



HAL Real Estate Investments Inc.

2116 4TH AVENUE

SEATTLE, WA

EARLY DESIGN GUIDANCE

DPD #: 3009145

SEPTEMBER 9, 2008



WEBER THOMPSON

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HAL REAL ESTATE
INVESTMENTS INC.:

HAL Real Estate Investments Inc. is the Seattle-based real estate investment subsidiary of HAL Holding N.V., an international investment company based in the Netherlands Antilles. HAL's roots date back to 1873 when the Nederlandsch-Amerikaansche Stoomvaart-Maatschappij (N.A.S.M.) was founded in Rotterdam, the Netherlands. For most of its history, the company has operated ocean shipping and travel businesses. In 1989, HAL sold its principal operating unit, Holland America Line and since then, HAL has embarked on a strategy to build a diversified international investment company. The Company invests its own capital, not funds temporarily made available by outside investors. As a result, HAL does not operate within limited time horizons, nor is it subject to other restrictions common to institutional investors. HAL Real Estate Investments Inc. has been investing in Seattle area real estate since 1993 and has been involved in the development and operation of numerous urban multifamily projects.

PROJECT VISION STATEMENT

2116 4TH AVENUE

HAL Real Estate Investments, Inc. is proud to present 2116 4th Avenue, a 40-story tall residential tower with (360) units, 2,400 sf of ground floor retail and (335) parking stalls in both (120) above and (215) below-grade parking levels.

Rising from a mid-block, 12,960 sf site next to the Cinerama theatre in the heart of Belltown, this 400 foot tall high-rise residential tower will embody the Northwest high-rise design principals of tall, thin and sustainable towers that allow for abundant light and openness to reach the street, enhance the skyline and create a lively and safe streetscape.

The base of the tower will feature high-ceilinged and highly transparent retail space that will provide inviting and vibrant activation. Careful attention will be given to the ground plane in an effort to create a rich pedestrian experience, by incorporating lush landscape / hardscape treatments, contiguous overhead weather protection, and sophisticated lighting and graphic treatment.

The podium of the tower will house four floors of above-grade parking above the retail. The façade of these parking levels will be animated with work studios covering approximately 40% of the façade, and will be treated with a dynamic and artistic architectural expression. The intent is to create a visual landmark that celebrates this specific location, in a way that achieves an architectural dialogue with the neighboring Cinerama Theatre.

The facades of this sculpted tall and slender tower are broken down into smaller vertical elements that help to create a slender look and graceful scale. The top of the tower is sculpted in an effort to enhance the Seattle skyline. Taking cues from the Cinerama location, the roof-top level will accommodate a one of a kind garden terrace featuring an outdoor projection movie theatre.

With a Seattle sensibility, the 2116 4th Avenue high-rise residential tower will capture and foster a sense of authenticity, unpretentious charm, elegant but understated design, and a touch of artistic whimsy. The tower will feature an array of amenities that both bring people together and let them create the type of individual urban lifestyle they desire.

ZONING INFORMATION

ADDRESS:	2116 4th Avenue (Block J) (Lots 3 + 4)
ZONING & OVERLAYS:	Map 1A: Downtown Mixed Commercial: DMC 240/290-400 Belltown Urban Center Village
ALLOWABLE HEIGHT LIMITS:	23.49.008 The maximum building height is 400 ft/440 ft
SITE DEVELOPMENT AREA:	This mid-block site is platted at 120 ft wide x 108 ft deep (12,960 sf), but will be reduced by a two feet wide alley widening dedication and a four inch required seismic setback at each side lotline. The resultant developable site dimensions are (119.33 ft wide x 106 ft deep) which equals approximately (12,649 sf) of developable site area, up to a height of 26 ft above the alley at which point the building can extend back to the property line at the alley.
DEVELOPMENT DEPARTURES:	At this early stage, we anticipate the following departure requests: <div><div>1. Tower Width</div><div>2. Structural Overhangs</div><div>3. Canopy/Overhead Weather Protection Height</div></div>



PROJECT STATISTICS:

NUMBER OF FLOORS
AND FLOOR AREA (SF):

	Floors	Area (approx.)
Lobby/Retail/BOH	1	12,649 sf
Mechanical/Storage	1	4,063 sf
Parking (4 above grade, 8 below grade)	4	120 ps (215 ps below)
Amenity	1	5,000 sf
Residential	32	413,131 sf
Amenity	1	7,223 sf
Total Floors Above Grade	40	442,066 sf

NUMBER OF RESIDENTIAL
UNITS:

360 (D.U. approx.)

NUMBER OF PARKING
STALLS:

Residential Stalls Above Grade	120 (4 levels)
Residential Stalls Below Grade	215 (8 levels)
Total Stalls	335 ps (0.93/unit)



ZONING MAP



SITE STATISTICS:

ROW CHARACTERISTICS:

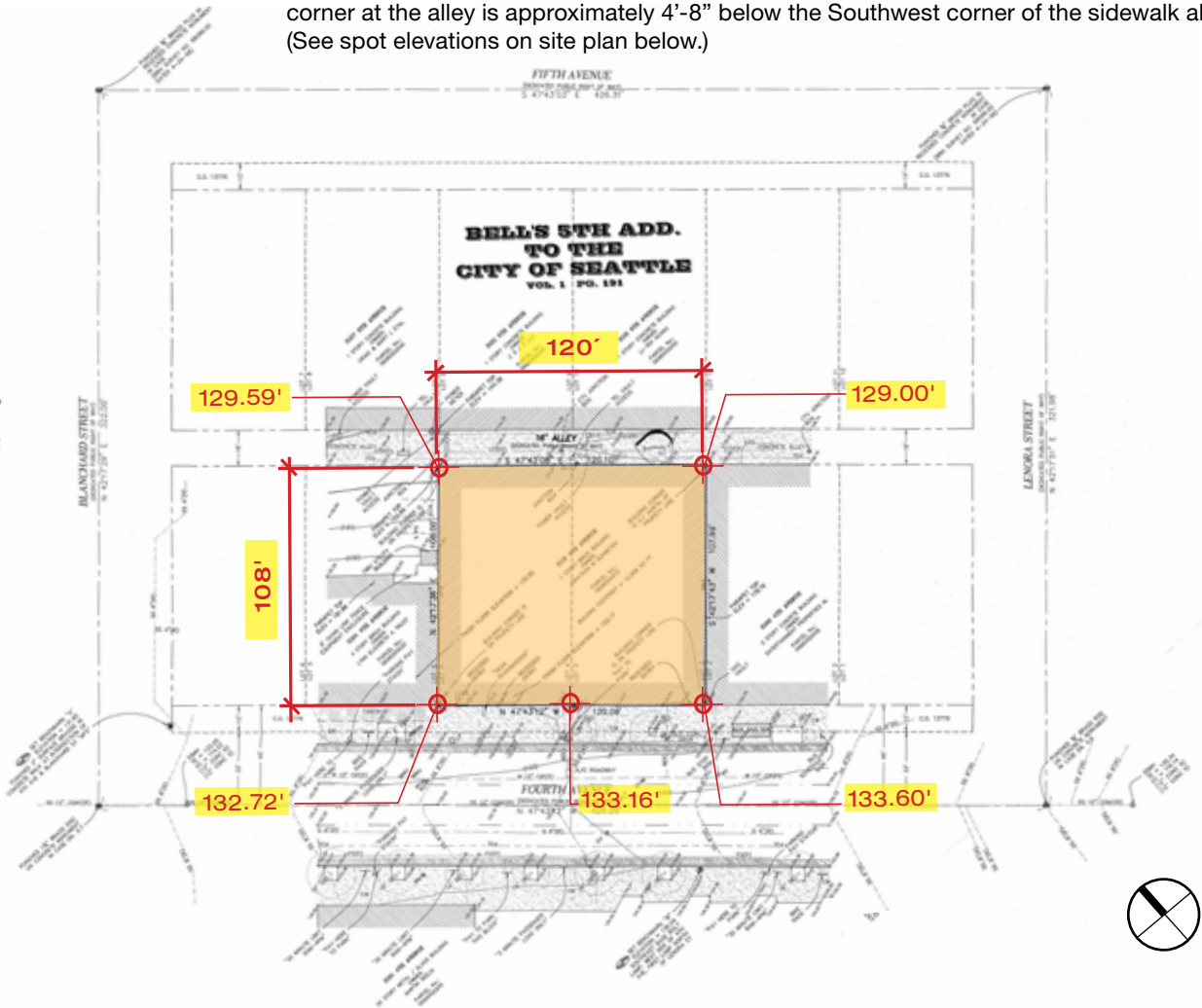
- 4th Avenue:
- North bound one-way street.
 - Class 1 Pedestrian/Principal Arterial.
 - ROW of 90 ft with a roadway of 54 ft and minimum 12 ft wide sidewalks.
 - Map 1C requires a 12 ft wide sidewalk.
 - Existing sidewalk is 18 ft wide.

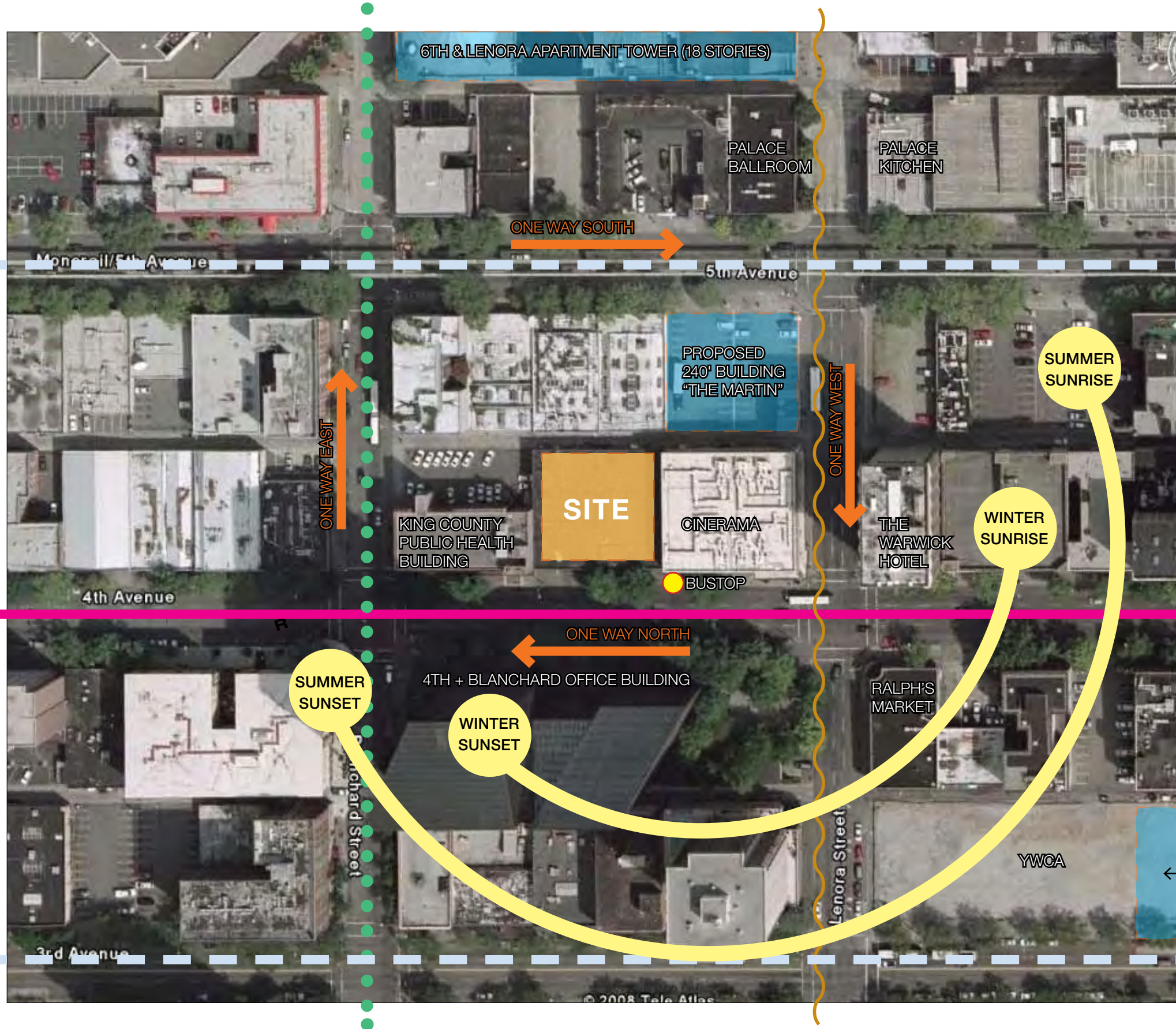
- Blanchard Street:
- One-way east bound
 - Green street

- Lenora Street:
- One-way west bound
 - Class 2 Pedestrian/Principal transit street

TOPOGRAPHY:

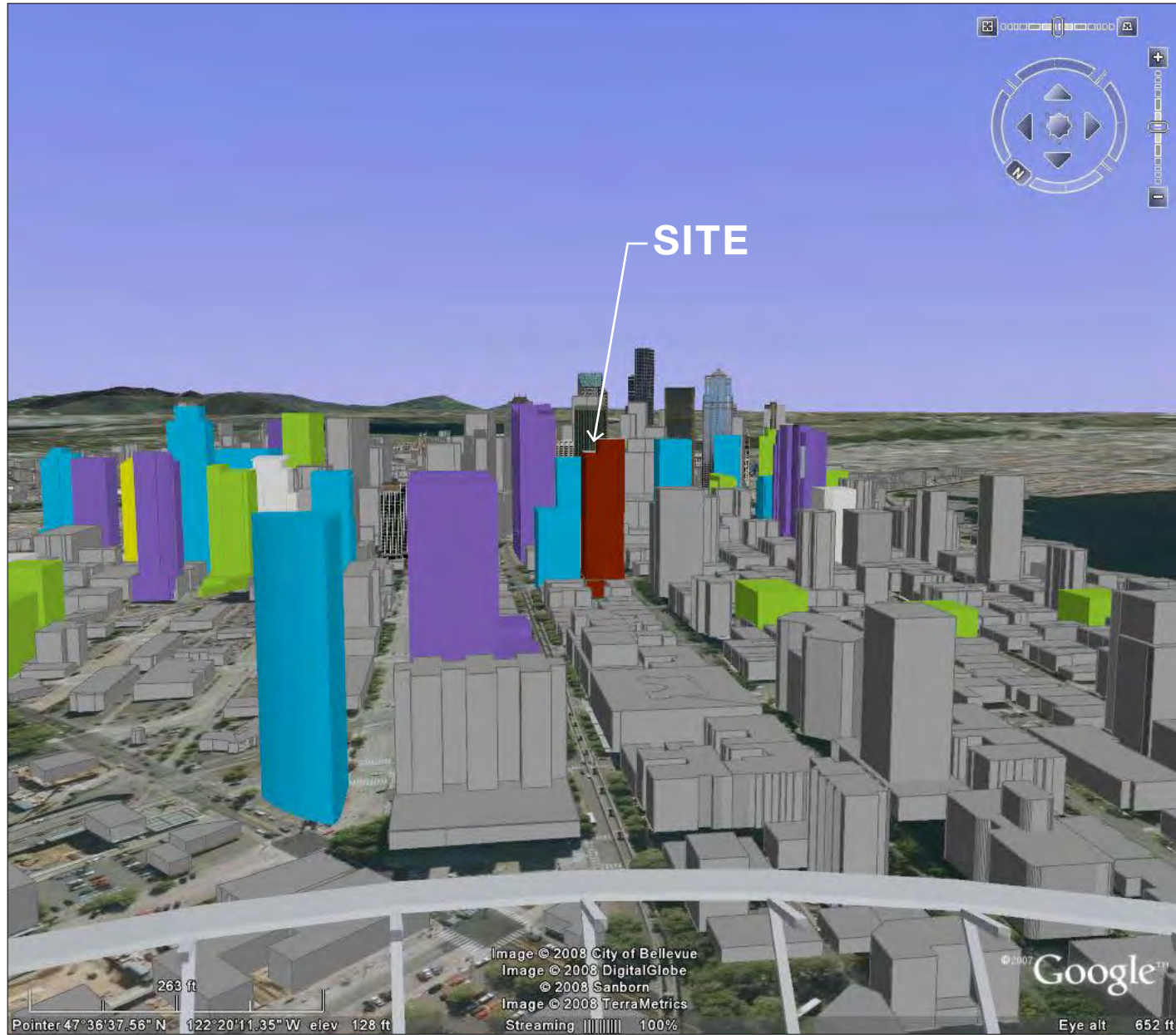
The sidewalk elevation at the Southwest corner along 4th Avenue is approximately 10.5" above the Northwest corner. The Northwest corner is approximately 3'-2" above the Northeast corner at the alley. The Northeast corner is approximately 0'-7" above the Southeast corner at the alley. The Southeast corner at the alley is approximately 4'-8" below the Southwest corner of the sidewalk along 4th Avenue. (See spot elevations on site plan below.)





KEY	
	PROPOSED BUILDING SITE
	ADJACENT PROPOSED BUILDINGS
	SUNPATH
	ONE-WAY
	CLASS 1 PEDESTRIAN STREET PRINCIPAL ARTERIAL
	CLASS 1 PEDESTRIAN STREET PRINCIPAL TRANSIT STREET
	GREEN STREET
	CLASS 1 PEDESTRIAN STREET MINOR ARTERIAL



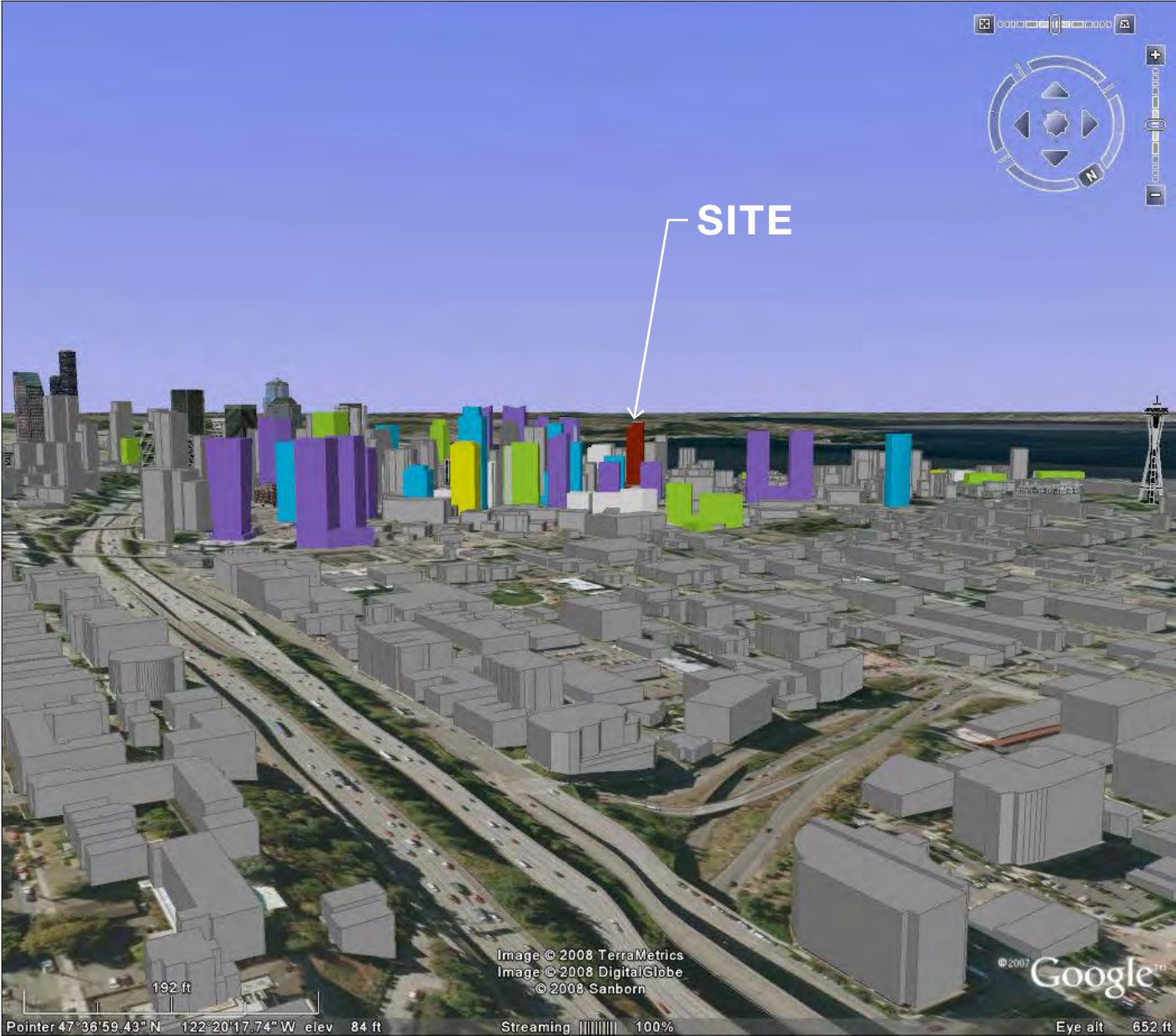


AERIAL VIEW FROM DECK OF SPACE NEEDLE

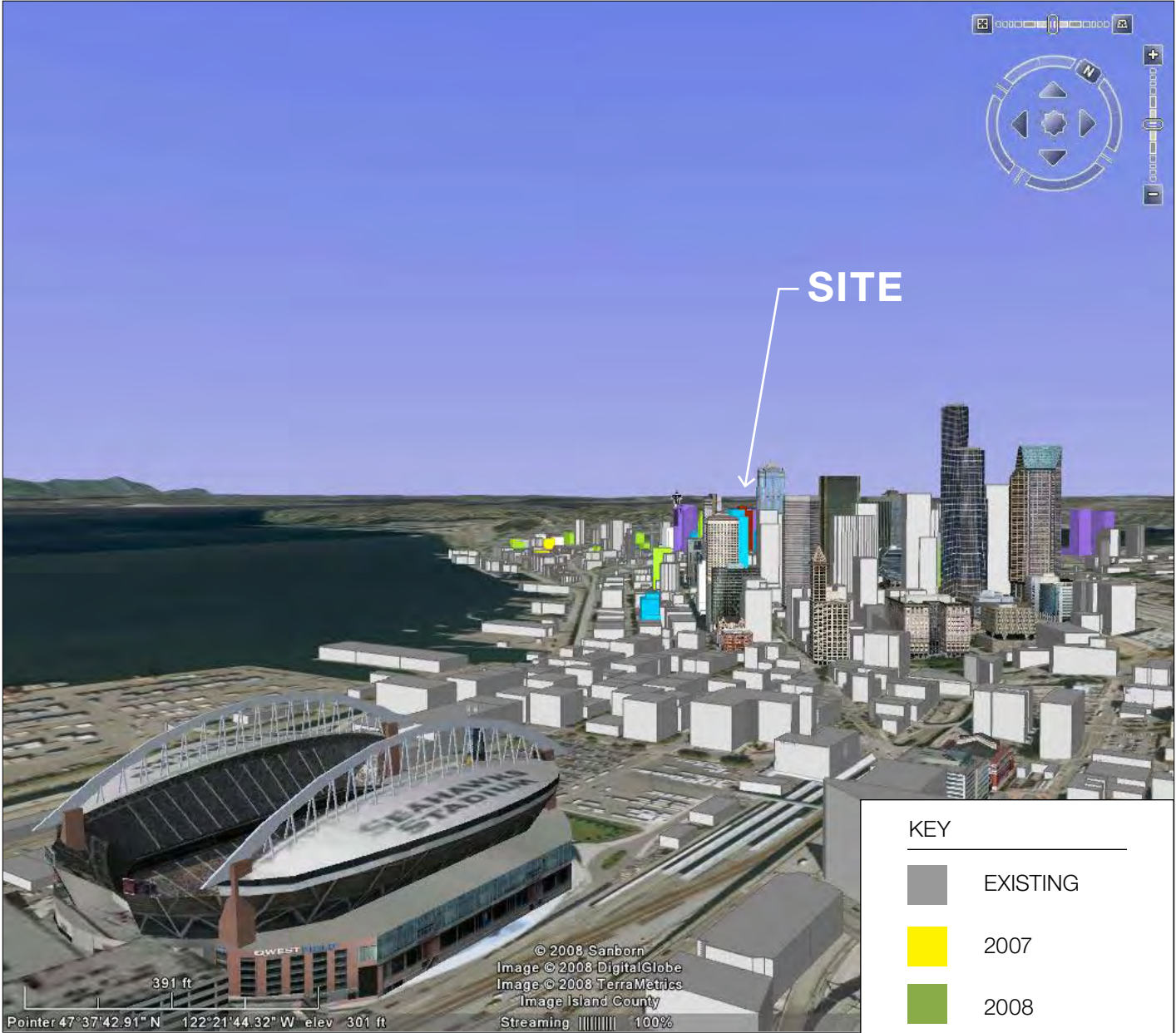


AERIAL VIEW FROM WATERFRONT

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED



AERIAL VIEW FROM CAPITOL HILL



AERIAL VIEW FROM SOUTH DOWNTOWN

KEY

EXISTING	
2007	
2008	
2009	
2010	
PROPOSED	

KING COUNTY PUBLIC
HEALTH BUILDING

SITE

CINERAMA
↓



Blanchard Street

4TH AVENUE LOOKING EAST

FOURTH & BLANCHARD BUILDING



Lenora Street

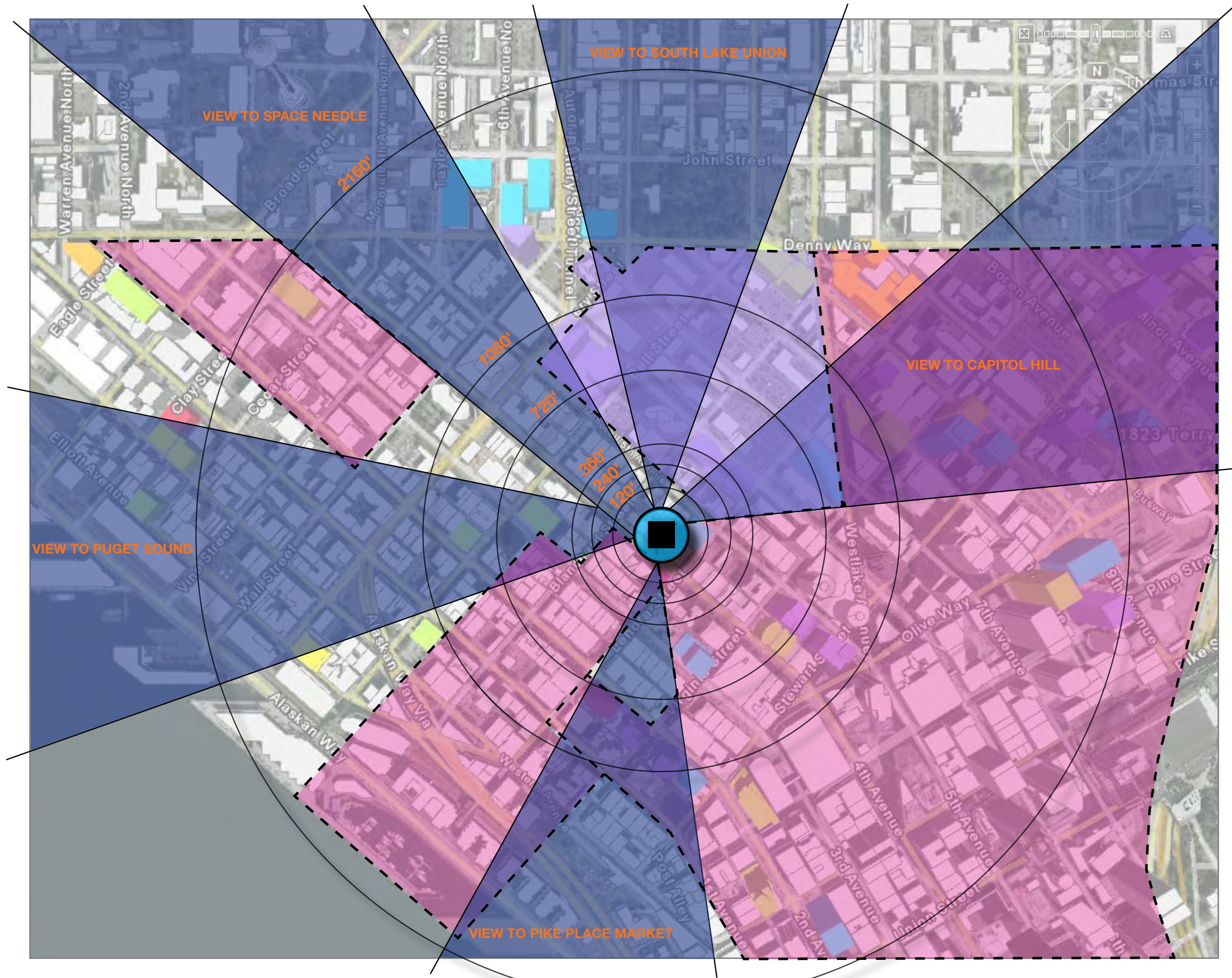
4TH AVENUE LOOKING WEST





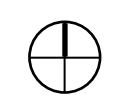
FOURTH & BLANCHARD BUILDING





KEY

- VIEW CORRIDORS
- CLISE PROPERTIES
- AFFECTED VIEWS OF EXISTING BUILDINGS





LEVEL +150'



LEVEL +90'



LEVEL +60'



LEVEL +390'



LEVEL +290'

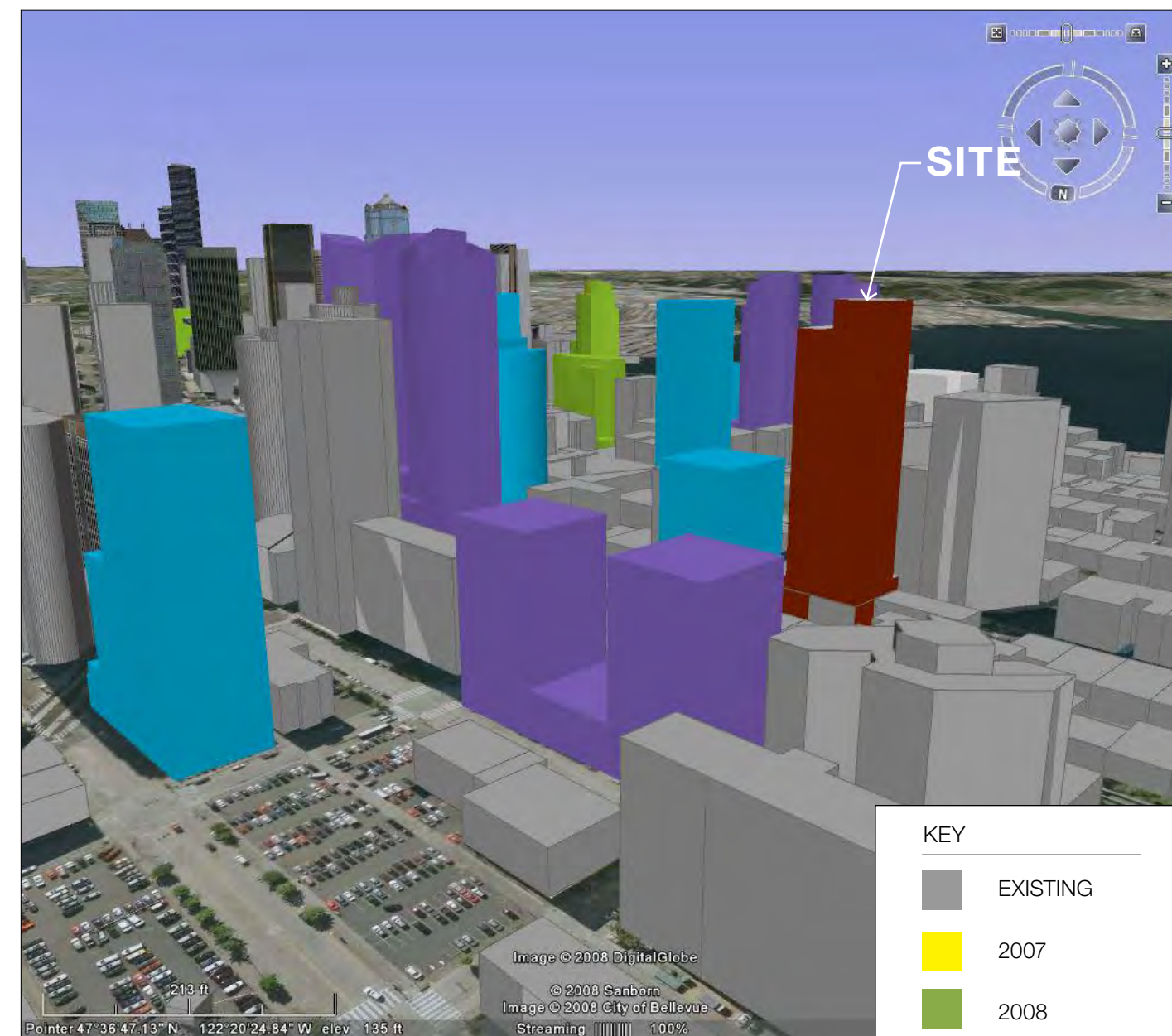


LEVEL +210'





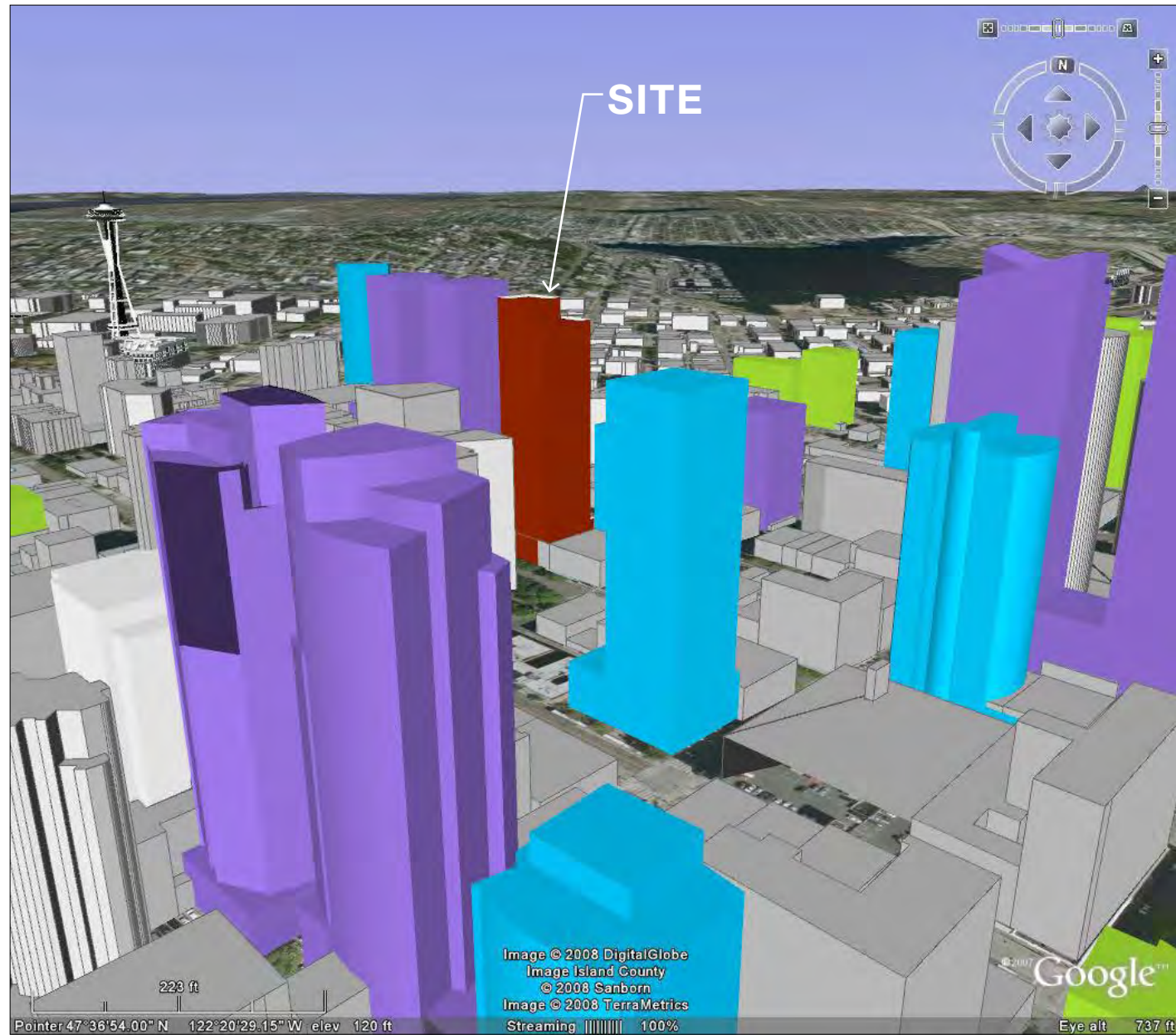
VIEW FROM NORTHWEST



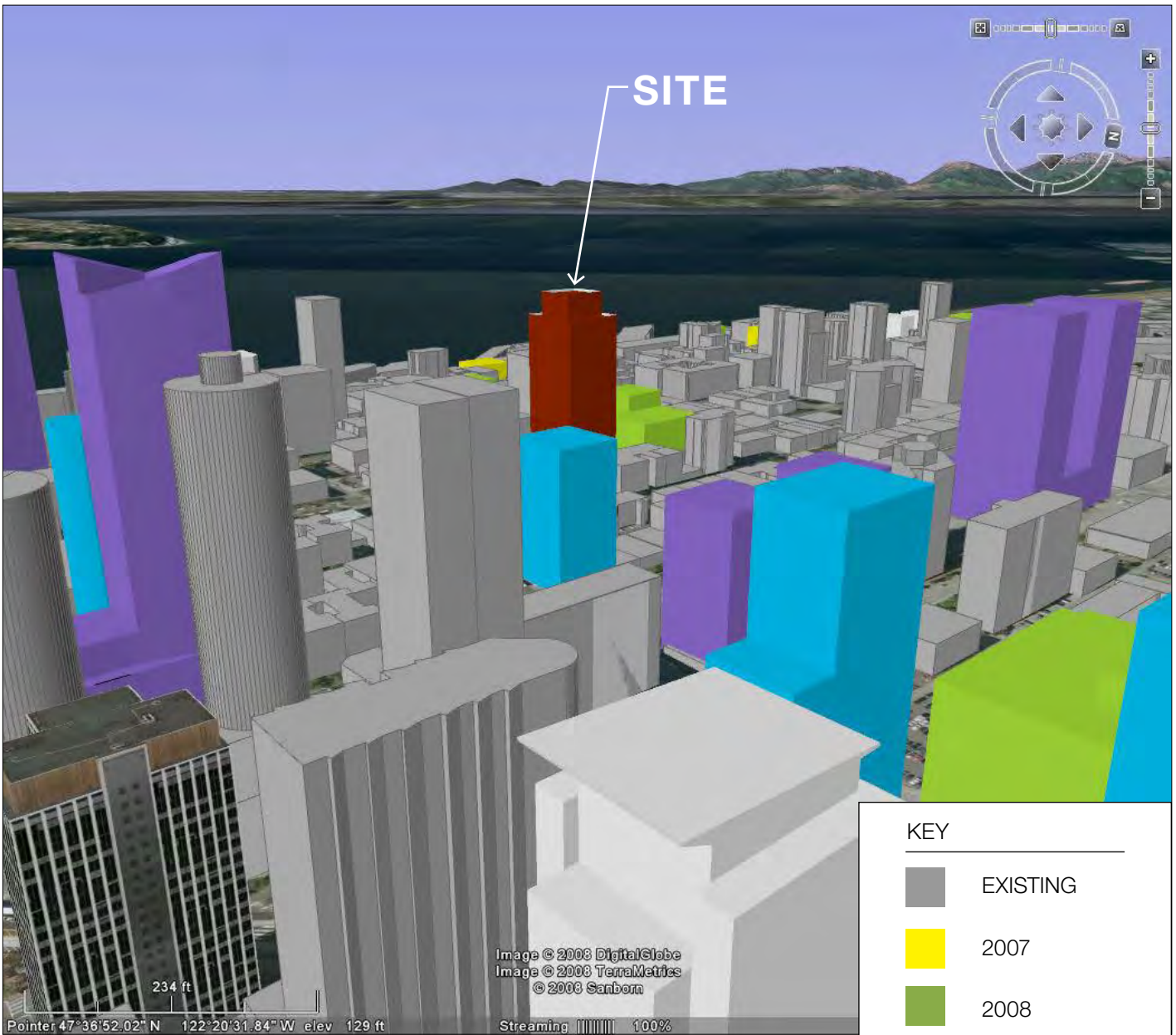
VIEW FROM NORTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED



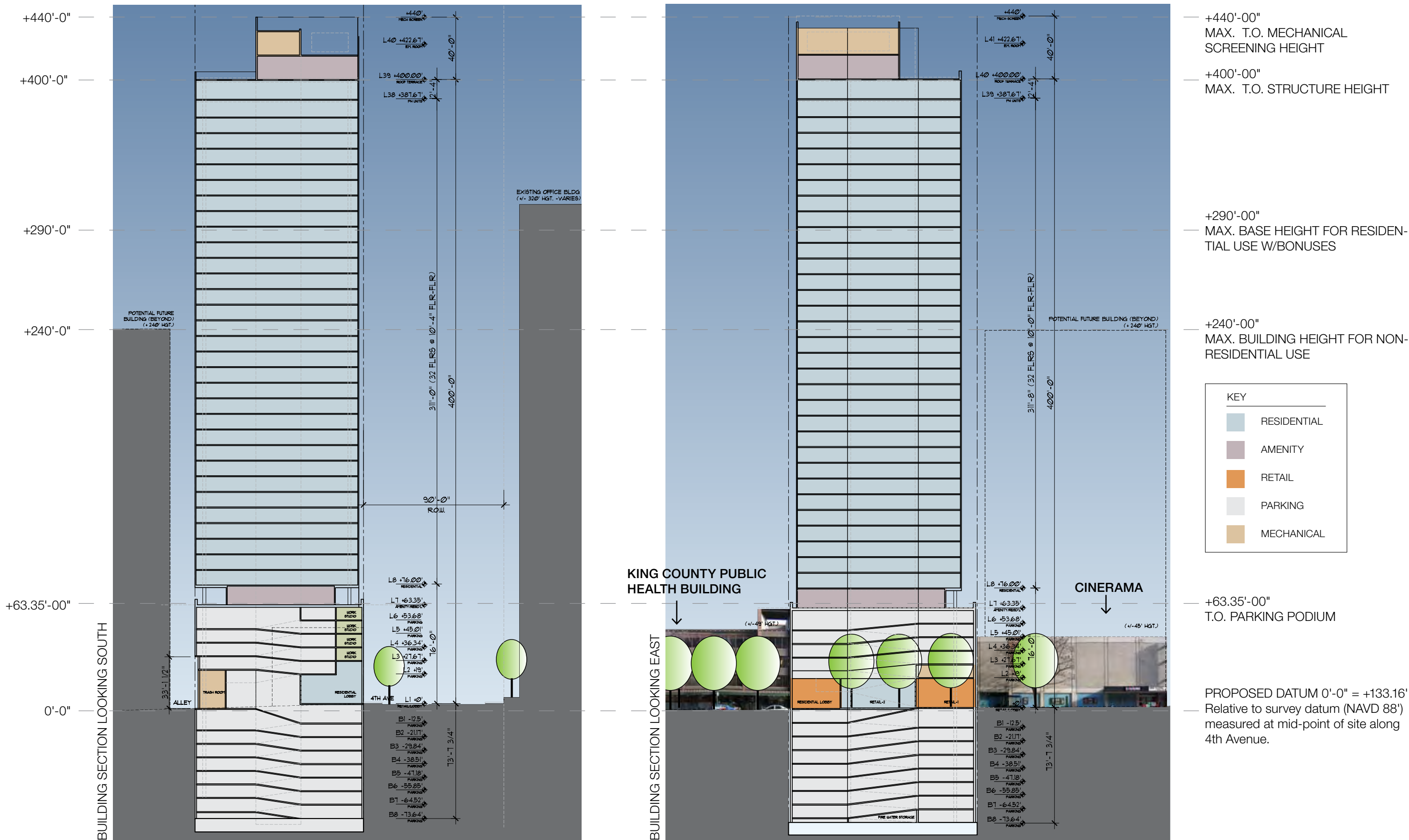


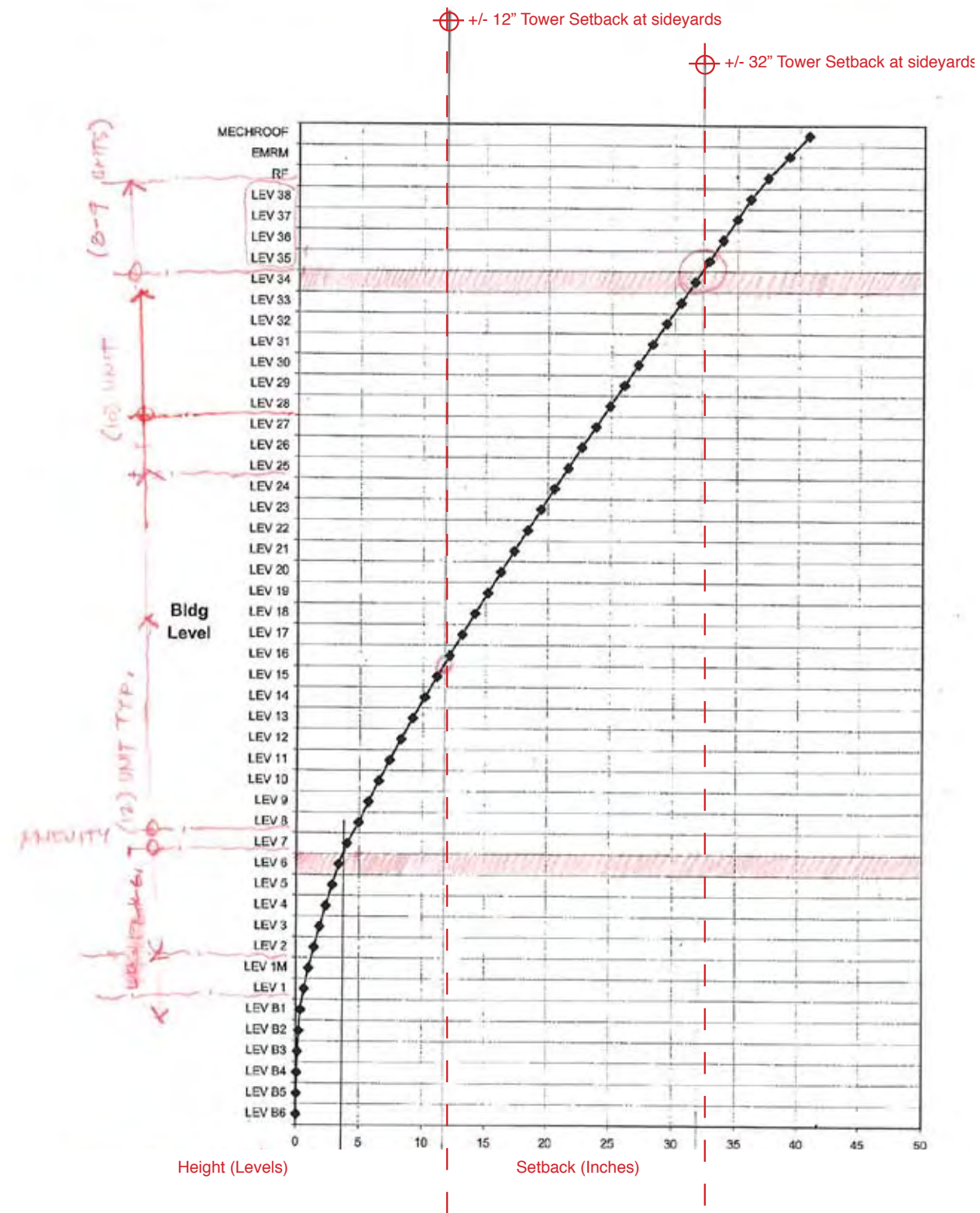
VIEW FROM SOUTHWEST



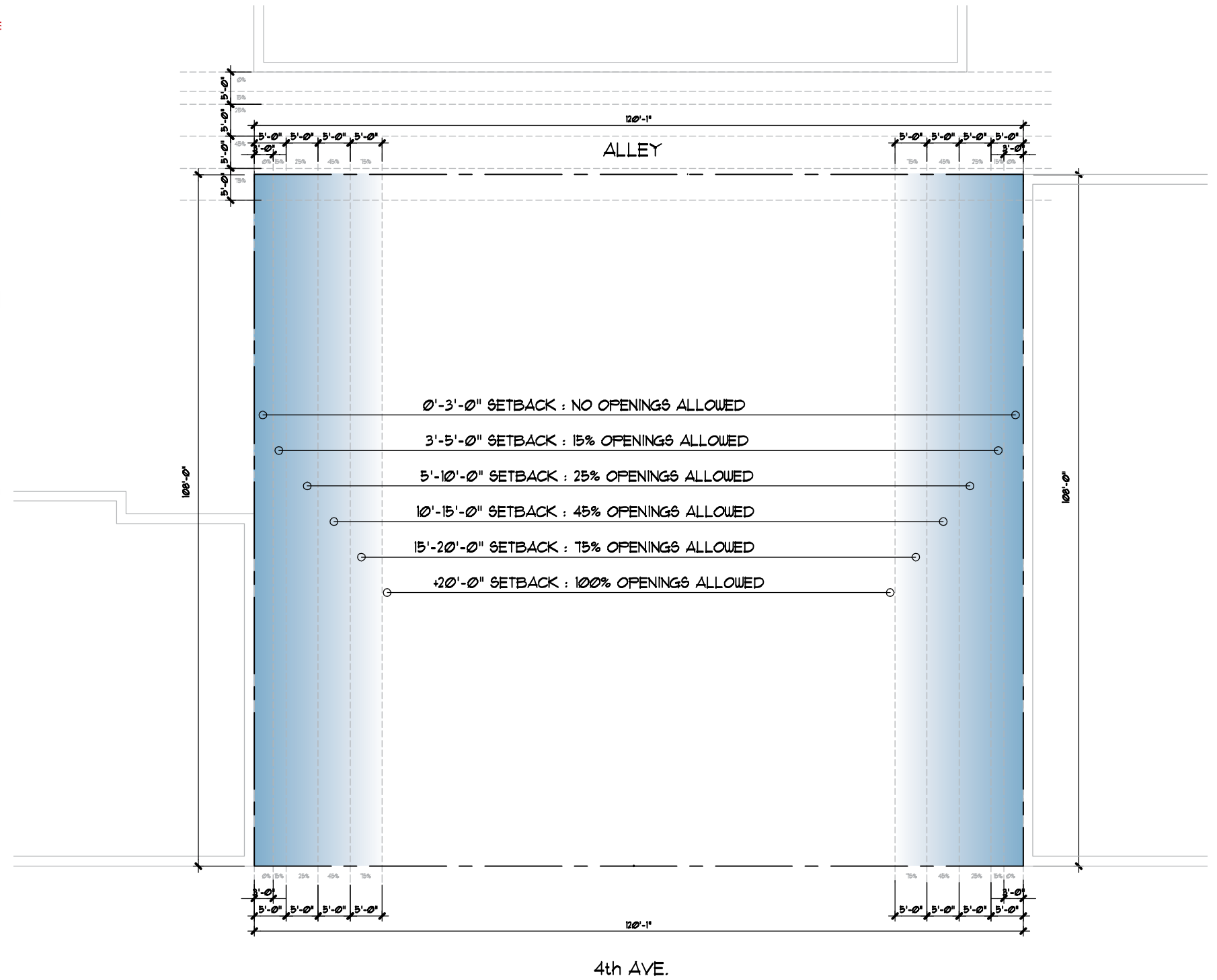
VIEW FROM SOUTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED





SEISMIC DRIFT & SIDEYARD SETBACK DIAGRAM



LOT LINE WINDOW DIAGRAM



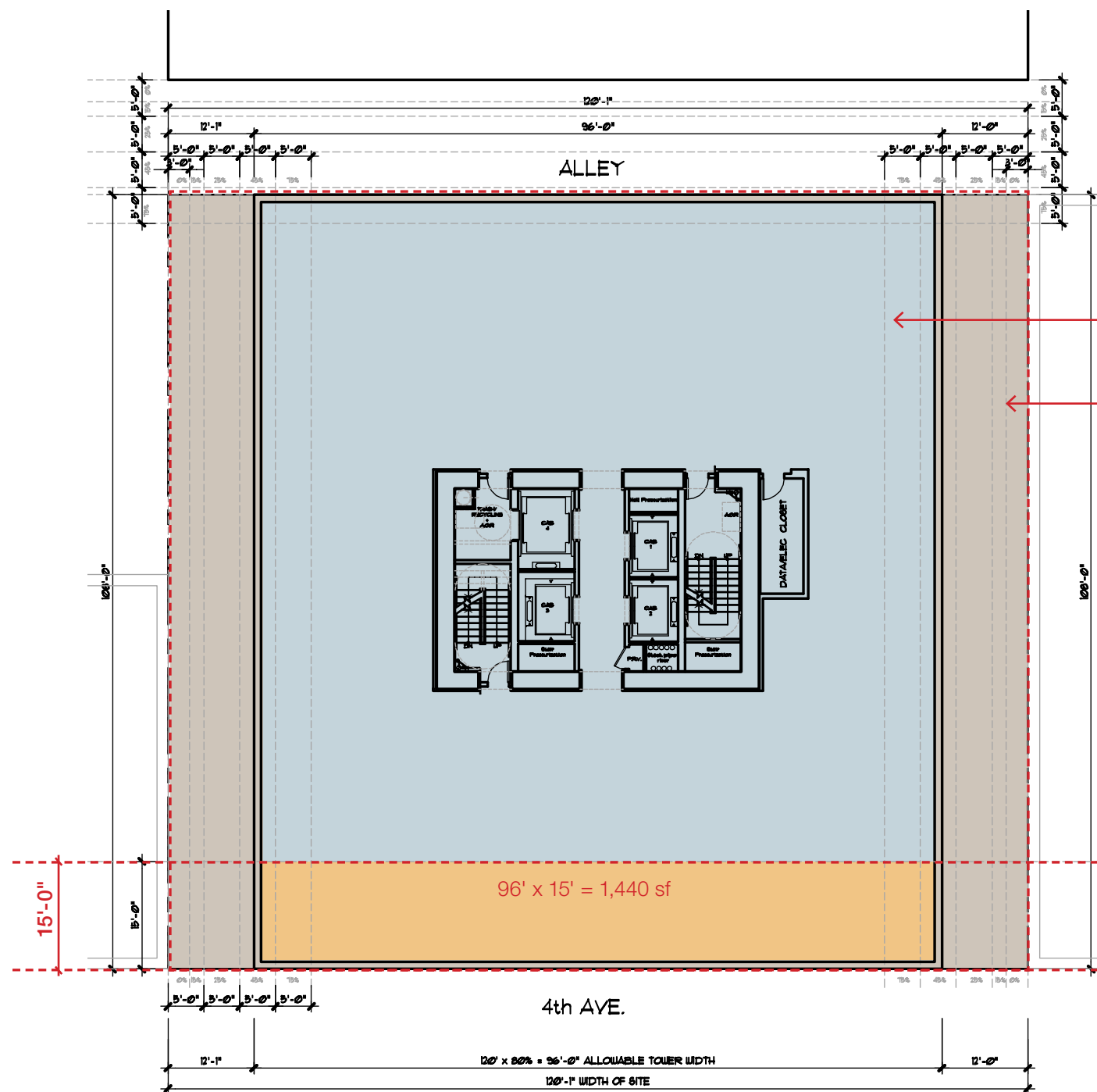


DIAGRAM #1
(ALL PORTIONS OF TOWER AT 96')

- Tower width at 96'-0" within 15' zone
- 9,964 sf floor plate
- 2,592 sf open area
- Allows little room for façade articulation
- Floor plate does not respond to context to maximize marketability of units

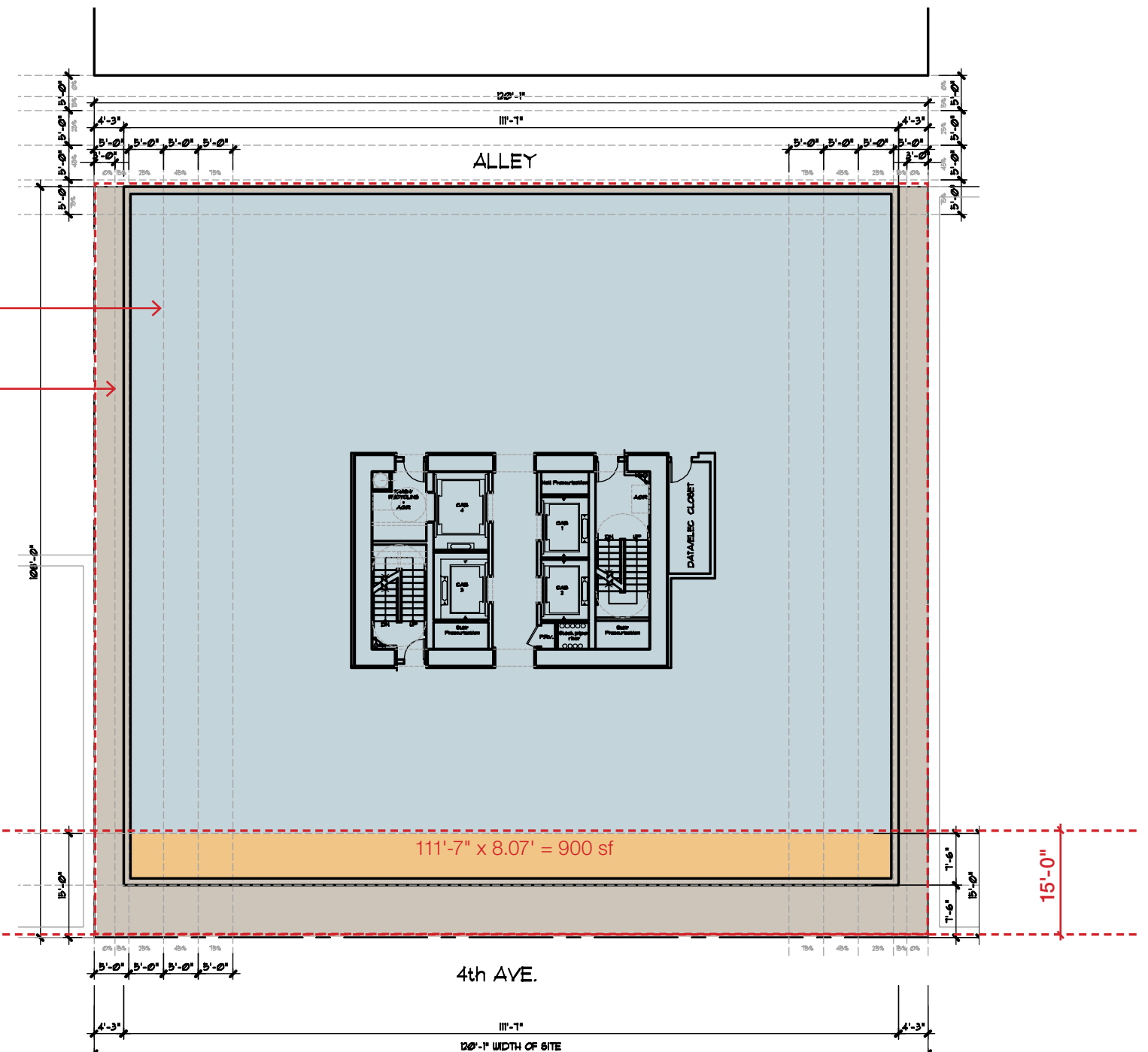


DIAGRAM #2
(TOWER AT 111'-7", AND NO MORE THAN 50% OF AREA WITHIN 15'-0" OCCUPIED BY TOWER)

- Tower width at 111'-7"; 50 % within 15' zone
- 10,786 sf floor plate
- 1,754 sf open area (68% of Diagram #1)
- Allows little room for façade articulation
- Floor plate does not respond to context to maximize marketability of units



KING COUNTY PUBLIC
HEALTH BUILDING

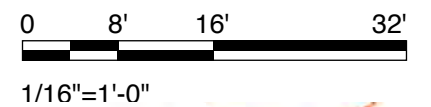
CINERAMA

NOTE: SIDEYARDS ALLOW FOR 25% GLAZING

KEY

- RESIDENTIAL
- AMENITY
- RETAIL
- PARKING
- MECHANICAL

4th AVE.



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2116 4TH AVENUE | OPTION 1 TOWER CONCEPT: PLAN DIAGRAM

09.09.08

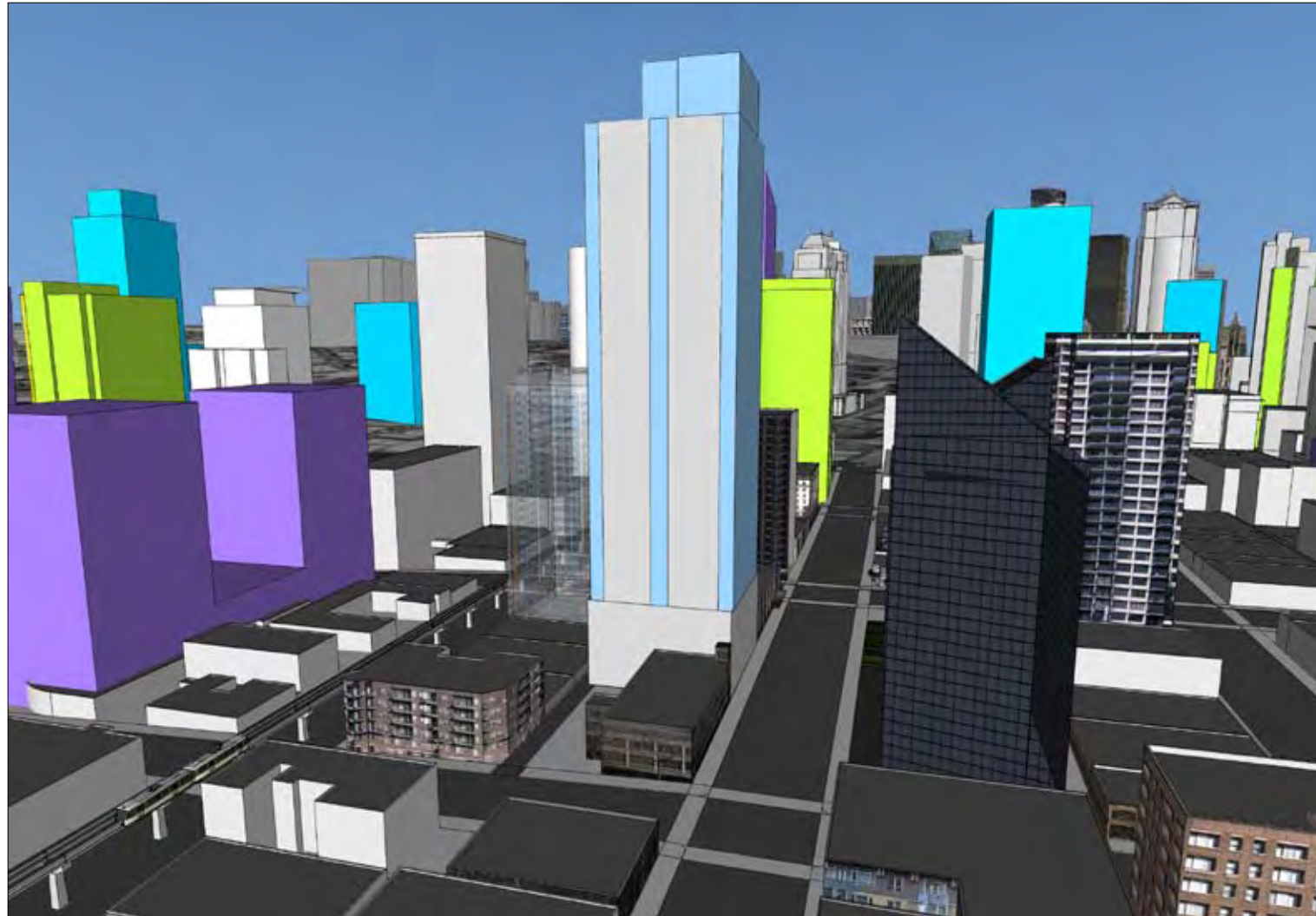
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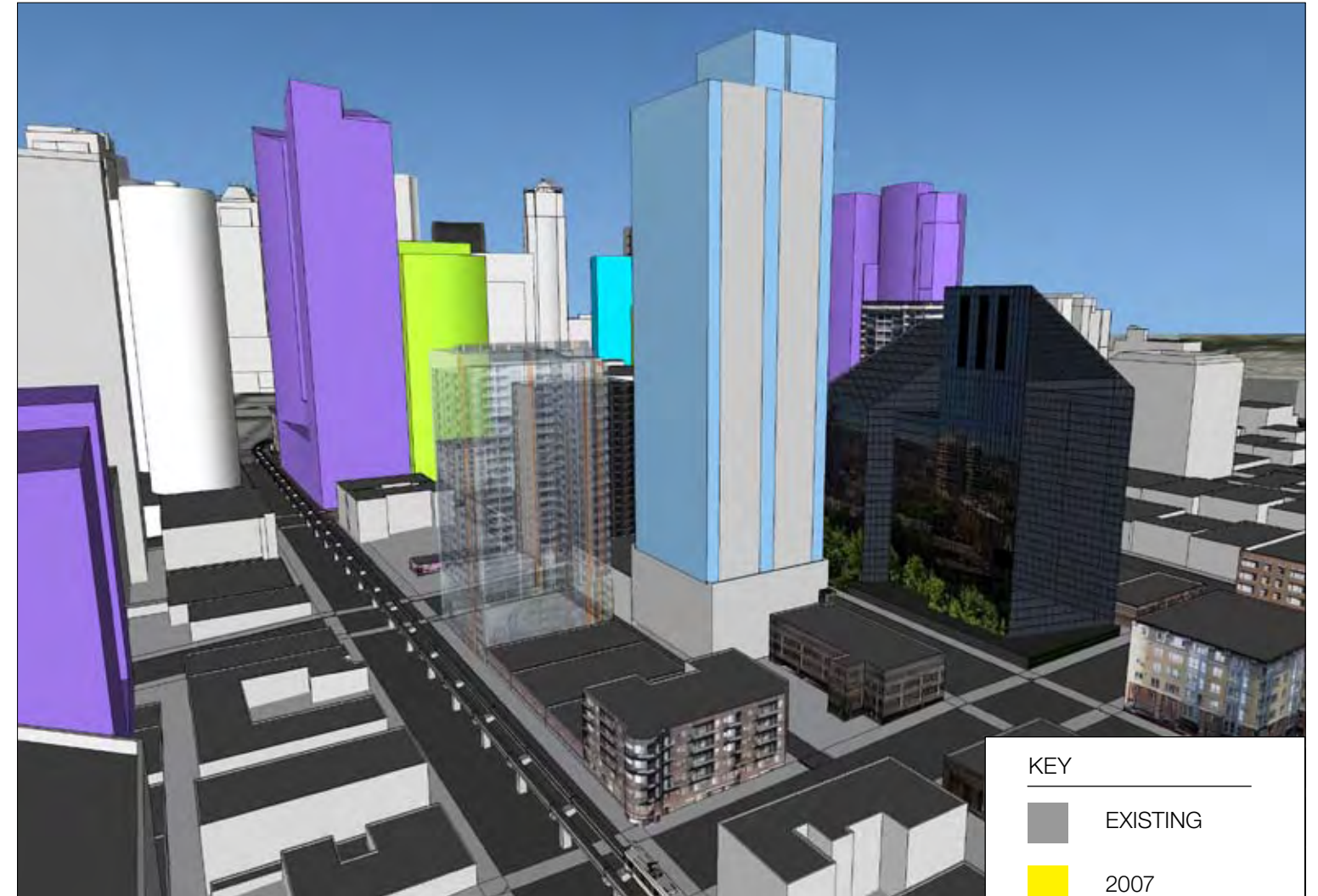
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VIEW FROM NORTHWEST



VIEW FROM NORTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED



HAL Real Estate Investments Inc.

2116 4TH AVENUE | OPTION 1 TOWER CONCEPT: BUILDING VIEWS

09.09.08

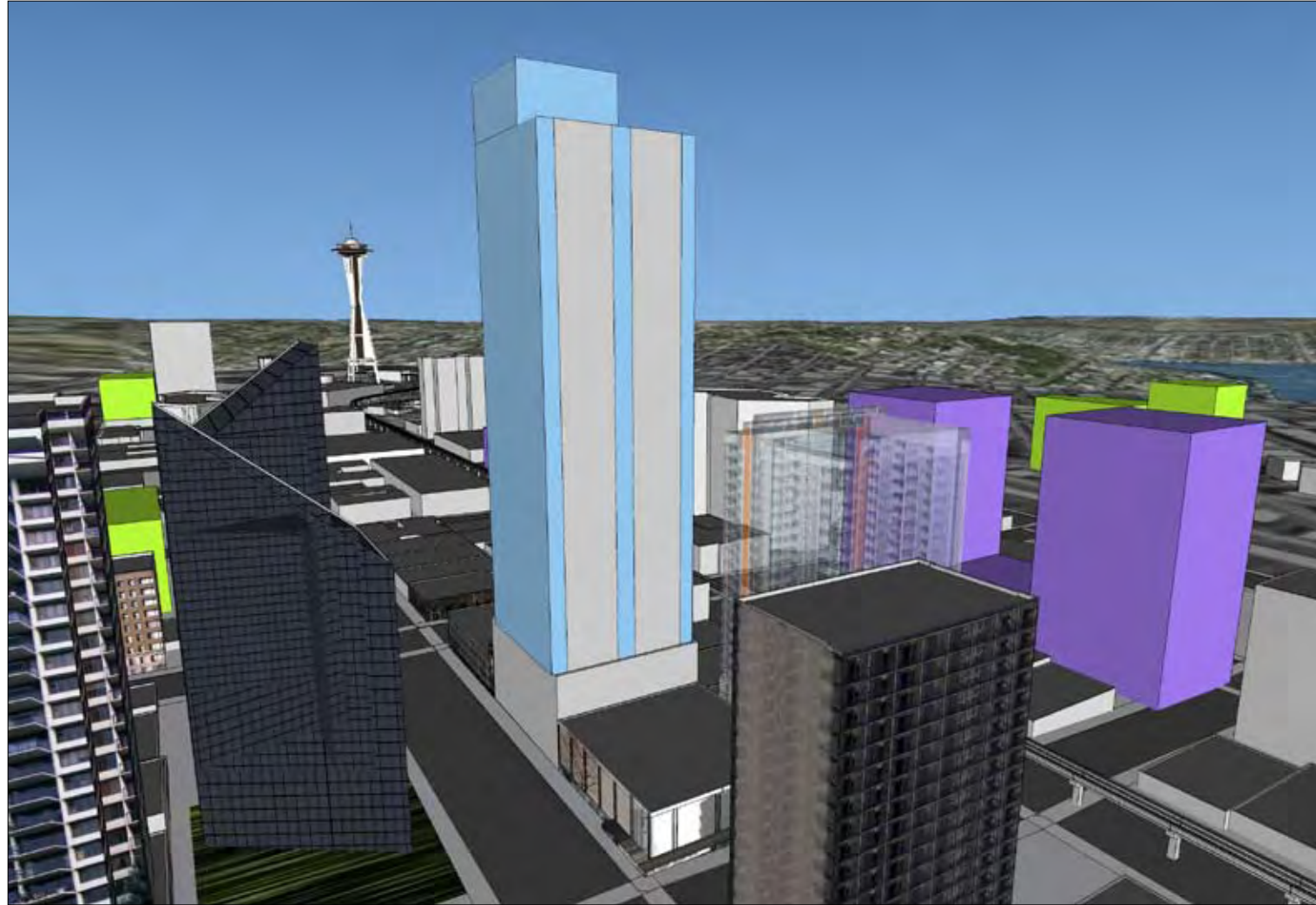
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VIEW FROM SOUTHWEST








VIEW FROM SOUTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED

KING COUNTY PUBLIC
HEALTH BUILDING

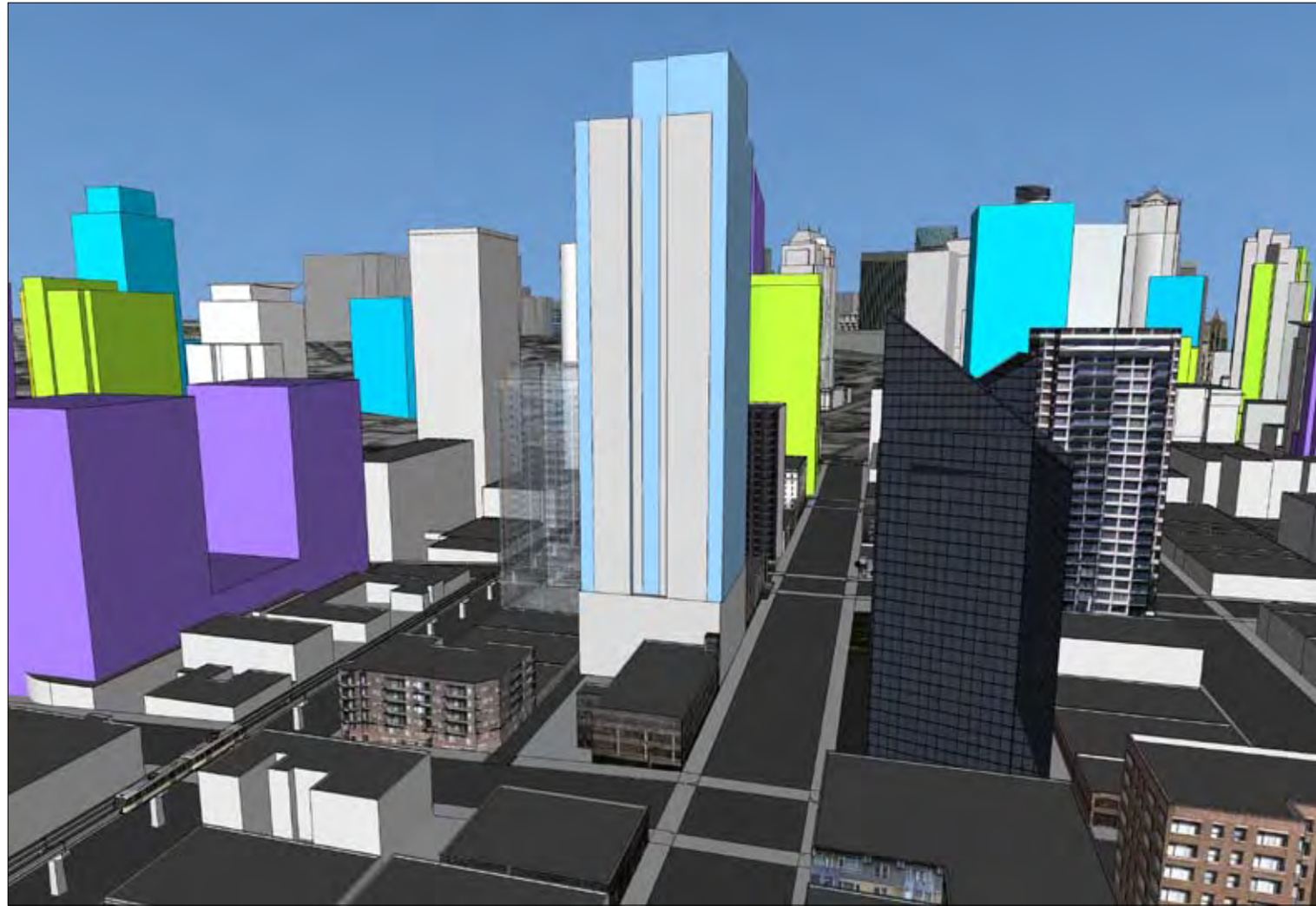
NOTE: SIDEYARDS VARY ALLOWING 25%-75% GLAZING

CINERAMA

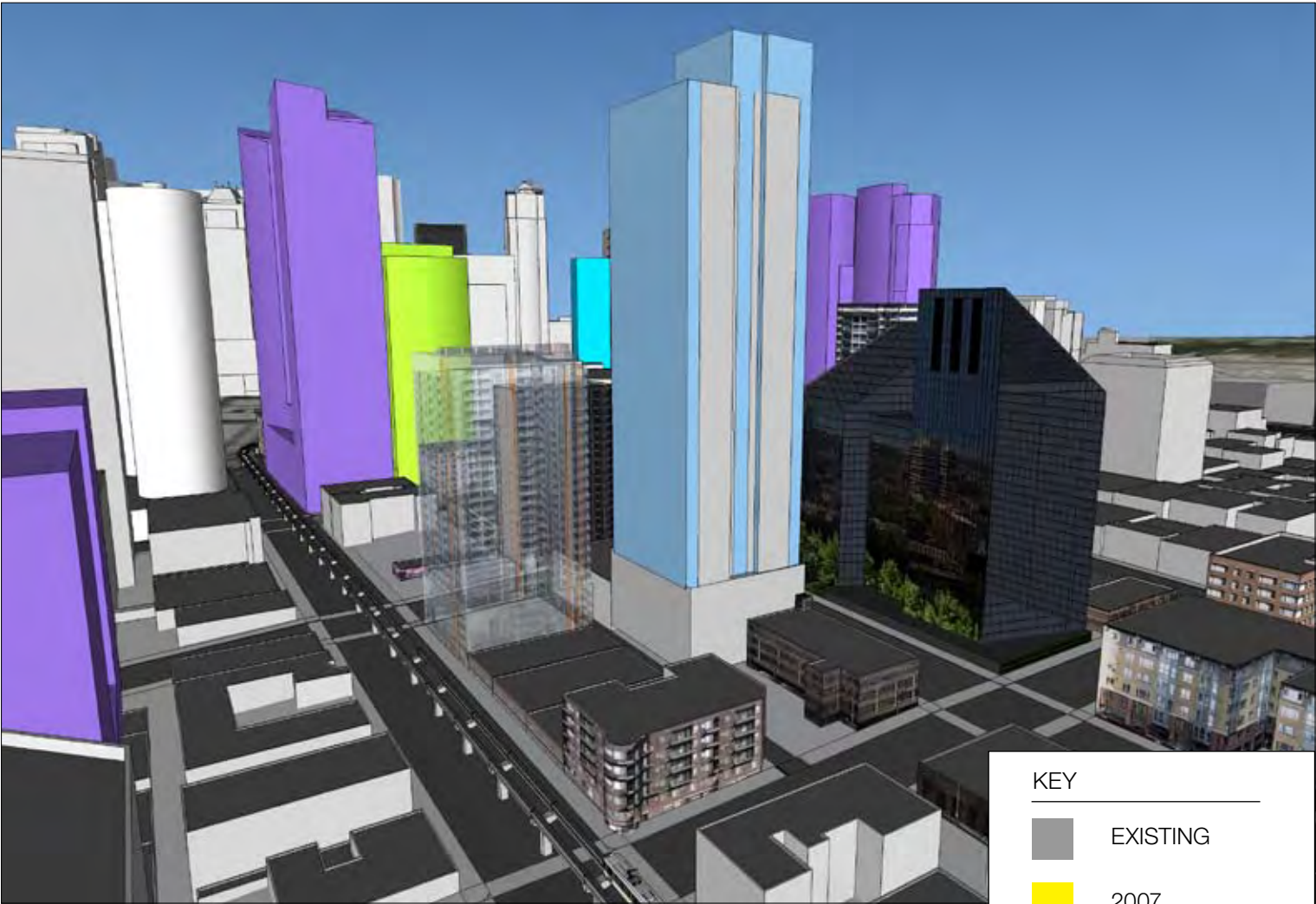
KEY	
	RESIDENTIAL
	AMENITY
	RETAIL
	PARKING
	MECHANICAL

4th AVE.



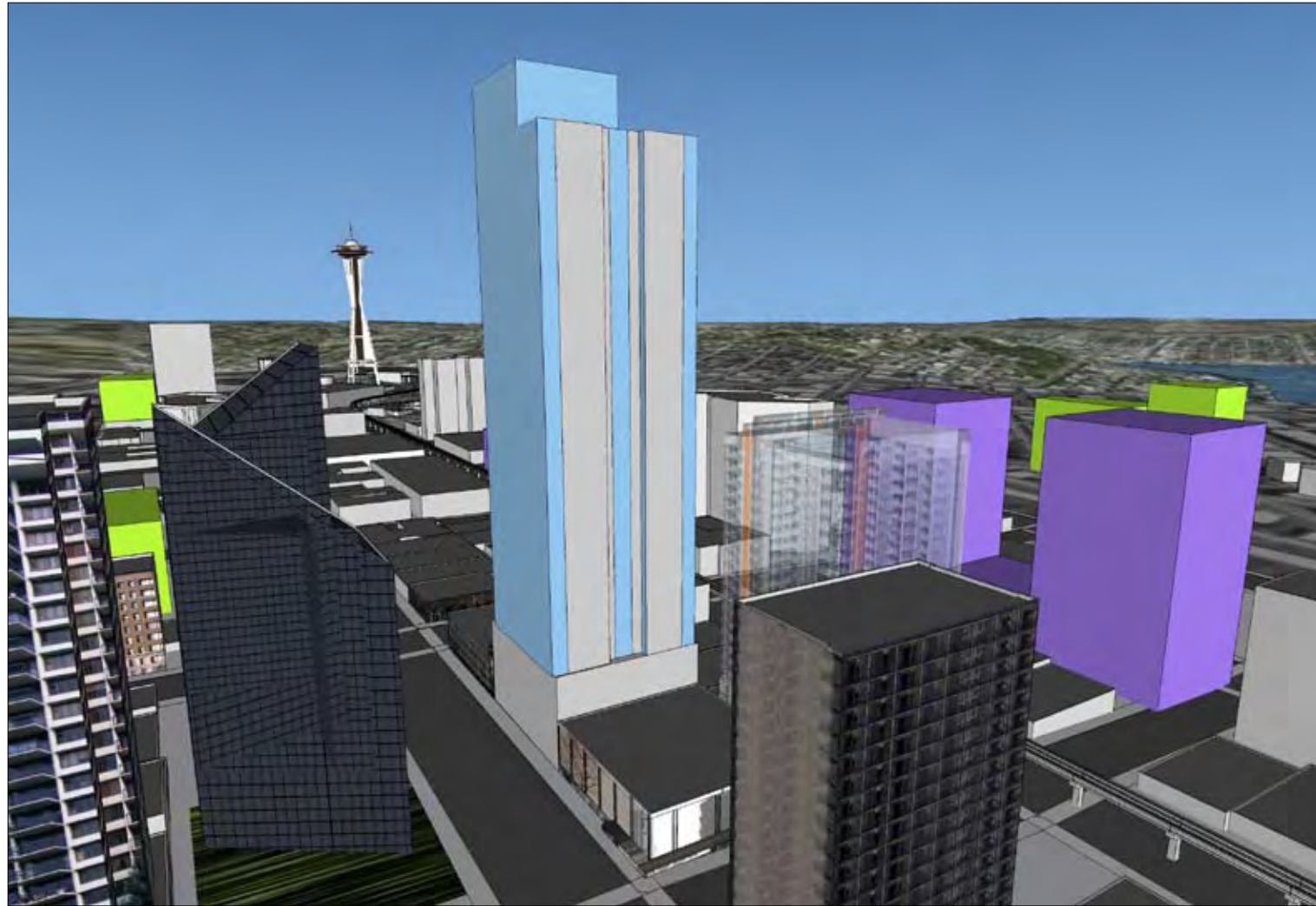


VIEW FROM NORTHWEST



VIEW FROM NORTHEAST







KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED



VIEW FROM SOUTHWEST



VIEW FROM SOUTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED

KING COUNTY PUBLIC
HEALTH BUILDING

NOTE: SIDEYARDS VARY ALLOWING 0%-75% GLAZING

CINERAMA

KEY

- RESIDENTIAL
- AMENITY
- RETAIL
- PARKING
- MECHANICAL

4th AVE.



HAL Real Estate Investments Inc.

2116 4TH AVENUE | OPTION 3 TOWER CONCEPT: PLAN DIAGRAM

09.09.08

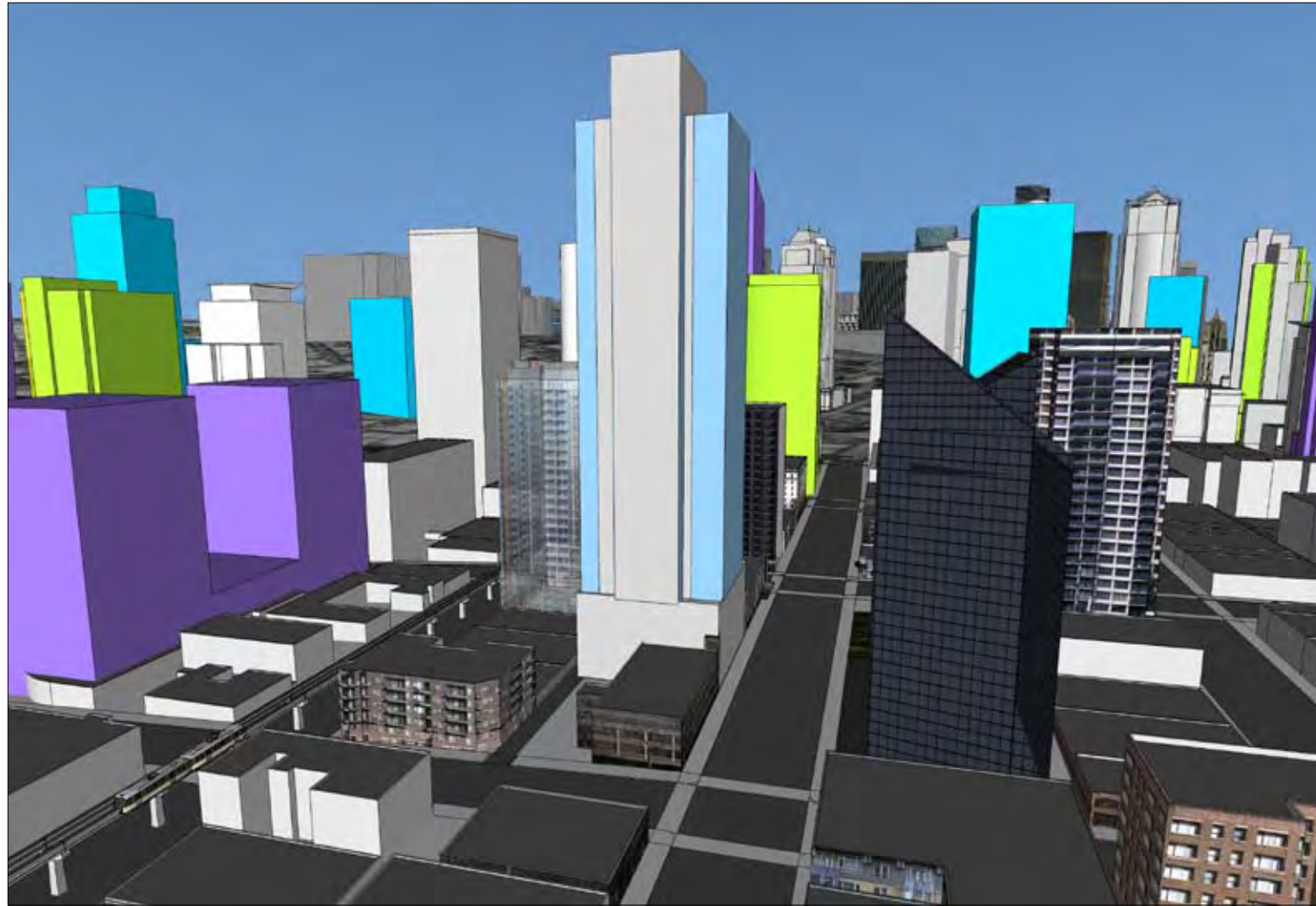
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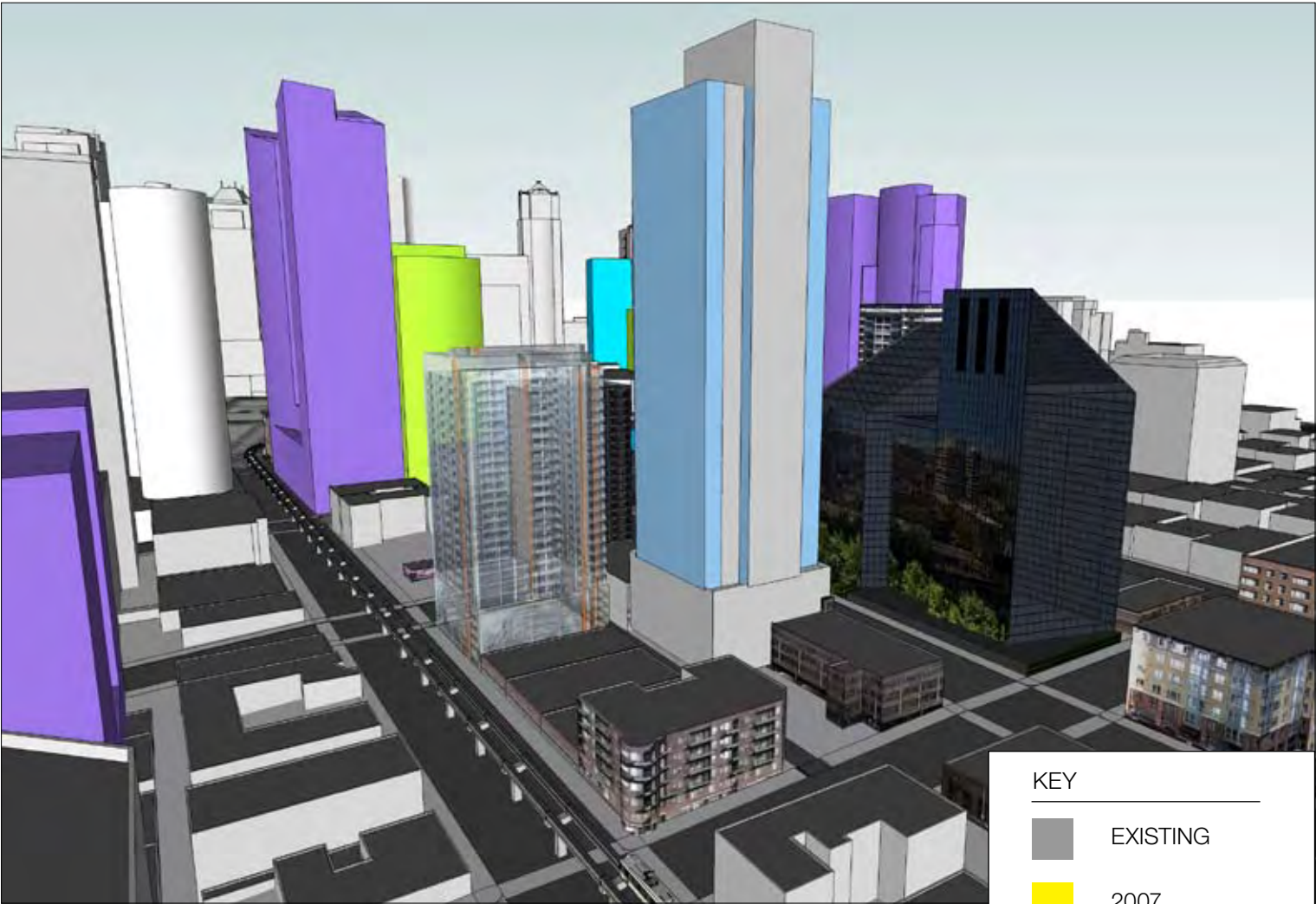
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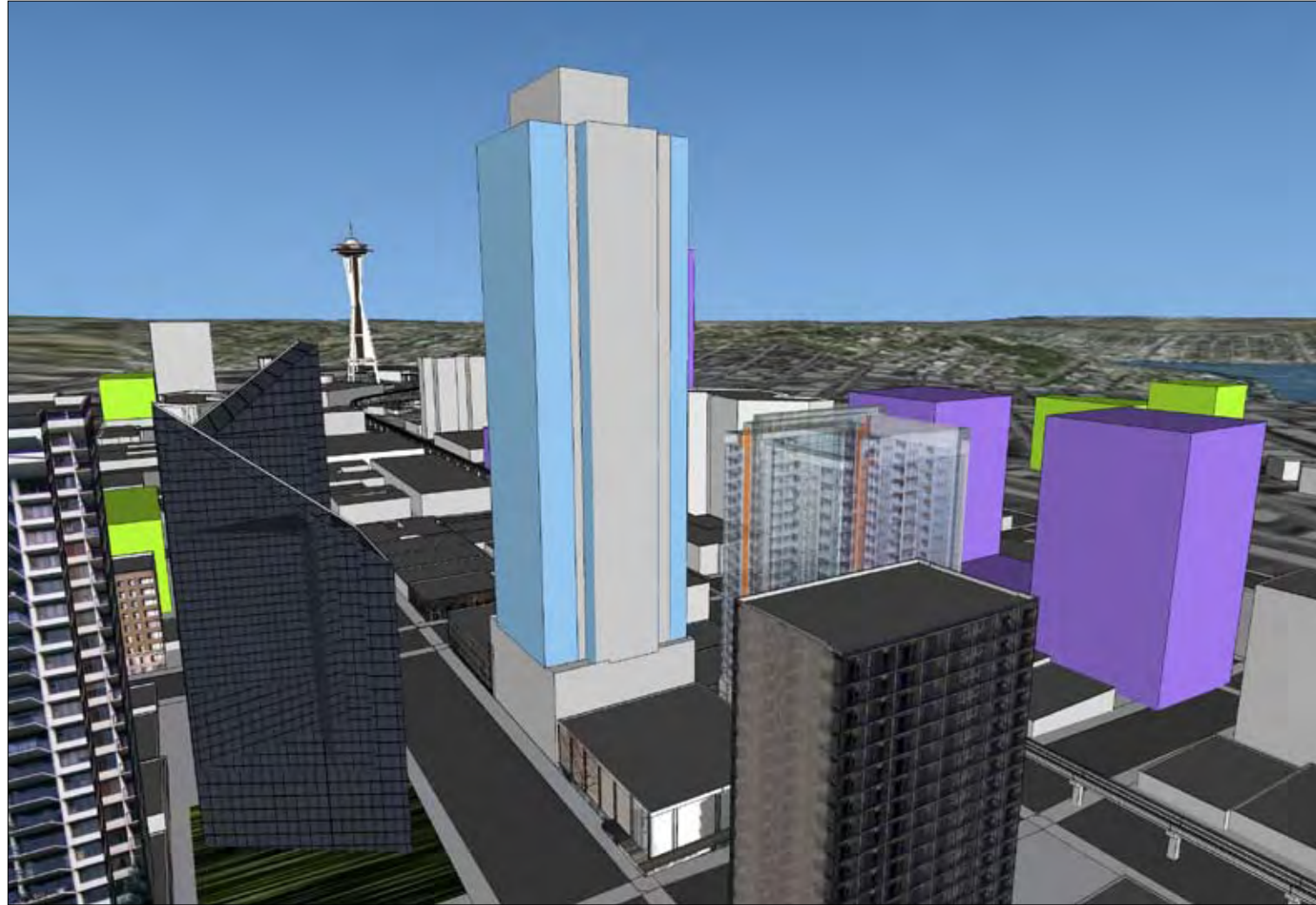
VIEW FROM NORTHWEST



VIEW FROM NORTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED











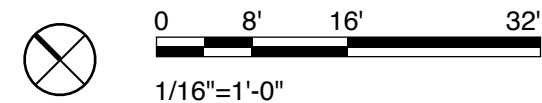
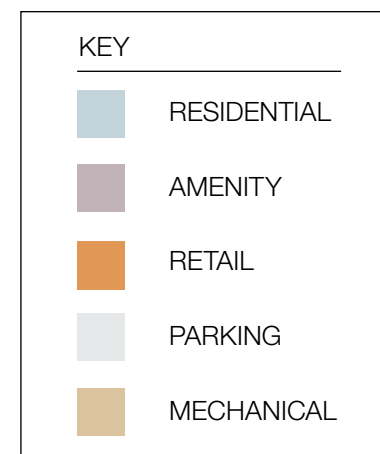
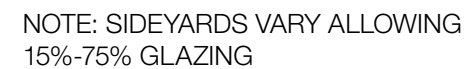
VIEW FROM SOUTHWEST

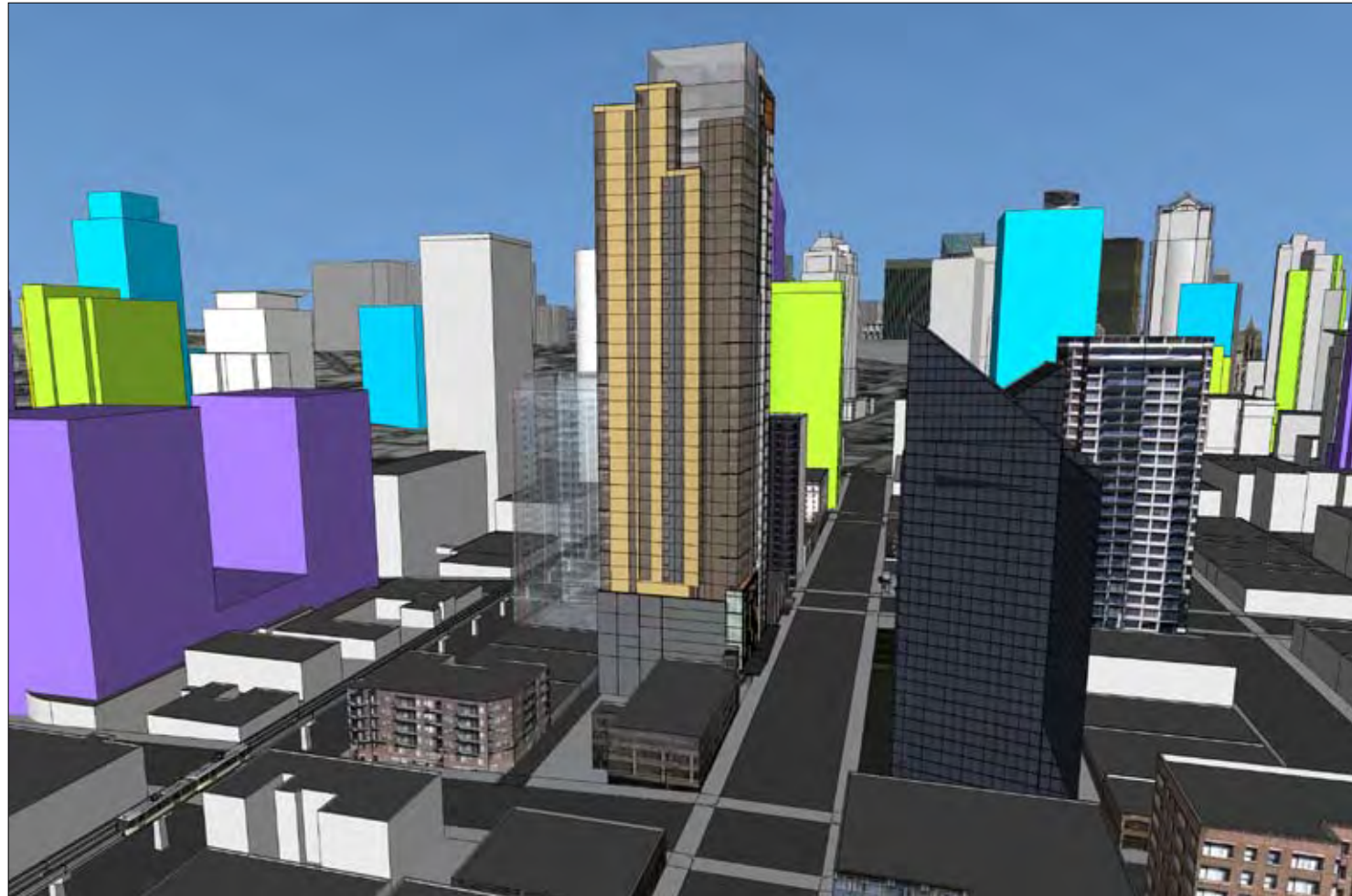


VIEW FROM SOUTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED













AERIAL VIEW FROM NORTHWEST



AERIAL VIEW FROM NORTHEAST

KEY	
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED









AERIAL VIEW FROM SOUTHWEST



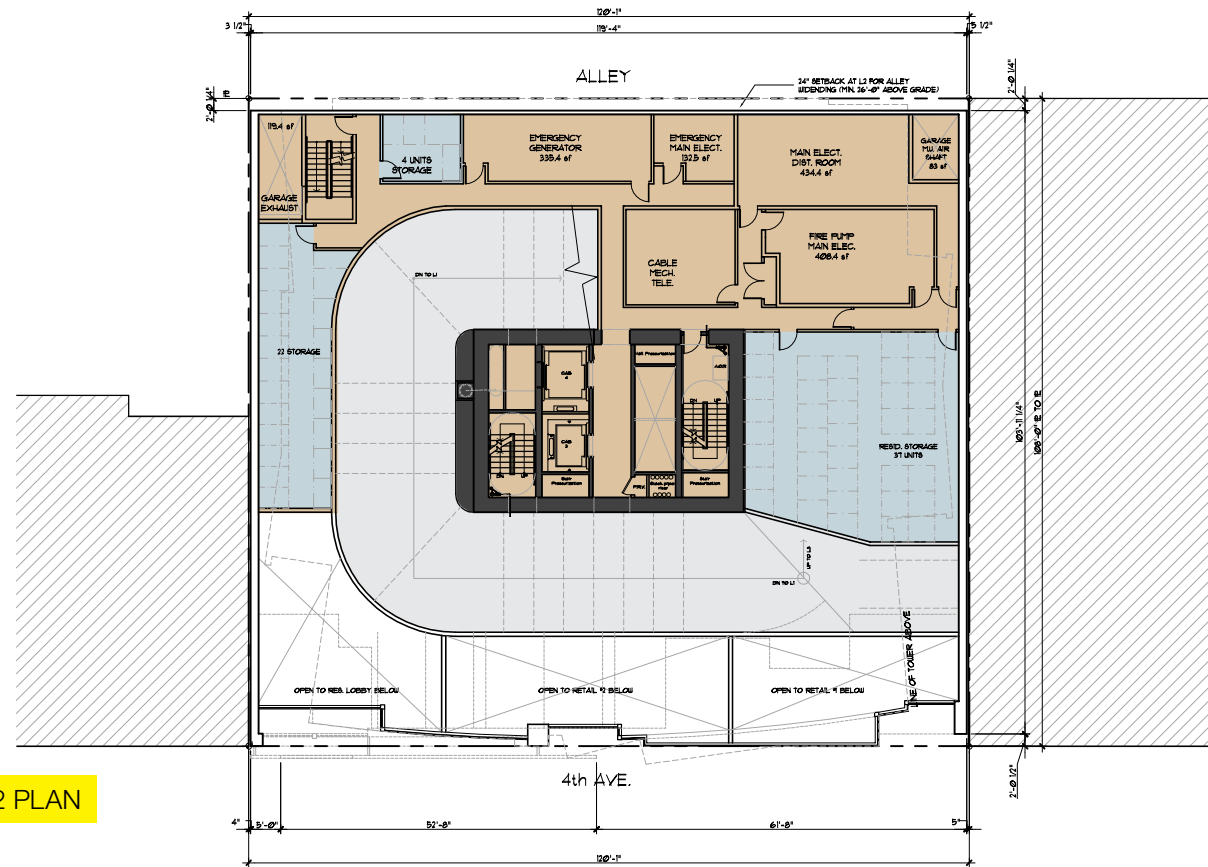
AERIAL VIEW FROM SOUTHEAST

KEY

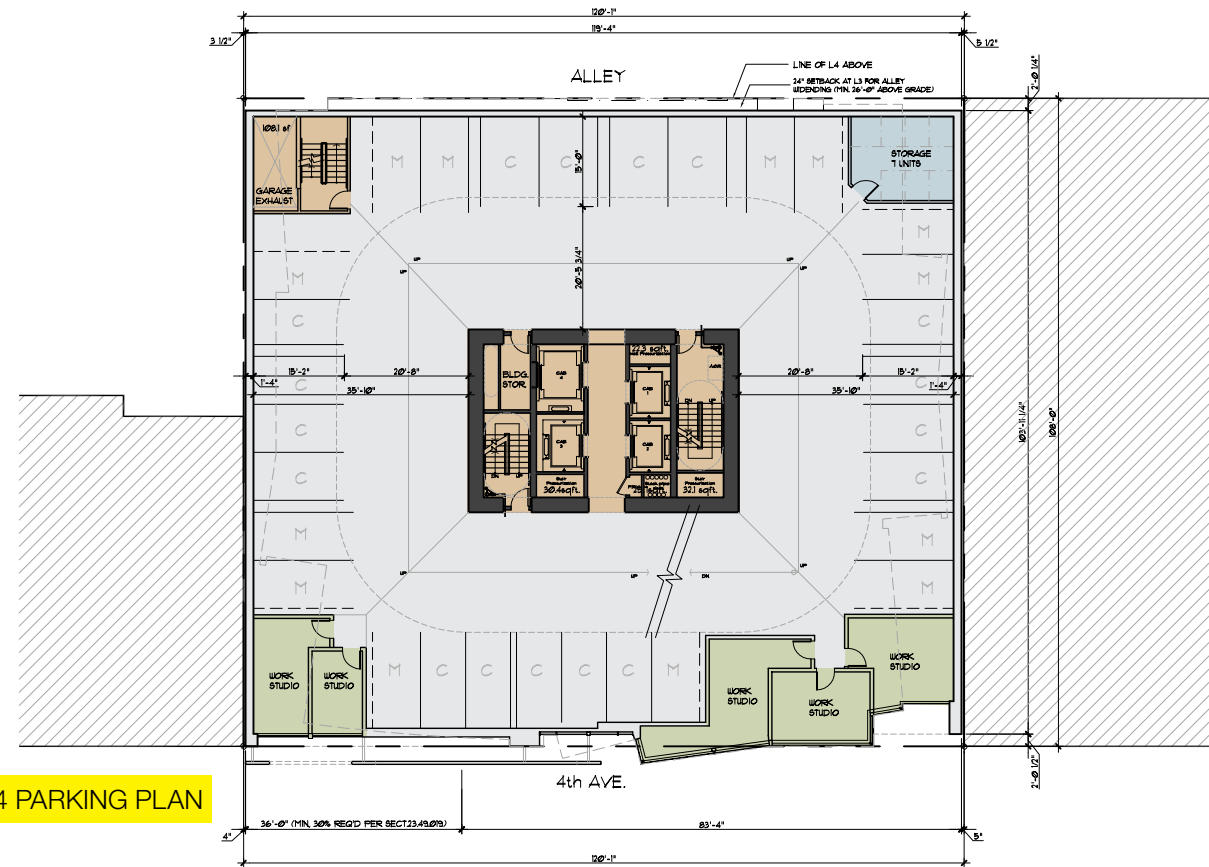
	EXISTING
	2007
	2008
	2009
	2010
	PROPOSED







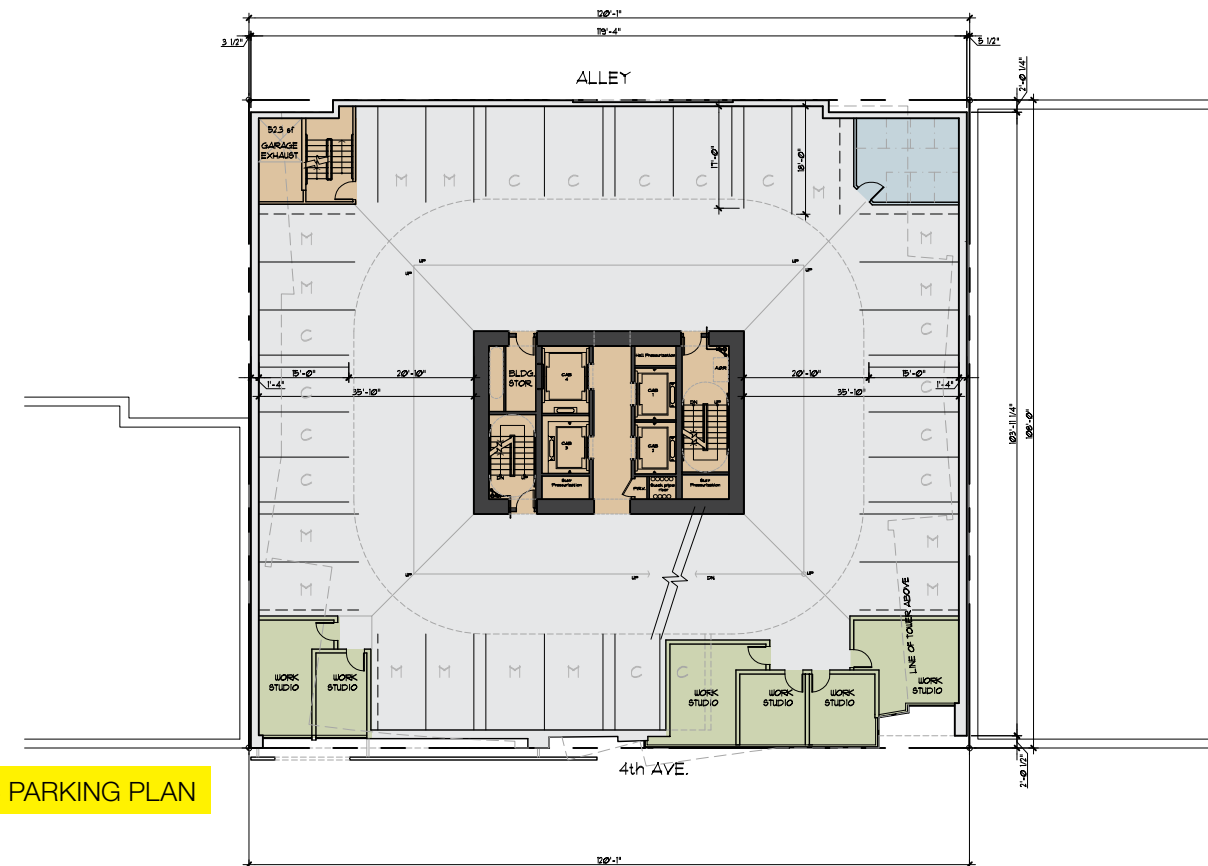
L2 PLAN



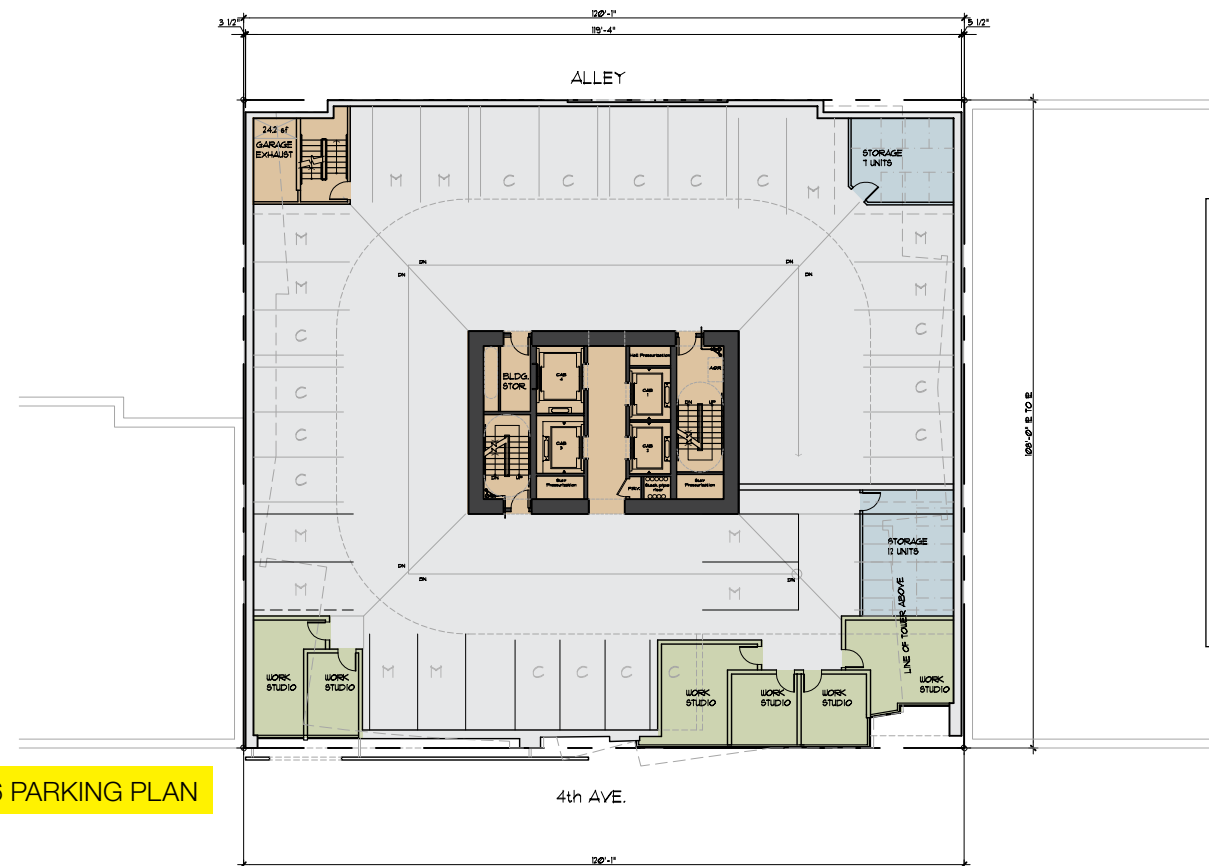
L3-4 PARKING PLAN

L3: 30 STALLS
L4: 30 STALLS
L5: 30 STALLS
L6: 30 STALLS

TOTAL ABOVE GRADE
PARKING = 120 STALLS



L5 PARKING PLAN

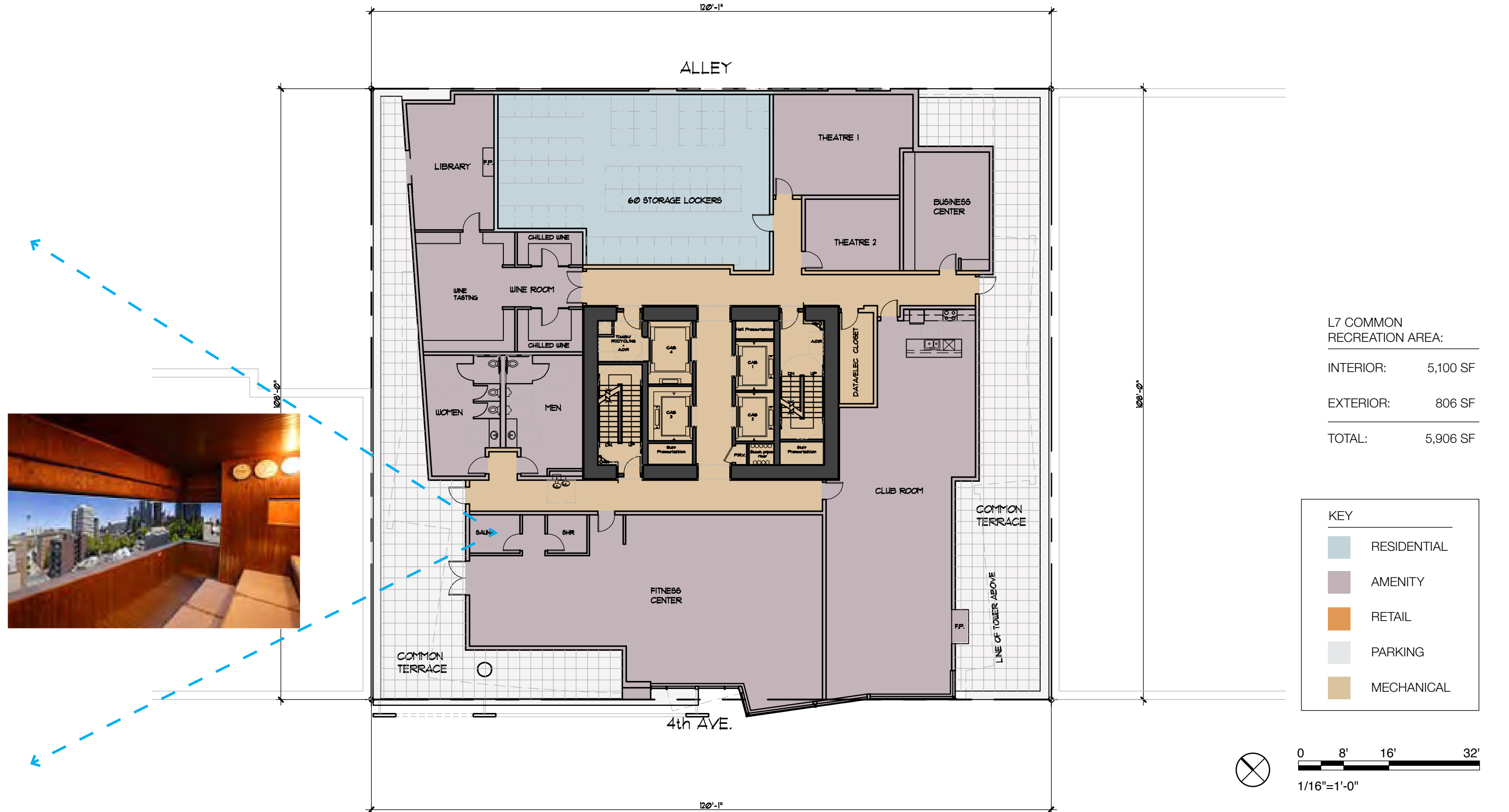


L6 PARKING PLAN

KEY

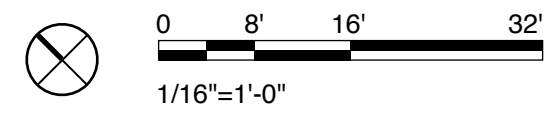
- RESIDENTIAL
- AMENITY
- RETAIL
- PARKING
- MECHANICAL

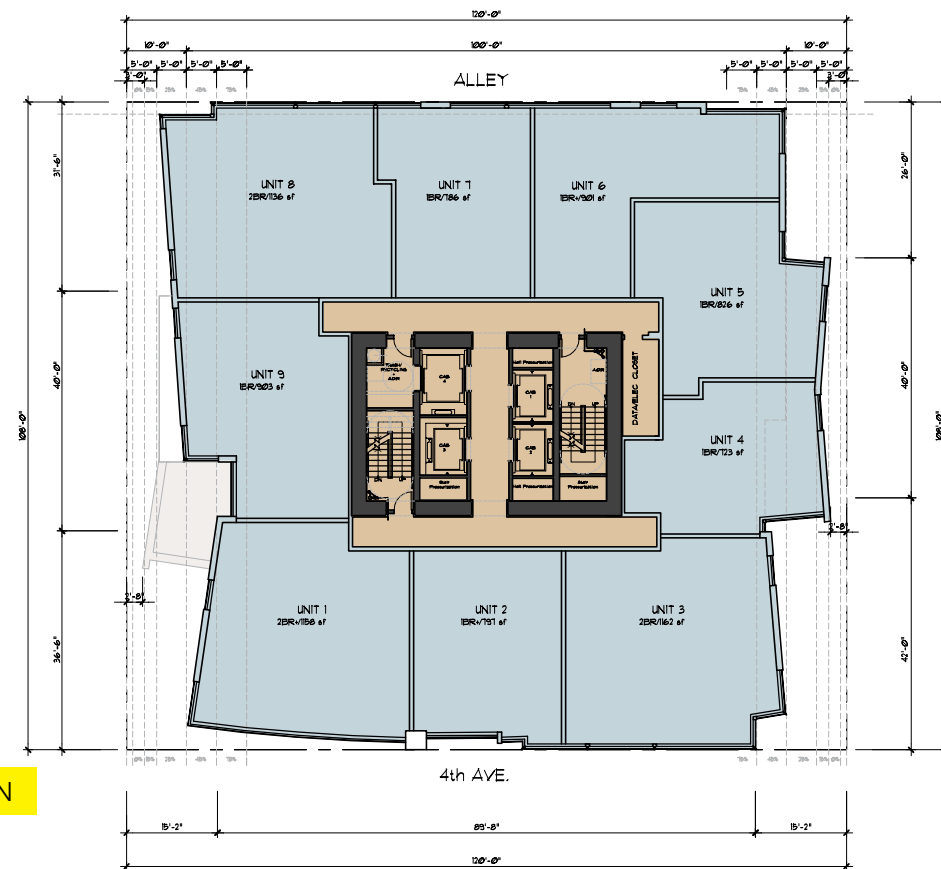




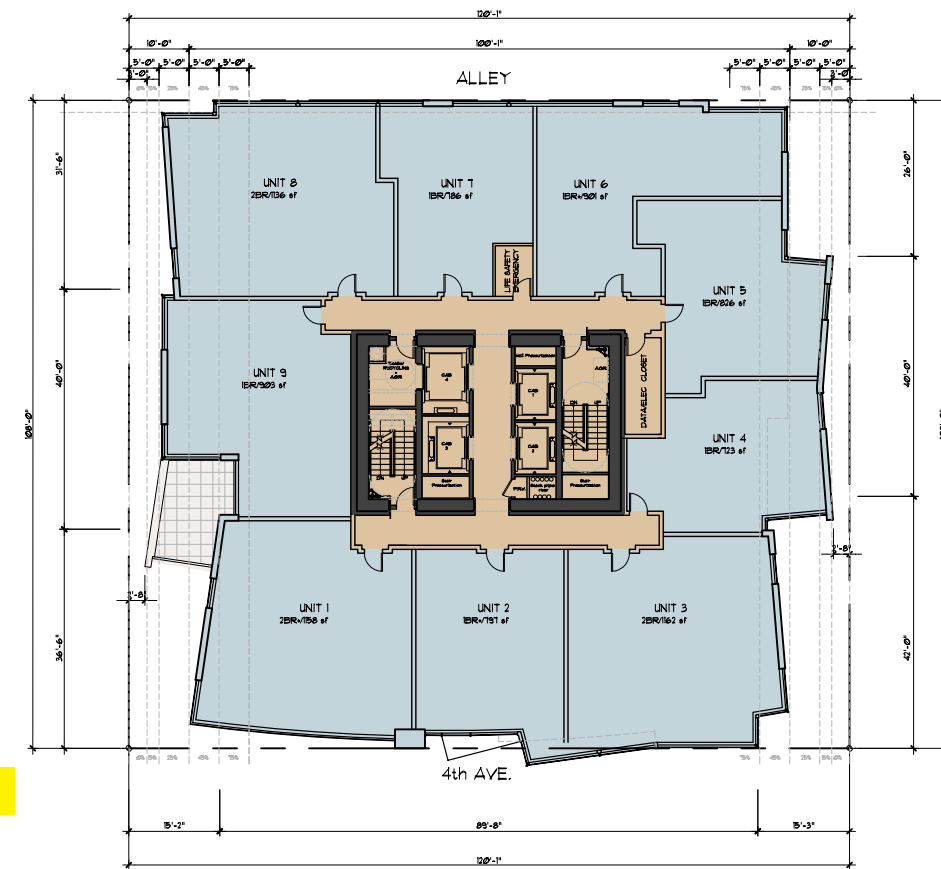
L7 COMMON RECREATION AREA:

INTERIOR:	5,100 SF
EXTERIOR:	806 SF
TOTAL:	5,906 SF

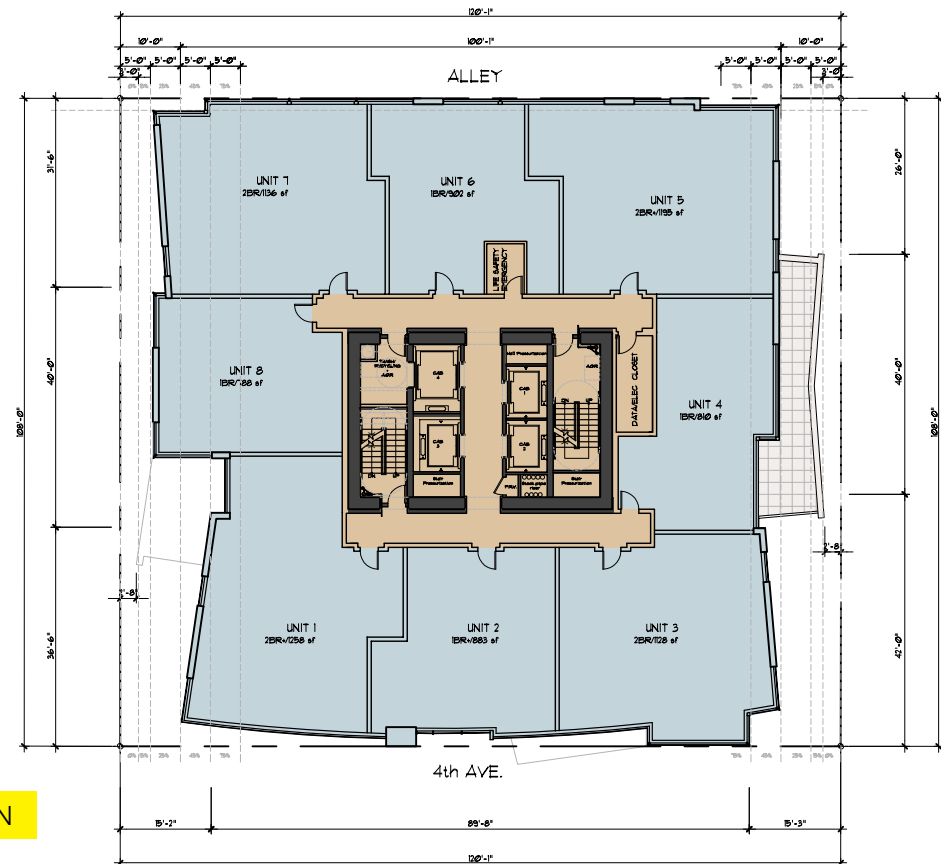




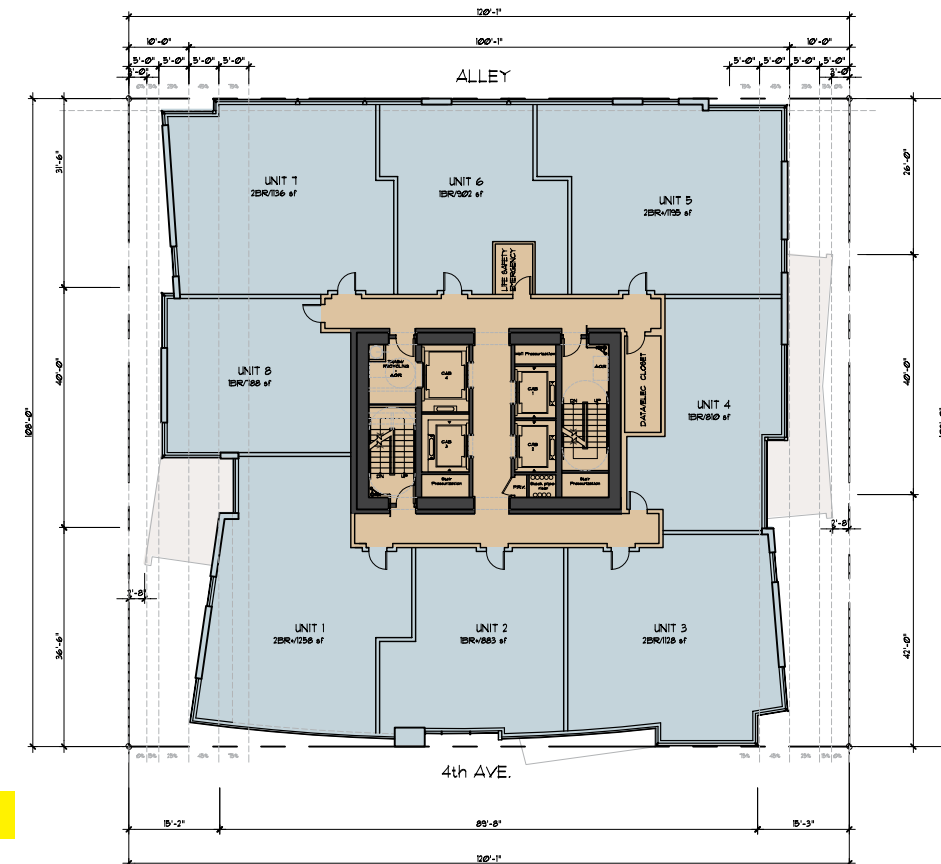
L36 PLAN



L37 PLAN



L38 PLAN



L39 PLAN

KEY

- RESIDENTIAL
- AMENITY
- RETAIL
- PARKING
- MECHANICAL

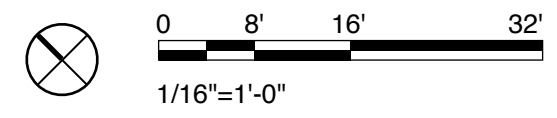


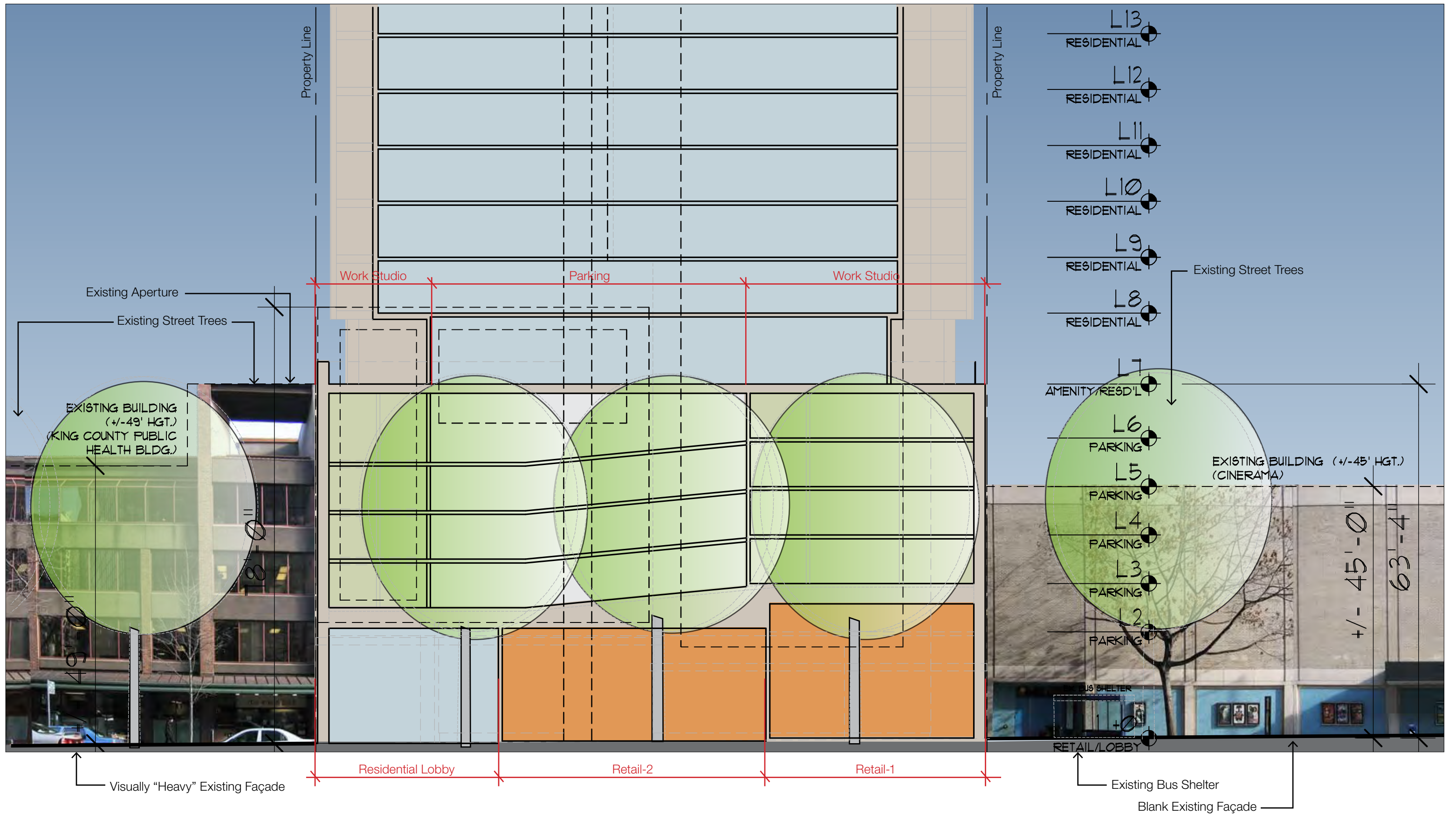


L7 COMMON RECREATION AREA:	INT.	EXT.
L7:	5,100 SF	806 SF
L40:	1,858 SF	5,327 SF
TOTAL:	6,958 SF	6,133 SF
REQUIRED:	5,917 SF	5,917 SF

KEY

- RESIDENTIAL
- AMENITY
- RETAIL
- PARKING
- MECHANICAL







STONE 1

STEEL 1



SCRIM 1



SCRIM 2



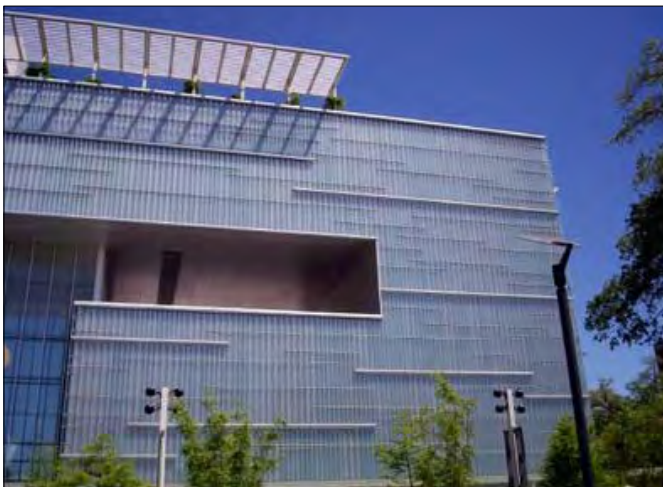
SCRIM 3



CHANNEL GLASS 1



CHANNEL GLASS 3



CHANNEL GLASS 2



CHANNEL GLASS 4

1. Use of stone, or solid metal panel, to create a sense of solidity that handsomely counterbalances the glassiness of the tower.
2. Horizontal and/or Vertical “fins” of stone or steel could project from the scrim facade to create an additional layer of visual texture.
3. Use of different finishes: polished, sandblasted, etched, etc., as well as the use of different stones, to create a striking composition.
- 4 The proposed “apertures” within the facade scrim create a striking contrast and special moment when viewed within the absence of the colored + patterned glass.

1. Use of horizontal and/or vertical steel elements to create an additional layer of visual texture and the tectonics of the scrim assembly.
2. Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with streaming images, from rooftop mounted cameras, that show the view of Elliot Bay, South Lake Union, Downtown Seattle, etc. from the 400’-0” roof level — bringing a bird’s eye perspective of Seattle to the sidewalk level.
3. Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with a continuing loop of artistic images
4. Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with a continuing loop of a collage of scenes from old movies (as an homage to the Cinerama next door and a tie-in to the roof-top movie screen) .
5. Vertical “fins” that project from the channel glass scrim with openings that reveal a lighted + colored glass panel beyond.





ART GLASS 1



COLORED GLASS 1



COLORED GLASS 2



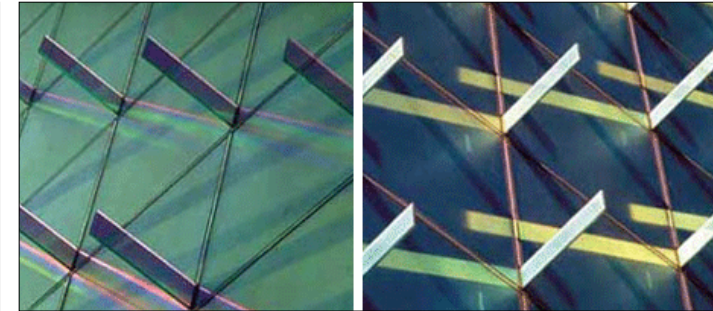
ART GLASS 2



ART GLASS 3



COLORED GLASS 3

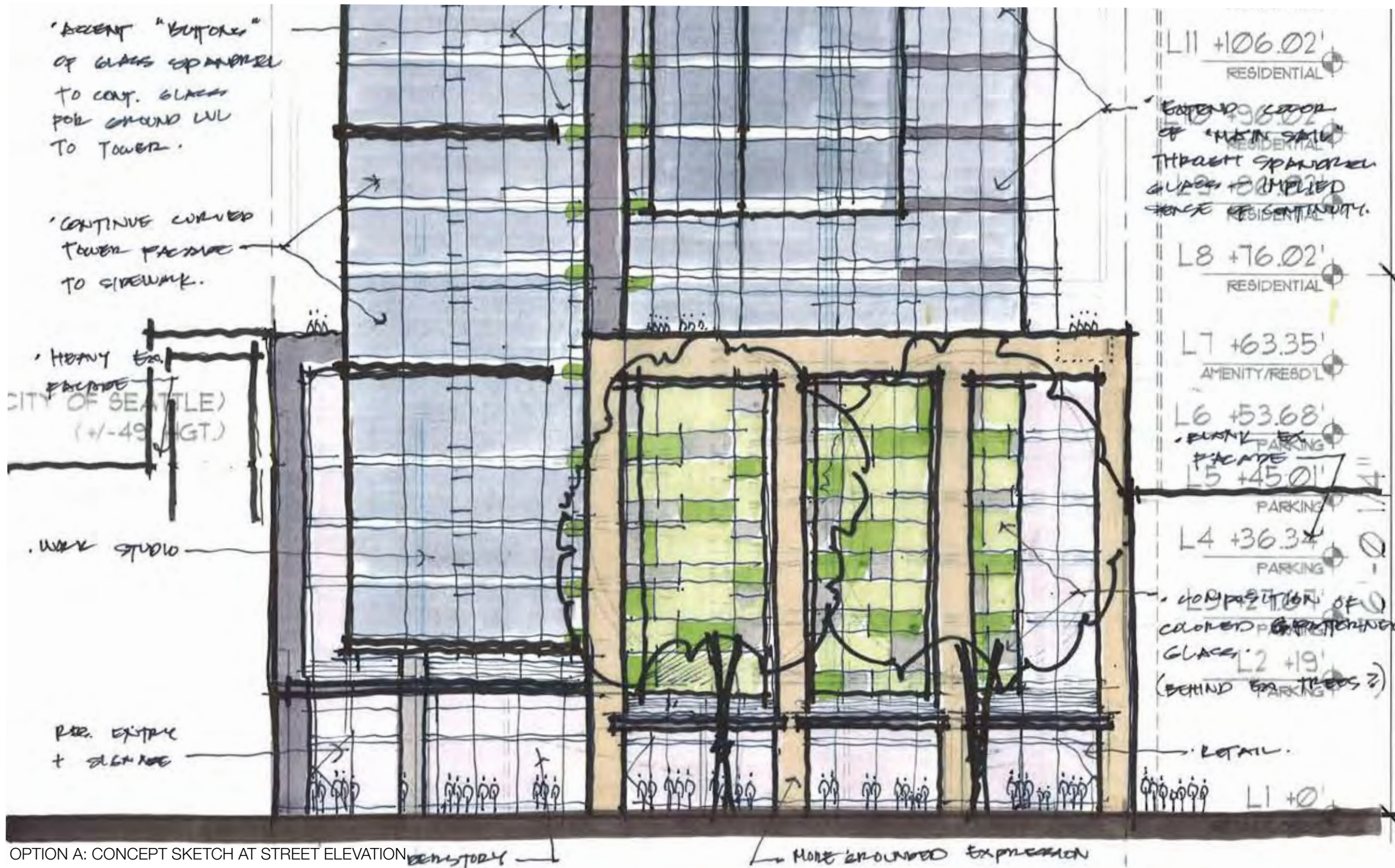


GLASS FINS 1

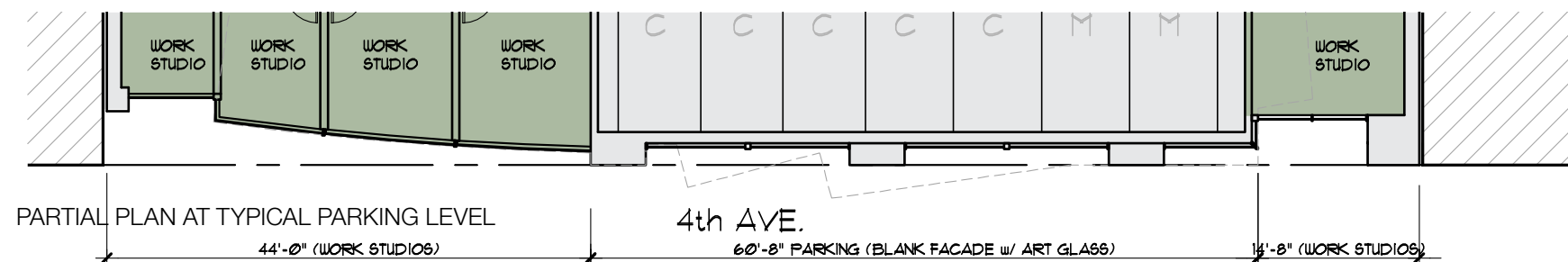
1. Use of a super graphic map of Puget Sound, or other images that relate to either the physical or cultural context of Seattle.
2. Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with streaming images, from rooftop mounted cameras, that show the view of Elliot Bay, South Lake Union, Downtown Seattle, etc. from the 400’-0” roof level — bringing a bird’s eye perspective of Seattle to the sidewalk level.
3. Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with a continuing loop of a collage of scenes from old movies (as an homage to the Cinerama next door and a tie-in to the roof-top movie screen)
4. The proposed “apertures” within the facade scrim create a striking contrast and special moment when viewed within the absence of the art images.

1. Create a pattern language of different colored glass and fritted patterns to create a striking composition. Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with streaming images, from rooftop mounted cameras, that show the view of Elliot Bay, South Lake Union, Downtown Seattle, etc. from the 400’-0” roof level — bringing a bird’s eye perspective of Seattle to the sidewalk level
- Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with a continuing loop of artistic images
- Vertical “fins” that project from the scrim facade and reveal small LCD screens imbedded in a handful of locations with a continuing loop of a collage of scenes from old movies (as an homage to the Cinerama next door and a tie-in to the roof-top movie screen).





OPTION A: CONCEPT SKETCH AT STREET ELEVATION



STREET LEVEL VIEW AT 4TH AVENUE—NORTHWEST



STREET LEVEL VIEW AT 4TH AVENUE—SOUTHWEST

COMMENTS:

1. Creates a prominent entry point
2. Continues the architectural vocabulary of the tower to the street level.
3. Creates a counter balance between the existing street trees.
4. A more distinctive retail expression creates a more pronounced "podium" expression.
5. Use of colored, patterned, and/or art glass is hidden by the existing street trees.
6. Main mast element and retail expression have to be in plain, so no ability for increased articulation.



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2116 4TH AVENUE | PARKING FAÇADE STUDIES: OPTION A

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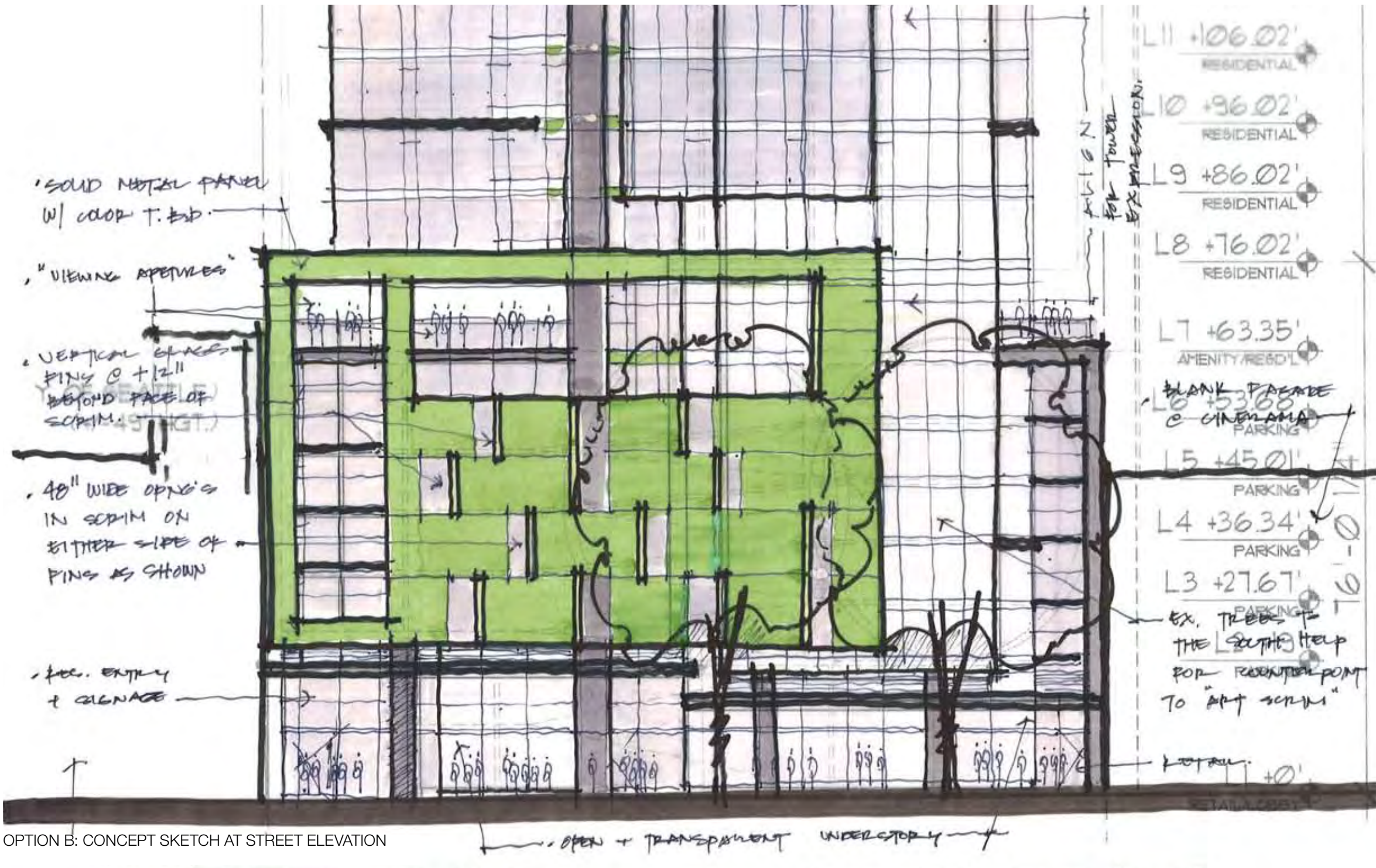
46

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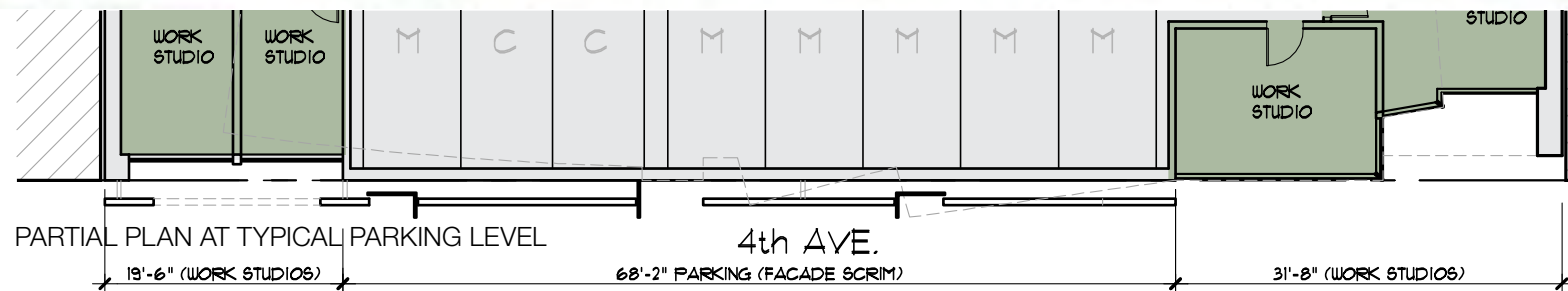
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OPTION B: CONCEPT SKETCH AT STREET ELEVATION



PARTIAL PLAN AT TYPICAL PARKING LEVEL

4th AVE.

19'-6" (WORK STUDIOS)

68'-2" PARKING (FAÇADE SCRIM)

31'-8" (WORK STUDIOS)



STREET LEVEL VIEW AT 4TH AVENUE—NORTHWEST



STREET LEVEL VIEW AT 4TH AVENUE—SOUTHWEST

COMMENTS:

1. Creates a more horizontal expression recalling the scale of the existing street wall.
2. Creates a "Scrim" element to tie the tower and base components together, and create a more transparent "understory."
3. The horizontal expression + scrim blurs the vertical components of the tower as they come to the street level.
4. Scrim material could be art glass with imagery for a more ephemeral expression, channel glass for a light but more tectonic expression, or a precious stone for a more solid expression that counterbalances the glassiness of the tower.
5. Creates "Apertures" within the scrim that recall the vocabulary of the street wall, and also gives a more distinctive expression. The use of vertical glass fins create an additional layer of texture + shadow.



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2116 4TH AVENUE | PARKING FAÇADE STUDIES: OPTION B

09.09.08

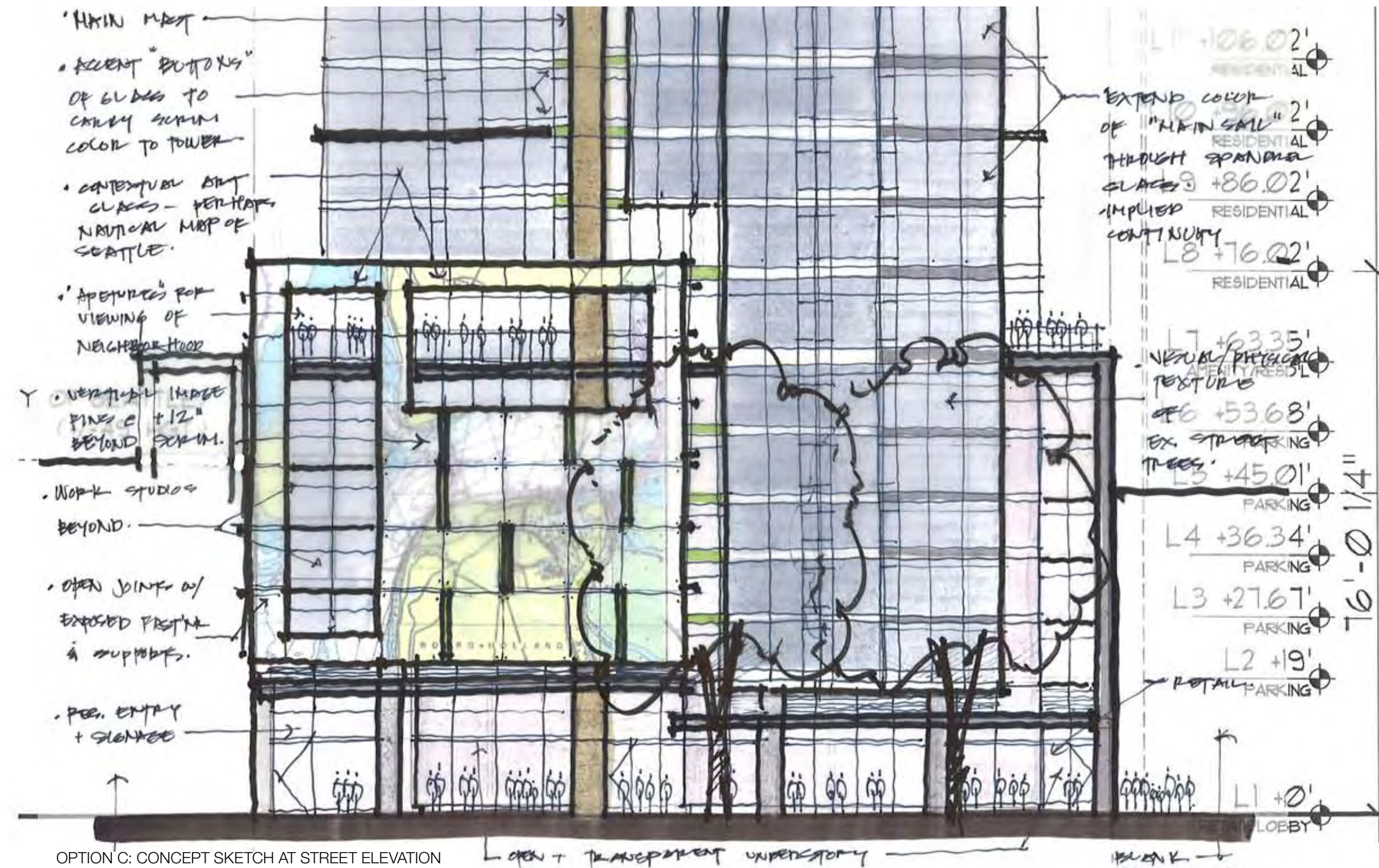
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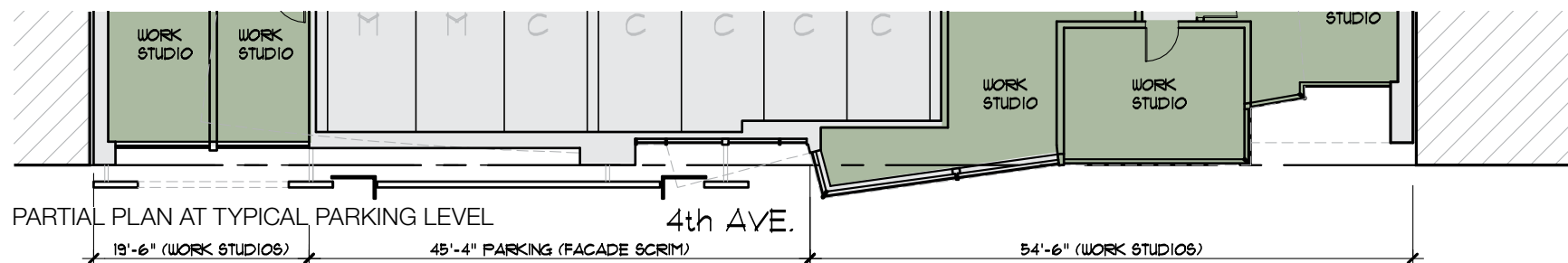
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OPTION C: CONCEPT SKETCH AT STREET ELEVATION



STREET LEVEL VIEW AT 4TH AVENUE—NORTHWEST



STREET LEVEL VIEW AT 4TH AVENUE—SOUTHWEST

COMMENTS:

1. Creates a prominent entry point.
2. Continues the architectural vocabulary of the tower to the street level.
3. Creates a counter balance between the existing street trees.
4. Creates a more balanced expression between the vertical and horizontal scales of the existing street wall and proposed tower.
5. Creates a "Scrim" element to tie the tower and base components together, and create a more transparent "understory."
6. Scrim material could be art glass with imagery for a more ephemeral expression, channel glass for a light but more tectonic expression, or a precious stone for a more solid expression that counterbalances the glassiness of the tower.
7. Creates "Apertures" within the scrim that recall the vocabulary of the street wall, and also gives a more distinctive expression. The use of vertical glass fins create an additional layer of texture + shadow.



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2116 4TH AVENUE | PARKING FAÇADE STUDIES: OPTION C

09.09.08

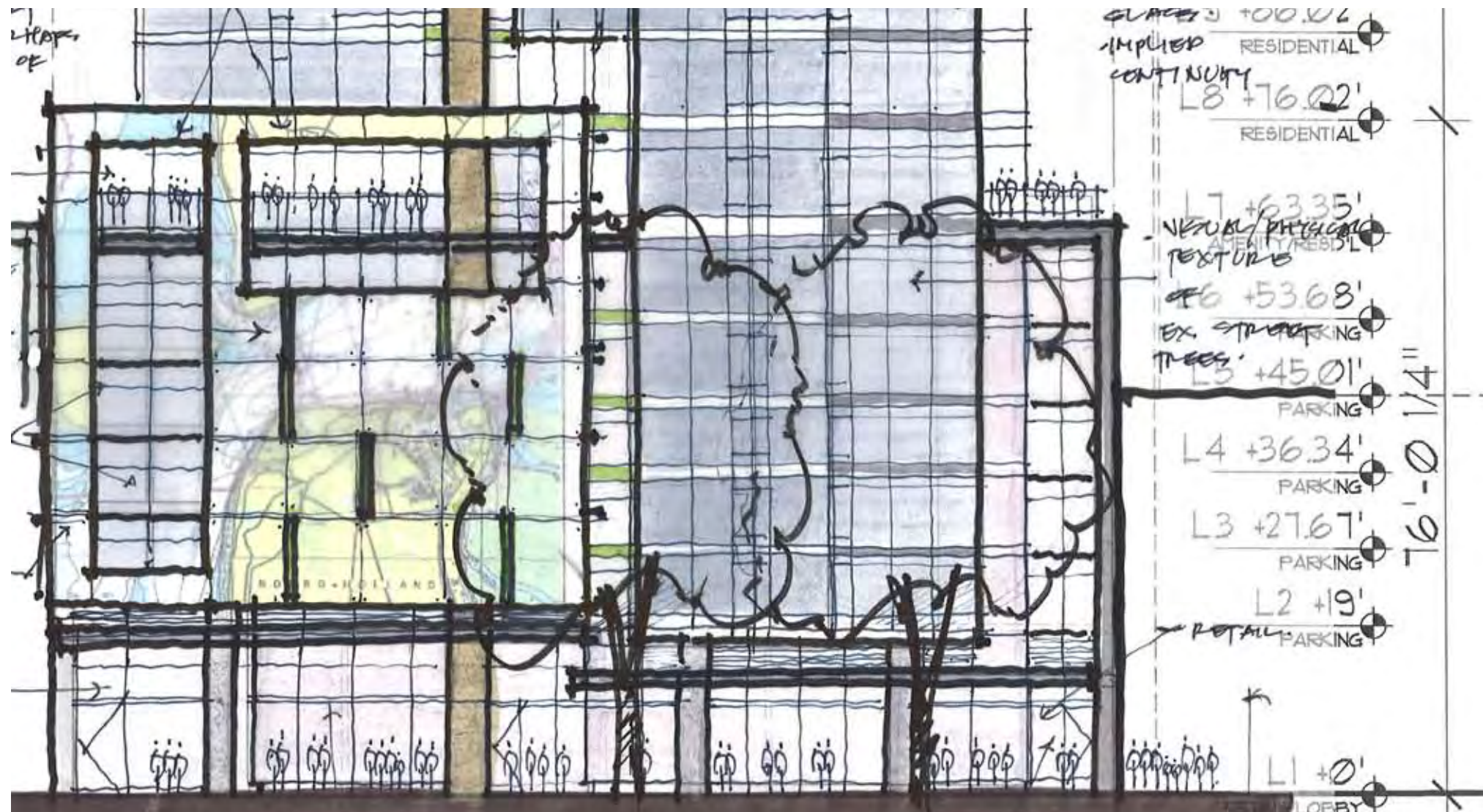
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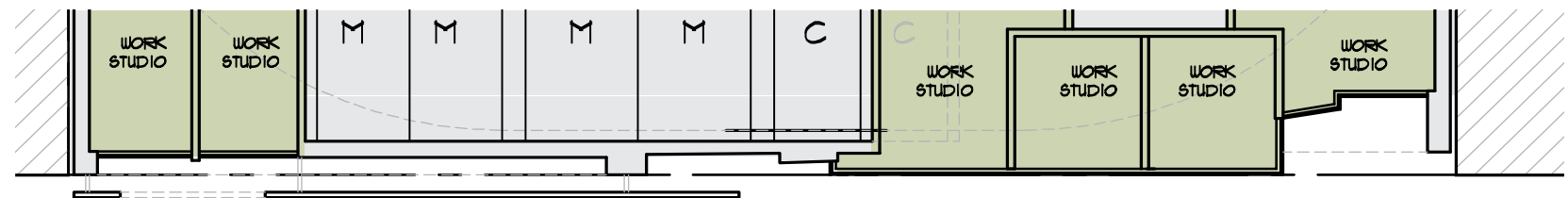
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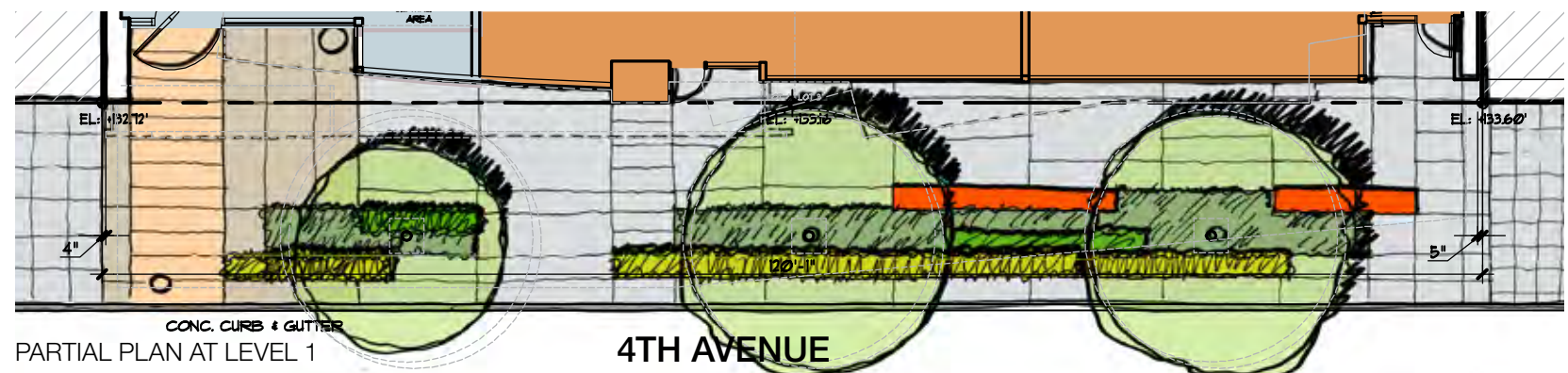




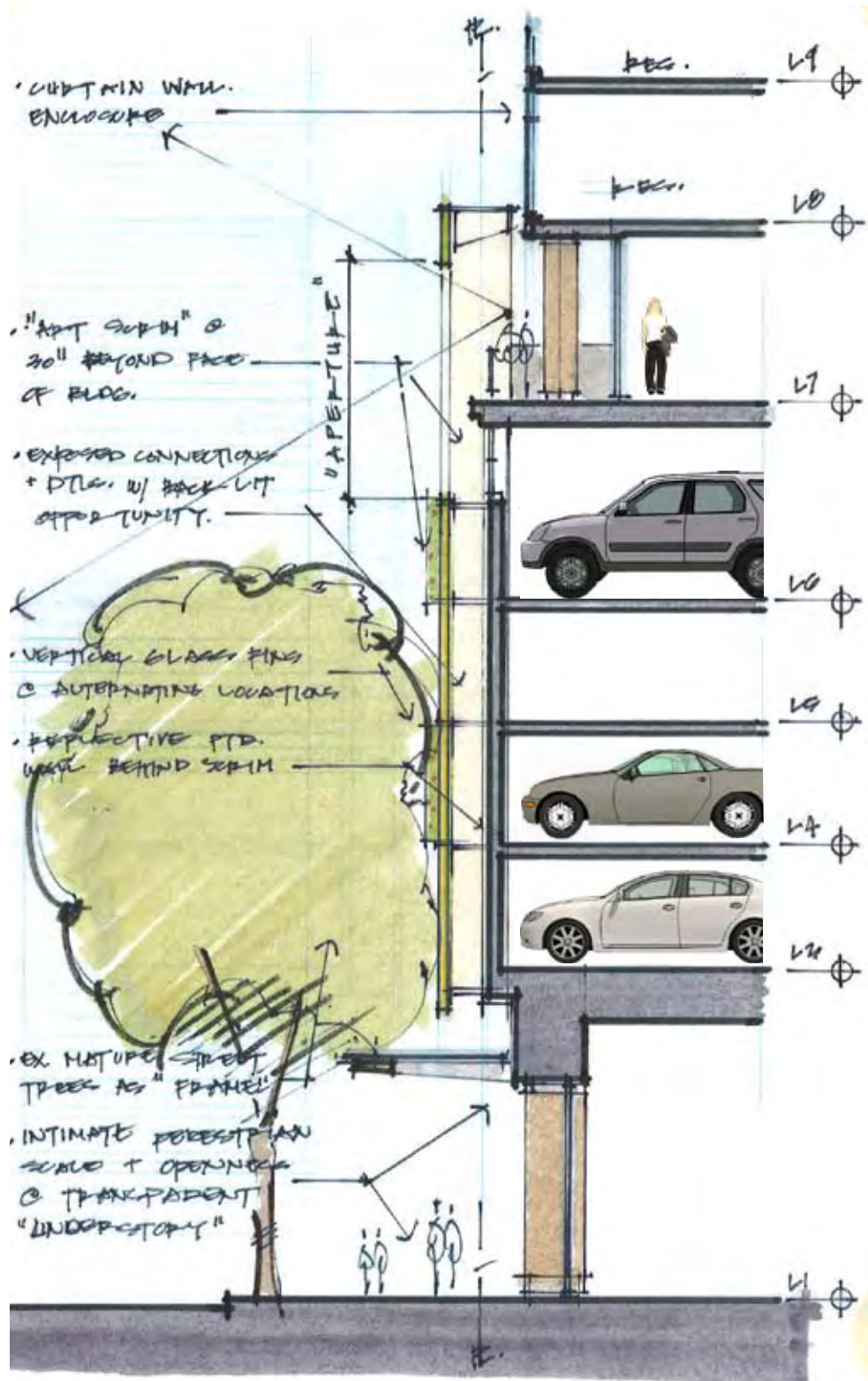
PARTIAL STREET LEVEL FAÇADE



PARTIAL PLAN AT TYPICAL PARKING LEVEL 4TH AVENUE



PARTIAL PLAN AT LEVEL 1 4TH AVENUE



PARTIAL WALL SECTION AT PARKING (4TH AVENUE)





STREET LEVEL VIEW AT 4TH AVENUE (NW)



STREET LEVEL VIEW AT 4TH AVENUE (NW)

STONE OR METAL



CHANNEL GLASS





STREET LEVEL VIEW AT 4TH AVENUE (NW)

ART GLASS



COLORED GLASS



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2116 4TH AVENUE | PROPOSED OPTION: MATERIAL STUDIES

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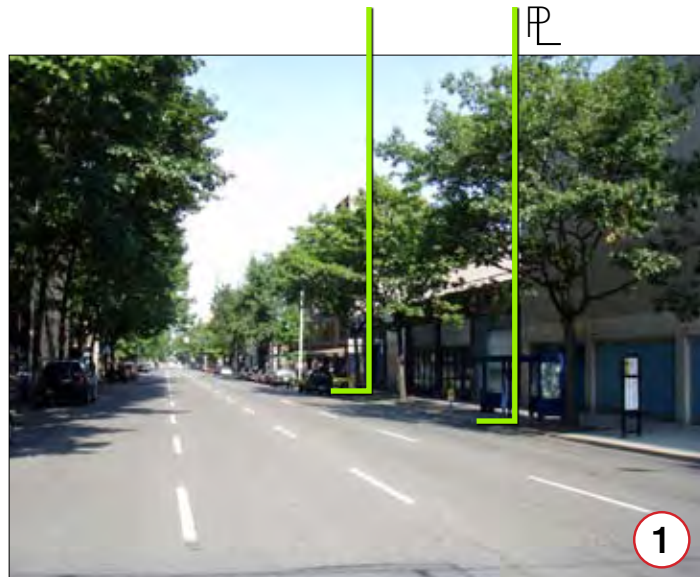
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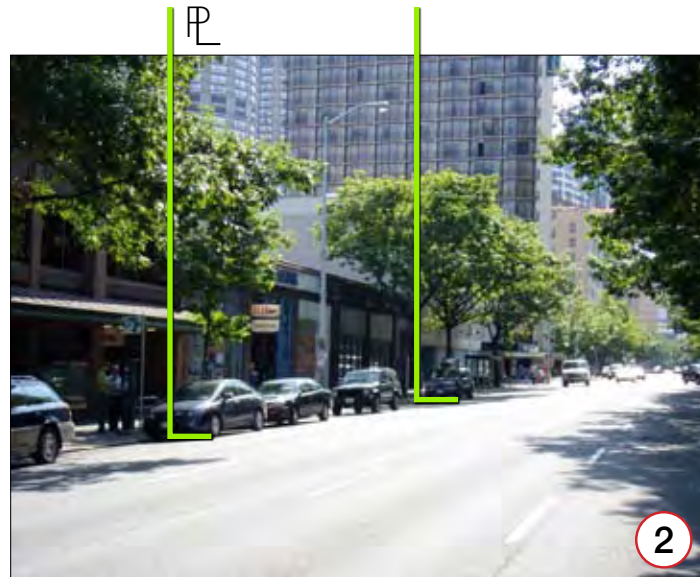


LANDSCAPE





VIEW NORTH ON 4TH AVENUE



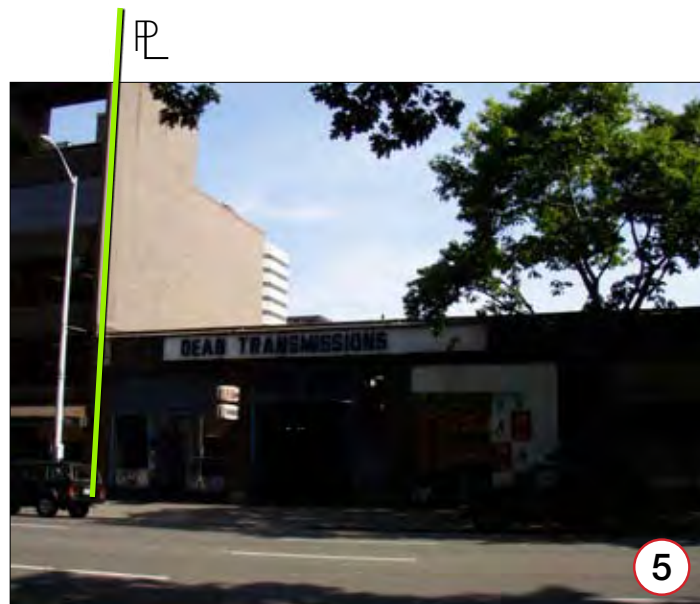
VIEW SOUTH DOWN 4TH AVENUE



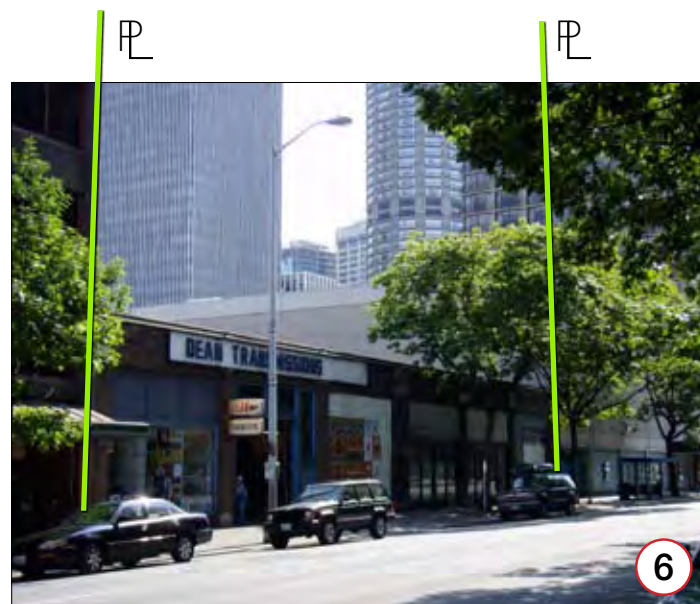
VIEW WEST TO PLAZA OF 4TH & BLANCHARD OFFICE BUILDING



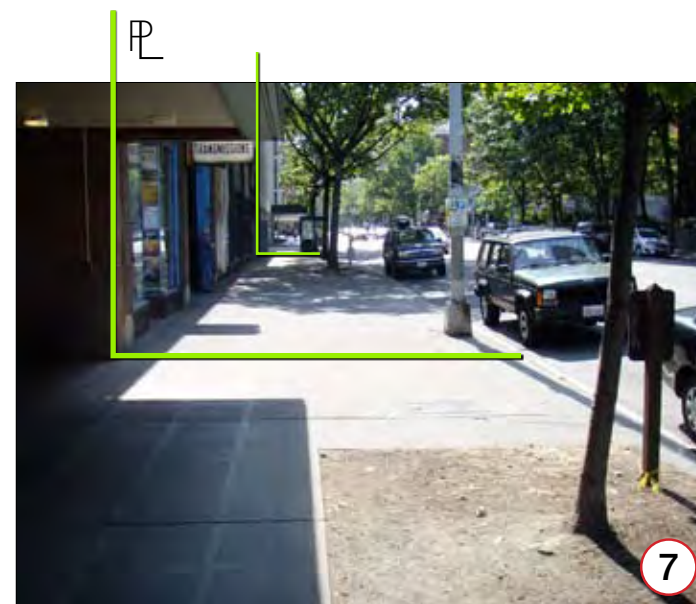
VIEW NORTH FROM CINERAMA



VIEW OF SITE



VIEW OF SITE



EXISTING STREETScape & TREE SPACING

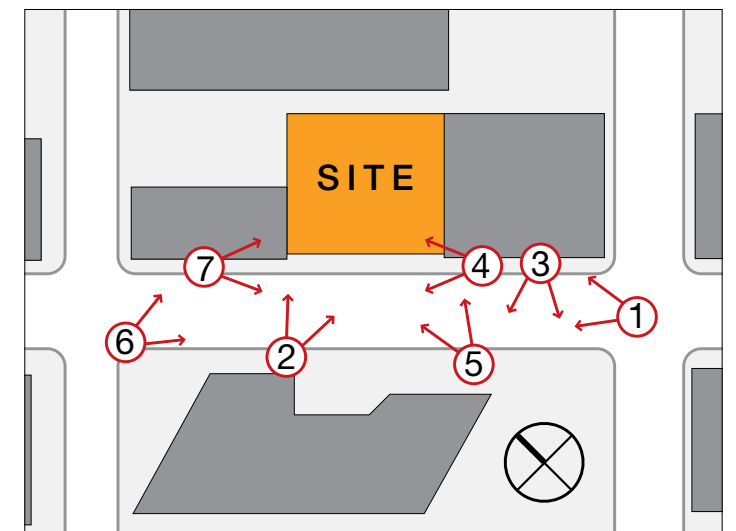
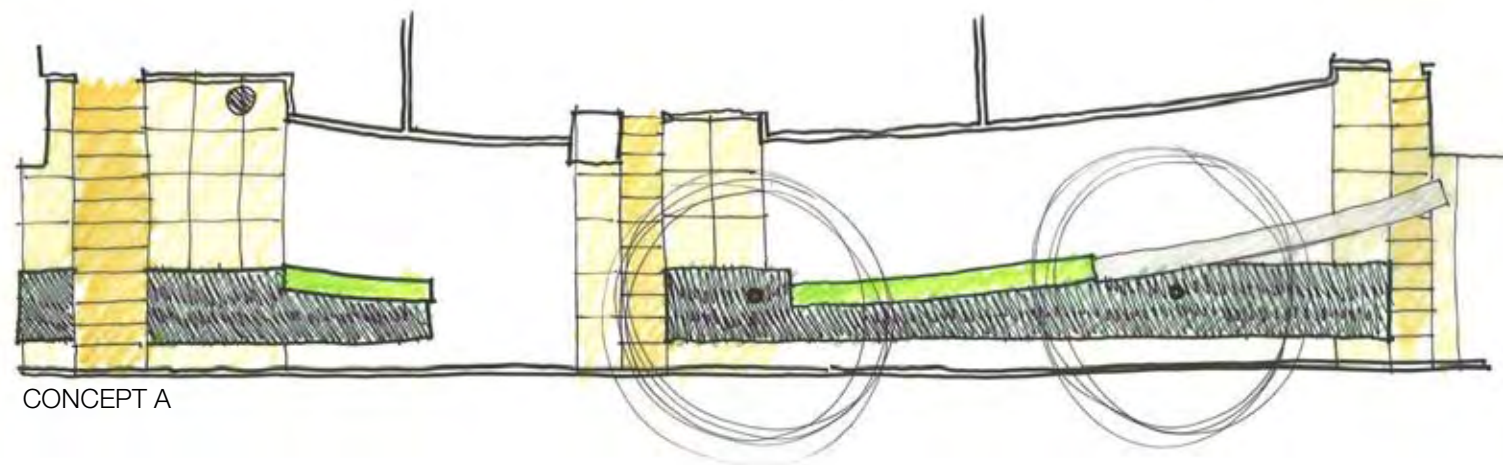


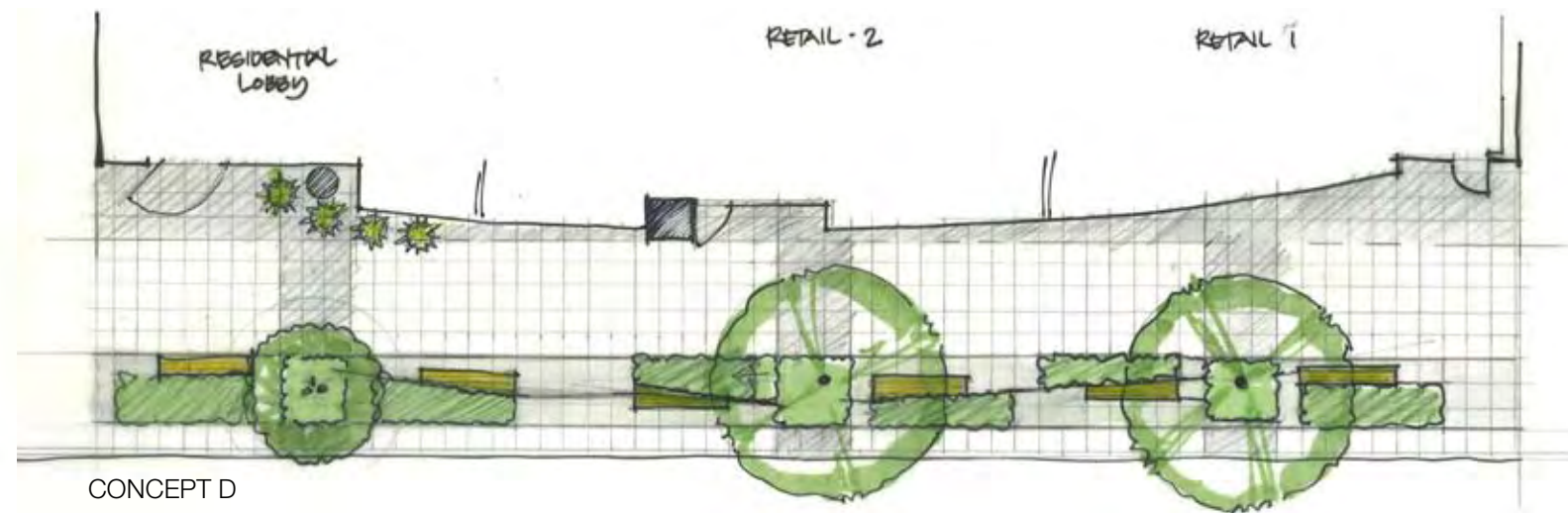
PHOTO LOCATIONS ON PLAN



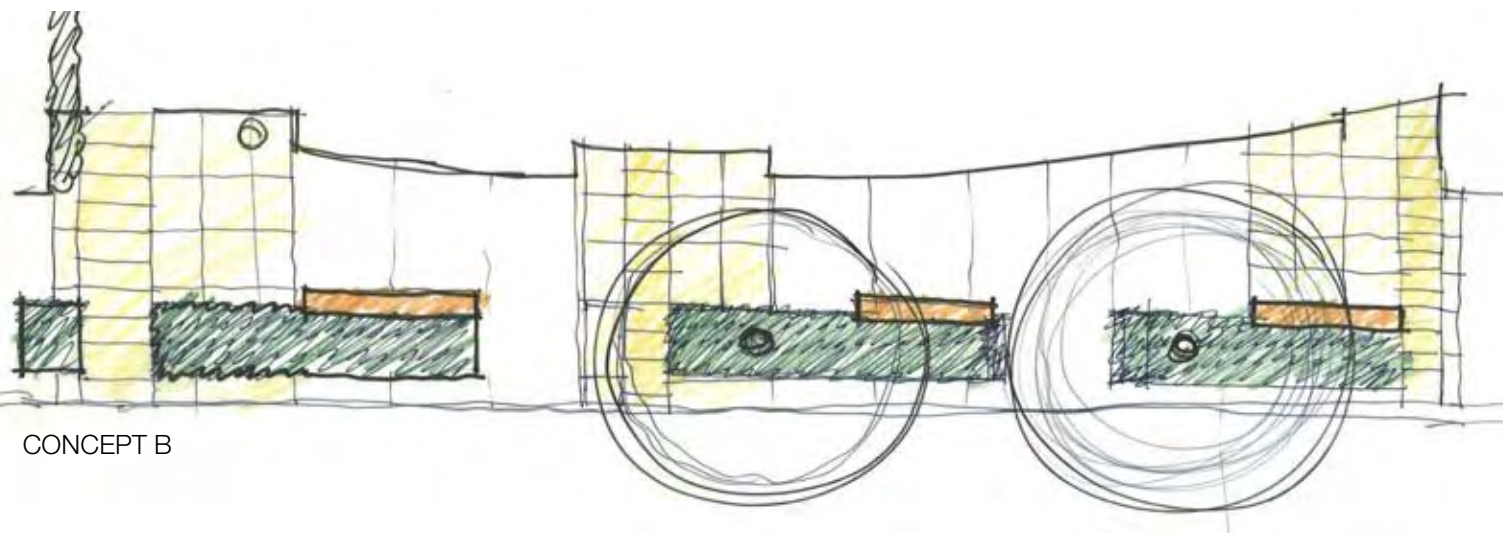




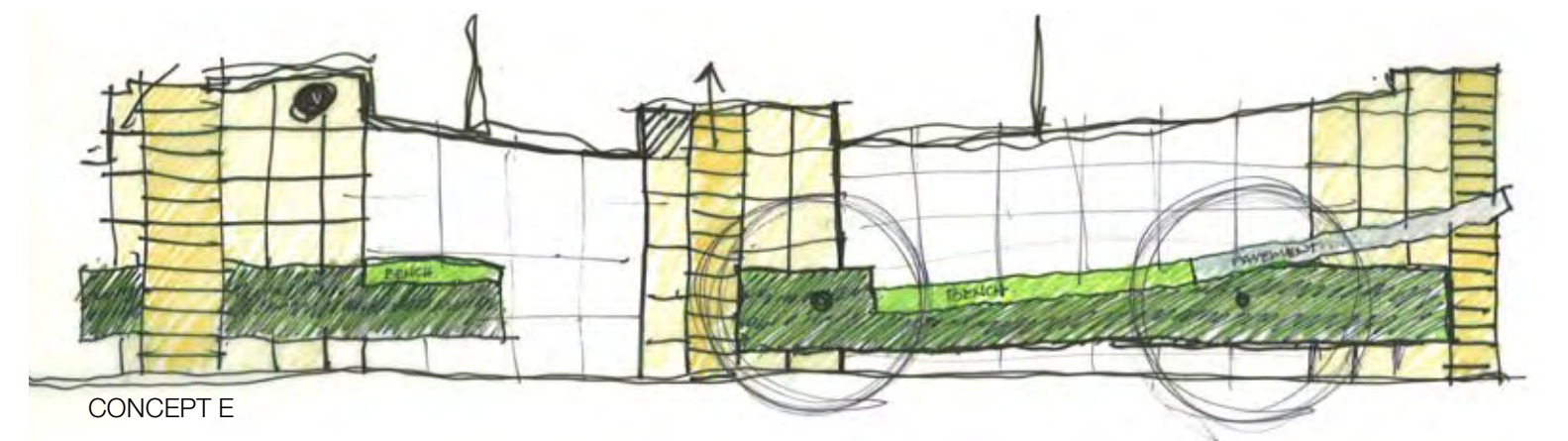
CONCEPT A



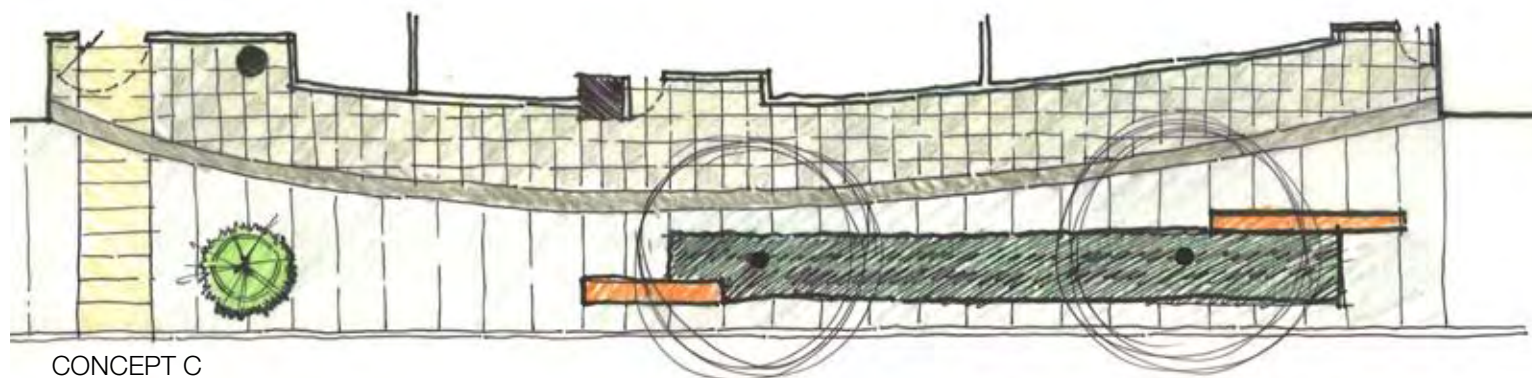
CONCEPT D



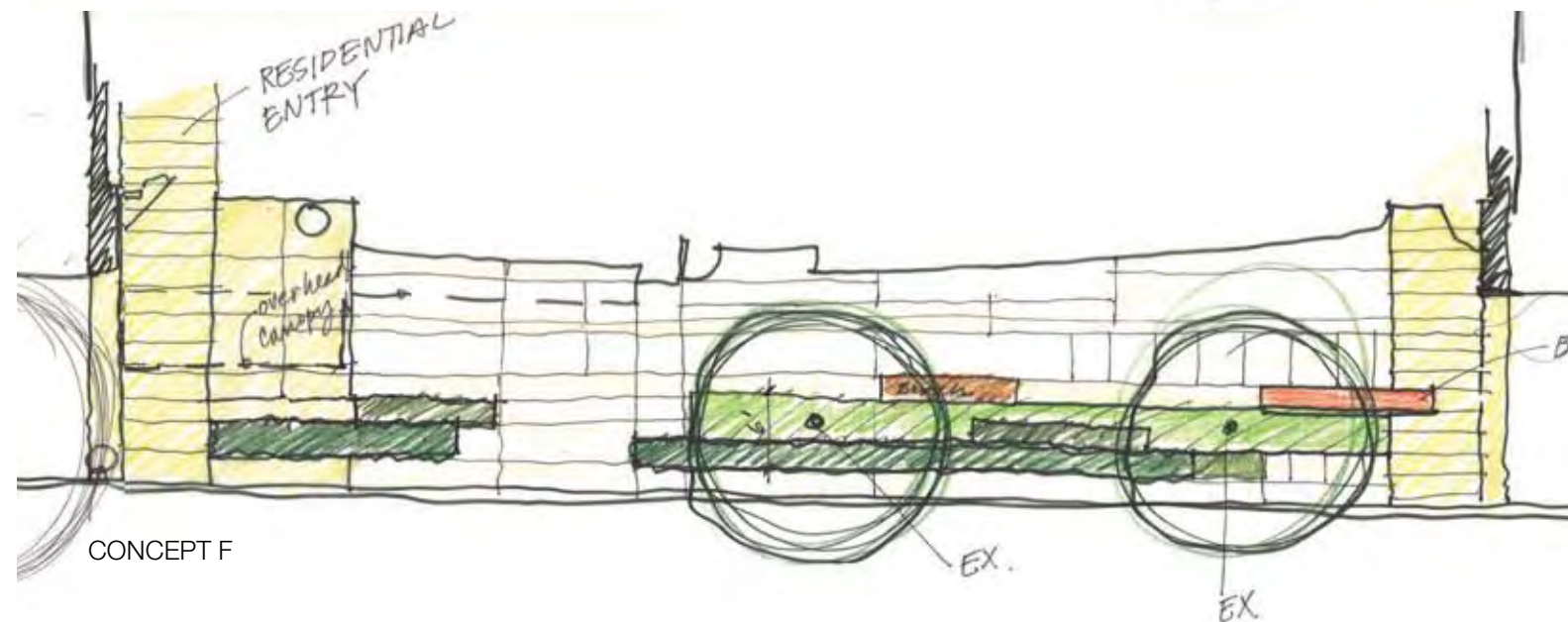
CONCEPT B



CONCEPT E

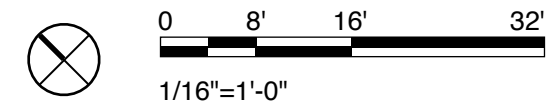
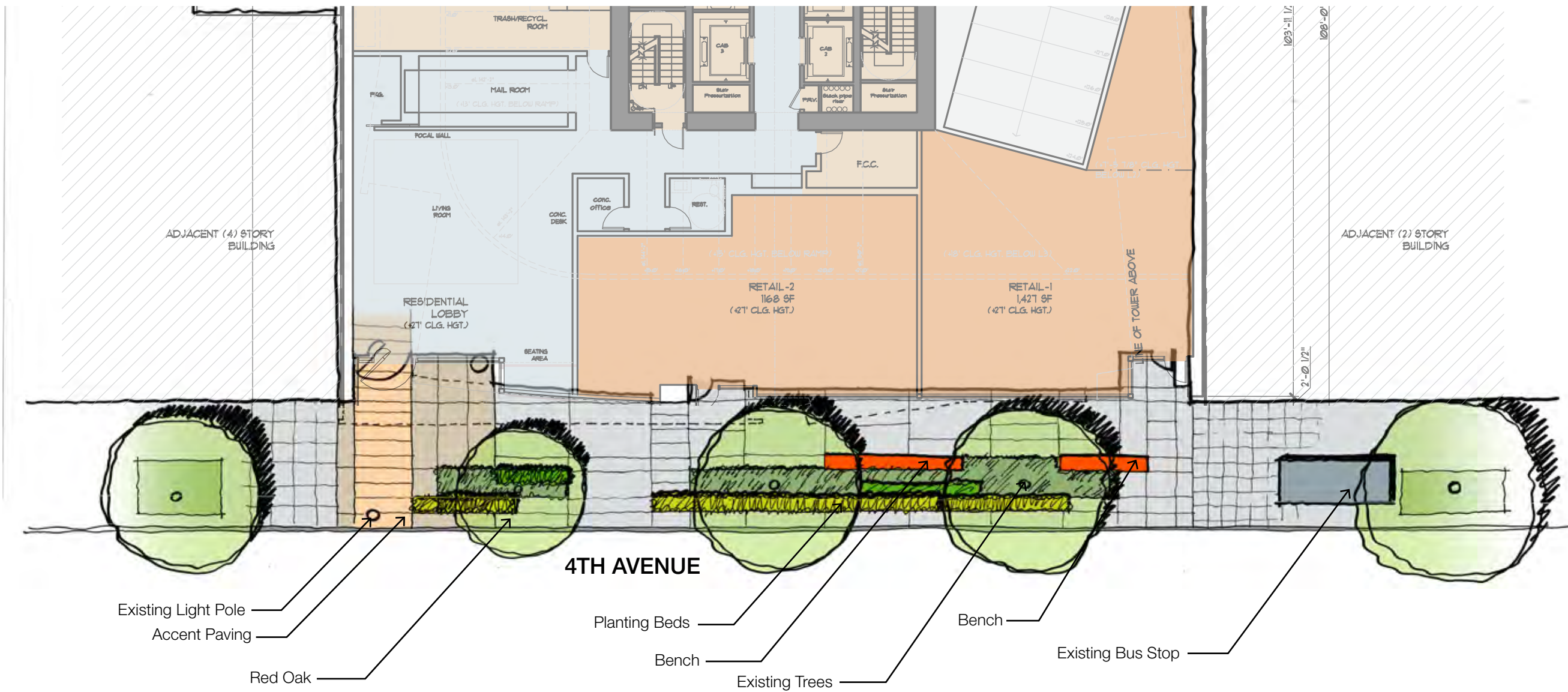


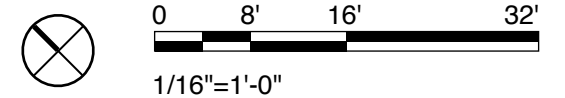
CONCEPT C

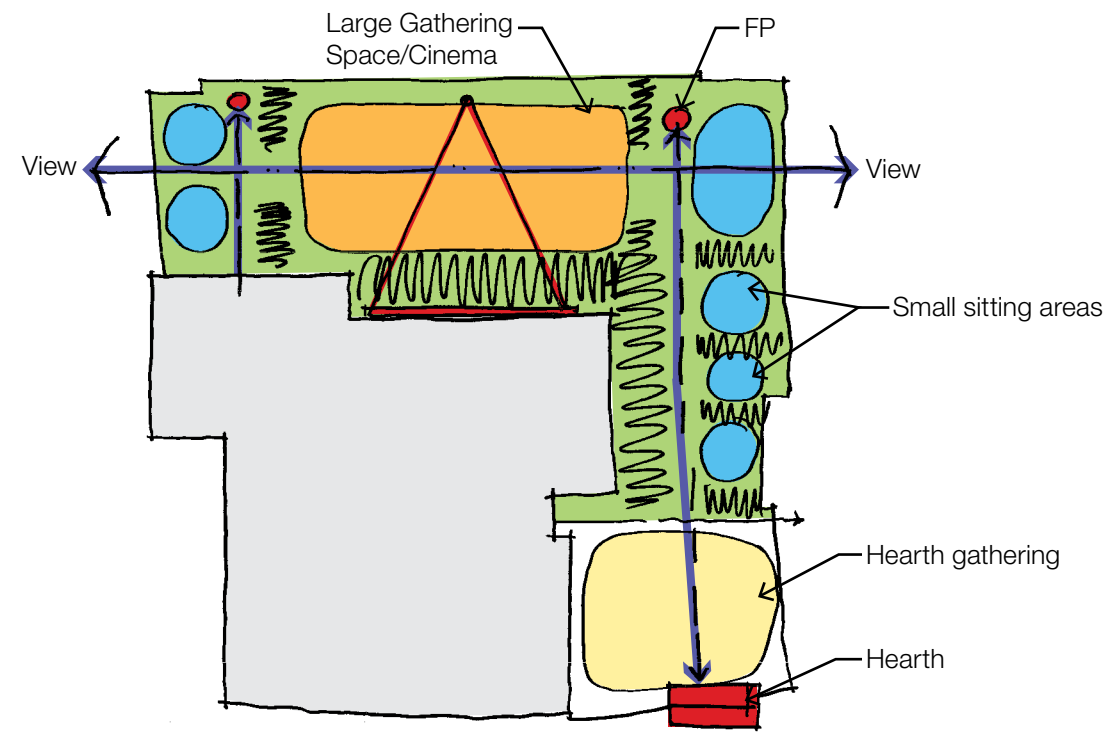


CONCEPT F









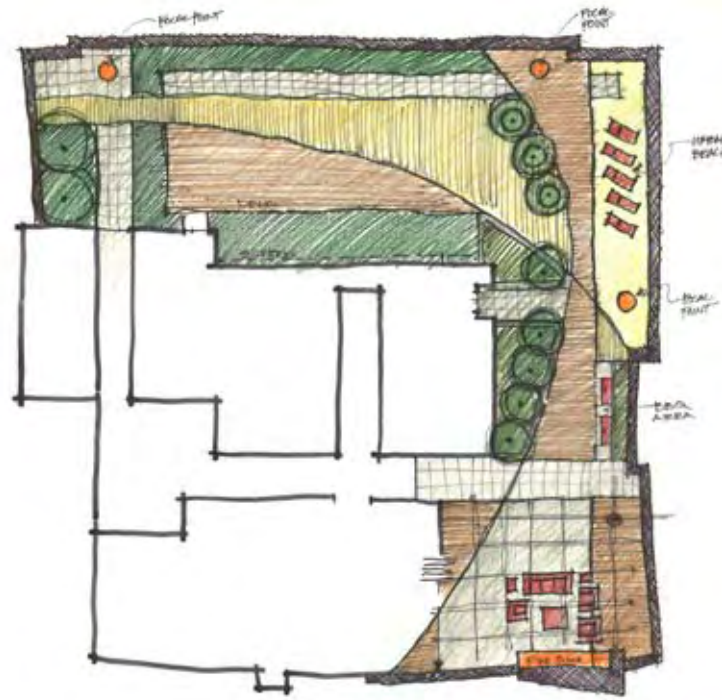
EXTERIOR USE ZONES/CONCEPT



OVERLAPPING PLANES DIAGRAM



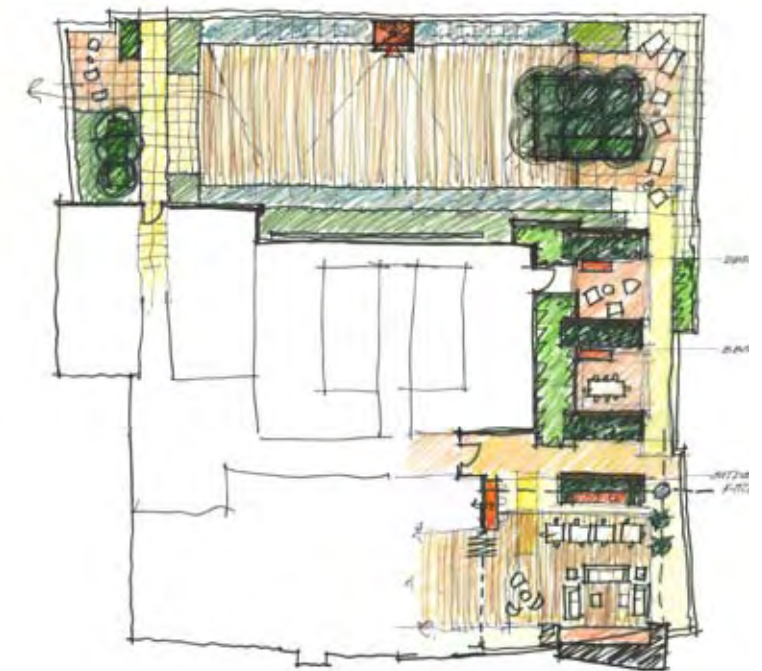
CONCEPT A



CONCEPT B

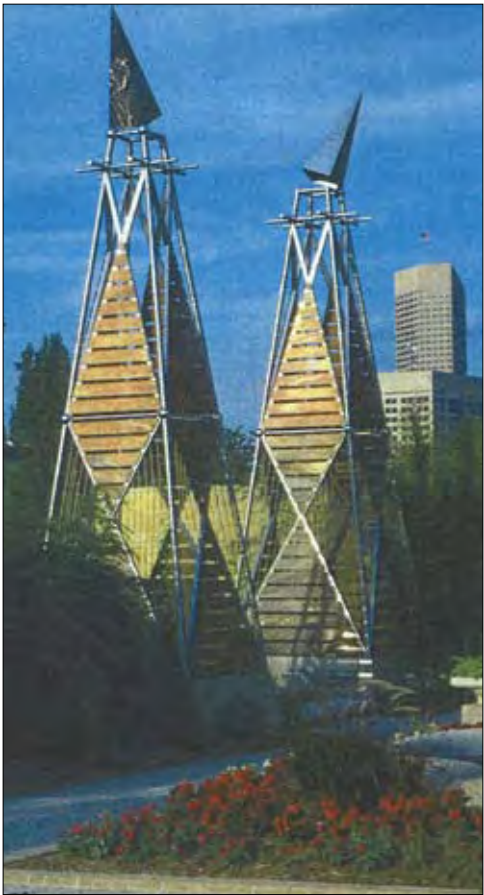


CONCEPT C



CONCEPT D





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2116 4TH AVENUE | LANDSCAPE CONCEPT IMAGES

09.09.08

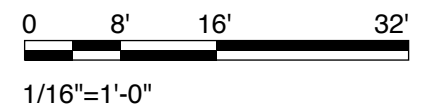
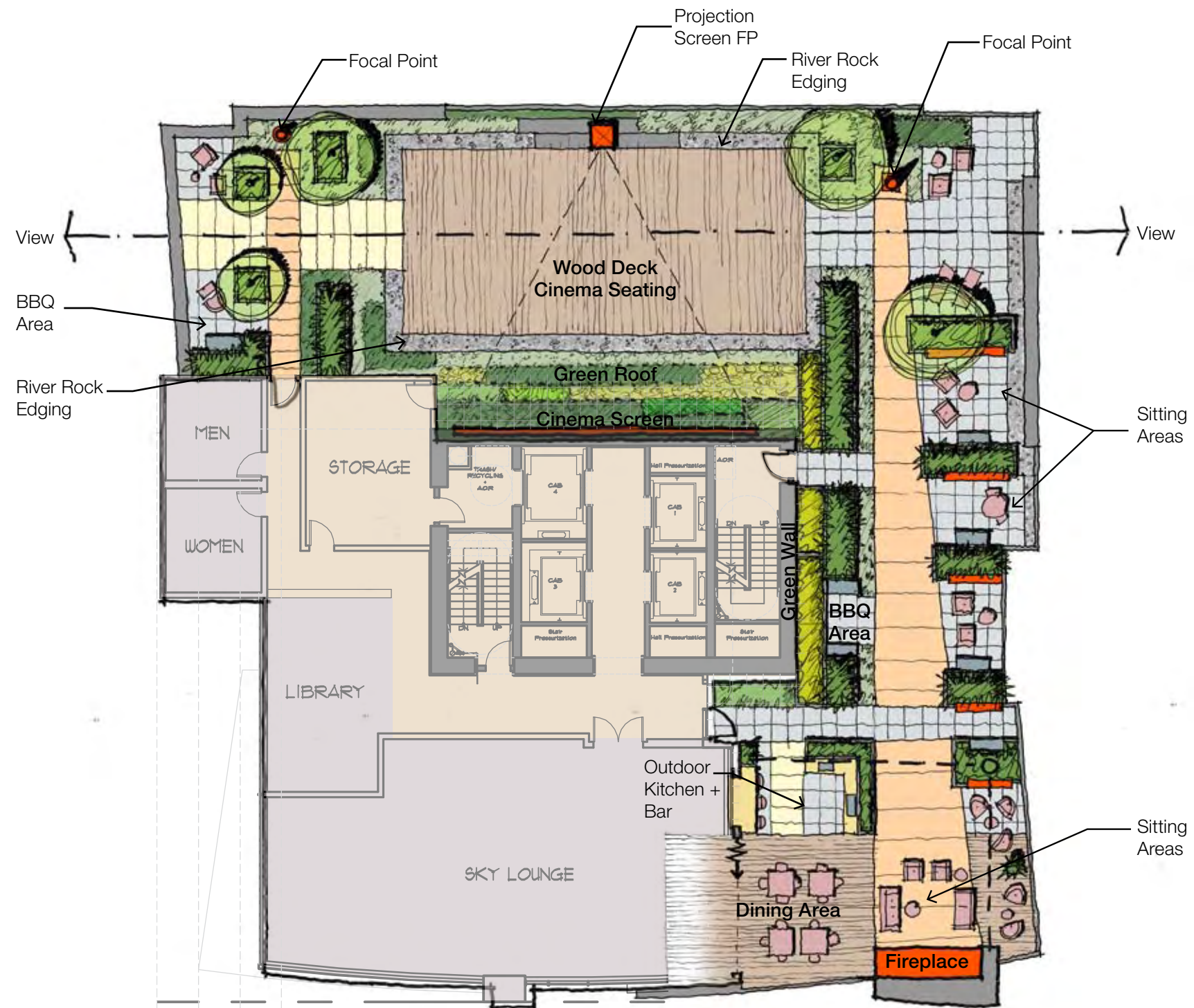
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DOWNTOWN GUIDELINES

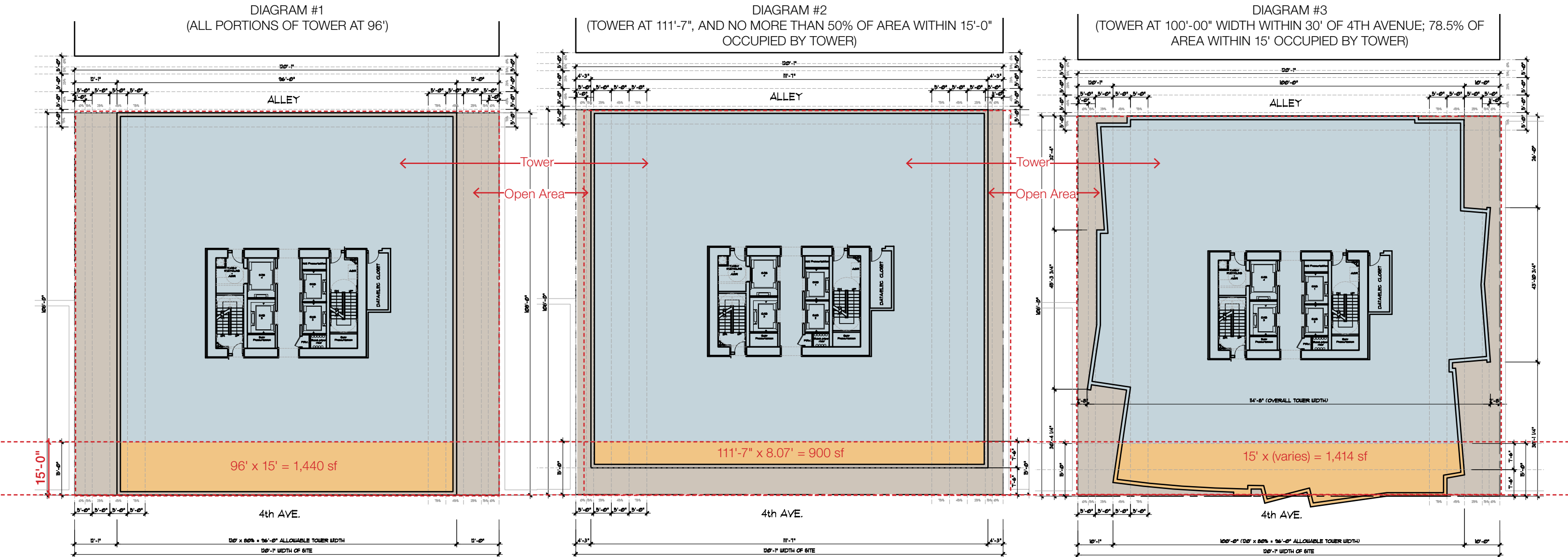
- A. SITE PLANNING + MASSING
 - A-1 Respond to the Physical Environment
 - A-2 Enhance the Skyline
- B. ARCHITECTURAL EXPRESSION
 - B-1 Respond to the Neighborhood Context
 - B-2 Create a Transition in Bulk and Scale
 - B-3 Reinforce the Positive Urban Form and Architectural Attributes of the Immediate Area
 - B-4 Design a Well-Proportioned and Unified Building
- C. THE STREETScape
 - C-1 Promote Pedestrian Interaction
 - C-2 Design Facades of Many Scales
 - C-3 Provide Active — Not Blank — Facades
 - C-4 Reinforce Building Entries
 - C-5 Encourage Overhead Weather Protection
 - C-6 Develop the Alley Facade
- D. PUBLIC AMENITIES
 - D-1 Provide Inviting and Usable Open Space
 - D-2 Enhance the Building With Landscaping
 - D-3 Provide Elements that Define the Place
 - D-4 Provide Appropriate Signage
 - D-5 Provide Adequate Lighting
 - D-6 Design for Personal Safety and Security
- E. VEHICULAR ACCESS AND PARKING
 - E-1 Minimize Curb Cut Impacts
 - E-2 Integrate Parking Facilities
 - E-3 Minimize the Presence of Service Area

BELLTOWN GUIDELINES (SUPPLEMENTAL GUIDANCE REQUIRED)

- A. SITE PLANNING + MASSING
 - A-1 Respond to the Physical Environment
 - Develop and architectural concept and compose the building’s massing in response to geographic conditions and patterns of urban form found beyond the immediate context of the building site.
- B. ARCHITECTURAL EXPRESSION
 - B-1 Respond to the Neighborhood Context
 - Develop and architectural concept and compose the major building elements to reinforce desirable urban features existing in the surrounding neighborhood.
 - B-2 Create a Transition in Bulk and Scale
 - Develop and architectural concept and compose the major building elements to reinforce desirable urban features existing in the surrounding neighborhood.
 - B-3 Reinforce the Positive Urban Form and Architectural Attributes of the Immediate Area
 - Develop and architectural concept and compose the major building elements to reinforce desirable urban features existing in the surrounding neighborhood.
- C. THE STREETScape
 - C-1 Promote Pedestrian Interaction
 - Spaces for street level uses should be designed to engage pedestrians with the activities occurring within them. Sidewalk-related spaces should be open to the general public and appear safe and welcoming.
 - C-5 Encourage Overhead Weather Protection
 - Encourage project applicants to provide continuous, well-lit, overhead weather protection to improve pedestrian comfort and safety along major routes.
 - C-6 Develop the Alley Facade
 - To increase pedestrian safety, comfort, and interest, develop portions of the alley façade in response to the unique conditions of the site or project.
- D. PUBLIC AMENITIES
 - D-1 Providing Inviting & Usable Open Space
 - Design public open spaces to promote a visually pleasing, safe, and active environment for workers, residents, and visitors. Views and solar access from the principal area of the open space should be especially emphasized.
 - D-2 Enhance the Building With Landscaping
 - Enhance the building and site with generous landscaping — which includes special pavements, trellises, screen walls, planters, and site furniture, as well as living plant material.
 - D-3 Provide Elements that Define the Place
 - Provide special elements on the facades, within public open spaces, or on the sidewalk to create a distinct, attractive, and memorable “sense of place” associated with the building.
 - D-4 Provide Appropriate Signage
 - Design signage appropriate for the scale and character of the project and immediate neighborhood. All signs should be oriented to pedestrians and/or persons in vehicles on streets within the immediate neighborhood.
 - D-5 Provide Adequate Lighting
 - To promote a sense of security for people downtown during nighttime hours, provide appropriate levels of lighting on the building facade, on the underside of overhead weather protection, on and around street furniture, in merchandising display windows, inlandscaped areas, and on signage.

DEPARTURE #1 : 2116 4th Avenue (DPD #3009145)

ITEM #	DEVELOPMENT STANDARDS	REQUIREMENT	PROPOSED	CONSIDERATIONS
1.	23.49.058 D. 2. A TOWER WIDTH	Above 85 ft, maximum tower width along 4th Ave. is 96 ft. Exception: tower width of up to 120 ft. allowed if no more than 50% of the area within 15 ft of 4th Ave. is occupied by the tower.	78.5% of the area within 15 ft of 4th Ave. would be occupied by the tower (rather than 50%), with a tower width of 100 ft within 30 ft. of 4th Ave, and a maximum tower width of 114'- 8" more than 30 ft from 4th Ave.	The preferred alternate provides a similar amount of tower area within the 15'-0" zone from 4th Ave as does Diagram #1, but is 4'-0" wider at 100'-0". However, the façade has a more modulated expression by the use of full-height reveals, shadow, and curvature to reduce the perceived sense of the tower massing + scale.



- Tower width at 96'-0" within 15' zone
 - 9,964 sf floor plate
 - 2,592 sf open area
 - Allows little room for façade articulation
 - Floor plate does not respond to context to maximize marketability of units
- Tower width at 111'-7"; 50 % within 15' zone
 - 10,786 sf floor plate
 - 1,754 sf open area (68% of Diagram #1)
 - Allows little room for façade articulation
 - Floor plate does not respond to context to maximize marketability of units
- Tower width at 100'-0"; 78.5 % within 15' zone
 - 10,700 sf floor area
 - 1,774 sf open area (68% of Diagram #1)
 - Allows for increased façade articulation
 - Allows floor plate to maximize marketability of units

DEPARTURE #2 : 2116 4th Avenue (DPD #3009145)

ITEM #	DEVELOPMENT STANDARDS	REQUIREMENT	PROPOSED	CONSIDERATIONS
2.	23.53.035.A.4 STRUCTURAL OVERHANG	<p>Vertical bay (projecting) windows that increase either the floor area of the building or the volume of space enclosed by the building above grade, shall be limited as follows:</p> <p>a. The maximum horizontal projection shall be three (3) feet.</p> <p>b. The glass areas of each bay window shall not be less than fifty (50) percent of the sum of the areas of the vertical surfaces of such bay window above the required open area. At least one-third of such required glass area of such bay window shall be on one (1) or more vertical surfaces situated at an angle of not less than thirty (30) degrees to the line establishing the required open area. In addition, at least one-third of such required glass shall be on the vertical surface parallel to, or most nearly parallel to, the line establishing each open area over which the bay window projects.</p> <p>c. The maximum length of each bay window shall be fifteen (15) feet, and shall be reduced by means of forty-five (45) degree angles drawn inward, reaching a maximum of nine (9) feet along a line parallel to and at a distance of three (3) feet from the line establishing the open area.</p>	<p>Bay #1 (at Unit #2) projects 2'-0", and then tapers back to the property line with a total proposed length of 8'-2". The proposed length and projected distance of Bay #1 is within the code allowable limits (15'-0" and 3'-0" respectively), but differs in shape from the traditional bay window as defined by the code (see Diagram #1).</p> <p>Bay #2 (at Units #3 + #4) projects 3'-0", and then tapers back to the property line with a total proposed length of 22'-5". The proposed projected distance of Bay #2 is within the code allowable limit of 3'-0", but the proposed length and shape differs from the traditional bay window as defined by the code.</p>	<p>The serrated shapes of Bays #1 + #2, as well as the tapering back to the property line, creates a more handsome solution to the traditional bay window shape, and also more effectively minimizes their perceived width.</p>

DIAGRAM #1
(CODE COMPLIANT)

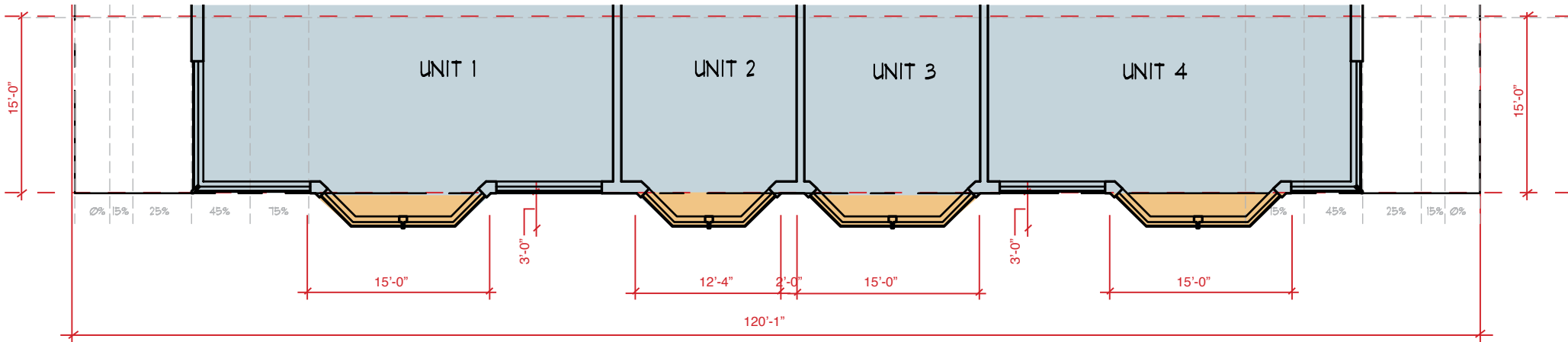
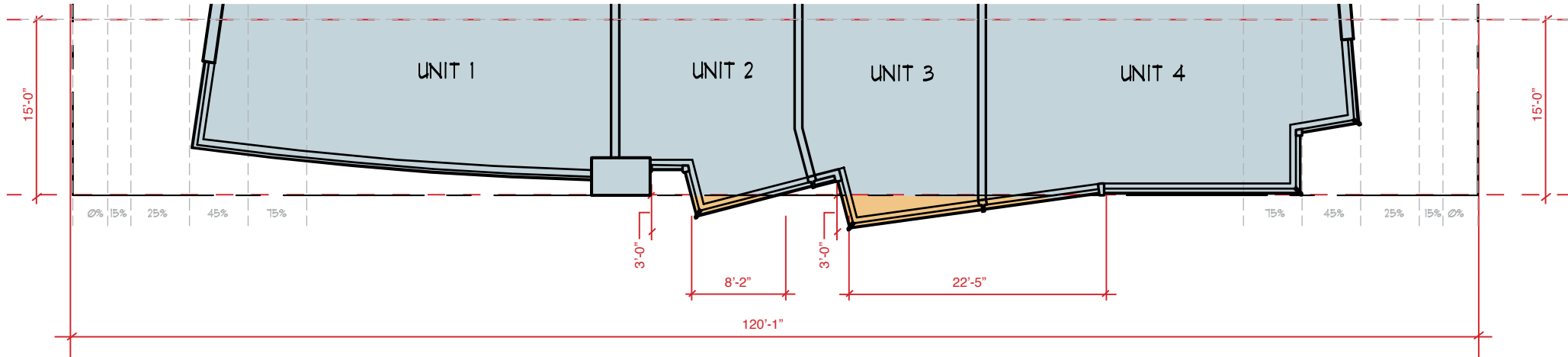


DIAGRAM #2
(PROPOSED)



DEPARTURE #3 : 2116 4th Avenue (DPD #3009145)

ITEM #	DEVELOPMENT STANDARDS	REQUIREMENT	PROPOSED	CONSIDERATIONS
3.	23.49.018 B OVERHEAD WEATHER PROTECTION & LIGHTING	D. The lower edge of the overhead weather protection can be a maximum of 15'-0" above the level of the sidewalk.	Overhead weather protection is proposed at a height of 18'-0" above the sidewalk at the residential lobby. The remaining length of the canopy for the remainder of the façade will be as allowed by code.	The residential entry canopy, like other canopies in the city, has been given a slightly greater height to create a sense of place, arrival, and hierarchy in order to help create a more pronounced lobby expression within the public realm.



APPENDIX



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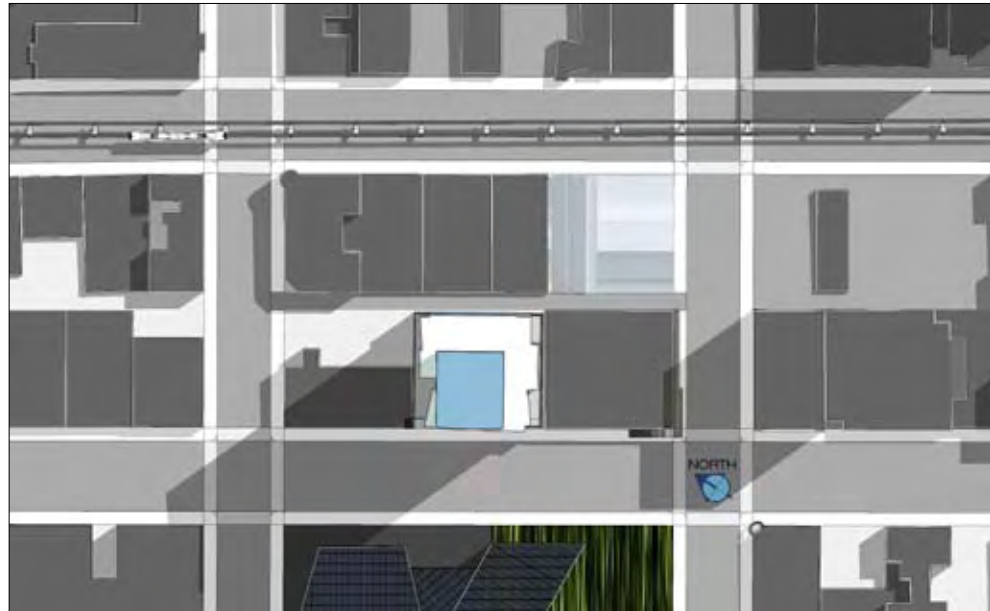
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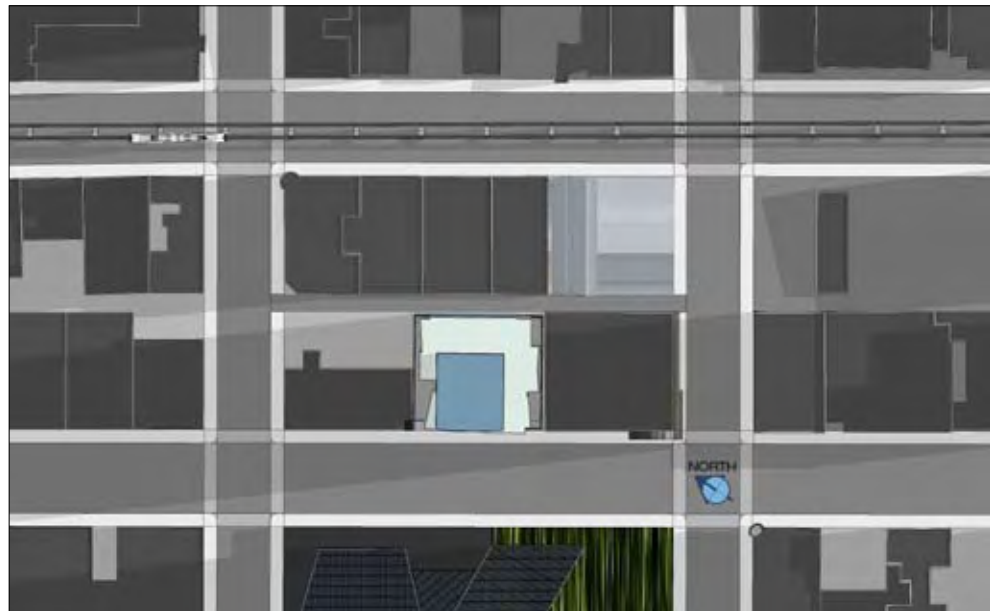
SUMMER - 9AM



SUMMER - 12PM



SUMMER - 3PM



WINTER - 9AM



WINTER - 12PM



SUMMER - 3PM



HAL Real Estate Investments Inc.

2116 4TH AVENUE | TYPICAL TOWER SHADOW STUDIES

09.09.08

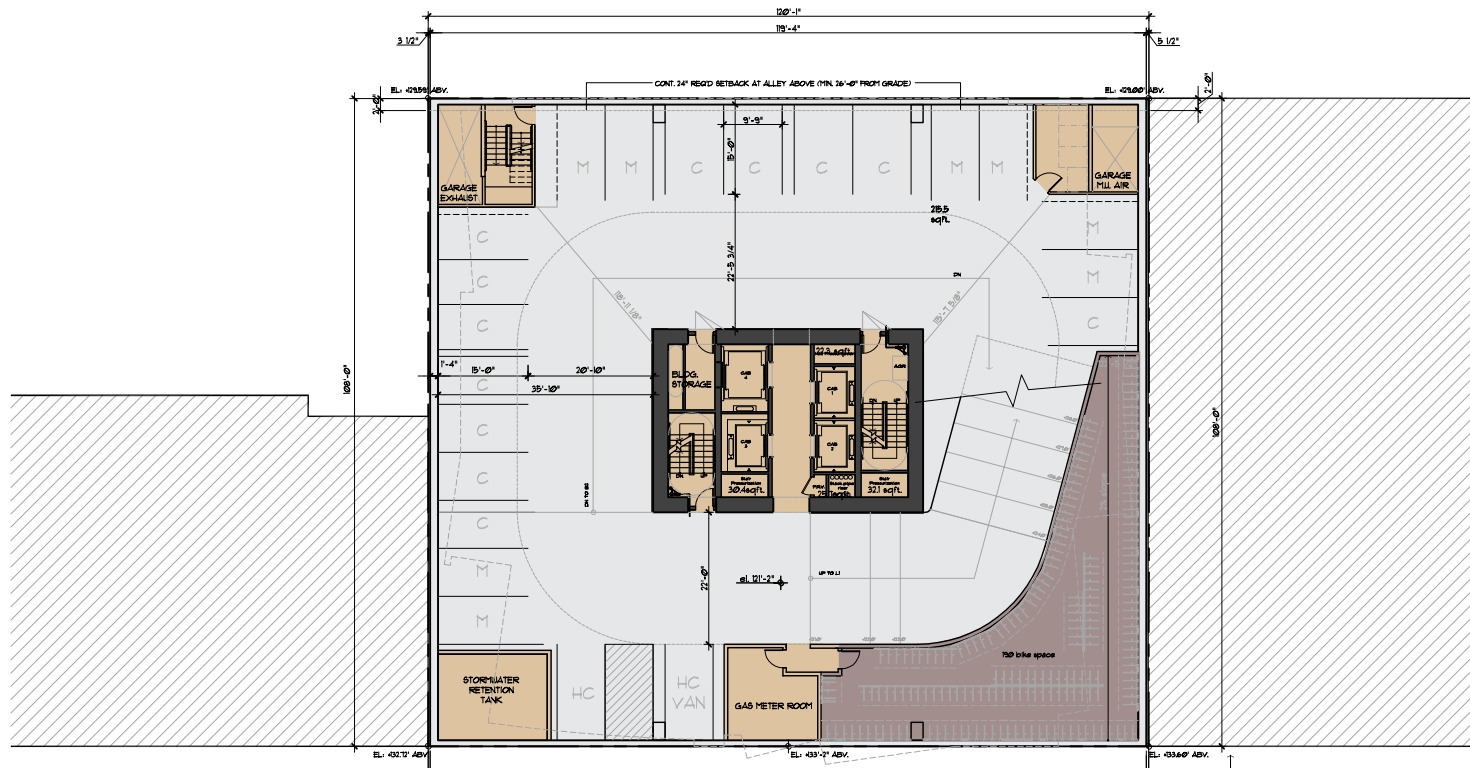
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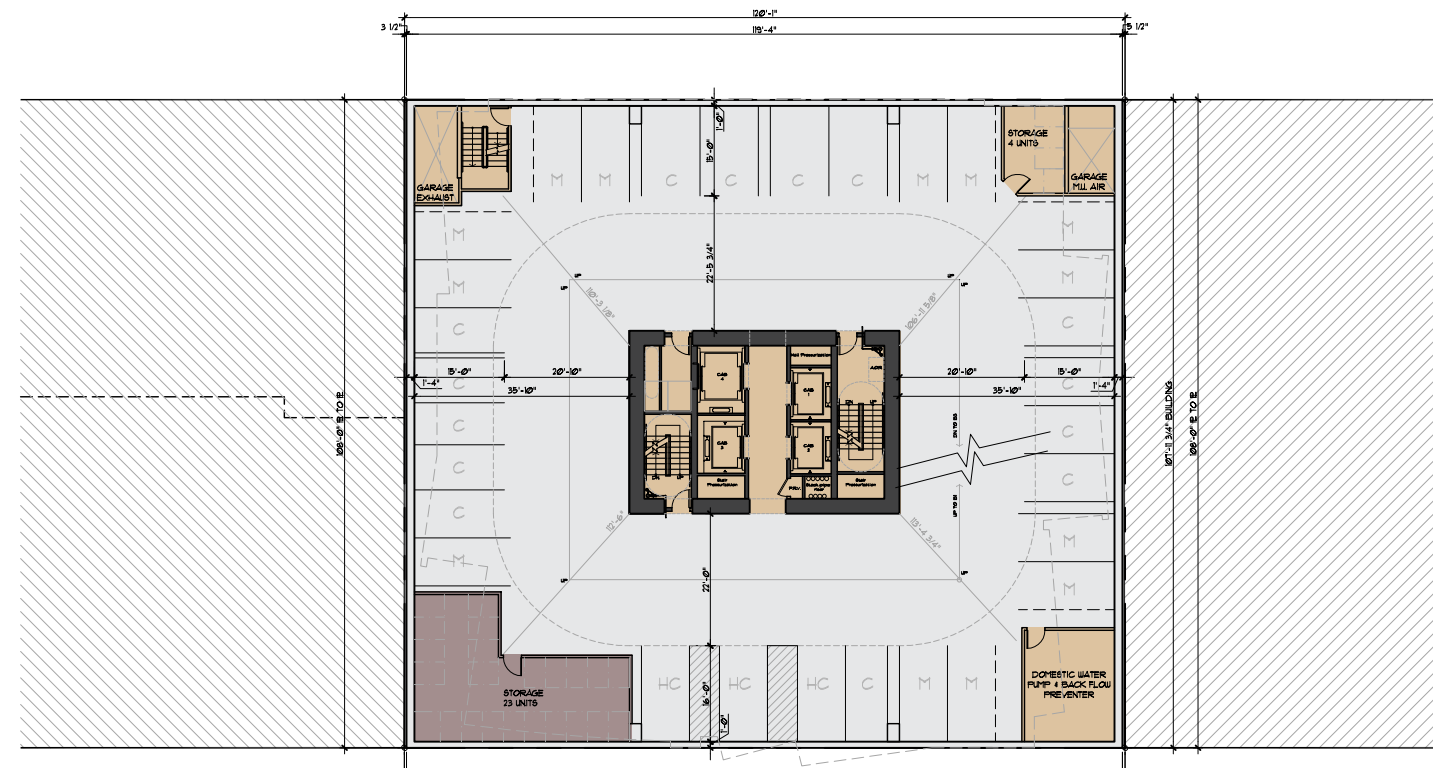
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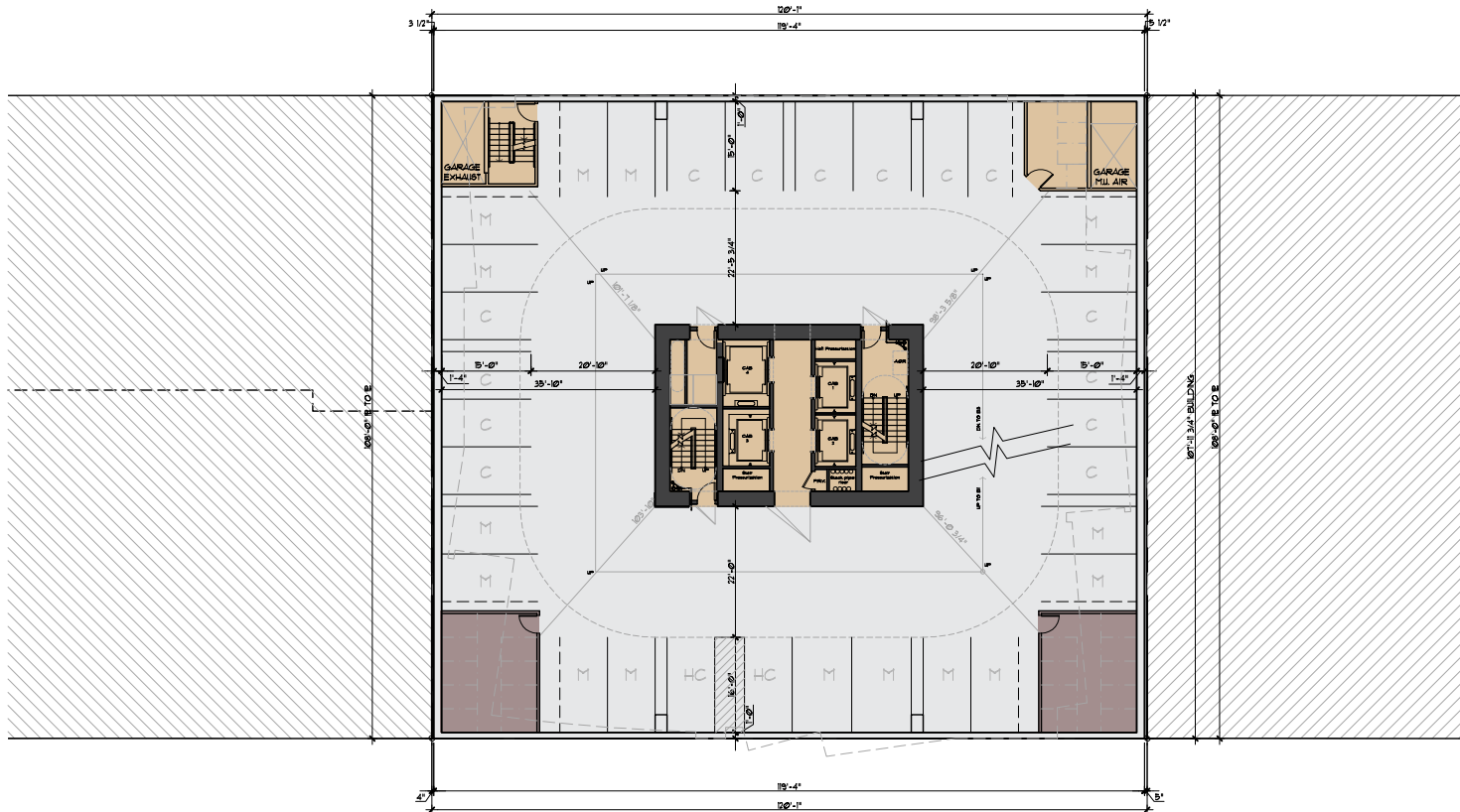




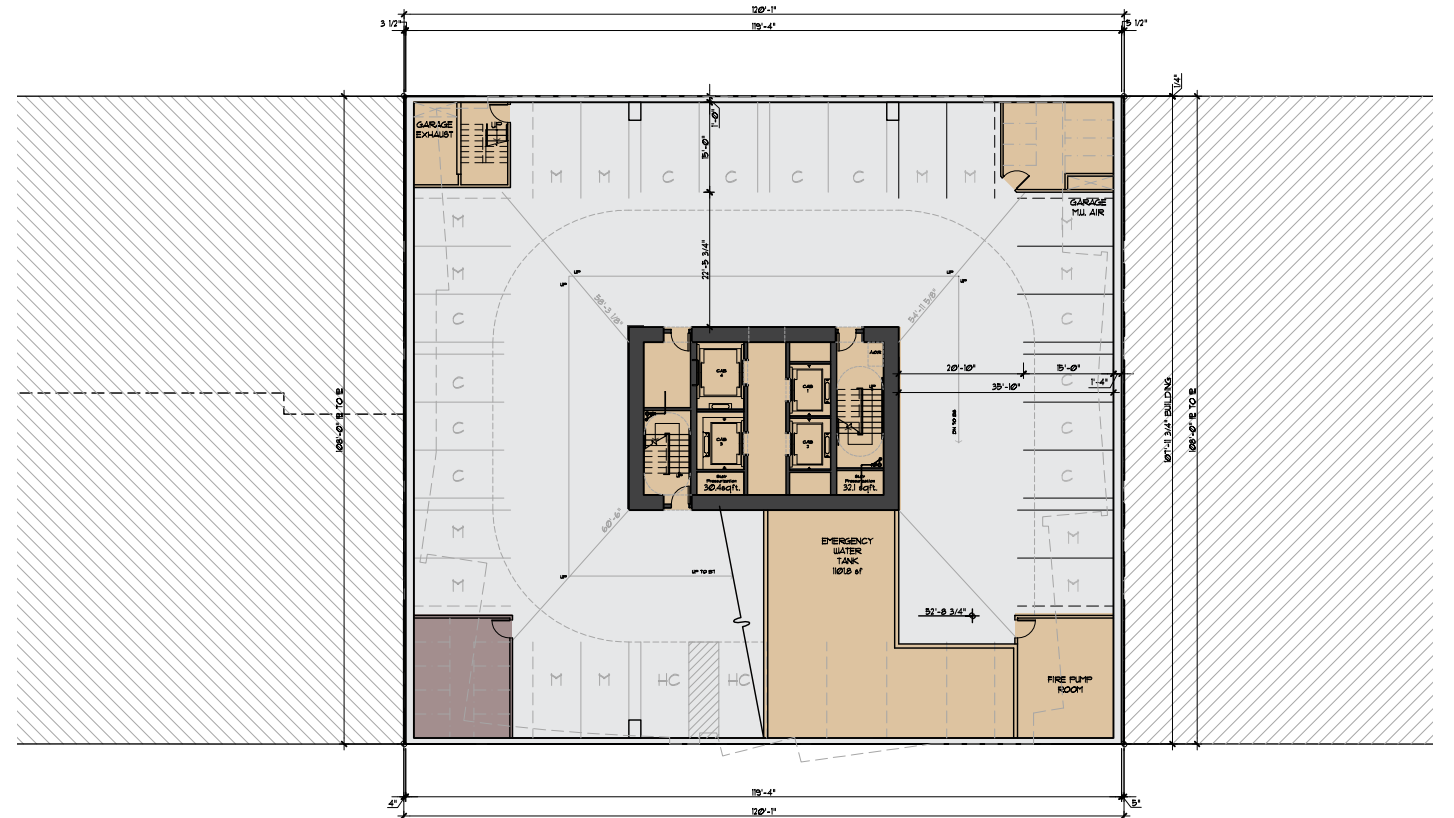
B1 PARKING PLAN



B2 PARKING PLAN



B3-B7 PARKING PLAN

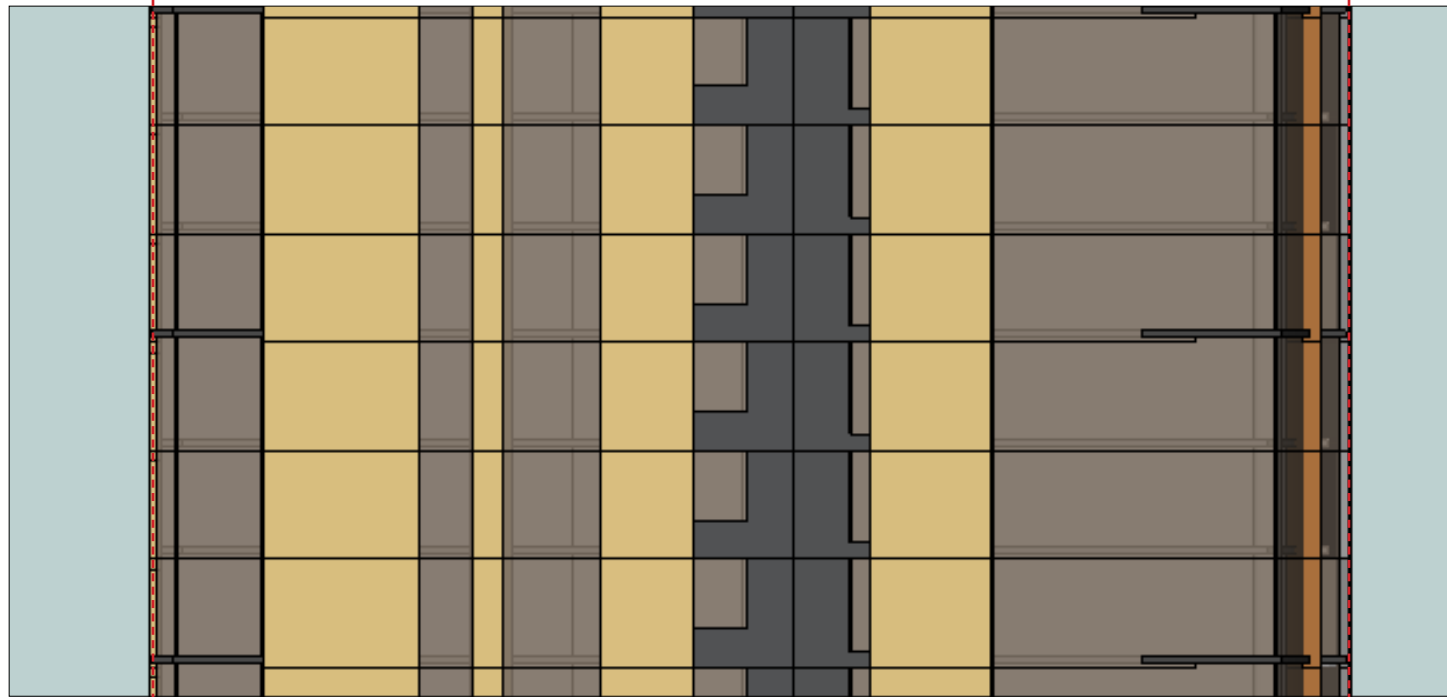


B8 PARKING PLAN

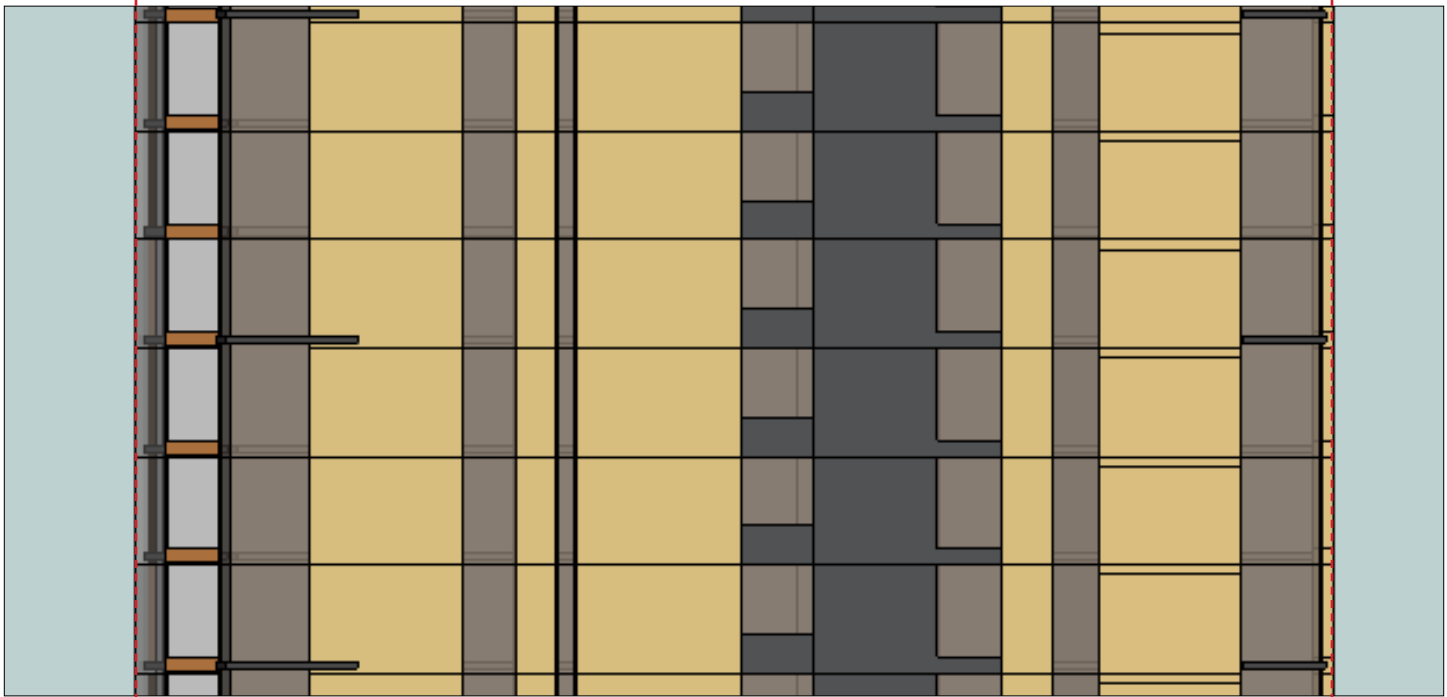


HIP POCKET

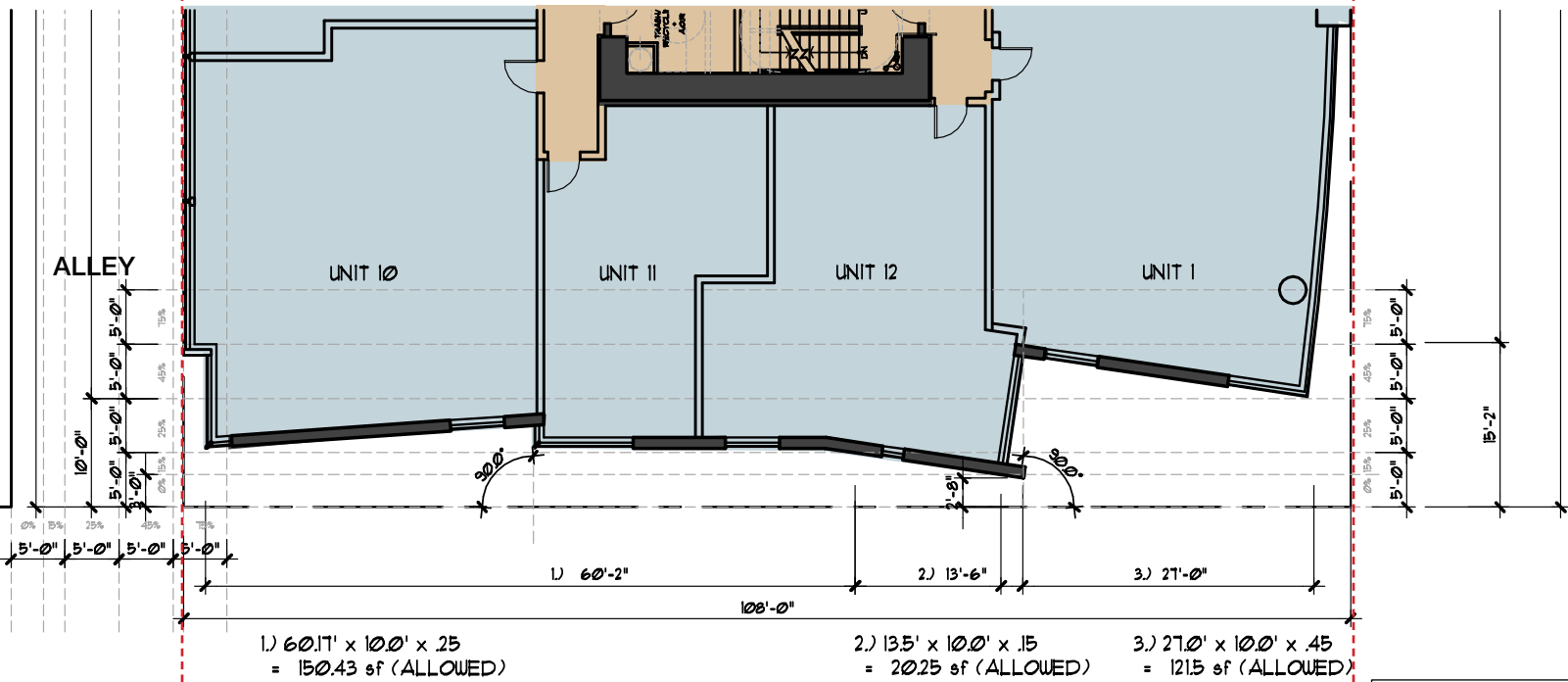




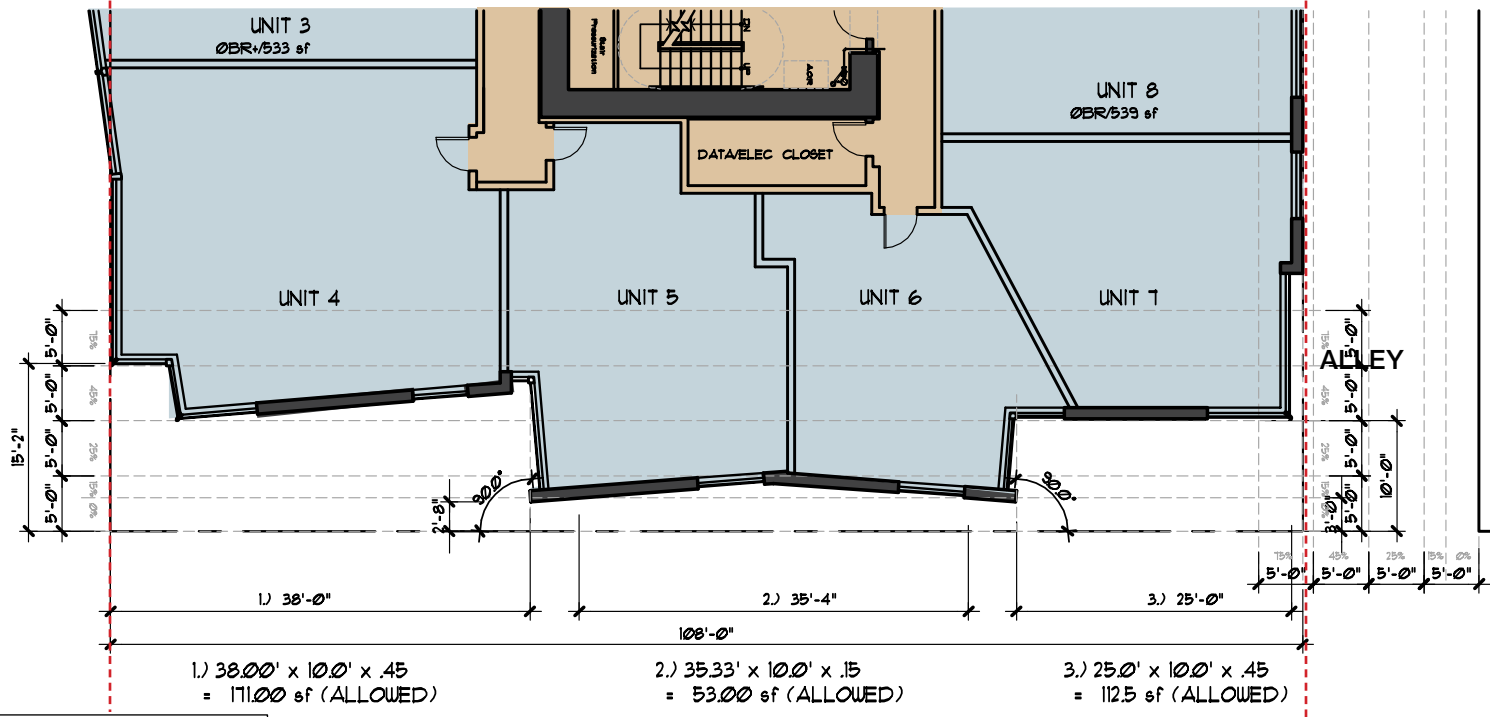
PARTIAL NORTH ELEVATION



PARTIAL SOUTH ELEVATION



PARTIAL PLAN AT NORTH ELEVATION



PARTIAL PLAN AT SOUTH ELEVATION

ALLOWABLE LOTLINE WINDOW OPENINGS (UNPROTECTED w/ AUTOMATIC SP. SYST.)		
	DISTANCE FROM PROPERTY LINE	ALLOWABLE AREA
1.)	3'-5'	15%
2.)	5'-10'	25%
3.)	10'-15'	45%
4.)	15'-20'	75%
5.)	+20'	No Limit

