

MIXED USE RESIDENTIAL (MU-RES)

TEN MILE SPECIFIC PLAN LAND USE MAP DESIGNATIONS

General Information

Map Color



Zoning

R-15 | R-40 | C-C | TN-R | TN-C

Sample Use(s)

- Vertically integrated residential, live-work, office, retail, recreation, parks, multi-family, and townhouses

General Standards

- Target Density for Area: 8 to 12 dwellings / acre
- Recommended FAR: 0.75 minimum
- Three or more income producing uses
- No more than 40% of land area should be utilized for non-residential uses
- Design Review required; see Architectural Standards Manual
- Comply with Pathways Master Plan

Design Characteristics

- Relate proposed development, including land uses and activities, to adjacent and surrounding uses and public spaces as appropriate to maintain compatibility and establish the continuity of the planned urban form and character.
- Use architectural elements, such as doors and windows, details, and materials, to articulate building facades that face roadways, or are adjacent to public spaces and pedestrian environments to establish a transparent relationship between active indoor and outdoor spaces.
- Building designs should incorporate appropriate roof forms with primary and secondary roof elements that complement the building form and facade designs and help reduce the appearance of building mass and scale.
- Place parking areas away from site corners, primarily to the rear and/or side of buildings, and where possible, avoid expansive parking areas along roadways.

Site Pattern



Note: This information is a summary of the Ten Mile Interchange Specific Area Plan and City of Meridian Comprehensive Plan Please see those documents for complete information.



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Building Envelope and other references



Placement

- » Attached, moderate or no setbacks

Heights

- » 1 to 4 stories

Vertical Form

- » Base, Body, & Top

Frontage

- » Porches / stoops. No front loaded garages. Parking under structure or behind /sides of building

Additional Cut Sheet References

Page

» Street Oriented Design	SOD.1
» Buildings to Scale	BSG.1
» Traditional Neighborhood Design	NHD.1
» Building Facades & Heights	BFC.2
» Base, Body, & Top	BFC.3
» Roofs – Flat or Pitched	BFC.4
» Frontage	BFC.5
» Building Materials & Screening	BDG.1
» Signs & Public Art	SGN.1

“ Traditional neighborhood design concepts—higher density buildings close to the street, easy pedestrian access, narrower streets to slow traffic, parking lots behind or under buildings, and residences with porches or balconies facing the street—are essential (Ten Mile Interchange Specific Area Plan).

