



Design Review Recommendation

4609 Union Bay Place

May 23, 2016

DPD Project #3020320

listen.DESIGN.deliver

INTERIOR COVER

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1.1 Project Proposal

U Place introduces a new character and new life to a neglected and unimproved arterial road, currently populated with surface parking lots, open yards, and light-industrial commercial uses. With design strategies that favor the pedestrian, this transformed brownfield site intends to bridge the activity generated by University Village to the elevated adjacent residential zone by offering a mixed use of retail, restaurants, and residential condominiums.

Design Intentions:

Foster a Pedestrian Experience:

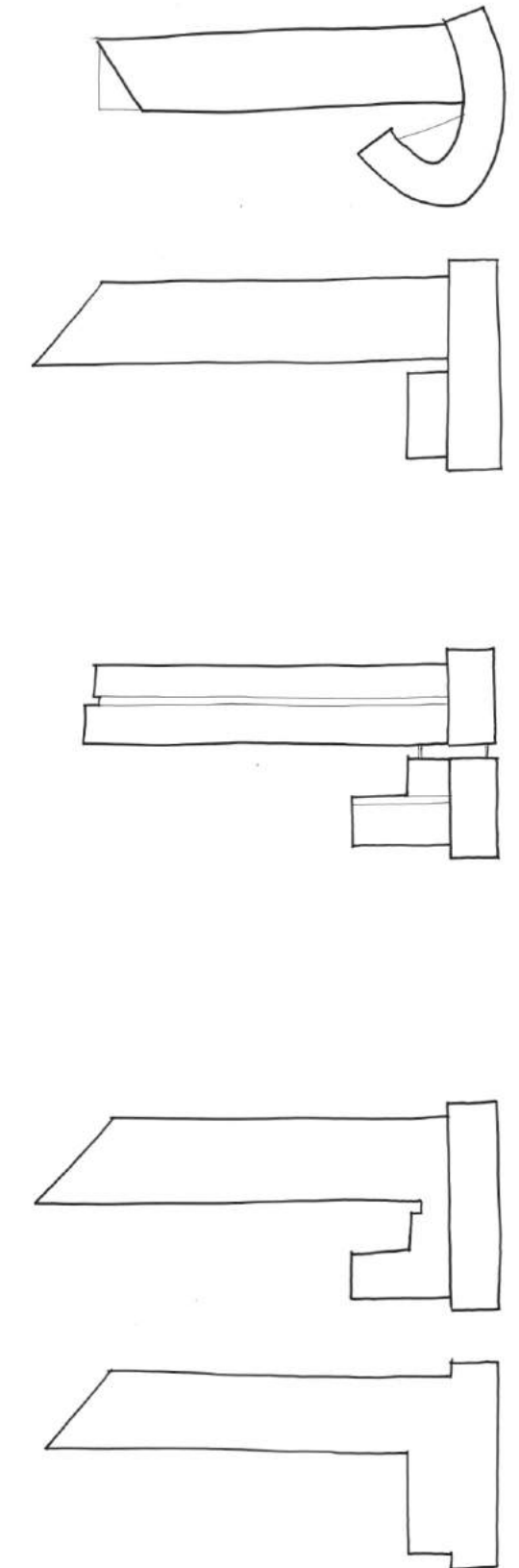
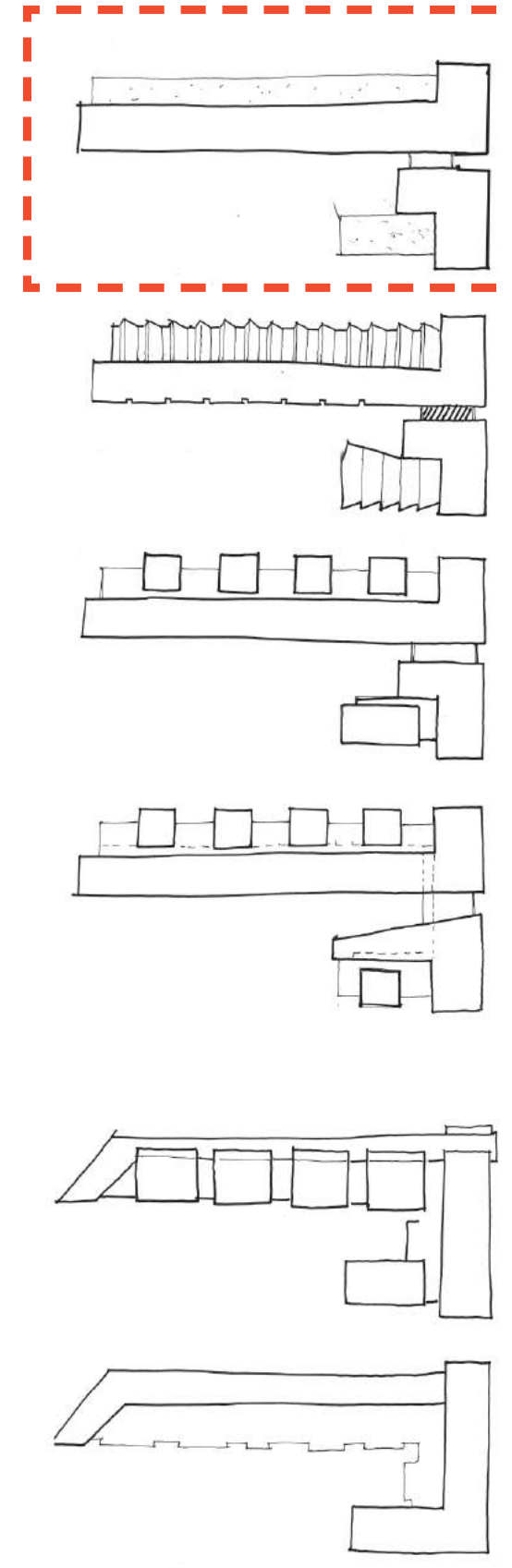
- Establish a sidewalk and street edge with street trees and access to retail at sidewalk level, with a connection to public transit one block away.
- Signal retail activity with the use of a significant, eye-catching retail gateway.

Create Opportunities for a Long Site with Limited Street Frontage:

- A language that references the original two parcels of the site, expressing each through frames, contrasting materials, and transparency.
- Balconies for every unit, and private garden patios at level 2 plus the amenity of a larger outdoor patio where otherwise compromised by neighboring structure.
- Visual connection to University Village for north, south, and west-facing units via the use of balconies and projecting study nooks.

Develop a Retail Destination:

- Create a retail entry sequence defined by a two-story, 23' high gateway.
- Set back the residential lobby to increase visibility and enhance the width of the gateway entry.
- Utilize a canopy as a key wayfinding agent for retail access as it extends from street-front shops to off-street retail spaces, and draws the eye to the on-site activities and opportunities.



PROCESS: FOOTPRINT SKETCH

1.1 Project Proposal

Project by the Numbers

Gross Floor Area of Building: 186,000 SF

Gross Floor Area Retail: 21,000 SF

Gross Floor Area Residential: 165,000 SF

Number of Residential Units: 244

Studio Units: 217

One Bedroom Units: 22

Two Bedroom Units: 5

Number of Commercial / Retail Units: 7

Number of Parking stalls: 69

Number of Bicycle stalls: 138

Project Team

Client : University Place WA, LLC.

Architect : DLR Group

Landscape Architect : KK | LA

Structural / Civil Engineer : KPFF

Envelope Consultant : BEE

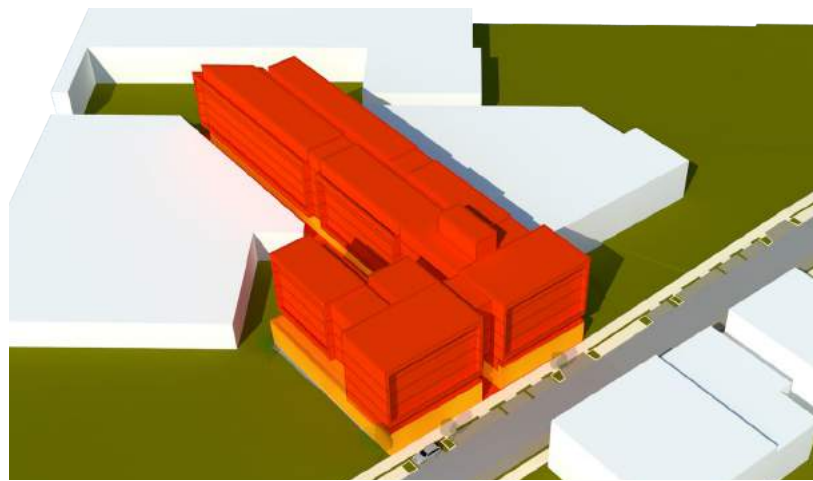


VISUALIZATION: VIEW FROM WEST

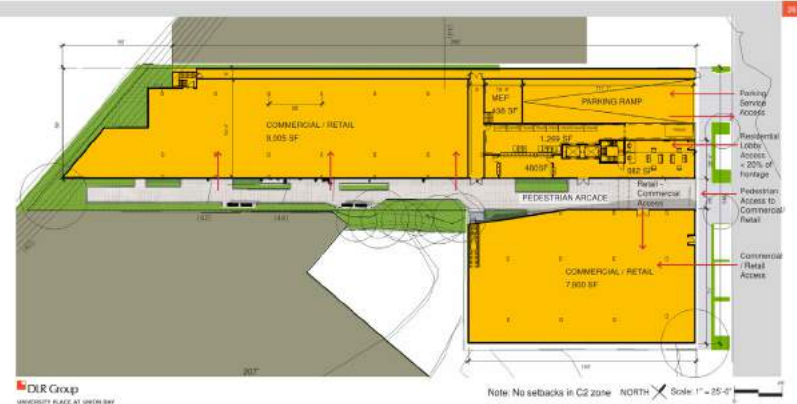
1.2 Response to EDG: EDG Presentation Summary

1. Massing & Access

This option modulates the facade creating an interesting distinction between the lower level retail and upper level residential. See Page 7 for development of preferred option.



2.3 Site Plan Option 3 (Preferred Option)



EDG: #3 PREFERRED OPTION

2. Arcade & Retail Edges

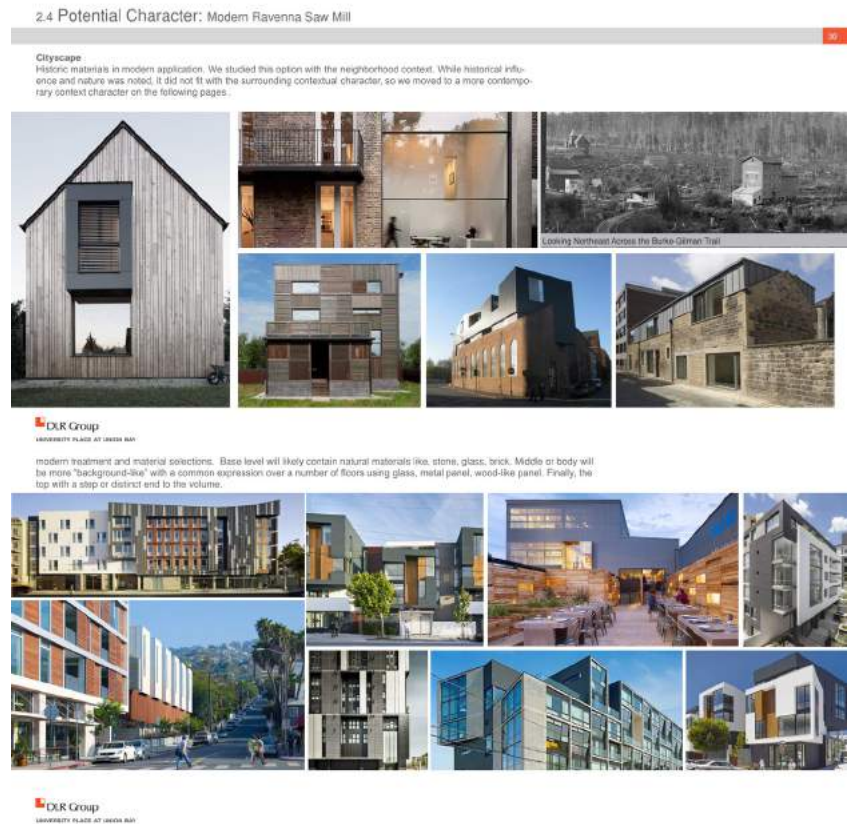
The Board discussed the pedestrian arcade at length and noted that the space would function more like a long courtyard because the arcade dead-ends, making viable retail challenging. The board noted a destination restaurant, as presented as a possibility by the applicant, could be successful at engaging the space. See Page 10 for response and development.



EDG VISUALIZATION: OPEN ARCADE

3. Materials & Architectural Character

The Board expressed general support for the architectural character presented at the EDG, specifically noting support for the precedent imagery (Modern Ravenna Saw Mill and West Coast Modern). See Page 16 for execution of West Coast Modern character.

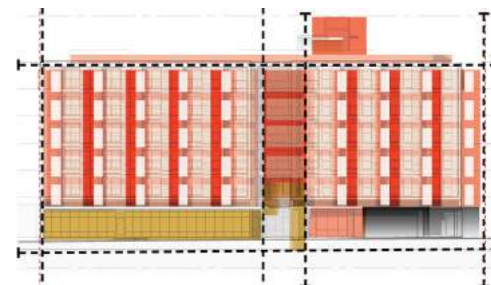
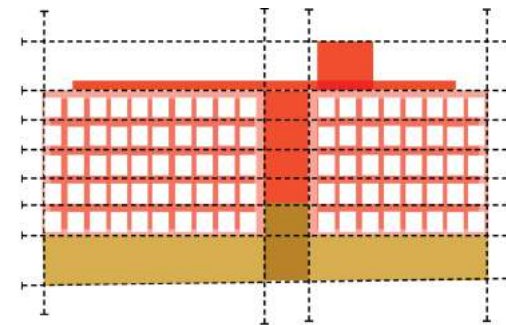
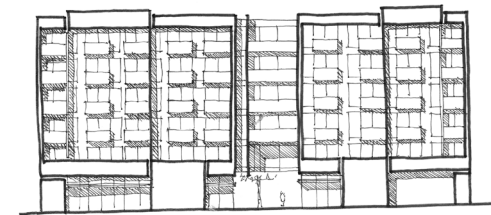
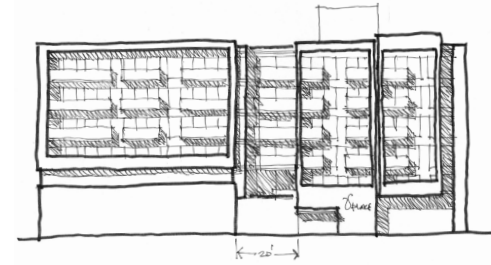
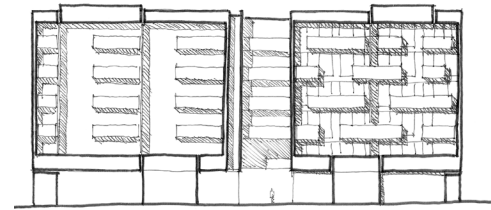


EDG POTENTIAL CHARACTER PAGES

1.2 Response to EDG:

1. Massing & Access

- Utilize white **framing elements** to symbolize independent parcels coming together to create one destination
- Utilize the **gateway** as an opportunity to communicate U Place as a community, not just a building
- Integrate signage into the canopy to aid in **wayfinding**
- Flag commercial activity with perpendicular **signage**
- Setback residential lobby in order to widen retail access and **increase visibility** at street level



PROCESS: MASSING SKETCHES



VISUALIZATION: MASSING ARTICULATION

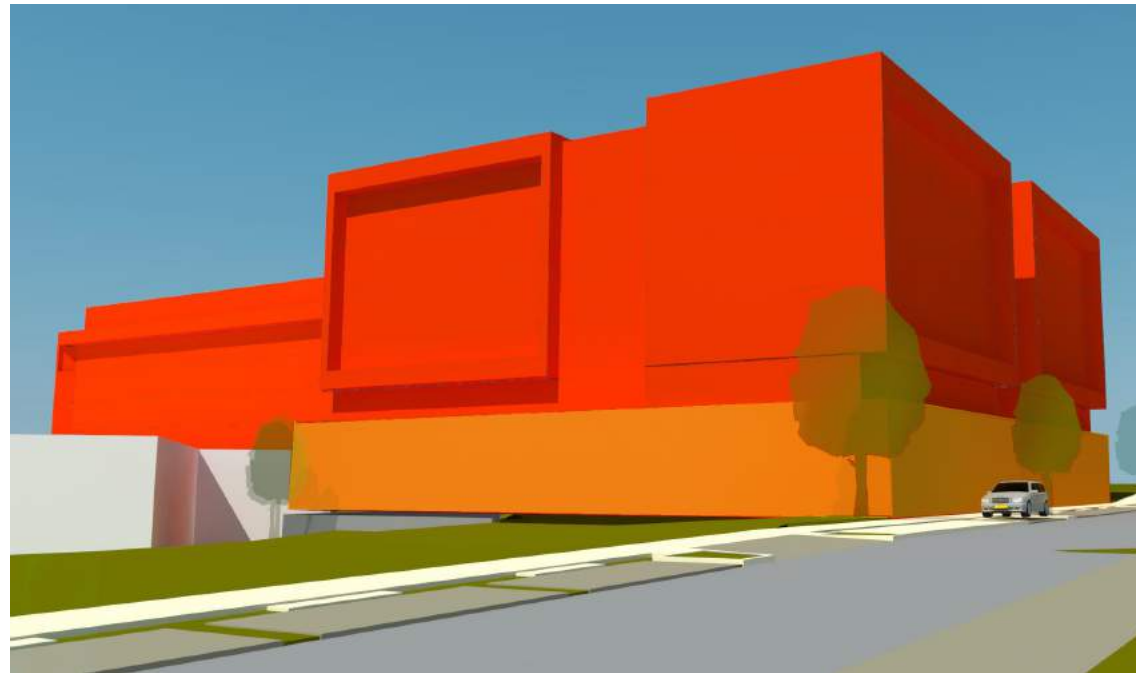
1.2 Response to EDG: Massing & Access (cont.)

- The board directed the applicant to explore ways to **break up the street-facing facade through vertical relief** so the building would read more as two structures.

Design Team Response: Overall, the building mass is broken by two levels of articulation. The first level is defined by a white frame breaking the street façade in two. Within the frame is the second level of modulation composed of balcony recesses and material changes.

- The board directed the applicant to **explore variable roof lines** and upper level setbacks for visual interest, **vertical modulation**, and to **relate to existing commercial neighbors**.

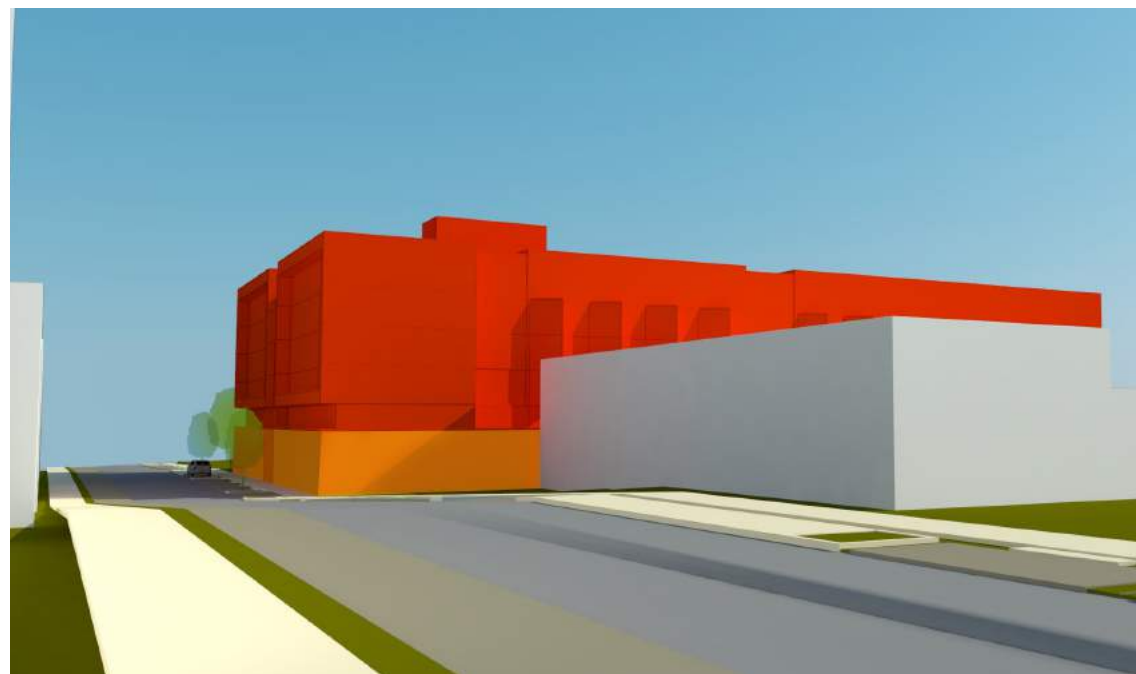
Design Team Response: The Design Team embraced modulation and varying parapet heights to add interest to the building.



EDG VISUALIZATION: VIEW NORTHBOUND



REC VISUALIZATION: VIEW NORTHBOUND



EDG VISUALIZATION: VIEW SOUTHBOUND

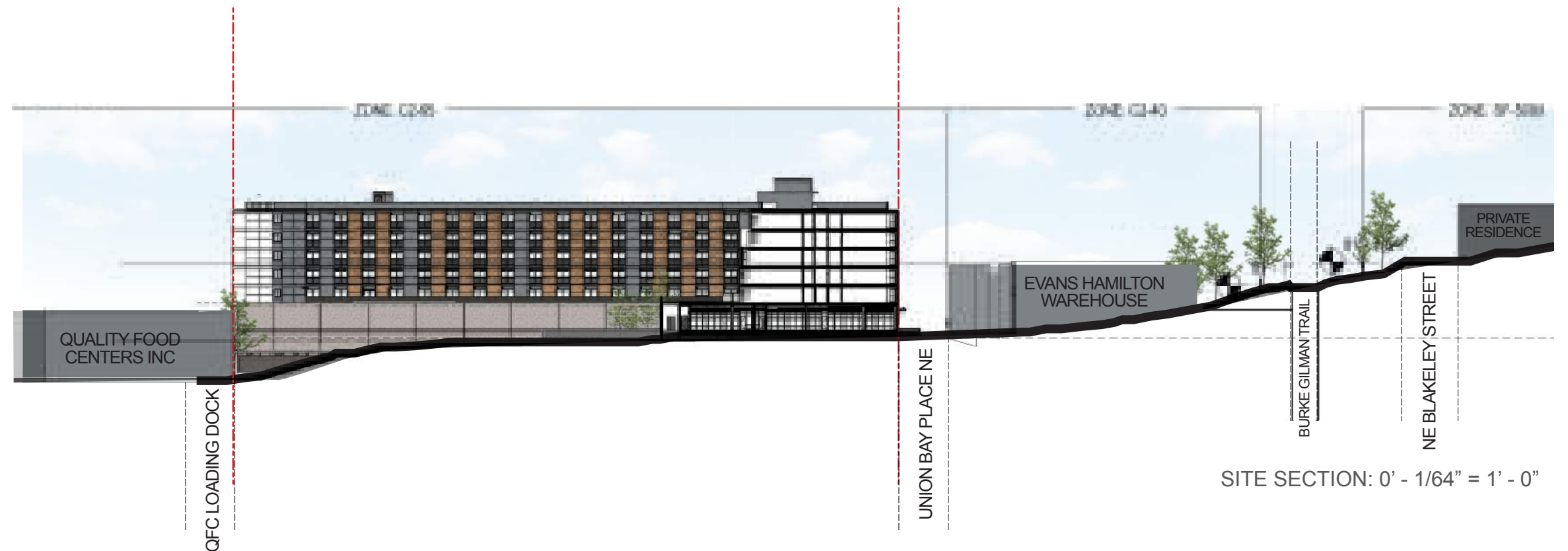


REC VISUALIZATION: VIEW SOUTHBOUND

1.2 Response to EDG

- The applicant should **provide cross-sections to illustrate the scale, setbacks, and relationships to adjacent buildings** and surrounding area including a high-level cross-section showing the **grade relationship between the proposal and the single family neighborhood to the northeast.**

Design Team Response: The site is in a neighborhood in transition. The massing is at a scale that will be common along this street as the neighborhood grows. The building is higher than other buildings currently along Union Bay Place, but not higher than the private residences along NE Blakely Street.



GUIDELINES: DC2-B, DC2-C, DC2-D

1.2 Response to EDG

2. Arcade & Retail Edges

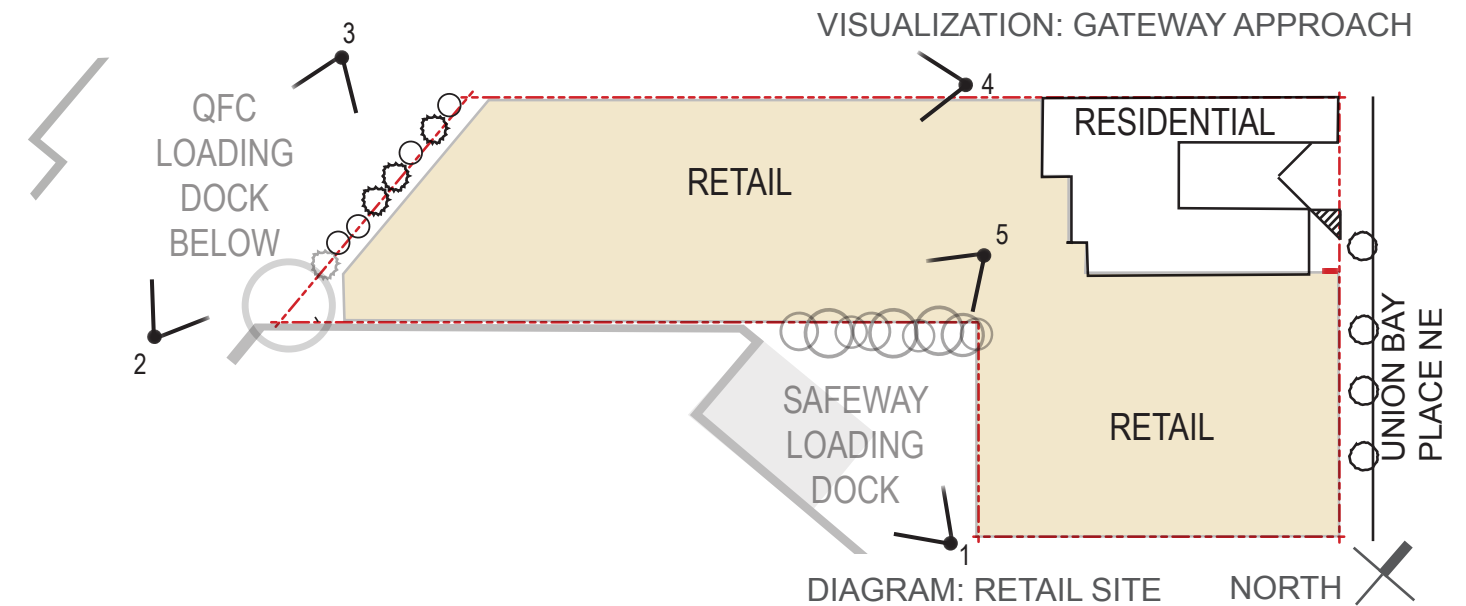
- The applicant should **consider** possible ways to create a **through-block connection through the site**, but recognized it may not be feasible due to the existing adjacent uses.

Design Team Response: The team explored a through-block connection and deemed such an inclusion not to be possible. Due to the City of Seattle fire department requirement to provide a lidded fire-rated separation between the retail level and the residential units above, we modified our retail strategy. When visitors pass through the entry threshold now, they enter into a vibrant food hall with multiple vendors and activities. This space is anchored at the terminus to the west by a new destination location restaurant.

- The board supported the location of the lobby and retail, noting that **active uses adjacent to the pedestrian arcade** entry would be important to help draw people into the space.



CURRENT CONDITIONS



1.2 Response to EDG

- The board noted the small size of the aperture into the arcade relative to the length of the space and directed the applicant to **make the entry opening as large as possible in order to draw pedestrians into the space**, specifically noting the importance of the ceiling height. Views into the space from the street and entry should be as open as possible. A visual terminus should also be explored.

Design Team Response: The design team separated the two masses of the building with a 13'-8" wide recession which defines the entry into the retail center beyond. The residential lobby to the north of the retail entry is set back an additional 10'-0" from the property line to increase visibility of the entry when approaching from the north. A transparent storefront condition at the street front retail to the south draws pedestrians into the site.

1. 10th and Hoyt - PDX

2. Nord Alley - SEA

3. Union Way - PDX

GUIDELINES: DC2-E, DC3-A



VISUALIZATION: CANOPY AS WAYFINDING



1. GATEWAY EMPHASIS



2. DENSITY OF USE



3. LINEAR SEQUENCE



VISUALIZATION: ACCENT LIGHTING & GATEWAY

1.2 Response to EDG: Arcade & Retail Edges: Signage and Lighting Concept

- Design should further develop ways to **make the space as engaging as possible** and should provide detailed landscaping / hardscaping, lighting, and signage for the next meeting.

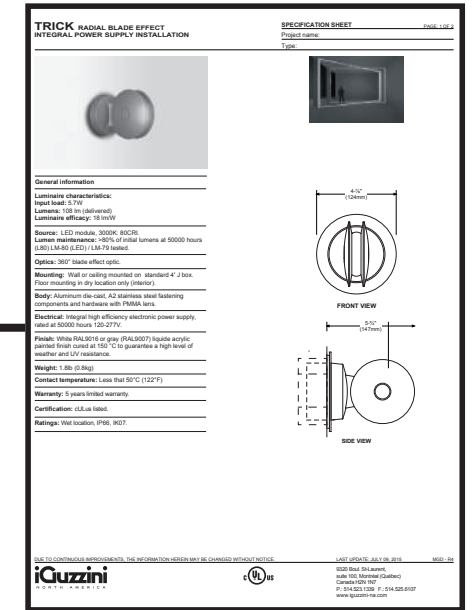
Design Team Response: Proposed signage combines slim profiles and illumination in coordination with the canopy to achieve a well-lit indication of retail activity. The canopy acts as the main wayfinding strategy as it guides pedestrians from the street to the interior. Custom retail signage will be mounted to the canopy activating the circulation. A digital kiosk greets customers at the gateway with cues of the retail experience inside.



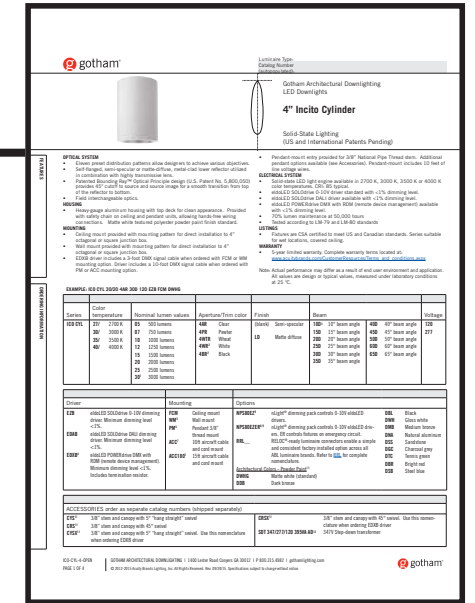
SIGNAGE PRECEDENT STUDY



CONCEPTUAL SIGNAGE



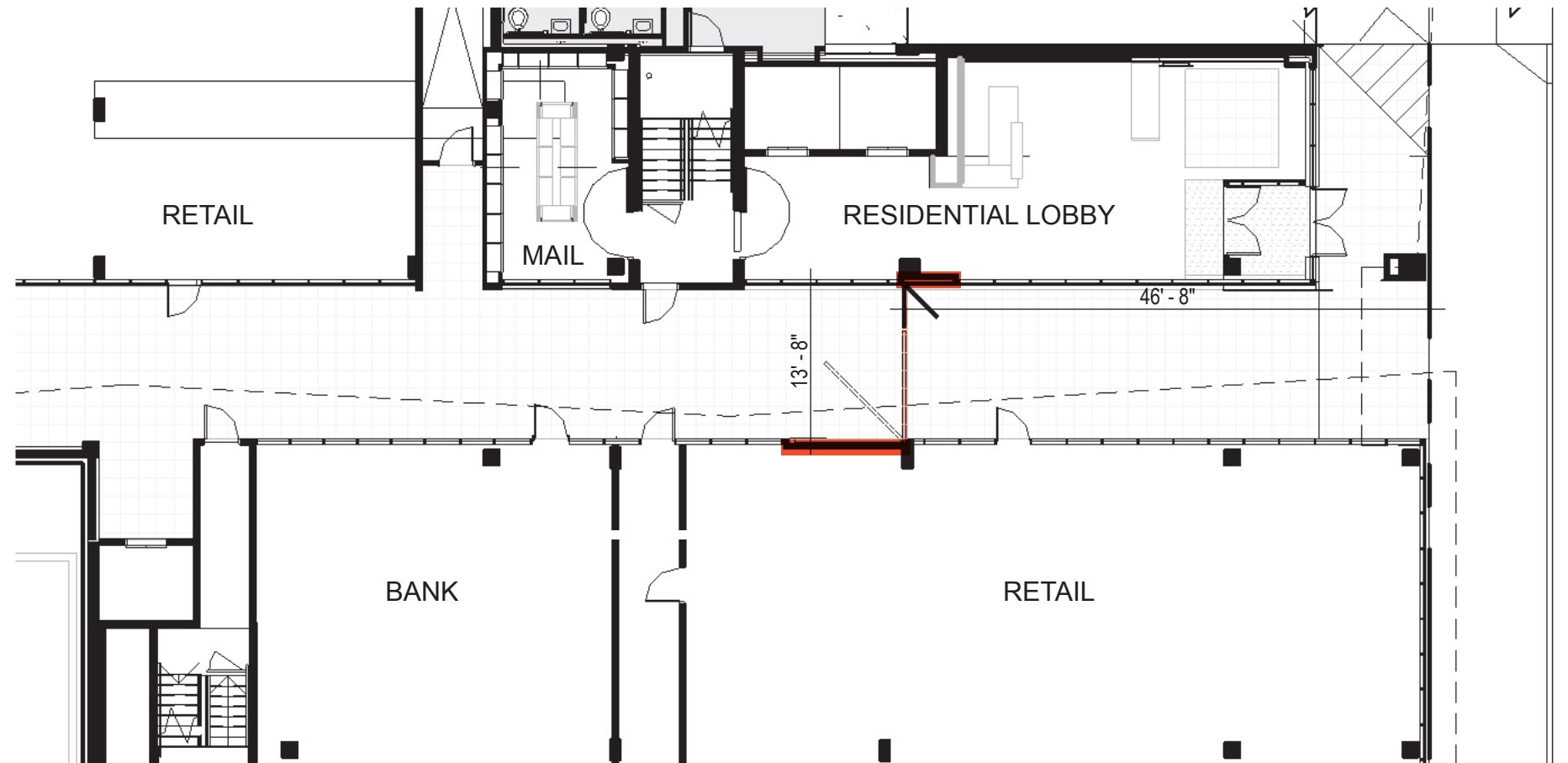
IGUZZINI- TRICK LIGHT



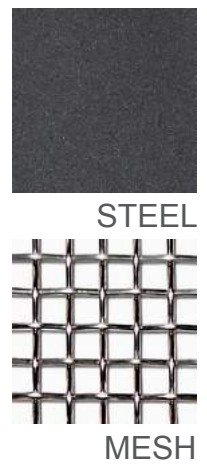
GOTHAM - 4\"/>

1.2 Response to EDG: Arcade & Retail Edges: Gate Details

Design Intent: A gate is desired to secure the retail spaces from the street after hours. The gate will remain open until all restaurant tenants have closed for the night, and reopen in the morning. An integral swing gate maintains exit egress. In order to minimize the visual impact of the gate while open, the two separate panels are pocketed into the adjacent storefront, disappearing from view. The gate is positioned to allow access to the residential lobby at all hours.



■ OPEN POSITION
 ■ CLOSED POSITION
 SECURITY GATE: LEVEL 01 PLAN DIAGRAM
 NORTH



SEAMLESS IN OPEN POSITION



TRANSPARENCY



CLEAR OPENING



OBSCURING FROM OUTSIDE

GATE PRECEDENTS

1.2 Response to EDG:

Design Intent: The team envisions varying levels and types of lighting, alternate seating methods, and an open floor plan as a key inclusion for a successful food hall experience.



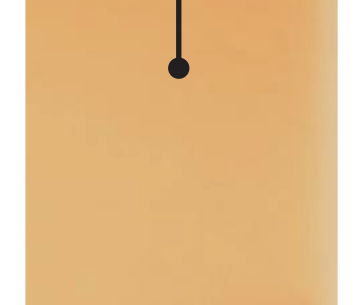
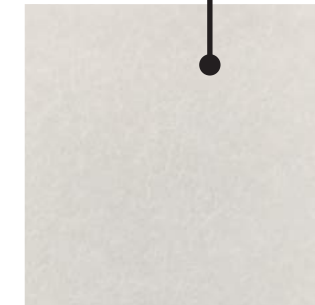
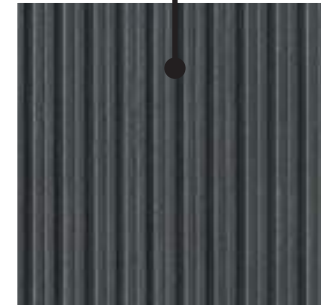
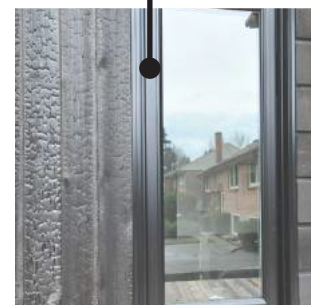
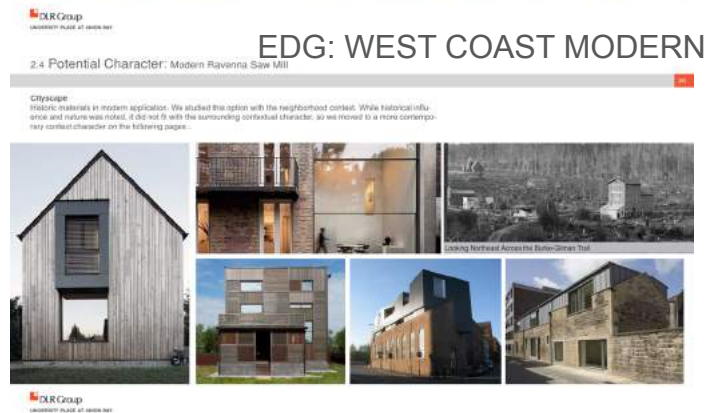
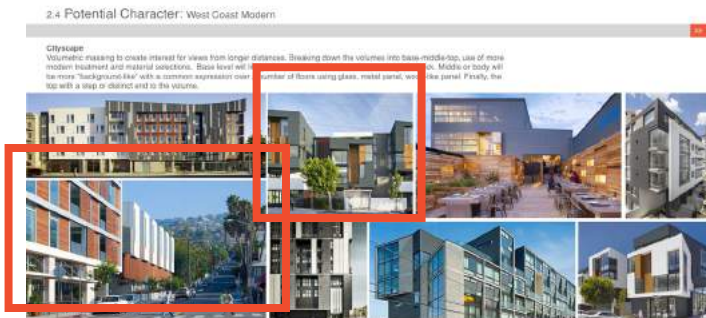
VISUALIZATION: FOOD HALL

1.2 Response to EDG:

3. Materials & Architectural Character

- The board directed the applicant to move forward with a **simple material palette** that could be applied in several different ways. A smaller number of quality, durable materials should be used. The board stressed the importance of simple cladding and cautioned that too many materials would result in a chaotic and frantic composition.

Design Team Response: Materials, such as stone, wood, and panelized grays, are the resulting material selections inspired by West Coast Modern.



WEST COAST MODERN

PALETTE GENERATION
See page 17 for exterior material schedule

1.2 Response to EDG:

I.D.	GENERAL DESCRIPTION	MATERIAL	COLOR	LOCATION
BX-1	BASE EXTERIOR 1	PAINTED CONCRETE	GREY	N, S, W LEVEL 01
BX-2	BASE EXTERIOR 2	NATURAL STONE	CHARCOAL	N, E, S LEVEL 01
FX-1	FIELD BODY / EXTERIOR 01	CEMENTITIOUS PANEL	WHITE	MASSING
FX-2	FIELD BODY / EXTERIOR 02	CEMENTITIOUS PANEL	GREY TEXTURED	N, E, S, W LEVEL 02 - 06
AX-1	ACCENT EXTERIOR 01	WOOD COMPOSITE CLADDING	FRENCH WALNUT	N, E, S, W LEVEL 02 - 06
AX-2	ACCENT EXTERIOR 02	TRANSLUCENT RESIN PANEL	ORANGE	GATEWAY LEVEL 02
MX-1	VINYL WINDOWS	FRAME	BLACK	RESIDENTIAL WINDOWS
GR-1	GUARDRAIL	TEMPERED GLASS	CLEAR	E
GR-2	GUARDRAIL	METAL MESH	BLACK	N, S, W

See Exterior Elevations and Visualizations, pages 25-29, for specific material indications.

EXTERIOR MATERIAL SCHEDULE



MATERIAL PALETTE

1.2 Response to EDG: Materials & Architectural Character: East Elevation

- Materials should be used to **break-up facades** into discreet volumes.

Design Team Response: U Place looks to added transparency at the street-facing facade to create an awareness for retail programming included at the ground level. Utilizing material change, height, and light, the gateway works to draw pedestrians from multiple approaches to the site. Finally, the residential lobby is setback 10' - 0" to allow for added exposure of the retail center at the street frontage.



PROJECTED INTEGRATION

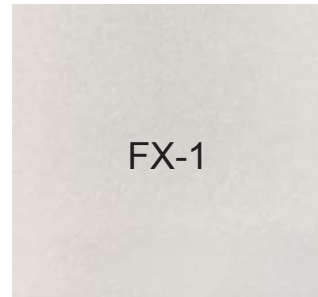


VISUALIZATION: EAST ELEVATION



FX-2

CEMENTITIOUS
PANEL
2



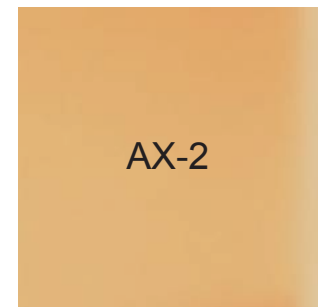
FX-1

CEMENTITIOUS
PANEL
1



AX-1

WOOD
ACCENT



AX-2

GOLD
CHROMA



BX-2

NATURAL
STONE
BASE



ELEVATION - EAST: 0' - 1/16" = 1' - 0"

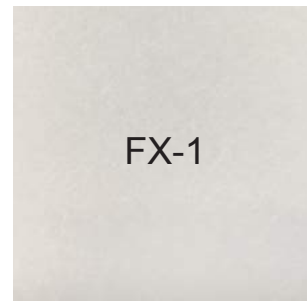
1.2 Response to EDG: Materials & Architectural Character: West Elevation

Design Intent: The west elevation is a key opportunity to create a visually interesting, integrated, facade for University Village sightlines. Key inclusions, like the white framing language, modulation, and the accent and field materials help to relate the west facade to other building elevations.



PROJECTED INTEGRATION

VISUALIZATION: WEST FACADE



FX-1

CEMENTITIOUS
PANEL
1



AX-1

WOOD
ACCENT



FX-2

CEMENTITIOUS
PANEL
2



BX-1

PAINTED
CONCRETE
BASE



ELEVATION - WEST: 0' - 1/16" = 1' - 0"

1.2 Response to EDG:

Materials & Architectural Character: North Elevation

- The board noted that the **north and south facades** could have some variation in massing, but **should relate to each other** in architectural character.

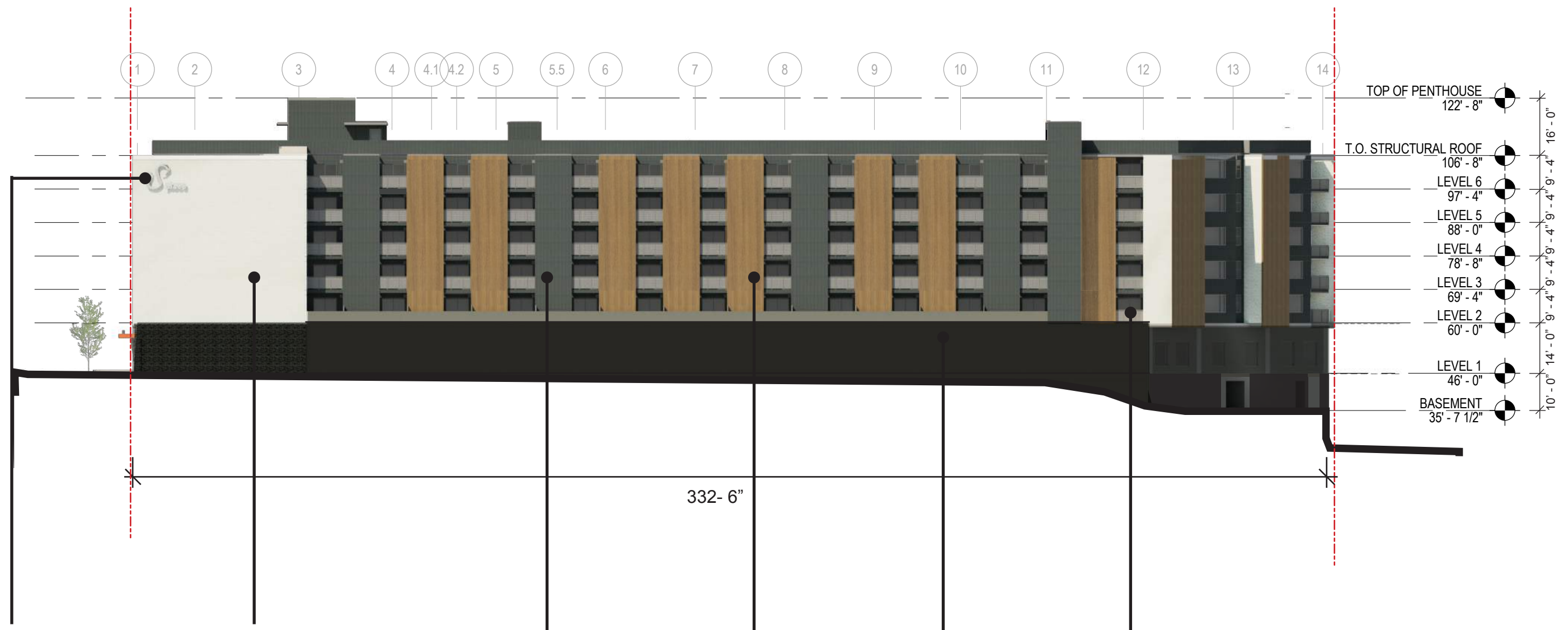
Design Team Response: The design team worked with studio units at the north facade to face away from a cemetery to the northeast, a culturally sensitive consideration. Projecting vertical masses offer study nooks with ample glazing perpendicular to the property line, while mitigating the view to the exposed cemetery.



PROJECTED INTEGRATION



VISUALIZATION: NORTH FACADE



- TOP OF PENTHOUSE 122' - 8"
- T.O. STRUCTURAL ROOF 106' - 8"
- LEVEL 6 97' - 4"
- LEVEL 5 88' - 0"
- LEVEL 4 78' - 8"
- LEVEL 3 69' - 4"
- LEVEL 2 60' - 0"
- LEVEL 1 46' - 0"
- BASEMENT 35' - 7 1/2"

332- 6"

GOLD CHROMA

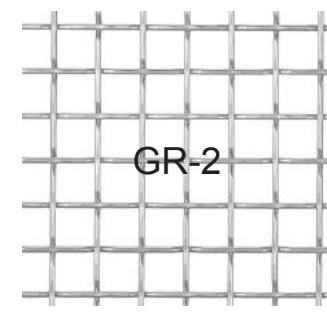
CEMENTITIOUS PANEL 1

CEMENTITIOUS PANEL 2

WOOD ACCENT

PAINTED CONCRETE BASE

METAL MESH GUARDRAIL



AX-2

FX-1

FX-2

AX-1

BX-1

GR-2

ELEVATION - NORTH: 0' - 1" = 30' - 0"

1.2 Response to EDG:

Materials & Architectural Character: South Elevation

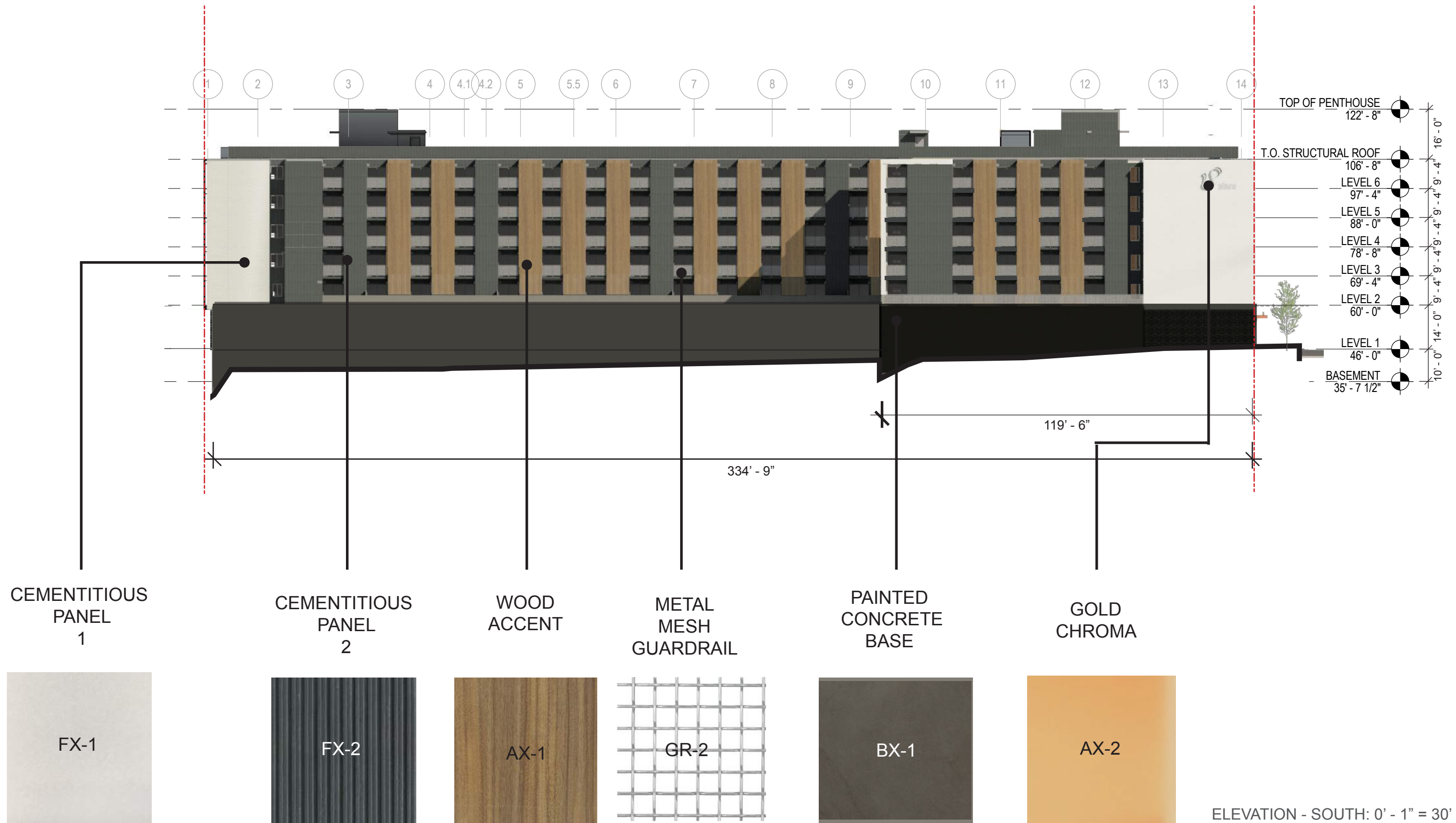
Design Intent: At the EDG meeting, the studio nooks were angled, minimizing shadowing of neighboring balconies. Further development led the design to change to a squared form in order to maximize glazing perpendicular to the property line - where not limited - and better address interior furniture arrangement concerns noted from prospective buyers.



PROJECTED INTEGRATION



VISUALIZATION - SOUTHERN FACADES

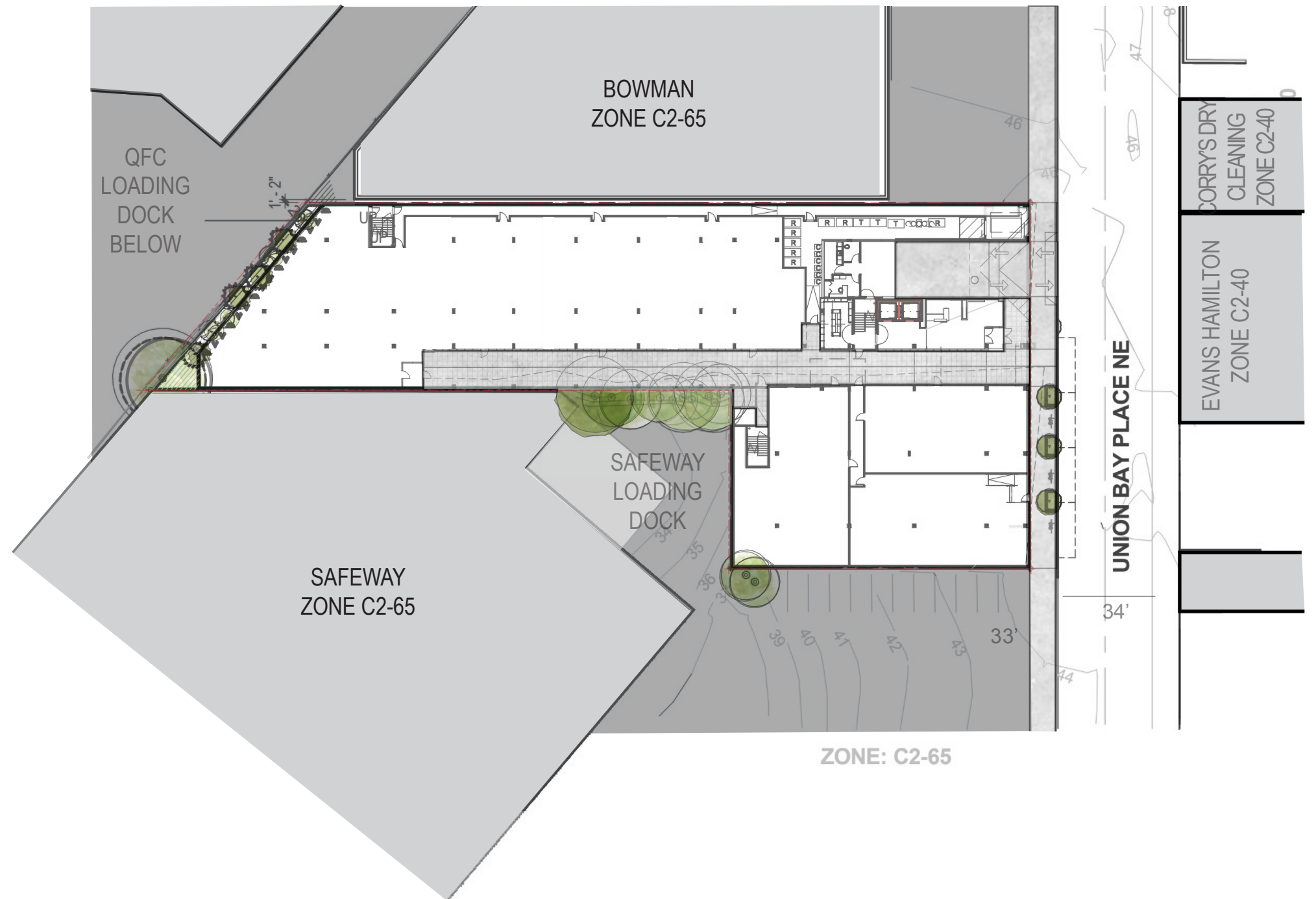


ELEVATION - SOUTH: 0' - 1" = 30' - 0"

1.3 Composite Site Plan

Design Intent:

- Create a project that sets a new standard for pedestrian focused environments along Union Bay Place NE.
- Provide a destination in the form of a pedestrian retail solution.
- Create a desirable, dynamic residential experience with glazed nooks to provide views to University Village and allow light to reach lower north facing units.
- Maximize facade articulation at all facades due to high visibility from all directions.



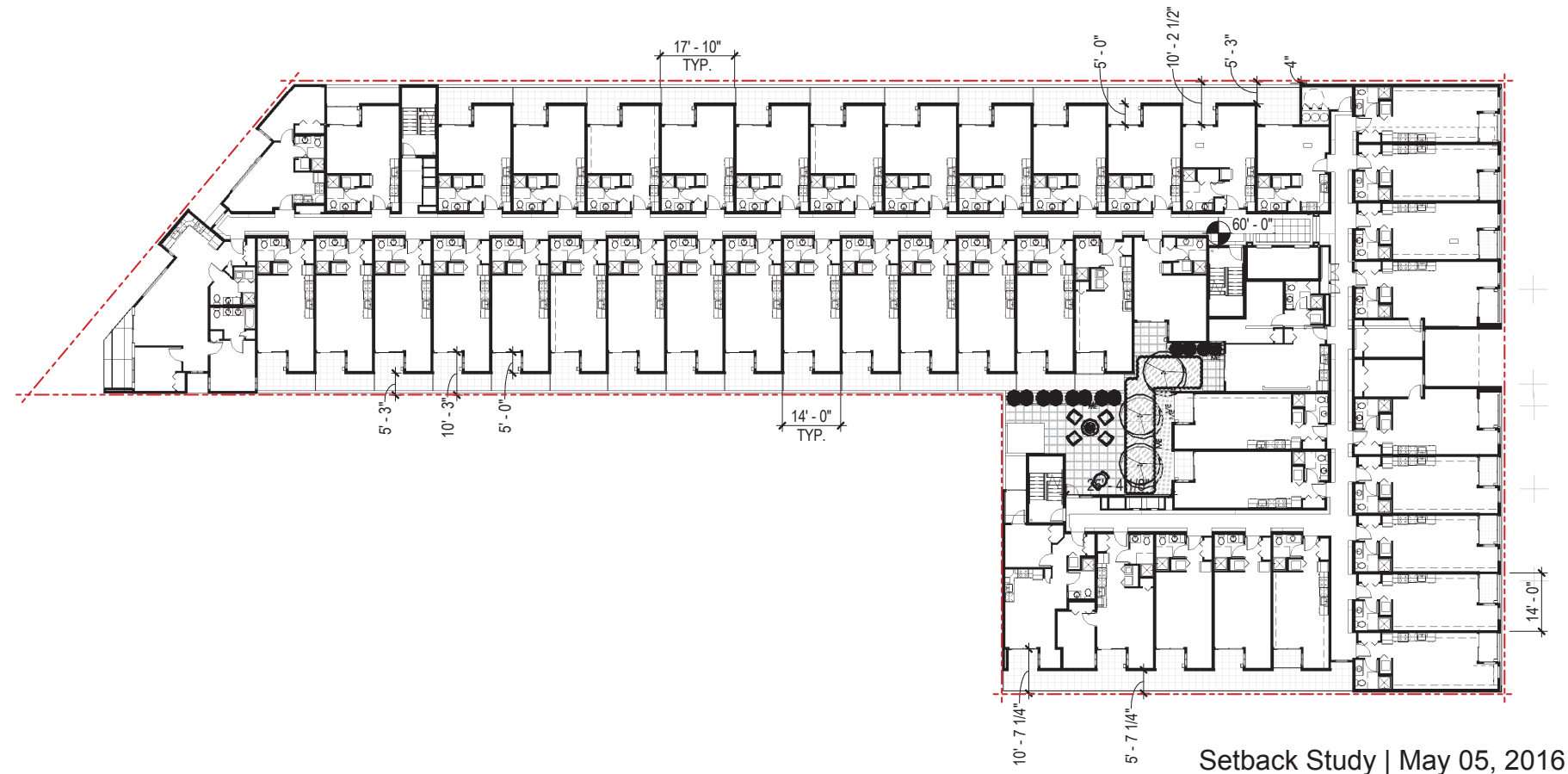
COMPOSITE SITE PLAN: 1' - 0" = 50' - 0" NORTH

1.3 Set Back Study: Comparison

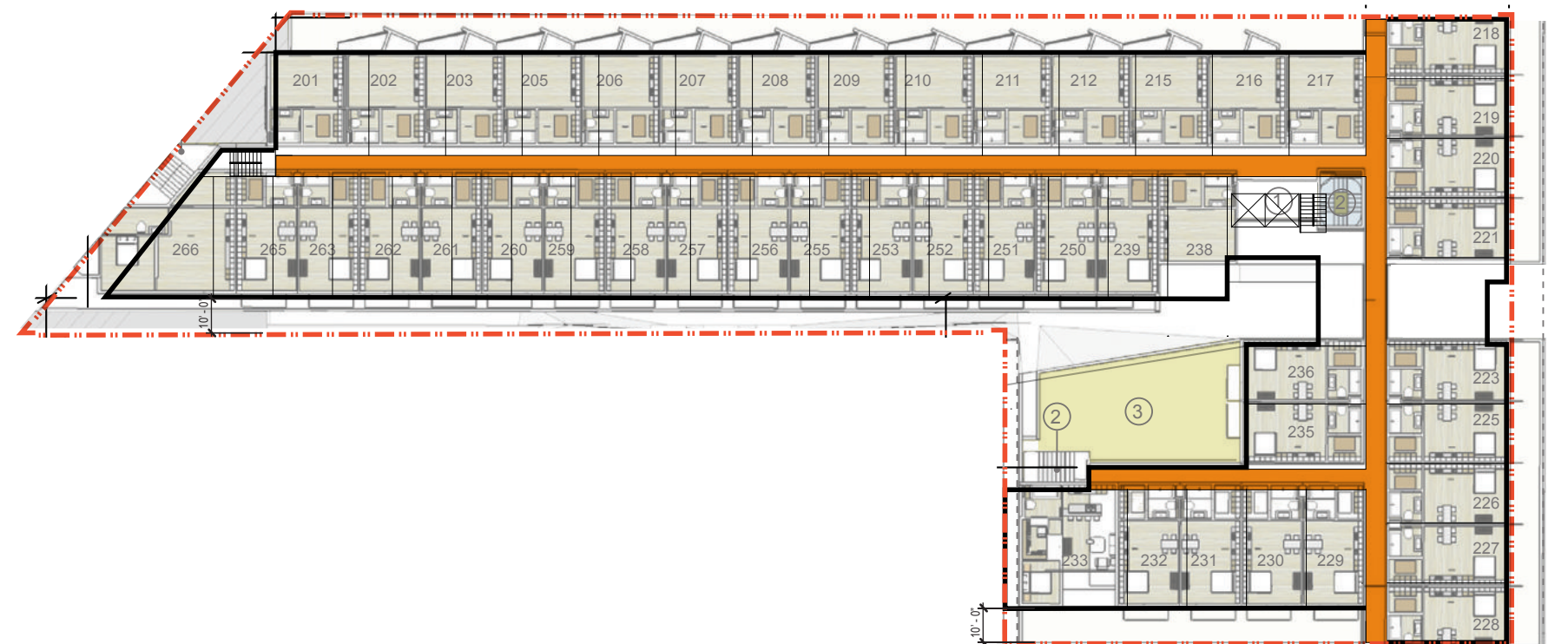
- **Setbacks:** at the time of the EDG submission, the design team's intent was to allow for a sawtooth to breach the 10' separation of the true horizontal facade elements and the property lines.

Design Team Response: Comparison floor plans indicate 10' - 0" setback is consistent with the original intent.

The sawtooth concept has developed into nooks and balconies with more consistent geometries. The rectangular forms limit the shading of neighbors while maximizing glazing perpendicular to the property line, facilitating interior furnishing, and simplifying construction.

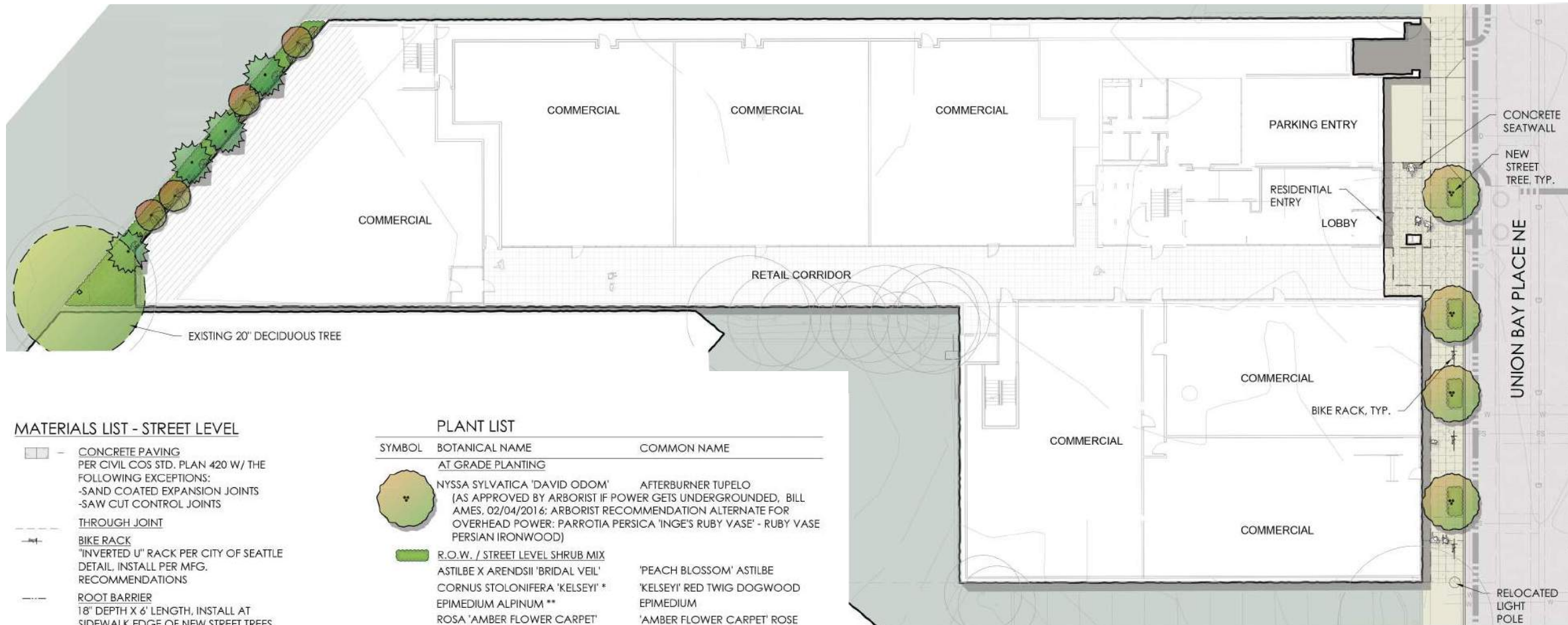


Setback Study | May 05, 2016



Process Overlay : Setback Study : EDG Plan Diagram | September 08, 2015 | Plan | September 29, 2015

1.3 Landscape / Hardscape Plans: Level 01 and Site



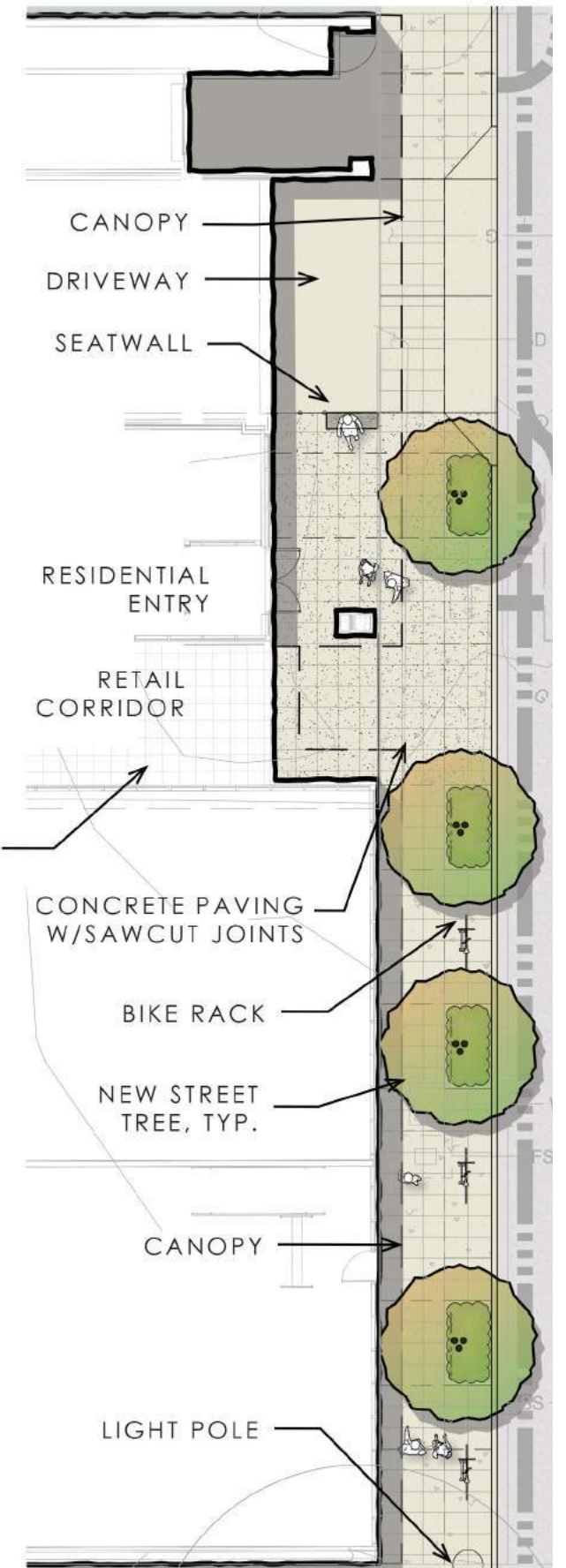
MATERIALS LIST - STREET LEVEL

- CONCRETE PAVING PER CIVIL COS STD. PLAN 420 W/ THE FOLLOWING EXCEPTIONS:
 - SAND COATED EXPANSION JOINTS
 - SAW CUT CONTROL JOINTS
- THROUGH JOINT
- BIKE RACK
 - "INVERTED U" RACK PER CITY OF SEATTLE DETAIL, INSTALL PER MFG. RECOMMENDATIONS
- ROOT BARRIER
 - 18" DEPTH X 6' LENGTH, INSTALL AT SIDEWALK EDGE OF NEW STREET TREES
- TREE PROTECTION PER COS STANDARD DETAILS 132 & 133

PLANT LIST

SYMBOL	BOTANICAL NAME	COMMON NAME
AT GRADE PLANTING		
	NYSSA SYLVATICA 'DAVID ODOM'	AFTERBURNER TUPELO (AS APPROVED BY ARBORIST IF POWER GETS UNDERGROUNDED, BILL AMES, 02/04/2016; ARBORIST RECOMMENDATION ALTERNATE FOR OVERHEAD POWER: PARROTTIA PERSICA 'INGE'S RUBY VASE' - RUBY VASE PERSIAN IRONWOOD)
	R.O.W. / STREET LEVEL SHRUB MIX	
	ASTILBE X ARENDsii 'BRIDAL VEIL'	'PEACH BLOSSOM' ASTILBE
	CORNUS STOLONIFERA 'KELSEYI' *	'KELSEYI' RED TWIG DOGWOOD
	EPIMEDIUM ALPINUM **	EPIMEDIUM
	ROSA 'AMBER FLOWER CARPET'	'AMBER FLOWER CARPET' ROSE
	VIBURNUM DAVIDII	DAVID'S VIBURNUM
ON-SITE TREES		
	PSEUDOTSUGA MENZIESII *	DOUGLAS FIR
	ACER CIRCINATUM *	VINE MAPLE
	ON-SITE NATIVE MIX	
	GAULTHERIA SHALLON *	SALAL
	MAHONIA NERVOSA *	CREEPING MAHONIA
	POLYSTICHUM MUNITUM *	SWORD FERN
VINES		
	HYDRANGEA ANOMALA PETIOLARIS	CLIMBING HYDRANGEA
	PARTHENOCISSUS QUINQUEFOLIA	VIRGINIA CREEPER
	EXISTING TREE	

STREET DETAIL



Active retail edge


















Protective streetscape

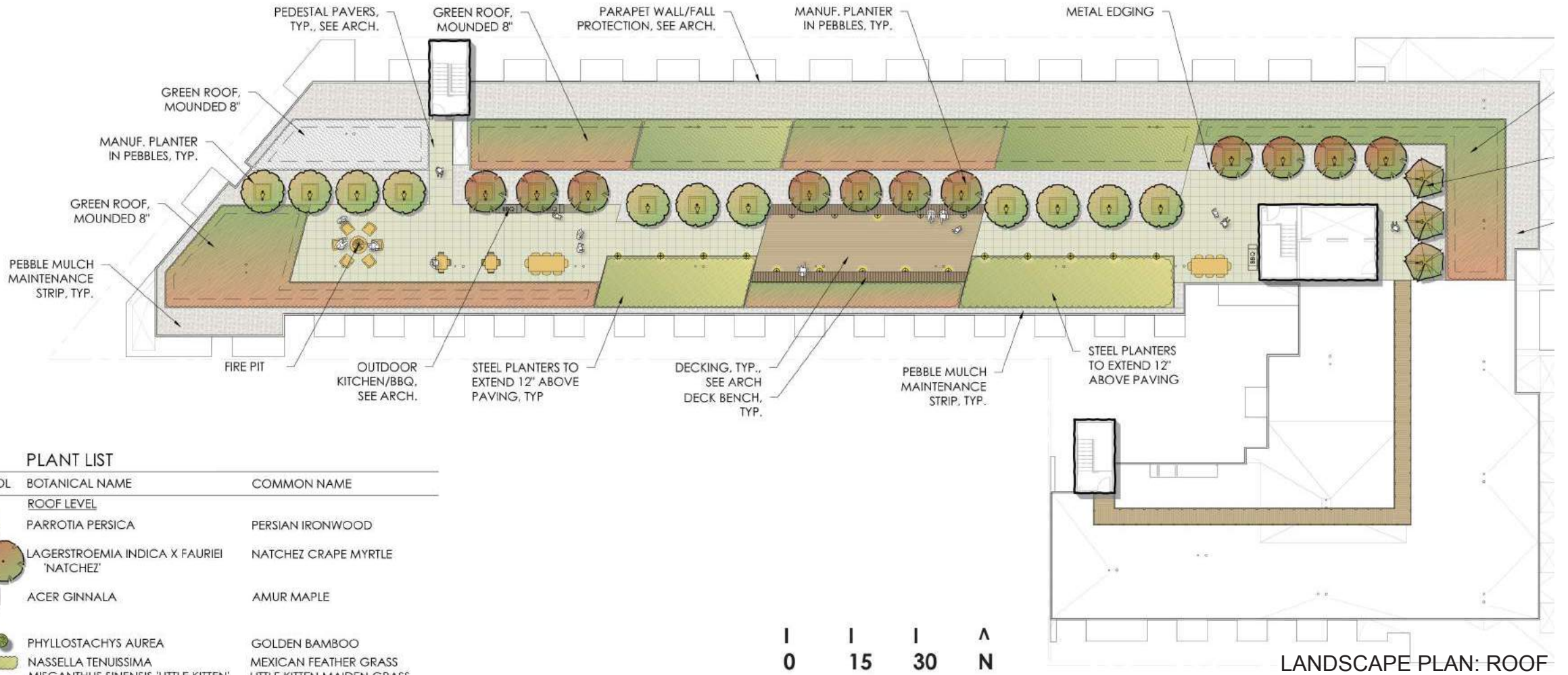


Bike rack

1.3 Landscape / Hardscape Plans: Level 02 & 06 Roof

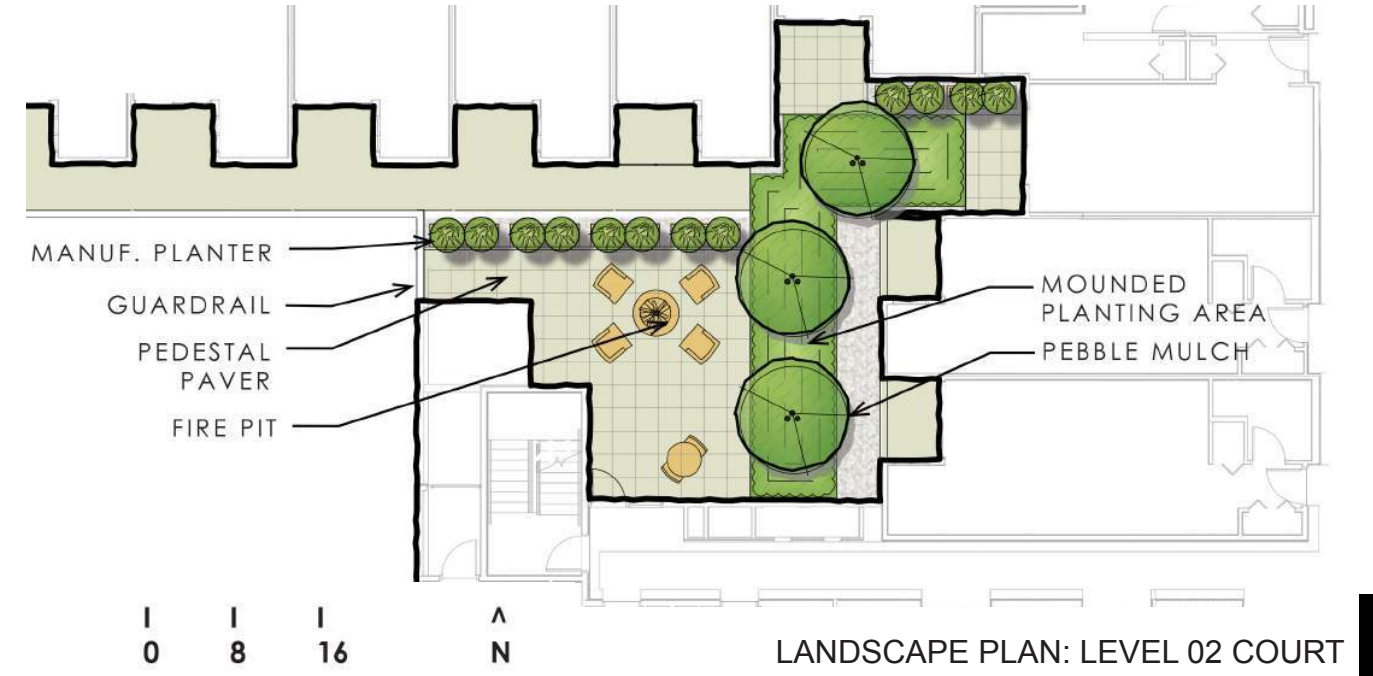
MATERIALS LIST - ON STRUCTURE

-  CONCRETE PAVERS
SEE ARCH.
-  GREEN ROOF
ADVANCED VEGETATIVE ROOF SYSTEM
(AVRS) LAYERED SYSTEM, SEE SPECS.
-  METAL EDGING
GEODGE ALUMINUM RESTRAINT,
SEE SPECS.
-  PEBBLE MULCH
SEE SPECS.
-  FENCE/GUARDRAIL
SEE ARCH.
-  SITE FURNITURE
OWNER FURNISHED
-  FIRE PIT
PROVIDE GAS HOOKUP TO INDICATED
LOCATION, SEE PLUMBING, OWNER FURNISH
-  BBQ AND KITCHEN COUNTER
-  BBQ AND KITCHEN COUNTER
PROVIDE GAS HOOKUP TO INDICATED
LOCATION, SEE PLUMBING, SEE ARCH FOR
COUNTERS AND VENTILATION
-  DECKING
WOOD: IPE, ALT: ZOMETEK, SEE ARCH.
-  DECK BENCH
MATERIAL TO MATCH DECKING
-  PLANTERS
SQUARE PLANTER, 48" L X 48" W X 36" HT
RECTANGLE PLANTER, 72" L X 24" W X 24" HT
SEE SPECS.
-  LIGHTING
TREE UPLIGHTS, SEE ELEC.
-  PATH LIGHT, SEE ELEC.
-  WALL LIGHT, SEE ELEC.



PLANT LIST

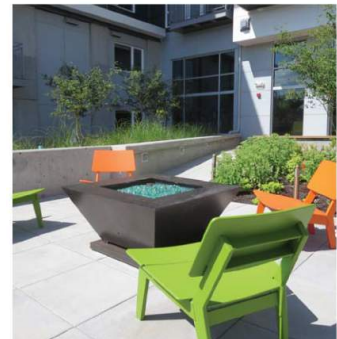
SYMBOL	BOTANICAL NAME	COMMON NAME
ROOF LEVEL		
	FARROTIA PERSICA	PERSIAN IRONWOOD
	LAGERSTROEMIA INDICA X FAURIEI 'NATCHEZ'	NATCHEZ CRAPE MYRTLE
	ACER GINNALA	AMUR MAPLE
	PHYLLOSTACHYS AUREA	GOLDEN BAMBOO
	NASSELLA TENUISSIMA	MEXICAN FEATHER GRASS
	MISCANTHUS SINENSIS 'LITTLE KITTEN'	LITTLE KITTEN MAIDEN GRASS
	GREENROOF PLANTING MIX 1 SEDUM TILE PREVEGETATED MATS**, 5.25" SOIL DEPTH MIN., MOUND PER PLAN, COLOR MAX., SEE SPECS.	
	GREENROOF PLANTING MIX 2 SEDUM TILE PREVEGETATED MATS** WITH ORNAMENTAL GRASSES, 5.25" SOIL DEPTH MIN., MOUND PER PLAN, COLOR MAX., SEE SPECS.	



Fun pots



Decking and Seating and Sun



Fire spot



Pots with Treelets



Bamboo in pots

1.3 Landscape / Hardscape Strategy

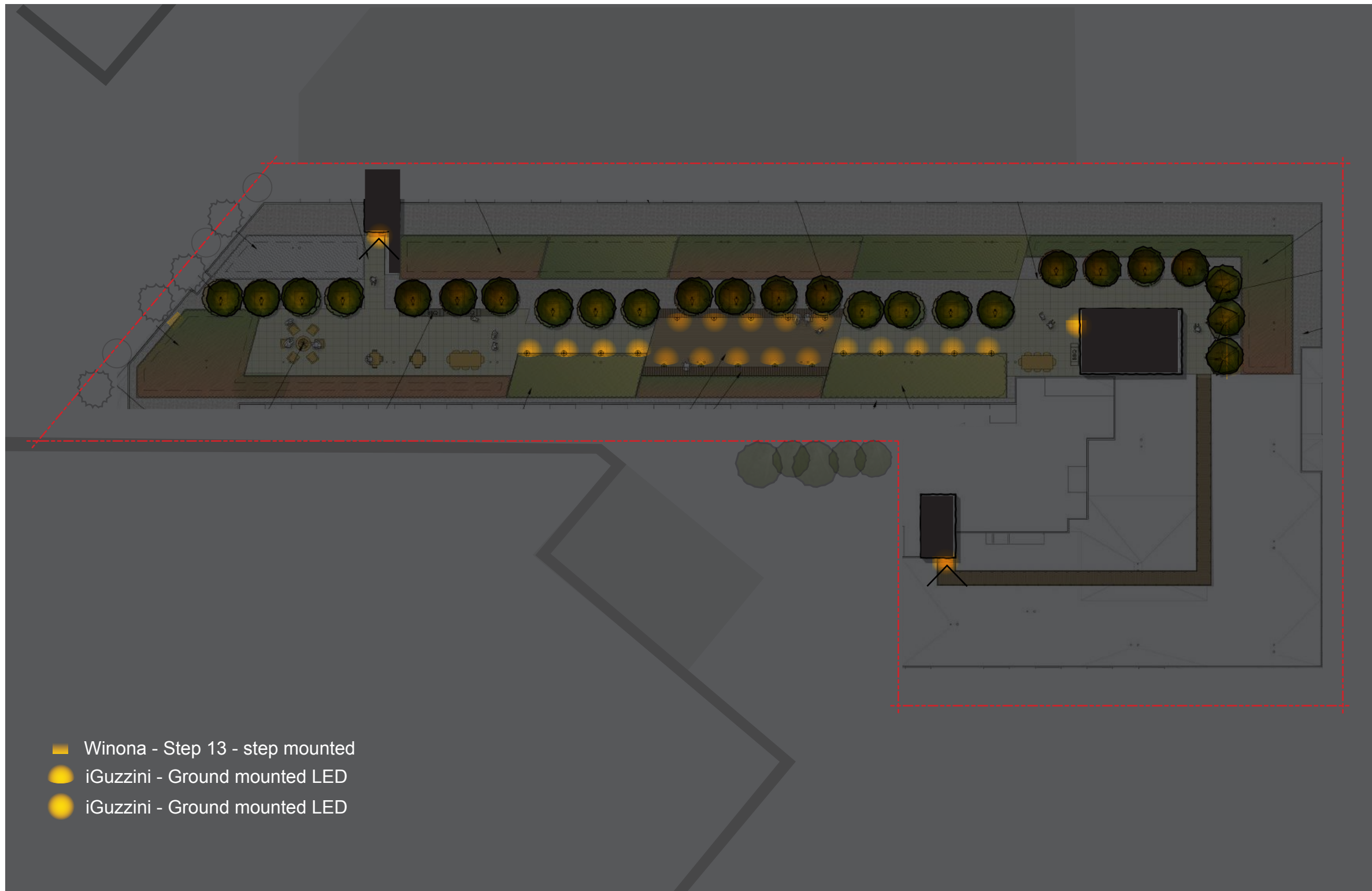
Design Intent:

- The second floor offers private garden patio units. Where views are limited, the design team strived to give these units the amenity of a larger outdoor area
- The garden court at the second level is shared by all. It also provides a view and light to the immediately surrounding units
- Given the close proximity of Safeway's roof, roof-top equipment, loading dock, and trash area, solid guard walls are used to block views and buffer noise in lieu of glass or metal mesh.

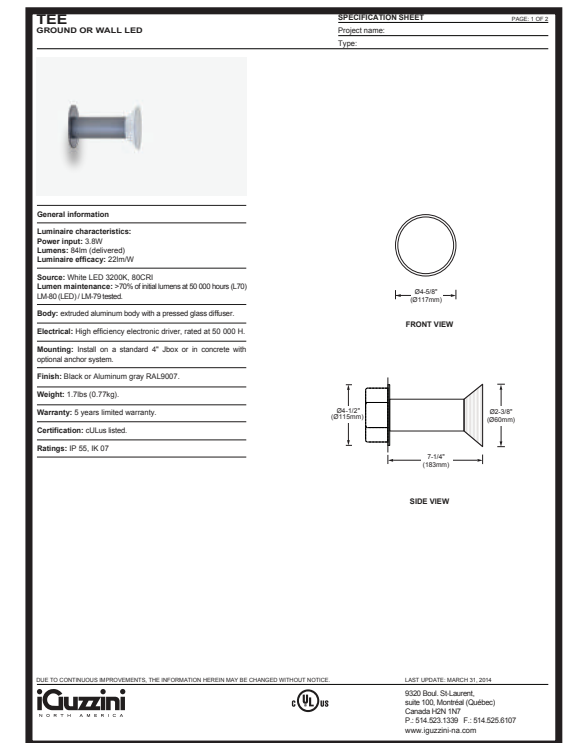


VISUALIZATION : LEVEL 02 COURT

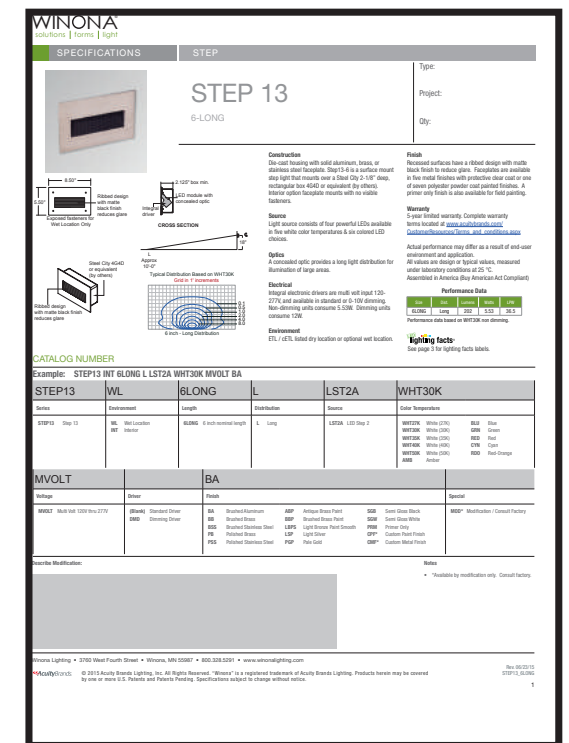
1.3 Landscape / Hardscape Strategy: Roof Lighting Plan



ROOF LIGHTING PLAN - LEVEL 01: 0' - 1" = 30' - 0" NORTH





IGUZZINI - GROUND MOUNTED LED



WINONA - STEP 13 - STEP MOUNTED

1.3 Landscape / Hardscape Strategy

SYMBOL	BOTANICAL NAME	COMMON NAME	SIZE
AT GRADE PLANTING			
	NYSSA SYLVATICA 'DAVID ODOM'	AFTERBURNER TUPELO (AS APPROVED BY ARBORIST IF POWER GETS UNDERGROUNDED, BILL AMES, 02/04/2016; ARBORIST RECOMMENDATION ALTERNATE FOR OVERHEAD POWER: PARROTIA PERSICA 'INGE'S RUBY VASE' - RUBY VASE PERSIAN IRONWOOD)	2-1/2' CAL.
R.O.W. / STREET LEVEL SHRUB MIX			
	ASTILBE X ARENDSII 'BRIDAL VEIL'	'PEACH BLOSSOM' ASTILBE	1 GAL
	CORNUS STOLONIFERA 'KELSEY' *	'KELSEY' RED TWIG DOGWOOD	1 GAL
	EPIMEDIUM ALPINUM **	EPIMEDIUM	1 GAL
	ROSA 'AMBER FLOWER CARPET'	'AMBER FLOWER CARPET' ROSE	1 GAL
	VIBURNUM DAVIDII	DAVID'S VIBURNUM	1 GAL
ON-SITE TREES			
	PSEUDOTSUGA MENZIESII *	DOUGLAS FIR	8' - 10' I
	ACER CIRCINATUM *	VINE MAPLE	8' - 10' I MULTI
ON-SITE NATIVE MIX			
	GAULTHERIA SHALLON *	SALAL	1 GAL
	MAHONIA NERVOSA *	CREeping MAHONIA	1 GAL
	POLYSTICHUM MUNITUM *	SWORD FERN	1 GAL
VINES			
	HYDRANGEA ANOMALA PETIOLARIS	CLIMBING HYDRANGEA	1 GAL
	PARTHENOCISSUS QUINQUEFOLIA	VIRGINIA CREEPER	1 GAL
EXISTING TREE			

SYMBOL	BOTANICAL NAME	COMMON NAME
PODIUM LEVEL		
	ACER PALMATUM (GREEN)	JAPANESE MAPLE
BAMBOO		
	PHYLLOSTACHYS AUREA	GOLDEN BAMBOO
	SASAELLA RAMOSA	GROUNDCOVER BAMBOO

PLANT LIST

SYMBOL	BOTANICAL NAME	COMMON NAME
ROOF LEVEL		
	PARROTIA PERSICA	PERSIAN IRONWOOD
	LAGERSTROEMIA INDICA X FAURIEI 'NATCHEZ'	NATCHEZ CRAPE MYRTLE
	ACER GINNALA	AMUR MAPLE
	PHYLLOSTACHYS AUREA	GOLDEN BAMBOO
	NASSELLA TENUISSIMA	MEXICAN FEATHER GRASS
	MISCANTHUS SINENSIS 'LITTLE KITTEN'	LITTLE KITTEN MAIDEN GRASS
GREENROOF PLANTING MIX 1		
SEDUM TILE PREVEGETATED MATS**, 5.25" SOIL DEPTH MIN., MOUND PER PLAN, COLOR MAX., SEE SPECS.		
GREENROOF PLANTING MIX 2		
SEDUM TILE PREVEGETATED MATS** WITH ORNAMENTAL GRASSES, 5.25" SOIL DEPTH MIN., MOUND PER PLAN, COLOR MAX., SEE SPECS.		

AT GRADE



Nyssa sylvatica 'David Odum'
Afterburner Tupelo



Acer circinatum
Vine Maple



Rosa x 'Amber'
Amber Flower Carpet Rose



Viburnum davidii - David's Viburnum

PODIUM LEVEL



Acer palmatum
Japanese Maple



Phyllostachys aurea
Golden Bamboo



Sasaella ramosa
Groundcover Bamboo

ROOF LEVEL



Parrotia persica
Persian Ironwood



Acer ginnala
Amur Maple



Miscanthus sinensis 'Little Kitten'
Little Kitten Maiden Grass



Sedum tile Color Max.

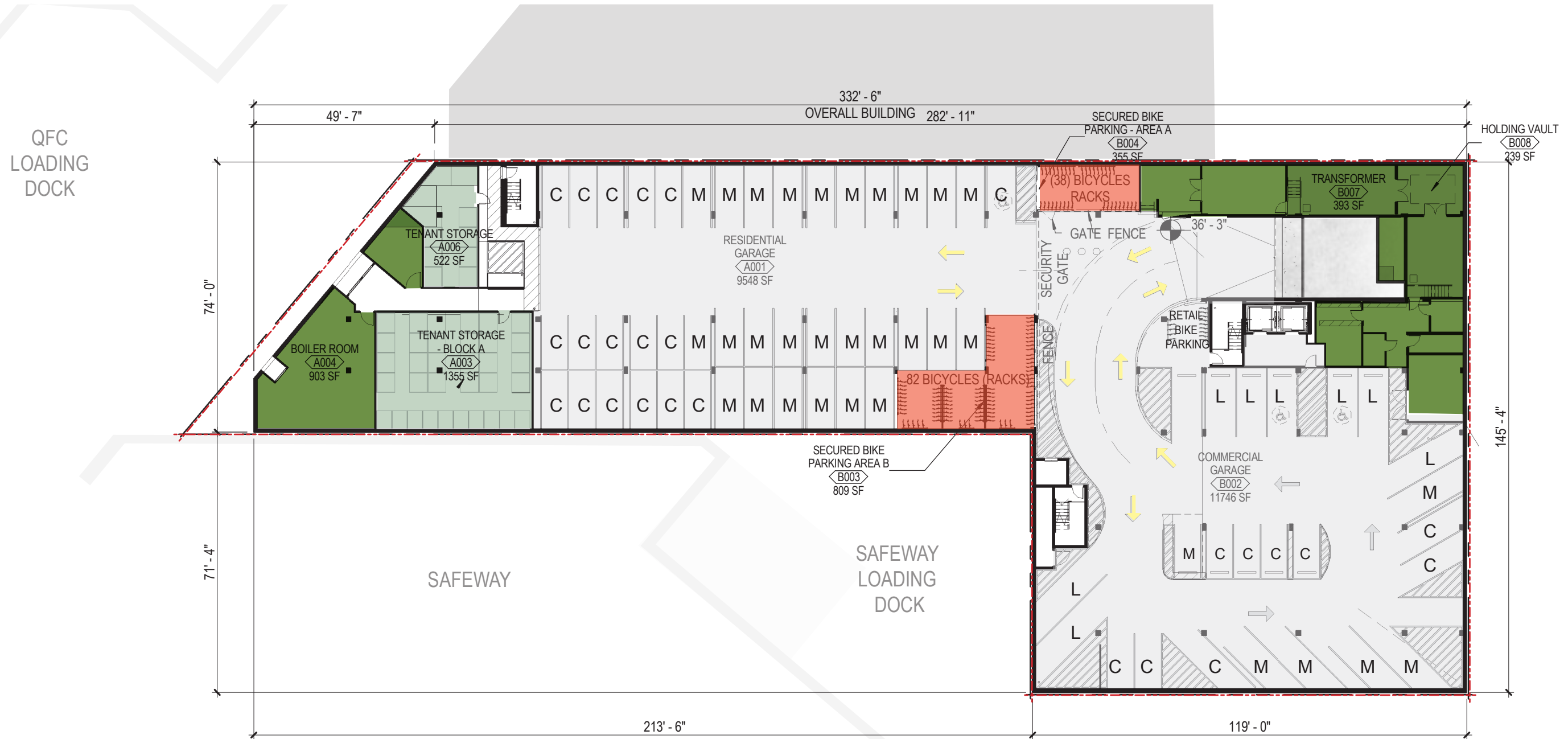


Lagerstroemia i. x f. 'Natchez'
Natchez Crape Myrtle



Nassella tenuissima
Mexican Feather Grass

1.3 Floor Plans: Basement

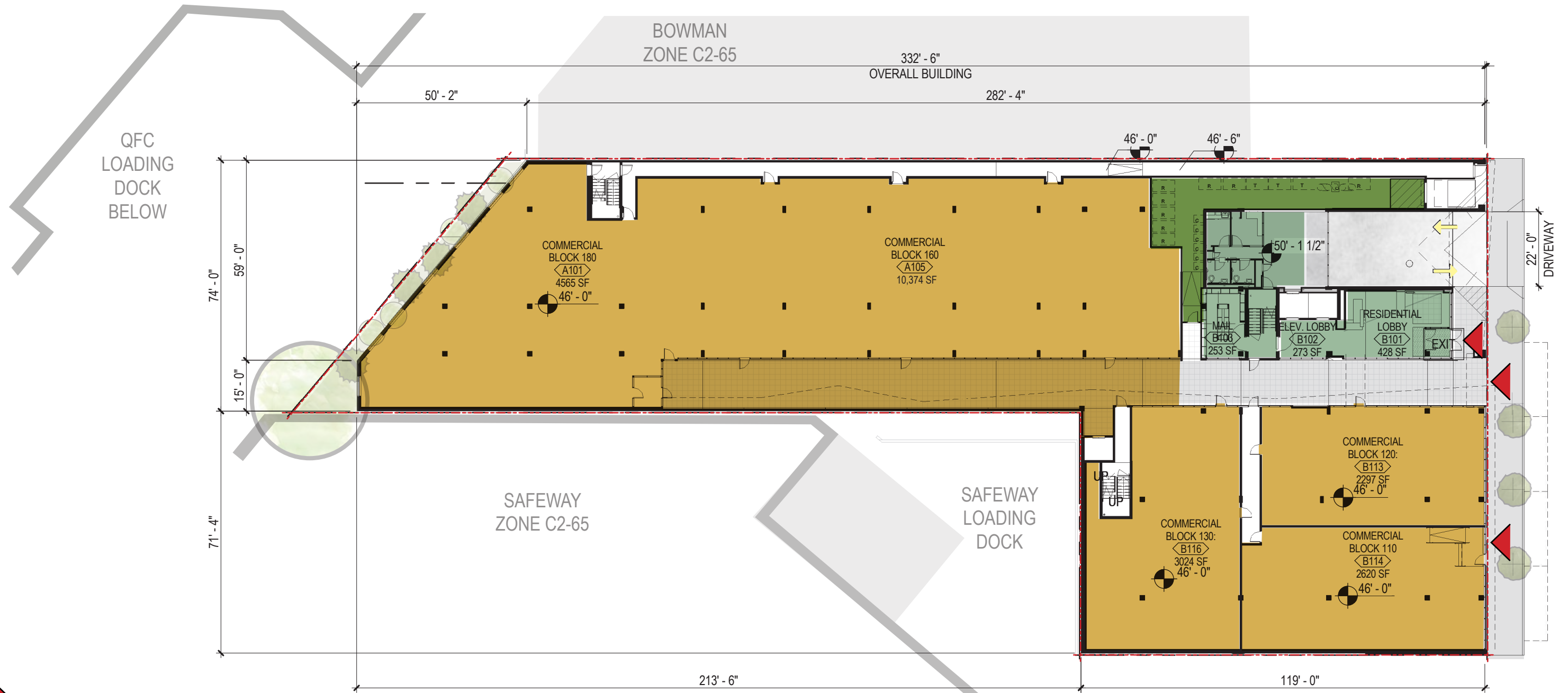


- PARKING
- RESIDENT AMENITIES
- BIKES
- SERVICE

GUIDELINES: DC2-E, DC3-A

FLOOR PLAN - BASEMENT: 1" = 30' - 0" NORTH

1.3 Floor Plans: Level 01 & Street Level Landscape Plan



- ▶ ENTRANCE
- RESIDENT AMENITIES
- COMMERCIAL
- SERVICE

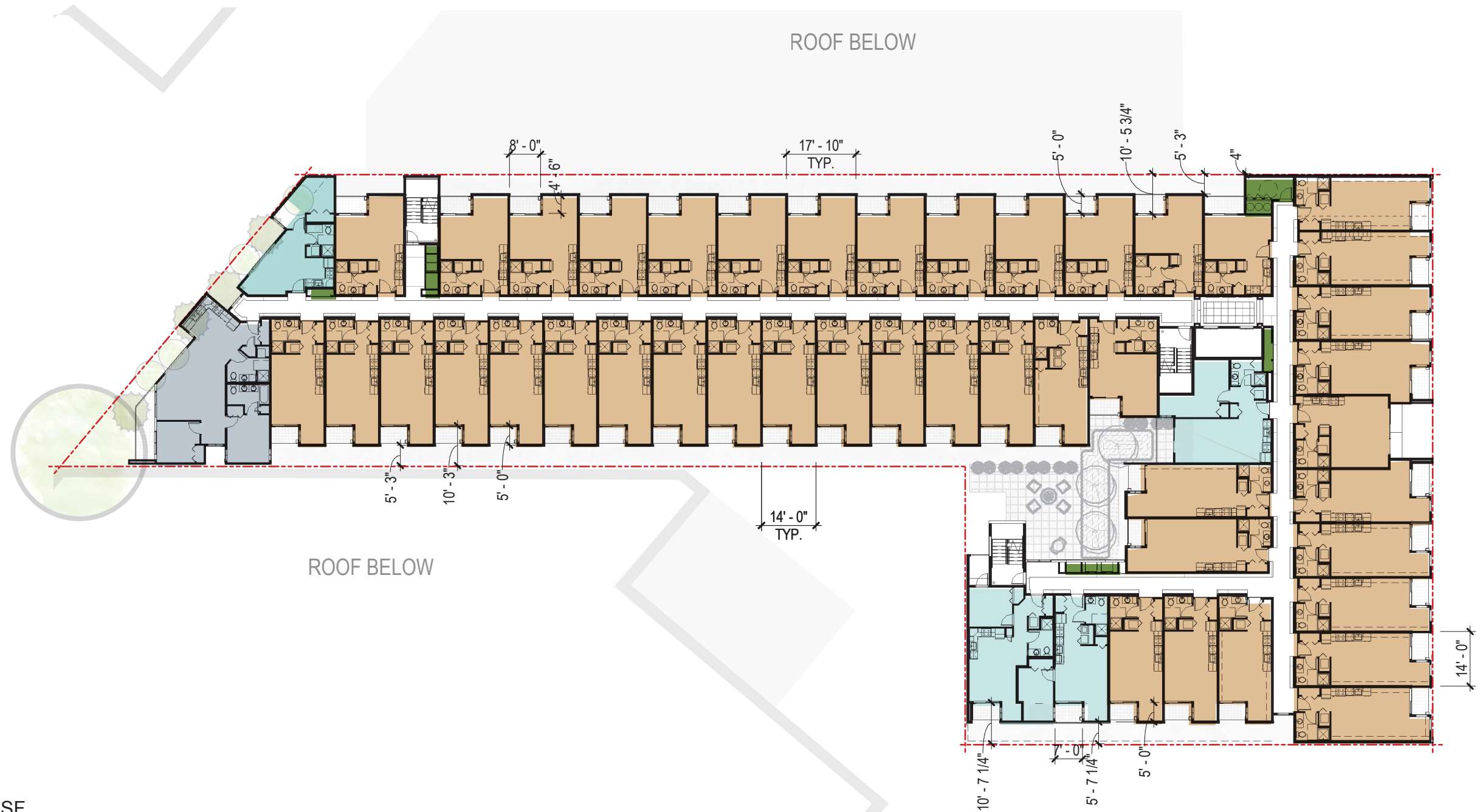
FLOOR PLAN - LEVEL 01: 1" = 30' - 0" NORTH

1.3 Floor Plans: Level 02



- STUDIO: 342 SF - 414 SF
- 1-BEDROOM: 452 SF - 603 SF
- 2-BEDROOM: 959 SF
- SERVICE

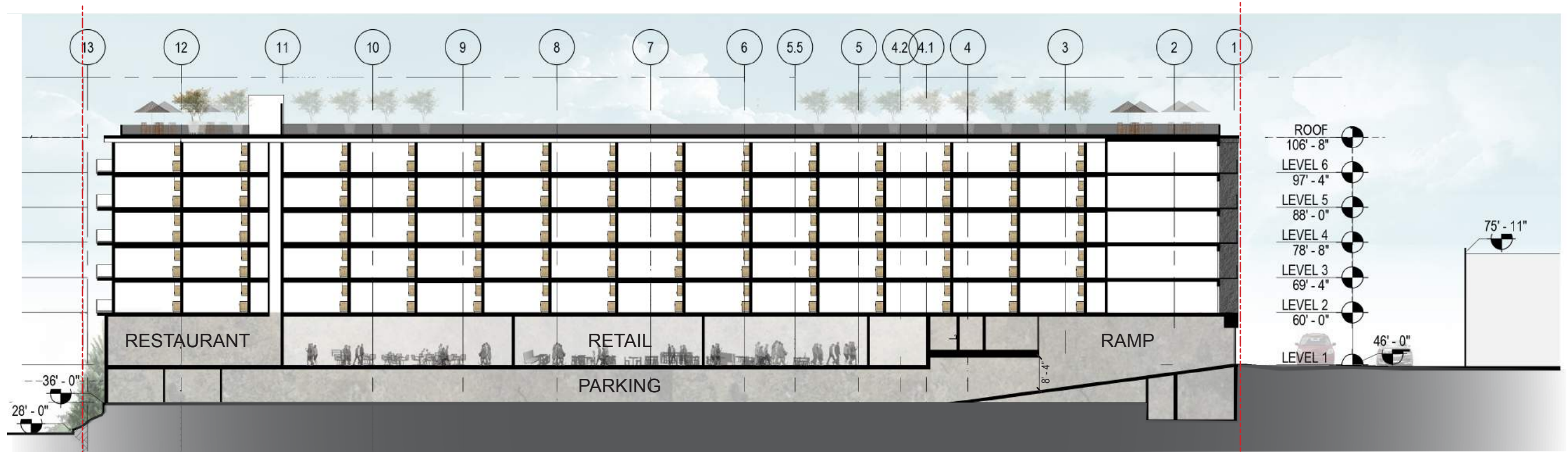
1.3 Floor Plans: Level 03-06



- STUDIO: 342 SF - 414 SF
- 1-BEDROOM: 452 SF - 603 SF
- 2-BEDROOM: 959 SF
- SERVICE

FLOOR PLAN - LEVEL 03-06: 0' - 1" = 30' - 0" NORTH

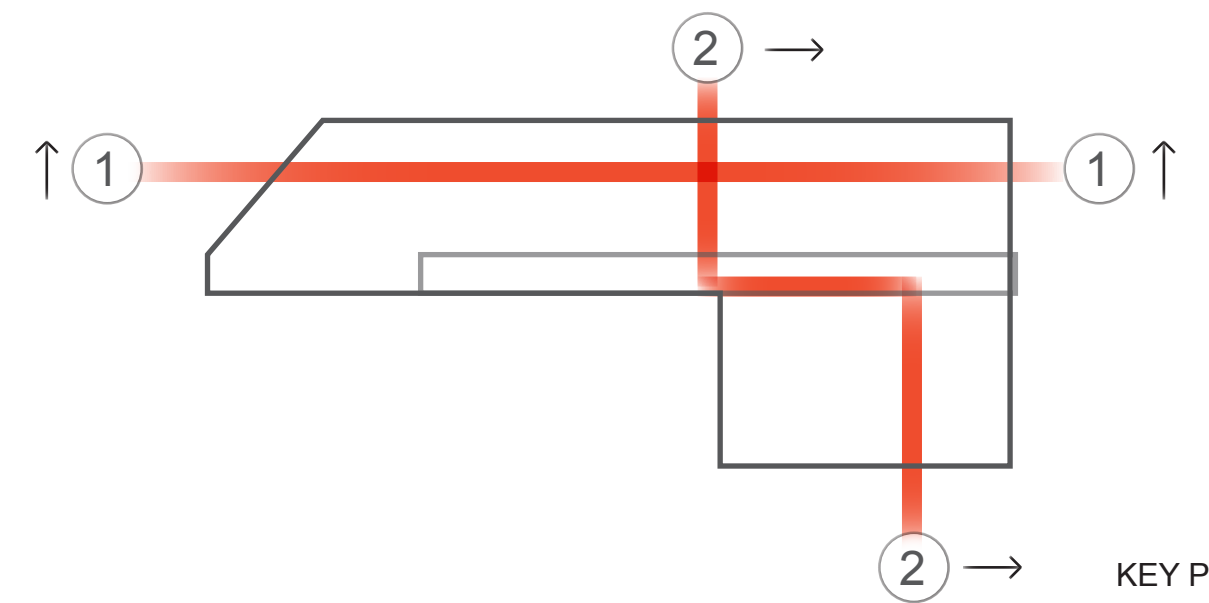
1.3 Building Sections: North - South, East - West



① BUILDING SECTION - EAST-WEST : 1" = 30' - 0"



② BUILDING SECTION - NORTH - SOUTH: 1" = 30' - 0"



1.4 Departure Request

STREET-FACING FAÇADE RECESSED BEYOND 10FT SETBACK
 SMC 23.47A.008.A.3 - STREET-LEVEL DEVELOPMENT STANDARDS

REQUIREMENT

Street-level street facing facade shall be located within 10 feet of the street lot line, unless wider sidewalks, plaza, or other approved landscaped or open spaces are provided.

DESIGN GUIDELINE REFERENCE

CS2 Urban Pattern and Form: II - Respect for Adjacent Sites: Special attention should be paid to projects in the zone edge area to ensure minimal impacts. (where a building's back side, service areas or parking lots could impact adjacent residential uses).

JUSTIFICATION

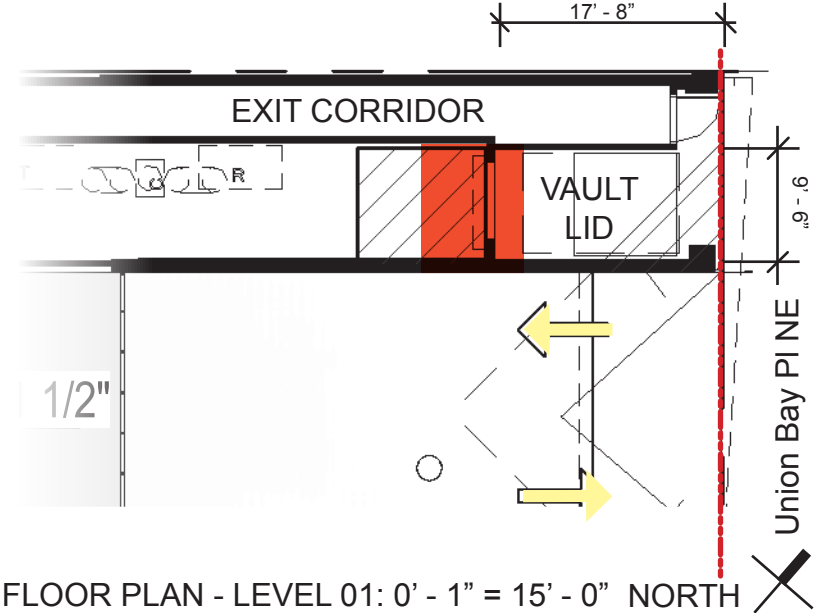
Per Seattle City Light request, a vault lid - accessible to the right-of-way at grade - is provided for the once in a lifetime potential replacement of the basement transformer. This lid is 8' - 0" square, and therefore pushes the adjacent façade, at the refuse room, farther than the 10ft maximum setback.

The location of both of these services (refuse collection and power service) must be located as close to the street frontage as possible. The combination of refuse staging at the vault lid is a creative solution developed with SCL to minimize the extent of recessed streetfront.

With a narrow site, and no alley condition, the U Place design team, with direction and approval from Liz Kain of Seattle Public Utilities, opted to create a refuse sequence with **holding inside the envelope, and a staging zone outside the envelope in a space off of the street.** In order to meet adequate space for staging, our overhead door and egress door must be setback to, **17'- 8"** as shown in the adjacent plan diagrams.



DEPARTURE



FLOOR PLAN - LEVEL 01: 0' - 1" = 15' - 0" NORTH

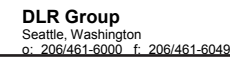


1.5 Correction Letters

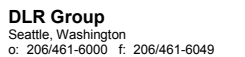
Response to Comments	
Date	March 22, 2016
To	BreAnne McConkie
From	Rico Quirindongo, DLR Group
Project	University Place Apartments
DLR Group Proj. No.	73-15123-00
SDCI Proj. No.	3020320
Review Type	Land Use – Cycle 1
Corrections	<p>1. Please expand on the criteria listed in 23.47A.006.3.a.3, specifically, the conditional use application should address the cumulative impacts of residential uses on the availability of nonresidential uses of land near major transportation systems. This analysis should take into account proposed and recently approved projects. Supplemental information, including maps with uses, distances to major transportation systems and potential nuisances, and presence of physical barriers, can help reduce review time. DLR Group response: DLR Group is resubmitting the Administrative Conditional Use application with an enhanced narrative addressing cumulative impacts of residential uses and will include pages 41-44 of our Design Review (DR) presentation package as supplemental information.</p> <p>2. Setbacks: Provide dimensions of all setbacks (including the setbacks for upper levels). A 10' setback along the north and south property lines at the upper levels was presented at EDG and it appears is no longer included. Maximizing light and air to units was presented as an important concept at EDG and also providing light and air to the pedestrian arcade (pg. 29 if the EDG packet). Revise to include setbacks similar to what was approved by the Board at EDG. DLR Group response: Setback dimensions are included on DR package page 27. The diagrams on this page clarify the preferred modulated unit configuration and sawtooth/ reading nook protrusions into the 10' setbacks. The concept provided in the EDG package on page 27 was that the addition of the sawtooth as a protrusion into the 10' setback provided for deeper light penetration into the typical unit than that of a flat façade held back at 10' from the property line.</p> <p>3. Massing: The Board directed the applicant to explore ways to break up the street-facing façade through vertical relief (as was shown on pg. 24 of the EDG packet) so the building would read more as two structures. While some vertical relief has been provided in the form of angled panels, the overall massing does not read as two structures and should be further developed to meet this guidance. The central vertical reveal should be deeper and more substantial (as shown in the EDG massing for Option 3). This could be achieved by continuation of the level 2 floor plan for floors 3-6 and additional transparency at this location. At a minimum, consider omitting the balconies and increasing transparency to create a strong vertical break and gasket between the two masses. A break and/or additional setback in the parapet should also be considered at this location. DLR Group response: The east façade has been modified to better define the masses by maintaining the white perimeter frame along the full-height of the center "gasket", refer to DR package pages 7-9, as well as 18 and 19. The vertical reveal is deeper and more substantial. Additional setback has been provided at the parapet as recommended.</p> <p>4. West Façade: The west façade will likely be highly visible for the foreseeable future and should be designed with the same level of detail, attention, and compatibility with the overall architectural concept as the other façades. This massing of this façade should be simplified, similar to what was shown at EDG, and should include high quality materials and additional transparency. DLR Group response: Attention has been spent to redesign the west façade massing, materials, and fenestration. The massing is simplified and parallel to the property line. In addition to employing the same palette of materials used on the street façade, identical treatment of white frames, accent panels, windows, and balconies further addresses the west as a major public elevation. See DR package pages 20 and 21.</p>



Land Use Cycle 1- Response to Comments March 22, 2016 University Place Apts. SDCI no. 3020320 / Page 2	
5.	<p>Arcade Entry and Massing: At EDG the Board directed the applicant to make the entry opening into the arcade as large as possible in order to draw pedestrians into the space and create a strong visual connection to the street, specifically noting the importance of the ceiling height. The majority of the massing presented at EDG portrayed a two-story opening. Per the Board's direction, the aperture should be increased to the maximum extent feasible and at a minimum, should be no smaller than the 2 story volume that was presented at EDG. Consider a minimum two story volume with exterior circulation on the second story and high transparency. Additionally, splaying and/or eroding the two masses adjacent to the "gasket"/entry to the arcade may also help to achieve this. *(Note: the following is an example of a project with a similar "portal," see pages 5-9: http://www.seattle.gov/dpd/AppDocs/GroupMeetings/DRProposal3014111AgendaID4613.pdf) DLR Group response: The retail entry has been further developed to provide a stronger presence, a wider street-level entrance, and a striking double-height portal. Dramatic lighting highlights the passage at night. Additionally, the masses have been further separated and framed on both sides. See DR package pages 5, 7, 11 and 14.</p> <p>6. Arcade Design, Function, & Precedents: Per the Board's guidance, precedents of comparable pedestrian arcade-like spaces (including Ballard and Georgetown) should be studied and used to inform the design of the arcade. Union Way shopping arcade in Portland is a good precedent, as well as Nord Alley in Pioneer Square. In the Recommendation Packet and at the Recommendation meeting, provide additional information on how the precedent studies informed the design of the arcade space, including cues such as physical dimensions, secondary architectural features, lighting, signage, paving and soffit materials, landscaping, art, etc. Provide vignettes of the arcade space to show how this area will function. Provide additional information on the existing adjacent building (Safeway) wall and any proposed measures to mitigate the blank wall (i.e. landscaping, coordination with adjacent property owner to attach overhead pedestrian string lighting, murals, etc). DLR Group response: In addition to concerns over security, weatherization, and adjacent busy loading dock use, recent direction from SDCI has directed that the retail arcade be enclosed with rated construction and zero openings given its position on the property line. Within these constraints, the internal retail access has been re-envisioned. By sweeping the street edge canopy through the double-height entrance portal and extending toward the anchor destination restaurant, pedestrians and residents are drawn into the space. Retail signage is tied to the canopy and lighting illuminates its edge to further attract attention. Precedent studies lent clues for similar retail. See DR package pages 10 through 15.</p> <p>7. Materials & Façade Composition: At EDG the Board stated a simple material pallet with a smaller number of quality, durable materials should be used and applied in a way that breaks up facades into discreet volumes. <ol style="list-style-type: none"> While the material composition is heading the right direction, a continued emphasis on simple, quality materials and detailing should be a priority (especially since the massing has become generally more busy and modulated). The Board noted that the north and south facades could have some variation in massing and material composition but should relate to each other in architectural character. Explore ways to further differentiate the two "buildings" through variation in massing and/or material composition. Explore further emphasis of the frame to help create a more distinct hierarchy of the composition (frame, panels, balconies and fenestration . . .). Provide detailing of the wood panels, as quality integral to the overall material concept. The wood panel "walls" should extend beyond the outward corners to read as a strong plane with high quality detailing. (I would be happy to discuss this in more detail when we meet). Consider wrapping the wood paneling into the blank wall of the balcony recess and increased transparency on the opposite balcony wall to create a strong contrast and emphasize the wood paneling. Provide details for the soffit. <p>DLR Group response: <ol style="list-style-type: none"> Simple and durable façade material palette and detailing have been informed and developed from character studies presented and supported at the EDG meeting. See DR package page 16. North and south facades have been developed with similar material language to provide cohesive face along Union Bay Place. See DR package pages 22 through 25. </p> </p>



Land Use Cycle 1- Response to Comments March 22, 2016 University Place Apts. SDCI no. 3020320 / Page 3	
3.	Frame articulation has been strengthened. See DR package pages 18 and 19.
4.	The composite wood panel accent walls will wrap outside corners to suggest a thickened plane and return into balconies. See DR package page 18.
5.	Accent paneling is treated as plane rather than volume.
6.	Please clarify what soffit details need to be provided that affect Land Use considerations.
8.	<p>Context: In the Recommendation packet, please provide a cross-section for the east/west perspective to illustrate the scale, setbacks, and relationships to adjacent buildings and surrounding area, including a high-level cross-section showing the grade relationship between the proposal and the single family neighborhood to the northeast. DLR Group response: Sections are provided on DR package pages 9 and 37.</p> <p>9. FYI - Recommendation Meeting: Once you have addressed all of the items mentioned above, please contact me to schedule a meeting to discuss your responses and review your draft Recommendation package (see requirements below). This meeting must occur prior to the scheduling of the Recommendation meeting. Also, the Recommendation meeting will not be occur until after you have resubmitted your responses to this correction, the zoning reviewer has had an opportunity to identify pertinent zoning, and/or SEPA issues have been addressed. State Environmental Policy Act (SEPA) DLR Group response: Review meeting was 3/14/2016.</p>
10.	<p>FYI - Potential MUP Conditions, SEPA Construction Impacts: The MUP decision will likely include a condition for submittal of an SDOT approved Construction Management Plan (CMP) to Seattle Department of Transportation prior to issuance of demo and construction permits. You may submit the CMP to SDOTPermits@seattle.gov for review and approval. For the CMP Standard Element Guide see http://www.seattle.gov/transportation/CMP.htm. DLR Group response: Understood.</p>



1.6 Site Aerial

Development Objectives

The proposal redevelops this brownfield site as a 172,000 gross square foot mixed-use building, with **21,000 gross square feet of retail/commercial use at ground level** and five stories of residential accommodation above, providing 244 units.

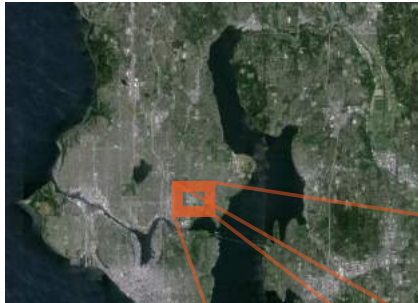
Car parking will be provided in a one level basement, due to close proximity to ground water. This yields 68 parking spaces. There will be provisions for over 100 bicycle stalls, as well.

The retail/commercial use of the site will be increased. Similarly, the overall use of the site will be intensified through density and diversity, aligning with the aims of the urban center.

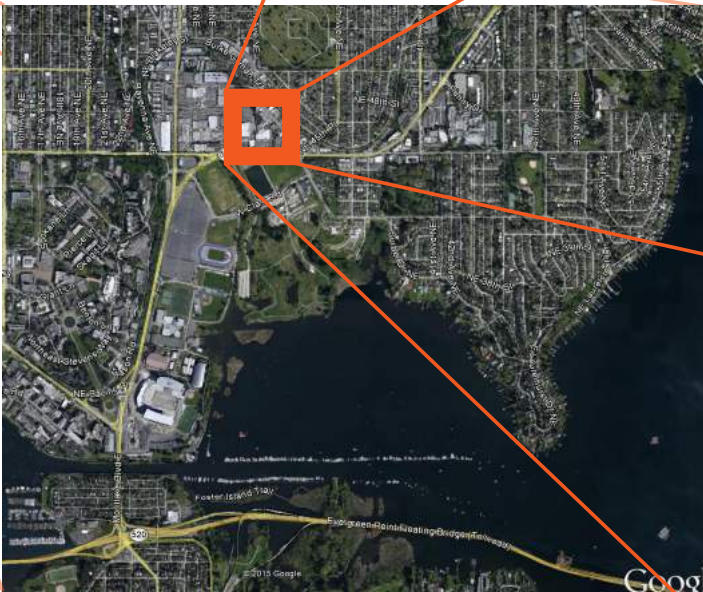


1.6 Site Location

Site Data: Exposition Heights tract A unrec.
Address: 4609 Union Bay Place NE/ 4603 Union Bay Place NE
Parcel #: 2437200020 + 2437200026
Site Area: 32,633 sq.ft.
Zoning: C2
Setbacks: 0 ft.
Max Height: 65'
Max. FAR: Site Area x 4.75 = 155,006 sq. ft.
UCUC: University Community Urban Center Plan



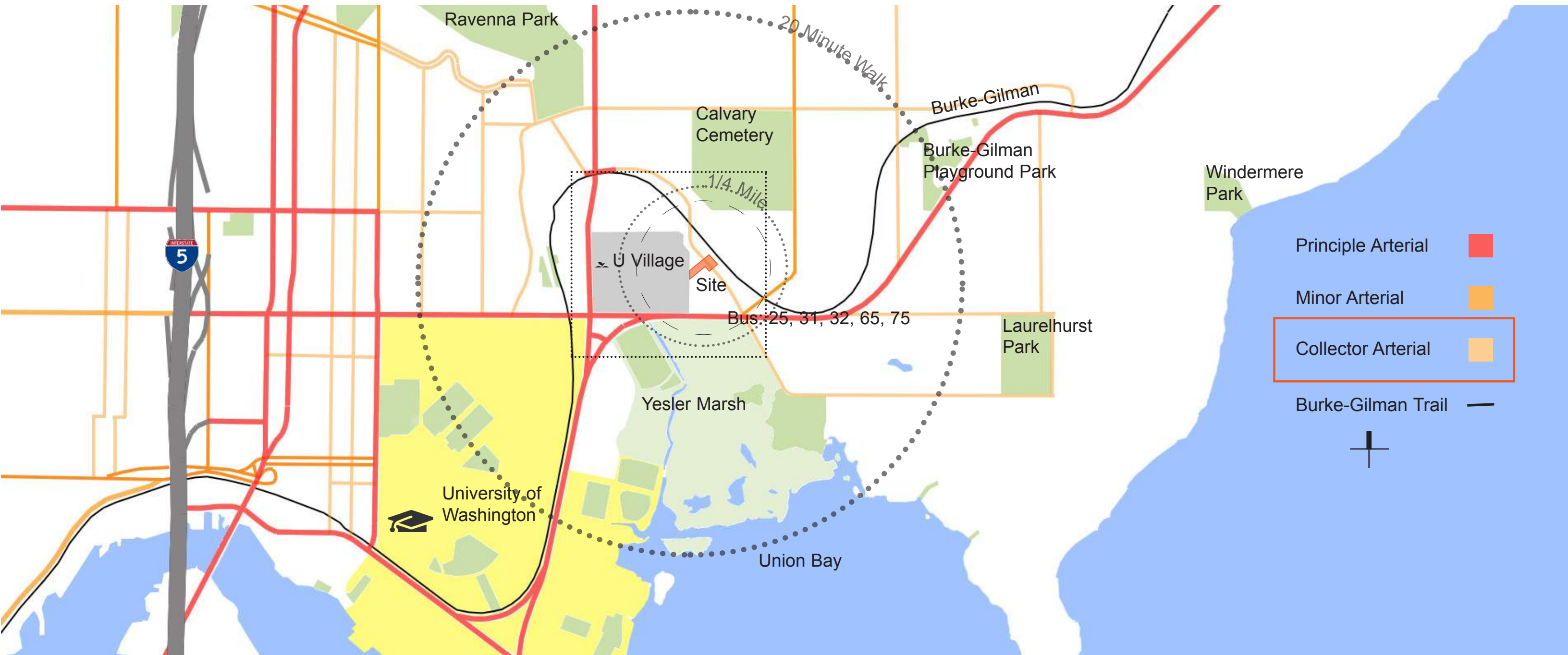
Seattle and Surrounds



University District and Ravenna



1.6 Site Surroundings



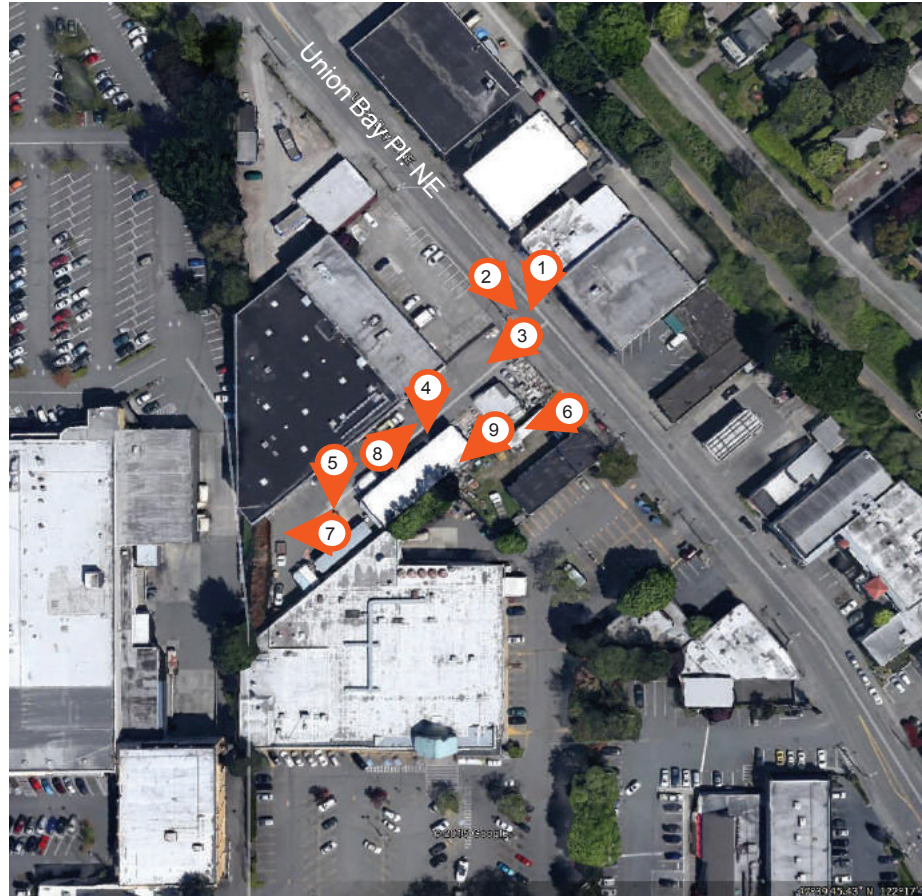
University of Washington | University Village Shopping Center |

Union Bay |



1.6 Site Photos

- 1 Front entrance
- 2 View south on Union Bay Place
- 3 Down length of site from front
- 4 Metal building on site
- 5 Rear property line
- 6 South property line
- 7 Rear property line
- 8 Down length of site from rear
- 9 Rear of metal building



1.6 Neighboring Uses

- Retail Use**
 - Leisure (food beverage, health clubs)
 - Wholesale
 - Retail
- Non-Residential Use**
 - Professional Services (medical clinics)
 - Commercial (offices)
- Residential-Other Use**
 - Residential
 - Parking (garage, surface parking)
- Transit Access**
 - Bus Stop
Busses 25, 31, 32, 65, & 75
 - Distance to Site



1.6 Street Elevations

West Side of Union Bay Place

Observations

- The street has no pedestrian improvements. There is a “sidewalk” painted on the asphalt but no curb.
- Only the cross-fit center and the Goodwill store actually front the street. All other uses are behind parking.
- Natural surveillance along this street is low.



East Side of Union Bay Place

Observations

- The street has no pedestrian improvements. There is a “sidewalk” painted on the asphalt, but no curb.
- Most of the buildings on this East side front the street but there are still several uses behind surface parking areas.
- Natural surveillance along this street is low.



1.6 Zoning Map



C2-65

An auto-oriented, primarily non-retail commercial area, characterized by larger lots, parking, and a wide range of commercial uses serving community, citywide or regional markets



C2-40

A moderately-sized pedestrian-oriented shopping area that provides a full range of retail sales and services to the surrounding neighborhood

C1-40

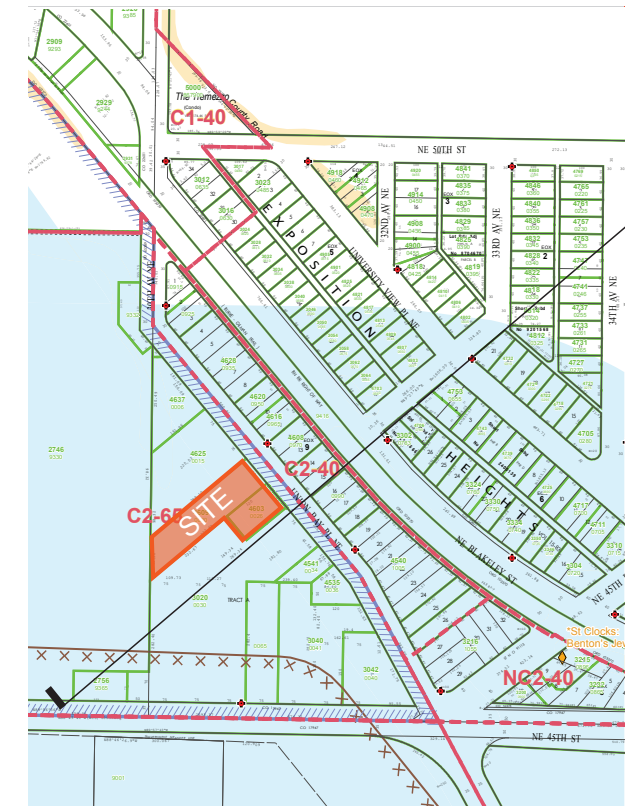
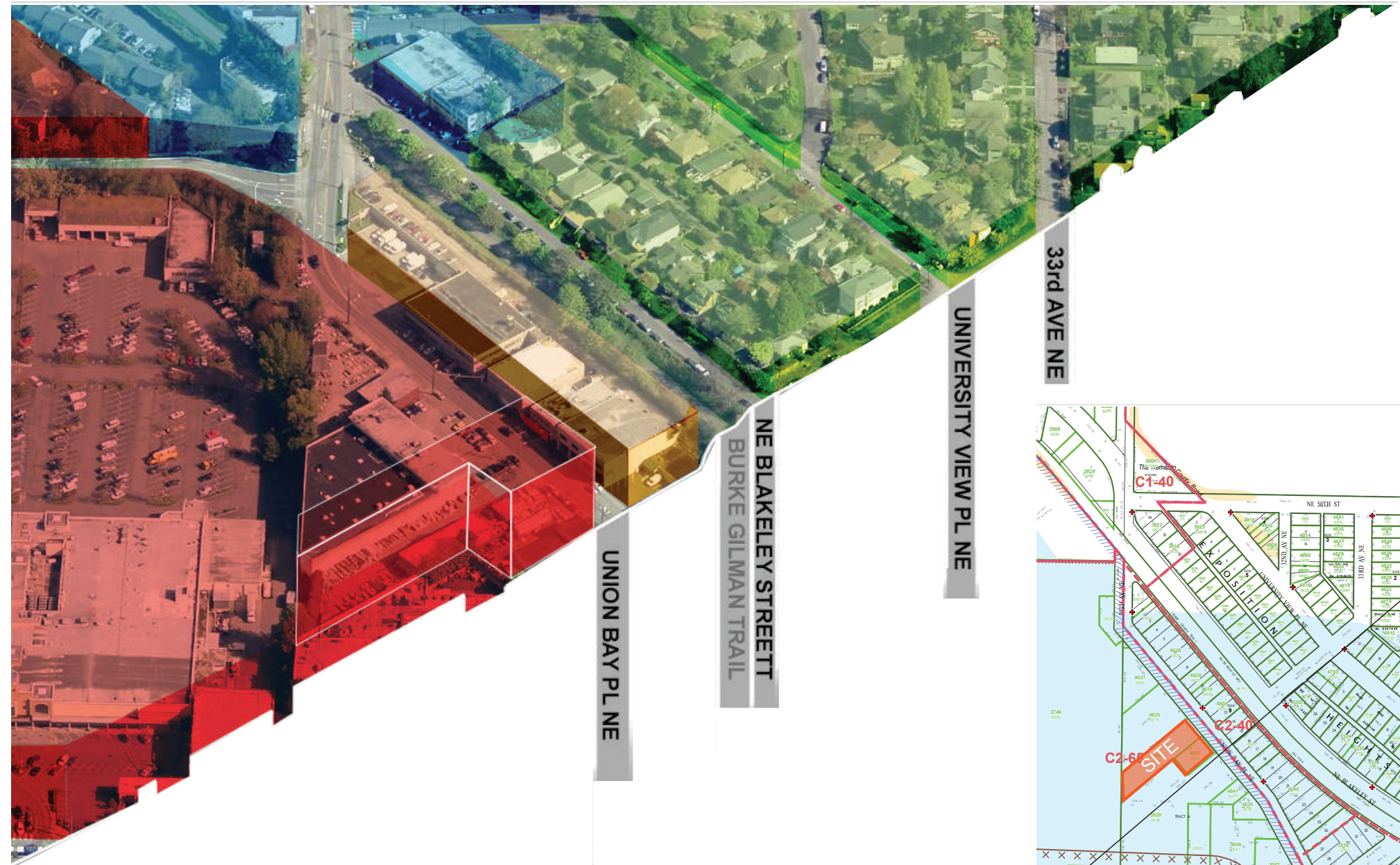


An auto-oriented, primarily retail/commercial area that serves surrounding neighborhoods, as well as a city-wide or regional clientele

SF 5000



Areas typified by detached single-family structures on lots compatible with the character or single family neighborhoods. Building type is a single dwelling unit, or with one single-family structure and one accessory unit within the same structure. 5,000 SF is the minimum lot size required for each detached structure



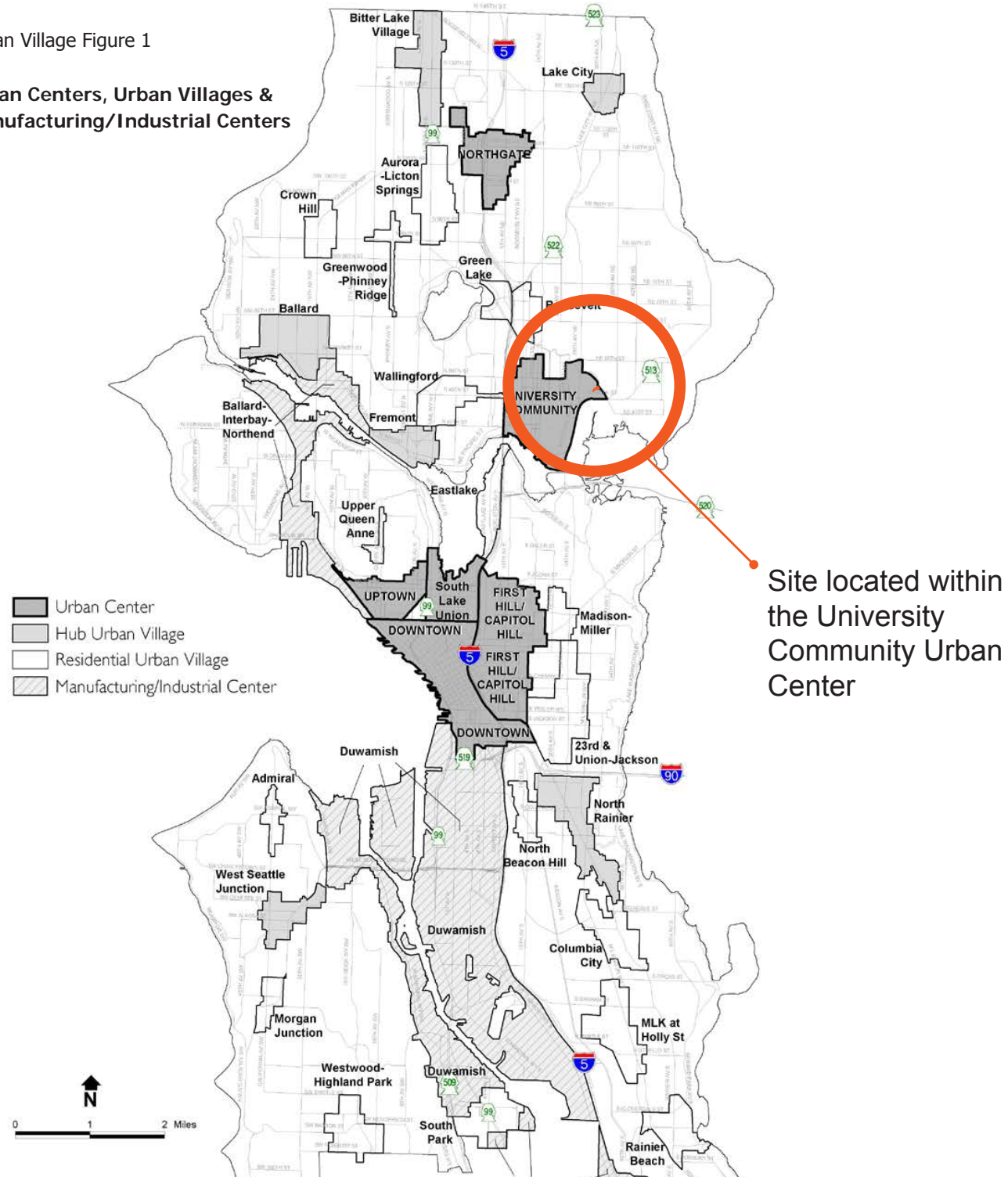
ZONING MAP - SITE SURROUNDINGS

1.6 Urban Center

urban village element

Urban Village Figure 1

Urban Centers, Urban Villages & Manufacturing/Industrial Centers

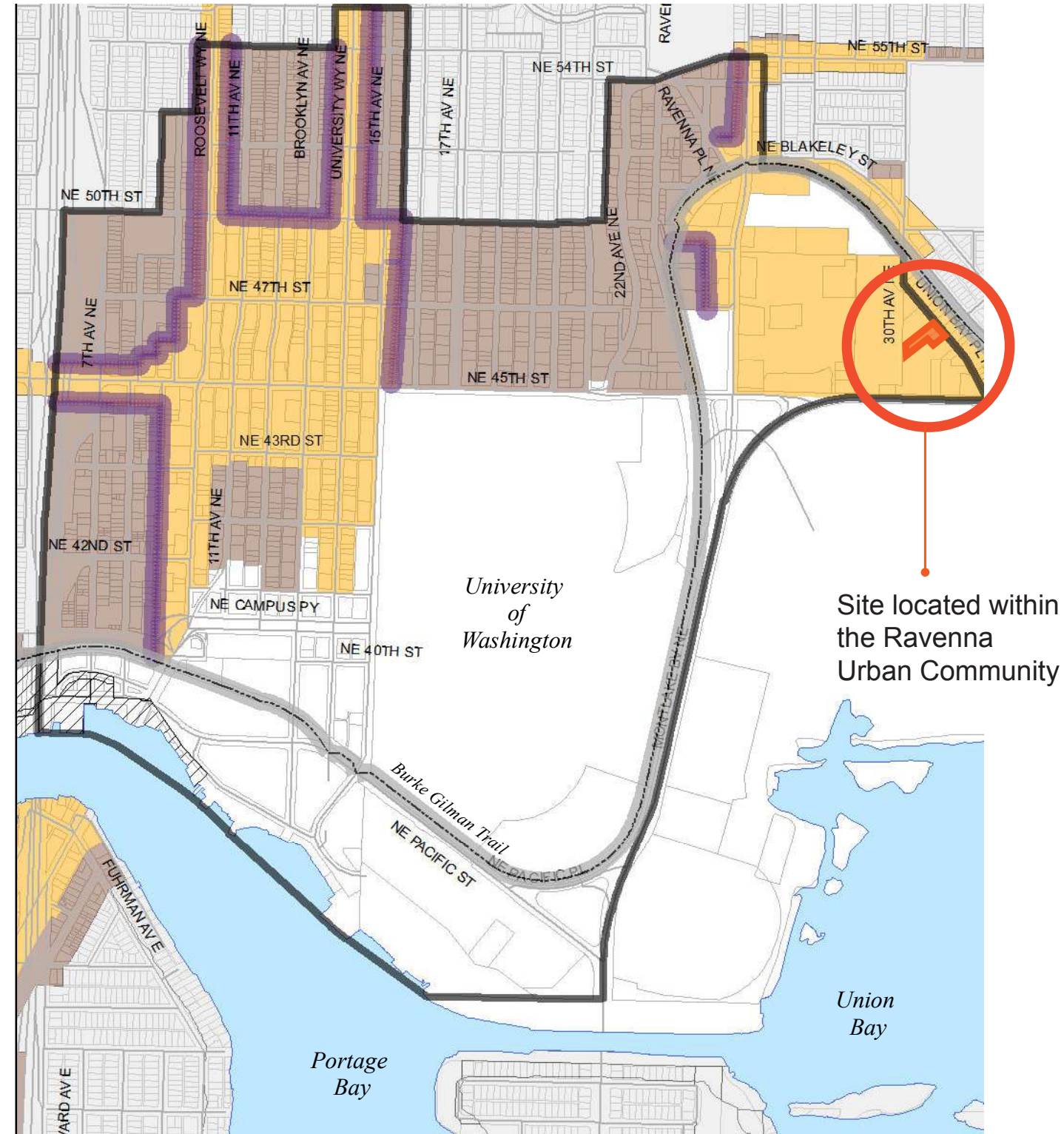


UNIVERSITY COMMUNITY URBAN CENTER

*University Community
Urban Center*

Legend

- Potential Impact Areas (Lowrise Zone Edges)
- Burke Gilman Trail
- University Urban Center
- Major Institutions
- Manufacturing / Industrial
- Multi-Family
- Neighborhood / Commercial
- Single Family



ZONING MAP - URBAN CENTER

1.6 Site and Tree Survey

The site has a narrow frontage to Union Bay Place and is about 300 feet deep.

There are no exceptional trees on site.

The majority of the site has a five foot difference in level, except for a sharp bank at the rear.

This slope is 37° at its steepest, so it does not constitute a “40° steep slope”.

- Deciduous Tree
- Evergreen Tree



1.6 High Priority Design Guidelines

Context and Site

CS1. Natural Systems and Site Features

A. ENERGY USE

1. Energy Choices

At the earliest phase of project development, examine how energy choices may influence building form, siting and orientation, and factor in the findings when making siting and design decisions.

B. SUNLIGHT AND NATURAL VENTILATION

1. Sun and Wind

Take advantage of solar exposure and natural ventilation available on-site, where possible. Use local wind patterns and solar gain as a means of reducing the need for mechanical ventilation and heating, where possible.

2. Daylight and Shading

Maximize daylight for interior and exterior spaces and minimize shading on adjacent sites through the placement and/or design of structures on the site.

3. Managing Solar Gain

Manage direct sunlight falling on south and west facing facades through shading devices and existing or newly planted trees.

CS2. Urban Pattern and Form

A. LOCATION IN THE CITY AND NEIGHBORHOOD

2. Architectural Presence

Evaluate the degree of visibility or architectural presence that is appropriate or desired given the context, and design accordingly. A site may lend itself to a “high-profile” design with significant presence and individual identity, or may be better suited to a more simple but quality design that contributes to the block as a whole. Buildings that contribute to a strong street edge, especially at the first three floors, are particularly important to the creation of a quality public realm that invites social interaction and economic activity. Encourage all building facades to incorporate design detail, articulation and quality materials.

B. ADJACENT SITES, STREETS, AND OPEN SPACES

1. Site Characteristics

Allow characteristics of sites to inform the design, especially where the street grid and topography create unusually shaped lots that can add distinction to the building massing.

1. Connection to the Street

Identify opportunities for the project to make a strong connection to the street and carefully consider how the building will interact with the public realm. Consider the qualities and character of the streetscape— its physical features (sidewalk, parking, landscape strip, street trees, travel lanes, and other amenities) and its function (major retail street or quieter residential street)—in siting and designing the building.

C. RELATIONSHIP TO THE BLOCK

2. Mid-Block Sites

Look to the uses and scales of adjacent buildings for clues about how to design a mid-block building. Continue a strong street-edge where it is already present, and respond to datum lines created by adjacent buildings at the first three floors. Where adjacent properties are undeveloped or underdeveloped, design the party walls to provide visual interest through materials, color, texture, or other means.

1.6 High Priority Design Guidelines

Context and Site

CS2. Urban Pattern and Form Continued

D. HEIGHT, BULK, AND SCALE

1. Existing Development and Zoning:

Review the height, bulk, and scale of neighboring buildings as well as the scale of development anticipated by zoning for the area to determine an appropriate complement and/or transition. Note that existing buildings may or may not reflect the density allowed by zoning or anticipated by applicable policies.

2. Contemporary Design:

Explore how contemporary designs can contribute to the development of attractive new forms and architectural styles; as expressed through use of new materials or other means.

D. HEIGHT, BULK, AND SCALE CONTINUED

4. Massing Choices:

Strive for a successful transition between zones where a project abuts a less intense zone. In some areas, the best approach may be to lower the building height, break up the mass of the building, and/or match the scale of adjacent properties in building detailing. It may be appropriate in other areas to differ from the scale of adjacent buildings but preserve natural systems or existing features, enable better solar exposure or site orientation, and/or make for interesting urban form.

4. Evolving Neighborhoods

In neighborhoods where architectural character is evolving or otherwise in transition, explore ways for new development to establish a positive and desirable context for others to build upon in the future.

I RESPONDING TO SITE CHARACTERISTICS

i. Views Along Burke Gilman Trail

For properties facing the Burke Gilman Trail, new buildings should be located to minimize impacts to views of Mount Rainier, Cascade Mountains and Lake Washington, and allow for sunlight along the trail and increase safety and access.

(University Supplemental Guidance)

B. LOCAL HISTORY AND CULTURE

1. Place-making

Explore the history of the site and neighborhood as a potential place-making opportunity. Look for historical and cultural significance, using neighborhood groups and archives as resources.

CS3. Architectural Context and Character

A. EMPHASIZING POSITIVE NEIGHBORHOOD ATTRIBUTES

1. Fitting Old and New Together

Create compatibility between new projects and existing architectural context, including historic and modern designs, through building articulation, scale and proportion, roof forms, detailing, fenestration, and/or the use of complementary materials.

I ARCHITECTURAL ELEMENTS AND MATERIALS

i. Incorporate Local Architectural Character

Although no single architectural style or character emerges as a dominant direction for new construction in the University Community, project applicants should show how the proposed design incorporates elements of the local architectural character especially when there are buildings of local historical significance or landmark status in the vicinity.

(University Supplemental Guidance)

1.6 High Priority Design Guidelines

Public Life

PL1. Connectivity

A. NETWORK OF OPEN SPACES

1. Enhancing Open Space:

Design the building and open spaces to positively contribute to a broader network of open spaces throughout the neighborhood. Consider ways that design can enhance the features and activities of existing off-site open spaces. Open space may include sidewalks, streets and alleys, circulation routes and other open areas of all kinds.

B. WALKWAYS AND CONNECTIONS

1. Pedestrian Infrastructure

Connect on-site pedestrian walkways with existing public and private pedestrian infrastructure, thereby supporting pedestrian connections within and outside the project.

3. Pedestrian Amenities

Opportunities for creating lively, pedestrian-oriented open spaces to enliven the area and attract interest and interaction with the site and building, should be considered. Visible access to the building's entry should be provided. Examples of pedestrian amenities include seating, other street furniture, lighting, year-round landscaping, seasonal plantings, pedestrian scale signage, site furniture, art work, awnings, large storefront windows, and engaging retail displays and/or kiosks.

I RESIDENTIAL OPEN SPACE

i. Active, Ground-Level Open Space

The ground-level open space should be designed as a plaza, courtyard, play area, mini-park, pedestrian open space, garden, or similar occupiable site feature. The quantity of open space is less important than the provision of functional and visual ground-level open space. Successfully designed ground level open space should meet these objectives

(University Supplemental Guidance)

(continued)

a. Reinforces positive streetscape qualities by providing a landscaped front yard, adhering to common setback dimensions of neighboring properties, and providing a transition between public and private realms.

b. Provides for the comfort, health, and recreation of residents.

c. Increases privacy and reduce visual impacts to all neighboring properties.

PL2. Walkability

A. ACCESSIBILITY

1. Access for All

Provide access for people of all abilities, in a manner that is fully integrated into the project design. Design entries and other primary access points such that all visitors can be greeted and welcomed through the front door. Refrain from creating separate "back door" entrances for persons with mobility limitations.

B. SAFETY AND SECURITY

1. Eyes on the Street

Create a safe environment by providing lines of sight and encouraging natural surveillance through strategic placement of doors, windows, balconies and street-level uses.

2. Lighting for Safety

Provide lighting at sufficient lumen intensities and scales, including pathway illumination, pedestrian and entry lighting, and/or security lights.

3. Street-Level Transparency

Ensure transparency of street-level uses (such as non-residential uses or residential lobbies) where appropriate, by keeping views open into spaces behind walls or plantings, at corners, or along narrow passage-ways. Choose semi-transparent rather than opaque screening.

D. WAYFINDING

3. Design of Wayfinding

Use design features as a means of wayfinding wherever possible, and provide clear directional signage where needed.

I PEDESTRIAN OPEN SPACES AND ENTRANCES

i. Residential Entries

On Mixed Use Corridors, entries to upper floor residential uses should be accessed from, but not dominate, the street frontage. On corner locations, the main residential entry should be on the side street with a small courtyard that provides a transition between the entry and the street.

(University Supplemental Guidance)

1.6 High Priority Design Guidelines

PL3. Street-Level Interaction

A. ENTRY

1. Design Objectives

Design primary entries to be obvious, identifiable, and distinctive with clear lines of sight and lobbies visually connected to the street. Scale and detail them to function well for their anticipated use and also to fit with the building of which they are a part, differentiating residential and commercial entries with design features and amenities specific to each.

1c. Common Entries

Multi-story residential buildings need to provide privacy and security for residents but also be welcoming and identifiable to visitors. Design features emphasizing the entry as a semi-private space are recommended and may be accomplished through signage, low walls and/or landscaping, a recessed entry area, and other detailing that signals a break from the public sidewalk.

2. Ensemble of Elements

Design the entry as a collection of coordinated elements, including doors, overhead features, ground surface, landscaping, lighting, and other features.

C. RETAIL EDGES

1. Porous Edge

Engage passersby with opportunities to interact visually with the building interior using glazing and transparency. Create multiple entries where possible and make a physical and visual connection between people on the sidewalk and retail activities in the building.

2. Visibility

Maximize visibility into the building interior and merchandise displays. Consider fully operational glazed wall-sized doors that can be completely opened to the street, increased height in lobbies, and/or special lighting for displays.

PL4. Active Transportation

A. ENTRY LOCATIONS AND RELATIONSHIPS

3. Ancillary Activities

Allow space for activities such as sidewalk vending, seating, and restaurant dining to occur. Consider setting structures back from the street or incorporating space in the project design into which retail uses can extend.

1. Serving all Modes of Travel

Provide safe and convenient access points for all modes of travel.

2. Connections to All Modes

Site the primary entry in a location that logically relates to building uses and clearly connects all major points of access.

B. PLANNING AHEAD FOR BICYCLISTS

1. Early Planning

Consider existing and future bicycle traffic to and through the site early in the process so that access and connections are integrated into the project along with other modes of travel.

2. Bike Facilities

Facilities such as bike racks and storage, bike share stations, shower facilities and lockers for bicyclists should be located to maximize convenience, security, and safety.

3. Bike Connections

Facilitate connections to bicycle trails and infrastructure around and beyond the project. Design bicycling access points so that they relate to the street grid and include information about connections to existing trails and infrastructure, where possible. Also consider signage, kiosks, building lobbies, and bicycle parking areas, where provided, as opportunities to share bicycling information.

C. PLANNING AHEAD FOR TRANSIT

3. Transit Connections Where no transit stops are on or adjacent to the site, identify where the nearest transit stops and pedestrian routes are and include design features and connections within the project design, as appropriate.

1.6 High Priority Design Guidelines

Design Concept

DC1. Project Uses and Activities

A. ARRANGEMENT OF INTERIOR USES

1. Visibility

Locate uses and services frequently used by the public in visible or prominent areas, such as at entries or along the street front.

3. Flexibility

Build in flexibility so the building can adapt over time to evolving needs, such as the ability to change residential space to commercial space as needed.

B. VEHICLE ACCESS

1. Access Location and Design

Choose locations for vehicular access, service uses, and delivery areas that minimize conflict between vehicles and non-motorists, wherever possible. Emphasize use of the sidewalk for pedestrians, and create safe and attractive conditions for pedestrians, bicyclists, and drivers.

2. Facilities for Alternative Transportation

Locate any facilities for alternative transportation such as shared vehicles, carpooling and charging stations for electric vehicles in prominent locations that are convenient and readily accessible to expected users.

B. ARCHITECTURAL AND FACADE COMPOSITION

1. Facade Composition

Design all building facades—including alleys and visible roofs—considering the composition and architectural expression of the building as a whole. Ensure that all facades are attractive and well-proportioned through the placement and detailing of all elements, including bays, fenestration, and materials, and any patterns created by their arrangement.

1. Continued

On sites that abut an alley, design the alley facade and its connection to the street carefully. At a Minimum, consider wrapping the treatment of the street-facing facade around the alley corner of the building.

2. Blank Walls

Avoid large blank walls along visible facades wherever possible. Where expanses of blank walls, retaining walls, or garage facades are unavoidable, include uses or design treatments at the street level that have human scale and are designed for pedestrians.

These may include:

- a. news stands, ticket booths and flower shops (even if small or narrow);

DC2. Architectural Concept

A. MASSING

1. Site Characteristics and Uses

Arrange the mass of the building taking into consideration the characteristics of the site and the proposed uses of the building and its open space. In addition, special situations such as very large sites, unusually shaped sites, or sites with varied topography may require particular attention to where and how building massing is arranged, as they can accentuate mass and height.

2. Reducing Perceived Mass

Use secondary architectural elements to reduce the perceived mass of larger projects. Consider creating recesses or indentations in the building envelope; adding balconies, bay windows, porches, canopies or other elements; and/or highlighting building entries.

C. SECONDARY ARCHITECTURAL FEATURES

2. (Continued)

- b. green walls, landscaped areas or raised planters;
- c. wall setbacks or other indentations;
- d. display windows; trellises or other secondary elements;
- e. art as appropriate to area zoning and uses; and/or
- f. terraces and landscaping where retaining walls above eye level are unavoidable.

1. Visual Depth and Interest

Add depth to facades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the facade design. Add detailing at the street level in order to create interest for the pedestrian and encourage active street life and window shopping (in retail areas). Detailing may include features such as distinctive door and window hardware, projecting window sills, ornamental tile or metal, and other high-quality surface materials and finishes.

1.6 High Priority Design Guidelines

Design Concept

2. Dual Purpose Elements

Consider architectural features that can be dual purpose—adding depth, texture, and scale, as well as serving other project functions. Examples include shading devices and windows that add rhythm and depth as well as contribute toward energy efficiency and/or savings or canopies that provide street-level scale and detail while also offering weather protection. Where these elements are prominent design features, the quality of the materials is critical.

3. Fit With Neighboring Buildings

Use design elements to achieve a successful fit between a building and its neighbors, such as:

- a. considering aspects of neighboring buildings through architectural style, roof line, datum line detailing, fenestration, color or materials,
- b. using trees and landscaping to enhance the building design and fit with the surrounding context, and/or
- c. creating a well-proportioned base, middle and top to the building in locations where this might be appropriate. Consider how surrounding buildings have addressed base, middle, and top, and whether those solutions—or similar ones—might be a good fit for the project and its context.

D. SCALE AND TEXTURE

1. Human Scale

Incorporate architectural features, elements, and details that are of human scale into the building facades, entries, retaining walls, courtyards, and exterior spaces in a manner that is consistent with the overall architectural concept. Pay special attention to the first three floors of the building in order to maximize opportunities to engage the pedestrian and enable an active and vibrant street front.

2. Texture

Design the character of the building, as expressed in the form, scale, and materials, to strive for a fine-grained scale, or “texture,” particularly at the street level and other areas where pedestrians predominate.

E. FORM AND FUNCTION

1. Legibility and Flexibility

Strive for a balance between building legibility and flexibility. Design buildings such that their primary functions and uses can be readily determined from the exterior, making the building easy to access and understand. At the same time, design flexibility into the building so that it may remain useful over time even as specific programmatic needs evolve.

DC3. Open Space Concept

A. BUILDING-OPEN SPACE RELATIONSHIP

1. Interior/Exterior Fit

Develop an open space concept in conjunction with the architectural concept to ensure that interior and exterior spaces relate well to each other and support the functions of the development.

B. OPEN SPACE USES AND ACTIVITIES

1. Meeting User Needs

Plan the size, uses, activities, and features of each open space to meet the needs of expected users, ensuring each space has a purpose and function.

C. DESIGN

2. Amenities and Features

Create attractive outdoor spaces well-suited to the uses envisioned for the project. Use a combination of hardscape and plantings to shape these spaces and to screen less attractive areas, as needed. Use a variety of features, such as planters, green roofs and decks, groves of trees, and vertical green trellises along with more traditional foundation plantings, street trees, and seasonal displays.

I Pedestrian Open Spaces and Entrances

i. Seating

Plazas should have plenty of benches, steps, and ledges for seating. For example: at least one linear foot of seating per 30 square feet of plaza areas should be provided; seating should have a minimum depth of 16 inches

(University Supplemental Guidance)

1.6 High Priority Design Guidelines

Design Concept

DC4. Materials

A. BUILDING MATERIALS

1. Exterior Finish Materials

Building exteriors should be constructed of durable and maintainable materials that are attractive even when viewed up close. Materials that have texture, pattern, or lend themselves to a high quality of detailing are encouraged.

2. Climate Appropriateness

Select durable and attractive materials that will age well in Seattle’s climate, taking special care to detail corners, edges, and transitions.

B. SIGNAGE

1. Scale and Character

Add interest to the streetscape with exterior signs and attachments that are appropriate in scale and character to the project and its environs. Signage should be compatible in character, scale, and locations while still allowing businesses to present a unique identity.

2. Coordination With Project Design

Develop a signage plan within the context of architectural and open space concepts, and coordinate the details with facade design, lighting, and other project features to complement the project as a whole, in addition to the surrounding context.

D. TREES, LANDSCAPE AND HARDSCAPE MATERIALS

4. Place Making

Create a landscape design that helps define spaces with significant elements, such as trees.

I Exterior Finish Materials

i. Desired Materials

See full Guidelines for list of desired materials.

ii. Relate to Campus/ Art Deco Architecture

Sculptural cast stone and decorative tile are particularly appropriate because they relate to campus architecture and Art Deco buildings.

Wood and cast stone are appropriate for moldings and trim.

iii. Discouraged Materials

See full Guidelines for list of discouraged materials.

iv. Light Standards

Light standards should be compatible with other site design and building elements.

II Exterior Sign Types

i. Encouraged Sign Types

a. Pedestrian-oriented blade signs extending from the building front just above pedestrians.

b. Marquee signs and signs on pedestrian canopies.

c. Neon signs.

d. Carefully executed window signs, such as etched glass or hand painted signs.

e. Small signs on awnings or canopies.

ii. Discouraged Sign Types

Post mounted signs are discouraged.

iii. Sign Location

The location and installation of signage should be integrated with the building’s architecture.

iv. Monument Signs

Monument signs should be integrated into the development, such as on a screen wall.

(University Supplemental Guidance)