though no typical section has yet been designed or assigned. Updates to the PSP will be ongoing and these sections will be updated in turn, and available to developers at such a time as they need to be constructed.

Primary & Secondary Streets, Waterfront and Alleyways

Primary streets, with a comprehensive street section from 100 - 110 feet provide a comfortable pedestrian realm, facilitate safe bicycle movement, support active building frontages, include LID components, and allow for vehicular and transit connectivity throughout and beyond the site. Development is intended to be oriented to these streets most strongly, with minimal setbacks, more continuous building frontages, and more active uses occurring along these streets.

Secondary streets have been indicated with a street section of ~50' and still support a comfortable and safe experience for pedestrians and cyclists, providing internal connectivity and access to buildings and parking areas throughout the site. Development is intended to be oriented to these streets secondarily, providing strong street enclosure and comfortable pedestrian environments, while having more flexibility than along primary streets in terms of setbacks, frontage requirements, access and servicing.

Additionally, the Master Plan has designed waterfront and trail elements that add an additional level of granularity to the network. These unique features of the public realm function differently than the other rights of way, supporting pedestrian and bicycle traffic, recreation, and gathering spaces. There are development and design requirements specific to these non-vehicular streets that must also be adhered to.

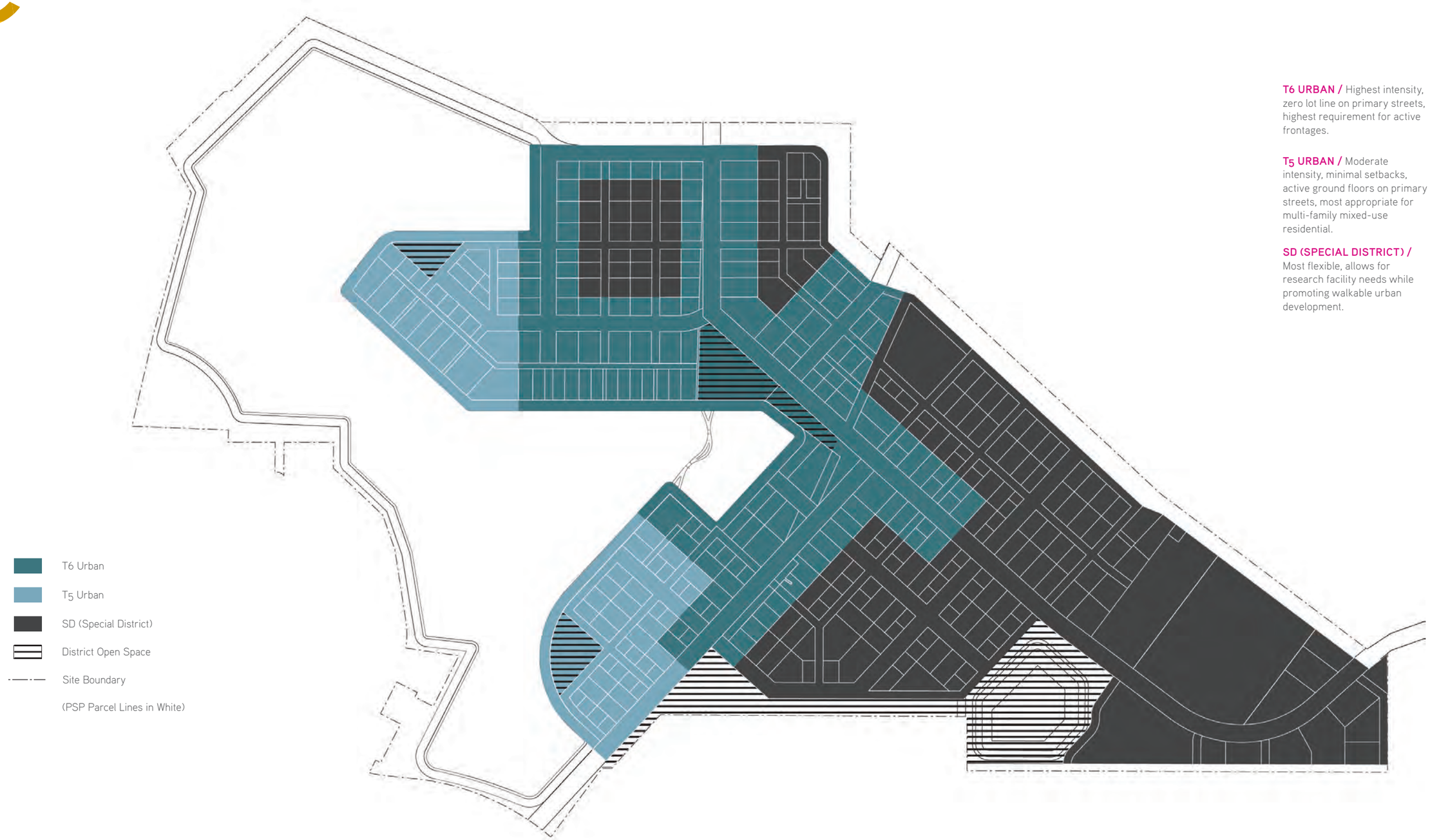
Finally, alleyways may provide mid-block access, servicing, or utility needs within certain blocks. The inclusion of alleyways will be done on an as-needed basis by individual developments and not as a mandate throughout the district. The sole exceptions are in locations needed to provide vehicular access to parcels that would otherwise only have pedestrian access, including the east-west alleyway indicated north of the urban waterfront edge. These can be seen on the street hierarchy diagram found on the preceding pages.

Primary Street, Typical

Secondary Street, Typical

Alleyway, Typical

3.2 THE URBAN TRANSECT



T6 URBAN / Highest intensity, zero lot line on primary streets, highest requirement for active frontages.

T5 URBAN / Moderate intensity, minimal setbacks, active ground floors on primary streets, most appropriate for multi-family mixed-use residential.

SD (SPECIAL DISTRICT) / Most flexible, allows for research facility needs while promoting walkable urban development.

TRANSECT ZONES

The Urban Transect

NeoCity is divided into three transect zones which dictate the intensity, scale, and form development takes across all portions of the site.

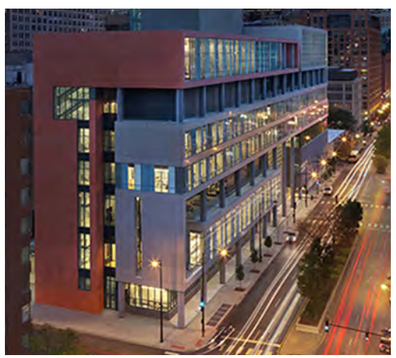
In service of the form-based design approach taken by NeoCity, an urban transect has been implemented as an overlay across all parcels. The transect approach allows NeoCity to specify different parameters of development form and organization in place of traditional Euclidean zoning based on building use. It is a performance-based criteria that is intended to ensure all development meets a set of fundamental parameters, irrespective of use.

The site has been divided into three different transect zones, each of which comes with unique guidance on development form and intensity. Each transect category specifies different requirements for a number of factors within the development requirements table, including allowable setbacks, height, entrance and access location, etc. The transect is a common concept used in urban planning and design to describe zones of differing development intensity, with T1 being least dense and T6 being most dense. In order to support the development intensity desired here, the transects employed within NeoCity include T6 Urban, T5 Urban, and Special District, each further described in the following pages.

T6-Urban

The T6-Urban Zone

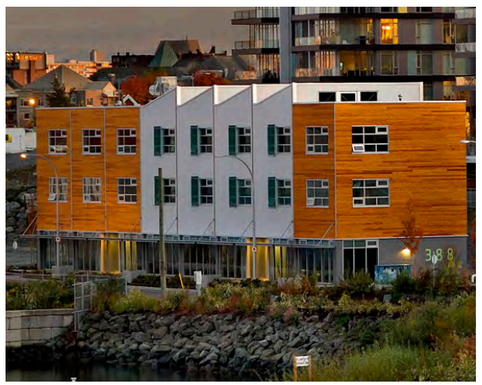
- T6 is intended to be the densest portion of the development and appropriate for the highest activity.
- The most highly trafficked areas of the site are surrounded by T6, including the majority of primary streets with entrances in and out of the site.
- This transect has the highest building height minimums and maximums.
- The T6 transect surrounds critical urban public spaces including the central plaza and the most built-up portions of the urban waterfront.
- This transect has the highest requirements for street relationship and allows the least overall flexibility in site design and building orientation.
- Zero lot line (0-1 foot) setbacks are required on all primary streets and pedestrian only frontages.
- This area is the best fit for higher-density vertical mixed-use buildings.



T5-Urban

The T5-Urban Zone

- T5 is intended to have a moderately dense urban scale.
- This transect is located closer to existing neighborhood development and envisioned with a more moderate intensity for greater compatibility.
- T5 is moderately flexible with regards to site design, orientation and street relationship.
- The T5 transect encompasses key areas of the waterfront and public parks away from the very center of the site.
- It is appropriate for a broad range of uses including office, retail, and multi-family mixed-use residential.
- T5 is the best fit for moderate density residential uses.
- Ground floors are intended for active uses such as retail and restaurant. Residential uses will be allowed on the ground level only along secondary streets.



SD-Special District

The SD-Special District Zone

- The Special District is intended to accommodate specialized types of buildings that may fit less easily in an urban framework. These may include research and development facilities, light fabrication, etc.
- The Special District is the more appropriate location for buildings with requirements that would make them less beneficial to the public realm.
- Buildings may have higher requirements for service, loading, security, isolation, materials storage, etc. that make them less well suited for T5 or T6 Transect Zones.
- This District provides the most flexibility in site design, building orientation and development scale.
- Due to the need to accommodate specialized industry and research facilities, the SD has the lowest requirements for street relationship and active uses.

3.3 SIGNIFICANT BUILDING SITES

The most prominent and active locations in NeoCity should be populated with "significant buildings" to reinforce the best elements of the Master Plan.

A number of parcels within NeoCity have been designated as sites for "significant buildings" which perform important functions within the development beyond a typical building, and therefore merit additional design consideration beyond what is spelled out in the Form-Based Design Table (Table 5.4). These sites have been designed to align with the Master Plan vision and Urban Design Framework intent to support important public realm design elements, reinforce key views, signal arrival, or serve as iconic elements of the urban fabric.

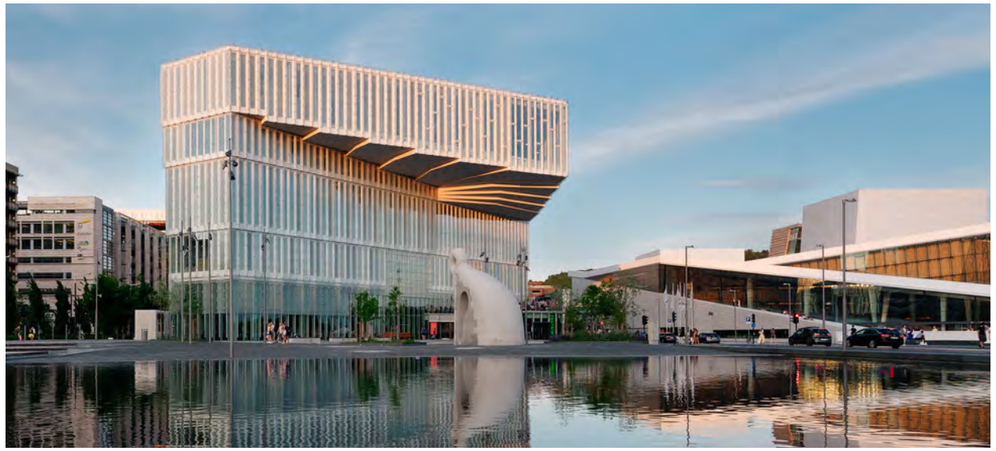
These sites are among the most highly desirable and highly visible locations within NeoCity and therefore should be occupied with a level of design attention consistent with their prominence. The sites identified for significant buildings have the opportunity to directly interact with the best features of NeoCity and become signature elements of the district. Accordingly, these sites come with an additional level of design review, but the goals of each type of site may be flexibly and creatively achieved in a manner that suits the individual project and are not intended to be overly prescriptive.

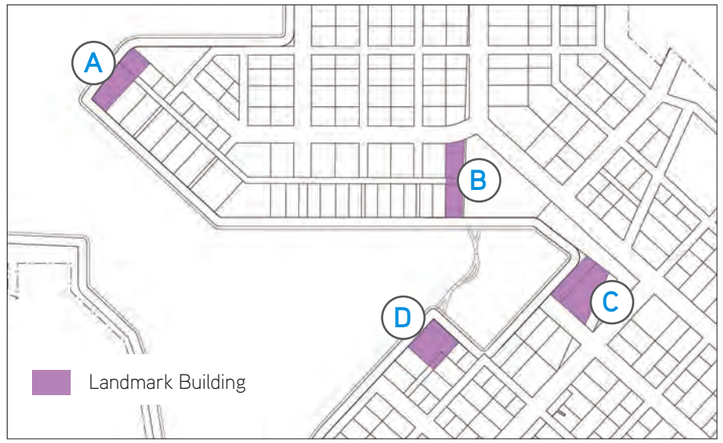
Landmark Buildings
Gateway Buildings
Greenway Buildings

SIGNIFICANT BUILDING SITES

Landmark Buildings

- Landmark buildings occupy the most important sites in the development in terms of views.
- They are directly embedded in or border the most highly active public spaces in NeoCity.
- Landmark buildings should be designed in concert with specific elements of the public realm directly adjacent to the building.
- These buildings are encouraged to be taller than surrounding buildings and/or have prominent vertical elements to distinguish themselves from their surroundings.
- Landmark buildings should employ unique compositional features in form, patterning, color, material, that would be memorable to a visitor.





Site A – Peninsula Building(s)

The Peninsula Building will be the most prominently visible building from all areas of the opposite shoreline in the northwest area of the pond. The site also shares boundaries with Peninsula Park and the urban waterfront trail. Proposals for this building should be highly interactive with these two public realm elements, and propose highly significant and visually interesting architecture.

Site B – Plaza Building(s)

The building site on the west side of the Central Plaza will frame the experience of this public space and be a highly visible icon for the entire district. Any buildings at this location should be a minimum of 120' tall and may exceed this overall height limit up to a maximum of 180'. The ground floor should be highly active with restaurant and retail uses required along the plaza frontage. Building design should be coordinated with the Central Plaza as this design is developed.

Site C – Civic Building

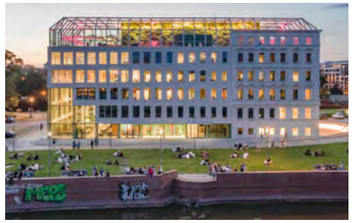
The Master Plan has long envisioned this site as the location for a prominent civic building with highly public uses such as a performance hall, public library, major conference center, etc. Due to its public nature and unique placement, the building should have public entrances along all four parcel boundaries. The site's eastern edge is formed at an angle from the KUA transmission easement that creates a natural opportunity for a sculptural building. This edge is also intended to be the location for the primary mobility hub at NeoCity and any building here must respond to and support this critical piece of future transit infrastructure. The northwestern site boundary is a critical piece of what will be the most heavily built-out urban waterfront and should be highly interactive with this key public realm element.

Site D – Bridge Building(s)

As the Master Plan design has evolved, a future pedestrian bridge is intended to lead from the Central Plaza across the narrow portion of the pond and terminate at Site D. This building should provide a terminating element of architecture and views from the bridge and invite pedestrian bridge traffic in at its northernmost corner.

Greenway Buildings

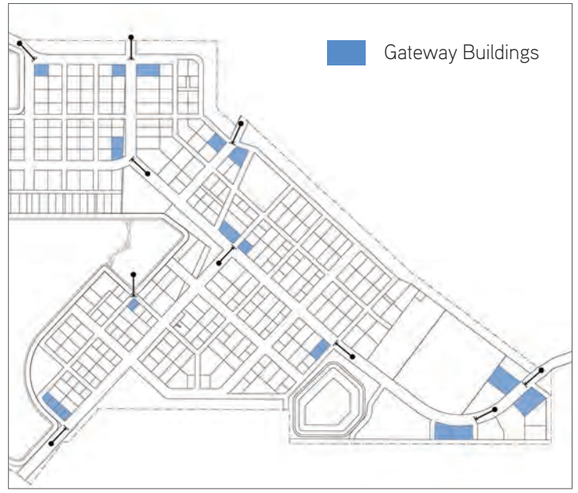





- Greenway buildings are those that directly support the signature public realm elements of NeoCity including the Central Plaza, Neptune Park, Peninsula Park, and the Urban Waterfront.
- These buildings have the unique opportunity to directly interface with these public realm elements. In many cases they front directly on these spaces, while others may be across a street but are still deemed critical to the activity of the public space.
- Greenway buildings should design their active frontage(s) with intention of housing the most highly active uses such as retail, food and beverage.
- Greenway buildings should integrate directly with design elements in the adjacent public realm.

Gateway Buildings

- Gateway buildings have been identified flanking all existing and anticipated roadway entrances to NeoCity.
- These buildings are intended to serve as threshold elements in the arrival sequence, providing a signal of transition from outside to inside the development, as well as several internal sites with vistas of critical importance.
- Building façades should address the incoming view as identified in the diagram and should not appear as the “side” or “back” of a building.
- Gateway buildings should incorporate extraordinary building form, material, color, or texture that creates a signature element to the gateway.
- Buildings may also incorporate vertical elements at the corner to reinforce gateway or provide additional public / plaza space at the incoming corner to allow for sculptural feature.

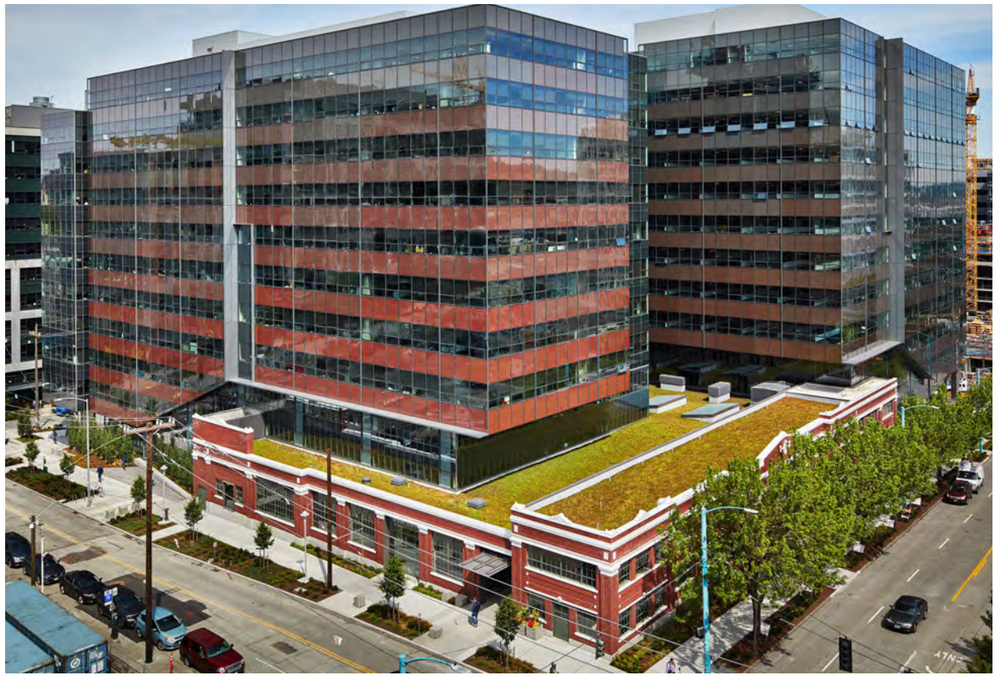






CHAPTER 04

SITE OCCUPATION



Site Occupation Overview

The This chapter spells out much of the horizontal disposition of development: how sites and blocks should be organized, the amount of permissible development coverage, open space required, where access may occur, and where parking may be located. Fundamentally, the site occupation standards exist to allow compact urban development that reinforces the street, creates small open spaces within each block, and locates parking and access away from primary streets to reduce their negative impacts on the public realm. There is significant flexibility found in many of these guidelines to achieve many building typologies, paired with creative open space elements, and necessary building servicing and parking.

The Site Occupation guidelines regulate the horizontal disposition of development within the block and site.

4.1 BLOCK AND LOT CONFIGURATION

Development must follow guidelines dictating developable area, density, setbacks, and open space, which are at the foundation for compact and human-scaled urban development.

Developable Area

Lot coverage is the amount of the parcel or parcels available to the developer for all construction. The stormwater management at NeoCity has been designed such that all of the developable parcels indicated in the Master Plan layout can be developed at 100% impervious cover. While it is unnecessary under this allowance to designate or track any portion of the development parcel as a pervious surface, the site level open space requirements that follow create opportunity for planted green open space, as do setback zones against buildings or parking lots as described in the following pages.

Table 4.1: Developable / Impervious Site Area

	T6	T5	SD
Maximum impervious site area permitted	100%	100%	100%

Setbacks

The Form-Based Design Table (Table 5.4) states building setback minimums and maximums for each transect according to the classification of the street on which the building fronts, as identified in the street hierarchy diagram. While the minimums and maximums vary across transects, each standard is intended to promote walkability and active streets throughout the district.

The strictest setback requirements are in the T6 transect along primary streets, where a sense of enclosure and continuous street wall is most critical, while the most flexibility is provided in the SD transect to accommodate more specialized building needs. Additionally, further flexibility may be provided for buildings with enhanced security considerations within the SD transect; this security should be accomplished through building-level measures, rather than site-level measures, where at all possible. Fencing and gated entrances should be avoided.

Setback guidelines apply to all primary and secondary streets as well as parcels facing on waterfront boardwalks, parkland, or pedestrian / bicycle infrastructure.

Building setback zones have been created along all streets, circulation network elements, and public spaces in order to promote walkability and an active public realm.

BLOCK AND LOT CONFIGURATION

Smaller open spaces at the block level will complement NeoCity's signature parks, plazas and trail system.

Site-Level Open Space Requirements

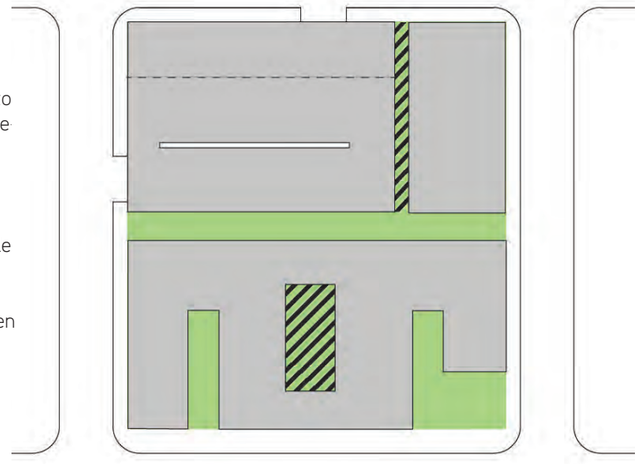
Development is required to construct and maintain site-level open space based on the requirements set in the Form-Based Design Table (Table 5.4). Open space must be occupiable and accessible to all site users and not fully enclosed within the building envelope, fenced off, or so small to be functionally unoccupiable (i.e. a fully-enclosed courtyard or landscape strip beside a building or sidewalk). Entry plazas, paseos, pocket parks, etc. may meet this requirement and are further described in the Chapter 06, Sites.

Table 4.2: Site-Level Open Space Requirement

	T6	T5	SD
Site-level Open Space Requirement	10% min	15% min	10% min

Building entry plazas, pocket parks, and paseos accessible to the public count toward the site level open space requirement.

Internal courtyards inaccessible from the street or spaces too small to be occupiable do not count toward the site-level open space requirement.



Pocket Parks

A pocket park is a site or block-level open space that is considerably smaller in scale than a typical neighborhood or district park, and is intended to provide an inviting and more intimate open space.

Entry Plazas or Open Courtyards

Building entry plazas or courtyards open to the street may also be used to create open space at the block-level and will by their nature relate more directly to the building and its uses.

Paseos

A paseo provides a pedestrian only access between buildings at a mid-block location, adding a finer grain of pedestrian network while creating public spaces away from the main vehicular network.

BLOCK AND LOT CONFIGURATION

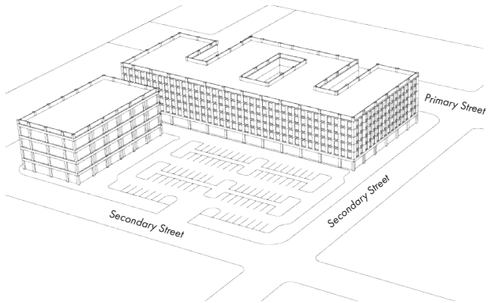
Sites should be organized to allow undeveloped portions or surface parking to be replaced with structured parking or building footprints in the future.

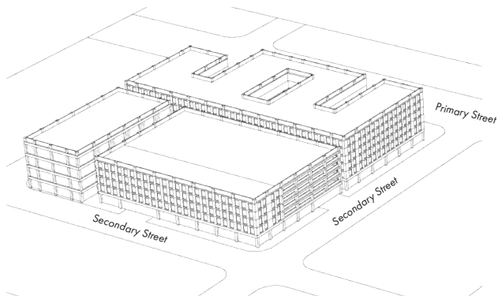
Site Density

Building height minimums and maximums found in the form-based design table dictate parcel density. Site density may be different in the early phases of development, as surface parking may limit overall density even with vertical development of multiple stories, or make only partial use of the property initially. Therefore no specific FAR requirements are proposed, nor are there specific requirements for dwelling units per acre. Building height minimums and maximums will apply to constructed portions of the site and not unbuilt portions or parking lots.

Block Evolution

Blocks with lower intensity development at the beginning or that have large areas of surface parking must demonstrate potential future evolution of the block where unbuilt portions of the site are developed into future building footprints. If done thoughtfully with a mind to the future this will help avoid odd, inefficient, or financially impracticable development parcels. Care should be taken to avoid foreseeable problems for future buildings on undeveloped portions of the site, such as access, servicing, loading, and utilities needs, as well as neighboring building relationships and compatibility considerations.





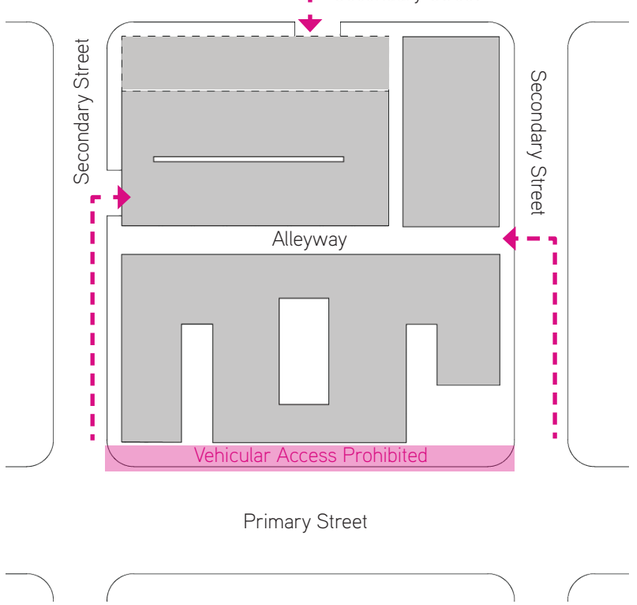
Mid-Block Access

Sites are encouraged to provide mid-block pedestrian access between buildings, either to the interior or as a secondary connector. The Master Plan indicates many locations for mid-block, pedestrian only rights-of-way leading away from the pedestrian waterfront (and then transitioning to vehicular access).

Entry Drives

All vehicular access to the block should occur along secondary streets. This includes entrances to parking lots, parking garages, service entrances, and alleyway driveways.

Access should be focused off of secondary streets to preserve a continuous pedestrian environment on primary streets.



4.2 PARKING

Parking should be located away from primary streets and screened to decrease its visual impact on the public realm.

NeoCity is envisioned as a compact, connected, and multimodal urban district. It has been designed to support pedestrian, bicycle, transit and vehicular access, with the intention of reducing the need for personal automobiles to the fullest extent possible. As travel behavior changes along with technological developments and individual preferences, NeoCity seeks to limit the amount of parking needed and reduce the negative impacts of an over-parked development aesthetically, environmentally, and economically.

A shared parking strategy is being developed for NeoCity that will focus on opportunities to limit the amount of parking built through transportation demand management (TDM), shared facilities, and pricing mechanisms that seek to allow for choice and decouple the costs of parking from development. This strategy is outlined in the 2017 Master Plan. As the CC&R documents are adopted they will provide for development and operation of shared parking facilities.

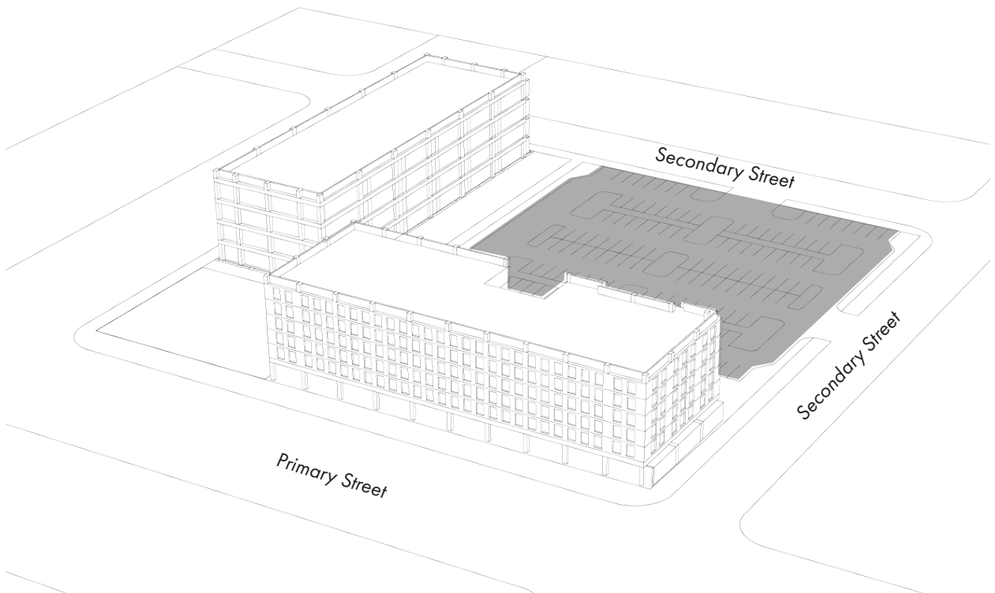
With this in mind, developers (including Osceola County) should build parking facilities with the intent of minimizing the negative impacts on the public realm adhering to these guidelines as it is constructed. Parking quantities should be limited to existing Hwy 192 E. CRA maximums (and lower if possible) until such a time that the Parking and Mobility Management District is formed. Osceola County may choose to negotiate a lease agreement for any portion of the site originally designated for parking while selling land for building construction.

Surface parking lots can employ green infrastructure to beautify the area, minimize heat island effect, and manage stormwater.

Surface Parking

- Surface parking in general should be designed as a temporary use. Site design should consider how parking lots can be incorporated in a future phase of the development as structured parking, building footprint, or open space.
- Parking lots may not front on any primary street, only secondary streets.
- Parking lots should be set interior to the block to the greatest extent possible to minimize street frontage.
- Entrances to parking lots should not be located along primary streets. All entrances to parking lots should be located along secondary streets or alleyways. Exceptions may be granted in the Special District if a specialized use can be shown to require this access.
- Allowable minimum setbacks of 6' are set by the Form-Based Design Table (Table 5.4).
- The parking setback should be used for vegetative or structural screening, low impact design elements, and signage / lighting elements as specified in sites and signage chapters.
- Design of screening should shield parking such that it is 100% opaque up to 36" in height and 50% or higher opacity between 36" and 60" in height.
- Plantings should be incorporated in parking lots to:
  - Achieve LID / stormwater goals.
  - Achieve tree canopy shading of 40% per figures stated in Form-Based Design Table (Table 5.4).

Further guidance on parking lot design can be found in Ch.6 Sites.



PARKING

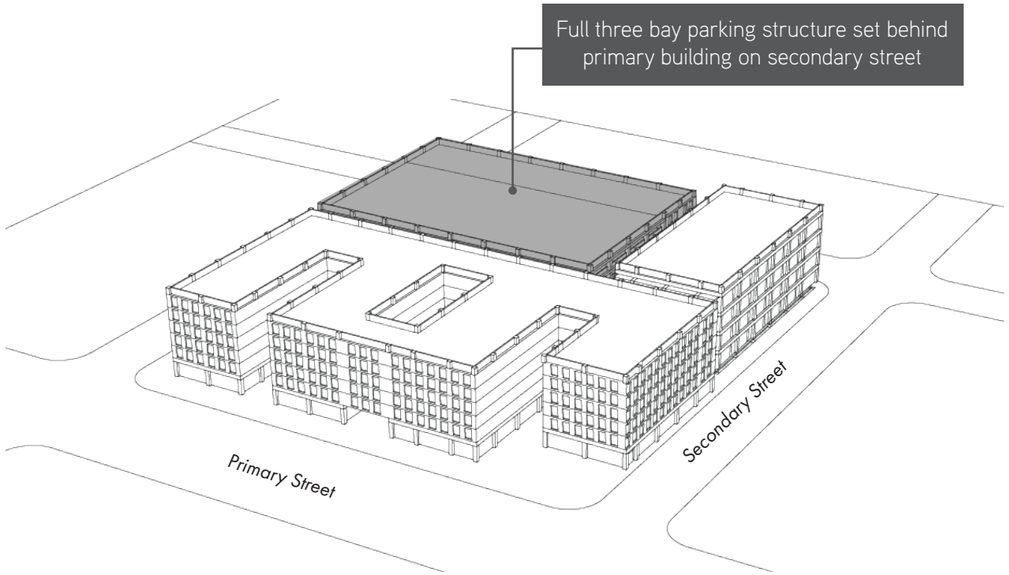
Parking structures should be sited away from primary streets, employ active ground floors, liner buildings, or architectural screening to limit their impact on the public realm.

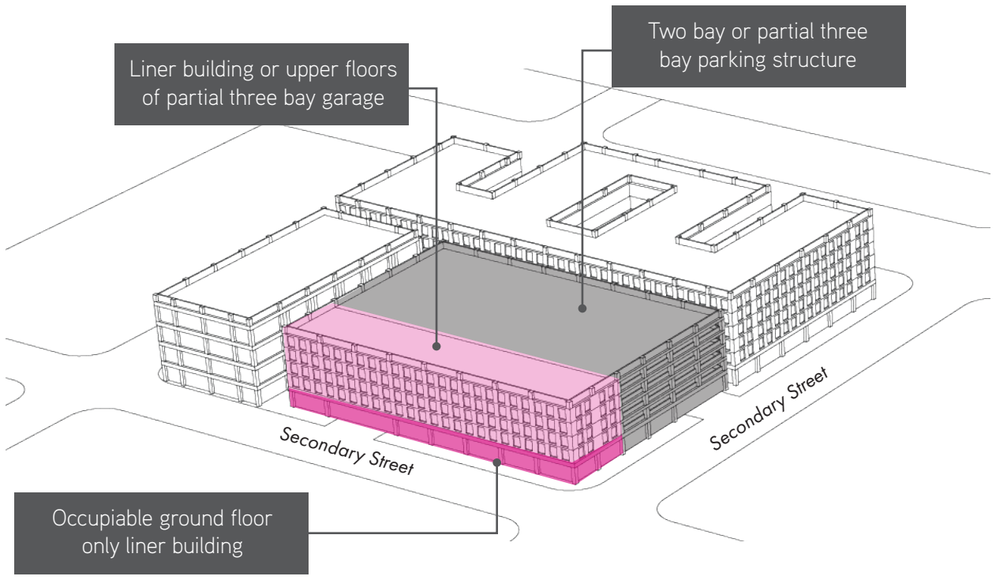
Parking Structures

- Parking structures should not front directly on primary streets, only secondary streets.
- Structures should be set interior to the block to the greatest extent possible to minimize street frontage.
- Where parking structures do have street frontage, ground floor active uses are required according to transect as set in the Form-Based Design Table (Table 5.4).
- Parking structures should meet the same setback requirements as other buildings according to transect and street hierarchy per the Form-Based Design Table (Table 5.4).
- Parking structures should have architectural treatment or screening to diminish the negative appearance and monotonous nature of these facilities (see Chapter 5.3).

Liner Buildings

Parking garages may employ "liner buildings" that connect directly to a parking garage to maximize site build-out and create building frontage at the street instead of parking garage frontage. These buildings are typically narrower, single-loaded office or residential buildings or single story occupiable frontages at ground level in a parking garage.



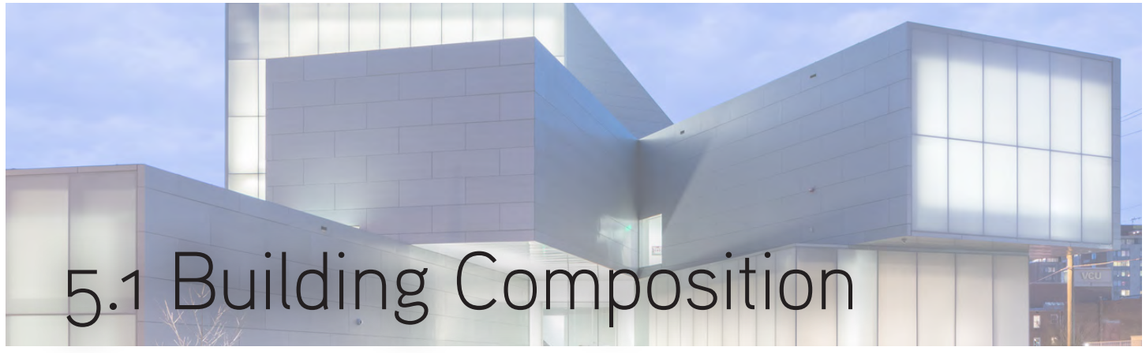


CHAPTER 05
BUILDINGS

Architectural Intent

The architectural guidelines for NeoCity serve several purposes. First, they are intended to support an active and vibrant public realm. Buildings are intended to enhance the experience of streets and public spaces rather than serve simply as objects set in the landscape.

Some elements in this chapter are less prescriptive requirements in terms of architectural style, materials, or detailing. Instead of dictating the design, the guidelines attempt to convey the vision of the character of NeoCity through imagery and ideas which illustrate the design intent of the NeoCity Master Plan.



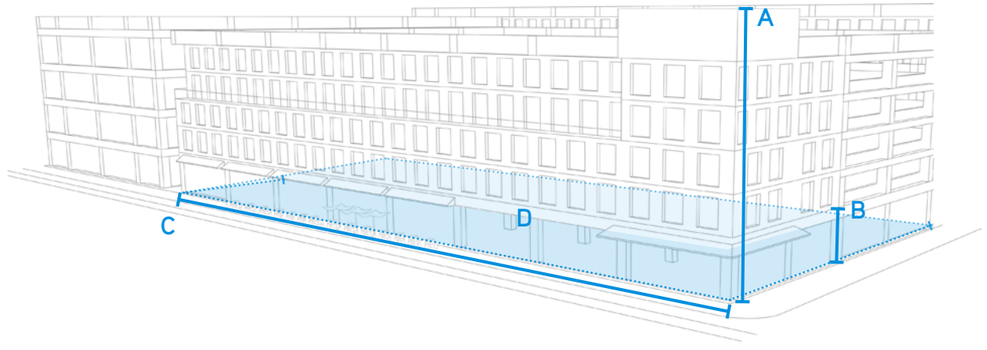
5.1 Building Composition

BUILDING SCALE AND MASSING

Building scale and massing are critical elements that will create the visual and physical experience of NeoCity. Height, length, bulk, and articulation of the building can influence feelings of pedestrian comfort and wayfinding. While requirements of building scale and massing are addressed within the Form-Based Design Table (Table 5.4), they are further described and illustrated within this chapter to better illuminate the requirements and rationale.

Table 5.1 Height Requirements

	T6	T5	SD
First Floor Heights	15' min, 18' recommended for Retail	15' min, 18' recommended for Retail	15' min on primary streets only
Building Height Minimum	60'	40'	28'
Building Height Maximum	120'	80'	100'



A. Building Height - Limitations have been set based on Transect Zones ranging from 80' - 120' in order to provide different levels of intensity and flexibility. Parcels indicated as "Significant Building Sites" may have allowances that differ from these general standards.

B. Ground Floor Height - Ground floors are required to have a 15' minimum floor to floor height, except in certain portions of the Special District as specified by the Form-Based Design Table (Table 5.4). A height of 18' is recommended for retail spaces.

C. Building Length - The maximum length of a building along any street frontage has been established to limit long blocks occupied by a single façade and to create a more porous circulation network within the block structure. Special District has the most generous requirement, followed by T6 and T5 respectively.

D. Building Footprint - The total square footage of the building on ground level, inclusive of any recesses or unbuilt portions of the ground level that contain occupiable space directly above on upper levels.

Table 5.2 Building Length Maximums

	T6	T5	SD
Building Length Maximum	200'	300'	500'

Table 5.3 Building Footprint Maximums

	T6	T5	SD
Building Length Maximum (sq. ft.)	30,000	50,000	80,000

STREET LEVEL DESIGN

Building Frontages

Each building must be designed such that it fronts on the street according to the percentages dictated in the Form-Based Design Table (Table 5.4), according to its street hierarchy and transect category. The percentages indicate the total amount of the building frontage which must be located within the setback area along the street network in order to meet these criteria. Other portions of the lot line along the street network may be set back beyond this area or left unbuilt. The indicative section drawings on these pages demonstrate a number of potential relationships between buildings and the public realm along different setback minimums and maximums.

Table 5.4 Building Frontage Requirements

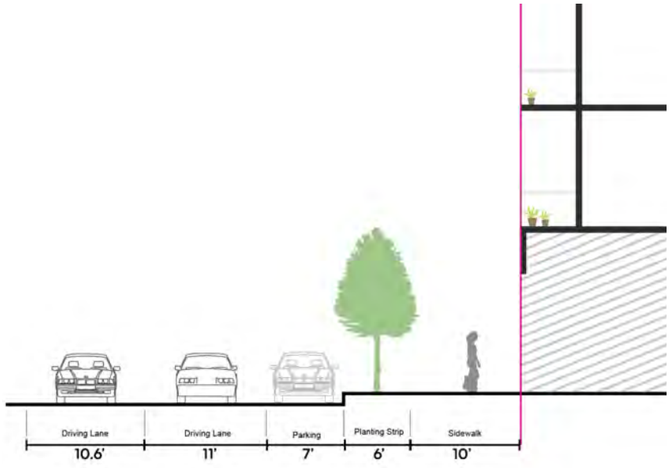
	T6	T5	SD
Building frontage required along property line at street	80%	70%	60%

Table 5.5 Setback Requirements

	T6	T5	SD
Primary Street	0' min 1' max	0' min 5' max	0' min 5' max
Secondary Street	0' min 5' max	0' min 10' max	0' min 15' max
Public Space / Pedway	0' min 1' max	0' min 5' max	0' min 10' max

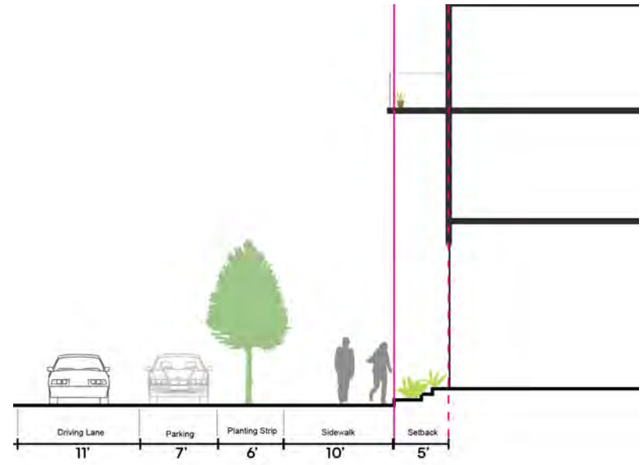
0'-1' Setback

Buildings in all transects along any classification of frontage may develop up to the lot line. This is a requirement in T6 along all primary streets and public space or pedestrian elements, with flexibility given so the building may fall within 0'-1' of the property line. Thus, the street relationship shown here is indicative of requirements in these T6 conditions, but could be present anywhere in NeoCity.



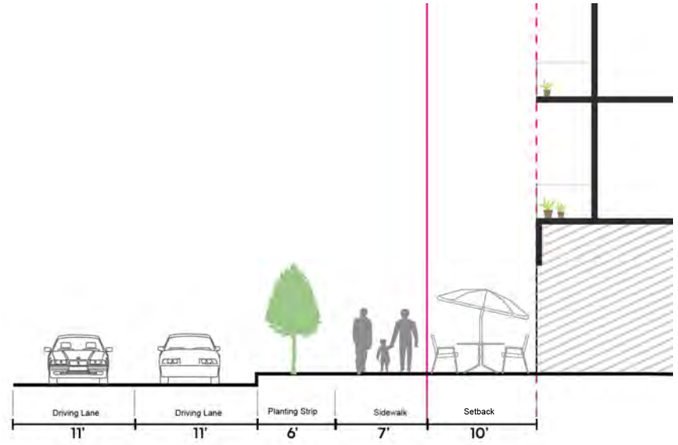
5' Setback

A building setback of five feet would be allowable in many areas of the development. This small setback may allow for stoops for residential buildings, landscape treatment, or flexible shared space that enhances the street and public realm.



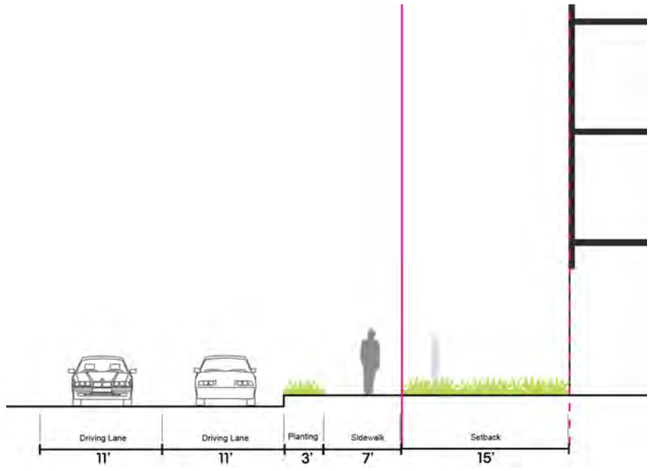
10' Setback

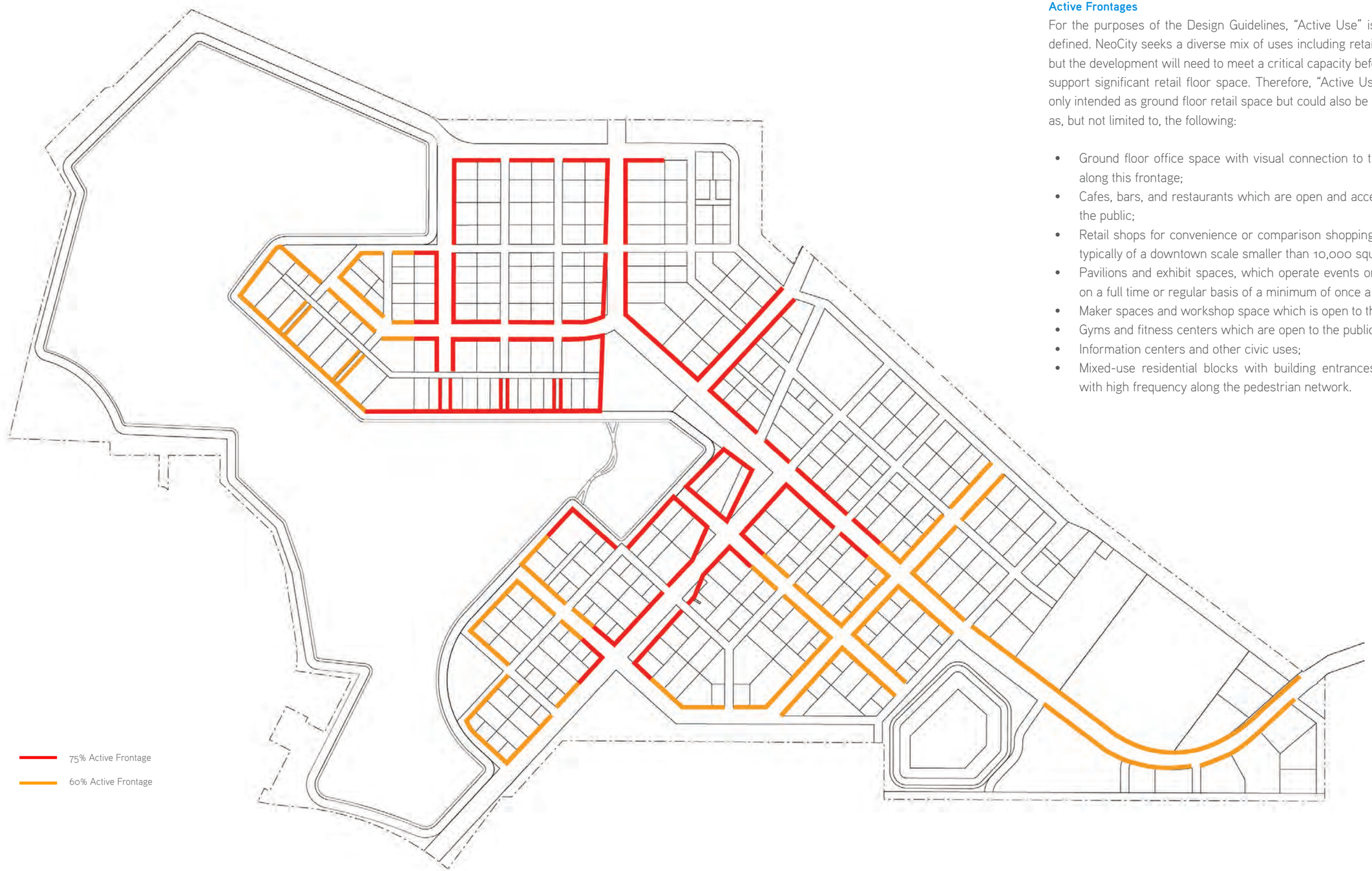
A setback of ten feet is allowable in the SD transect and along secondary streets in T5. This greater setback could be used for residential stoops or small gardens, seating areas, or in SD provide building separation for purposes of privacy or flexibility in design of less public elements.



15' Setback

Fifteen foot setbacks are only allowed along secondary streets in the Special District in order to provide the most flexibility for buildings that may have technical, security, or other considerations. This most generous setback should be used for building signage, and landscape elements that may include tree plantings made possible by this larger zone to complement street trees planted in the right-of-way.





Active Frontages

For the purposes of the Design Guidelines, "Active Use" is broadly defined. NeoCity seeks a diverse mix of uses including retail activity, but the development will need to meet a critical capacity before it will support significant retail floor space. Therefore, "Active Use" is not only intended as ground floor retail space but could also be identified as, but not limited to, the following:

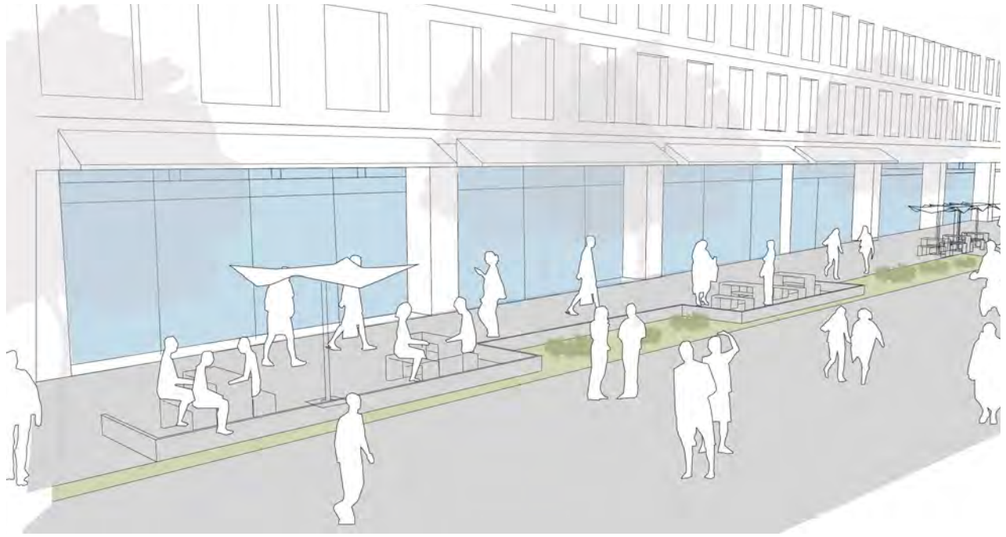
- Ground floor office space with visual connection to the street along this frontage;
- Cafes, bars, and restaurants which are open and accessible to the public;
- Retail shops for convenience or comparison shopping, but are typically of a downtown scale smaller than 10,000 square feet;
- Pavilions and exhibit spaces, which operate events or exhibits on a full time or regular basis of a minimum of once a week;
- Maker spaces and workshop space which is open to the public;
- Gyms and fitness centers which are open to the public; and,
- Information centers and other civic uses;
- Mixed-use residential blocks with building entrances spaced with high frequency along the pedestrian network.

ACTIVE GROUND FLOOR USES

Buildings throughout NeoCity are expected to have active ground floors. Ground level active uses, frequency of building entrances, and visual connections between indoor and outdoor spaces help create a walkable urban environment.

The Form-Based Design Table (Table 5.4) specifies a minimum percentage of building frontage where ground floor active uses are required in designated areas of the plan, outlined in the Active Use diagram on the adjacent page. These active frontages are designated along primary streets, waterfront areas and park blocks, with percentage required corresponding to the transect overlay. Buildings in T6 along these designated blocks are required to have an 75% active frontage, while buildings in T5 and SD transects are required to have 60%.

1. Active ground floor uses along a pedestrian plaza.
2. Glazing at ground level allows interaction between interior and exterior realm, activating the street.
3. Larger retail users such as grocery stores should break up façade massing, provide multiple entrances, and high visibility into the store along the length of the frontage.
4. Small cafe or restaurant seating adjacent to sidewalks creates more permanent activity.



Active Ground Floor Uses Diagram

BUILDING ENTRANCES

Primary building entrances should front on the circulation network at frequent intervals to support an active pedestrian realm.

Location

All buildings with a shared building lobby must have their primary public entrance or "front door" at their principal street frontage or principal public space frontage. Buildings are not to have primary entrances interior to the site or directly facing a parking area; exceptions may be made if the primary entrance faces directly onto a significant block-level open space directly adjacent to the primary frontage. Secondary entrances are allowed interior to the block along internal circulation networks or adjacent to parking areas.

Buildings with separate exterior entrances for retail or commercial spaces should be located with priority on primary streets (though allowed on all street frontages). Buildings with separate exterior residential entrances should be oriented to secondary streets, though may be allowed in limited areas on primary streets.

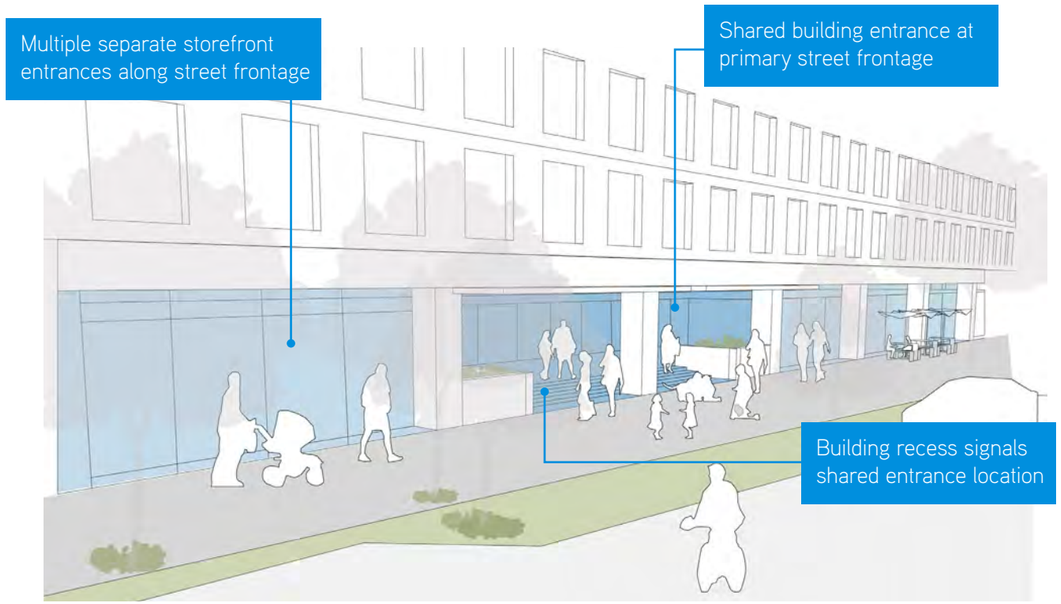
Frequency

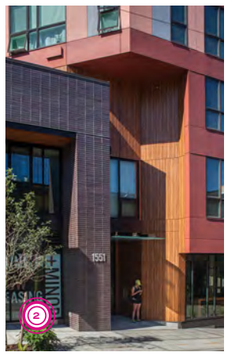
Active entrances onto the street network promote a more vibrant and interesting pedestrian realm and a greater variety and number of building tenants. An active entrance may lead to a building lobby, main entry to a storefront, or front door of a residential unit. Increasing the number of building entrances along the street network will create more activity along the sidewalk and increase visual interest.

To provide flexibility in building design to meet varied and unanticipated uses, no fixed standards on spacing of entrances on to the circulation network have been established. Entrances should be spaced frequently and prioritize street-facing pedestrian networks as much as possible. Retail frontages should have frequent spacing, followed by residential, mixed use, and office. Research buildings should also consider frequent entry spacing onto the circulation network, but may have other programmatic needs that must be prioritized.

Treatment

Primary shared entrances should be clearly signaled through change in building articulation, massing, form, material, color, or other architectural treatment that communicates its primacy to aid in wayfinding





1. Building entrance on a small public space connected to the circulation network, identified by change in color and material in multi-story volume.
2. Primary building entrance directly on circulation network, articulated by change of materials and multi-story vertical void behind main building line.
3. Retail entrances should occur frequently along the pedestrian circulation network or onto public spaces, not on parking lots.
4. Residential units with separate exterior entrances should be spaced frequently along the circulation network on secondary streets.

GLAZING

Clear glass at ground level allows for greater transparency between building interiors and outdoor spaces, bringing life and connection to the street. Buildings should provide the minimum amount specified in the Table 5.6 according to transect location.

To calculate the glazing percentage on the ground floor, divide the total surface area of glazing on the ground story between 2' and 10' above grade by the total surface area of the ground story between 2' and 10', as demonstrated by Diagram 5.7.

For upper levels, simply calculate the percentage by dividing the total amount of glazing on a given level by the total surface area of that level. As Diagram 5.8 below demonstrates, a multitude of glazing patterns could be creatively employed to achieve this requirement.

Table 5.6: Glazing Percentage Requirements

	T6	T5	SD
Zone 1: Ground Floor (for areas between 2'-10' above grade at street)	70%	50%	40%
Zone 2: Floors 2 & 3 street-facing façades	40%	30%	20%
Zone 3: Floors 4+ all building façades	30%	20%	20%

Diagram 5.7: Ground Floor Glazing Requirements

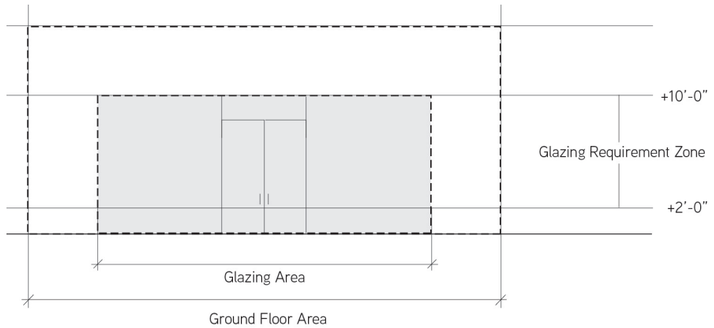
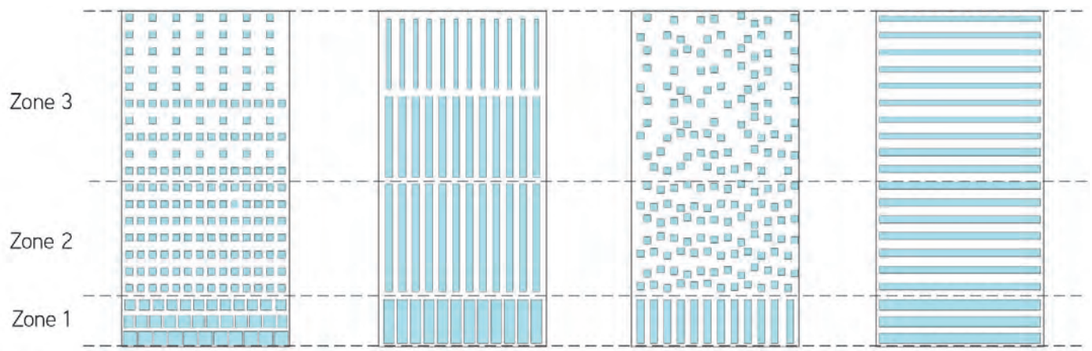
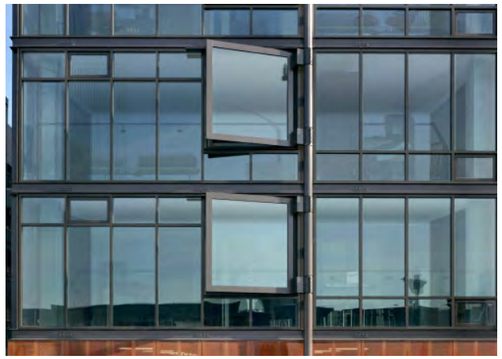


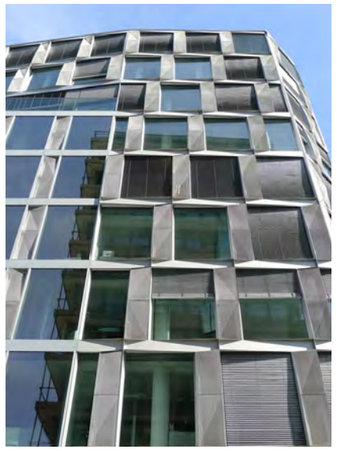
Diagram 5.8: Glazing Zone Illustration

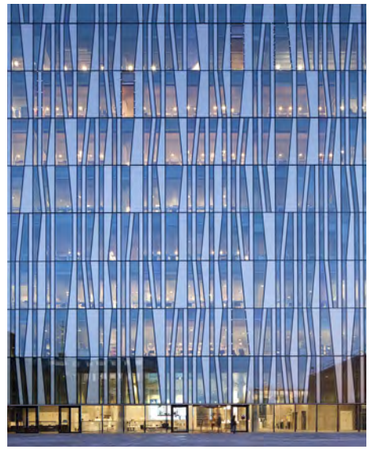


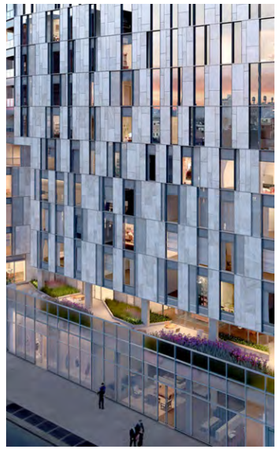
Glazing Reflectivity & Transparency

Buildings should employ low-reflectivity glass in all locations. On ground floors in particular, care should be taken to preserve as much transparency as possible with the selection of glass with high transparency. Glazing should not be dark in color, but rather employ naturally colored materials, balancing the need for managing solar gain with aesthetic and transparency considerations.

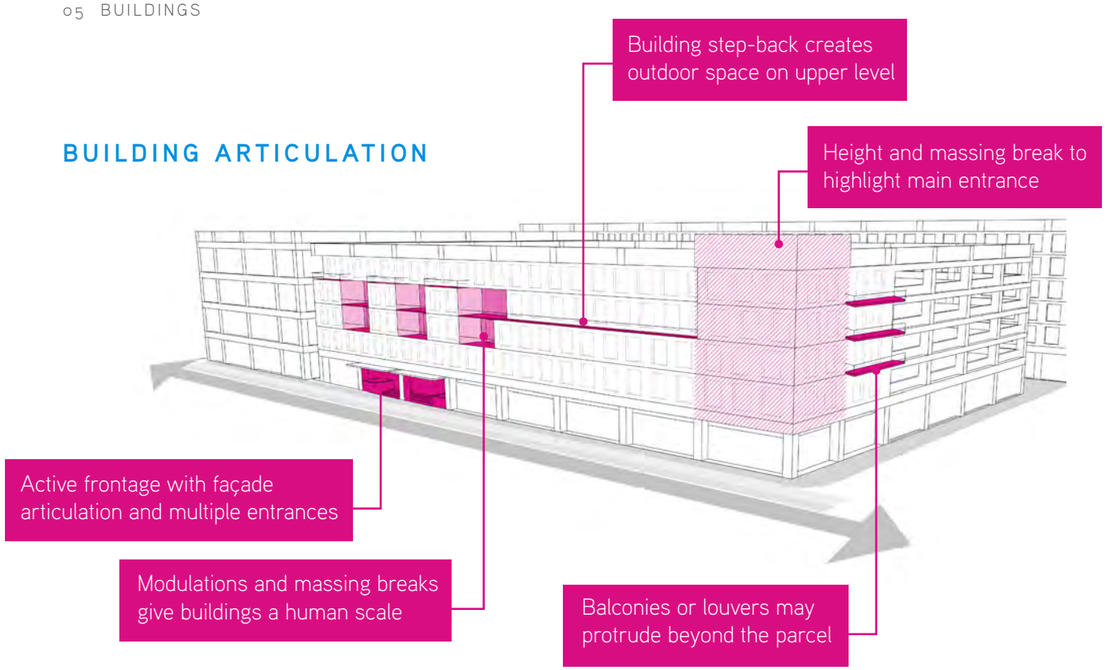








BUILDING ARTICULATION



Upper Floor Step Back

Buildings may step back from the building setback line above the second or third floor, depending on transect as indicated in the Form-Based Design Table (Table 5.4). The lower floors are intended to form the street wall and enclose public space, while more flexibility is granted to the upper floors. This type of horizontal articulation in the building mass may create opportunity for outdoor occupiable space that should be utilized.

Façade Articulation

Storefronts should not be designed to have continuous, uninterrupted glass façades. They should be designed with texture and structure provided by architectural detailing as with columns or piers, bays, bulkheads, and recessed entries.

Building Modulation and Massing Breaks

Buildings are encouraged to modulate their form such that the mass is broken down into smaller volumes to give it greater articulation and relief from overly repetitive or monolithic façades. Projections, indentations, undulations, scale breaks, articulation between lower and upper floors or multiple building volumes may be used to achieve this goal.

Blank Walls

No street-facing façade should have a blank wall greater than 50' in length, and no more than 30% of total façade shall be blank.

Balconies

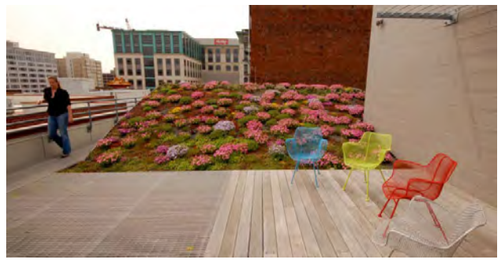
Building balconies are encouraged, either inset or projected from the main façade of the building and may project beyond the property line by up to seven feet.

ROOFS

Roofs are an important element of any building. They are often treated as a purely utilitarian element, but have the opportunity to be functional, occupiable, and aesthetically pleasing. Roof elements may be viewed both from surrounding buildings and street level. As such, when considering roof design it should be treated as the building's "fifth façade." Roof design should strive to combine occupiable space and sustainable design strategies to take advantage of this sometimes overlooked building asset.

Screening and Materials

Rooftop mechanical, electrical, or other building systems should be well-integrated within the building envelope and visually screened equipment should be screened such that it cannot be seen from street level or neighboring buildings. Roof surfaces should be comprised of low-albedo materials in order to limit heat absorption.



Rooftop Uses

50% or more of a building roof should be dedicated to active use, green roof, or solar energy generation, or any combination thereof.

Solar Energy

NeoCity is envisioned as a sustainable development that should incorporate green energy solutions into its buildings. Rooftop solar installations are a prime opportunity for buildings to meet a portion of energy demand on site.

Green Roofs

Green roofs can serve multiple purposes on a building, and confer thermal and water treatment. Generally speaking, intensive green roofs have greater depths, support a wider variety of plantings and can be integrated into occupiable spaces. Extensive green roofs are generally lower profile, lower weight, and use a more limited set of plantings including grasses, ground cover and succulents. Both are acceptable and should be suited to the building use, needs, and structural considerations.

Active Roofs

Roofs provide an opportunity to create active public space elevated above street level. Building uses may include outdoor seating, rooftop restaurants, gardens, activity / fitness space or gathering spaces.

5.2 Architectural Design

Buildings within NeoCity are not expected to have a consistent style or expression but should be durable, sustainable and contextual to the environment. Materials, textures, colors, and shades form the subtle differences that bring a place to life and that embed an air of continuity and cohesiveness to the urban realm.

ARCHITECTURAL CHARACTER

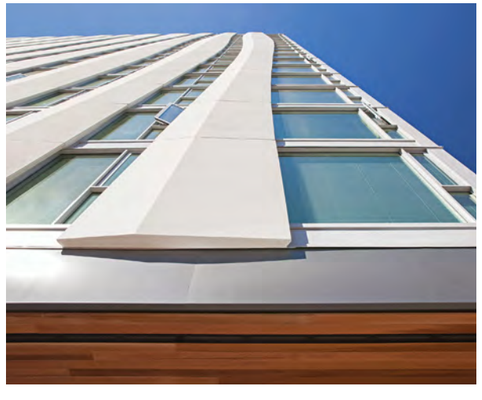
Beyond achieving the requirements of building dimensions and form stated in this chapter, designers have a reasonable amount of freedom in architectural treatment of the building, allowing for substantial creative license. Buildings within NeoCity are not expected to have a consistent style or expression. Buildings should be durable, sustainable, and contextual to the environment and expressive of the spirit of innovation upon which NeoCity is founded. They should strive to be modern and uncluttered yet comfortable and inviting. They should be human-scaled and well-integrated into the district fabric, creating a rich and textured urban experience.

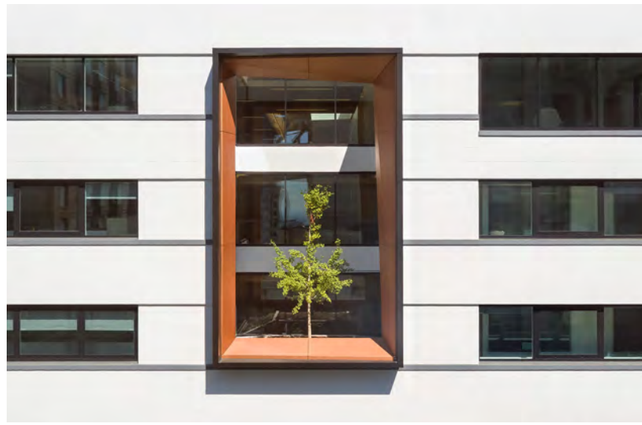
BUILDING MATERIALS

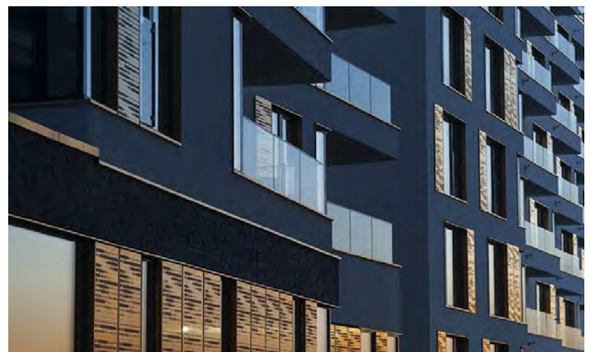
Building materials and façade detailing create the opportunity to further develop the architectural expression for a building. Building façades should aspire to add texture and interest to the public realm and be representative of the ethos and vision of NeoCity.

The Design Guidelines do not explicitly allow or prohibit certain materials; rather the materials should comply with the following general criteria:

- Exterior materials should be high-quality with proven, long-term durability.
- Materials should be resistant to hot, humid environments and should be able to withstand wind loads or storm events found in central Florida.
- Predominant materials and finishes should be of low intensity color; more vibrant materials and colors should be used as accents.
- Buildings should employ low-reflectivity glass in all locations. Glass selection should balance the need for managing solar gain with aesthetic and transparency considerations.
- Architectural elements such as louvers, sunscreens, trellises, and canopies are encouraged and may be added to building façades.







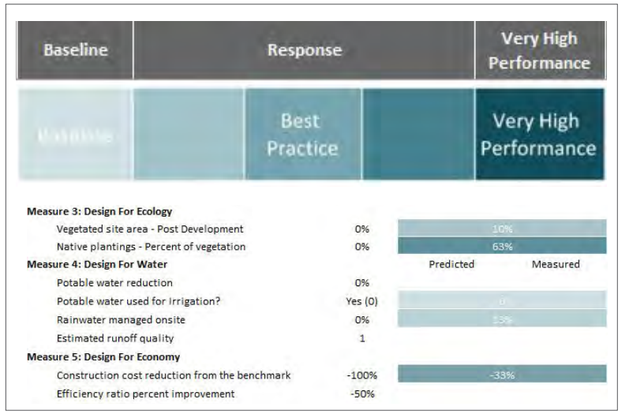
SUSTAINABLE AND RESILIENT DESIGN

NeoCity is envisioned as a sustainable and resilient district. The Master Plan has laid the groundwork for achieving this goal through the design principles described in the introduction, but developers will also be responsible for achieving a large portion of this vision through building and site design on an individual basis.

The American Association of Architects (AIA) Committee on the Environment (COTE) has developed a toolkit for design excellence comprised of ten principles to aid in progressing toward a more sustainable, equitable, and resilient built environment. These principles are:

- Design for Integration
- Design for Equitable Communities
- Design for Ecosystems
- Design for Water
- Design for Economy
- Design for Energy
- Design for Well-being
- Design for Resources
- Design for Change
- Design for Discovery

As a part of the Design Review process outlined in the Appendix B, developers are required to fill out the AIA COTE spreadsheet available from the AIA COTE Top Ten Awards website (https://www.aia.org/awards/7301-aia-cote-top-ten-award) and include it with each major submittal for review. The spreadsheet asks for some straightforward project information and uses this to calculate a scorecard for categories based on each of the ten principles. There are no specific targets required by Osceola County at the time of writing, but developers must show a good faith effort to address each of the identified categories and show how they intend to make improvements over baseline performance.



Snapshot of AIA COTE spreadsheet

BUILDING LIGHTING

Ground Level

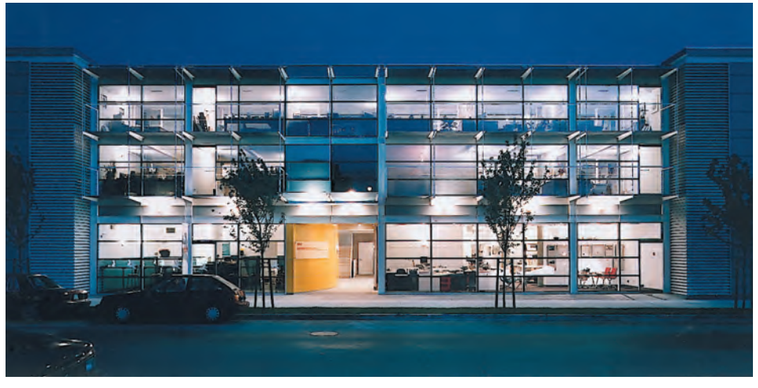
Building lighting should be employed at ground-level to enhance the pedestrian and overall street experience. Lighting may be employed both exterior and interior to the building. Interior lighting may highlight activity or uses even if the building façade is not active at night, while exterior lighting may be used to supplement street lighting, highlight architectural features or building entrances. Warm white color temperatures should be used according to Table 5.9 below.

Above Ground Level

Lighting above ground level should be employed to highlight architectural features and enhance building and district identity. Cooler temperatures are allowed, with some color temperature overlap with the ground level requirements to allow for consistency on all floors if desired.

Table 5.9: Building Lighting Requirements

	Ground Level	Upper Levels
Façade Lighting	1.85- 7.0 FC	4.5+ FC
Color Temperature	2500 to 3500 Kelvin	3000 to 6500 Kelvin
Color Rendition	85+ Ra	
Index of Protection	60+	
Operation Hours	From dusk to 11 pm on Fridays, Saturdays, and Sundays and during public holidays and NeoCity events and festivals; encouraged other days.	



5.3 Parking Structures

Parking structures are often considered negative elements in the built environment, but should be seen as an opportunity to create visual interest and beauty.

Façade Treatments and Screening

Parking structures should be screened from the street at all levels to conceal vehicles inside the parking deck, avoid monotonous or monolithic structures, and create visual interest and texture at the street. This can be achieved by many means, including horizontal or vertical slats, perforated panels, visual art installations, or green walls. Most parking structures are anticipated to be passively ventilated and partially open to the exterior; all screening and façade treatments must be designed to meet code required engineering specifications for ventilation.

Active Ground Floors / Liner Buildings

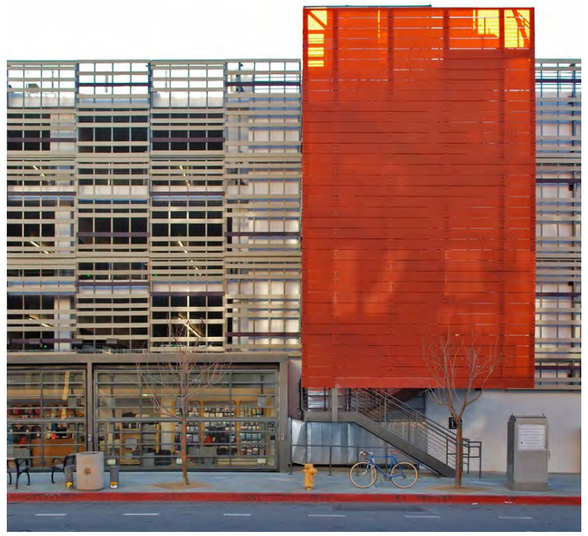
As noted in Chapter 03: Site Occupation, parking structures should be located to the interior of the block to the extent possible. Parking structures fronting along any primary street must have an occupiable ground floor or full-height "liner buildings" with a parking structure conjoined to the occupiable building.

Entrances and Exits

Parking entrances and exits create potential conflicts between vehicles and pedestrians; these should be limited to 30 feet or 20% of overall façade length, whichever is greater.

Floor Plates and Design for Re-use

Trends in mobility have shifted away from personal vehicle ownership in recent years and future need for parking structures may decrease over time. Designing for parking structures adaptive re-use in the future should be considered; this may include flat floor plates with separate ramping, higher floor-to-floor heights, and thinking ahead about future utility needs.



5.4 FORM-BASED DESIGN TABLE

The table included below defines the applicable design criteria which developments must achieve. The criteria below correspond to the requirements in chapters preceding this table, which provide more descriptive and illustrative guidance on the intent of these criteria. Variance from these criteria may be available with approval of the NeoCity Design Review Board in special circumstances.

	Criteria	T6 Urban Transect	T_5 Urban Transect	SD Special District
1.1	**Lot Occupation**	**T6**	**T_5**	**SD**
a	Lot Area	Defined in parcel map	Defined in parcel map	Defined in parcel map
b	Lot Width	Defined in parcel map	Defined in parcel map	Defined in parcel map
c	Developable Area	100% max	100% max	100% max
d	Building Footprint	30,000 GSF max	50,000 GSF max	80,000 GSF max
e	Building Length	200' max	300' max	500' max
f	Usable Open Space	10% minimum	15% minimum	15% minimum
1.2	**Set Back Requirements**	**T6**	**T_5**	**SD**
a	Primary	0' min, 1' max	0' min, 5' max	0' min, 10' max
b	Secondary	0' min, 5' max	0' min, 10' max	0' min, 15' max
c	Public Space / Pedway	0' min, 1' max	0' min, 5' max	0' min, 10' max
d	Side of lot	5' min	5' min	10' min
e	Rear of lot	10' min	10' min	10' min
f	Surface Parking Setback	6' min	6' min	6' min
g	Parking Structure Setbacks	See values under 1.2.a if for occupied first floor on primary street, 1.2.b. if on secondary street with no active use. Prohibited along Public Spaces / Pedestrian only ROW		
2.1	**Building Massing**	**T6**	**T_5**	**SD**
a	Minimum Height	60'	40'	28'
b	Maximum Height	120'	80'	100'
c	Upper Floor Step Back	Allowed above 3rd floor	Allowed above 2nd floor	Allowed above 2nd floor
d	Ground Floor Height	15' min, 18' recommended for Retail	15' min, 18' recommended for Retail	15' min on primary streets only
e	Other Floor Heights	No fixed standard	No fixed standard	No fixed standard
3.1	**Active Frontages**	**T6**	**T_5**	**SD**
a	Primary Streets	75% of façade	60% of façade	60% of façade
b	Secondary Streets	No fixed standard	No fixed standard	No fixed standard
c	Waterfront and Parks	75% of façade	60% of façade	60% of façade
d	Blank Wall to Street	<50' or 30%	<50' or 30%	<50' or 30%
3.2	**Building & Site Entrances**	**T6**	**T_5**	**SD**
a	Building Entrance Location	Main Entry at Street	Main Entry at Street	Main Entry at Street
b	Building Entrance Spacing	No fixed standard	No fixed standard	No fixed standard
c	Driveway Location	Secondary streets only	Secondary streets only	Secondary streets only
d	Driveway Spacing	2 max per block face	2 max per block face	2 max per block face
e	Driveway Width	22' max width (entry and exit)	22' max width (entry and exit)	30' max width (entry and exit)

Notes

1.1 Lot Occupation

1.1.a Lot Area – Lots areas are defined in the PSP parcel map. Multiple parcels may be combined to create larger development sites as needed.
1.1.b Lot Width – Lot widths are defined in the PSP parcel map.
1.1.c Developable Area – The overall area that may be occupied by structures and paving or other impervious elements.
1.1.d Building Footprint – The square footage at ground level of the building.
1.1.e Building Length – The distance measured along any face of a building.
1.1.f Usable Open Space – Open space directly connected to the circulation network and accessible to the public.

1.2 Setbacks

1.2.a-e Building setbacks must fall within the specified maximum and minimum requirements. Open spaces such as building courtyards, unbuilt portions of the site are exempt from this requirement.
1.2.f Surface parking setback – 6' setback minimum should be used for vegetative and/or physical screening and LID elements.
1.2.g Parking structure setback - See values under 1.2.a if for occupied first floor on primary street, 1.2.b if on secondary street with no active use. Prohibited along Public Spaces / Pedestrian only ROW.

2.1. Building Massing

2.1.a Maximum Height – Maximum heights measured from elevation of finished grade to highest point of a flat roof. Small projections such as stair and elevator cores are exempted from the height maximum.
2.1.a Minimum Height – Measured the same manner as maximum heights. Small projections such as stair and elevator cores do not aid the building in achieving the height minimum.
2.1.c Upper Floor Step Back – Buildings may step back away from the constructed frontage any amount above the floors specified.
2.1.d Ground Floor Height – Measured from finished floor to floor above.
2.1.e Other Floor Heights – No standard specified.

3.1. Active Frontages

3.1.a-c Building frontages along Primary Streets, Waterfronts, Parks, Pedways should have ground floor active uses along these built frontages as defined at the amounts specified in this table. Active uses are encouraged along secondary streets though not required.
3.1.d Blank wall to street – There should be no portion of a building facing the circulation network with a blank wall greater than 50' or 30% of total façade, whichever is less.

3.2. Building & Site Entrances

3.2.a Building Entrance Location – All buildings must have their main entrance at the street or other main frontage (park, pedway). Secondary entrances may be located interior to the site.
3.2.b Building Entrance Spacing – No fixed standard is specified. Buildings should seek to create multiple entrances along the circulation network to encourage porosity and activity.
3.2.c Driveway Location – Driveways are allowed on secondary streets only and are not permitted along primary streets.
3.2.d Driveway Spacing – Any block face may only contain two curb cuts for driveway access.
3.2.e Driveway Width – Specified in table, larger driveways are possible in SD to accommodate more significant service and loading.

CHAPTER 06
SITES

6.1 OVERVIEW

The site design should be specific to the parcel in consideration of size, context, orientation, relationship to the street and views, flow of interior to exterior spaces, both public and private, and appropriateness to the architectural style. Plant specific considerations should include the site's soil type and moisture content, solar orientation and microclimates as well as existing and historic vegetation.

The site character should, in general, be ordered, full and well composed rather than random, sparse and scattered. In keeping with the overall contemporary aesthetic of Neocity, the landscape and hardscape design should be simple, clean, and minimalistic, yet balanced with ample planted areas and tree canopy for comfort in outdoors spaces. Trees, shrubs, and groundcovers should be massed in groupings to compliment the architecture, define entries, relate to the sidewalk and the street, and define outdoor spaces.

A sustainable site is more than the conscious arrangement of outdoor space and plant material for human enjoyment and satisfaction. It is a site that requires minimal water, fertilizer, pesticides and labor to maintain as well as being constructed of renewable, durable and environmentally sensitive building materials

6.1 OVERVIEW

Functional
Functionality should address the processes or activities occurring within spaces and the relationship of those spaces within the surrounding site and built architectural environment of the parcel. Spaces should have variety of seating types, with seatwalls as an integral part of the geometry of the space as well as movable furniture so spaces can be configured as needed by users. Seating must be proximate to shade, either tree canopy or structure, in every condition.

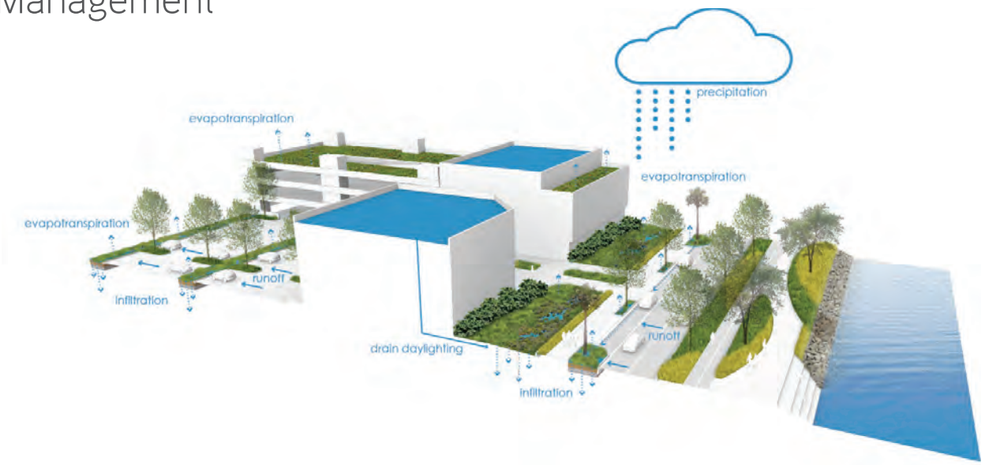
Environmentally Sound
A sustainable, native and Florida Friendly, site minimizes the need for inputs such as fertilizers, herbicides and pesticides as well as the requirement for excessive use of equipment to maintain and water to sustain, thus lowering maintenance labor costs and making maintenance operations easier.

Low Maintenance
Successfully choosing the right plant for a specific location and purpose can dictate the amount of environmental, disease, and insect stress that a plant can tolerate. Choosing the "right plant for the right place" based on the landscape zone as well as the specific microclimates within each parcel can significantly increase the long-term success of the site design.

Cost Effective
In many cases, the installation cost of a simple, contemporary, sustainable site may be less and the ongoing maintenance costs lower, resulting in considerable savings throughout the life of the landscape.

6.2 LOW IMPACT DEVELOPMENT (LID)

Innovative Stormwater Management



Low impact design (LID) is an approach to land development that works with nature to manage stormwater as close to its source as possible. LID employs principles such as preserving and recreating natural site features, minimizing imperviousness to create functional, and appealing site drainage that treat stormwater as a resource rather than a waste product.

Examples of LID interventions include rainwater catchment, stormwater infiltration gardens, green roofs, and low irrigation landscapes. The creation of stormwater planters and bioswales are two of the most common practices to capture water from the roads, parking lots, rooftops, and other hardscape areas.

LID is not only an effective means of sustainable stormwater management at street level, but should also be integrated into placemaking design in all parcel common areas and landscaping buffers between buildings.

Key Concepts

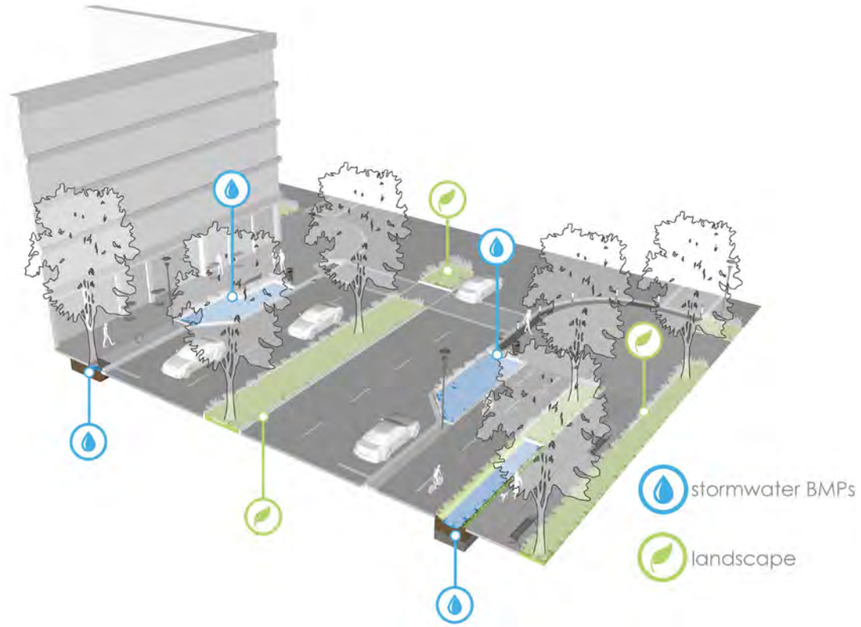
In contrast with conventional means of stormwater management which aim to control, detain, and retain water using mechanical means, LID seeks to slow and spread the flow of water to eventually soak back into the natural hydrological cycle.

Slow - slow the velocity of stormwater runoff by replacing or covering impervious surface area with foliage surface area such as tree canopy and grasses. This allows for suspended pollutants to settle rather than accumulate in stormwater flow.

Spread - allow for water to slowly spread horizontally and vertically across space so that a greater quantity of natural elements can help filter water. This also helps reduce erosion from stormwater flow.

Soak - provide area where water will reside for a period of time in which it will be subject to evaporation and infiltration back into the hydrological cycle.

A ‘Green’ Streetscape - Low Impact Design



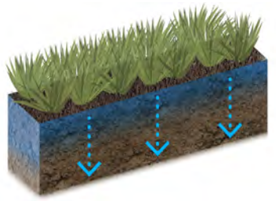
Fundamental Techniques

FILTRATION /

Plant foliage, fibrous roots, sand or other porous media, help slow the flow of stormwater while also sequestering suspended sediments resulting in cleaner water “down stream”.

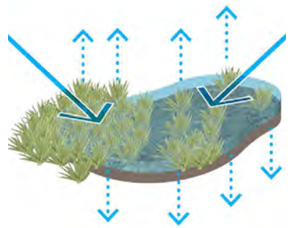
PERCOLATION /

Permeable soils and sands allow for stormwater to infiltrate vertically into groundwater flows.



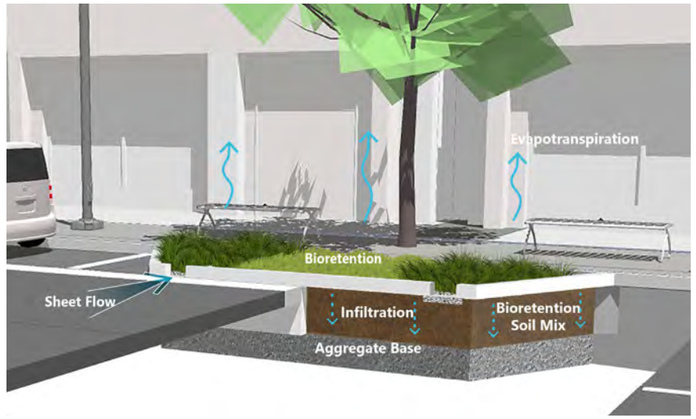
BIOREMEDIATION /

Stormwater soaks in areas where various types of plants, bacterias, fungi, and the presence of light remove, transfer, stabilize, and/or destroy contaminants in the stormwater.

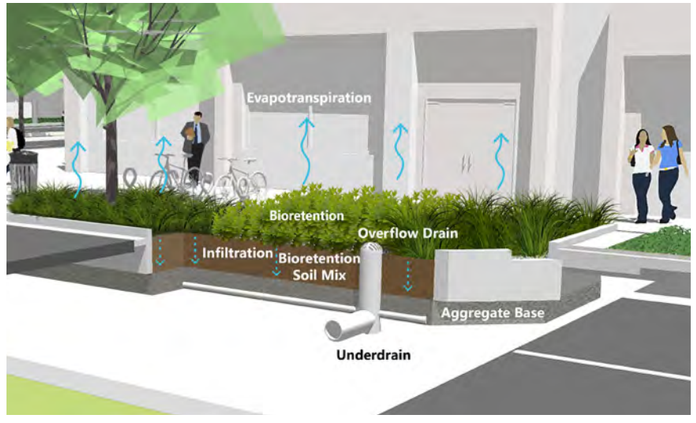


‘Green’ Streetscape Design

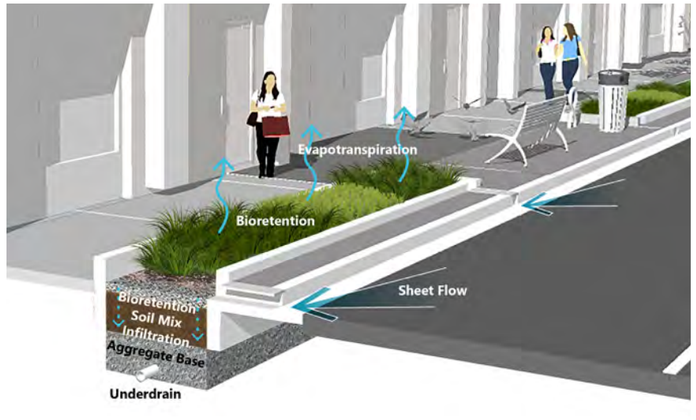
Bump Out Planter /
Where space is not adequate in the furnishing strip, traditional bump-out planter islands that fit with a parallel parking space should be incorporated at planters internal to the street to intercept stormwater runoff just ‘upstream’ of storm inlets.



Corner Planter /
Where space allows at the terminal ends of the blocks, larger stormwater planters should be utilized, especially if no bump-out planters have been utilized internal to the block. These large planters can also help define and shelter seating nodes including bike racks and trash locations.

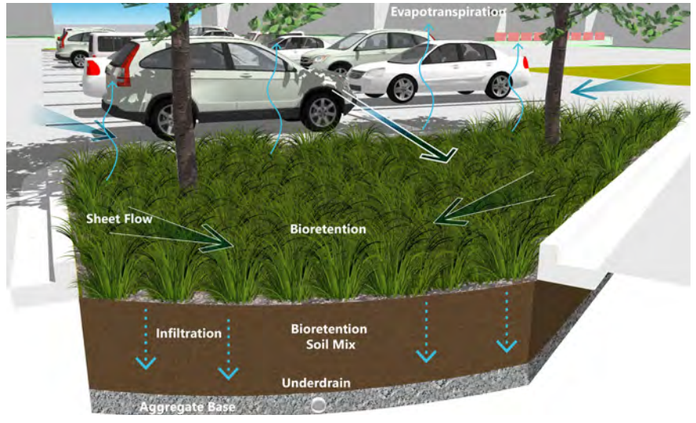


End Cap Planter /
Where space may be more limited, narrower end cap stormwater planters can be utilized and fit into the hardscape and landscape pattern or within the furnishing strip.



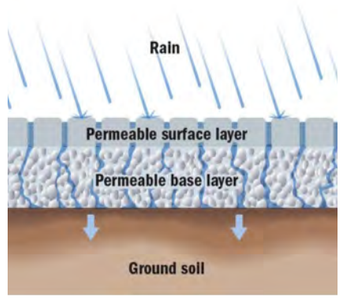
‘Green’ Parking Lot Design

Bioswale /
Where space allows, linear planters should be utilized for bioswales to capture stormwater runoff. A flush curb along each edge will allow for runoff to sheet-flow into the planter eliminating concentration and ponding of runoff. Linear planters separating parking bays should be oriented parallel to primary pedestrian circulation to the building.



Terminal Islands /
Where space is limited and parking bays abut each other, terminal islands should be used for stormwater planters to capture and treat runoff before entering the stormwater system.

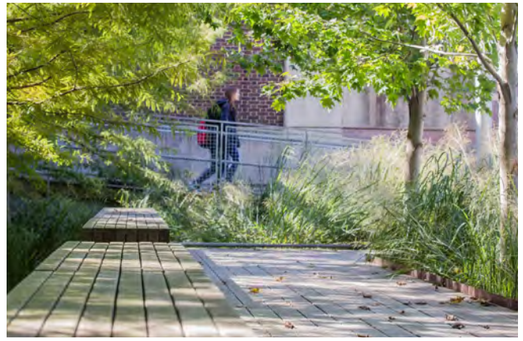
Permeable Pavers /
Another method to decrease site runoff are permeable pavers. These pavers would typically be used in parking spaces to decrease ISR or in areas adjacent to canopy tree plantings to increase water and oxygen to the rootzone.

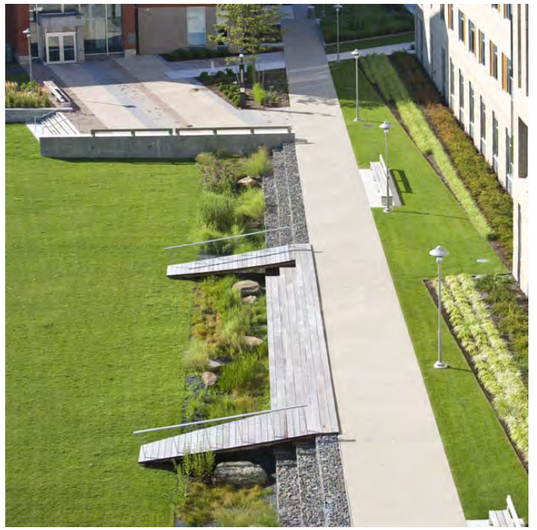


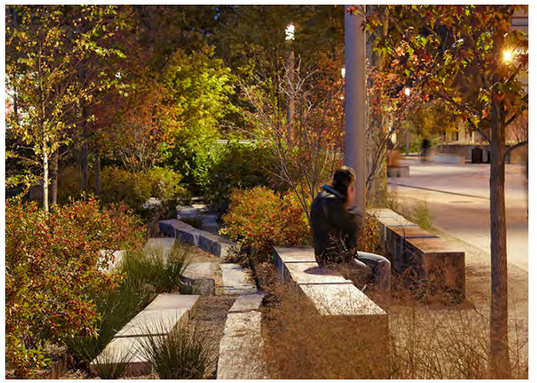
Open Space Design

The design of the public realm open spaces should provide a sustainable approach to the stormwater management on each site, slowing run-off from hardscapes, capturing roof and façade run-off to allow for treatment within the site design to allow for percolation, filtration and plant uptake and should be seamlessly integrated into the hardscape and landscape aesthetic design of each space.

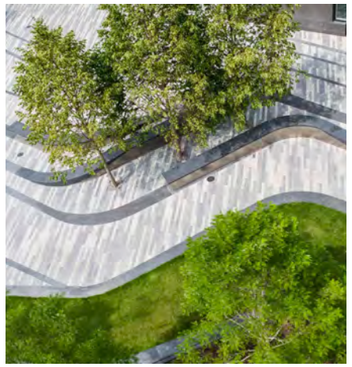
These spaces should not only be a significant contribution to the quality, character and functionality of the open space or street, they should highlight the management of the stormwater in creative and aesthetically pleasing ways, keeping it on the surface, avoiding piping to showcase and educate users on alternative, sustainable and innovative strategies to site design and stormwater management.







6.3 SUSTAINABLE SITE DESIGN



DESIGN /

The design of the public realm within Neocity should exhibit a simple, minimalist, contemporary design aesthetic with a seamless integration of hardscape and landscape, generally linear, orthogonal or fluid. Within that aesthetic there should be a consideration in the site design for form, texture, and size at maturity. Emphasis should be placed on creating year-round interest with native trees, shrubs and groundcovers massing, and perennials while relying less on maintenance intensive plant layering, accent plants and annual beds. A landscape that fits the scale of the space, is woven into the hardscape and that will not require regular and intensive maintenance.

MICROCLIMATE /

Microclimates are areas within the public realm spaces that have unique planting climatic conditions and within urban landscapes in Florida that generally involves sun vs. shade created by buildings. A site design that meets a plant's water, soil, and light requirements will allow plants to perform at their best naturally and reduce the need for excess water, fertilizers, herbicide, pesticides and soil amendments. In turn, good planting design, particularly relating to tree canopy and shade created by structures within the public realm site, can create a microclimate that affects human comfort. Successful public realm spaces will require shaded seating, dining and even sufficient 'pools' of shade in linear circulation spaces.

MATERIALS /

The Public realm design should utilize construction techniques and materials that are specific to the architectural palette and styles within Neocity, following patterns that helped inform and illustrate the design intent of the NeoCity Master Plan and with these guidelines.

Material selection, within the Neocity palette, should be made to coordinate and compliment the adjacent architectural palette and aesthetic. The use of renewable and local construction materials should also be encouraged.

PLANT SELECTION /

Plant selection in the context of this guideline not only should consider the fundamental principles of a Florida Friendly Landscape as defined within the University of Florida's manual produced by IFAS, it should also utilize the specific plant palette defined within this guideline to help create aesthetic continuity between all of the common areas within Neocity, both publicly and privately developed. It is a palette that is largely native that should be utilized, generally, in simple, large massing of single species beds with a limited number of species within a space and limited use of ornamentals and tropical plants.

SOILS/MULCH /

Soils must be tested by a qualified professional testing agency in order to determine soil chemistry, organic content and the need for any soil amendments prior to planting. All tree plantings in turf areas will require a 2-foot diameter mulch bed surrounding the trunk at its base at the time of installation and be maintained at a 3-inch minimum depth. All trees in tree grates will require grey gravel mulch (≤ 3/8" aggregate size) at its base at the time of installation and be maintained at a 3-inch minimum depth.

Use of cypress, rubber, colored or synthetic recycled mulches will not be allowed.

IRRIGATION /

The irrigation should be efficiently designed including individual zones according to plant needs, separation of sod from shrub, and ground-cover zones.

Drip irrigation should be utilized whenever possible to deliver water directly to the soil, minimizing overspray and runoff. The use of time clocks and rain gauge shut-off sensors will be required.

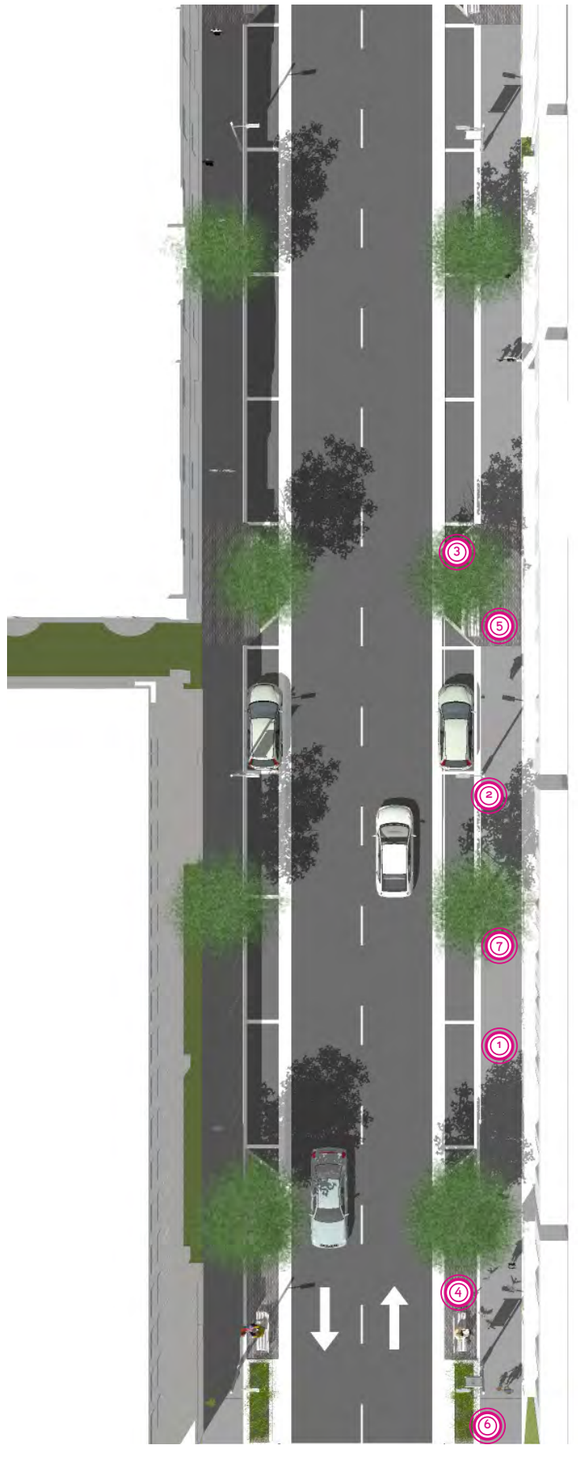
6.4 STREETS AND ALLEY SITE DEVELOPMENT

Typical Alley Tract Section

1. Alley lighting +/- 50' o.c.
2. Landscape zone (no trees in utility corridor)
3. Pedestrian connections
4. Low buffer/ screen planting (min. 36" height at installation)
5. Groundcover or paving (no continuous sod strip)

6.4 STREETS AND ALLEY SITE DEVELOPMENT (CONTINUED)

Typical 2 Lane Road Section



1. Standard gray concrete walk w/ saw-cut joints
2. Street lighting per guidelines and photometric requirement (+/- 100' o.c.)
3. Street trees - canopy trees per guidelines (+/- 50-60' o.c.)
4. Seating nodes at terminal ends of blocks w/ special paving, benches, trash receptacle and bike rack
5. Mid-block seating node w/ benches and special paving
6. Green streets - stormwater planters located to intercept runoff before inlets
7. Street trees not in bumpout planters should be in tree grates

6.4 STREETS AND ALLEY SITE DEVELOPMENT (CONTINUED)

Typical Boulevard Section

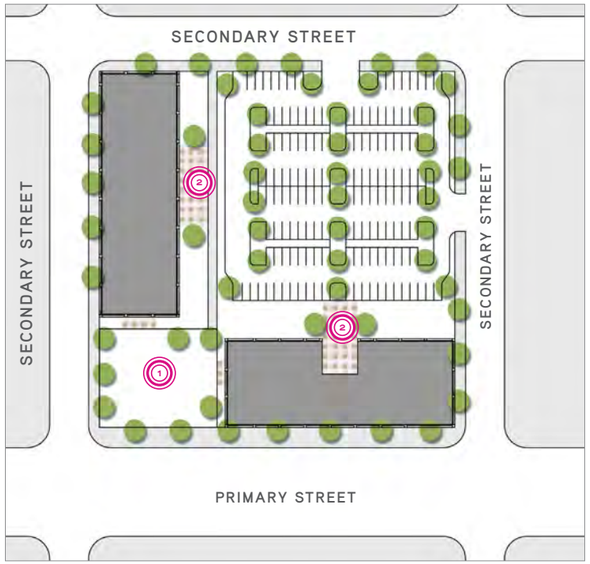
1. Standard gray concrete walk w/ saw-cut joints
2. Street lighting per guidelines and photometric requirement (+/- 100' o.c.)
3. Street trees - canopy trees per guidelines (+/- 50-60' o.c.)
4. Seating nodes at terminal ends of blocks w/ special paving, benches, trash receptacle and bike rack
5. Mid-block seating node w/ benches and special paving
6. Green streets-stormwater planters located to intercept runoff before inlets
7. Street trees not in bumpout planters should be in tree grates
8. Planted median-utilize canopy trees w/ 60%-40% relationship of groundcover to sod

6.5 PARCEL OPEN SPACE REQUIREMENTS

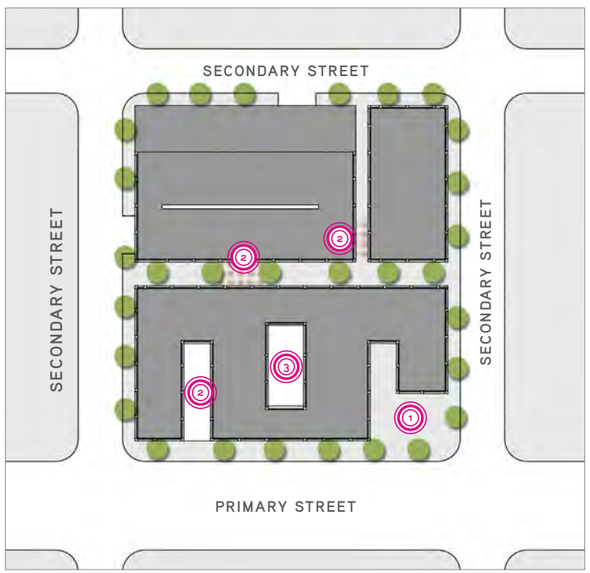
Open space design will be required to meet the quality expectations of the County and the design intent of the Master Plan and these Guidelines. It should be designed to foster collaboration and integration of industry, academic, and community partners.

Where spaces are intended solely for private uses, these spaces should be located on rooftops or internal to the property or building. All open spaces, such as pocket parks and entry courtyards visible from and connected to the public right-of-way are to be accessible and usable by the public, including all liner connections, such as Paseos, between streets and buildings within private parcels.

The following block diagrams are not intended to be all inclusive, but rather an example of some typical block configurations to illustrate the design expectations, orientation and layout of buildings, parking lots, open spaces and pedestrian entry and circulation.



Low Intensity Block



Parking Deck with Liner Building

Surface Parking

Surface Parking with Alley

1. Pocket parks (public)
2. Entry plazas and courtyards (Semi public)
3. Paseos (Public)

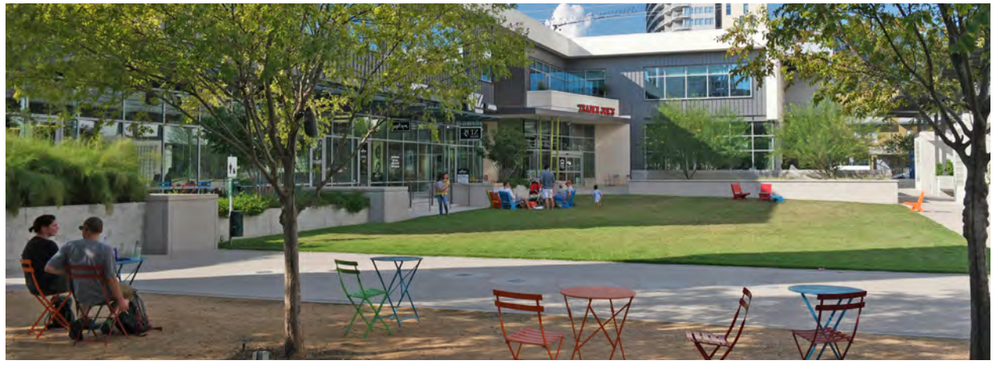
Open Space Typologies

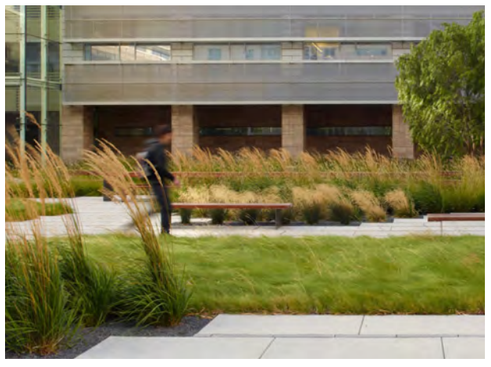
Pocket Parks

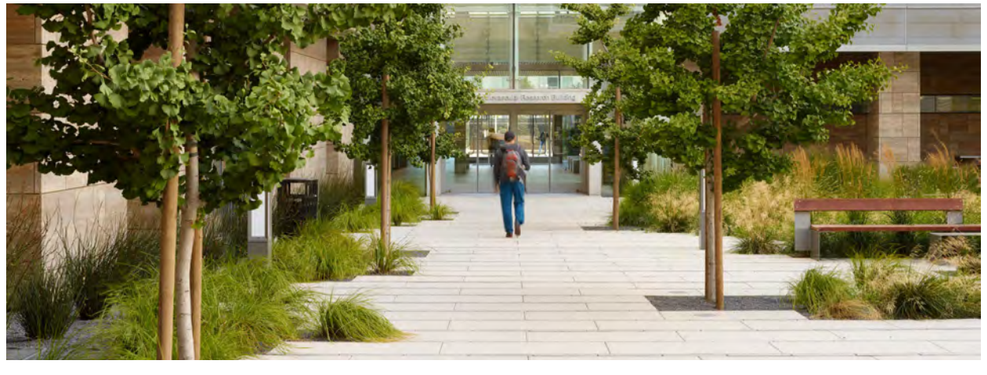
A pocket park is a site or block-level open space that is considerably smaller in scale than a typical neighborhood or district park, and is intended to provide an inviting and more intimate open space.

They may be as small as a few hundred square feet and typically no greater than roughly 10,000 square feet.

They may include many elements in a small area, including movable seating, playscapes, open lawn, landscape or garden areas, dog runs, etc. and may range from quiet and tranquil spaces to loud and playful depending on design and neighboring uses.







Open Space Typologies

Entry Plazas or Open Courtyards

Building entry plazas or courtyards open to the street may be used to create open space at the block-level.

Courtyards and entry plazas are likely to be smaller than many pocket parks and will by their nature relate more directly to the building and its uses. These spaces may occur mid-block or at an open corner near an intersection.

Courtyards or mid-block entry plazas in particular may be surrounded on one or more sides and therefore may project a semi-public semi-private atmosphere into the space to an extent.

These spaces should be visually and physically open to the street, but may have fencing and vegetation that creates a partial boundary.

Paseos

A paseo provides a pedestrian only access between buildings at a mid-block location.

At a typical width of 20'-35' these spaces can create a finer grain of pedestrian network while creating public spaces away from the main vehicular network. The sense of enclosure created by the narrower and more intimate space between buildings allows for novel opportunities for inventive treatments of hardscape, landscape and seating elements.

There are several areas indicated on the plan leading away from the waterfront where these pedestrian only rights-of-way have been indicated and pre-defined.

A developer in this area may construct this right of way paseo beyond their property ownership in lieu of providing open space on site. In other areas of NeoCity where paseos are not pre-defined, developers may choose to design them within their ownership as normal guidelines permit.

6.6 PARKING LOT LANDSCAPE ELEMENTS

Though often considered utilitarian and just minimally functional elements of a site, parking lots, be they permanent or temporary, should also be considered a contributing part of the public realm design of Neocity. They are a critical part of linking users from the car to their destination in the user experience.

1 DEFINING ENTRIES / SCREENING PERIMETER

Consideration must be given to a sense of arrival by defining entries with planting and signage off the secondary streets. Planting design should accentuate entries while maintaining view sightlines.

All parking areas fronting secondary streets musts have a perimeter screening landscape composed of at least two planting layers, a taller screening evergreen shrub (min. double staggered row, min. 36" ht. at installation) with a fronting groundcover layer that is not more than 2/3rd the height of the screening evergreen hedge. The design should be urban, organized and linear in its geometric layout.

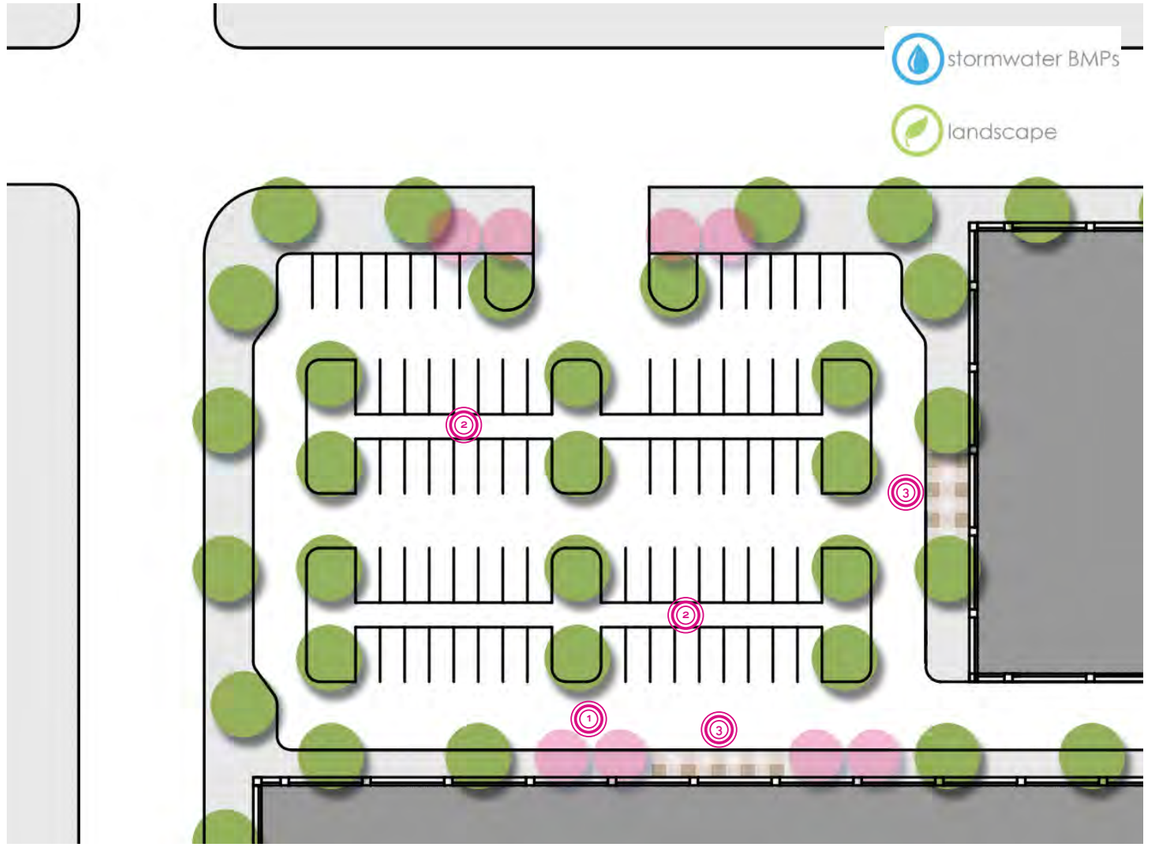
2 LOW IMPACT DESIGN

Permanent parking lots should be designed with integrated stormwater planters in the terminal and/or intermediate landscape islands. Grading design should be such that all pavement runoff is direct to a fully planted stormwater planter in order to capture the first flush of runoff before filling and bypassing to the parking lot storm inlets. All stormwater planters should be underdrained and connected to the storm system.

All permanent parking lots should employ permeable pavers in the parking stalls where possible, particularly in the most frequently used spaces and those adjacent to tree planting islands.

3 PEDESTRIAN ACCESS

Parking lot design and layout should give consideration to getting pedestrians from their vehicle to the building entry as efficiently as possible with as few drive lane crossing as possible. Planting design and intermediate stormwater planting design should accommodate pedestrian circulation crossing perpendicular to these planters. Walks should be provided at the perimeter of lots where buildings are adjacent to minimize walking in drive lanes.



1 BIOSWALE /

2 STORMWATER PLANTERS /

6.7 SITE UTILITY INFRASTRUCTURE SCREENING

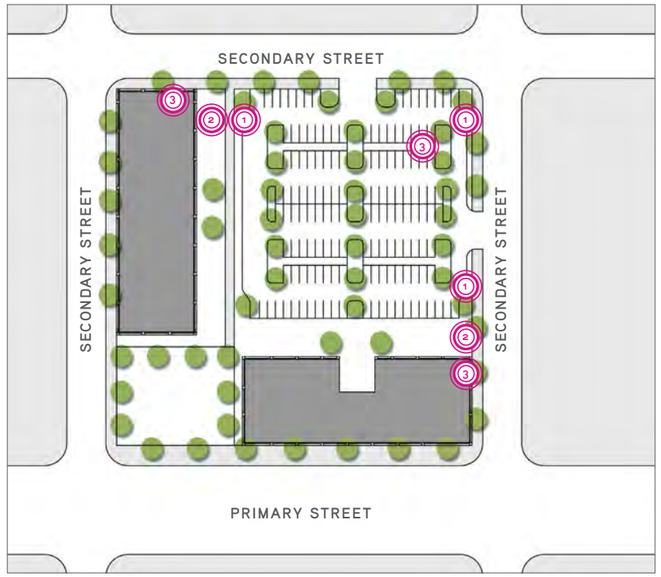
The location and screening and buffering of all necessary site utility infrastructure elements, i.e. back-flow preventers, switchgear, transformers and dumpsters, etc. must be given consideration early in the site civil engineering and landscape design process.

Placement will not be allowed on, or within view of, any primary street or open space. Placement within the ROW of any secondary street will not be allowed in front of primary façades or near building or parking entries and should be screened from view as illustrated within these Guidelines.

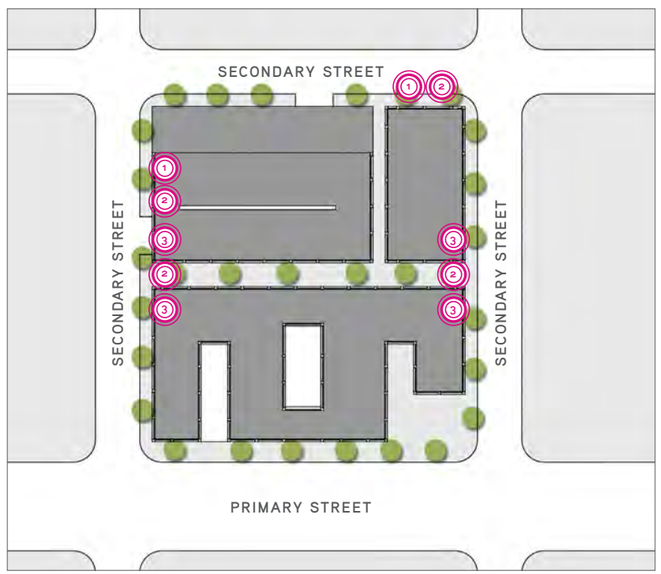
Placement, screening and buffering must be integrated within the site and landscape design so as not to be conspicuous and to fully screen the utility from view within 1 year of landscape establishment.

Where possible, dumpsters should be integrated into the architecture or within an enclosure that is consistent with the architectural style and materials palette of the project. The enclosure perimeter walls must be fully opaque to a height of 6' and include double swing, louvered metal doors for access.

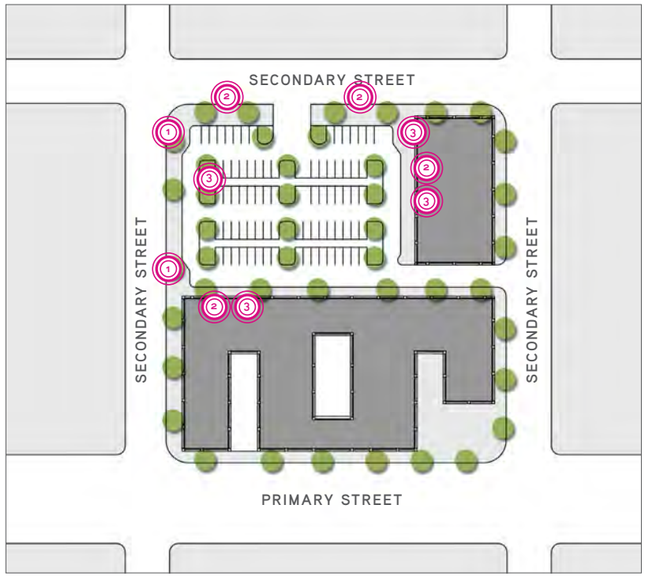
The adjacent block diagrams illustrate some acceptable locations for these types of infrastructure elements. All locations must be reviewed and approved by the County within the site plan approval process prior to implementation.



Low intensity block



Parking deck with liner building



Surface parking

Surface parking with alley

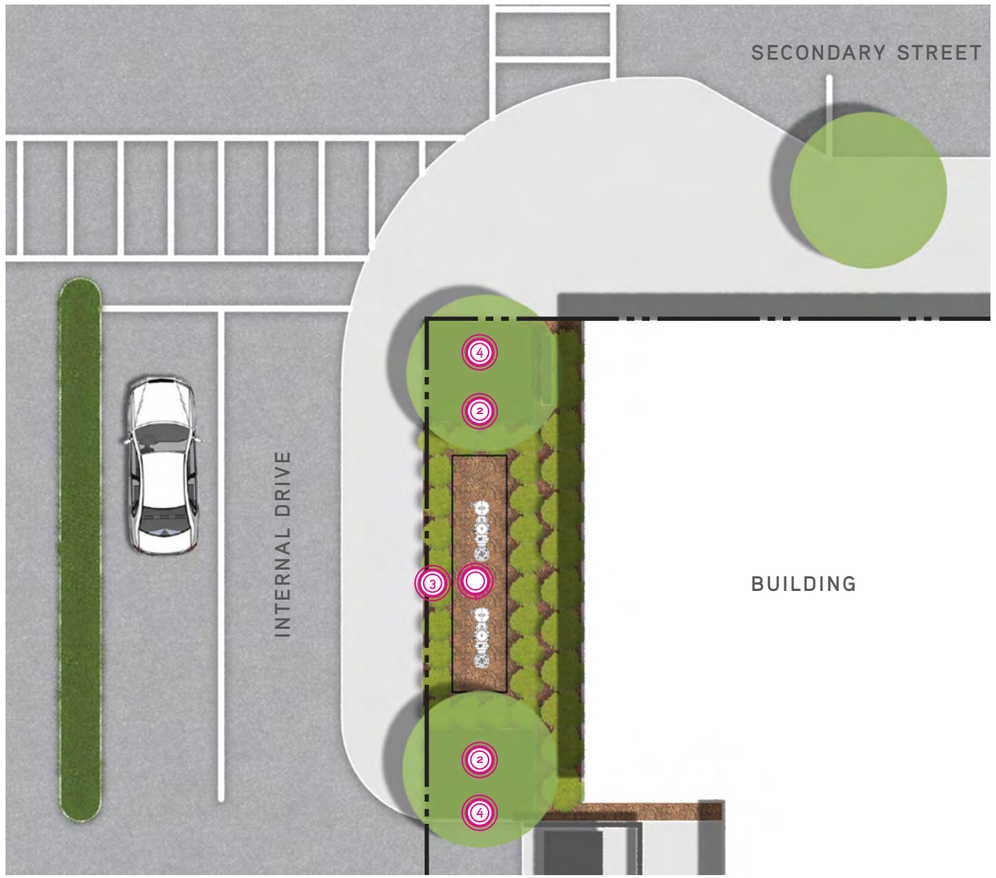
① Backflow preventer /

② Switch gear/ transformers / site electrical meter / service panel

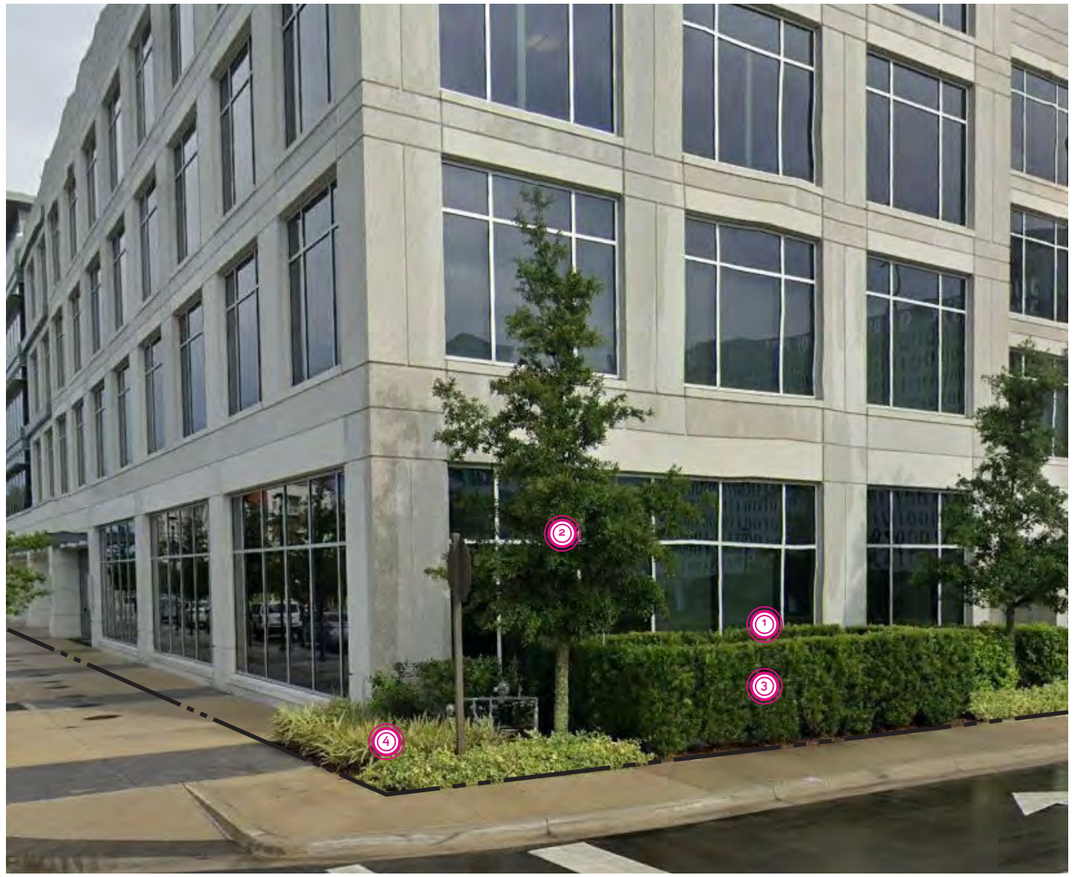
③ Dumpster enclosures /

6.7 SITE UTILITY INFRASTRUCTURE SCREENING (CONTINUED)

Private Property (Example Location)



BUILDING



1 **BACKFLOW PREVENTER /**

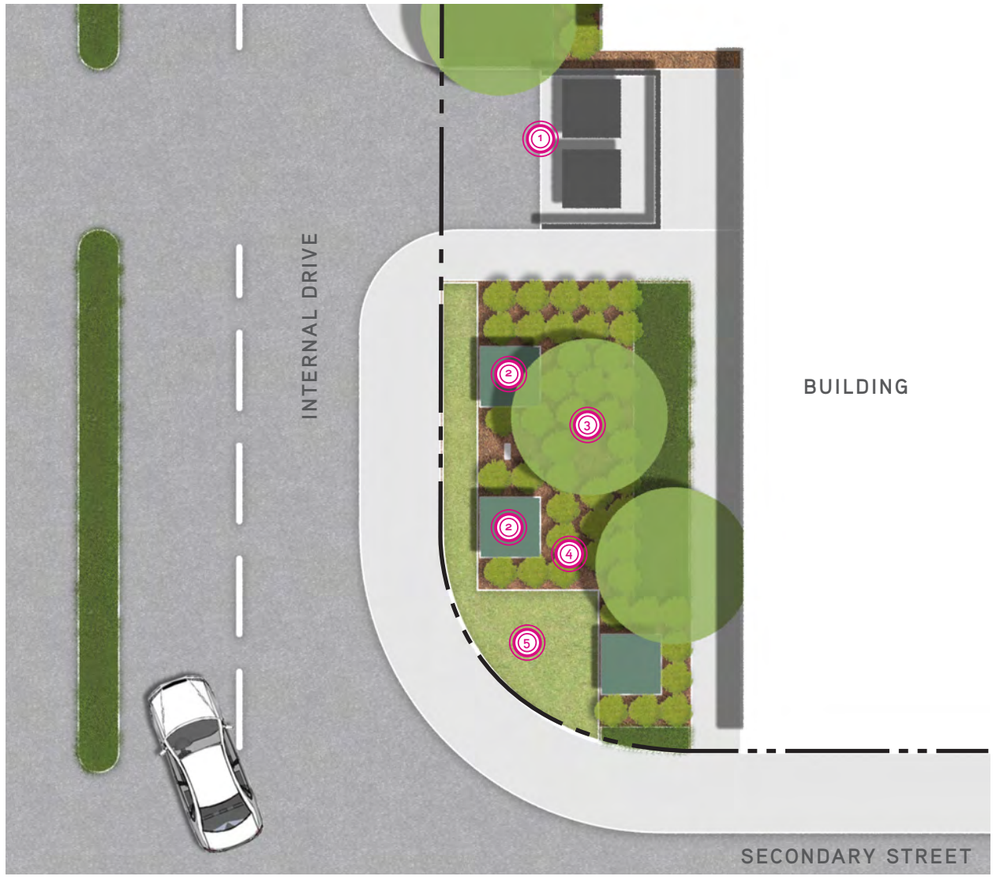
2 **SCREENING TREE /**
To integrate into overall landscape design

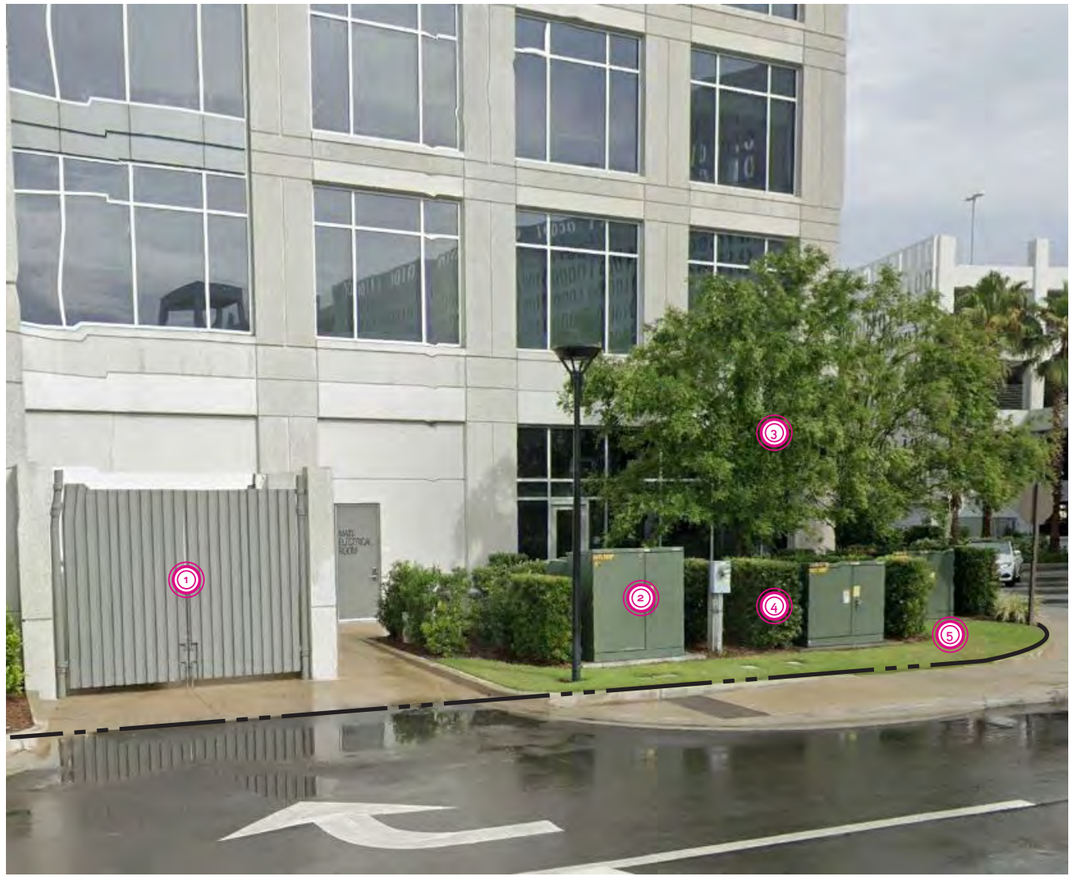
3 **MEDIUM EVERGREEN SHRUB /**
To screen sides & rear of utility

4 **GROUNDCOVER OR SOD /**
To allow for access from the drive

6.7 SITE UTILITY INFRASTRUCTURE SCREENING (CONTINUED)

Private Property (Example Location)





① **DUMPSTER ENCLOSURE /**

② **SWITCH GEAR / TRANSFORMERS / ELECTRICAL METERS AND SERVICE PANELS /**

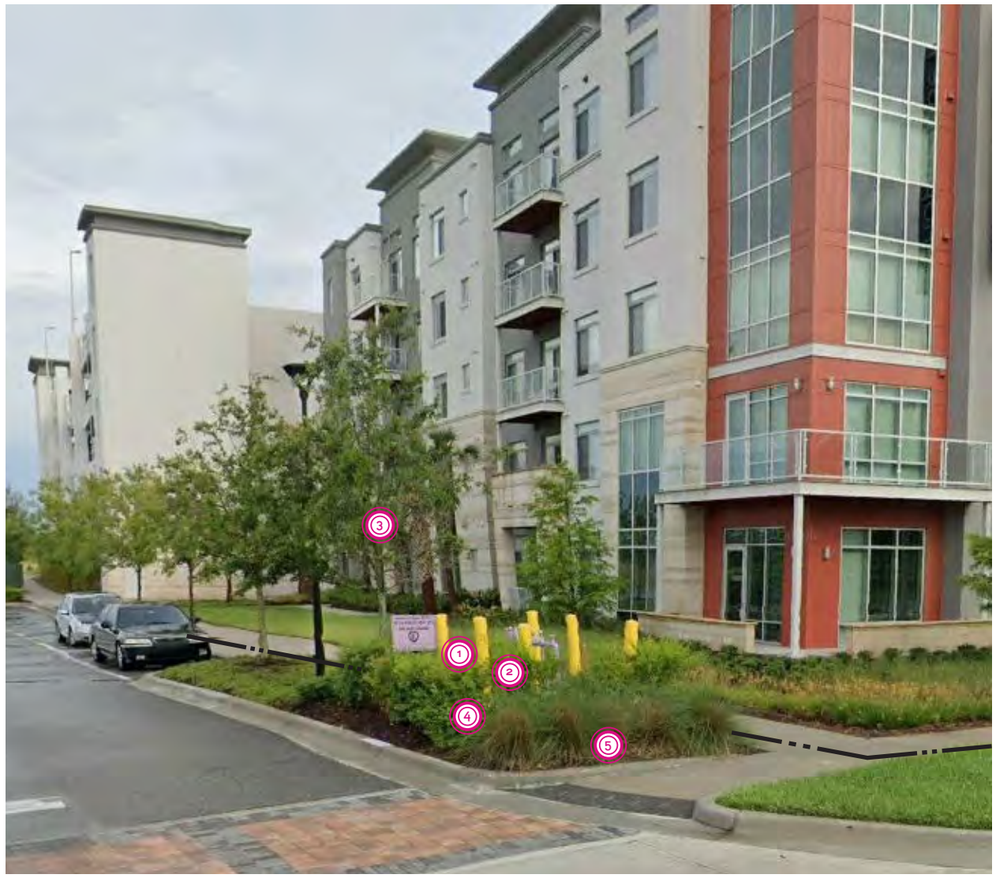
③ **SCREENING TREE /**
To integrate into overall landscape design

④ **MEDIUM EVERGREEN SHRUB /**
To screen sides & rear of utility

⑤ **GROUNDCOVER OR SOD /**
To allow for access from the drive

6.7 SITE UTILITY INFRASTRUCTURE SCREENING (CONTINUED)

Right-Of-Way (Example Location)



1 **BACKFLOW PREVENTER /**

2 **BOLLARDS /**

3 **SECONDARY STREET /**
To integrate into street tree planting

4 **MEDIUM EVERGREEN SHRUB /**
Min. 24" ht. at installation, continuous around perimeter

5 **GROUNDCOVER /**
Required on sides facing secondary streets

CHAPTER 07

SITE DESIGN PALETTE

A fundamental aspect to the development of NeoCity is the intention to create spaces and places that inspire interaction and collaboration, incidental meetings, and passing greetings. In order to facilitate a high degree of social interaction, a range of opportunities should be provided for lingering, socializing, learning and working in the public realm.

The diversity in types of spaces and furnishings for this purpose speaks to the need to balance a degree of continuity with an element of personalization and uniqueness in their design, form and function.

These landscape and hardscape materials palettes have been defined to provide quality public spaces and streets throughout NeoCity. This section illustrates a defining aesthetic palette to provide continuity in the furniture, fixture, and planting design.

7.1 STREETS & ALLEYS HARDSCAPE AND FURNISHINGS PALETTE

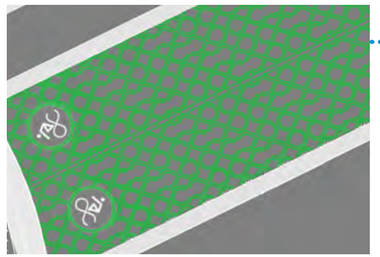
Streets & Alleys

A.1 Vehicular Paving

Asphalt

SPECIFICATIONS: Asphalt drives and parking shall have vertical curbs or must have a flush concrete band adjacent to the edges of the asphalt.

COLOR & FINISH Asphalt drives and parking shall have vertical curbs or must have a flush concrete band adjacent to the edges of the



Cycletrack Thermoplastic Graphic

SPECIFICATIONS: Durotherm - Surface-applied preformed thermoplastic Custom Pattern
Source: Ennis Flint

COLOR & FINISH Light Green with Custom Logo

Concrete Paver 1

MANUFACTURER: Unilock Promenade Plank Paver 4"x16" Random Spacing Paver - 85% Quantity

COLOR & FINISH Steel Gray; Standard Smooth

Concrete Paver 2

MANUFACTURER: Unilock Promenade Plank Paver 4"x16" Random Spacing Paver - 15% Quantity

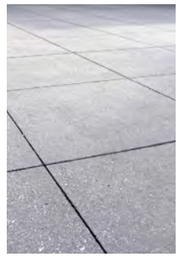
COLOR & FINISH Charcoal; Tudor #13

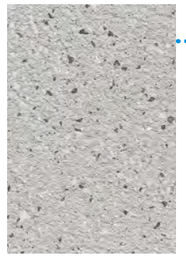
A.2 Pedestrian Paving

Standard Gray Concrete

SPECIFICATIONS: Aggregates of a gray, black or neutral shade; 1/8" minimum size aggregates with retarded finish or light sand blasting; 4 " thickness to min. 3000 psi in pedestrian areas

COLOR & FINISH Gray to beige aggregates, Standard gray or integral color concrete





Standard Gray w/ Aggregate (Street Corners)

SPECIFICATIONS: Aggregates of a gray, black or neutral shade; 1/8" minimum size aggregates with retarded finish or light sand blasting; 4 " thickness to min. 3000 psi in pedestrian areas

COLOR & FINISH Gray to beige aggregates, Standard gray or integral color concrete

Tactile Warning

MANUFACTURER: Belgard Moduline
12"x12" ADA Truncated Dome

COLOR & FINISH Charcoal

Concrete Paver 3

MANUFACTURER: Belgard Moduline
6"x12"x60mm

COLOR & FINISH Charcoal; Smooth

Concrete Paver 4

MANUFACTURER: Hanover Traditional Prest Brick
6"x6"

COLOR & FINISH Charcoal; Tudor Finish

Concrete Paver 5

MANUFACTURER: Unilock Promenade Plank Paver 8"x24"

COLOR & FINISH Steel Grey Blend; Smooth

Concrete Paver 6

MANUFACTURER: Unilock Promenade Plank Paver 4"x12"

COLOR & FINISH Black Granite; Smooth

A.3 Benches

Metal Bench

MANUFACTURER: Landscapeforms

TYPE: Park Vue Backless Bench with Center Rail (22"x72"x18")

FINISH: Powdercoat

COLOR: Silver

Metal Bench

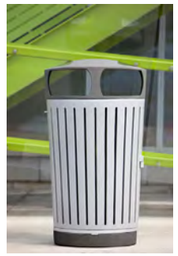
MANUFACTURER: Landscapeforms

TYPE: Park Vue Backed Bench with Center Rail (22"x72"x18")

FINISH: Powdercoat

COLOR: Silver

A.4 Miscellaneous Furnishings



Trash Receptacle

MANUFACTURER: Forms + Surfaces

TYPE: Dispatch Litter Recycling Receptacle SLDIS-136

FINISH: Powder Coat

COLOR: Silver

Bike Rack - Single

MANUFACTURER: Landscape Forms

TYPE: Key Bike Rack

FINISH: -

COLOR: NeoCity Red, Gold, or Blue

Tree Grate - Paver Grate

MANUFACTURER: Ironsmith

TYPE: Paver-Grate with METRO grate

FINISH: Galvanized

COLOR: -

Gabion Basket

MANUFACTURER: Stone Decorative

TYPE: 36"x18"x18", 4mm diameter (9 gauge) 3"x3"

FILL: 4"-6" limerock rubble

COLOR: HD Galvanized

7.2 OPEN SPACE HARDSCAPE AND FURNISHINGS PALETTE

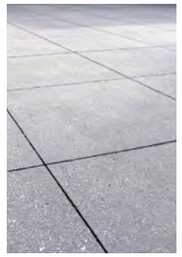
Open Space

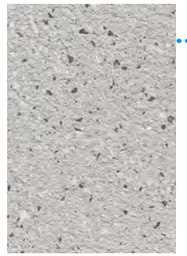
A.1 Pedestrian Paving

Standard Gray Concrete

SPECIFICATIONS: Aggregates of a gray, black or neutral shade; 1/8" minimum size aggregates with retarded finish or light sand blasting; 4 " thickness to min. 3000 psi in pedestrian areas

COLOR & FINISH Gray to beige aggregates, Standard gray or integral color concrete





Standard Gray w/ Aggregate (Street Corners)

SPECIFICATIONS: Aggregates of a gray, black or neutral shade; 1/8" minimum size aggregates with retarded finish or light sand blasting; 4 " thickness to min. 3000 psi in pedestrian areas

COLOR & FINISH Gray to beige aggregates, Standard gray or integral color concrete

Tactile Warning

MANUFACTURER: Belgard Moduline
12"x12" ADA Truncated Dome

COLOR & FINISH Charcoal

Decomposed Granite

SPECIFICATIONS: 4" depth with stabilizing binder on compacted subgrade to 98% modified proctor T-180; Retain edges with a 6" wide concrete paving border or paver edging; Wood and metal edging is not permitted; All decomposed granite paving must be underdrained

COLOR & FINISH Gray

Concrete Paver 1

MANUFACTURER: Belgard Moduline
6"x12"x60mm

COLOR & FINISH Charcoal; Smooth

Concrete Paver 2

MANUFACTURER: Hanover Traditional Prest Brick
6"x6"

COLOR & FINISH Charcoal; Tudor Finish

Concrete Paver 3

MANUFACTURER: Hanover Prest Paver
12"x24"

COLOR & FINISH Charcoal; Smooth

Concrete Paver 4

MANUFACTURER: Unilock Eco-Promenade Permeable Paver
4"x12"

COLOR & FINISH Granite; Smooth

Concrete Paver 5

MANUFACTURER: Unilock Promenade Paver
4"x12"

COLOR & FINISH Opal; Smooth

A.1 Pedestrian Paving (continued)

Concrete Paver 6

MANUFACTURER: Unilock Promenade Paver 4"x12"

COLOR & FINISH Steel Grey Blend; Smooth

Concrete Paver 7

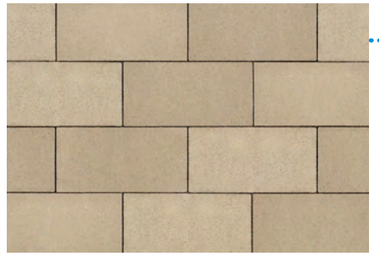
MANUFACTURER: Unilock Promenade Plank Paver 8"x24"

COLOR & FINISH Steel Grey Blend; Smooth

Concrete Paver 8

MANUFACTURER: Unilock Promenade Plank Paver 4"x12"

COLOR & FINISH Black Granite; Smooth



Concrete Paver 9

MANUFACTURER: Unilock Senzo Paver 8"x16"

COLOR & FINISH Cremo

A.2 Walls

Seatwalls

SPECIFICATIONS: Cast-in-place concrete; Cap overhangs shall not extend beyond 1.5"; Glass blocks, open blocks, precast systems and faux stones are prohibited; Radius or chamfer leading edge to 1/4" maximum

COLOR & FINISH Gray or Neutral Color

A.3 Railings

Cable Railing with Metal Top Rail

SPECIFICATIONS: Cable Railing with Aluminum Top

COLOR & FINISH Silver; Powdercoated aluminum, H.D. galvanized or stainless steel

Stair Handrail

SPECIFICATIONS: Metal Stair Handrail

COLOR & FINISH Silver; Matte finish stainless steel

A.4 Site Furnishings

NOTE: Products as specified or approved equal for review and approval for design appropriateness, material, color, finish, etc. Product imagery may or may not include optional center rails or arm rests. Precast benches should include stainless steel skate deterrents.

Movable Metal Chairs

MANUFACTURER: Landscapeforms

TYPE: Armless Chair; 30" Round Table

FINISH: Powdercoat

COLOR: Silver

Square Market Umbrella

MANUFACTURER: Landscapeforms

STYLE: Classic market-style umbrella

OPTIONS: Used both with dining tables and stand-alone elements

COLOR: Opportunity for vibrant colors among furniture of neutral color

Square Metal Umbrella

MANUFACTURER: Landscapeforms

STYLE: Metal frames and panels

OPTIONS: Surface mounted; Flat panels

COLOR: Opportunity for vibrant colors among furniture of neutral color

Metal Bench

MANUFACTURER: Landscapeforms

TYPE: Park Vue Backed Bench with Center Rail (22"x72"x18")

FINISH: Powdercoat

COLOR: Silver

Metal Bench

MANUFACTURER: Landscapeforms

TYPE: Park Vue Backless Bench with Center Rail (22"x72"x18")

FINISH: Powdercoat

COLOR: Silver

Metal Bench

MANUFACTURER: Victor Stanley

TYPE: Eva Backed Bench with Middle Arm Rest / Rail

FINISH: Powdercoated Steel

COLOR: Silver

Metal Bench

MANUFACTURER: Victor Stanley

TYPE: Eva Backless Bench with Middle Arm Rest / Rail

FINISH: Powdercoated Steel

COLOR: Silver

Precast Bench

MANUFACTURER: Landscape Forms

TYPE: Escofet Abril

FINISH: Cast Stone

COLOR: Grey

Precast Bench

MANUFACTURER: Landscape Forms

TYPE: Escofet Milenio

FINISH: Cast Stone

COLOR: White

Mounted Bench (Flat) w/ Monolithic Cast-in-Place Concrete Base

MANUFACTURER: Streetlife

TYPE: Wood Top System

FINISH: FSC Hardwood II - Virgin

COLOR: Concrete base to be standard gray concrete with smooth form finish or smooth uniform rubbed non-directional finish

Mounted Bench (Backed) w/ Monolithic Cast-in-Place Concrete Base

MANUFACTURER: Landscape Forms

TYPE: Escofet - Universe System - 71" Backed Bench

FINISH: Tropical FSC wood

COLOR: Concrete base to be standard gray concrete with smooth form finish or smooth uniform rubbed non-directional finish

Seating Platform w/ Integral Planters

MANUFACTURER: Streetlife

TYPE: Podium Isles

FINISH: FSC Hardwood II- Virgin

COLOR: -

Seating Platform

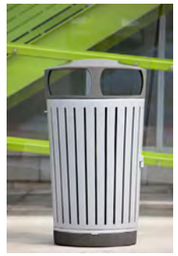
MANUFACTURER: id Created

TYPE: Big Harris - Custom

FINISH: Wood

COLOR: -

A.5 Miscellaneous Furnishings



Trash Receptacle

MANUFACTURER: Forms + Surfaces

TYPE: Dispatch Litter Recycling Receptacle SLDIS-136

FINISH: Powder Coat

COLOR: Silver

Trash Receptacle

MANUFACTURER: Victor Stanley

TYPE: SDC Trash Receptacle

FINISH: Powder Coated Steel

COLOR: Silver

Bike Rack - Single

MANUFACTURER: Belson Outdoors

TYPE: Round Tube Circular Bike Rack

FINISH: Stainless Steel

COLOR: -

Bike Rack - Multi-Bike

MANUFACTURER: Landscape Forms

TYPE: Bicilinea Bike Rack

FINISH: Stainless Steel

COLOR: -

Bollard - Basic

MANUFACTURER: Landscape Forms

TYPE: Sentinel Bollard - Mitre

FINISH: Powdercoated

COLOR: Steel

Bollard- Lighted

MANUFACTURER: Landscape Forms

TYPE: Sentinel Bollard - Mitre with Light

FINISH: Powdercoated

COLOR: Steel

Bollard - Lighted

MANUFACTURER: Forms+Surfaces

TYPE: Light Column Bollard

FINISH: Stainless Steel

COLOR: -

Bollard - Basic

MANUFACTURER: Reliance Foundry

TYPE: R-8460 Stainless Steel Bollard

FINISH: 316 Stainless Steel w/ Yellow reflective stripe

COLOR: -

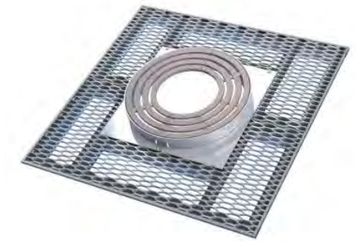
Bollard - Removable

MANUFACTURER: Reliance Foundry

TYPE: R-8464 Stainless Steel Removable Bollard

FINISH: 316 Stainless Steel w/ Yellow reflective stripe

COLOR: -



Tree Grate - Paver Grate

MANUFACTURER: Ironsmith

TYPE: Paver-Grate with METRO grate

FINISH: Galvanized

COLOR: -

Tree Grate

MANUFACTURER: Ironsmith

TYPE: Olympian Tree Grate - Round, in halves, 1/4" maximum slot openings for A.D.A. compliance and pedestrian safety.

FINISH: Aluminum

COLOR: -

Tree Grate

MANUFACTURER: Ironsmith

TYPE: Olympian Tree Grate - Square, in halves, 1/4" maximum slot openings for A.D.A. compliance and pedestrian safety.

FINISH: Aluminum

COLOR: -

7.3 EXTERIOR LIGHTING

Lighting is critical to a place feeling safe and secure, attracting and supporting evening activity provided by bars and restaurants.

Lighting is an essential component of the architectural character within Neocity. As such, fixtures that are to be used as exterior elements may be mounted on exterior walls, flanking entrances to the building or garage openings, or mounted as overhead fixtures in the portico ceilings to create downlights. Low-level LED walkway and path lighting that illuminate pedestrian ways are also permitted, as long as they do not exceed 24 inches in height. Low voltage or low-intensity lights should be used with translucent or frosted glass enclosures.

It is important that all fixtures minimize light spill over into adjacent parcels, public spaces, or streets. All direct light should have an illumination pattern that is a minimum of 20% below the horizontal plane of the fixture to preserve the dark nighttime sky.

Energy-efficient and “dark sky” compliant light sources are encouraged. No mounted spotlight fixtures, post mounted area lights, or site design uplights are permitted as permanent elements.

B.1 Street Lighting

Internal Drive Street Light

MANUFACTURER:	To Be Specified by Osceola County
TYPE:	TBD
FINISH:	TBD
HEIGHT:	TBD

Parking Lot Light

MANUFACTURER:	KUA
TYPE:	Dual 367w LED Black Mongoose Fixture (full cutoff) on Black Round Tapered Aluminum Pole, no mast arm
FINISH:	Black
HEIGHT:	20’ mounting height

B.2 Pedestrian Open Space Lighting

Pedestrian/Vehicle Lighting in Shared Space

MANUFACTURER:	Selux
TYPE:	Olivio Sistema
FINISH:	Silver
HEIGHT:	Quadruple Pole Arms stepped at 90° (13.5’ ,15’ ,16.5’, 18’ mounting heights, 22’ overall height)

Pedestrian Light

MANUFACTURER:	Hess America
TYPE:	Canto G
FINISH:	Silver Grey
HEIGHT:	15’ mounting height (17’ overall height)

Light Column

MANUFACTURER:	Selux
TYPE:	MTR Round Column with Round Straight Pole
FINISH:	Silver
HEIGHT:	Overall Ht. 12’ - Lit Section 4’ Overall Ht. 14’ - Lit Section 4’ Overall Ht. 16’ - Lit Section 4’

B.3 Area Lighting

Pole-Mounted Light

MANUFACTURER: Selux

TYPE: Saturn Cutoff LED

FINISH: Silver

HEIGHT: 12' mounting height (20' overall height), round straight aluminum pole

Wall-Mounted Light

MANUFACTURER: Selux

TYPE: Saturn Magnum

FINISH: Silver

HEIGHT: -

B.4 Character Lighting/Branding

Festoon Lighting

MANUFACTURER: Tokistar Lighting

TYPE: Exhibitor Festoon Lighting System; 24" spaced bulbs

FINISH: Clear Globe

COLOR: Black Cable/Socket

7.4 LANDSCAPE PALETTE

Trees

In order to provide seasonal variation and moments of color within each parcel, judicious use of flowering trees is recommended. These should be coordinated with the urban design framework to reinforce the hierarchy of the public realm with the greatest detail and color being added to those locations which have an active or civic function.

Street trees should be used for shade along sidewalks and palms should be identified for locations where they can add a sculptural dimension to a development in coordination with the building design.

Shrubs / Groundcover

Native plant species should be used whenever possible. Building level landscapes should include shrubs to delineate edges and pathways and anchor building foundations to the site. A variety of native groundcover plants are encouraged, avoiding the use of lawns unless intended for a specific activity or purpose.

Grasses / Wildflowers / Aquatics

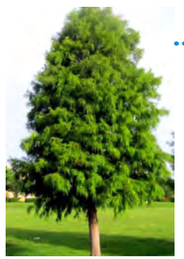
Local native grasses and wildflowers add texture, movement, seasonal color and change to the landscape with minimal maintenance requirements. Use of grasses should be integrated into site designs with large simple geometric groupings creating LID components and structural order yet contrasting their natural character with linear streetscape and space features.

Aquatics should be introduced into linear parks and streetscapes which feature water and where appropriate, included in pond edge treatments within the neighborhood parks.

Canopy Trees - Deciduous

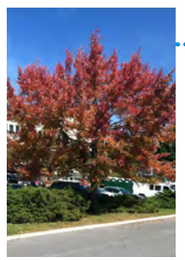
Fraxinum caroliniana

COMMON NAME: Poplar Ash



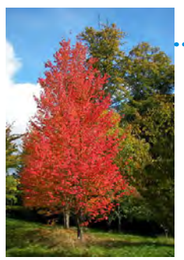
Taxodium distichum

COMMON NAME: Bald Cypress



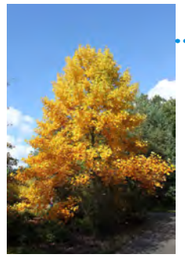
Nyssa biflora

COMMON NAME: Blackgum or Swamp Tupelo



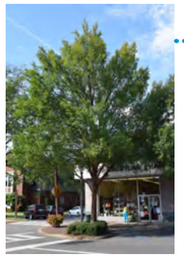
Acer rubrum

COMMON NAME: Red Maple



Liriodendron tulipfera

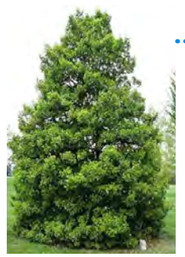
COMMON NAME: Tulip tree



Ulmus parvifolia 'Bosque'

COMMON NAME: Bosque Elm

Canopy Trees - Evergreen

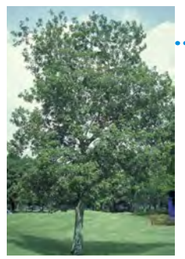


Ilex opaca

COMMON NAME: American Holly

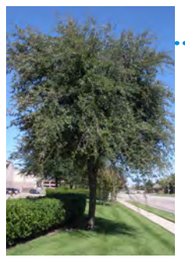
Ilex cassine

COMMON NAME: Dahoon Holly



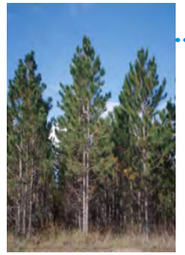
Gordonia lasianthus

COMMON NAME: Loblolly-Bay



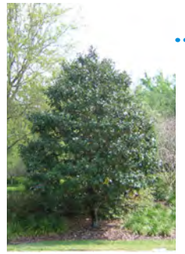
Quercus virginiana

COMMON NAME: Southern Live Oak



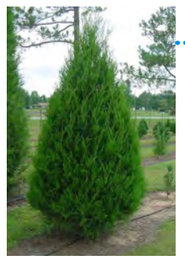
Pinus elliottii

COMMON NAME: Slash Pine



Magnolia grandiflora

COMMON NAME: Southern Magnolia



Juniperus silicicola

COMMON NAME: Southern Red Cedar

Myrica cerifera

COMMON NAME: Wax Myrtle

Flowering Trees

Vitex agnus-castus

COMMON NAME: Chaste Tree

Lagerstroemia indica sp.

COMMON NAME: Crape Myrtle

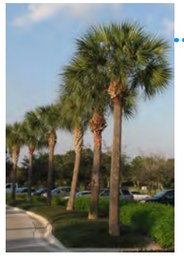
Chionanthus virginicus

COMMON NAME: Fringetree

Palm Trees

Phoenix dactylifera

COMMON NAME: Date Palm



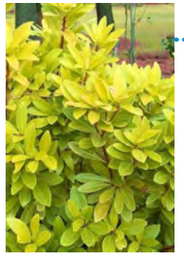
Sabal palmetto

COMMON NAME: Sabal Palm

Large Shrub/Hedge

Illicium floridanum

COMMON NAME: Anise



Illicium parviflorum

COMMON NAME: Yellow Anise

Rhododendron spp.

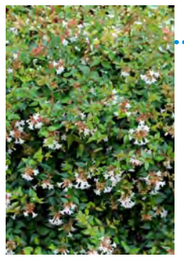
COMMON NAME: Azalea Hybrids

Hamelia nodosa

COMMON NAME: Dwarf Firebush

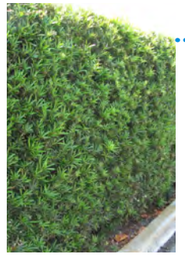
Ilex glabra

COMMON NAME: Gallberry



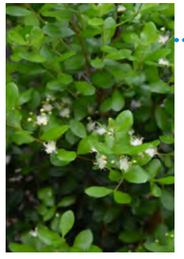
Abelia x grandiflora

COMMON NAME: Glossy Abelia



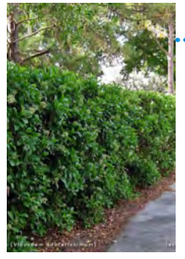
Podocarpus macrophyllus

COMMON NAME: Podocarpus



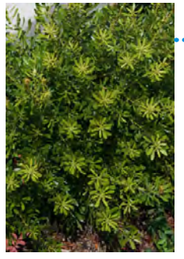
Myrcianthes fragrans

COMMON NAME: Simpson's Stopper



Viburnum odoratissimum

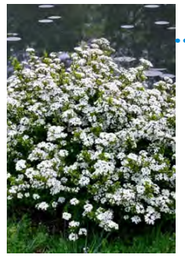
COMMON NAME: Sweet Viburnum



Myrica cerifera

COMMON NAME: Wax Myrtle

Large Shrub/Hedge (continued)



Viburnum obovatum 'Withlacoochee'

COMMON NAME: Withlacoochee Viburnum

Forestiera segregata

COMMON NAME: Wild Olive, Florida Privet

Medium Shrub/Hedge

Severina buxifolia

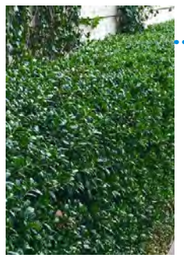
COMMON NAME: Boxthorn

Ilex cornuta 'Burfordii'

COMMON NAME: Burford Holly

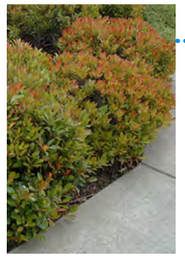
Gardenia jasminoides

COMMON NAME: Cape-Jasmine



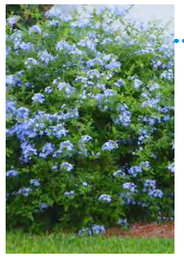
Ilex cornuta 'Nana Burfordii'

COMMON NAME: Dwarf Burford Holly



Rhaphiolepsis indica

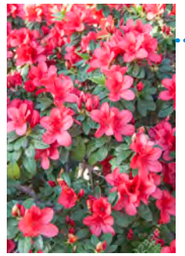
COMMON NAME: Indian Hawthorn



Plumbago auriculata

COMMON NAME: Plumbago/ Leadwort

Medium Shrub/Hedge (continued)

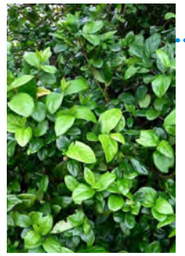


Rhodendron indicum sp.

COMMON NAME: Southern Indica Azalea sp.

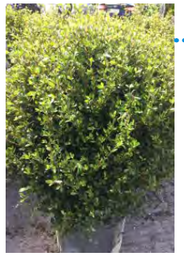
Galphimia glauca

COMMON NAME: Thryallis



Viburnum suspensum

COMMON NAME: Sandankwa Viburnum



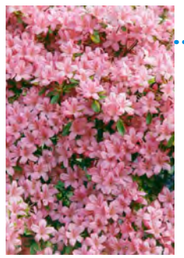
Viburnum obovatum 'compacta'

COMMON NAME: Dwarf Walter's Viburnum

Small Shrub

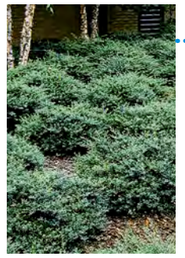
Rhaphiolepis indica

COMMON NAME: Dwarf Indian Hawthorn



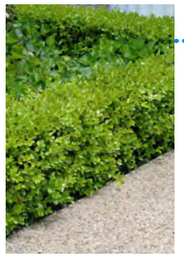
Rhododendron Kurume Hybrids

COMMON NAME: Kurume Azalea



Ilex vomitoria 'Stokes Dwarf'

COMMON NAME: Stokes Dwarf Holly



Buxus microphylla 'Wintergreen'

COMMON NAME: Wintergreen Boxwood

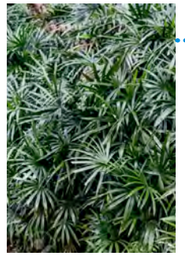
Palm/Palm-like

Yucca filamentosa

COMMON NAME: Adam's Needle

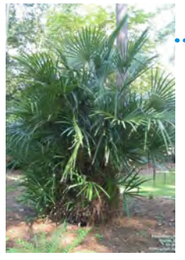
Zamia pumila

COMMON NAME: Coontie



Rhapis excelsa

COMMON NAME: Lady Palm



Rhapidophyllum hystrix

COMMON NAME: Needle Palm

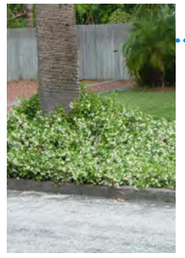
Serenoa repens

COMMON NAME: Saw Palmetto

Serenoa repens "Georgia Silver'

COMMON NAME: Silver Saw Palmetto

Vines

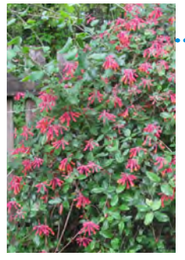


Trachelospermum jasminoides

COMMON NAME: Confederate jasmine

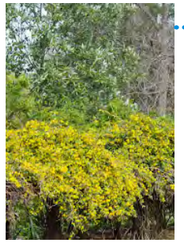
Ficus pumila

COMMON NAME: Creeping Fig



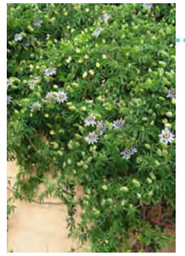
Lonicera sempervirens

COMMON NAME: Honeysuckle, Coral, or Trumpet



Gelsemium sempervirens

COMMON NAME: Jessamine, Carolina, or Yellow



Passiflora incarnata

COMMON NAME: Passionflower, Maypop

Ornamental Grass

Tripsacum floridana

COMMON NAME: Dwarf Fakahatchee Grass

Miscanthus sinensis ‘Adagio’

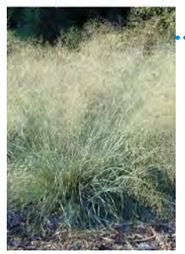
COMMON NAME: Dwarf Maiden Grass

Pennisetum setaceum

COMMON NAME: Fountain Grass

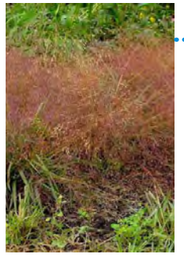
Tripsacum floridanum

COMMON NAME: Florida Gamagrass



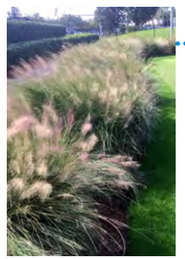
Eragrostis elliottii

COMMON NAME: Blue Lovegrass



Eragrostis spectabilis

COMMON NAME: Purple lovegrass

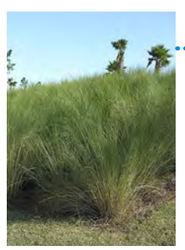


Muhlenbergia capillaris

COMMON NAME: Muhly Grass

Panicum virgatum

COMMON NAME: Panic Grass



Spartina bakeri

COMMON NAME: Sand Cordgrass

Groundcover

Dietes iridioides

COMMON NAME: African Iris

Zamia pumila

COMMON NAME: Coontie

Trachelospermum asiaticum ‘Minima’

COMMON NAME: Dwarf Asian Jasmine

Nephrolepsis exaltata

COMMON NAME: Boston Fern

Cyrtomium falcatum

COMMON NAME: Holly Fern

Lantana montevidensis

COMMON NAME: Trailing Lantana

Agapanthus africanus

COMMON NAME: Lily of the Nile

Liriope sp.

COMMON NAME: Lily Turf Species

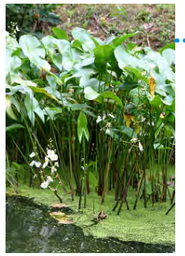
Mimosa strigillosa

COMMON NAME: Sensitive Plant

Thelypteris kunthii

COMMON NAME: Southern Shield Fern

Aquatics



Sagittaria latifolia

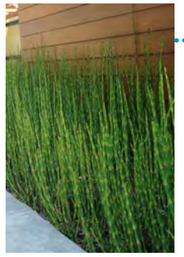
COMMON NAME: Broadleaf Arrowhead

Juncus effusus

COMMON NAME: Common Rush

Sagittaria lancifolia

COMMON NAME: Duck Potato



Equisetum hyemale

COMMON NAME: Horsetail Reed

Typha minima

COMMON NAME: Dwarf Bulrush

Pontederia cordata

COMMON NAME: Pickerelweed

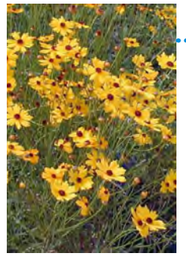
Hymenocallis latifolia

COMMON NAME: Spider Lily

Iris virginica

COMMON NAME: Virginica Iris

Annuals/Perennials



Rudbeckia hirta

COMMON NAME: Black-eyed Susan

Liatris sp.

COMMON NAME: Blazing Star

Stachytarpheta jamaicensis

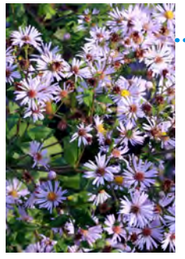
COMMON NAME: Blue Porterweed

Asclepias tuberosa

COMMON NAME: Butterfly Weed

Lobelia cardinalis

COMMON NAME: Cardinal Flower



Aster elliottii

COMMON NAME: Elliot's Aster

Berlandiera pumila

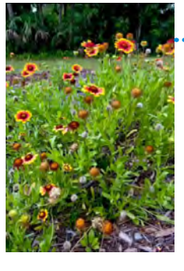
COMMON NAME: Soft Greeneyes

Echinacea purpurea

COMMON NAME: Purple Coneflower

Stokesia laevis

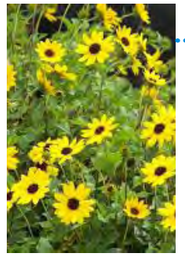
COMMON NAME: Stokes' Aster



Gaillardia pulchella

COMMON NAME: Blanket Sunflower

Annuals/Perennials (continued)



Helianthus debilis

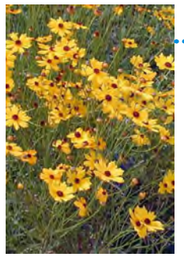
COMMON NAME: Beach Sunflower

Helianthus angostifolius

COMMON NAME: Swamp Sunflower

Asclepias incarnata

COMMON NAME: Swamp Milkweed



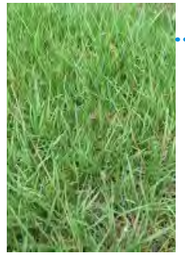
Coreopsis leavenworthii

COMMON NAME: Tickseed Coreopsis

Iris virginica

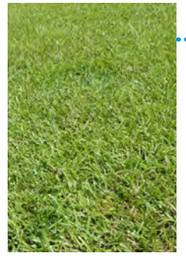
COMMON NAME: Virginica Iris

Turf



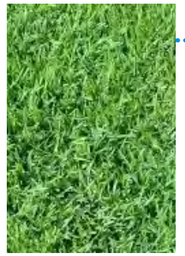
Paspalum notatum

COMMON NAME: Bahia



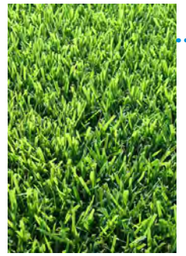
Eremochloa ophiuroides

COMMON NAME: Centipede



Paspalum vaginalum

COMMON NAME: Seashore Paspalum



Zoysia japonica

COMMON NAME: Zoysia

Planting Guide

COMMON NAME	BOTANICAL NAME	SIZE AT INSTALLATION	SYMBOLS	Primary Street	Secondary Street	Alley	Parking Lot	Buffer	Utility Screening	Ped. Connection	Plaza/Public Space	Ponds/ LID
Canopy Trees — Deciduous												
Ash, Poplar	Fraxinus caroliniana	15 Gal.	N, 🍃, 🦋	●	●	●	●	●		●	●	
Bald Cypress	Taxodium distichum	10'-12' Ht. x 4'-5' Spd., 2"-3" Cal.	N, 🍃				●	●				●
Blackgum or Swamp Tupelo	Nyssa biflora	15 Gal., 7'-8' Ht. x 4'-5' Spd.	N					●	●			●
Red Maple	Acer rubrum	12'-14' Ht. x 6'-7' Spd., 3-1/2"-4" Cal.	N, 🍃			●		●		●		●
Tulip Tree	Liriodendron tulipifera	15 Gal.	N, 🐛, 🐦				●	●		●	●	
Bosque Elm	Ulmus parvifolia ' Bosque'	30 Gal., 10'-12' Ht., 2.5" Cal.	N, 🍃, 🦋, 💧	●	●	●				●	●	
Canopy Trees — Evergreen												
American Holly	Ilex opaca	12'-14' Ht. x 5'-6' Spd., 3"-3-1/2" Cal.	N, 🍃, 💧	●	●			●	●	●	●	
Dahoon Holly	Ilex cassine	8'-10' Ht. x 4'-5' Spd.	N, 🍃, 🐦	●	●			●	●	●	●	
Loblolly-Bay	Gordonia lasianthus	30 Gal., 11'-12' Ht. x 5'-6' Spd., 2" Cal.	N					●	●			●
Oak, Southern Live	Quercus virginiana	65 Gal., 14' Ht. x 5' Spd., 3" Cal.	N, 🍃, 🐛, 💧	●	●	●	●	●		●	●	●
Pine, Slash	Pinus elliottii	3" Cal., 12' Ht. x 5' Spd.	N, 🍃					●	●			●
Southern Magnolia	Magnolia grandiflora	30 Gal., 11'-12' Ht. x 5'-6' Spd., 2" Cal.	N, 🍃, 💧	●	●			●	●	●	●	●
Southern Red Cedar	Juniperus silicicola	30' Gal., 9'-10' Ht.	N, 🍃, 🐛				●	●				●
Wax Myrtle	Myrica cerifera	7'-8' Ht. x 5'-6' Spd., Multi-trunk; 3-4 trunks min.	N, 🍃, 🐛					●	●			
Flowering Trees												
Chaste Tree	Vitex agnus-castus		N, 🦋, 🐦	●	●		●		●	●		
Crape Myrtle	Lagerstroemia indica sp.	65 Gal., 12'-14' Ht.	🍃	●	●		●		●	●		
Fringetree	Chionanthus virginicus	7 Gal.	N, 🍃	●	●		●		●	●		
Palm Trees												
Date Palm	Phoenix dactylifera	16' C.T., Full Crown		●	●					●		
Sabal Palm	Sabal palmetto	12' C.T., Full Crown	N, 🐦	●	●		●	●	●	●	●	●

Symbols

- Food or nesting source for birds
- Nectar source or host plant for butterflies
- Nectar source for hummingbirds
- Larval food source for butterflies or moths
- Native plant
- Drought tolerant

COMMON NAME	BOTANICAL NAME	SIZE AT INSTALLATION	SYMBOLS	Primary Street	Secondary Street	Alley	Parking Lot	Buffer	Utility Screening	Ped. Connection	Plaza/Public Space	Ponds/ LID
Larger Shrub/Hedge												
Anise	Illicium floridanum	3 Gal., 18"-24" Ht. x 12"-18" Spd., 36" o.c.	N, 💧	●	●				●		●	●
Anise, Yellow	Illicium parviflorum	3 Gal., 36" o.c.	N	●	●				●		●	●
Azalea Hybrids	Rhododendron spp.	3 Gal., 18"x24" Ht. x 18"-24" Spd., 36" o.c.	N, 🍃, 🐦	●	●	●	●			●	●	
Dwarf Firebush	Hamelia nodosa	3 Gal., 18" Ht. x 18" Spd., 36" o.c.	N, 🍃, 🦋, 🐦	●	●	●	●	●	●	●	●	●
Gallberry	Ilex glabra	3 Gal., 36" o.c.	N, 🍃	●	●	●	●	●	●	●	●	
Glossy Abelia	Abelia x grandiflora	3 Gal., 18" o.a. Full, 24" o.c.	🦋	●	●	●				●	●	
Podocarpus	Podocarpus macrophyllus	7 Gal., 30"-36" Ht. x 18"-24" Spd., 24" o.c.		●	●		●	●	●	●	●	
Simpson's Stopper	Myrcianthes fragrans	3 Gal., 24" o.c.	N, 🍃, 🦋	●	●	●	●	●	●	●	●	●
Viburnum, Sweet	Viburnum odoratissimum	3 Gal., 18"-24" o.a., 36" o.c.	🍃, 🐦	●	●	●	●	●	●	●	●	
Wax Myrtle	Myrica cerifera	3 Gal., 18"-24" Ht. x 14"-18" Spd., 30" o.c.	N, 🍃, 🦋				●	●	●			●
Withlacoochee Viburnum	Viburnum obovatum 'Withlacoochee'	15 Gal., 30"-36" o.a.		●	●	●	●	●	●	●	●	●
Wild Olive, Florida Privet	Forestiera segregata	3 Gal., 36" o.c.	N, 🍃				●	●	●			●
Medium Shrub/Hedge												
Boxthorn	Severina buxifolia	3 Gal., 15"-18" o.a., 24" o.c.	N	●	●	●	●			●	●	
Burford Holly	Ilex cornuta 'Burfordii'	3 Gal., 15"-18" o.a., 30" o.c.	🍃	●	●	●	●	●	●	●	●	
Cape-Jasmine	Gardenia jasminoides	7 Gal., 30"-36" Ht. x 18"-24" Spd., 36" o.c.		●	●	●				●	●	
Dwarf Burford Holly	Ilex cornuta 'Nana Burfordii'	3 Gal., 36" o.c.	🍃	●	●	●	●	●	●	●	●	
Indian Hawthorn	Rhaphiolepsis indica	7 Gal., 30"-36" o.a., 36" o.c.		●	●	●	●	●	●	●	●	
Plumbago/Leadwort	Plumbago auriculata	3 Gal., 12"-15" Spd., 24" o.c.	🦋	●	●	●	●			●	●	
Southern Indica Azalea sp.	Rhododendron indicum sp.	3 Gal., 18"-24" o.a., 36" o.c.	N, 🦋	●	●	●	●			●	●	
Thryallis	Galphimia glauca	3 Gal., 30" Ht. x 24" Spd., 36" o.c.		●	●	●	●			●	●	
Viburnum, Sandankwa	Viburnum suspensum	3 Gal., 18"-24" o.a., 36" o.c.	🍃	●	●	●	●	●	●	●	●	
Viburnum, Dwarf Walter's	Viburnum obovatum 'compacta'	3 Gal., 18"-24" o.a., 36" o.c.	N, 🍃	●	●	●	●	●	●	●	●	
Small Shrub												
Dwarf Indian Hawthorn	Rhaphiolepis indica	7 Gal., 30"-36" o.a., 36" o.c.		●	●	●	●			●	●	
Kurume Azalea	Rhododendron Kurume Hybrids	3 Gal., 18"-24" o.a., 36" o.c.		●	●	●	●			●	●	
Holly, Stokes Dwarf	Ilex vomitoria 'Stokes Dwarf'	3 Gal., 15" o.a. Full, 30" o.c.		●	●	●	●	●	●	●	●	●
Wintergreen Boxwood	Buxus microphylla 'Wintergreen''	3 Gal., 15"-18" Ht. Full, 24" o.c.		●	●	●	●			●	●	

Planting Guide (continued)

COMMON NAME	BOTANICAL NAME	SIZE AT INSTALLATION	SYMBOLS	Primary Street	Secondary Street	Alley	Parking Lot	Buffer	Utility Screening	Ped. Connection	Plaza/Public Space	Ponds/ LID
Palm/Palm-Like												
Adam's Needle	Yucca filamentosa	3 Gal., 2'-3' Ht., 36" o.c.	N, butterfly, drop			●				●		●
Coontie	Zamia pumila	3 Gal., 14"-16" Ht. x 14"-16" Spd.	N, butterfly			●	●	●		●	●	●
Lady Palm	Rhapis excelsa	7 Gal., 48" Ht., 4-5 canes	N, bird			●				●	●	
Needle Palm	Rhapidophyllum hystrix	10 Gal., 3'-4' o.a.	N						●		●	●
Saw Palmetto	Serenoa repens	7 Gal., 20"-24" Ht., 48" o.c.	N, bird, butterfly				●	●	●			
Silver Saw Palmetto	Serenoa repens "Georgia Silver'	7 Gal., 20"-24" Ht., 48" o.c.	N, bird, butterfly				●	●	●			
Vines - Evergreen												
Confederate Jasmine	Trachelospermum jasminoides	3 Gal., 30"-36" on trellis	hummingbird	●	●	●	●			●	●	
Creeping Fig	Ficus pumila	1 Gal., 15" runners, 18" o.c.	N, butterfly, bird							●	●	
Honeysuckle, Coral or Trumpet	Lonicera sempervirens	1 Gal., Full, Staked, 12" o.c.	N, butterfly, drop, hummingbird							●	●	
Jessamine, Carolina or Yellow	Gelsemium sempervirens	3 Gal., 30"-36" on trellis	N							●	●	
Passion Flower, Maypop	Passiflora incarnata		N, butterfly							●	●	
Ornamental Grass												
Dwarf Fakahatchee Grass	Tripsacum floridana	3 Gal., 24" o.a. Full, 30" o.c.		●	●	●	●	●		●	●	●
Dwarf Maiden Grass	Miscanthus sinensis 'Adagio'	3 Gal., 24" o.a. Full, 24" o.c.		●	●	●	●	●		●	●	●
Fakahatchee Grass	Pennisetum setaceum	3 Gal., 18" o.a. Full, 36" o.c.	N, butterfly	●	●	●	●	●		●	●	●
Florida Gamagrass	Tripsacum floridanum	3 Gal., 24" o.a. Full, 30" o.c.	N, drop	●	●	●	●	●		●	●	●
Blue Love Grass	Eragrostis elliottii	3 Gal., 20" o.a. Full, 24" o.c.	N	●	●	●	●			●	●	●
Purple Love Grass	Eragrostis spectabilis	3 Gal., 20" o.a. Full, 24" o.c.	N	●	●	●	●			●	●	●
Muhly Grass	Muhlenbergia capillaris	3 Gal., 24" o.a. Full, 30" o.c.	N	●	●	●	●	●	●	●	●	●
Panic Grass	Panicum virgatum	1 Gal., 15" o.a. Full, 36" o.c.	N, bird	●	●	●	●			●	●	●
Purple Love Grass	Eragrostis spectabilis	3 Gal., 20" o.a. Full, 24" o.c.	N	●	●	●	●			●	●	●
Sand Cordgrass	Spartina bakeri	3 Gal., 24" o.a. Full, 24" o.c.	N				●	●			●	●

Symbols

- Food or nesting source for birds
- Nectar source or host plant for butterflies
- Nectar source for hummingbirds
- Larval food source for butterflies or moths
- Native plant
- Drought tolerant

COMMON NAME	BOTANICAL NAME	SIZE AT INSTALLATION	SYMBOLS	Primary Street	Secondary Street	Alley	Parking Lot	Buffer	Utility Screening	Ped. Connection	Plaza/Public Space	Ponds/ LID
Groundcover												
African Iris	Dietes Iridioides	3 Gal., 18" ht. Full, 18" o.c.	N, drop	●	●	●	●			●	●	
Coontie	Zamia pumila	3 Gal., 14"-16" Ht. x 14"-16" Spd.	N, butterfly				●	●		●	●	●
Dwarf Asian Jasmine	Trachelospermum asiaticum 'Minima'	1 Gal., Full, 18" o.c.	N	●	●	●				●	●	
Fern, Boston	Nephrolepis exaltata	1 Gal., 18" o.c.					●	●		●	●	●
Fern, Holly	Cyrtomium falcatum	1 Gal., 12"-15" Spd., 18" o.c.	N				●	●		●	●	
Lantana, Trailing	Lantana montevidensis	1 Gal., Full, 18" o.c.	bird, butterfly				●			●	●	
Lily of the Nile	Agapanthus africanus	1 Gal., 12" Spd., 18" o.c.	N							●	●	
Lily Turf species	Liriope sp.	1 Gal., Full, 18" o.c.	N			●	●			●	●	
Sensitive Plant	Mimosa strigillosa		N, drop							●	●	●
Fern, Southern Shield	Thelypteris kunthii		N				●	●		●	●	●
Aquatics												
Broadleaf Arrowhead	Sagittaria latifolia	1 Gal., 6" ht., 24" o.c.										●
Common Rush	Juncus effusus	1 Gal., 12"-18" ht., 18" o.c.										●
Duck Potato	Sagittaria lancifolia	1 Gal., 6" ht., 24" o.c.										●
Horsetail Reed	Equisetum hyemale	1 Gal., 12"-18" ht., 12" o.c.										●
Dwarf Bulrush	Typha minima	1 Gal., 20"-24" o.a., 36" o.c.										●
Pickerelweed	Pontederia cordata	1 Gal., 20"-24" o.a., 36" o.c.	N, butterfly									●
Spider Lily	Hymenocallis latifolia	3 Gal., 12"-18" Full, 24" o.c.	N									●
Virginica Iris	Iris virginica	1 Gal., 18" o.c.	N, drop									●

Planting Guide (continued)

COMMON NAME	BOTANICAL NAME	SIZE AT INSTALLATION	SYMBOLS	Primary Street	Secondary Street	Alley	Parking Lot	Buffer	Utility Screening	Ped. Connection	Plaza/Public Space	Ponds/ LID
Annuals/Perennials												
Black-eyed Susan	Rudbeckia hirta	1 Gal., 18" o.c.	N, bird, butterfly				●			●	●	●
Blazing Star	Liatris sp.		N, butterfly				●			●	●	●
Blue Porterweed	Stachytarpheta jamaicensis		N, butterfly, drought				●			●	●	●
Butterfly Weed	Asclepias tuberosa		N, larval, butterfly, drought				●			●	●	●
Cardinal Flower	Lobelia cardinalis		N, butterfly, hummingbird				●			●	●	●
Elliott's Aster	Aster elliottii		N, larval, butterfly				●			●	●	●
Soft Greeneyes	Berlandiera pumila		N				●			●	●	●
Purple Coneflower	Echinacea purpurea		N, butterfly, hummingbird, drought				●			●	●	●
Stokes' Aster	Stokesia laevis		N, butterfly, drought				●			●	●	●
Sunflower, Blanket	Gaillardia pulchella	1 Gal., Full, 36" o.c.	N, butterfly				●			●	●	●
Sunflower, Beach	Helianthus debilis	1 Gal., 12" o.a. Full, 18" o.c.	N				●			●	●	●
Sunflower, Swamp	Helianthus angustifolius	1 Gal., 12" o.a. Full, 18" o.c.	N, butterfly				●			●	●	●
Swamp Milkweed	Asclepias incarnata		N, butterfly				●			●	●	●
Tickseed Coreopsis	Coreopsis leavenworthii	1 Gal., Full, 36" o.c.	N, bird, butterfly				●			●	●	●
Virginica Iris	Iris virginica	1 Gal., 18" o.c.	N, drought				●			●	●	●
Turf												
Bahia	Paspalum notatum	12"x18" min. solid sod pieces										●
Centipede	Eremochloa ophiuroides	12"x18" min. solid sod pieces			●	●				●	●	
Seashore Paspalum	Paspalum vaginatum	12"x18" min. solid sod pieces			●	●				●	●	
Zoysia	Zoysia Japonica	12"x18" min. solid sod pieces			●	●				●	●	

Symbols

- Food or nesting source for birds
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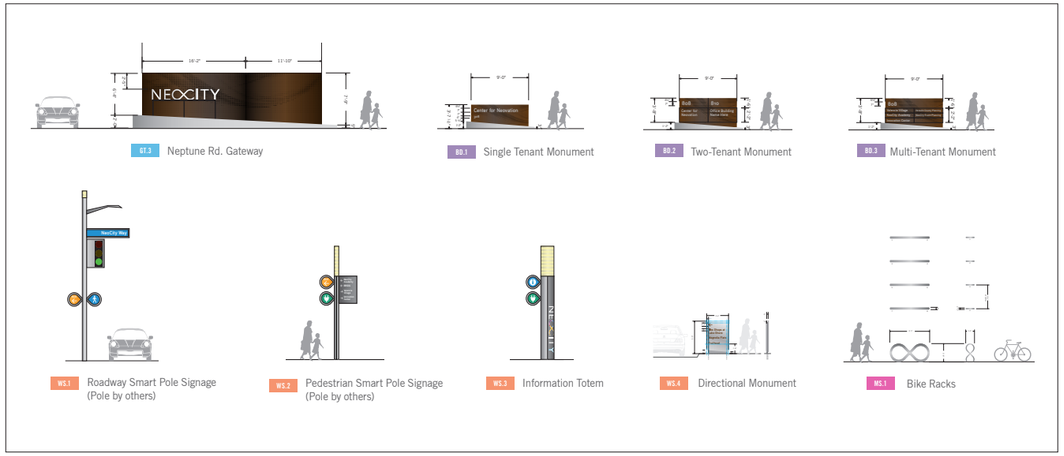
- Larval food source for butterflies or moths
- Native plant
- Drought tolerant

CHAPTER 08

SIGNAGE

NeoCity Public Area Wayfinding & Signage Family Design



Each and every sign that will be developed and implemented by NeoCity property owners and tenants plays an important role in supporting NeoCity's overall character and providing important information to users through safe and professional implementation.

This chapter describes signage guidelines intended to maintain a loose aesthetic connection to the campus; safe, functional wayfinding; and design autonomy for brand expression as seen through signage applications.

Successful signage strikes a balance between adhering to individual brand strategies and honoring design guidelines, thereby supporting a unique **Sense of Place**.

8.1 Approach

Philosophy

Clear, uncluttered signage is key to safe, effective wayfinding and a positive overall experience.

Wayfinding is the process of orienting oneself, navigating to and from, and circulating within an environment. How well a person can find a specific destination is connected to four principles of human psychology and cognition.

- **Detection** occurs when a sign is first seen in an environment
- **Discernment** is when a sign is differentiated from other elements
- **Identification** is understanding of what a sign is for
- **Orientation** is understanding how a sign fits into an overall system.

Signage is one of the tools used in wayfinding to detect, discern and identify a specific destination.

While detailing these four principles is not the intent of this Guidelines document, it is important to note that the approach to NeoCity's signage has been developed with an acknowledgment of, and a sensitivity toward them. Information in the chapter pertaining to characteristics such as scale, proportion, clear space, material finish, and connection back to the vision and mission of NeoCity all draw upon these principles.

Owners and developers should also consider these metrics of destination wayfinding and identification - and include relevant directives for their tenants.

Destinations in NeoCity will be diverse and may include county-owned properties, developer-owned buildings, retail shops, residences, restaurants, entertainment venues, parking facilities or manufacturing plants. All of these destinations, and others, will have identity signage in order to be discerned and identified from other elements in the environment.

Though specific developments and streetscapes may change over time, the overall philosophy will remain.

When all members of a community strive toward a common vision, the result will be an environment that embodies a clear, uncluttered approach to signage and therefore, safe, effective wayfinding, while still allowing for the expression of individuality and sense of place.

Identity Signage

Comprised of a wordmark, logo, letterforms, names or graphic elements, an Identity Sign conveys the personality of the business, or otherwise defines or represents an organization. As detailed herein, identity signage may be building mounted or freestanding depending upon the allowable space. In order to avoid clutter and visual noise, maximums for quantities, types, and locations of signage are described and strongly encouraged. The type of sign should be appropriate to the intended viewing experience, for instance signs perpendicular to the sidewalk are highly visible to pedestrians.

While honoring basic tenets of design, developers can leverage the opportunities which unique buildings and conditions can provide. Allow for custom, creative signage applications, as these opportunities can support the creation of 'landmarks' which assist with wayfinding and placemaking.

APPROACH

Compatibility within a sign's context should be a primary design consideration.

Context

Signage works the best when it is in harmony with the overall character of it's environment, as well as with the architecture with which it is associated. Examples to approaches for conveying a sense of relatedness can include: using similar materials, thoughtful arrangement of signage in relation to adjacent architectural elements so as to not create awkward crowding or overlap of elements, and appropriate scale and proportions.

Code Considerations

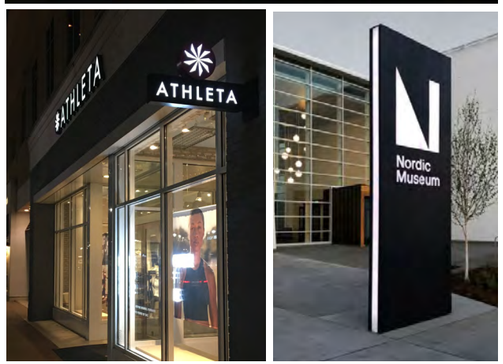
Signage should follow local signage code(s), such as East 192 CRA sign ordinances, which regulate this jurisdiction. For quick reference, signs generally prohibited, unless otherwise approved, include:

- Roof Signs
- Parapet signs, excepting that no more than fifty (50) percent of that portion of a sign located on a parapet may extend above the roof line.
- Signs that obstruct the view of another sign.
- Signs where by reason of color, illumination, position, size, or shape may obstruct, conceal, hide, impair, obscure, or be confused with any official traffic or government control sign, signal, or device, or where it may interfere with, mislead, or confuse vehicular traffic.
- Signs within five (5) feet of a fire hydrant, street sign, or traffic signal.
- Mobile signs. Any sign carried, towed, or conveyed by a vehicle that is used as an advertising device, excluding signs on taxis and public buses. This includes signs on parked vehicles or containers.
- Abandoned signs and/or sign structures which are determined to be nonconforming by the provisions of these Guidelines.
- Signs that significantly cover, interrupt, or disrupt the major architectural features of a building. This rule is not intended, however, to inhibit the design of unusual signs that may maintain the character of the building.
- Signs that present a potential traffic or pedestrian hazard, or constitute a danger to public safety, including signs which obstruct visibility.
- Signs that are inflatable or balloon signs, except where allowed as non-commercial governmental and public purpose signs for special events of limited time and frequency, such as grand opening special events, as approved by and located in a safe and proper location.
- Translucent (back-lit) plastic sign faces are not permitted.
- Back-lit fabric awnings or canopies are not permitted.

Example of a freestanding monument sign that uses both internal illumination for the anchor tenant and external lighting for other identification.

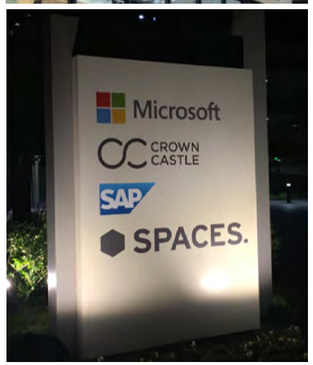
Lighting

Signs which are lit either internally or from an external source are used to increase visibility and comprehension. Dim, fading, blinking, uneven, discolored, concealed or extinguished lighting components should be properly maintained and replaced.



Internal illumination

Signs which are internally illuminated are most successful when the method of lighting is completely concealed so that it does not in any way leak light outside the sign cabinet in ways unintended from it's design. Arrangement of lighting or design of sign shall not create hot spots or other visual distraction or disorientation.



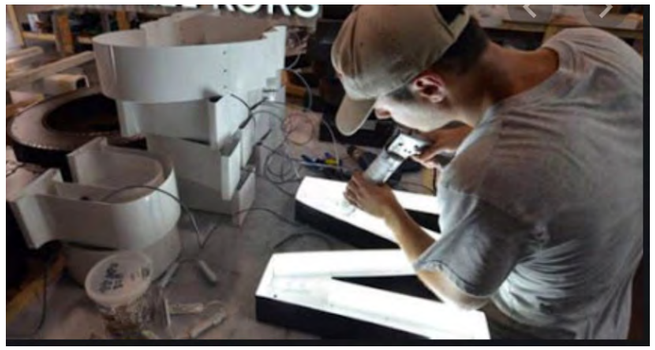
External lighting

External light sources are most successful when they directly wash the appropriate content on the sign face and do not create light spillage to the sky or adjacent areas. Ground-mounted lighting fixtures are best concealed by being inset into the ground if possible, or concealed with appropriately-sized landscape plantings.

APPROACH

Quality Expectations

Refer to the Appendix for design review and submittals criteria.



It is the responsibility of the Owner / Developer to ensure that they and their tenants follow the enclosed Guidelines and quality expectations, and be aware of all projects' design intent, schedules, lead times, review meetings, etc.

Signage should be designed by a design professional and fabricated by a sign company that understands appropriate methods and materials. Qualified signage contractors shall provide samples of materials and/or techniques, for approval prior to fabrication. Mock-ups, on occasion, should be requested to review functional characteristics within an environment. The Owner / Developer shall reserve the right to review, approve or reject any designs that are not consistent with these guidelines or previously agreed-upon concepts.

The below criteria are strongly encouraged for quality signage production:

- All items shall be of sound construction and high quality materials.
- All materials shall have a smooth, finished appearance on all surfaces, edges, and visible returns.
- All coatings shall be of high industry standards, be compatible with the surface to which they are applied and be warrantied.
- All type / graphics shall be digitally produced unless otherwise agreed.
- All wood, stone, brick or brick veneer components shall be sealed to protect against decay, mildew, and discoloration.
- All aluminum components and panels shall have a minimum wall thickness of .125" or greater with appropriate clear, protective coat.
- Beveled edges shall be 45 degrees, with a flat, 90 degree edge equal to 10% of the thickness of the material, (1mm minimum), unless specified otherwise. No sharp or pointed edges posing a safety hazard.
- Dimensional elements shall have eased and finished edges.
- Fabricated cabinets shall have smooth joints and edges with matching colors and finishes on all planes unless otherwise noted. Excess solder, adhesive, panel gapping, and misalignment are unacceptable.
- Mechanical fasteners shall be concealed from view.
- When mounting to glass surfaces, film or thin aluminum backers shall be used on the second surface to conceal mounting method.
- Markings, labels, manufacturer names to be concealed from public view.
- All letterforms shall have crisp inside and outside corners and edges; and be free of nicks, ragged edges and discontinuous curves.
- Ensure that all penetrations into concrete, precast columns, beams, glass or building façades do not affect the structural integrity.
- Existing trees, shrubs, fencing and utilities shall be treated with care and protected. Should damage occur to foliage, signage or buildings as a result of signage installation, it will be the tenant or contractor's responsibility to repair / replace.
- Signage shall be cleaned of packing materials, fingerprints, dust, etc. immediately upon installation. The Contractor shall remove all shipping and installation debris from the site.
- All signs comply with applicable codes and ADA guidelines.
- All permits shall be obtained and paid for by the Tenant or Contractor prior to fabrication.
- The Contractor is responsible for confirming all property lines, setbacks, zoning restrictions, etc
- All digital and / or powered cabinets to have sufficient ventilation and access panels and to be placed in concealed, or less visible areas.
- Fading, cracking, oil-canning, peeling, delaminating, rusting, corroding, and structural failure, including distortion, shall be repaired or replaced.
- All products, materials, adhesives, paints, etc. shall be covered by standard warranties. Failures during the warranty period shall be repaired or replaced to the satisfaction of the Owner / Developer.

APPROACH

Digital Expressions

Thoughtful digital elements can provide powerful ways to inform and inspire.

Wide-framed displays and disorganized digital window systems can feel cluttered and unprofessional and should be avoided.

Street-facing multi-screen applications are generally discouraged for typical building frontages.

As a district that welcomes creative thinking and expressions which accentuate NeoCity's overarching character, digital elements will be most successful when properly reviewed and approved prior to implementation. This pertains to the content of displays, monitors, screens or other output devices, as well as to the physical cabinet, frame or enclosure within which the display and related hardware such as media players, may be housed.

Digital expressions are encouraged to consist of tasteful, relevant content, whether that is written communications, imagery or ambient graphics. Clear, uncluttered, thoughtful content with appropriate scaling and spacing will provide the best opportunities for visibility and readability. Displays should never be blank or malfunctioning, or shut off during established business hours. Video applications work best when there is adequate time in a video segment for optimal viewer comprehension, as well as the inclusion of smooth, logical transitions to separate video segments that communicate different messages. Audio output is strongly discouraged.

The most successful applications will use products and materials suitable to NeoCity's bright exterior environment, and should also emit appropriate brightness levels, hues and colors in order to not distract, confuse or spill over into adjacent properties or right-of-way.

Freestanding cabinets, enclosures or stanchions that allow ample pedestrian circulation and safe access in and out of buildings are encouraged. Wall-mounted enclosures should follow relevant ADA guidelines for access and mounting depths. Servicing and maintenance access should be planned for so as not to block circulation, clutter the environment with scaffolding, etc.. Power and data cables or conduit should be completely concealed.

To maintain a comfortable balance of public-facing sign elements, digital signage should count toward the maximum square foot allowance for signage, and toward the total number of signs allowed, unless otherwise authorized.

Quality expectations for physical elements and lighting discussed elsewhere in this chapter should be followed for digital elements as well. Components that require interaction with a user such as touch-screens should be cleaned regularly as required in order to maintain safe, sanitary conditions.

The applications and scale of digital expressions will continue to evolve over time as advances in technology are outpaced only by what we expect of it.

Simple, uncluttered, on-brand digital messaging through concealed projection

Refer to the pages on Special Building signage for additional guidance on large-scale digital media applications.

The line between storefront display, signage and art requires careful consideration. Well-planned, relevant and artful execution can enhance brand and district character.

8.2 Building Mounted Signage

Overview

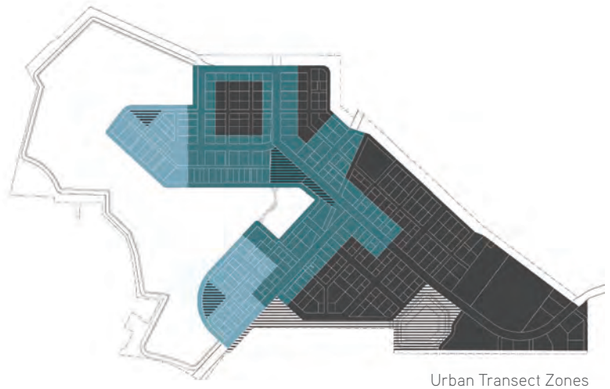
Building owners or tenants occupying space in a building will likely choose to incorporate Identity Signage, that is, a wordmark, logo, letterform, name or graphic element to represent their brand. The size of each individual sign, and the aggregate square footage of all signage should be appropriate for the storefront, building and/or neighboring buildings, as well as for the pedestrian experience. Pedestrian visibility, both from adjacent sidewalks and from across the street, is a primary consideration. If signs are too large or bright, they may reduce visibility of the merchandise or affect the overall experience.

Sign Types

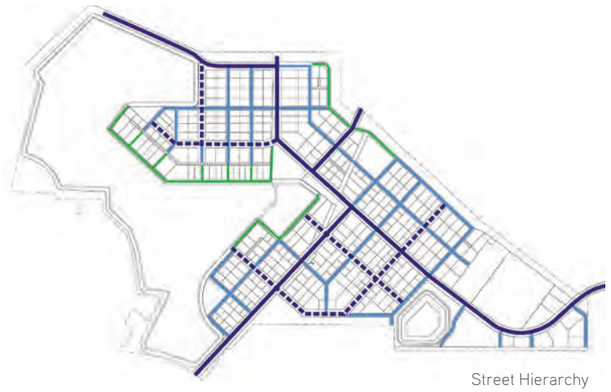
Typical identity sign types found in NeoCity developments will include: Façade, Blade, Canopy, Awning and Window signs. A high level guidance approach will be taken for awning and window signage, as they are closely related to the practice of storefront design, which is not included in this Guidelines document. It is recommended that no more than one façade or canopy sign be incorporated per storefront in addition to one blade sign.

Districts & Streets

NeoCity is organized into three main transects, or districts: T5, T6 and SD (Special District) as well as primary, secondary and pedestrian only streets. The Signage Guidelines pertain equally to all three.



Urban Transect Zones



Street Hierarchy

Miscellaneous Signage

In addition to Identity Signs, building mounted signage that provides directional or instructional information may be needed, such as for No Parking, Staff Only, or payment or parking instructions. For these signs, Developers can apply similar principles contained herein with an emphasis on maintaining consistency with adjacent or related signage and respecting the master vision of NeoCity.

BUILDING MOUNTED SIGNAGE

Street Address

All official street addresses within NeoCity can use these guidelines.

Official street mailing addresses should be positioned in one of two places, unless otherwise approved: On the building façade or transom over the main entry doors; or, on the façade or glass immediately to the right or left of the main entry doors. Addresses will be 4" high and use the font Aaux ProBold.

1234567890

Aaux ProBold OSF

Oversized or decorative street numbers may also be used to accentuate an identity in addition to the address found at the main entrance.

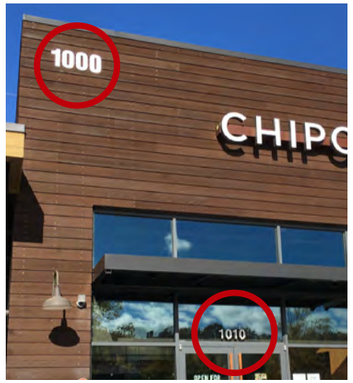
Mounting location shall be free of any distracting architectural element, include a minimum 2" of clear space on all sides and be readily visible from pedestrian and vehicular site lines.

Neutral colors such as black, white or grey that provide good contrast to the mounting surface are strongly recommended. Execution in exterior-grade materials and finishes will provide maximum lifespan.

Exterior grade film may be used for glass applications. Should dimensional numbers be used on transparent or translucent glass surfaces, neutral colored film or a thin 1/16th" aluminum panel should be mounted to the second surface to conceal all mounting.

Individually fabricated dimensional numbers should be mounted with concealed hardware flush to the mounting surface. Any exposed or visible pins or posts should be part of an intentional design.

The address may be lit from behind (halo lit) to create a silhouette effect in the evening. Internally illuminated face-lit or neon are not recommended.

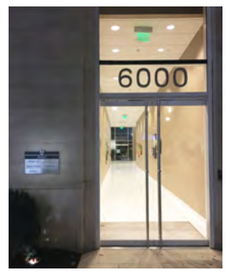


Building Address

For buildings containing multiple tenants, building address characters should be mounted in a highly visible location applying the same graphic principles described on these pages, with the exception that larger size characters should be used. For multiple buildings with multiple tenants, mounting in a consistent location on all the buildings assists with wayfinding.

Multi-Tenant Signage

For destinations without street frontage and which are accessed through shared main entry doors, a multi-tenant panel may be used. Panels work best when they follow these Signage Guidelines, contrast with their background, and use materials, colors and finishes appropriate to the surrounding architecture.

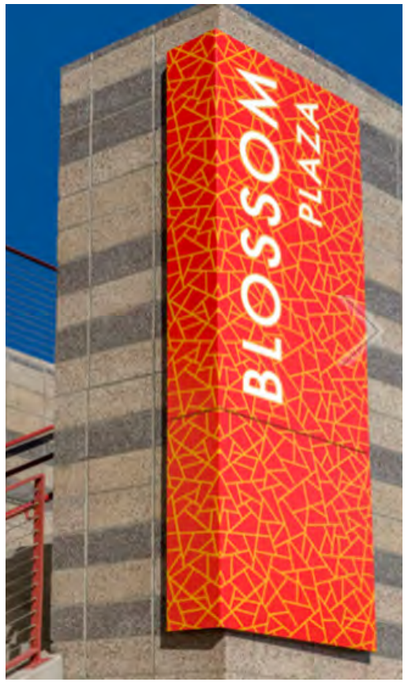


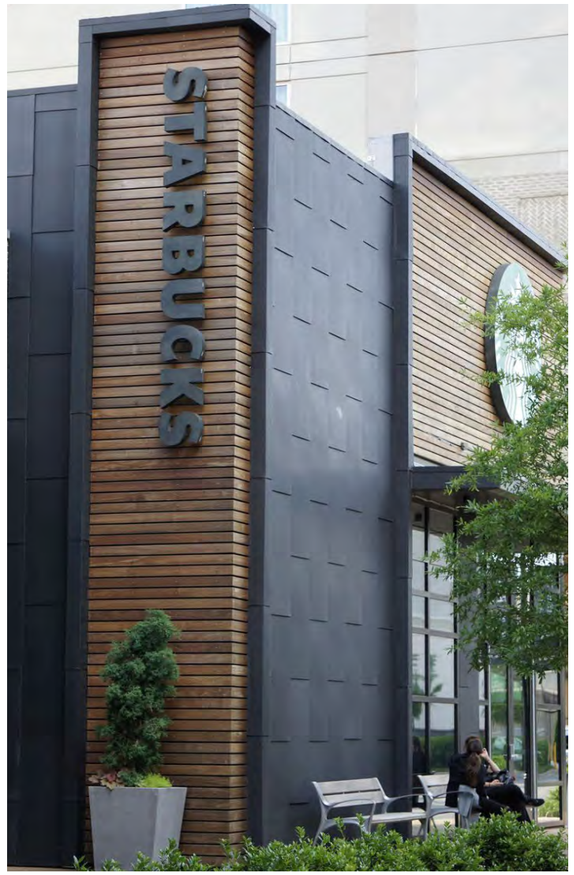
BUILDING MOUNTED SIGNAGE

Façade Signage

The primary entrance of a structure or business should orient to a major sidewalk, pedestrian way or plaza. The objective is to create a sense of connection to the district or neighborhood and activate the pedestrian experience. At, or near the primary entrance, it is helpful to have either a façade or a canopy-mounted sign. Blade signage and/or glass graphics may be used in addition.

Façade signage can be internally illuminated, externally lit or rely on ambient lighting. They should follow ADA guidelines for mounting heights and projection widths from walls or surfaces. Illuminated cabinet-style signs with graphics applied to single acrylic lenses are strongly discouraged.





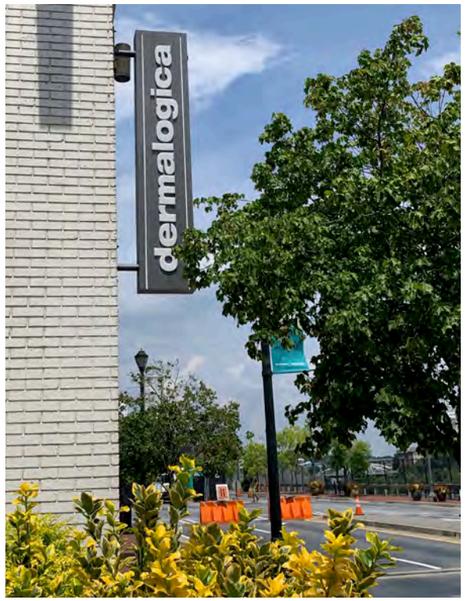
BUILDING MOUNTED SIGNAGE

Blade Signage

Perpendicular orientation of blade signs allows maximum visibility from two approach directions.

For conditions with wide expanses of storefronts, blade signs, also known as projection, or right-angle, signs can be used . When placed perpendicular to pathways, these two-sided signs have excellent visibility on the approach.

Blade signs can be illuminated, externally lit or rely on ambient lighting. They should follow ADA guidelines for minimum height AFF and be thoughtful in regards to a mounting location, striving to align with or center on adjacent architectural ornament or geometries such as door or window frames, canopies, awnings, material seams or plane changes.



BUILDING MOUNTED SIGNAGE

Canopy Signage

Overhead signage which graces an overhang, porte-cochere or canopy near it's primary entrance is referred to as canopy, or marquee signage. As noted previously, at, or nearby the primary entrance, it is helpful to have either a façade or a canopy-mounted sign.

Canopy signs can be illuminated, externally lit or rely on ambient lighting.

BUILDING MOUNTED SIGNAGE

Awning Signage

Coordinated signage applications create successful storefronts.

Coverage

It is recommended that a separate, detailed Tenant Guideline document that outlines best practices for Storefront Design be included in lease agreements and include standards for sizes, styles, materials and colors of awnings.

For current purposes, it is recommended that any signage appearing on an awning should not occupy more than 20% of it's overall square footage and should have clear space on all sides equal to a minimum of 1/2 of it's height or width, whichever is larger. As an example, if a company logo is 4' wide x 3' high, the minimum clear space would be 2' all around.

Glass Signage

It is recommended that a separate, detailed Tenant Guideline document that outlines best practices for storefront design be included in lease agreements and include standards for glass-applied graphics and visual merchandising.

Temporary, posted signs, post-its or handwritten sheets of paper are strongly discouraged. All window signage/graphics and their dimensions shall be listed on sign permit applications and count toward signage allowances.

Doors

To maintain a clean, professional appearance, occupants are encouraged to minimize door signage. Simple, tasteful branding should be applied minimally. Informational graphics should occupy not more than 48 square inches of max. 1" high white lettering stating hours, delivery info., etc. either on, or beside, the door.

Window Coverage

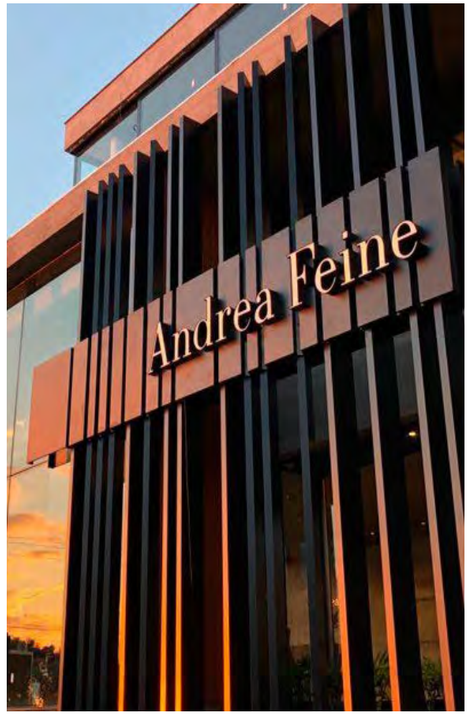
In general, no more than 25% of a window or storefront glass should have branding, graphics or messaging. Open, clear glass feels welcoming and approachable.

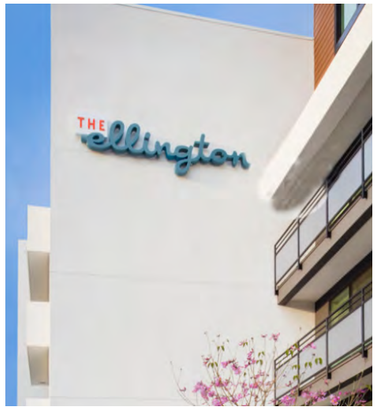
BUILDING MOUNTED SIGNAGE

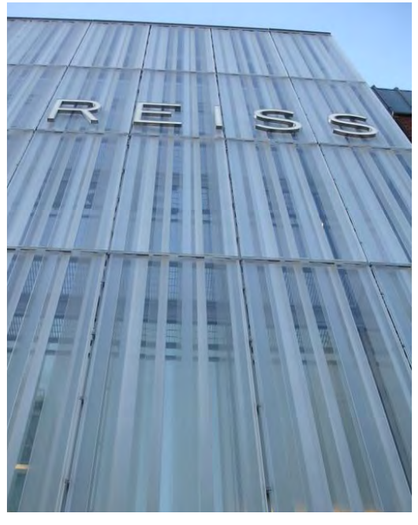
Upper Level Building Signage

Certain buildings may call for signage at higher elevations, such as buildings over a certain number of stories or linear feet, or if a single tenant occupies a majority of the space within a building.

In such circumstances it is helpful to identify parameters such as a maximum square footage to control overall size and proportions of signage as well as ensure signage can reflect an organization's brand.





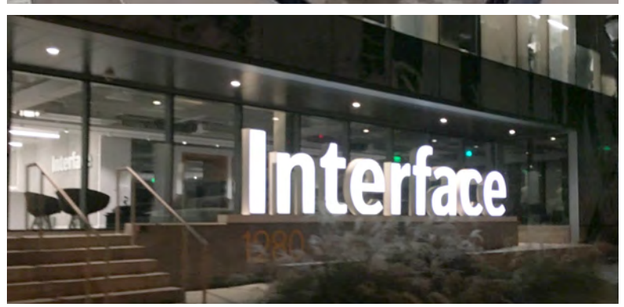


8.3 Freestanding Signage

Overview

Certain planning conditions will allow for freestanding signage, that is any signage not affixed to a building, to be used. These signs may be integrated into landscape walls or fountains; they may present in the form of wide monuments, tall pylons or post & panel style signs that identify or direct. Sidewalk, or sandwich board, signs that attempt to lure prospects in with special offers may be set out daily; or regulatory signage such as vehicular Stop, Yield or One Way signs.

Similar to façade signage, freestanding signs can be internally illuminated, externally lit or rely on ambient lighting. Illuminated cabinet-style signs with graphics applied to single acrylic lenses are strongly discouraged.



Monuments

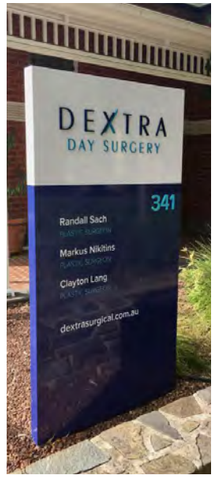
Monument signs tend to have wide footprints and typically measure 5’ or 6’ in height. They may indicate a single, or multiple tenants, or even just a street address. Messaging should strive toward simplicity and include ample clear space as these signs are typically intended to direct occupants of moving vehicles..

FREESTANDING SIGNAGE

Pylons

Signs that are vertically oriented are referred to as a Pylon signs. Like monuments, Pylons may also display a single tenant identity or multiple identities, and are sometimes used to provide directional information.

With exceptional design and execution, the line between signage and art is blurred



A well-planned sign family can contain a variety of sign types, including small pylons, sometimes referred to as totems.

Post & Panel / Panel Only

Post & Panel signs are typically less expensive, with simpler construction, and should be used primarily for general informational or instructional purposes, or be used for 'back of house' identification. Materials, finishes, shapes, graphics, colors and typography should be appropriate to the surrounding architecture and signage. For most cases, a neutral appearance is recommended.

Wall-mounted instructional panels on buildings, such as those used to direct deliveries, 'No Parking' or 'No Loitering' messaging should also follow the above guidelines.

Traditional single post design

More decorative single post design

Double post and double panel design

FREESTANDING SIGNAGE

Sidewalk Signage

Tasteful sidewalk signage can be used to help tenants attract attention to their storefronts. Solid, natural materials appropriate to the adjacent architecture and tenant brand can be effective to activate the sidewalk and stimulate pedestrian circulation. Cheap looking, plastic styles are discouraged.

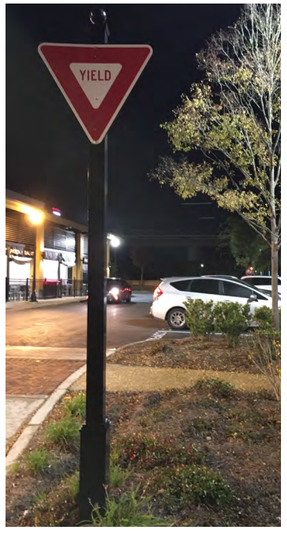
Placement shouldn't impede pedestrian traffic in any way and signage should be stored away during non-business hours.

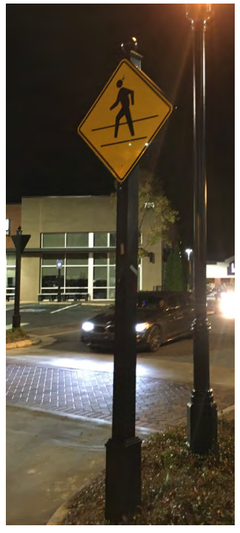
Regulatory

For optimal visual consistency, the standard FDOT sign faces and 4" diameter round, painted aluminum mounting posts should be used on develop-able parcels whenever regulatory signage is needed. Posts may include additional base or finials to support the brand and user experience.

All sign components including sign bases, finials, posts, edges, and the back side of all signs should be finished and painted non-glare matte black.

All hardware should be concealed and/or painted to match surface color and finish to minimize visibility.





8.4 Unique Conditions

Approach signage for special conditions and special buildings holistically, ensuring quality and consistency.

Special Conditions

There may be occasions where unique storefront designs, access points or development opportunities will also require a different approach to signage. These opportunities should be evaluated carefully on a case-by-case basis by the appropriate committee(s).

Special Buildings

Signature, landmark or iconic structures or spaces, such as civic or institutional facilities may be a good fit for larger, dynamic signage and/or digital media applications. These opportunities should be evaluated carefully on a case-by-case basis by the appropriate committee(s).

CHAPTER 09
APPENDICES

Appendix A: Land Use Approvals

(a) Before any work may commence on the construction, erection, placement, installation or alteration of any Improvement on any Site, the Owner of the Site must first apply to the Association Board for a consistency review with the permitted uses identified in Article IV of this Declaration. The Association Board shall have the authority to determine whether a proposed use is allowable and to approve or disapprove the application based upon that assessment. Notice of approval or disapproval of a use application shall be provided to the County Manager.

(b) The Association Board may promulgate rules and procedures for submitting applications for review including a reasonable filing fee to be submitted with each application for such consistency review to defray the expenses of the Association Board. Such rules may provide additional specificity to the criteria that will be considered by the Association Board in determining the appropriateness of a proposed use. This may include, but need not be limited to, an analysis of the number of direct and indirect jobs to be created. The Association Board may establish and require a reasonable filing fee to be submitted with each application for approval of proposed Improvements to defray expenses of the Design Review Board.

(c) Following notice to the County Manager of the Association Board's approval or disapproval of a use application, the County Manager shall have 10 working days in which to object to the Association Board's decision. If the County Manager chooses to object, written notice shall be provided to the Association Board and a hearing scheduled for the next available County Commission meeting. The County Commission may elect to take no action or may reverse the Association Board's decision. The County Commission's decision is final, without any further consideration or action by the Association Board.

Appendix B: Design Review Requirements

Overview

The design review process will follow the four overall phases set out below. At each phase of the process, the developer will submit necessary documents according the guidelines set out below. Submittals will include digital PDF sets as well as CAD files following the CAD Standards referenced in Appendix D.

1. Pre-Design Conference

The Pre-Design Conference is intended to provide an opportunity to share information, discuss intentions, and identify potential issues or opportunities for the developer and design team to be aware of before commencing design. This conference hopes to be a venue for all parties to discuss design objectives and intentions, elicit early feedback, and avoid potential hiccups or miscommunications down the road.

Before commencing design, the Design Team will meet with NeoCity representatives to review proposed plans for the development. The design team should prepare any number materials or visual aids to communicate the intent and uses of the development, along with rough order of magnitude scale and nature of development intended.

2. Conceptual Design Submittal

A. Project Snapshot

The Design Team should provide a short, written description of the proposed project including uses and their general amounts, locations, and distributions within the project, along with a snapshot including the following preliminary items:

i. Site Size (sq. ft.)
ii. Building Footprint (sq. ft.)
iii. Building Size (gross sq. ft.)
iv. FAR Calculation (Building Gross Square Footage / Site Size (sq. ft.)
v. Impervious surface and Open Space calculations (sq. ft. and % of total)

B. Conceptual project schedule including estimated design submittal dates, review periods, permitting summary, projected construction start, completion, and opening dates.

C. Conceptual project budget

D. Conceptual Site Plan (PDF)

Indicate site boundary and existing topography and proposed grading, and at a conceptual level demonstrate proposed buildings and facilities, entrances, pedestrian circulation, drainage, and locations for proposed utility and service elements (meters, backflow preventers, transformers, etc.) and demonstrate project phasing, if any.

E. Conceptual Landscape Plans (PDF)

At a conceptual level demonstrate proposed landscape and hardscape, low impact design elements, signage, parking, walls, furnishings, fixtures, equipment, and utility screening approaches.

F. Conceptual Architectural Plans (PDF)

i. Provide conceptual drawings of all exterior elevations, floor plans, roof plans, and/or any relevant indicative sections for proposed architectural elements on the site.
ii. List of exterior building materials, colors, and finishes and conceptual drawing indicating locations of their application

G. 3D Representations

Provide 3D model snapshots / perspective drawings showing all proposed conceptual site and building improvements and their relationship to adjacent properties and public realm elements planned or constructed.

H. Conceptual Utilities Report and Plan

Indicate all existing underground utilities and provide conceptual requirements for water, wastewater, irrigation reclaimed water, natural gas, electrical, data, or other specific requirements related to utilities not covered above.

I. Special uses and/or industrial processes

For any special use or industrial process intended on the property, describe any special requirements including but not limited to extraordinary utility needs, hazardous waste storage or removal, building sensitivity, safety and security needs, hours of operation, and/or any anticipated noise, odors, vibration, traffic, or other nuisances that could be foreseen.

J. Draft AIA Cote Spreadsheet

(See Ch. 5.2) showing design performance metrics against baseline.

3. Design Development (DD) Submittal

A. DD Project Snapshot

The Design Team should provide an updated short, written description of the proposed project including uses and their general amounts, locations and distributions within the project, along with a snapshot including the following items:

i. Site Size (sq. ft.)
ii. Building Footprint (sq. ft.)
iii. Building Size (gross sq. ft.)
iv. FAR Calculation (Building Gross Square Footage / Site Size (sq. ft.)
v. Impervious surface and Open Space calculations (sq. ft. and % of total)

B. DD project schedule including estimated design submittal dates, review periods, permitting summary, projected construction start, completion, and opening dates.

C. DD project budget

D. DD Site Plan (PDF)

Indicate site boundary and existing topography and proposed grading, and at a conceptual level demonstrate proposed buildings and facilities, entrances, drainage, and locations for proposed utility and service elements (meters, backflow preventers, transformers, etc.)

E. DD Landscape Plans (PDF)

At a conceptual level demonstrate proposed landscape and hardscape, low impact design elements, signage, parking, walls, furnishings, fixtures, equipment, and utility screening approaches.

F. DD Architectural Plans (PDF)

i. Provide drawings of all exterior elevations, floor plans, roof plans, and / or indicative sections for proposed architectural elements on the site.
ii. List of exterior building materials, colors, and finishes and drawings indicating locations of their application

G. DD 3D Representations

Provide 3D model snapshots / perspective drawings showing all proposed conceptual site and building improvements and their relationship to adjacent properties and public realm elements planned or constructed.

H. DD Utilities and Drainage Report and Plan (PDF)

Indicate all proposed underground utilities and provide requirements for water, wastewater, irrigation reclaimed water, stormwater conveyance, natural gas, electrical, data, or other specific requirements related to utilities not covered above related to industrial processes.

I. Updated AIA Cote Spreadsheet (see Ch. 5.2) showing design performance metrics against baseline.

Appendix B: Design Review Requirements (Continued)

4. Construction Documents (CD) Submittal

A. Final Project Snapshot
The Design Team should provide an updated short, written description of the proposed project including uses and their general amounts, locations, and distributions within the project, along with a snapshot including the following items:

i. Site Size (sq. ft.)
ii. Building Footprint (sq. ft.)
iii. Building Size (gross sq. ft.)
iv. FAR Calculation (Building Gross Square Footage / Site Size (sq. ft.)
v. Impervious surface and Open Space calculations (sq. ft. and % of total)

B. Final project schedule including estimated design submittal dates, review periods, permitting summary, projected construction start, completion, and opening dates.

C. Final project budget

D. Final Site Plan (PDF and CAD)
Indicate site boundary and existing topography and proposed grading, and at a conceptual level demonstrate proposed buildings and facilities, entrances, drainage, and locations for proposed utility and service elements (meters, backflow preventers, transformers, etc.)

E. CD Landscape Plans (PDF)
At a conceptual level demonstrate proposed landscape and hardscape, low impact design elements, signage, parking, walls, furnishings, fixtures, equipment, and utility screening approaches.

F. CD Architectural Plans (PDF)
i. Provide conceptual drawings of all exterior elevations, floor plans, roof plans, and/or indicative sections for proposed architectural elements on the site.
ii. List of exterior building materials, colors, and finishes and drawings indicating locations of their application

G. CD 3D Representations
Provide 3D model snapshots / perspective drawings showing all proposed conceptual site and building improvements and their relationship to adjacent properties and public realm elements planned or constructed.

H. CD Utilities and Drainage Report and Plan (PDF and CAD)
Indicate all proposed underground utilities and provide requirements for water, wastewater, irrigation reclaimed water, stormwater conveyance, natural gas, electrical, data, or other specific requirements related to utilities not covered above related to industrial processes.

I. Final CAD documentation
Per the CAD standards referenced in Appendix C, provide digital CAD files of the final construction document set as built.

J. Finalized AIA COTE Spreadsheet
(See Ch. 5.2) showing design performance metrics against baseline.

Appendix C: CAD Standards

Osceola County maintains a separate document which lays out digital CAD file standard to which design submittals must adhere. The purpose of this document is to serve as a specification on standards of design for the preparation of design files coming into and going out of Osceola County, related to advancing the development of NeoCity. Developers should obtain this document before or during the Pre-Design Conference as established by the Design Review Process.

Osceola County will be involved with the development of NeoCity for many years. County staff from various departments will be working with developers, municipalities, and various consulting and engineering firms throughout the creation of NeoCity. Effort shall be made to conform to the established standards to the extent that they are appropriate.

In an effort to maintain clear lines of communication, there must be a method in place to address how data will be transferred between parties. For this purpose, this design standards manual addresses the following items:

- Section 1. File Naming Standards
- Section 2: Horizontal Control and Vertical Control
- Section 3: CAD Layering, Naming, Color, Line weights, Line types
- Section 4: Text Styles and Fonts
- Section 5: Managing the NeoCity Master Plan Base File
- Section 6: Folder Structure for Storing and Sharing Design Files

This document is not set up to define all components of design content; rather, it serves as a guideline for consistency while recognizing the inevitable variations that will occur due to project specifics and the multiple parties involved. CAD Standards will not govern terminology, definitions, abbreviations, symbols, details, appearance of sections and dimensions, plan set creation, plan set naming, plan sheet format, or title block format.

Appendix D: Construction Practices & Requirements

At the time of writing, NeoCity is already operational, with several buildings complete and people using the site on a daily basis to report to work, conduct research, and attend school. As development proceeds and the site becomes built out this will only be more true. As such, special care must be taken by developers to adhere to construction practices that minimize impacts on the everyday function and appearance of NeoCity.

The following requirements are established to create clear communication between NeoCity representatives and developers, and must be adhered to throughout the course of construction activities.

1. Construction Commencement

Construction shall commence only upon written approval by Osceola County and Property Owners Association representatives and once all required payments of fees or other deposits have been secured.

2. Coordination Meetings

The developer shall schedule a pre-construction meeting with NeoCity representatives to review construction requirements and hold regular construction progress meetings thereafter with the developer, general contractor, and NeoCity representatives.

3. Supervision, Scheduling and Safety

The developer should oversee and coordinate the work such that it proceeds responsibly, skillfully, and expeditiously and has the sole responsibility for all construction means, methods, procedures, and scheduling. Developer must proceed diligently to meet the milestones identified during the Design Review process and/or Purchase Agreement.

Accordingly, the developer is responsible for maintaining the safety of all persons and property and has a responsibility to prevent injury or damage to employees, site users, public and private property.

Contractors shall adhere to all applicable OSHA regulations, with specific care toward proper PPE, employee training, site safety best practices, the posting of warning signs, traffic controls, and safety inspections.

4. Site Preparation

The entire NeoCity site was cleared and roughly graded as a part of large-scale civil engineering work prior to initial development. Thus, while no existing sensitive habitats, wetlands, trees or other native vegetation requiring of preservation are known to exist on the site as of the time of this publication, the developer is responsible for verifying whether any new environmental issues have arisen since publication. Additional site clearing or grading activities undertaken by developers should adhere to best practices for erosion control, runoff, and other foreseeable environmental concerns common to construction.

5. Construction Parking and Staging

All construction parking and staging must be contained within the limits of the site unless specific written approval is granted by NeoCity. A separate construction staging area or areas may be identified and managed by NeoCity in the future on specific blocks or parcels to concentrate the construction activity of multiple projects and/or may provide separate construction access to reduce conflicts with the day-to-day uses in NeoCity.

6. Construction Nuisances

Construction should not create injurious or excessive noise, emissions, vibrations, smoke, dust, waste materials, noxious odors, toxins, gases, fire hazards or glare. If these nuisance behaviors occur, NeoCity may require them to be discontinued or abated to their satisfaction and approval. In general, all local, state, and federal laws regarding the above or related similar nuisances most be observed.

7. Construction and Delivery Hours

Construction and delivery hours shall be limited to the hours between 8:00am – 7:00pm Monday through Saturday unless otherwise specified by local code. Construction is not permitted on Sundays or the following holidays: New Years Day, Memorial Day Independence Day, Labor Day, Thanksgiving Day, Christmas Eve and Christmas Day.

Care should be taken to utilize identified routes and locations to minimize traffic caused by these activities through the site on public and occupied roads. It is the responsibility of the contractor to communicate to his employees and delivery services where the appropriate entrances and routes are located.

8. Construction Trailers, Portable Toilets, and Dumpsters

Developers may allocate space for one or more single-wide construction trailers on site or at a nearby location established by NeoCity. Additionally, developers should supply one or more portable toilets screened from the street and away from highly pedestrian areas or adjoining occupied buildings to the extent possible. Dumpsters shall also be provided by developers, also screened to the extent possible with closing lids to prevent litter strewn about by wind or animals. Facilities should be emptied and cleaned regularly to avoid odors.

9. Site Appearance and Maintenance

Construction waste material must be safely handled, stored, and disposed of off-site in a timely manner. Any construction materials stored on site should be neatly piled. Streets and sidewalks adjacent to the construction site should be swept and litter should be picked up daily at the close of work, or more often if dirt or debris impedes or creates a hazard to cyclists or pedestrians. All efforts should be taken to ensure debris does not leave the site. NeoCity representatives may advise the developer if the site is not being properly maintained and may authorize clean up or repairs for which the developer will be obligated to reimburse NeoCity for these costs.

10. Document Box

The developer shall maintain a Document Box containing permits, keys or other necessary items posted at the construction site, accessible and visible at the property line and outside of the fence line near the main construction entrance. The box shall be of sufficient construction and waterproofing to maintain documents throughout the construction process and kept until a certificate of occupancy is granted.

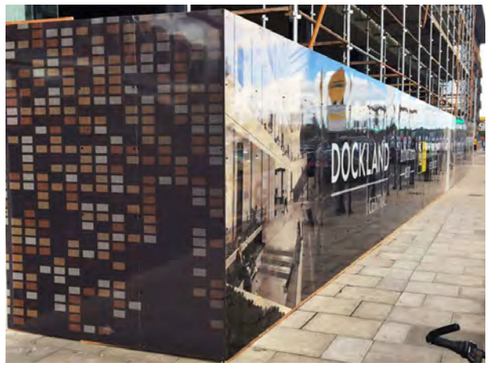
11. Security and Conduct

Developers are responsible for ensuring that only current employees, contractors, and subcontractors are allowed on site, and are directly responsible for the actions of these individuals along with other agents, guests, licensors, or invitees. Access is limited to the developer's job site and any other designated areas only. Accordingly, these individuals shall conduct themselves in a professional manner; verbal profanity, catcalling, inappropriate dress, loud or profane music, will not be tolerated.

12. Storm and Hurricane Protection & Preparation

Developers and builders must adhere to all federal, state, and local ordinances governing hurricane protection and preparation. All vehicles, equipment, and materials must be removed to safe storage in the event of the issuance of a hurricane watch or warning. Additionally, all reasonable measures should be taken to protect construction in progress and prevent damage to nearby public and private property. If the developer fails to take these protective measures, NeoCity POA reserves the right but has no obligation to implement additional protective measures, and shall be reimbursed by the developer for expenses incurred.

Appendix D: Construction Practices & Requirements (Continued)



Simple, clear graphics and messaging about the future development, not about the developer.

13. Construction Area Fencing / Signage

Construction sites must construct a secure fence around the perimeter of the work, infringing on public rights of way to the most limited extent possible. Plans designating this perimeter must be submitted to NeoCity representatives for approval. Fencing should not serve as a surface to advertise the project, developer, or contractors involved. Fencing should be installed prior to the beginning of project work and removed at the completion of work, meeting any necessary code requirements for installation and removal.

Construction signage should be at least 8 feet high and built solid for its entire length out of wood or other suitably rigid and strong material. Design, installation and maintenance should be in keeping with the Quality Expectations outlined in the Signage chapter of these Guidelines for the entire length of construction. Where chain link may be allowed, it must be made of new materials or materials in good condition, with galvanized steel mesh and posts, and the installed fence and gates covered with opaque sturdy cloth.

When a fence is installed to fully enclose the site, its location shall be along the inside edge of the sidewalk and along the edges of the property. For partially enclosed sites, construction signage should be installed at grade level to prevent public access and should not create obstructions preventing public access to sidewalks or a building's means of egress.

Plan for the structural support that will be needed and install posts (including concrete footings), frames, braces, and rods at close intervals to resist the effects of wind and secure the entire length of fence. The street facing portion of the solid fence may have openings with gates of the same solid materials as the fence and installed as sliding or in-swinging gates.

Signage should be cleaned of packing materials and fingerprints upon installation and all shipping and installation debris removed from the site.

Existing trees, shrubs, fencing, hardscaping and utilities should be treated with care and protected. Should damage to foliage, signage or buildings occur it will be the contractor's responsibility to repair / replace.

Project information should be printed at a readable size and location on each fence perimeter fronting a public thoroughfare. In no case shall construction fencing be used by a Contractor for advertising purposes. Attractive graphic content relating to the project may populate the length of fencing.

Creative and thoughtful approaches to construction signage can spark curiosity and pride in passersby. After all, this is the first impression!

The NeoCity Design Guidelines were
prepared for Osceola County, Florida by:

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In conjunction with:

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