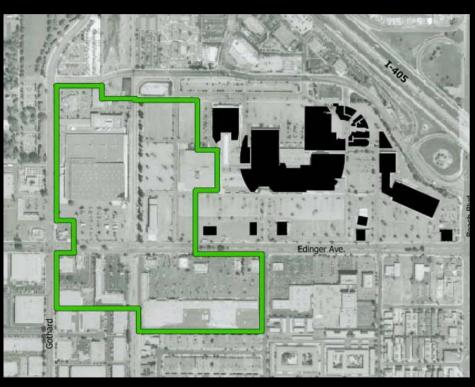
Lingering Disinvestment = Opportunity to bolster the performance of Bella Terra/Edinger. . .





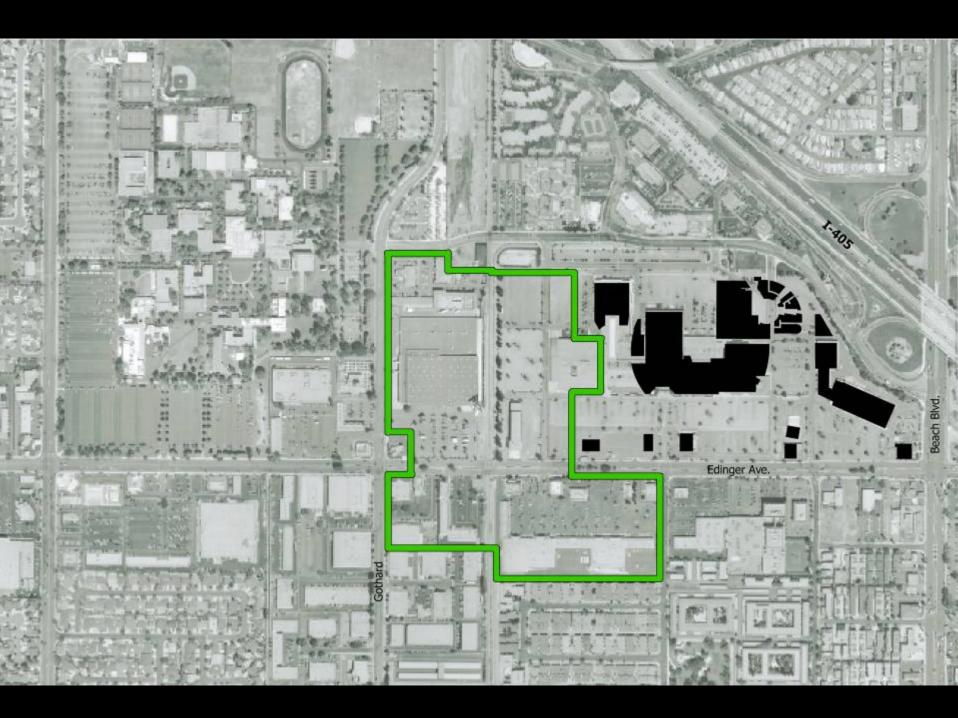
. . . and enhance the identity of this part of the City

Town Center Neighborhood









Town Center Neighborhood: Core Edge



Along Bella Terra and Lining Edinger:

Ground-Level Retail Shopfronts







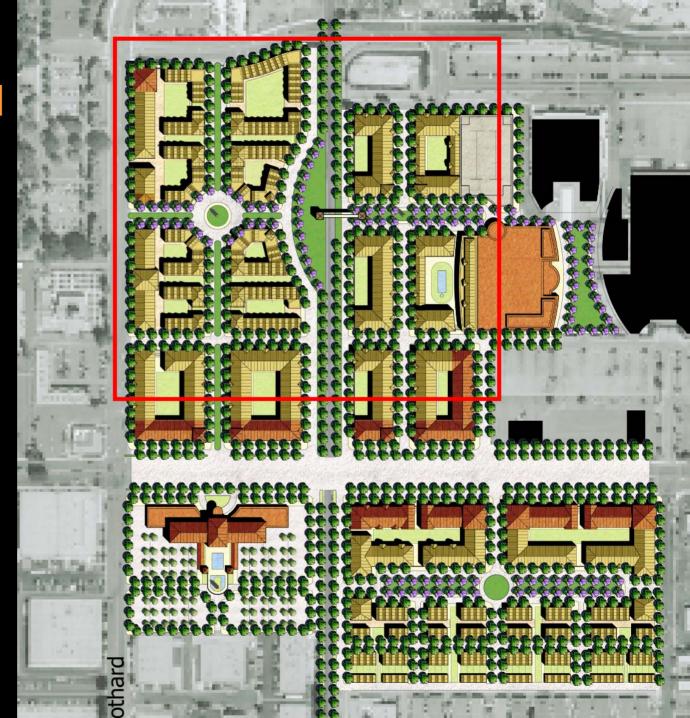


Envisioned Character: Core Edge

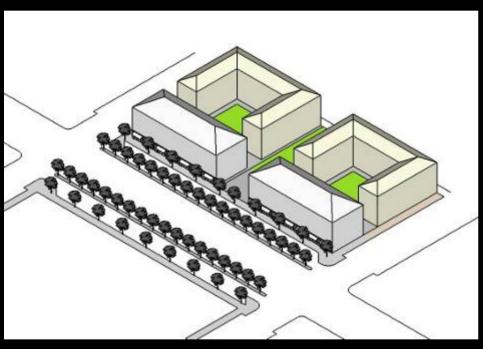


Cohesive building types and frontage treatment

Town Center Neighborhood Interior



Envisioned Form: Town Center Neighborhood





Minimum 2 Stories
Maximum 6 Stories

Housing, Office Lodging, Corner Store Retail

Envisioned Form: Town Center Neighborhood



Housing, Office Lodging, Corner Store Retail

Minimum 2 Stories Maximum 6 Stories

Envisioned Character: Town Center Neighborhood Mixed-Use / Housing, Office, and Lodging









Not Permitted



Envisioned Character: Town Center Neighborhood Interior





Ground-level entrances and windows facing <u>public</u> streets and <u>public</u> open spaces

Not Permitted



No usable public space; mostly impermeable surfaces





City of Huntington Beach ~ Character Workshop

Huntington Beach Character Summary ~ Buildings and Architecture



- · Elegant, traditional feel
- · Good for mixed-use
- · Arched elements
- Compliments Bella Terra
- Projections and recesses
- · Balconies and rails
- Horizontal elements distinguishes uses/floors
- · Attractive roof line
- · Variation, not a box



- Timeless
- Breaking up of the mass
- · Spanish stucco style
- · Variation, not a box
- Balconies
- Arches

- Mixed-use and good integration of multiple uses
- Corner element and tower feature



- Modern interpretation of the beach
- Simple
- · Ocean colors
- · Mix of materials
- Large windows
- Stone
- · Siding
- · Scale



- Clean look
- Classic
- Timeless architecture
- Scale

- Interaction with the street
- Flexible format for multiple uses



- · Beach feel
- Good colors
- Cottage architecture
- Varied height and masses
- Appropriate near the beach



Envisioned Character: Town Center District



Town Core Edge

Ground Floor Retail Required

Residential, Office, Lodging Above

Minimum 2 Stories Maximum 4 Stories

