

ARCHITECTURAL GUIDELINES FOR

THE CITY OF

D'IBERVILLE

*To rebuild and renovate D'Iberville's built environment
using local elements and methods*

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ARCHITECTURAL GUIDELINES

PURPOSE

OVERVIEW



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A devastating storm may have the power to destroy the physical environment of any individual but, it cannot take away their identity or pride for their neighborhood.

Hurricane Katrina came as a disaster to Mississippi in late August, 2005. The City of D'Iberville lost its landscape, public spaces, waterfront areas, and buildings. Through all these tragic loses, the citizens became more determined than ever to rebuild their neighborhoods correctly.

To respond to the desires of the citizens, an edition of the Architectural Guidelines for the City of D'Iberville has been produced especially for them. Its purpose is to recommend valuable design techniques for all the proposed elements within the historic downtown and SmartCode area.

The citizens of D'Iberville have understood that combining families and mixing uses has become a concern in designing in the correct manner. Keeping up with this new idea of diversity and human inclusion, this publication emphasizes the specifics for single family, multi-family, and mixed use. Whether rebuilding or constructing a new home, these guidelines will be a reference for methods, details, and suggestions to help rebuild the City of D'Iberville.

This architectural guidelines have been designed specifically for the City of D'Iberville and may not apply in other areas of southern Mississippi. It is organized in sections from the broad perspective down to the individual building detail. Each one of these sections is relevant in the quality design of the entire city.

The Neighborhood section presents the components that are necessary to produce a good neighborhood. Specific neighborhood tools are discussed and the different street sections are shown to emphasize their individual character.

The building guidelines are divided in various sections covering all the proposed areas: general Transect Zones, Waterfront, Working Waterfront, and Civic. The basic design techniques proposed for each one of the Transect Zones may be considered for all construction.

The Waterfront and Working Waterfront sections discuss special districts planned along the shore. Listed are several design suggestions and permitted materials to transform these areas into great places.

The Civic section describes the important features of valuable civic buildings and their placement within reserved areas of the Citizens' Master Plan.

Diagrams and drawings in the Architectural Guidelines for the City of D'Iberville are solely illustrative and not meant for construction. The construction of any building requires a professional architect or engineer.



HOW TO USE THIS BOOK

Everyone takes pride in their individuality in any place or location. It is the goal of this book to set guidelines that will create opportunities to give a building its own character.

As discussed earlier, the Architectural Guidelines for the City of D'Iberville begin with a broad view of the neighborhood. Neighborhoods take the form of their specific areas as their character become more precise and as building types are chosen and raised to avoid flooding scenarios.

Next, the house is thoroughly discussed in detail of each area of design -from the plan to the site. Each area of the house is studied for each housing type. This is the main bulk of this publication; it demonstrates good design techniques and valuable practical lessons often overlooked by citizens and public officials in the implementation of overall master plans.

Lastly, the special districts are discussed to show their potential on their lots. The two main special districts here discussed are the Water Front (Hotel/Casino related) and the new Working Water Front. Although in close proximity, these districts are quite different.

The guidelines also have a negative example. A "NO" example is pictured at the end of the text and shows the configuration and composition of any and all of those elements that should not be allowed in the City of D'Iberville.

THE NEIGHBORHOOD

NEIGHBORHOOD CHARACTER

The following are essential design guidelines to develop a well-built neighborhood. Neighborhoods with these characteristics should be valued by their residents and should soon create a certain atmosphere within the City of D'Iberville.

These guidelines do not lack an aesthetic agenda and have congruence and correspondence with the list of intentions promoted by the the SmartCode for the City of D'Iberville. Depending on their location, neighborhoods have been set aside to acquire a certain character.

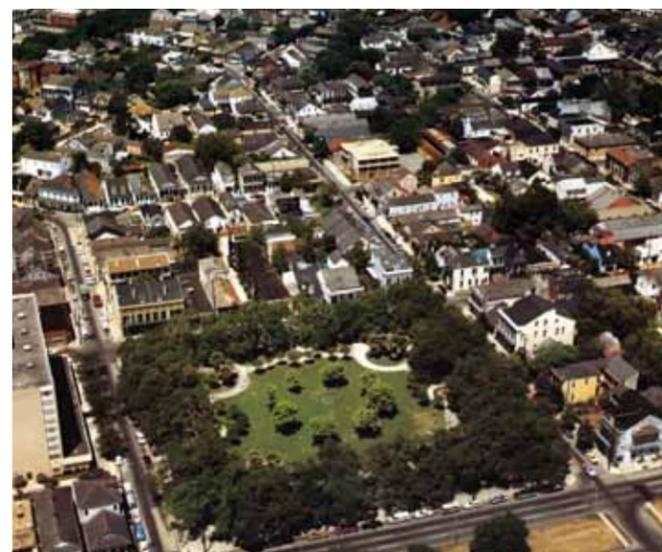
Within these neighborhoods, significant streets begin to show particular configurations and dispositions. In effect, each street is designed differently and specific to its location within the neighborhood.

BUILDING TYPES

Corresponding to the ideas of The Transect and the SmartCode for the City of D'Iberville, there should be six main building types in the City of D'Iberville. Building types and building uses shall be configured in accordance with their prescribed location within The Transect.

FEMA REQUIREMENTS

Once a building type is chosen, the FEMA requirements for rising come into play. Each building type for D'Iberville has guidelines for construction.



THE BUILDING

FUNDAMENTALS TO A GOOD DESIGN

Considerations of height and access shall be made before deciding a final building configuration. Once, the configuration of a building type has been chosen, the designer shall consider the best way to promote a gradual transition between the public and the private space. Single family, multi-family, and mixed use buildings should follow the specific guidelines for this purpose. General design guidelines have to do with the fundamentals of good design -including materials and walls.

EXTRAS

The next set of architectural guidelines have to do with those design elements considered as "extras". These are the ones that give character to the overall building issues. Although these important elements may be considered as bonus designs to a building, it is important to design them correctly before their primary designs can be ruined.

LOT

Each lot also has the ability to create individuality for itself. This section covers the building sites and its yard types. Architectural designers shall understand that the treatment of the lot is crucial to a well-defined and valued landscape. Though landscape is often disregarded, it is extremely important in architecture.



THE SPECIAL PLACES

WATER FRONT

This section discusses the necessity to create a valuable waterfront for the City of D'Iberville. As an architectural type, Hotel/Casinos are difficult to design in order to produce a good pedestrian environment. These guidelines emphasize the combination of parking garages, casinos, hotels, and building site to produce great pedestrian environments, places and compositions where both citizens and visitors may feel pride of place and amazing human comfort.

WORKING WATER FRONT

The existing working waterfront takes the form of a Fishing Village. To give this space the ability to become a great historic area for the city of D'Iberville, the designers must truly understand the design and purpose of this area. The proposed district is different because of its unique materials, front loaded businesses, and special signage guidelines.

CIVIC

Buildings that are meant to educate and help in the growth of the City of D'Iberville are its civic places. Civic buildings are recognized by their meaning and iconography. They are typically designed and built with materials foreign to domestic structures or within the parameters of historic and traditional architecture. Civic buildings stand out and create a strong presence in the area. For the purpose of these guidelines, the following areas of focus shall be considered: public space adjacent to any civic building, scale, and appropriateness of materials.



NEIGHBORHOOD GUIDELINES

CHARACTER

CITY NEIGHBORHOODS

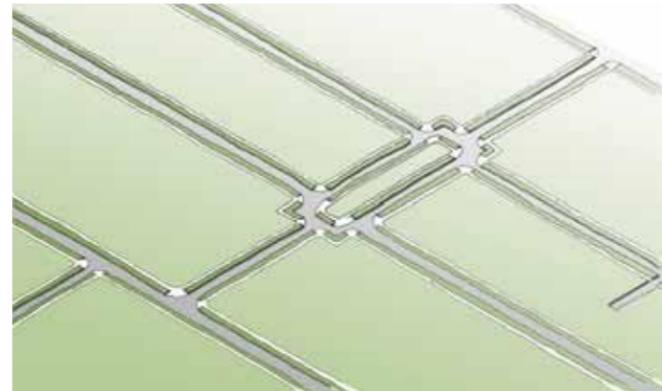
The City of D'Iberville Citizens' Master Plan is composed of several neighborhoods with their own unique style, layout, and size. From tall casinos to small working waterfront, the various neighborhoods and districts keep a great deal of diversity within a small radius. Citizens can live in a variety of places -from a "small-town feeling" neighborhood to a denser Main Street loft.



STREETS AND BLOCKS

A neighborhood's physical structure is composed of a network of public streets, occasional alleys, and open-space/recreational areas. Typically, these unique open spaces, recreational parks and other types of public spaces assist to define the particularities of a neighborhood.

A good network of streets reduces traffic and congestion. In downtown areas, small blocks are preferable over large scale blocks -for both workability and driving efficiency.



BUILDING SETBACK

Each block is comprised of several individual lots (light green). Depending on the density of the block, certain setbacks (darker green) are required. A Setback is the area of a lot measured from any lot line to any building facade.

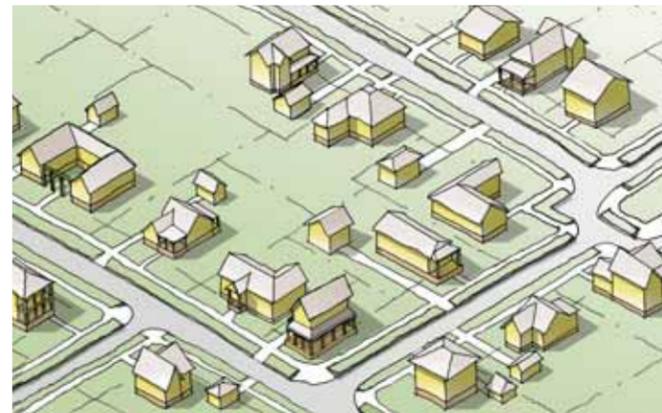
All lots vary in size and may accommodate single-family, multi-family, and mixed use structures. The building density and setback requirements are regulated by provisions in the SmartCode for the City of D'Iberville.



BUILDINGS ON LOTS

Buildings are situated relatively consistent throughout a certain neighborhood. Any type of encroachment, such as porches, galleries, arcades, stoops, balconies, bay windows, etc. are allowed to be constructed beyond the Setback and closer to the street.

Outbuildings, garages or sheds, are located away from the public street. These structures are either attached or detached and can either be near the principal building or near the rear of the lot. Some neighborhoods may have alleys or lanes for rear accessibility.



PUBLIC LANDSCAPE

Landscape in the public realm is important for both the pedestrian on the sidewalk and the driver in the street. The simple addition of street trees and planter strips are great buffers between the street and the front lawn.

These landscapes also work as a visual edge between the two. Trees and other possible landscape elements are safe barriers for good protection.

Depending on the neighborhood, different streets could have a unique public landscape to contribute to that particular street's identity.



PRIVATE LANDSCAPE

The front yard is perfect for displaying the individual personality of an owner. A private landscape ranges from a formal rose garden to an informal collection of wild plants. Lots have several landscape options -from brick edging, walls, or well trimmed hedges to more natural treatments such as low groundcover, medium height shrubs, or indigenous ornamental trees.

Beyond the visible landscape, any individual could also plant a vegetable/eatable garden -useful for both beauty and food production.



NEIGHBORHOOD CHARACTER

A combination of streets, blocks, lots, building setbacks, and landscapes defines the overall neighborhood character.

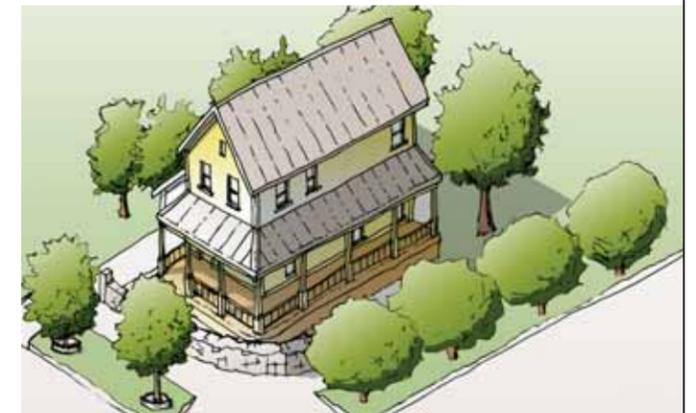
All of these elements are important to define the diverse fabric that turns the City of D'Iberville into a unique piece of territory in southern Mississippi. In the absence of just one of these elements, the character of a neighborhood is jeopardized and unable to form.



INDIVIDUAL BUILDING

The individual building type is the very last element defining the overall character of the neighborhood.

The use of different forms of massing, architectural styles, materials, variety of colors, and landscape patterns give individual buildings their uniqueness and character. The permutations and combinations of all of these elements render the production of identical buildings as impossible. These architectural guidelines refuse cookie-cutter approaches to architectural design and promote the creation of unique and contributing pieces of architecture.



The city of D'Iberville is planning to further develop their Historic Downtown and SmartCode areas. A variety of uses are needed to maintain a healthy town growth. Providing several options for different types of people and their individual needs is important for both the safety of a residential neighborhood and a Main Street.

The Transect is a system of ordering human habitats in ranges from the most natural to the most urban. The City of D'Iberville has five main Transect Zones which describe the physical character of place at any scale, according to the density and intensity of land use and urbanism.

The rural transect zones (T1 and T2) are the most naturalistic of the zones. They have very few, if any, buildings.



T3 SUB-URBAN ZONE



The Sub-Urban Zone consists of low density suburban residential areas, differing by allowing home occupations. Landscape is naturalistic with setbacks relatively deep. Blocks may be large and the roads irregular to accommodate natural conditions.

The majority of this sub-urban transect zone is found in the Regulating Plan in the most eastern sections of the SmartCode area. The neighborhood shown above is located around a long green that is the focal point of several principal streets.

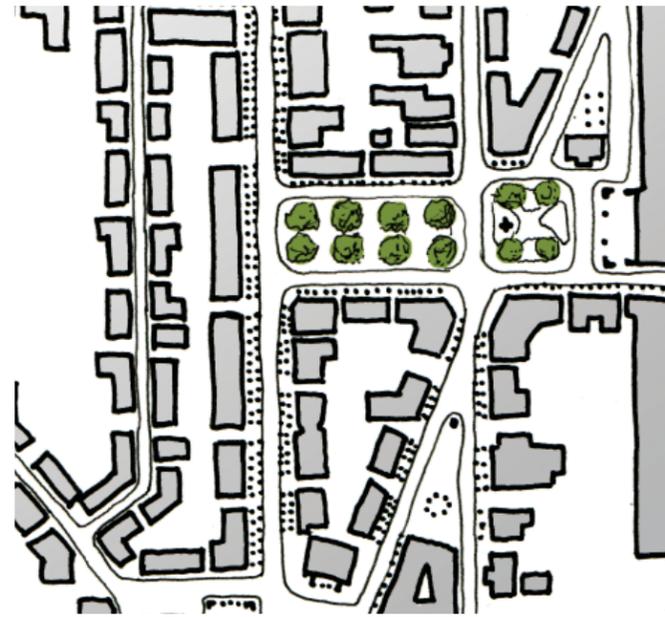
T4 GENERAL URBAN ZONE



The General Urban Zone consists of mixed-use areas but it is also primarily composed of residential urban fabric. It has a wide range of building types: single, sideyard, and rowhouses. Setbacks and landscaping are variable. Streets typically define the medium-sized blocks.

This general urban transect zone is located in several areas in the Regulating Plan, mostly central and northern parts. The neighborhood depicted here is located on the northern tip of Central Avenue. This neighborhood shows a very informal configuration of street intersections. The main public space is celebrated at the historic intersection of the three different streets and Indian trails -where a water connection with the City of Biloxi was previously located.

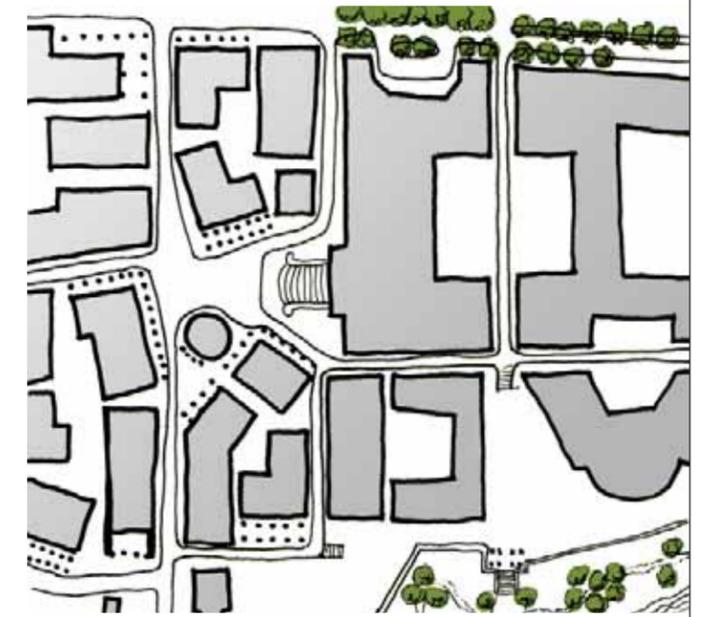
T5 URBAN CENTER ZONE



The Urban Center Zone consists of higher density mixed-use building types accommodating retail, offices, rowhouses, and apartments. It has a tight network of streets, with wide sidewalks, steady tree planting and buildings set close to the frontage lines.

As the densest transect zone, it is located along all the main streets: Race Track Road, Central Avenue, and Rodriguez Street. In the neighborhood shown above, this is the center of the downtown. This transect zone contains the most historic road -which used to be a Native American trail. The main public space is much larger than those found in more rural areas.

SD SPECIAL DISTRICTS



The Special District Zones are unique in their form and main uses. These are areas of the plan which are unable to be categorized in any other of the transect zones. There are four districts proposed within the selected area.

Most districts are located in the southern part of the plan at the waterfront. These are: the large scale hotel and casino complexes located south of Race Track Road; within the same area and at the southern tip of Central Avenue is the Working Water Front district; and the last special district is on the D'Iberville Elementary site. The specifics of each individual district are regulated in detail, within the SmartCode of the City of D'Iberville.

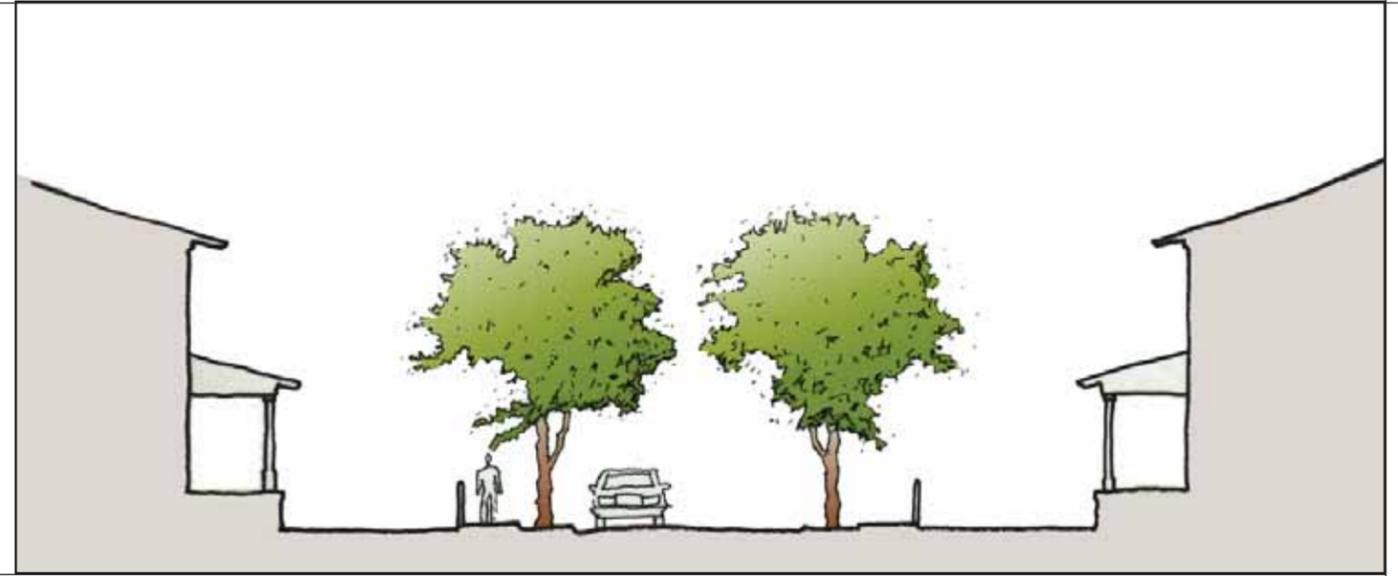


SUB-URBAN RODRIGUEZ STREET

The central part of Rodriguez Street is the most rural street within the D'Iberville boundary. It is composed of one and two story homes, with porches and stoops encroaching on the front and lateral setbacks. These houses have deep front yards.

The street is simple in design with two lanes of traffic in either direction. Planter strips and trees are on both sides as the buffer between the sidewalk and street.

This type of street is very common in the T3 Zone areas in the plan.

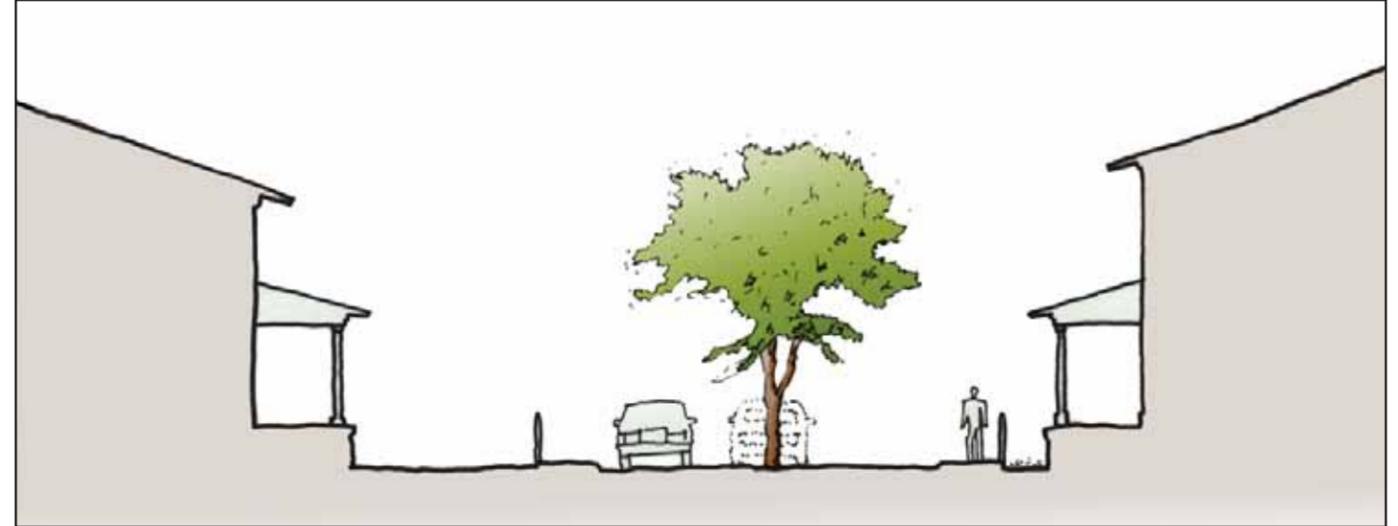


QUAVE ROAD

Quave Road goes through both the T3 and T4 transect zones. The buildings fronting the road should have one or two stories, as well as a simple porch and stoop encroachment. The T3 houses have deeper front yards than T4 across the street.

The street is designed to have on-street parking in the center of the street. The parking is alternated with planted street trees for shading both the parking and the traffic lanes.

This is a unique street condition due to the combination of transect zones facing each other.

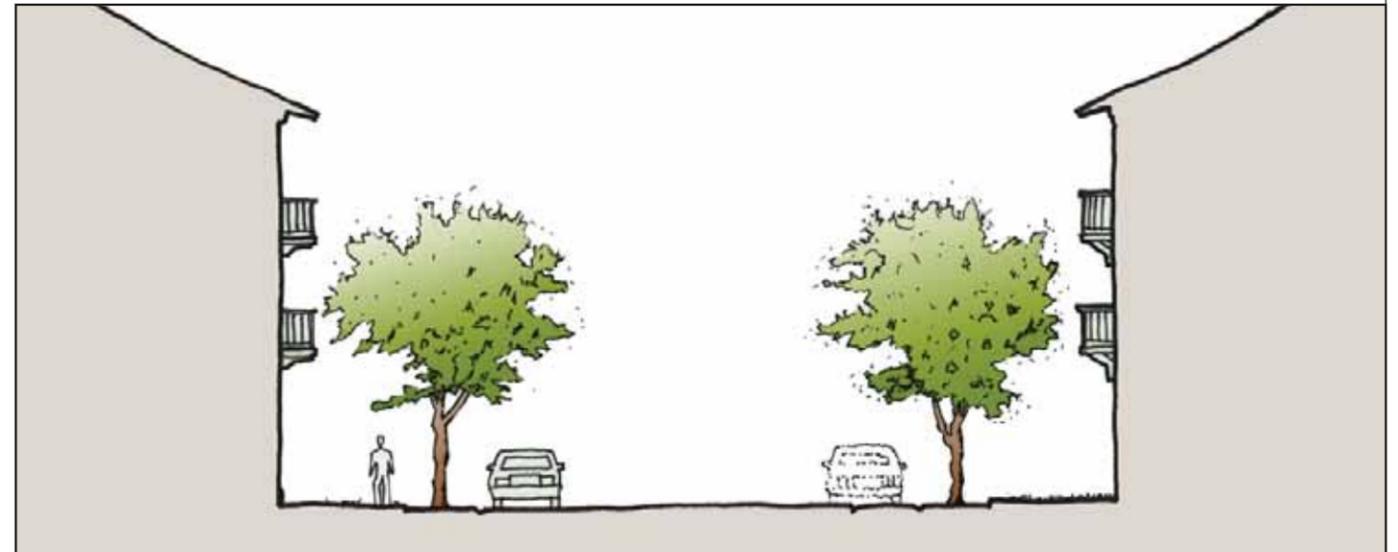


LE MOYNE BOULEVARD

Le Moyne Boulevard is located to the north of the SmartCode area. The buildings fronting it are allowed to have one to three stories. This is a busier street than Quave Road and has four lanes of traffic. The majority of these residences are designed to be multi-family units with balconies, porches, terraces, stoops, galleries, and deep encroachments onto the street.

With four lanes of traffic, the street is rather wide; it has street trees and grass work as well as buffers between the residences and the street. No on-street parking is proposed here.

This street type has a busy and wide character as pictured.



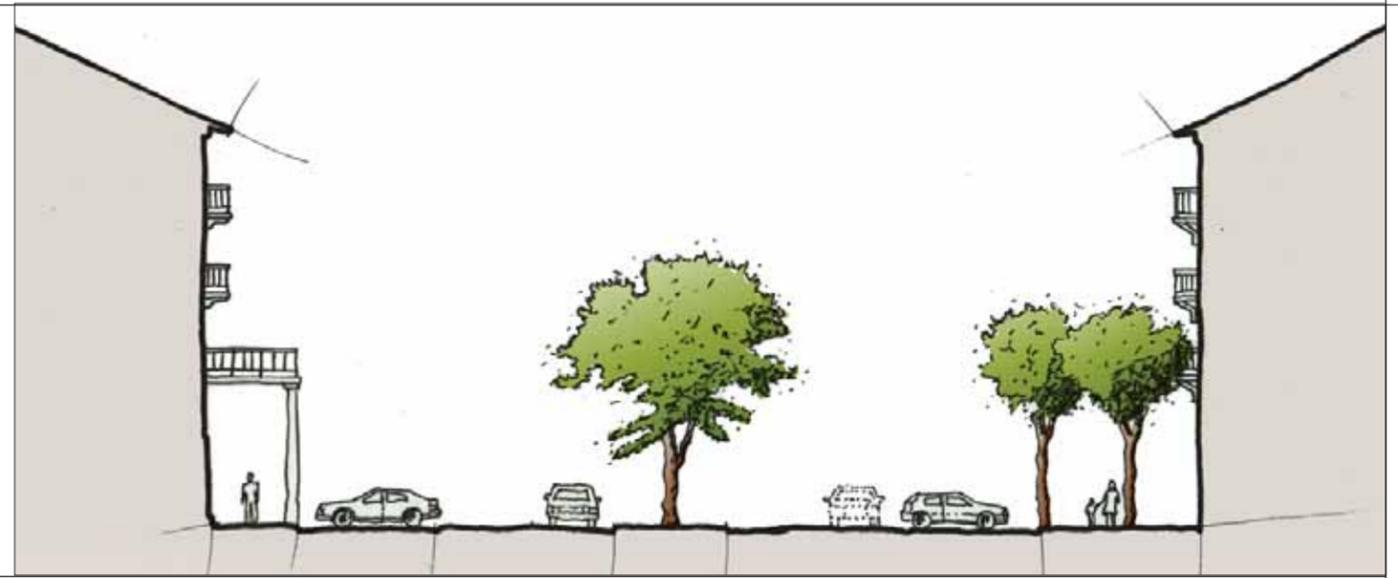


RACE TRACK ROAD

Race Track Road is located to the south of the plan. The buildings facing this street should be from two to four stories on the T5 side (see right side of street section) and up to a high fifteen plus stories on the Waterfront District side (see left side of street section).

This is a boulevard with two lanes of traffic on each side. Diagonal parking is allowed on both sides of the street. Galleries, balconies, etc may encroach onto the street. Due to the tall buildings, the right-of-way is quite wide, filled with trees and possible galleries.

This type is unique in regards to its large amount of public space.

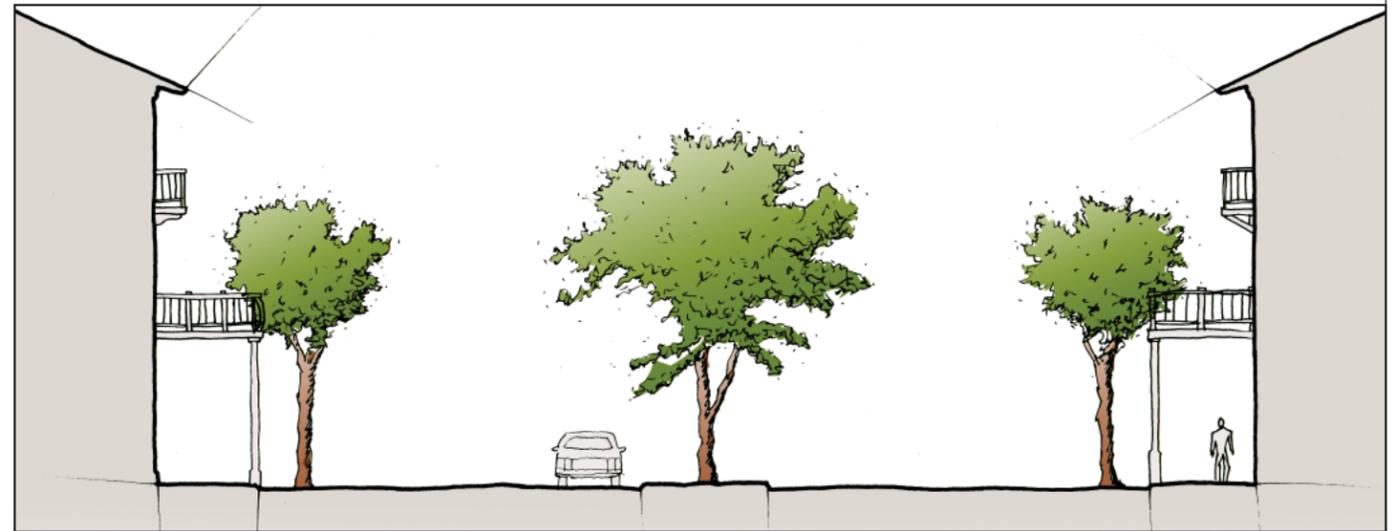


CENTRAL AVENUE

The northern part of Central Avenue is just north of Rodriguez. The facing buildings should be between two to four stories.

The street design has a tree median in the middle of two traffic lanes. There is also a parking lane on each side for residences and/or customers. Galleries are required along all buildings. Other types of urban encroachments, such as porches, terraces, stoops, arcades, etc are allowed. Diagonal parking is located on each side for residences and customers.

This street type is unique with the median and required galleries.

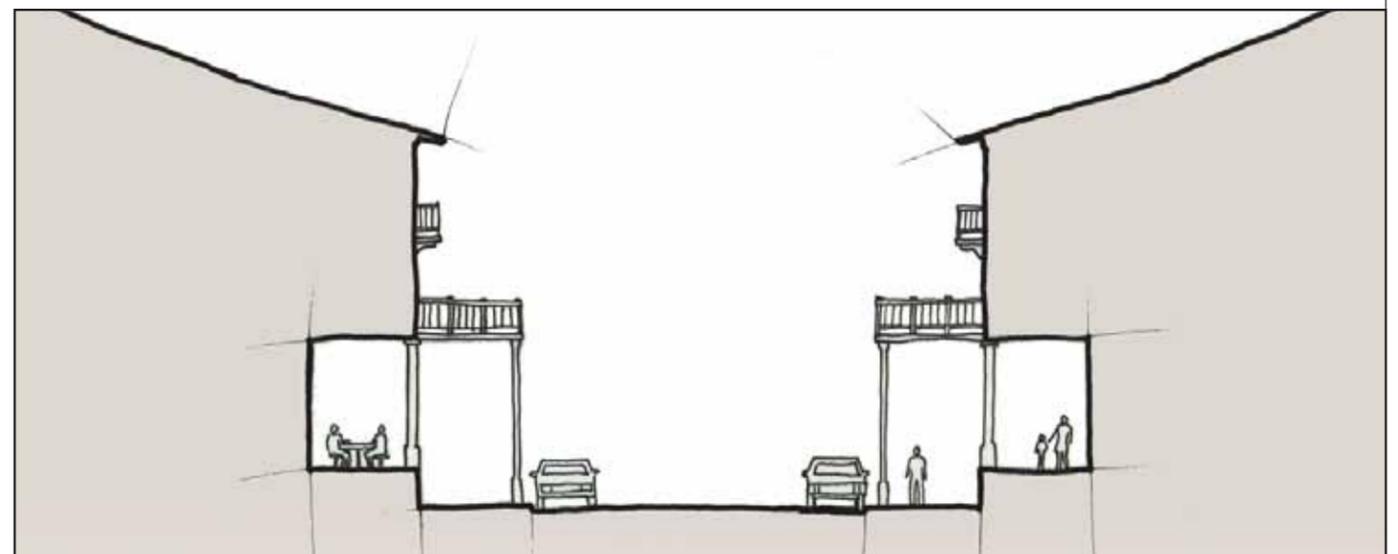


FRENCH QUARTER - CENTRAL AVE.

The southern part of Central Avenue, just south of Rodriguez, is the main street of the City of D'Iberville. The buildings facing the street should range from two to four stories.

The street design is simple, with just two traffic lanes and two on-street parking lanes on each side. The most unique part is the gallery and arcade required for each building. This will provide adequate shade and height to suffice for the FEMA requirements.

The street type is the main commercial street in the city. Its configuration is the combination of the hotel porches of Miami Beach and the arcades/galleries in New Orleans.



THE CITY OF D'IBERVILLE HOUSE

The Citizens' Master Plan considers six building types.

Using a variety of types will help bring the character that a neighborhood needs to have its identity. These are just guidelines for good massing. Some of these building types have the ability to be used for multiple uses: single family, multi-family, and mixed use. Each of these types may vary in size and scale.

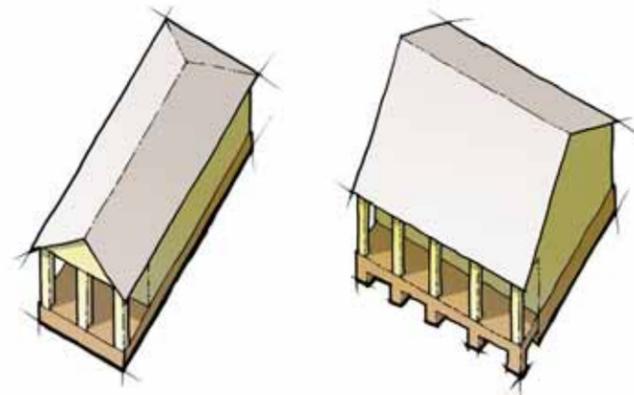
These building types are the result of combining both the research and work of Urban Design Associates as presented in their: "A Pattern Book for Gulf Coast Neighborhoods"; and Zimmerman/Volk Associates in their report titled: "Residential Market Potential: Downtown D'Iberville and Other Redevelopment Areas."

The example is not a specific building type, but a sprawling home that occupies the majority of the lot. This type of construction is NOT allowed in the City of D'Iberville.



NO

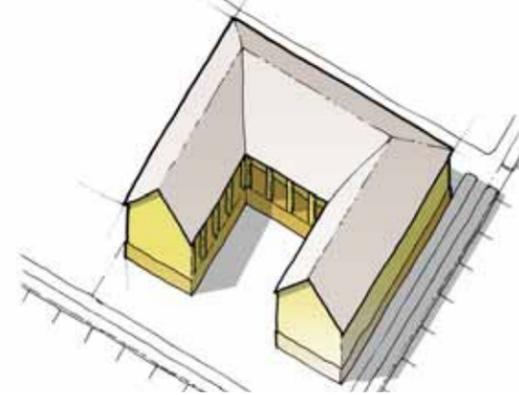
COTTAGE / BUNGALOW



The cottage/bungalow house is a one- to one-and-a-half detached house on a small lot, typically and not necessarily with alley-loaded parking.

Narrow cottages usually are a single family residence. However, a wider cottage may become a duplex.. A rear addition may create a L-Shaped house accomadating two families.

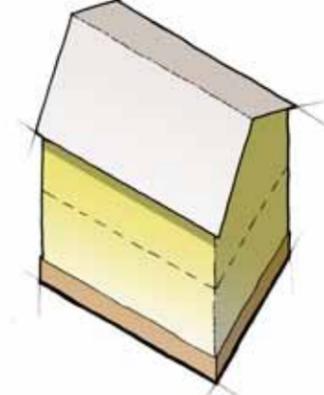
COURTYARD HOUSE



The courtyard house is a one-and-a-half or two story house. The main outdoor space is encircled by the house body as a C-shaped. It wraps a central courtyard, often with second-floor porches or loggias overlooking the courtyard.

One side wall has no setback from the lot line. The garage is accessed through a passage and it is located in the rear. Garages can also be accessed from a rear lane, alley, or auto court.

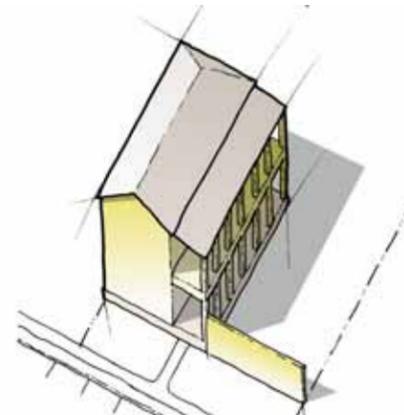
NEIGHBORHOOD HOUSE



The neighborhood house is a two- to three-story house, with the garage located to the rear of the house. Garages can be accessed from the front or side of the lot (in corner lots) or from an alley or auto court.

Neighborhood houses also conform to the pattern of the streets, typically with shallow front-yard setbacks or dooryards.

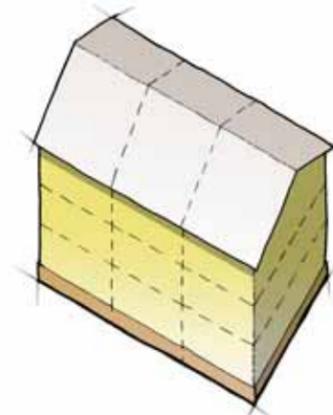
SIDEYARD HOUSE



A sideyard house is a two-story house on a narrow lot, with one side wall of the building unit having no setback from the lot line and the other facing a yard perpendicular to the street frontage.

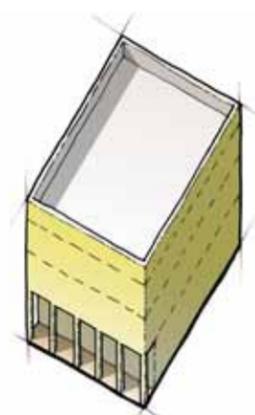
The sideyard building can be as narrow as 18 feet, with the front door opening to the porch –usually 8 feet or wider.

TOWNHOUSE



Townhouses, also known as rowhouses, are similar in form to a conventional suburban townhouse except that the garages, either attached or detached, are located to the rear of the units and accessed from an alley or auto court. Townhouses also conform to the pattern of streets.

MIXED-USE



The mixed use is a characteristic of a building, block, Transect Zone, or neighborhood where more than one use, or function, occurs either vertically or horizontally within the same lot.

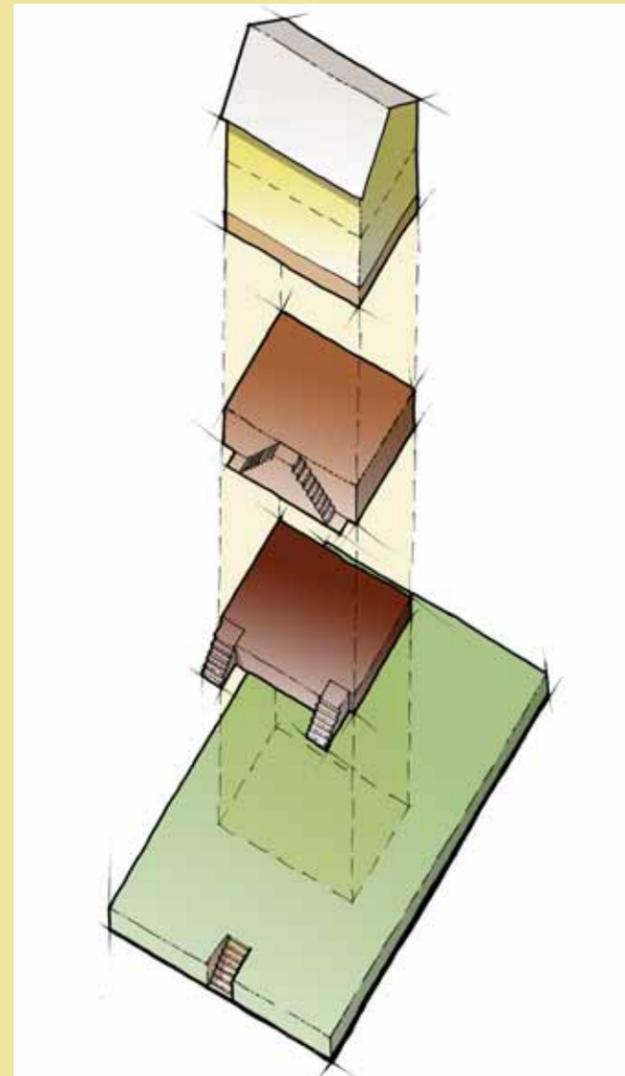
Mixed use functions may be: residential, retail, office, or civic. Conforming completely to the pattern of streets, this type forms the local commercial streets and districts.

FEMA REQUIREMENTS METHODS

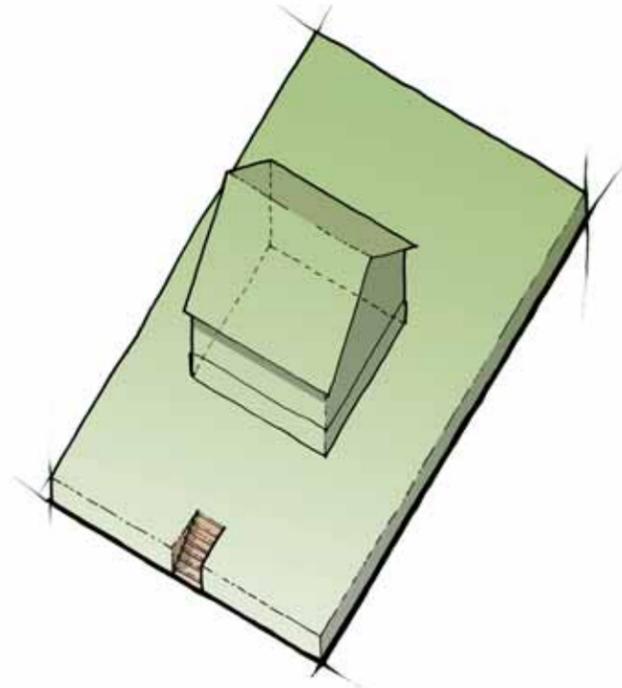
FEMA has set certain requirements for particular areas within the City of D'Iberville. These requirements suggest a minimum finish floor height above sea level for new homes. These specific measurements may be obtained from pertinent authorities at the City Hall of the City of D'Iberville.

These pages contain suggestions of how to reach these requirements for each building type of cottage/bungalow, courtyard house, neighborhood house, sideyard house, townhouse, and the mixed use type. Architectural designers should consider different suggestions for raising the finished floor of any building due to its shape, main access, use, etc. In general, gentle changes of level are better than one single change or buildings on pilotis.

The City of D'Iberville has a variety of FEMA requirements and these should be addressed before design and/or construction begin.



ALTERNATIVE 1: RAISED LOT

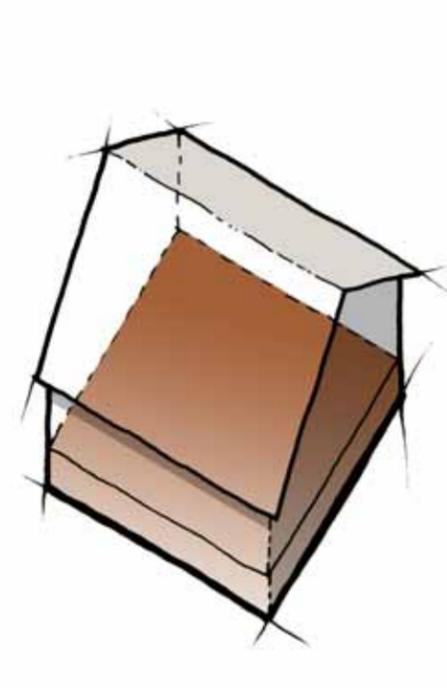


4 Foot Raised Site

The first alternative is to fill the individual lot to raise the building. This is possible to a maximum of 4 feet. In urban neighborhoods, a retaining wall may be placed at the sidewalk as to maximize the flat area in the lot.



ALTERNATIVE 2: 4-FOOT BASE

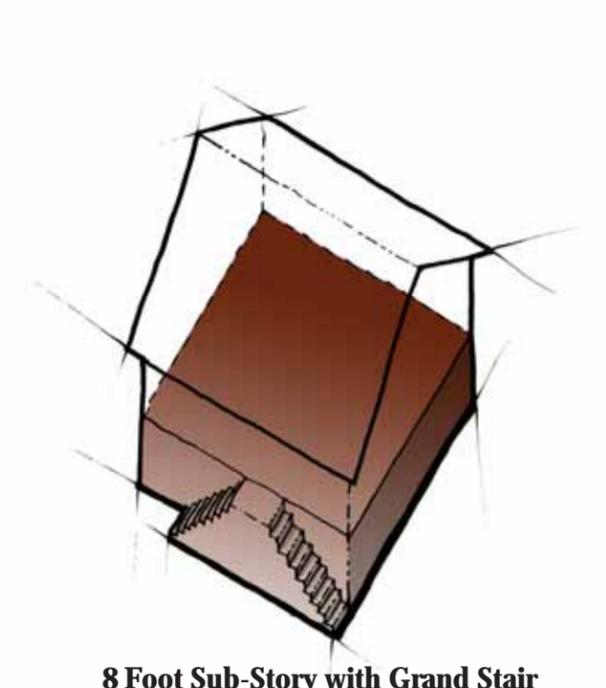


4 Foot Base

The second alternative is the most common method, as many buildings build the finish floor 4 feet above grade. This is possible with either piles or foundation walls. Piles shall be hidden from public view.

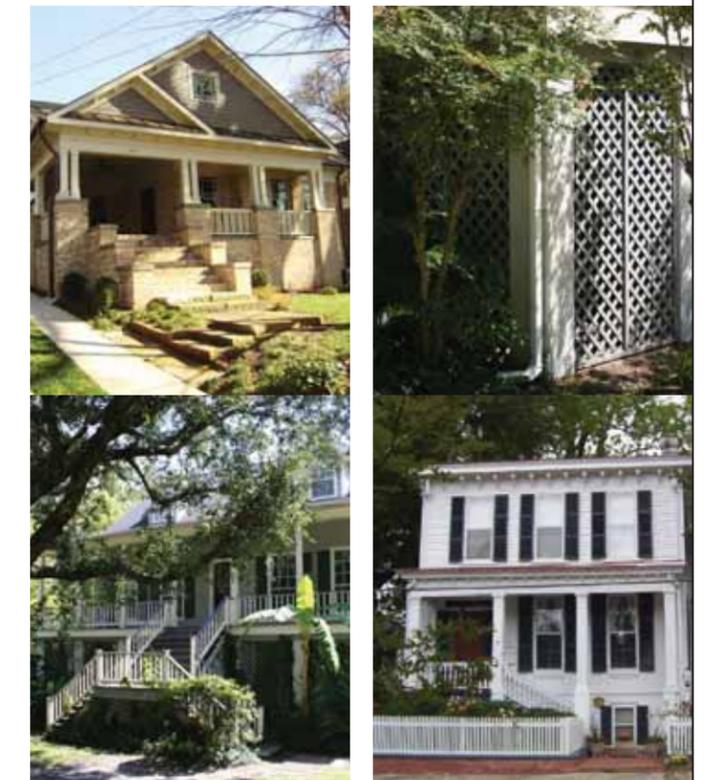


ALTERNATIVE 3: 8-FOOT HALF STORY



8 Foot Sub-Story with Grand Stair

The third alternative is to raise the house 8 feet above finish grade. With porches, the stair may be built inside the porch to achieve a gentle change of grade. It is best to enclose the sub-story for parking and equipment. The direct view of Pilotis shall be screened from the public right of way.



FEMA requirements insure homes from potential storm flooding occurring unexpectedly. These requirements are not made to make comfortable living impossible. These regulations are not meant to create eyesores; they are meant to protect a house while making it a valuable asset to the neighborhood.

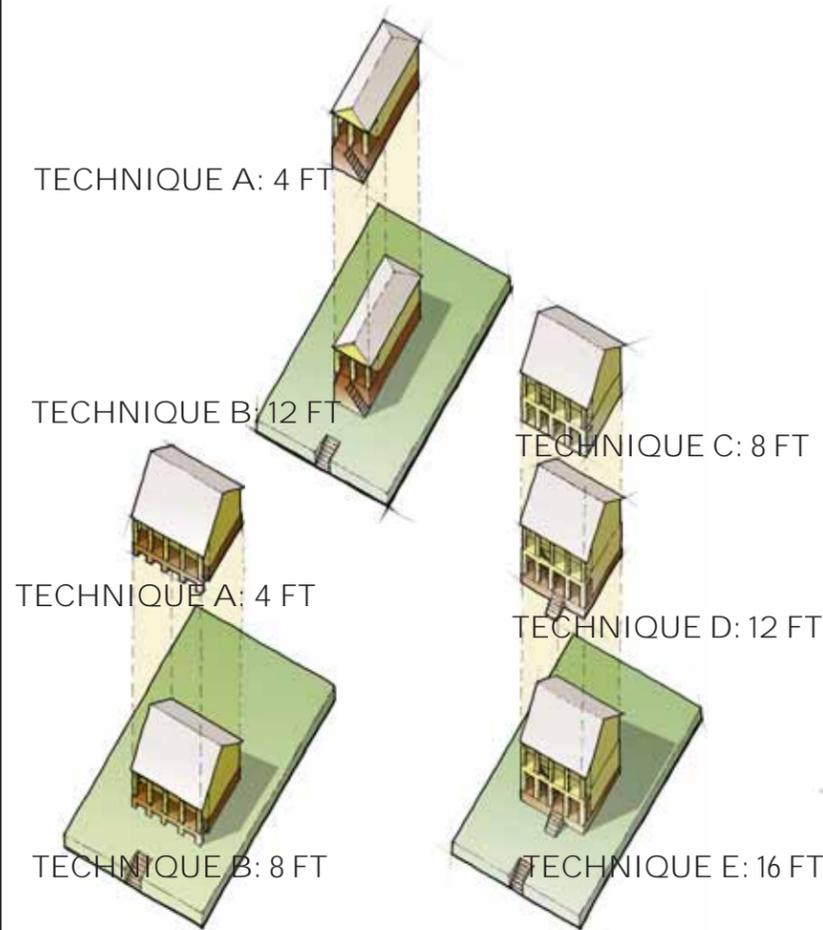
Suggestions are given for each building type. After Hurricane Katrina, many home owners believed that the requirements for new buildings were a negative imposition. However, there can be beauty and great design value through the raising of buildings in a variety of ways.

The example below is what should NOT be built in the City of D'Iberville. These types of "pilotis" or "stilts" do not add any value to the home or the neighborhood. A pedestrian from the street should not be able to see through the house.



NO

COTTAGE / BUNGALOW



The cottage/ bungalow types may either have very narrow forms or a square form.

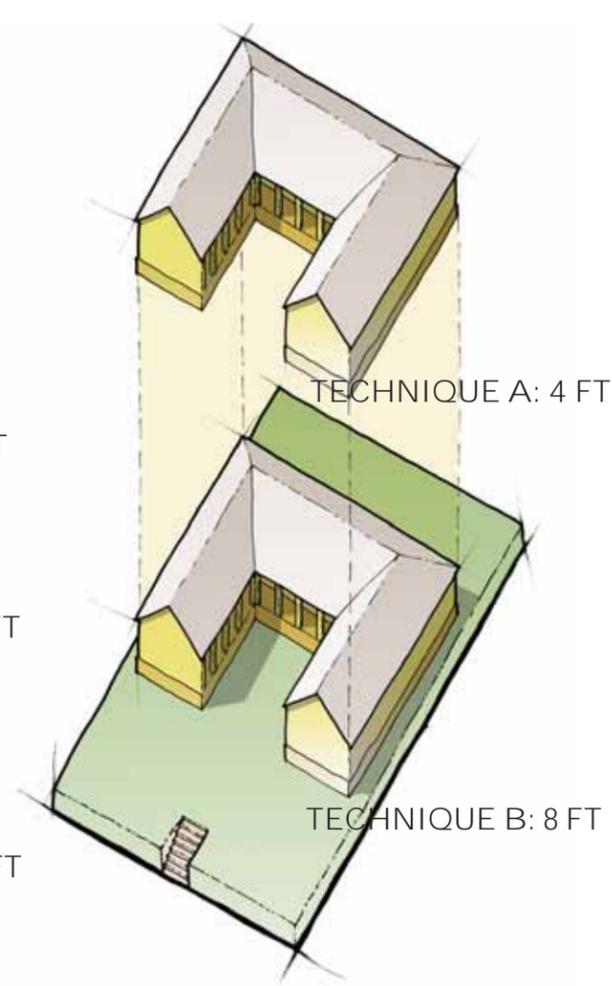
For the narrow forms, technique A has the sub-floor with a perpendicular stair. These stairs may be located within the porch. Technique B, adds the option of a raised lot. This gives a maximum of 12 feet.

In the square forms, technique A allows a 4 foot base rise. To reach 8 feet, technique B adds the raising the lot.

Technique C offers an extra arcaded floor to reach 8 feet. Technique D raises the double story building to reach 12 feet. Technique E raises the lot for 16 feet.



COURTYARD HOUSE



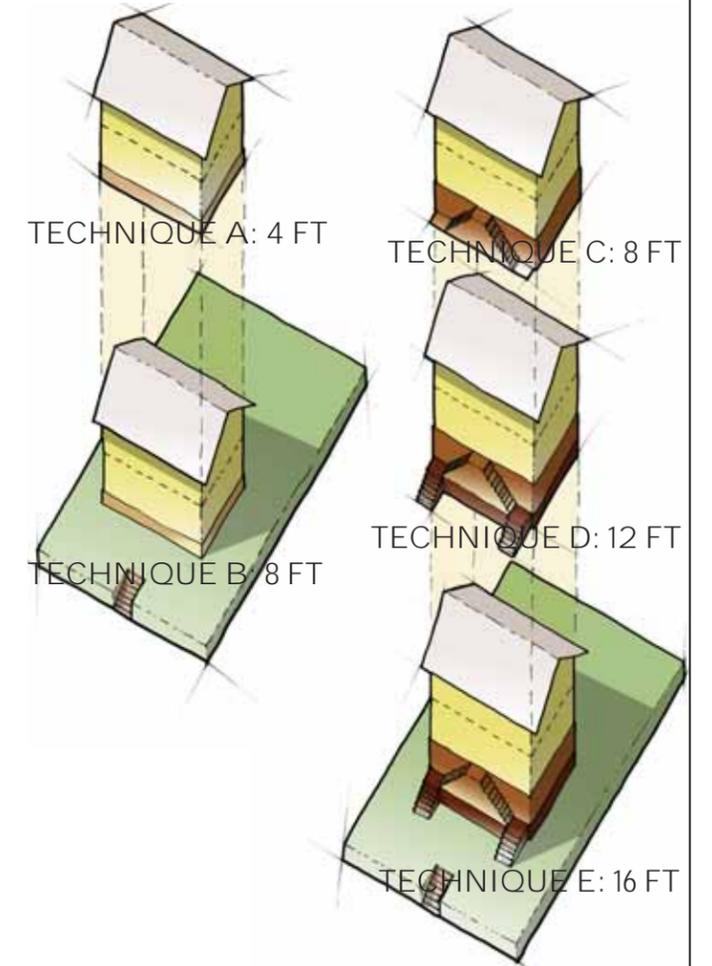
The courtyard house type has the potential of reaching 8 feet.

Technique A shows how to raise the base of the house 4 feet.

Technique B shows how to add a base to the 4 foot raised site, to achieve a maximum of 8 feet. This strategy would make a more private and secluded courtyard.



NEIGHBORHOOD HOUSE



The neighborhood house, as being the typical building type, has several variations to choose from for meeting the requirements.

Technique A raises the base 4 feet.

Technique B shows how to combine the base and a filled site to amount to a maximum of 8 feet.

Technique C shows a sub-story of 8 feet. The grand stair should run parallel against the building.

Technique D shows the combination of another 4 foot to the sub-story.

Technique E amounts the maximum of 16 feet, with the addition of the raised site, under the base that supports the sub-story.



A sense of unity is important to make a neighborhood valuable. Even though construction near the Gulf may seem difficult at first, it is important to have a unified appearance. These guidelines are suggestions to assist the City of D'Iberville to have a comprehensive look of unison.

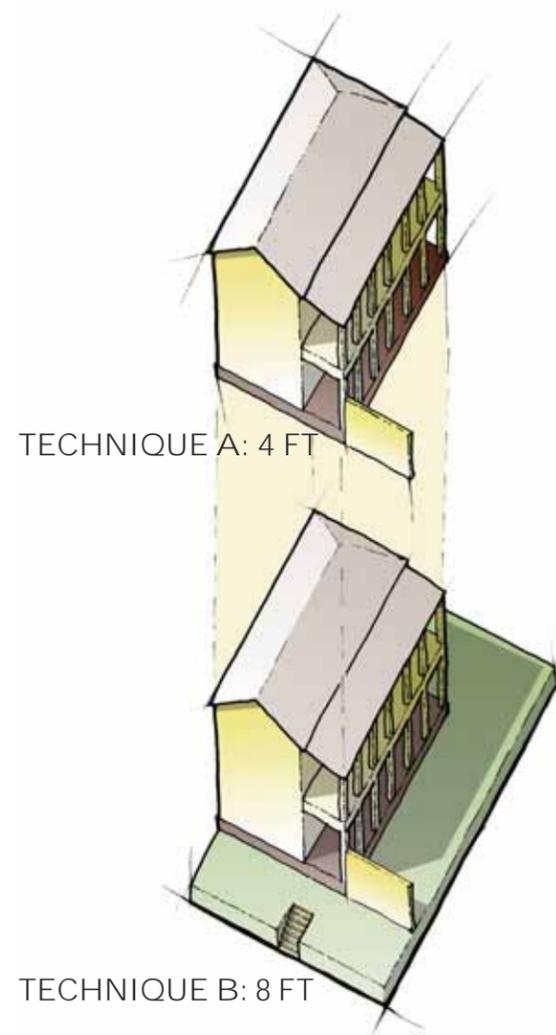
Several of the suggestions for raising each building type were researched by the New Urbanism firm of Urban Design Associates and published in "A Pattern Book for Gulf Coast Neighborhoods."

The example below is what should NOT be allowed in a neighborhood in the City of D'Iberville. The thin, wooden supports do not appear sturdy and safe. This gives the illusion of a lack of firmness and it is not appealing to the eye. Any base on a building should not allow views underneath its finish floor.



NO

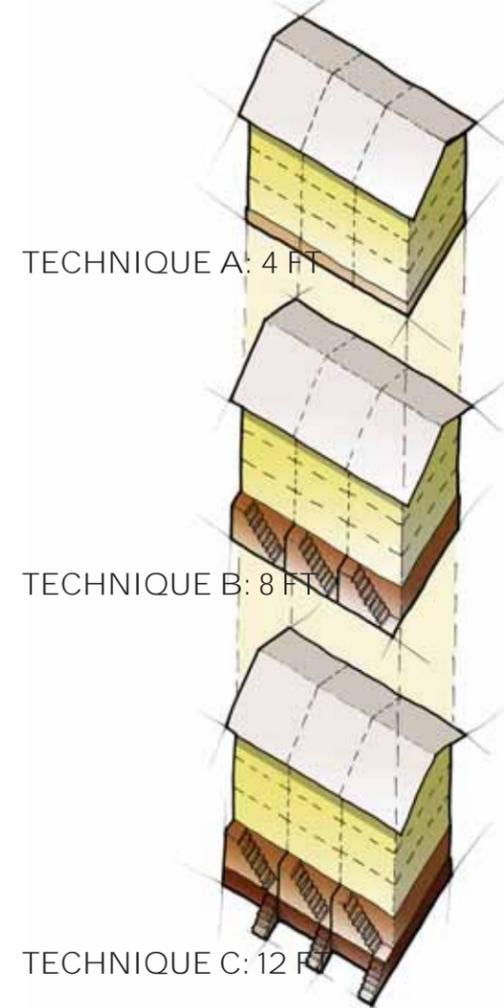
SIDEYARD HOUSE



The sideyard house is a unique type that will gain individuality as its base is adjusted. Technique A offers the simple rise of the base 4 feet. This is the most common solution for this type. Technique B shows the option of raising the site another 4 feet. This would raise the building a total of 8 feet.



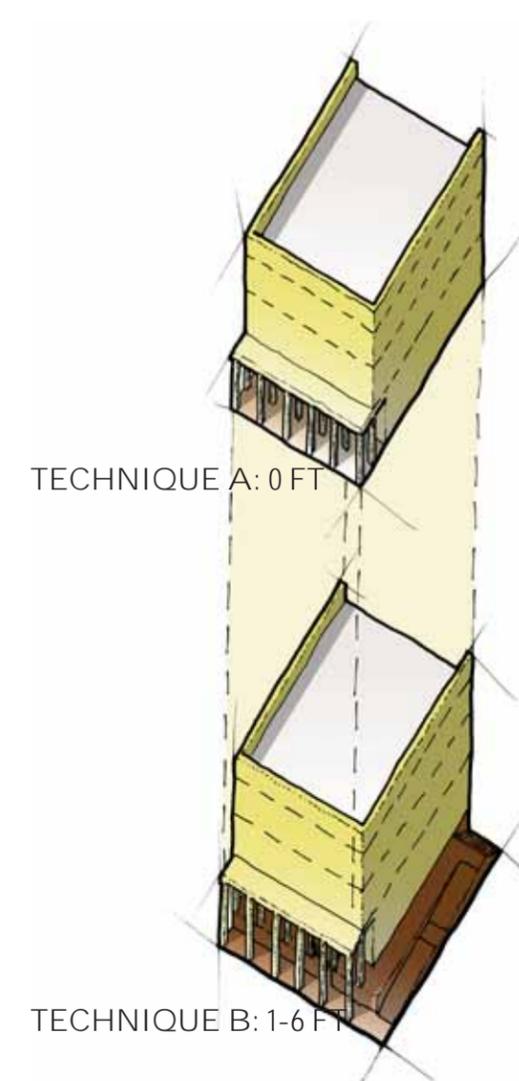
TOWNHOUSE



The townhouse type is usually found in the denser areas of the plan. Due to this reason, it is difficult to raise the site. Technique A demonstrates the simple base rise of 4 feet. This is suggested not only for flooding, but also for residential privacy. Technique B offers the option of a sub-story of 8 feet. The stairs to the first floor must run parallel against the front. Technique C adds the raised base under the sub-story. Depending on setbacks, the stairs may run perpendicular to the building.

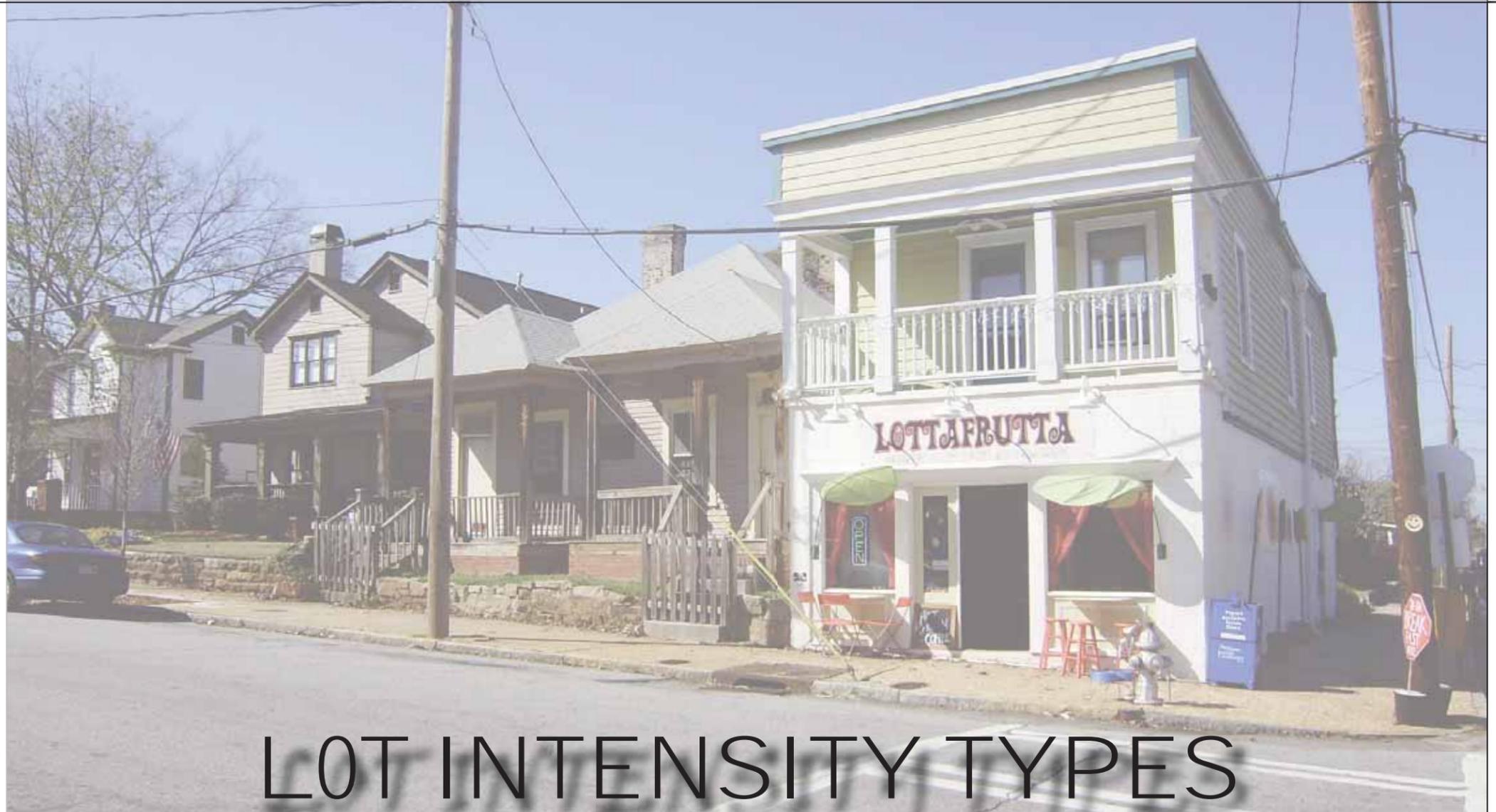


MIXED-USE



The mixed use building type usually depends on its location on grade for the first floor retail. However, it is possible to raise the building up to 6 feet. Technique A shows the arcade and gallery on grade, which is the northern part of the plan. Technique B raises the building to a maximum of 6 feet. The gallery is on grade, while the arcade is raised to its requirement. Stairs would be placed within the raised arcade, along with ADA access.



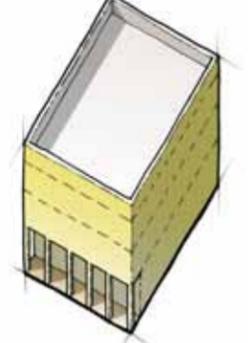
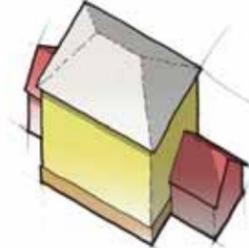
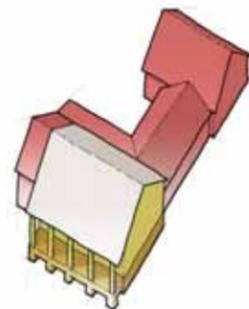


LOT INTENSITY TYPES

SINGLE FAMILY

MULTI-FAMILY

MIXED USE



A single family building is designed for one family only. These are typically found in lower density transect zones.

These include a variety of building types such as the cottage/ bungalow, courtyard house, neighborhood house, sideyard house, and townhouse.

A Multi-family building is meant for more than one family. Some may be as small and simple as a duplex; but may also be as big as an apartment building.

Almost any building may be turned into a multi-family building. Therefore all the listed building types may be used as the multi-family type.

Typically, the more valuable multi-family buildings are those that do not appear as a complex of units.

Mixed Use is the typical building found along the main commercial streets.

Typically, these form a simple, strong, and sustainable form.



Providing light into the core of a building may be a challenge in some building forms. Therefore, it is important to design the building correctly with the method of using layers.

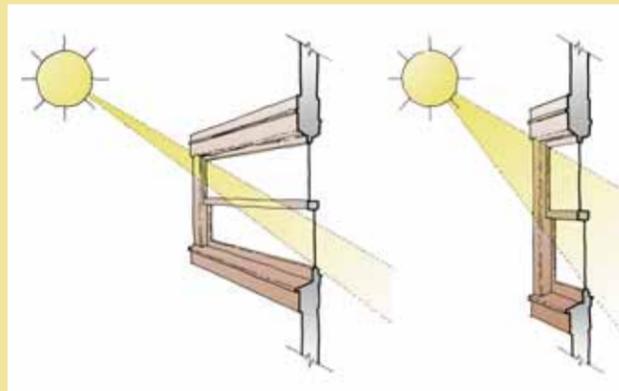
Layer 1 has the possibility of getting direct sunlight. This layer has the most positive living space.

Layer 2 receives only indirect day light. This layer is livable, but usually thought of as a more private area.

Layer 3 receives the least amount of day light. This layer is usually only found in multi-family and mixed use. However, a large single family house may have a layer 3. This layer is an undesirable living space, and is best for circulation and/or support space.

The use of light wells and courtyards are an excellent way to keep layer 3 at a minimum.

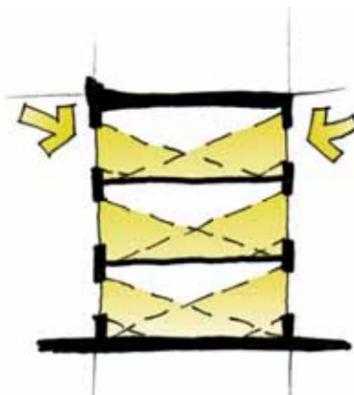
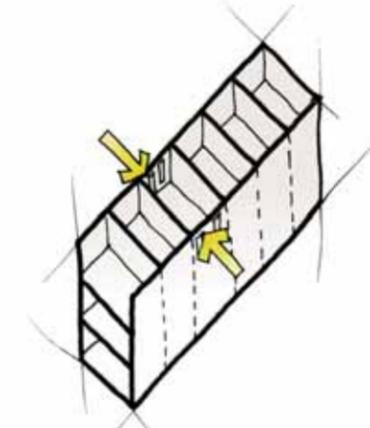
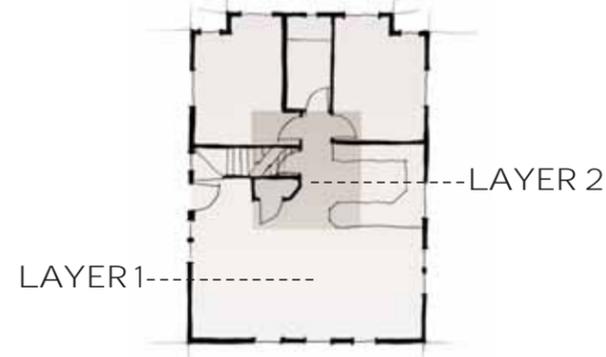
The example below demonstrates the importance of allowing sunlight through vertical windows. The wider window doesn't allow a maximum amount of daylight; the tall window allows more daylight.



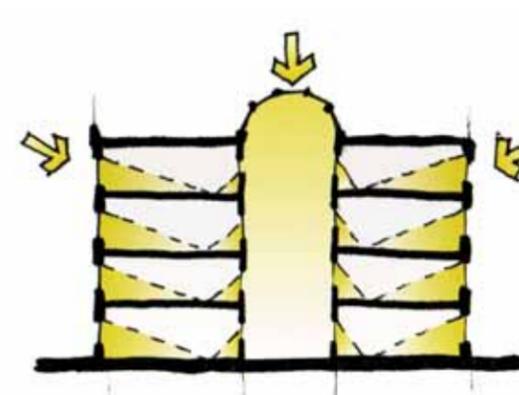
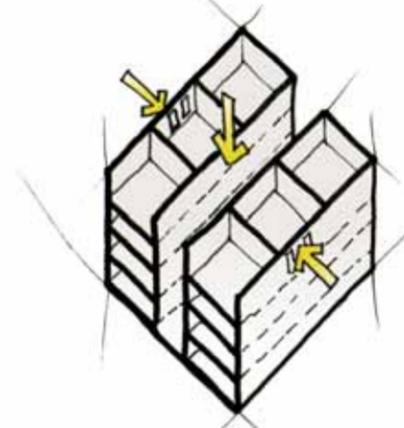
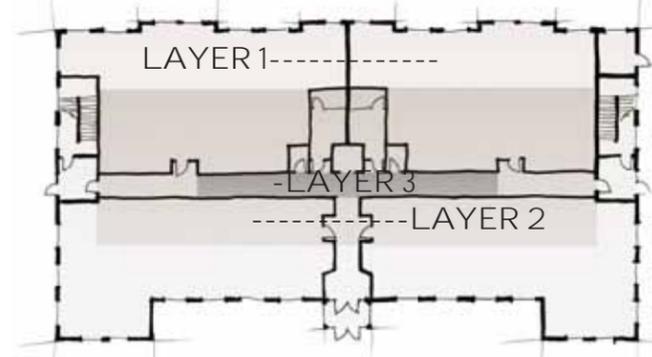
NO

YES

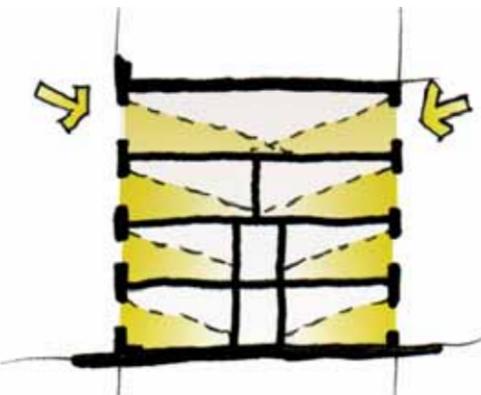
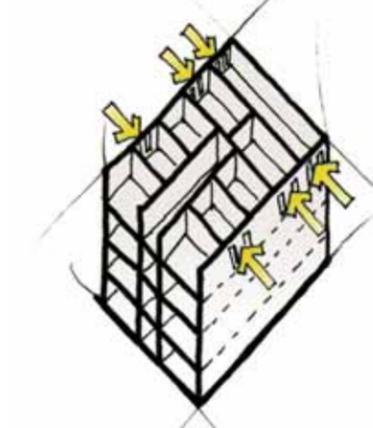
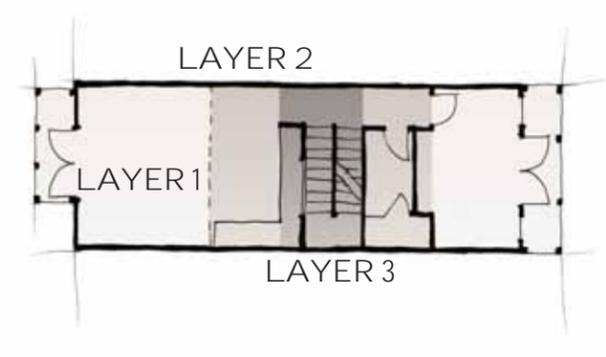
SINGLE FAMILY



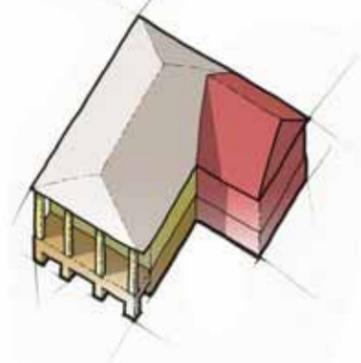
MULTI-FAMILY



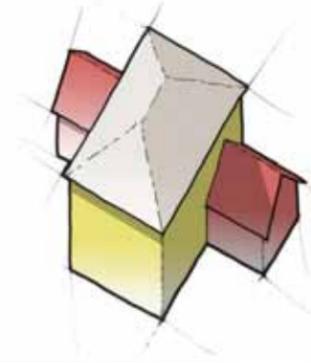
MIXED USE



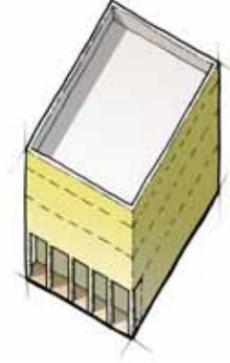
SINGLE FAMILY



MULTI - FAMILY



MIXED USE



Simple massing is not only better financially, but has an unending value. There is a beauty in any simple shape with an attached frontage such as a stoop, porch, gallery, arcade, roof eave, etc.

It is best to minimize the number of steps on the building. Stepping the building in and out is not only unnecessary but adds an economic burden.

Simple roofs look better and are easier to build. However, making an element easier to build does not necessarily mean to make it boring. The less the roof framers are working on the roof, the less the cost of the house.

The example below is what NOT to build. The excessive amount of corners, different volumes, and un-matching roof slopes add unnecessary building costs. In this case, the budget is wasted in the front form. As a result, the back of the house ends up oversimplified and with no design interest –an unfortunate event, since property owners tend to spend most their time in the rear or the side of the building.



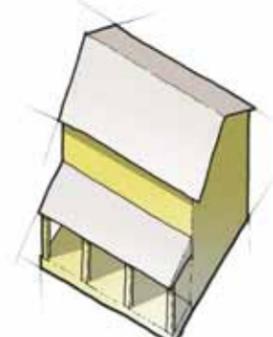
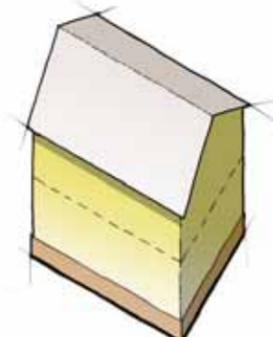
NO



SINGLE FAMILY

MULTI - FAMILY

MIXED USE



Any building has four main sides. This may seem like an elementary concept, but commonly forgotten. If a material has been selected for the building, this material should wrap around the four sides of the building.

A similar concept is the use of color variety instead of a diversity of materials. Many contemporary designs may change the materials four or five times on a single facade. The same effect can be given through the usage of the same material, but changing the color slightly. The intentional differentiation of materials is too harsh, distracting, and expensive.

The example below shows the typical use of frontage materials: all the expensive brick is in the front while the sides and back are forgotten. This is what should NOT be built in the City of D'Iberville. Instead of making the building look valuable with the brick, it shows its false economy at the turn of the corner.



NO



SINGLE FAMILY

MULTI - FAMILY

MIXED USE

A variety of architectural styles may be used throughout the City of D'Iberville. The most prominent traditional styles are Arcadian-Creole, Victorian, Classical, and Arts and Crafts. These styles are shown in greater detail within the Congress for the New Urbanism publication titled: "A Pattern Book for Gulf Coast Neighborhoods" by Urban Design Associates.

The architectural spectrum is shown for each function from top to bottom. However, the spectrum is not only about style but, most importantly, it is about the definition of building typologies from the most simple to the most complex.

Due to cultural, climate, and traditional constraints, the City of D'Iberville has adopted these styles. Nevertheless and regardless of the proposed style, buildings with time-tested proportional systems and scale hierarchies can also be submitted for approval and review.

The example below shows what is NOT allowed in the City of D'Iberville. Though simple, this adobe style of architecture is a tradition in other areas of the country. Each building design should embrace the regional traditions of Southern Mississippi and the City of D'Iberville..



NO

SINGLE FAMILY



MULTI - FAMILY



MIXED USE



Materials should be placed and combined ONLY horizontally. By changing the materials in horizontal bands the house appearance is more stable and more structural.

Building materials should be heavier at the bottom and lighter at the top.

Single family and multi-family exterior finished materials are limited to brick, wood siding, fiber-cement siding, and stucco. Brick should be placed towards the bottom in order to give the sensation of being visually supported.

The exterior finished materials of any mixed use building should be limited to stone, brick, and stucco.

The example below shows the use of improper vertical material placement. This type of arrangement is NOT allowed in any neighborhood in the City of D'Iberville. Notice that there is no base under the siding –giving it an unstable and has a sinking appearance.



NO



SINGLE FAMILY

MULTI - FAMILY

MIXED USE

Some materials are visually more appealing than others. This consideration has been taken into account in the decision of permitted materials in the City of D'Iberville.

A Transect Zone with single family and multi-family permits the use of wood siding, cement siding, and stucco.

The majority of mixed use buildings should be found in the most dense areas of the Transect. The materials allowed should be stone, brick, and stucco.

According to FEMA standards, the buildings that are required to raise a certain amount must use a break-away material. If the building is raised due to its location, the supporting piers must be sturdy. Between the building supports there must be a break away material.

The example below shows what should NOT be built. The use of short-lasting vinyl siding is not acceptable.



NO



The proportions of each building and/or building element are vital to the overall beauty and value of any neighborhood assemblage. For instance, it should be understood that all openings, windows, and doors work much better when they are vertical in proportion.

Windows have to be taller than wider. This type of proportion gives the building life and relates to people at a human scale.

Columns should have an intercolumniation no larger than the length of the column. The intention is to create a vertical opening between columns.

It is also preferable for the entire building to be of good proportion. The single family building is shown as an upright rectangle. A flatter rectangle would be less desirable and would give a “dead” appearance.

The elevation of the multi-family building (shown here as a duplex) is shaped as a square. The spaces between columns on the porch have a square shape as well.

The mixed-use building is a simple square with a triangle gable. The first floor is much taller than the residences.

The picture below is an example of what is NOT acceptable to be built in the City of D’Iberville. The entire building is horizontal. The window is horizontal; the shutters are not operable and reinforce the horizontality of the window.

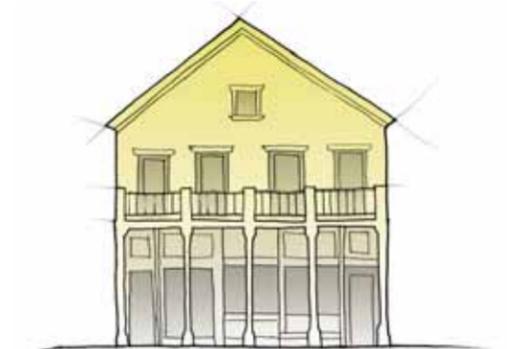
SINGLE FAMILY



MULTI - FAMILY



MIXED USE



NO



FENESTRATION RATIOS

WALLS

All openings should not be more than half of the total building wall area. Too many windows make the wall appear weak and unstable. Of course, it is also possible to have the opposite situation -too few windows.

In the single family diagram, the analyzed front wall, excluding the raised porch, measures 25 by 10 feet, making an area of 250 square feet. The total window area, including each frame is 75 square feet. Therefore, 30 percent of the wall is glazed. This system is to be used, independently, on all four sides of the building. One single window should not comply with the opening requirements in the Smart-Code for the City of D'Iberville.

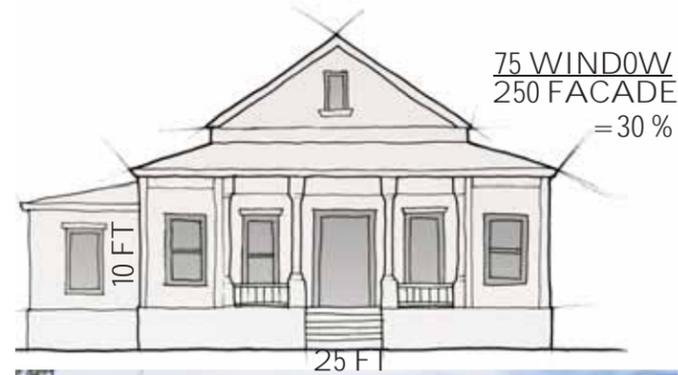
The multi-family building shown is a one-story flat with a townhouse on top. The study area is from ground floor to below the roof. This makes an area of 1100 square feet, 38 by 20 feet. The total window area (including the frame) is 300 square feet. Therefore, the wall is 25 percent glazed.

In mixed use buildings, only the stories above the first floor (the private residential units) can not be more than half windows and glazing. In the diagram, the analyzed wall measures 28 by 30 feet, calculating 840 square feet in area. The window area total is 210 square feet. In conclusion, the upper residential floors are 25 percent glazed.

The first story of a mixed use building (typically occupied by retail or commercial uses) must be detailed as a shop front. The pictured wall is 450 square feet in area, 28 feet by 16 feet. The window area (including the frame) totals 360 square feet. This gives the facade an 80 percent glazing total.

The following example is showing the exaggerated fenestration. The use of too many windows makes the building heating and cooling difficult and gives the wall an unstable look.

SINGLE FAMILY



MULTI - FAMILY



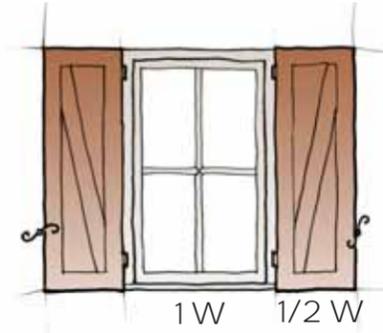
MIXED USE



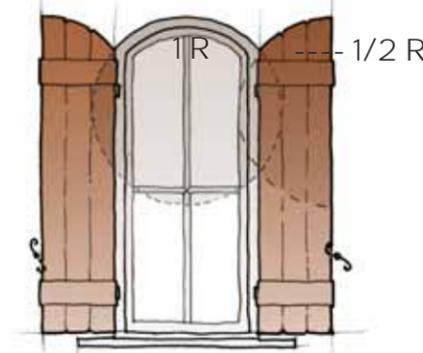
NO



SINGLE FAMILY



MULTI - FAMILY



MIXED USE



Shutters are meant to cover the entire window as a protection against strong winds and water. The use of "fake" shutters is unfavorable.

The diagrams show a few examples of shutters. No matter the shape and size, the width of each shutter must be half the width of the window. In the same way, the height of the shutter must equal the height of the window. Similarly, in the case of window arches, half the perimeter of the circle must be identical to the arch in the window.

Shutters that are nailed or screwed to the wall are NOT acceptable, as shown below.



NO



SINGLE FAMILY



MULTI - FAMILY



MIXED USE



Entrances are important as being the point where people enter and exit. However, it is contemporary practice to design double height entrances. As shown, elegant beauty may also be found in the single height entrance.

As diagramed, the single family house is simple, but the entrance is apparent and not lost within the front facade. The entrance is understated and well designed.

The multi-family diagram shows a house with two stacked units. No double height entrance is necessary -even in the case of a multi-family house.

Depending on the design of the specific building, two separate entrances are necessary: one or more for the retail space and one for the residences. In either case, only single height entrances are needed.

These suggestions are good for the typical housing types. Civic buildings are meant to appear different. Therefore, a double height entrance is acceptable in the case of civic buildings.

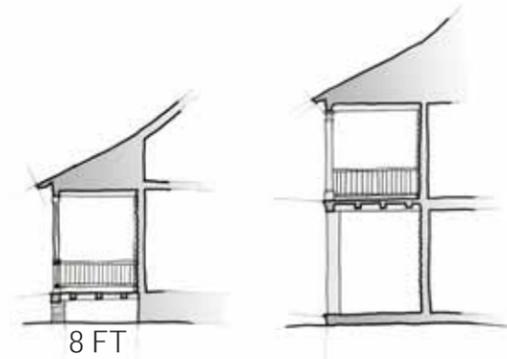
The picture below shows a typical double height entrance. This should NOT be built in the City of D'Iberville.



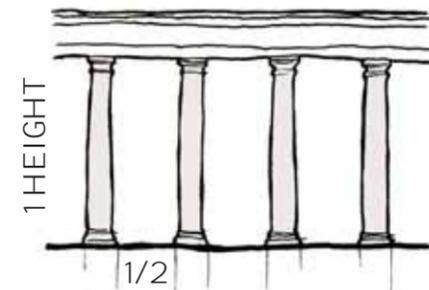
NO



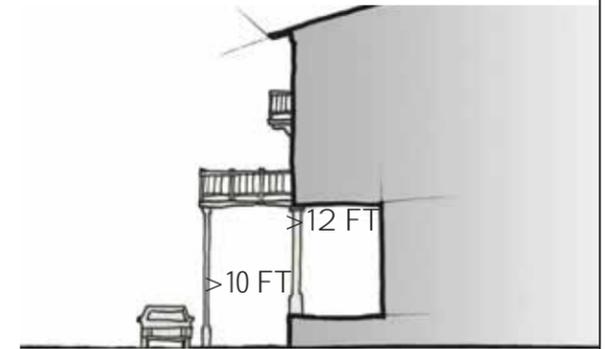
SINGLE FAMILY



MULTI-FAMILY



MIXED USE



The treatment of a private frontage is what gives each house its unique flavor. Whether it is the porch, stoop, lawn, fence, terrace, forecourt, shop-front, gallery, or arcade, they all need special attention in design.

It is important for the porch to have a depth of at least 8 feet. This makes the porch usable for the average family. When porches are too narrow, the space is wasted and unusable.

The spacing between each individual column is vital to the appearance of porches, terraces, galleries, and arcades. The ideal spacing between columns is half the height. But it is possible to space them at a maximum of one time its height -making a square with the space between columns.

Combining galleries with arcades is vital along the main commercial streets. Each gallery is to be on street level, measuring at least 10 feet wide. The arcade is to be raised to meet FEMA requirements, between 1 to 6 feet. The width of the gallery should be at least 12 feet wide.

The picture below is what NOT should be built in the City of D'Iberville. This porch is too narrow -not allowing the placement of any outdoor furniture. The spacing between is too wide -defeating the intercolumniation rules.



NO



All balconies should not project more than 3 feet. It is also important to complement their strength with visual supports and brackets.

Materials used can be: painted or stained wood, concrete, stone, or metal. It is recommended to avoid galvanized tin.

Balconies can be used in single family, multi-family, and mixed use. They can be designed for individual openings or stretch along the building facades.

All balconies must be accessible from a door onto the balcony. A short window behind an inaccessible balcony is not acceptable.

Balconies must be able to accommodate a person comfortably. Those that are “just for looks” and too narrow to fit a person are not allowed.

The picture below shows what should NOT be built in the City of D’Iberville. No visible brackets are shown, therefore giving the illusion of a weak and incapable balcony.



NO



Signage is necessary for advertising and communicating what a business does. However, when it is directed towards people it should have a human scale.

In a typical single family residence, there are not many types of signs. This diagram shows a possible yard sign advertising real-estate, as well as the building address.

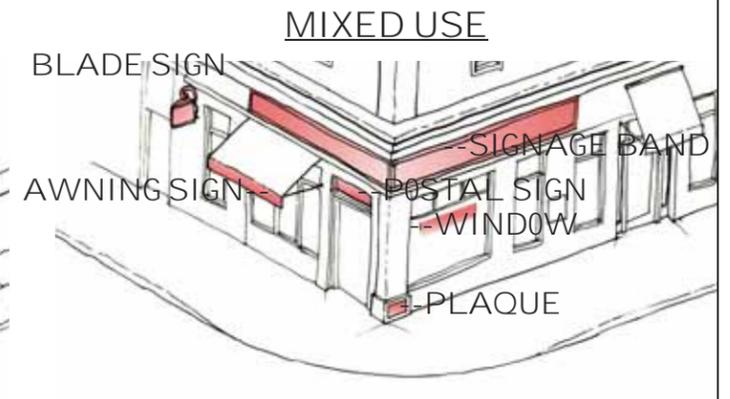
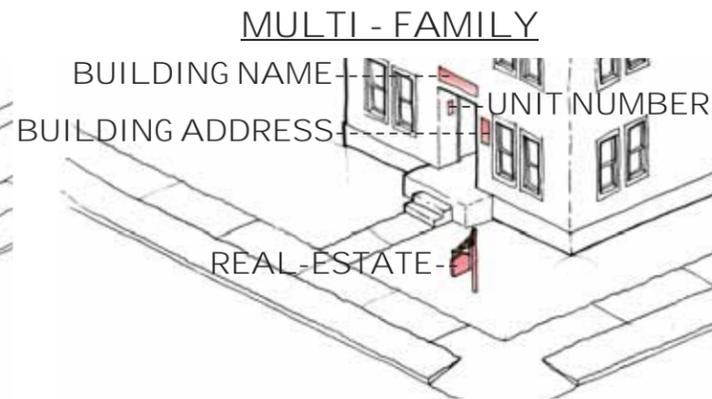
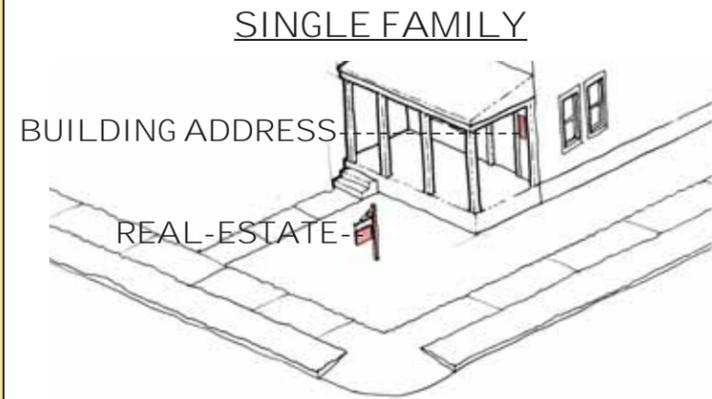
A multi-family building usually requires larger and more consistent signage. The real estate sign and building address remains the same as in the single family residence. However, the building name may become important for the individual apartment building or for the expression of some historical significance. In the case of duplexes, the unit identification on each door is also an important signage feature.

Commercial signage is used more often in retail and service buildings. A blade sign is a small type of signage attached perpendicularly to the facade. Awning signs may also be incorporated into the surface of the awning. Metal plaques, or boards, are usually attached directly on the wall. Etched and painted signs are also recommended. Postal signs should be located directly above the door. Signage bands are the most commonly used signs for businesses. The SmartCode for the City of D'Iberville also prescribes the use of neon lights for as long as they are placed behind the glass.

The storefront below is an example of what should NOT be allowed in the City of D'Iberville. In addition to the low quality storefront design, the proposed signage is too large, pictorial, and too high. A person walking along the sidewalk would be unable to read anything on this sign.



NO



Well-designed storefronts help transform any main street commercial into an enjoyable walkable street. There are a few guidelines that are important in the design of a storefront.

The amount of glazing should be considered. At least 70 percent of the storefront must be glazed. This ratio of glazing to wall allows plenty of space for window displays, signage and more.

A great variety of storefront options are nowadays available. The flowing design options have been adapted from the drawings of Urban Design Associates.

Depending on the design of the building, it may be necessary to design two separate entrances: the residences and retailers. Typically the retailer entrance is a continuation of the display glazing. The door itself may have a large amount of glazing. The residential entrance, on the other hand, may be recessed within the wall. The residential door may have a small amount of glazing -or none at all. Usually it is a single door.

The storefront below is an example of what should NOT be designed. The glazing is less than 70 percent of the façade; the doors used do not appear welcoming; and, in general, they are similar to fire doors. Moreover, the materials used are not durable.

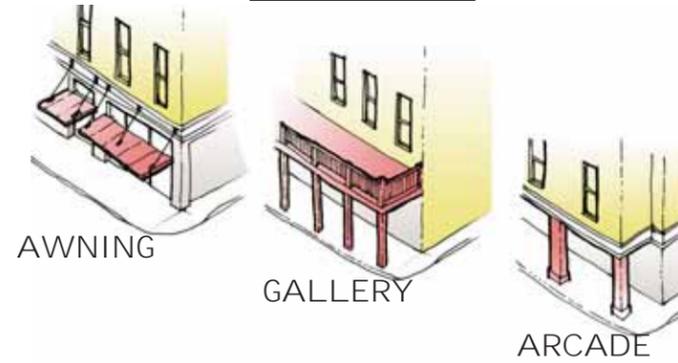


NO

STOREFRONT GLAZING



STOREFRONT



AWNING

GALLERY

ARCADE



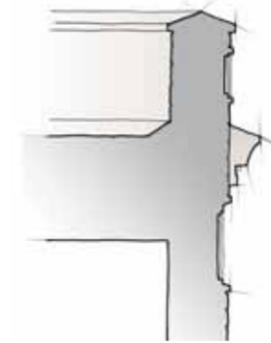
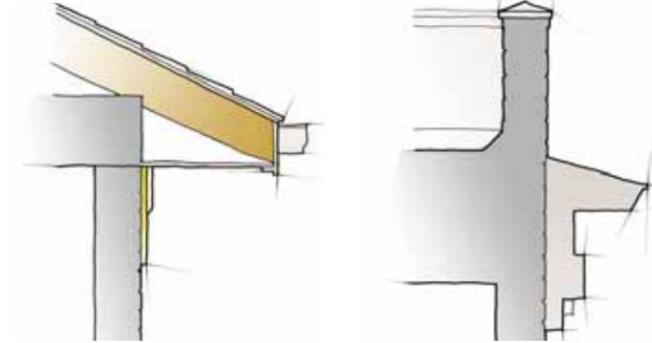
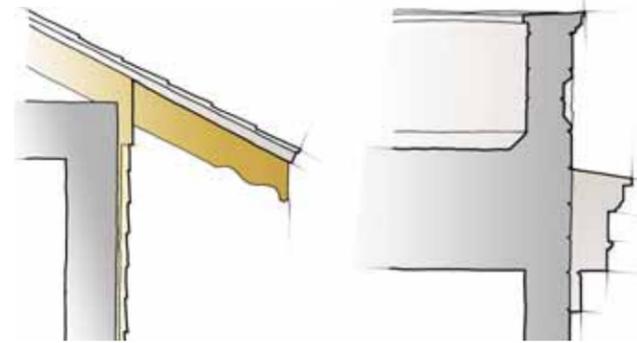
FACADE SHARING



SINGLE FAMILY

MULTI - FAMILY

MIXED USE



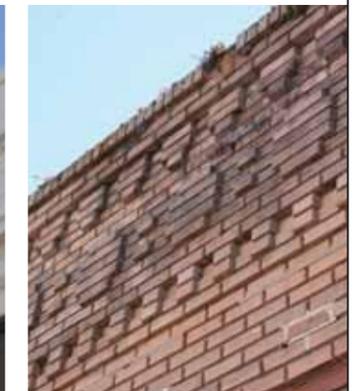
The roof details should not be forgotten because it is above the person. This detail is important, because it is the last element of the building before the sky.

Usually single family housing can lend itself to visually lighter details. For the reason that only one family is living there, the materials can be less durable and heavier. All sloped roofs should not be less than 5:12. This will allow for necessary water run off.

The multi-family construction is usually made of more durable materials. The roof details are typically heavier. The roof, as in the single family, will not be less than 5:12.

Parapets are typically used more often in mixed use buildings. The parapets must be tall enough to cover from public scrutiny any type of equipment located on the roof. Parapets should add to the overall decoration of a building facade. Any building should be allowed to use sloped roofs, if so desired.

The multi-family building below is an example of what should NOT be acceptable in the City of D'Iberville. Please notice that the roof has a very low slope -not allowinf for appropriate water run off.



NO



Not only is small scale farming enjoyable but, it is important for the community. Food production at a small scale gives a sense of independence and identity.

A single family residence has many options. In a very rural area, a family could have its own farm. Some agricultural plots could be made available for families as well. A vegetable garden could be planted in a back yard. Even an entire block could share their land, or the city could provide the land, to create a community garden. A single family home could create their own great garden.

A multi-family building can do similar types of food production as well. The diagram shows a vegetable garden located behind an apartment building. Other possibilities include an urban farm or community garden that the residents could contribute to. A green roof could easily be constructed about an apartment building.

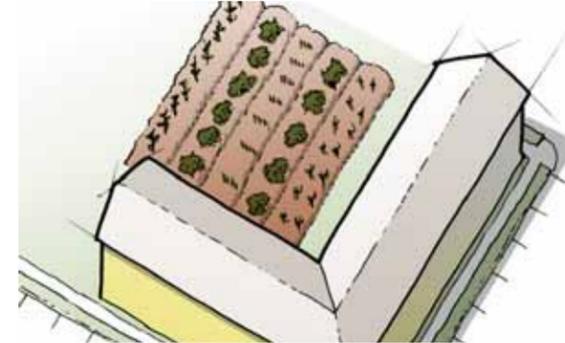
In the dense areas surrounding most mixed use buildings, it is difficult to own an individual farm. Therefore, the residents or even some of the local businesses could create an urban farm or community garden. Green roofs could also be a way to produce food from each building.

The example below is NOT acceptable in the most urban Transect Zones. Each Transect Zone has its own allowances as prescribed in Table 25 of the City of D'Iberville SmartCode.

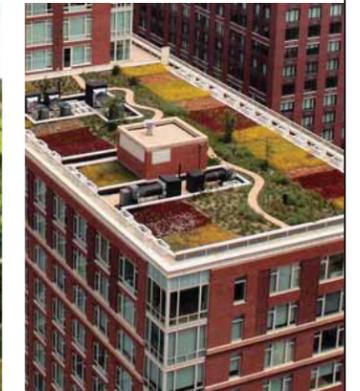
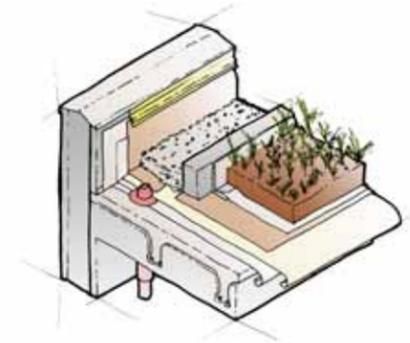
SINGLE FAMILY



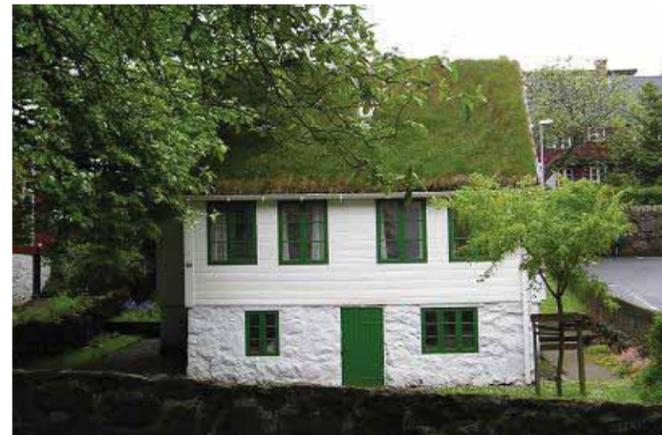
MULTI-FAMILY



MIXED USE



NO in T5



Other form of energy intake is an opportunity that the city of D'Iberville is making available to its citizens. For its location in the south of the country, it has many possibilities of using sun light to transform into energy.

Either roof mounted solar panels or panels as public furniture are great ways to obtain energy. All single family, multi-family, and mixed use should be able to use either of the solar energy options here shown.

For sloped roofs, it is preferable to place the solar panels away from the public view. Gable fronts are able to locate them on either side. The broad front type is best to have the solar panels in the back of the house, away from public sight.

The picture below shows the incorrect way of using a solar panel. The solar panel should NOT be free standing in a family's front yard.



NO



Creating power from wind is another option that the City of D'Iberville supports. Located near the Gulf, wind is a good investment for obtaining energy.

The single family, multi-family, and mixed use are able to share the same equipment. There are a variety of wind-powered devices.

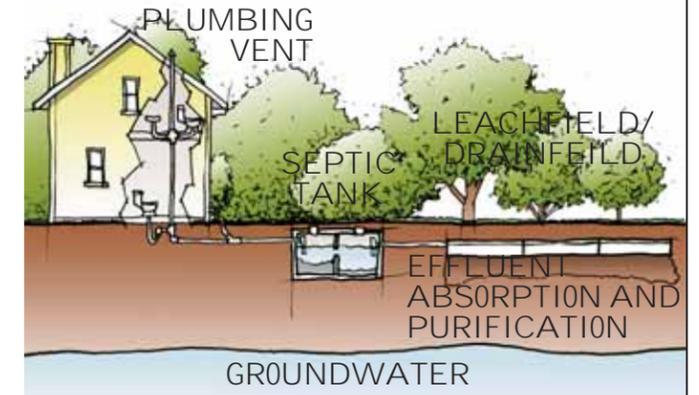
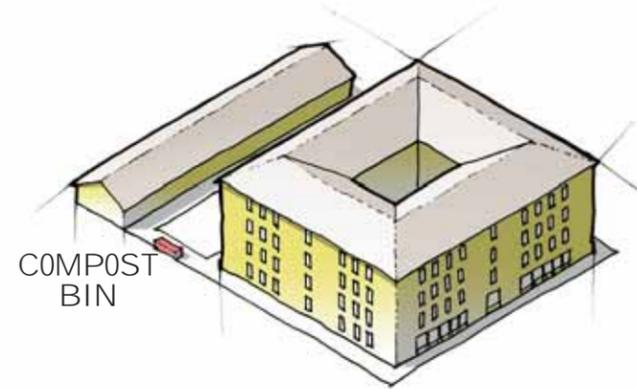
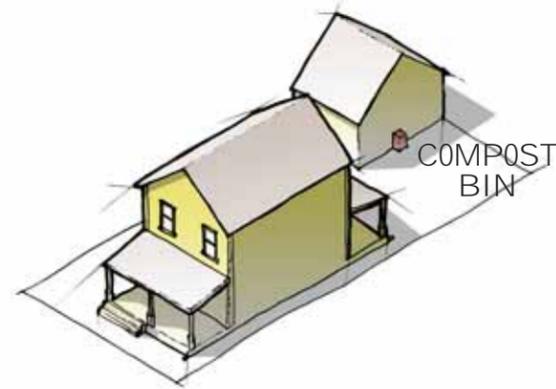
The most common is the horizontal axis. This device is usually found in rural areas. An urban device option is the vertical axis –which is more silent and may take wind power from various directions. Another possibility is using the wind turbines as public furniture in the public spaces of the city.

It is better NOT to have the turbines located in the most visible area of a property. The example below shows a large turbine located near the entrance.



NO





The use of compost bins is a good resource for limiting the amount of waste a family produces on a daily basis.

Septic bins reduce the dependency a family may have on a city. This independency is positive for any household.

The following example is what should NOT be allowed in the City of D'Iberville. The visibility of this compost bin is not pleasing to the eye. This would depreciate the value of any home.



NO



In a wet environment like the City of D'Iberville, managing the water run off is important.

In the more rural areas of a typical single family house, most the water is evaporated. While another good percentage is directly absorbed. Therefore, it is best to have vegetative swales for absorption. Larger projects should also consider a "Living Machine" system for its water cleansing and management.

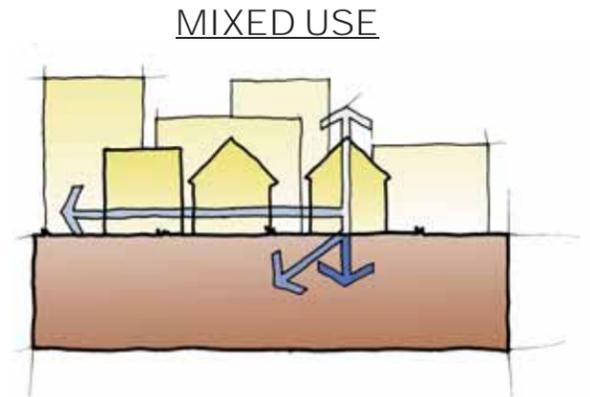
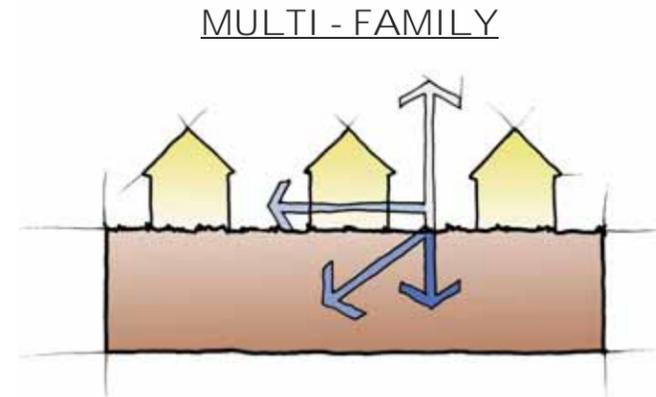
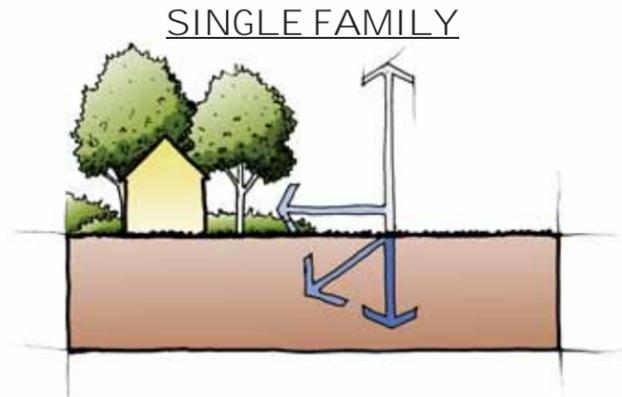
A multi-family residence, less water can be directly absorbed or evaporated. A greater amount of water is indirectly absorbed. Therefore streets with planter strips and stone swales are useful.

Channels, gutters, and other forms of water guidance may work well in the most urban zones of the Transect.

Retention ponds of the kind often found in suburban sub-divisions are NOT acceptable in the downtown area of the City of D'Iberville.



NO



Paving is an important feature to any site. A good choice of material will contribute greatly to any property.

Single family buildings have the option of procuring more natural paving materials. These include embedded stone with grass growing around or between the pavers. Pedestrian traffic is low; therefore the width of paving should be narrow. This will also create a sense of privacy for the public street.

The multi-family building may need more durable materials than the single family due to heavier traffic. However, it is important for the paving material to be permeable.

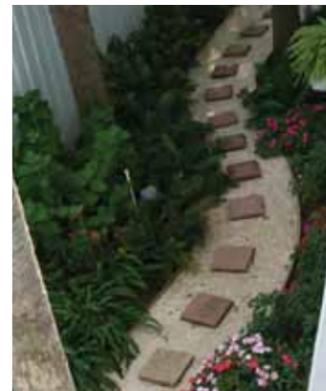
Mixed use buildings require durable materials. These will receive the greatest amount of pedestrian traffic. Therefore, it is valuable to have large patterned sidewalks. This will break up the sidewalk visually as well as functionally -for maintenance and water run off.

Asphalt or oil based materials are NOT the ideal for paving in any area of the Transect. Asphalt may have a low initial cost but, it will not last long and will require a high degree of maintenance.



NO

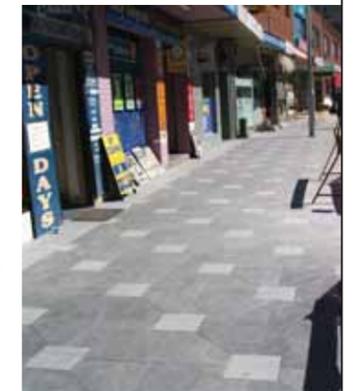
SINGLE FAMILY



MULTI - FAMILY



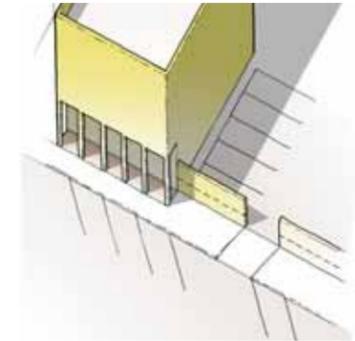
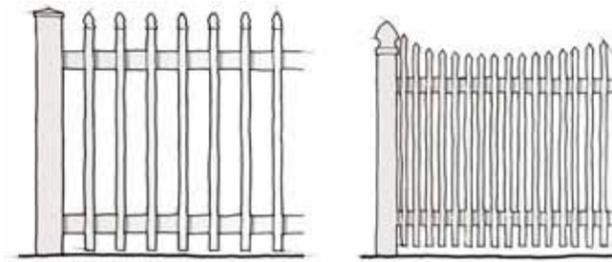
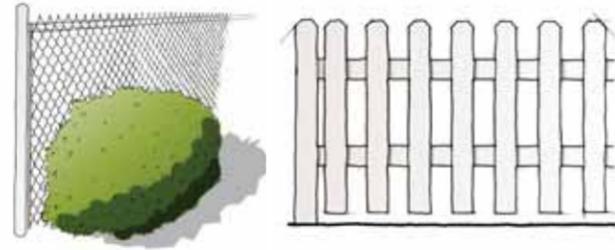
MIXED USE



SINGLE FAMILY

MULTI - FAMILY

MIXED USE



Fence design is a unique reflection of the individual owner and should vary according to the building type and its location within the Transect.

Single family fences are usually the lowest in height. These fences should never be taller than 42 inches. Chain link fences are not allowed in the front yard -if located somewhere on the lot, chain link fences must be covered from public view with a hedge of at least 42 inches.

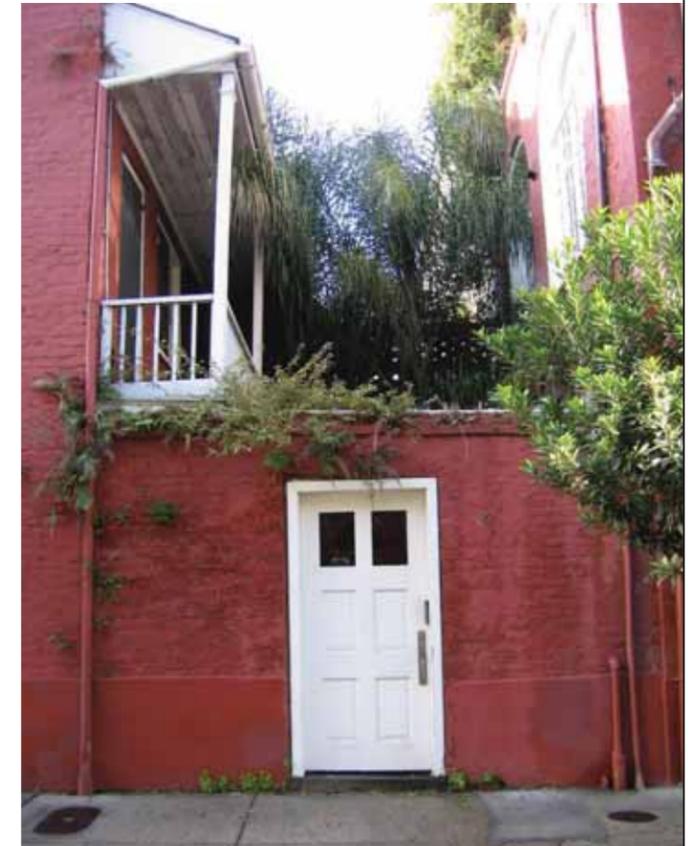
Multi- family fences may be taller, but never taller than 6 feet.

Mixed use buildings use more solid materials in the fence, often called the street screen. They should be between 42 inches and 8 feet tall and should match the same principal material of the building.

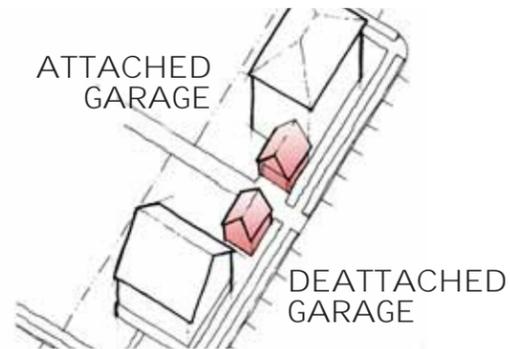
The below example is NOT allowed as a front fence -no matter how it is used.



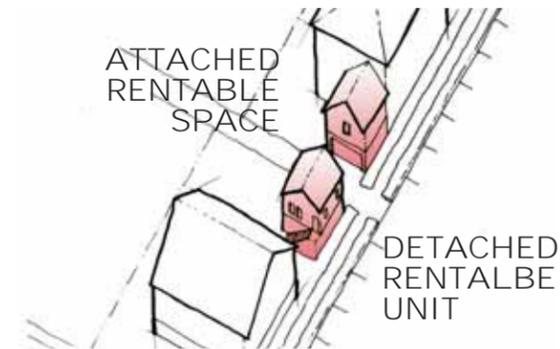
NO



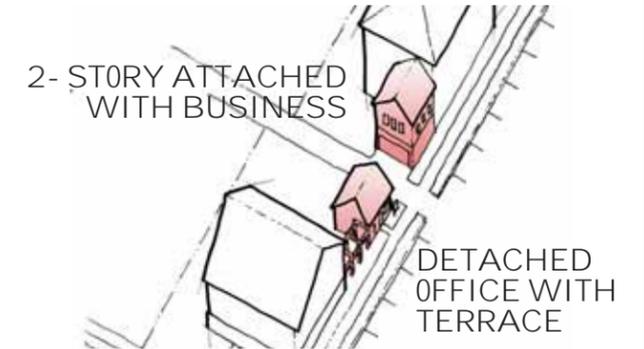
SINGLE FAMILY



MULTI - FAMILY



MIXED USE



Outbuildings, commonly called the garage or shed, may serve more than the purpose of a place for the care of the automobile.

Although, a typical use of an outbuilding in a single family residence is a garage, outbuildings may also be used as solutions to affordable housing. Ideally, they should be accessed from an alley or residential lane.

In the multi-family building, the second floor of the outbuilding may be furnished as a rentable space. This concept is often called a “granny flat.”

A simple house with an outbuilding may have an office or a business.

A front loaded garage, such as the one pictured below, is NOT allowed in the City of D’Iberville. These designs hide the building and only put priority in the car -not on the owner.



NO



Each building's disposition reflects in the location of its yard. There are four main yard types: edgeyard, sideyard or L-shaped, rearyard, and courtyard.

The edgeyard is a building occupying the center of its lot with setbacks on all sides. It is the least urban of all the types.

The single family building includes the cottage house and neighborhood house. Both of these have yards on all four edges of the lot.

The multi-family building have the scale of a mansion building. With parking in the back, there is yard space on all sides of the lot.

The mixed-use building includes the detached Live-Work housing type. This building with the combination of a family and an office or some small business has yard on all four sides.

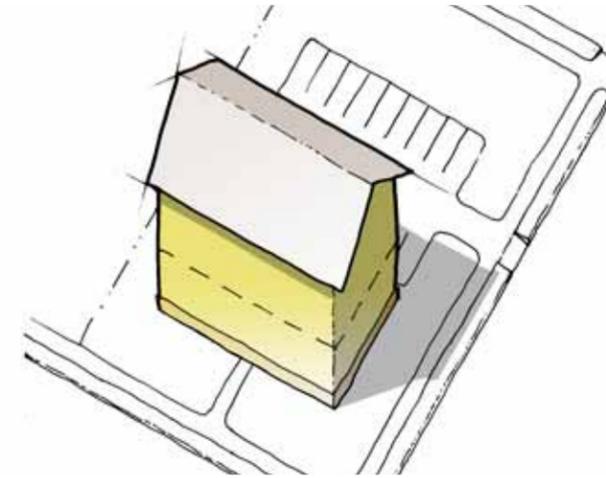
The building below is an edgeyard. In this case, there is no landscape attempt on either of the yard sides. One-third of the front yard is occupied by the three lane driveway.

SINGLE FAMILY



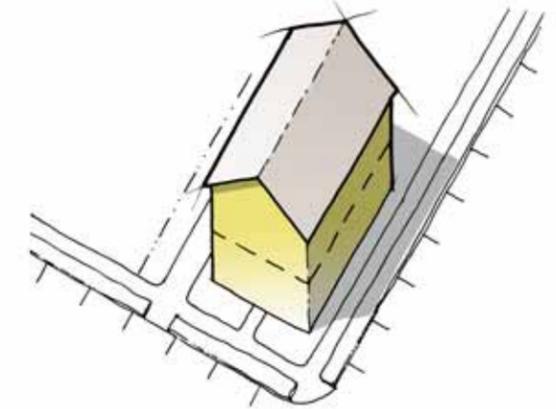
NEIGHBORHOOD HOUSE

MULTI - FAMILY

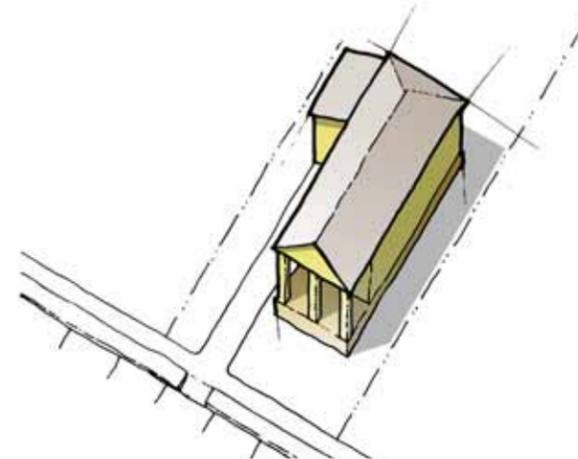


MANSION APARTMENT TYPE

MIXED USE



LIVE - WORK

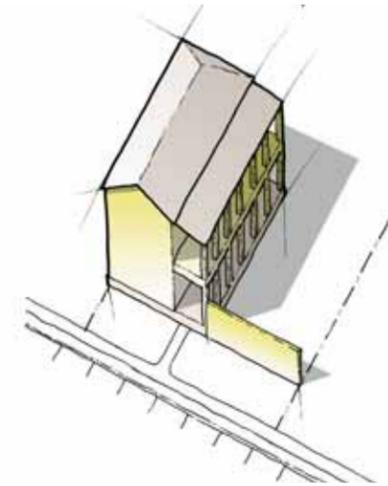


COTTAGE HOUSE



NO





SIDE YARD HOUSE



With the right orientation, the sideyard building type permits the benefits of both the sun and the breeze.

The example below shows a sideyard that is NOT maintained. Typically, sideyards have the opportunity of great beauty and purpose.



NO

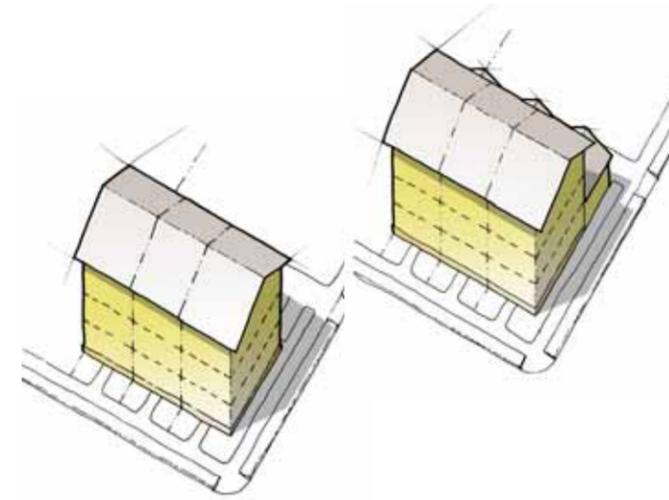


A rearyard is a building that occupies the full frontage, leaving the rear of the lot as the sole yard. This is a very urban type -continuing the building wall along the street.

Townhouses, often referred to as Rowhouses, are great examples of this type. Sometimes they may have a small public yard in the front but, generally, the majority of the yard is in the back.

Outbuildings are always located in the back, either attached or detached. Rear parking is absolutely necessary for the success of this type.

The example below is NOT allowed to be built as townhouses in the City of D'Iberville. Garages should never be in the front. Buildings should not be set so far to the back,. Unnecessary stepping of the buildings should be avoided.



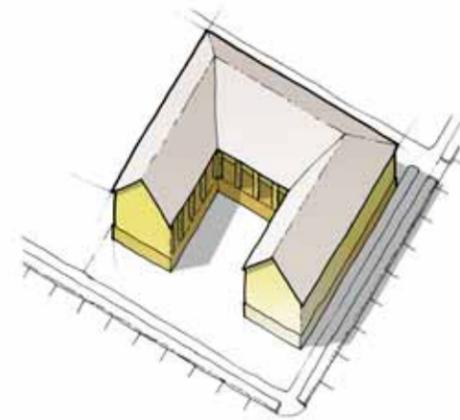
TOWNHOUSES (ROWHOUSES)



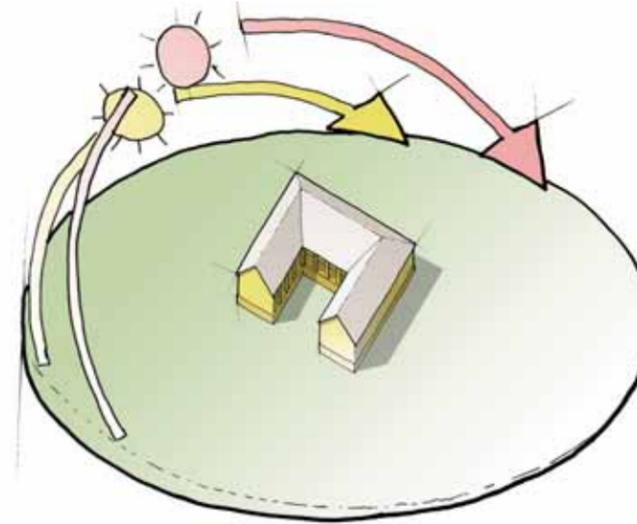
NO



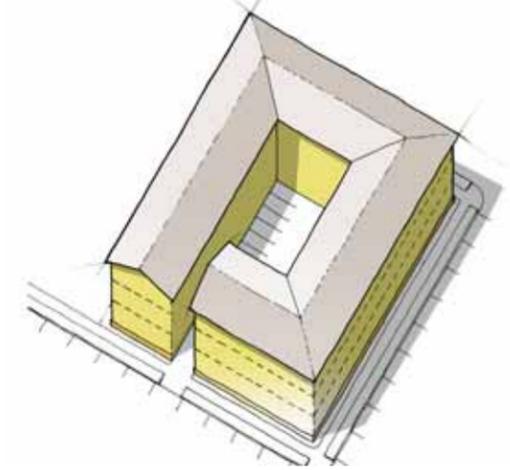
SINGLE FAMILY



COURTYARD HOUSE



MULTI - FAMILY



COURTYARD APARTMENT TYPE

The courtyard type is a very urban type. This is a building that occupies the boundaries of its lot while internally defining one or more private patios.

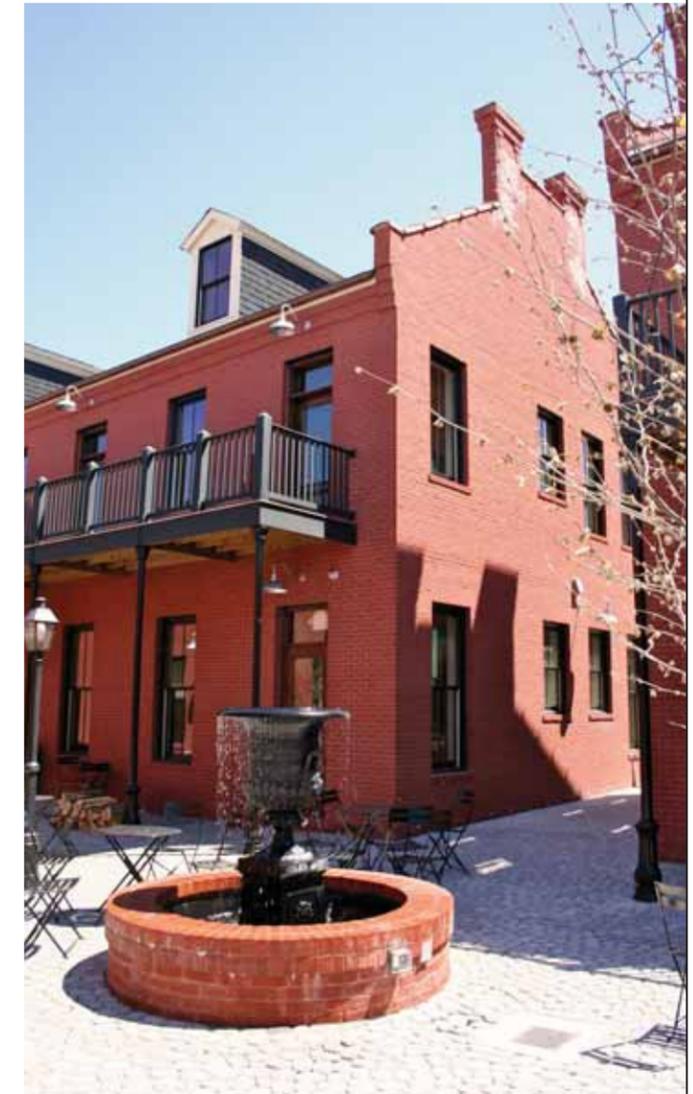
Single family housing will include the courtyard house. The building location of this house leaves the primary space in the center of the house.

Each courtyard should be designed in accordance with the sun. Such designs will provide a good balance of sun and shade.

The building courtyard has generally a green area in its core.

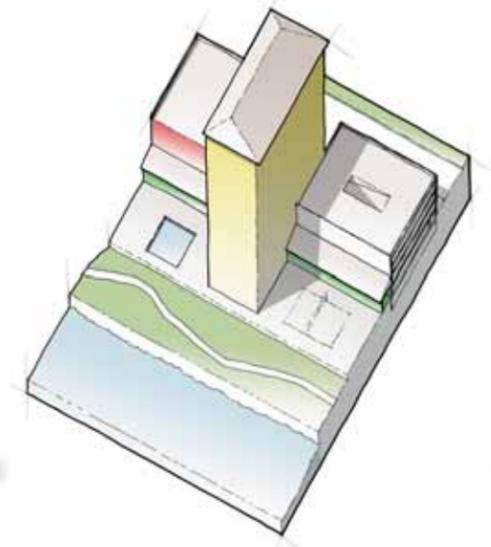
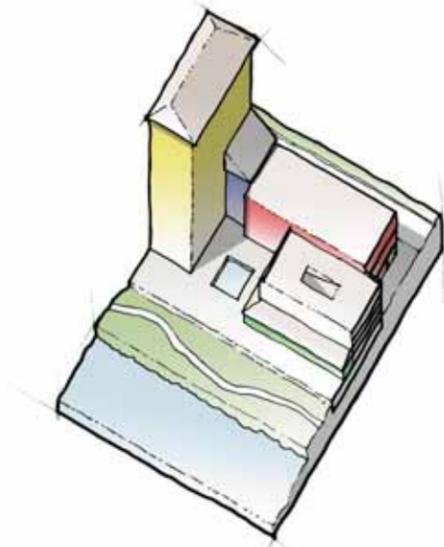
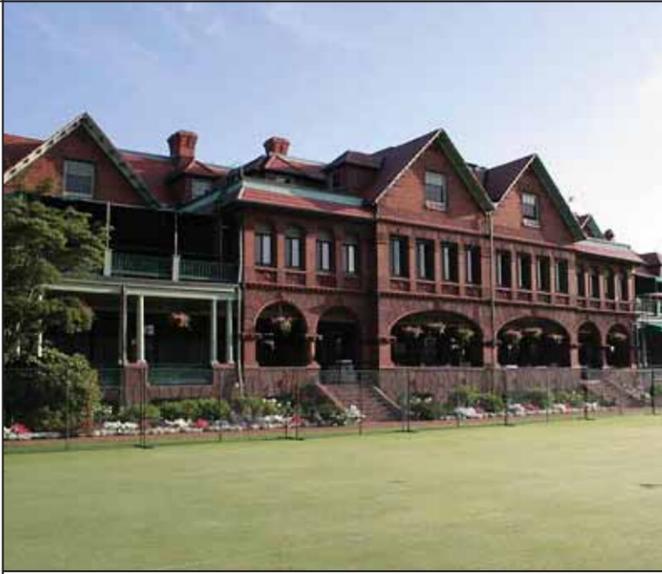
Mixed use buildings may also be configured as courtyard buildings.

The following is a bad example of a courtyard. All courtyards should be adjacent to windows, balconies, galleries, etc. The courtyard should be a place of delight. It should be surrounded with fountains, plants, chairs, etc. This courtyard does NOT, and only has a drain, trash cans and one table to the side.

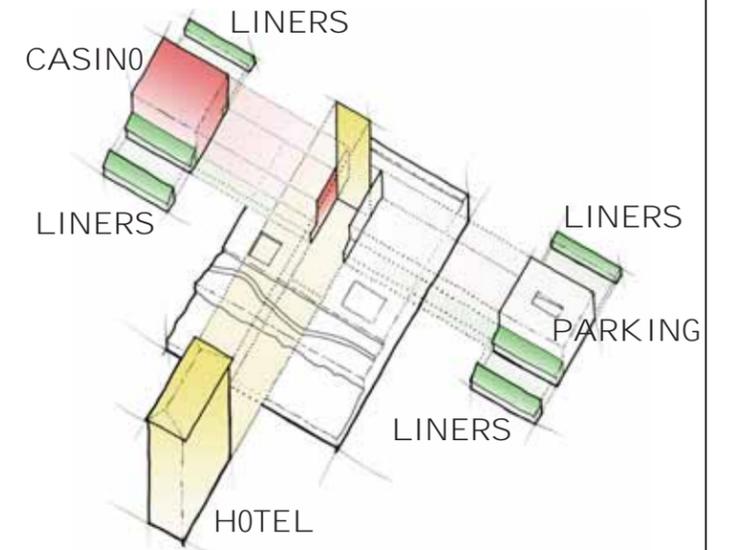
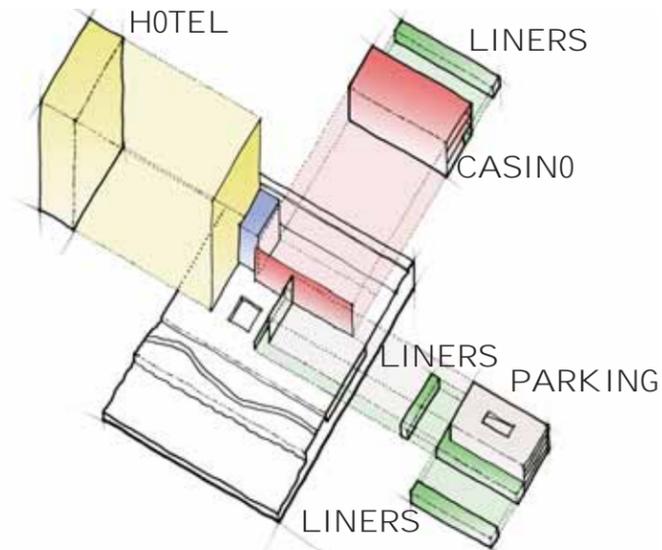
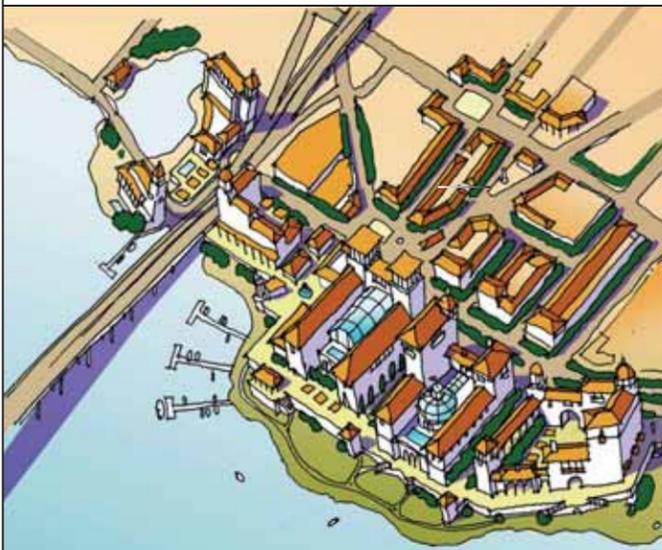


NO





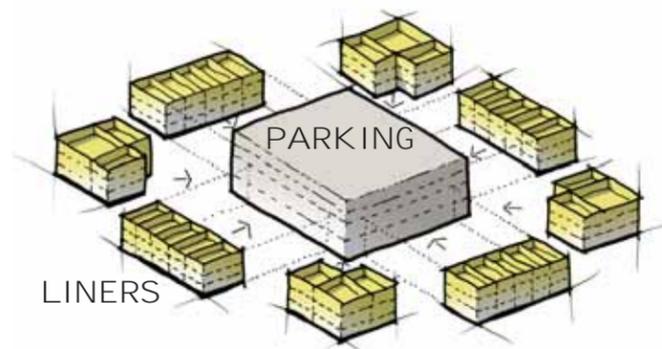
D'IBERVILLE WATER FRONT



The waterfront includes a variety of development types including: casinos, hotels, restaurants, home businesses, core galleries, cafes, and businesses geared towards entertainment and the interests of the arts and culture community.

This section discusses the guidelines for special districts including the casino complexes. The city of D'Iberville is not interested in suburban-style casinos using too much land for parking areas. The Citizens Master Plan calls for compact and pedestrian-friendly casinos faced with commercial liners and intimate building massings.

LINER DISPOSITION



The parking garages should be continuous and should be lined with active programs and functions. This building configuration avoids being viewed from the public spaces of the street.

Each parking garage should not be taller than five stories, including the deck parking.

The parking should always be covered by liner buildings on the ground floor. Liner buildings are structures specifically designed to mask a parking lot or a parking garage along the block frontage.

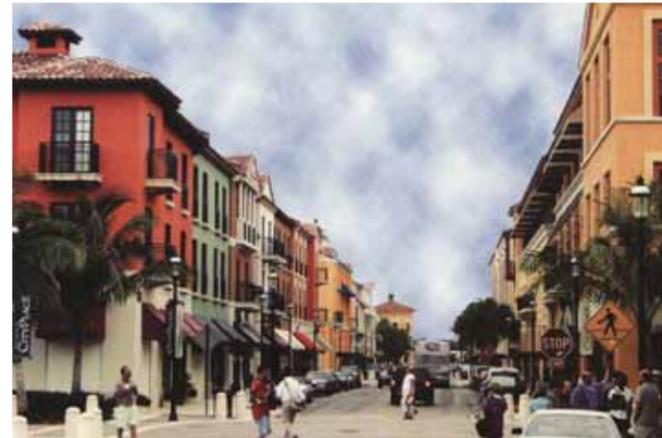
Liners can be as shallow as 20 feet. A liner building, if less than 30 feet deep; typically it has two stories and it is exempt from all parking requirements.

Businesses within a liner can vary from offices to small scale retail. Large retailers do not work well in liners -due to the lack of alley and rear access.

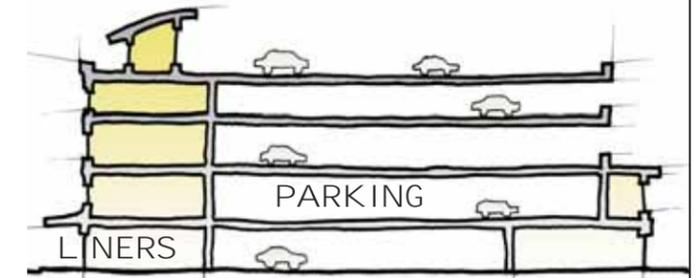
Parking garages are NOT allowed without liners screening the public view. Large, wide, and horizontal parking garages are not an attractive structure. A parking garage can be seen as a normal city block.



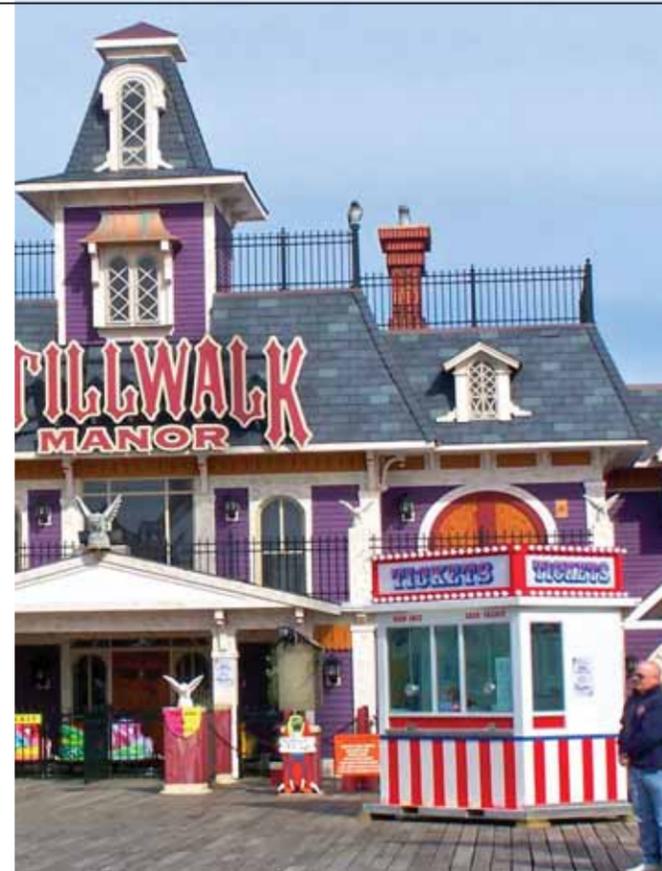
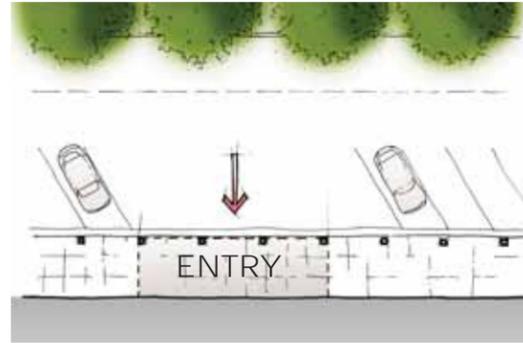
NO



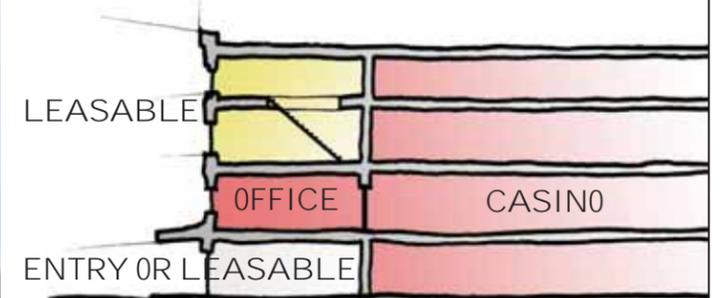
GARAGE LINERS



STREET ENTRANCE



CASINO LINERS



The casinos are a preferred past-time in southern Mississippi. They provide a safe night life, greater quantities of employment, and an economic engine in the form of tourism.

Casinos, or any building within the complex, should not block any view corridor from the city to the bay. These corridors are depicted in the City of D'Iberville SmartCode.

The main casino entrances should be located along primary roads. This main entrance may vary from a simple arcade to an inset courtyard.

All casinos must blend into the street facade. This can easily be achieved with the use of liners. Liners may be casino offices or a separate leasable space.

The example below shows the entrance from the parking lot and a boring wall of the casino. This is NOT allowed to be built in the City of D'Iberville.



NO



Hotels provide the accommodations for both the casino and the city. These hotels should reflect the character advocated by the City of D'Iberville Citizens Master Plan.

The massing of any hotel should clearly show some type of hierarchy. Instead of having a single large mass from ground floor to sky, it is better to break up its building massing in discrete volumes. This hierarchy also implies a variety in the room choices -from economy to exquisite suites.

Hotels, as with the parking and casino masses, should respect the north-south view corridors. These specific corridors are open areas between buildings (sometimes a thoroughfare), that have been coded to remain open for the scenic views between the city to the bay. Please refer to the appropriate diagrams in the SmartCode for the City of D'Iberville.

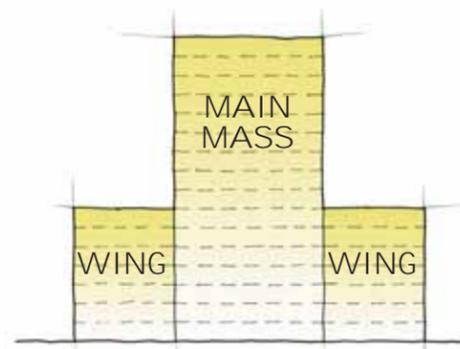
Main lobbies and entrances must be located directly from the street. These entrances may encroach or setback from the street as appropriate.

The example below shows a large, monolithic, and boring structure without playful massing strategies. No views are allowed through this structure, either. Due to its poor massing, the entrance is not well-defined. This type of hotel is NOT ideal in the City of D'Iberville.

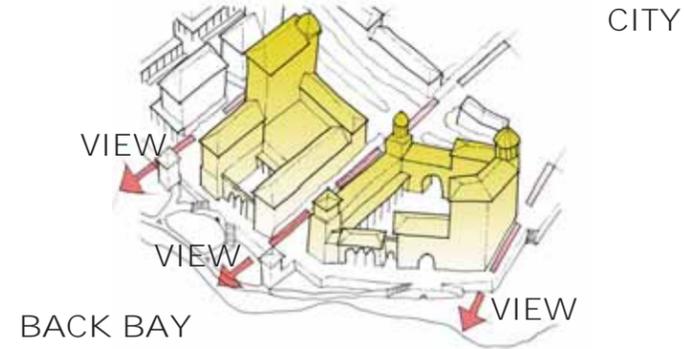


NO

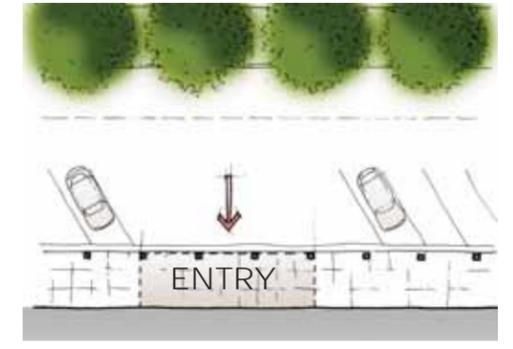
MASSING HIERARCHY



HOTEL VIEW CORRIDORS



LOBBY/ ENTRANCE



WATER FRONT CAFES



BOARDWALK



OPEN ARCADE



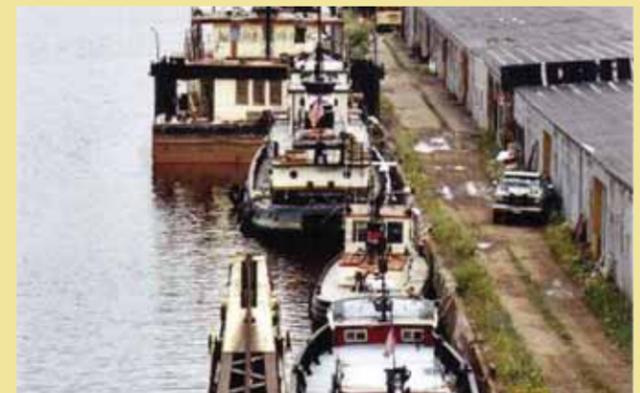
The site of the casino complex is vital to its success.

Water front cafes and shops are important to activate the actual water front behind the casino complexes. These are great places for any type of tourist shops, lounges, cafes, and restaurants. The views onto the bay will guarantee repetitive business.

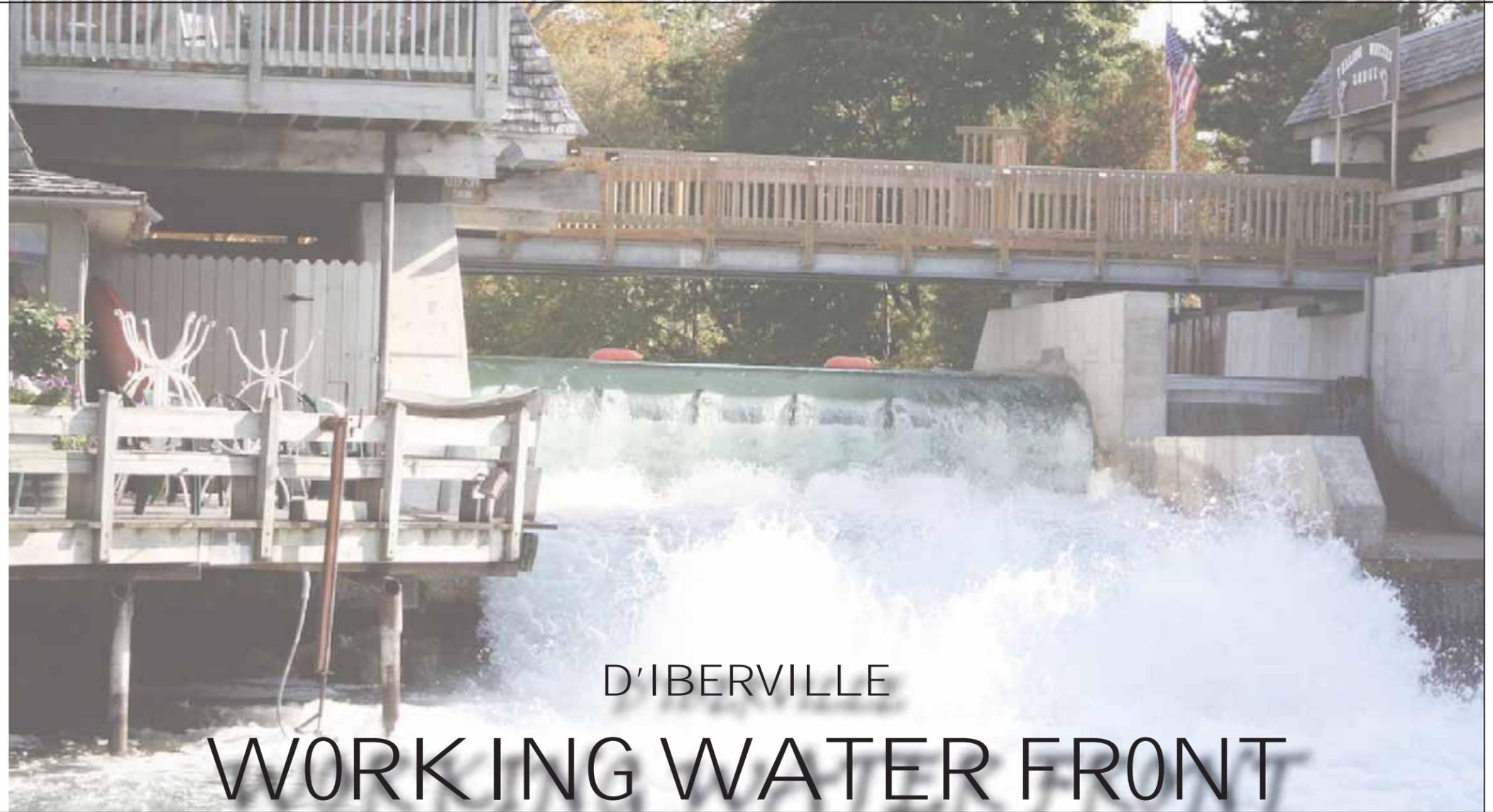
The boardwalk must be maintained for public use.

Due to FEMA requirements, the first floor of these complexes must be raised substantially –up to 24 feet in some areas. Therefore, it is possible to accommodate parking under the main structures of the casino and hotels. However, all parking garages must be lined to enhance the public space for the pedestrians. These could include: temporary retail for tourists, (T-shirts, sun glasses, postcards, etc.) food joints, or any use which can be dismantled quickly for the next large hurricane. Another option is an open arcade for arts and crafts events or other displays.

The following example is NOT allowed to happen in the City of D'Iberville's water front.



NO



D'IBERVILLE WORKING WATER FRONT



A working water front is planned south of Central Avenue and Race Track Road. This area will remind the citizens of the historical value that makes D'Iberville. Along with this commemoration, it will provide amazing views of the Inner Back Bay and Biloxi.

This district is composed of combinations of retail and lodging that could belong to the adjacent hotels and casinos or be independently owned.

The area will create a picturesque ambiance with the character of the most amazing historical working water fronts in America.



MATERIALS PERMITTED

WORKING WATER FRONT



Materials typically give a certain area its unique character. These materials are crucial in the potential effect the working waterfront could offer.

The exterior finish materials are limited to brick, stone, wood, and/or corrugated metal. The encroachments, such as balconies, galleries, and arcades, should be made of painted or stained wood or metal, except galvanized tin.

Each business within the working water front should NOT give the appearance of a factory. The example below shows how no openings in the facade create the sensation of an unwelcoming factory.



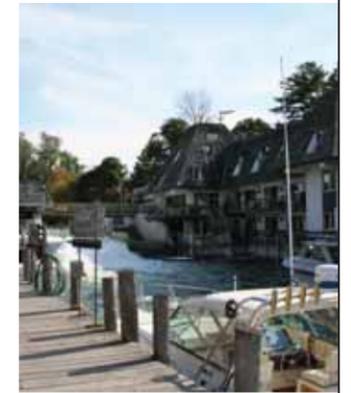
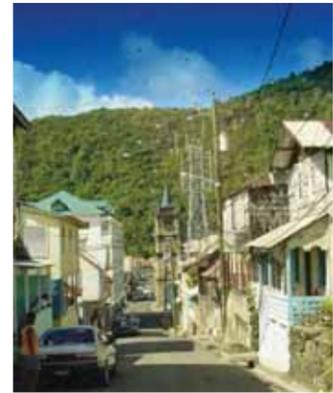
NO



Throughout the City of D'Iberville loading should be preferably done in the rear of the buildings -as to not interfere with the pedestrian public space. Due to the small lot sizes and specific fishing businesses, loading docks and service areas are also allowed along the front.

It is important to keep the view corridors open. Even though the buildings in this district will not be very overbearing, the views to and from the bay are vital.

Even though the buildings are meant to be front loaded, loading doors should NOT be as the pictured front loading businesses below. It is not ideal for the garage doors to be the only element visible.



NO

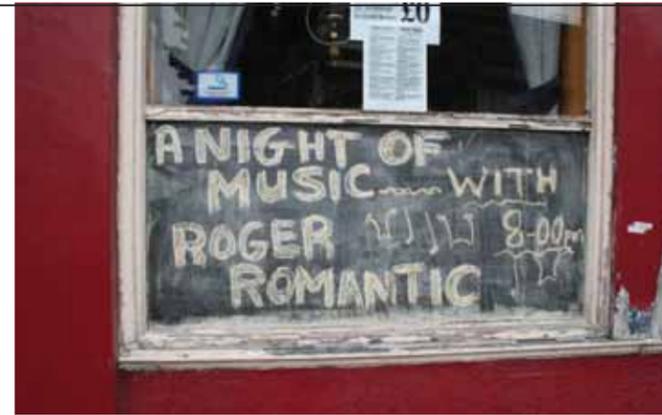


The signage in the working water front district can be larger than the average main street signage. This is allowed to achieve the desired informality of this area.

Signs may be painted directly on the building's walls. However, this can not cover more than half of the building façade surface.

Apart from the address number, blade signs, painted signs, and lighted signs, an additional large sign can be used. This sign is limited to three feet in height.

It is NOT ideal for the signage of a small area to have tall pylon signage. This is a pedestrian area – pylon signs shall be reserved to areas defined by the presence of the automobile.



NO



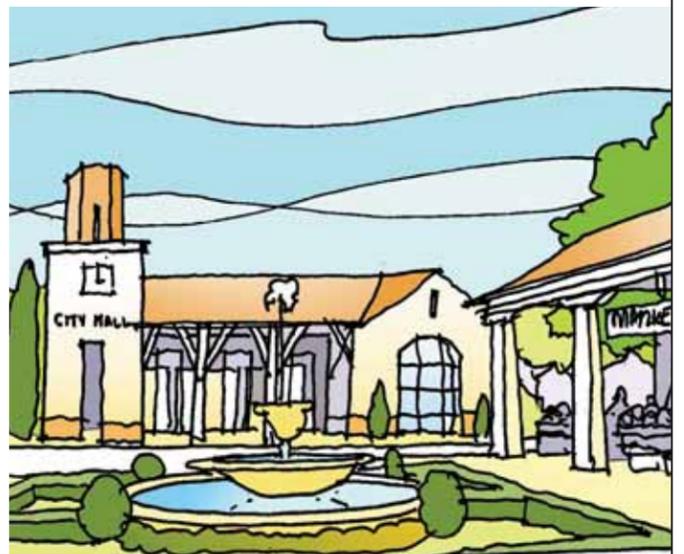
D'IBERVILLE CIVIC



Civic is the term defining not-for-profit organizations dedicated to arts, culture, education, recreation, government, transit, government and municipal parking.

Civic buildings are the specific buildings that the city has to reflect the City of D'Iberville's character and history. Due to the disasters caused by Katrina, nearly all the historic civic buildings have been destroyed. This gives a rare opportunity to recreate a civic type.

All civic buildings and structures are depicted on the Regulating Plan of the SmartCode for the City of D'Iberville in color red. Some already exist, while others are newly proposed locations in the midst of the various neighborhoods or in important locations.





A fronting public space is necessary to visually demonstrate the purpose of a civic building in its community. This space can be as formal or informal as desired. The fronting space could serve a purpose, such as a market, waiting space, manicured garden, or any other extended use of the building.

The public space should NOT be a huge parking space. This type of configuration lowers the significant presence of a civic building and sends the wrong message to the community.



NO



The majority of valuable and well-designed civic buildings are large in scale. The powerful effect of any civic building must not be discarded.

There is no exact formula or rule of thumb that must be followed to scale a civic building correctly. There is usually a set scale that the buildings in the City of D'Iberville should have. This scale is only for the homes and businesses; which are important, but not to the same degree as civic buildings.

The picture below represents what is NOT allowed to be built as a civic building. The scale does not show dominance in its space. One can pass by it, and not give it a second look.



NO

