Central Area Design Guidelines Process



First Community Meeting: Introductory Workshop

[late january]

Present background research and analysis to community
 Introduce framework for neighborhood design guidelines
 Discuss what current design goals the community has

Objective: Define main design guideline goals from community feedback

synthesize feedback

feedback

nthesize

Present common themes from previous workshop
 Participate in walking tours to identify character defining elements throughout the Central Area

Second Community Meeting:
Walking Tour Workshop

> Summarize findings to present to larger community

[late february]

Objective: Use community findings to produce draft design guidelines



[early may]

synthesize feedbac

Report back findings to the community for feedback
 Present draft design guidelines
 Discuss areas needing improvements/changes

Objective: Incorporate community feedback into the draft document

5 Final Document Completed: CA Design Guidelines Adopted by City [december]

submit to city

Final Community Meeting: Presentation of Final Guidelines

[september / october]

schemata workshop

Community Feedback (from Jan 28th meeting)



MIMAR STUDIO

Guidance & Important Considerations

Address issues of current African American culture

Include Africatown (improve outreach so that all people are a part of the conversation) Plan with future densities in mind

Live/work – People should be able to afford living in building they work in

This is a series of neighborhoods (ensure DG's are site specific)

Walkability is dependent on ground floor tenants

Look at Sharon Sutton's work on African American design and other expert's work to see what African American design might look like (send out a survey?) Don't use cultural references if it's not available to African Americans

Address gentrification

Stoops are the life of the street

Reach out to Madison Valley groups

Neighborhood DG should acknowledge different characters and nodes within the CA Divide CA DG into DG for each of its 3 urban villages (12th Ave, Madison, 23rd and Jackson/Union)

Play helps children express themselves and put thoughts into words

Tame the streetscape (ex: 12th Street Park)

Provide equitable economic development

Need residential treatment accessibility

Lighting - "night sky" organization that addresses light pollution Allow access to public spaces/commercial along parks Can "Hardie board" be limited? DR requires research of site history Encourage reaching out to the community for ideas Do an inventory of historic buildings Residential uses at street level are a challenge because of privacy and security Promote area as "cultural area" – not "crime area" Not giving teeth to citizens concerns in design is adding to the discord Ways to think about African and African American legacy/heritage/presence:

- Not just applied or cliché
- Process of design being collaborative not just limited to building
- Relationship to land
- Inclusion
- Break up scale at ground level
- Provide concrete examples
- (Add language) ex: Africatown, speak to African and AA "aesthetic"
- Building as canvas for community to add voice
- What is Seattle's version of African reference?

Character & Site Specific Locations

Character Defining Elements

- Small, micro retail shops along street with uninhibited access (ex: 23rd and Union)
- Small façade segments with each piece having its own character and "artistic" feel
- Cultural elements included in the facades
- Stoops, and other places to congregate
- Brick buildings (ex: Cherry between 23rd & MLK, Yesler and 20th, Northwest African American Museum)
- Jazz in Jackson area (Garfield, Washington Middle School, jazz clubs)
- Certain textures may characterize certain neighborhood nodes: 23rd/Union, 23rd/Jackson, 12th/Yesler
- Public engagement (ex: 12th and Jefferson building)
- Murals / Patterns on walls

>Areas with Extra Potential

- Pratt Park/Pratt Fine Arts
- Langston Hughes Performing Arts Center
- Washington Hall

Community Feedback (from Jan 28th meeting)



1. Context & Site: community notes

>History & Heritage

- African and African American presence (ex: create pockets of culture to represent African American culture in CA)
- Retention and respect for existing neighborhood character
- Honor all heritages from the CD's past

>Zone Transitions

- At edge of more intense zones, ground related entrances, stoops, etc. should be provided
- Provide density at commercial cores (ex: 23rd and Jackson, and 23rd and Union)

Connection to Nature

- Consider solar access
- Push buildings back from street so sunlight reaches pedestrian level
- Provide more green space, ex: vertical green walls (also gives acoustic buffer)

2. Public Life: community notes

Livability for Families & Elderly

- Provide areas for children to play
- Provide opportunities to garden in multifamily
- Preserve alleys

- Streetscape Treatment (continued)
- Avoid grade separations (Storefronts should step along with the grade (ex: 30' max length)
- Promote transparency and "eyes on the street"

Gathering & Social Spaces

- Provide open spaces at ground level for gathering (not all open spaces need to be vegetated)
- Provide opportunities for neighbors to connect and

Streetscape Treatment

- Specific concern with how buildings meet the street and their entrances
- Encourage a quality pedestrian environment with pedestrian furniture
- Allow businesses to express themselves onto the sidewalk (ex: cafés, produce markets)
- Encourage shared public walkways to multiple building/campus (network of walkways)
- Encourage cluster of local businesses together
- No solid walls/fences connecting to the sidewalk (encourage landscaped buffers instead)
- walk/talk together on the sidewalk
- Discourage rooftop/private gated open spaces
- Enhance gathering points so that the scale of the art in public spaces is commensurate with scale of new development
- Provide amenities appropriate to the community (ex: bike racks not as necessary)
- Provide shared P-patches

3. Design Concept: community notes

>Layout & Massing

- Encourage courtyard housing/bungalow court with landscaping instead of fences
- Smaller, more broken up and varied building forms (discourage monoliths)
- Suggest second floor setbacks in NC zones and above
- Suggest further setbacks from the street (for wider sidewalks and plaza spaces)

>Building Details

- Provide operable windows
- Pay attention to scale
- Human scale engagement in build process ex: brick • Provide guidance for signage

>Materiality

- More use of color
- Encourage variation in building materials with emphasis on high quality materials

Outside of Scope: to be championed by other community groups

Microhousing

Provide access to parks, schools, affordable housing, and 2 - 3 bedroom living for families Require parking even in high transit areas to make it easier for people to get to the CD Shopping (shops) should be relevant to the community

Provide services/housing for middle low class

Provide opportunities for cultural services within neighborhood for residents and outsiders Promote African American ownership (community land trust as vehicle) Provide pedestrian crossings Affordability

Opportunity to satisfy needs without traveling out of neighborhood Provide shared P-patches Small commercial spaces for small businesses Stop HALA blanket upzones in certain areas to protect parts of the CD we want to preserve (zoning concerns at nodes) Require signage review Provide incentives for smaller community-based businesses (over big box) Uncle Ike/inequitable treatment of people selling pot