



■ Clovis Research and Technology Park

Architectural Guidelines

Clovis Planning and Development Services





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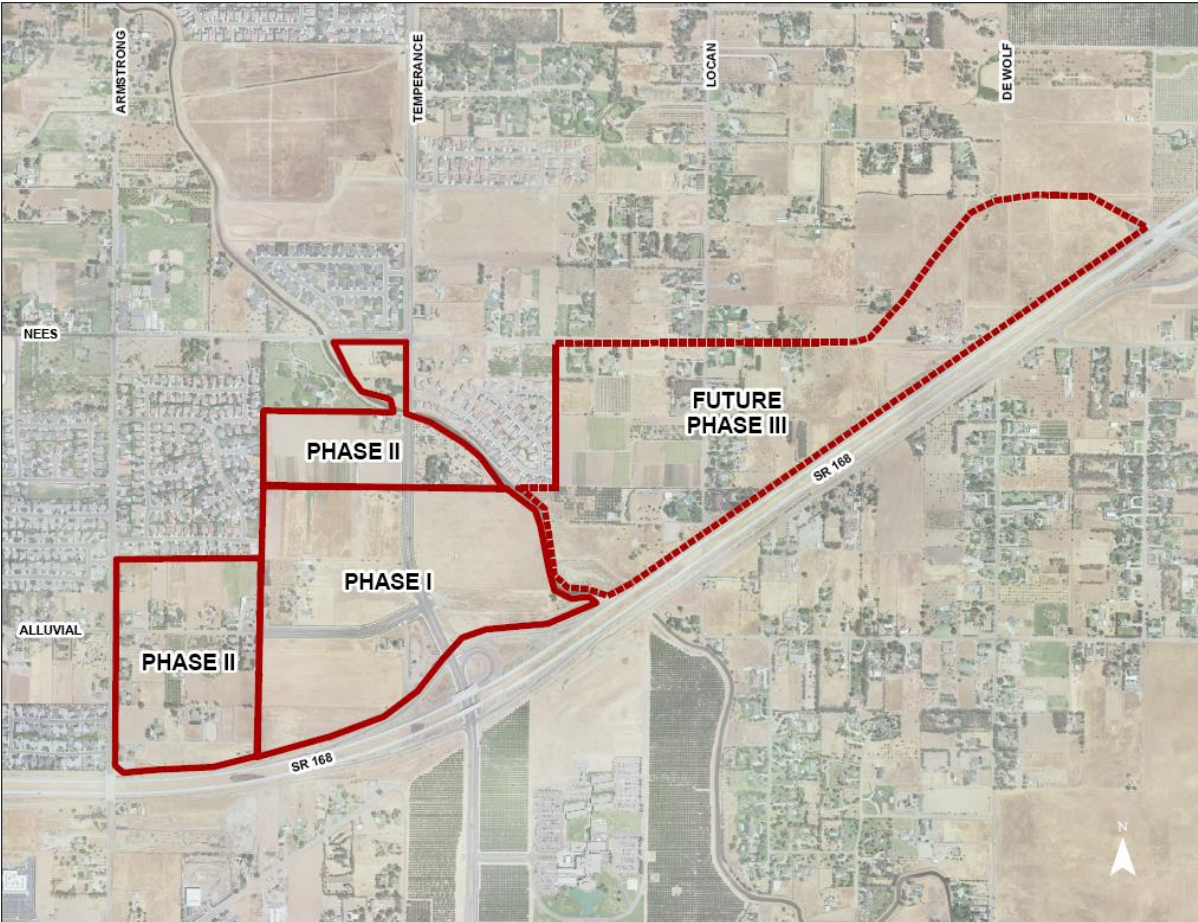
Adopted by the Clovis City Council on April 7, 2008

Resolution 08-45

Revised August 19, 2024 – City Council Resolution 24-92



Location Map



Background

The Central Valley Research and Technology Business Park (CVRTBP) was established in 1998, to draw high quality employment opportunities to the Clovis community and the greater region. With the adoption of the Research and Technology Park (R-T) Zone District in 2000, a use schedule was developed for the identification of clean, “high tech” businesses and headquartered offices.

Purpose of Design Guidelines

The CVRTBP Park Design Guidelines will foster a unique and high quality architectural standard for this campus that carries an identifiable, compatible, and durable “design vocabulary”.

The site currently contains a mix of contemporary architectural styles and designs, many of which contribute to an eclectic but definable research and technological business campus. These guidelines do not seek to impose an overriding style, limiting color pallet or artificial theme. Rather, they are to enhance and coordinate the area to compliment the existing buildings with quality design.

The CVRTBP Design Guidelines form the basis for design and evaluation of building projects for this site. They are comprised of descriptive recommendations and evaluation criteria guiding the quality of each building project.

These guidelines build on the development concept of a rich “sense of place,” integrating the “Valley” landscape and reinforcing the pedestrian orientation of the park. Many design features are currently described under the Research and Technology Park (R-T) Zone District, and include building siting and setbacks, the placement and allowable height of buildings on each lot, landscaping and parking requirements, and pedestrian and bicycle amenities.

Pedestrian circulation and entry into buildings will be guided through careful location of building entries and the use of arcades and colonnades along pathway corridors.

The design of architectural fenestration, roof elements, penthouses, and service bays are guided by principles of simplicity, balance, and harmony between the building, site, and landscape.

Materials, finishes, color, and glazing recommendations also reflect the desire to harmonize with the natural environment, the adjacent residential areas, the technological goals of the CVRTBP, and avoid highly individualized or corporately themed design statements.



1. Architectural Design Guidelines

CVRTBP buildings will produce a visually clean, progressive and “edgy” form, reflective of the clean technological businesses within. While each building is encouraged to generate its own unique form, the overall effect will create a “sense of place.” Upon entering the project area, or as viewed from State Highway 168, it will become apparent that the CVRTBP is a unique business environment, not only because of the uses that have located there, but by the aesthetic and unique quality of the buildings.

1.1 Building Design Principles

Building design in the CVRTBP shall follow the following principles:

Strengthen the business park neighborhood to create a visual “sense of place.”

- Buildings should participate and relate to other buildings visually without necessarily copying existing form and materials of other buildings. Visual richness of form, materials and color is encouraged.

Establish a landscape “vocabulary” to balance and ground the “place” in context with the overall business park.

- Buildings should integrate with the site and landscape context as “emerging out of the site,” rather than appearing to be imposed upon it. Hardscape, planters, and other architectural elements should be used to enhance this integration.

Provide the business park campus with a sense of unity by reinforcing the pedestrian experience.

- Buildings should be designed as an integral part of the neighborhood pedestrian experience as the first priority of design; the “place” that they create and define is significant. The “place” includes terraces, plazas, and walkways.

Permit phased development of the business park neighborhood in a manner to maintain the principles established above in each phase.

- Buildings should reflect a consistent architectural theme throughout the development in terms of design, color, and finish, as well as signage and landscaping.



1.2 Building Setbacks

The basic CVRTBP campus setbacks are established by the R-T Zone District. Additional setback consideration should be as follows;

Multi-unit developments should use building setbacks to enhance the project environment.

- Building setbacks for individual multi-unit development projects should be designed to give a unique commonality of design.

1.3 Building Height

The basic CVRTBP campus building heights are established by the R-T Zone District. Additional building height consideration should be as follows;

- Building height should take into consideration the pedestrian scale of spaces along pathways and should avoid the “canyon effect” of multistory elevations on both sides of these pedestrian spaces.
- Building height and window orientation should be carefully considered when adjacent to residential development so as to preserve privacy and discourage views into residential areas.
- Building height should balance with adjacent structures, particularly at predominant campus entries.

1.4 Building Form and Massing

All buildings should use basic geometric forms in their massing and design.

- Building walls, roofing, windows, architectural enhancements, screens, and enclosures should be comprised of plains, boxes, arches, pyramids, spheres, etc.
- The use of “plant-on” elements such as cornices, string courses, projecting sills, or ornamentation reflective of other “historic” architectural forms is discouraged.
- At least three separate exterior materials of construction shall be



utilized for any one building. No building shall be entirely clad in one material such as glass curtain walled or plaster construction.

- No structure shall utilize a corporate theme in form or coloration unless compatible with these guidelines.

1.5 Entries

Entry elements are encouraged for the CVRTBP to strengthen and clarify way finding.

- Entry elements for individual buildings are to be of a scale for identification from both roadways and the pedestrian network.
- Encroachments into setback areas for pedestrian open spaces in context to entries are encouraged.
- Building sites should encourage entry from multiple sides.
- American Disability Act design standards shall be seamlessly incorporated into the design of building entries and not stand out as required feature.



1.6 Fenestration (the design and placement of windows and building penetrations)

The architectural expression of the building facades should be complimentary to the building form and function of the building and express the hierarchy of entries and interior spaces.

- Fenestration should relate to the context of the building and strike a balance between complexity and simple volumetric planes and forms.
- Detailed expression should relate to the treatment of openings, environmental control and the play of light and color, shadow and interior lighting.



- **Ground level fenestration at building entries should be as large and open as practical to emphasize indoor-outdoor relationships and open space connections.**

1.7 Roof Elements

The design of roof elements should be considered of equal importance to that of the elevations of the building.

- **Roof forms should be balanced with the overall building composition, fenestration and building details.**
- **Continuous, uninterrupted horizontal roof forms, such as flat roofs with parapets, are to be interrupted and articulated as much as possible.**



2. Colors and Materials

The design of buildings in the CVRTBP follows the principles established for the neighborhood concept that strengthen the neighborhood identity to create a visually richer “sense of place.”

Exterior materials of construction shall predominately be un-painted and appear true to their nature. Examples of these materials include:



- **Concrete block and cast systems** – this can include cast in place, tilt up, hybrid panel systems, such as glass fiber reinforced concrete, and masonry block. Color and texture should be integral to these options and cast material should appear as concrete and not emulate another material. Large expanses of concrete should be avoided.
- **Cement plaster** – This material should emulate concrete and be used as an accent material. Integral color finishes are encouraged over the use of painted surfaces. Detailing should be designed to appear panelized rather than large continuous areas of finish material.



- **Glass** – Clear energy efficient glass is strongly preferred for windows. Glazing is not intended to provide a location for strong accent color. Colored glass, except green and reflective coatings are unacceptable for use. Large expanses of glass should be avoided. Curtain wall systems applied over the entire exterior is not permitted.
- **Metal panel cladding systems** – may be used as a primary finish when complimented by a contrasting finish material such as concrete, cement plaster or stone.
- **Tile** – Tile, with or without saturated colors, may be used in accent areas, however is discouraged as surfacing for significant wall areas.
- **Natural stone** – Stone such as slate or sandstone having minimal surface depth is encouraged particularly adjacent to or as viewed from pedestrian areas.
- **Brick** – should be used in the same manner as masonry block.
- **Wood** – wood should appear naturally finished as opposed to machine finishes, opaque paint or composite wood finishes.

Reflective materials shall be intended to echo the colors of the exterior environment

No more than two saturated colors may be placed on any one structure.

3. Building Utilities and Systems

Building systems include all mechanical, electrical, plumbing and drainage supply and distribution systems and their related components. If freestanding, this service equipment must be screened from view in the following manner;

Outlying site structures must be fully screened by an architectural enclosure and related landscape screen. Architectural enclosures, whether composed as an extension of the building form and massing or as a freestanding building, should be constructed of the same materials and color palette used on the building. The use of fencing materials is prohibited.



Building locations: Building systems equipment and distribution systems must be housed in an enclosure which is integrated with the overall composition of the building and its materials and color palette, rather than an “attachment” or “penthouse”. Equipment enclosures, exposed piping, vent hoods, risers and other



building system elements that are required to penetrate above the roof should be carefully composed and constructed of permanent materials.

4. Miscellaneous Structures

Miscellaneous freestanding site structures required for parking control, parking shading, building service, security or other uses are subject to all design guidelines and shall compliment the main structure(s).

5. Lighting

All campus lighting shall be complimentary to the architectural pattern, provide for safe pedestrian and vehicular movement through the site, and be non-obtrusive particularly onto adjoining residential areas. The objective of exterior illumination of the pedestrian areas surrounding buildings is to maintain a minimum allowable lighting level while meeting security and safety standards. This also serves to reduce visual impact of light pollution of the nighttime sky.



The illumination of building exteriors serves the following functions;

- **Wayfinding** – A hierarchy of building lighting types and levels of illumination should reinforce the location of building access and entries; generally higher illumination levels should be used at entry points.
- **Safety and security** – Building entry and exterior circulation paths should be adequately illuminated to provide safe passage and passive security patrol viewing.
- **Aesthetics** – The design of exterior lighting should enhance the architecture of the building, create a sense of place and reinforce the perceptual understanding of its spaces.

Building lighting design should reinforce the overall form, massing and spatial characteristics of the building, rather than create a “statement” about a particular



feature of the building. Exterior and interior lighting features should integrate to provide a visual understanding of the building's composition.

The following guidelines support this approach;

- **Illuminate space and planar elements, rather than particular features. Avoid the “spotlighting” of major building features.**
- **Reserve feature lighting fixtures for important building elements such as entries.**
- **Favor the use of diffuse lighting systems over those generating a strong point source of lighting.**
- **Enhance the visibility of interior building lighting to the exterior, giving a sense of light emanating from the building.**
- **Avoid dramatic changes of illumination levels, which can produce glare and disorientation.**
- **Enhance the illumination of landscape features.**

Selection of lighting fixtures in shared parking areas and in parking areas within the building lots should coordinate with and compliment the building lighting.

6. Landscaping

The landscape pattern should compliment and enhance the architectural quality of buildings. The following criteria should be considered in designing landscaping and selecting material;

- **Landscape material and patterns should reflect and enhance the geometric quality of the structures.**
- **The agricultural heritage of the region should be reflected through the geometric planting of plants and trees reflective of row crops and orchards.**
- **Landscaping should be provided in a manner that provides clear views of pathways, building entries and usable open spaces.**
- **The pattern and type of landscape material should carry out through a site including the parking area.**



- **Predominant street entries into projects should be identified through an amplified landscape material and compliment other entry features such as project signs.**

7. Signs

The building and freestanding sign program should compliment and enhance the architectural quality of buildings. All signs shall conform to the City of Clovis sign ordinance. Additionally, the following criteria should be considered in designing project sign programs.

- **Sign design and materials of construction should be consistent with the architecture of the building.**
- **Corporate themes in signs shall be limited to logos or icons and not reflected in the typography or text style.**
- **No “can” or changeable panel or changeable copy signs are allowed. Only individual channelized lettering or a design integral to the building architecture shall be allowed.**
- **The use of external or back lighting (halo) lighting is strongly encouraged.**
- **Multi building projects should utilize a common sign theme and program.**



8. Campus-affiliated Housing Development & Design Standards

8.1 Single-Family Housing

DEVELOPMENT FEATURE	
Minimum Parcel Size	4,500 sq. ft.
Minimum Parcel Width	50 ft.
Minimum Corner Parcel Width	50 ft.



DEVELOPMENT FEATURE	
Minimum Parcel Size	4,500 sq. ft.
Minimum Reverse Corner Parcel Width	50 ft.
Minimum Parcel Depth	90 ft.
Minimum (Gross) Density	-----
Maximum (Gross) Density	-----
SETBACKS	
Front	15 ft. (20 ft. min. to garage, measured from back of sidewalk)
Side (each)	5 ft.
Street side	10 ft.
Rear	15 ft.
OTHER FEATURES	
Maximum Parcel Coverage	45%
Main Structure - Maximum Height	35 ft./2-1/2 stories
Accessory Structure – Maximum height	See Section 9.40.030 (Accessory uses and structures)
Fences/Walls/Hedges	See Section 9.24.060 (Fences, Hedges and Walls)
Off-Street Parking	See Chapter 32 of this title (Parking and Loading Standards)

- **No additional deviations are permitted unless done through the Planned Development Permit process and approved by City Council.**

8.2 Multi-Family Housing

DEVELOPMENT FEATURE	
Min. Parcel Size	8,500 sq. ft.
Min. Parcel Width	60 ft.
Min. Corner Parcel Width	65 ft.
Min. Reverse Corner Parcel Width	70 ft.
Min. Parcel Depth	120 ft.
Minimum (Gross) Density	-----
Maximum (Gross) Density	25.0 DU/acre
SETBACKS	



Front	15 ft.
Side (each)	5 ft. (15 ft. if abutting residential lot)
Street side	10 ft.
Rear	15 ft. (20 ft. if abutting residential lot)
Building to Building	20 ft.
OTHER FEATURES	
Max. Parcel Coverage	45%
Max. Height (main structure)	35 ft./2 stories
Max. Height (accessory structures)	Per CMC
Fences/Walls/Hedges	Per CMC
Off-Street Parking	Per CMC
On-Site Open Space	260 sq. ft. of private or community open space per unit

- **No additional deviations are permitted unless done through the variance process and approved by City Council.**
- **Comply with the footnotes in the Development Code.**
- **Implement Noise Mitigation Measure #8 from the 1999 EIR (Resolution 99-59) addressing noise-mitigating setbacks within the R-T Park, which requires a minimum distance of approx. 200 feet be maintained between all structures and existing residences. A portion of this setback area shall be improved as a greenbelt or park. This distance can be decreased only with the submission of an acceptable noise study indicating that there will not be any significant acoustical impacts on adjacent land uses. The setback to the west property line shall not be less than 50', regardless of the results of a noise study.**

8.3 Design Standards

- **A Residential Site Plan Review (RSPR) for single-family housing will be required to be reviewed for compliance with the R-T Park Architectural Guidelines. The RSPR is a separate entitlement from the tentative tract map.**
- **A Multi-Family Residential Design Review (MFRDR) for multi-family housing will be required to be reviewed for compliance with the R-T Park Architectural Guidelines. Multifamily projects that do not meet the**



objective standards shall be processed according to the review and approval requirements for site plan reviews.

- **Materials and Colors**
 - **Both single and multi-family products shall comply with R-T Park Architectural Guidelines 1.4.3 and 1.4.4.**
 - **Emphasis in the proposed single-family components will be placed on use of masonry block, stone, and brick to blend with the theme of the broader R-T Park area, particularly the California Health Sciences University (CHSU) campus.**

- **Lighting**
 - **Lighting in both single and multi-family components shall be uniform throughout. Lighting for streets, both on and offsite, and trails shall be enhanced to provide a sense of place while maintaining adequate illumination.**

- **Building Design**
 - **Building height shall comply with R-T Park Design Guideline Section 1.3.**
 - **Roof elements shall comply with R-T Park Design Guideline Section 1.7.**
 - **The design of roof elements should be considered of equal importance to that of the elevations of the building.**

- **Monumentation**
 - **All signs shall comply with Chapter 9.34 of the Clovis Municipal Code.**

- **Landscaping**
 - **On and offsite landscaping shall be consistent and uniform throughout the neighborhoods, including the trail system, modeled on existing landscaping in the vicinity, particularly the CHSU campus.**
 - **All proposed development shall be evaluated by the appropriate design review committees and city staff.**



9. Design Examples



CLOVIS FIRE STATION 5



