SCHEDULE T: WHISTLER VILLAGE DESIGN GUIDELINES

1.0 Introduction

1.1 Purpose

The Whistler Village Design Guidelines present objectives related to Whistler Village's unique character and sense of place, and identify important design principles and features for development to support the ongoing evolution of Whistler Village as a successful pedestrian and commercial centre integrated within its mountain setting. The guidelines are intended to assist property owners, business owners, architects, landscape architects and other design consultants to understand the expectations for Whistler's built environment and landscape.

The guidelines pertain to the original area of Whistler Village, Village North and the Upper Village lands. They emphasize landscape and design at the human scale, and carry forward the original planning and design principles fundamental to the success of the original Whistler Village, as well as detailed guidelines for solar access protection, viewscape protection and building colour specific to the original area of Whistler Village.

Applicants are invited to submit creative and imaginative proposals that build on these guidelines and contribute to the overall form and character of Whistler Village. Applicants should review the guidelines and meet with municipal planning staff at the outset of the design process to discuss the design objectives and potential issues related to their property and immediately surrounding area. Each design will be reviewed in the context of surrounding development and specific design objectives for the property.

Whistler Village: An inspiring and enduring vision

In 1978, the vision was charted for a multi-use pedestrian town centre set in the forest and the mountains. Offering visitors a setting distinct from their everyday environment, Whistler Village was to be a place of life and excitement in all seasons, a social place, a restful place, a place of discovery and delight, a place to catch the sun, a place to be entertained, and a place to participate. Carefully situated buildings responsive to light and landscape and linked by a meandering central pedestrian promenade connecting lively public plazas and squares, were central to this vision of the Village as a journey of constant discovery and a destination in and of itself.

1.2 History and Evolution of Whistler Village

Whistler Village is a master planned mountain resort village and community town centre that has been developed over multiple phases with a consistent vision and application of village design principles.

The economy of the Whistler area is based on tourism, and the original area of Whistler Village was designed as a focal point for destination visitors. Started in 1978, the original area of Whistler Village was conceived as a winter destination featuring direct skier access to both Whistler Mountain and Blackcomb Mountain, two of North America's largest ski mountains. The quality and continuity of the pedestrian system and the location and scale of public spaces were, and still are, the controlling fabric of the Village. These spaces were to have sunlight even in winter months, views of mountains, comfortable human-scaled proportions, architectural design appropriate to the mountain

environment, and the presence of a mountain landscape throughout. The design encouraged meandering and discovery through the careful placement and orientation of the pedestrian system, public spaces and buildings. Each development parcel had very specific design parameters, including building siting, massing, volumetrics, density and specific uses. The idea was to build a nucleus of essential services in the town centre that would draw both residents and tourists to the area.

By the mid-1980s, the original Village was substantially complete and construction began for the Upper Village, a pedestrian-oriented environment located at the base of Blackcomb Mountain and a short walk over Fitzsimmons Creek from the original Village. Shortly thereafter, a design plan for Village North was developed including building volumetrics and parcel specific design guidelines. Village North was designed to be of a scale consistent with the original Village and an extension of the pedestrian-oriented environment. In 1991 construction began, and by the end of 1997, virtually all of the development parcels in Village North had been constructed.

With all parcels developed in accordance with approved development permits and designs, Whistler Village has evolved and matured into a successful four-season destination mountain resort village and community town centre.

Through this evolution and maturity, the master plan vision and design guidelines have endured, establishing the foundation for a unique identity that has truly set Whistler apart. While a natural desire exists to preserve and protect this renowned Village "gem", there is recognition that ongoing rejuvenation, revitalization and evolution are needed within the framework of these design guidelines to remain vital and competitive in the destination resort market. While the basic village scale, structure and organization are fixed and opportunities for increases in building massing are limited, there are opportunities to add detail, richness, diversity and functionality to the existing built environment, and to create distinct neighbourhoods or sub-areas within the larger Whistler Village.

2.0 Objectives

To foster Whistler Village's unique character and sense of place, the following objectives should be considered in all development:

1. Maintain the high standard of urban design, architecture and landscape architecture, which is the trademark of the Village and the basis for its success with visitors.

2. Consider that Whistler is a year-round destination resort. Respond to the existing and future needs and interests of a broad range of visitors and residents through the four seasons.

3. Build upon the sense of a small and dynamic town centre that has grown and continues to evolve, while ensuring that all development is planned and designed as an integral part of the Village.

4. Create a street scene with significant texture in building façades. Maintain variety in the size of building sites and developments, and design larger buildings as a series of smaller modules.

5. Create a "user-friendly" atmosphere in the Village: continue the prominent pedestrian orientation and provide *open space* amenities (e.g., outdoor seating areas, activity areas, site features) that will contribute to its success.

6. Organize spaces, orient buildings and continue the scale of the Village to maximize mountain views and sunlight in public spaces.

7. Express individuality, yet contribute to the image of a cohesive village. To reinforce mountain village character, some uniformity of form, scale, proportion, texture, materials and colour is necessary.

8. Build on the existing character and image (i.e., "mountain village") built by local craftsmen of local materials, incorporating elements of West Coast architecture.

9. Respond to extreme climatic conditions, intensive use and the surrounding mountain environment.

10. Provide substantial landscape planting throughout the Village that links to the mountain environment and creates seasonal variety in colour and texture. Manage this landscape over time to complement the built environment.

11. Create a fully accessible and inclusive built environment.

3.0 Site Planning

3.1 Building Siting, Form and Massing

The size and massing of development sites in Whistler Village varies, with each site being unique depending on its location and context. The siting, form and massing of buildings in Whistler Village were established through a master planning process to create a pedestrian-oriented town centre with a "village scale". All development should consider the original master plan and maintain the scale, structure and organization of buildings, as described in these guidelines. There are limited opportunities for increases in building massing.

Building siting, form and massing should be responsive to:

1. the overall Village development context, scale, structure and organization;

2. adjacent development;

3. pedestrian and vehicular access and circulation;

4. topography;
5. geology or soil conditions;
6. hydrology, drainage and floodplain considerations;
7. vegetation;
8. views and view corridors;
9. solar and micro-climatic considerations; and
10. seasonal response and snow management.

Encroachments onto public lands beyond the property line should be noted on the drawings and considered by the municipality at an early design stage.

3.2 Pedestrian and Outdoor Activity Areas

The scale, quality and continuity of the pedestrian spaces are instrumental to the pedestrian experience and are of highest priority.

The unifying element of the Village is the central pedestrian mall, which comprises the pedestrian Stroll and plaza areas. Buildings and landscape forms should create a sequence of stopping and sitting places along this space.

1. Provide inclusivity and choice

For ease of pedestrian movement throughout the Village, provide a pedestrian system that offers diversity and choices, and includes accessible routes to a universally acceptable standard.

Trail connections should be maintained and strengthened. The municipality may accept or encourage the dedication of public trails to promote pedestrian movement.

2. Create outdoor activity areas

Provide visible outdoor activity areas accommodating a range of ages and activities to reinforce social activity and interaction.

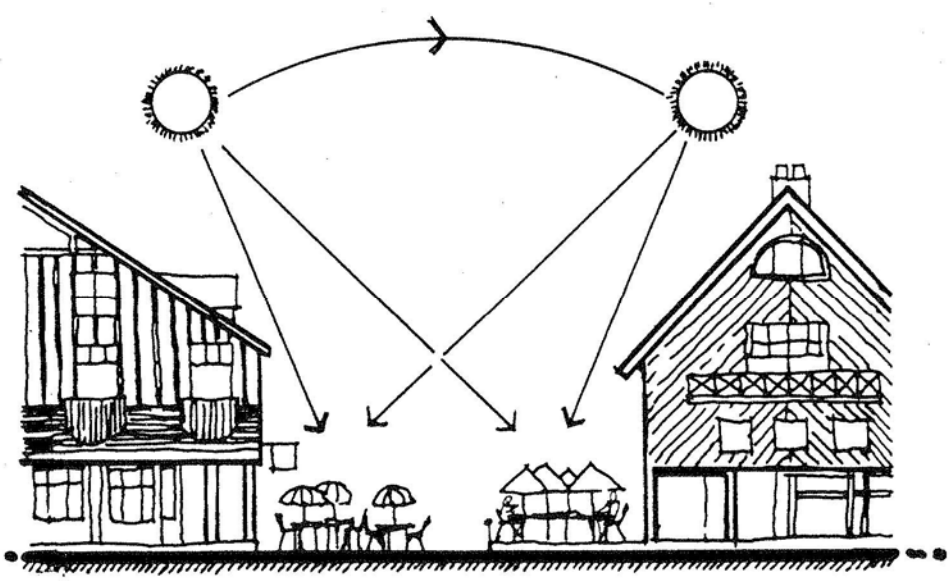
Seating areas and restaurants overlooking pedestrian areas create special comfort areas and are encouraged to contribute to the social life and vitality of the Village.

Optimal locations for restaurant patios are adjacent to a plaza, a pedestrian crossroad, or a bend on the central pedestrian mall. These locations should be preserved, as they help to activate the pedestrian mall, leverage views and sun exposure, create view terminuses, and create an active and interesting environment to entice people to walk further along the pedestrian mall.

In some instances, there may be overall advantages to the pedestrian experience for an extension of a restaurant patio or other individual property use into the pedestrian mall. Such proposals will be considered on an individual basis by the municipality.

3. Preserve solar access

Building volumetrics should preserve and enhance year-round sunlight on pedestrian and outdoor activity areas and neighbouring indoor spaces. To encourage winter use, design building volumetrics to create sheltered sunny pockets in public spaces.



Landscape features and plantings should provide for maximum solar access.

Detailed solar access guidelines applicable to the original Whistler Village area are provided in the Whistler Village Solar Access Protection Guidelines, attached as Appendix A.

4. Preserve and enhance views

Preserve and enhance public views to the mountains and the natural landscape beyond the Village precinct. Public views are views from public locations within and adjacent to Whistler Village that contain view characteristics that make a positive contribution to the aesthetics, character, identity or image of Whistler and contain special view features to protect (e.g., ski runs, ski lifts, peaks, ridgelines, mountainsides).

Detailed guidelines applicable to the original Whistler Village area are provided in the Whistler Village View Protection Guidelines, attached as Appendix B. Development within the other areas of Whistler Village should meet the same criteria and guidelines established in Appendix B.

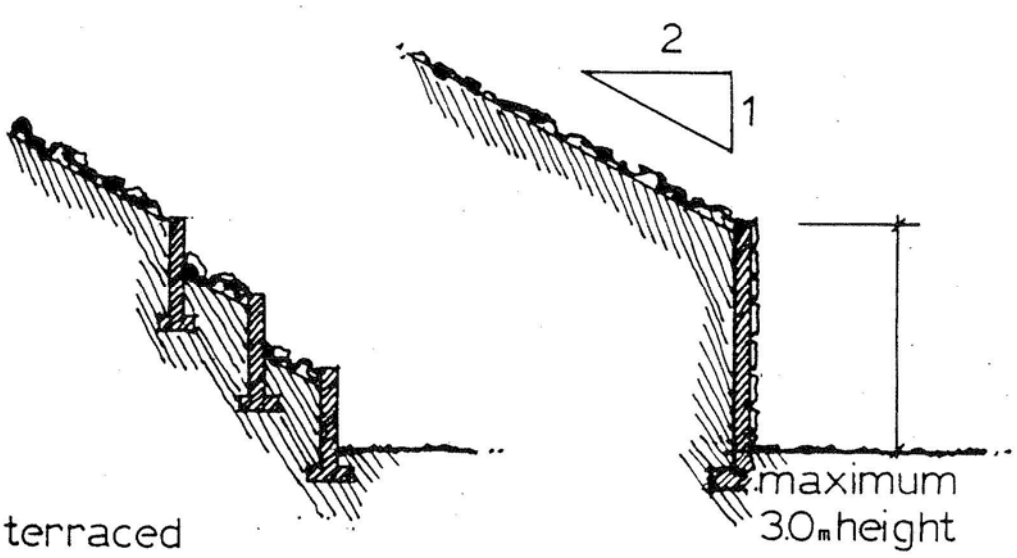
3.3 Grading

Grading requirements should be resolved within the property boundary.

Cuts and fills should be minimized and blended into the existing terrain.

Slopes of cut and fill banks should be determined by soil characteristics for the specific site to avoid erosion and promote re-vegetation opportunities. The maximum allowable slope is 2:1 (3:1 grass).

No retaining wall should be higher than 1.0 metre adjacent to pedestrian corridors or patios. Walls up to 3 metres in height may be permitted elsewhere. Timber retaining walls are generally discouraged, especially where they front onto public property. Terraced or battered retaining walls are preferred.



3.4 Drainage

The very heavy snowfalls and precipitation of the Whistler area require special attention to drainage.

1. Site drainage

No surface drainage should be directed off the site.

Runoff from impervious surfaces such as roofs and pavement areas should be collected and directed to planting areas or drains. Internal storm drainage or stormwater retention may be required.

2. Area drains

Positive drainage of all public and private plaza and walkway areas is required. Drains should be full catch basins or trench drains. Balcony floor type drains are not acceptable.

3.5 Servicing Infrastructure

The predominant pedestrian orientation and compactness of the Village warrants special consideration to servicing infrastructure.

1. Locate and design unobtrusive service bays and loading

Locate service bays within the building or parking structure. If exterior service bays are necessary, avoid locations visible to the central pedestrian mall and main entrances to hotels or commercial businesses and provide permanent visual screening.

Organize service vehicle access, circulation, queuing and loading to address functionality and aesthetics, and minimize impacts on the pedestrian experience.

2. Design durable service bays

Select materials to withstand wear and tear.

Design service bay entries to prevent ice and snow build-up.

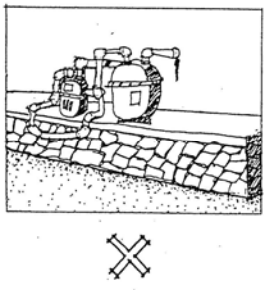
3. Provide adequate solid waste storage

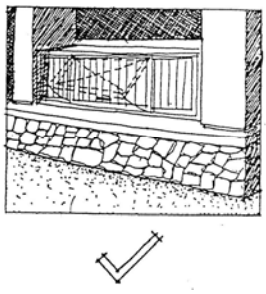
Solid waste storage should be integrated with the site and building design, contained within the building or suitably screened, and adequately sized to meet the needs of uses on the site. Ventilation should be provided (i.e., exhaust to roof).

4. Minimize the visual impact of utilities

Confirm locations at an early stage of the design process and locate utilities such as transformers, condensers and utility meters outside the viewscape of the pedestrian realm, or screen with planting or other landscape features.

Incorporate fire hose connections and utility meters directly into exterior building walls to avoid damage from snow clearing.





3.6 Vehicular Access and Parking

Vehicular access, circulation and parking should minimize conflicts between vehicle and pedestrian circulation.

1. Underground parking prevails

Provide all parking in underground structures. For convenience, small amounts of surface parking may be permitted to complement the underground parking.

Refer to Zoning and Parking Bylaw 303 for additional parking and loading regulations.

2. Provide easily identifiable parking entrances

Parking entrances should be easily identifiable from the street. Consider the use of landscaping, materials and signage to make parking entrances a positive feature of the Village architecture. Signage should be illuminated and clearly indicate parkade use for either public or private parking. Consider colour coding to identify intended use.

Consider automatic garage doors for aesthetic and security reasons.

Consider making underground parkade clearance higher than usual, given the prevalence of larger vehicles made taller with ski racks.

3. Driveways

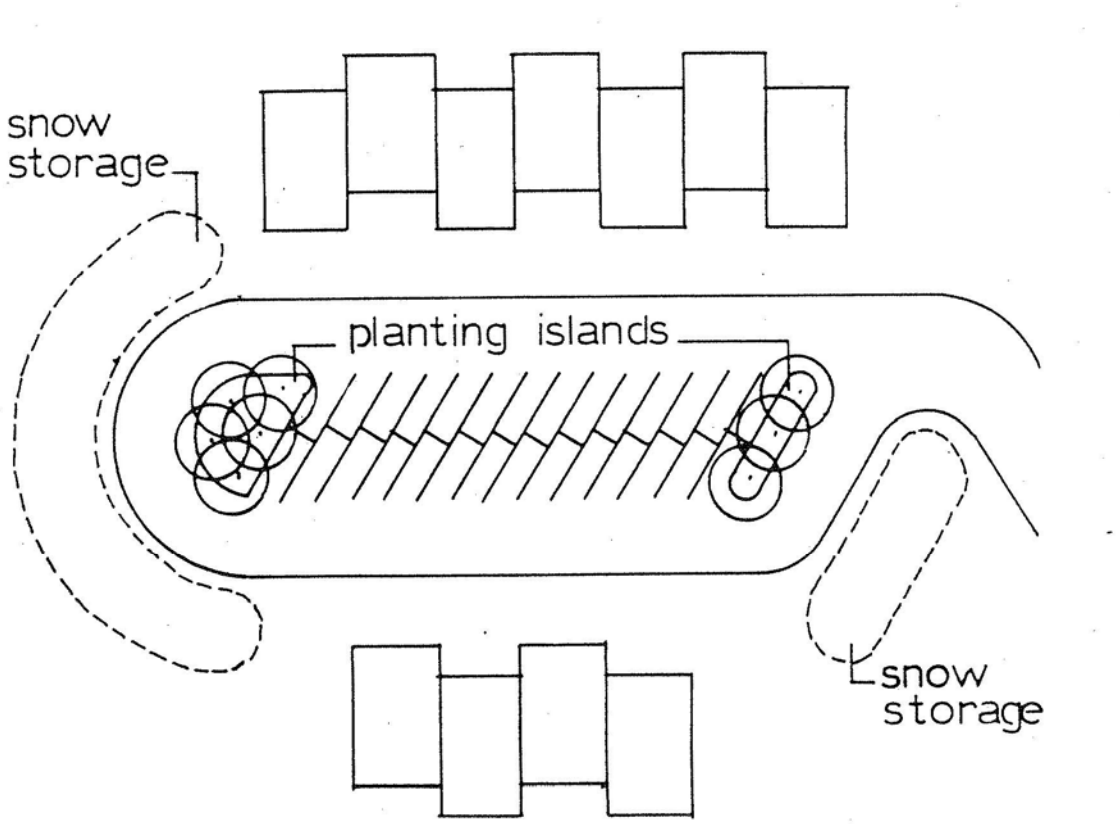
Refer to Zoning and Parking Bylaw 303 for permitted driveway gradients.

4. Surface parking

Surface parking should be screened by a combination of landscaping and berms, sufficiently illuminated and appropriately drained. Designated snow storage areas should be provided. Large surface parking lots should incorporate planted islands. Refer to Zoning and Parking Bylaw 303 for specific surface parking regulations.

Ensure accessible pedestrian connections from the parking lot to adjacent sidewalks.

Consider providing separate pedestrian circulation routes within large surface parking areas.



4.0 Site Design

4.1 Pedestrian Mall

1. Create variety and continuity of interest at ground level

The pedestrian experience includes stopping, sitting, looking, strolling, as well as walking with directness to distant destinations. As such, the pedestrian system should have variation in width and character. There should be small places for sitting, as well as larger gathering places for groups of people with potential to accommodate street entertainers and small events. Pedestrian movement should be able to pass comfortably around entertainment places.

2. Consider views

Walkways and sitting places should be carefully organized to direct views toward the mountains, as well as specific spaces or objects. The physical layout of buildings and landscape spaces should consider the composition of views within spaces and views to the mountains and the nearby landscape.

3. Year-round seating/social organization

Sitting places should be frequent. Benches should be organized in some places to permit and promote talking between people on adjacent benches. In other places, single and private benches are appropriate. Within a given area, at least 50 per cent of the available seating should be on benches with backs and at least one armrest. Other surfaces, such as steps, low walls and lawn areas should be designed to permit casual seating.

Increase opportunities for year-round seating.

4. Other street amenities

Garbage and recycling containers should be of the municipal Village standard and be frequently located.

Ski and bicycle racks for use by the general public should be provided near entries to commercial spaces (e.g., stores, restaurants).

Street amenities should be placed in areas that do not impede pedestrian movement, maintenance, or winter snow clearing.

5. Surface treatment

Unit paving, to the municipal standard, is the predominant surface treatment on the pedestrian mall.

In some places, a mixture of surface types can be interesting and effective in modulating the scale of a space.

There should be a course of pavers at the base of walls, stairs and ramps to neatly edge the paver to wall, stair or ramp relationship.

6. Stairs and ramps

All stairs and ramps providing access to buildings should be roofed. Building access ramps with a steeper than five per cent slope should be heat traced, if not roofed.

Exterior steps should be wider and shallower than those used within buildings, so the tread can accommodate the size of a ski boot.

4.2 Landscaping

1. Landscape standards

All landscaping is to be designed, installed, and continuously maintained and managed to current British Columbia Society of Landscape Architects/British Columbia Landscape & Nursery Association (BCSLA/BCNTA) standards. Landscaping should be replaced when damaged.

A landscape security deposit may be required.

2. Integration and coordination

Landscaping is a major, integral part of project design, and planting should be substantial to emphasize the natural setting.

Preserve and protect existing vegetation, especially significant trees wherever appropriate. Replant and re-landscape areas that have been cleared.

Landscaped areas with the capacity to infiltrate and accommodate stormwater, such as planting beds and grassed areas, are encouraged to reduce stormwater runoff from surface parking lots and rooftops.

Coordinate planting to create a pleasing composition and cohesive look, define and enliven public spaces, moderate building massing, maximize views into stores, emphasize and frame important building features and natural focal points, and provide shade for comfort.

Incorporate managed "higher impact" planting with texture and bold colour in the central pedestrian mall area.

Landscaping along the outer forested edges of the Village, along primary roadways including Highway 99, and around surface parking lots should be clustered to simulate the scale and variety of forest plantings and to integrate with the surrounding trees and natural setting.

In a few instances outside of the central pedestrian mall area a more orderly planting is appropriate; in particular, at hotel entrances and along Main Street.

Property owners or developers should install parking, curbing, landscaping and lighting to municipal standards beyond the edge of the parcel boundary up to the centreline of any pedestrian system or adjacent street.

3. Planters

The pedestrian mall is to have substantial planting in raised beds a minimum of 1.5 metres in width to create transition from the building to the pedestrian mall.

Planter walls integral to building designs are encouraged. Walls should be primarily stone, at heights varying from 0.2 metre to 1.0 metre. Higher walls discourage seating and are not in scale with pedestrian areas, and should be stepped.

Where appropriate, visually break up long linear planter beds or walls, and consider alternative plant bed edge treatment to give relief to the rigidity of continuous walls and curbs.

Planter beds located over structures should be drained into the storm drainage system and cannot be drained through weep holes in walls creating surface water flow over pedestrian areas.

4. Plants and planting

Use plant species suited to the local climate, which require minimal irrigation and provide dynamic seasonal interest.

A mix of evergreen and deciduous trees is required. Planting used for screening must be primarily coniferous. Understory plants are required to add to the seasonal variety of colour and texture. Spring, summer and fall floral displays are encouraged in feature areas. Lawn is acceptable, if it works well in response to social use.

Trees should have minimum size for immediate effect. Deciduous trees should be a minimum of 75 millimetres (3 inches) caliper and 3.6 metres (12 feet) height. Conifer trees should be a minimum of 2 metres height. Deciduous trees greater than 100 millimetres (4 inches) caliper and conifer trees greater than 5 metres height are not advised.

Trees should have sufficient soil volume and depth for long-term health consistent with BCSLA/BCNTA standards.

Plants located in snow dump areas should be sufficiently durable to survive the effects of snow dump.

5. Irrigation

Provide programmable automatic irrigation systems to current Irrigation Industry Association of British Columbia (IIABC) and BCSLA/BCNTA standards, except for naturalized landscape that may not require an irrigation system.

Provide drip irrigation for hanging planters. Irrigation lines should be concealed.

6. Landscape elements

All landscape elements adjacent to areas that require snow clearing by machinery should be designed to resist damage by incorporating durable materials and rounded edges, and eliminating unnecessary protrusions.

Special features such as public art, fountains, water, exterior display kiosks, flags, banners and graphics are encouraged provided they contain no commercial message.

4.3 Lighting

Outdoor lighting should be used primarily for safe pedestrian passage and property identification. Seasonal festive lighting and limited architectural and landscape feature lighting are also supported.

Use the correct amount of light. Illumination levels should be of sufficient intensity to provide safe pedestrian passage and property identification, but not to overpower the nightscape. The overall preference is for a soft, lower illumination level and even lighting experience.

Direct light downward by selecting full cut-off and fully shielded fixtures that shield the light source to avoid light pollution and protect dark skies. Limited applications of up lighting may be permitted to illuminate architectural and landscape features, where downward lighting cannot be accommodated, if light pollution is minimized.

Select the correct light source (bulb type) to create good colour rendition and warm colour temperature. Coloured lighting is permitted, but is restricted to seasonal festive lighting and public amenities. Flashing, blinking and neon lights are not permitted.

Use shut-off controls, such as sensors and timers.

Light standards should be of the municipal Village standard.

Design interior lighting so that it sufficiently illuminates window displays and reduces the mirror effect of dark interiors, but does not contribute to glare outdoors.

4.4 Signage

Well-executed and creatively designed signage of durable, high quality materials is an important component of the Village visual interest and character.

Carefully coordinate the design and placement of signs with the architectural elements of the façade and associated storefronts to complement, not obscure, architectural details.

The size, number and placement of signs for a building or development should ensure a hierarchy of signage. Within this hierarchy, provide a balance between consistency and individual creativity. For instance, consistency may come in the location, size, materials or lighting to create a rhythm, and creativity may come in the shape, colour, materials and individual mounting brackets to create interest and individual business expression.

All sign materials and mounting brackets should be high quality, textured and durable. Raised or recessed letters or symbols are strongly encouraged.

Lighting fixtures should be high quality, unobtrusive fixtures. Electrical conduits should be concealed.

Signs may support fairly intense colour applications, but should be harmonious with the colour scheme of the associated building. All signage must also meet the requirements of the Sign Bylaw, except that the bylaw requirements may be varied to authorize signs that are demonstrated to better achieve the overall objectives of these form and character guidelines.

5.0 Building Design

5.1 Building Character and Scale

The continuity, enjoyment and excitement of the pedestrian areas are to be created in large part by thoughtful massing, scale and detail of each building.

Buildings are usually restricted to 3.5 storeys or less. Higher buildings should be stepped back or otherwise respond to pedestrian scale.

Consider a large building as a series of smaller modules; the objective is to create a street scene with significant texture in building façades, rather than long buildings featuring a single design idea.

Façade design should display a consideration of the building's appearance on all sides of the building: there are very few buildings in the Village with only a "front" and "back".

5.2 Pedestrian Level Design

The ground floor building design, in coordination with the related landscape design, provides the opportunity for the greatest visual interest. All design efforts should focus on the organization of form and materials so that the pedestrians relate clearly to the retail shops and pedestrian level activities.

1. Continuous covered walkway system

The ability for a pedestrian to walk undercover throughout the central pedestrian mall area is important for visitor weather protection and comfort and covered walkways on one or two sides of all commercial buildings are typically provided.

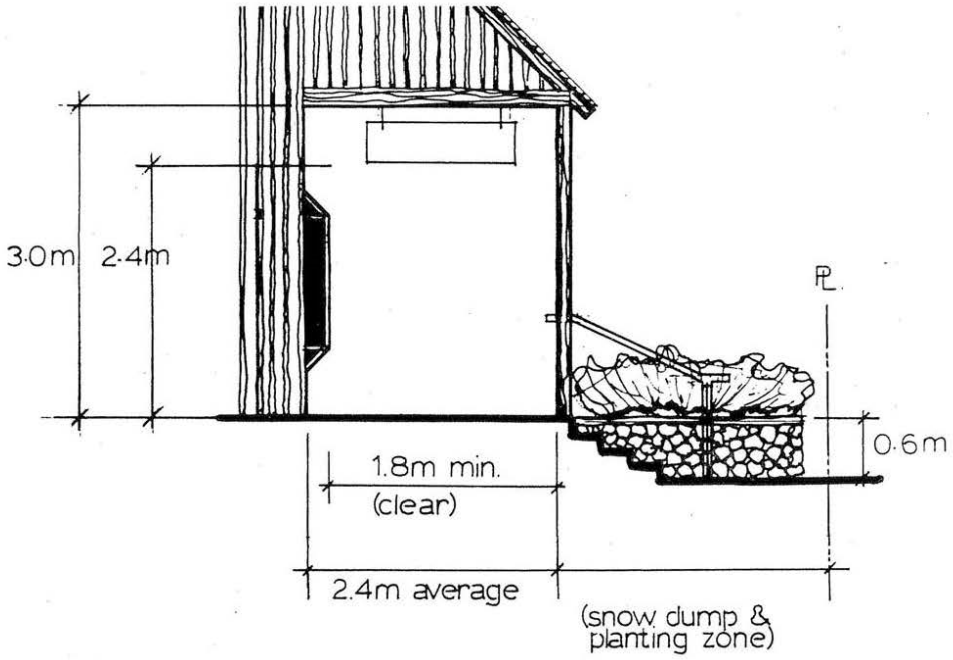
In some instances, covered walkways may be changed and storefronts may extend outward to the edge of the pedestrian mall if weather-protected access into the retail space is provided.

Covered walkways should have a varied width to enable pedestrian circulation and provision for outdoor displays and amenities. Covered walkways should have a 1.8 metre minimum clear width and 3 metre minimum clear height.

Walkways may be within the building (i.e., set in from the face of upper storeys) or may extend partially or fully outwards from the building face. Walkway roof and column design should be an integral part of the building design and strike a balance between the creation of a strong building base and unobstructed views of storefronts from the pedestrian mall.

The ceilings and the space of the covered walkways should be illuminated in a creative way to create a welcoming and engaging environment between the pedestrian mall and the store interior. Refer to section 4.3 Lighting.

Canvas or acrylic awnings in lieu of structural covered walkways are not acceptable; however, they may be used to add to visual interest, storefront identity and character.



2. Inviting building entrances and storefront access

Building entrances should front the street and pedestrian mall and be visible, identifiable and inviting from both sides.

Although the main entrances into buildings from the pedestrian mall should be noticeable, they should not be monumental such that they disrupt the continuity and flow of retail façades and the harmony of the pedestrian mall. Street entrances may be more prominent and may include a porte-cochere. The ground floor level of the building should be as close as possible to the pedestrian mall grade. In many instances, the ground floor level is a minimum of 0.6 metre above the adjacent pedestrian mall for flood-proofing. Where the vertical separation is greater than 0.6 metre, intermediate terraces should be created to break up the vertical separation and enhance the connection between storefronts and the pedestrian mall; in no case should the vertical separation exceed 1.2 metres.

In some instances, there may be overall advantages to the pedestrian experience to permit encroachments into the pedestrian mall to enhance stair and/or ramp access to building and storefront entrances. Such proposals will be considered on an individual basis by the municipality.

3. Façade design requires variety, scale and modulation while achieving visual harmony

Create pedestrian interest with use of scale and modulation in the placement and detailing of architectural elements such as canopies, entrances, doorways, windows, lighting and signage.

The quality of individual storefronts is of highest priority. Design shop façades as individual entities, to strengthen their character and interest to the pedestrian. Continuous linear storefronts are not

acceptable. The organization of the upper floors does not have to dominate the order of the retail level; allow retail frontages to be evident in the architecture of the building at street level and break up the structural rhythm of the building. This may be achieved by stepping of façades, by material change, or by colour change.

Inviting entrances and clear window glazing offering visibility into a store are especially important to enhance indoor/outdoor connections. Windowpanes should be divided with a muntin or mullion bars to add detail and expression. Glass should not extend to the ground level.

Interior renovations that close in storefront windows with display walls and cabinets and that impede views into a store are discouraged.

4. Consider outdoor displays

High quality outdoor displays that contribute to Village visual interest and storefront character are encouraged. Ensure 1.5 metre minimum clear width is maintained for pedestrian circulation.

5.3 UPPER FLOOR DESIGN

The design of the upper façade of buildings is important to the scale and texture of the Village. The building faces are envisioned as a rich collection of varied yet harmonious façades, adding interest, scale and rhythm to the Village.

1. Use façade elements to reflect "Village scale"

Building façades should include architectural features including bay windows, balconies, dormers and façade detailing as textural elements, which strengthen the Village scale and resort image.

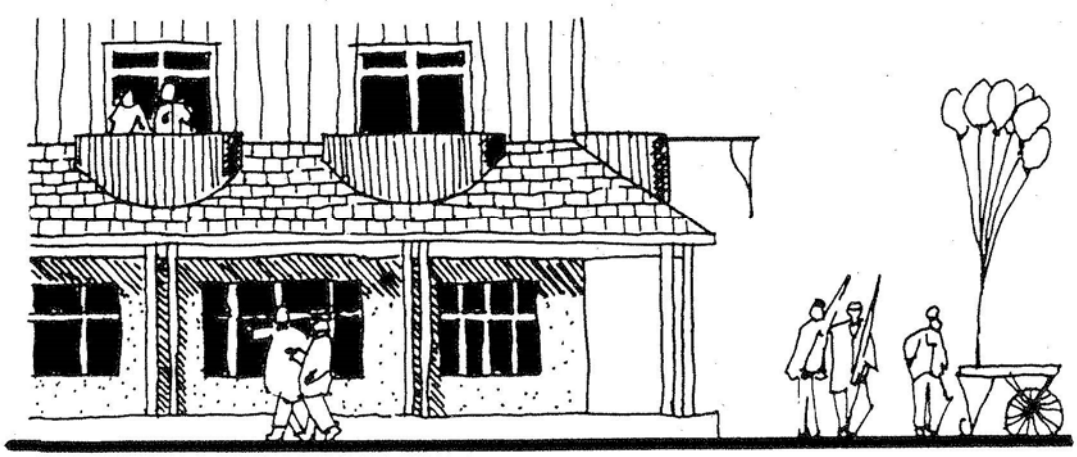
Building façades should give a substantial appearance consisting of "punched" openings. Curtain walls or façades incorporating long horizontal strip windows are not permitted. Long, motel-like balconies and exterior circulation systems are not permitted.

2. Every living unit should have a spot to catch the sun

Decks, balconies and porches are strongly encouraged, as they provide sunny usable outdoor space and add life and interest to the street.

In the design and positioning of elements such as decks, balconies, bay windows and living area windows, incorporate the opportunity of formal and informal "overlooks" to activity outside.

Decks and balconies should consider proper detailing to minimize snow catching, interior leakage, water staining and improper runoff.



5.4 ROOF DESIGN

Roof design is important for snow management, and is a major contributor to Village visual harmony and character. Roofscapes are an important design element, which are viewed from the pedestrian level, the ski slopes above the Village, Highway 99 and the Village approaches.

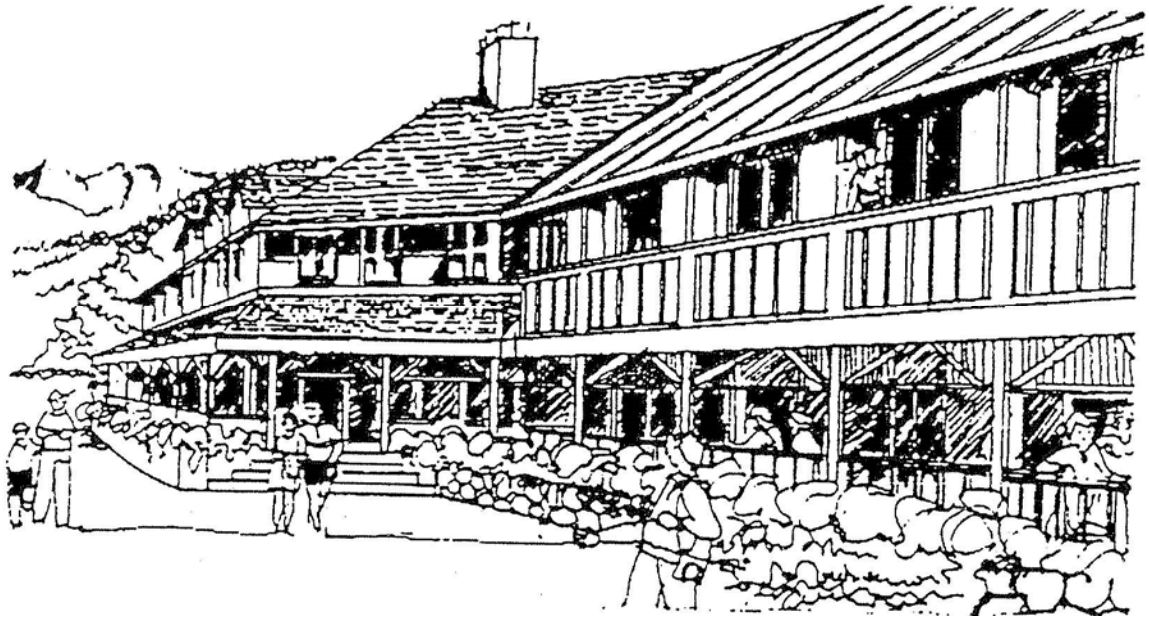
The skyline of the Village is conceived as a unified composition of sloping roofs in a limited variety of materials and colours.

1. Roof form should be modulated

Roof form should be suited to mountain shapes and views, and broken up with the use of dormers or other architectural features to reduce the apparent bulk of a building and create more visual interest. The ridgeline should not be continuous, but should be varied in height or broken with chimneys, cupolas, towers or other features.

2. Roofs should have sloped appearance and sufficient overhangs

A composition of sloped roofs is required for each development, and small areas of flat or mansard roofs are acceptable. Roof slopes should be between 5:12 and 12:12; lower sloped roofs may be permitted subject to design justification that meets the objectives of the Roof Design guidelines. Large areas of flat roofs are not acceptable.



Roof overhangs should be sufficient to protect the building fascia from rain and snow.

3. Fully coordinate roofs of connected and adjacent buildings

Consider coordination with adjoining eaves, peaks, gables and slopes.

Minimize exposure of party walls. Where present, consider them as an important feature designed in a manner to complement the overall building design, while minimizing flashing workmanship problems.

4. Flat roof design

All flat roofs should incorporate a neutral or muted coloured roof membrane or roof aggregate.

5. Roof materials and colour

Roof materials should be of high quality and architectural dimension and texture, and sufficiently durable to withstand Whistler's harsh climate.

The colour of roof materials should be generally neutral or muted to blend with the colours of the natural landscape. Brightly coloured enamelled metal roofs will not be considered.

All roof flashing materials should be pre-finished metal to match roof colour.

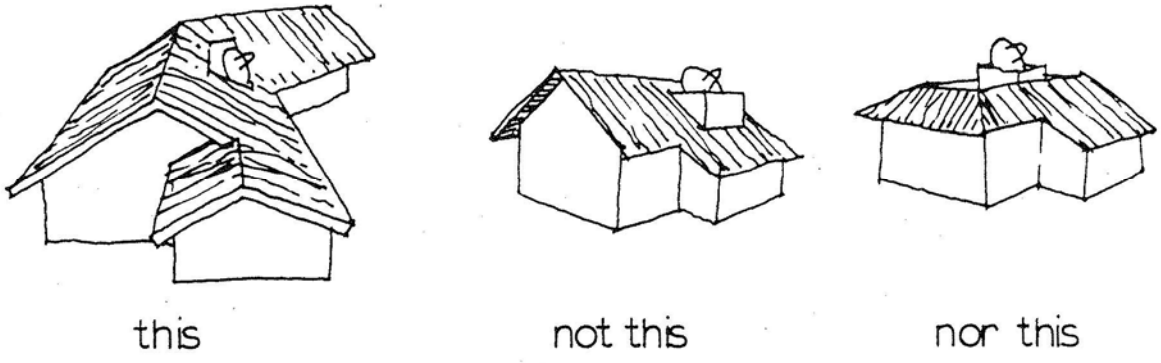
All chimneys should be enclosed in a material identical or similar to the building cladding (or other architectural treatment incorporated).

6. Conceal roof mounted equipment

Satellite dishes, communications antennae and mechanical equipment should be planned as part of the roof, so they are concealed from pedestrian viewpoints and overlooking development.

Venting stacks, flues and other similar projections should be concealed or integrated within the roof form as sculptural elements.

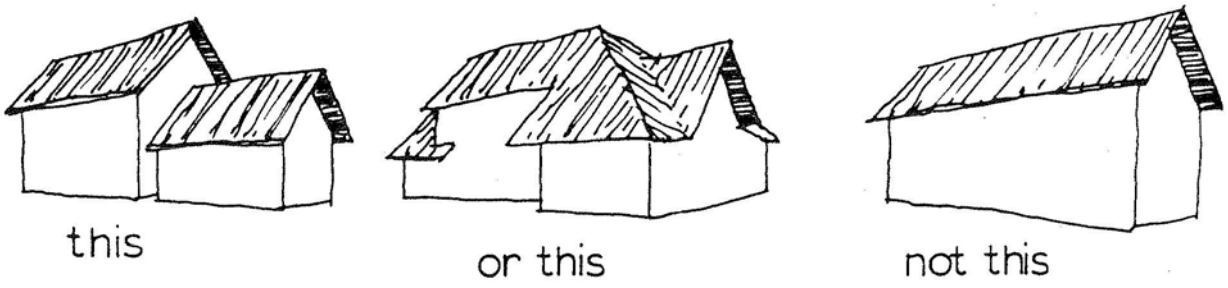
Roof designs which incorporate evolving technology and best practices for stormwater management and energy systems are encouraged within the context of the overall Roof Design guidelines.



7. Trim and eave lines

Trim and eave lines should have substantial appearance for visual interest; thin wood trim sections are discouraged.

Eave lines or a major cornice or trim line should be located below the third storey to bring the building face down to a pedestrian scale.



5.5 BUILDING MATERIALS

A consistent use of a small number of materials chosen for their durability and natural quality is an important component of the Village visual harmony and character. The materials and their method of application should reflect the regional style and ruggedness of the Whistler region and convey the image of a mountain village.

1. Materials should be complementary to those of adjoining buildings

All building materials are to be sufficiently durable and detailed to withstand Whistler's harsh climate.

Primary exterior materials include stone, wood, stucco and architectural concrete.

Other materials may be acceptable subject to particular technical and design justification that meets the objectives of the Building Materials guidelines.

(a) Stone

The use of natural stone is required at ground level both for building base and for streetscape elements. Artificial or "cultured" stone is not acceptable.

(b) Wood

Wood siding is strongly encouraged. Board and batten is recommended. Wood may also be present as timber elements and for infill panels in non-wood frame buildings. Small areas of wood shingle are appropriate.

Plywood or particle board is not acceptable as exterior cladding.

(c) Stucco

Stucco should be acrylic based and incorporate an acrylic (as opposed to painted) finish.

Stucco should incorporate heavy reveals and expansion joints. Stucco should be protected from weather exposure by deep overhanging eaves.

Stucco is acceptable for large areas, only where it is combined with heavy timber, wood or stone detailing.

(d) Concrete

Exposed concrete should be trowel finished, heavily ribbed, textured or bushhammered; unfinished exposed concrete and exposed standard concrete block are not acceptable.

Seal all finished concrete.

2. Windows

Reflective or heavily tinted glass is not permitted.

5.6 BUILDING COLOUR

Building colours should consist of muted tones or shaded tints, neutrals and earth tones that are drawn from Whistler's surrounding natural environment and contribute to the Village visual harmony and character. Building colours should also be complementary to neighbouring buildings.

Colour schemes should accent the architectural detailing of the building.

Deeper shades and more vibrant colours may be used in the design of individual retail storefronts to create a sense of uniqueness and visual interest at the street level. A storefront colour scheme, however, should acknowledge and be harmonious with adjacent storefronts, as well as the general colour scheme of the larger building to which the store belongs.

Building accessories, such as awnings and signs, may support fairly intense colour applications drawn from the surrounding natural environment, but should be harmonious with the colour scheme of the building with which they are associated.

Detailed guidelines applicable to the original Whistler Village area are provided in the Whistler Village Colour Guide, attached as Appendix C. Development within the other areas of Whistler Village should meet the general colour principles as established in Appendix C.

5.7 NOISE CONTROL

The relatively high density of Whistler Village, combined with the mix of residential, commercial and entertainment facilities, creates the potential for noise problems.

1. Locate nightclubs below grade

Nightclubs should be located primarily below grade, unless exceptional noise isolation measures are included.

2. Locate entrances to nightclubs, licensed lounges and pubs away from tourist or residential *accommodation*

Provide vestibule (double door) entrances.

No operable windows for nightclubs are permitted facing a public street or mall. Other licensed premises may have operable windows facing a public street or mall subject to limiting noise escaping to the street.

Nightclubs should be sound-isolated from any tourist *accommodation* or residential uses.

5.8 BUILDING RENOVATION AND REDEVELOPMENT CHECKLIST

Renovation and redevelopment create opportunities for improvements that could produce measurable benefits to the Village character and quality, contributing to the overall success of the Village. Targeted improvements are categorized and listed below:

1. **Enhancement of the pedestrian precinct**
    - Changes that promote social life in public spaces
    - Improvements in ease of access to stores
    - Improvements in storefront visibility, life, colour and interest
    - Changes to the base of buildings and improvement of the building connection to the land
    - Entrance improvements (e.g., shelter, welcoming, personality)
    - Preservation or creation of intimate, close-up views
    - Preservation or creation of distant mountain views
    - Improvements in solar access, brightness, colour and delight
    - Improvements to the landscape
    - Accessibility improvements
2. **Modification of roof forms**
    - Forms better suited to mountain shapes and views
    - Resolution of snow dump issues, which impact on the form and usability of pedestrian spaces
    - Improved forms that contribute to Village visual harmony
    - Forms that protect the building envelope
3. **Modification of building façades**
    - Changes that emphasize horizontal features, rather than vertical features
    - Windows and balconies that are direct and well-shaped
    - Surface colours and textures that catch the light and are not dull
    - Façades that are weather resistant

6.0 SNOW MANAGEMENT

The effects of snow and ice build-up, if improperly handled, can be destructive to buildings, pose risks to pedestrians and vehicles, and impose high ongoing snow removal and maintenance costs. The heavy snows and extreme freezing and thawing cycles of Whistler combine to make snow management an important design consideration. Designers, who are not thoroughly familiar with snow country design, should retain an expert consultant early in the design process.

1. Snow management is the responsibility of each developer

The basic building form should be conducive to snow management.

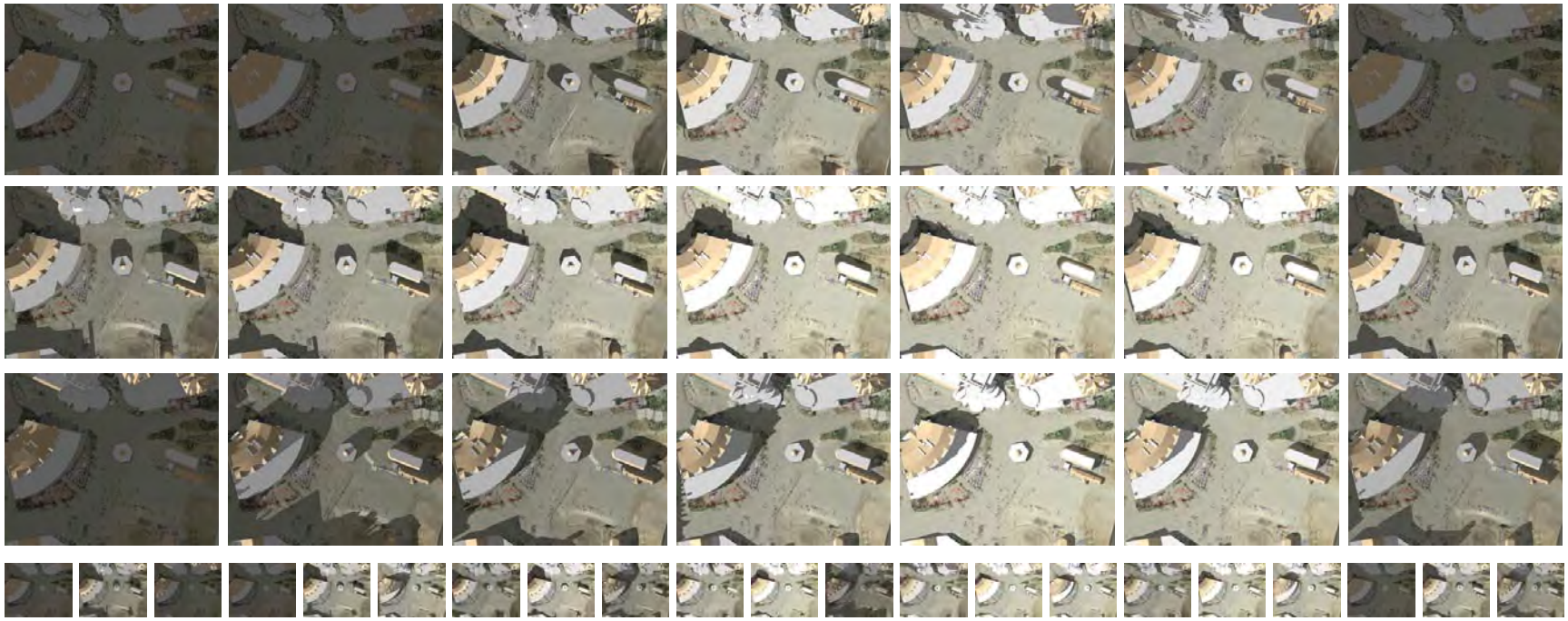
Snow and drainage from roofs should not be dumped onto adjoining streets or properties.

Snow should be positively shed or positively retained. Snow diverters or snow retainers should be designed as an integral part of the roofscape.

Fully protect building entrances and pedestrian routes from snow shed and ice accumulation utilizing dormers, angled roofs, canopies or other means.

Snow dump areas should not be accessible to pedestrians.

Building projections below the main roof should be durable. Generally, conventional eaves troughs or built-in eaves troughs should be avoided as they are subject to damage from snow shed.



WHISTLER VILLAGE

Solar Access Protection Guidelines

October 20, 2006

WHISTLER

Table of Contents

1 Introduction

The intent of the *Solar Access Protection Guidelines (*referred to herein as the *Guidelines*) is to help ensure that the elements that make Whistler *Village* a successful people-place endure. Whistler *Village* succeeds because of the human scale, integration with the physical surroundings, orientation to views and sun, and the functional land use that ensures the amenities and needs of the guests and residents are integrated. These *Guidelines* provide a tool to evaluate the impacts of any future renovation or redevelopment project on the *solar access* in the *Village*. The *Guidelines* are one of several tools the municipality has in place to drive the character of renovations and redevelopment in the *Village*. *Solar access* refers to the capacity of a site or building to receive unobstructed sunlight, in other words, the availability of direct sunlight to an area. The *Solar Access Protection Guidelines* developed in this document will ensure that access to the sun is protected at various locations and areas throughout the *Village*.

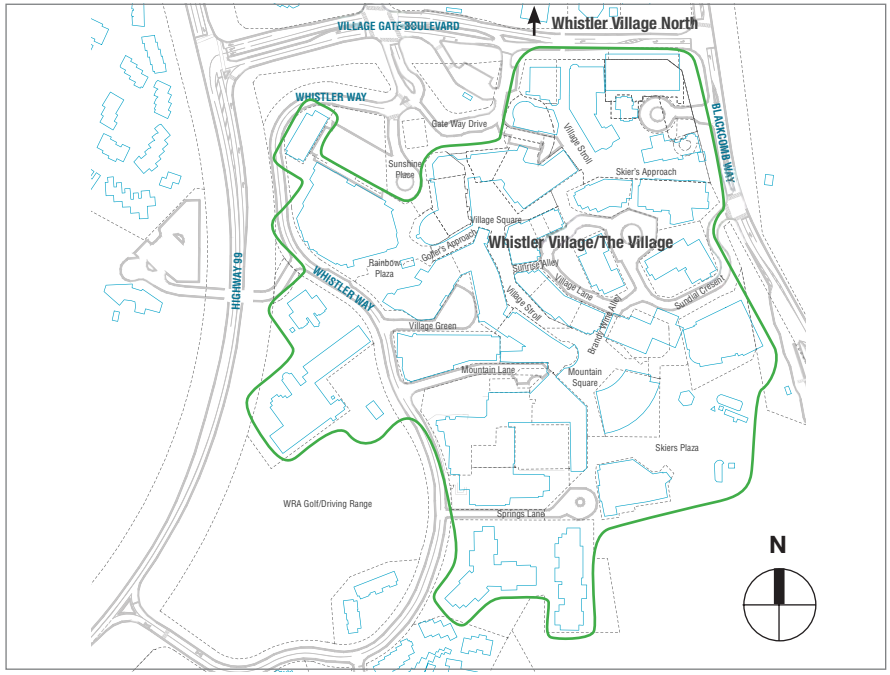
(Note: Italicized wording in this document identifies defined terms, please refer to Section 2 for definitions.)

1.1 Background

Whistler is world reknown for its spectacular beauty and design as a mountain resort. Whistler *Village*, the municipality's town centre, was master planned to create an aesthetic environment that maintains the connection between the natural environment and the community. The *Village* planning process carefully considered massing, height, scale and the shape of building forms to define sunny squares and *plaza*s, interesting pedestrian streetscapes, and to frame significant views of the surrounding mountains. Appropriate uses at the ground level were also defined to ensure that sunny spots enable people to gather and linger. The original 'Whistler Village Design Guidelines' and 'Master Plan' were defined to maintain this sense of place for residents and visitors alike.

For the purpose of this document the term Whistler *Village* or more commonly known as the *Village* refers to the original village and the municipality's town centre, which defines the study area and scope for application of these *Guidelines* (see map inset).

The Resort Municipality of Whistler (*RMOW*) recognized the value of reinvesting in and renovating the town centre in 2001, by adopting the 'Whistler Village Enhancement Strategy' to facilitate that process. The 'Whistler Village Design Guidelines' were updated to reflect the current built form and enhancement opportunities, and to ensure that new developments do not negatively affect the character and form that make Whistler *Village* a success.



The *Village*: site study area

The *Solar Access Protection Guidelines* are one component of the 'Whistler Village Design Guidelines' produced by the *RMOW* to help guide applicants through the 'Development Permit' application process. Other components include the 'View Protection Guidelines'; applicants should familiarize themselves with the 'Whistler Village Design Guidelines' prior to submitting a 'Development Permit' application. The *Guidelines* in this document are intended to provide applicants with a reliable method to analyze and report *solar access* impacts. This document also provides the *RMOW staff* with a consistent process for evaluating development permit applications for *solar access*, which serves both in the initial screening of proposed renovation and redevelopment projects, as well as in the detailed analysis of project concept and design.

1 Introduction

1.2 Rationale for the Guidelines

Whistler *Village* succeeds because of its people-oriented environment. People are attracted to the sun for two primary reasons for light and warmth. The dance of light and reflection also contributes to visual interest and diversity. Access to the sun, whether in public *plaza*s or on *patios/pools*, is an important element of Whistler's 'people-orientation'. People who live in and use the *Village* are attracted to places with sun, and in turn, people are attracted to the presence of other people. Where people gather and 'sit in the sun' alters in response to the *altitude* and direction of the sun, which changes over the course of the day and the year. People's attraction to *sun spots* can also be influenced by the aesthetic quality of sunlight in a particular location, such as where there is a long corridor of unbroken sunshine, as well as the duration of the sunlight in an area.

The *Guidelines* are intended to serve as a tool for analyzing sun/*shadow* both in terms of concrete conditions like the *altitude* and *azimuth* of the sun and more intangible qualities such as aesthetics and popularity of particular *sun spots*. The *Guidelines* apply to all properties in Whistler *Village*.

The *Guidelines* result from the development of a 3D computer model tool developed for the Resort Municipality of Whistler called *Whistler Village 3D*. The *3D Master Model* integrates three-dimensional mapping of Whistler's buildings, streets, *plaza*s and surrounding mountain terrain into one model that can be manipulated with SketchUp™, a single user-friendly and relatively inexpensive software program. SketchUp™ has the ability to apply shade and *shadow* information appropriate to Whistler's geographic location.

A typical review of a developer's proposal in Whistler *Village* with respect to the *Solar Access Protection Guidelines* will involve the use of the *Guidelines* in conjunction with the *Whistler Village 3D* to fully analyze the impacts of a proposal on the solar characteristics of the *Village* as it exists today.

It is the intent of these *Guidelines* to preserve or ensure the *solar access* characteristics of the *Village.* These *Guidelines* outline the primary elements, which influence Whistler's sunny spaces. The *Whistler 3D Model* provides the tool for evaluating and measuring impacts of proposed renovation/redevelopment projects in the *Village* against the benchmark of what exists today.

Rather than taking a prescriptive approach regarding building massing, the *Guidelines* place the onus on development applicants to use the tools provided to preserve existing *solar access* and maximize any new opportunities arising from the proposed redevelopment or renovation.

1 Introduction

1.3 Whistler in Context

In developing the *Solar Access Protection Guidelines,* a scan of relevant North American examples provided insight into policies and guidelines used by other municipalities, but did not identify a suitable precedent due to the unique environment and distinct needs identified for Whistler. *Solar access* strategies identified included height restrictions and *shadow* analysis for major applications, urban design principles that define massing and setback requirements, and prescriptive regulations to protect access to solar energy. This background research documents several municipal examples and is included in Appendix 1 for further review.

Whistler *Village* is unique compared to the examples identified in the research due to the geography, scale and form of the development area, as well as in the intent of the procedures. Specifically:

- Whistler lies at a relatively northerly *latitude* for a four seasons resort. In addition, the elevation of the *Village* in relation to the height of surrounding mountains affects *solar access*. In the summer the sunlight lasts longer due to its *altitude*, yet because it is surrounded by the Coast Mountains, at all times of year longer *shadows* tend to be cast in Whistler than in most other communities. Use of height restrictions to specifically regulate the length of *shadows* in public spaces and conducting *shadow* analysis for multiple time periods during a day has limited relevance during the winter months when almost any building or form will have significant *shadow* impacts in Whistler *Village* for most of the day. This further emphasizes the importance of protecting the *solar access* that exists.
- The majority of buildings in Whistler *Village* are of low or medium height, while perimeter stone walls, planters and *patios* generally define the edges of the *Outdoor Room* or public open spaces. The *Village* is not a typical grid pattern with linear streets and blocks. Rather, thoroughfares in Whistler *Village* are largely narrow, *pedestrian strolls* that shift in shape and orientation organized around views and *solar access*. The intimate scale and organic planning pattern limit the utility of developing standardized massing and setback regulations to moderate *shadow* impacts on public spaces. Each property has a unique set of site characteristics and contextual relationships.
- The goal of *Solar Access Protection Guidelines* for Whistler *Village* is to protect the amenity of direct sunlight access to public outdoor and semi-private spaces frequented by residents and visitors.
- Prescriptive regulations designed to protect *solar access* for renewable energy do not adequately address *solar access* considerations for outdoor *patios/pools* and public seating along the edges of Whistler *Village's* important *Outdoor Rooms* and *pedestrian strolls.*

1 Introduction

1.4 Use of the Document

This document identifies those locations of the *Village* that work today as sunny people places, and to understand why they work so well. By documenting how things work, the *Guidelines* and the *Whistler Village 3D Model* will give applicants and *staff* the tools for a better understanding of the potential impacts of future development in Whistler *Village*.

The *Solar Access Protection Guidelines* provide information and guidance to applicants, municipal *staff*, property owners and lessees, as well as the resident and tourist population to clarify the requirements for analyzing *solar access* in the development permit process. These Guidelines are an integral component of the 'Whistler Village Design Guidelines' which apply to all development in Whistler *Village*. Applicants should refer to the 'Development Permit Application' for a complete list of documents and studies that the applicant is required to undertake and review in the development permit process.

This document is organized into six sections. Sections 1 through 3 provide important background information into the rationale, research and technological development undertaken to produce the *Guidelines*. Sections 4 through 6 provide the *Guidelines* and process for solar analysis along with supporting maps and descriptions of the *Outdoor Rooms* the *RMOW* has identified to protect.

Section 2 provides definitions of key terms frequently referred to throughout the document.

Section 3 provides an overview of the method, technology and analysis process associated with the development of *Whistler Village 3D*.

Section 4 provides the guidelines for development permit applicants concerning the process and submission requirements for a *solar access protection analysis.* It also provides criteria for *RMOW staff* or consultants to apply when reviewing a development applicant's *solar impact analysis*. This provides the applicant with transparency and insight into how their application will be reviewed and a consistent approach for future applications.

Section 5 of this document identifies important *Outdoor Rooms* for which protection of *solar access* is particularly important. It further identifies specific development parcels which could affect the *solar access* to these public spaces. Section 5 also lists outdoor *patios* and *pools* for which *solar access* is considered important and should be protected.

Section 6 provides a description of each *Outdoor Room,* its current usage, special characteristics, and areas where *solar access* is to be maintained. Photographs depict important open spaces, seating areas and entryways and identify where *solar access* will be preserved. The categories used to describe each *Outdoor Room* provide an overall description of the room and enable development applicants to identify and prioritize solar features for protection facilitating the design of projects that maximize opportunities for creating sunny, people-friendly spaces.

The *Guidelines* are appropriate to Whistler *Village*, as defined at present. The 3D *Master Model* is complete with all buildings up to October, 2006. The *Master Model* will be maintained with the inclusion of any future approved developments, 3D models, which are to be provided by the applicant.

2 Definitions

The *Whistler Village Solar Access Protection Guidelines* use standard language and terminology for describing solar geometry and urban design. To ensure clarity, the following definitions are provided:

Altitude refers to the height above or distance upward from sea-level, or other planetary reference point (i.e., Whistler lies at 675 m above sea-level).

Après-ski refers to the time when people gather, linger and 'hang-out' at the end of the ski day until the dinner hour (typically between 3pm and 6pm).

Consultants refers to a private company hired by the *RMOW* to perform solar access analysis of development permit applications.

Guidelines refer to this document, the *Solar Access Protection Guidelines*, unless otherwise specified.

Hot Zones refer to specific areas within the *Outdoor Rooms* that are fundamental to the success of Whistler *Village* and require full protection of current *solar access*.

Latitude refers to the angular distance, either north or south, from the equator (i.e., Whistler's latitude is 50˚ N).

Master Model also referred to as ***Whistler Village 3D*** is the model created to analyze *solar access* in Whistler *Village* and is the base from which all development applications will be analyzed.

Outdoor Room refers to a differentiated outdoor open space in Whistler *Village* that is a popular gathering place for people – in other words, it is a defined space for residents and visitors to comfortably 'hang out' in the *public realm*. *Outdoor Rooms* include *plaza*s, *pedestrian strolls,* above ground *patios/pools* and future *patio* spaces for the public.

Patio refers to a semi-public food and beverage establishment.

Pedestrian Strolls refer to streets where vehicles are prohibited and the physical design encourages pedestrian activity.

Plaza refers to open-air public space that is enclosed on two or more sides by buildings.

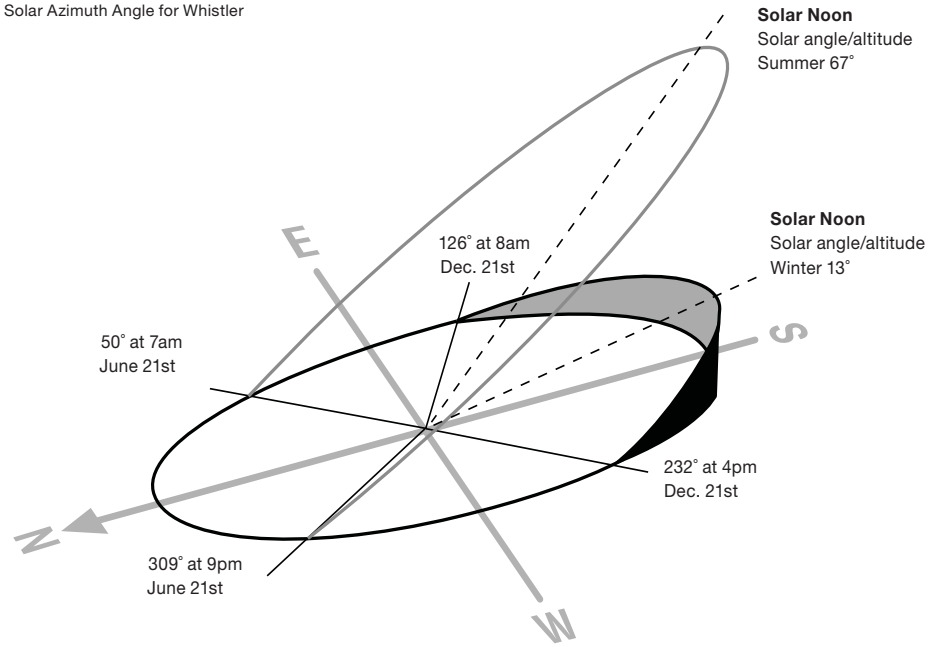
Pool refers to a semi-public outdoor swimming *pool* that provides an area for people to swim and enjoy the sun.

Public Realm refers to public places, including streets, parks, *plaza*s and civic buildings that are accessible to the general public.

RMOW refers to the *Resort Municipality of Whistler.*

Shadow refers to the projected image or shape of darkness cast upon a surface by a solid object intercepting rays of light. In this document, *shadow* impacts refer specifically to the dark shape cast by buildings in the *Village*.

Solar Azimuth Angle for Whistler



	Sunrise	Solar Noon	Sunset
June 21st	50˚ (7:ooam)	180˚ (noon)	309˚ (9:00pm)
December 21st	126˚ (8:ooam)	180˚ (noon)	232˚ (4:oopm)

Shaft of Sun refers to a linear sun path that permeates *strolls* providing *solar access* through a corridor to a larger *Outdoor Room* area.

Solar Access refers to the capacity of a site or building to receive unobstructed sunlight, in other words, the availability of direct sunlight.

Solar Access Protection Analysis refers to the product resulting from performing solar impact analysis and is the report that is submitted to *RMOW*.

Solar Angle (β) is defined as the vertical angle between the horizontal and sun-earth axis.

2 Definitions

Solar Azimuth Angle **(ϕ)** is defined as the angle within the horizontal plane measured clockwise from true North.

Solar Bulk Plane refers to an imaginary line that represents a limit of a building's extent.

Solar Envelope is defined as the maximum built volume on a site that enables *solar access* to neighbouring buildings at specified times.

Solar Impact Analysis refers to the process used to evaluate solar access, it can also refer to the product of analysis.

Solar Noon is defined as the time at which the position of the sun is at its highest elevation in the sky, at this time in Whistler the sun is due South (typical of Northern Hemispheres).

Staff refers to staff employed by the *RMOW*.

Sun Spots refer to public gathering areas known for their sunny environments.

Village refers to the area originally defined in the 'Whistler Village Master Plan', illustrated on page 3 in the key map, and is not to be confused with the Whistler Village North or other areas not specifically defined in the study area.

Whistler Azimuth Angle
June 21st 50˚, 180˚, 309˚.

Whistler Solar Angle
67˚ June 21st, 13˚ December 21st.

3 Introduction to Solar Analysis Modeling

3.1 Generating the Solar Analysis Model

The *Whistler Village 3D Master Model* is a three-dimensional software model created to provide the *RMOW* with the capacity to analyze sun and *shadow* impacts of new development or redevelopment projects. IBI Group Architects, Engineers and Planners created this model working with the *RMOW.* When determining the requirements for the *3D Master Model*, software selection had to fulfill the following criteria:

- Create a dimensionally accurate 3D model representation of the *Village* terrain, including the 46 existing buildings within the original *Village* and the surrounding mountains (refer to page 26);
- Precise simulation of *shadows* cast from buildings upon the ground plane, easily calculated for any time of day, any day of the year;
- Position a high resolution aerial texture map (image) of the *Village* on the terrain model at the correct scale and orientation;
- Modeling software that is easy for *RMOW staff* to learn and intuitive to use;
- Modeling software that is considered an industry standard, yet is affordably priced;
- Modeling software that is easy to update;
- Modeling software capable of importing McElhanney's 2003 orthophoto information (used to generate the base 3D models of Whistler *Village*).

After a comprehensive review of all architectural, 3D modeling and animation software, SketchUp™ was chosen (www.sketchup.com). SketchUp™ is a market leader and is widely used in the architectural, planning and property development sectors. More importantly, 2D and 3D AutoCAD™ files (the industry standard – computer aided design software utilized by architects and engineers to design and document building projects) are easily merged into the SketchUp™ model. 3D models provided by applicants can be imported as several different file types, allowing the *RMOW* to quickly run a series of solar impact analyses of proposed developments.

The *3D Master Model* was derived from several different sources. The majority of the *Master Model* (the *Village* terrain, 38 of the 46 buildings within the *Village*) was based on 2003 othophoto information captured and provided by McElhanney Consultants of Vancouver, who specialize in digital surveying and engineering services.

Orthophotos are captured using two cameras that take simultaneous photographs from an airplane flying at an elevation of approximately 2000 feet. Combining the two photos creates a stereoscopic effect, which allows their proprietary orthophoto software to determine surface depth within a tolerance of 6" (0.15 metres). Accurate models of buildings (sloped roofs, vertical and horizontal surfaces) and the *Village* terrain (roads, curbs, sidewalks and building footprints) were generated and individually saved as AutoCAD™ files (dwg files). These files were imported into SketchUp™ and positioned in their correct place in 3D space as the orthophoto information is referenced with a coordinate system tied to a Global Positioning System (GPS). Due to the limitations of the SketchUp™ software to handle complex coordinate geometry, and in order to not overly compromise the model's flexibilty and ease of use, the coordinates were appropriately converted for use with the software.

view looking south-east, at Whistler Mountain, behind the *Village*

The row of wire frame building outlines were then rebuilt as solid blocks by IBI Group in SketchUp™ to reduce file size (for ease of computer manipulation) and to correct for the aberrations caused by the stereoscopic orthophoto software tolerance. The building process involved on-site reconnaissance and the use of available photographs and architectural drawing information to insure the accuracy of the 3D building model.

Only 38 of the 46 *Village* buildings were taken from McElhanney's information because they last flew the site in the summer of 2003. The remaining eight buildings were either built or significantly renovated after McElhanney's dataset was captured for these buildigns. 3D building models were developed from digital drawing files provided by each project's owner.

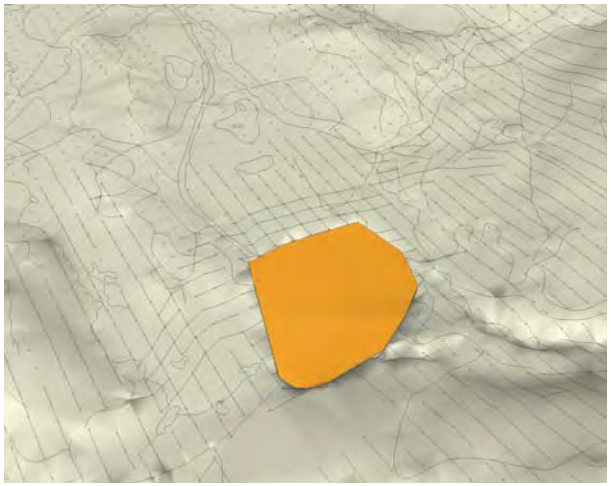
3 Introduction to Solar Analysis Modeling

The building forms in the *Whistler Village 3D Master Model* represent a projection of the outline of the roof eaves (edge) to the ground, therefore base building forms when viewed in three dimensions appear as solid blocks with no definition of roof overhang, balconies, windows, arcades or landscape. Although further articulation of the model is possible, it was beyond the scope of this project. The bulk of the building from the roof level defines the building *shadows* therefore this level of detail is acceptable to the needs of these *Guidelines*.

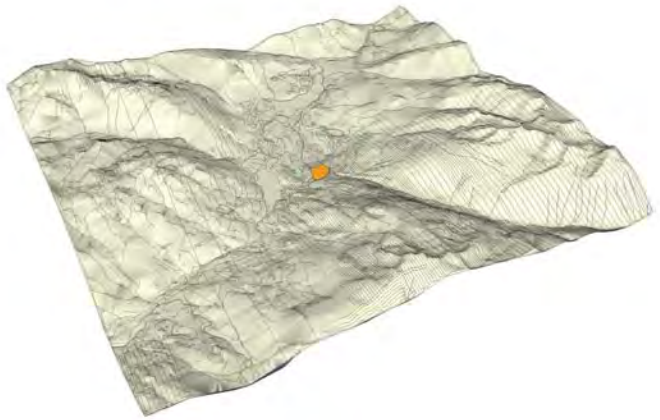
Early in the *3D Master Model* generation, it was uncertain the extent that the surrounding mountains would influence *shadow* and sun access at specific times of the day. More specifically, it was necessary to determine if the effects of the *shadows* cast by buildings at 9:00 am and 4:00 pm (especially in the winter months) were cancelled out once the sun was already falling below the mountains. The *RMOW* provided an existing 3D AutoCAD™ model of the surrounding Whistler terrain (approximately 12 sq. miles) to merge into the *Master Model*. *Shadow* test analyses and the resulting images proved that the mountains did affect some morning and afternoon results, hence the surrounding mountain terrain was incorporated into the Whistler *Village Master Model*. As the mountain terrain model comprises a large area, further tests were run on the model to determine exactly which terrain affected *solar access*. The terrain was subsequently edited to include only those applicable areas in the *Master Model*.

Perspective views of the surrounding mountain terrain (the area representative in the *Village* model is shown in Orange).

2 dimensional plan view of Whistler *Village* in context of surrounding mountains.

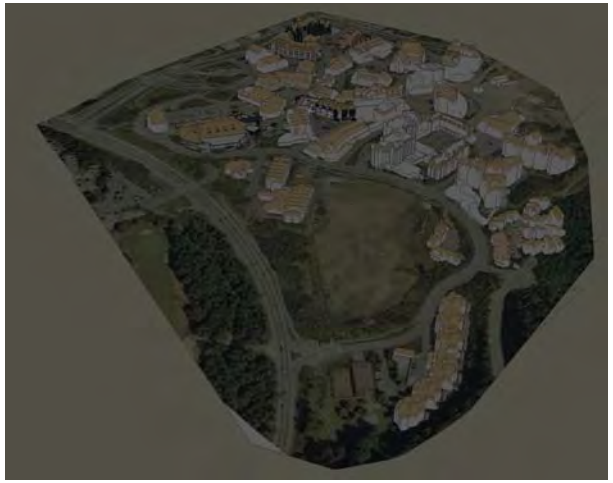


3 dimensional, perspective view of Whistler *Village* in context of surrounding mountains.



a b

c d



October 15th 9am, mountain *shadow* OFF (at left) and ON (at right).

3 Introduction to Solar Analysis Modeling

The following provides a visual overview of generating the model.

Step 1

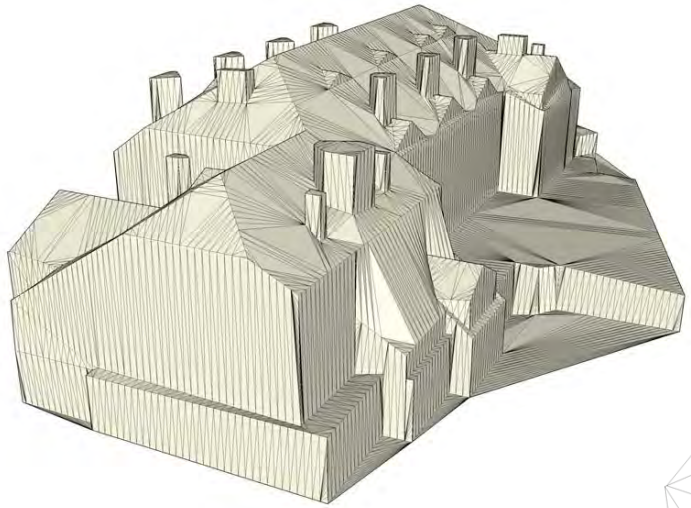
McElhanney's 3D AutoCAD™ model of a *Village* Building as imported into SketchUp™, generated from their orthophoto stereo pair database. Each point or vertex making up McElhanney's models are accurate to 6" or 0.15 metres, which creates the triangulation on the building surface. Also note that soffits and fascias are not constructed, since the aerial photography reads the building envelope and extends that vertically down to the ground plane.

Step 2

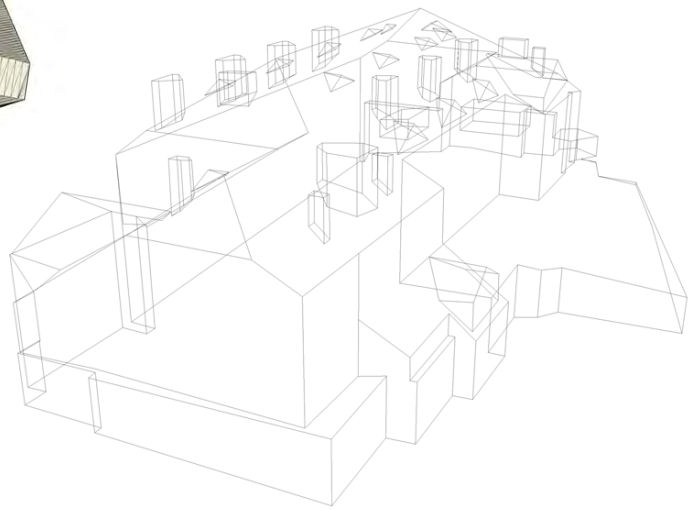
The additional lines on all surfaces are removed, leaving a wireframe version of the model.

Step 3

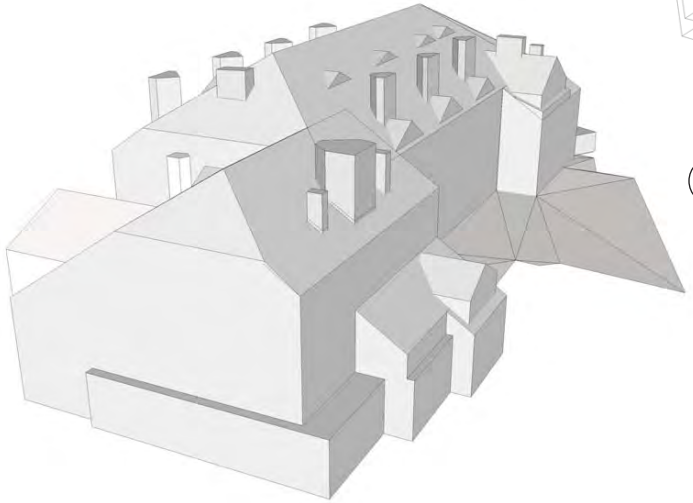
All surfaces are individually re-applied in SketchUp™, producing a visually clean model with a greatly reduced file size.



1 Before: Wireframe building as digitized by McElhanney software.



2 After: Wireframe building refined by IBI Group.



3 After: Rendered building mass included in model.

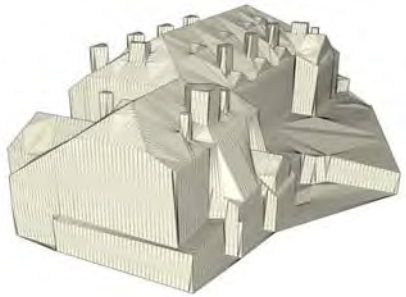
3 Introduction to Solar Analysis Modeling

Step 4

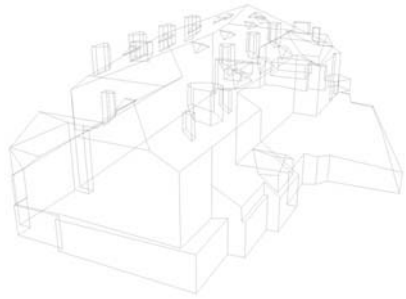
Village Building, along with the 46 other buildings are merged with the Whistler *Village* terrain model (which was also generated from McElhanney's database). All buildings are automatically placed in their correct location and orientation, since the modeling data is based on Universal Transverse Mercator (UTM) coordinates, which precisely places each object on the earth's surface. Roofs and walls have been changed to a consistent colour throughout.

Step 5

Additional lines on building and terrain surfaces were removed. A high resolution aerial photograph of Whistler *Village* was positioned and draped over the terrain model. This provides a sense of scale and visually defines outdoor spaces. Building *shadows* on the image were digitally removed so not to create confusion and ambiguity once the solar tests were conducted.

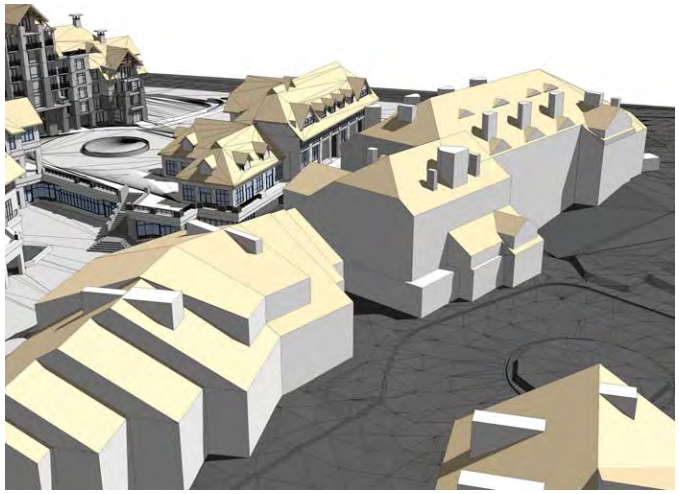


1



2

3



4 Rendered 3D model on terrestrial wireframe.

5 Rendered 3D model and high resolution orthophoto, note the building detail.

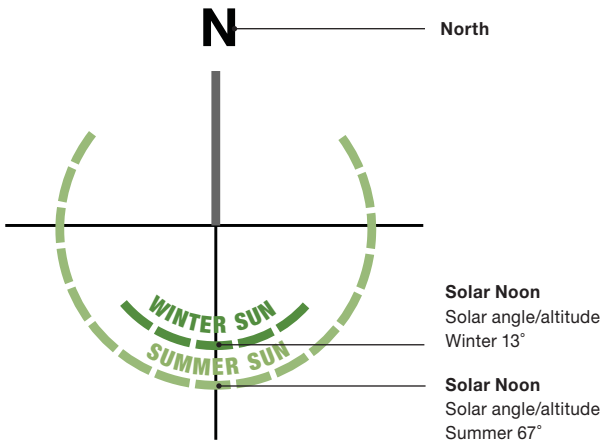
3 Introduction to Solar Analysis Modeling

3.2 Whistler Village Solar Analysis Maps

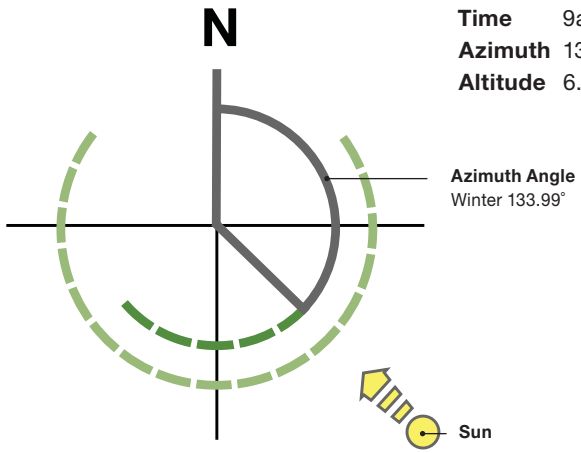
The solar analysis maps on the following pages have been generated using the *Whistler Village 3D Master Model*. They comprise the 21 test periods defined by the municipality and selected to be representative of sun and *shadow* patterns over the course of the year when *solar access* should be analyzed. They provide graphic representation of sun and *shadow* patterns for Whistler *Village* on seven days in the year (on the 15th of January, February, March, April, June, August and October) and for three time periods (9 am, 12 noon, 4 pm) on each of these days. The maps represent a reference for *solar access* and provide a baseline analysis for all properties in Whistler *Village*.

The solar analysis maps have been provided to give a broad view of the changes in the path and height of the sun (angle and azimuth) throughout the year. The *Whistler 3D Model* is capable of analyzing *solar access* at a much finer level, including static and animated images from all angles of view. The analysis of a particular project proposal will be specific to that project and depend on the complexity and particular sensitivities of the neighbourhood and *public realm* for that project.

Example of a solar angle graphic.



Example of solar angle graphic as applied to a specific date and time.



Example

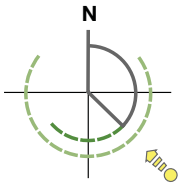
Date	January 15th
Time	9am
Azimuth	133.99˚
Altitude	6.08˚

Each of the 21 solar analysis maps includes a solar angle graphic, as represented by the graphic on this page. The specific angles represent the *azimuth* angle and the specified degrees in *altitude* represent the *solar angle* reflecting the position of the sun at a specified time. These coordinates were determined by the SketchUp™ model using the Municipal Hall as a base reference (*latitude* 50.7˚, *longitude* 122.57˚).

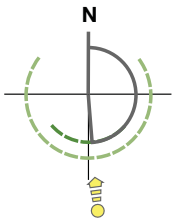
3 Introduction to Solar Analysis Modeling

Solar Analysis Map
January 15th

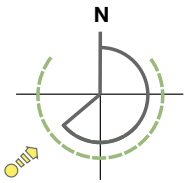
9am
Azimuth 133.99˚
Altitude 6.08˚



12pm
Azimuth 174.97˚
Altitude 18.55˚



4pm
Azimuth 229.85˚
Altitude 3.81˚



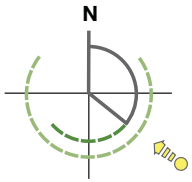
Scale 1:20,000

0 100 250 500 metres

3 Introduction to Solar Analysis Modeling

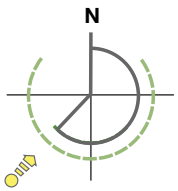
Solar Analysis Map
February 15th

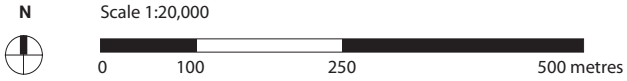
9am
Azimuth 128.69˚
Altitude 12.81˚



12pm
Azimuth 173.12˚
Altitude 26.89˚

4pm
Azimuth 233.37˚
Altitude 11.59˚

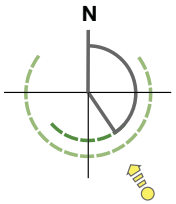




3 Introduction to Solar Analysis Modeling

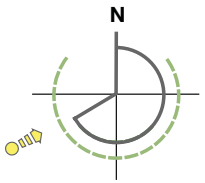
Solar Analysis Map
March 15th

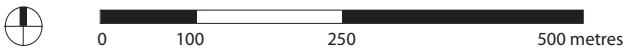
9am
Azimuth 123.92˚
Altitude 22.40˚



12pm
Azimuth 173.50˚
Altitude 37.50˚

4pm
Azimuth 240.30˚
Altitude 19.85˚

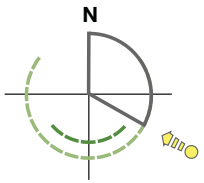




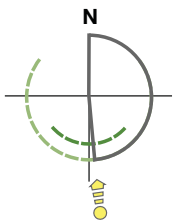
3 Introduction to Solar Analysis Modeling

Solar Analysis Map
April 15th

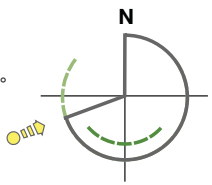
9am
Azimuth 118.49˚
Altitude 33.55˚

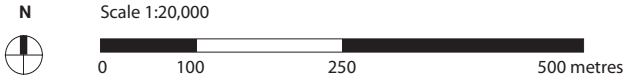


12pm
Azimuth 175.43˚
Altitude 49.54˚



4pm
Azimuth 249.84˚
Altitude 28.29˚

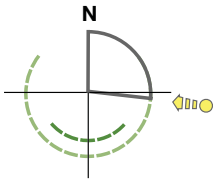




3 Introduction to Solar Analysis Modeling

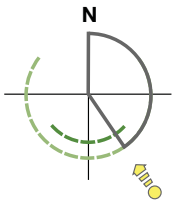
Solar Analysis Map
June 15th

9am
Azimuth 94.56˚
Altitude 34.84˚

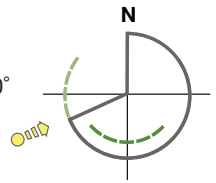


Note: Daylight Savings Time has been accounted for this date.

12pm
Azimuth 145.64˚
Altitude 59.77˚



4pm
Azimuth 246.30˚
Altitude 47.90˚



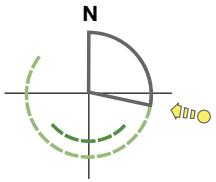
Scale 1:20,000

0 100 250 500 metres

3 Introduction to Solar Analysis Modeling

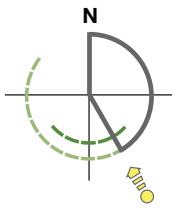
Solar Analysis Map
August 15th

9am
Azimuth 101.08˚
Altitude 33.55˚

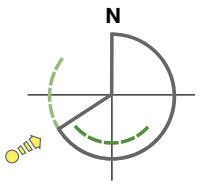


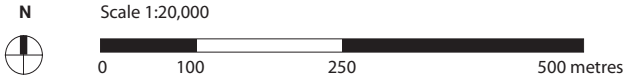
Note: Daylight Savings Time has been accounted for this date.

12pm
Azimuth 130.13˚
Altitude 49.54˚



4pm
Azimuth 237.63˚
Altitude 28.29˚

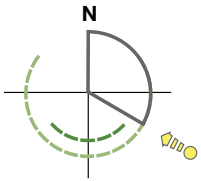




3 Introduction to Solar Analysis Modeling

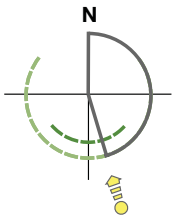
Solar Analysis Map
October 15th

9am
Azimuth 119.37˚
Altitude 12.04˚

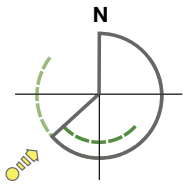


Note: Daylight Savings Time has been accounted for this date.

12pm
Azimuth 163.37˚
Altitude 30.05˚



4pm
Azimuth 228.38˚
Altitude 19.35˚



Scale 1:20,000

0 100 250 500 metres

4 Guidelines for Solar Access Protection Analysis in Whistler Village

4.1 General Process & Application Requirements

This section provides direction for *staff* and development applicants to determine the specific *solar access* analysis required to evaluate a particular development application. The analysis required depends on the potential impact of the proposed development on a specific *Outdoor Room* and on the time periods (if any) that have been identified as particularly important in supporting the primary use of the *Outdoor Rooms*. Additional analysis may be required as determined by *staff*, for example if the proposed development impacts *solar access* to outdoor *patios* and *pools* open to the public.

The *Whistler Village 3D* Model defines the current *solar access* scenario for the *Village*. Further, it identifies eight *Outdoor Rooms* in the *Village*. These spaces are popular gathering places for residents and tourists. Each *Outdoor Room* has been described by use patterns, presence of formal or informal seating, the overall design and size of the room, and other important solar features for protection.

- A sun/*shadow* analysis will be required for all renovation/redevelopment applications to properties in Whistler *Village*, and additional finer level analysis may be required for proposals that have the potential to impact the *solar access* of an *Outdoor Room,* outdoor *patio* and/or *pool*, identified in these *Guidelines*. (See exemptions in section 4.3 for projects not affected by these *Guidelines*.)
- *RMOW staff* will evaluate all applications for development permits or rezoning (e.g., development, redevelopment and renovation projects) in Whistler *Village* on a case-by-case basis.
- Applicants are encouraged to meet with *RMOW staff* in the early stages of project conception. This will help proponents identify potentially impacted *Outdoor Rooms* and other municipal guidelines and policies that apply to the project, as well as define the expectations and submission requirements of the municipal process.
- Applicants will receive a copy of the *Whistler Village 3D* Model on DVD-ROM to perform *solar access* analysis of their development proposal using the SketchUp™ software program. (SOFTWARE NOT SUPPLIED).
- Development applicants will define, in consultation with *staff*, the critical *solar access* periods of time when access to sunlight is particularly valuable to protect, for the specific *Outdoor Rooms* that they affect.
- The onus is on the development applicant to use the tools provided to preserve existing *solar access* and maximize any new opportunities arising from the proposed redevelopment project.
- Applicants will demonstrate how their proposal provides an improvement of the *solar access* characteristics or has little or no impact on *solar access* of the *Outdoor Rooms*.
- Proposals that improve or maximize *solar access* in *Outdoor Rooms* will be encouraged.
- Where impacts are identified, applicants will define methods that mitigate the potential impacts on the *solar access* of the *Outdoor Rooms*, such as a new opportunity for *solar access* in a different area or an increase in the length of time sun penetrates another area.
- The applicant is to work in cooperation with *RMOW staff*, balancing other design considerations while ensuring minimal *solar access* impact for new development or redevelopment projects.
- Applicants will be required to submit a computer generated 3D model of their proposal in a format appropriate for insertion into the *Whistler Village 3D Master Model* for verification of the applicant's *solar access* analysis by *RMOW staff* or their consultants.

4 Guidelines for Solar Access Protection Analysis in Whistler Village

4.2 Solar Impact Analysis Process

The solar impact analysis process for proposed renovation or redevelopment projects in Whistler *Village* is a two staged process. This may vary by application depending on the site location, the impacts of a particular development proposal on its surroundings, and the relative benefits resulting from the proposal. The following 14 steps provide the basic outline for a *solar access* analysis.

Preliminary

1. Undertake a pre-application meeting with municipal planning *staff* to discuss the property and the particular sensitivities of the surroundings.
2. Contact to RMOW to obtain a copy of the Whistler 3D *Master Model* to perform the analysis using SketchUp™ software program (SOFTWARE NOT SUPPLIED).
3. Review the *Guidelines*, maps and table in Section 5 to determine which, if any, *Outdoor Rooms* and *Patios/Pools* are affected by the proposed development.
4. Review the description of *Outdoor Rooms* in Section 6 to determine relevant characteristics to be analyzed.
5. Utilize the *Whistler Village 3D Model* to analyze the options for redevelopment with respect to minimizing impact on the existing *solar access* characteristics of the *Village*.
6. Undertake a sun/*shadow* analysis using the *Master Model* by inserting the proposed redevelopment or renovation project and analyzing for the dates specified below at 9AM, Noon, and 4PM (or 90 minutes prior to sunset, which ever is earlier), ensuring to account for daylight savings time: January 15, February 15, March 15, April 15, June 15, August 15, October 15.
7. For some development proposals, analysis of additional time periods may be required to ensure that important *shafts of sunlight* described in the *Outdoor Room* characteristics are protected.
8. Where a project impacts an *Outdoor Room* or *Patio/Pool* negatively, the applicant will identify the impacts defining the time and areas that the new development will affect shade in the *Outdoor Room* or *Patio/Pools*. Applicants should use each of the four categories (Use, Seating, Design, and Solar Access Considerations) identified in the *Outdoor Rooms* key characteristics to frame the analysis.
9. Prepare a preliminary *Solar Access Impact Analysis* comprised on the 21 solar tests, and meet with municipal *staff* at the preliminary massing stage of the project to present the proposed options and the findings for each option. Discussions with *staff* at an early stage in the development of the project can help identify appropriate solutions, with minimal investment on the part of the applicant. *Staff* may elect to consult with *RMOW* Council and/or the Advisory Design Panel at this early stage with respect to the acceptability of the development proposal prior to further detailed design work proceeding. Only once the building mass is acceptable will the applicant move to the detailed design phase.

Detailed

10. Once an applicant has been given preliminary approval (i.e., the proposed preliminary building massing is acceptable) they will proceed with detailed design.
11. Submit a final *Solar Access Impact Analysis* comprised of the design rationale and the required sun/*shadow* analysis maps (refer to section 4.6) detailing the results of the sun/*shadow* analysis. The design rationale should describe how the proposed development will affect *solar access* for its surroundings in general and specifically highlight *solar access* for outdoor public spaces, *patios*, *pools*, adjacent buildings, and the uses for each *Outdoor Room* affected by the development. The design rationale text should also describe the mitigating strategies and/or other positive benefits proposed by the project to help offset any negative impacts identified. The maps must show the existing *shadow* and the proposed *shadow* of the project.
12. Submit a 3D computer model of the proposed development project to the standards listed in Section 4.5 and 4.6, for insertion into the *Whistler Village 3D Model* and verification by *staff* and/or their appointed *consultants* of the findings outlined in the applicants *Solar Access Impact Analysis.*
13. Upon development approval all contemplated construction changes to the approved project that affect the exterior of the building must be pre-approved by the *RMOW* prior to construction of the modification. Pre-approval may require further sun/*shadow* analysis of the proposal and the updating of the applicants 3D model. For projects where construction changes affecting the exterior of the building have taken place, the applicant will, upon completion of the construction, but prior to occupancy permit, provide to the *RMOW* a final 3D Model integrating all changes to update the Whistler *Village 3D Master Model*.
14. An application showing no impact in the *3D Master Model* will be accepted and moved through the 'Development Permit' process on a priority basis.

4 Guidelines for Solar Access Protection Analysis in Whistler Village

4.3 Exemptions

1. Renovation projects in Whistler *Village* affecting solely the interiors of an existing building will be exempt from the requirements of *solar access* analysis described in these *Guidelines*.
2. Renovation projects to existing buildings in Whistler *Village* limited to changes to exterior building colour, and or other cosmetic or maintenance upgrades not affecting change to the size, shape or location of exterior building elements such as roofs, dormers, chimneys, balconies, and similar elements, shall be exempt from the requirements of *solar access* analysis described in these *Guidelines*.
3. Renovation projects to existing buildings in Whistler *Village* involving minimal change to exterior building elements such as roofs, dormers, chimneys, balconies, and similar elements, may be exempt from the requirements of *solar access* analysis described in these guidelines at the discretion of the council or as delegated to *staff*. If it can be demonstrated that the modifications proposed will have zero impact or positively benefit the *solar access* characteristics of the *Village* these projects will be exempt.

4.4 Enforcement

The intent and application of these guidelines are enforceable through the Development Permit, Building Permit and Occupancy Permit processes.

4.5 3D Computer Model Submission Requirements for Applicants

The process outlined in sections 4.1 and 4.2 above require the development permit applicant (i.e., property owner) or architect representative to submit a 3D computer model of their proposal to the *RMOW* for review.

3D design development building models tend to be more complex and contain more detail than is needed for the purposes of *Solar Impact Analysis* by *RMOW staff*, therefore the applicant's model must only contain a compressed amount of building geometry. This will enable *RMOW staff* to run the *shadow* tests quickly and efficiently with optimized file sizes. 3D application model submissions must adhere to the following file standards.

File Formats

.skp (SketchUp™), .dwg or .dxf

Layers

Building objects, site objects and surrounding context (for correct model insertion into the *Master Model*).

Modeling Elements

- Exterior building envelope (roofs, walls, windows, doors, architectural detailing such as bracketing)
- Exterior site enhancements (stairs, planters)
- A 3D reference point to ensure correct insertion into the Village *Master Model* (such as property lines or adjacent buildings)
- Interior floor slabs
- NO other interior elements (suite walls, doors, furniture, stairs, millwork, fixtures, equipment)
- NO window or door hardware (doorknobs, kick plates)
- NO texture or material

4.6 Mapping Submission Requirements

Applicants will have produced the 3D computer model of their proposals according to the specifications detailed in Section 4.5. In addition to a digital file, applicants are required to submit a hard copy (output) of the 21 Solar Tests. These should be produced in 11X17 size (a reduced sample is included for reference on the following page). This list presents the required information for applicants to include on their submission:

- Name of the Applicant - RMOW Development Permit Application Reference Number (if available)
- Submission Date
- Legal Description
- Development Block Identification Number
- Date of the test period (one of seven months)
- Time of the test period (9 AM, Noon, 4 PM, other as defined by RMOW)
- List of layers shown
- Plan of existing area (with title to identify existing)
- Plan of proposed project (with title to identify proposed)
- Perspective view of existing area (with title to identify existing)
- Perspective view of proposed project (with title to identify proposed)
- Specification of *Solar Angle* and *Azimuth* used
- North Arrow
- Scale Bar

APPENDIX A

Name of Applicant: SAMPLE NAME

Application Reference #: 000 000

Submission Date: January/20/2007

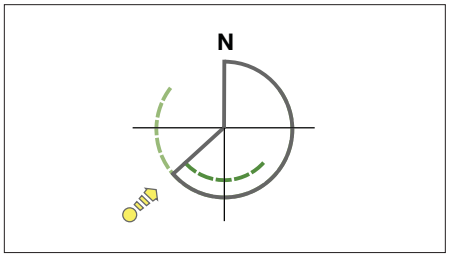
Legal Description: DL 000, Plan 000 000

Development Block ID #: 8

Month/Time of Test Period: Oct. 15, 4pm

Azimuth: 228.38˚

Altitude: 19.35˚



SUBMISSION SAMPLE SHOWN AT REDUCED SCALE

List of Layers Shown:

X. ...

X. ...

X. ...

X. ...

X. ...

X. ...

Perspective: Existing

Scale 1:XXX,XXX

0 X X X metres

List of Layers Shown:

X. ...

X. ...

X. ...

X. ...

X. ...

X. ...

Perspective: Proposed

Scale 1:XXX,XXX

0 X X X metres

Plan: Existing

Scale 1:XXX,XXX

0 X X X metres

Plan: Proposed

Scale 1:XXX,XXX

0 X X X metres

Existing shadow revealed in relation to proposed.

4 Guidelines for Solar Access Protection Analysis in Whistler Village

4.7 Evaluation Guidelines

This section describes the guidelines to review the *Solar Access Impact Analysis* submitted by applicants as part of the development permit application for Whistler *Village*.

It is impractical to establish "hard-and-fast" solar access rules to be applied uniformly to all development applications. Given the northern *latitude* of Whistler, it is important to recognize that a 'zero tolerance' policy may inhibit redevelopment of some sites. However even a small change in building mass or profile may create a significant increase in *shadow* during the mid-morning and mid-afternoon close to the winter solstice (December 21st).

RMOW staff will review each development permit application with discretion to assess the significance of the sun/*shadow* impacts of the proposed development. The relative significance of these impacts will depend on the characteristics outlined in Section 6 that relate to use patterns, availability of public seating, design of the *Outdoor Room* and additional important solar features in the *Outdoor Room*. Not all *solar access* impacts can be weighted equally. *Staff* will consider, in their review, the mitigating factors or benefits that the proposal brings, which may help to offset any negative impacts.

The following evaluation guidelines will be followed when reviewing an applicant's *Solar Access Impact Analysis* and when evaluating the sun/*shadow* impacts of a proposed development:

1. Preserving the *solar access* characteristics of the *Village* as they exist today is the over-riding principle *staff* will apply in reviewing applications.
2. Applications that improve or show zero impact on the existing *solar access* characteristics of the *Village* will be encouraged.
3. The applicant must demonstrate a flexible design approach and that every attempt has been made to eliminate or to minimize negative *solar access* impacts of the proposal.
4. The applicant's analysis will demonstrate that options to preserve the *solar access* characteristics of the *Village*, as they exist today, have been explored.
5. The applicant's analysis will demonstrate that possibilities for the creation of new sunny spaces in addition to those that exist today, or as mitigation of reasonable negative impacts on existing space, have been explored.
6. The *Solar Access Impact Analysis* will demonstrate that the process described above (section 4.1 - 4.6) have been followed.
7. The analysis should indicate any impacts on significant solar features, public seating and gathering areas of the *Outdoor Rooms, patios* and *pools*. Areas in the *Outdoor Rooms,* noted as *Hot Zones* have increased sensitivity and importance to the success of Whistler as a people place, and therefore have increased requirements for preservation. Applications will demonstrate how the proposal will not affect these areas.
8. Although not specifically dealt with as part of these *Guidelines*, certain uses at the ground level that surround the more successful public *Outdoor Rooms* contribute significantly to the success of these *Village* spaces as people places. Applicants are therefore encouraged to maintain or promote uses at the ground level that generate pedestrian traffic, encourage lingering in the public spaces, and blur the boundary between public and private space. Especially important are food and beverage outlets and the commercial uses that serve basic needs for residents and visitors.
9. The applicant's analysis should adequately describe the impacts of any additional *shadow* created by the development on building entrances and any other significant physical features, as well as on the predominant activities that occur in the affected *Outdoor Room.*
10. Where negative impacts occur, the impact analysis will demonstrate a reasonable quantification of the additional shadow impact in percent (i.e., % area further shaded vs. *Master Model* benchmark % shadow) and the duration of time for which there is additional *shadow*. *Staff* will work with the applicant to define the areas and times appropriate for quantification analysis. Note this process will vary from project to project depending on the location and sensitivity of the space impacted by the proposal. This process may require further sun/shadow analysis at sequential times throughout the day at particular times of the year. In some cases, this finer level of analysis may be better presented in an animated form in addition to still images to evaluate the progress of the additional shadow. *Staff* and applicants will consult to determine the level of detail required to fully evaluate the impacts of a particular proposal.
11. The *Solar Access Impact Analysis* design rationale, will demonstrate where opportunities to increase *solar access* have been examined when feasible, including the creation of new *sun spots*, improved *solar access* of existing sunny areas, significant streetscape improvements, or new views at existing or new sunny areas.
12. *Staff* will provide a written response to the applicant at each submission stage, which considers the relative importance of the areas affected, protected

4 Guidelines for Solar Access Protection Analysis in Whistler Village

or enhanced, as described in Section 6 of this document. In formulating a response to the applicant, *staff* will also consider the balance of impacts and benefits demonstrated by the applicants design rationale.

13. Proposed projects will generally be considered on a first-come first-serve basis. However, in the case of simultaneous or overlapping applications from different applicants for projects which affect similar *Outdoor Rooms*, outdoor *patios* or swimming *pools*, *staff* will request cooperation on the part of all applicants, and may request versions of the graphic *solar impact analysis* to be run with and without the neighbouring application. In cases where an application has priority by way of application date, but fails to perform to the submission requirements of these *Guidelines* (or other municipal requirements) in a timely manner, *staff* may elect to advance applications submitted subsequently that demonstrate the ability to proceed more effectively. The former (non performing) application may then be required to consider the impacts of their application on the subsequently submitted advanced projects.

14. After completing the review, *staff* will consult with the applicant to identify any desirable mitigation measures to address concerns arising from the analysis and to determine opportunities and appropriate measures to improve the *solar access* impacts of the proposal.

15. Development approval of an application is given contingent on the submission of a final 'as approved' 3D massing model of the proposal to update the *Whistler Village 3D Master Model.*

16. The above noted criteria will also apply to the review of applications for minor amendments to development permits in Whistler *Village*, which affect the building exterior as noted in Section 4.2.13 of these *Guidelines*.

17. *Staff* will not issue an occupancy permit for a completed construction project approved under these *Guidelines* until a final 'as built' 3D massing model of the project, incorporating all changes made to the exterior of the building as noted in section 4.2.13 of these *Guidelines*, is submitted to the *RMOW* for inclusion in the *Whistler 3D Master Model.*

5 Outdoor Rooms, Development Blocks, Patios/Pools, Maps & Table

All proposed developments in Whistler *Village* must seek to minimize the negative impacts on the *solar access* characteristics of surrounding properties and public outdoor spaces, *pedestrian strolls*, *plaza*s, outdoor *patio* areas and *pools*. The *Guidelines* provide applicants with the general requirements for producing a s*olar access impact analysis.*

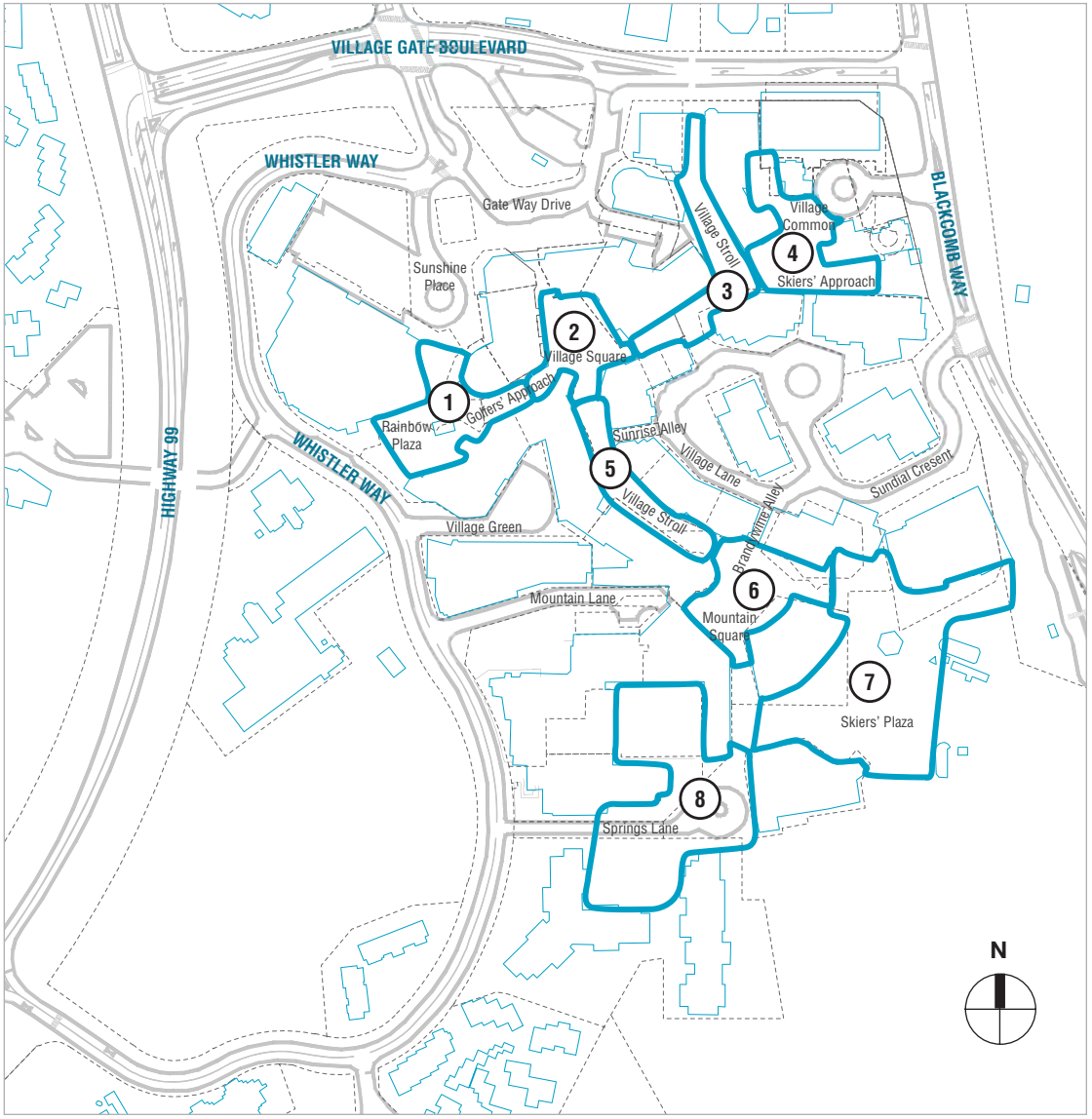
The preceding sections provide guidance concerning the process and requirements important to *solar access* protection. It is important to re-iterate that applicants and *staff* will work together to ensure that proposed developments do not negatively affect the characteristics that make Whistler *Village* a success.

The following section provides maps and information about Whistler *Village's Outdoor Rooms*. Map 5.1 shows the location of the *Outdoor Rooms* which are explicitly protected by the requirements of these *Guidelines*. Map 5.2 identifies the development blocks for which a *Solar Access Impact Analysis* will be required. Table 5.3 identifies the potential *Outdoor Rooms* affected by specific development blocks and hence those that need to be analyzed in a development permit application. Map 5.4 locates outdoor *patios* and *pools* in the *Village* where *solar access* should be protected. This map is included to provide applicants with a sense of the semi-public places affected by development or redevelopment applications.

5 Outdoor Rooms, Development Blocks, Patios/Pools, Maps & Table

5.1 Outdoor Rooms Map

1 Conference Centre/Golfers' Approach
2 Village Square
3 Village Stroll North
4 Village Common/Skiers' Approach
5 Village Stroll South
6 Mountain Square
7 Skiers' Plaza
8 Springs Lane

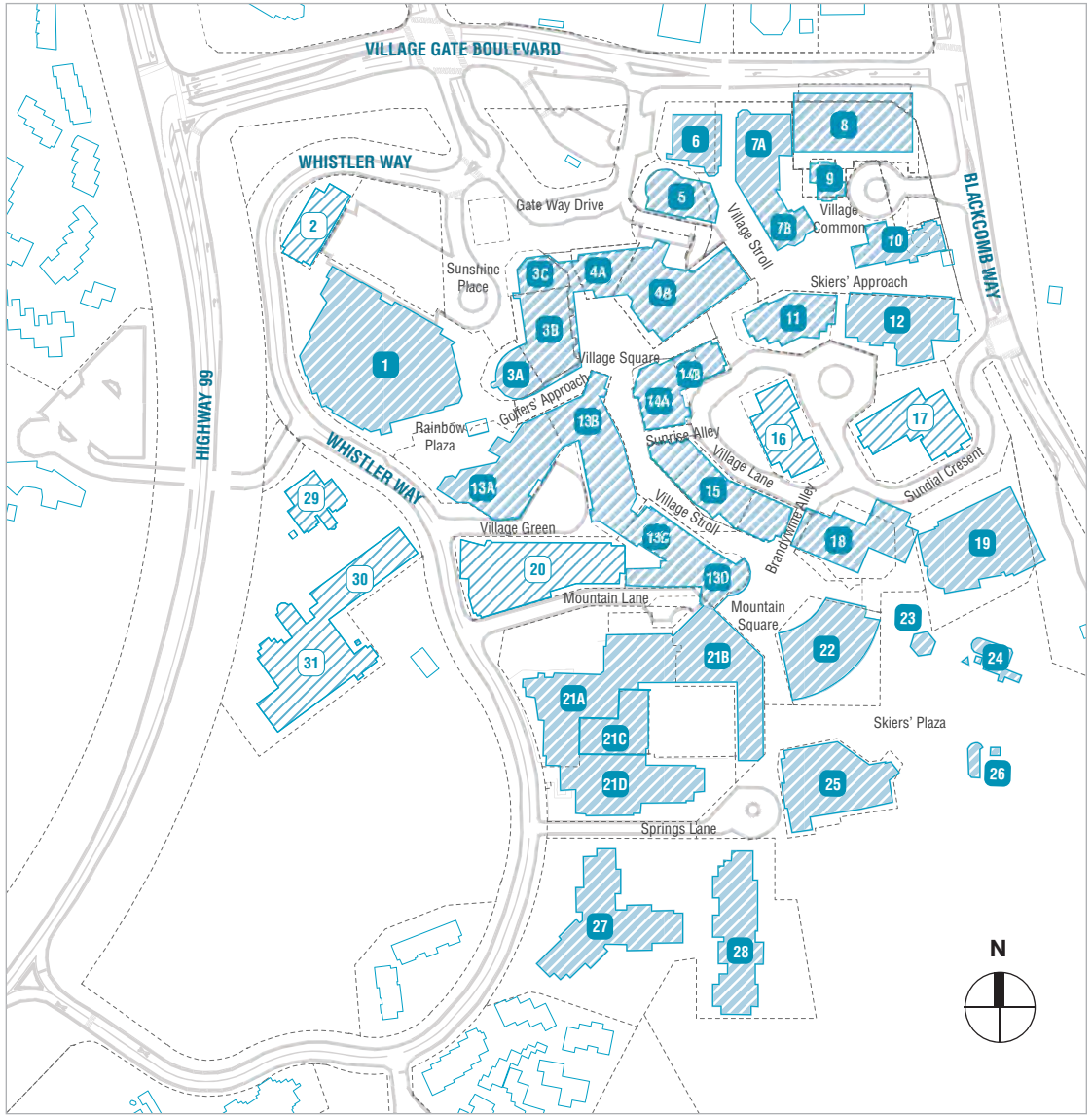


Outdoor Room Boundary
Building Outline
Streets, Roadways and Pavement Markings
Legal Lines

5 Outdoor Rooms, Development Blocks, Patios/Pools, Maps & Table

5.2 Development Blocks Map

1	Whistler Conference Centre
2	Cornerstone Building
3A	Windwhistle
3B	Hearthstone Lodge
3C	Rainbow Condos
4A	Plaza Suites & Blackcomb Professional Building
4B	Blackcomb Lodge
5	Blackcomb Lodge Gatehouse & Whistler Chamber of Commerce
6	Village Gate House
7A	Holiday Inn SunSpree Resort, D Wing
7B	Holiday Inn SunSpree Resort, B Wing
8	Pan Pacific's Village Centre (II)
9	Holiday Inn SunSpree Resort
10	Holiday Inn SunSpree Resort, C Wing
11	Saint Andrew's House
12	Whistler Village Inns & Keg Lodge
13A	Adara Hotel & Timberline Lodge
13B	Crystal Lodge & Lobby Level Shops
13C	Crystal Lodge, South Wing Shops
13D	Crystal Lodge Expansion Shops
14A	Fitzsimmons Condos
14B	Wedgeview, Snoland Condos & Regency Suites
15	Fireplace Inn and Executive Inns
16	Whistler Village Inns, Powder Lodge
17	Mountainside Lodge
18	Sundial Hotel
19	Pan Pacific One (I)
20	Listel Whistler Lodge
21A	Hilton Whistler Resort & Spa (I)
21B	Hilton Whistler Resort & Spa (II)
21C	Hilton Whistler Resort & Spa (III)
21D	Hilton Whistler Resort & Spa (IV)
22	Carleton Lodge
23	Kiosk/Tickets/Information
24	Blackcomb's Excalibur Gondola Base
25	Whistler Express Gondola Base & Garibaldi Lift Company
26	Fitzsimmons Gondola Base
27	Westin Whistler International Resort Hotel
28	Whistler Mountain Employee Services
29	Coast Whistler Hotel's Crab Shack
30	Wing of Coast Whistler Hotel
31	Coast Whistler Hotel



Low Potential for Solar Impact on *Outdoor Rooms*

High Potential for Solar Impact on *Outdoor Rooms*

Building Outline

Streets, Roadways and Pavement Markings

Legal Lines

5 Outdoor Rooms, Development Blocks, Patios/Pools, Maps & Table

5.3 Table of Affected Outdoor Rooms

Development Block	Legal Description	Outdoor Room Affected 1	2	3	4	5	6	7	8
1	DL1902, Plan 18662	•							
2	DL 1902, Plan LMS 2237								
3A	DL 1902, Plan VR 873	•	•						
3B	DL1902, Plan VR 790		•						
3C	DL1902, Plan VR 899		•						
4A	DL1902, Plan VR 1352		•						
4B	DL1902, Plan VR 877		•	•					
5	DL 1902, Plan BCP 1003			•					
6	DL 1902, Plan VR 2076			•					
7A	DLs 1902 & 4610, Plan LMS 1847			•	•				
7B	DLs 1902 & 4610, Plan LMS 1847			•	•				
8	N/A				•				
9	DLs 1902 & 4610, Plan LMS 1847				•				
10	DLs 1902 & 4610, Plan LMS 1847				•				
12	DL1902 & 4610, Plan VR 953				•				
11	DL1902, Plan VR 2033			•	•				
13A	DL1902, Plan VR1858	•							
13B	DL 1902 & 3020, Plan VR 20286	•	•			•			
13C	DL 1902 & 3020, Plans LMP 29105, LMP					•			
13D	29105, LMP 29106, LMP 29107, LMP 29108					•	•		
14A	DL1902, Plan VR 847		•			•			
14B	DL1902, Plan VR 802		•	•					
15	DL 1902, Plan VR 960					•	•		
16	N/A								
17	DL 1902 & 4610, Plan VR 10266								
18	DL 1902 & 3020, Plan 17986						•	•	
19	DL 1902, 3020 & 4894, Plan LMS 3028							•	
20	DL 3020, Plan VR 2217								

Development Block	Legal Description	Outdoor Room Affected 1	2	3	4	5	6	7	8
21A	DL 3020, Plan 19471						•		
21B	DL 3020, Plan VAS 2126						•	•	•
21C	DL 3020, Plan 21463						•		•
21D	DL 3020, Plan VR 2359						•		•
22	DL 3020, Plan VR 1163						•	•	
23	N/A							•	
24	N/A							•	
25	N/A							•	•
28	DL 3020, 3865, 4893, 5946, 7885 & 7888 Strata Plan 4089, Building 2								•
27	DL 3020, 3865, 4893, 5946, 7885 & 7888 Strata Plan 4089, Building 1								•
29	Lot 59, DL 1902 & 3020, Plan 19101								
30	Lot 58, DL 1902 & 3020, Plan 19101								
31	Lot 58, DL 1902 & 3020, Plan 19101								

1 **High** Potential for Solar Impact on *Outdoor Rooms*

1 **Low** Potential for Solar Impact on *Outdoor Rooms*

5 Outdoor Rooms, Development Blocks, Patios/Pools, Maps & Table

5.4 Outdoor Patios and Pools of Whistler Village

The *Guidelines* sets out procedures for protecting *solar access* in eight *Outdoor Rooms* in Whistler *Village*. The following map identifies outdoor *patios* and *pools* that are currently in place in Whistler *Village*. Applicants will refer to this map to determine potential semi-public spaces that could be affected by redevelopment or renovation.

Sundial Place north-east Whistler Village Inn

Sundial Place, Mountain Lodge Restaurant & swimming *pool*

south-west view, Best Western, Listel Whistler Swimming Pool

back of Crystal Lodge, the Old Spaghetti Factory

5 Outdoor Rooms, Development Blocks, Patios/Pools, Maps & Table

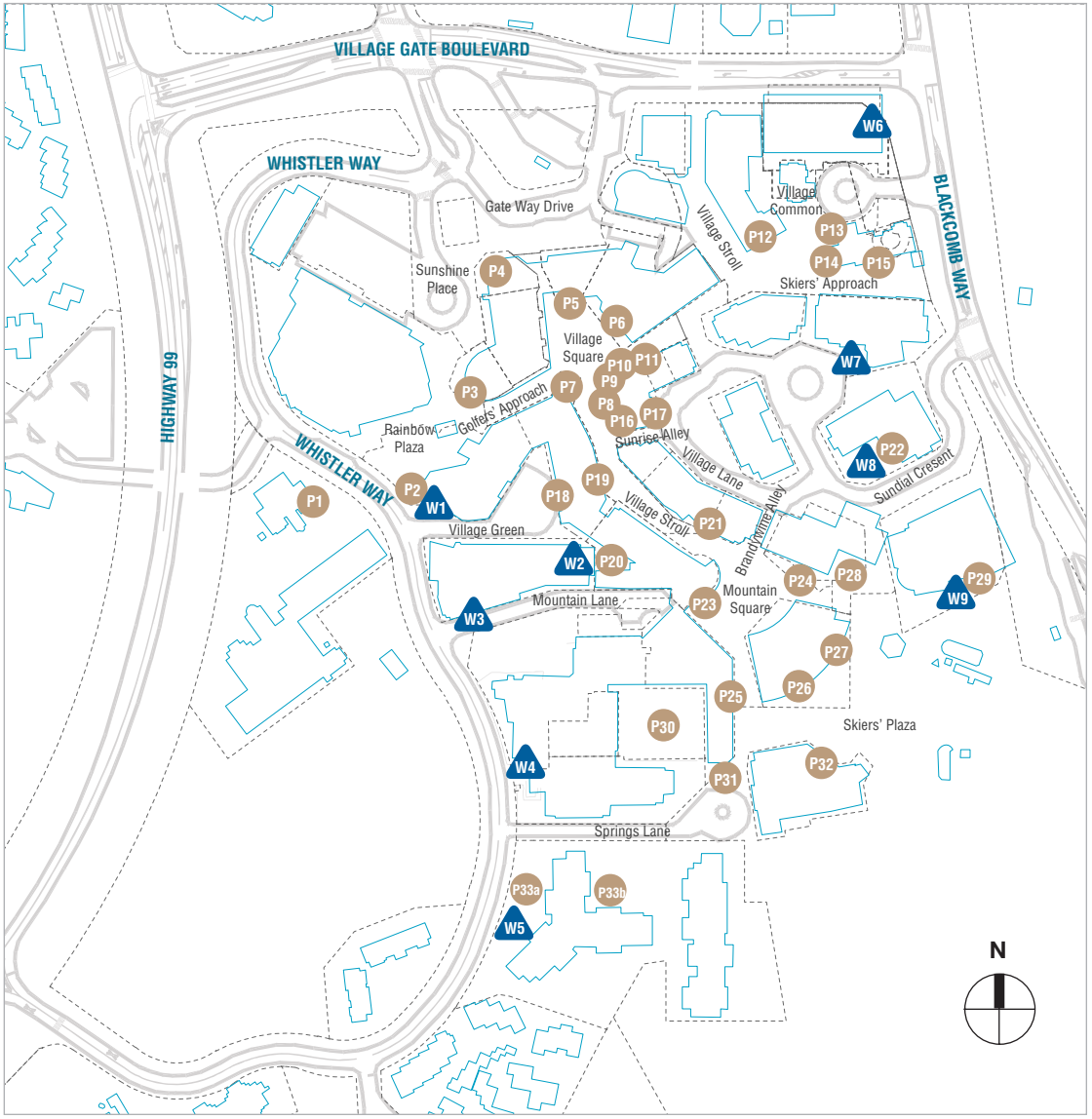
Outdoor Patios/Pools Map

Patios (P)

P1 Former Tex Corleone BBQ & Pizza *patio*
P2 Kypriaki Norte *patio*
P3 Tapley's Neighbourhood Pub *patio*
P4 Gone Bakery & Soup Co. *patio*
P5 Moguls Coffeeshop *patio*
P6 Araxi Restaurant and Bar *patio*
P7 Citta's Bistro *patio*
P8 Gelato *patio*
P9 Amsterdam Cafe Pub *patio*
P10 La Bocca *patio*
P11 Ingrid's Deli *patio*
P12 Mongoli Grill *patio*
P13 Earl's Bistro *patio*
P14 Starbucks Coffee Company *patio*
P15 Pita Etc. *patio*
P16 La Brasserie *patio*
P17 Hot Buns *patio*
P18 Old Spagetti Factory *patio*
P19 Ric's Grill *patio*
P20 Second Cup balcony *patio*
P21 Gaminetto's/Going Nuts *patio*
P22 Trattoria di Umberto *patio*
P23 Second Cup *patio*
P24 Zog's Beavertails & Burgers *patio*
P25 Rocky Mountain Chocolate Factory *patio*
P26 Garbanzo Bike & Bean *patio*
P27 Longhorn Saloon & Grill *patio*
P28 Black's Pub & Restaurant *patio*
P29 Dubh Linn Gate Irish Pub *patio*
P30 Hilton Whistler Resort, Spa & Tennis Courts
P31 Behind the Grind
P32 Garibaldi Lift Co. Bar & Grill *patio*
P33a/b Westin Resort & Spa Whistler *patio*

Pools (W)

W1 Timberline Lodge *pool*
W2 Crystal Lodge *pool*
W3 Listel Whistler Hotel *pool*
W4 Hilton Whistler Resort & Spa *pool*
W5 Westin Whistler Resort *pool*
W6 Pan Pacific (II) *pool*
W7 Whistler Village Inns – Keg Lodge *pool*
W8 Mountainside Lodge *pool*
W9 Pan Pacific – One Whistler Village (I) rooftop *pool*



Building Outline
Streets, Roadways and Pavement Markings
Legal Lines

6 Outdoor Room Characteristics

The term *Outdoor Room* refers to a differentiated outdoor open space in Whistler *Village* that is a popular gathering place for people – in other words, it is a defined space for residents and visitors to comfortably 'hang out' in the *public realm* and a place of life and vitality. *Outdoor Rooms* include *plazas*, *pedestrian strolls*, *patios*, *pools* and future *patio* spaces for the public. Whistler *Village* succeeds because of its human-scale, integration with the physical surroundings and access to views and sun. *Outdoor Rooms* are an integral aspect of the *Village's* success and special protection for these areas will ensure that the features that make Whistler a successful people-place endure.

As opposed to a building-by-building analysis of sun and *shadow* impacts, the framework for *solar access* protection in Whistler *Village* is based upon the identification of *Outdoor Rooms* in the *Village* and an analysis of sun and *shadow* characteristics in these important public spaces.

For each of the identified *Outdoor Rooms*, the following sections provide an inventory of the key characteristics that are important to protect in order to preserve and enhance the character of favoured places in the *Village* for people to 'enjoy the sun'.

The *Solar Access Protection Guidelines* for Whistler *Village* are framed around the following eight *Outdoor Rooms:*

1 Conference Centre/Golfers' Approach (Rainbow *Plaza*)
2 Village Square
3 Village Stroll North
4 Village Common/Skiers' Approach
5 Village Stroll South
6 Mountain Square
7 Skiers' Plaza
8 Springs Lane

The importance of protecting *solar access* in a particular public space has a reciprocal relationship with the vitality of the space. The more vital and popular a public space, the more important it becomes to protect *solar access*, maintaining the sunny qualities of the place that attracts people. A sunny environment, however, is not sufficient to transform a public space into a popular spot in the *Village* for gathering, lingering and people-watching. The vitality of a public space also depends on use patterns, the availability of seating, design characteristics, and the ground-level uses that border the public space that encourage a visitor to stop and sit or browse. Consequently, to document components of the mutually reinforcing *solar access* and other characteristics of the *Outdoor Rooms*, and to provide a consistent basis for review of future redevelopment in the *Village*, each *Outdoor Room* is discussed in terms of the following four criteria:

Use Patterns

- Use patterns include references to circulation patterns, entryways, building entrances, ground level uses, and convergence of public *plaza*s and public thoroughfares. Access to the sun supports the use patterns that enliven the *Outdoor Room.*

Seating

- The presence of seating indicates opportunities where residents or tourists will stop or rest in an *Outdoor Room.* Seating is an important feature that adds to the functionality of the *Outdoor Room.*
- Seating consists of formal and informal public seating areas including benches, low or high walls, and large plant containers that provide enough room to lean against or take a seat. Opportunities for future seating are also identified.

Design

- Design considers the size of the public area, the defined edges and landscaping, and the *Hot Zones* that contribute to the *Outdoor Room's* success.

Additional Solar Access Considerations

- Additional *solar access* considerations will help to ensure that important solar features are protected, such as *pools*, *patios*, seating, gathering spots, and *shafts of light*. Additional *solar access* analysis will be identified in this section.

Each of the aforementioned criteria and subsequent characteristics should be taken into consideration for their relative *solar access* importance when producing a *solar access impact analysis.*

6 Outdoor Room Characteristics

6.1 Conference Centre/ Golfers' Approach

Use Patterns

- Conference Centre is important for community/business/resort functions.
- Resort Activity Centre (includes Public Washroom) draws people as a one-stop spot for information about the *Village's* goings-on.
- Major entry to/from parking garage.
- Absence of shops to attract pedestrian traffic and people watching during the day.
- Tapley's and Kypriaki's are popular community year-round bright *patios*.

Seating

- Limited public seating and an absence of public benches; where good seating is available it is important to protect solar access.
- Stone walls from Buffalo Bill's to *Village* Square are higher than the 18" norm for the *Village* and make for less comfortable casual seating.
- Stone walls from Tapley's into the Square are a good height for sitting and enjoying the sun.
- Tapley's has bright outdoor *patio* seating with an ideal orientation to the sun.
- Opportunity for *patio* seating with good *solar access* near Moe Joe's.

Design

- *Hot Zone* includes entryway to Conference Centre and Resort Activity Centre, places where people congregate, and is an important area to protect *solar access* in this medium sized *Outdoor Room.*
- *Plaza* is surrounded and defined by high stone wall, therefore the *plazas* relevance as a place to stop is not as important as a place to walk through.

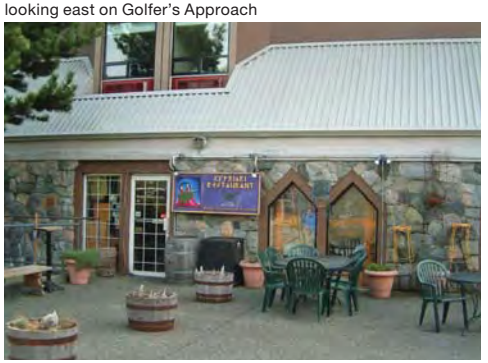
Additional Solar Access Considerations

- *Solar access* protection for Resort Activity Centre is important for aesthetics and safety.
- Need to maximize *solar access* for the entrance to the Conference Centre and on the two outdoor *patios* and Timberline Lodge *pool*.
- Protecting the *shaft of sunlight* down Golfers' Approach during the late afternoon requires additional sun/*shadow* analysis. Consultation with *RMOW staff* will determine the exact times at which additional solar analysis is necessary.

south-west view (Restrooms and Restaurant)

looking east on Golfer's Approach

Conference Centre

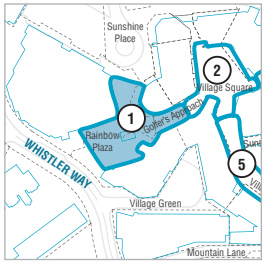


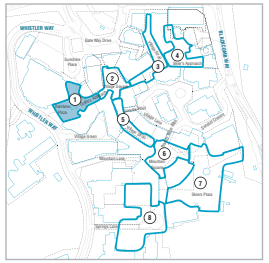
south-west view Kypriaki Restaurant

north-east view, Tapley's Patio

6 Outdoor Room Characteristics

Conference Centre/Golfers' Approach
Sun/Shadow Characteristics





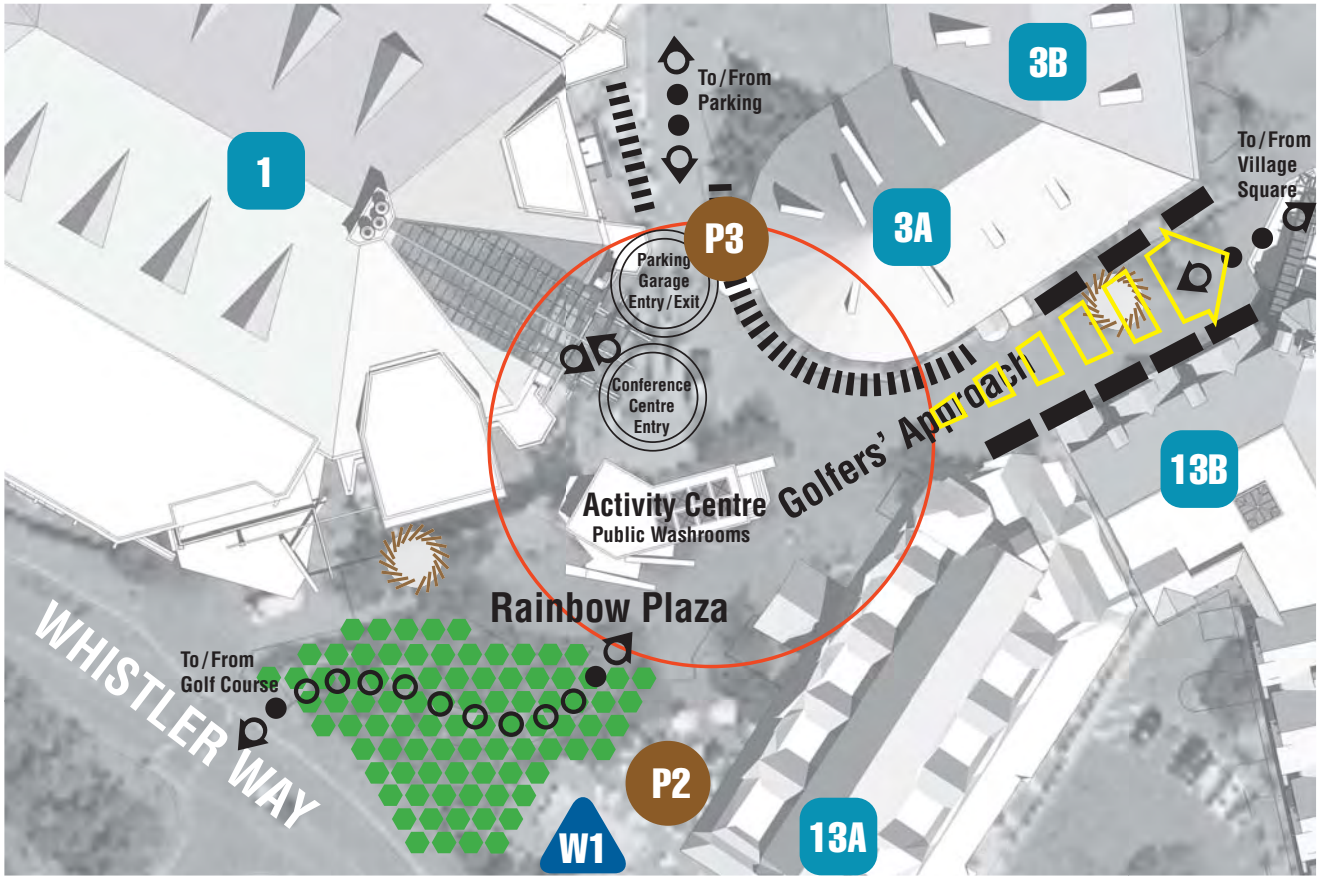
	January 15	February 15	March 15	April 15	June 15	August 15	October 15
09:00 am							
12:00 pm							
04:00 pm							

6 Outdoor Room Characteristics

Conference Centre/Golfers' Approach
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- 1 Building
- P1 Patio
- W1 Pool

1 Whistler Conference Centre
3A Windwhistle
3B Hearthstone Lodge
13A Adara Hotel & Timberline Lodge
13B Crystal Lodge & Lobby Level Shops
P2 Kypriaki Norte *patio*
P3 Tapley's Neighbourhood Pub *patio*
W1 Timberline Lodge *pool*



6 Outdoor Room Characteristics

6.2 Village Square

Use Patterns

- Retail shops are intended to meet the daily needs of local residents and visitors, namely, a liquor store, grocery store and drug store.
- Most important public *plaza* for community and resort celebrations.
- Important street entertainment location that attracts spectators.
- Presence of a moveable tourist kiosk attracts users to the area.
- Major Public Art installation at centre of *Outdoor Room*.
- Major entryway to the *Village* (public transit, taxi stands, parking garage access).
- Convergence of three major pedestrian thoroughfares.
- Concentration of several restaurants and *patios*.

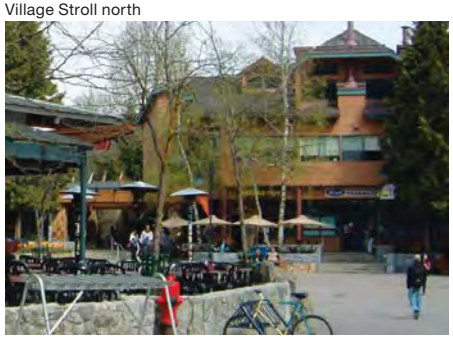
Seating

- La Bocca, Bocca Gelato, La Brasserie, Ingrid's, Araxi, Mogul's, Citta's and Amsterdam Café located in the Square and each has significant outdoor *patio* seating.
- Opportunity for outdoor *patio* near grocery store that has good solar access.
- Stairs approaching grocery store provide informal seating.
- Formal seating is provided by outdoor benches.
- Public Art installation integrates formal seating and attracts people, especially children.
- Low stone walls along edges of *Outdoor Room* are good for seating.
- Tree planters and wide steps on north and west edges provide informal seating.

Design

- *Village* Square and adjacent uses are a *Hot Zone* critical to the success of Whistler *Village*.
- Designed to maintain mountain views in four directions and has a pleasant appearance that is conducive to attracting people.
- Shops that meet daily neighbourhood needs and restaurants/pubs line the west and north sides of the Square while restaurant/pub *patios* line the east and south sides.
- A medium sized, intimate *Outdoor Room*.

Village Stroll north



looking north-west at Citta & Rexall east Mountain View

east view, the Amsterdam Pub and Citta

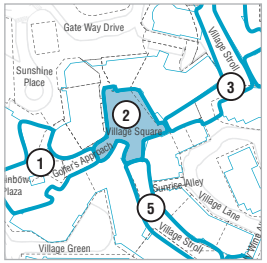
- Edges defined by seating — benches, informal seating and *patios*.
- Some landscaping features provide dappled light to *patios*.

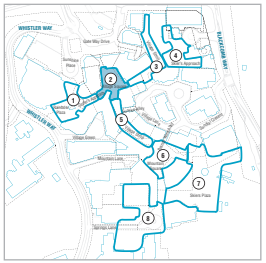
Additional Solar Access Considerations

- Need to maximize *solar access* at the entrances to the retail shops and on the outdoor *patios* and *pools*.
- Important to protect *solar access* for *après-ski* in winter and during lunch and evenings in the summer.
- Protecting the *shafts of sunlight* shining down Golfers' Approach into *Village* Square and from *Village* Square down the section of *Village Stroll* North leading into *Village* Common during the late afternoon requires additional sun/*shadow* analysis. Consultation with *RMOW staff* will determine the exact times at which additional solar analysis is necessary.

6 Outdoor Room Characteristics

Village Square
Sun/Shadow Characteristics



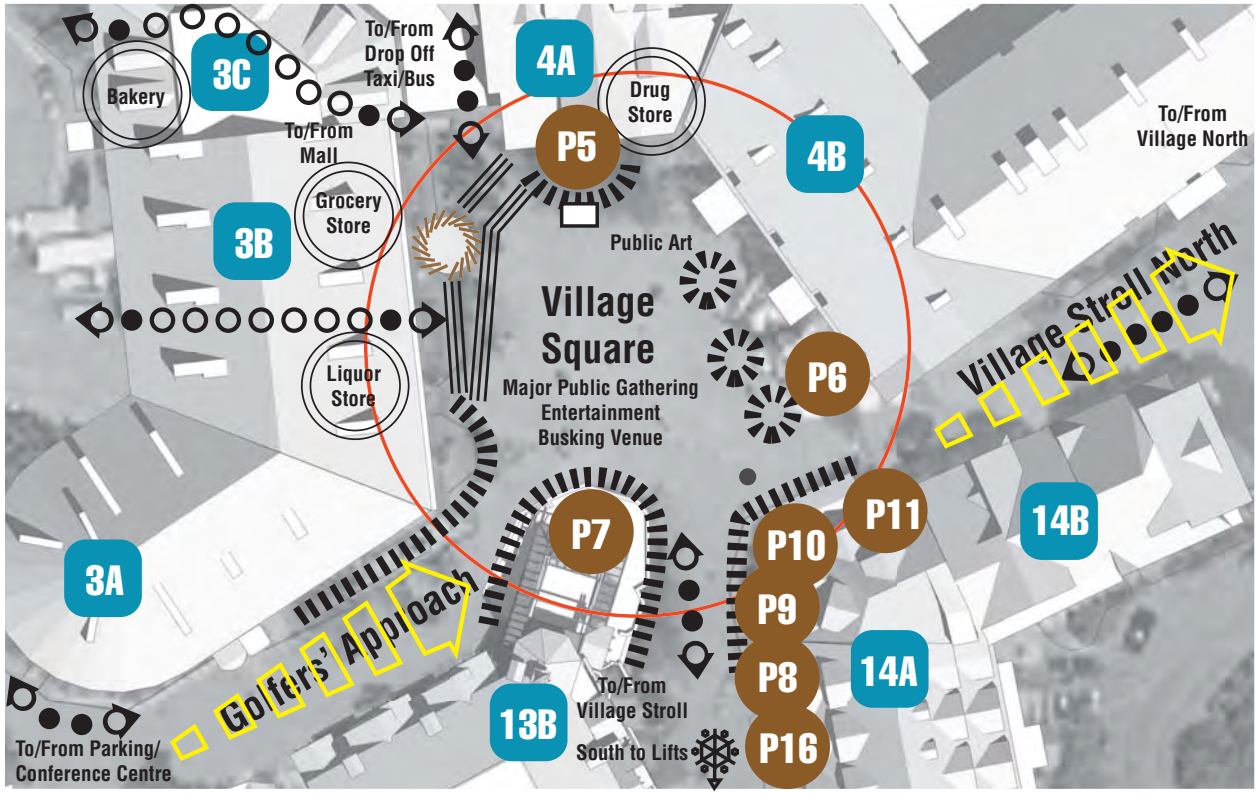


	January 15	February 15	March 15	April 15	June 15	August 15	October 15
09:00 am							
12:00 pm							
04:00 pm							

6 Outdoor Room Characteristics

Village Square
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- Building
- Patio
- Pool



3A Windwhistle
3B Hearthstone Lodge
3C Rainbow Condos
4A Plaza Suites & Blackcomb Professional
4B Blackcomb Lodge
13B Crystal Lodge & Lobby Level Shops
14A Fitzsimmons Condos
14B Wedgeview, Snoland Condos & Regency Suites
P5 Moguls Coffee Shop *patio*
P6 Araxi Restaurant & Bar *patio*
P7 Citta's Bistro *patio*
P8 Gelato *patio*
P9 Amsterdam Cafe Pub *patio*
P10 La Bocca *patio*
P11 Ingrid's Deli *patio*
P16 La Brasserie *patio*

6 Outdoor Room Characteristics

6.3 Village Stroll North

Use Patterns

- The northern section of the *Village Stroll* connects to *Village* North.
- The *Stroll* is also important for attracting people to 'destination' shops.
- Range of shops for recreation and food act as a draw for people.
- Welcome Centre for the Chamber of Commerce draws various users to the *Stroll*.
- Important transit, taxi/bus loop node that draws users.

Seating

- Benches along the *Stroll* provide formal seating.
- Stone wall, rocks and steps provide informal seating.
- Saint Andrew's House rear patio could be renovated to provide new seating opportunity.

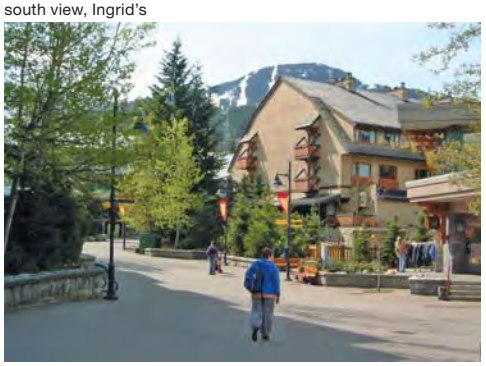
Design

- Wide pedestrian thoroughfare with soft edges provided by varied seating and uses along the length of the *Stroll*; for instance, a stone wall and benches define some sections of the *Stroll*, while at other locations there are steps and retail wares spilling out into the *Stroll*.

Additional Solar Access Considerations

- Protecting the *shaft of sunlight* down the north-south section of *Village Stroll* North during the late morning requires additional sun/*shadow* analysis. Consultation with *RMOW* staff will determine the exact times at which additional solar analysis is necessary. Protecting the *shaft of sunlight* down the east-west section of *Village Stroll* North during the late afternoon requires additional sun/*shadow* analysis. Consultation with *RMOW* staff will determine the exact times at which additional solar analysis is necessary.

south view, Ingrid's


south-west view to Curve

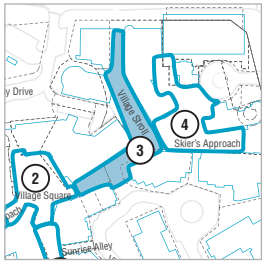

pedestrian bridge south

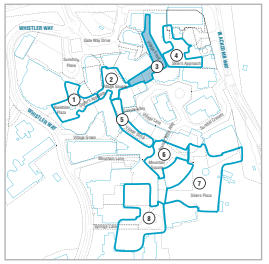

east to Village Square, morning


east view of Cow's & benches

6 Outdoor Room Characteristics

Village Stroll North
Sun/Shadow Characteristics





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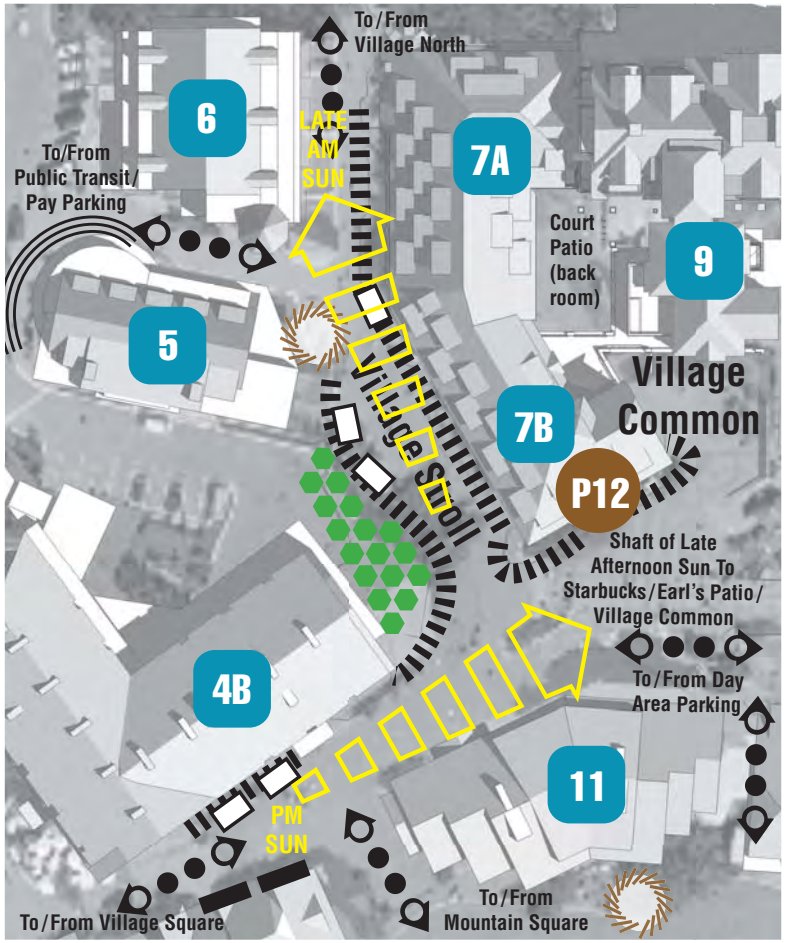
6 Outdoor Room Characteristics

Village Stroll North
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- Building
- Patio
- Pool

4B Blackcomb Lodge
5 Blackcomb Lodge Gatehouse & Whistler Chamber of Commerce
6 Village Gate House
7A Holiday Inn SunSpree Resort, D Wing
7B Holiday Inn SunSpree Resort, B Wing
9 Holiday Inn SunSpree Resort
11 Saint Andrew's House
P12 Mongoli Grill *patio*



6 Outdoor Room Characteristics

6.4 Village Common/ Skiers' Approach

Use Patterns

- Secondary *plaza* for public events; also used as part of major events such as Crankworx and Ski/Snowboard Festival.
- Queuing area for Village 8 Cinema movie theatres attracts users.
- Starbucks and Cinema bring year-round activity to the area.
- Pedestrian path (Skiers' Approach) and wide steps on both sides of C Wing of SunSpree Resort Whistler *Village* Center bring pedestrians into Whistler *Village* from the upper level of Blackcomb Way and the day parking lots.
- New Pan Pacific adds pedestrian activity.
- An inner courtyard provides a quiet respite space.

Seating

- Main square includes a water feature with a rock garden that provides limited seating.
- Formal seating on benches and informal seating on steps, stone walls and rock displays.
- Mongoli Grill *patio* provides second storey seating.
- Starbucks and Earl's are popular locations with outdoor *patio* seating.

Design

- Medium sized *plaza* designed for outdoor entertainment and street performers make this an important *Hot Zone.*
- Soft edges defined by a variety of formal and informal seating and passages to numerous pedestrian thoroughfares.

Additional Solar Access Considerations

- Need to maximize *solar access* for the entryways from the upper level of Blackcomb Way into Whistler *Village*.
- Earl's, Starbucks, Mongoli Grill and Pita Etc. outdoor *patios*, Pan Pacific II *pool* should maintain *solar access*.
- Formal and informal public seating should maintain *solar access*.
- Protecting the important *shaft of sunlight* shining down the east-west segment of *Village Stroll* North into *Village* Common during the late afternoon requires additional sun/*shadow* analysis. Consultation with *RMOW staff* will determine the exact times at which additional solar analysis is necessary.

east view, Starbucks & Earl's


east view, Starbucks & Earl's


north-west back room


skiers' Approach from top


looking north-west, Satrbucks & Cinema

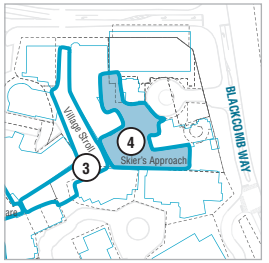

from top, Earl's, west to Village Stroll

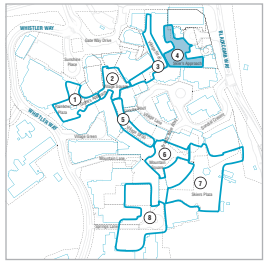

Skiers' Approach looking west


Skiers' Approach, the Keg

6 Outdoor Room Characteristics

Village Common/Skiers' Approach
Sun/Shadow Characteristics





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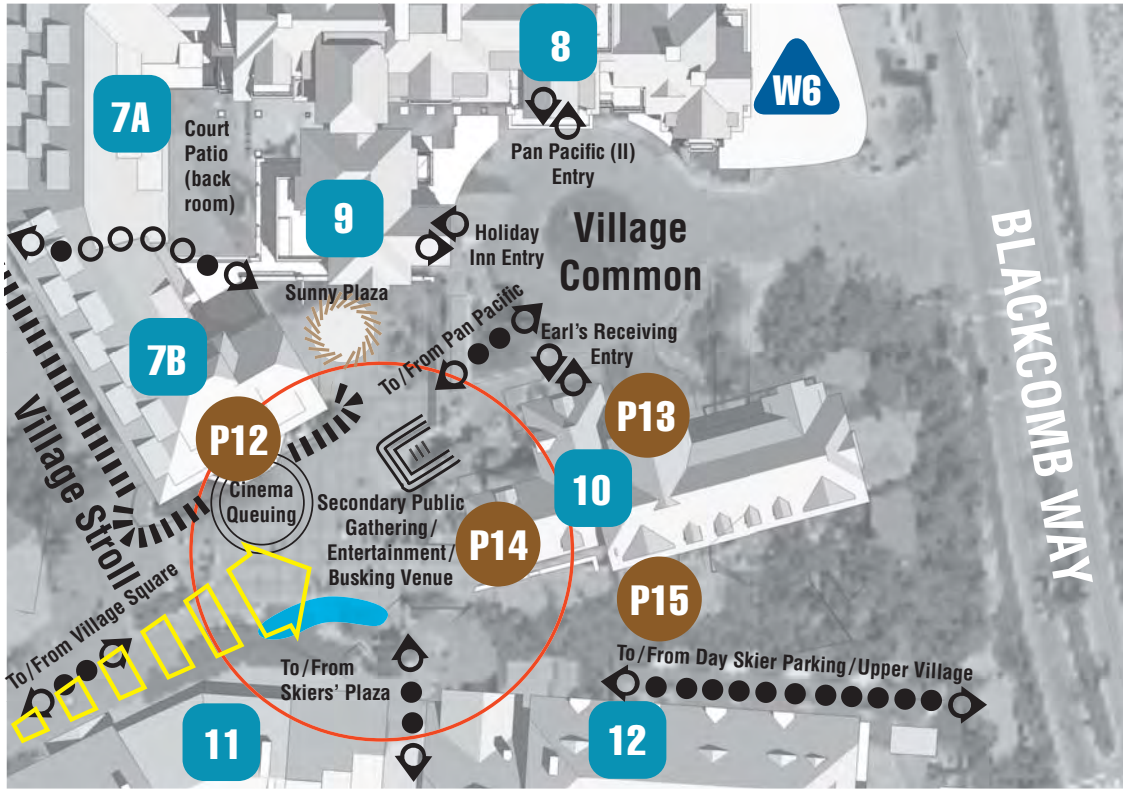
6 Outdoor Room Characteristics

Village Common/Skiers' Approach Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- 1 Building
- P1 Patio
- W1 Pool



7A Holiday Inn SunSpree Resort, D Wing
7B Holiday Inn SunSpree Resort, B Wing
8 Pan Pacific's Village Centre (II)
9 Holiday Inn SunSpree Resort
10 Holiday Inn SunSpree Resort, C Wing
11 Saint Andrew's House
12 Whistler Village Inns & Keg Lodge
P12 Mongoli Grill *patio*
P13 Earl's Bistro *patio*
P14 Starbucks Coffee Company *patio* (I)
P15 Pita Etc. *patio*
W6 Pan Pacific (II) *pool*

6 Outdoor Room Characteristics

6.5 Village Stroll South

Use Patterns

- Main pedestrian thoroughfare that connects *Village* Square to Mountain Square and the activities in Skiers' *Plaza*.
- Pedestrian-attracting businesses, ranging from coffee shops to retail stores and personal services, line the *Stroll*.
- Ric's Grill, Starbucks, Il Caminetto/Going Nuts and Hot Buns Bakery have *patios* that attract users to the area.

Seating

- Formal seat benches are provided along the edges of the *Stroll* in places where the stone walls are too high.
- Informal seating provided by low stone walls offer resting places.
- Opportunities for increased *patio* inner court seating at Buffalo Bill's and inner court seating at the former Tex Corleone's *patio* area.

Design

- Wide pedestrian thoroughfare with edges defined by steps and pedestrian-friendly entrances to food and retail businesses.

Additional Solar Access Considerations

- Maximize opportunities for direct sunlight on outdoor *patios*.
- Listel and Crystal *pool* important to retain *solar access*.

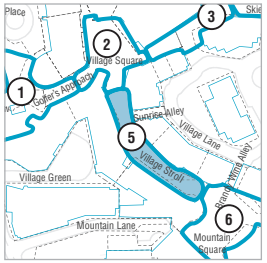
looking north-east to Village Square

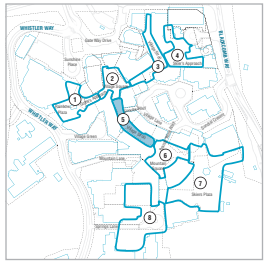
looking south on Village Stroll mountain view

Crystal Lodge shops

6 Outdoor Room Characteristics

Village Stroll South
Sun/Shadow Characteristics





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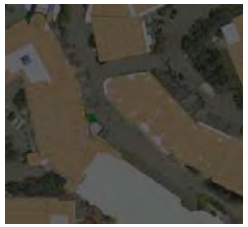
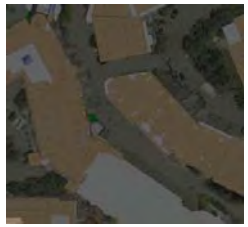
09:00 am							
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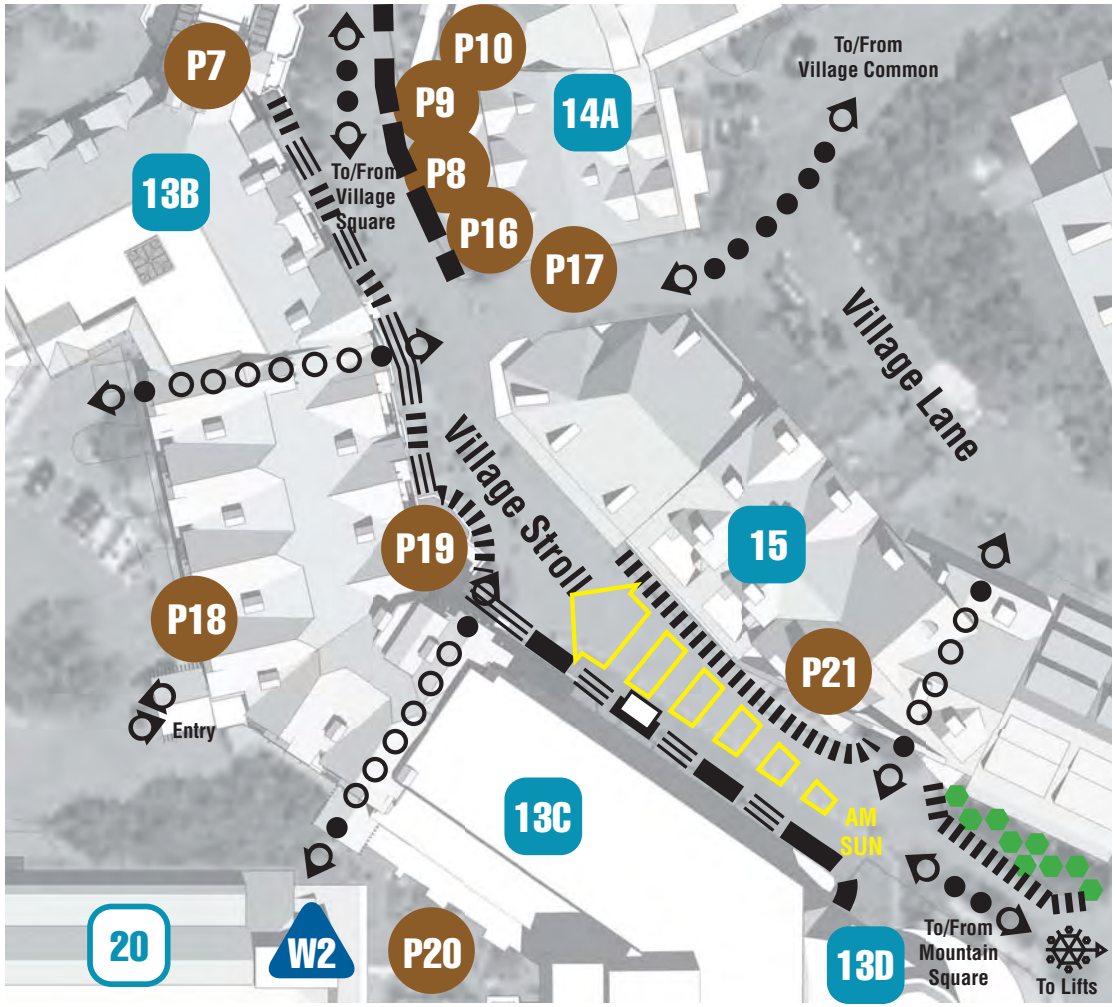
6 Outdoor Room Characteristics

Village Stroll South
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- Building
- Patio
- Pool



13B Crystal Lodge & Lobby Level Shops
13C Crystal Lodge, South Wing Shops
13D Crystal Lodge Expansion Unit
14A Fitzsimmons Condos
15 Fireplace Inn & Executive Inns
P7 Citta's Bistro *patio*
P8 Gelato *patio*
P9 Amsterdam Cafe Pub *patio*
P10 La Bocca *patio*
P16 La Brasserie *patio*
P17 Hot Buns *patio*
P18 Old Spaghetti Factory *patio*
P19 Ric's Grill *patio*
P20 Second Cup balcony *patio*
P21 Il Caminetto/Going Nuts *patio*

6 Outdoor Room Characteristics

6.6 Mountain Square

Use Patterns

- Secondary square for events, but important due to location in 'heart' of *Village.*
- Hotel buildings surround all sides of Mountain Square attracting visitors.
- Connects to the wide, open space of Skiers' *Plaza* to the east.
- Ground level retail shops in the Hilton building attract some pedestrian traffic, but the Square provides limited opportunity for lingering.
- Second Cup, Zog's and Black's are important *patios* that attract users.
- Seating is under used as space is not intimate.

Seating

- Formal and informal seating is provided, but intimacy lacking to encourage lingering.
- Opportunity for future *patio* seating attached to existing uses such as the Nike Store.
- Moveable seating at Second Cup are well used, as users follow the sun.

Design

- *Hot Zone* covers the entrances to buildings and area for summer events in this large *Outdoor Room.*
- Mature landscaping in the area.
- Designed for summer event activity.
- Mountain Square edges are sharply defined by buildings with limited ground-oriented detail.

Additional Solar Access Considerations

- *Shadows* cast over much of the Square for significant periods of time.
- Protect the limited periods of sunlight at major building entrances.

looking east to Skiers' Plaza, Zog's in foreground

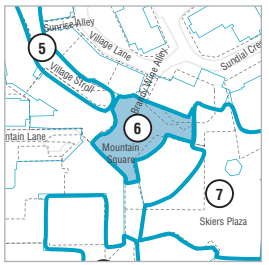

south-west view, the Hilton

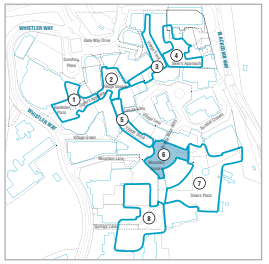
south-east view, the Carleton Lodge


north-west view, the Crystal Lodge

6 Outdoor Room Characteristics

Mountain Square
Sun/Shadow Characteristics





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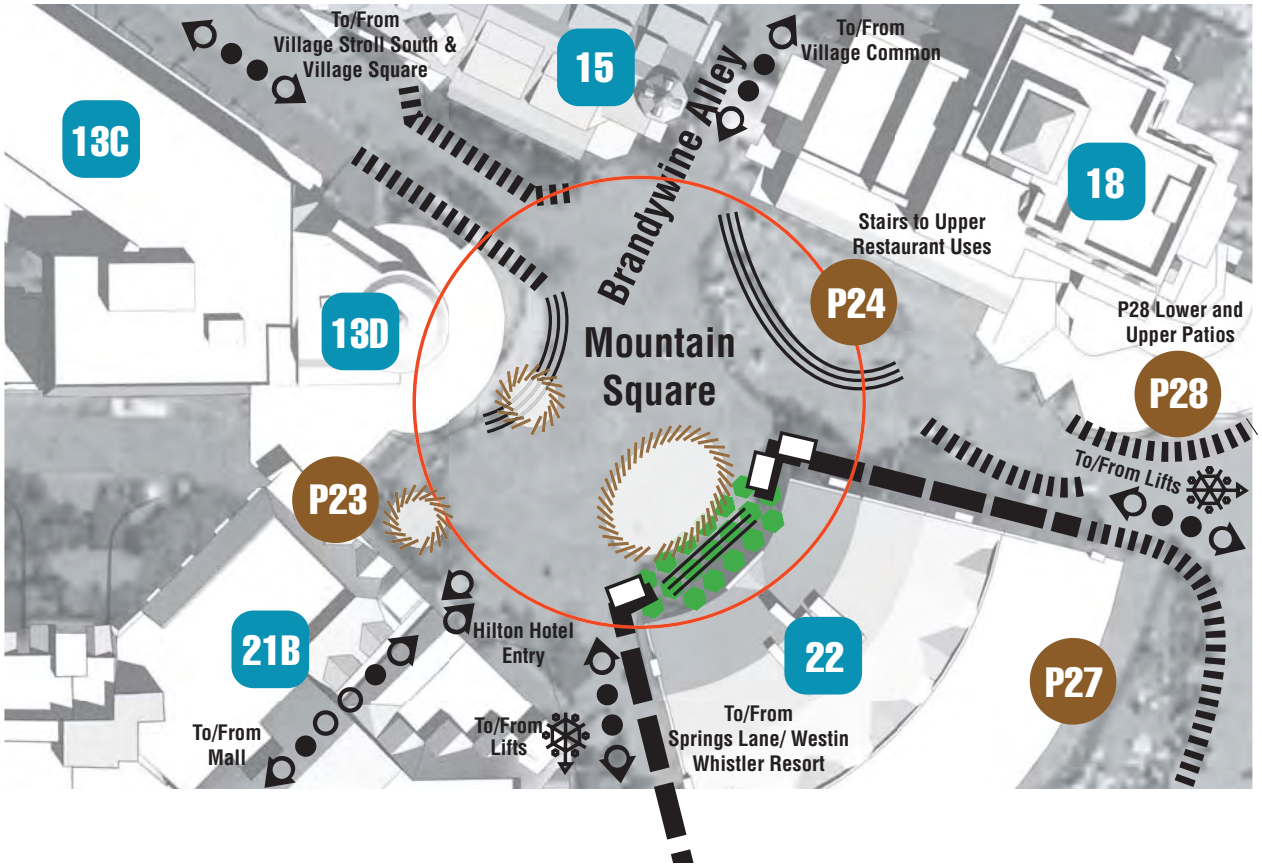
6 Outdoor Room Characteristics

Mountain Square
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- Building
- Patio
- Pool

13C Crystal Lodge, South Wing Shops
13D Crystal Lodge Expansion Unit
15 Fireplace Inn & Executive Inns
18 Sundial Hotel
21B Hilton Whistler Resort & Spa (II)
22 Carleton Lodge
P23 Second Cup *patio*
P24 Zogs Beavertails & Burgers *patio*
P27 Longhorn Saloon & Grill *patio*
P28 Black's Pub & Restaurant *patio*



6 Outdoor Room Characteristics

6.7 Skiers' Plaza

Use Patterns

- Main entry point for skiers coming from Day Parking Lots.
- Largest *Outdoor Room* for public gathering, concerts, demonstration events.
- Queuing area for all ski lifts and some ski school/recreation activities make this the premier outdoor spot for sport focused activities in the *Village*.
- Wide steps in the northeast of Skiers' *Plaza* lead up to the upper level of Blackcomb Way.
- Intense pedestrian activity from ski hill, day skier lots, and transit to/from the rest of the *Village*.

Seating

- Seating is largely provided by *patios*, including Garbanzo, Longhorn Saloon, Black's, Dubh Linn Gate Pub.
- Many seasonal seating opportunities are provided and include fencing and picnic tables in the summer.
- Informal seating is provided by stairs and stonewalls throughout *plaza*.

Design

- The *Hot Zone* covers essentially the area of the *Outdoor Room* as Skiers' Plaza is critical to the recreational and gathering activities of the area.
- The largest *Outdoor Room* in the *Village*.
- Designed to facilitate large public events and ski-out for users and gatherers.
- Outdoor *patios* are integral for tourist and resident use.

Additional Solar Access Considerations

- Critical to maintain afternoon sun to support resort skiing experience.
- *Solar access* for the outdoor *patios* and *pools* must be maintained as these are the premier *après-ski* spots in Whistler *Village*.
- Unobstructed sunlight on the open *plaza* must be maintained as the area functions as the most important waiting, viewing and gathering area in Whistler *Village*.
- Pan Pacific 1 *pool* should retain *solar access*.

west view


west view from top, afternoon


east view

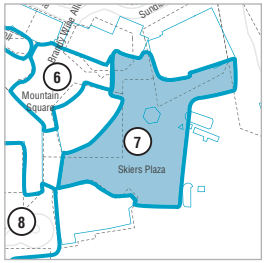

south-west view, afternoon

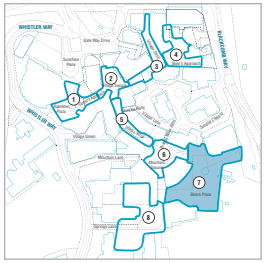

west view


north-east view, Dubh Linn Gate Pub

6 Outdoor Room Characteristics

Skiers' Plaza
Sun/Shadow Characteristics





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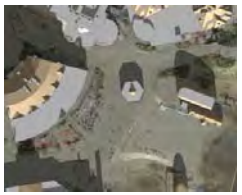
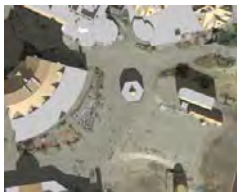
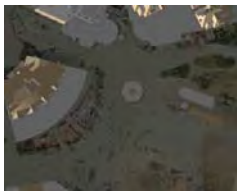
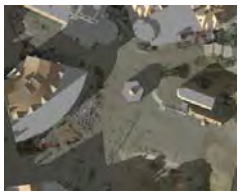
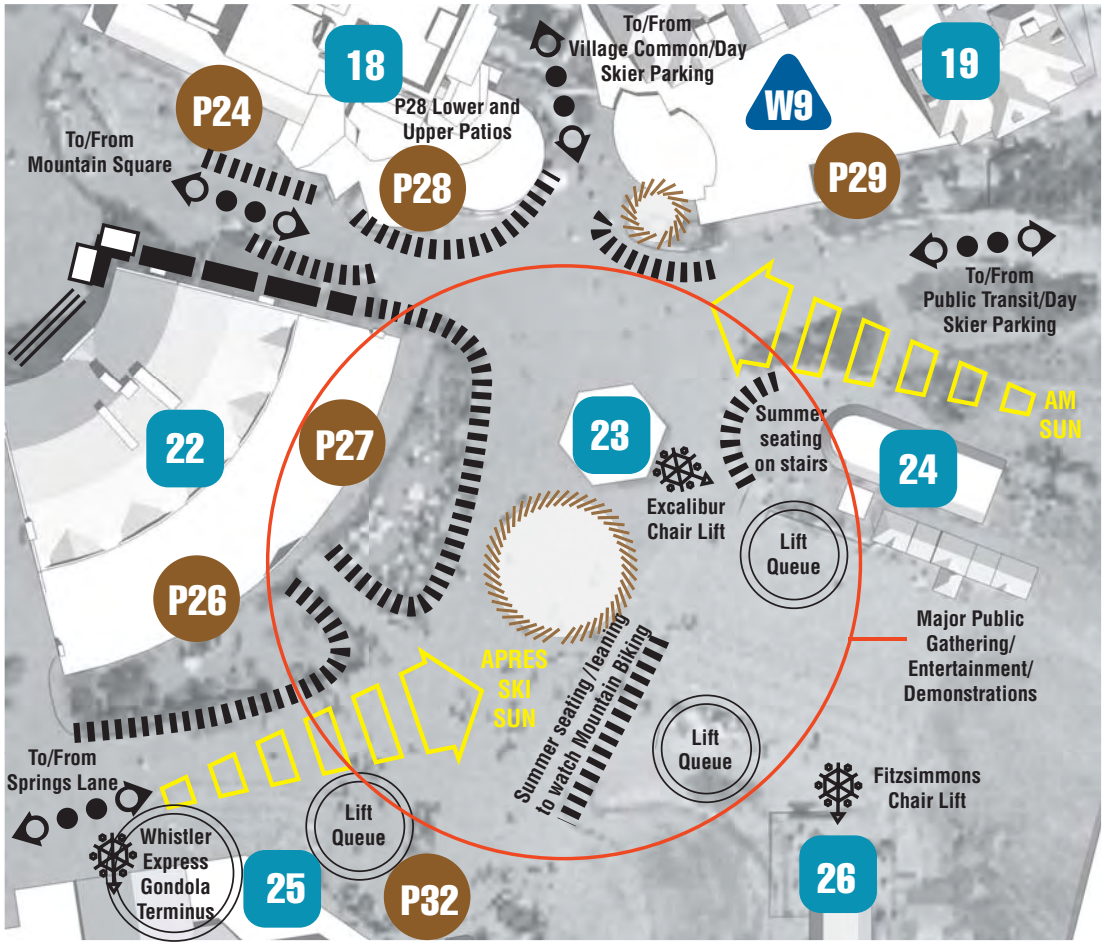
12:00 pm							
04:00 pm							

6 Outdoor Room Characteristics

Skiers' Plaza
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- 1 Building
- P1 Patio
- W1 Pool



18 Sundial Hotel
19 Pan Pacific One (I)
22 Carleton Lodge
23 Kiosk/Tickets/Information
24 Blackcombs Excalibur Gondola Base
25 Whistler Express Gondola Base & Garibaldi Lift Company
26 Fitzsimmons Gondola Base
P24 Zogs Beavertail & Burgers *patio*
P26 Garbanzo Bike & Bean *patio*
P27 Longhorn Saloon & Grill *patio*
P28 Black's Pub & Restaurant *patio*
P29 Dubh Linn Gate Irish Pub *patio*
P32 Garibaldi Lift Co. Bar & Grill *patio*

6 Outdoor Room Characteristics

6.8 Springs Lane

Use Patterns

- Springs Lane is more important for pedestrian/vehicle movement than providing public gathering and lingering space.
- Many of the *sun spots* in this *Outdoor Room* are private in nature, but open to public pedestrian movement.
- Westin and Hilton host special hotel and community events in their courtyards.
- The vehicle loop acts as a drop-off point for ski school and is the *Village's* primary drop-off for wheelchair access.
- Behind the Grind is a new patio attracting users.
- Employee services are located within the Westin and the Gondola barn and is an important attraction for some Whistler residents.

Seating

- Limited formal public seating, with some benches located along edge of the *plaza* in front of the Westin.
- Limited informal seating as planter walls in front of the Westin are too high.

Design

- This *Outdoor Room* is configured around an access road that is the responsibility of the Hotels in the area.

Additional Solar Access Considerations

- Maximize *solar access* for activity areas including the tennis courts, *patios* and courtyards, and vehicle drop-off point.
- Important to retain *solar access* to Hilton & Westin *pools*.

Springs Lane drop-off, looking east to golf course and Westin Plaza

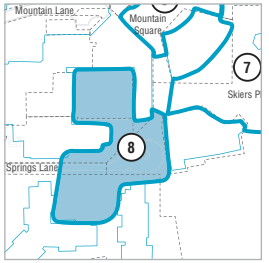
Westin Plaza

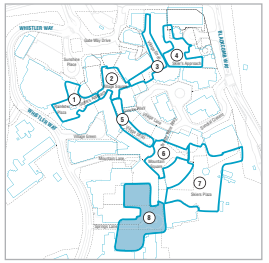
Hilton courtyard facing south-west

Hilton courtyard facing north

Whistler Kids

6 Outdoor Room Characteristics





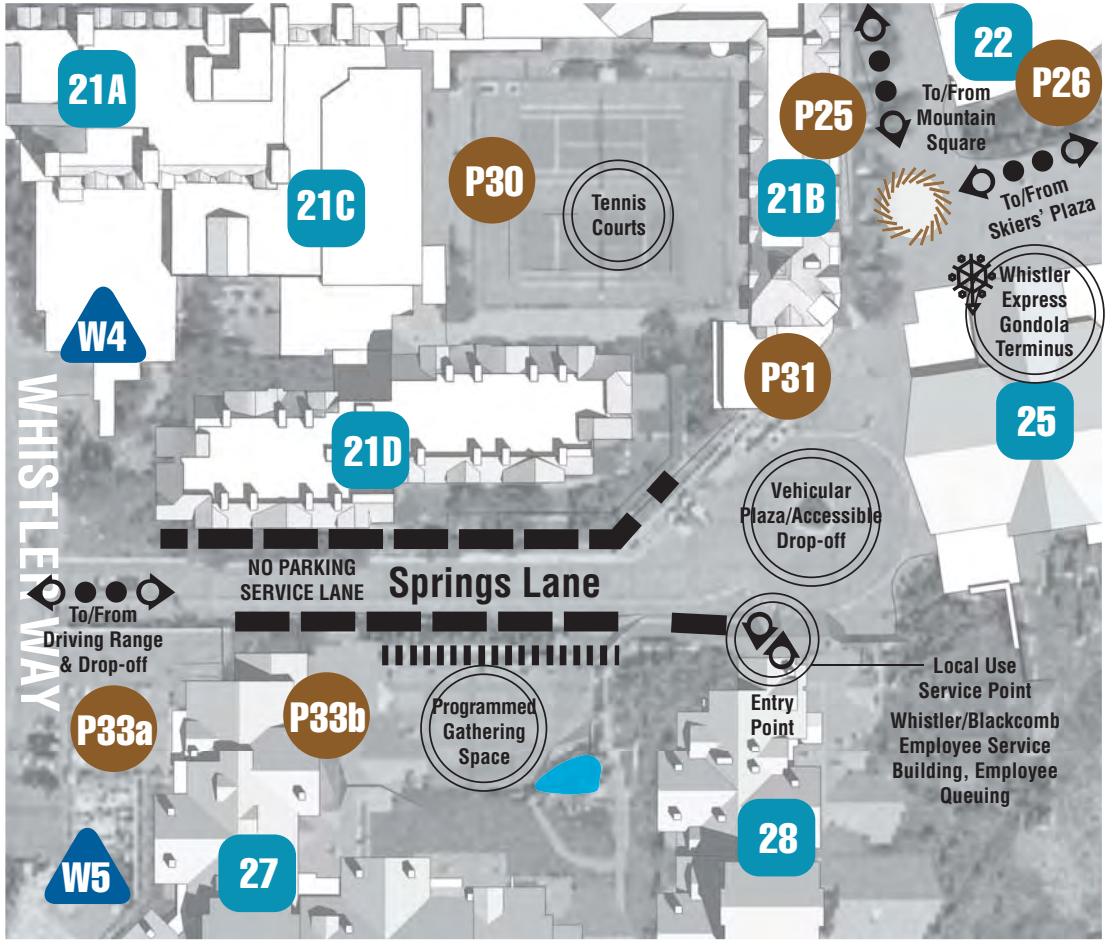
Springs Lane
Sun/Shadow Characteristics

	January 15	February 15	March 15	April 15	June 15	August 15	October 15
09:00 am							
12:00 pm							
04:00 pm							

6 Outdoor Room Characteristics

Springs Lane
Key Characteristics

- Shaft of Sunlight
- Circulation
- Major Entry Point
- To Lift/Gondola
- Hot Zone
- Use Area
- High Wall
- Low Wall/Seating
- Benches
- Stairs
- Heavy Landscaping
- Water Feature
- Future Opportunity
- Building
- Patio
- Pool



21A Hilton Whistler Resort & Spa (I)
21B Hilton Whistler Resort & Spa (II)
21C Hilton Whistler Resort & Spa (III)
21D Hilton Whistler Resort & Spa (IV)
22 Carleton Lodge
25 Whistler Express Gondola Base & Garibaldi Lift Company
26 Westin Whistler International Resort Hotel
28 Whistler Mountain Employee Services
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P26 Garbanzo Bike & Bean *patio*
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P33b Westin Resort & Spa Whistler *patio*
W4 Hilton Whistler Resort & Spa *pool*
W5 Westin Whistler Resort *pool*

Appendix 1
Municipalities With Solar Access Protection Strategies

The intent of the following examples is to provide the reader and the RMOW with background information into the strategies that other communities have used to protect solar access. The scan found strategies for development permit process that mitigate the impacts of major development applications, general design principles for specific urban areas, and policies to preserve solar access as an alternative energy source.

Communities across North America have adopted different approaches to solar access protection. Vancouver and Toronto use the development permit process to require sun access and shadow studies at various times of day over the course of the year for buildings greater than 10 and 20 metres in height, respectively. Coquitlam and Canmore define design principles to encourage new developments that retain sun access to store frontages and pedestrian-oriented areas. These include identifying setbacks, massing and scale. Finally, most strategies found in the United States protect solar access to encourage alternative energy use. They vary from general design principles to defined solar bulk planes and equations to determine building setbacks.

The research provided insight into policies and guidelines currently used by other North American municipalities. As can be seen, other communities have attempted various strategies to protect solar access, unfortunately a replicable precedent was not identified further demonstrating that Whistler's needs are distinct.

Development Permit Process for Major Applications

Vancouver, British Columbia

The City of Vancouver requires all major developments having a significant impact on its surroundings to adhere to a development permit process that includes: (1) the provision of information on daylight access and shadowing and (2) conformance with various land use and development policies or guidelines adopted by Council.

For both preliminary and complete development applications, the development applicant must provide information on the context of how the proposed development fits in with the surrounding buildings. For the surrounding buildings (not the proposed new development), the applicant must "show a comparative shadow analysis for all buildings over 35 feet in height, as well as any which penetrate building height envelope or height restrictions."

Analytical information must also be provided for the proposed development: applicants are required to "provide sun, shade and shadow analysis and their effects on adjoining properties and streets at the standard equinox times of 10 a.m., noon, 2 p.m. on September 21 and March 21."

This information provided by the applicant is used to evaluate the development application with regard to by-laws and various land use and development polices and guidelines. Some of the land use and development policies adopted by Vancouver City Council with references to solar access protection include the following:

- Victory Square Guidelines (adopted by Council 2006) – Guidelines for the development of courtyards in the Victory Square area include a courtyard height/width ratio of 1.5 to 1.0 and building massing that maximizes sun access to the courtyard level by terracing of upper levels on the south side of courtyard.
- Broadway-Arbutus Policies (adopted by Council 2004) – To create a vibrant local shopping area in a four-block area in the Broadway-Arbutus corridor, height and built form policies call for a height limit of 55 feet (up to five stories) and

Wight and Hoinkes, Sun Easements to Parks: Implications for Planning and Zoning in Toronto's Central Area, 1992.

Reported in Bosselman, Arens, Dunker and Wright, Urban Form and Climate: Case Study, Toronto, 1995.

Appendix 1
Municipalities With Solar Access Protection Strategies

building massing on the south side of Broadway Street to "ensure substantial sunlight penetration to the north sidewalk at equinox."

- Plaza Design Guidelines (adopted by Council 1992) – This policy which is applicable in downtown and commercial zoning districts explicitly states that " warmth and sunshine are major user attractions." While the guidelines encourage the examination of sun paths, sun altitudes and shadow patterns for all seasons, the importance of analysis for spring and autumn and at lunch time in commercial areas is stressed. To maximize sunlight, the following guidelines are provided: (1) locating seating in areas of maximum sunlight; (2) creating sun traps – areas surrounded by walls with an orientation toward the south; and (3) utilizing reflective light surfaces if no direct sunlight is available.

Toronto, Ontario

In the early 1990's the City of Toronto initiated a number of studies to assess the impacts of sun and wind on pedestrian comfort in its Central Area. The City's Cityplan 91 Report No. 25: Sun, Wind and Pedestrian Comfort included a recommendation "…to apply sun access standards equally to public open space and to private open spaces that are publicly accessible." Follow-up studies associated with the Centre for Landscape Research at the University of Toronto were undertaken to develop implementation strategies.

A study on sun easements to parks in Toronto's Central Area found that "while standards based on a typology for parks are an important first step for developing policy, standards in themselves are inadequate to deal with the specific variations found in each park of a given type. These variations include, size, boundary configuration, use patterns (facilities, use areas) and surrounding built context. Solar access to parks will still need to be evaluated on a case by case basis in order to determine the nature of the existing condition and to test the impacts of various built form options surrounding the park."

Additional research on the effect of development on street-level conditions of sun, wind and thermal comfort resulted in recommendations that "allowable heights of new construction be set to produce three, five, or seven hours of sunlight daily from March to September." A three-hour period of sun access is a minimum required to "provide comfortable conditions around midday on commercial streets in the central district of Toronto." A five-hour time window was proposed for all major pedestrian connectors, shopping streets and historic or tourist areas of downtown Toronto, and seven hours of sunlight was proposed for all residential streets on the edge of downtown. Modeling of these sun access standards was used to establish recommended height limits and building bulk controls — not all of which were adopted by Council.

Based on these studies, the City of Toronto currently requires "Sun/Shadow Studies" for developments over 20 metres (six storeys) in height in applications for Official Plan Amendments, Zoning By-law Amendments and Complex Site Plan Control applications. Sun/shadow tests may also be requested for developments that are lower than 20 metres, particularly for rezoning applications "where additional height is applied for near shadow sensitive areas (such as parks, cemeteries, etc.)".

Development applicants are required to provide "a technical document that provides a visual model and written description of the impact of shadows cast by a proposed development on adjacent streets, parks and properties." The applicant may be requested to submit a proposed and a final shadow study. Sun/shadow testing of alternative building massing may be required during the application review, and when massing of the application has been agreed to, a final sun/shadow study must be prepared. The modeling must show:

- Both the existing situation and the proposed development in its context (including other approved but not built buildings in the model area)
- Sun/shadow tests are required for March 21 and September 21 at the following hours: 9:18 a.m., 10:18 a.m., 11:18 a.m., 12:18 p.m., 3:18 p.m., 4:18 p.m., 5:18 p.m., 6:18 p.m.
- Sun/Shadow tests at hourly increments for both June 21 and December 21 required for development that proposes additional shadow impacts on public parks or publicly accessible open space.

Appendix 1
Municipalities With Solar Access Protection Strategies

Urban Design Guidelines

Coquitlam, British Columbia

The City of Coquitlam developed its Concept Plan and Urban Design Guidelines for the Coquitlam Regional Town Centre (adopted by Council 1996, revised 2004) in order to guide development in its downtown toward becoming a local and regional centre for retail, office, cultural, recreational, civic and educational activities. The Guidelines identify a need to maximize sun exposure given the indigenous climate of "significant rainfall [and] grey skies" and provide general strategies for achieving this. A "Pedestrian Spine Plan" is one of several aspects of the Guidelines and provides guidelines for a pedestrian-oriented street connecting the north civic complex to a south commercial area. The priority is pedestrian-oriented streets and includes a section of pedestrian street. To maintain sun access on the 'Pedestrian Spine', the Guidelines set out a general strategy:

"Towers are better sited on the east side of the street so that the afternoon sun does not cast long shadows, and if towers are located on the west side of the 'Spine', they must be sited far enough away such that their afternoon sun shadows do not fall on the spine itself."

Canmore, Alberta

The Town of Canmore does not have policies that directly address solar access protection. Rather, the Town has developed policies for commercial building design in order to maintain a "town" or "village" scale and ensure that new buildings are designed to "minimize disruption of mountain views and allow for the penetration of sun and daylight to store fronts." One strategy is to provide guidelines for massing and scale. In important commercial areas, the maximum allowable building height is 11.0 metres. Additionally, any structure above 7.0 metres must be confined within a building mass extending at a 45° angle from the intercept of the building setback and a horizontal plane 7.0 metres above the ground.

Important mountain vistas at specified intersections are preserved by retaining "a minimum sight angle of 12.5° over all buildings on lots adjacent to the intersections." The sight angle at these intersections is measured from a horizontal plane established from a point 1.8 metres above the centre-point of the intersection.

Alternative Energy Sources

In the United States, there are numerous state and local initiatives designed to protect solar access, but to a large degree, these initiatives promote the utilization of renewable energy and energy efficiency. For instance, Washington, Idaho, Nevada, Utah and Colorado all have solar easement laws that allow parties to enter into solar easement contracts to ensure adequate exposure for solar energy systems. State law in Nevada, Utah and Colorado also have provisions to prohibit unreasonable restrictions placed on the building of solar energy systems on property.

Ashland, Oregon

The City of Ashland passed one of the first citywide solar access protection ordinances in the United States (1981). The purpose and intent of the Solar Access Chapter in its Municipal Code is to "provide protection of a reasonable amount of sunlight from shared from structures and vegetation whenever feasible to all parcels in the City to preserve the economic value of solar radiation falling on structures, investments in solar energy systems, and the options for futures uses of solar energy." While the stated intent is to protect and maintain opportunities for exploiting solar energy as an alternative energy source, application of the Code provides significant protection for solar access at ground or low building levels where solar collectors are not typically used.

The Code adopts a prescriptive approach to solar access controls. Solar access is protected through the application of building setbacks from the northern property line, where such a property line abuts an adjacent developed or developable lot. The specific intent of the process is to limit the height of the shadow at the northern lot line to a specific value at noon on the date of the winter solstice (December 21). This is implemented through the following setback formula:

SB = (H – SH) / (0.445 + S)

Where:

- SB is the required setback in feet from the northern property line;
- H is the height of the building (in feet) which projects the longest shadow at the northern lot line;
- SH is the predetermined maximum height of the building's shadow.
- 0.445 is the tangent of the angle that the sun's rays strike a horizontal plane at noon on December 21; and
- S is the north-south slope gradient of the lot.

The allowable shadow height (SH) applied depends on the depth of the lot measured

Appendix 1
Municipalities With Solar Access Protection Strategies

along a north-south access from the most northerly point on the northern lot line.

- For lot depths on level ground of greater than 67 feet, the maximum allowed shadow height is 6 feet.
- For lot depths between 22 feet and 67 feet, the maximum allowed shadow height is 16 feet.
- For lot depths less than 22 feet, the maximum allowed shadow height is 21 feet.

On sloping ground, the ranges of lot depths for which each shadow height criterion applies are adjusted to allow for the effect of the gradient on the impact of the shadows on adjacent property.

Boulder, Colorado

The City of Boulder has enacted an ordinance to protect the use of solar energy. The ordinance sets limits on the amount of permitted shading by new construction and requiring that new buildings be sited to provide good solar access. This is achieved through regulating the height of the shadows cast at the boundaries of neighbouring properties and by requiring developers to submit a "shadow analysis" as part of the building permit application. All residential units in new developments must be oriented so that their long axis lies within 30° of a true east-west direction (non-residential buildings must either have the same orientation or have a flat roof).

The City has established three Solar Access Areas with different objectives and regulations for each area:

- The most prescriptive standards are applied in SA Area I and are designed to protect solar access principally for south yards, south walls and rooftops. The regulations require that no building be constructed which would create a shadow on a neighbouring lot to a greater degree than would be cast by an imaginary vertical "solar fence" 12 feet high and surrounding the neighbouring lot, between two hours before to two hours after local solar noon on a clear winter solstice day.
- In SA Area II, the regulations are designed to protect solar access principally for rooftops. No building may be constructed which would create a shadow on a neighbouring lot that would extend beyond the shadow cast by an imaginary vertical "solar fence" 25 feet high and surrounding the neighbouring lot, between two hours before to two hours after local solar noon on winter solstice.
- Within SA Area III, solar access is only protected through a solar permit process for planned energy systems, and any building under 35 feet in height would not be affected by permit restrictions.

Compliance with the regulation is ensured by the requirement to submit a shadow analysis as part of the building permit application. This applies to all development applications for property within SA Area I and II and to buildings in SA Area III exceeding a height of 35 feet on property close to SA Area I or II or affected by a solar access permit for a neighbouring lot. The principle component of the shadow analysis is a set of plans showing the proposed structure, the height of the peaks and corners of the shadow casting portion of the roof, and, the approximate shadow cast by the structure at 10 AM, noon and 2 PM on December 21. If the shadow analysis indicates that the building's shadows lie below the imaginary "solar fences" for all neighbouring properties, the building is in compliance. If not, the applicant is required to illustrate the true impact of all shading on neighbouring properties and to identify any shadow that exceeds that of the "solar fence".

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Municipalities With Solar Access Protection Strategies

Denver, Colorado

The City of Denver has adopted a relatively simple approach to maintaining solar access within specified zoning districts. The municipal code regulates the bulk of structures by prescribing building "bulk planes". No part of any proposed building may project beyond the prescribed bulk plane:

- On east, south or west facing lot boundaries, the bulk plane is a projection at 45° above the horizontal from a point on the lot boundary 10 feet above the ground. This restriction applies in addition to normal building setbacks.
- On north facing lot boundaries, a lower "solar bulk plane" applies from the point where the standard bulk plane intercepts a vertical line projected from the ground 13 feet from the lot boundary. The solar bulk plane is a projection from this point at 26° 34' above the horizontal.

San Jose, California

The City of San Jose places value on solar access protection by including appropriate measures in various community design guidelines. Solar Access Design Guidelines were adopted as part of its Residential Design Guidelines in the early 1990s and solar access protection is also included in its current Downtown Design Guidelines.

One of City's principles for residential design is to develop "solar oriented" homes where:

- Windows face south to maximize solar orientation;
- The long axis of buildings is oriented east-west so that the broad face of the building facade faces south;
- Wide, south facing walls with windows abut front yards, rear yards or common open space, to facilitate solar access and to avoid solar obstruction from other, too close buildings; and
- Streets are oriented within 30° of an east-west axis to encourage buildings to have a similar orientation.

The Downtown Design Guidelines contain general strategies for height and massing, including that taller buildings should be built on the short ends of the block and corners in order to emphasize intersections, maintain sun exposure at mid-block and frame views to the surrounding mountain ranges.

General strategies

Building height and massing will be encouraged for new development including:

- Building taller structures on the short ends of blocks and on corners in order to define the edges of outdoor rooms, maintain sun exposure at mid-block, and frame important views (refer to the Whistler Village View Protection Guidelines for further detail);
- Consider terracing the upper levels of buildings that front the southern side of the identified outdoors rooms in order to minimize shadow impacts.

Solar orientation that maximize the solar access of newly created public realms will be encouraged, and include:

- Maximize opportunities for the orientation of new public places on an east-west axis with seating that faces south;
- Improve or maximize solar access in outdoor rooms through good design, using walls to create sun trap that are oriented south or utilizing reflective light surfaces if no direct sunlight is available;
- Encourage the orientation of the long dimension of new buildings within 30° of an east-west axis so that the broad facade of the building faces south;
- New thoroughfares should be oriented within 30° of an east-west axis to encourage buildings and public seating areas to have a similar orientation.

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WHISTLER

Protected Views

Whistler Village View Protection Guidelines
October 2011

Contents

Introduction

Whistler Village, Whistler's master planned town centre, is widely recognized as a leading model of success for the design of mountain resort villages, and has become a trademark of the resort community. The experience offered by Whistler Village is critical to Whistler's tourist economy, as well as to reinforcing the village as the social centre for the community. A key aspect of this experience, and Whistler's unique sense of place, is the connection of Whistler Village to its surrounding mountain environment. Achieving this connection was a fundamental principle of the original Whistler Village Master Plan and Whistler Village Design Guidelines. The layout and orientation of the pedestrian strolls and public plazas, as well as building siting, heights and volumetrics, were all carefully determined and established by the master plan in order to *"preserve view corridors to important mountain vistas from the pedestrian areas of the village"*.

At this time, all parcels within the original area of Whistler Village have been developed in accordance with the Whistler Village Master Plan and approved development permits. However, it has been recognized that there is a need for reinvestment and renovation to enhance the quality of development in the village and for the village to continue to evolve to remain competitive in the resort marketplace. In 2001 the municipality adopted the Whistler Village Enhancement Strategy with an overall goal of facilitating this reinvestment while maintaining the fundamental design principles that set Whistler Village apart and make it a success.

Another key objective of this strategy was to establish clear and consistent guidelines and development review procedures to reduce uncertainty for both development applicants as well as the resort community. As a number of major renovations and redevelopments came forward for consideration, it was clear that the existing Whistler Village Design Guidelines lacked the specificity required to meet this objective. As a result the municipality undertook to develop the Whistler Village View Protection Guidelines to add this specificity, and make the guidelines relevant to the existing built conditions and enhancement opportunities in Whistler Village.

The Whistler Village View Protection Guidelines form a significant component of the Whistler Village Design Guidelines. The guidelines provide a photo inventory of all views of the mountain landscape surrounding Whistler Village that are observed from public spaces within and adjacent to Whistler Village. The documented views are all deemed to be of public benefit and value in establishing Whistler's sense of place and enhancing the experience enjoyed by Whistler's visitors and residents. Any proposed development that may affect a documented view must prepare a view impact analysis for review. For reference, the guidelines include a summary table that identifies all views to be considered for each development parcel in Whistler.

To provide greater certainty in the review of potential impacts the guidelines also specify valued view characteristics and view features that are to be preserved or enhanced for each view.

Although the view protection guidelines impose restrictions on massing of potential renovations and redevelopment, there is room for design changes that will enhance the quality and character of existing development in Whistler Village. Rather than prioritizing one view as compared to another view, all views are deemed to be important and worthy of consideration and protection. The flexibility in design is relative to how the proposal preserves and enhances the specified view characteristics and view features.

Purpose of Guidelines

The purpose of the Whistler Village View Protection Guidelines is to provide clear guidelines and a consistent methodology for evaluating proposed renovation and redevelopment projects in the original area of Whistler Village (Figure 1), in order to preserve and enhance valued public views to the surrounding mountain landscape.

Use of Guidelines

The criteria established in this document are to be applied to all development, including renovation and redevelopment, within the original area of Whistler Village (see Fig. 1). Lands outside of the original part of Whistler Village do not have inventoried views to be conisdered for each development parcel, however, development shold meet the same view protection goals, objectives and guidelines.

It is the responsibility of developers and design professionals to review this document prior to commencing design work.

Figure 1: Lands subject to the Whistler Village View Protection Guidelines.

View Protection Goals and Objectives

Whistler is a special place, nestled among the snow-capped Coast Mountains and surrounded by great natural beauty defined by mountain peaks, forested slopes, rivers and lakes. Whistler Village itself sits at the base of Whistler and Blackcomb Mountains. The positioning of the Village enables views to the developed ski areas on Whistler and Blackcomb, as well as the surrounding mountains and natural landscape (see Fig. 2).

Throughout the seasons, the views from Whistler Village provide a powerful and unique placemaking influence. Winter brings the sparkle of snow-capped peaks on a sunny day, alpenglow at sunset, and a strong connection to the skiing with the movement of skiers descending the ski runs into the Village. With spring the snowline creeps higher and the rocky peaks begin to protrude from the snow. Summer brings small bright patches of snow contrasting against the vibrant green alpine meadows, bear activity on the open ski slopes, and mountain bikers racing down the lower mountain. Come fall, the anticipation of a new ski season builds with the changing colours and fresh dustings of snow. Some views are very prominent, while others are more incidental and simply provide an important green connection to the natural landscape.

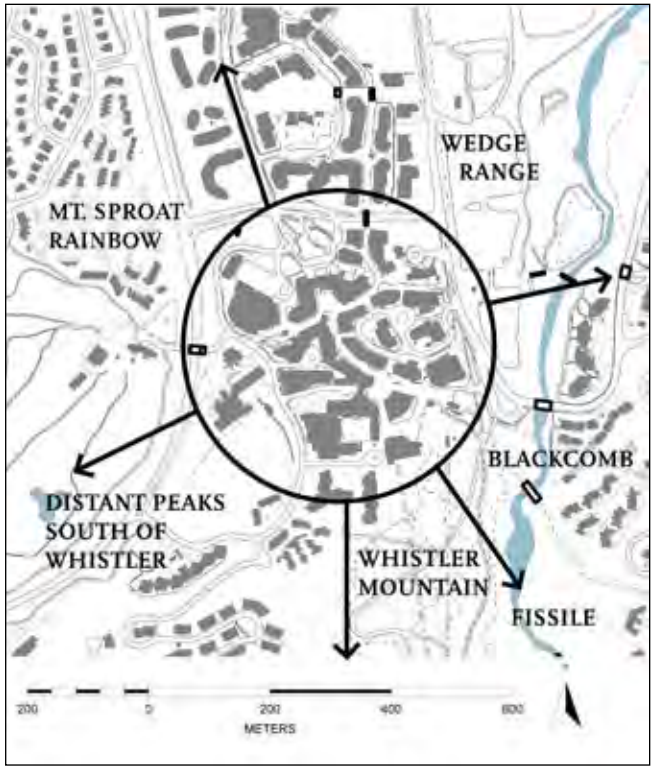


Figure 2: View Context Plan

With this in mind, the view protection goal for Whistler Village is:

To preserve and enhance public views to the mountains and the natural landscape beyond the village precinct to enable residents and visitors alike to discover and experience the beauty and splendor of Whistler's natural setting in the glaciated Coast Mountains of British Columbia.

The specific objectives that follow from this goal are to:

- Establish measures to protect or enhance specific views to the surrounding mountain landscape; and
- Facilitate reinvestment in Whistler Village that enhances its quality and character without negatively impacting the fundamental design principles of the Whistler Village Master Plan.

View Protection Methodology

Building on the view objectives of the original Whistler Village Master Plan of "**preserving view corridors to important mountain vistas from the pedestrian areas of the village**", a photographic inventory has been created that documents all views to the mountains and the natural landscape from public locations within and adjacent to Whistler Village.

The inventory consists of viewpoint locations and view subjects. Views can be stationary or dynamic. An example of a stationary view is when sitting on a park bench. For dynamic views, the observer can be moving along the Village Stroll – there is no single viewpoint location. The inventory addresses both static and dynamic viewpoint locations by documenting the views as view sequences. View sequences for static views have one viewpoint location. Dynamic view sequences have multiple viewpoint locations – for these views the photo-inventory includes the start of the view and the end of the view, as well as changes in the view from the starting point to ending point.

Further, an infinite number of views can be inventoried from an infinite number of viewpoints. The view inventory is simplified by selecting viewpoint locations from the mid-point of all pedestrian walkways and from key stationary viewpoint locations on patios and plazas. In addition, the viewpoints are sequenced to provide a realistic interpretation of experience when walking along corridors through and around the Village.

All inventoried views meet the following criteria:

a) The viewpoint is from a public location and provides a visual connection to the surrounding mountain landscape.

b) The view characteristics make a positive contribution to the aesthetics, character, or image of Whistler's identity and sense of place as the premiere mountain resort community as we move towards sustainability.

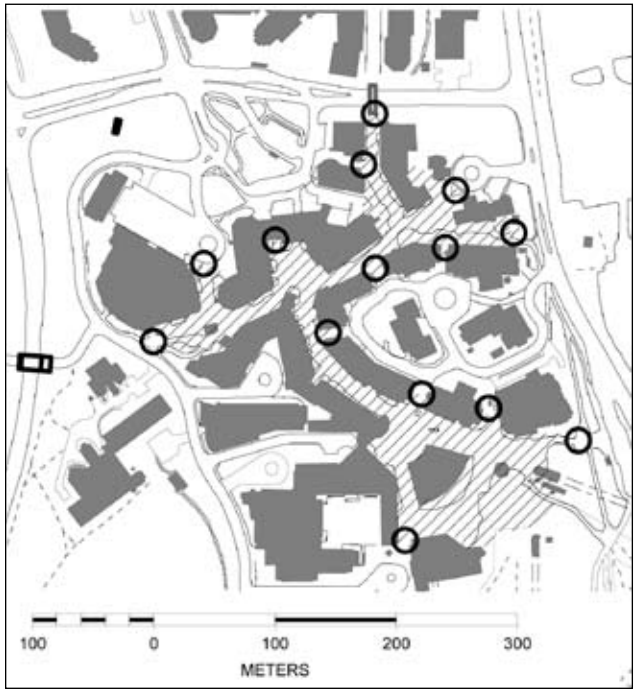
c) The view contains special view features to protect.

a) Public Viewpoint Locations

All viewpoints are from public view enjoyment locations within and adjacent to Whistler Village, categorized as Village Core and Village Approach viewpoint locations.

Village core viewpoint locations encompass the public realm within the pedestrian environment of Whistler Village. These viewpoint locations include: the pedestrian entry points to Whistler Village, the pedestrian stroll, plazas, seating areas and patios within Whistler Village (Figure 3).

Village approach viewpoint locations are from the public realm adjacent to Whistler Village. These viewpoint locations are from bus stops, roads and walkways surrounding Whistler Village (see Figure 4).



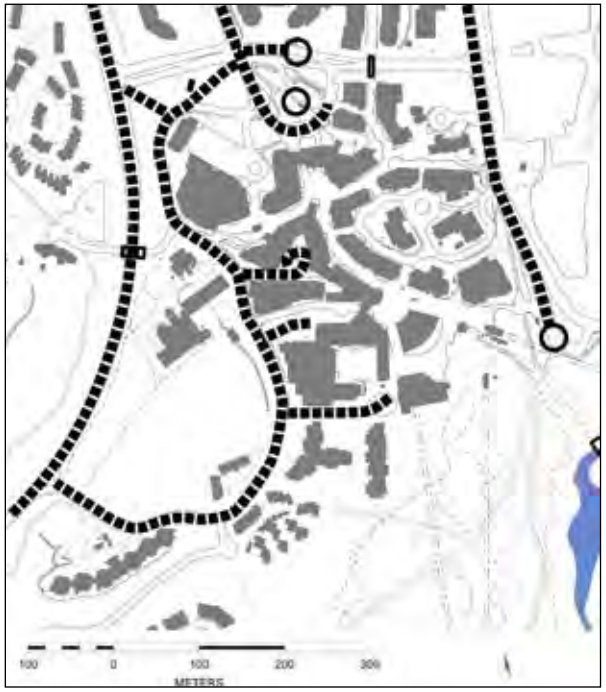


Figure 3 (far left): Village Core Viewpoint Locations - Pedestrian entry points into Whistler Village and the pedestrian walkways, plazas, seating areas and patios within Whistler Village.

Figure 4 (left): Village approach viewpoint locations - Bus stops, roads and walkways surrounding Whistler Village.

b) View Characteristics

View characteristics have been established to specify qualitative aspects of a view that make the view special and contribute to the quality of the view. Because views are subjective, a common set of view descriptors is used to describe and evaluate the important characteristics of each view. The inventoried views contain one or more of the following view descriptors:

Framed: Views can be made more attractive or striking by being enclosed or framed as the enclosure causes the viewer to focus more intently on the view, shutting out intrusive elements.

Frequency: Frequency refers to the duration and number of viewpoints from which a view is observed.

Intactness: Intactness refers to the quality of human modification that has been made within the view area. The modification may be major in nature and still rank high in this quality as long as the modifications fit into the context of the view.

Layered, Complex: A view possessing these characteristics will have layered view subjects, striking contrasts and /or dramatic alteration of elements within it, and will frequently possess dynamic qualities. These characteristics are also expressed as the expectation of more information to be extracted from the view with additional time spent looking at it. Features include: foreground and background ski trails, foreground forested ridge and background snow-capped peak.

Placemaking: A view possessing these characteristics is unique to Whistler and provides a connection to the local economy, the skiing and the indigenous landscape. Features include: lifts and trails used for skiing and mountain biking, and prominent mountain vistas.

Scenic beauty, Vividness: Views that rank high in these qualities are more striking or dramatic than other similar views and will have particularly memorable qualities.

View characteristics are documented for each view sequence contained in the view protection photo-inventory.

c) View Features to Protect

To allow for flexibility and not create a "build to line", View Features to Protect were identified for each view sequence. The View Features to Protect identify the features that contribute positively to the view characteristics.

View Protection Guidelines

The view protection guidelines are to be applied to all development, including renovation and redevelopment.

- All development shall be designed to preserve or enhance views to specified View Characteristics and View Features.
- Building massing and forms should be designed to complement background mountain forms.

View Analysis Submittal Requirements

To evaluate the potential impacts and benefits of the proposed development on protected views all proposed development must adhere to the following requirements:

Initial Screening:

1. Determine which views must be addressed (refer to Views to Address by Property).

2. Confirm views and viewpoint locations with municipal staff. The view photos contained in this document depict the view from viewpoint locations selected to illustrate the specified View Characteristics and View Features in a general way. Municipal staff may specify different viewpoint locations in relation to the unique location and design characteristics of a proposed development, in place of the locations from which each photo in this document was taken.

3. Place a 3-dimensional block model of the proposed development into each required view photo for analysis.

Detailed Design:

Follow the same procedures as for the initial screening except that a final 3-dimensional block model of the detailed building design, including all features and projections, shall be placed within each required view photo location for analysis.

Views to Address by Property

Property	Legal Description	Village Core Views to Address	Village Approach Views to Address
Blackcomb Lodge	DL 1902, Plan VR877	1, 7, 8, 9, 15	1, 3
Blackcomb Lodge Gatehouse		1, 4, 7	1, 2, 3, 6
Blackcomb Professional Building	DL 1902, Plan VR1352	22	1, 7
Carleton Lodge	DL 3020, Plan VR1163	22, 24, 26, 27	
Coast Whistler			8, 10, 14, 19
Conference Centre	Lot 40, DL 1902, Plan 18662	11, 16, 17, 19, 20, 21	1, 7, 8, 16
Cornerstone Building	DL 1902, Plan LMS2237	17	
Crystal Lodge North Wing	DL 1902, Plan VR2028	8, 9, 14, 15, 20, 22	11, 15, 16
Crystal Lodge South Wing and Expansion	Lot A, Plan LMP29105, DL 1902 & 3020	14, 15, 22, 27, 28	15, 16,
Hilton Shops	DL 3020, Plan VR2126	24, 27, 28, 29	8, 9, 12, 14, 16
Hilton Whistler Resort and Spa	DL 3020, Plan VR1218	22, 29	8, 9, 12, 14, 16
Hilton - Powder's Edge	DL 3020, Plan VR2359	24, 29	8, 9, 12, 14, 16
Clocktower	DL 1902 & 3020, Plan VR883	13, 22	
Executive Inn	DL 1902, Plan VR960	13, 22, 26	
Fitzsimmons Condos	DL 1902, Plan VR847	14, 15, 23	
Hearthstone Lodge	DL 1902, Plan VR790	15, 22	7
Holiday Inn Sunspree Resort		1, 3, 6, 7, 8, 25	1, 7, 17, 18
Listel Whistler Hotel	DL 1902, Plan VR2217	18	8, 11, 15, 16
Mountain Edge		18	9, 13, 14
Mountainside Lodge	DL 1902 & 4610, Plan VR1026	12	18
Pan Pacific One	DL 1902, 3020 & 4894, Plan LMS3028	22, 25, 26, 30	18
Pan Pacific Two		2, 8, 25	17, 18
Rainbow Condos	DL 1902, Plan VR899	22	1, 7
Saint Andrews House	DL 1902, Plan VR2033	1, 6, 8, 10, 12	
Snoland Condos	DL 1902, Plan VR802	8, 15	
Sundial Hotel	DL 1902 & 3020, Plan VR1570	22, 26	
Tantalus Lodge	DL 3020 & 3865, Plan VR739	18	9
Telemark Place	DL 3865, Plan VR729	18	9, 12, 14
Timberline Lodge	DL 1902, Plan VR1858	11, 19, 20, 21	7, 8, 11, 15, 16
Village Gate House	DL 1902, Plan VR2076	1, 3, 4, 7, 8	2, 3, 6
Wedgeview/Regency Suites	DL 1902, Plan VR751	8, 12, 13, 15	
Westin		24, 27	8, 9, 12, 14, 19
Whistler Express Gondola		24, 27, 30	
Whistler Village Inns - Keg Lodge	DL 1902 & 4610, Plan VR953	6, 10, 25	17, 18
Whistler Village Inns - Powder Lodge	DL 1902, Plan VR953	10, 13, 23	
Whistlerview	DL 1902, Plan VR963	15, 22, 23	
Windwhistle	DL 1902, Plan VR873	16, 17, 20	7, 11

Village Core Views
View Sequence 1 - Whistler Mountain

View Sequence #1: Whistler Mountain from Village Stroll, starting at Tyndall Stone Lodge and ending at Village Gate House	Photo Number	Viewpoint Location	View Subject
View Characteristics: Orientation view framed by buildings, connection to skiing, foreground and background ski runs. View characteristics include: Framed Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Lift lines	1a (start)	Village Stroll at Tyndall Stone Lodge	Whistler Mountain -lower ski runs and lift lines
	1b	Village Stroll at Town Plaza Gazebo	Whistler Mountain -lower ski runs and lift lines
	1c	Village Stroll at Ted Nebelling Bridge – north end	Whistler Mountain -lower ski runs and lift lines
	1d	Village Stroll at Village Gate House	Whistler Mountain – lower ski runs and lift lines
	1e (finish)	Village Stroll at Village Gate House	Whistler Mountain – lower ski runs and lift lines

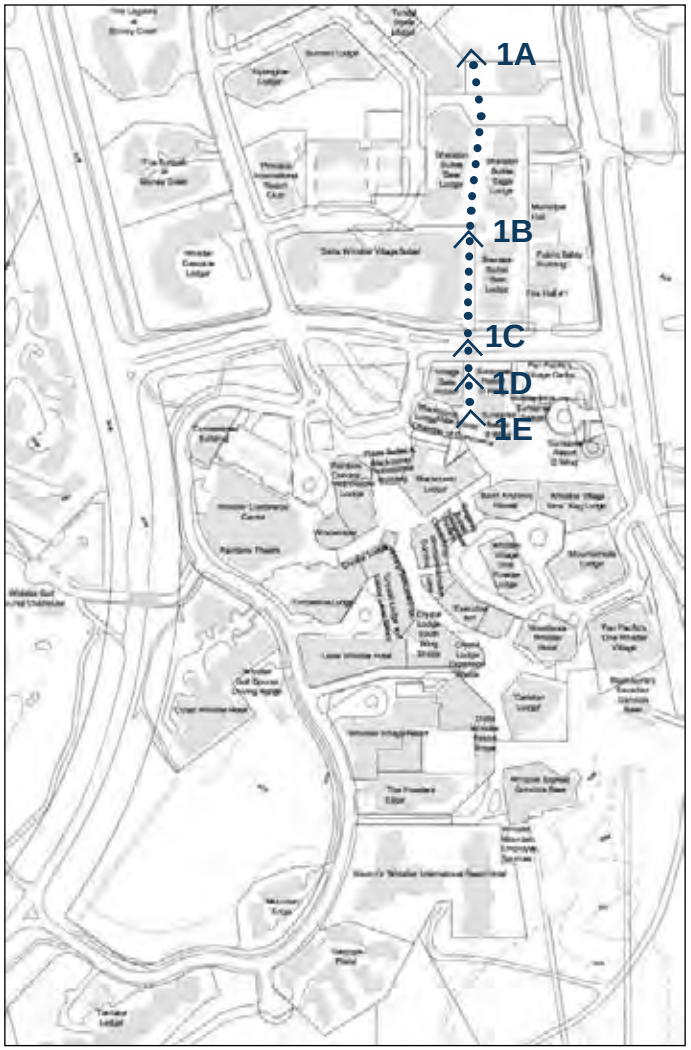
Photo 1a (start)

Photo 1b

Photo 1c

Photo 1d

Photo 1e (finish)



Village Core Views
View Sequence 2 - Blackcomb Mountain

View Sequence #2: Blackcomb Mountain from Village Stroll, starting at Bear Lodge and ending at Ted Nebelling Bridge	Photo Number	Viewpoint Location	View Subject
View Characteristics: Good orientation view, connection to skiing, dramatic with peaks, ski runs and snow-capped peaks. View characteristics include: Framed Frequency Intactness ✓ Layered, Complex Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Peaks ▪ Ski runs	2a (start)	Village Stroll at SW corner of Bear Lodge	Blackcomb Mountain to Wedge
	2b (finish)	Village Stroll at Ted Nebelling Bridge - midpoint	Blackcomb Mountain to Wedge

Photo 2a (start)

Photo 2B (finish)

Village Core Views
View 3 - Forested Ridge

View #3: Forested ridge from Village Stroll, at Blackcomb Lodge Gatehouse	Photo Number	Viewpoint Location	View Subject
View Characteristics: Forested ridge framed by buildings, not dramatic mountain view but good green connection. View characteristic include: Framed ✓ Frequency Intactness ✓ Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline	3	Village Stroll at Blackcomb Lodge Gatehouse	Forested ridge

Photo 3

Village Core Views
View 4 - Mt. Sproat

View #4: Mt. Sproat from Village Stroll at Blackcomb Lodge Gatehouse	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view of the peak of Mt. Sproat, framed by buildings. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline	4	Village Stroll at Blackcomb Lodge Gatehouse	Mt. Sproat

Photo 4

Village Core Views
View 5 - Mt. Sproat

View #5: Mt. Sproat from Village Stroll at Ted Nebelling Bridge	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view of full form of Mt. Sproat. View characteristics include: Framed Frequency Intactness ✓ Layered, Complex Placemaking Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ridgeline	5	Village Stroll at Ted Nebelling Bridge – midpoint	Mt. Sproat

Photo 5

Village Core Views
View Sequence 6 - Blackcomb Mountain

View Sequence #6: Blackcomb Mountain from Village Stroll, starting at Blackcomb Lodge and ending at Village Common	Photo Number	Viewpoint Location	View Subject
View Characteristics: Orientation view, connection to skiing, dramatic with peaks and ski runs, part of short view sequence. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Peaks	6a (start)	Village Stroll at Blackcomb Lodge	Blackcomb Mountain
	6b (finish)	Village Stroll at Village Common	Blackcomb Mountain

Photo 6a (start)

Photo 6b (finish)

Village Core Views
View Sequence 7 - Rainbow

View Sequence #7: Rainbow from Village Stroll, starting at Village entry at Keg Lodge and ending at Village Common	Photo Number	Viewpoint Location	View Subject
View Characteristics: Village entry point view, peek-a-boo view of Rainbow framed by buildings, part of view sequence. View characteristics include: Framed ✓ Frequency ✓ Intactness Layered, Complex Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Rainbow peak	7a (start)	Village entry at Keg Lodge	Rainbow
	7b (finish)	Village Stroll at Village Common	Rainbow

Photo 7a (start)

Photo 7b (finish)

Village Core Views
View Sequence 8 - Wedge Range

View Sequence #8: Wedge Range from Village Stroll, starting at Golfer's Approach and ending at Village Common	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view of snow-capped peaks beyond foreground forested ridge, framed by buildings, part of view sequence. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested Ridgeline ▪ Peaks	8a (start)	Golfer's Approach – top of ramp	Rethel (Wedge Range)
	8b	Golfer's Approach at Tapley's	Wedge (Wedge Range)
	8c	Golfer's Approach at Citta's	Wedge (Wedge Range)
	8d	Village Stroll at Village Square	Rethel and Parkhurst (Wedge Range)
	8e	Village Stroll at St. Andrews Alley	Rethel and Parkhurst (Wedge Range)
	8f	Village Stroll at St. Andrews Alley	Rethel, Parkhurst and Wedge (Wedge Range)

Photo 8a (start)

Photo 8b

Photo 8c

Photo 8d

Photo 8e

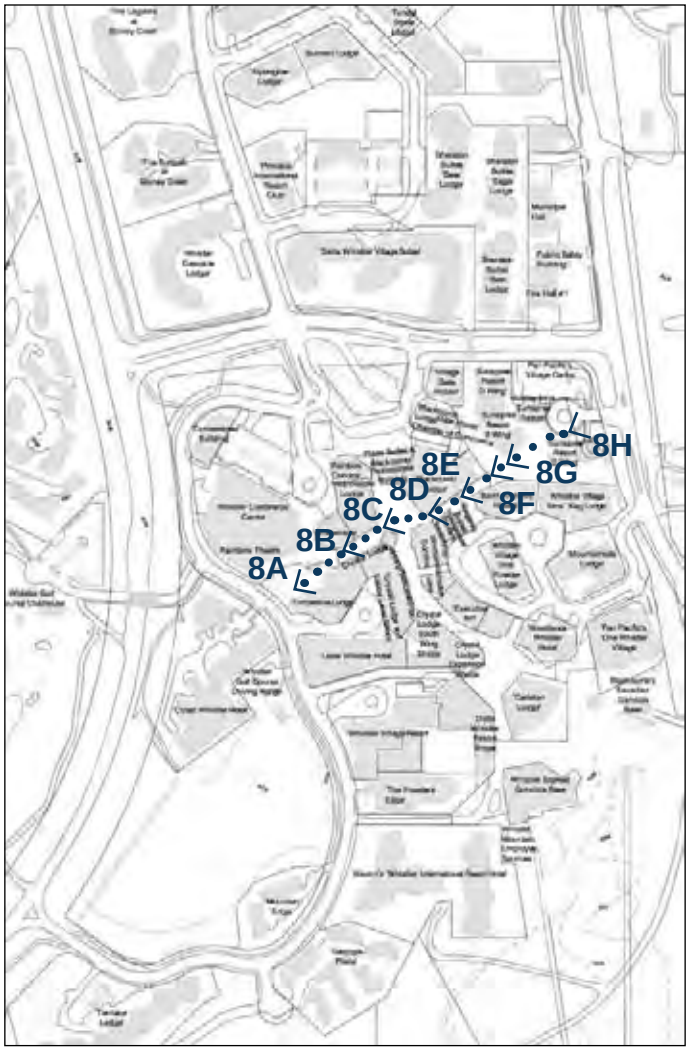
Photo 8f

Village Core Views
View Sequence 8 - (continued)

View Sequence #8 (continued): Wedge Range from Village Stroll, starting at Golfer's Approach and ending at Village Common	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view of snow-capped peaks beyond foreground forested ridge, framed by buildings, part of view sequence. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested Ridgeline ▪ Peaks	8g	Bridge at Village Common	Rethel (Wedge Range)
	8h (finish)	Village Common - top of stair	Retel, Parkhurst (Wedge Range)

Photo 8g

Photo 8h (finish)



Village Core Views
View 9 - Distant Peaks

View #9: Distant peaks to south from Earl's patio	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view of distant snow-covered peaks, long views to horizon. View characteristics include: Framed ✓ Frequency Intactness ✓ Layered, Complex Placemaking Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ridgeline	9	Village Common – Earl's patio	Distant peaks to the south

Photo 9

Village Core Views
View 10 - Whistler Mountain

View #10: Whistler Mountain from Earl's patio	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view of Whistler Mountain, connection to skiing. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Ridgeline	10	Village Common – Earl's patio	Whistler Mountain – lower ski runs

Photo 10

Village Core Views
View Sequence 11 - Distant Peaks/ Mt. Sproat

View Sequence #11: Distant peaks and Mount Sproat from Village Stroll, starting at St. Andrew's Alley and ending at Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view of distant peaks, very long view to horizon. Mount Sproat obscured by foreground trees, green connection. View characteristics include: Framed Frequency ✓ Intactness Layered, Complex ✓ Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Foreground trees	11a (start)	Village Stroll at St. Andrew' s Alley	Distant peaks
	11b	Golfer's Approach at Hearthstone Lodge	Foreground trees, Tourism Whistler Activity Centre
	11c	Golfer's Approach at Conference Centre	Foreground trees, Mount Sproat
	11d (finish)	Golfer's Approach at Whistler Way	Foreground trees, Mount Sproat

Photo 11a (start)

Photo 11b

Photo 11c

Photo 11d (finish)

Village Core Views
View 12 - Blackcomb Mountain

View #12: Blackcomb Mountain from Village Stroll at St. Andrew's Alley	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view, connection to skiing. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ski runs ▪ Peaks	12	Village Stroll at St. Andrew's Alley	Blackcomb Mountain – peak and ski runs

Photo 12

Village Core Views
View 13 - Whistler Mountain

View #13: Whistler Mountain from Village Stroll at St. Andrew's Alley	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view, connection to skiing. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Lift lines	13	Village Stroll at St. Andrew's Alley	Whistler Mountain – lower ski runs

Photo 13

Village Core Views
View 14 - Whistler Mountain

View #14: Whistler Mountain from Village Stroll at Village Square	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo orientation view framed by buildings, connection to skiing. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Lift lines	14	Village Stroll at Village Square	Whistler Mountain – lower ski runs

Photo 14

Village Core Views
View Sequence 15 - Whistler/ Blackcomb

View Sequence #15: Whistler and Blackcomb Mountains from Village Square	Photo Number	Viewpoint Location	View Subject
View Characteristics: Good orientation view framed by buildings, layered views consisting of foreground forested ridges, ski runs, dramatic mountain peaks, connection to skiing, green connection, and panoramas. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Lift lines ▪ Forested ridgelines ▪ Peaks	15a (start)	Village Square - Araxi's patio	Whistler Mountain – lower ski runs
	15b	Village Square - Blackcomb Lodge entry	Whistler Mountain – lower ski runs
	15c	Village Square – Mogul's patio	Blackcomb Mountain - forested ridge
	15d	Village Square – Mogul's patio	Whistler Mountain – lower ski runs
	15e	Village Square – breezeway top level	Blackcomb Mountain - lower ski runs
	15f	Village Square – breezeway top level	Whistler Mountain – lower ski runs

Photo 15a (start)

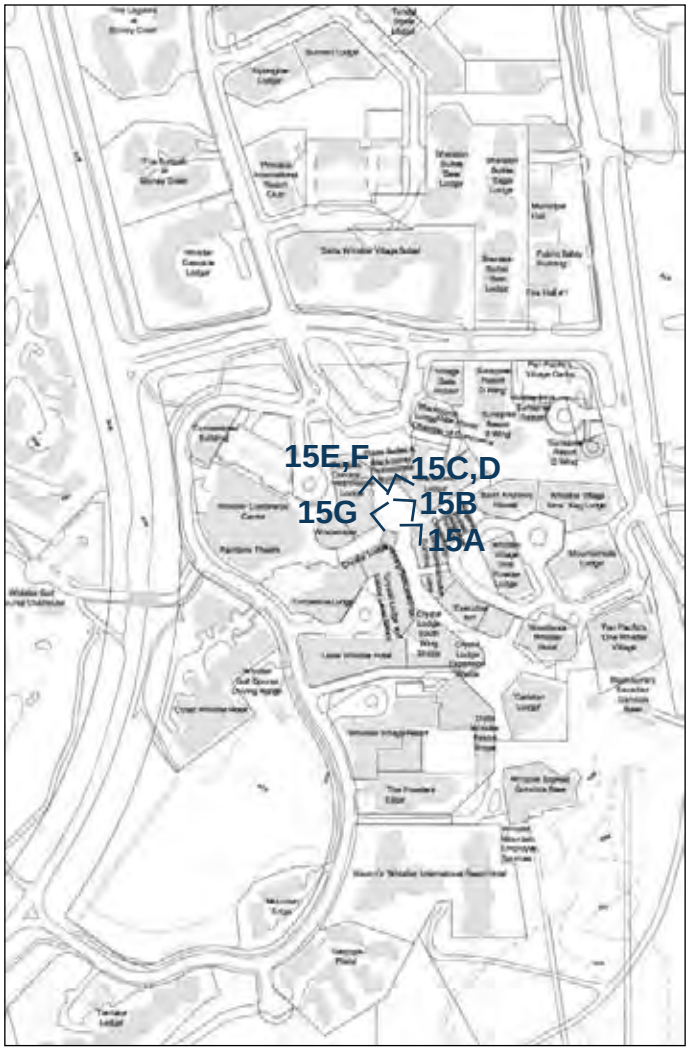
Photo 15b

Photo 15c

Photo 15d

Photo 15e

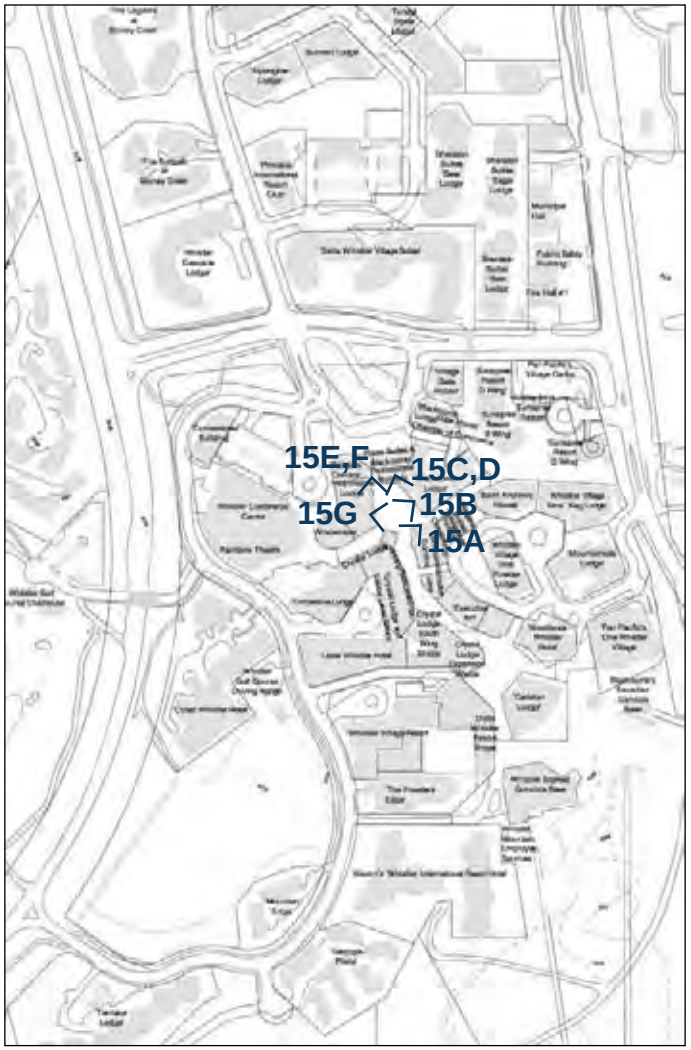
Photo 15f



Village Core Views
View Sequence 15 - (continued)

View Sequence #15 (continued): Whistler and Blackcomb Mountains from Village Square	Photo Number	Viewpoint Location	View Subject
View Characteristics: Good orientation view framed by buildings, layered views consisting of foreground forested ridges, ski runs, dramatic mountain peaks, connection to skiing, green connection, and panoramas. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Lift lines ▪ Forested ridgelines	15g (finish)	Village Square – top of Hearthstone stairs	Blackcomb Mountain – peak and lower ski runs

Photo 15g (finish)



Village Core Views
View Sequence 16 - Mt. Sproat

View Sequence #16: Mt. Sproat from Golfer's Approach beginning and ending at Tapley's	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view of Sproat, potential to improve mountain connection. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Opportunity to enhance view by exposing more of the peak and ridgeline	16a (start) 16b (finish)	Golfer's Approach at Tapleys' Golfer's Approach at Tapleys'	Mt. Sproat Mt. Sproat

Photo 16a (start)

Photo 16b (finish)

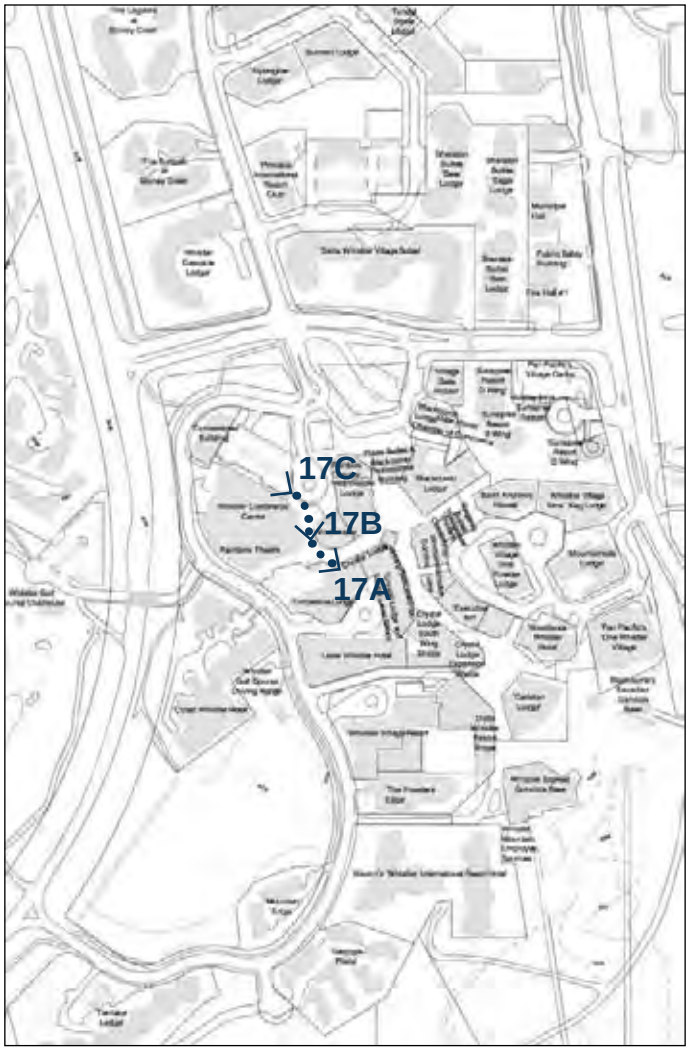
Village Core Views
View Sequence 17 - Rainbow Peak

View Sequence #17: Rainbow peak from Golfer's Approach beginning at Tapley's and ending at Sunshine Place	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view of Rainbow peak and foreground forested ridgelines. View characteristics include: Framed ✓ Frequency ✓ Intactness Layered, Complex ✓ Placemaking Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested ridgelines ▪ Rainbow peak ▪ More of the 21-Mile Creek valley	17a (start)	Golfer's Approach at Tapleys'	Rainbow peak
	17b	Rainbow Plaza at Tapley's	Rainbow peak
	17c (finish)	Rainbow Plaza at Sunshine Place	Rainbow peak

Photo 17a (start)

Photo 17b

Photo 17c (finish)



Village Core Views
View 18 - Whistler Mountain

View #18: Whistler Mountain from Timberline restaurant patio	Photo Number	Viewpoint Location	View Subject
View Characteristics: Forested ridge, ski runs and lift lines, connection to skiing, green connection. View characteristics include: ▪ Placemaking ▪ Layered Framed Frequency Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Ski runs ▪ Lift lines	18	Timberline – restaurant patio	Whistler Mountain – lower ski runs

Photo 18

Village Core Views
View Sequence 19 - Whistler Mountain

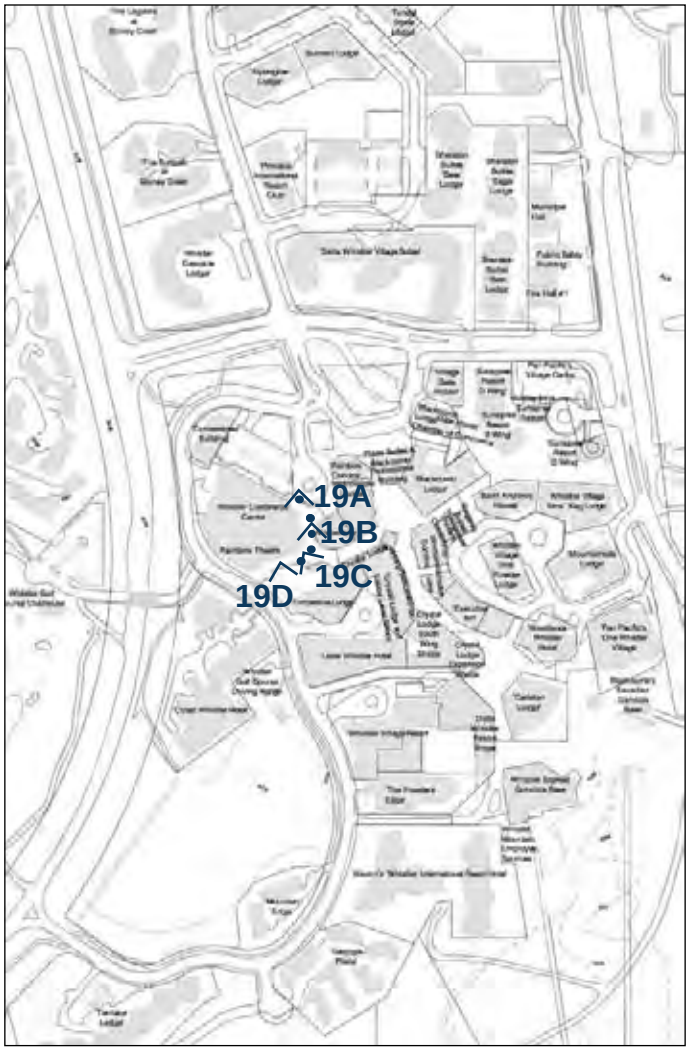
View Sequence #19: Whistler Mountain from Rainbow Plaza, starting at Sunshine Place and ending outside Conference Centre atrium	Photo Number	Viewpoint Location	View Subject
View Characteristics: Forested ridge, ski runs and lift lines, connection to skiing, green connection. View characteristics include: Framed Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Ski runs ▪ Lift lines	19a (start)	Rainbow Plaza at Sunshine Place	Whistler Mountain – lower ski runs
	19b	Rainbow Plaza at Tapley's	Whistler Mountain – lower ski runs
	19c	Rainbow Plaza - Conference Centre entry	Whistler Mountain – lower ski runs
	19d (finish)	Rainbow Plaza – top of stairs outside atrium	Whistler Mountain – lower ski runs

Photo 19a (start)

Photo 19b

Photo 19c

Photo 19d (finish)

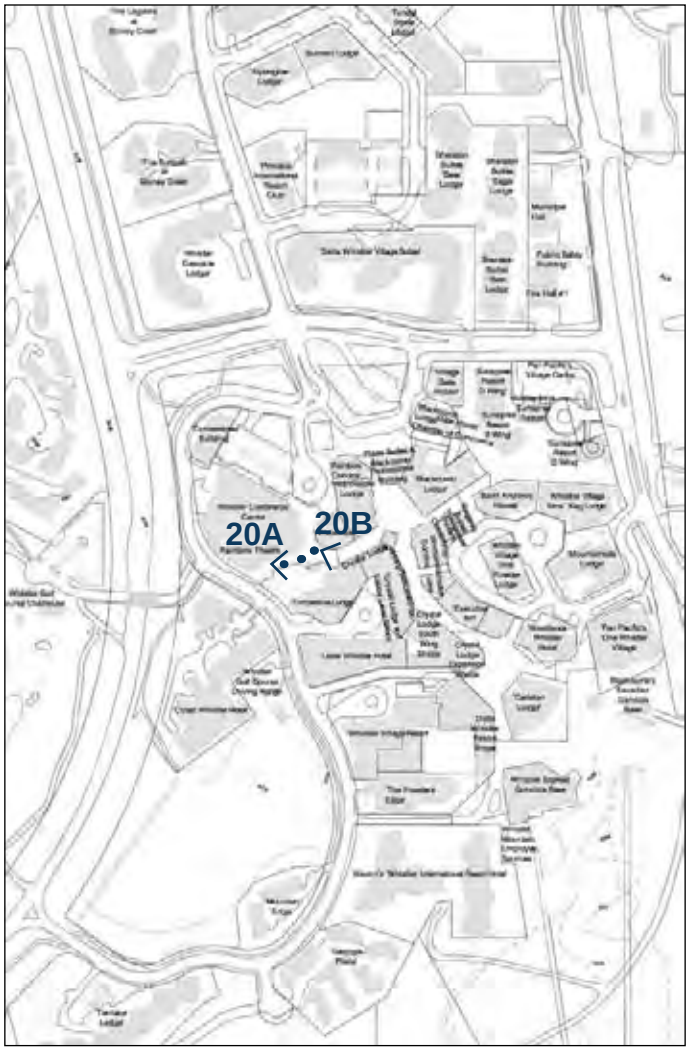


Village Core Views
View Sequence 20 - Blackcomb Mountain

View Sequence #20: Blackcomb Mountain from Rainbow Plaza, starting at Conference Centre atrium and ending at Conference Centre entrance	Photo Number	Viewpoint Location	View Subject
View Characteristics: Mountain peaks, ski runs, connection to skiing. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ridgeline ▪ Ski runs	20a (start)	Rainbow Plaza – atrium patio	Blackcomb Mountain – peak and ski runs
	20b (finish)	Rainbow Plaza - Conference Centre entry	Blackcomb Mountain – peak and ski runs

Photo 20a (start)

Photo 20b (finish)



Village Core Views
View 21 - Whistler Mountain

View #21: Whistler Mountain from Tapley's patio	Photo Number	Viewpoint Location	View Subject
View Characteristics: Forested lower slopes provides green connection. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline	21	Tapley's patio	Whistler Mountain

Photo 21

Village Core Views
View Sequence 22 - Mt. Sproat to Rainbow

View Sequence #22: Mt. Sproat and Rainbow from Village Stroll, starting at Pan Pacific and ending at Whistlerview	Photo Number	Viewpoint Location	View Subject
View Characteristics: Full views of Mt. Sproat, then Rainbow peak, then forested ridge. View characteristics include: Framed ✓ Frequency ✓ Intactness Layered, Complex Placemaking Scenic beauty, Vividness ✓ View Features to Protect: ▪ Mountain peaks ▪ Ridgelines	22a (start)	Village Entry at Pan Pacific	Mt. Sproat
	22b	Skiers Plaza at Sundial	Mt. Sproat
	22c	Village Stroll at Zog's Patio	Mt. Sproat
	22d	Village Stroll at Clocktower	Rainbow
	22e	Village Stroll at Executive Inn	Mt. Sproat
	22f (finish)	Village Stroll at Whistlerview	Mt. Sproat - forested ridge

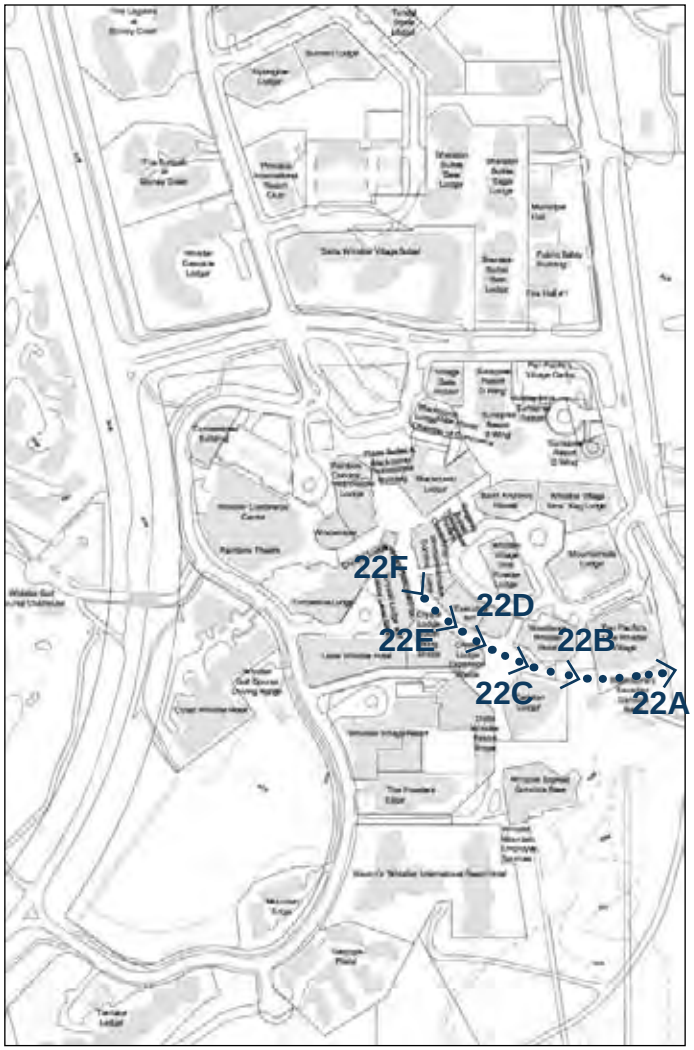


Photo 22a (start)

Photo 22b

Photo 22c

Photo 22d

Photo 22e

Photo 22f (finish)

Village Core Views
View Sequence 23 - Forested Ridge

View Sequence #23: Forested ridge and Mountain peak from Village Stroll at Sunrise Alley	Photo Number	Viewpoint Location	View Subject
View Characteristics: Short view sequence looking down Sunrise Alley from Village Stroll, peek-a-boo view of snow-capped mountain peak and forested ridge, obscured by trees in foreground. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Mountain peak ▪ Forested ridgeline	23a (start) 23b (finish)	Village Stroll at Sunrise Alley Village Stroll at Sunrise Alley	Forested ridge Mountain peak

Photo 23a (start)

Photo 23b (finish)

Village Core Views
View Sequence 24 - Whistler Mountain Panorama

View Sequence #24: Panorama view of distant peaks and Whistler Mountain from Village entry at transit exchange	Photo Number	Viewpoint Location	View Subject
View Characteristics: Panorama view, long view down valley of distant mountain peaks, layered view of lower ski runs and ski lifts. View characteristics include: Framed Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Distant mountain peaks ▪ Ski runs ▪ Lift lines	24a (start)	Village entry at Transit Exchange	Mountain peaks
	24b (finish)	Village entry at Transit Exchange	Whistler Mountain – lower ski runs

Photo 24a (start)

Photo 24b (finish)

Village Core Views
View 25 - Forested Ridge

View #25: Forested Ridge from Village entry at transit exchange	Photo Number	Viewpoint Location	View Subject
View Characteristics: Green connection. View characteristics include: Framed ✓ Frequency Intactness ✓ Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline	25	Village entry at Transit Exchange	Forested Ridge

Photo 25

Village Core Views
View Sequence 26 - Blackcomb Mountain

View Sequence #26: Blackcomb Mountain from Village Stroll, starting at Executive Inn and ending at Mountain Square	Photo Number	Viewpoint Location	View Subject
View Characteristics: Orientation view framed by buildings, connection to skiing. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ski runs ▪ Peaks	26a (start)	Village Stroll at Executive Inn	Blackcomb – lower ski runs
	26b	Mountain Square	Blackcomb – peaks & lower ski runs
	26c (finish)	Mountain Square	Blackcomb – peaks & lower ski runs

Photo 26a (start)

Photo 26b

Photo 26c (finish)

Village Core Views
View Sequence 27 - Whistler Mountain

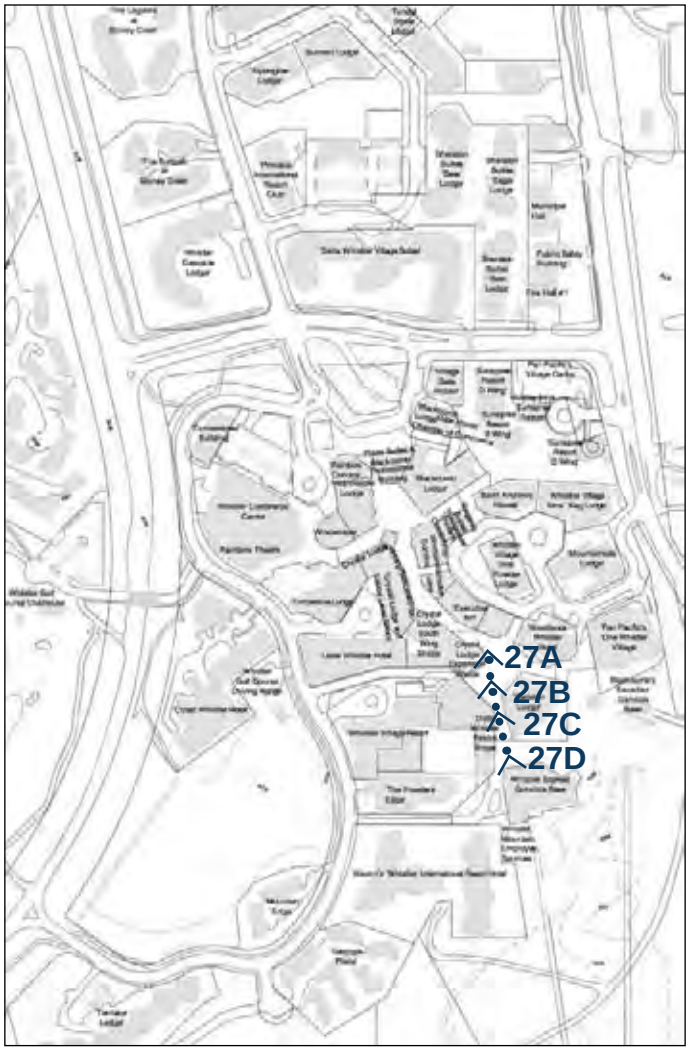
View Sequence #27: Whistler Mountain from Village Stroll, starting at Mountain Square and ending at Skiers Plaza	Photo Number	Viewpoint Location	View Subject
View Characteristics: Good orientation view, connection to skiing. View characteristics include: Framed ✓ Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Lift lines ▪ Ridgeline	27a (start)	Mountain Square	Whistler Mountain – lower ski runs
	27b	Mountain Square	Whistler Mountain
	27c	Springs Lane at Mountain Square	Whistler Mountain – gondola and lower ski runs
	27d (finish)	Springs Lane at Skiers Plaza	Whistler Mountain –lower ski runs

Photo 27a (start)

Photo 27b

Photo 27c

Photo 27d (finish)



Village Core Views
View 28 - Mt. Sproat

View #28: Mt. Sproat from Mountain Square	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo of mountain peak framed by buildings, mountain connection. View characteristics include: Framed ✓ Frequency Intactness ✓ Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Mountainside	28	Mountain Square	Mt. Sproat

Photo 28

Village Core Views
View 29 - Mt. Sproat

View #29: Mt. Sproat from Skiers Plaza entrance	Photo Number	Viewpoint Location	View Subject
View Characteristics: Village entry view, peek-a-boo of mountain peak framed by buildings, mountain connection. View characteristics include: Framed ✓ Frequency Intactness ✓ Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Mountainside	29	Springs Lane at Skiers Plaza	Mt. Sproat

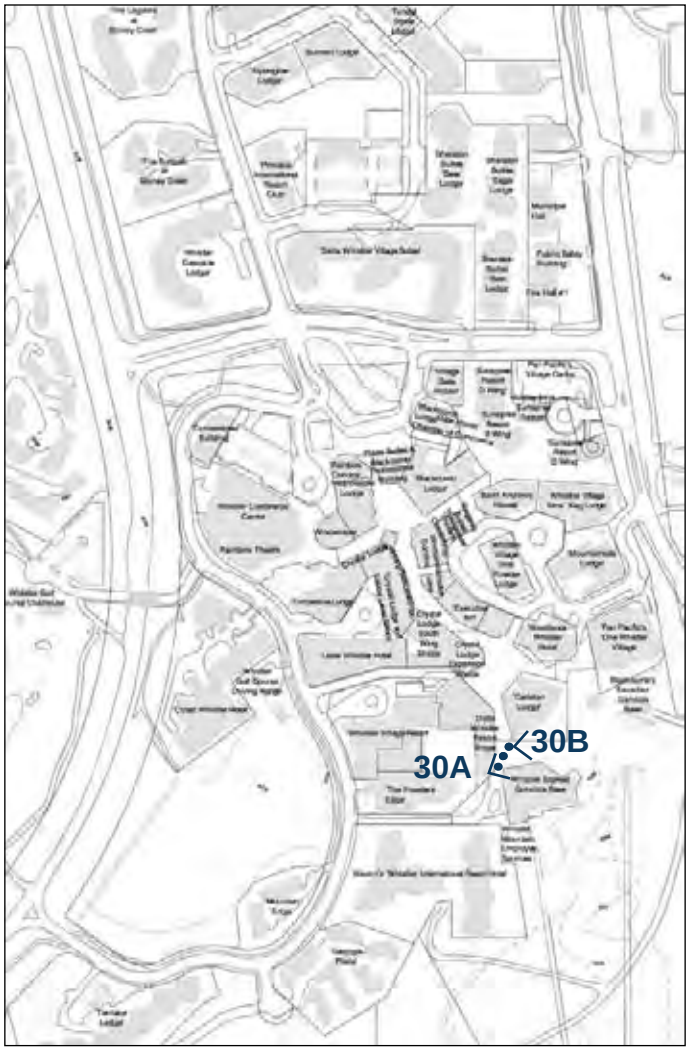
Photo 29

Village Core Views
View Sequence 30 - Wedge Range to Blackcomb

View Sequence #30: Wedge Range and Blackcomb Mountain from Skiers Plaza	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view sequence of foreground forested ridge and ski runs and snow-capped mountain peaks, good orientation view. View characteristics include: Framed Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested ridgeline ▪ Ski runs	30a (start)	Springs Lane at Skiers Plaza	Wedge Range
	30b (finish)	Springs Lane at Skiers Plaza	Blackcomb Mountain – peaks & lower ski runs

Photo 30a (start)

Photo 30b (finish)



Village Approach Views
View Sequence 1 - Whistler, FIssile, Blackcomb

View Sequence #1: Whistler, Fissile and Blackcomb from Northlands Boulevard and Gateway Drive, starting at Blackcomb Way and ending at Village Breezeway	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view sequence of mountain peaks and ski runs, connection to skiing, panorama views (1d, 1e, 1f and 1h, 1i). View characteristics include: Framed Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Mountain peaks ▪ Ski runs ▪ Lift lines ▪ Forested ridgelines	1a (start)	Northlands Blvd.	Fissile, Whistler Mountain – lower ski runs
	1b	Northlands Blvd. - Village Gate intersection	Whistler Mountain - lower ski runs
	1c	Northlands Blvd. - Village Gate intersection	Fissile, Whistler Mountain – lower ski runs
	1d	Northlands Blvd. - Village Gate intersection	Blackcomb Mountain – peaks and ski runs
	1e	Northlands, Village Gate intersection	Fissile
	1f (finish)	Gateway Drive at Whistler Way	Blackcomb Mountain – peak and lower ski runs

Photo 1a (start)

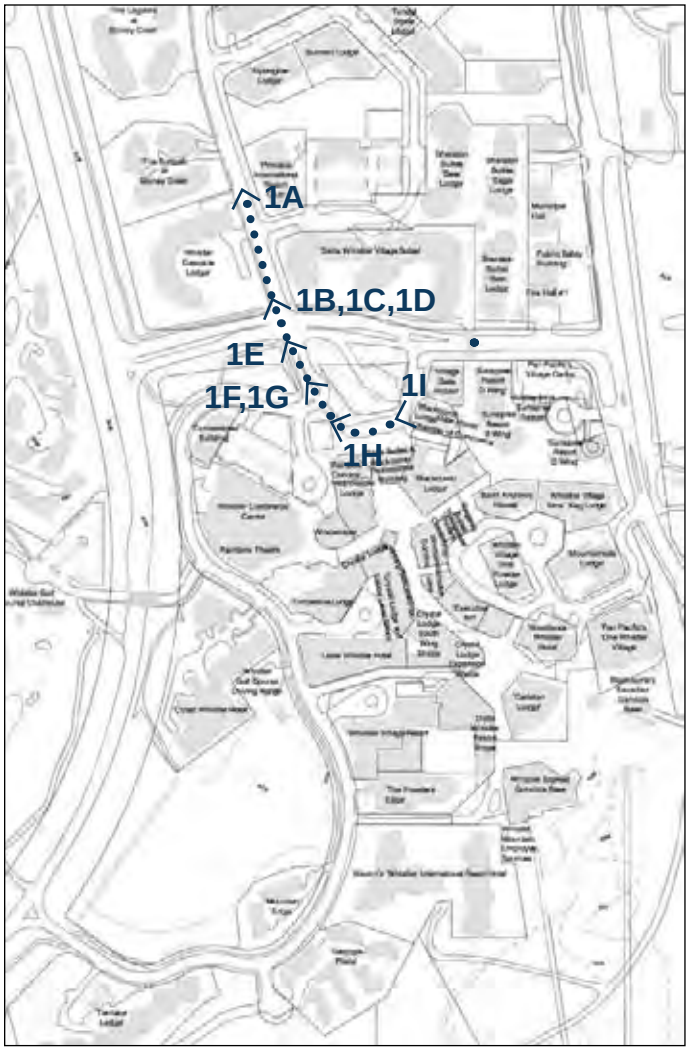
Photo 1b

Photo 1c

Photo 1d

Photo 1e

Photo 1f



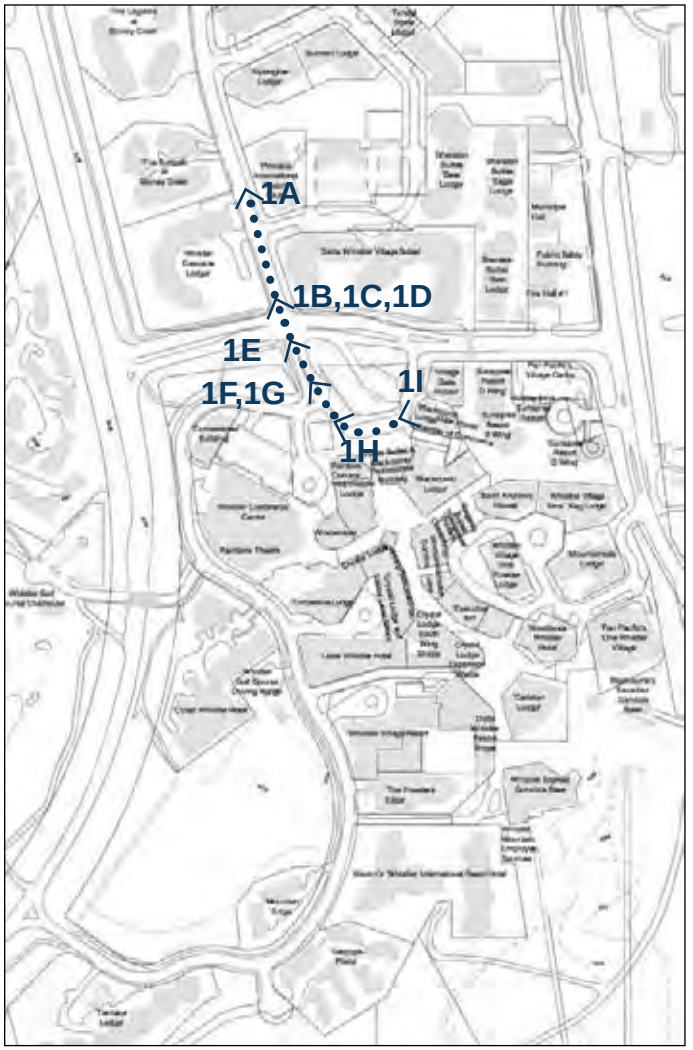
Village Approach Views
View Sequence 1 - (continued)

View Sequence #1 (continued): Whistler, Fissile and Blackcomb from Northlands Boulevard and Gateway Drive, starting at Blackcomb Way and ending at Village Breezeway	Photo Number	Viewpoint Location	View Subject
View Characteristics: Dramatic view sequence of mountain peaks and ski runs, connection to skiing, panorama views (1d, 1e, 1f and 1h, 1i). View characteristics include: Framed Frequency ✓ Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Mountain peaks ▪ Ski runs ▪ Lift lines ▪ Forested ridgelines	1g	Gateway Drive at Whistler Way	Whistler Mountain – lower ski runs
	1h	Gateway Drive	Blackcomb Mountain – peak and lower ski runs
	1i (finish)	Gateway Drive at Blackcomb Lodge crosswalk	Blackcomb Mountain – peaks & lower ski runs

Photo 1g

Photo 1h

Photo 1i (finish)



Village Approach Views
View 2 - Blackcomb Mountain

View #2: Blackcomb Mountain from Gateway Drive	Photo Number	Viewpoint Location	View Subject
View Characteristics: Ski runs and mountain peaks, connection to skiing. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Ski runs	2	Gateway Drive	Blackcomb Mountain – ski runs

Photo 2

Village Approach Views
View 3 - Mountain Peaks

View #3: Mountain Peaks from Gateway Drive at Village Breezeway	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo of mountain peaks. View characteristics include: Framed ✓ Frequency Intactness Layered, Complex Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Mountain Peaks	3	Gateway Drive at Village breezeway	Mountain peaks (Wedge range)

Photo 3

Village Approach Views
View 4 - Rainbow Mountain

View #4: Rainbow from Gateway Drive at Village breezeway	Photo Number	Viewpoint Location	View Subject
View Characteristics: Full view of Rainbow. View characteristics include: Framed Frequency Intactness ✓ Layered, Complex ✓ Placemaking Scenic beauty, Vividness ✓ View Features to Protect: ▪ Rainbow peak ▪ Forested ridgeline	4	Gateway Drive at Village breezeway	Rainbow - peak

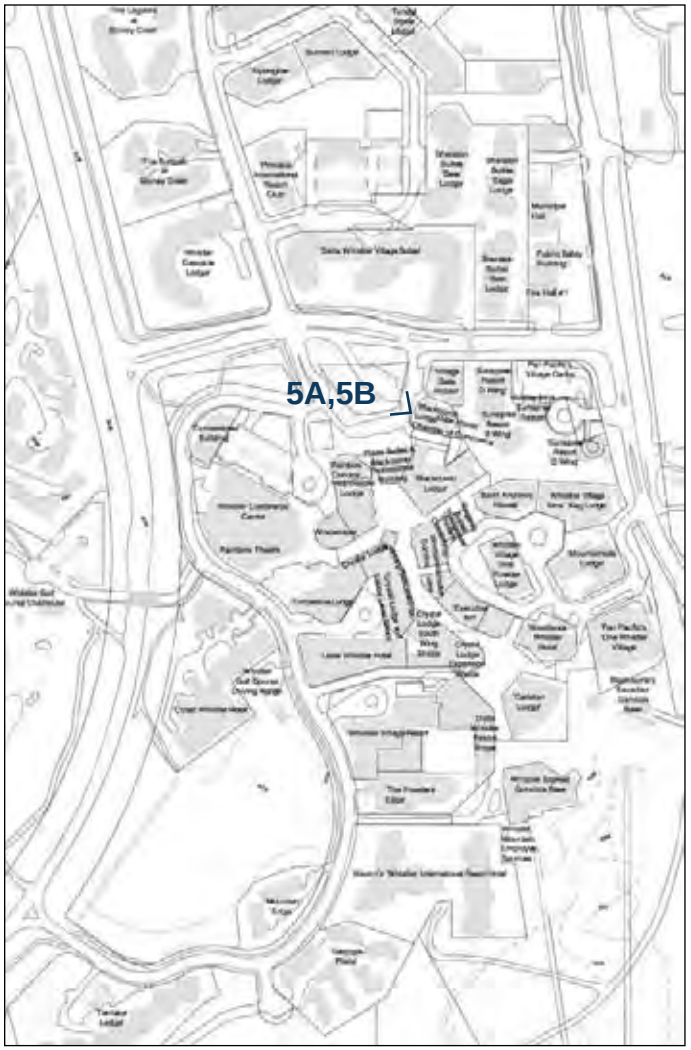
Photo 4

Village Approach Views
View Sequence 5 - Rainbow Mountain

View Sequence #5: Rainbow from Gateway Drive at Visitor Info Centre	Photo Number	Viewpoint Location	View Subject
View Characteristics: Panorama view of snow-capped peak and forested ridgeline. View characteristics include: Framed Frequency Intactness ✓ Layered, Complex ✓ Placemaking Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested ridgeline ▪ Rainbow peak	5a (start)	Gateway Drive at Visitor Info Centre	Rainbow - peak
	5b (finish)	Gateway Drive at Visitor Info Centre	Rainbow - forested ridge

Photo 5a (start)

Photo 5b (finish)



Village Approach Views
View 6 - Blackcomb Mountain

View #6: Blackcomb Mountain from Visitor Centre bus loop	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo orientation view, connection to skiing. View characteristics include: Framed ✓ Frequency Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Peaks ▪ Ski runs	6	Visitor Centre bus loop	Blackcomb Mountain – peaks and ski runs

Photo 6

Village Approach Views
View Sequence 7 - Whistler, Fissile, Blackcomb

View Sequence #7: Panorama of Whistler, Fissile and Blackcomb from Cornerstone building entrance	Photo Number	Viewpoint Location	View Subject
View Characteristics: Panorama view, good orientation view, connection to skiing. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Peaks ▪ Lift lines ▪ Ski runs	7a (start)	Cornerstone Building entrance	Blackcomb Mountain – peaks and ski runs
	7b (finish)	Cornerstone Building entrance	Fissile, Whistler Mountain – lower ski runs

Photo 7a (start)

Photo 7b (finish)

Village Approach Views
View 8 - Whistler Mountain & Fissile

View #8: Whistler Mountain and Fissile from Highway 99 at Village Gate	Photo Number	Viewpoint Location	View Subject
View Characteristics: Good orientation view, connection to skiing. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested ridgelines ▪ Lift lines ▪ Ski runs	8	Hwy 99 at Village Gate	Fissile, Whistler Mountain – lower ski runs

Photo 8

Village Approach Views
View Sequence 9 - Blackcomb to Wedge

View Sequence #9: Panorama of Blackcomb Mountain and Wedge range from Highway 99 at Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Panorama view of snow-capped peaks and ski runs, view partially obscured by foreground trees. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested ridgelines ▪ Ski runs	9a (start)	Hwy 99 at Whistler Way	Mountain peaks (Wedge Range)
	9b (finish)	Hwy 99 at Whistler Way	Blackcomb Mountain – peaks and ski runs

Photo 9a (start)

Photo 9b (finish)

Village Approach Views
View Sequence 10 - Wedge & Blackcomb

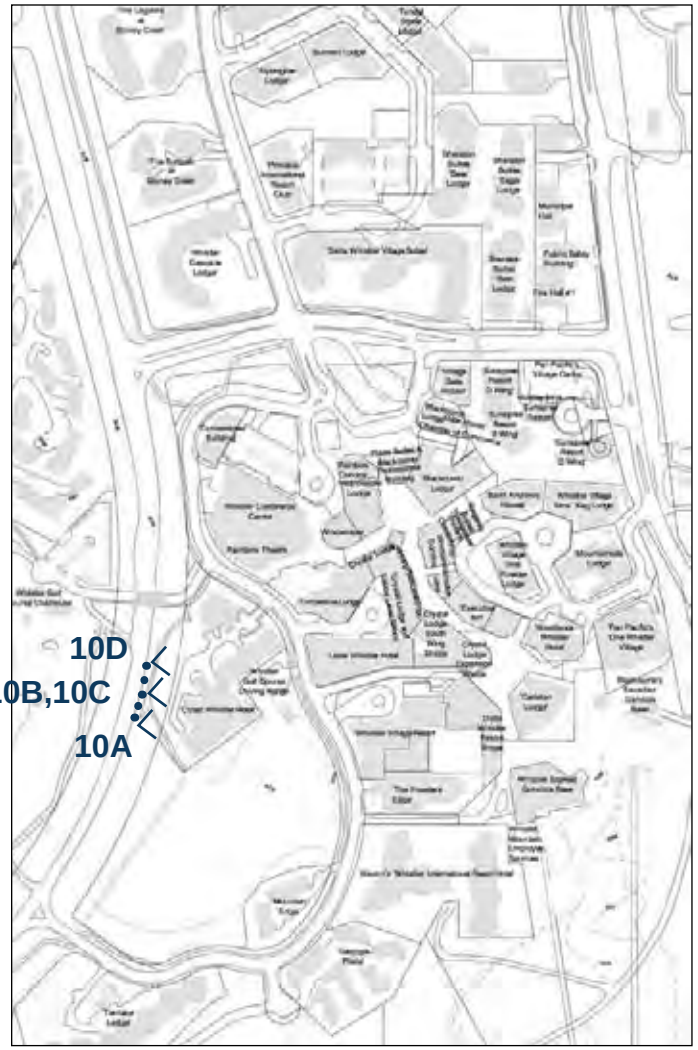
View Sequence #10: Wedge range and Blackcomb from Highway 99	Photo Number	Viewpoint Location	View Subject
View Characteristics: View sequence starts with glimpses of snow-capped peaks and terminate with view of Blackcomb Mountain peaks and ski runs. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ski runs ▪ Forested ridgeline	10a (start) 10b 10c 10d (finish)	Hwy 99 Hwy 99 Hwy 99 Hwy 99	Mountain peaks Mountain peaks Mountain peaks Blackcomb Mountain – peaks and ski runs

Photo 10a (start)

Photo 10b

Photo 10c

Photo 10d (finish)



Village Approach Views
View 11 - Cougar Mountain

View #11: Cougar Mountain from Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Forested ridgeline. View characteristics include: Framed Frequency Intactness Layered, Complex Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline	11	Whistler Way sidewalk	Cougar Mountain, Rainbow

Photo 11

Village Approach Views
View Sequence 12 - Blackcomb to Mt. Currie

View Sequence #12: Blackcomb to Mt. Currie from Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: View sequence of ski runs and distant snow-capped mountain peaks. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Ski runs ▪ Forested ridgelines	12a (start)	Whistler Way sidewalk	Blackcomb Mountain – peaks and ski runs
	12b	Whistler Way sidewalk at Tantalus Drive	Mountain peaks
	12c (finish)	Whistler Way sidewalk	Mt. Currie

Photo 12a (start)

Photo 12b

Photo 12c (finish)

Village Approach Views
View 13 - Rainbow Mountain

View #13: Rainbow from Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Peek-a-boo view of Rainbow peak and foreground forested ridgeline. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Forested ridgeline	13	Whistler Way sidewalk	Rainbow

Photo 13

Village Approach Views
View Sequence 14 - Panorama

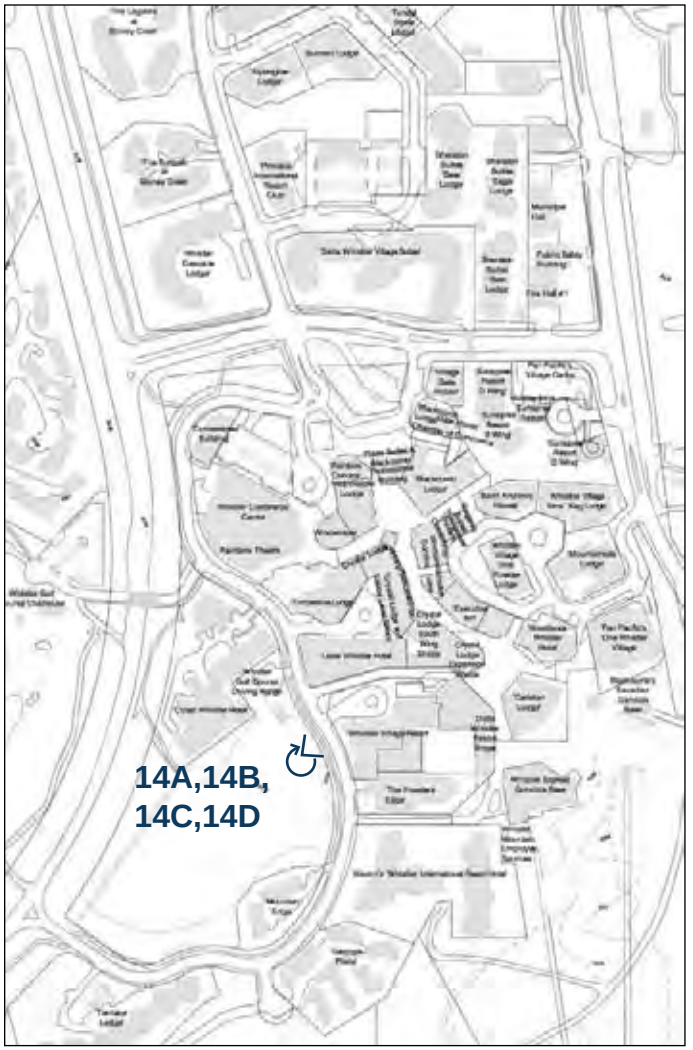
View Sequence #14: Blackcomb, Whistler, Rainbow and Wedge range from Driving Range	Photo Number	Viewpoint Location	View Subject
View Characteristics: Panorama views of mountain peaks and ski runs. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness ✓ View Features to Protect: ▪ Mountain peaks ▪ Forested ridgelines ▪ Ski runs	14a (start)	Driving Range	Blackcomb Mountain – peak and ski runs
	14b	Driving Range	Whistler Mountain – lower forested slopes
	14c	Driving Range	Mt. Sproat
	14d (finish)	Driving Range	Rainbow

Photo 14a (start)

Photo 14b

Photo 14c

Photo 14d (finish)



Village Approach Views
View 15 - Blackcomb Mountain

View #15: Blackcomb Mountain from Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Connection to skiing, foreground and background ski runs. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Ridgeline	15	Whistler Way sidewalk at Village Green	Blackcomb Mountain – peaks and ski runs

Photo 15

Village Approach Views
View 16 - Blackcomb Mountain

View #16: Blackcomb Mountain from Whistler Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Connection to skiing, foreground and background ski runs. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Ski runs ▪ Ridgeline	16	Whistler Way at Golf Course exit	Blackcomb Mountain – peaks and ski runs

Photo 16

Village Approach Views
View Sequence 17 - Mt. Sprout

View Sequence #17: Sproat and Rainbow from Blackcomb Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Mountain peaks, green connection, view partially obscured by trees. View characteristics include:	17a (start)	Blackcomb Way sidewalk	Mt. Sproat
	17b (finish)	Blackcomb Way sidewalk	Rainbow

Framed	
Frequency	
Intactness	
Layered, Complex	✓
Placemaking	
Scenic beauty, Vividness	✓

View Features to Protect:
- Forested ridgeline
- Mountain peaks

Photo 17a (start)

Photo 17b (finish)

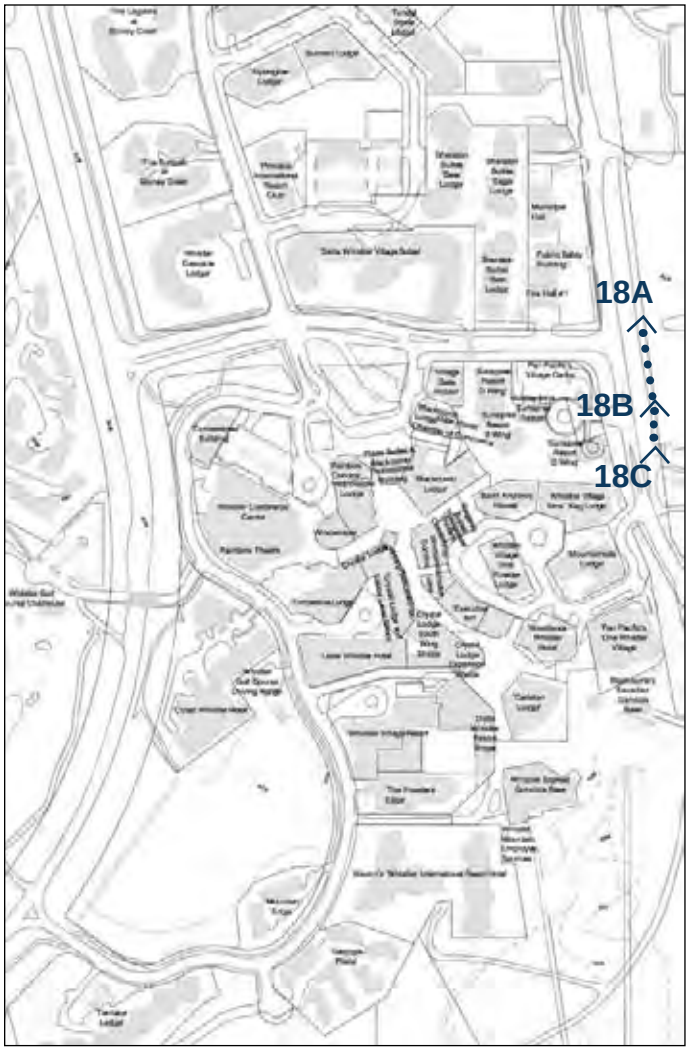
Village Approach Views
View Sequence 18 - Whistler Mountain

View Sequence #18: Whistler from Blackcomb Way	Photo Number	Viewpoint Location	View Subject
View Characteristics: Ski runs and lift lines, connection to skiing. View characteristics include: Framed Frequency Intactness ✓ Layered, Complex ✓ Placemaking ✓ Scenic beauty, Vividness View Features to Protect: ▪ Lower forested ridgeline ▪ Ski runs ▪ Lift lines	18a (start)	Blackcomb Way sidewalk at Village Gate	Whistler Mountain – lower ski runs
	18b	Blackcomb Way sidewalk	Whistler Mountain – lower ski runs
	18c (finish)	Blackcomb Way sidewalk	Whistler Mountain – lower ski runs

Photo 18a (start)

Photo 18b

Photo 18c (finish)



Village Approach Views
View 19 - Whistler Mountain

View Sequence #19: Whistler Mountain from Rainbow Theatre entry plaza	Photo Number	Viewpoint Location	View Subject
View Characteristics: Connection to skiing, green connection. View characteristics include: Framed Frequency Intactness Layered, Complex ✓ Placemaking Scenic beauty, Vividness View Features to Protect: ▪ Ridgeline ▪ Ski runs ▪ Lift lines	19	Rainbow Theatre entry plaza	Whistler Mountain

Photo 19

Resort Municipality of Whistler

Whistler Village COLOUR GUIDE

Resort Municipality of Whistler

INTRODUCTION:

Colour design guidelines have been created by the Resort Municipality of Whistler in order to address colour related design issues identified in the Whistler Village Enhancement Strategy.

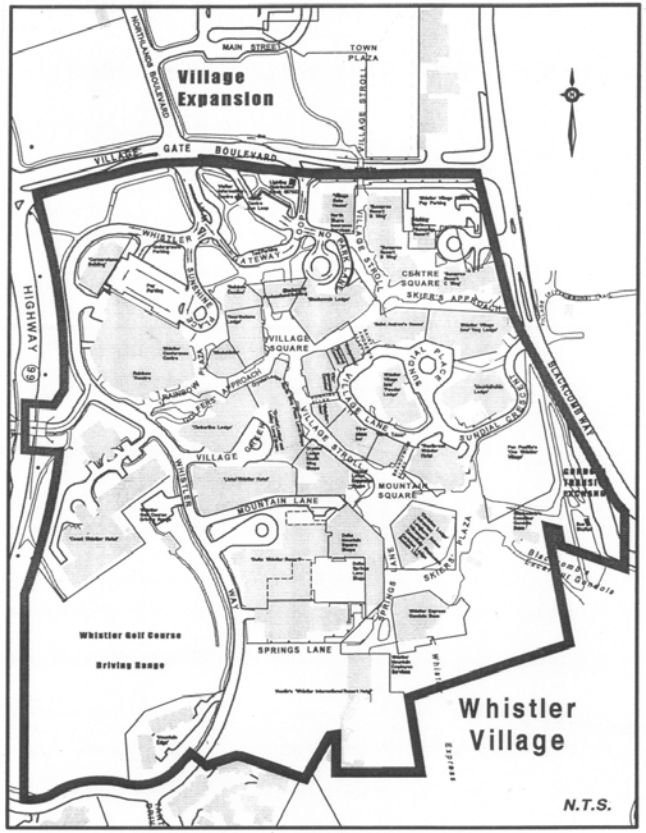
The importance of colour in the built environment is recognized by the Municipality of Whistler, and the exterior coloring of ALL buildings and structures within the core Village areas are subject to design review and approval procedures under a Development Permit process.

COLOUR GUIDE OBJECTIVES

The Whistler Village Colour Guide has been developed to assist in the determination of exterior building colour schemes which successfully meet the design criteria for visual standards established by the Municipality.

The core of the original Whistler Village was initially constructed in the late 1970's and has been incrementally developed over the succeeding years by a variety of designers and developers, resulting in a unique eclectic flavor. The extensive use of natural materials and subdued earth tones which comprised many of the original building's facade colouration have weathered the test of time fairly well, but may sometimes lack visual vitality. It is recognized that there is an opportunity to inject freshness and vibrancy into the environment through the use of colour. Colour schemes in the Whistler Village area should respect the heritage of the individual building's architecture, and strive to blend harmoniously with the surrounding natural environment as well as the adjacent built environment, and should be conceived to compliment, but not copy, the colour palette of Village North.

A wide range of colours may be acceptable, however, some colours may not work next to each other, or in relation to the colour schemes of adjacent structures, and therefore won't necessarily be approved - even if they meet the guidelines.



WHISTLER VILLAGE COLOUR GUIDE
AREA MAP

COLOUR GUIDE FORMAT :

HOW TO USE THE COLOUR GUIDE

Developing successful colour schemes for buildings in Whistler Village involves the understanding and consideration of a variety of colour design elements. The Whistler Village • Colour Guide is organized to present the relevent colour components in 3 (inter-related) SECTIONS. Each section contains specific guidelines (numbered & within boxes) and explanatory material pertaining to the guideline criteria. It is recommended that the entire Colour Guide booklet be read & that the "Check List" (see P. 2) be followed to facilitate a speedy and successful Development Permit Application process.

The 3 SECTIONS are:

SECTION: 1 BUILDING STYLE

- Categorizes buildings by architectural style to aid appropriate colour selection.

SECTION: 2 COLOUR PRINCIPLES

- Philosophy for Whistler colour preferences.

SECTION: 3 COLOUR IN CONTEXT

- Principles for applying colour to buildings.

• PROFESSIONAL DESIGN ADVICE:

The use of a design professional is not mandatory in the preparation of colour scheme proposals, but is recommended as a means to assure quality and conformance with the Resort Municipality of Whistler's high design standards.

Whistler Village • Building Repainting Development Permit Application

CHECKLIST

The following Checklist is provided as an aid to successfully completing the requirements for submitting proposals for colour schemes through the Municipal Development Permit process.

SELECTING A COLOUR SCHEME:

☐ **Read Whistler Village • Colour Guide booklet**

☐ **Determine "Style" of building** ☐ "Rustic" ☐ "Modern" ☐ "Combination" (see Section 1)

☐ **Determine "Type" of paint scheme** (see Section 3.5)

☐ Monochromatic ☐ Monochromatic w/ accent ☐ Complementary ☐ Analogous ☐ Other

☐ **Choose colours & locations** (see Sections1 and 2)

☐ Primary base colour _____

☐ Secondary base colour _____

☐ Additional base colour(s) _____

☐ Accent colour(s) _____ _____

☐ **Check conformance with Guidelines**

☐ 1.1 Heritage Building
☐ 1.2 Rustic Style
☐ 1.3 Modern Style
☐ 1.4 Combination Style

☐ 2.1 Source for colour selection
☐ 2.2 Quality of Colour
☐ 2.3 Value Range
☐ 2.4 Neutrals & Earth Tones

☐ 3.1 Colour location on facade
☐ 3.2 Secondary facades
☐ 3.3 Roof colour
☐ 3.4 Ratio formula
☐ 3.5 Colour relationships
☐ 3.6 Building accessories
☐ 3.7 Styles & trends

☐ **Development Permit Application document checklist - BE SURE TO HAVE:**

☐ Name & Address of building _____
☐ Name of building owner(s) _____
☐ Current photograph(s) of subject building
☐ Photographs of adjacent surroundings
☐ Colour elevation drawing(s) of building facade w/ paint scheme indicated
☐ Actual paint chips for all proposed colours
☐ Perspective colour sketch (optional) of building w/ surroundings
☐ Completed Development Permit Application Form & Payment of Fee

SECTION: 1
BUILDING STYLE

An important element in determining appropriate colour schemes is the "TYPE" or "STYLE" of the building. The architecture of Whistler Village represents a variety of different building styles, which should be recognized for their specific qualities in the selection of facade colours. An inventory of the building types in Whistler Village identifies 3 basic styles -"RUSTIC", "MODERN", and "COMBINATION". When beginning the design process for colour selection, the building "STYLE" should first be identified and the colour guidelines for that specific building style should then be adhered to when making colour choices.

1.1 "HERITAGE " BUILDINGS

An additional element to be considered in colour selection involves the precedent for colour scheme preferences which may be linked to a building design's original architectural stylistic philosophy.

RECOMMENDATION:

Building owners should consult with the Municipal Planning Department to determine if their building is considered a "landmark/heritage" structure (i.e. by a noted architect), and should endeavor to respect any original colour intent which pertains to such specific architectural style.

The Hearthstone Lodge, designed by noted Canadian architect Arthur Erickson, is an example of a "Heritage" building.

• RUSTIC style

The "Rustic" Style is typified by the exclusive use of natural organic exterior finish materials such as wood siding, shingles, & stone masonry. They are typically Condo/Retail structures of 2 and 3 story height. Many exhibit styling from the International/Expressionist and Craftsman schools - with a unique western flavor. The Rustic Style has a timeless charm when its' materials are left to weather naturally - but may become a bit drab looking in the process. It is generally recommended to maintain the essential natural look of these buildings, but to inject more colour into trims & accent areas.

1.2 "RUSTIC" STYLE

RECOMMENDED:

Colours selected for "RUSTIC" style building facades should maintain the essentially "natural" aspect of the building materials. Primary background facade areas should use subdued neutral tones or hues, or maintain a natural finish (e.g. shingles, masonry, & translucent stains on wood). Mid to dark values are preferred. Colour is recommended for use in trims and retail facade elements.

NOT ALLOWED:

Large masses of bright colours which clash with the "natural" character of the "Rustic" materials.

EXAMPLES OF APPROPRIATE COLOURS FOR "RUSTIC" STYLE

NEUTRALS • **PRIMARY BACKGROUND** • NATURALS

NEUTRALS • **SECONDARY BACKGROUND** • SHADED TONES

SHADED HUES • **ACCENTS** • SHADED HUES

RUSTIC STYLE BUILDINGS:

- FITZSIMMONS
- FIRESIDE
- BLACKCOMB PROFESSIONAL BLDG.
- WHISTLERVIEW
- HEARTHSTONE LODGE

• MODERN style

The "Modern" Style is typified by the extensive use of stucco or concrete as a finish material, combined with other machined materials such as metal & glass. The styling exhibits forms and motifs of the Post Modern school. Many of the structures in this category are large hotels which have Chateauesque forms. The planes and stepped surfaces of stucco provide an ideal vehicle for creative paint schemes. Generally, the large hotel structures should use "reserved"/ neutral colour palettes while smaller (2&3 story) structures may be able to support more colourful schemes.

1.3 "MODERN" STYLE

RECOMMENDED:
Colours selected for "MODERN" style building facades should generally be in the mid- tone range. Various colour hues are acceptable, but it is generally recommended that "neutral/ earth" tones be used for the primary background areas, especially on large structures (over 3 stories). More colourful accents may be used to good advantage to detail architectural elements, and at the retail facade level.

NOT ALLOWED:
Large masses of overly bright colours or extremely light or dark values.

MODERN STYLE BUILDINGS:
- CRYSTAL LODGE
- DELTA
- WESTBROOK
- CARLETON
- PAN PACIFIC
- WESTIN
- SUNSPREE RESORT
- CONFERENCE CENTRE

• COMBINATION style

The "Combination" Style features a mix of "Modern" stucco and "Rustic" natural finsih materials together on the facade. The forms and detailing of buildings in this category are quite eclectic and draw from many stylistic sources. Colour schemes should respect the guidelines for both the Rustic & Modern Styles, as may pertain to a specific area of finish material on the facade. It is generally recommended that large areas of stucco be treated with tones of mid-range value.

1.4 "COMBINATION" STYLE

RECOMMENDED:
Colours selected for "COMBINATION" style building facades should follow the general recommendations for colour use stipulated for the "RUSTIC" and "MODERN" styles, and apply the guidelines as appropriate to the facade style &/or material in question.

EXAMPLES OF APPROPRIATE COLOURS FOR THE "MODERN" AND "COMBINATION" STYLES

COMBINATION STYLE BUILDINGS:
- BLACKCOMB LODGE
- WINDWHISTLE
- WEDGEVIEW
- ST. ANDREWS HOUSE
- TIMBERLINE
- SUNSPREE RESORT

SECTION: 2
COLOUR PRINCIPLES

The basic premise for ALL colour selection in Whistler Village specifies that "exterior finish colours and colour schemes be drawn from the "palette" of the surrounding NATURAL ENVIRONMENT". The mountains, trees & flowers, waters, skies, and the snow & ice provide a wide variety of colour possibilities to choose from as the ever-changing quality of light and revolution of the seasons produce a myriad of colours and nuance. The specific QUALITY of the colour(s) used is very important w/ regard to harmonizing with natural colours and adjacent structures. The overall colour philosophy for the Village aims to mimic the patterns of nature, where visual delight is found in the brilliantly coloured details against the muted background tones of mountain vistas. **This natural principle is symbolized on building facades by generally recommending the use of warm subdued tones for large expanses of background colour, while deeper shades are used for accents at the shopfront level, and small areas of intense colour create highlights of visual excitement.**

2.1 SOURCE FOR COLOUR SELECTION

RECOMMENDED:
Colours used in colour schemes within Whistler Village should respect, and be drawn from, the colours of the surrounding NATURAL ENVIRONMENT. The range of acceptable choices is expanded beyond the "earth tones" of the 1970's-80's, to include more colourful hues for backgrounds & accents.

NOT ALLOWED:
Colours which are alien to the surrounding natural environment; e.g. "man-made", overly bright, or not typically found in the natural environment of the Whistler area.

THE ENVIRONMENT

Colour Examples from the Natural Environment

COLOUR & THE SEASONS

Whistler is a four season resort, and colour schemes should be used which look good with both the winter snow and the summer greenery.

Generally speaking, light colours & earth tones tend to look drab & dingy in the winter (as shown in picture at left of original Whistler Village).

Stronger colours & deeper tones (as shown in photo at right from Whistler's Village North) give a warmer, more vibrant, look in the winter - as well as the summer months.

Quality of Colour

There is a vocabulary of special terms that describe the "qualities" of colour - which are important to understand in order to develop attractive colour schemes. The diagram below is provided to help graphically explain the terminology used in describing colours. The preferred type of colour(s) for use in Whistler Village are referred to as "Shaded Tints" or "Muted Tones". These are pure "hues" to which have been added varying degrees of white and black. This "softens" or "mutes" the intensity of the colours so that different hues do not clash with one another, and allows buildings with fairly strong colours to co-exist harmoniously together within the streetscape.

2.2 QUALITY OF PREFERRED COLOUR(S)

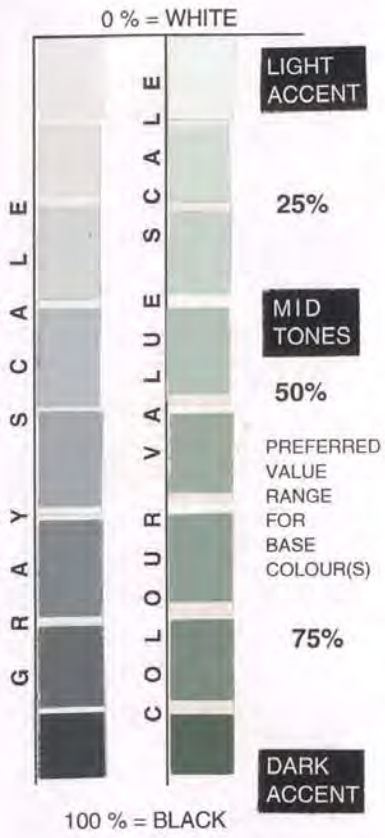
RECOMMENDED:
The type of colours recommended for exterior use in Whistler Village are known as "MUTED TONES" /or "SHADED TINTS". Grays, neutrals, & earth tones are also accepted.

NOT ALLOWED:
Large masses (over 10% aggregate facade) of pure hue or tinted hues ("pastels"), and BLACK. The use of WHITE in large expanses is STRONGLY DISCOURAGED.

Colour Value

The term "value" refers to the relative degree of light and dark in a shade or colour. A graduated grey scale (like the one shown at right) is based on relative percentages of black and white. Pure WHITE is given a value of 0% and pure BLACK is 100%. The various shades of grey may be shown as moving from light to dark in 10% increments as more black is injected. When colour is added to the mix, the principle remains the same.

In Whistler Village it is recommended that fairly strong "mid tone" values (25%-75%) be used for the primary background field. Light (0%-25%) & Dark toned (75%-100%) values can add visual interest to retail, & trim/detail areas.



2.3 VALUE RANGE FOR COLOUR SCHEMES

RECOMMENDED:
Values (degree of light to dark) within the mid range (25%-75%) are generally recommended for the main body of the building. Lighter values (0%-25%) and/or Darker values (75%-100%) are recommended for accent areas.

NOT ALLOWED:
Large masses (over 15% aggregate facade) of black or colour values which are overly light or dark. Use of pure WHITE is STRONGLY DISCOURAGED.

Earth Tones & Neutrals

Colours referred to as NEUTRALS and EARTH TONES are important to the development of paint schemes because they provide a relatively colourless tone for stronger colours to play against. EARTH TONES are generally based on brown and red pigments and with the addition of white & black form a wide variety of warm shades. NEUTRALS are based on greys and include such colours as the Taupes, and a variety of Warm and Cool Greys which may also have a subtle colour nuance.

2.4 NEUTRALS & EARTH TONES

RECOMMENDED:
The use of 'warm' - light to mid value - 'neutral' and / or 'earth tone' colours is generally recommended for large expanses of background facade.

SECTION: 3
COLOUR IN CONTEXT

The term "CONTEXT" refers to several important aspects which should always be considered when developing colour schemes. Firstly, there is the context of the colours on the individual building facade, which involves decisions regarding the mix of colours to be used and their location on the building. In addition, there is the consideration of how the colour scheme of the individual building meshes with the colours of adjacent structures, as well as, the over-all appearance of the surrounding Whistler Village streetscapes. Failing to recognize either of these important elements may result in the Municipality disallowing a colour scheme proposal.

3.1 LOCATION OF COLOUR ON THE BUILDING FACADE

RECOMMENDED:
Paint schemes which respect and accent the architectural detailing of the building; e.g. various surface planes and decorative trims.

NOT ALLOWED:
Paint schemes which ignore the architectural form or detailing of the structure by "cutting across" such elements.

ACCENT THE ARCHITECTURAL ELEMENTS OF THE BUILDING

Utilize the architectural and decorative features of the building facade as appropriate places for colour transitions. Typical architectural elements would include column pilasters, cornices, window lintels and sills, and any type of decorative trim relief on the building face. These types of details should be painted to include the side/edges of the raised element as well as the frontal face plane. This lends a sense of mass to the detailing.

Many Whistler buildings lack trim details on the facade.

Building facade with trim details added to create visual interest.

ACCENT THE ARCHITECTURAL ELEMENTS OF THE BUILDING

3.2 SECONDARY FACADES

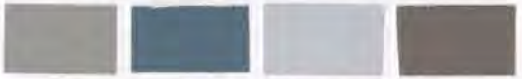
RECOMMENDED:
To consider secondary facades such as rear and side walls, and exterior corridors in colour scheme concepts - exploring opportunities to create visual interest through colour.

TYPES OF VALUE SCHEME

DARK ON LIGHT | LIGHT ON DARK | SAME VALUE

Roof Colour:

Where planes of the building's roof system are visible, the colour of the material(s) which comprise the roof finish should be carefully selected to blend harmoniously with the surrounding built and natural environment. Natural material roofs, such as wood shingle or shake should be left natural. Asphalt shingles and metals should be coloured to appear as "natural" as possible, w/ "Neutral" hues recommended.



Neutral Tones - Recommended

Bright Tones - Strongly Discouraged

3.3 ROOF COLOURS

RECOMMENDED:
Colour of roof material(s) should be harmonious with the building facade colours & the natural environment.

NOT ALLOWED:
Roof colours which are overly intense in hue or visually disharmonious with the building's colour scheme or the natural environment.

3.4 RATIO FORMULAS FOR COLOUR APPLICATION

RECOMMENDED:

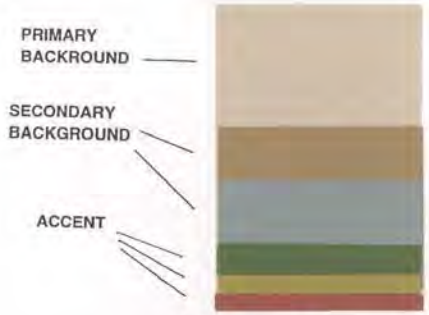
1) PRIMARY BACKGROUND AREAS (defined as up to/or over 60% of the aggregate facade surface area) should be generally of a mid tone value (30%-60%). Neutral colours are recommended for the principle background colours for buildings over 3 stories in height. The number of individual tones or colours used for "background" areas should be limited to avoid an overly "busy" look.

2) SECONDARY BACKGROUND AREAS (defined as up to 30% of the aggregate facade surface area) should represent a relative contrast to the colour(s) of the primary building background. Lighter(10%-30%) and/or Darker (60%-80%) shades may be used to good advantage at street level retail oriented elements to create visual interest.

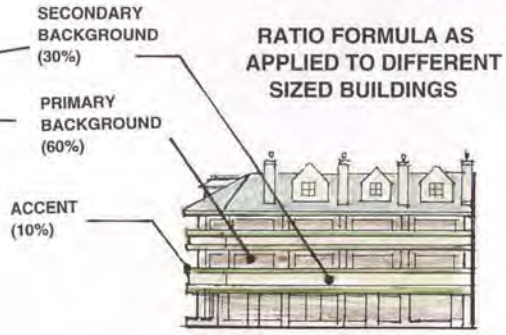
3) DETAIL ACCENT AREAS (defined as not exceeding 10% of the aggregate facade surface area) may incorporate some intense light (0% [white] -20%) and/or dark (80%-100%) values. Generally these "hues" will benefit from an injection of black, to harmonize them with the background colour shades. Detail accent areas include window sash & trims, decorative metal work, and elements of the retail facade and signage.

Locating Colour on the Building:

When creating a colour scheme for a building it is useful to analyze the various surfaces and planes of the structure, in order to determine where to locate the various tones. A ratio formula may be applied to determine the percentage of surface coverage for the various colours to be used in the over all scheme. In visualizing the proposed colour concept it is helpful to arrange the paint colour sample chips in slices sized to represent the percentage of the area they will cover on the building face. (see example below)



PAINT CHIP WITH COLOUR PERCENTAGE DISPLAYED



RATIO FORMULA AS APPLIED TO DIFFERENT SIZED BUILDINGS

TYPICAL MULTI-STOREY CHATEAU STYLE HOTEL

TYPICAL 3 STORY CONDO BUILDING

3.5 RELATIONSHIP OF COLOURS

RECOMMENDED:

Colours selected for individual building facades should blend harmoniously within the building facade, as well as, with colour schemes of adjacent building facades.

NOT ALLOWED:

Colours which clash within the individual building facade or with the colours of adjacent buildings.

TYPES OF COLOUR SCHEME

Good colour schemes for buildings are generally made up of only a few colours which have been tastefully selected, mixed, and blended. Four types of colour scheme are discussed & illustrated below.

MONOCHROMATIC:

Monochromatic colour schemes are developed by using several values of the same colour. A typical scheme would include a minimum of three values, for instance, dark, medium, and light.

NEUTRAL PLUS ACCENT:

This scheme uses a base of "neutral" monochromatic colours, but adds a contrasting, complementary, colour for accent. Earth, taupe, and gray tones make good monochromatic bases, with "shaded" primary colours for accents

ANALOGOUS

The analogous style of paint scheme typically draws from 2 or 3 variations of the same colour, or uses combinations of "similar" colours which are immediately adjacent on the colour wheel. Unlike Monochromatic colour schemes which rely on contrasts in value for effect, Analogous colour schemes may use tones of the same value, but of contrasting colour.

COMPLEMENTARY:

Complementary colour schemes are formed by selecting colours which sit opposite each other on the colour wheel. The principle complementary colour pairs are: red & green, blue & orange, and violet & yellow. Complementary schemes work best when the colours are muted.

Accent the Retail Elements of the Facade:

The power which colour has to catch our eye or create a mood can be useful in designing colour schemes for the commercial components of the building facade. Deeper shades and more vibrant (bright) colours may be used in the design of individual retail shop fronts to create a sense of uniqueness, and visual interest and excitement at the street level. Store front colour schemes, however, should acknowledge, and be harmonious with adjacent shop fronts as well as the general colour scheme of the larger building to which they may be a part.

The photograph above is a positive example of a building facade in Whistler Village which uses colour effectively, and is in accord with the principles of the Colour Guide.

This is a "Rustic" style building with natural organic finish materials. The colour scheme is "Monochromatic w/ Accent" - the natural grays of the stone base and the gray stain on the wood siding create a warm base tone. The retail facade is accented by the golden tones of the varnished natural wood display window system and the forest green awning.

Building accessories:

Building accessories include retail oriented elements such as signage, awinings, patio details, & planters (as pictured above). These accessories may support fairly intense colour applications, but should be designed thoughtfully to blend harmoniously with the surrounding built and natural environment.

3.6 BUILDING ACCESSORIES

RECOMMENDED:
Colours selected for items such as AWNINGS, SIGNS, PLANTER BOXES, etc. should be harmonious with the colour schemes of the buildings with which they are associated.

Colour Styles & Trends:

It should be recognized that concepts of design and public taste are constantly evolving and changing. Various major styles emerge and hold sway for a period of time, to be amended or replaced by new ones in due course. Further, within a particular stylistic period "trends" may wax and wane over a shorter period of time. Colour is perhaps the most mutable of design elements and colour trends are constantly in flux. In attempting to maintain a vibrant contemporary flavor - "trendy" colour is often used to by designers to good effect. In this regard it needs to be acknowledged that the relatively transient nature of colour trends may necessitate re-painting in a relatively short time. Old and outdated "trendy" colours can have a marked negative visual impact.

Example of intense "trendy" colours (c. 2000) used to create a vibrant interior decor scheme.

3.7 COLOUR STYLES & TRENDS

RECOMMENDED:
In selecting colours it is generally recommended to use more "timeless" natural/ neutral colours for the primary background surfaces of the building facade. The use of "Trendy" colours is acceptable to maintain a sense of freshness, but they should be limited in their application to smaller accent/detail areas and/or to the interior decor.

NOT ALLOWED:
Large masses (over 15% of aggregate facade surface area) of intense "trendy" colour.

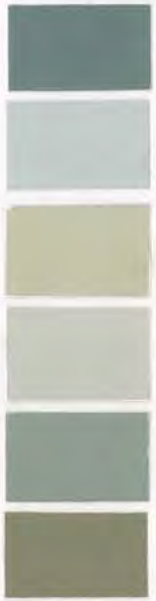
WHISTLER VILLAGE COLOUR PALETTE

The following selection of colour samples are provided to show an example of a range of acceptable and appropriate "environmental" colours which may be used to develop colour schemes for buildings in the Whistler Village area. These colours, as well as the sample palettes shown elsewhere in the Colour Guide, are intended to be used as a general colour guideline, & do not represent the ONLY colours which may be used. Each colour scheme will be judged on its own merits.

SECONDARY BACKGROUND

BLUE HUES

GREEN HUES



RED HUES

ACCENTS

PRIMARY BACKGROUND

EARTH TONES

NEUTRALS

GRAYS

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SPRING • 2000

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