



**Draft** Visual, Light, Glare, Shade, and Shadow Memo

# San Clemente Senior Housing

ktua

Prepare for: Saddle back Memorial Medical Center  
TCA Architects  
Hunsenker & Associates

Prepared on: September 8, 2022

# VISUAL, LIGHT, GLARE, SHADE AND SHADOW MEMORANDUM

San Clemente Senior Housing  
September 2022 Draft

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## CERTIFICATION:

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## 1 INTRODUCTION

### 1.1 PURPOSE DESCRIPTION

The purpose of this Visual Impact Memo (VIM) is to document potential visual impacts as well as potential light, glare, shade and shadow impacts related to the San Clemente Senior Housing project. This project is a proposed mixed-use redevelopment of 654 Camino del los Mares (APN 675-072-19) in the City of San Clemente for the development of a 250-unit senior housing project and a 7,500 square foot medical office building. Specifically, the 6.6-acre project site is located on the south side of Camino del los Mares, approximately 545 feet west of the Marbella intersection (see Figure 1).

The proposed mixed-use redevelopment will consist of the demolition of the vacant building on-site for development of 250 dwelling units restricted to seniors and a 7,500 gross square foot medical office building, as well as the associated infrastructure and common area improvements for both project components, including surface parking and amenity areas.

### Project Location

The San Clemente Senior Housing Project will provide greatly needed for-rent senior housing in San Clemente, as prescribed for the project site by the recent City of San Clemente General Plan 2021-2029 Housing Element update, approved by City Council on October 5, 2021.

### Overall Project Description

The project will consist of the demolition of the existing and presently vacant hospital / medical building on-site for development of a 250-dwelling unit senior housing project, within two residential apartment buildings (Building 1 - 99 units and Building 2 - 151 units), and a 7,500 square foot, two-story health center. Both the senior housing and health center components will be served by on-site access drives with surface parking areas around the perimeter of the buildings connecting to the two main entries off of Camino de los Mares at the west and east ends of the project's frontage (see Figure 2, 3 and 4 for a depiction of the proposed design of the overall facility). Please refer to Figure 2-4 for renderings of the project and Figure 5 for a depiction of the site plan with landscape treatments shown.



**FIGURE 1:** Vicinity oblique map with north being up and I-5 in the Foreground





**FIGURE 2:** Architectural style and form of the project as seen from Camino de los Mares



SOUTHEAST PERSPECTIVE - VIEW FROM PARKING



EAST - PERSPECTIVE VIEW



SOUTHWEST PERSPECTIVE - VIEW FROM PARKING



PERSPECTIVE VIEW FROM CAMINO DE LOS MARES

**FIGURE 3:** Various elevations of the health center



## 1.2 PROJECT ELEMENTS BEING STUDIED

### Visually Prominent Elements

The project elements with the greatest visibility and ability to potentially effect the visual environment (including views) consists of a three and four story buildings with 99 senior units in Building 1. This building will have a 45 foot height (counting upper roof gables, equipment and parapets making it an overall 49' 6" to 51'6"). A second building grouping will be a three and four story building with 151 senior units in Building 2. This building will have a 30' 3" height with a grading recessed first floor of 10' 1" giving it an apparent height of 30' 3" and measured height of 49'6" at its roof line. The final visually prominent building will consist of a Health Center that is a two story 7,500 square foot building called Building 3. This building will have a 26' height and an additional 6'6" roof making it 32'6" in overall height. Other highly visible elements will include two architecturally treated carports (2) at 12' in height, a Porte Cochere entry way, and multiple metal carports with solar panels on top of the shade structure.

### Major Lighting Elements

A detailed site layout of lighting does not yet exist. However a lighting consultant (KGM) has prepared area designations for typical lighting levels and has proposed design and functional specifications for the lighting system. Typical lighting in a project such as this will include entry area lighting, parking lot lighting, building entry lighting, signage, security lighting and interior related lighting that may be noticeable from the exterior through windows.

### Potential Glare Elements

No materials are proposed at this time that would be highly polished and reflective other than the tops of the carports that will contain solar panels. Glazing can be highly reflective if window treatments include reflective films, but this project does not proposed these treatment.

### Potential Shade and Shadow Elements

Shade and shadow impacts on adjacent uses could only be potentially cast off site from the three primary buildings as discussed in the visually prominent elements on the previous page.



**FIGURE 4:** Architectural style and form of the proposed Senior Center as seen looking west to I-5 and the Pacific Ocean





**LEGEND**

- 1 Enhanced Paving at Project Entry & Porte Cochere
- 2 Entry Monument Walls
- 3 Existing Undisturbed Landscape To Remain
- 4 Pedestrian Paseo (Refer to Enlargement on Sheet L-2)
- 5 Pool Area (Refer to Enlargement on Sheet L-2)
- 6 North Courtyard (Refer to Enlargement on Sheet L-3)
- 7 South Courtyard (Refer to Enlargement on Sheet L-3)
- 8 Rooftop Deck Above (Refer to Enlargement on Sheet L-3)
- 9 Existing Median Modifications per Civil Engineer
- 10 Public Streetscape Improvements (Refer to Sheet L-8)
- 11 Utility Screening (Refer to Enlargement on Sheet L-4)

TREES		SHRUBS / GROUNDCOVER	
Botanical Name / Common Name (WUCOLS)	QTY.	Botanical Name / Common Name (WUCOLS)	QTY.
<i>Arbutus u.</i> 'Compacts'/Strawberry Tree (L)	11	<i>Adenostoma f.</i> 'Nicolas'/Nicolas Chenise (VL) *	
<i>Cupaniopsis anacardioides</i> /Carrot Wood (M)	34	<i>Agave attenuata</i> /Fox Tail Agave (L)	
<i>Cupressus sempervirens</i> /Italian Cypress (L)	18	<i>Agave geminiflorus</i> /Twin Flowered Agave (L)	
<i>Dracama draco</i> /Dragon Tree (VL)	1	<i>Agave l.</i> 'Azul'/Weber's Blue Yucca Agave (L)	
<i>Lagerstroemia l.</i> 'Muskogee'/Crape Myrtle (M)	25	<i>Aloe</i> 'Blue Elf'/Blue Elf Aloe (L)	
<i>Magnolia g.</i> 'D.D. Blanchard'/Southern Magnolia (M)	10	<i>Aloe v.</i> 'Barbadosis'/Medicinal Aloe (L)	
<i>Melaleuca nesophila</i> /Pink Melaleuca (L)	4	<i>Arctostaphylos</i> 'Pacific Mist'/Pacific Mist Manzanita (L) *	
<i>Olea e.</i> 'Swan Hill'/Swan Hill Fruitless Olive (L)	10	<i>Arctostaphylos</i> x d. 'Howard McMini'/Manzanita (L) *	
<i>Phoenix d.</i> 'Medjool'/Medjool Date Palm (L)	17	<i>Arctostaphylos glauca</i> /Big Berry Manzanita (VL) *	
<i>Pinus halepensis</i> /Aleppo Pine (L)	4	<i>Bougainvillea</i> 'Rosa's'/Rosa's Bougainvillea (L)	
<i>Podocarpus gracilior</i> /Fern Pine (M)	12	<i>Carissa m.</i> 'Green Carpet'/Green Carpet Natal Plum (L)	
<i>Schinus molle</i> /California Pepper Tree (VL)	3	<i>Collinsia heterophylla</i> /Chinese House (L) *	
<i>Trachycarpus fortunei</i> /Windmill Palm (M)	60	<i>Cornus sericea</i> /Creek Dogwood (M) *	
<b>Total</b>	<b>209</b>	<i>Eriogonum c.</i> 'Catalina'/California Fuchsia (VL) *	
		<i>Eriogonum</i> sp. 'Red Form'/Cliff Buckwheat Red (VL) *	
		<i>Fragaria californica</i> /California Blackberry (VL) *	
		<i>Furcraea macdougalli</i> /MacDougall's Century Plant (L)	
		<i>Galvalia c.</i> 'Firecracker'/Firecracker Soapdragon (L) *	
		<i>Iris douglasiana</i> /California Iris (L) *	
		<i>Leymus c.</i> 'Canyon Prince'/Canyon Prince Wild Rye (L)	
		<i>Ligustrum j.</i> 'Texanum'/Texas Privet (M)	
		<i>Linopse gigantea</i> /Giant Lilyturf (M)	
		<i>Lupinus albus</i> /Silver Lupine (L) *	
		<i>Malacothymum fasciculata</i> /Chaparral Mallow (VL) *	
		<i>Mimulus aurantiacus</i> /Sticky Monkey Flower (VL) *	
		<i>Mimulus</i> 'Jelly Bean Orange'/Monkey Flower (L) *	
		<i>Muhlenbergia rigens</i> /Deer Grass (L) *	
		<i>Nandina d.</i> 'Alba'/Lemon-Lime'/Lemon Lime Nandina (L)	
		<i>Philodendron xanadu</i> /Caf. leaf Philodendron (M)	
		<i>Pittosporum t.</i> 'Variegata'/Variegated Mock Orange (M)	
		<i>Rhaphiolepis l.</i> 'Clara'/Clara Indian Hawthorn (L)	
		<i>Rhaphiolepis u.</i> 'Southern Moon'/Southern Moon Hawthorn (L)	
		<i>Rhus integrifolia</i> /Lemonade Berry (VL) *	
		<i>Ribes indecorum</i> /White Flowering Gooseberry (VL) *	
		<i>Ribes malvaecrum</i> /Chaparral Flowering Gooseberry (VL) *	
		<i>Rovinia</i> s. 'Huntington Carpet'/Rosemary (VL)	
		<i>Rosa californica</i> /California Wildrose (L) *	
		<i>Salvia apiana</i> /White Sage (VL) *	
		<i>Salvia</i> 'Bees Bliss'/Creeping Sage (L) *	
		<i>Salvia g.</i> 'Dark Dancer'/Dark Dancer Salvia (L) *	
		<i>Salvia mellifera</i> /Black Sage (VL) *	
		<i>Senecio s.</i> 'Punk Pickle'/Punk Pickle (L)	

**FIGURE 5: Site plan and landscape architecture planting plan**

	REQUIRED TREES		
	Landscape Coverage	Required (1 per 300 sf)	Provided
Parcel 1	46,963 sf *	157	192
Parcel 2	5,048 sf	17	17
<b>Total</b>	<b>52,011 sf</b>	<b>174</b>	<b>209</b>

\* Excludes existing landscaped slope which is to be preserved (19,538 sf).

- NOTE:**
- WUCOLS Region 3 (South Coastal)
  - All trees to be installed at 24" box minimum.
  - California native species shall be planted in at least 60% of required landscape areas.

- Solanum xanthi/Purple Nighthade (VL) \*
- Strelitzia reginae/Bird of Paradise (M)
- Tradescantia p. 'Purpurea'/Wandering Jew (M)
- Westringia 'Morning Light'/Coast Rosemary (L)
- \* Native Species

**VINES / ESPALIERS**

- Botanical Name / Common Name (WUCOLS)
- Bougainvillea 'Purple Queen'/Purple Queen Bougainvillea (L)
- Dioscorea 'Rivers'/Royal Trumpet Vine (M)



### 1.3 PROJECT ANALYSIS APPROACH

In general, visual impacts are demonstrated by identifying existing visual resources and character found in the project area, measuring the amount of change or contrast that would occur as a result of the project, determining how visible the project is and how many viewers would see the proposed project, and assessing the response or perception of these changes to the visual environment. Most of these analysis points are objective and measurable. Determining potential viewer response or perception to a change in the environment is, however, a complicated issue and by its nature can only be partially objective. Objective measures of potential viewer response include: categorizing viewer type; determining the extent of how visible the change is; determining the duration of time potential viewers are likely to see the change; identifying the activity and associated attention of the viewer; and assessing potential viewers' personal investment or involvement with the area. Assessing visual contrast and visibility and potential viewer response constitute the primary methodology used by federal and state agencies. All of the guidance on this type of analysis are based mostly on attributing a potential response to the contrast as seen by different definable viewer groups.

The primary method of assessing visual change is through the development of accurate and realistic visual simulations. These simulations include the development of architecturally scaled three dimensional models, with accurate building materials, fenestration and color. The models are then placed on a graded landform of the site, placed upon or below the existing landform of the site. The resulting model is then used as the basis for determining potential view blockage, visibility and the contrast with the adjacent character of the area. It is critical that these simulations be integrated with photos of the current site context and character. It is also critical that the views of the site represent a viewing height of 4'-6' for sitting or standing individual eye heights. Equally important is the use of camera lenses that most appropriately replicate our three dimensional perception of our environment. This is typically an equivalent of a 55mm lens (roughly a 45 to 50 degree view) which most accurately replicates what the human eye sees in three dimensions. Peripheral vision can extend the perception of our environment to 160 degrees, but this is done through different parts of the eye and is stitched together by the human brain giving our outer breadth of vision to a much greater degree of view. However, if this wide angle is used, it distort the proper perspective and makes the built environment look much smaller and heights less obvious.

### 1.4 STUDY LIMITATIONS

This study has been based upon available information from the applicant, supplemented with collected, photographed and analyzed site conditions by KTUA. The project includes a great deal of detail that is adequate for a thorough analysis with the exception of a full lighting and a full signage plan. However, the scope of the effort is intended to be a memo communicating our professional experience and objective third party perspective of this project. This perspective has not been influenced or dictated by the applicant team.

This study is not a Visual Impact Assessment (VIA) or a full technical study commonly required by an Environmental Impact Report (EIR). The project has been covered by the General Plan and Housing Element EIR. This study is to see if the findings of this memo are consistent with what the adopted EIR has identified as potential impacts. If a formal supplemental EIR is required by the City of San Clemente, this memo would need to be expanded into a full VIA. But for the purposes of determining if a full supplemental EIR or expanded technical studies are needed, the memo provides for a more than adequate objective determination if any impacts related to visual, views, lighting, glare, shade or shadow are needed.

## 2 REGULATORY FRAMEWORK

Visual and aesthetic assessments need to identify not only impacts to current conditions, but also effects to future conditions that are formed by aesthetic plans and goals. Adopted policies are also an indication of the sensitivity that a community may have toward aesthetic issues. This memo does not intend to provide an opinion on the conformance to any of the listed design guidelines or policies. That will be the role of staff and of the Design Review Board. It is included here to indicate the policies and community goals and objectives of what is expected to be accomplished with new projects. A review of these guidelines by staff and Board members will be more in depth than this section can provide. This section can, however, determine general conformance to a communities vision of itself and of its level of expected aesthetics is necessary to determine aesthetic and visual impacts. The reviewer should refer to the "Design Guidelines for the City of San Clemente (adopted November 1991). The discussion below only includes the most relevant sections of these guidelines and General Plan Policies as they may apply to determining visual and community character impacts specifically for this project.

### 2.1 THE CALIFORNIA ENVIRONMENTAL QUALITY ACT

The purpose of this study is to determine visual, light, glare, shade and shadow impacts. To determine the level of the impact, certain thresholds need to be reviewed and general questions answered based on the State of California's CEQA guide for determining impact thresholds for visual studies (found in from Appendix G).

Except as provided in Public Resources Code Section 21099, would the project:

1. *Have a substantial adverse effect on a scenic vista?*
2. *Substantially damage scenic resources, including, but not limited to trees, rock outcroppings, and historic building along a State-designated scenic highway?*
3. *In non-urbanized areas, substantially degrade the existing visual character or quality of public views of the site and its surroundings? (Public views are those that are experienced from publicly accessible vantage point). If the project is in an urbanized area, would the project conflict with applicable zoning and other regulations governing scenic quality?*
4. *Create a new source of substantial light or glare which would adversely affect day or night-time views in the area?*

### 2.2 CITY OF SAN CLEMENTE DESIGN GUIDELINES

The City of San Clemente Design Guidelines intend to "preserve and strengthen San Clemente's unique atmosphere and historic identity."

The City of San Clemente Design Guidelines are used to evaluate proposed development projects subject to Discretionary Design Review. They are recommended as desirable design principles for other projects in the city not subject to Design Review. The City of San Clemente Design Guidelines are based on the following Goals for the city's future physical character:

1. *Preserve and strengthen San Clemente's unique atmosphere and historic identity as "The Spanish Village by the Sea."*
2. *Develop stronger relationships between San Clemente's neighborhoods.*
3. *Identify and preserve significant natural features and open spaces.*
4. *Maintain and strengthen San Clemente's tradition of high-quality public places.*

#### General Site Design Objectives

5. *Develop compatible relationships between the topography, building placement, and existing open spaces of neighboring properties.*
6. *Respect the privacy, sun, and light exposure of neighboring properties.*
7. *Provide a transition from existing to new development by careful placement and massing of buildings, well-designed planting patterns, and other appropriate means.*
8. *Maintain public view corridors.*



## Architectural Character

The Design Guidelines for Architectural Character recognize the importance of San Clemente’s “Spanish Colonial Revival” tradition of architecture and landscape design. The Guidelines also recognize that contemporary interpretation of the city’s “Spanish Colonial Revival” architecture may be acceptable if the interpretation incorporates the basic principles of the “Spanish Colonial Revival” design vocabulary. There is opportunity for creativity and variety within the “Spanish Colonial Revival” tradition, achieved by the way basic elements are interpreted and the degree of contemporary or traditional values used.

## General Guidelines for All Architecture Subject to Discretionary Design Review

### a. Outdoor Spaces

- *Incorporate defined outdoor spaces into the buildings and site designs of all new development in the city. This is the most fundamental and important principle of the “Spanish Colonial Revival” tradition that can be used in all buildings, regardless of architectural style or type.*
- *Outdoor spaces encouraged include courtyards, patios, plazas, covered walkways (arcades and colonnades), passages, gardens, trellised areas, verandas, balconies, roof terraces, and all other spaces that are enclosed or partly-enclosed.*

### b. Building Form and Massing

- *Articulate new building forms and elevations to create interesting roof lines, and strong patterns of shade and shadow.*
- *Reduce the perceived height and bulk of large structures by dividing the building mass into smaller components.*
- *“Scale down” the street-facing façades of buildings more than two stories high in order to reduce apparent height. Achieve this by stepping back the third story at least 10 feet from the street-facing property be, or 5 feet from the building face, whichever step-back greater.*
- *Avoid long and unrelieved wall planes. As a general principle, relieve building surfaces with recesses that provide strong shadow and visual interest.*
- *Recesses may be used to define courtyards, entries or other outdoor spaces along the perimeter of a building.*
- *Projections may be used to emphasize important architectural elements such as entrances, stair towers, balconies, and verandas.*
- *Architectural elements may be incorporated to break down the expansive mass of walls. Recessed balconies, porches, and loggias create a sense of depth in the building wall, contrasting surfaces exposed in sun with those in shadow.*
- *Varied roof heights are encouraged.*
- *Changes in roof orientation should be accompanied by plan offsets. Similarly, abrupt changes in adjacent heights require plan offsets to distinguish building forms.*

### c. Proportion and Scale

- *Create a visual balance in the relation between dimensions of buildings, their parts, and the spaces between and around them. The “Visual balance” extends to the proportions of building walls in relation to the spaces they enclose, both exterior and interior.*
- *Building proportions with a horizontal emphasis are generally desired, except in the use of accent tower elements. Avoid vertical proportions that exaggerate building height.*
- *Vary the spacing of building elements in façades.*
- *The area of solid building wall should be greater than the total area of door and window openings in the wall.*
- *Proportion and scale are important in the design of arches and columns. Give careful attention to the ratio of height to width of arches. Arcades should have sufficient wall thickness to emphasize strength and balance.*
- *The relation between the height of a column and its mass or thickness should be visually consistent with the weight of the overhead structure it supports.*
- *Theme towers may be permitted, where appropriate, as an architectural element.*

**d. Building Materials, Color, and Texture**

The following materials are encouraged:

**Ground Surfaces:**

- Concrete, tile, or masonry surfaces of integral earth tone colors.
- Building or Garden Walls.
- White, off white or light earth tone cement plaster/stucco finishes.
- Concrete finishes of off white or light earth tone integral color.
- Whitewashed brick or adobe.

**Roofs:**

- Barrel Type Mission Tile, natural red clay or earth tone color.
- Concrete tiles in red clay or earth tone colors.
- Exposed wood structural members, dark-stained to contrast the building walls.
- Tiled decks and low walls or open railings when used for outdoor living spaces.

**Balconies:**

- Painted or stained finishes.
- Wrought iron/decorative metal.
- Wood.

**Doors, Shutters and Trim:**

- Painted finishes in colors that harmonize with wall materials. In some cases, contrast may be appropriate.

**Windows:**

- Wood framed.
- Non-corrosive metal finish.
- Awnings

**The following materials should not be used:****Building Walls:**

- Reflective glass.
- Large dark building walls or surfaces.
- Dark glass, unless deeply recessed.
- Large areas of glass, unless located at pedestrian levels for store fronts.
- Glass Curtain Walls.
- Synthetic materials made to resemble masonry.
- High contrast color glazed masonry or tile except in small areas of detail.

**Roofs:**

- Metals Roofs, reflective or colored.
- High contrast color glazed roofing tiles.
- Large areas of built up or membrane roofing when located in areas that can be viewed from above.
- Wood shingle and shake roofs.

**Metals:**

- Unfinished aluminium.



**Parking Lot Perimeters:**

- A continuous screen at least 30 inches high should be formed by a solid wall or planting. If a wall is used to create the screen, it should not be greater than 42 inches high if located within the front yard setback. If shrubs are used, the shrubs should be a minimum of 30 inches in height after two years growth. Space shrubs in massed plantings so that branches intertwine. Solid walls used for screening should be accompanied by a minimum 5-foot wide landscaped edge between the property line and the wall, facing the street.
- Planted perimeter areas should be 10 feet deep along public streets and 5 feet deep along interior property lines. At least one tree (minimum 24-inch box size) should be provided for each 300 square feet of perimeter area between the property line edge and the parking lot.
- Parking lots should be set back at least 5 feet from the face of a building. The 5-foot area between the parking lot and building should be fully landscaped, unless used as a pedestrian walkway.

**The Street Edge:**

- The Automobile-Oriented Districts should create a unified street edge composed of buildings and landscaping.
- It is preferable that the street edge be a combination of buildings and landscaping.

**Multi-Family Residential Development**

Multi-family buildings should contribute to the sense of community in their neighborhoods by carefully relating to the open spaces, scale and form of adjacent properties, and by designing street frontages that create architectural and landscape interest for the pedestrian and neighboring residents.

- Orient dwelling unit entrances to both the street and outdoor courtyards or gardens.
- Minimize the adverse visual impacts of parking areas and garage openings on the residential character of the street

**Building Facades:**

- Divide the bulk and mass of larger buildings into smaller parts.
- All building elevations visible from public streets, adjacent properties, or internal courtyards should incorporate the following elements into their design:
- Top Story Setback. Buildings over 2 stories in height should have their third story set back at least 10 feet from the interior side property line and at least 10 feet from all street-facing setback lines, or 5 feet from the building face, whichever setback is greater.
- Buildings over two stories in height that have frontages on a common open space or courtyard should have their top story set back at least 5 feet from the building face at the courtyard.
- Building frontages on public streets should include elements such as bays, bay windows, recessed or projecting balconies, verandas and other elements that add scale and character to the street.

**Landscape Requirements for Multi-family Residential**

- New streets in residential developments should plant street trees at rhythmic intervals throughout the development.
- At least one tree, minimum 15 gallon size, should be used for each 300 square feet of required landscaped area.
- Parking Lot Screening. Screen views to surface parking lots from public streets, adjacent properties, and Private and Group Open Spaces by using a combination of trees and shrubs.
- Screen perimeters of parking lots with low walls or shrubs that reach a minimum height of 30 inches and two years growth. The planted perimeter should be at least 5 feet wide and should not exceed maximum allowable heights within front setback areas.
- When walls are used for screening parking areas, a planted edge at least 5 feet wide (measured between the property line and the wall) should be used along all street-facing sides of the walls.

## 2.3 GENERAL PLAN LAND USE AND URBAN DESIGN ELEMENT

**Land Use Element Policy LU-13.05** requires that, "New development shall be designed to minimize obstructions of ocean views from the I-5 freeway." The intent of this policy is to reduce the occurrence of projects that significantly block or detract from ocean views visible from the freeway to maintain the City's reputation as a beach community.

**Land Use Element Policy LU-3.04.** "Upper Floors. Where buildings over two stories are allowed, require building façades above the second floor to be set back from lower, street-facing façades to minimize building height and bulk, pursuant to the Zoning Ordinance, Design Guidelines, and applicable Specific Plans.

**Land Use Element Policy LU-13.05.** "Views. New development shall be designed to minimize obstructions of ocean views from the I-5 freeway."

**Urban Design Element Policy UD-5.10.** "Scale and Massing. The policy requires that scale and massing of development be compatible with its surroundings and with the General Plan, applicable specific plan and or area plan."

**Urban Design Element Policy UD-5.14.** "Building Design with Topography. Building design shall consider the site's natural topography, public view corridors and adjacent building profiles so that canyonization is avoided.

**Natural Resources NR-2.04.** "Public View Corridors of Ocean. Preserve designated public view corridors to the ocean. (Avenue Vista Hermosa is closest Public View Corridor)".

**Natural Resources NR-2.05.** "Street Design. Respect and enhance public view corridors in the design and layout of new streets".

## 3 VISUAL RESOURCE ANALYSIS

### 3.1 VISUAL ASSESSMENT UNITS

The study area was divided into visual assessment units to better evaluate the proposed project. Each visual assessment unit has its own visual character and visual quality that results in a common visual experience and common perception or sensitivity to change to the viewers in that unit. Because visual impacts are relative to the visual environment in which they are found, the delineation of each visual assessment unit is important to describe and rank based on its overall organization of visual features, character, as well as if the unit is harmonious with its elements, chaotic in appearance, or simply common or ordinary in appearance. The units are typically defined by the limits of a local viewshed and delineated with perceivable boundaries that enclose the viewshed.

The unit boundaries are generally created by landforms, with edges defined by vegetation, buildings and fencing. They typically have similar form, scale, materials, character and visual quality that help define these unit boundaries. Visual assessment units are important for representing the context of where viewer groups may be found, allowing the analysis to divide the area into manageable segments with common characteristics, potential project effects and, if necessary, impact reduction strategies. Each unit can be described and qualitatively analyzed by its visual quality and sensitivity, and priorities for planning, siting, and design decisions can be assigned. For a visual assessment to be relevant to determining the visual change resulting from a proposed project element, it needs to be seen at the same time as views of the project elements. The adjacent setting can either decrease or increase contrast. The quality and sensitivity to changes in the non-project visual assessment units must be known in order to determine the effect of the project changes in the project study assessment unit, since adjacency and context are important in determining what will stand out.

For this project, visual assessment units were identified. The visual quality (vividness, memorability, intactness) and visual character (harmony, visual interest, consistency of materials, textures, colors and scale) of each visual assessment unit were evaluated to determine the proposed project's visual impact based on contrast to the setting. The 9 visual assessment units within the project study area and vicinity are shown on Table 1. The locations of each visual assessment unit have been delineated on Figure 6. Also refer to the Figure 6 aerial to view a visual representation of each of these visual assessment units. The aerial obliques of each of these visual assessment units help to understand the visual quality, visual character and uses that help to define these units.





**FIGURE 6:** Visual assessment units located near the project site



Visual Assessment Unit 1: Hospital / Project Site



Visual Assessment Unit 2: Commercial Retail



Visual Assessment Unit 3: Medical Office and Business Office Park

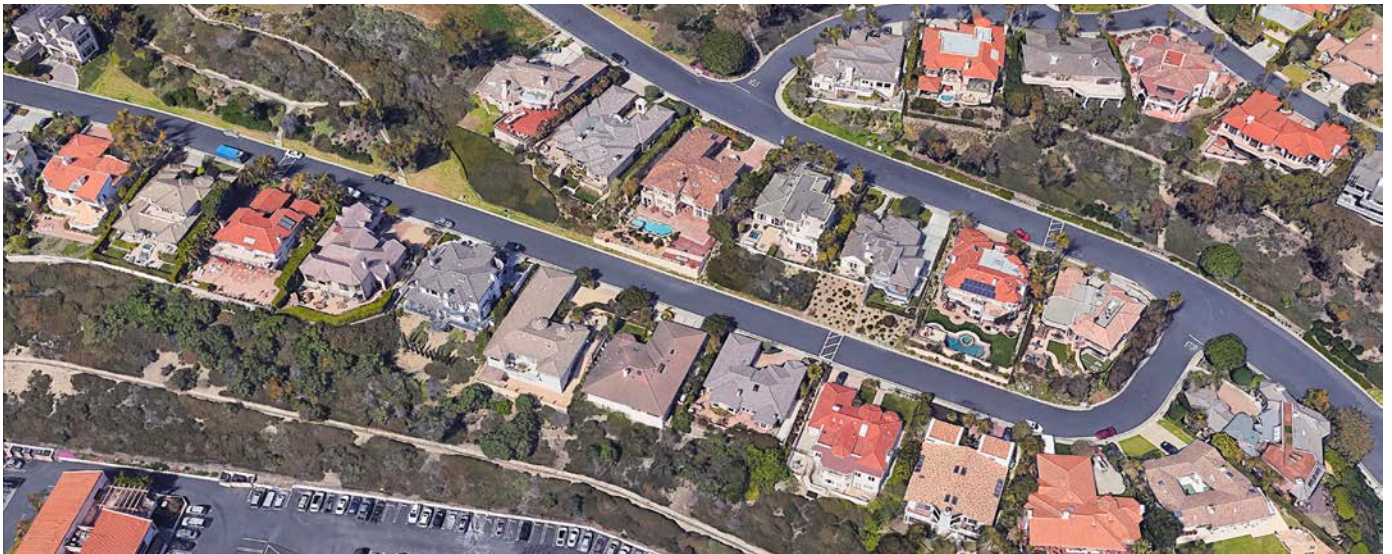




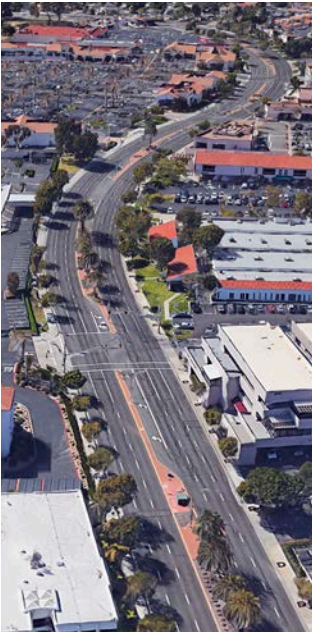
Visual Assessment Unit 4: Existing Sr. Housing



Visual Assessment Unit 5: Industrial



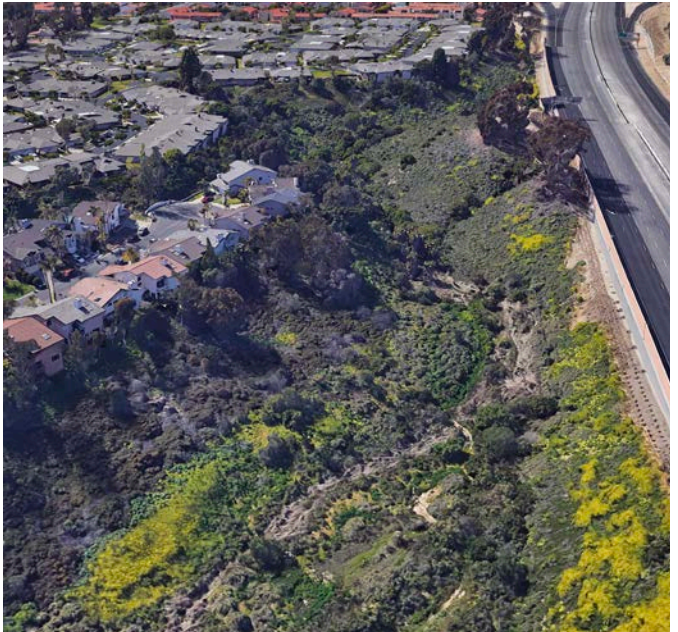
Visual Assessment Unit 6: Residential



Visual Assessment Unit 7:  
Camino de los Mares



Visual Assessment Unit 8:  
Interstate 5



Visual Assessment Unit 9:  
Open Space along I-5



VISUAL ASSESSMENT UNIT		View Proximity to Project Site	Number of Viewers	Visual Quality	Visual Character	Views from Unit Over the Site to the Ocean
1	Project Site	Project Center	None	Low	Abandoned	NA
2	Commercial Retail Center	Foreground	Moderate	Moderate	Consistent	None
3	Medical / Business Park	Foreground	Moderate	Moderate	Highly Varied	Limited Views
4	Existing Sr. Housing	Middle ground	Moderate	High	Consistent	Side Views Only
5	Industrial	Middle ground	Low	Low	Chaotic	None
6.1	Residential 1	Middle ground	High	High	Varied	Yes
6.2	Residential 2	Middle ground	High	High	Varied	No
6.3	Residential 3	Middle ground	High	High	Varied	No
7	Camino de los Mares	Foreground	Moderate	Moderate	Consistent	No
8	I-5 Freeway	Middle ground	Very High	Moderate	Austere	No
9	Open Space	Middle ground	None	Very High	Intact	No

**TABLE 2:** Visual assessment factors

### 3.2 VIEWSHED SUMMARY

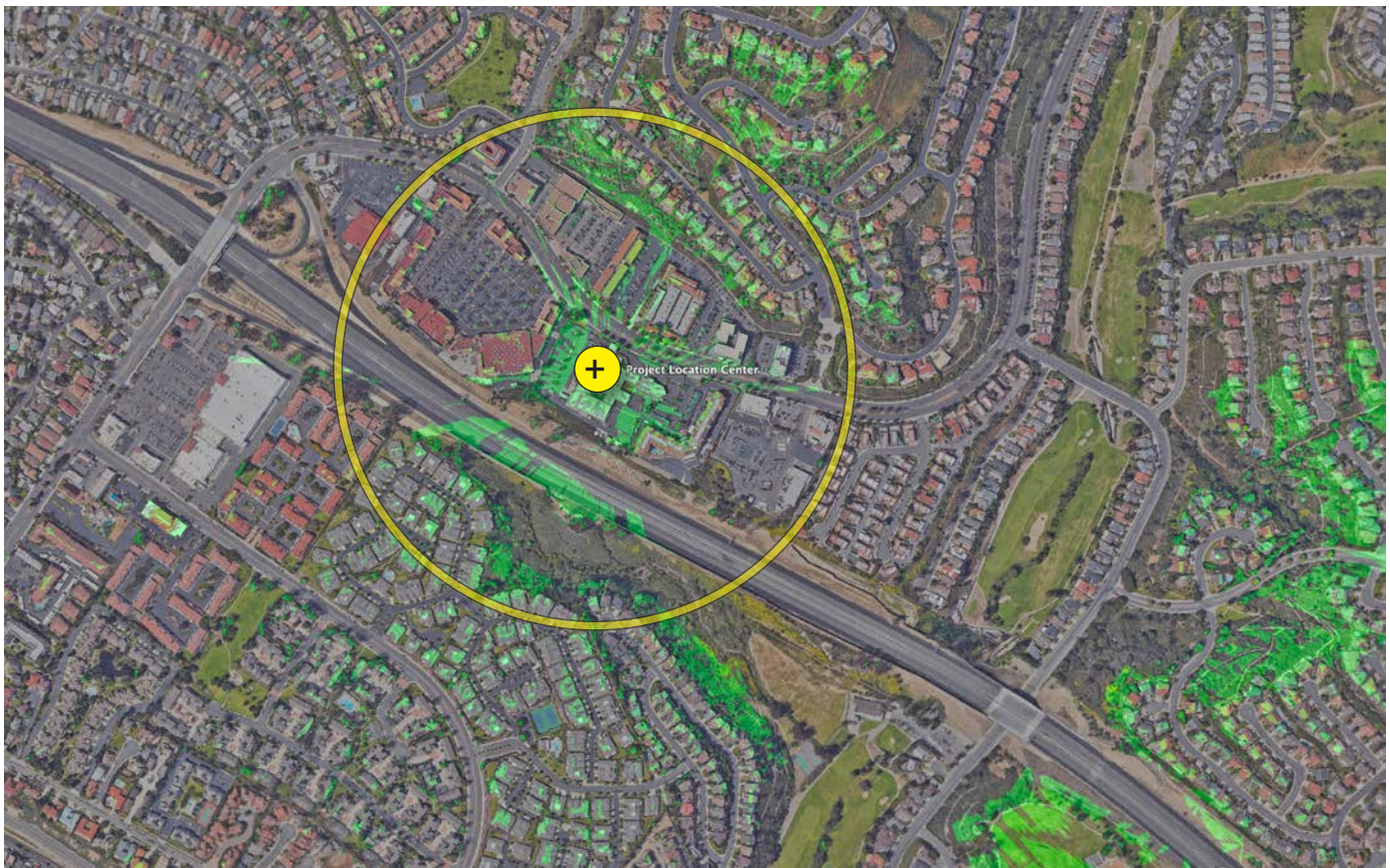
A quick viewshed was produced (see Figure 7) that shows the areas around the site that can see at one lease point of the proposed building. This viewshed uses Light Detection and Ranging (LIDAR) data built into Google Earth allows a single point to be analyzed in a 360 degree pattern around that point that would be able to see that specific point. This point is floating 46’ above the ground to represent the approximate average of all buildings that are 4 story on the project site. Although some elements may stick up above this point such as towers, parapet walls and equipment, 46’ should cover the mass of the structure and its roof line. If the area above is in green, then it can see that point. If it is not, then either landform, other buildings or trees are blocking this view. In general, visual studies of urban projects utilize a 1/2 mile radius from the center of the project. In an urbanized area, a viewer tends to focus on the first 1/2 mile and after that point, the project element becomes very small or is lost in the myriad of other visual elements of the environment.

For freeway drivers, the views are very limited northbound I-5. Southbound I-5 a slightly longer distance will have visibility of the project. This is because the further away from the site the viewer is, the existing slopes of the freeway will hide less and less of the project. Based on freeway speeds, the view of the project site will be about 5 seconds northbound and 10 seconds southbound.

The views of the project are also limited to drivers on Camino de los Maras. Because of other buildings along this street, and the curve in the street, the views are limited to a few hundred feet in each direction. Views do not really exist from the commercial retail area because of the arrangements of the buildings at this retail site. Views from various businesses along the north side of Camino de los Maras do exist, but much of the views are limited to the spaces between the buildings that are arranged in a perpendicular arrangement to the street. Views from the existing Senior Housing site will occur. Views to adjacent residents do go over the project site, with most views not being affected due to their higher elevation. More discussion on view blockage will be covered in later sections. In assessing potential visual impacts, the first step is determining where the changes can be seen from and who is likely to see it, along with identifying potential viewers and assessing likely responses to visual changes. Figure 7 shows the extents of the project viewshed. A viewshed is defined as the geographical area or areas from which at least some components or elements of the proposed project are visible. The viewshed for the project site was analyzed using aerial photographs, topographic maps, and computer viewshed software.

The theoretical viewshed indicates that the proposed project is potentially visible mostly from the southbound lanes of I-5, as well as areas to the north and east of the project site. From most points within the highlighted viewshed area, vegetation, structures and topography between the viewer and the project site block views of the site. Points with the greatest potential to view the site have been selected as Candidate Key Views, and are discussed and analyzed for potential changes due to project development.





**FIGURE 7: Project Viewshed** (the yellow dot is the project center at 46’ in height, the green color indicates areas that can see the project and the circle is approximately 1/2 mile from the center of the site. If no green is shown in an area it means that views to the project site are blocked by existing landform, buildings or trees)

Assumed Likely Reactions and Responses to Major Changes in the Visual Environment					
VIEWER GROUPS	Average Likely Daily Viewing Duration	Vested Interest in Land Values in Viewshed	High Interest in Maintaining or Experiencing Scenic Quality	Interest and Attention to Notice Changes based on Activity	Typical Response to Potentially High Contrast to the Local Environment
Residential Owner	4-8 Hours	Yes	Yes	Yes	Highly Concerned
Residential Renter	4-8 Hours	Vested in Living There	Yes	Yes	Concerned
Residential Guest Visitors	1-2 Hour Visit	Could Own Lane Nearby	Yes	Yes	Maybe Concerned
Retail Customer (while driving to retail)	5-10 minutes	Not Likely	Indifferent	Likely Distracted	Moderately Concerned
Retail Employee (mostly coming and going from other uses)	5-30 minutes	NA	Indifferent	Maybe be Complacent	Low Concern
Office Worker / Medical Employee	5-30 minutes	NA	Indifferent	Maybe be Complacent	Low Concern
Industrial Employee	5-30 minutes	NA	Indifferent	Maybe be Complacent	Low Concern
Visiting Patient	5-10 minutes	NA	Indifferent	Likely Distracted	Low Concern
North Bound Freeway Driver	5-10 seconds	NA	If Recreational Driving	Likely Distracted	Low Concern
Southbound Freeway Driver	1-5 seconds	NA	If Recreational Driving	Likely Distracted	Low Concern
Arterial Street Driver	30 seconds- 1 minute	NA	Indifferent	Likely Distracted	Low Concern
Pedestrian or Cyclist	1 minute to 5 minutes	NA	Likely Since Mode Choice	Yes	Moderately Concerned

**TABLE 3: Viewer Groups Descriptions and Conditions**

VISUAL ASSESSMENT UNIT		Primary Viewer (yellow highlight) Sensitivity to Change	Residential Owner / Guest	Residential Renter / Guest	Retail Customer	Retail Employee	Office Worker/ Medical Employee	Industrial Employee	Visiting Patient	Freeway Driver	Arterial Driver	Pedestrian or Cyclist
1	Project Site	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
2	Commercial Retail Center	Low			✓	✓						
3	Medical / Business Park	Moderate			✓	✓	✓	✓	✓			
4	Existing Sr. Housing	Moderate		✓			✓		✓			
5	Industrial	Low						✓				
6.1	Residential 1	High	✓	✓							✓	✓
6.2	Residential 2	High	✓	✓							✓	✓
6.3	Residential 3	High	✓	✓							✓	✓
7	Camino de los Mares	Moderate									✓	✓
8	I-5 Freeway	Low								✓		
9	Open Space	Low	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA

**TABLE 4:** Viewer Groups and their likely association with each visual assessment unit.

### 3.3 VIEWER GROUPS

A number of Viewer Groups have been identified that are likely to be found in the viewshed with the potential to see the project changes. A total of 12 categories using 9 basic viewer group types have been identified are shown in Table 2. Although some of the potential sensitivity to change noted in the table are speculative since it is always difficult to attribute individuals to one group where they may not fit the expectation, this is a good guide to determine who is likely to be interested, can notice the change and is likely to be concerned about any changes to the visual environment or viewing corridors. Table 3 cross references where these viewer groups are likely to be. An individual might belong to more than one of these viewer groups in the course of a day. However, the sensitivity and exposure of each group varies due to the amount of time a view is available to a viewer (duration of view) and the viewer’s awareness at the time the view is available. A viewer’s exposure can be estimated by the size of the viewer group, the proximity of the viewer in relation to the proposed location, and the duration of views available of the project site. Viewer sensitivity to changes in the visual environment can be estimated through a combination of their level of activity (allowing them to focus on the views), their awareness (which can limit their focus of the visual environment), their engagement in local interests and the value they place on local views (including the level of personal or financial investment they may have in the area. Ultimately, the only way to know conclusively that a viewer group has a generally aligned concern for visual changes is to poll each viewer group to determine their response to visual simulations that show varying degrees of change in the visual environment. This is not practical or required. Not considering typical sensitivity levels because of a certain level of subjectivity, is also counter-productive in impact assessment since this factor needs to be taken into account when determining impacts and no other proxy is available to determine just how all viewers in an area will feel.



### 3.4 VIEWER ANALYSIS AND REACTIONS

In establishing visual impacts for the project, a viewshed analysis was conducted to determine which areas in the vicinity would have a view of the project site. The physical limits of the views and the number of viewers can be quantified or at least estimated. While the assessment of viewer response has some elements of subjectivity, there has been substantial scholarship and study regarding common responses to changes in the environment. Research on the objectivity of aesthetics goes back into the 1960's with Donald Appleyard and Kevin Lynch found in publications like "The View from the Road", Cambridge, MA: MIT Press, 1964 and Eric Zube, "Landscape Perception: Research, Application and Theory, Themes in Landscape Assessment Theory", Landscape Journal 3, 1984.

Although there are no set rules or standards defining why viewer response may be positive or negative to a particular view or different visual conditions, preferences generally are the same or similar in relation to certain conditions. Viewer response tends to be positive for:

- *Balanced compositions where the elements support an overall cohesive look;*
- *Where the built environment is harmonious in size and materials while at the same time has some visual change or interest;*
- *Organized views that are balanced (as opposed to chaotic views);*
- *Human scale and interesting detail (as opposed to massive elements or elements that are made up of single large surfaces with few details);*
- *Natural environments (as opposed to man-made environments);*
- *Open views with foreground, middle-ground (as opposed to enclosed or blocked views that may only provide visual access to the foreground); and*
- *View(s) of water, open space, open oceans, mountains, valleys and interesting urban environments (as opposed to views of typical, everyday sprawl, landscapes or built environments).*

### 3.5 IMPORTANT VIEWS TO BE REVIEWED

This report considers that only public views as having the potential to be considered significant for view impacts based on CEQA. The State of California CEQA guideline and determination of significance for visual and view impact thresholds only consider public views. It is possible for the local city to implement their own thresholds of significance for determining significant visual impacts. However, San Clemente has not developed these local standards. The City does often require story poles to test view blockage and to have this factor be considered under local discretionary actions. A private view can be considered as an impact, but it would not rise to the level of significance under these adopted State guidance of threshold of significance, even if it were seen by a large number of private viewers and these viewers considered the changes negative. Normally, public roads in private developments can be considered as significant impacts, since the public can access these areas. However, private developments that are not open to the general public would not reach the level of significance normally required since they are not considered public views.

The important view to be analyzed in this study would be of the Pacific Ocean. A significant portion of San Clemente development can see the ocean, due mostly to favorable slopes that allow each subsequent row of homes, to be built up the hillside and to see over other development that would normally block views. This unique aspect of San Clemente is also why a project is typically only likely to block a certain distance up these hills until the adjacent development can see over the proposed project. Figure 8 shows the results of a viewshed test using a theoretical target placed out in the ocean far enough away from the shoreline area that is often blocked by coastal development on the lower sloped area. This edge can be seen in Figure 8 as the narrow band of green along the coast. The only possible view blockage to uphill residents is in a narrowly defined viewing corridor similar to the one shown on Figure 8. This study will further define the height of the viewers in the area where they will completely see over the project building forms. There are wide ocean views in the area, and a much more extensive viewshed would show a broad corridor that could be affected from public viewing areas and private areas than shown here. However, the abstraction here does showcase where the views are from based on topography and where a view corridor is already blocked by landform, structures or trees.





**FIGURE 8: View Corridors** (the yellow dot is a visual test target placed off-shore a distance that can see over the coastal bluff edges above Coast Highway. The green color indicates areas that can see the target from the water and land areas. The diagonal lines indicate the critical view corridor over the project site.



*Slopes north of Camino afford views way over the proposed project*



*One sliver of an ocean view exists from commercial bldgs. to the north*



*These units will clearly see completely over the proposed project*



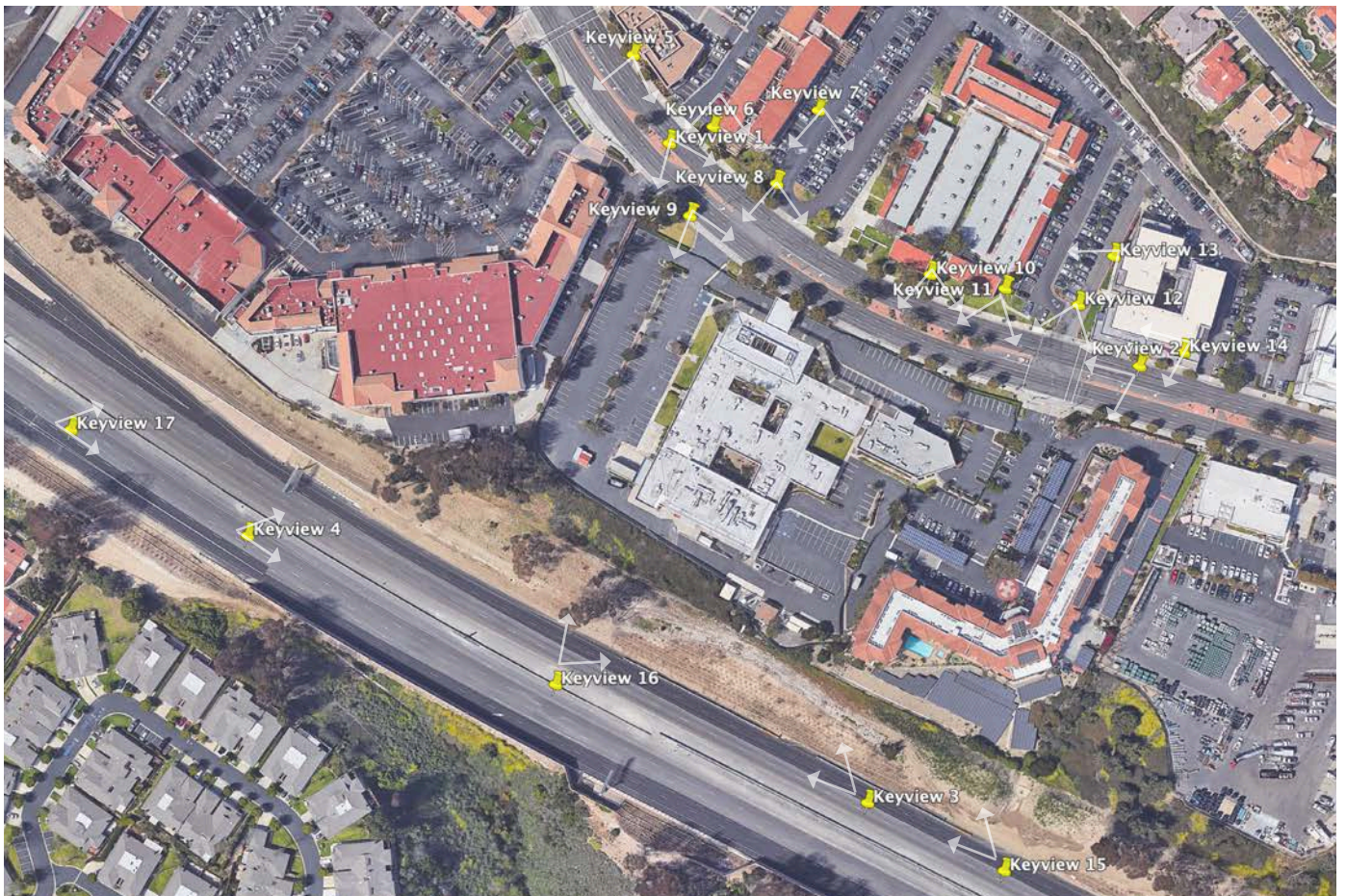
*These lower elevation units will need additional analysis*



Key View #	Assessment Unit Photo Taken From	Dominant Viewer Group	Distance	Notes	Recommended for Simulation
1	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Foreground	Good view of the project in clear view of drivers and seen in context with adjacent development	Yes
2	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Middle ground	Good view of the project in clear view of drivers and seen in context with adjacent development	Yes
3	8- Freeway northbound	Freeway Driver	Middle ground	Best view of project with context of existing Senior Housing in foreground	Yes
4	8- Freeway southbound	Freeway Driver	Middle ground	Best view of project with context of commercial center and breaks between trees	Yes
5	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Middle ground	Too far from the project and trees block most of the view	No
6	3- Medical / Office Park	Arterial road driver, retail, medical & office worker and customers	Foreground	Good visibility and a small view currently exists, but this is taken from a second floor location where not many public members go.	No
7	3- Medical / Office Park	Arterial road driver, retail, medical & office worker and customers	Middle ground	Good visibility but no context to show scale or integration or contrast with the setting	No
8	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Foreground	Good visibility but no context to show scale or integration or contrast with the setting	No
9	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Foreground	Very similar to key view 1, which show some context	No
10	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Foreground	Too many trees to show a Significant amount of new building and limited context to show	No
11	3- Medical / Office Park	Arterial road driver, retail, medical & office worker and customers	Foreground	Too many trees to show a Significant amount of new building and limited context to show	No
12	3- Medical / Office Park	Arterial road driver, retail, medical & office worker and customers	Foreground	Not the correct angle for the new buildings, but would show good context	No
13	3- Medical / Office Park	Arterial road driver, retail, medical & office worker and customers	Middle ground	Not the correct angle for the new buildings, too far, but would show good context	No
14	7- Camino de los Mares	Arterial road driver, retail, medical & office worker and customers	Middle ground	Very similar to key view 2, which show some context	No
15	8- Freeway northbound	Freeway Driver	Middle ground	Very similar to key view 3 but not as good of positioning of the nearness of the site	No
16	8- Freeway southbound	Freeway Driver	Middle ground	Best exposed landform that is lower but is not a view drivers would see since to much of a right angle	No
17	8- Freeway southbound	Freeway Driver	Middle ground	Too far back, key view 4 is better	No

**TABLE 5:** Candidate Key View Recommendations





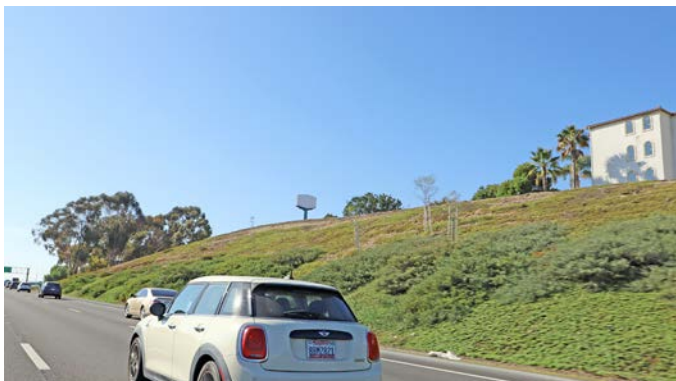
**FIGURE 9:** Candidate key views considered for simulations



*Candidate Key View 1: Recommended for Simulation*



*Candidate Key View 2: Recommended for Simulation*



*Candidate Key View 3: Recommended for Simulation*



*Candidate Key View 4: Recommended for Simulation*





*Candidate Key View 5: Not Recommended for Simulation*



*Candidate Key View 6: Not Recommended for Simulation*



*Candidate Key View 7: Not Recommended for Simulation*



*Candidate Key View 8: Not Recommended for Simulation*



*Candidate Key View 9: Not Recommended for Simulation*



*Candidate Key View 10: Not Recommended for Simulation*



*Candidate Key View 11: Not Recommended for Simulation*



*Candidate Key View 12: Not Recommended for Simulation*





*Candidate Key View 13: Not Recommended for Simulation*



*Candidate Key View 14: Not Recommended for Simulation*



*Candidate Key View 15: Not Recommended for Simulation*



*Candidate Key View 16: Not Recommended for Simulation*

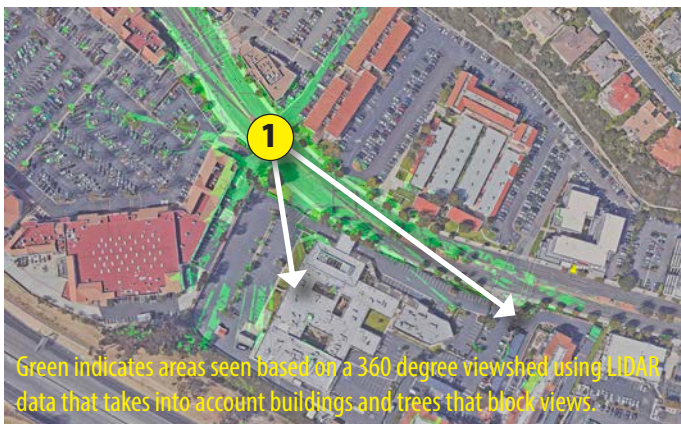


*Candidate Key View 17: Not Recommended for Simulation*





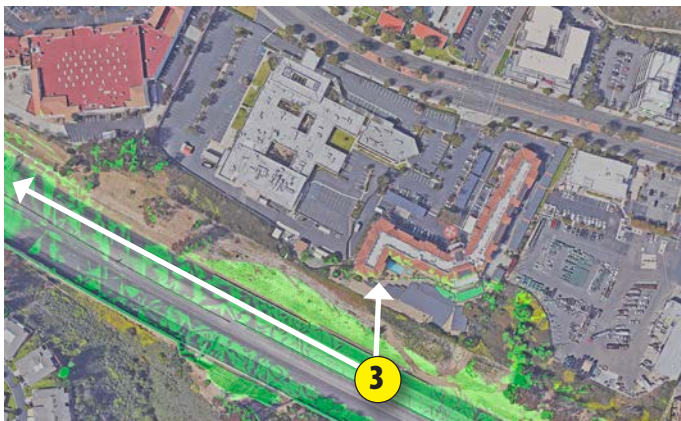
**FIGURE 10:** Viewsheds for the key views proposed for simulations



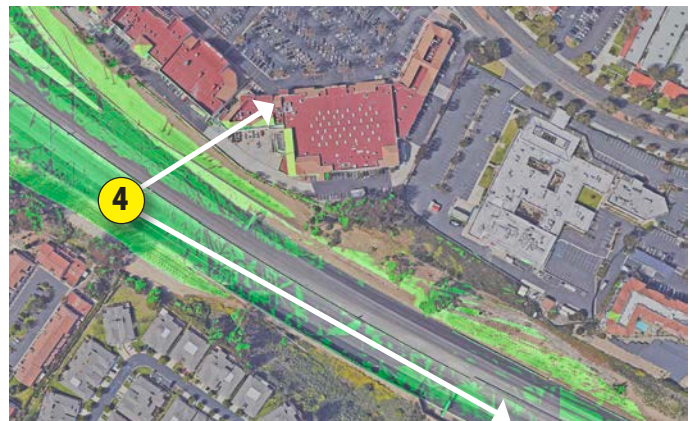
Green indicates areas seen based on a 360 degree viewshed using LiDAR data that takes into account buildings and trees that block views.  
*Key View 1: Portions of the area that are visible from this location*



The white arrows indicate the extent of the photograph, typically a 40 -65 degree cone of view.  
*Key View 2: Portions of the area that are visible from this location*



*Key View 3: Portions of the area that are visible from this location*



*Key View 4: Portions of the area that are visible from this location*



The photos on the next page show the dynamics of the height of residential units up on the hill that are accessed by Campanilla and Marbella. Residential units up the hill to the west, very easily have the height that will look over the proposed project and have unobstructed views of the ocean. Units closest to the intersection of Marbella and Campanilla are already too low to look over the existing Sr. Housing project and the local business buildings along Camino de los Maras. However there are a few units in between that may be affected by the proposed project. This will be determined in later sections of the study. The only location that has a view from the businesses along Camino de los Maras are located to the northwest of the site and can obtain a sliver of the view at the edge of the existing abandoned hospital by looking from the second floor. This view is shown on the following page.

### 3.6 CANDIDATE KEY VIEWS

Key views are locations that have been identified to represent the best location for typical views for each viewer group. While there are almost an infinite number of viewing locations within any outdoor setting, it is not feasible to analyze all of them. As a result, it is necessary to select a number of key views that would most clearly display the visual contrasts of the project. Key views should represent the primary viewer groups that would potentially be affected by the project and be taken from a direction and distance to clearly show the detail of the project. Table 4 shows a summary of the Candidate Key Views. Figure 9 is an aerial with the Candidate Key View locations, including the direction of the views and general angle of the photo. Figure 10 are viewsheds of what each key view can see pointed towards the proposed project site.

## 4 ANALYSIS AND FINDINGS

The General Plan EIR determined that development resulting from implementation of the General Plan would result in a less than significant impact with respect to aesthetics and visual quality. The General Plan EIR also determined that light levels within the City of San Clemente would not substantially increase due to development contemplated in the General Plan. However, the General Plan EIR found that new developments could create new sources of light and glare resulting from additional night-time lighting, an increase in vehicle headlights and the use of reflective building materials.

As part of the City of San Clemente's entitlement review process for the proposed development, an Addendum to the Environmental Impact Report (EIR) for the City of San Clemente's certified Final EIR for the City of San Clemente Housing and Safety Elements Update (SCH # 2021020256) is being prepared for the project's CEQA analysis and findings. The Addendum EIR needs to provide site specific analysis and technical studies based on the proposed project's conceptual plans. These technical studies will result in a supplement to the Housing and Safety Element's Update EIR. The original EIR analyzed the proposed project site as a housing opportunity site with a development intensity of 40 dwelling units per acre and 7,500 square foot of Medical office floor area. The analysis in this section is based upon the known project details and will be used to inform the supplemental environmental review specifically for visual, light, glare, shade and shadow aspects impacts (if any) from the more detailed project descriptions and plans.

### 4.1 SCENIC QUALITY ANALYSIS AND FINDINGS

Under CEQA thresholds identified in Appendix G from the State of California, Office of Planning and Research, a significant visual or aesthetic impact would need to have the following characteristics:

a) *Have a substantial adverse effect on a scenic vista?*

**Response:** Although view corridors do exist over the project site of significant regionally important viewing scenes of the ocean and canyons, the view corridors are kept open even after the construction of the proposed project, primarily because of the extensive landform and elevation changes north of the project site. These land areas will continue to have public and private views over the project site, with the exception of 2-3 homes that may have a portion of their views to the ocean, slightly blocked by the 4 story height of the project.

A scenic vista is made up of three components: public viewing location; viewing corridor; and viewing scene. The proposed project will not have the ability to remove a public viewing location of the scenic vista and will not block the corridor of this scenic vista; nor will the project contrast with the viewing scene (the horizon, water body/ocean



or other coastal visual resources). The project will not negatively change the visual quality of the site and its associated community character. The project site is not part of a regionally or subregionally viewing scene, although it is near parts of San Clemente that are part of the scenic viewing scene. **Therefore, the project will not have an impact on the viewing scenes to the south of the project site since it will not change the character or quality of these viewing scenes.**

**b) Substantially damage scenic resources, including but not limited to trees, rock outcroppings, and historic buildings within a State scenic highway?**

**Response:** Views from I-5 of a regionally significant viewing scene (the ocean, waterfront, and horizon line) do exist and these would be considered as scenic vistas. The I-5 freeway has the potential for scenic designations from Caltrans if adopted by the City of San Clemente. Regardless of the status of designation, the proposed project is on the north side of the freeway, thereby making it impossible to block these views of the ocean and canyons or other unique landforms.

This threshold is focused on the physical elements in the viewing scene and whether or not the project will result in changes to that viewing scene. The project site, although part of the broader viewing scene, is not itself the focus of views and therefore is not a viewing scene. The project site will result in some changes to the coastal urban resources that make it part of distant views of the coastline. The proposed project will not remove scenic resources such as natural landforms, trees, rock outcrops, natural areas or other elements that make up the visual character and community character of the viewing scene or of the existing visual assessment units. **Therefore the project will not have an impact on scenic resources or the ability to protect the viewing scenes and the scenic corridor is not over the project site and the existing scenic resources of the north side of the freeway are not considered to be part of a regionally or sub-regionally important viewing scene or scenic vista.**

## 4.2 VISUAL QUALITY ANALYSIS AND FINDINGS

**c) Substantially degrade the existing visual character or quality of the site and its surroundings?**

**Discussion:** Visual quality is associated with the delicate balance of uniqueness and uniformity as well as the organization of the visual environment into either a chaotic, bland, unique or highly intact compositional arrangement of natural and man-made features. If a project introduces chaotic elements or removes elements that contribute to the intactness of an area, then a potential visual quality impact can occur. The project architecture is a positive form and has aesthetically balanced detailing and materials. The proposed project relates very well to the forms, materials and colors of the immediate project area in terms of color, material, style and scale. The architecture and its forms are aesthetically well-organized and simple. The proposed architecture and site treatments including landscaping and lighting, are not random or chaotic and are intended to enhance San Clemente's character as the "Spanish Village by The Sea."

The San Clemente area is characterized by tall hills to the east with some ridgeline development; large slopes made up of mostly housing; bluffs and mesa tops on each side of the freeway and ocean views to the west. The land uses change from housing developments, to commercial complexes and strip commercial development with some business parks and employment centers common to the eastern hills of San Clemente. The materials, scale, architectural detailing and color of the project buildings are consistent with the existing elements of the adjacent buildings and are consistent with much of the style and architectural treatments found throughout the viewshed. The proposed project will have an overall low contrast with the existing setting. The overall architectural character of the immediate commercial and institutional community is that of Spanish revival, Spanish colonial, or mission style architecture. The common building materials of the adjacent community include mostly stucco with a high percentage of buildings using red clay tile roofing and heavy beam rafters.

**Response:** The visual character of the existing and undeveloped portions of the project site are not considered to have a high or moderately high visual quality and as discussed in the previous section, are not part of a larger viewing scene or area that has high or moderate visual quality or community character associated with it. The adjacent visual assessment units will not be changed by the proposed project nor will the proposed project contrast with or dominate the visual character or visual quality of the adjacent areas. **Therefore, the project will not have an impact on the existing visual character or quality of the site nor have an impact on the visual character or quality of adjacent areas.**

### 4.3 CONFORMANCE WITH AESTHETIC AND CHARACTER GUIDELINES AND POLICIES

The General Plan provide the following design objectives with responses as to how the proposed project will affect or conform to these standards:

#### Conformance with General Plan Policies:

**Land Use Element Policy LU-13.05** requires that, *“New development shall be designed to minimize obstructions of ocean views from the I-5 freeway.”* The intent of this policy is to reduce the occurrence of projects that significantly block or detract from ocean views visible from the freeway to maintain the City’s reputation as a beach community.

**Response:** The proposed project can not affect any view corridor from the freeway, since the project is on the uphill side of the views to the coastline and to the Pacific Ocean. Nor does the project change any of the elements of the freeway right of way other than adding new landscaping and architecture past the edge of the Caltrans Right of Way.

**Land Use Element Policy LU-3.04.** *“Upper Floors. Where buildings over two stories are allowed, require building façades above the second floor to be set back from lower, street-facing façades to minimize building height and bulk, pursuant to the Zoning Ordinance, Design Guidelines, and applicable Specific Plans.”*

**Response:** The proposed project contains three and four story Senior Housing buildings. The projects do not conform to this specific land use element policy. The floorplates and floorplans for Senior Housing do not readily lend themselves to setbacks through the use of balconies since safety for seniors would not normally allow for this design feature. Insets and some balconies have been provided to produce horizontal and vertical diversity.

**Urban Design Element Policy UD-5.10.** *“Scale and Massing. The policy requires that scale and massing of development be compatible with its surroundings and with the General Plan, applicable specific plan and or area plan.”*

**Response:** The existing Senior Housing project to the south, is four stories tall with similar massing and scale. Several office buildings across Camino de los Mares consist of three and four story buildings. The proposed project scale and mass are consistent with development in the area.

**Urban Design Element Policy UD-5.14.** *“Building Design with Topography. Building design shall consider the site’s natural topography, public view corridors and adjacent building profiles so that canyonization is avoided”.*

**Response:** The project site is level. The proposed grading and use of retaining walls will sink a portion of the site in order to preserve private view corridors from the north. No public view corridors are affected since the current site already contains a building tall enough to obstruct all views from the public right of way related to Camino de los Mares. Other project area streets that could be affected by the new proposed structure, are all behind gated communities, making them all private views.

**Natural Resources NR-2.04.** Public View Corridors of ocean. Preserve designated public view corridors to the ocean.

**Response:** As discussed above, Avenue Vista Hermosa is the closest Public View Corridor designated in the General Plan. The proposed project will not affect this public view corridor.

**Natural Resources NR-2.05.** *“Street Design. Respect and enhance public view corridors in the design and layout of new streets”.*

**Response:** No new streets are created by this project.

#### Conformance with the City of San Clemente Design Objectives:

1. Preserve and strengthen San Clemente’s unique atmosphere and historic identity as *“The Spanish Village by the Sea.”*
2. Develop stronger relationships between San Clemente’s neighborhoods.
3. Identify and preserve significant natural features and open spaces.
4. Maintain and strengthen San Clemente’s tradition of high-quality public places.

#### Response:

- 1) The proposed architecture of the project meets the Spanish Village by the Sea in terms of architectural styles, materials and fenestration.



- 2) The proposed project is not directly next to or within a residential neighborhood but the project will support these neighborhoods with services as do many of the other properties on each side of the proposed project site.
- 3) The project site contains not natural features or open space.
- 4) Although a private facility, the project will be visited by many members in the general public as guests of individuals in the senior housing area. These guests will be able to use the semi-public spaces of the project as well as be exposed to substantial views of the Pacific Ocean from many of the rooms.

### General Site Design Objectives

1. *Develop compatible relationships between the topography, building placement, and existing open spaces of neighboring properties.*
2. *Respect the privacy, sun, and light exposure of neighboring properties.*
3. *Provide a transition from existing to new development by careful placement and massing of buildings, well-designed planting patterns, and other appropriate means.*
4. *Maintain public view corridors.*

#### Response:

- 1) The project site is level. The proposed grading and use of retaining walls will sink a portion of the site in order to preserve private view corridors from the north. No open space exists.
- 2) The only neighboring properties affected by shade and shadow and privacy is the existing Senior Housing project to the south as well as private residential communities to the north that are gated communities and are far enough away and separated by major slopes to not be affected by adjacency to the project.
- 3) The proposed site plan provides buffers around the buildings through the use of landscape parking lots. The proposed landscape plan helps to define and screen any back of house maintenance and delivery areas.
- 4) Although a private facility, the project will be visited by many members in the general public as guests of individuals in the senior housing area. These guests will be able to use the semi-public spaces of the project as well as be exposed to substantial views of the Pacific Ocean from many of the rooms.

### Conformance with the City of San Clemente Design Guidelines:

It is not the intent of this study to determine conformance to the design guidelines, although reviewing the project against the design guidelines is important to determine if the project fits in with adopted community character efforts by the City to manage the future direction of projects. This section will only identify design guidelines that do not appear to have been met. All other guidelines, from this studies perspective, have been met.

#### a. Outdoor Spaces

- *Incorporate defined outdoor spaces into the buildings and site designs of all new development in the city. This is the most fundamental and important principle of the "Spanish Colonial Revival" tradition that can be used in all buildings, regardless of architectural style or type.*
- *Outdoor spaces encouraged include courtyards, patios, plazas, covered walkways (arcades and colonnades), passages, gardens, trellised areas, verandas, balconies, roof terraces, and all other spaces that are enclosed or partly-enclosed.*

**Response:** Partially met when common spaces have been considered, but these are all internally focussed and do not transition the exterior public viewed spaces into indoor an outdoor transitions. The paseo is an exception but the front area could use more transitional spaces that could also functionally provide seating areas for those waiting to be picked up.

#### b. Building Form and Massing

- *Reduce the perceived height and bulk of large structures by dividing the building mass into smaller components.*
- *"Scale down" the street-facing façades of buildings more than two stories high in order to reduce apparent height. Achieve this by stepping back the third story at least 10 feet from the street-facing property be, or 5 feet from the building face, whichever step-back greater.*
- *Avoid long and unrelieved wall planes. As a general principle, relieve building surfaces with recesses that provide strong shadow and visual interest.*

**Response:** The stepping back has occurred with certain archways and stoops on the first floor with insets and set-backs on the second floor. This is partially consistent with the guidelines. The architecture provides for visual relief, elevational relief through plane setbacks and variations (see Figure 11).

### c. Proportion and Scale

**Response:** All of the guidelines under this section are met. The architecture provides well proportioned elevations with a high degree of visual interest and elements that provide for appropriate human scale (see Figure 11).

### d. Building Materials, Color, and Texture

The following materials are encouraged:

#### Ground Level Building Surfaces:

**Response:** All of the guidelines under this section are met. The architecture uses all of the encouraged materials.

#### Roofs:

**Response:** All of the guidelines under this section are met. The architecture uses all of the encouraged materials.

#### Balconies:

**Response:** All of the guidelines under this section are met. The architecture uses all of the encouraged materials.

#### Doors, Shutters and Trim:

**Response:** All of the guidelines under this section are met. The architecture uses all of the encouraged materials.

#### Windows:

**Response:** All of the guidelines under this section are met. The architecture uses all of the encouraged materials.

#### The following materials should not be used:

##### Building Walls:

##### Roofs:

##### Metals:

**Response:** The guidelines under this section are met. The architecture does not use any of the discouraged materials.



**FIGURE 11:** Architectural design showing varied building planes, roof-lines and detailing.



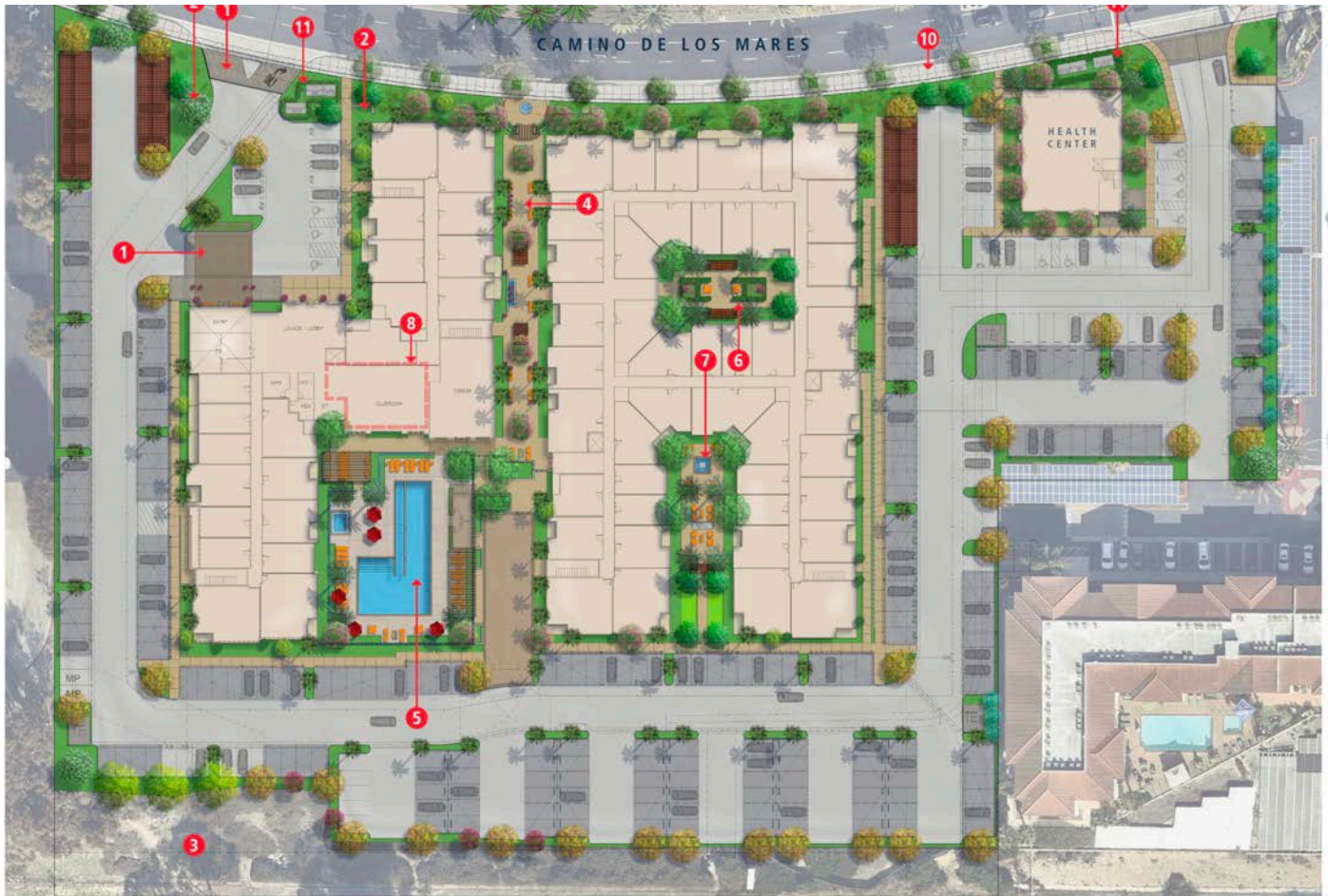
**Parking Lot Perimeters:**

- Planted perimeter areas should be 10 feet deep along public streets and 5 feet deep along interior property lines. At least one tree (minimum 24-inch box size) should be provided for each 300 square feet of perimeter area between the property line edge and the parking lot.

**Response:** Although trees have been included along these edges, it does not appear as one 24: box tree has been used for each 300 sf of the perimeter along the west and east edges. The west edge views the backside of the commercial development and could use some additional buffering and screening, although this may require more spacing between shade structures with PV panels. This guideline has only been partially met (see Figure 12).

**The Street Edge:**

**Response:** The street edge has ample space and full sized trees as required by this guideline section.



**LEGEND**

- |  |  |  |
|--|--|--|
| 1 Enhanced Paving at Project Entry & Porte Cochere     | 5 Pool Area (Refer to Enlargement on Sheet L-2)          | 9 Existing Median Modifications per Civil Engineer       |
| 2 Entry Monument Walls                                 | 6 North Courtyard (Refer to Enlargement on Sheet L-3)    | 10 Public Streetscape Improvements (Refer to Sheet L-8)  |
| 3 Existing Undisturbed Landscape To Remain             | 7 South Courtyard (Refer to Enlargement on Sheet L-3)    | 11 Utility Screening (Refer to Enlargement on Sheet L-4) |
| 4 Pedestrian Paseo (Refer to Enlargement on Sheet L-2) | 8 Rooftop Deck Above (Refer to Enlargement on Sheet L-3) |  |

**FIGURE 12:** Landscape architectural design showing perimeter plantings, screening and definition of open space areas as well as street edge interface with Camino de los Mares

## Multi-Family Residential Development

### Building Facades:

- *Top Story Setback.* Buildings over 2 stories in height should have their third story set back at least 10 feet from the interior side property line and at least 10 feet from all street-facing setback lines, or 5 feet from the building face, whichever setback is greater.
- *Buildings over two stories in height that have frontages on a common open space or courtyard should have their top story set back at least 5 feet from the building face at the courtyard.*
- *Building frontages on public streets should include elements such as bays, bay windows, recessed or projecting balconies, verandas and other elements that add scale and character to the street.*

**Response:** The stepping back has occurred with certain archways and stoops on the first floor with insets and setbacks on the second floor. This is partially consistent with the guidelines. The architecture provides for visual relief, elevational relief through plane setbacks and variations (see Figure 11 and 13).

### Landscape Requirements for Multi-family Residential:

**Response:** All landscape architectural elements meet the Multi-family residential section of the Design Guidelines.



**FIGURE 13:** Architectural and Landscape Architectural design showing the integration of building and site as well as the interface to Camino de los Maras

The City of San Clemente Sign Regulations Ordinance has established specific objectives in their sign regulation ordinance to ensure economic viability and its overall attractiveness, which include:

- *To promote a high-quality business environment by assuring that signs are complementary to the City's goals for historic preservation and quality urban design.*
- *Ensure that signs are carefully designed, aesthetically pleasing, appropriately maintained, and professional in appearance.*
- *To reduce possible traffic and safety hazards through reduced sign clutter, the elimination of unauthorized signs in the public right-of-way, and minimizing visual competition among signs.*
- *Signs must be constructed of permanent materials such as metal or other compatible, durable and waterproof material.*
- *Sign scale and colors have to be compatible with the style of buildings and must be oriented to minimize light or glare upon adjacent residential properties and public rights-of-way.*
- *The maximum sign area is one square foot of sign area for every 1 linear foot of building, it must not exceed 75% of the business façade width and the maximum size is 64-square feet.*

**Response:** Although detail is not yet available for the signage program, the applicant intends to meet all of the requirements of the sign regulations. The proposed signs will be complementary to historic preservation and quality urban design based on the Spanish Village theme.





Proposed conditions with architectural elements and with plantings

**FIGURE 14:** Simulation #1: Southbound on Camino de los Mares



Photo location (arrows indicate photo extent, green indicates visibility from this point)



Existing conditions



Proposed conditions with architectural elements but without new planting shown





Proposed conditions with architectural elements and with plantings

**FIGURE 15:** Simulation #2: Northbound on Camino de los Mares

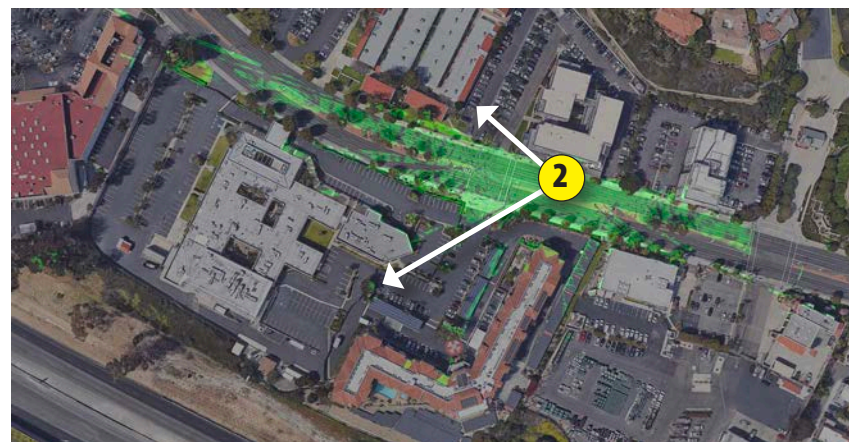


Photo location (arrows indicate photo extent, green indicates visibility from this point)



Existing conditions



Proposed conditions with architectural elements but without new planting shown



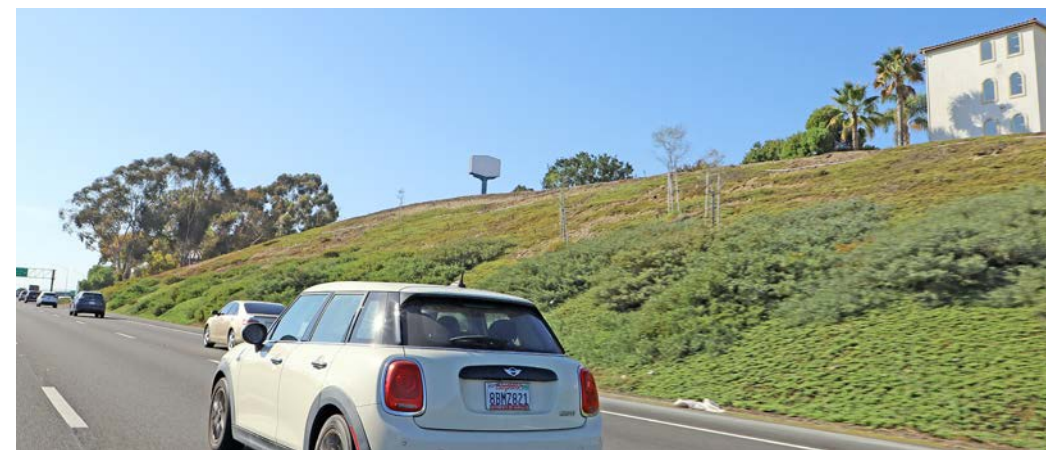


Proposed conditions with architectural elements and with plantings

**FIGURE 16:** Simulations #3: Northbound on Interstate 5



Photo location (arrows indicate photo extent, green indicates visibility from this point)



Existing conditions



Proposed conditions with architectural elements but without plantings shown





Proposed conditions with architectural elements and with plantings

**FIGURE 17:** Simulations #4: Southbound on Interstate 5



Photo location (arrows indicate photo extent, green indicates visibility from this point)



Existing conditions



Proposed conditions with architectural elements but without planting shown



## Summary of Conformance to Design Guidelines, Policies and Aesthetic Principles

Four visual simulations have been produced by using accurate three dimensional modelling, merged with actual site photos. Unlike the renderings (Figures 2, 3, 4 as well as 11 and 13) these simulations show the context of the area and are placed at locations where the general public can see and at heights that are common to pedestrians or drivers. Please refer to Figures 14, 15, 16 and 17. Each figure includes a key of the location of the key view with its viewshed shown, an existing photo with no improvements, proposed architectural elements on the existing photo and finally, the architecture and landscape architectural elements associated with the completed project.

Based on these simulations and the responses to the goals, policies and guidelines this analysis finds that **the proposed project will not create a chaotic or negative aesthetic and that the proposed project, with minor exceptions, will fully help to implement the vision and policies of the City as well as protect the community character as it currently exists in this area of San Clemente. Therefore, no significant impacts to visual quality or community character based on adopted policies are expected to result from this project.**

### 4.4 VIEW QUALITY ANALYSIS AND FINDINGS

The project site is not near a scenic view corridor as established in the General Plan. I-5 borders the project site to the south; the General Plan notes that this portion of I-5 is not designated a scenic highway. Therefore, the Proposed Project would not damage scenic resources along a State-designated scenic highway. The site is not located in a designated scenic hillside area and does not obstruct any public viewsheds of scenic hillsides. Avenida Vista Hermosa is the nearest public viewshed. The project site is not within the same viewshed or proximity of this designated public view corridor.

One remaining view topic is if the proposed project will block any private residential views of the Pacific Ocean. The CEQA thresholds of significance of the City of San Clemente do not specifically protect or require a review of private views that exist throughout the City. If these residential areas have public roads, parks or trails, then those locations would be considered to be public views. The proposed project site has residential units to the north of the project site that are associated with the gated community of Sea Pointe Estates. See Figure 18 and 19 for the heights of the proposed project and Figure 20 showing a cross section that is from Home Unit 8 (when counted from the intersection of Campanilla and Marbella, heading north).

Home units 1, 2 and 3 have no open view of the proposed site and therefore no potential for view blockage will occur (see Figure 21 labelled as A). The first two homes have views south of the existing Sr. Housing site of the ocean, but not through the proposed project site. The third home has views towards the project site, but they are blocked by the existing four story office building on the north side of Camino de los Mares.

Home units 4, and 5 (see Figure 22 labelled as B) can see parts of the existing hospital site and are likely to lose a small portion of their view as a result of the proposed project. For these units, lower views are already blocked by the two story building north of Camino de los Mares, but upper views across that building rooftops still exist. This view blockage will be minor since the central portion of the proposed building complex has been lowered to less than 4 stories in appearance accomplished by having lowered terraced pads.

Home units 6 & 7 will see mostly over the proposed 4 story building (see Figure 23). Home unit 6 has a Google Earth viewshed analysis and 3D view shows that these units will see the project but are not going to have any ocean view blockage. From unit 8 and above, units will see over the 4 story highest points of the project, with no interference with the view of the ocean. Home unit 8 on Figure 24 (labelled as D) are shown as all have very open view of the ocean.

It should be noted that under CEQA, even a full blockage of all ocean views would not be considered to be a significant impact if it were from private view. Cities have the right to set their own policies for view protection, but must do so through the formal adoption of thresholds of significance. If they have not done so, as is the case with San Clemente and most cities, they fall back on the State of California guidance that states a significant visual or aesthetic impact that is not associated with a public view, can be considered adverse, but not significant. **Therefore, the partial views as seen only by private residential units north of the site will be less than significant. Two housing units (4 and 5) will have some lower portions of their ocean view blocked with the proposed project. Two additional home units (6 and 7) will also see the project structures and have a portion of their northwest ocean views blocked, but have more expansive views to the west and southwest remain intact.** This adverse private view impact is not to be mistaken as a public view impact from a road, park, trail or open space.



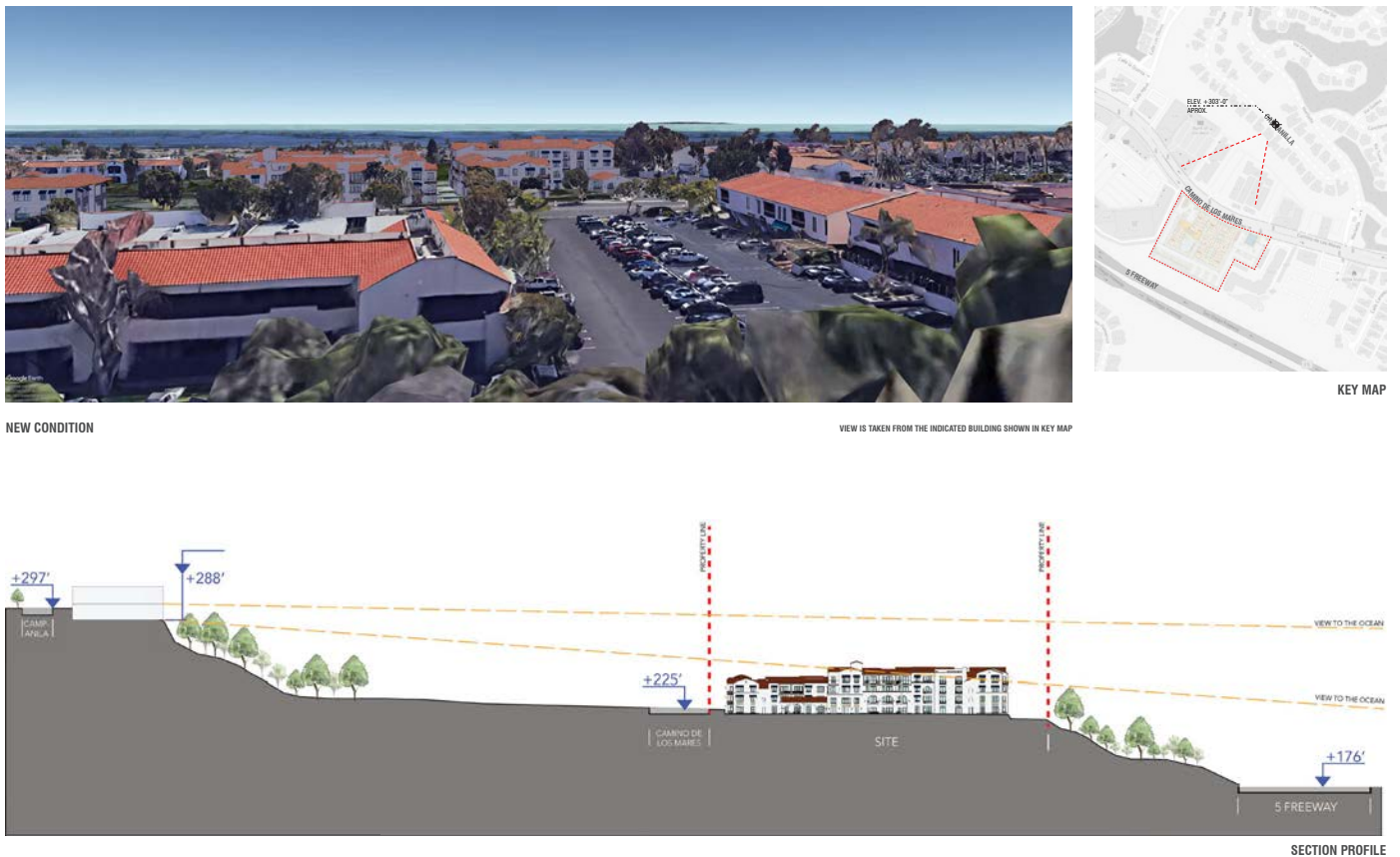


**FIGURE 18:** Sections showing building heights



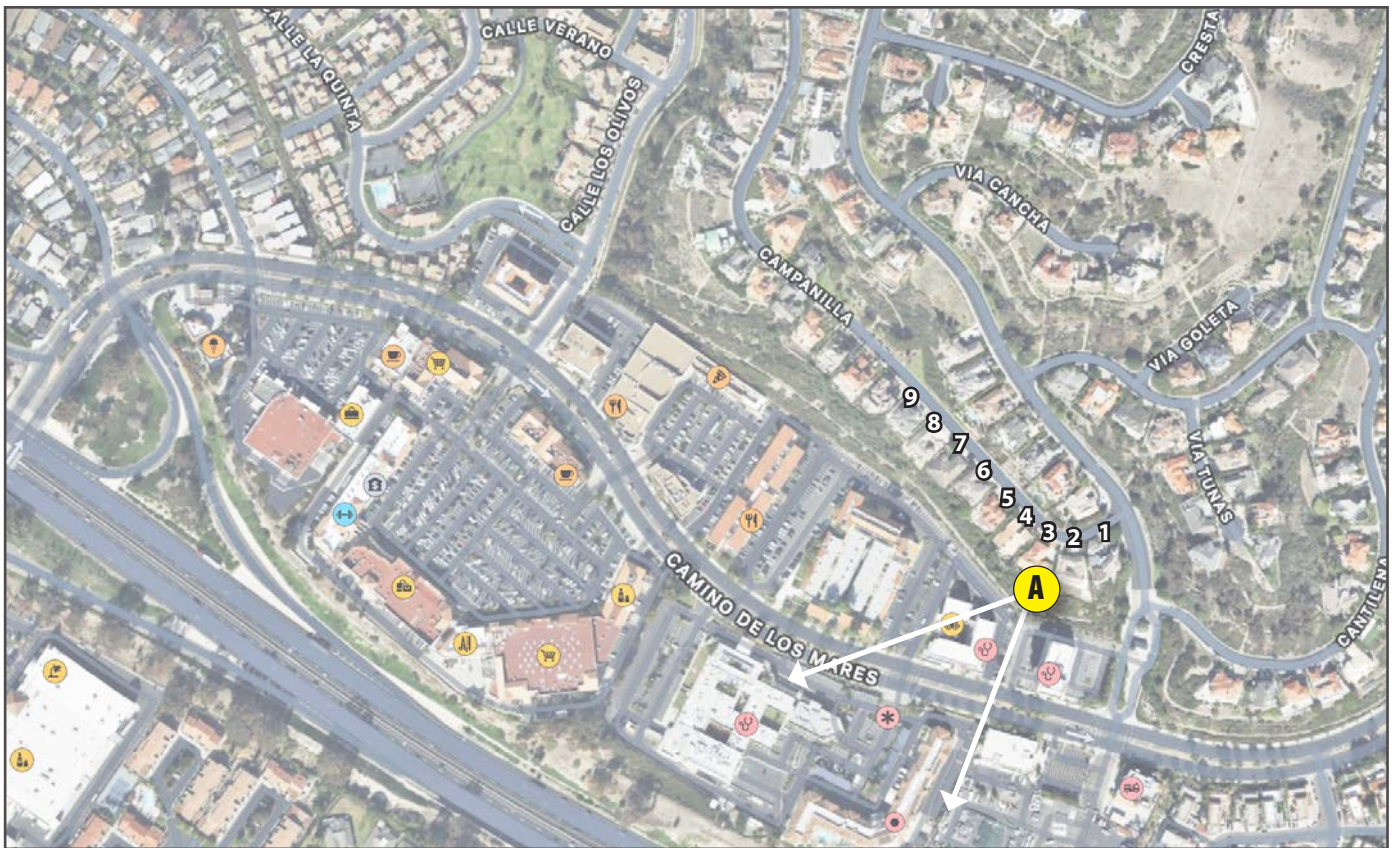


**FIGURE 19:** Sections showing building heights, continued

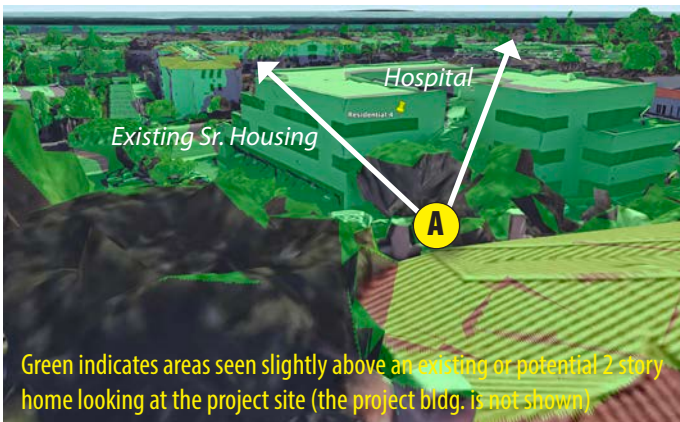


**FIGURE 20:** Section showing the relationship of residential area elevation and heights of the proposed building





**FIGURE 21:** Viewshed for residential test site "A" as seen from home unit 3 (but generally representative of home units 1, 2 and 3)



Green indicates areas seen slightly above an existing or potential 2 story home looking at the project site (the project bldg. is not shown)



Viewshed looking towards the ocean and the current hospital site

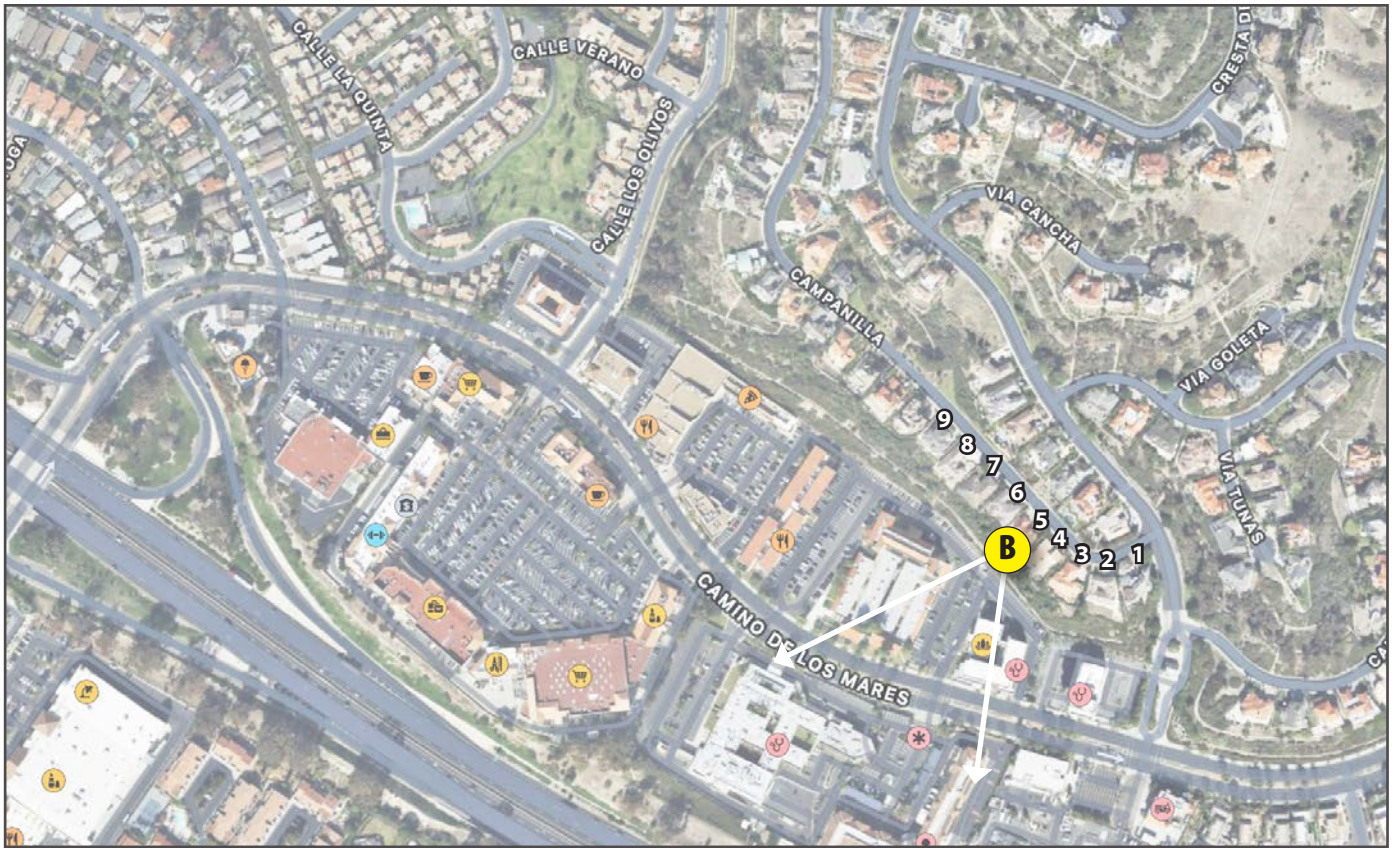


View with existing Sr. Housing to the left and view of a 3D model for the new Sr. Housing to the right (taken from backyard at eye level)

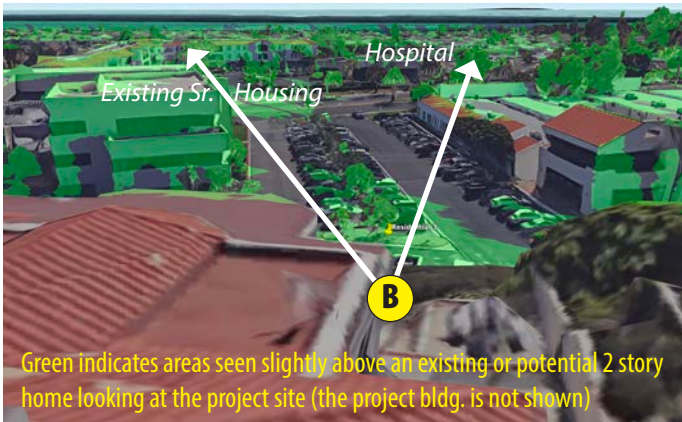


Looking towards the distant ocean view (very limited ocean views)





**FIGURE 22:** Viewshed for residential test site "B" as seen from home unit 5 (but generally representative of home units 4 & 5)



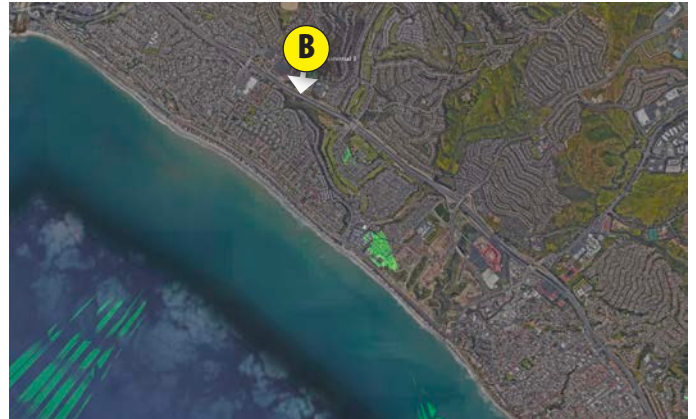
Second floor view looking towards the ocean and the hospital



Viewshed looking towards the ocean and the current hospital site

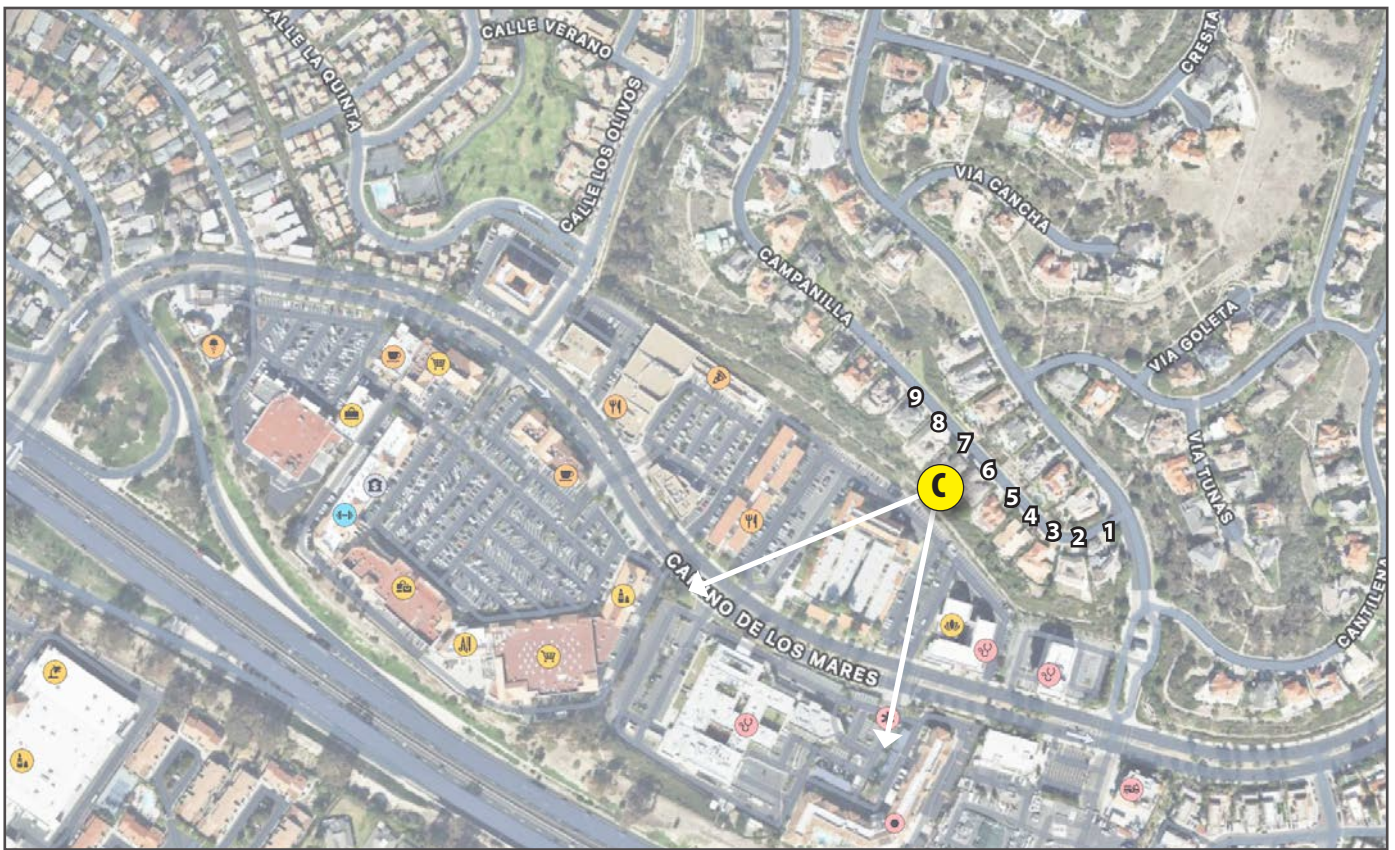


View with existing Sr. Housing to the left and view of a 3D model for the new Sr. Housing to the right (taken from backyard at eye level)



Looking towards the distant ocean view (limited close ocean views)



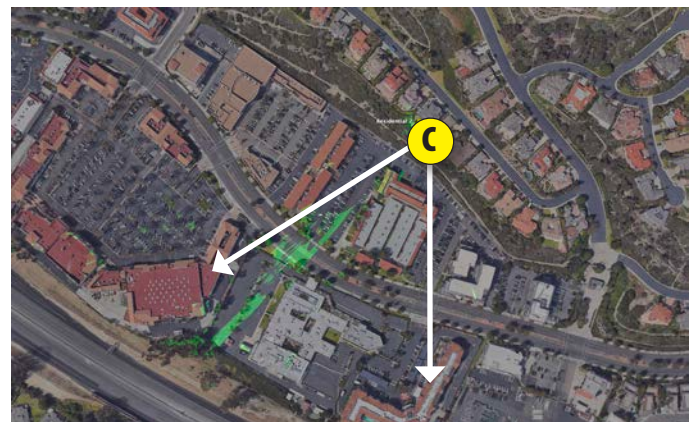


**FIGURE 23:** Viewshed for residential test site “C” as seen from home unit 6 (but generally representative of home units 6 & 7)



Green indicates areas seen slightly above an existing or potential 2-story home looking at the project site (the project bldg. is not shown)

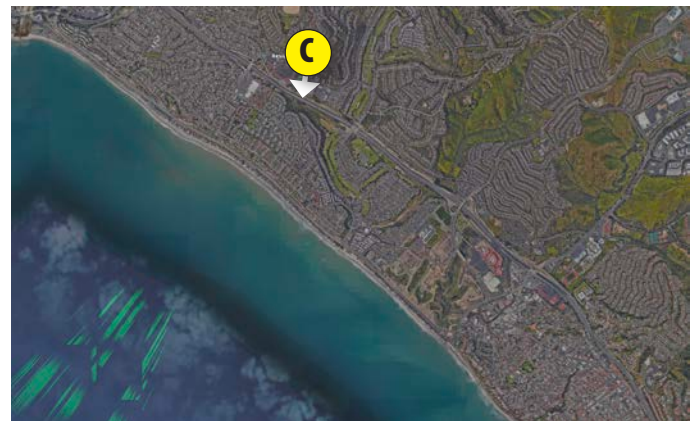
Second floor view looking towards the ocean and the hospital



Viewshed looking towards the ocean and the current hospital site

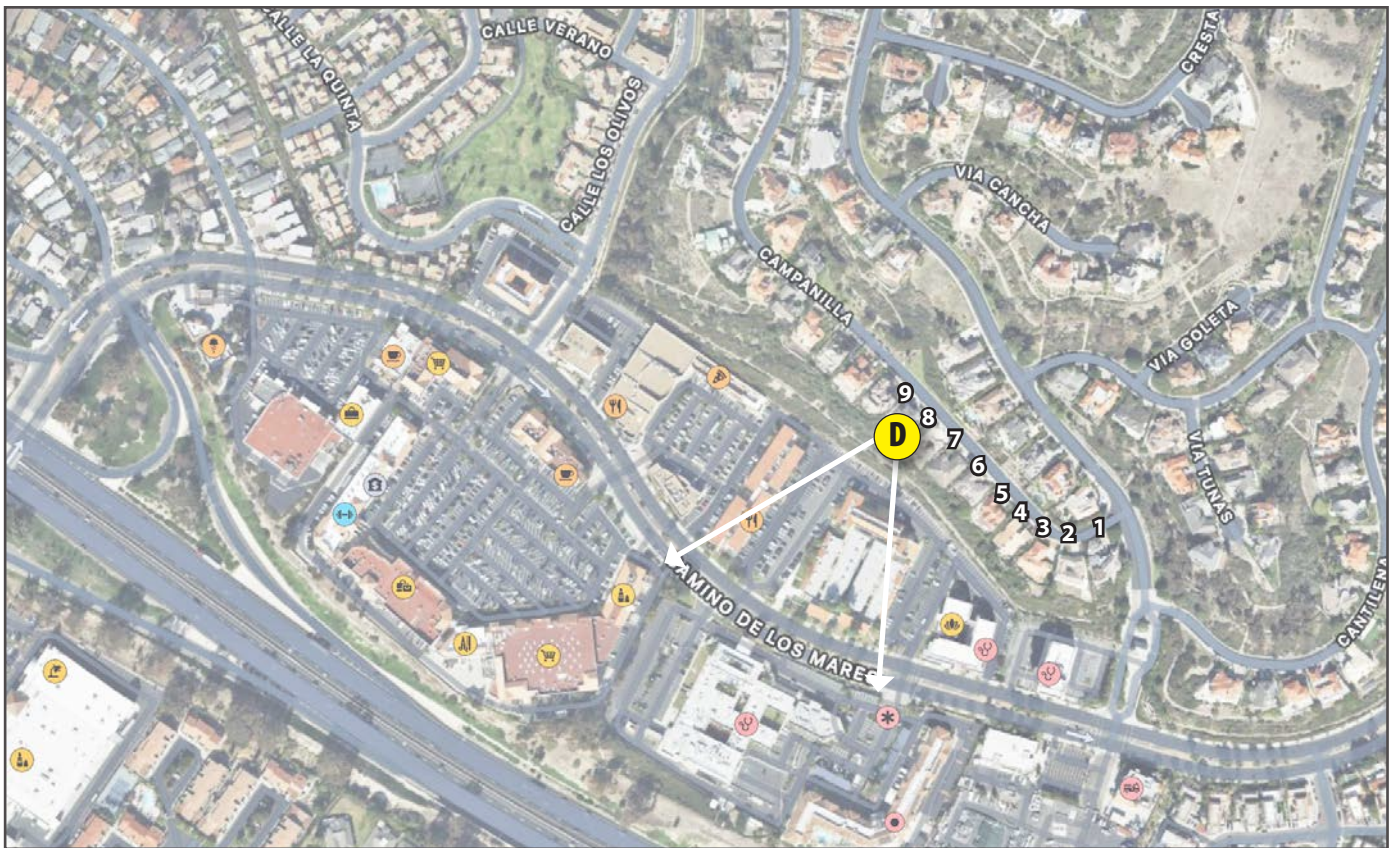


View with existing Sr. Housing to the left and view of a 3D model for the new Sr. Housing to the right (taken from backyard at eye level)

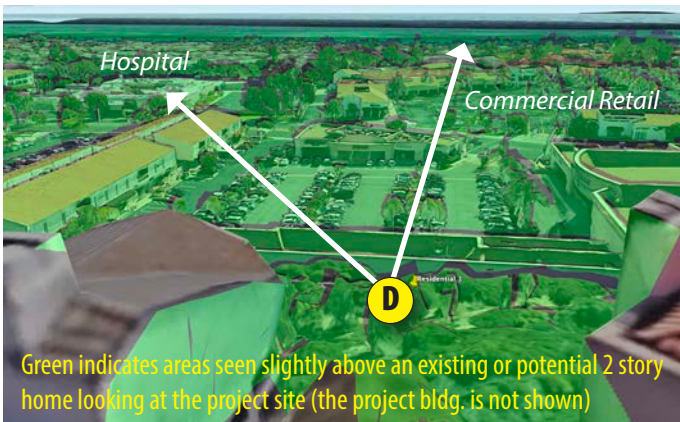


Looking towards the distant ocean view (limited close ocean views)





**FIGURE 24:** Viewshed for residential test site “D” as seen from home unit 8 (but generally representative of home units 8 and above)



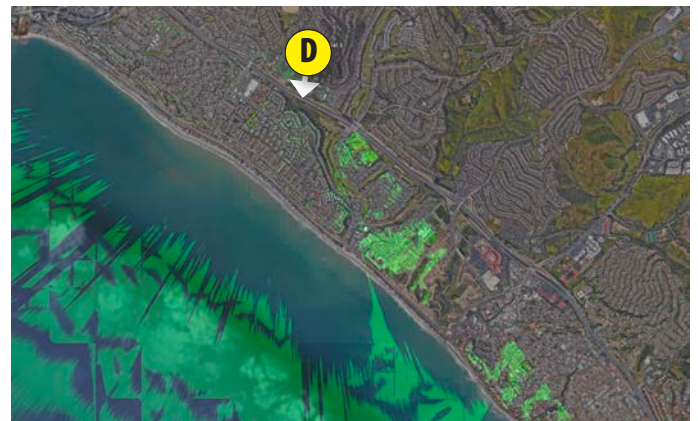
Second floor view looking towards the ocean and the hospital site



Viewshed looking towards the ocean and the current hospital site



View with a view of a 3D model for the new Sr. Housing in the center (taken from backyard at eye level) and retail on the right



Looking towards the distant ocean view (some close ocean views)





**FIGURE 25:** Proposed shade and shadow conditions (north is up, I-5 is along the south at the bottom of each diagram)

#### 4.5 SHADE AND SHADOW ANALYSIS

Shade is a common element of all building projects. Shade is generally a very positive aspect in our warmer climate and during seasonal heights it is a coveted resource. However, in some cases, shade can be cast on an adjacent land uses with sensitive outdoor uses that may be negatively affected by heavy shade at the wrong time of the year. Generally, shade is a positive element for 8 months out of the year for our Southern California climate. Generally, March through October shade is positive for most users. Sensitive receptors and uses would include community gardens that need access to sunlight, outdoor recreation uses associated with swimming pools and sunning areas, park spaces with gathering spaces for outdoor eating or socializing, playground areas, and solar structures with solar access requirements. The typical period of concern that denotes a shade issue is an accumulation of shade that adds up to more than three hours between 9:00 AM and 3:00 PM between November and early March or more than four hours between 9:00 AM and 3:00 PM the rest of the year.

There are no sensitive receptors located to the south (the freeway), to the west (commercial center with a tall building at the property line) nor to the north for the Camino de los Maras corridor since transportation facilities would not typically have a sensitive receptor or use. As shown in Figure 25, the cast shadow patterns from the project are contained mostly on the property of the project. Some longer shadows during afternoon hours in late winter, do have the ability to go across the property lines to the east. There is one grouping of solar panels directly to the east, at the west edge of the Senior Housing project next to the project site. There may be some limited hours where the heavy shade pattern in late fall and early winter could cast some shadows on the solar photovoltaic panels to the east. However, the shade hours would be late in the afternoon in the winter for just a short period of time, not creating a substantial interruption in solar power production and therefore would not be considered to be a significant shade or shadow impact. This potential slight shading problem does not meet the threshold of 3-4 hours between 9:00 AM and 3:00 PM. **Therefore, no shade and shadow impacts are expected as a result of the proposed project.**





*Solar carports being considered with a single post cantilever design*



*This rendering shows the size and general form of the proposed solar panels found in several locations on the developed site. The glare amount from this panel could have some potential effect on adjacent uses that need to be analyzed.*

#### 4.6 GLARE ANALYSIS

Certain materials have the potential to reflect light from the sun and bounce this glare back in different directions that may negatively affect sensitive receptors. The proposed materials that fit this condition are shown on the photos above. Intensive light can create distractions that could result in safety concerns if they interrupt the operation of equipment, vehicles or movement. For this to occur, materials have to be highly polished, glazing with mirror reflective film, or intensive lighting that hits a very bright surface. There are four types of glare: distracting glare, discomforting glare, disabling glare, and blinding glare. Under CEQA Appendix G, the basic question is: does the project create a new source of substantial glare or light which would adversely affect day or night-time views in the area? This section will only handle the question of daytime glare. The night-time glare from reflective surfaces from lighting will be handled in the lighting and night-time glare section.

Glare can occur during both daytime and night-time hours. Daytime glare is caused by the reflection of sunlight or artificial light from highly polished surfaces, such as window glass or reflective materials, and, to a lesser degree, from broad expanses of light-colored surfaces. Daytime glare generation is common in urban areas and is typically associated with mid- to high-rise buildings with exterior façades largely or entirely comprised of highly reflective glass or mirror-like materials from which the sun can reflect, particularly following sunrise and prior to sunset. Daytime glare generation is typically related to sun angles, although glare resulting from reflected sunlight can occur regularly at certain times of the year. Glare can also be produced during evening and night-time hours by artificial light directed or reflected toward a light-sensitive land use.

The standard of permitting in San Clemente indicates that all proposed glazing (e.g., glass exterior surfaces or windows) would be required to meet current building code requirements to minimize reflectivity in order to avoid creating glare in off-site locations. Additionally, building facade features such as window shades, stepped building setbacks, angled building sides, and other architectural features that reduce the direct sunlight onto the building surface and minimize glare. Most solar panels are designed with anti-reflective glass front surface and only reflects about 2 percent of incoming light. Reflective Coating (AR Coating) is a technical means to reduce reflection that also increases light absorption of solar cells and thus increase its performance. The panels used on this project will be required to follow these standards and therefore would not create an impact to adjacent parcels and roadway uses. No other reflective materials will be used on the project such as polished surfaces, mirror like window films, or highly reflective gloss painting. **Based on these requirements, the project is not expected to have any glare impacts.**



### 4.7 LIGHTING AND NIGH-TIME GLARE

The site is within an urban area with a high degree of variable lighting levels and sources. The primary concern is for spill over lighting onto adjacent properties with excessive lighting levels that create an adjacent property nuisance condition. A secondary concern would be related to nigh-time glare that is distracting to drivers on adjacent streets. A third concern specific to this site would be related to light that detracts from nigh-time views of the coastline and Pacific Ocean. This third concern will be discussed in the next section.

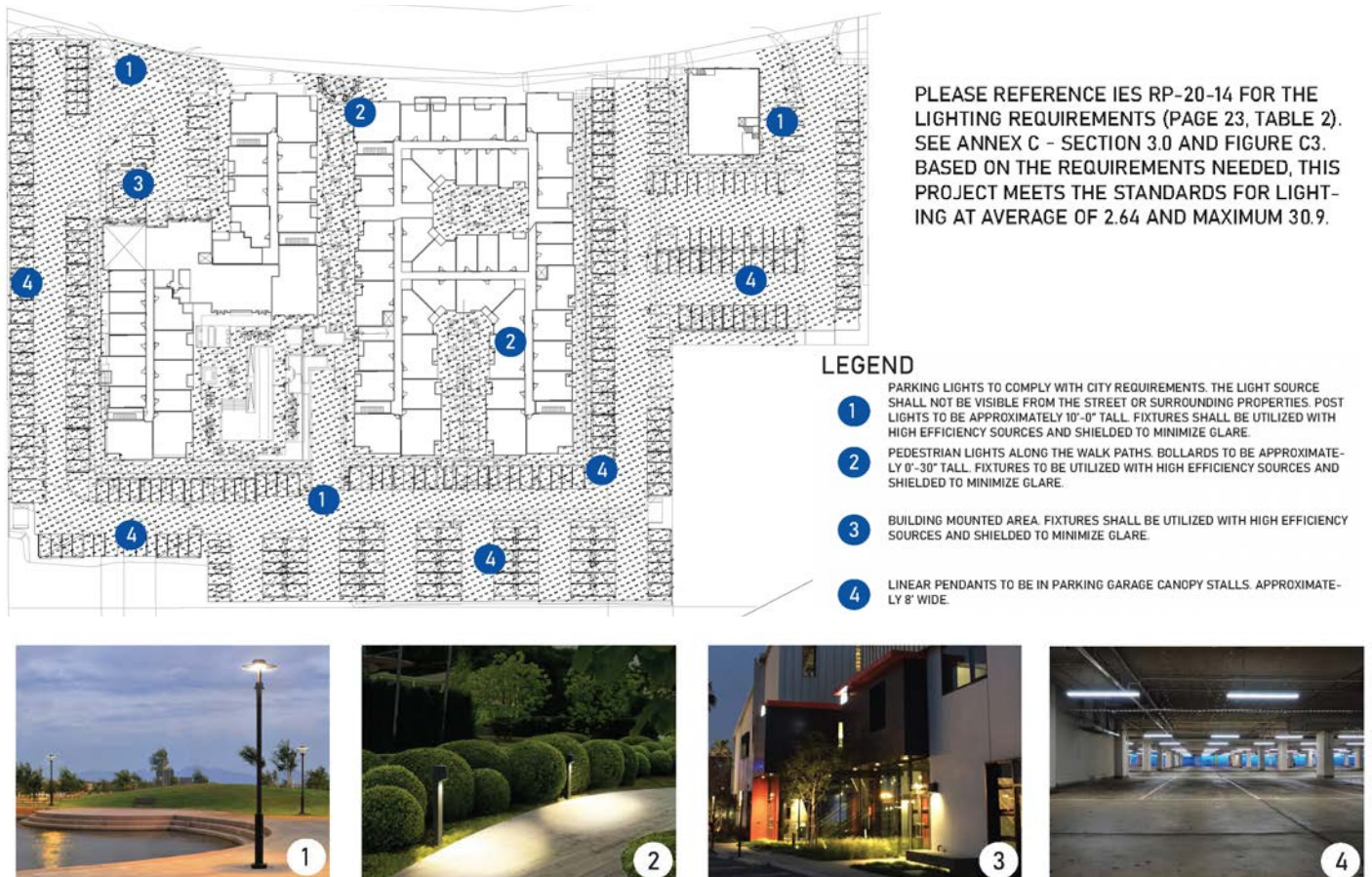
#### Regulatory Policies for Avoiding Excessive and Spillover Lighting

Outdoor lighting requirements for the proposed project are regulated by the City of San Clemente Lighting Ordinance Section 17.24.130 as well as Municipal Code Sections 17.16.250 and 17.16.260.2 if they include signage. The language of the Lighting Ordinance consists of:

*Exterior lighting shall be energy-efficient and shielded or recessed so that direct glare and reflections are contained within the boundaries of the parcel, and shall be directed downward and away from adjoining properties and public rights-of-way. No lighting shall blink, flash, or be of unusually high intensity or brightness. All lighting fixtures shall be appropriate in scale, intensity and height to the use. Security lighting shall be provided at all entrances/exits.*

#### Spill over Excessive Lighting

The lighting consultant has prepared materials as part of the entitlement permit set. Although detail does not exist yet to determine the exact levels of lighting proposed, this series of maps, diagrams and images are tied to the IES Guidelines for avoiding lighting above accepted industry standards of at least 2.64 foot candles but no more than any light producing 30.9 foot candles (see Figure 26). The lighting fixtures shown on Figure 27 and 28, indicate the adherence to best practices and professional standards that will avoid the spill over of light onto adjacent properties. **Therefore, a lighting impact associated with nigh-time glare or lighting spill over to sensitive receptors is not expected to occur and no impact is likely.**



**FIGURE 26:** Proposed lighting levels and lighting guidance proposed to be followed



Collection delivers world class LED optical and performance solutions to the decorative luminaire marketplace.

Comments	Date
Prepared by	

**SPECIFICATION FEATURES**

**Construction**  
 TOP: Cast aluminum top housing attaches to cast aluminum mounting arm hub with four stainless steel fasteners. One-piece silicone gasket between mounting hub and top casting seals out moisture and contaminants. (See the mounting accessories section for a full selection of mounting arms. Only these arms are compatible with the Epic luminaires.) MID SECTION: Continuous silicone gaskets seal lens to top casting and shade. The mid section features cast aluminum construction and stainless steel assembly. SHADES: Heavy gauge precision spun aluminum shades offer superior surface finish and consistency in form. COORINATION: Die-cast aluminum 1/8" thick door and door frame seal to underside of shade with a thick wall continuous silicone gasket. Mounting hub ships attached to mounting arm.

**Optics**  
 Choice of twelve patented, high-efficiency AcouLED Optic™ technology manufactured from injection-molded acrylic. Optics are precisely designed to shape the light, maximizing efficiency and application spacing. AcouLED Optic technology creates consistent distributions with the flexibility to meet customized application

requirements. Offered Standard in 4000K (w/ 2750 CCT and nominal 70 CRI), Optional 3000 CCT and 5000K CCT. For the ultimate level of spill light control, an optional house-side shield accessory can be field or factory installed. The house-side shield is designed to seamlessly integrate with the SL2, SL3 or SL4 optics.

**Electrical**  
 LED driver mount die-cast aluminum back housing for optimal heat sinking, operation efficiency, and pin-probed life. Standard drivers feature electronic universal voltage (115-277V/50/60Hz, 587V/60Hz or 480V/60Hz operation) greater than 0.9 power factor, less than 20% harmonic distortion, and is suitable for operation in 40°C ambient temperature. All fixtures are shipped standard with 100%/2084 common - and differential - mode surge protection. LightSARs feature and IP65 enclosure rating and maintain greater than 85% lumen maintenance at 60,000 hours per IESNA TM-21. Occupancy sensor and dimming options available.

**Finish**  
 Housing is finished in five-stage super TPO polymer powder-coat paint, 2.5 mil nominal thickness for superior protection against

fade and wear. LightSAR™ cover plates are standard white and may be painted to match finish of luminaire housing. Standard colors include black, bronze, grey, white, dark platinum and graphite metallic. RAL and custom color matches available. Consult Outdoor Architectural Color book for a complete selection. Optics to meet Bay American Act requirements.

**Warranty**  
 Five-year warranty.



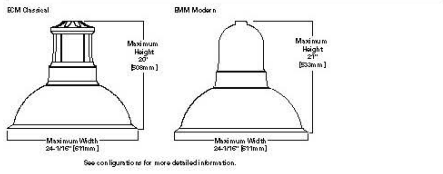
**ECM/EMM EPIC MEDIUM LED**  
 1-4 LightSARs  
 Solid State LED

DECORATIVE AREA LUMINAIRE

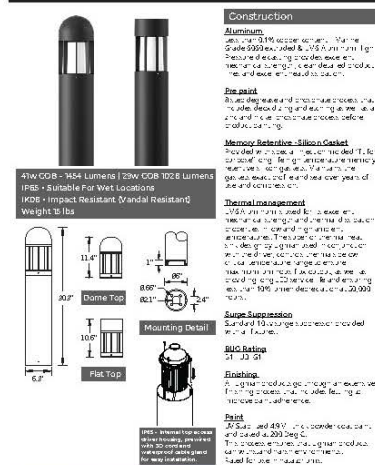
**CERTIFICATION DATA**  
 Meets UL Listed DesignLight Consortium "Qualified" for LightSARs  
 ULTRAVIOLET Compliant  
 20 Million Tested  
 10,000

**ENERGY DATA**  
 Backless LED Driver  
 40W Power Factor  
 400W Total Harmonic Distortion  
 100/277V 50/60Hz, 241/100/94, 400/200V  
 40°C Min. Ambient Temperature  
 40°C Ambient Temperature Rating  
 EPA  
 Product: Backless Area Luminaire

**DIMENSIONS**



**1** PARKING LIGHTS TO COMPLY WITH CITY REQUIREMENTS. THE LIGHT SOURCE SHALL NOT BE VISIBLE FROM THE STREET OR SURROUNDING PROPERTIES. POST LIGHTS TO BE APPROXIMATELY 10'-0" TALL. FIXTURES SHALL BE UTILIZED WITH HIGH EFFICIENCY SOURCES AND SHIELDED TO MINIMIZE GLARE.



**Construction**  
 Aluminum  
 TOP: Cast aluminum top housing attaches to cast aluminum mounting arm hub with four stainless steel fasteners. One-piece silicone gasket between mounting hub and top casting seals out moisture and contaminants. (See the mounting accessories section for a full selection of mounting arms. Only these arms are compatible with the Epic luminaires.) MID SECTION: Continuous silicone gaskets seal lens to top casting and shade. The mid section features cast aluminum construction and stainless steel assembly. SHADES: Heavy gauge precision spun aluminum shades offer superior surface finish and consistency in form. COORINATION: Die-cast aluminum 1/8" thick door and door frame seal to underside of shade with a thick wall continuous silicone gasket. Mounting hub ships attached to mounting arm.

**Optics**  
 Choice of twelve patented, high-efficiency AcouLED Optic™ technology manufactured from injection-molded acrylic. Optics are precisely designed to shape the light, maximizing efficiency and application spacing. AcouLED Optic technology creates consistent distributions with the flexibility to meet customized application

requirements. Offered Standard in 4000K (w/ 2750 CCT and nominal 70 CRI), Optional 3000 CCT and 5000K CCT. For the ultimate level of spill light control, an optional house-side shield accessory can be field or factory installed. The house-side shield is designed to seamlessly integrate with the SL2, SL3 or SL4 optics.

**Electrical**  
 LED driver mount die-cast aluminum back housing for optimal heat sinking, operation efficiency, and pin-probed life. Standard drivers feature electronic universal voltage (115-277V/50/60Hz, 587V/60Hz or 480V/60Hz operation) greater than 0.9 power factor, less than 20% harmonic distortion, and is suitable for operation in 40°C ambient temperature. All fixtures are shipped standard with 100%/2084 common - and differential - mode surge protection. LightSARs feature and IP65 enclosure rating and maintain greater than 85% lumen maintenance at 60,000 hours per IESNA TM-21. Occupancy sensor and dimming options available.

**Finish**  
 Housing is finished in five-stage super TPO polymer powder-coat paint, 2.5 mil nominal thickness for superior protection against

fade and wear. LightSAR™ cover plates are standard white and may be painted to match finish of luminaire housing. Standard colors include black, bronze, grey, white, dark platinum and graphite metallic. RAL and custom color matches available. Consult Outdoor Architectural Color book for a complete selection. Optics to meet Bay American Act requirements.

**Warranty**  
 Five-year warranty.

**Additional Options (Consult Factory For Pricing)**

- 100 Approximate 10' Pole
- 30 Approximate 10' Pole
- 100 Approximate 10' Pole with LightBead

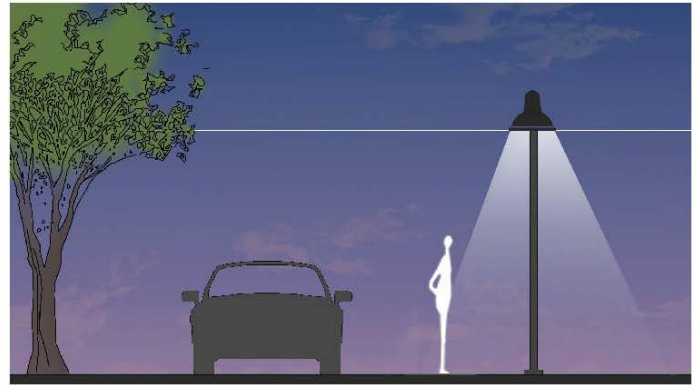
**Hardware**  
 Provided Hardware: 3/8" x 3/4" x 1/8" Grade 316 Stainless Steel Screws

**Opt Borehole**  
 Tapped holes are 1/8" in diameter and are spaced 1/2" apart. The diameter of the hole is 1/8" in diameter. The hole is 1/8" in diameter and is spaced 1/2" apart.

**Opt Borehole Class Lens**  
 Provided in clear, bronze, or black.

**Optics & LED**  
 Patented design provides excellent glare control and consistent output of light.

**Lumen Maintenance Life**  
 30,000 to 20,000 hours (TM-21) at 90% of the initial lumen.



**2** PEDESTRIAN LIGHTS ALONG THE WALK PATHS. BOLLARDS TO BE APPROXIMATELY 0'-30" TALL. FIXTURES TO BE UTILIZED WITH HIGH EFFICIENCY SOURCES AND SHIELDED TO MINIMIZE GLARE.

**FIGURE 27:** Proposed lighting fixture types and light glare guidance to be followed by the project



# San Clemente Senior Housing

**Application**  
As an individual luminaire with low mounting heights, it can be used for marking danger areas or in rows for illuminating corridors and passageways. With high mounting heights it can be used as a wall luminaire next to doors or for lighting small work areas.

**Materials**  
Luminaire housing constructed of die-cast marine grade, copper free (60-35% copper content) AL3003 aluminum alloy  
Matte safety glass  
High temperature silicone gasket  
Mechanically captive stainless steel fasteners  
NRTL listed to North American Standards, suitable for wet locations  
Protection class IP64  
Weight: 3.2 lbs

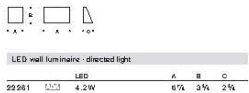
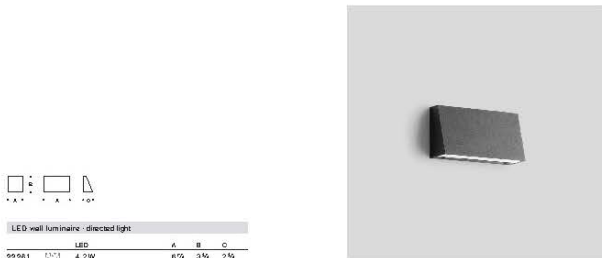
**Electrical**  
Operating voltage: 120-277V AC  
Minimum start temperature: -30°C  
LED module wattage: 4.2W  
System wattage: 5.5W  
Controllability: 0-10V dimmable  
Color rendering index: Ra>90  
Luminaire lumens: 352 lumens (3000K)  
Lifetime at Ta=15°C: >500,000 h (L70)  
Lifetime at Ta=35°C: 434,000 h (L70)

LED color temperature:  
□ 4000K - Product number + K4  
□ 3500K - Product number + K35  
□ 3000K - Product number + K3 (EXPRESS)  
□ 2700K - Product number + K27

BEGA can supply you with suitable LED replacement modules for up to 20 years after the purchase of LED luminaires - see website for details

Type:  
BE GA Product:  
Project:  
Modified:

**Finish**  
All BEGA standard finishes are matte, textured polyester powder coat with minimum 3 mil thickness.  
Available colors: □ Black (BLU) □ White (WHT) □ RAL □ Bronze (BRZ) □ Silver (SLV) □ GUS:



LED wall luminaire - directed light	
LED	W
52581	4.2W
	6% 3% 2%

**3** BUILDING MOUNTED AREA. FIXTURES SHALL BE UTILIZED WITH HIGH EFFICIENCY SOURCES AND SHIELDED TO MINIMIZE GLARE.



**REGOLO IP65 RATED**  
**RXT-P** Pendant / Flush Lens  
Direct Integral Driver

**Light Output and Energy Consumption\***

Light Level	lm/ft²	W/ft²	Efficiency
60	38	24	160
65	40	24	167
70	42	24	175
75	44	24	183
80	46	24	192

**Notes:**  
1. RXT-P flush mount luminaire designed for demanding environments for protection against water, dust, oil, salt and corrosion in use.  
2. Rugged three-sided 120° wide aluminum housing with welded seams and end caps. Housing standard finish is electrochemically applied to meet MIL-PRC-13160. Optional: black, black, or custom color paint finishes.  
3. Long life, maintenance-free LED in a variety of remote voltage packages. LED color is available in 3000K, 3500K and warm white. Custom requests for available. Modules is replaceable. L90100000000.  
4. Fully sealed gasketed lens and electrical fittings.

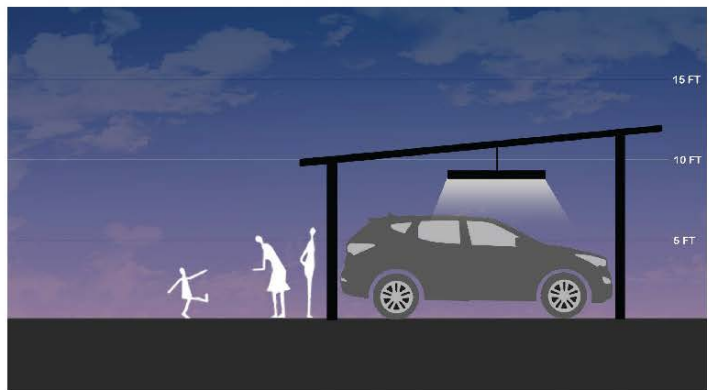
**ORDERING INFORMATION**  
SAMPLE NUMBER: RXT-P-D-FF-0713-1-C-U-D-W-12-4

SERIES	FINISH	LUMEN PACKAGE†	CRW CCT	CIRCUIT‡
RXT-P-D	FF - Flush Mount	03 - 300 lumen	L30 - 3000K	TC - Single Circuit
		05 - 500 lumen	L50 - 3000K	TE - Single Circuit with DM Circuit
		07 - 700 lumen	L70 - 3000K	TS - Single Circuit with 576 Battery Pack
		09 - 900 lumen	L90 - 3000K	TT - Single Circuit with 576 Battery Pack
		XX	LXX - 3000K	TR - Single Circuit with 10W Battery Pack
			LXX - 3000K	TD - Single Circuit with 12W Battery Pack
			LXX - 3000K	CEC - CEC Compliant (DM Battery Pack)

**Notes:**  
1. Neutral brown regulator should be used.  
2. Custom finishes for special applications are available. Contact factory for additional options.  
3. Custom battery for special applications are available. Contact factory for additional options.  
4. Custom finishes for special applications are available. Contact factory for additional options.  
5. RXT-P luminaire is not suitable for use in hazardous locations.  
6. RXT-P luminaire is not suitable for use in Class I, Division 2 hazardous locations.

VOLTAGE	DRIVER‡	LUMINAIRE FINISH	WIDTH LENGTH	DEPTH	OPTIONS
0 - Non-wired	DM000000-120	00 - Standard	90 - 120" diam	2 - 2 1/2"	DMF - Non-wired or transformer driver
1 - 120V AC	D - Direct to 120V Standard	01 - Etched Anodized, direct to 120V	5 - Silver	10 - 10" diam	DMF - Non-wired or transformer driver
2 - 277V AC	DD - Direct to 120V, flush to air	02 - Etched Anodized, direct to 120V	8 - Black	24 - 24" diam	DMF - Flushing
	DD2 - Etched Anodized, direct to 120V	03 - Etched Anodized, direct to 120V	07 - Custom Color	4 - 4"	DMF - Flushing and cap with integrated sensor
		04 - Etched Anodized, direct to 120V	L12 - Luminaire® 3 1/2" x 12" Flush Mount	6 - 6"	DMF - Flushing and cap with integrated sensor
		05 - Etched Anodized, direct to 120V	L15 - Luminaire® 3 1/2" x 15" Flush Mount	7 - 7"	DMF - Flushing and cap with integrated sensor
		06 - Etched Anodized, direct to 120V	L18 - Luminaire® 3 1/2" x 18" Flush Mount	8 - 8"	DMF - Flushing and cap with integrated sensor
		07 - Etched Anodized, direct to 120V	L24 - Luminaire® 3 1/2" x 24" Flush Mount	9 - 9"	DMF - Flushing and cap with integrated sensor

**4** LINEAR PENDANTS TO BE IN PARKING GARAGE CANOPY STALLS. APPROXIMATELY 8' WIDE.



**FIGURE 28:** Proposed lighting fixture types continued



### Nigh-time lighting levels affecting views

If there are dark skies and lower level of lighting in the immediate lighting environment, for those with views of the Pacific Ocean within a relatively close distance to the project site, High lighting levels could be a distraction to evening and night time views of the ocean. This is likely to happen most noticeably at about the first few hours after sunset. This is a time that most people would be enjoying a view, the time that lights commonly first come on and the late evening sky where a view of the water could be obscured by bright lighting from below. This is also a likely time that maritime fog and higher humidity in the air can accentuate the brightness of the lighting.

The contrast of bright lighting only occurs if the lighting in the general area is low and dark sky conditions exist. A quick review of the lighting conditions were done on August 25th. Table 5 gives a summary of the current conditions as measured by a light meter, held at about 4 feet in height. Sample images taken around 9:00 PM on August 25th show the relative darkness and light spots around the area of the project site. Representations of the amount of ambient and light specific sources of lighting are shown on Figures 29, 30, and 31.

#### **TABLE 1: Current General Lighting Levels of Areas Adjacent to the Site** **The Commercial Center to the north of the site:**

- Tall parking lights around: 3 fc
- Shorter pole lights around: 2.5 fc
- Wall sconces varied from: 4-10: fc measured 10 feet from the wall
- Wall washes from: 2-10 fc measured 10 feet from the wall
- The commercial area seemed to have a low of: .5 fc, average of: 2 fc, high average of: 5 fc with a very high of: 10 fc.

#### **Public Street:**

- Under intersection lights (probably lights are 25-30' high): 1fc
- Median light level from double masthead lights in median of: 2.5 fc
- General light level with minimal lighting uses of: .5 fc

#### **Adjacent Business Parks:**

- Parking lots with mid-level height (10-15') of: 4.5 fc
- Security lighting on the sides of buildings measured 10' away of: 5 - 10 fc
- General ambient lighting levels around the parking lots of: 0 - .25 fc
- General ambient lighting levels around the buildings of: .25 to 1 fc

#### **Current Hospital Site:**

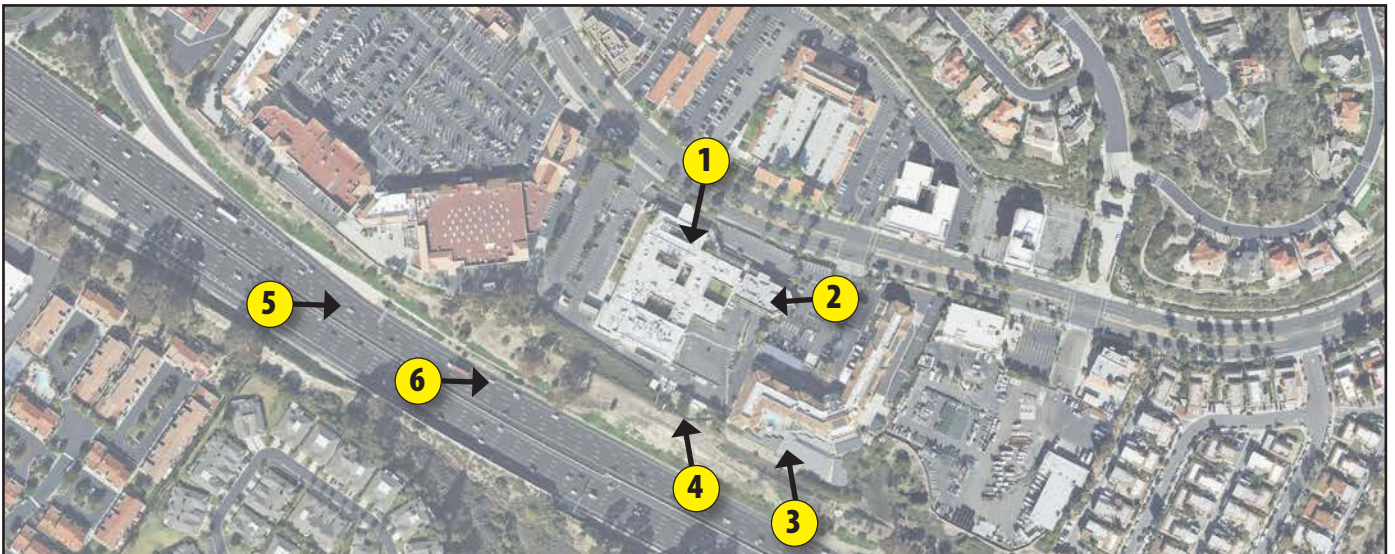
- Parking lots with mid-level height poles of: 1.5 fc
- Wall security lighting of: 2-5 fc
- Wall wash of: 5-10 fc

Based on the current ambient lighting levels in areas adjacent to the site, the current level of lighting at the site (which currently is not in full operation but has some lighting on at night), and the distance that sensitive receptors that have ocean views are located at, **no impacts are expected that would be considered significant.** This is assuming that no wall washing with lights are proposed for the Sr. Housing project. The wall washing up-lights for the existing Sr. Housing project to the south, have excessively high levels of lighting. The bright white nature of the stucco does create a detracting nigh-time appearance of full wall washes. The existing wall up-lighting is disruptive to views for residents that both see the ocean and the existing Sr. Housing Center in early nigh-time hours. It would also be disruptive to drivers on the freeway if south facing walls are up-lit with full wall washes. But that is an existing condition of the adjacent property and no wall up-lighting is proposed by this Senior Housing project.

### Summary of all Lighting Related Potential Impact Analysis

**No excessive off-site light spillage (glare) to any adjoining properties, and public rights-of-ways, pursuant to Section 17.24.130, is anticipated.** No significant lighting or nigh-time glare impacts are expected upon implementation of the proposed project. Although not indicated in the current plans, we recommend avoiding any up-lighting of walls to obtain a wall wash affect. Wall mounted sconces that wash portions of the wall by down-lighting would be acceptable since the glare from the bright walls would be reasonable. Since no wall washing using up-lights are part of the lighting plan, **then no impact to views from early nigh-time light glare would be expected.**





**FIGURE 29:** Existing lighting conditions found on the site and as seen from the freeway



Photo 1: Project Site parking lot areas (≈1.5-2 foot candles)



Photo 2: Project Site of wall lighting (≈2-5 foot candles)



Photo 3: Northbound I-5 of Sr. Housing wall washing (≈5-10 fc)



Photo 4: Project Site from Freeway (no current bldg. view)

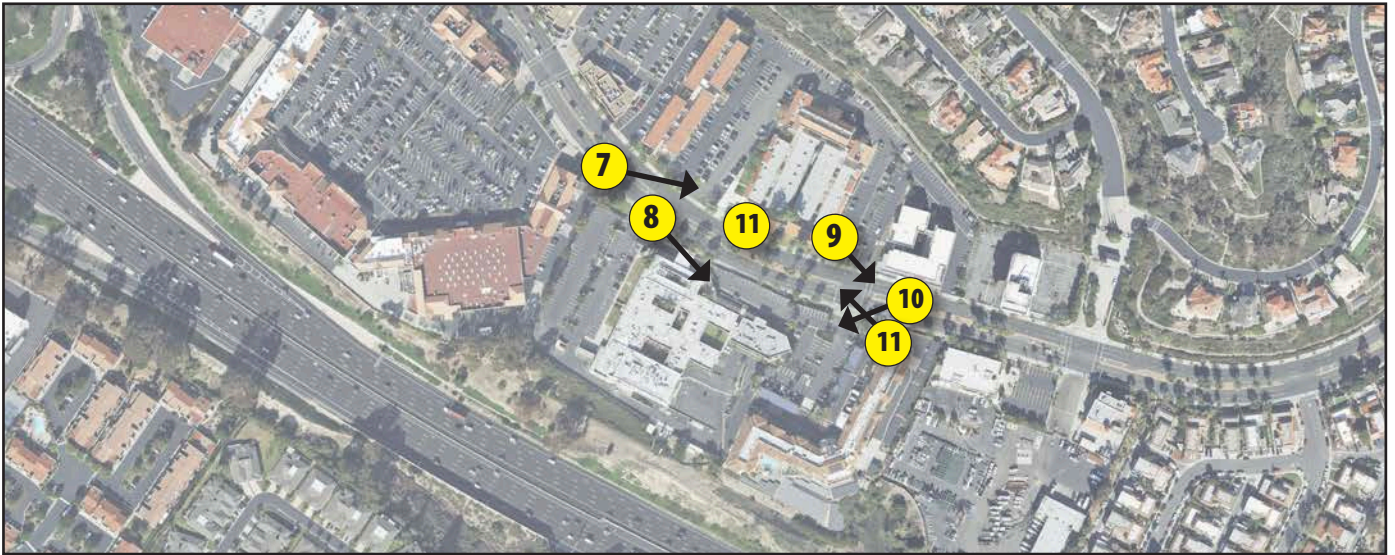


Photo 5: Southbound Freeway of Shopping Center (≈3-5 fc)



Photo 6: Southbound Freeway of existing site (≈1 to 2 fc)





**FIGURE 30:** Existing lighting conditions found along Camino de los Mares



Photo 7: Southbound on Camino de los Mares ( $\approx 2-3$  fc)



Photo 8: Street lighting near project site ( $\approx 2-3$  fc)

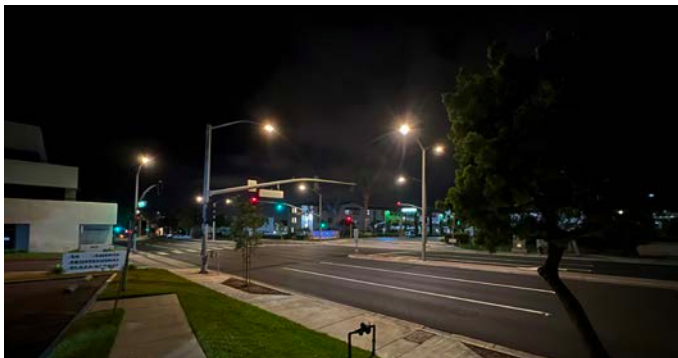


Photo 9: South on Camino de los Mares near Sr. Housing ( $\approx 1-2$  fc)



Photo 10: North on Camino de los Mares near Sr. Housing ( $\approx 2-3$  fc)



Photo 11: North on Camino de los Mares near Sr. Housing ( $\approx 1-2$  fc)

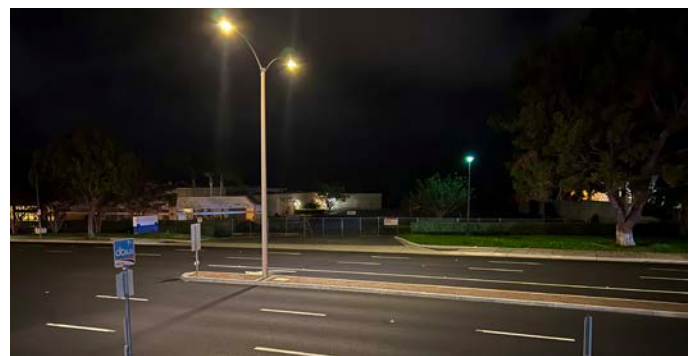


Photo 12: Looking west across from project site (median  $\approx 2-3$  fc)





**FIGURE 31:** Existing lighting conditions found in and around adjacent businesses near the site



Photo 13: High levels of lighting and commercial center (4-6 fc)



Photo 14: High level of parking, wall wash & sconces (≈3-6 fc)



Photo 15: Signage and building security lighting (≈3-20 fc)



Photo 16: Signage, up-lighting and wall washes (≈5-10 fc)



Photo 17: Bright high pressure sodium parking lot lights (≈4-6 fc)

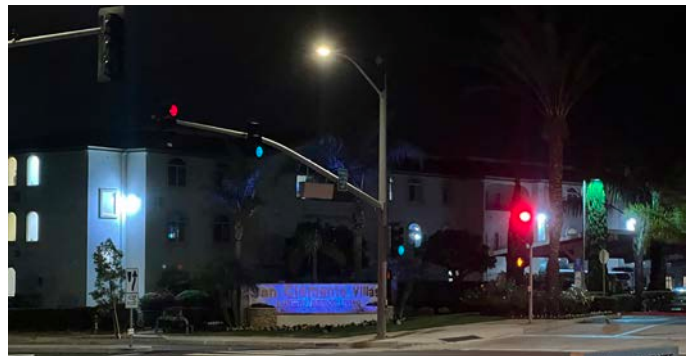


Photo 18: Existing Sr. Center signs (2 fc) and wall wash lights ≈5 fc)



### 4.8 SUMMARY OF POTENTIAL IMPACTS

As a result of this analysis, it is the professional opinion of the author that the proposed project would have less than significant impacts to visual quality, visual character, view quality, and adopted policies and guidelines. Further, the project would not have any significant impact on Shade and Shadow, Glare or Lighting. Several adverse but less than significant impacts could occur from the project and can be seen on Table 5 and were discussed in previous sections.

### 4.9 SUMMARY OF VIEWER GROUP CONCERN

For those less than significant but adverse potential impacts, the only viewer group with a major concern would likely be the private residential unit owners that may be affected by a partial blockage of some of their ocean views. Again, this view is private and the blockage is not a complete view corridor blockage with these units still having ocean views remain although slightly obstructed.

### 4.10 REQUIRED MITIGATION (IF ANY)

Since no significant impacts are expected to occur under CEQA, no mitigations are required.

TOPICS COVERED BY THIS MEMO	Section Number to Review and Reference	No Impact	Less than Significant but Adverse Impact	Description Notes on the Less than Significant Impacts	Significant Impact	Special Notes
Scenic Quality Conditions & Policies (CEQA Appendix G: Item a and b)	4.1	✓				
Visual Quality (CEQA Appendix G: Item c)	4.2	✓				
Conformance with Adopted Guidelines and Policies	4.3		✓	1) Setback for floors above 2nd floor (LU-3.04) 2) Outdoor spaces are all interior and do not transition the public viewing side of the site plan. 3) Perimeter plantings are a bit deficient for the one tree every 300sf along the east and west edges.		1) 3rd and 4th floor balconies do occur in several areas and both the vertical and horizontal insets and plane offsets have provided for diversity in the elevations. 2) The paseo that passes through the center is providing this transition. Perhaps the main entry could have a seating area added for persons waiting for pick ups and to provide a better exterior to interior transition. 3) The east edge interfaces with the backside of the commercial retail area, but more screening could help better screening but would require less PC panel shade structures.
View Quality	4.4		✓	1) Some ocean view blockage of 4 home units with some vertical blockage and some horizontal blockage but all within a reasonable percentage of the degree of vision for these views.		1) No public views are affected.
Shade and Shadow	4.5		✓	1) Small potential for shade to cast over existing solar trellis, but does not meet the 3-4 hour threshold		2) No action required, however this potential of affecting a solar panel has been noted.
Daytime Glare (CEQA Appendix G, Item d)	4.6	✓				
Nighttime Glare (Appendix G CEQA: Item d)	4.7	✓				
Lighting Spill Over or Excess Levels	4.7	✓				
Lighting Affecting Views	4.7	✓		1) Based on commitment to the follow the ordinance since lighting plan is not far enough along to fully analyze.		1) Assuming no up-lighting of wall washes with excessive lighting levels similar to existing Sr. Housing.

**TABLE 6:** Summary of Impacts