

---

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

This section of the Draft Environmental Impact Report (DEIR) describes the existing visual resources and characteristics of the General Plan Update (GPU) Planning Area. In addition, this section identifies environmental impacts associated with visual resources/light and glare resulting from the proposed General Plan Update and its associated project components, and appropriate mitigation measures are identified to reduce, lessen, or eliminate impacts.

### 4.11.1 EXISTING SETTING

The city's visual character is defined for the most part by its physical development, which is influenced by the city's topographical diversity and the series of local roads that extend throughout the city. Aesthetically speaking, the city's physical development is diverse. For example, residential development in some areas is suburban and rural in its feel, with landscaped hillsides and low-density residential neighborhoods, while other areas are characterized by modern homes and a distinctly more urbanized feel. The city also varies in its scale and types of commercial development, with the large, modern appearance of the major shopping districts, as well as the commercial district with a historic feel in the Old Town in the center of the city, where the shops, restaurants, and retail uses front onto the street, thereby providing a street façade. Pinole has a general pattern of small-scale development within older city areas on more level areas, with newer city development in the hill areas. Large-scale commercial development is found along the major corridors and near Interstate 80 (I-80) and was constructed in the 1960s through today.

The natural setting of the city includes the San Pablo Bay shoreline, open spaces, and Pinole Creek and other watersheds, as well as hillside topography. In many respects, the natural setting of Pinole is also one of visual contrasts, with varied geography that includes marshlands along San Pablo Bay, Pinole Creek running through the city, and valleys separated by small ridgelines within the city boundaries.

#### SIGNIFICANT VISUAL FEATURES

The following includes a discussion of the significant visual features in the GPU Planning Area. The location of natural visual features within the GPU Planning Area, including creeks, ridgelines, knolls, and groves, are shown in **Figure 4.11-1**.

#### Historic Visual Resources

Historic visual resources are important features of a community's history that provide a link between the landscape of the past and the urbanized landscape of the present. Examples of historic visual resources include buildings, structures, landmarks, and monuments. The majority of the historic buildings in the GPU Planning Area are located throughout the Old Town Pinole area located along San Pablo Avenue, encompassing the intersection at Tennent Avenue and Pinole Valley Road. Old Town Pinole, along San Pablo Avenue, contains a variety of architectural styles that mirror the community's historical development and development pattern. Commercial buildings with historic designs that characterize Old Town Pinole are located on San Pablo Avenue between Tennent Avenue and Pinole Valley Road. Built in the early 20<sup>th</sup> century, the commercial buildings include two-story masonry structures, false front-type wood frame structures, and stucco or plaster structures. Newer buildings (1960–1990) are more modern masonry, wood-sided or stucco structures and do not add to the character and quality demonstrated by the older buildings. The Bank of Pinole building along San Pablo Avenue depicts a neoclassical architectural style. The limestone building façade consists of two grand ionic columns, a grand portico, and an arched glass entrance.

Residential buildings in Old Town represent a diverse mix of architectural styles, spanning several decades. The main historical residential design themes can be characterized as follows:

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

- Queen Anne Cottages (1880–1905): Queen Anne Cottage homes along San Pablo Avenue illustrate a unique evolution of the style from a rural farmhouse with earlier Italianate Cottage features (tall narrow windows and hip roof) to the Queen Anne Cottages of the 1890s. Scaled-down classical columns characterize later versions of these homes as porch supports.
- Hip Roof Cottages (1870–1910): The Italianate Hip Roof Cottages have subtle stylistic details (tall narrow windows and a small flat area at the roof peak) that establish the age of these buildings. Porch design and detail features varied according to what was available for decoration at the local lumberyard when the cottages were built.
- Bungalows (1915–1930): The Bungalow or Craftsman Bungalow was the predominant housing style between 1915 and 1930. These narrow rectangular houses have low pitched gable or hipped roofs and small front porches enclosed by screens.

Other residential styles in Old Town include Classical Revivals, Farmhouse/Ranch Style homes, Prairie Style Bungalows, and Second Empire French.

In addition, though comparatively new, the buildings constructed during the post-World War II (WWII) era contribute to the visual character of Pinole. Though many of the buildings that were constructed in the 1950s, '60s, and '70s have been largely dismissed as architecturally insignificant, when considered as a whole they best define the character and context of Pinole outside of the Old Town area. When examined more closely, these developments also provide good examples of post-war tract development. As these subdivisions age, their significance within the historic context of Pinole will only increase, particularly in "The Valley." The Oak Ridge development located at the end of Henry Drive and the Silver Creek development provide good examples of hillside quality 1970s architecture.

The reader is referred to Section 4.10, Cultural and Paleontological Resources, for further details on the historic and cultural background of the city.

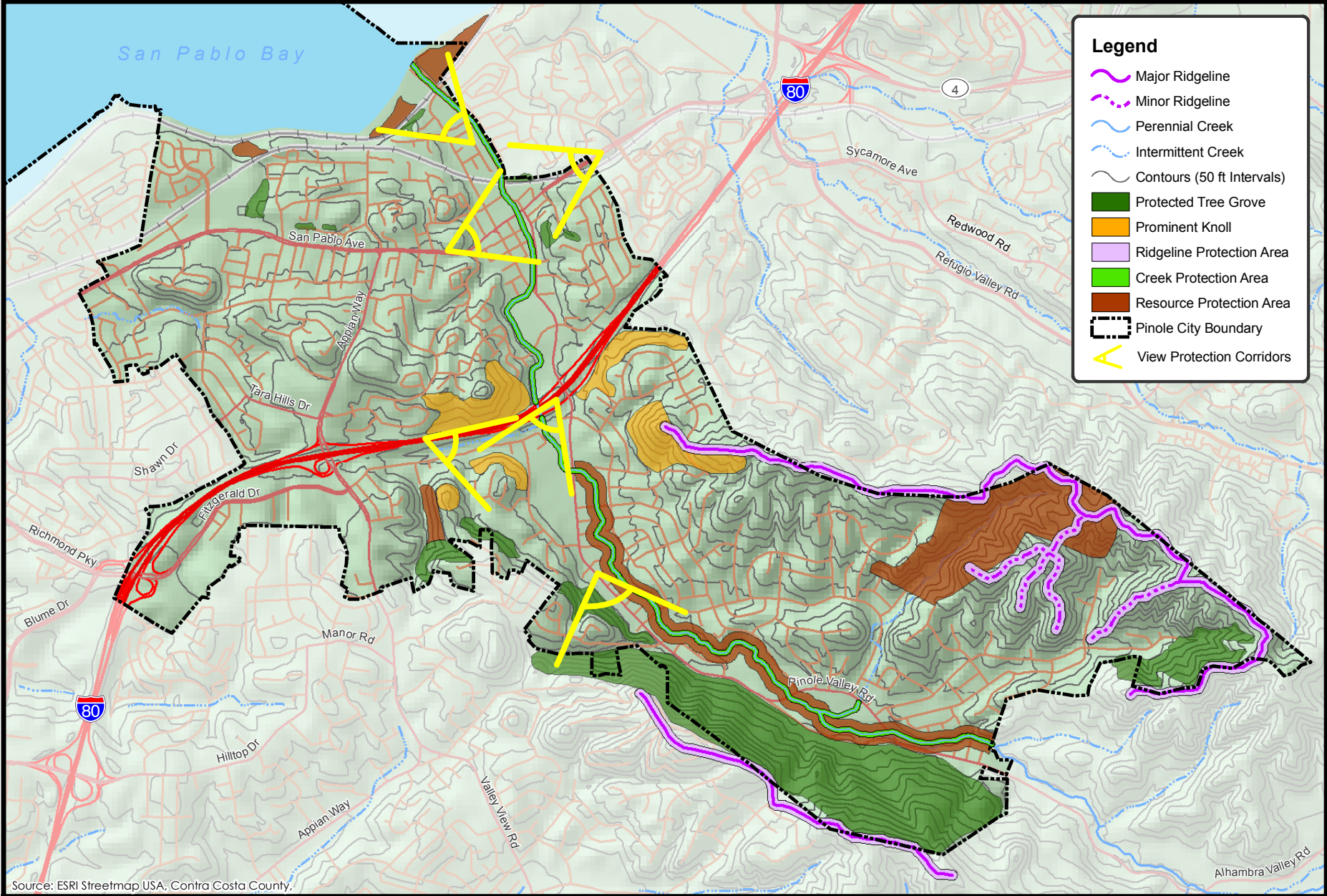
### **Creeks and San Pablo Bay Shoreline**

Some of the most significant natural features are the creeks and waterbodies located in the GPU Planning Area, such as Pinole Creek, San Pablo Bay, and other associated riparian and wetland areas. Natural features, including Catty Creek, Duncan Canyon/Cole Creek, Shady Draw, Faria Creek and Roble Creek, provide scenic views throughout the Planning Area.

Pinole Creek is one of the GPU Planning Area's valuable visual resources. Pinole Creek flows east to west through the city's northern boundaries and is channelized from I-80 to San Pablo Bay to prevent flooding. The creek provides a variety of habitats within the city including brackish marsh and ruderal and riparian forest. Existing bicycle and pedestrian trails along the creek provide recreational opportunities.

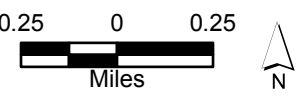
San Pablo Bay and its associated shoreline comprise the entire western boundary of the GPU Planning Area. San Pablo Bay is the northern extension of San Francisco Bay and acts as a tributary for the Sacramento and San Joaquin rivers, via Suisun Bay and the Carquinez Strait on its east end. The Pinole shoreline is developed with a wastewater treatment plant, Union Pacific Railroad's "Cal-P" main line (with more than 30 Amtrak trains a day), and Burlington Northern Santa Fe's (BNSF) line. The shoreline also has a wide variety of different habitats including salt marshes, mudflats, and associated upland and freshwater marshes, all of which function as a significant visual resource for the GPU Planning Area.

T:\GIS\CONTRA\_COSTA\_COUNTY\MXD\S\PINOLE.GP\_ERSI\SPRING2010\VISUAL\_RESOURCES.MXD - 6/25/2010 @ 2:25:17 PM



**Legend**

- Major Ridgeline
- Minor Ridgeline
- Perennial Creek
- Intermittent Creek
- Contours (50 ft Intervals)
- Protected Tree Grove
- Prominent Knoll
- Ridgeline Protection Area
- Creek Protection Area
- Resource Protection Area
- Pinole City Boundary
- View Protection Corridors



Source: ESRI Streetmap USA, Contra Costa County.

**Figure 4.11-1**  
Pinole Visual Resources  
**PMC**<sup>®</sup>



### Ridgelines

In addition to a fairly steep shoreline, the GPU Planning Area contains distinct valleys that are separated by small ridgelines. Beginning in the late 1950s, residential and commercial development began to expand into the uplands. Currently, the city's ridgelines provide expansive views of the surrounding areas in the city and the bay. Major ridgelines in the GPU Planning Area are located in the northeastern and southeastern portions of the GPU Planning Area as shown in **Figure 4.11-1**.

### Open Space

Some portions of the GPU Planning Area are not urbanized and consist of a variety of different open public space areas. These open space areas are primarily located along the northeastern boundary and are generally characterized by large stands of California oak woodlands and annual grasses. Open space areas provide panoramic views of the Coast Ranges, distant views of San Pablo Bay, and the various different habitats that are located within the GPU Planning Area. In total, the unimproved open public space areas cover approximately 19.5 acres in the city limits.

### Tree Resources

The majority of tree species within the GPU Planning Area comprise California oak woodland habitat which includes coast live oak, California bay, and California buckeye. Additionally, riparian forest areas are associated with Pinole Creek in the eastern half of town, which includes tree species of California buckeye, California bay, willow, coast live oak, valley oak, and California sycamore. Non-native species in the GPU Planning Area include occasional Monterey pines bordering the oak woodlands and eucalyptus scattered throughout the city. The GPU Planning Area also includes numerous other native and non-native tree species, which are generally used for ornamentation, shade production, resistance to particular pests, or proven adaptation to the urban environment.

## LIGHT POLLUTION AND GLARE

A nighttime sky in which stars are readily visible is often considered a valuable scenic/visual resource. In urban areas, views of the nighttime sky can be diminished by light pollution. Light pollution refers to all forms of unwanted light caused by the use of artificial light. Specific categories of light pollution include light trespass, glare, clutter, over-illumination, and skyglow. Excessive light can be visually disruptive to humans and nocturnal animal species and is also indicative of a high level of energy consumption. Land uses which are considered sensitive to this unwanted light include residences, hospitals, and care homes.

Light sources in residential areas of Pinole include exterior residential security lights and streetlights commonly found along most residential streets. Other light sources include commercial centers with security lighting, parking lot lighting, and lighting from inside buildings. Industrial areas also have security lighting and lighting from parking lots. Public buildings, such as schools, have security lighting and lighting for outdoor facilities, such as the football stadium at Pinole Valley High School. Some recreational facilities, such as baseball/softball fields, also may have nighttime lighting.

Daytime sources of glare include reflections off of light-colored surfaces, windows, and metal details on cars traveling on nearby roadways. The amount of glare depends on the intensity and

## **4.11 VISUAL RESOURCES/LIGHT AND GLARE**

---

direction of sunlight, which is more acute at sunrise and sunset because the angle of the sun is lower during these times.

### **4.11.2 REGULATORY FRAMEWORK**

#### STATE

##### **Energy Efficiency Standards for Residential and Nonresidential Buildings**

California's Energy Efficiency Standards for Residential and Nonresidential Buildings were established in 1978 in response to a legislative mandate to reduce California's energy consumption. The standards are updated periodically to allow consideration and possible incorporation of new energy efficiency technologies and methods (CEC, 2010). These standards include requirements for outdoor lighting for residential and nonresidential development that are intended to improve the quality of outdoor lighting and help to reduce the impacts of light pollution, light trespass, and glare. The standards regulate lighting characteristics such as maximum power and brightness, shielding, and sensor controls to turn lighting on and off.

##### **State Scenic Highways**

The Scenic Highway Program was created by the California Legislature in 1963 to protect and enhance the natural scenic beauty of certain California highways and adjacent corridors through special conservation treatment. A highway may be designated scenic depending upon how much of the natural landscape can be seen by travelers, the scenic quality of the landscape, and the extent to which development intrudes upon the traveler's enjoyment of the view. The State Scenic Highway System includes a list of highways that are either eligible for designation as scenic highways or have been officially designated (Caltrans, 2010).

There are no officially designated state scenic highways or highways that are eligible for such designation by the California Department of Transportation Scenic Highways Program within the GPU Planning Area (Caltrans, 2010).

#### LOCAL

##### **City of Pinole Zoning Code**

Pinole's Zoning Code establishes districts throughout the community with allowed use and development standards. These development standards create the framework for the physical form of the community (e.g., building setbacks, heights). Some sections of the Zoning Code pertain to the evaluation of visual character, including Chapter 17.33, Chapter 17.35, and Chapter 17.64. Chapter 17.33 imposes restrictions on wireless telecommunication facilities, Chapter 17.35 addresses building design and signage, and Chapter 17.64 contains tree protections and provisions regarding tree removal. Trees are protected if they have a single perennial stem (for three or more seasons) of 12 inches or larger in circumference measured 4.5 feet above the natural grade and are any of the following species: coast live oak, madrone, buckeye, black walnut, redwood, big-leafed maple, redbud, California bay, or toyon. Any other tree with a single perennial stem greater than 56 inches or larger in circumference measured 4.5 feet above the natural grade is also protected.

### **City of Pinole Residential Design Criteria and Guidelines**

The Residential Design Criteria and Guidelines implement the City's General Plan land use policies relevant to urban design, pedestrian circulation, neighborhood and community identity, and residential, mixed-use, and commercial project design. The Design Criteria and Guidelines supplement the Zoning Code development and seek to ensure that projects are well designed, integrated compatibly into the neighborhood context, and contribute to an enhanced community aesthetic. The guidelines promote new construction that is compatible with existing and evolving neighborhoods' site development patterns, mass and scale, and streetscape appearance.

### **City of Pinole Old Town Design Guidelines**

The Old Town Design Guidelines, adopted in July 1996, enhance the positive qualities of Pinole's commercial downtown and protect the livability of its residential neighborhoods. The Old Town Design Guidelines Overlay District extends north from Interstate 80 along Pinole Valley Road and Tennent Avenue to San Pablo Bay and west from the Hercules/Pinole border along San Pablo Avenue to Second Avenue. The guidelines address issues of compatibility, project function, and aesthetics. The Old Town Design Guidelines also endeavor to encourage the provision of efficient vehicular movement and pedestrian circulation.

### **4.11.3 IMPACTS AND MITIGATION MEASURES**

#### STANDARDS OF SIGNIFICANCE

The following significance thresholds are based on Appendix G, from the California Environmental Quality Act (CEQA) Guidelines. A project is considered to have a significant visual effect on the environment if it will:

- 1) Have a substantial adverse effect on a scenic vista.
- 2) Substantially damage scenic resources within a state scenic highway, including, but not limited to, trees, rock outcroppings, and historic buildings.
- 3) Substantially degrade the existing visual character of quality or the site and its surroundings.
- 4) Create a new source of substantial light or glare that would adversely affect day or nighttime views in the area.

As discussed above, there are no officially designated state scenic highways or any highways eligible for such designation within the GPU Planning Area. Therefore, implementation of the proposed General Plan Update and its associated project components would not have the potential to affect scenic resources within a state scenic highway and this issue is not discussed further in this DEIR.

#### METHODOLOGY

The following visual resources analysis is based on field observations, aerial photography, and review of the topographic conditions from GIS maps for the GPU Planning Area. It should be noted that any analysis of impacts to visual character is subjective since the qualities that create an aesthetically pleasing setting will vary from person to person. For the purposes of this analysis,

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

the results of the observations and field reviews were used to establish community character and then to determine the consistency of visual changes resulting from the proposed project. The analysis also considers whether the alteration of visual character anticipated from the proposed project would constitute a significant adverse effect to existing views and scenic resources.

### PROJECT IMPACTS AND MITIGATION MEASURES

#### Adverse Effects to Scenic Vistas (Standards of Significance 1 and 2)

**Impact 4.11.1** Implementation of the proposed project (General Plan Update, Three Corridors Specific Plan, and Zoning Code Update) would encourage new development and redevelopment activities that could potentially degrade existing scenic vistas. This impact is considered **less than significant**.

Although there are no officially designated scenic vistas within the GPU Planning Area, there are scenic views of the bay and the surrounding city that can be seen from multiple vantage points along the city's ridgelines.

#### General Plan Update

The proposed General Plan Update policy document and Land Use Map primarily accommodate growth by modifying existing uses and encouraging infill development. Concentrating development on Pinole's existing commercial corridors will protect ridgelines and preserve community open space buffers, the San Pablo Bay shoreline, creeks, and waterways. Furthermore, areas in the city characterized by steep slopes, which have visual significance in the community and sensitive environmental resources, have been designated by the proposed General Plan as Open Space or Rural. Proposed land use policies create the opportunity to reduce the development potential at these sites to no more than 1 housing unit per 5 acres (0.2 dwelling units per acre) and provide greater design control over future development by requiring development to be clustered on the most accessible, geologically stable, and least visible portions of a site to maximize community separators and protect the viewshed. The proposed General Plan Update also includes policies requiring hillside development and development within the ridgeline resource areas to be sited and designed to preserve visual resources. Impacts to scenic vistas are considered **less than significant**.

#### Three Corridors Specific Plan

There are no ridgelines or other scenic vistas with the Specific Plan area. In addition, the Specific Plan contains building height requirements for each corridor. Generally, buildings within the Specific Plan are limited to four stories, with the exception of six stories being allowed in the Appian Way corridor. Buildings of this height would not be expected to adversely affect scenic vistas located on the city's ridgelines. Furthermore, new development and expansion or redevelopment of land uses within the Specific Plan area would be subject to height restrictions contained in the City's Zoning Code, which are intended in part to protect long-range views. Therefore, implementation of the proposed Three Corridors Specific Plan would result in **less than significant** impacts to scenic corridors.

#### Zoning Code Update

Adoption of the updated General Plan would require amendments to the Zoning Code for consistency with the General Plan land use designations and various General Plan policies.

These updates would involve the deletion, addition, and modification of certain zoning districts and development standards in order to make the Zoning Code consistent with the updated General Plan (see Section 3.0, Project Description, for more details). These updates would not result in any development activities beyond those analyzed for the proposed GPU. Therefore, the Zoning Code Update would have an impact similar to that for the General Plan Update as discussed above.

### Proposed General Plan Policies and Action Items that Address Scenic Vistas

The proposed General Plan incorporates the following policies and actions that further minimize impacts associated with scenic vistas.

- Action LU.4.2.1 Large undeveloped properties with the Rural land use designation should have a zoning designation allowing no more than 1 unit per 5 acres in order to protect important visual, community and environmental resources.
- Policy LU.4.3 Cluster development at higher densities to protect natural resources and address site development constraint issues, including archaeological sites, access, traffic, emergency services, water and sewer availability, creek and tree protection, steep slopes, potential geologic hazards, grading impacts, view protection and protection of open space resources.
- Action LU.4.3.1 Adopt guidelines to ensure that hillside development is sited and designed to avoid site constraints and natural resources, protect trees and preserve visual resources.
- Policy LU.5.1 Designate any undeveloped ridgelines and hillsides as Low Density Residential, Rural, or Open Space. The following are specific policies:
- a. Address site development constraints, including potential slope stability problems, protection of open space resources and ridgelines, the need for access easements, water availability above the 400-foot elevation, and accessibility.
  - b. Cluster development on portions of property to protect existing natural resources and view corridors as well as to minimize the environmental impacts of any new development.
  - c. Locate and design structures and other improvements so as to minimize cut and fill areas that will impact public views, safety and surrounding uses, and avoid locating building profiles (silhouettes) above the ridgeline when viewed from public streets and designated public access areas.
  - d. Consider existing access areas and easements for permanent public access to the ridge trail during future development.
  - e. Consider these properties for acquisition as open space.
- Action LU.5.1.1 Development within the ridgeline resource areas (Figure 5.9) should be sited and designed to preserve visual resources and neighborhood/community separators.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

Policy LU.5.2

Proposed development shall adhere to the following policies:

- a. Address site development constraints and resources, including archaeological sites, access, riparian protection, tree protection, steep slopes, ridgelines, wetlands, potential geologic hazards, and protection of views and open space resources.
- b. Consider clustering all development in areas that are most geologically stable and accessible.
- c. Protect resources on the site, including the riparian corridors, visible knolls and heavily wooded areas.
- d. Protect drainage channels, the steepest slopes and wildlife corridors (since they provide habitat and trail links), and locate development to minimize crossing drainage areas.
- e. Evaluate the visual impacts of development.

In addition, guideline 7.5.2.a in Section 7.0, *Private Realm Design Guidelines*, of the Three Corridors Specific Plan promotes site planning that preserves natural amenities such as views.

Implementation of the proposed General Plan policies and actions listed above would reduce impacts to scenic vistas by requiring hillside development and development within the ridgeline resource areas to be sited and designed to preserve visual resources. In addition, Pinole's Zoning Code and the proposed Three Corridors Specific Plan contain building height restrictions intended to protect long-range views. Therefore, implementation of the proposed General Plan Update and its associated project components would result in **less than significant** impacts to scenic vistas.

### Mitigation Measures

None required.

### **Alteration of Visual Character (Standard of Significance 3)**

**Impact 4.11.2** Implementation of the proposed project (General Plan Update, Three Corridors Specific Plan, and Zoning Code Update) could result in the alteration of visual character. This is considered a **less than significant** impact.

### General Plan Update

Implementation of the proposed project encourages infill development and provides for redevelopment and limited new development along the city's primary transportation corridors. The proposed project maintains the scenic resources of the ridgelines and hillside areas by designating these areas as Open Space or Rural and requiring the clustering of development. Design guidelines supported by the proposed project require new development to be consistent with surrounding uses to help retain the rural character and small-town ambiance of portions of Pinole. As listed below, the General Plan Update also includes policies and actions that seek to balance resource protection, public service needs, public access, and recreation within the San Pablo Bay Conservation Area and to protect and enhance Pinole Creek.

In addition, all future development and redevelopment under the General Plan Update will be required to be consistent with the City's Zoning Code, which establishes districts throughout the community with allowed use and development standards. Development standards within the Zoning Code create a framework for the physical form of the community (e.g., building setbacks, heights). The code also contains protections for trees and establishes restrictions on tree removal. The Zoning Code will help to ensure that future development and redevelopment is consistent with policies in the General Plan that protect the visual character of the city. This impact is considered to be **less than significant**.

### Three Corridors Specific Plan

The Specific Plan includes requirements for site planning and design, parking lot design and screening, building design and architectural character, building massing and articulation, lighting, screening utilitarian aspects of buildings, landscape and hardscape, and signage for private development, as well as requirements for public facilities including gateways and corridor identity, parking lot design, and streetscape treatments such as medians, street trees, lighting, street furnishings, crosswalks, public art, and public right-of-way landscaping. The Three Corridors Specific Plan will retain Pinole's visual character while revitalizing the area to provide additional housing and commercial opportunities in the city. Therefore, impacts would be **less than significant**.

### Zoning Code Update

Adoption of the updated General Plan would require amendments to the Zoning Code for consistency with the General Plan land use designations and various General Plan policies. These updates would involve the deletion, addition, and modification of certain zoning districts and development standards in order to make the Zoning Code consistent with the updated General Plan (see Section 3.0, Project Description, for more details). These updates would not result in any development activities beyond those analyzed for the proposed GPU. Therefore, the Zoning Code Update would have an impact similar to that for the General Plan Update as discussed above.

### Proposed General Plan Policies and Action Items that Address Alteration of Visual Character

The proposed General Plan incorporates the following policies and actions that further minimize impacts associated with alteration of visual character.

Policy CC.1.1 All new development and redevelopment shall adhere to the basic principles of high-quality urban design and architecture including, but not limited to, human-scaled design, pedestrian orientation, and interconnectivity of street layout, siting buildings to highlight important intersections, entryways, focal points and landmarks.

Action CC.1.1.1 Enforce Pinole's Residential Design Criteria and Guidelines to ensure that quality design is required as a condition of approval. Ensure new development is compatible with the scale and character of the neighborhoods and the architectural styles in Pinole's community. Continue to use Design Review Guidelines to review residential and mixed-use projects for consistency with Pinole's design goals.

Action CC.1.1.2 Adopt and enforce the design guidelines to guide improvements, renovations and future development in the San Pablo Avenue, Pinole Valley Road and

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

Appian Way Three Corridors Specific Plan areas to be consistent with the vision and urban design principles developed for the areas in the Specific Plan document.

- Action CC.1.1.3 Establish and enforce Commercial and Industrial Design Criteria and Guidelines to ensure that quality design is required as a condition of approval. Ensure new development is compatible with the scale and character of the neighborhoods and the architectural styles in Pinole, and embrace concepts of transit- and pedestrian-oriented development and sustainability.
- Action CC.1.1.4 To preserve opportunities for comprehensive planning, design and coordinated development of larger commercial and industrial properties, the City discourages subdivision of large commercial and industrial properties until a long-range master plan is approved for the long-term use of the property.
- Policy CC.1.2 Require all new development to incorporate high-quality site design, architecture and planning to enhance the overall quality of the built environment in Pinole and create a visually interesting and aesthetically pleasing town environment.
- Action CC.1.2.1 The City should establish an enhanced, expedited design review process at staff level for new development projects (both public and private), regardless of project size within the primary circulation corridors. As part of the design review process, require development projects to use quality materials that are long-lasting to ensure a sense of permanence for each project. New development projects should be approved only if they meet detailed design guidelines approved by the City Council.
- Action CC.1.2.2 Regulate signs through a planned sign program. Require master sign plans for all new commercial centers. Establish, implement and enforce sign design guidelines for all types of development.
- Policy CC.1.3 To enhance a sense of arrival and create a strong appealing image that promotes community identity, the City shall develop community entry features at key gateways or city entries along Interstate 80. Entryways shall incorporate landscaping, trees, structural architectural elements, signage and public art.
- Action CC.1.3.1 Review improvement plans for inclusion of design elements. Make sure street lamps, signs, etc. are consistent with the theme of the neighborhood and the design guidelines in order to visually integrate the community.
- Action CC.1.3.2 Establish a gateway program to create a sense of entry at key locations (such as at the intersection of San Pablo Avenue and Tennent Avenue in Old Town Pinole and at Appian Way near I-80) throughout the city and promote wayfinding throughout the community. Use creative designs that respond to the character and history of the city to establish a sense of place, including gateway signage, streetscape design, site landscaping and other features. Incorporate community landmarks and focal points (including public art and other design features such as fountains and monuments) into community and neighborhood parks, linear pathway intersections and commercial areas in

the existing downtown core and neighborhoods. Users should feel a sense of arrival and be welcomed to the city.

- Policy CC.1.4 The historic and urban character of Old Town Pinole shall be revitalized through the density and intensity of new construction, as well as through the use of building materials, architecture and other design elements that reflect the city's past.
- Action CC.1.4.1 Adopt the Three Corridors Specific Plan or other design controls for Old Town Pinole that require the use of building materials, architectural features and other design elements for new construction and building renovations that reflect the historic buildings in Old Town Pinole.
- Action CC.1.4.2 Create incentives for mixed-use development projects that reflect the city's past, with commercial, retail and restaurant uses on the ground floor and residential and office uses on upper levels in Old Town Pinole. Encourage minimal building setbacks and parking on streets and in the rear of buildings. Continue the encouragement of shared parking for mixed-use buildings as described in the Zoning Ordinance.
- Policy CC.1.5 Encourage project compatibility, interdependence and support with neighboring uses, especially between commercial and mixed-use centers and the surrounding residential neighborhoods. Uses should relate to one another with pedestrian connections, transit options, shared parking, landscaping, public spaces, and the orientation and design of buildings.
- Action CC.1.5.1 Through the design review process, ensure that development in Pinole is oriented toward the maintenance and upkeep of the city's unique character.
- Action CC.1.5.2 Continue to support the code enforcement program to ensure private properties are maintained in accordance with community standards.
- Action CC.1.5.3 Utilize the Zoning Code provisions to identify appropriate solutions to create compatibility between existing neighborhoods and new developments.
- Policy CC.2.1 Provide visual and physical connections between the natural environment and the built environment through careful site design, building placement, architectural features that allow views of Pinole's unique environment such as ridgelines or the San Pablo Bay shoreline, public access to open space such as via the Bay Trail, and the use of native vegetation in the urban environment such as for landscape buffers for sidewalk areas and street trees.
- Action CC.2.1.1 Create a connected network of open spaces in Pinole that are accessible to the community for outdoor recreation and other use and enjoyment as a key aspect of local community character.
- Action CC.2.1.3 Enhance existing priority development areas, commercial corridors, trails and significantly sized public spaces that preserve and take advantage of vistas. Many of Pinole's existing open space areas are on or near existing ridgelines with scenic views. Ensure that trails connecting these spaces enhance scenic opportunities.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

- Action CC.2.1.5 Review improvement plans and construction drawings for consistency with Policy CC.2.1 related to the use of native vegetation and design features that highlight natural features and views.
- Policy CC.2.2 Preserve natural resources within the built environment, including trees, marshes, creeks and hillsides.
- Action CC.2.2.1 Require public and private improvement plans to be reviewed by a qualified biologist/arborist if a project site contains biological resources or trees.
- Action CC.2.2.2 Require mitigation for removal of important trees that function as habitat for protected raptors and protected tree species in Pinole.
- Action CC.2.2.3 Consider a tree planting and preservation program that will encourage sensitive site planning, the retention of existing trees, the planting of new trees (especially native species) and the replacement of trees that are removed.
- Action CC.2.2.4 Consider offering density bonuses and other incentives to developers that preserve native resources within new development projects.
- Action CC.2.2.5 Continue implementation of the Pinole Creek Vision Plan, Pinole Creek Greenway Master Plan and Pinole Creek Restoration Plan.
- Action CC.2.2.6 Establish required setbacks for development located in or near sensitive areas such as wetlands, Pinole Creek or along Pinole's many ridgelines.
- Policy CC.4.2 Establish and promote programs that identify, maintain and protect buildings, sites or other features of the landscape possessing historic or cultural significance.
- Policy CC.5.1 Celebrate the city's cultural diversity through public art, cultural centers and community events for the benefit and enjoyment of all residents.
- Action CC.5.1.2 Ensure that design guidelines provide adequate flexibility to accommodate development projects that include design features and cultural identity to celebrate the different cultures that make up Pinole.
- Policy CC.5.3 Encourage the provision of art in public places as a way to increase the quality of life in Pinole.
- Action CC.5.3.1 Consider utilizing the Community Services Commission or establishing another organization that is responsible for establishing a public art program, directing the use of public funds for art in public places, encouraging the use of art in private development projects, and administering other cultural and artistic programs for the city as deemed appropriate by the City Council.
- Action CC.5.3.2 Promote the incorporation of monuments, plaques, signs or artwork identifying Pinole's diverse history into development projects, at existing community facilities such as the Senior Center, and on pedestrian and bicycle trails.

- Policy OS.3.3 Cluster Development. Encourage cluster development and other creative site planning techniques to preserve open space, trails and visual, habitat, recreation and archaeological resources.
- Policy OS.3.6 Minimize Environmental Impacts. Encourage development patterns which minimize impacts on the City's biological, visual, and cultural resources, and integrate development with open space areas.
- Policy OS.3.14 Open Space Preservation and Management. Maintain and effectively manage an integrated pattern of open space areas for preservation of natural resources, visual resources, and for recreational use. The City may consider passing a habitat protection ordinance that would identify and protect areas of biological value, including streams, creeks and wetlands as well as include setbacks from creeks, guidelines for avoidance of filling of creeks or wetlands and destruction of riparian vegetation, standards for compensation of habitat loss (as established by a qualified biologist), and requirements for mitigation, monitoring and habitat enhancement plans.
- Policy OS.6.1 Protect Existing Visual Resources. Protect the City of Pinole's character by protecting key visual resource areas.
- Action OS.6.1.1 Make use of land dedications and scenic easements to preserve visual resources. Action OS.6.1.2 Establish guidelines or standards to preserve ridgelines as community separators and to preserve Pinole's open hillsides as a visual resource.
- Policy OS.6.2 View Protection. Preserve prominent views of scenic resources and the bay, and consider visual access and view corridors when reviewing development proposals through requirement of scenic easements, where feasible, and ridgeline preservation policies.
- Policy OS.6.2.1 Require assessment of critical public views and ridgelines as part of the project review process to assure that projects protect natural resources through proper site planning, building design and landscaping.
- Policy OS.6.4 Major and Minor Ridgelines. Preserve major and minor ridgelines. Where possible, properties shall provide for a ridgeline setback of 400 feet horizontally from major ridgelines, 100 feet from minor ridgelines and a vertical setback of 100 feet from both.
- Policy OS.6.5 Ridgeline Protection. Natural contours and vegetation on ridgelines shall be maintained. Locate and design structures and other public and private improvements so as to minimize cut and fill areas that will impact public views, safety and surrounding uses, and avoid building profiles (silhouettes) being located above the ridgeline when viewed from public streets and designated public access areas.
- Policy LU.1.3 Establish and implement a continuing program of civic beautification, gateway or entryway enhancement, tree planting, maintenance of homes and streets, and other measures which will promote an aesthetically desirable environment and attractive neighborhood areas.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

- Action LU.1.3.1 Continue to identify civic beautification projects and programs to implement the General Plan and include them in the Capital Improvement Program.
- Action LU.1.3.2 Implement the existing Residential Design Criteria and Guidelines for residential development, and create design guidelines for Old Town Pinole and hillside development.
- Policy LU.1.4 Preserve the quality of the environment through code enforcement and property maintenance programs.
- Action LU.1.4.1 Maintain the existing code enforcement program.
- Action LU.1.4.2 Maintain existing graffiti control and removal programs.
- Policy LU.1.5 Identify opportunities to achieve desired land uses and physical improvements in and around Old Town Pinole.
- Action LU.1.5.1 Ensure that Specific Plans are coordinated to preserve and enhance the character and function of the area that includes Old Town Pinole.
- Policy LU.1.6 Establish required setback areas around sensitive resources or reduce development intensity on constrained sites to prevent development impacts.
- Action LU.1.6.1 Currently the Zoning Code identifies ridgelines as:
- Ridgeline, major: A long narrow chain of hills identified in the open space element . . .
  - Ridgeline, minor: A short narrow chain of hills which connects to a “major ridgeline” identified in the open space element . . .
- Update the Zoning Code to require setbacks from sensitive resources such as ridgelines, riparian areas and identified geologic hazard areas. Such setbacks could include standards similar to the following:
- Ridgelines: 300 feet vertical and 100 feet horizontal from the ridgeline
  - Riparian: 50 feet from the tree canopy or from the centerline of the creek bed if no canopy exists
- Policy LU.3.1 Old Town Pinole should continue to be an important historic resource to the City of Pinole.
- Action LU.3.1.1 Develop and adopt design guidelines to preserve, complement and enhance the historic resources in Old Town Pinole.
- Policy LU.3.2 Ensure high-quality site planning, architecture and landscape design for all new residential development, renovation or remodeling.
- Action LU.3.2.1 Continue to implement the adopted Residential Design Criteria and Guidelines.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

- Policy LU.3.3      Require design review of commercial and industrial projects to ensure compatibility with adjacent or nearby land uses, including intensity, access, internal circulation, visual characteristics, noise, odors, fire hazards, vibrations, smoke, discharge of wastes and nighttime lighting.
- Action LU.3.3.1    Develop and adopt Commercial and Industrial Design Review Criteria and Guidelines.
- Action LU.3.3.2    Update the Zoning Code to reflect Commercial and Industrial Design Review policies and procedures.
- Policy LU.3.4      Identify and protect sites and structures of architectural, historical, archaeological and cultural significance, including significant biological resources. Require new development in historic areas to complement the character of nearby historic structures. (See also the Community Character Element.)
- Action LU.3.4.1    Formulate design guidelines that include standards to protect and enhance the historic character and historic buildings of Old Town Pinole.
- Policy LU.4.1      Ensure all new development, renovation or remodeling preserves and strengthens Pinole's residential neighborhoods by requiring projects to be harmoniously designed and integrated with the existing neighborhood.
- Action LU.4.1.1    Continue to implement the adopted Residential Design Criteria and Guidelines. Action LU.4.1.2      Adopt appropriate guidelines to ensure that hillside development is sited and designed appropriately to protect visual resources and avoid unnecessary site disturbance and geologic risks.
- Policy LU.4.2      Maintain the character and long-term viability of the city's residential areas by ensuring that residential projects are well designed and consistent with site and area resources and constraints. The following guidelines shall provide a starting point for establishing project-specific densities, as shown on the Land Use Map:
- a) Low End of the Density Range/Below the Maximum Allowable Density: The low end of the range is appropriate for sites with challenging development constraints, such as those with restrictive easements, irregular shape, proximity to important open space or natural resources, other physical or service delivery access challenges, or ongoing safety concerns.
  - b) High End of the Density Range: The high end of the range is allowable when site development constraint issues (see Policy LU.4.3 and other General Plan elements) can be mitigated through some or all of the following:
    - 1) Creative solutions to building location and/or design.
    - 2) Preservation of views or vistas.
    - 3) Creation of usable open areas for public and/or private enjoyment.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

- 4) Provision of pedestrian/bicycle pathways and facilities for links to existing or proposed routes.
- 5) Preservation of wildlife resources.
- 6) Conservation of energy resources (through solar siting, clustering, etc.).
- 7) Clustering to reduce paving, grading runoff, and changes in vegetation cover.
- 8) Additional landscaping area is provided to enhance the natural qualities of the site.
- 9) On-site recreational facilities are provided for the enjoyment of project residents.
- 10) Traffic, noise or visual effects of the higher-density development would not significantly affect adjacent or nearby residences or the overall streetscape.
- 11) Proximity to transportation facilities.
- 12) Provision of affordable housing.

Action LU.4.2.1 Large undeveloped properties with the Rural land use designation should have a zoning designation allowing no more than 1 unit per 5 acres in order to protect important visual, community and environmental resources.

Policy LU.4.3 Cluster development at higher densities to protect natural resources and address site development constraint issues, including archaeological sites, access, traffic, emergency services, water and sewer availability, creek and tree protection, steep slopes, potential geologic hazards, grading impacts, view protection and protection of open space resources.

Action LU.4.3.1 Adopt guidelines to ensure that hillside development is sited and designed to avoid site constraints and natural resources, protect trees and preserve visual resources.

Policy LU.5.1 Designate any undeveloped ridgelines and hillsides as Low Density Residential, Rural, or Open Space. The following are specific policies:

- a) Address site development constraints, including potential slope stability problems, protection of open space resources and ridgelines, the need for access easements, water availability above the 400-foot elevation, and accessibility.
- b) Cluster development on portions of property to protect existing natural resources and view corridors as well as to minimize the environmental impacts of any new development.
- c) Locate and design structures and other improvements so as to minimize cut and fill areas that will impact public views, safety and surrounding

uses, and avoid locating building profiles (silhouettes) above the ridgeline when viewed from public streets and designated public access areas.

- d) Consider existing access areas and easements for permanent public access to the ridge trail during future development.
- e) Consider these properties for acquisition as open space.

Action LU.5.1.1 Development within the ridgeline resource areas (Figure 5.9) should be sited and designed to preserve visual resources and neighborhood/community separators.

Policy LU.5.2 Proposed development shall adhere to the following policies:

- a) Address site development constraints and resources, including archaeological sites, access, riparian protection, tree protection, steep slopes, ridgelines, wetlands, potential geologic hazards, and protection of views and open space resources.
- b) Consider clustering all development in areas that are most geologically stable and accessible.
- c) Protect resources on the site, including the riparian corridors, visible knolls and heavily wooded areas.
- d) Protect drainage channels, the steepest slopes and wildlife corridors (since they provide habitat and trail links), and locate development to minimize crossing drainage areas.
- e) Evaluate the visual impacts of development.

In addition, Chapter 7.0, *Private Realm Design Guidelines*, of the Three Corridors Specific Plan includes design guidelines that promote high-quality building design and active and landscaped outdoor spaces. Chapter 8.0, *Public Realm Standards and Design Guidelines* includes guidelines intended to create a unified, safe, and visually attractive public space environment in the Specific Plan corridors. These guidelines will further minimize impacts associated with alteration of visual character in the Specific Plan corridors.

The above General Plan Update policies and action items, as well as the Specific Plan guidelines discussed above, would mitigate impacts to visual character by ensuring that residential projects are well designed and consistent with site and area resources and constraints and by requiring the City to adopt Commercial and Industrial Design Review Criteria and Guidelines for commercial and industrial development. In addition, the future development and redevelopment in the city would be directed toward the existing transportation corridors, thus protecting scenic resources including historic visual resources, creeks and the San Pablo Bay shoreline, ridgelines, hillsides, and tree and vegetative resources. Therefore, impacts would remain **less than significant**.

### Mitigation Measures

None required.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

### Daytime Glare and Nighttime Illumination (Standards of Significance 4)

**Impact 4.11.3** Implementation of the proposed project (General Plan Update, Three Corridors Specific Plan, and Zoning Code Update) would result in the intensification of land uses within the GPU Planning Area, which has the potential to create new sources of daytime glare and nighttime illumination. This impact is considered **less than significant**.

Lighting nuisances typically are categorized by the following: (1) Glare – Intense light that shines directly or is reflected from a surface into a person's eyes; (2) Skyglow/Nighttime Illumination – Artificial lighting from urbanized sources that alters the rural landscape in sufficient quantity to cause lighting of the nighttime sky and reduction of visibility of stars and other astronomical features; and (3) Spillover Lighting – Artificial lighting that spills over onto adjacent properties, which could interrupt sleeping patterns or cause other nuisances to neighboring residents.

#### General Plan Update

New and intensified development could result in additional sources of daytime glare and nighttime lighting in the GPU Planning Area. In addition, increased population in the GPU Planning Area could generate additional street lighting and car headlights.

Policy provisions identified below include provisions to limit lighting levels and to establish acceptable types of lighting, fixtures, and the location of lighting in relation to nearby properties. Even with these policies, however, new development could result in significant glare and lighting impacts. Therefore, this impact is **potentially significant**.

#### Three Corridors Specific Plan

New and intensified development in the Specific Plan area could result in additional sources of daytime glare and nighttime lighting. The Specific Plan includes development standards for both public and private development that require lighting to be shielded downward and security lighting to be recessed, hooded, and located to illuminate only the intended area. The Specific Plan also requires that off-site glare and light trespass be prevented and that parking lot lighting be designed to have a minimal effect on surrounding properties and buildings. Therefore, the Specific Plan would ensure that glare and light intensity resulting from new development would be minimized and impacts would be **less than significant**.

#### Zoning Code Update

Adoption of the updated General Plan would require amendments to the Zoning Code for consistency with the General Plan land use designations and various General Plan policies. These updates involve the deletion, addition, and modification of certain zoning districts and development standards in order to make the Zoning Code consistent with the updated General Plan (see Section 3.0, Project Description, for more details). These updates would not result in any development activities beyond those analyzed for the proposed GPU. Therefore, the Zoning Code Update would have an impact similar to that for the General Plan Update as discussed above.

Proposed General Plan Policies and Action Items that Address Daytime Glare and Nighttime Illumination

The proposed General Plan incorporates the following policies and actions that provide mitigation to minimize impacts associated with increased daytime glare and nighttime lighting.

- Policy CC.2.3 Provide rules and regulations for lighting within Pinole in order to promote a safe and pleasant nighttime environment, to protect and improve safe travel, to prevent nuisances caused by unnecessary light, to protect the ability to view the night sky and to promote energy conservation.
- Action CC.2.3.1 Adopt light and glare zoning code regulations for residential development that incorporate best practices and the California Energy Commission updated lighting standards.
- Action CC.2.3.2 Adopt light and glare code regulations for commercial development that incorporate best practices and encourage energy conservation.
- Action CC.2.3.3 The Illuminating Engineering Society Publication, RR-89, indicating the illumination intensity and uniformity requirements should be utilized for lighting located within Pinole.

Average Maintained	
Activity	Foot-Candles
Roadways, residential	0.2
Roadways, commercial	0.9
Parking lots, residential:	0.9
Vehicular traffic	0.5
Pedestrian safety and security	0.8
<b>Parking lots, commercial:</b>	
<i>1. Medium activity lots</i>	
Vehicular traffic	1.0
Pedestrian safety and security	2.4
<i>2. High activity lots</i>	
Vehicular traffic	2.0
Pedestrian safety and security	3.6
Walkways and bikeways	0.5
Building entrances and exits	5.0
<b>Material storage areas:</b>	
Active	20.0
Inactive	1.0

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

Action CC.2.3.4 All outdoor lighting fixtures shall be designed, shielded, aimed, located and maintained to shield adjacent properties and to not produce glare onto adjacent properties or roadways.

In addition, guidelines 7.8.a through 7.8.i in Chapter 7.0, *Private Realm Design Guidelines*, of the Three Corridors Specific Plan address lighting in the Specific Plan corridors. Guidelines include encouraging exterior light fixtures to be attractively designed to complement the architecture of the project and for projects to direct illumination downward. Guidelines 8.4.2a through 8.4.2o in Chapter 8.0, *Public Realm Standards and Design Guidelines*, address the lighting of public spaces. Guidelines encourage pedestrian-scale lighting and discourage light spillage onto adjacent properties. These guidelines will further minimize impacts associated with nighttime lighting in the Specific Plan corridors.

Implementation of the above provisions will reduce the impacts to daytime glare and nighttime lighting by requiring the City to adopt light and glare zoning code regulations for residential, commercial, and industrial development, as well as by requiring new development to design, shield, aim, locate, and maintain outdoor lighting fixtures to shield adjacent properties and to prevent glare onto adjacent properties or roadways. As mitigated, this impact is **less than significant**.

### 4.11.4 CUMULATIVE SETTING, IMPACTS, AND MITIGATION MEASURES

#### CUMULATIVE SETTING

The cumulative setting associated with the proposed General Plan Update, Three Corridors Specific Plan, and Zoning Code Update includes proposed, planned, reasonably foreseeable, and approved projects and development in the region as described in Section 4.0. Developments and planned land uses within the region would contribute to impacts to existing viewsheds and add to existing levels of daytime glare and nighttime lighting, not only in the GPU Planning Area but also in those communities surrounding the GPU Planning Area that have a view of the city.

#### CUMULATIVE IMPACTS AND MITIGATION MEASURES

##### Cumulative Impacts to Visual Resources and Visual Character

**Impact 4.11.4** Implementation of the proposed project (General Plan Update, Three Corridors Specific Plan, and Zoning Code Update), along with foreseeable development in the region, would not result in the significant conversion of the city's visual character. This is considered a **less than cumulatively considerable** impact.

Though implementation of the proposed General Plan Update and its associated project components would result in some increased development within the GPU Planning Area, the policies included in the updated General Plan and Three Corridors Specific Plan, and the regulations under the updated Zoning Code, protect scenic resources and maintain visual character as discussed under Impacts 4.11.1 and 4.11.2 above. The General Plan Update policy document and Land Use Map encourage modification/intensification of uses and infill development along the primary commercial corridors subject to the Three Corridors Specific Plan. Policies in the proposed General Plan Update avoid significant alteration of visual resources including historic visual resources, creeks and the San Pablo Bay shoreline, ridgelines, hillsides, and tree and vegetative resources. The general plans for the surrounding

unincorporated county areas and the surrounding cities also include policy provisions for the protection of visual resources and visual character. These policy provisions would include design guidelines and protection of natural resources including the protection of open space, hillsides, and ridgelines. Therefore, further development in the surrounding region would also include policy provisions designed to minimize the alteration of visual resources. Therefore, this impact is considered to be **less than cumulatively considerable**.

### Proposed General Plan Policies and Action Items that Address Cumulative Impacts to Visual Resources and Visual Character

The proposed General Plan update contains several goals, policies, and action items that would assist in reducing this potential impact to the GPU Planning Area's visual character. The following list contains those policies and action items that contain specific, enforceable requirements and/or restrictions and corresponding performance standards that assist in reducing (though not eliminating) this impact. Since these policies and action items have been described in detail in prior impact discussions for this section, the following is limited to only listing the policy and action item numbers.

#### **Land Use and Economic Development Element**

Policy LU.1.3; Action LU.1.3.1; Action LU.1.3.2; Policy LU.1.4; Action LU.1.4.1; Action LU.1.4.2; Policy LU.1.5; Action LU.1.5.1; Policy LU.1.6; Action LU.1.6.1; Policy LU.3.1; Action LU.3.1.1; Policy LU.3.2; Action LU.3.2.1; Policy LU.3.3; Action LU.3.3.1; Action LU.3.3.2; Policy LU.3.4; Action LU.3.4.1; Policy LU.4.1; Action LU.4.1.1 Action LU.4.1.2; Policy LU.4.2; Action LU.4.2.1; Policy LU.4.3; Action LU.4.3.1; Policy LU.5.1; Action LU.5.1.1; Policy LU.5.2

#### **Community Character Element**

Policy CC.1.1; Action CC.1.1.1; Action CC.1.1.2; Action CC.1.1.3; Action CC.1.1.4; Policy CC.1.2; Action CC.1.2.1; Action CC.1.2.2; Policy CC.1.3; Action CC.1.3.1; Action CC.1.3.2; Policy CC.1.4; Action CC.1.4.1; Action CC.1.4.2; Policy CC.1.5; Action CC.1.5.1; Action CC.1.5.2; Action CC.1.5.3; Policy CC.2.1; Action CC.2.1.1; Action CC.2.1.3; Action CC.2.1.5; Policy CC.2.2; Action CC.2.2.1; Action CC.2.2.2; Action CC.2.2.3; Action CC.2.2.4; Action CC.2.2.5; Action CC.2.2.6; Policy CC.2.3; Action CC.2.3.1; Action CC.2.3.2; Action CC.2.3.3; Action CC.2.3.4; Policy CC.4.2; Policy CC.5.1; Action CC.5.1.2; Policy CC.5.3; Action CC.5.3.1; Action CC.5.3.2

#### **Natural Resources and Open Space Element**

Policy OS.3.3; Policy OS.3.6; Policy OS.3.14; Policy OS.6.1; Action OS.6.1.1; Action OS.6.1.2; Policy OS.6.2; Action OS.6.2.1; Policy OS.6.4; Policy OS.6.5

As discussed above, Chapter 7.0, *Private Realm Design Guidelines*, of the Three Corridors Specific Plan includes design guidelines that promote high-quality building design and active and landscaped outdoor spaces. Chapter 8.0, *Public Realm Standards and Design Guidelines* includes guidelines intended to create a unified, safe, and visually attractive public space environment in the Specific Plan corridors. These guidelines will further minimize cumulative impacts associated with visual character in the Specific Plan corridors.

#### Mitigation Measures

None required.

## 4.11 VISUAL RESOURCES/LIGHT AND GLARE

---

### REFERENCES

California Department of Transportation (Caltrans). 2010. *Scenic Highway Program, Officially Designated State Scenic Highways*. <http://www.dot.ca.gov/hq/LandArch/scenic/schwy.htm> (accessed April 21, 2010).

California Energy Commission (CEC). 2010. <http://www.energy.ca.gov/title24/> (accessed April 21, 2010).

Pinole, City of. 2007. *City of Pinole Residential Design Criteria and Guidelines*.