

City of Valdosta Land Development Regulations

- (b) Sign Illumination. Signs may be internally or externally lit. External lighting fixtures shall be directed downward and away from adjacent property and public streets. All lighting shall be fully shielded, have recessed luminaries, or be full cut-off luminary fixtures.
 - (c) Canopy Illumination. The luminaries at drive-under canopies and pump islands at gasoline stations shall be recessed into the canopy ceiling so that the bottom of the luminary does not extend below the ceiling.
- (I) Driveways and Streets. Driveways and streets shall be designed or altered in accordance with provisions of Chapter 332. It is the intent that the walkways, streets, and driveways in the Urban Commercial Corridor Overlay District contribute to an inter-connected and continuous network providing convenient vehicular and pedestrian access to abutting properties. An Administrative Variance from the requirements of Chapter 332 may be considered and approved by the Director and the City Engineer for properties undergoing redevelopment where there is undue hardship or unique existing site conditions that warrant such a variance.
- (1) Inter-parcel access. Joint driveways, cross-access drives, and access easements shall be provided in accordance with the provisions of Chapter 332, except where the City Engineer determines that they are unfeasible because of topographic or other site-specific constraints. Sidewalks or other designated pedestrian pathways shall be provided between adjacent parcels to connect the developments and facilitate inter-parcel pedestrian access. When adjacent property is vacant, developer shall stub-out the inter-parcel access feature (access drive or pedestrian pathway) to the property line to allow completion of inter-parcel access at such time that said adjacent property is developed.
- (J) Architectural Standards.
- (1) Franchise Architecture. In order to be consistent with local architectural character, building designs are encouraged to reflect local, unique, and traditional designs rather than chain or franchise designs. This is to help avoid a common generic appearance within the Overlay District and to establish the District's sense of place and promote adaptive reuse of existing buildings where feasible. Therefore, the use of creative context-sensitive building designs that reflect local character are encouraged. However, unique building designs utilizing franchise elements, which are well-integrated into the overall building design, may be acceptable.
 - (2) Exterior Building Materials.
 - (a) Types of building materials shall be limited as follows:
 - i. Allowed materials:
 - 1. Brick.
 - 2. Glass, including glass storefront construction.
 - 3. Stone.
 - 4. Split-face block/concrete masonry units (CMU) may be used if limited to 50% of the surface area of the facade.
 - 5. Finished precast concrete limited to 50% of exterior wall surfaces.
 - 6. Stucco.
 - 7. Natural wood and/or cement-based siding.
 - ii. Materials prohibited in exterior walls:
 - 1. Unfinished concrete and precast "T's".