May 6, 2010
Convened 8:30am
Adjourned 5:00pm

Projects Reviewed
South Transfer Station
Alaskan Way Viaduct and Seawall Replacement
Fire Station 6
Maple Leaf Reservoir Park
Rainier Beach Community Center

Commissioners Present
Mary Johnston, Chair
Andrew Barash
Julie Bassuk
Graham Black
Lauren Hauck
Laurel Kunkler
Julie Parrett
Norie Sato
Donald Vehige

Staff Present
Guillermo Romano
Valerie Kinast
Tom Iurino
Jenny Hampton
ACTION

The Design Commission thanks the project team for their comprehensive and concise presentation. The Commission unanimously approves conceptual design presented with the following recommendations:

- Expand the use of informational signage.
- Consider a larger sign on the building and the use of color. The word collage might not be the graphic language appropriate to the scale, context and purpose of the building.
- While the Commission supports the boldness and assertiveness of the landscape, and the banding approach, the landscape design does not appear to have been informed by the shape of the access roads, or vice versa.
- Reconsider the planting patterns in the parking lot area.
- Integrate the banding approach of the architecture and landscape architecture more.
- Encourage the artist to integrate the art according to the scale of the facility.
- Improve how the large tipping floor building and the smaller administration building relate to each other.
- In the banding of the architecture, consider flipping the transparent part of the facades to the upper portion of the building instead of leaving it at the bottom of the building where it is more vulnerable to being hit by vehicles.
Presentation

Our transfer stations were built in the mid 60s and are ill adapted for the growth that we have seen. We are rebuilding both facilities in South Park and Wallingford. The structures will need to be larger to meet our needs. We want an aspect of race and social justice to this project as well. We want to make it clear through the design that we care for the surrounding South Park and Wallingford neighborhoods.

We are doing a design build project and plan to be finished construction by Aug 2012. We plan on being back before the commission on May 20th to seek approval for the schematic design and street improvements.

We have also been working with the community members for the last five years.

How we selected our team:

- we started over 2 years ago. We wanted industry expertise and a local team that knows the area.
- we want to bring this project to LEED gold.
- we want to reach out to the community.
- we wanted to make sure that we can work together and have fun.

When we were thinking about the project, we came up with three goals:

- make it work (respond to the technical documents such as queuing, safety of users)
- make it speak (articulate the goals of the city and neighborhood LEED Gold)
- make it flexible (a large building helps to make it flexible for SPU)

We integrated with the city’s team, analyzed the technical issues and made sure that we are working in the same direction.

Barbara Swift presented the landscape. We first stepped back and looked at the phases 1 and 2 in the larger context of the Duwamish River valley. For the South Park station, we looked at the source of forms along the river. We also looked at the texture and scale of the area with large parcels and small parcels expressing in the built form. We also looked very closely at the trail system, communities, and movement through the site.

One of the charges with the project was to create a masterplan for phase 1 and phase 2. We consistently tried to pull the buildings back from 99, and located them on this edge. These are large strong landscape moves. There are two things that can help with the scale; one is landscape and one is building. This site looks at the potential for pedestrian connections that can tie into the trail system.
Some of the technical and organizational movements control the building’s size and shape. Once we determined a footprint we moved it along the site so that we could move the box on site to meet our goals. One of our key design criteria was to separate large vehicles from small vehicles for safety. The separation of traffic also speeds up and makes more efficient the movement through the building. Another feature is a tunnel below the building where large trucks can load and unload their material.

We kept the strategy for the landscape simple. We wanted to make sure there was a large landscape. We looked in depth at the scale of areas and the speed of movement. Visitors can park and go to the building or drive around to the building to que. We are looking at using big large trees. We are using grasslands for the ground of the site. We are using graphically strong bands of shrubs. The site’s topography is slightly sloped; we are using landforms to scope up and around the building, but are reworking it so that the graphic patterns are strongly presented.

As we evaluated the site at the beginning of the project, we talked about what is waste and how it could become a cycle and how we could break down the scale and think about the character of the building and the site. We started from the very beginning and looked at the systems as being civic in nature. We want to this to be an industrial place, but also to break down the scale of the building.

There are three floors: the tunnel, tipping floor and top floor. The top floor is the administration area that includes a viewing room that looks out over the tipping floor. On this floor there is also a training room. We are using translucent panels to drive light right into the building. The building will be a little above the ground grade due to the configuration of the tunnel.

We have been asked to devise a comprehensive system for wayfinding, one that can be flexible. We have employed words, images and symbols to span the different users of the facility. We are also using photographic images and static and LED technology systems. Since waste affects environment, we are incorporating earth, water, sky images to depict these ideas. We are looking at using recyclable materials for the signage. We are looking at the transit typeface as it is designed to be read from moving vehicles. We are also showing information for education and how SPU promotes recycling and also the sustainability of the site and building. We are also locating the South Transfer station name with possibly a collage of waste word associations on the side facing I-90.

There is an artist-to-be in residence for the transfer stations. She has been at the stations and observing the process and people to come up with a temporary installation. We are finding that the size and scale of the
buildings are a challenge. The artist is looking at ideas of projection or developing something sculptural. At this point the artist is working with the design team to come up with a temporary piece for the current facility and then also for a more permanent piece for this facility.

**Commissioners’ Comments & Questions**

*Did you have an idea of where the rain water catchment might be?*

It currently will sit on the east side of the building and will be underground. The system will be in place to catch most of the roof water and used in site.

*How much parking is there?*

There is 37-38 vehicle parking stalls and bus drop off. There is also the area where all the trailers will park.

*With the addition of vehicles, is SDOT ok with how this configuration works?*

There will be a lot less vehicles in the proposed transfer station then with the existing.

*How will recycling happen when this is in operation?*

The large building will help during the process of phase 2.

*What will have to happen with the dust to keep the panels translucent and not dusty?*

We will have to have some maintenance to keep up the clarity and cleanliness. From a lighting scheme, it will help to bring the light into the system.

*The panels along the base of the building, are you concerned about the durability?*

The panels on the top of the building are on the outside of the structure, but at the base, it will be on the inside. We will be putting guard rails on the inside and vegetation along the outside.

*Has there been any community involvement in this process?*

Early on, SPU put together a stakeholder group to inform to project. They did a lot of work identifying what they thought would be critical for the community. It was in the RFP and was something that was addressed. This stakeholder group also has been reviewing the project. We have had an open house with 30 or so people attending from the community. There is a positive response. We will be continuing working with the community.

Thank you for your thorough presentation, I really like that the way that the signage will play a role in this concept. Include the green elements as well into the education plan.

*Is there a way that some of the vegetation banding can start to influence the building in some ways. I will urge you to consider the collage of words and how people might read this and drivers passing by.*

I think when you start to get in more detail and play with the materials, the word collage might get a bit dated in this 50 year building.

*I think it will be really important for the artist to match the scale of the project. Maybe there is a way to use the translucency and light as part of the building.*

Not being that familiar with the area, it will be helpful to have an overview to how the neighborhoods are and what the context is.

I applaud that the landscape architecture and architecture are working together in creating simple plans and palettes. In terms of the building, I think that the big shed is working well but the administrative building seems to be an add-on and it seems like it’s a different vocabulary. It seems like they need to feel more integrated and the relationship needs to be together.

The concept for the landscape seems right on, but doesn’t seem to be fulfilling that promise and is a little tentative. The banding is weak in some ways. There are some very interesting shapes created however and I think that they could work together a bit more with the building.

*Might want to think about different colors for the building as well and not grey.*