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Community Design

The Community Design Element looks at the key components of urban form and architectural style in Solvang and describes the physical features that, together, create the city's distinct community character. This Element provides a local context and anticipated urban design enhancements for the next 20 years relating to the urban form, architectural styles, landscape, lighting, pedestrian-oriented environments, and Design Districts.



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Introduction

The Community Design Element describes Solvang's existing character and future vision for urban form, landmarks, focal points, gateways, scenic views, and other features which influence the community's unique identity. This element also sets forth the city's goals and policies aimed at enhancing the city's Old World visual character. In the future the city will update the Design Guidelines to provide a framework for achieving the city's design goals and policies.

Solvang has evolved into a highly popular tourist destination with the city's identity and economic vitality closely linked to the aesthetic character of the community. A community design framework ensures that the city's character is maintained and enhanced.

Feedback solicited from community members identified two primary design objectives: (1.) Maintain the distinctive Old World Danish design and atmosphere in the Village Area Design District and (2.) Ensure that development in areas of the city outside of the Village Area Design District and the Mission District are of high quality and reflect the historic and small town character of the community. Both objectives are addressed in this element.

Purpose of the Element

The purpose of this element is fourfold:

- To identify the existing character-defining features associated with community design in Solvang.
- To set forth goals, objectives, and policies which direct the City's efforts to respond appropriately to key community design issues.
- To provide a cohesive design vision for both public and private development in the city.
- To establish priorities for both short-term and long-term actions to be taken by the City to implement the policies of this element and fulfill the cohesive design vision set forth in the element.

Historic Community Identity

The city of Solvang, with its Old World Danish architecture and atmosphere, is one of California's most unique communities. It is in an area settled originally by the Chumash Tribe. In the early 19th century, a community took shape around Mission Santa Inés, one of 21 missions established in California by



Spanish priests and settlers. But by the turn of the 20th century, Mission Santa Inés had fallen into disrepair.

It was not until the early 1960's that the State of California began renovating the missions in the state as historic sites. This mission is highly regarded by visitors based on the location, views, and the existing restored buildings.

The contemporary history of Solvang begins in 1911 when Danish settlers purchased 8,882 acres of land to establish a Danish colony in the Santa Ynez Valley. They named their new town Solvang – “sunny field” in Danish – and the community grew quickly as Danes and Danish American farmers and entrepreneurs bought land and built homes and businesses. The community was centered around a Danish-style folk school for young adults and the downtown took shape as businesses were constructed to meet the needs of the new town.

Prior to World War II, Solvang's Danish culture was very much a part of the community, but the town's outward appearance did not reflect its cultural Danish roots. Buildings developed in the downtown area reflected rural American and Spanish Mission styles rather than the Danish style seen today. Bethania Lutheran Church, completed in 1928, was an exception and became the town's first structure to reflect traditional Danish architecture. The landmark Veterans Memorial Hall was constructed in 1937 in the Spanish Colonial Revival style.

For decades, Solvang was a center of commerce serving the rural Santa Ynez Valley. In the late 1940s and 1950s, Solvang underwent a major transformation, driven in part by the influx of visitors attracted by a feature story in the January 1947 edition of the immensely popular Saturday Evening Post magazine. New downtown buildings were constructed in the architectural style of Old World Denmark with peaked roofs and faux half timbers while existing buildings were “redressed” in Danish style. The first of Solvang's iconic downtown windmills was built in 1957 with two more constructed by 1964.

During the 1960s and 1970s, tourism and retail sales grew substantially, generated primarily by weekend and seasonal tourism. The expansion of tourist related commercial activity continued for decades, primarily along First Street, Second Street, Copenhagen Drive, Mission Drive, and Alisal Road. Today, these streets represent the heart of Solvang's Village Area Design District

The development of the Solvang community was guided by the County of Santa Barbara Zoning Ordinance and Board of Architectural Review until the City of Solvang was incorporated in 1985. After incorporation the city adopted its own General Plan, ordinances, design guidelines and procedures for the review of

existing and new buildings in the city. The Village Area Design District continued to be the focus of the Old World architectural style.

Land Use Pattern

Solvang's land use pattern (See Figure LU-1) is influenced by the intersection of Mission Drive (Highway 246) with two important Valley roadways: Alisal Road, which historically served as an entry to the Valley, and Alamo Pintado Road, which historically connected the community to Ballard, Los Olivos, and the Pacific Coast Railway (no longer exists).

The Village Area is anchored by the Alisal Road intersection and is a unique concentration of tourist / recreation / commercial / residential uses developed with an Old World Danish design theme. The Village Area includes the geographic center of the city and is the focus of many activities.

The City is strengthening the Village Area through maintaining the Old World Architectural style, installing pedestrian connections between properties, and "face lifting" the backs of buildings for use as cafes, public space, etc.

Immediately adjacent to the eastern edge of the Village Area is Mission Santa Inés beyond which are agricultural land uses and Alamo Pintado Creek. The Alamo Pintado Road intersection anchors another important hub of commercial activity on the eastern edge of the city. It is characterized by retail stores and services, medical facilities, financial services, and offices, and is surrounded by residences.

The area to the south of the Village Area consists primarily of single-family residences and the Santa Ynez River. The city extends beyond the river to encompass the golf course, single-family residences along Rancho Alisal Road, to the Alisal Ranch with guest ranch and resort.

The southwest area south of Mission Drive includes commercial and industrial uses and mobile home park, multifamily units, and residential homes closer to the river.

The western portion of the city north of Mission Drive is dominated by Hans Christian Andersen Park along Adobe Creek and residential developments such as Skytt Mesa.

The area immediately to the north of the Village Area is characterized primarily by residential neighborhoods, schools, churches, and senior housing. The northernmost portion of the city encompasses estate residential areas that extend into the foothills.

Existing land use in the general plan study area surrounding the city consists primarily of agriculturally zoned land in the County of Santa Barbara including



the undeveloped areas of the Santa Ynez River and the Santa Ynez Mountains flanking the southern portion of the city. Some of this area acts as de facto open space backdrop to the city.

Urban Form of Solvang

Urban form and urban design in Solvang are critical to the long-term success of the community. The unique urban form of the city has made it world famous and recognized as the “Danish Capital of America.” This Element perpetuates the intentional community design vision of the past and builds upon its success with additional design areas that are important and relevant for the Solvang community.

Five categories of the built and natural environment make up the urban form of Solvang: architecture; landscaping; streetscape; landmarks; focal points; gateways; and scenic vistas with open space.

The Community Design Element focuses on these six fundamentals and will help shape future development in Solvang, embracing the City’s heritage while recognizing and planning for the future.

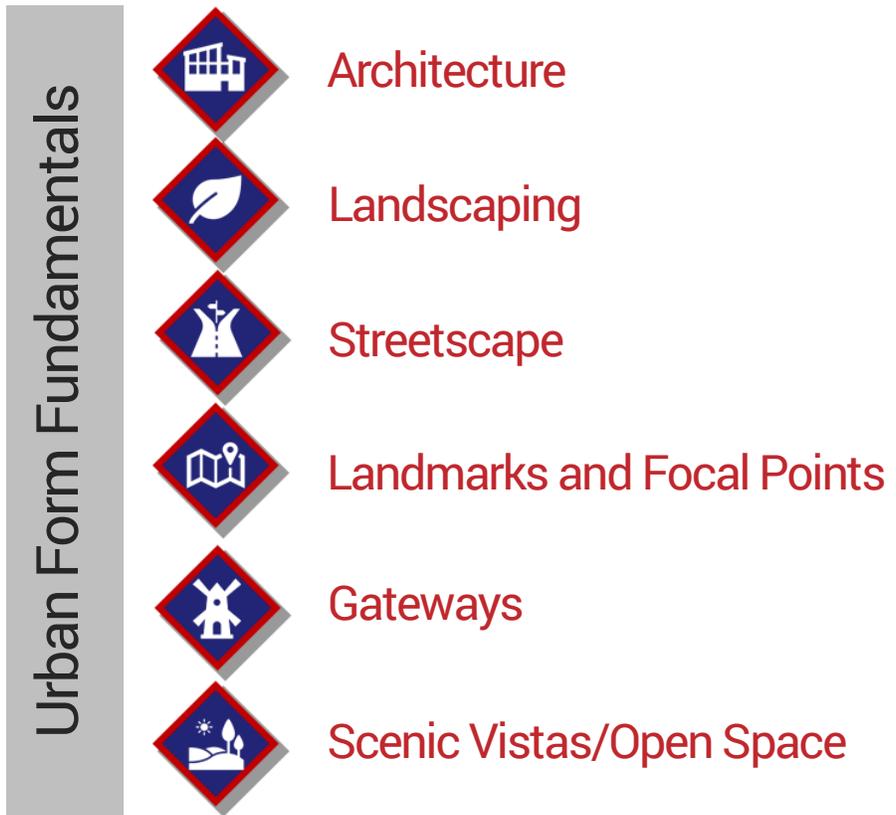
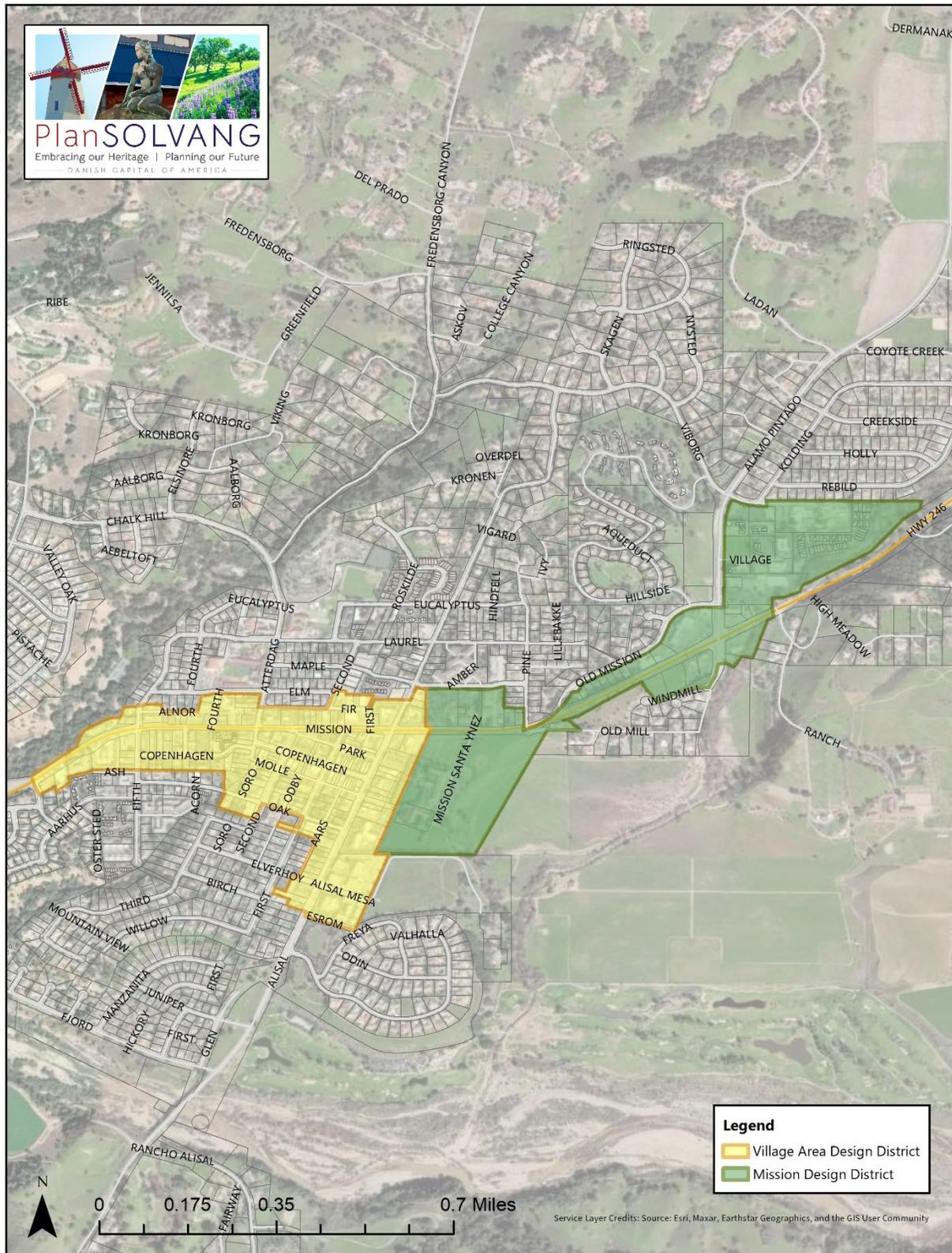


Figure CD-1: Design Districts



Source: City of Solvang, 2022; Mintier Harnish, 2024.



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Architecture

The cornerstone of the city’s identity lies in its Old World Danish architecture in Solvang’s downtown Village Area Design District. Perpetuating this architectural style is key to preserving the community’s unique history and character along with its charming “small town” appeal.

Mission Santa Inés, the earliest structure still standing in the city, is an important example of another noteworthy architectural style found in Solvang within the Mission Design District. Significant community buildings such as the historic Veterans Memorial Hall on Mission Drive and the adjoining Library complex illustrate the Mission’s impact on building styles and how the Spanish Colonial Revival architecture style has been interpreted in Solvang during different eras.

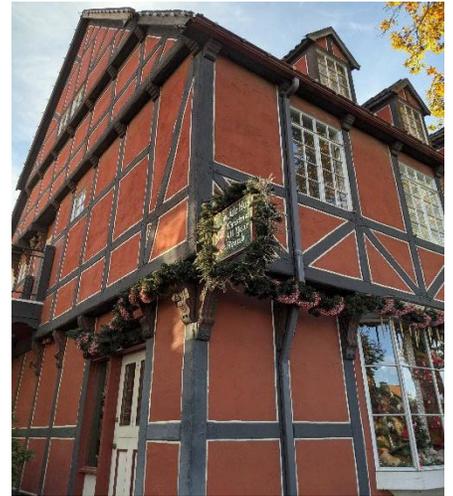
Outside of the Village and Mission Design Districts, the city is not uniformly developed with a single architectural style. Most Solvang residential homes reflect traditional California ranch style architecture, there are also early Craftsman bungalows scattered throughout. An occasional Danish style structure can be found within the residential area, but the Danish character of the city remains focused within the downtown Village Area.

The city can take advantage of its contrasting architectural variations and concentration to focus attention on both the Danish Village Area and the area anchored by Mission Santa Inés and Alamo Pintado Road in the eastern part of the city. This is accomplished by following the policies and design guidelines, emphasizing the historic roots of the city, and maintaining the rural character of areas outside of the city.

Landscaping

Landscaping is an important and valuable aspect of urban form that serves many functions. Apart from linking the community’s-built environment with the natural environment, landscaping contributes to a pedestrian-friendly area with shade, screening, decorative color, softening of architectural features, delineation of outdoor spaces, and erosion control.

Cohesive functional landscaping within public or private areas can also complement the architectural character of development whether it is within the two distinct Design Districts or surrounding areas. Landscaping can be used to emphasize gateways and focal points to frame the scenic vistas that link the city with the surrounding area. It is also an invaluable component of the pedestrian-friendly small-town environment and streetscape enjoyed by tourists and residents.





Considering Solvang's constrained water supply, well-designed landscaping that meets the requirements of the state's Model Water Efficient Landscape Ordinance (MWELO) is essential.

Streetscape

Streetscapes offer immediate and lasting impressions of Solvang's overall character, especially for pedestrians. The pedestrian's perspective includes the material, width, and condition of the sidewalks. The availability of amenities such as street furniture, light fixtures, landscaping, and trees are important to the streetscape. The use of signage, directional features and the nature of street crossings, also help visitors and residents move through the Village Area

Streetscapes are also important to the experience of motor vehicles. This perspective emphasizes features such as parkways, medians, roadway signage, and utility poles and lines.



In Solvang, opportunities exist to enhance streetscapes in the Village Area to complement the area's architectural character. The enhancement of streetscapes can also provide greater differentiation between the Village Area, Mission Area, and the surrounding areas.

Landmarks and Focal Points

Landmarks and focal points are prominent natural or man-made features that are easily recognized and provide points of reference that people can use for orientation purposes. Also, landmarks often provide a sense of place and can make a lasting impression on visitors who may come to identify the community in terms of a landmark.

Several landmarks and focal points exist in Solvang, including Mission Santa Inés, the Veterans Memorial Hall, Bethania Lutheran Church, Elverhøj Museum, numerous windmills throughout town, and the Rundetaarn (Round Tower) among others. These structures are considered as landmarks based on considerations such as historic and cultural significance, location, and visibility.

Development that includes major changes or demolition of landmark structures should require enhanced City review that considers their importance to the community.



Gateways

Major entrances to the city provide visitors with first impressions of Solvang and represent opportunities to enhance the city's identity. Most of Solvang's visitors enter the city on Route 246 from the west or east, and others use Alamo Pintado Road or Alisal Road. These entry points should include special features (e.g., distinctive landscaping or signage) designed to offer a sense of arrival to the community. Naturally occurring features can be emphasized and/or enhanced. The new development proposed near these gateways should make positive contributions to these first impressions of the city.

The cedar trees lining Highway 246 between Buellton and Solvang are outside the city limits but create a memorable delineation of the entry into Solvang should be preserved.

The eastern gateway on Highway 246 near Alamo Pintado Road is an opportunity to create a more welcoming statement.

Sunny Fields Park provides a similar opportunity at the northern gateway, and an entry statement could be made along Alisal Road near the Santa Ynez River bridge to the south.





Scenic Vistas and Open Space



The availability of scenic vistas and open space contributes positively to the visual character of the community and to the City's economic viability. Scenic views are available throughout Solvang to residents and visitors. In the area south of the Village Area, scenic vistas include views overlooking the Santa Ynez River and the Santa Ynez Mountains.



From a community design standpoint, open space is necessary to provide visual relief from the built environment. Part of the reason for Solvang's successful tourism industry is that many visitors come to the area to enjoy the Village Area nestled in the rural setting of the Santa Ynez Valley. Solvang is endowed with a variety of open space features both within the city limits and in the surrounding area that contribute to the character of the community.



Within the city are natural creeks along with their protected habitats such as Alamo Pintado Creek, Alisal Creek, and Adobe Creek. The city has developed parks that provide recreational amenities along with open space. The larger parks are Hans Christian Andersen Park, Sunny Fields Park, and Solvang Park.

Goals and Policies

The following goal and policies include and build upon the City's existing Design Guidelines and will drive the future community form and urban design characteristics of Solvang for the next 20 years. While all policies in this section are under a single goal, they are divided into sub-categories for added clarity.

Goal CD-1:

To maintain and protect the natural and built environment of the city and to coordinate a unified community that will enhance the two Design Districts (Village Area and Mission) along with the historic character and image of the entire city.

Design and Identity

- CD-1.1: Community Identity.** The City shall strengthen the visual identity of the city at its borders and in its "Sphere of influence" to reflect the unique character of the community.
- CD-1.2: Design Elements.** The City shall maintain a comprehensive, but flexible, design vocabulary of shapes, colors, textures, materials, fixtures, and symbols to maintain the city's image in the design districts to differentiate the city from adjacent areas.
- CD-1.3: Neighborhood Centers.** The City shall promote the establishment of recognizable village or neighborhood centers as part of future developments to add to public and community gathering places.
- CD-1.4: Building Element Proportion.** The City shall encourage building elements to be in proportion with existing development in all neighborhoods, including building massing and height.
- CD-1.5: Preservation of Community Identifiers.** The City shall encourage the preservation or establishment of significant landmarks, view corridors, and focal points.
- CD-1.6: Commercial Development Maintenance.** The City shall require commercial developments to regularly maintain their properties.



Gateways

- CD-1.7: Gateway Identification.** The City shall identify and develop gateways including pathways, primary entry points, and landmarks that distinguish the city from the surrounding region.
- CD-1.8: Gateway Components.** The City shall support the implementation of distinctive signage, paving materials, and environmentally friendly, drought-tolerant landscaping for primary entries to the city.
- CD-1.9: Wayfinding.** The City shall establish consistent and coordinated roadway signage to direct visitors and residents from entry points to areas of interest throughout the city, including areas for parking.

Streetscape

- CD-1.10: Collaboration with Local Government Agencies.** The City shall coordinate with government agencies to find innovative approaches for roadway design enhancements that are consistent with the urban form of the city and the design vision for which the city is known.
- CD-1.11: Streetscape Continuity.** The City shall promote visual continuity along city streets through consistent use of hardscape materials, landscape plantings, street lighting, and directional signage which reinforce the hierarchy of the street system established in the Mobility Element of the General Plan.
- CD-1.12: Multi-Modal Streetscapes.** The City shall require new development to create and/or upgrade streetscapes to be multi-modal, thus creating streetscapes that are walkable, pedestrian-oriented, tree-shaded, and bike-friendly.
- CD-1.13: Pedestrian-Vehicle Interface.** The City shall encourage streetscape treatments at important pedestrian/vehicles intersections by use of decorative crosswalks, lighting, accent plantings, and theme signage to reinforce the importance of pedestrian safety.

CD-1.14: Street Trees and Tree Canopy. The City shall require street trees citywide, including in medians, to create an expanded tree canopy and to reduce the urban heat island effect.

Public Spaces and Signage

CD-1.15: Streamlined Public Places. The City shall reduce visual clutter along city streets, particularly temporary sidewalk signs and sidewalk merchandise sales.

CD-1.16: Compliance with Sign Standards. The City shall require all signs to meet design standards criteria and to be consistent with the overall streetscape design.

CD-1.17: Implementation of Public and Municipal Signs. The City shall restrict public and municipal signs to those that are necessary to ensure public safety, control traffic, and provide locational information. The use of internationally recognized symbols to display information shall be required wherever possible.

CD-1.18: Design of Public and Municipal Signs. The City shall require that public and municipal signs be designed per the streetscape standards and installed to minimize their adverse aesthetic impact.

CD-1.19: Multi-Tenant Signs. The City shall require multi-tenant buildings or developments to provide consolidated commercial signage to limit the overuse of different signs on a single building and/or site.

CD-1.20: Cohesive Signage. The City shall require signage to be integrated into the overall site and architectural design process to provide signs that are consistent with architectural style, color, material, and landscaping themes.

CD-1.21: Promotion of Outdoor Community Gathering Spaces. The City shall promote the location and development of outdoor public focal points and gathering places in a hierarchy ranging from neighborhoods, design districts (Village Area and Mission Districts), to city wide.



Landscaping and Open Space

- CD-1.22: Application of Open Space and Landscaping.** The City shall apply open space, landscaping, and urban design standards and guidelines for commercial and residential developments to strengthen the identity and image of the city.
- CD-1.23: Drought-tolerant Landscaping.** The City shall require that all public landscaping in medians, on City property, and within public gathering spaces is drought tolerant.
- CD-1.24: Sustainable Landscape Design.** The City shall require landscaping plans for all development to include drought tolerant plants with low water irrigation consistent with State law and to maximize the use of trees for energy efficiency, climate control, screening, shading (especially of parking lots), and aesthetics.
- CD-1.25: Linkages through Open Space.** The City shall promote citywide linkages using open space areas, parks, trails, and bike paths to connect activity centers, residential neighborhoods, commercial centers, and the Village Area.
- CD-1.26: Landscaping Buffering.** The City shall require the use of landscaping such as trees, shrubs, and trellised vines to mitigate the effects of building mass and provide benefits to the environment.
- CD-1.27: Landscape and Open Space Buffering.** The City shall require open space areas or landscape buffers in new development where appropriate to improve aesthetic appeal and provide buffers between potentially incompatible uses within the city.
- CD-1.28: Use of Form to Define Edges and Focal Points.** The City shall use greenbelts, open space areas, landscaping, signage, and gateway features to define community edges, focal points, and form.
- CD-1.29: Tree and Natural Feature Preservation.** The City shall require the preservation of existing trees and natural features (e.g., drainage courses, rock outcrops) in the overall landscape design to the maximum extent feasible.

Site Planning

- CD-1.30: Compatibility with Existing Development.** The City shall ensure that new development incorporates design features that provide buffers and transition from existing development, specifically when adjacent development is of lesser density and/or intensity.
- CD-1.31: Undergrounding of Utilities.** The City shall require that utilities be underground in new development to the maximum extent feasible.
- CD-1.32: Incorporate of the Natural Grade.** The City shall require new streets and development to be designed to follow and incorporate the natural features of the landscape.
- CD-1.33: Sustainable Site Design.** The City shall encourage new development to incorporate climate considerations into site design and include sustainable design methods to address solar access, water conservation and retention, and wind conditions.
- CD-1.34: Developments in High Visibility Areas.** The City shall ensure that new development on sites with high visibility, such as on hillsides or in the highway corridors, is designed to minimize adverse visual impact.
- CD-1.35: Variation in Multifamily Residential Site Planning.** The City shall require the variation of setbacks, lot orientation, massing, and placement for new multifamily residential developments.
- CD-1.36: Clustering of Development.** To mitigate development impacts and adapt to existing topography, the City shall consider cluster style development to maximize open space preservation and accommodate a diversity of housing types.
- CD-1.37: Residential Lot Width.** The City shall examine opportunities for varying lot widths along residential streets.

Hillside Areas

- CD-1.38: Hillside Development.** The City shall develop a Hillside Development Ordinance that requires new development on major ridge lines, canyon edges, and hilltops to be designed and constructed to blend into the natural environment without



creating adverse visual impacts. Such design and construction techniques should include siting, massing, scale, and grading that are visually consistent with the natural topography.

- CD-1.39: Hillside Landscaping Design.** The City shall require that hillside properties be designed to minimize formal landscape and hardscapes. All efforts shall be made to follow the natural topography, preserve native trees/plant, wildlife habitats, and migration corridors.
- CD-1.40: Hillside Development.** The City shall work with future developers to avoid grading on steep slopes and require additional review to ensure that the location and design of structures preserve hillside areas.
- CD-1.41: Natural Grade and Slopes.** The City shall ensure that any all-hillside grading maintains the natural appearance of slopes.
- CD-1.42: Slope Stabilization.** The City shall require revegetation of graded slopes to assist in slope stabilization and reduce erosion.
- CD-1.43: Hillside Landscaping Materials.** The City shall require hillside residential development projects to use plant materials which screen structures and present an appearance that integrates residences with the natural appearance of the area.
- CD-1.44: Fencing in Hillside Areas.** The City shall encourage fencing installed on hillsides to open design to allow passage of native wildlife.

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Design Districts

Community design in Solvang involves three basic themes. These themes are further defined in a set of Design Districts (see Figure CD-1). For the purpose of the Community Design Element, the city is divided into three areas:

- Village Area Design District (Village Area)
- Mission Design District
- Areas Outside the Design Districts

The intent of the Design Districts within the Community Design Element is to continue the tradition in Solvang of creating unique and identifiable districts in the city that provide differences in both development and community gathering spaces.

Rather than focusing on specific uses or densities in these districts, which are addressed in the Land Use Element, the Community Design Element focuses on the integration of design, overall urban form, connectivity, and compatibility between varying development types. Both Design Districts and areas outside the Design Districts are described below with supporting policies. While all policies in this section are under a single goal, they are divided into sub-categories for added clarity.

Goal CD-2:

To maintain and enhance unique, vibrant, and architecturally diverse districts in the city that evoke community traditions and history.

Village Area Design District

The Village Area Design District has been developed based on the Old World Danish design theme. This theme suggests the character and feeling of a small Danish village with an orientation to pedestrians. It is the “old world” charm of such design that provides Solvang with its unique identity and attracts tourism. It is the intent of this district to focus primarily on pedestrian movement and have the automobile be secondary.

This district is primarily commercial uses but there are existing residential homes that are primarily California ranch and single story. These homes are currently considered non-conformity uses but, as part of this General Plan update, these existing homes will be considered permitted uses and will be encouraged to upgrade in their current architectural style or renovate with the Old World Danish Style.





Elements of Old World Danish Architectural Design



Color

The cultural history of color in Old World Danish architecture is complicated and involves the style of certain architectural periods and historical events. The manufacture of pigments and the use of materials on the mansions of the wealthy influenced the Danish style of architecture as it is known today.

Old World Danish style buildings are often known for their rich vibrant hues of paint colors alongside dark wood framing and half timbers. Buildings were painted to protect the materials from weather, and colors were a stylistic choice and a sign of wealth, social status, and the overall style of the time.

The most common paint colors used throughout Denmark in the Renaissance were red and dark ochre (a dark earth tone yellow) because these were the cheapest and most accessible pigments in the region and held up the most against the elements. Buildings painted blue or green were often a sign of wealth and high social status as these pigments were expensive and rare.



Colors varied from building to building to distinguish between each individual property and prevent monotony. In the 17th and 18th centuries pale colors – such as white, cream, and grey – became popular to mimic stone, which was a scarce and high-quality building material in Denmark.

Half-timbered Architecture

Half-timbering became a common European construction method toward the structural timbers – studs, cross beams, and braces – exposed to the outside. Half-timbering was used for a variety of development, from single-story countryside homes to multi story buildings in populated towns. The timbers were typically painted dark colors to protect the wood. In the 15th century it became common for lower floors of a building to be masonry or brick and upper floors half-timbered.



Wood Frame Styling

The characteristic contrast between dark timber frames and light or bright fillings became popular in the 15th and 16th centuries as a decorative architectural style. Exposed wooden beams, usually on the lower levels, were often adorned with elaborate designs or carvings that represented regional traditions and motifs and demonstrated highly skilled wood craftsmanship.

Filling Materials

The filling between the wood frames was reflective of wealth, social status, and the materials available to people in each region. The cheapest and most common infill material used in the Middle Ages/Renaissance periods was a composite material that was coated, plastered, and painted for better appearance and protection from the elements. More expensive building materials, such as stone and brick, were sometimes used for the infill of half-timbered buildings. In the 15th and 16th centuries, it was popular to infill bricks laid in a herringbone pattern. When more expensive materials were used, they were almost never painted as they were a sign of wealth and high social status.

Roof Structure

The steep roofs, characteristic of Old World Danish architecture, were designed to be less likely to collapse under heavy snow buildup in the winter. Since the roofs were so steep, it was common to have one or more stories under the roof plane, which is why many buildings have dormer windows (smaller roofed window structures constructed in the middle of the roof) or gable windows (windows in the triangle portion of the wall between the roof pitches).





Overhanging Second Stories

Old World architecture would often have upper floors overhanging or extending over the lower ones. This architectural element provides visual interest in the façade of the buildings. This style also protected the lower floors and street from rain and snow.



General Design Parameters

CD-2.1: Village Area Old World Danish Architecture. The City shall require all new development and redevelopment of existing properties to be designed using the theme and design vernaculars of traditional and historic Old World Danish architecture.

CD-2.2: Village Area Design Standards. The City shall retain comprehensive and consistent design standards for the Village Area that sustain and enhance the existing trademark architectural vernacular that reflects Old World Danish architecture.

CD-2.3: Village Area Expansion. The City shall retain the Village Area Design District.

CD-2.4: Village Area Structure Orientation: The city should encourage orientation of shops to pedestrian traffic rather than automobile traffic in the Village area.

CD-2.5: Parking Lot and Alley Maintenance. The City shall require ongoing maintenance by property owners of private parking lots, alleys, and trash enclosures in the Village Area. Trash enclosures shall be designed to be consistent with the architecture and color of the main building.

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CD-2.6: **Village Area Lighting.** The City shall require street and structure lighting using Dark Skies standards to minimize visual and ecological impacts by preventing glare, limiting the amount of light that falls on neighboring properties, and avoiding light pollution of the night sky.

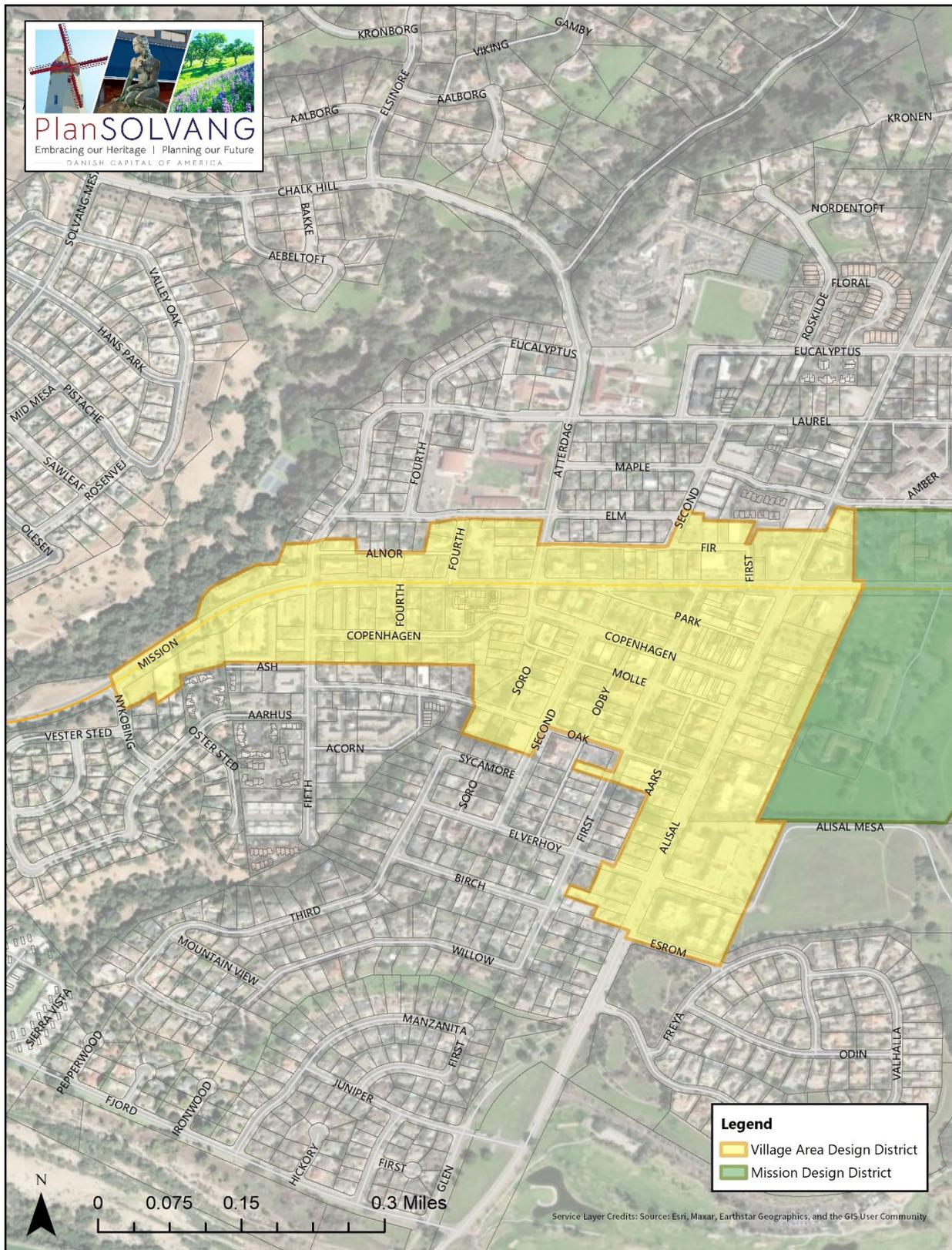
CD-2.7: **Village Area Wayfinding.** The City shall provide wayfinding to denote the location and route for visitors to visit landmarks, focal points, and parking lots in the Village Area.

CD-2.8: **Village Area Parking Lots and Structures.** The City shall require all parking lots and structures to include design or screening methods to minimize the visual and lighting impact on surrounding neighborhoods and the environment.





Figure CD-2: Village Area Design District



Source: City of Solvang, 2022; Mintier Harnish, 2024.

Exterior Appearance

CD-2.9: **Architectural Design Features.** The City shall require the use of Old World Danish architectural style throughout the Village Area and shall enforce the Design Guidelines as adopted.

CD-2.10: **Awnings.** The City shall encourage awnings on doors and windows to accentuate the architectural character of buildings.

CD-2.11: **Varied Elevations.** The City shall require new buildings within the Village Area to incorporate varied elevations to create additional visual interest.

CD-2.12: **Blank Walls.** The City shall prohibit the use of blank walls fronting a primary or secondary street.

CD-2.13: **Roof Styles.** The City shall require all new buildings to incorporate roof designs and pitch that reflect Old World Danish design.

Siting

CD-2.14: **Fenestration in relation to Building Orientation.** The City shall require new buildings in the Village Area to be oriented toward the primary street front and include fenestration in the arrangement of doors and windows.

CD-2.15: **Parking Access.** The City shall require, when feasible, that vehicular parking is accessed from an alley, easement, or secondary street, and not the primary street, to limit interference with the pedestrian experience.





CD-2.16: Parking Location. The City shall require that parking is not located or oriented at the front of the building.

CD-2.17: Parking Areas. The City shall require that parking areas do not conflict with pedestrian-oriented areas and pathways.

CD-2.18: Pedestrian Experience. The City shall encourage new development to provide internal pedestrian spaces, pathways, walkways, and/or openings that face the street.

CD-2.19: Courtyards and Gathering Spaces. The City shall encourage all developments to include courtyards and gathering spaces to emulate that of European cities. Developments are encouraged to include shaded seating areas, lighting, public art, landscaping, dining areas, and other public amenities in courtyards.



Landscape/Hardscape

CD-2.20: Landscaping. The City shall encourage landscaping to be used to relieve the appearance of solid unbroken elevations.

CD-2.21: Modern Landscaping. The City shall prohibit modern landscaping techniques (e.g., earth mounding and the use of boulders) in the Village Area.

CD-2.22: Tree Grates. The City shall require the use of tree grates around trees on walkways.

CD-2.23: Landscaping and Lighting. The City shall require, for safety reasons, that all trees and landscaping do not block or obscure street lighting, signs, or signals.

CD-2.24: Landscaping Visibility. The City shall require that landscaping does not block the vision of motorists at pedestrian crossings.



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CD-2.25: Walking Surface Paving. The City shall require decorative paving materials for all walking surfaces consistent with the surroundings.

CD-2.26: Solid Waste and Recycling Enclosures. The City shall require that solid waste and recycling enclosures are treated and integrated into the overall site design and are screened.

CD-2.27: Screening of Private Parking and Storage Areas. The City shall encourage screening to be used to obscure the view of private parking and/or storage areas, including trash enclosures, from public street or pedestrian area.





Mission Design District



Solvang has a rich history of multiple ethnic and cultural groups with different architectural styles. Mission Santa Inés was established in 1804, long before Solvang became famous for its Old World Danish Village Area. The Mission is one of 21 Spanish Missions that stretched 600 miles across California along the El Camino Real.



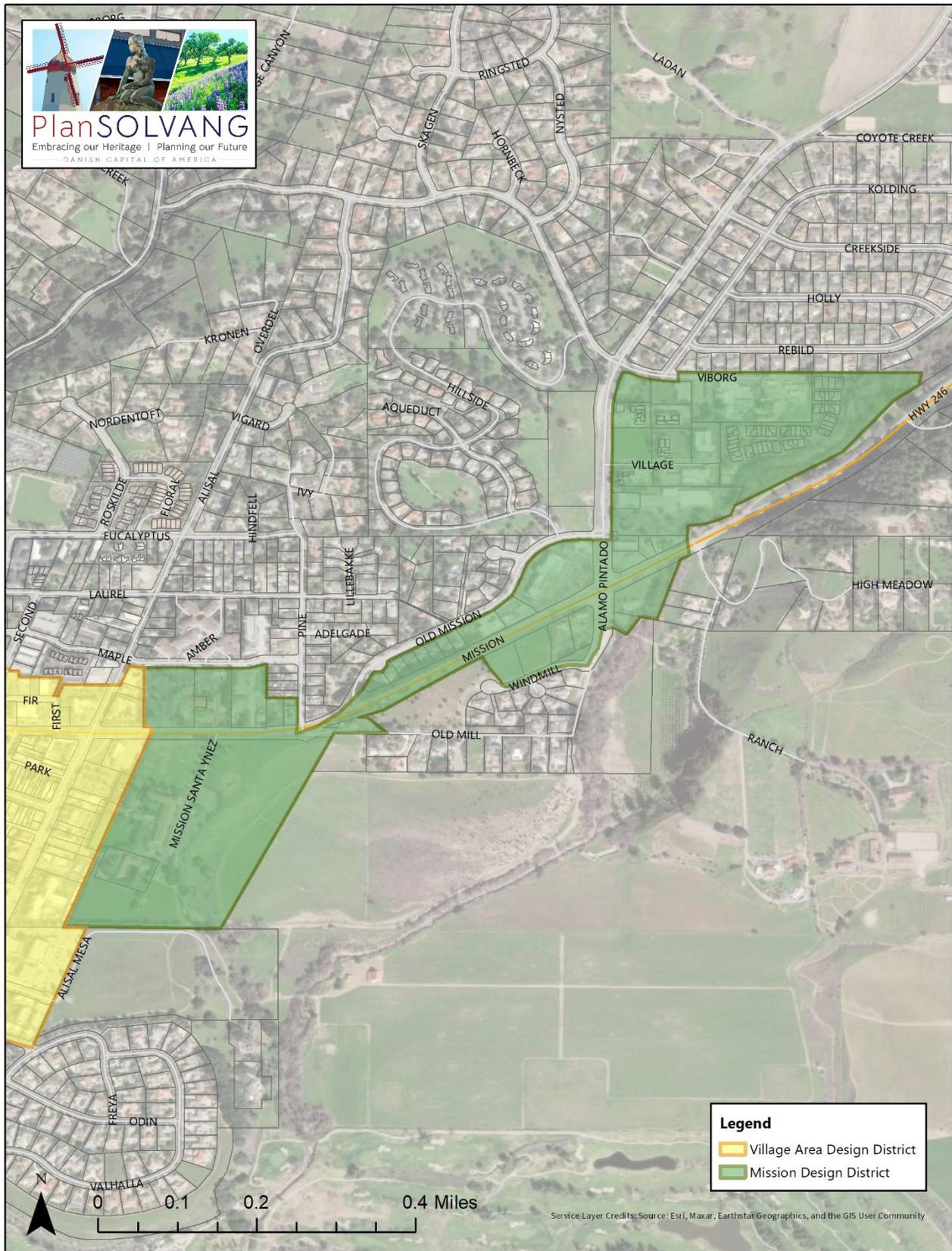
The Mission Design District is intended to provide cohesive high-quality development that reflects traditional California architectural design and history, distinct from the Danish themed Village Area. The Mission Design District includes the Mission Santa Inés site and existing Spanish Colonial Revival structures in the surrounding area such as the landmark Veterans Memorial Hall on the north side of Mission Drive.

The Mission Design District also incorporates properties fronting Mission Drive/Highway 246, including adjacent commercial centers and multifamily residential developments along Alamo Pintado Road (See Figure CD-3).

An assortment of existing buildings and developments in the district already embrace the Spanish Colonial Revival design style and architectural features. New development in the Mission Design District will focus on the Spanish Colonial Revival architectural style. The Mission Design District is meant to remain separate from the Village Area Design District.



Figure CD-3: Mission Design District

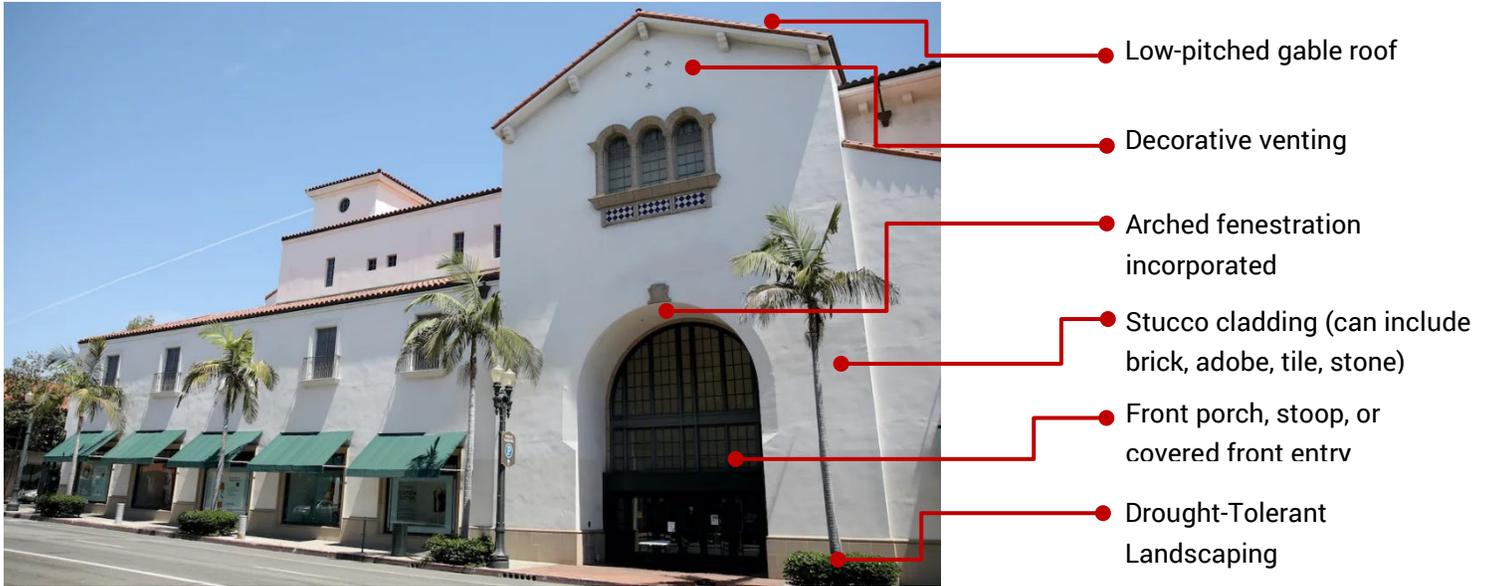


Source: City of Solvang, 2022; Mintier Harnish, 2024.



Elements of Spanish Colonial Revival Architecture

The image below and the others that follow illustrate some of the typical architectural elements and design concepts associated with the Spanish Colonial Revival style. The Mission Design District includes policies designed to guide future development and the use of the architectural style within the district.



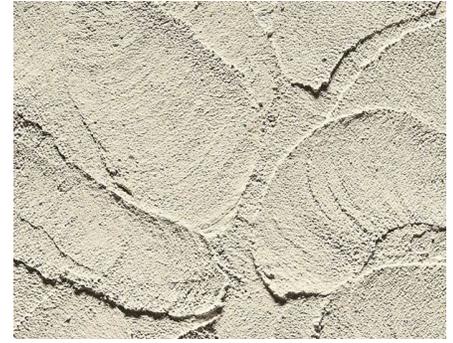
This is an example of Spanish Colonial Revival Architecture. This structure is not located in Solvang.

General Design Parameters and Exterior Appearance

- CD-2.28:** **Spanish Colonial Revival Architecture Requirement.** The City shall require all new development and redevelopment to be designed using the theme and design vernaculars of Spanish Colonial Revival architecture.
- CD-2.29:** **Spanish Style Signage.** The City shall require cohesive sign designs that are consistent with the Spanish Colonial Revival architectural style of the Mission Design District.

3. COMMUNITY DESIGN

CD-2.30: Landscaping. The City shall require landscaping to be drought tolerant, with an emphasis on native and Mediterranean landscaping. Palm trees are prohibited as part of any landscaping plan in this Mission Design District.



CD-2.31: Stucco Cladding. The City shall require the exterior of buildings to use stucco cladding as the primary, but not exclusive, exterior building material.



CD-2.32: Arcades and Gathering Spaces The City should encourage developments to include arcades with porticos and gathering spaces in the form of paseos, courtyards, patios, and gardens similar to those found in traditional Spanish and Mission design.

CD-2.33: Roof Style. The City shall require that roof designs are low in pitch using the gable or hipped styles. Roof materials and configurations shall be compatible with the architectural style. The use of wood or composite shingles is prohibited.

CD-2.34: Decorative Elements. The City shall encourage the use of decorative elements, such as adobe and brick in foundations, tile on entrance steps, decorative attic vents, and chimney caps.



CD-2.35: Colors. The colors of the buildings should be earthtone. The city shall discourage dramatically bright colors or bright white walls.

CD-2.36: Front Entries. The City shall encourage the incorporation of a front entry porch, stoop, or similar covered front entry element at the primary entrance to the building.



These are examples of Spanish Colonial Revival Architectural elements that would be appropriate in the Mission Design District. These structures are not located in Solvang.



CD-2.37: Design Theme for Streetscape. The City shall encourage a consistent design theme with the Spanish Colonial Revival architectural style for all public realm and streetscape features including but not limited to lighting, benches, wayfinding, and landscaping.



CD-2.38: Fencing and Walls. The City should require that new fencing or walls that adjoin public spaces or are visible for public spaces be compatible with the architectural style of the development. Wrought iron or split rail wood fencing, and solid stucco, brick, stone, or adobe wall or pillars are compatible with Spanish Colonial Revival Style Architecture. Chain link fencing and vinyl fencing is prohibited.



These are examples of acceptable walls and fencing types in the Mission Design District.

Areas Outside the Design Districts

For single-family, multi-family and commercial developments outside the designated Design Districts, the overall thematic approach is based on traditional ranch style with an emphasis on the rural and agricultural roots of the area. These areas are meant to be differentiated from both the Village Area and Mission Area so that each of those respective areas retains their unique identity.

Policies

- CD-2.39:** **Architecture.** The City shall encourage high-quality architecture in the style of rural California origins and ranch styles using minimal massing, low rooflines, façade articulation, fenestration, and simple rooflines that reflect a human scale environment.
- CD-2.40:** **Colors.** The City shall encourage the use of colors that blend with the surrounding buildings and natural setting. The City shall discourage dramatically bright cold white wall colors.