

Walt Disney World Village  
Design Guidelines

# WALT DISNEY WORLD VILLAGE DESIGN GUIDELINES

For Hotel Development

PREPARED FOR WED ENTERPRISES BY  
DAVID KLAGES AND ASSOCIATES, INC.  
DATE APRIL 17, 1984

INTRODUCTION

SITE PLANNING  
DESIGN

LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX A

WALT DISNEY WORLD VILLAGE

DESIGN GUIDELINES

INTRODUCTION

WALT DISNEY WORLD VILLAGE  
GOALS AND OBJECTIVES

SITE PLANNING DESIGN

GOALS AND OBJECTIVES  
"LOOK" AND CHARACTER OF WALT DISNEY WORLD VILLAGE  
CIRCULATION SYSTEMS  
PATHWAY SYSTEM  
OPEN SPACE  
SETBACK REQUIREMENTS  
SURFACE DRAINAGE SYSTEM AND STORM WATER TREATMENT

LANDSCAPE DESIGN

GOALS AND OBJECTIVES  
GRADING AND GRADIENT RESTRICTIONS  
CLEARING LIMITS  
PLANT PALETTE, MATERIAL, DESIGN AND INSTALLATION  
FENCING AND SCREENING  
DRAINAGE SWALES  
PARKING AREA LANDSCAPE  
LANDSCAPE MAINTENANCE AND IRRIGATION

ARCHITECTURAL DESIGN

GOALS AND OBJECTIVES  
BUILDING HEIGHTS  
BUILDING MASS/SHAPE  
BUILDING ORIENTATION  
EXTERIOR MATERIALS AND COLORS  
ARCHITECTURAL SCREENING  
PARKING STRUCTURES  
ENVIRONMENTAL DECKS

GRAPHICS/SIGNING

SITE SIGNING  
BUILDING SIGNING

LIGHTING

SITE LIGHTING  
BUILDING LIGHTING

APPENDIX

PLANT PALETTE

INTRODUCTION

SITE PLANNING  
DESIGN

LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

# INTRODUCTION

SITE PLANNING  
DESIGN

LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

## WALT DISNEY WORLD VILLAGE

### INTRODUCTION

Walt Disney World Village encompasses 1,738 acres in the eastern portion of Walt Disney World and lies comfortably within the natural setting. The Village offers an assortment of recreational activities, shopping, dining experiences and guest accommodations. The many entertainment and recreation activities co-exist in harmony with nature. Through meticulous environmental planning this development is considered a showcase for blending a large development within an environment.

The imagination and intense concern for environmental issues within Walt Disney World is also evident in the planning of guest conveniences at Walt Disney World Village. Far from being a casually conceived design, a master plan for all development forms the foundation for all development. To preserve the major acreage for open space and recreation the various uses are clustered within heavily wooded areas. The central Shopping Village forms the core of commercial activities. A warm and intimate atmosphere made up of weathered bricks, rich woods and cedar shingles engender a relaxed feeling. Guest accommodations are found in a variety of settings and include a variety of facilities from private one and two-story villas to complete resort hotel suites.

One common theme characteristic of all development at Walt Disney World Village is that each development or activity works better together than apart. It is to this end that these Design Guidelines serve.

SITE PLANNING  
DESIGN

LANDSCAPE  
DESIGN

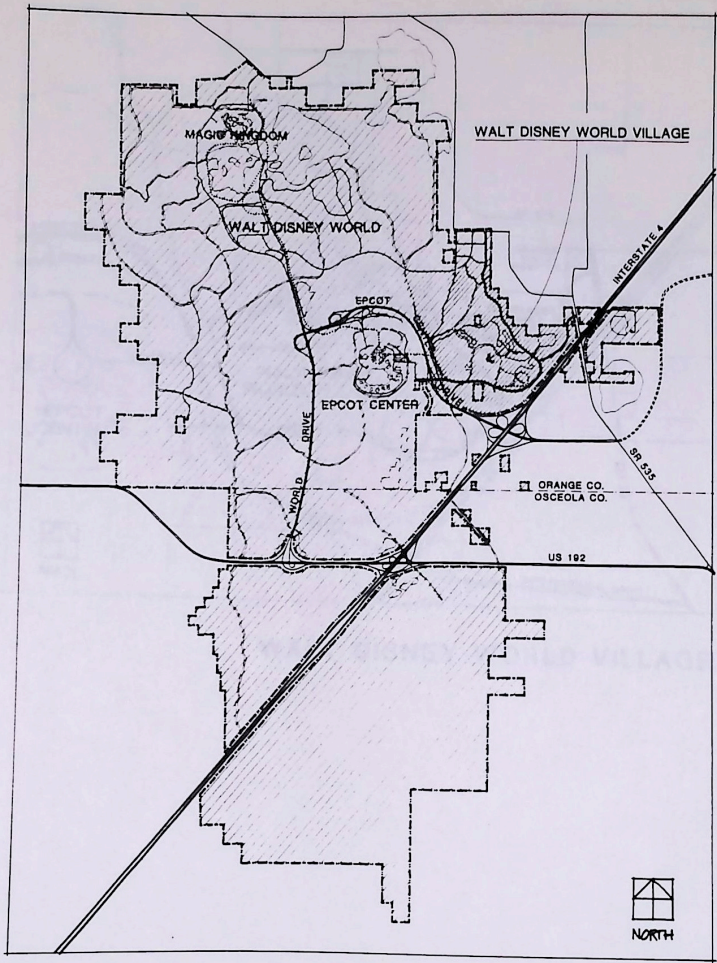
ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

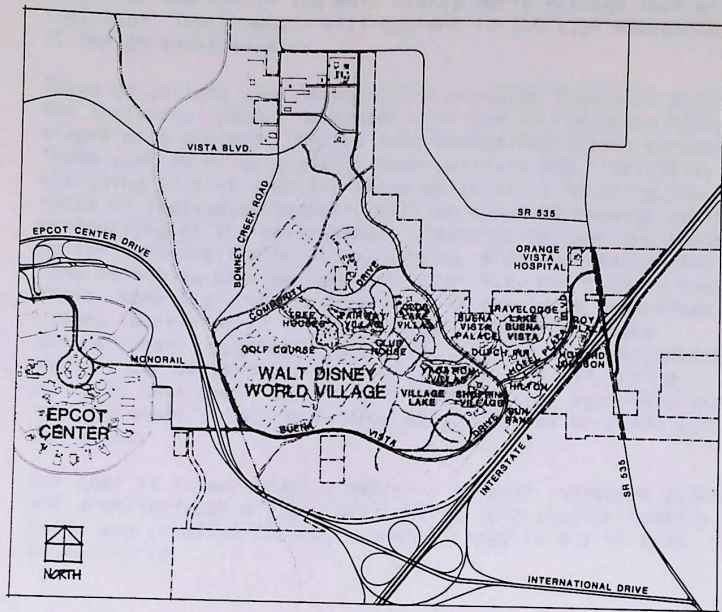
APPENDIX

WALT DISNEY WORLD



WALT DISNEY WORLD

APPENDIX  
 LIGHTING  
 GRAPHICS/  
 SIGNING  
 ARCHITECTURAL  
 DESIGN  
 LANDSCAPE  
 DESIGN  
 SITE PLANNING  
 DESIGN



WALT DISNEY WORLD VILLAGE

SITE PLANNING  
DESIGN

LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

## GOALS AND OBJECTIVES

The purpose of the Design Guidelines is to assure developers of properties within the Walt Disney World Village that all individual improvements will conform to the high standards of design excellence.

These guidelines seek to establish a design framework which the individual parcel developer will use in the early planning stages of a project. Unlike many Design Guidelines manuals these seek to allow a design team latitude and flexibility in designing to suit specific needs while still insuring the value of individual property will be enhanced through careful controlling of the environment. These guidelines are intended, as the name implies to guide, inform, aid, and inspire the same extent as they may serve to prohibit, restrict or require. While some features are mandated, it should be understood that Disney (herein after referred to as "Owner") may make discretionary judgements to reduce or waive any requirement when it can be demonstrated that appropriate mitigating measures have been taken. Such discretionary approvals shall not represent a precedent since no properties or conditions are alike.

Our goal is to encourage creativity in both landscape planning and architectural design that results in a similar quality level and creative intensity incorporated in all of Walt Disney World.

SITE PLANNING  
DESIGN

LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX



# SITE PLANNING DESIGN

APPENDIX

LIGHTING

GRAPHICS/  
SIGNING

ARCHITECTURAL  
DESIGN

LANDSCAPE  
DESIGN

## SITE PLANNING DESIGN

### GOALS AND OBJECTIVES

To insure high quality landscape and planning, objectives and goals are maintained, and guidelines specific to each area have been developed. Through orderly growth and development of Walt Disney World Village all business participants will benefit. An overall master plan of development is established and includes circulation systems, open space and required setback relationships. The guidelines serve as the framework for individual development. Only through coordinated overall design efforts can a unified, well functioning, attractive environment be created where different Designers, Architects and Developers add towards the whole with their individual projects at different times.

LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

## "LOOK" AND CHARACTER OF WALT DISNEY WORLD VILLAGE

### AREA ONE

Area One is comprised of six (6) existing hotels and the Walt Disney World Village Reception Center. Hotel Plaza Boulevard connects all hotels and forms the central circulation artery which is richly landscaped with native Florida vegetation. This parkway landscaping is mature in growth and well groomed.

### AREA TWO

Area Two is comprised of the central Shopping Village which forms the commercial core of Walt Disney World Village. Fronting on Buena Vista Drive this area forms the intersection and/or arrival point for all circulation systems including vehicular, pedestrian, cart and proposed monorail extension. The landscape design is informal but has characteristics of both the park like character of Area One and more open natural character of Area Three.

### AREA THREE

Area Three is undeveloped land fronting on Buena Vista Drive. The proposed monorail alignment adjacent to the road and primary circulation access to Sites A, B and C will occur in this area. The landscape design in this area is based on preservation and enhancement of existing vegetation. The open drainage swale adjacent to the road also is more pronounced than in Areas One and Two.

### AREA FOUR

Area Four extends along Buena Vista Drive from EPCOT Center Drive to Area Three. The north side is currently a golf course with the south side undeveloped. The landscape design in this area will be primarily based on preservation and enhancement of existing vegetation. The proposed monorail extension is aligned in the center median of Buena Vista Drive.

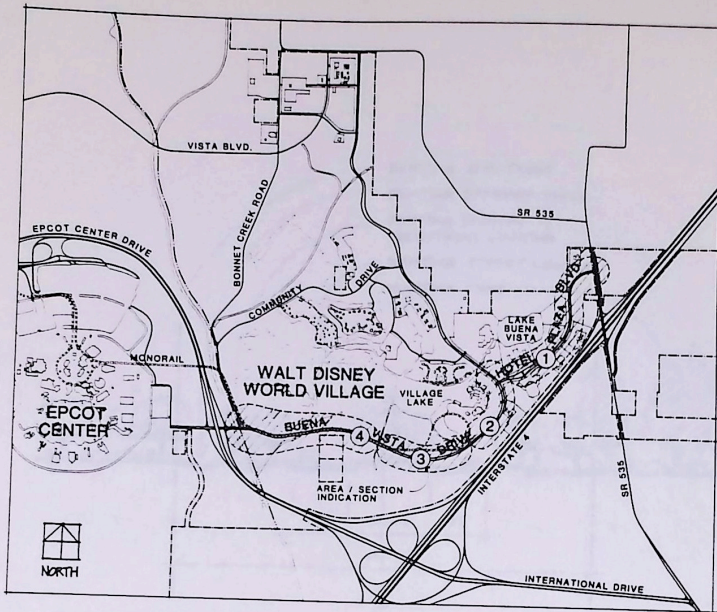
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DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

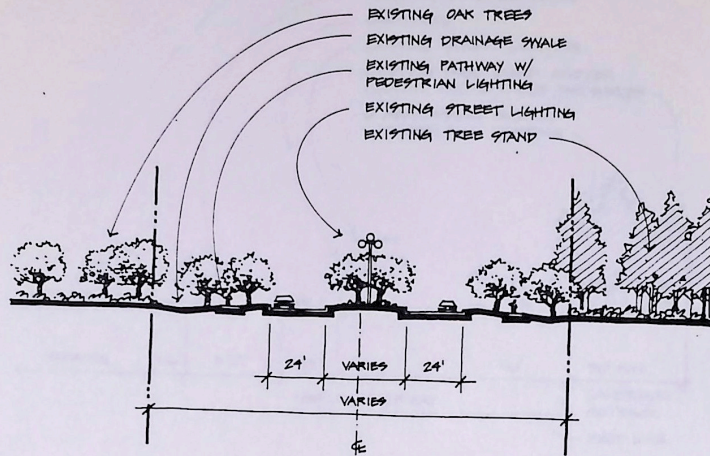
LIGHTING

APPENDIX



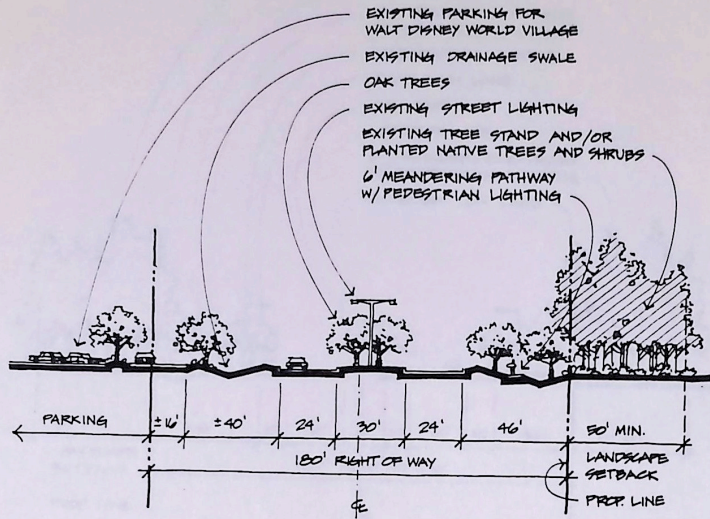
**WALT DISNEY WORLD VILLAGE  
"LOOK" AND CHARACTER AREAS 1, 2, 3 & 4**

LANDSCAPE DESIGN  
ARCHITECTURAL DESIGN  
GRAPHICS/SIGNING  
LIGHTING  
APPENDIX



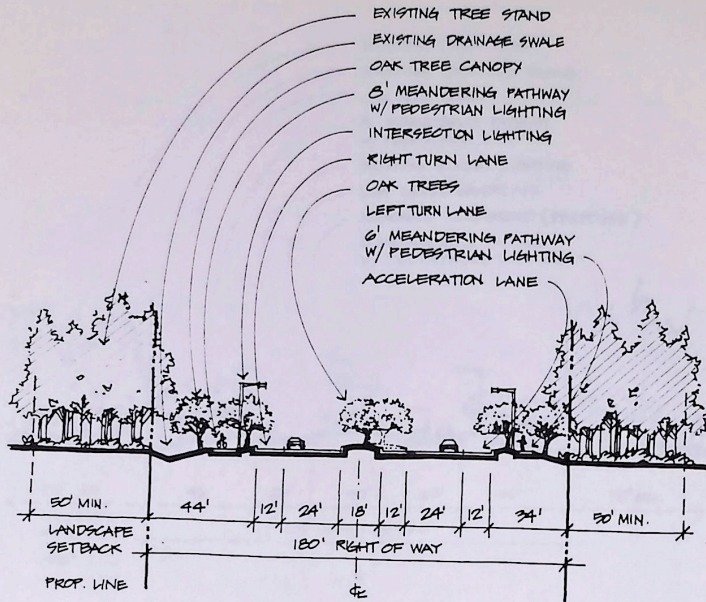
- EXISTING OAK TREES
- EXISTING DRAINAGE SWALE
- EXISTING PATHWAY W/  
PEDESTRIAN LIGHTING
- EXISTING STREET LIGHTING
- EXISTING TREE STAND

HOTEL PLAZA BLVD  
SECTION 1



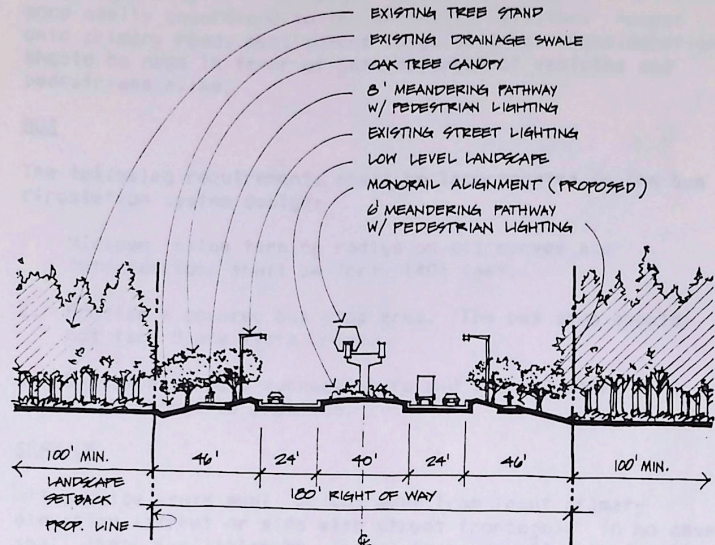
**BUENA VISTA DRIVE  
SECTION 2**

LANDSCAPE DESIGN  
ARCHITECTURAL DESIGN  
GRAPHICS/SIGNING  
LIGHTING  
APPENDIX



**BUENA VISTA DRIVE**  
**SECTION 3**

LANDSCAPE DESIGN  
 ARCHITECTURAL DESIGN  
 GRAPHICS/SIGNING  
 LIGHTING  
 APPENDIX



- EXISTING TREE STAND
- EXISTING DRAINAGE SWALE
- OAK TREE CANOPY
- 8' MEANDERING PATHWAY W/ PEDESTRIAN LIGHTING
- EXISTING STREET LIGHTING
- LOW LEVEL LANDSCAPE
- MONORAIL ALIGNMENT (PROPOSED)
- 8' MEANDERING PATHWAY W/ PEDESTRIAN LIGHTING

**BUENA VISTA DRIVE  
SECTION 4**

LANDSCAPE DESIGN  
ARCHITECTURAL DESIGN  
GRAPHICS/SIGNING  
LIGHTING  
APPENDIX



## CIRCULATION

### AUTOMOBILE

The circulation system within a property should be clear, direct and simple. A strongly organized property will be more easily understood to the unfamiliar visitor. Access onto primary roads must adhere to guidelines. Considerations should be made in favor of safe movement of vehicles and pedestrians alike.

### BUS

The following requirements shall be incorporated in the bus circulation system design:

1. Minimum inside turning radius on all curves and intersections shall be forty (40) feet.
2. Provide a covered bus stop area. The bus stop should not face Buena Vista Drive.
3. Direct bus route connection to and from adjacent sites should be provided.

### SERVICE

All service areas shall orient away from front primary elevation (street or side with street frontage). In no case shall these facilities be visible from any off-site location.

Screening may be accomplished with solid walls that meet with Fencing and Screening Guidelines or landform grading and dense shrub massing if setback distance permits this measure to be effective.

### EMERGENCY

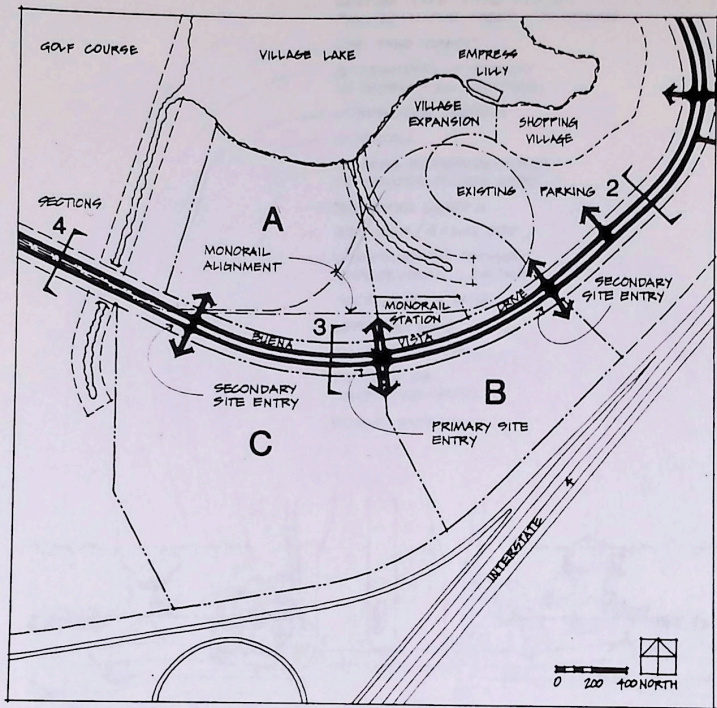
Circulation for emergency vehicles shall be provided in accordance with district, state and national regulations.

### PARKING

Specific parking requirements for off-street parking are outlined in the R. C. I. D. Comprehensive Plan.

### MONORAIL

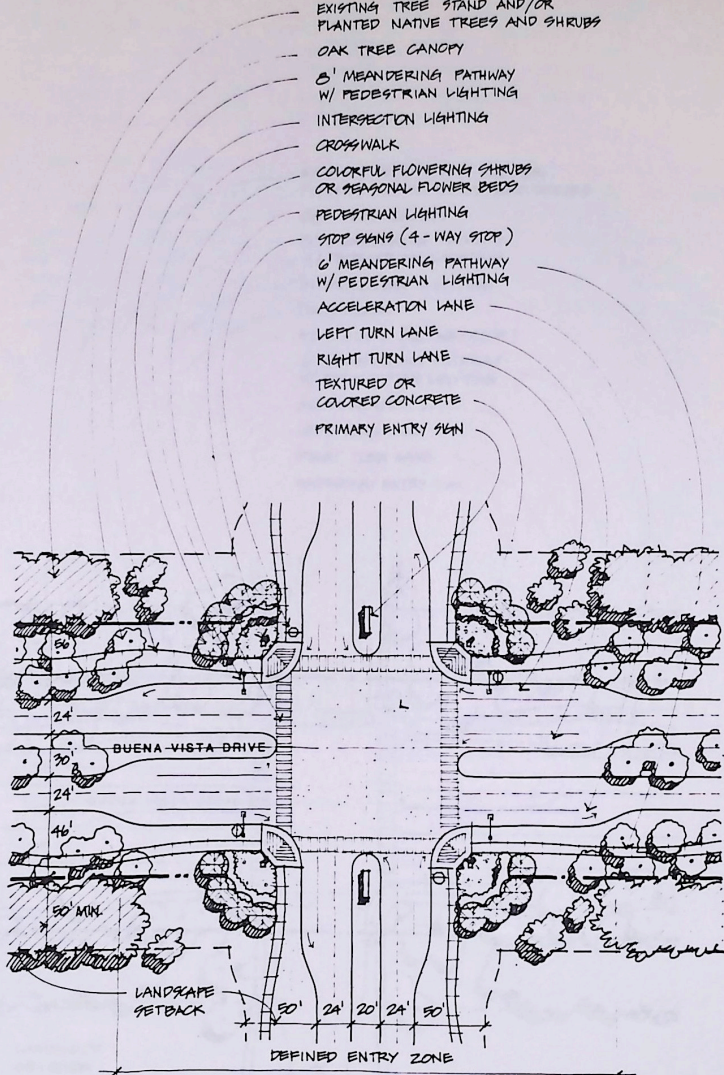
Specific monorail route has been established and right-of-way requirements are available. Any development within Walt Disney World Village must adhere to these requirements.



BUENA VISTA DRIVE  
ACCESS TO SITES A, B & C

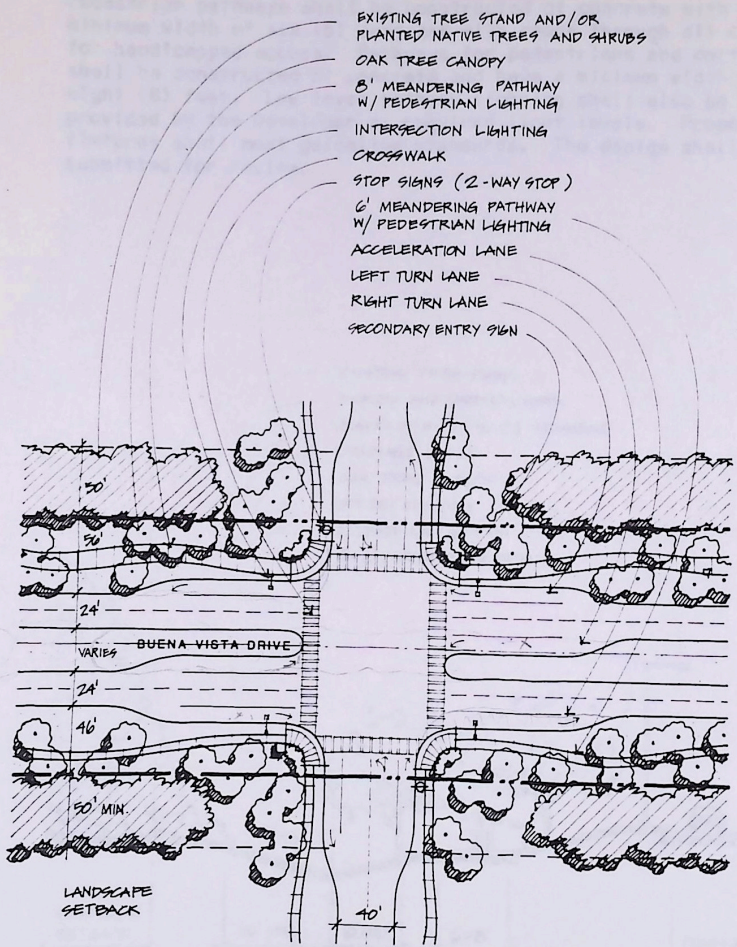
LANDSCAPE DESIGN  
ARCHITECTURAL DESIGN  
GRAPHICS/SIGNING  
LIGHTING  
APPENDIX

- EXISTING TREE STAND AND/OR PLANTED NATIVE TREES AND SHRUBS
- OAK TREE CANOPY
- 5' MEANDERING PATHWAY W/ PEDESTRIAN LIGHTING
- INTERSECTION LIGHTING
- CROSSWALK
- COLORFUL FLOWERING SHRUBS OR SEASONAL FLOWER BEDS
- PEDESTRIAN LIGHTING
- STOP SIGNS (4-WAY STOP)
- 6' MEANDERING PATHWAY W/ PEDESTRIAN LIGHTING
- ACCELERATION LANE
- LEFT TURN LANE
- RIGHT TURN LANE
- TEXTURED OR COLORED CONCRETE
- PRIMARY ENTRY SIGN



**BUENA VISTA DRIVE  
PRIMARY SITE ACCESS**

LANDSCAPE DESIGN  
 ARCHITECTURAL DESIGN  
 GRAPHICS/SIGNING  
 LIGHTING  
 APPENDIX



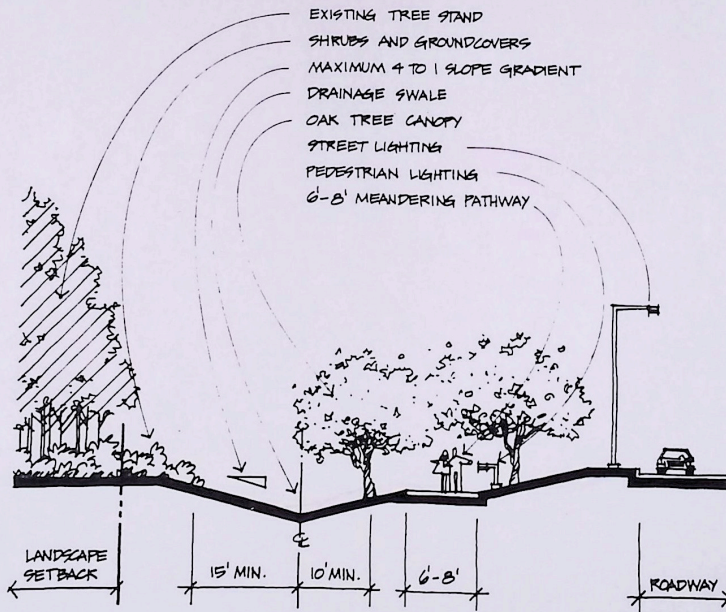
**BUENA VISTA DRIVE  
SECONDARY SITE ACCESS**

LANDSCAPE DESIGN  
ARCHITECTURAL DESIGN  
GRAPHICS/SIGNING  
LIGHTING  
APPENDIX

### PATHWAY SYSTEM

Each development site shall be linked together with a pathway system, providing pedestrian circulation to the shopping Village and other public areas. The pathways should be located within or adjacent to the main boulevard right-of-way. Pathway alignments should meander to fit naturally within the landscape and connect directly to the major walkways on adjacent sites.

Pedestrian pathways shall be constructed of concrete with a minimum width of six (6) feet and with ramps through all curbs for handicapped access. Pathways for pedestrians and carts shall be constructed of concrete and have a minimum width of eight (8) feet. Low level pathway lighting shall also be provided by the Developer at required light levels. Proposed fixtures shall meet guideline standards. The design shall be submitted for review.



TYPICAL PATHWAY SECTION

LANDSCAPE DESIGN

ARCHITECTURAL DESIGN

GRAPHICS/SIGNING

LIGHTING

APPENDIX

### OPEN SPACE

Open space shall constitute at least thirty percent (30%) of the total development site area. The definition of open space includes all unpaved areas (natural or landscaped) and bodies of water (i.e., lakes, ponds, canals) that may be used for recreation, buffer areas, and the preservation of natural features and scenic, cultural or historical values.

APPENDIX

LIGHTING

GRAPHICS/  
SIGNING

ARCHITECTURAL  
DESIGN

LANDSCAPE  
DESIGN

## SETBACK REQUIREMENTS

Specific setback zones have been defined for each site. The objective is to achieve an edge which will have a landscape character that will unify the total development. The landscape setback zone excludes any vehicular circulation or parking except as allowed at a defined site entry zone or any adjoining site transition zone. A pathway system is permitted within the landscape zone.

Specific building setbacks have been established for each site. The objective is to encourage some consistency of space formed by buildings and between buildings but also to allow developments their own individual identity. Specific setback suggestions pertaining to buildings are noted under Architectural Design Guidelines for Building Mass and Shape.

A setback drawing must be submitted for approval during the design review process and shall include landscape and building setback zones, easements for utilities, monorail, parking, governmental requirements, etc.

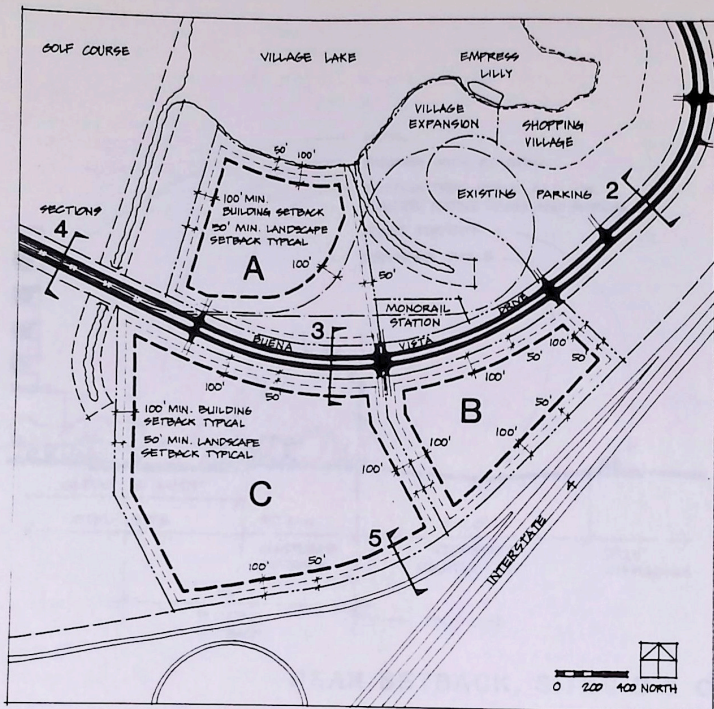
LANDSCAPE  
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DESIGN

GRAPHICS/  
SIGNING

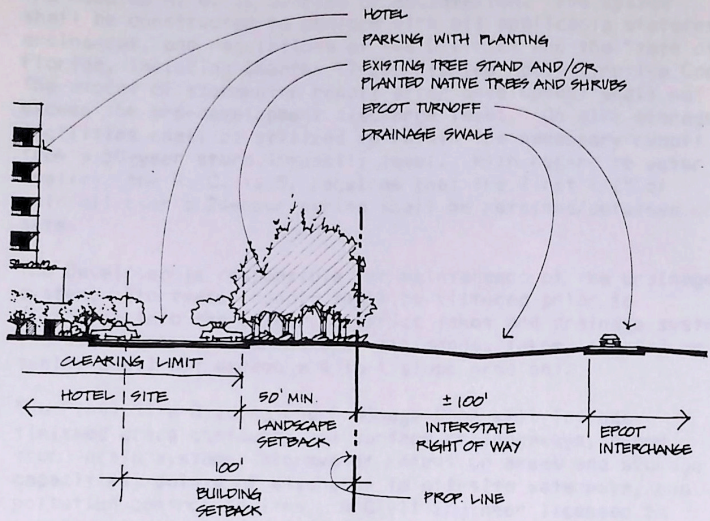
LIGHTING

APPENDIX



SETBACK REQUIREMENTS  
SITES A, B & C





REAR SETBACK, SITES B & C  
 SECTION 5

LANDSCAPE DESIGN  
 ARCHITECTURAL DESIGN  
 GRAPHICS/SIGNING  
 LIGHTING  
 APPENDIX

## SURFACE DRAINAGE SYSTEM

### AND STORM WATER TREATMENT

The Reedy Creek Improvement District requires that every development within the district shall provide a surface drainage system which shall be engineered to protect the integrity of water quality and in full coordination with the adopted R. C. I. D. Plan of Reclamation. The system shall be constructed to conform with all applicable statutes, ordinances, and regulations of the District and the State of Florida, including Chapter 17-25, Florida Administrative Code. The amount of stormwater runoff after development shall not exceed the pre-development discharge level. On site storage facilities shall be utilized to retain the necessary runoff from a 50-year storm intensity level. With regard to water quality, the R. C. I. D. requires that the first 1/2" of rainfall over a 24-hour period shall be retained/detained on site.

The Developer is responsible for maintenance of the drainage system. Stormwater runoff shall be filtered prior to discharge into the primary District lakes and drainage system. The above-water embankments on all ponds, lakes, canals, or swales shall not exceed a 4 to 1 slope gradient.

The Final Site Grading and Drainage Plan will include finished grade contours, all surface drainageways, piped storm drain systems, stormwater retention areas and storage capacities, points of discharge to off-site waterways, and pollution control devices. A Civil Engineer licensed to practice in the State of Florida shall prepare and sign all drawings and calculations for review.

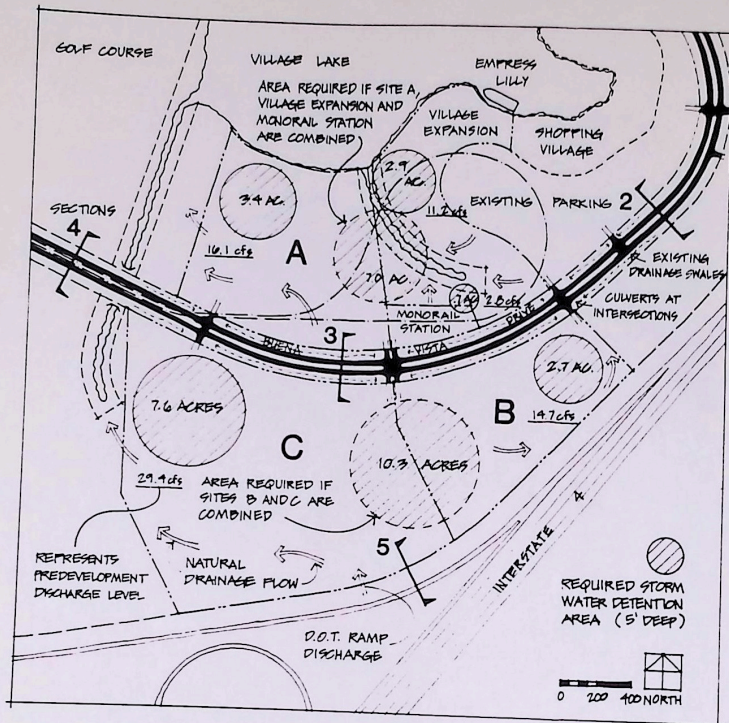
LANDSCAPE  
DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX



**SURFACE DRAINAGE SYSTEM AND  
STORM WATER TREATMENT  
SITES A, B, C & VILLAGE EXPANSION**

LANDSCAPE DESIGN

ARCHITECTURAL DESIGN

GRAPHICS/SIGNING

LIGHTING

APPENDIX

# LANDSCAPE DESIGN

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

## LANDSCAPE DESIGN

### GOALS AND OBJECTIVES

The quality and character of the Walt Disney World Village will be maintained and enhanced through a continuing program of superior landscape architectural design. In areas other than the heavily themed attractions, Walt Disney World has established a natural landscape concept typical of the Central Florida flatwoods, dominated by oak, pine and native holly species. The character of all landscape development will be to create an image of excellence by providing for human needs within an environment of natural and scenic beauty. An informal, natural landscape design is encouraged with subtle detailing to reinforce the projects overall landscape character. Preservation of natural systems and materials is the mark which will guide all landscape architectural design within Walt Disney World Village. All new development should appear as if it were carefully placed within natural surroundings rather than imposed upon them. The generous use of native plant materials is highly recommended. This is not to imply that exotic materials used in harmony with contemporary architectural forms would be discouraged, however, the general concept of a community sensitively placed within a Central Florida oak/pine forest should be maintained. Tropical plantings exotic to this concept should not dominate the landscape but perhaps be confined to pool, amenity and courtyard areas.

A valid concept should, at all times, be built upon the natural vegetation. There should be an integration of the proposed project into the site and an expansion of existing plant materials as well as materials of surrounding developments. Continuity through the individual project is of utmost importance, as well as becoming an integral part of the total development. Therefore, all plant materials must be selected from the Approved Plant Palette for Walt Disney World Village.

ARCHITECTURAL  
DESIGN

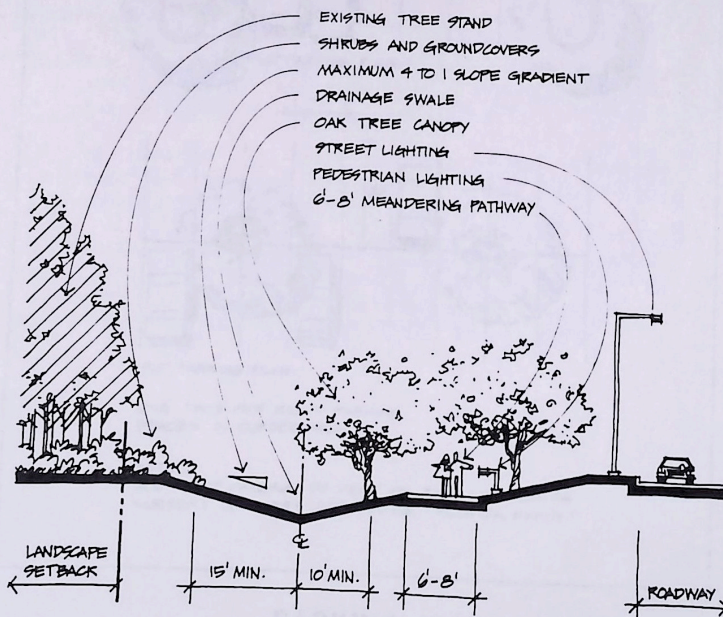
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SIGNING

LIGHTING

APPENDIX

## GRADING AND GRADIENT RESTRICTIONS

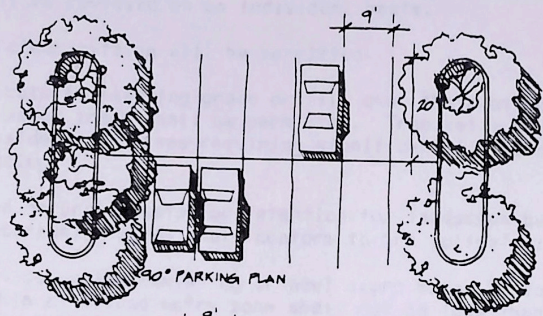
A grading plan shall be prepared by a registered Civil Engineer. The plan shall include the following information: existing and proposed contour levels, finish pad elevations, changes in slopes with elevations, method of surface and/or subterranean drainage provisions, through line elevations and site obstructions such as buildings, raised planters, curbs and walls. Landscape berms and lakeshore embankments shall not exceed 4 to 1 slope gradient. This will insure erosion control and proper maintenance access. Any retaining wall design must be finished in a manner consistent with building materials. Finish material and colors must be submitted for approval. The proposed grading plan shall be submitted for approval during the design review process.



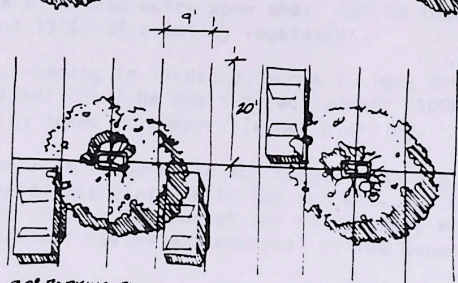
TYPICAL GRADIENT SECTION

## PARKING AREA LANDSCAPING

The purpose and intent of parking area landscape regulations is to de-emphasize the prominence of vehicular parking and circulation. The landscape character should be informal and natural in keeping with the surrounding environment. Landscape of parking areas shall be screened from adjacent areas with freeform hedges or mass plantings. One tree per eight (8) parking spaces shall be provided in curbed islands; each tree shall be 10 to 12 feet in height by 5 foot spread minimum at the time of installation. Preservation of the existing tree rows and/or groupings that can be worked into parking area design is encouraged. Parking lot islands shall be planted with shrubs, groundcovers and mulched; turf is not recommended.



90° PARKING PLAN



90° PARKING PLAN

ONE TREE PER EIGHT PARKING SPACES IN CURBED ISLANDS

NOTE:  
ALL PLANT MATERIAL TO MEET OR EXCEED FLORIDA NURSERY GROWERS ASSOCIATION "FLORIDA FANCY"

## PARKING AREA LANDSCAPING

ARCHITECTURAL DESIGN  
GRAPHICS/SIGNING  
LIGHTING  
APPENDIX

### CLEARING LIMITS

Proposed development should appear as if it were carefully placed within natural surroundings. Development shall be integrated into the natural landscape by use of existing plant materials. Edges of clearing limits should appear natural, not clear cut in a straight line. A comprehensive plan for existing tree protection during construction shall be submitted prior to any site clearing activity. The plan shall include locations and design of tree protection barricades and maintenance thereof during construction. Proposed clearing areas and existing trees within the clearing limits shall be adhered to and include:

1. Specific tree groupings within the clearing limits may be required to be saved. Special site characteristics will be reviewed on an individual basis.
2. No clear cutting will be permitted.
3. No cuts of existing grade or fill over the root zone of major trees shall be permitted. Tree wells may be considered in areas requiring significant fill and grading.

Tree and natural vegetation retention for landscape buffer and/or screening zones shall conform to the following:

1. Tree screening (existing or new) along Buena Vista Drive within a defined entry zone shall not be less than fifty percent (50%) of existing vegetation.
2. Tree screening in landscape zones (unless otherwise specified) shall be one hundred percent (100%) of existing trees or comparable new planting.

The developer is responsible for removal and disposal of any spoil material associated with the project. No material may be disposed of or relocated on any Walt Disney World property without review and approval by the Owner.

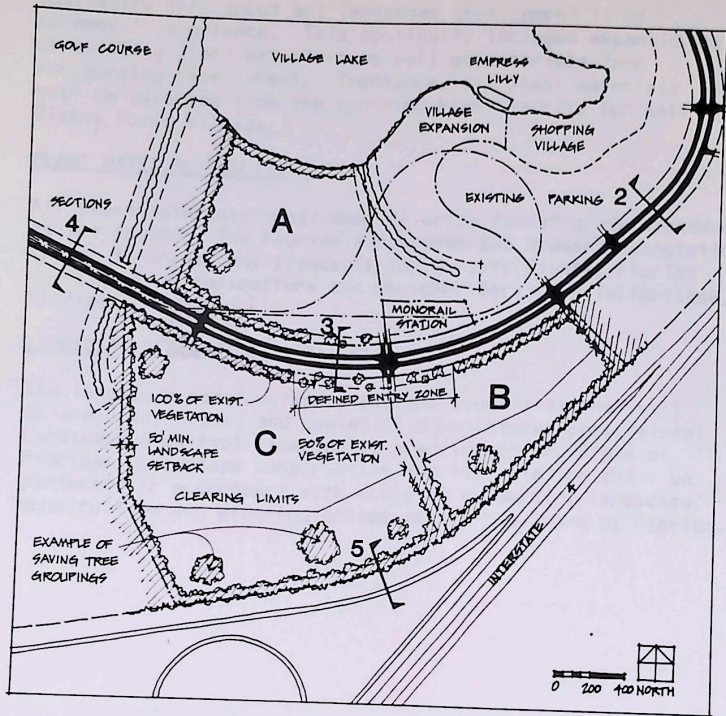
ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX





**CLEARING LIMITS  
SITES A, B & C**

### PLANT PALETTE, MATERIAL, DESIGN AND INSTALLATION

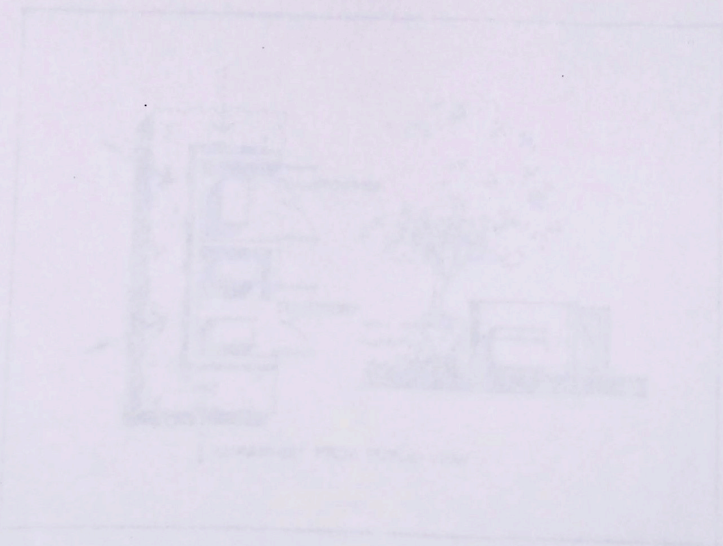
Continuity throughout all landscape development is of paramount importance. This continuity includes expansion of existing plant materials as well as materials from surrounding development. Therefore, all plant materials must be selected from the approved Plant Palette for Walt Disney World Village.

### PLANT MATERIAL QUALITY

All plant materials shall meet "Florida Fancy" grade standards as set forth by the Florida Nurseryman and Growers Association. (refer to Grades and Standards for Nursery Plants, Florida Department of Agriculture and Consumer Services, Tallahassee, Florida).

### LANDSCAPE DESIGN AND INSTALLATION

The landscape construction plans and specifications shall be prepared, signed and sealed by a registered professional Landscape Architect licensed to practice in the State of Florida. Landscape construction and installation shall be performed in accordance with accepted commercial landscape construction and planting procedures in the State of Florida.



FENCING AND SCREENING

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

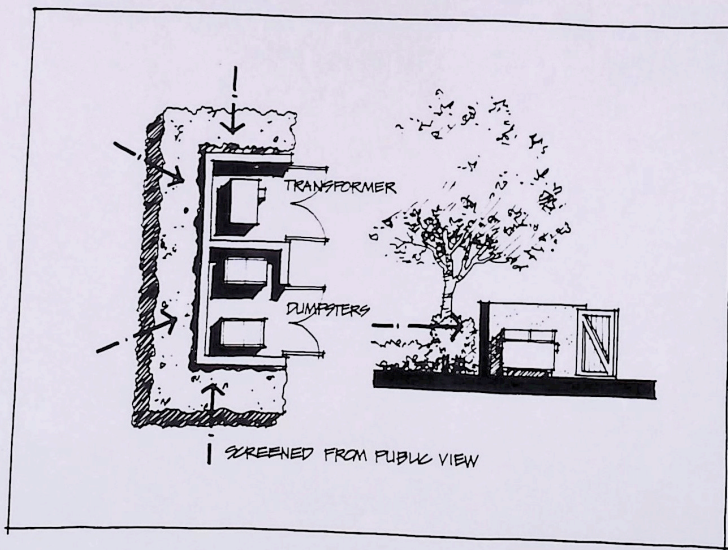
APPENDIX

## FENCING AND SCREENING

All fencing and architectural barriers shall be approved for location, materials and color. In addition, fencing and barriers shall have vines or shrub masses facing public areas. Vines shall be espaliered to fencing or barricades with permanent anchors.

Consideration shall be given to the landscape screening of all above-grade utilities; i.e., transformers, switch gear boxes, communication pedestals, irrigation control boxes, etc. They shall be screened from public view through the use of trees, shrubs and/or groundcovers.

Proposed fencing shall be submitted for review and approval during the design review process.



FENCING AND SCREENING

### DRAINAGE SWALES

The development of drainage swales to conduct the run-off flow of stormwater is essential to enhance the natural landscape environment in and around any project work at Walt Disney World Village. Integration of these swales into the overall site design of the project is of the utmost importance. Landscaping of drainage swales shall conform to the following:

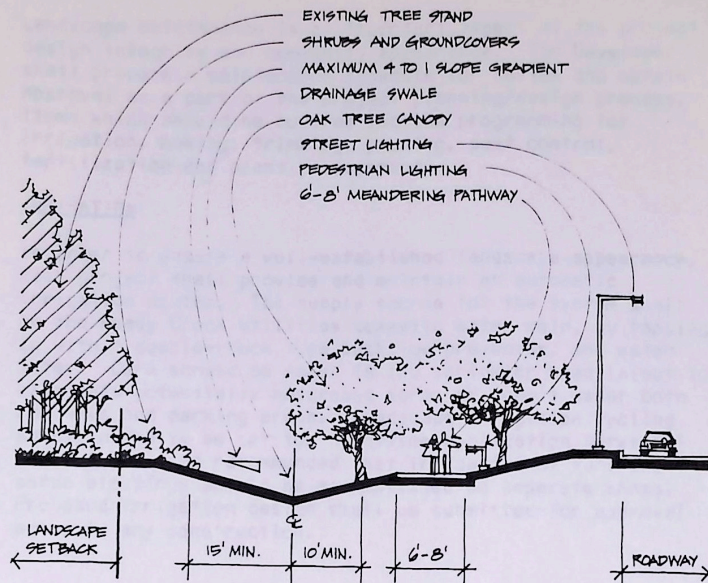
1. Shrubs and groundcovers shall not be planted closer than fifteen (15) feet to the center or flow line of any swale. Approved turf grass shall be used as surface material. This shall provide for proper maintenance access.
2. Trees shall be planted no closer than ten (10) feet to the center or flow line of any swale, and shall be planted in a random, natural pattern.
3. Any interruption of open drainage swales, such as access roads shall be properly engineered and will require approved drainage devices.
4. All plans affecting storm water retention and drainage must be submitted to the Owner and R. C. I. D. for approval during the design review process.

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX



TYPICAL DRAINAGE SWALE SECTION

## LANDSCAPE MAINTENANCE AND IRRIGATION

### MAINTENANCE

Landscape maintenance is an important aspect of the project's design integrity and community appearance. The Developer shall prepare a maintenance schedule for review and obtain approval as a part of the project planning/design process. Items which should be covered include programming for irrigation, mowing, trimming, pruning, pest control, fertilization and plant replacement.

### IRRIGATION

In order to ensure a well-established landscape appearance, each project shall provide and maintain an automatic irrigation system. The supply source for the system shall be the Reedy Creek Utilities domestic water main, by tapping in with a double-check type backflow preventer, and water meter. Care should be taken in the sprinkler head layout to eliminate potentially hazardous spray or runoff water onto roadways and parking areas. Landscape irrigation cycling should normally be set for nighttime application between 1 and 6 A.M. It is recommended that irrigation of turf and shrub plantings should be accomplished on separate zones. Proposed irrigation design shall be submitted for approval prior to any construction.

ARCHITECTURAL  
DESIGN

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

CONCEPTUAL DESIGN

STATE OF DESIGN

The quality and character of the State World Village is based on the concept that a better environment can be created by a more integrated design. The design is based on the concept of a total environment, based on supporting the integration of the built environment with the natural and human environment. The design is based on the concept of a total environment, based on supporting the integration of the built environment with the natural and human environment.

# ARCHITECTURAL DESIGN

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APPENDIX  
LIGHTING  
GRAPHICS/  
SIGNING

## ARCHITECTURAL DESIGN

### GOALS AND OBJECTIVES

The quality and character of Walt Disney World Village is based on the belief that a better environment can be created and maintained if each building is designed to become a part of a total environment, instead of competing for prominence on its own isolated merits. Preservation and enhancement of the existing environment is paramount. Architecture should enhance the landscape rather than compete for dominance.

High quality design can be accomplished through diligent attention to site development and landscaping, material selection and appropriate pedestrian scale, thus maintaining a basic compatibility with other property improvements while allowing for a diversity of building types. Aside from the continuity this approach imparts, it is also important that inventive, functional, and dignified design be apparent in the building. Trendy or inappropriate stylized architectural motifs are out of character with the concept of Walt Disney World Village.

The guidelines are intended to encourage individuality and to provide the quality of image which makes Walt Disney World Village a unique, distinguishable and special experience.

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

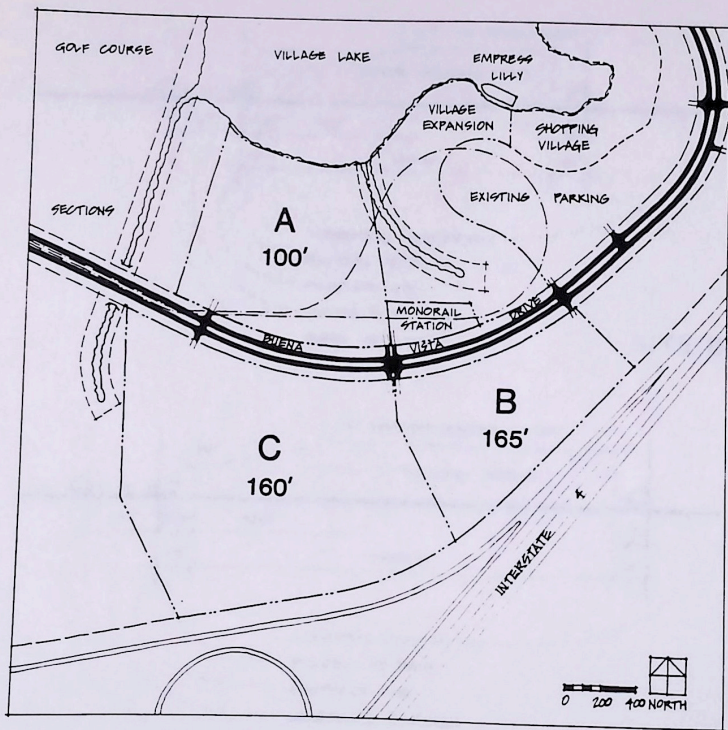
MAXIMUM BUILDING HEIGHTS  
SITES A, B & C



## BUILDING HEIGHTS

Building height must not exceed the requirements established by the Owner. Height will be measured from natural undisturbed grade elevation to the highest element on structure. In addition to specific requirements each site has a recommended building zone which is designed to control building mass and shape from adversely impacting on the environment and its character. The building zone includes parking structures, ancillary buildings and future building expansion areas.

Proposed building height must be submitted for review and approval during the design review process. Proposed building heights shall be subject to a visual intrusion field test in which height marker balloons will be flown on site and observed from various locations within EPCOT Center.

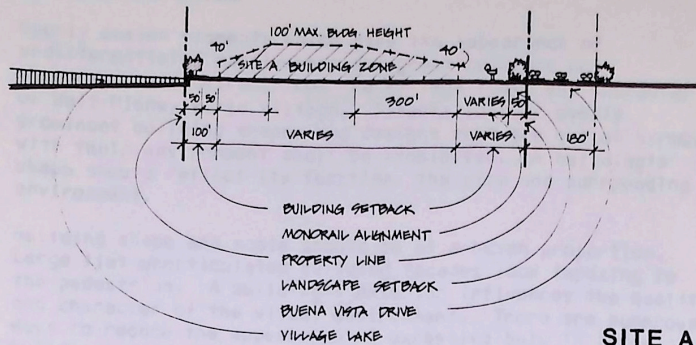


MAXIMUM BUILDING HEIGHTS  
SITES A, B & C

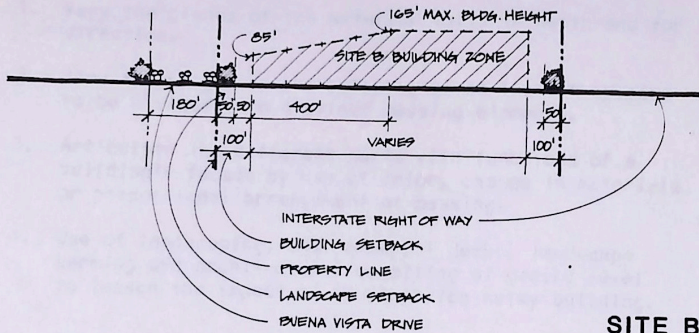
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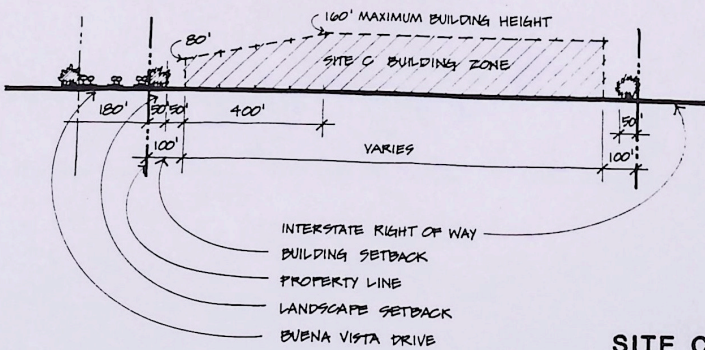
APPENDIX



SITE A



SITE B



SITE C

MAXIMUM BUILDING HEIGHTS

GRAPHICS/  
 SIGNING  
 LIGHTING  
 APPENDIX

### BUILDING MASS/SHAPE

Overly scaled elements which give the appearance of undifferentiated massiveness and great bulk are not encouraged and detract from the Village scale and character of Walt Disney World Village. Ostentatious or overly prominent building shapes and designs that are out of harmony with their environment shall be prohibited. A building's shape should reflect its function, the site and surrounding environment.

Building shape and scale should be of a human proportion. Large flat unarticulated building facades look imposing to the pedestrian. A building's exterior influences the quality and character of the visual environment. There are numerous ways to reduce the appearance of excessive bulk in large buildings:

1. Vary the planes of the exterior walls in depth and for direction.
2. Vary the height of the building(s) so that it appears to be divided into distinct massing elements.
3. Articulate the different parts with functions of a building's facade by use of color, change in materials or proportional arrangement of massing.
4. Use of landscaping, environmental decks, landscape berming and architectural detailing at ground level to lessen the impact of an otherwise bulky building.

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

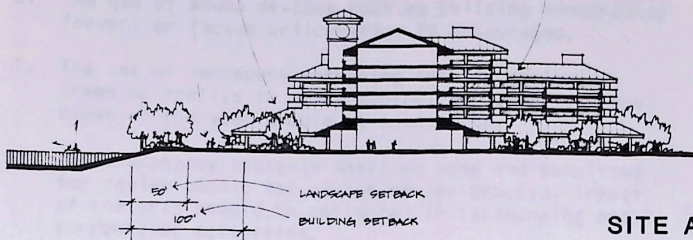
VILLAGE LAKE

PEDESTRIAN PROMENADE

BUILDING SHOULD "STEP BACK" FROM VILLAGE LAKE EDGE TO PRESERVE PEDESTRIAN SCALE

ARCHITECTURE SHOULD REFLECT THE CHARACTER OF THE EXISTING VILLAGE:

- SLOPING ROOF FORMS
- WARM COLORS AND MATERIALS
- BALCONIES AND PROJECTIONS



SITE A

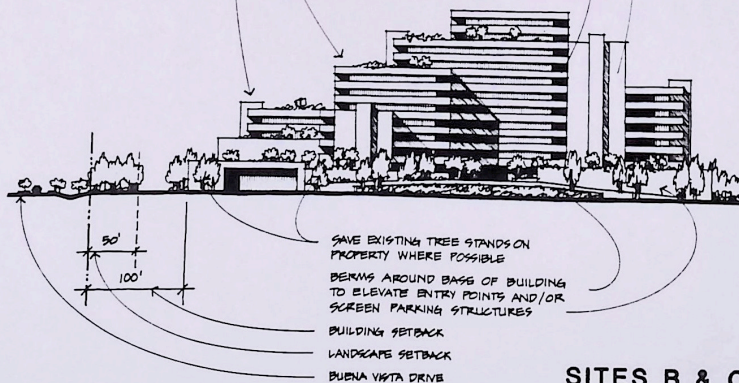
"STAIR STEP" BUILDING MASS UP FROM BUENA VISTA DRIVE

INCORPORATE ENVIRONMENTAL DECKS AND/OR TERRACES ON ROOF TOPS

WALL COLOR TO BE "WARM HUES" OPPOSED TO "STARK WHITES"

INCORPORATE BALCONIES AND PROJECTIONS TO BREAK UP APPEARANCE OF "FLAT WALLS"

GENERAL NOTE:  
NO REFLECTIVE SURFACES!



SITES B & C  
BUILDING MASS / SHAPE

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

### BUILDING ORIENTATION

Building shape shall take maximum advantage of micro-climate factors including sunlight and ventilation. A building's shape shall also consider user comfort including shade/shadows, views/sitelines and energy conservation. Whenever possible, the following criteria should be followed to reflect good building orientation:

1. Outdoor activity areas should be located with south or southwestern exposure to take maximum advantage of solar radiation.
2. The use of shade devices such as building sunscreens, louvers or facade articulation is encouraged.
3. The use of landscape screening such as deciduous trees or trellis to allow control of sun at various times of the year should be considered.
4. A shade/shadow analysis shall be done and submitted for review during the design review process. Impact of analysis should be reflected in landscaping and surrounding activities.

GRAPHICS/  
SIGNING

LIGHTING

APPENDIX

EXTERIOR MATERIALS AND COLORS

The materials employed should be appropriate for the design concept and character of Walt Disney World Village. Materials shall be used with consideration to building form, mass, color, scale and environment. Materials shall not be used as applied decorative panels or in any other trendy approach. Reflective materials and unfinished concrete is not permitted. Color palette should fall within the warm tone hues. Earth tones and natural warm tones are encouraged.

All exterior materials proposed shall be submitted (with actual materials sample and color) for approval during the design review process.



ARCHITECTURAL SCREENING  
SERVICE AREAS

GRAPHICS/  
SIGNING  
LIGHTING  
APPENDIX

## ARCHITECTURAL SCREENING

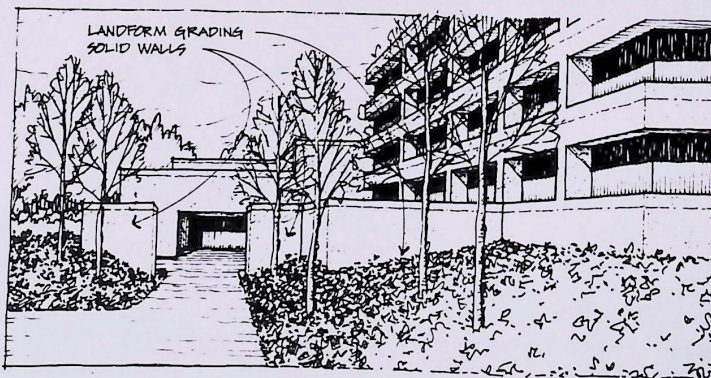
### EQUIPMENT

Because of the overall grade relationships within the project site and surrounding areas, some roofs may be exposed to view from above. In these cases, special attention must be paid to the arrangement and design of the roof and its various elements. These include mechanical equipment, vents, fans, penthouses, skylights, and other rooftop devices. The concept of screening equipment, etc., by means of a perimeter screen or parapet, is not valid when a roof is viewed from above. The roofscape must be organized and designed as carefully as the other primary exposures of the building. Equipment must be integrated into the building form or placed within enclosures well integrated with the roofscape or the landscape.

### SERVICE AREAS

All loading areas shall orient away from front primary elevation (street or side with street frontage). In no case shall these facilities be visible from any off-site location. Screening may be accomplished with solid walls or with landform grading and dense shrub massing if setback distance permits this measure to be effective.

All proposed architectural screening must be submitted for approval during the design review process.



**ARCHITECTURAL SCREENING  
SERVICE AREAS**

### PARKING STRUCTURES

The planning and design of parking structures shall be compatible in architectural style with adjacent structures. The structure must adhere to Architectural Design and Landscape Design Guidelines. The upper level of structure shall have landscape planting. Container planting on top level of structure is required. Consideration shall be given to planting materials on natural grade and allowing growth wells up through openings in each level. This would enhance the lower parking areas with natural light and improve ventilation.

Proposed parking structures must be submitted and approved during the design review process.

### ENVIRONMENTAL DECKS

The design of different structures with different levels and/or grade relationships may allow or even require special treatment of the top level. This environmental deck level may be a parking structure, utility or service roof top or even a building structure exposed to view from above. Consideration shall be given to landscaping this level or incorporating activities (recreational, open space, etc.) that will enhance the project character. When planning environmental decks consideration shall be given to proper drainage, soil composition, selection of plant materials and guest utilization.

Proposed environmental deck areas must be submitted for review and approval during the design review process.

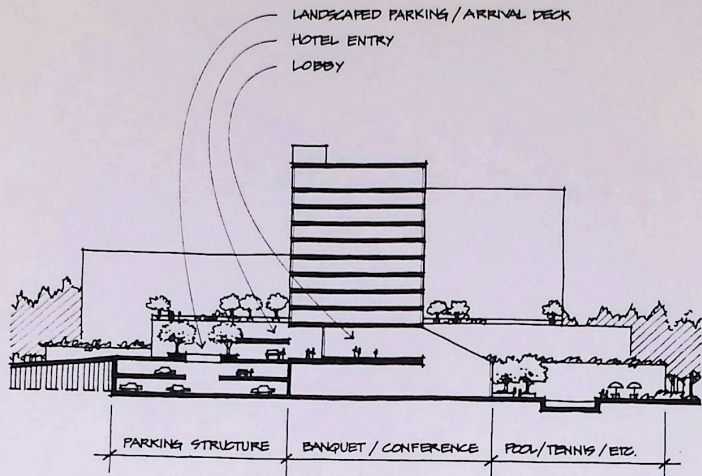
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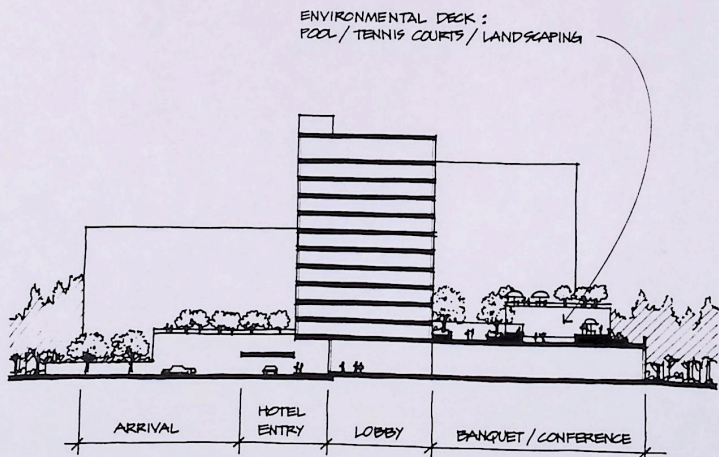
APPENDIX

ENVIRONMENTAL DECK





**PARKING STRUCTURE**



**ENVIRONMENTAL DECK**

SECTION 01-5000

1.00 SIGNAGE

The objective of this section is to provide for the design and construction of signage for the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project.

## GRAPHICS / SIGNING

1. The primary signage for the project shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project.

2. All exterior signage for the project shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project.

3. All interior signage for the project shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project.

SECTION 01-5000

1. All exterior signage for the project shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project.

SECTION 01-5000

1. Temporary construction signs shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project. The signage shall be designed and constructed in accordance with the requirements of the City of St. Louis, Missouri, and the requirements of the project.

LIGHTING

APPENDIX

## GRAPHICS/SIGNING

### SITE SIGNING

The objective of a quality signing and graphics program is to present a clear hierarchy of information, direction and organization in a manner consistent with standards of Walt Disney World Village. A system of compatible signs is used throughout Walt Disney World Village and any development must adhere to this program. Guidelines include the following:

#### Detached Business Identification Signs

1. The primary entrance and secondary entrance detached business identification signs shall be permanent monument type signs and shall not exceed a height of four feet above the underlying finish grade unless otherwise approved. No more than one detached sign of each type shall be permitted for each site.
2. All detached business identification signs shall be of such materials and design to be compatible with and complimentary to the on site design concept as well as landscape and physical design features.
3. Business identification signs shall be limited to the display of the name and/or symbol or logo of the business or businesses occupying the site. No messages or advertising of any kind including, but not limited to, advertising of products, services, or job openings shall be permitted.

#### Information and Vehicular Control Signs

1. All informational and vehicular control signs shall adhere to Walt Disney World Village standards. No business name, symbol or advertising shall be permitted on any sign of this type.

#### Temporary Development Signs

1. Temporary development signs shall be of a uniform size, area, height, color, and design shall, at a minimum, identify the business or company developing the parcel. The remaining sign area shall be limited to identification of the project, General Contractor, Architect, Engineer and Landscape Architect. Temporary signs must be removed prior to occupancy.

### Illuminated Signs

1. Exposed outdoor neon signs and flashing or moving lighted signs are not acceptable.

All site signing shall be submitted for approval during the design review process.

### BUILDING SIGNING

The object of a controlled attached building identification program is to present a consistent sign organization that is compatible with standards of Walt Disney World Village. Guidelines include the following:

1. Business identification may be displayed near the top of the building. The size of that identification shall not exceed 100 square feet. The visual design and location will determine actual proportion and square footage for each identification sign. Two (2) signs per site are permitted. Business or building identification signs, including logos, may be mounted to any vertical surface of a building associated wall provided such signs appear as an integral part of the overall architectural and site design concept.
2. Building mounted identification may be illuminated by internal illumination or backlighting provided that the color and intensity of such lighting appears as an integral part of the overall architecture and site design concept.
3. No flashing and moving signs are permitted.
4. The building mounted sign area is defined as the area of surface or surfaces which displays letters or symbols identifying the business occupying the site. When the sign is of freestanding letters or logo, the single rectangular area which fully encloses all letters or symbol identifying the business occupying the site constitutes the sign area.
5. Business identification may be spelled out and displayed at the main entrance and secondary entrance to building. The size of identification shall not exceed 50 square feet. The visual design and location will determine actual proportion and square footage for each identification sign. Two (2) signs per site are permitted.

All attached building signs shall be submitted for approval during the design review process.

LIGHTING

AIR LIGHTING

Lighting is an important site development feature providing both safety and aesthetic emphasis. Exterior lighting should be well coordinated with the building's architecture and used in a manner that does not create glare or light pollution. The variety of lighting fixtures and lighting design solutions include:

1. All lighting shall be installed in a manner that does not create glare or light pollution. The lighting shall be directed or shielded to prevent light trespass and light pollution.
2. Lighting of parking areas, access drives, and other circulation areas shall have a uniform, diffuse light source mounted with a downward tilt. The light source shall be shielded to prevent light trespass. The parking lot illumination level shall achieve a uniformity ratio of 3 to 1 lower up to 100 feet with a maintained average of 1 foot candle and a minimum of .1 foot candle.
3. Service area lighting shall be contained within the service yard boundary and directed away from the street. The lighting shall not be visible from the street.
4. Commercial walk-up areas lighting is required. This lighting shall be installed in a manner that does not create glare or light pollution. This lighting shall be installed in a manner that does not create glare or light pollution. This lighting shall be installed in a manner that does not create glare or light pollution.
5. The first zone is pedestrian area lighting. This lighting shall be installed in a manner that does not create glare or light pollution. This lighting shall be installed in a manner that does not create glare or light pollution. This lighting shall be installed in a manner that does not create glare or light pollution.
6. The second zone is pedestrian area lighting where glare is not lighting is acceptable with no specific illumination levels required. The main objective for this zone should be to clearly identify the pedestrian walking and direction of travel.
7. Recreational areas, tennis courts, swimming areas, water park areas, etc., shall be contained within existing boundaries.

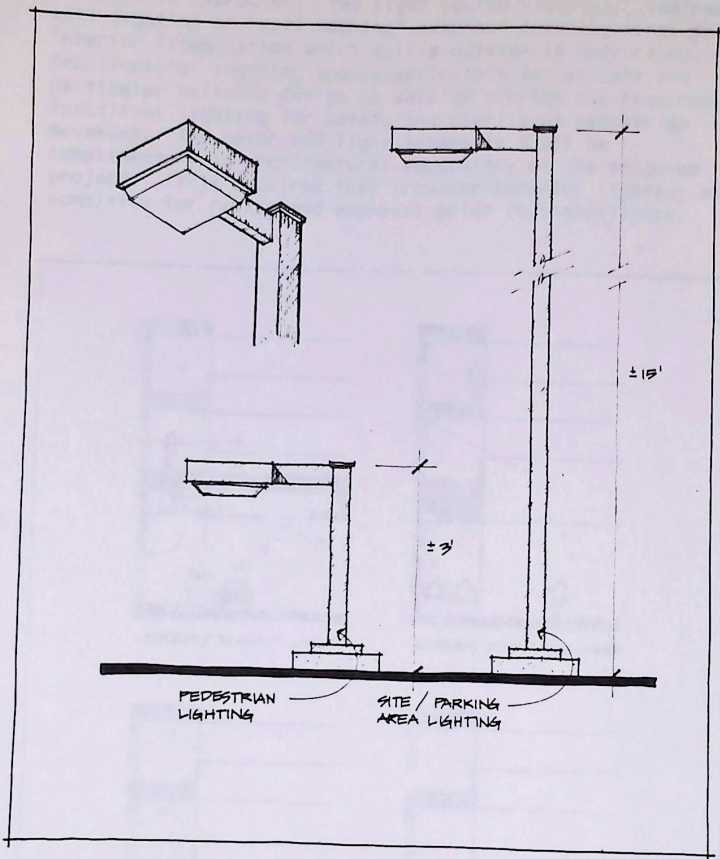
LIGHTING

## LIGHTING

### SITE LIGHTING

Lighting is an important site development feature providing both safety and aesthetic ambiance. Exterior lighting fixtures shall be selected which meet the Owner's standards and must be submitted for approval prior to installation. The variety of lighting types and Lighting Design Guidelines include:

1. All lighting potentially visible from an adjacent street except bollard lighting less than 42 inches high, shall be indirect or shall incorporate a full cutoff shield type fixture.
2. Lighting of parking areas, access drives, and internal vehicular circulation areas shall have a zero cutoff fixture type design mounted atop a square metal pole. The light source shall be 150 watt color corrected high pressure sodium. The parking lot illumination level shall achieve a uniformity ratio of 3 to 1 (average to minimum) with a maintained average of 1 foot candle and a minimum of .3 foot candle.
3. Service area lighting shall be contained within the service yard boundaries and enclosure walls. No light spillover should occur outside the service area. The light source should not be visible from the street.
4. Pedestrian walk and area lighting is segmented into 2 zones.
  - A. The first zone is pedestrian area lighting. This is for outdoor pedestrian use areas such as courtyard, entryway, etc. Pedestrian area lighting should achieve a uniformity ratio of 3.5 to 1 average to minimum, with an average illumination of .60 foot candles and a minimum of .18 foot candles.
  - B. The second zone is pedestrian walk lighting where point to point lighting is acceptable with no specific illumination levels required. The main emphasis in this zone should be to clearly identify the pedestrian walkway and direction of travel.
5. Recreation areas (tennis courts, swimming area, multi-purpose plaza, etc.) shall be contained within activity boundaries.

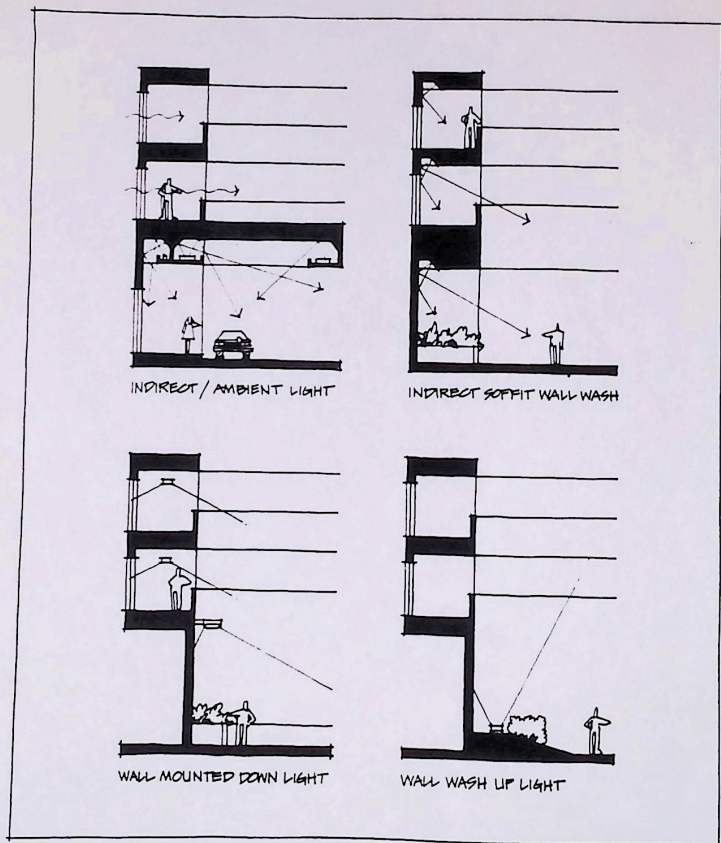


SITE LIGHTING



## BUILDING LIGHTING

Building illumination and architectural lighting shall be indirect in character. (No light source visible). Indirect wall lighting or "wall washing" overhead down lighting, or interior illumination which spills outside is encouraged. Architectural lighting should articulate and animate the particular building design as well as provide the required functional lighting for safety and clarity of pedestrian movement. The color and light intensity shall be complimentary to architectural vocabulary of the proposed project. It is required that proposed exterior lighting be submitted for review and approval prior to installation.



## BUILDING LIGHTING