

# THIRD + VIRGINIA

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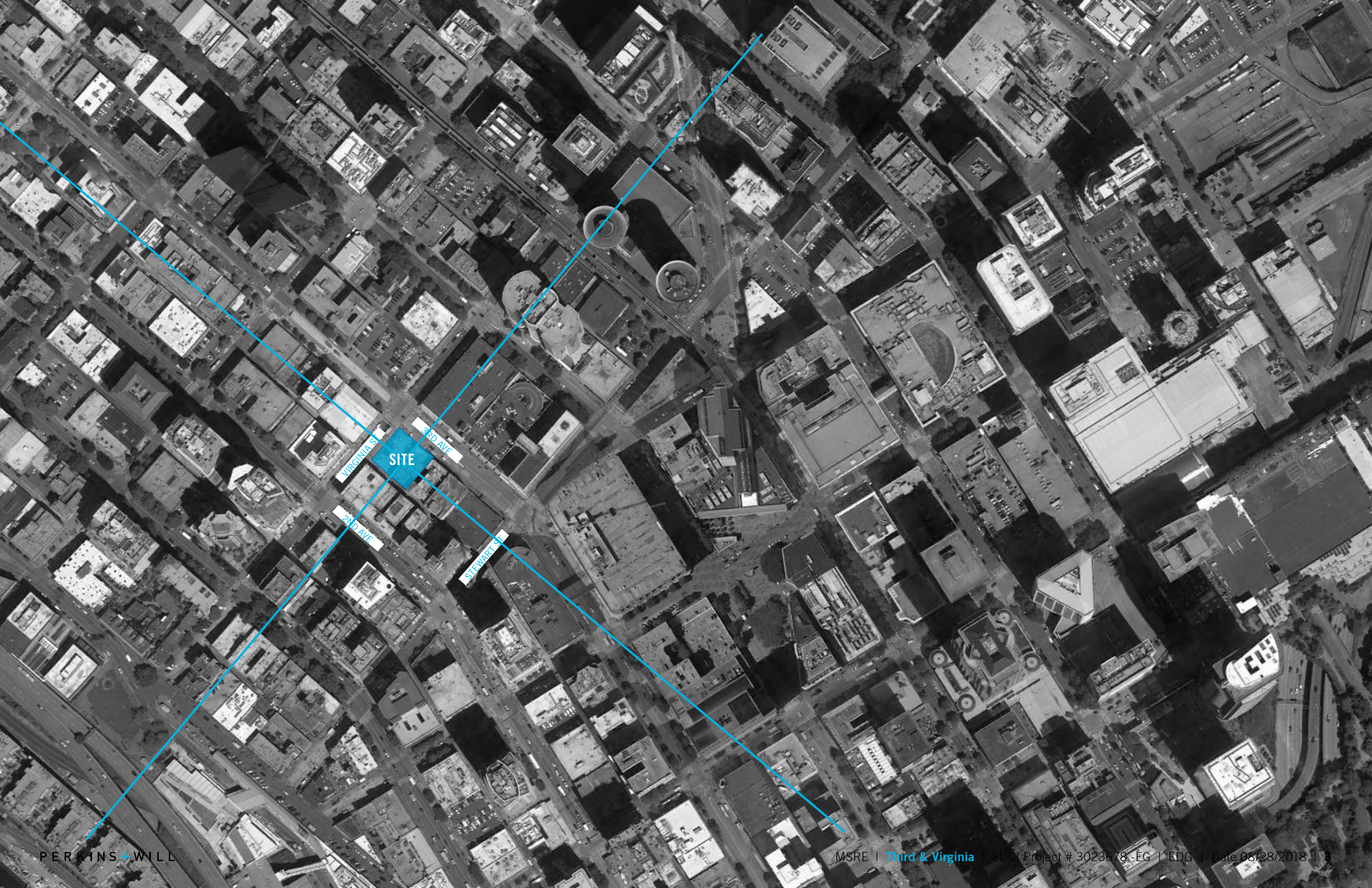
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# SECTION 01 / DEVELOPMENT OBJECTIVES

## DEVELOPMENT OBJECTIVES:

- Construct a 484' high mixed use building including:
- At grade retail, lobby, required services
- 12 levels of office
- 26 levels of residential use, approximately 312 apartments
- 4 levels of below grade parking, approximately 104 cars
- Mid-level and rooftop amenity spaces, including interior and exterior functional programs



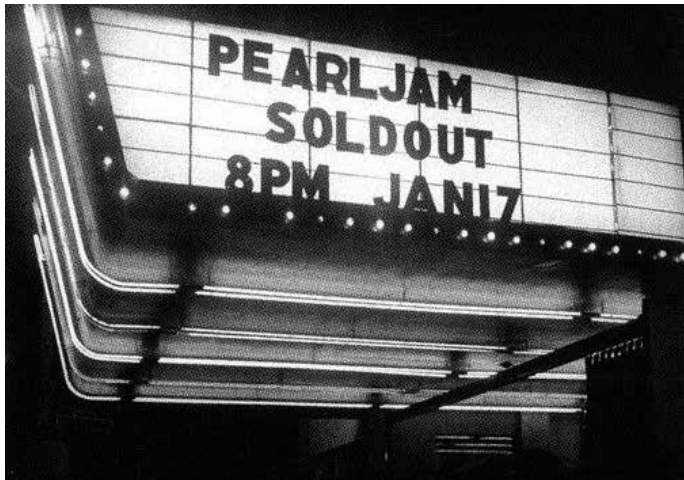
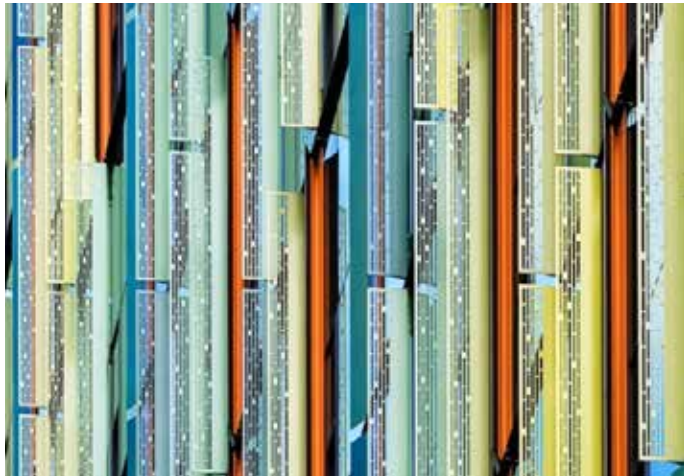


The vision is to create an elegant contemporary addition to the skyline which:

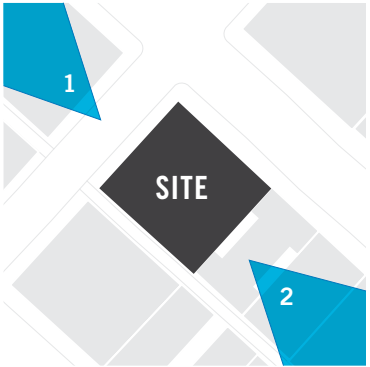
- Is composed of human scale and residential scale elements
- Expresses function
- Has texture and modulation
- Captures the Belltown vibe where “grunge meets tech”

Belltown context observations informing architectural approach:

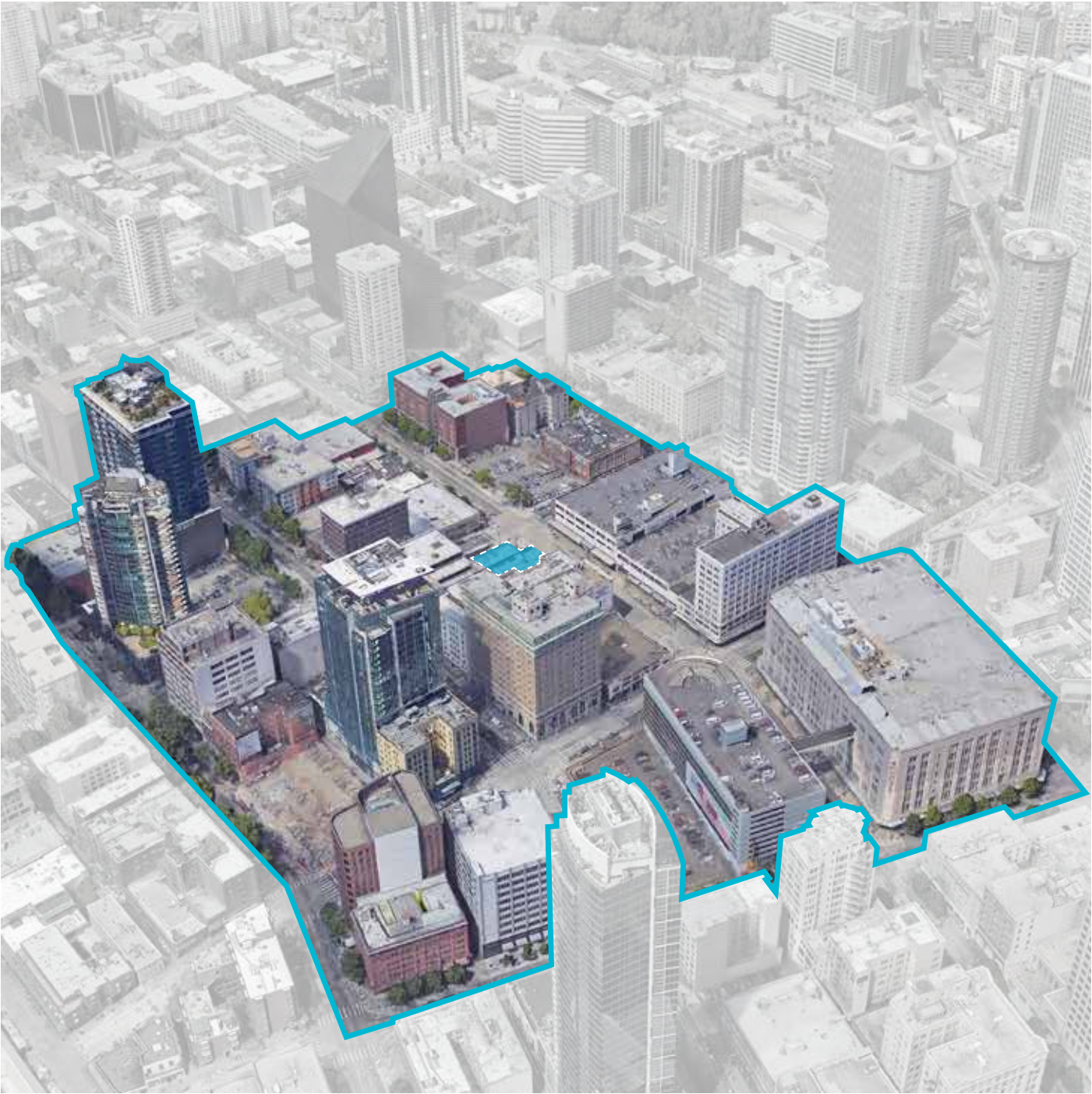
- Textural, eclectic
- Human scale of openings and materials
- Stitch/punch at windows
- Modular materials
- Down-to-earth composition, simple but varied
- Expression of base/middle/top
- Beauty of repetition, permutation, modulation
- Grunge meets tech
- Gritty and urban
- Glossy and futuristic







1 2



# SECTION 02 / SITE PLAN

The site is a corner site located at 1931 3rd Ave. It is defined by 3rd Ave to the east, Virginia St to the north, an alley to the west, and a neighboring building to the south. It is comprised of two parcels. The current use of the parcels is a parking garage (Parcel A) and an office building (Parcel B).

### LEGAL DESCRIPTION

DENNYS A A 6TH ADD LESS ST  
Plat Block: 46  
Plat Lot: 2 and 3

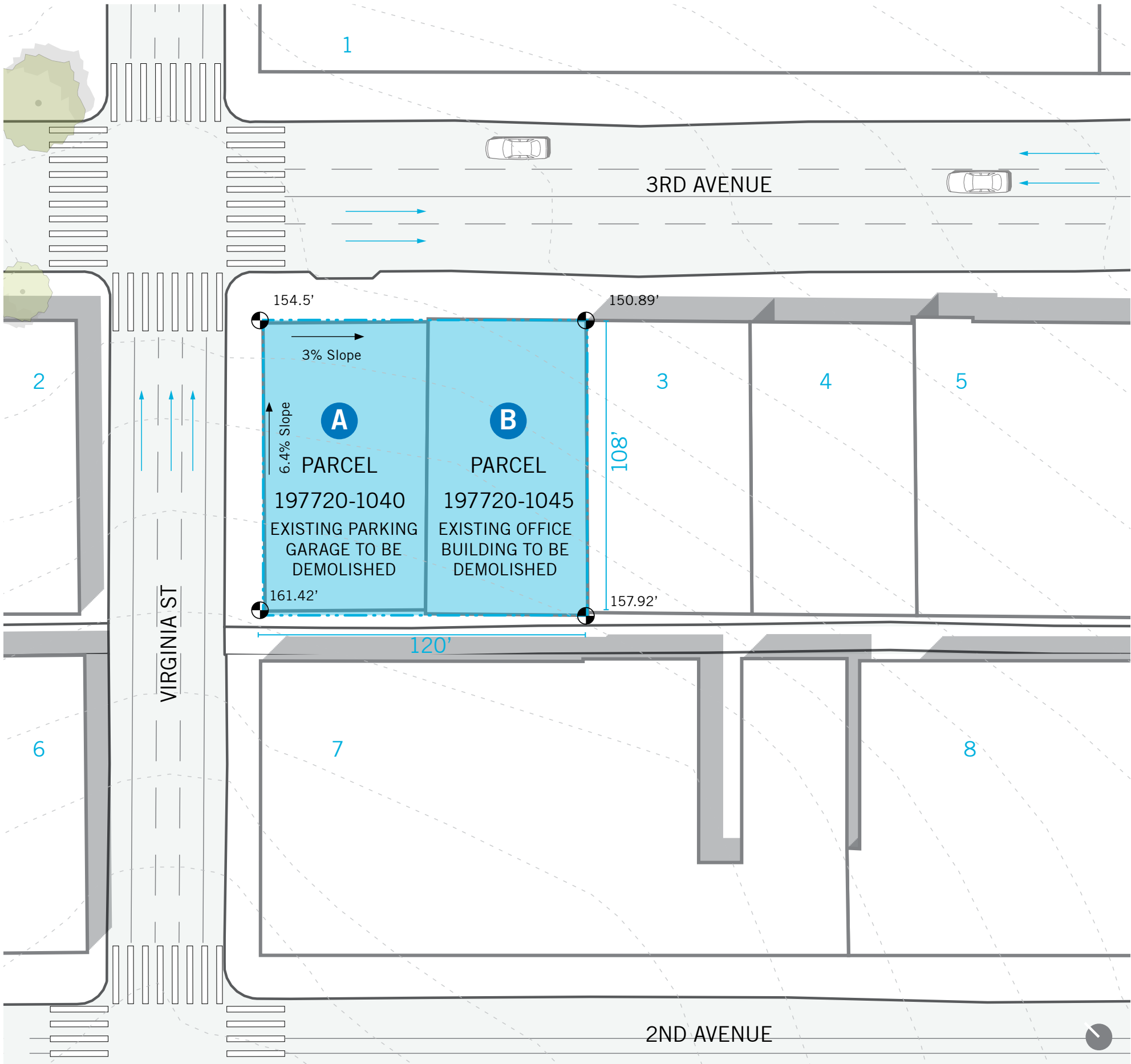
### ZONING

DMC 240/290-400

### AREA

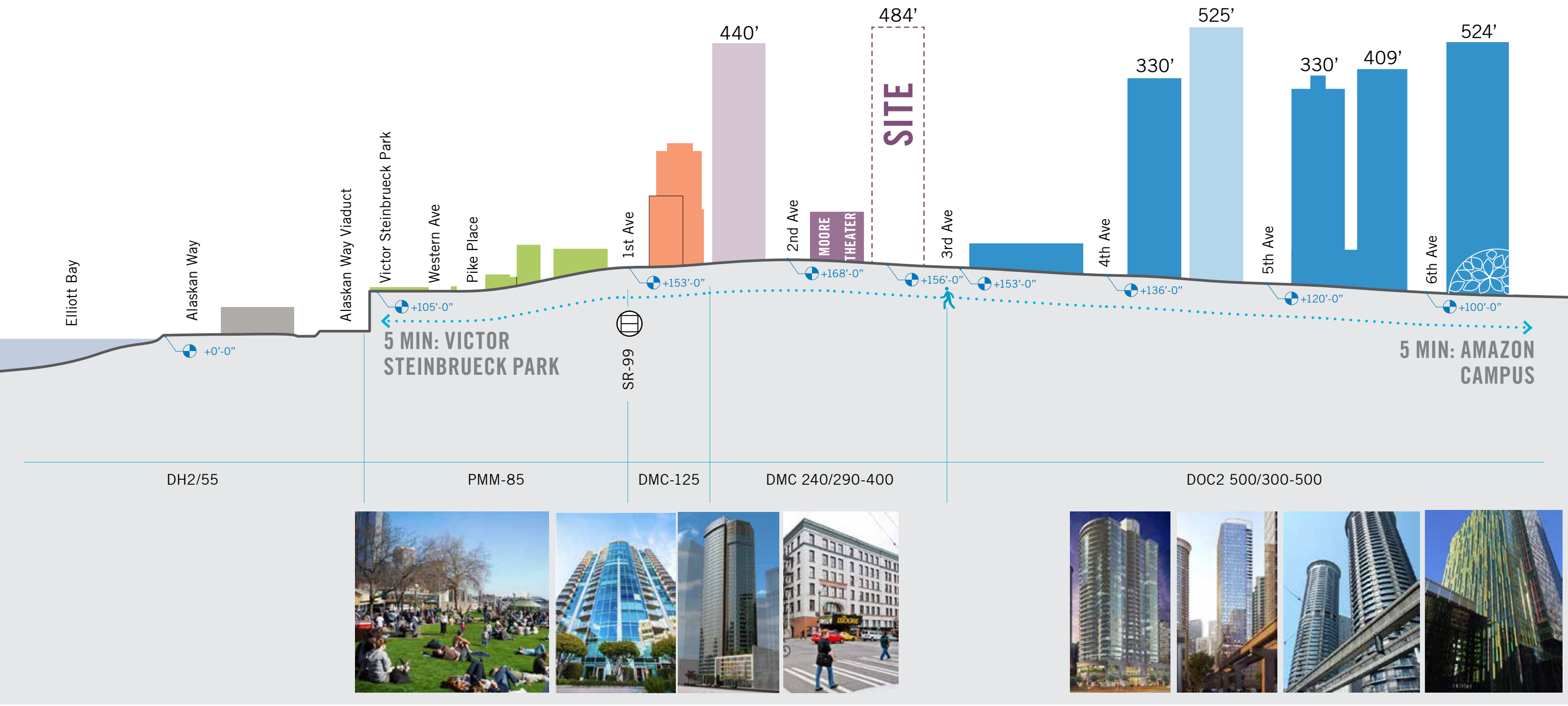
SITES AS SHOWN CONTAIN 6,480 SF +  
6,480 SF = 12,960 SF OR .2975 ACRES

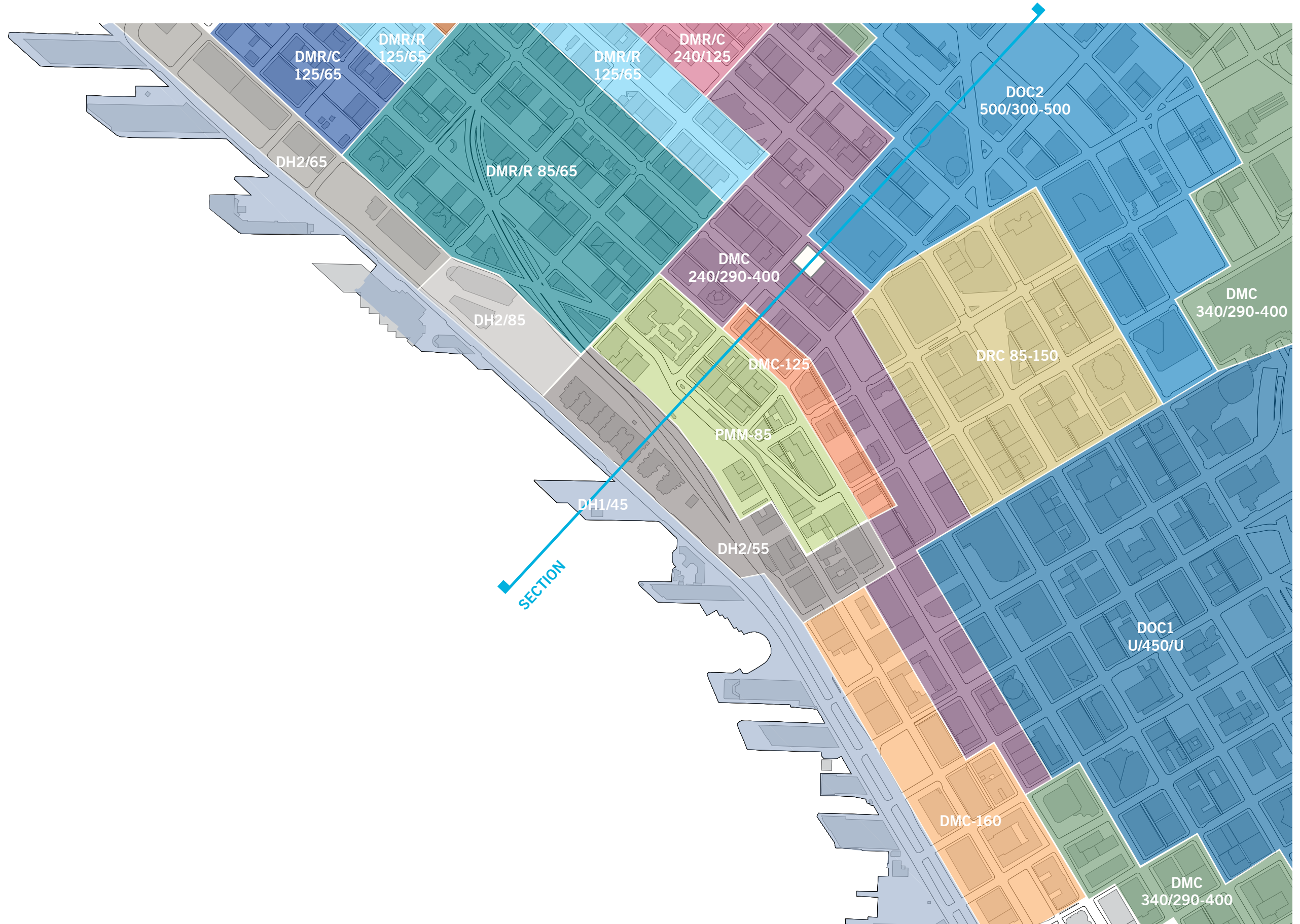
- 1 Parking Garage ..... 3 Stories - Retail + Parking
- 2 Swifty Printing ..... 2 Stories - Retail
- 3 Haddon Hall Apartments .... 6 Stories - Residential
- 4 Belltown Self Storage ..... 6 Stories - Storage
- 5 Bergman Luggage ..... 2 Stories - Retail
- 6 Palladian Hotel ..... 8 Stories - Hotel
- 7 Moore Theater ..... 6 Stories - Entertainment
- 8 Josephinum ..... 12 Stories - Residential





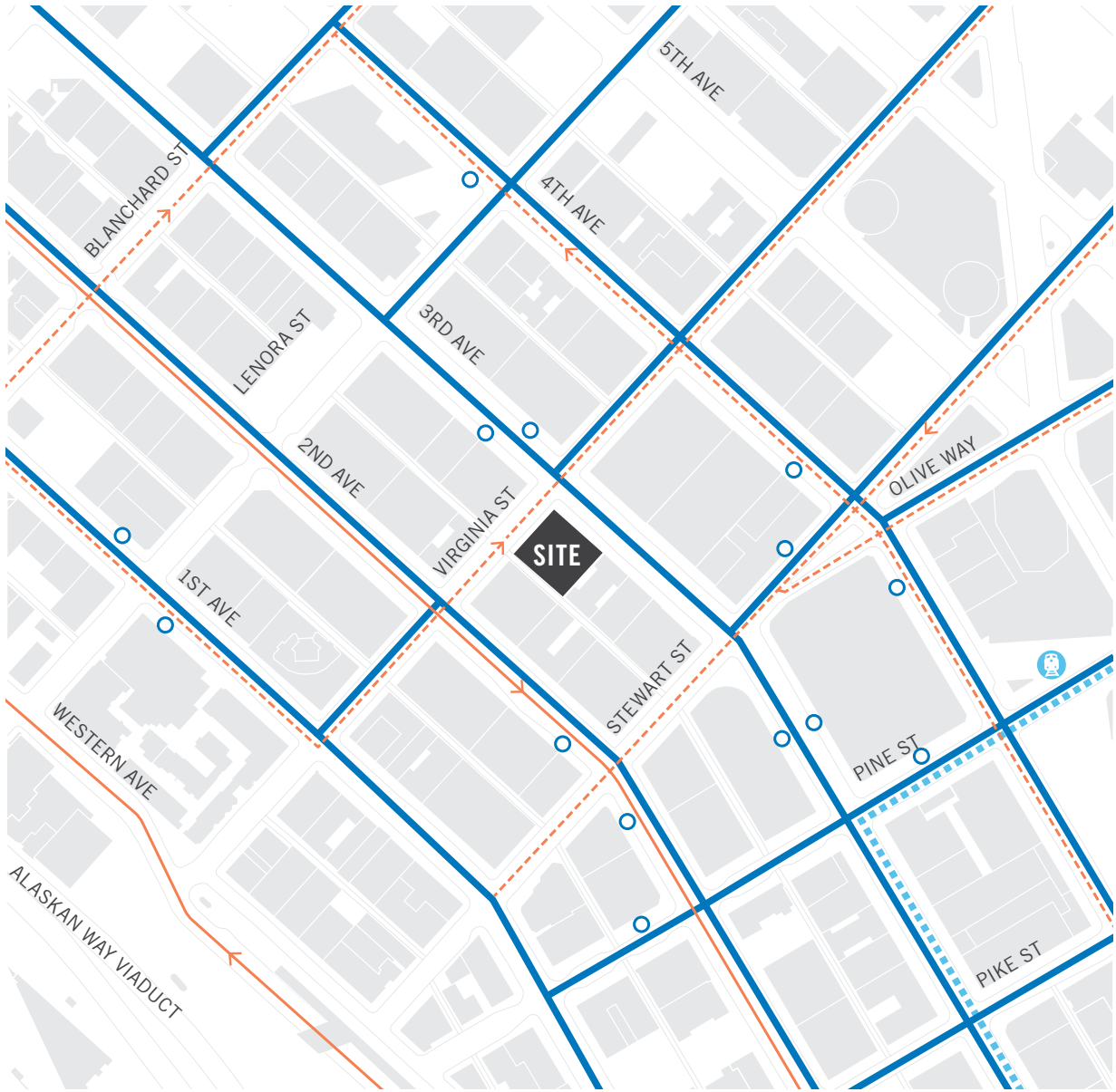
# SECTION 03 / URBAN DESIGN ANALYSIS





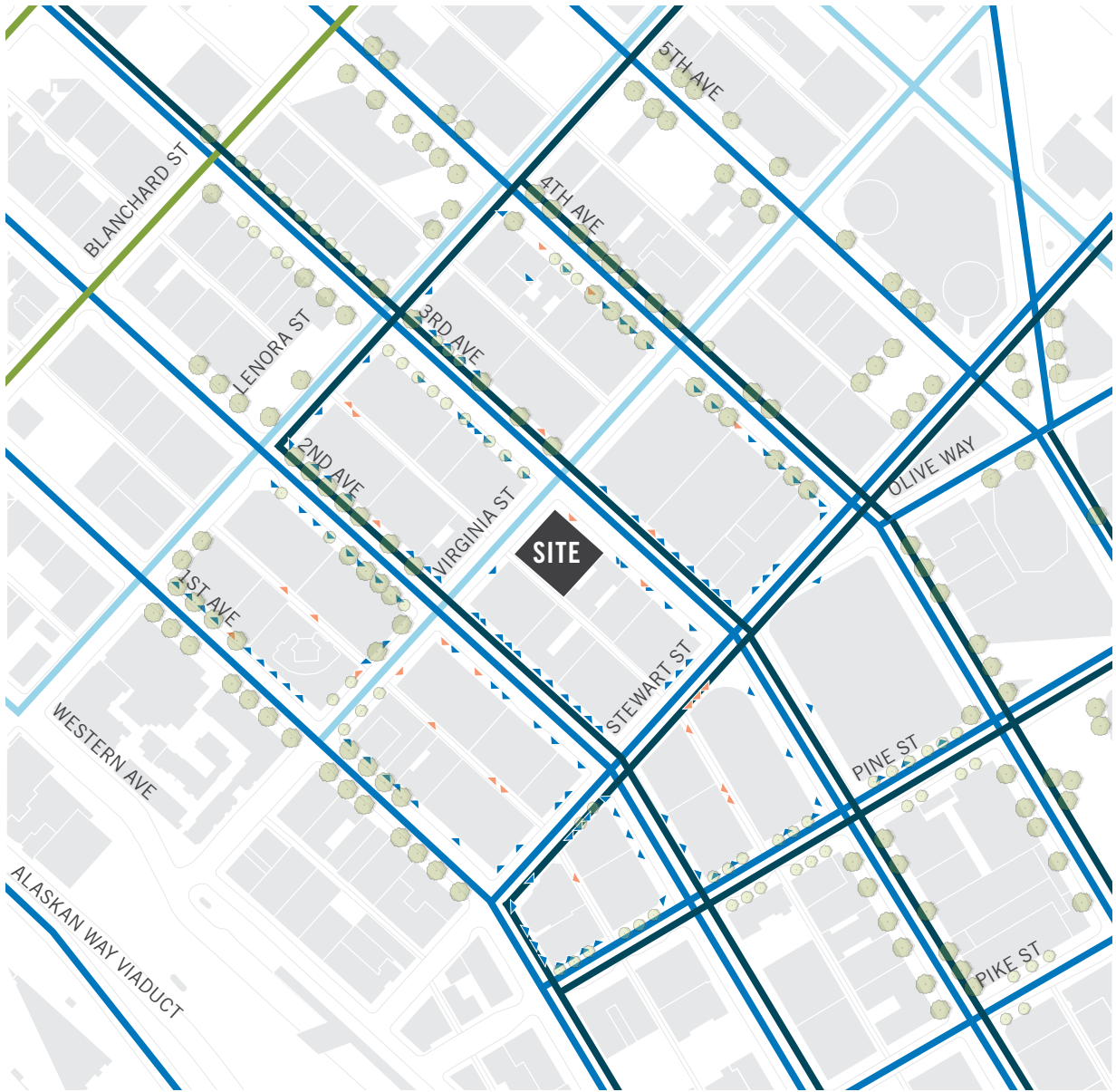
STREET EXPERIENCE / FRAMEWORKS

The site is bounded by a Class-I Pedestrian street along Virginia St and a Class-II pedestrian street along 3rd Ave. 3rd Ave is also a Principal Transit Street.



PUBLIC TRANSIT

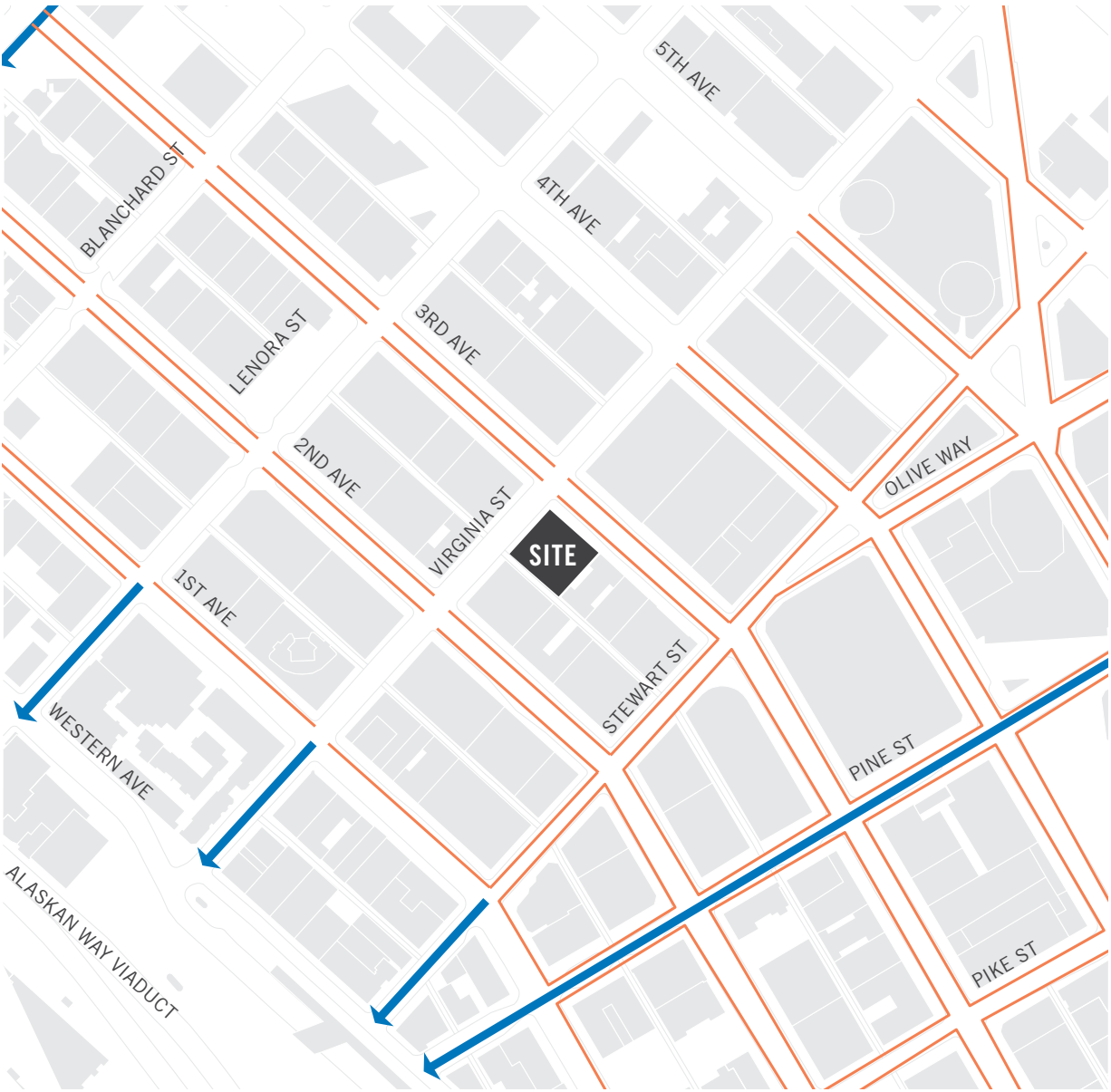
- Bus Stop
- Bus Route
- 🚊 Light Rail Stop
- - Light Rail Route
- ↔ Bike Lane
- ↔ Sharrow



PEDESTRIAN STREET CLASSIFICATION

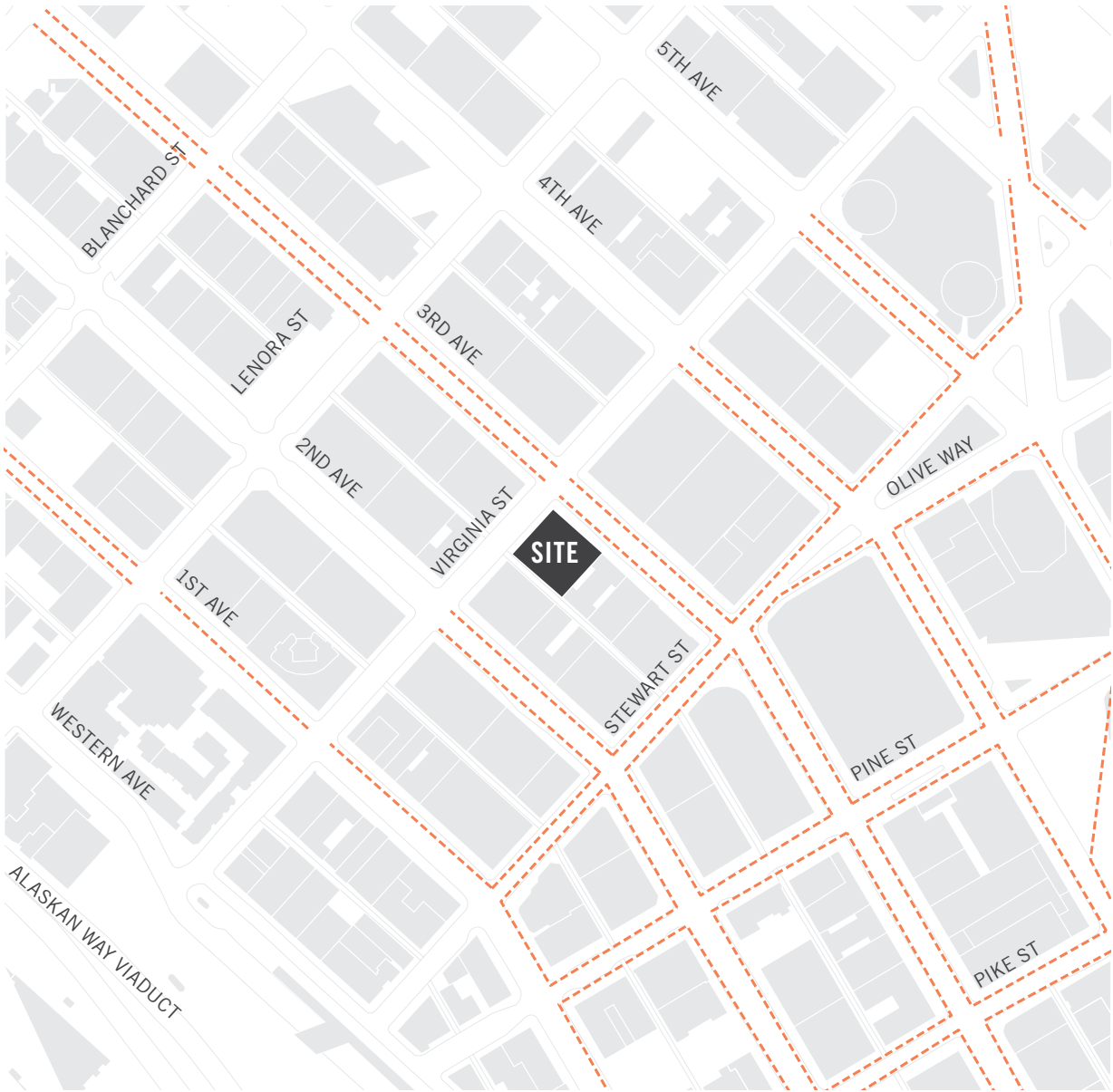
- Class I Pedestrian Street
- - Class II Pedestrian Street
- Principal Transit Street
- Green Street
- ▶ Pedestrian Entrances
- ▶ Vehicular Entrances





VIEW CORRIDORS AND STREET LEVELS USES REQ'D.

- Facades with Required Street Level Uses
- View Corridor



PROPERTY LINE FACADES

- - - Property Line Facades Req'd



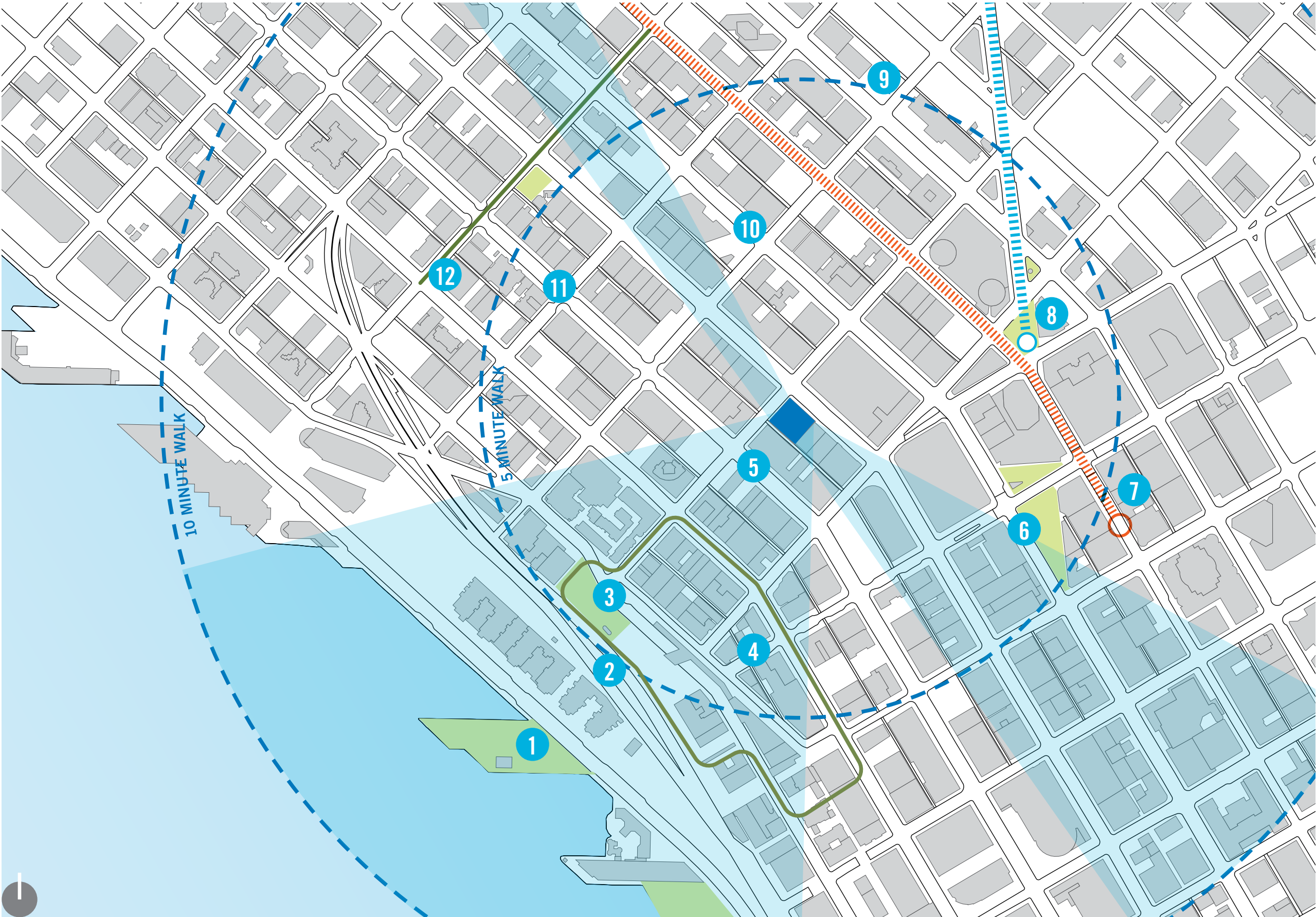
NODES AND LANDMARKS /

The site is immediately adjacent to major transit stops and is located along two SDOT defined pedestrian walking routes that link the Belltown area to the waterfront.

The site is within walking distance to several of Seattle's landmarks. It is a five minute walk to Seattle's waterfront, Pike Place Market, and Westlake Center. A 15 minute walk allows pedestrians to reach Olympic Sculpture Park and Seattle Center.

Many public parks and open spaces including: Victor Steinbrueck Park, Pier 62, Regrade Park, Bell Street Park, and Westlake Park, are within a 5 minute walk of the site.

- Site
- Public Open Space
- Monorail
- South Lake Union Streetcar





1 - SEATTLE WATERFRONT



2 - MARKETFRONT



3 - VICTOR STEINBRUECK PARK



4 - PIKE PLACE MARKET



5 - MOORE THEATRE



6 - WESTLAKE PARK



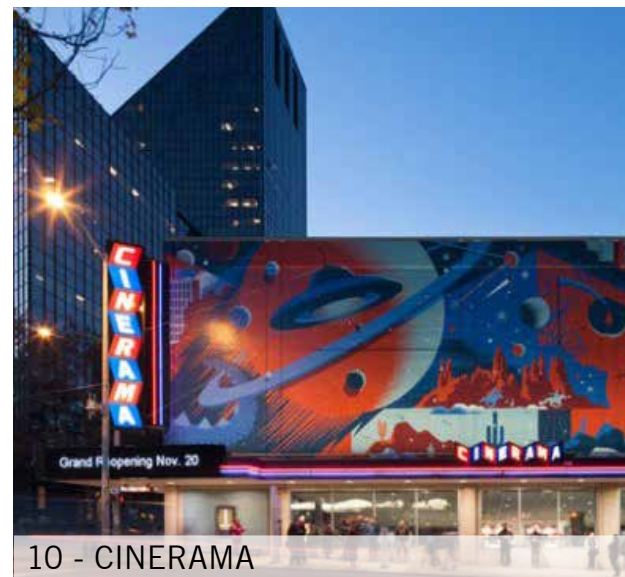
7 - MONORAIL



8 - SOUTH LAKE UNION TROLLEY



9 - AMAZON CAMPUS



10 - CINERAMA



11 - THE CROCODILE



12 - BELL ST PARK

## Pedestrian Experience

The site has access to major public transit stops including the South Lake Union Streetcar, Monorail, and the Westlake Transit Tunnel. The site is within close proximity to many of Seattle's landmarks. Pike Place Market, Seattle Center, the Olympic Sculpture Park, the Convention Center, and countless downtown restaurants, shops and theatre venues are a 30 minute walk or less.

The proposed building will improve the pedestrian experience by increasing transparency at the street frontage through the activation of vibrant retail space. The facades will create visual interest through articulation for pedestrians and passengers. Additionally, the project will improve pedestrian safety by providing improved lighting.

NEIGHBORHOOD CONTEXT /

1. CVS

2. Jiffy Lube

3. Stratford on 4th Apartments

4. Marshall Building

5. YWCA Opportunity Place Apartments and Services

6. Vacant, under development

7. Sylvia Odom's Place

8. Swifty Printing

9. Marq 211 Apartments

10. Vacant, under development

11. Palladian Hotel

12. Cristalla Condos

13. Tower 12 Apartments

14. Offices

15. One Pacific Tower Condos

16. Bed Bath & Beyond

17. Retail/Parking

18. Securities Building

19. Haddon Apartments

20. Belltown Storage
21. Bergman Luggage

22. Moore Theater

23. Moore Hotel

24. Josephinum Apartments

25. Vacant, under development

26. Viktoria Apartments

27. Plymouth on Stewart Apartments

28. Terminal Sales Building

29. Offices

30. The Oxford Apartments

31. Thompson Hotel

32. Macy's

33. Retail/Parking (Columbia Sportswear, Macy's Parking Garage)

34. Vacant, under development

35. Vacant, under development

36. Mixed Use (Caffe d'Arte)

37. Offices

38. Offices

39. Apartments

\* buildings highlighted in blue are shown on the adjacent page

- Residential
- Hotel
- Office
- Low-Rise Mixed Use Office/Retail
- Cultural
- Retail/Service
- Retail with Parking Above
- Parking
- Under Development



NEIGHBORHOOD USES /

The immediate context houses historic buildings with clean, timeless lines and subtle color palettes. In recent years, both built and proposed towers in the vicinity take a more complex approach, introducing a wide array of shapes and colors. (\* indicates historic landmark)



4 - MARSHALL BUILDING



5 - YWCA OPPORTUNITY PLACE



11 - PALLADIAN HOTEL \*



13 - TOWER 12 APARTMENTS



16 - BED BATH & BEYOND



18 - SECURITIES BUILDING \*



19 - HADDON APARTMENTS



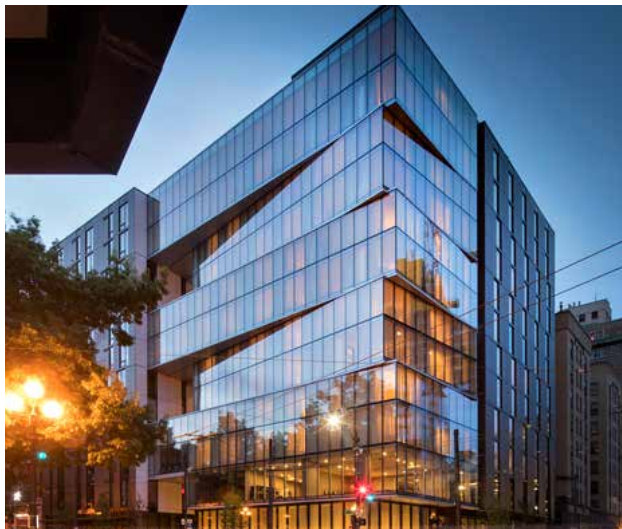
21 - BERGMAN LUGGAGE



24 - JOSEPHINUM APARTMENTS \*



28 - TERMINAL SALES BUILDING \*



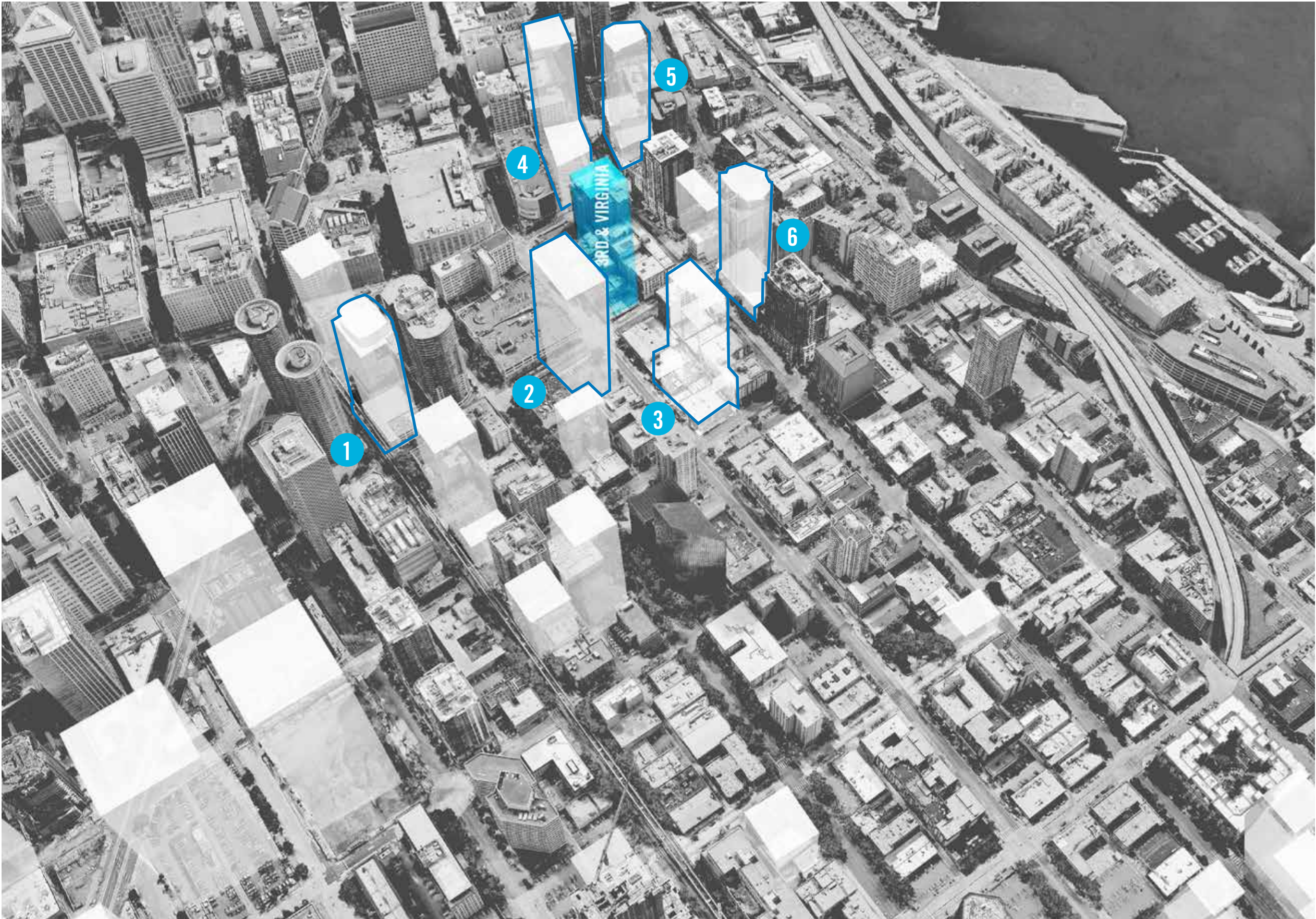
31 - THOMPSON HOTEL



32 - MACY'S

CHANGING FABRIC /

In Seattle's Belltown neighborhood numerous proposed developments (massing shown in white) are either currently under construction, or will begin construction in the next few years. The shift in scale highlights a gradient at the threshold of the neighborhoods - Belltown, Downtown and South Lake Union.

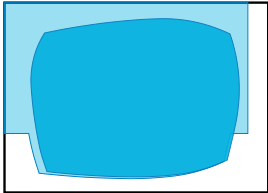




1

**1933 5TH AVENUE**

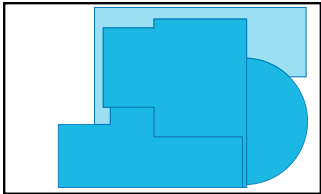
Use: Hotel & Residential  
Year Built: Proposed  
Street Front Use: Restaurant & Retail  
Height: 525'



2

**2000 3RD AVENUE**

Use: Luxury Condos  
Year Built: Proposed  
Street Front Use: Retail  
Height: 499'



3

**2031 3RD AVENUE**

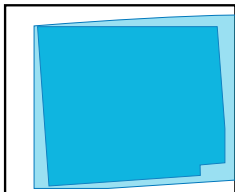
Use: Residential/Office  
Year Built: Proposed  
Street Front Use: Retail  
Height: 440'



4

**204 PINE ST**

Use: Residential  
Year Built: Proposed  
Street Front Use: Retail  
Height: 440'



5

**1613 2ND AVENUE**

Use: Residential  
Year Built: Proposed  
Street Front Use: Retail  
Height: 440'



6

**2015 2ND AVENUE**

Use: Residential  
Year Built: Proposed  
Street Front Use: Retail  
Height: 440'



STREETSCAPE PHOTOS /



Observations

- Surrounding context has a neutral color palette consisting of cremes, light grey and whites.
- There is a predominant use of textures include brick, terracotta and stone.
- The articulation around openings, both doors and windows, is prominent and characterized by period motifs.
- The facades exhibit a high degree of modularity, order and repetition.



3RD AVENUE FACING WEST



3RD AVENUE FACING EAST

Observations

- Surrounding context has a neutral color palette consisting of cremes, light grey and use of red brick.
- There is a predominant use of textures include brick and terracotta.
- The articulation around openings, both doors and windows, is prominent and characterized by strong horizontal lines.
- The facades exhibit a high degree of modularity, order and repetition.
- Use of projections include balconies and stair elements.



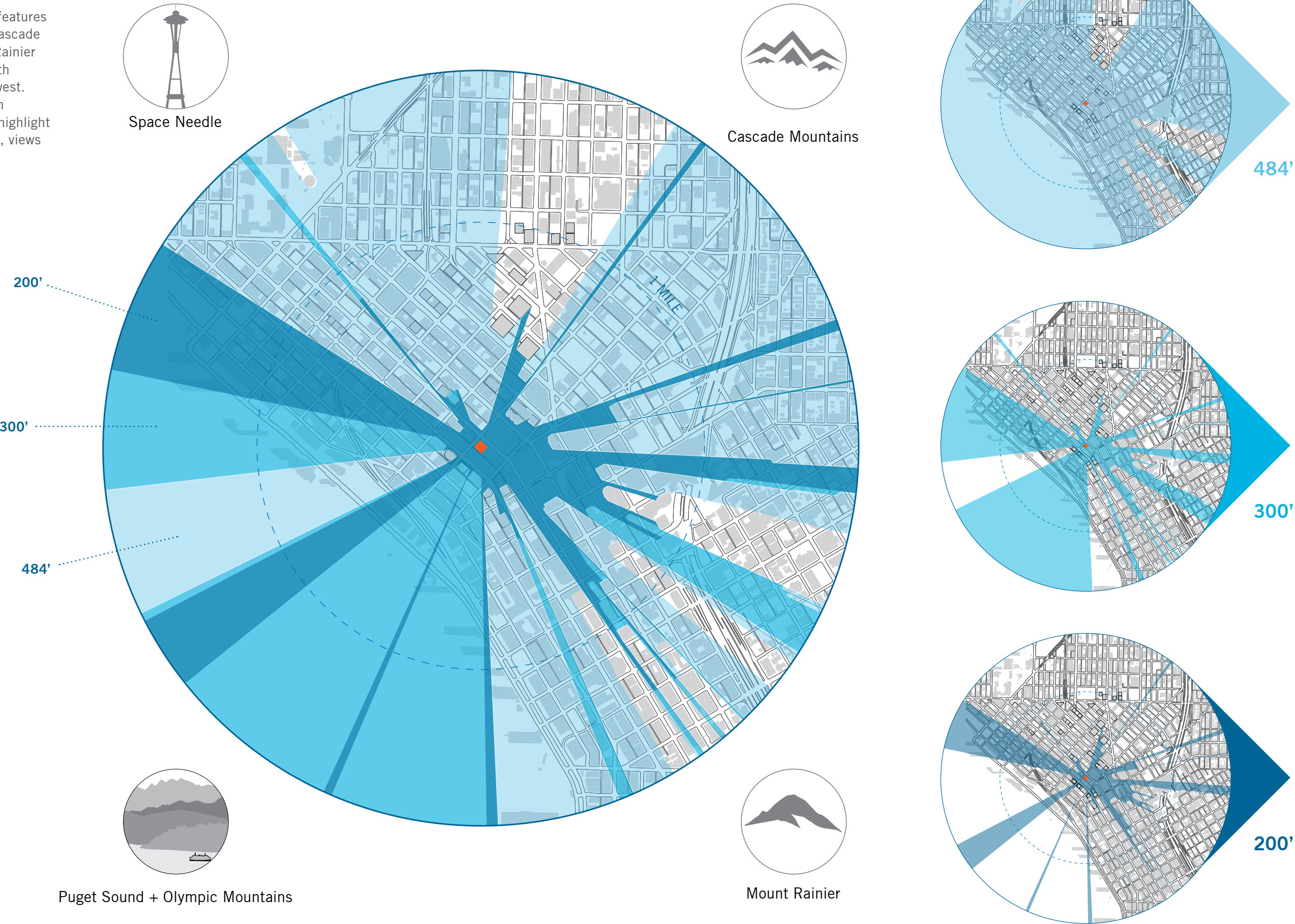
VIRGINIA STREET FACING SOUTH

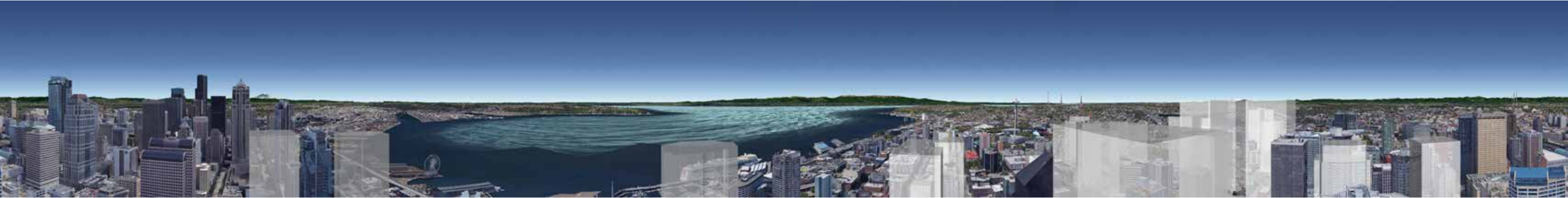


VIRGINIA STREET FACING NORTH

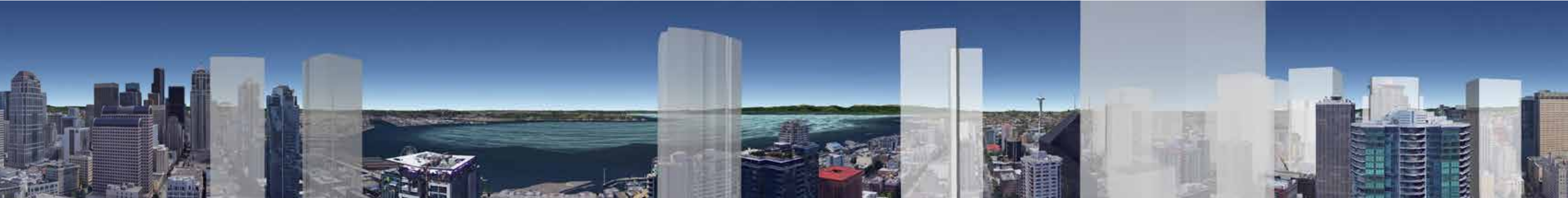
VIEW ACCESS /

There are key views to notable features of the Pacific Northwest: the Cascade Mountains to the east, Mount Rainier to the south, and Elliott Bay with the Olympic Mountains to the west. Complemented by a more urban experience, views to the south highlight downtown Seattle. To the north, views feature the Space Needle.





VIEW PANORAMA AT 484'



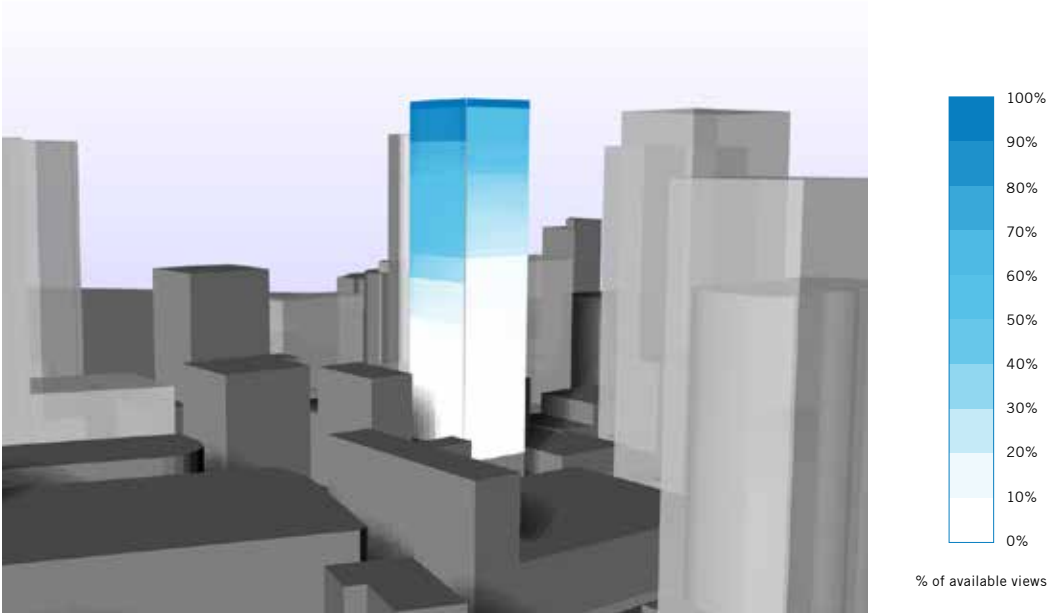
VIEW PANORAMA AT 300'



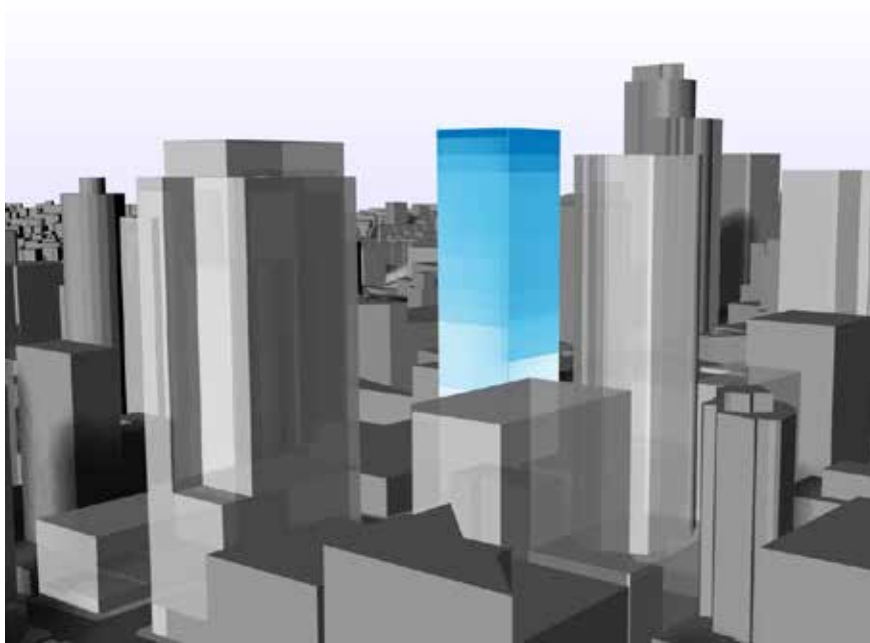
VIEW PANORAMA AT 200'

VIEW ANALYSIS /

There are key views to notable features of the Pacific Northwest: the Cascade Mountains to the east, Mount Rainier to the south, and Elliott Bay with the Olympic Mountains to the west. Complemented by a more urban experience, views to the south highlight downtown Seattle. To the north, views feature the Space Needle.

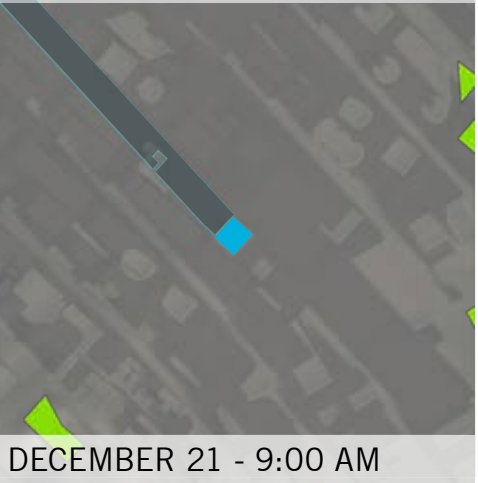
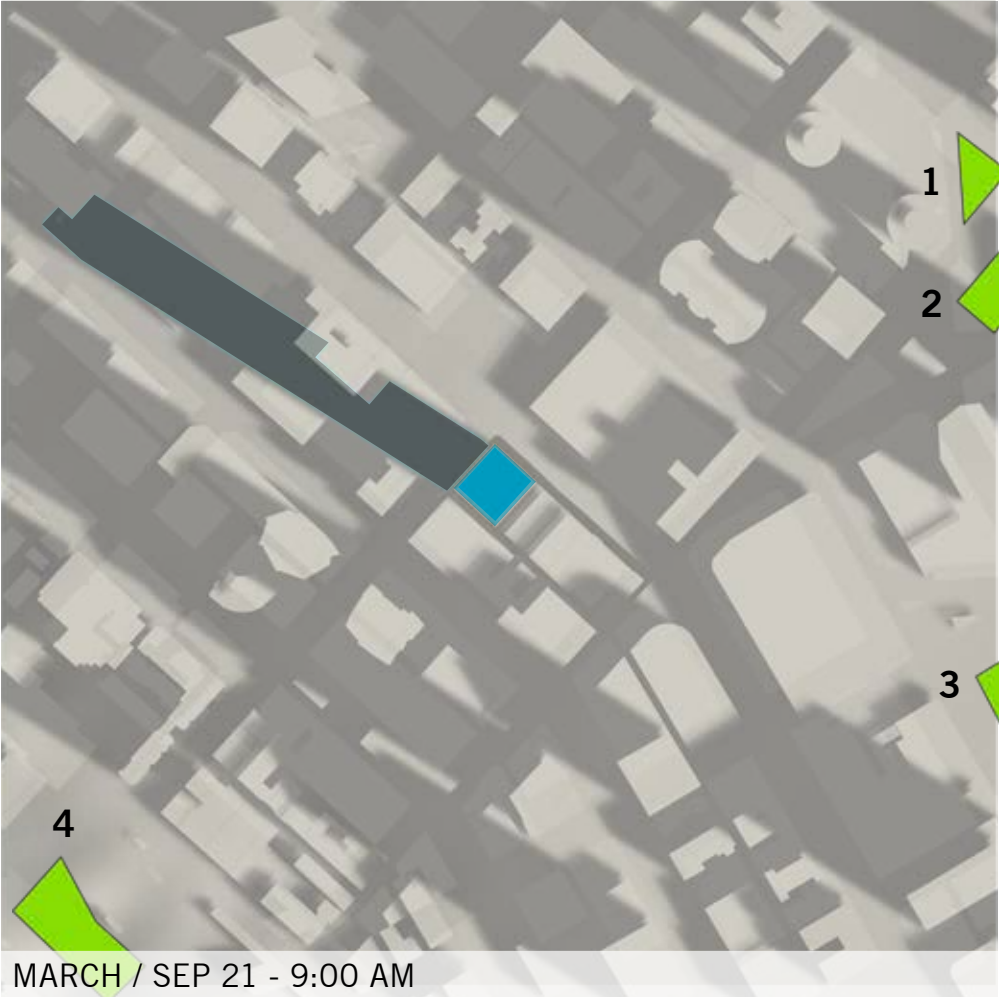


**SOUTH AND EAST FACADES**  
Views to Mt Rainier and Cascade Mountains



**NORTH AND WEST FACADES**  
Views to Space Needle and Puget Sound

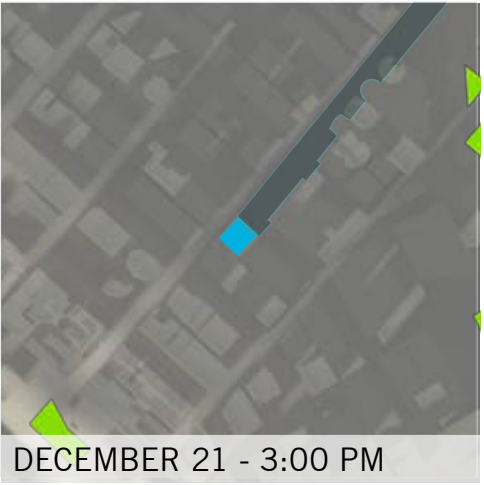
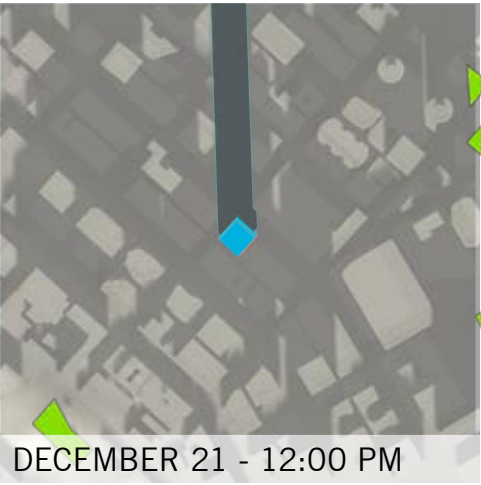
Color variation represents the percentage of the 180 degree viewscope which affords unobstructed views further than 1 mile, ranging from 0% (white) to 100% (dark blue).





Existing Parks // Public Open Spaces

- 1 Westlake Square
- 2 McGraw Square'
- 3 Westlake Park
- 4 Victor Steinbrueck Park



SECTION 04 / ZONING

**Address:**  
1931 Third Avenue

other permitted uses and/or pedestrian or vehicular entrances.

**Parcel Numbers:**  
1977201040  
1977201045

**23.49.010 General requirements for residential uses**

**Lot Area:**  
12,960 GSF

B. Common recreation area is required for all new development with more than twenty (20) dwelling units.  
B.1. An area equivalent to five (5) percent of the total gross floor area in residential use shall be provided as common recreation area.  
B.2. A maximum of fifty (50) percent of the common recreation area may be enclosed.

**Zoning Map:**  
Seattle Municipal Code Zoning Map 109

**Zoning:**  
DMC 240/290-440  
Belltown Urban Center Village

**SMC 23.49.008.A.3  
Structure Height**

ZONE: DMC 240/290-440

240’ - Maximum non-residential height limit.

290’ - Base height limit for residential without bonuses.

440’ - Maximum residential height limit with HALA.

484’ - 10% height allowance for common recreation area and mechanical - facades above 400’ may not enclose an area greater than 9,000 SF.

**23.49.009 Street-level use requirements**

A. One or more of the uses listed in 23.49.009A are required at street-level.

Uses include general sales and services, human service uses and childcare facilities, retail sales, major durables, entertainment uses, etc.

B.1. A minimum of seventy-five (75) percent of each street frontage at street-level where street level uses are required must be occupied by uses listed in subsection A. The remaining twenty-five (25) percent of the street frontage at street level may contain

**SMC 23.49.011  
Floor Area Ratio**

Base FAR: 5  
Max FAR: 8  
The following do not count toward FAR limits, per SMC 23.47A.013D. All underground stories or portions of stories, All gross floor area occupied by a residential use

**23.49.015  
Bonus residential floor area**

Only applicable to residential. Provides means of building above base residential height to maximum residential height. After January 18, 2014, cost of bonus is \$11.45/GSF between 85’-290’, \$17.17/GSF for first four floors above the base height limit, \$22.89/GSF for next three stories, and \$28.62/ GSF of higher stories, not to exceed average of \$21.68/GSF sought as bonus development.

**23.49.018  
Overhead weather protection and lighting**

Continuous overhead weather protection is required along Third and Virginia, 8’ wide between 10’ and 15’ above the sidewalk.

**23.49.022  
Minimum sidewalk and alley width**

Per map 1C  
3rd Ave Sidewalk - min. 18’  
Virginia Sidewalk - min. 12’

**23.49.024  
View corridor requirements**

Per map 1D no view corridor setback is required.

**23.49.058.C.1  
Tower Floor Area Limits**

For structures that include portions in residential use above a height of 160 feet:  
Average residential gross floor area limit per story: 10,700 square feet.  
Maximum residential floor area of any story in a tower: 11,500 square feet.

**23.49.058.C.2  
Maximum Tower Width**

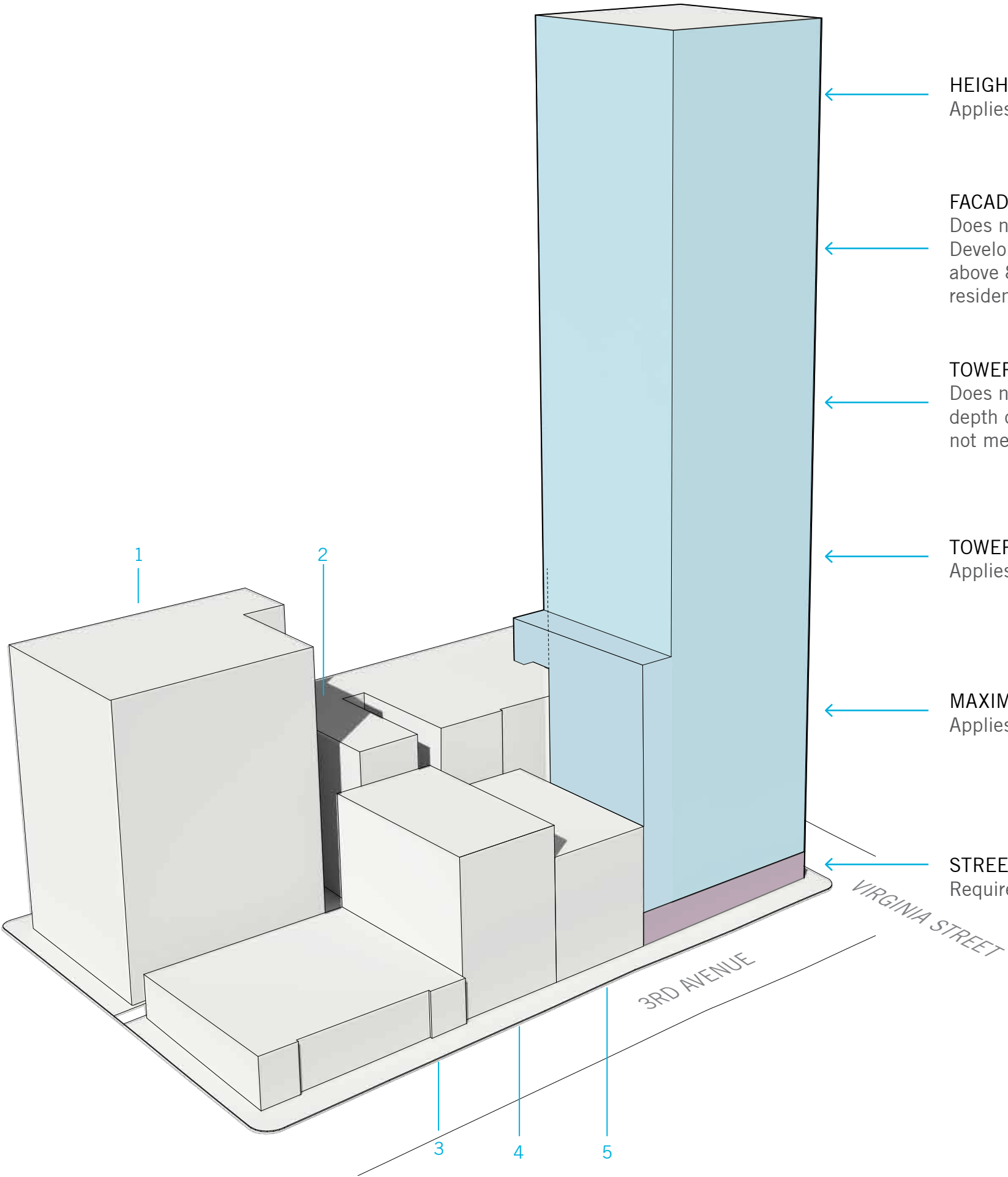
A. In DMC zones, the maximum facade width for portions of a building above 85 feet along the general north/south axis of a site (parallel to the Avenues) shall be 120 feet or 80 percent of the width of the lot measured on the Avenue, whichever is less.

**23.53.030  
Alley improvements in all zones**

Per Table A  
Alley - min. 20’

Existing Structures to Remain

- 1 Josephinum - 165'
- 2 Moore Hotel & Theatre - 90'
- 3 Bergman's Luggage - 30.5'
- 4 Belltown Self Storage - 91'
- 5 Haddon Hall - 71'



HEIGHT LIMIT: (SMC 23.49.008)  
Applies - see diagrams on following pages.

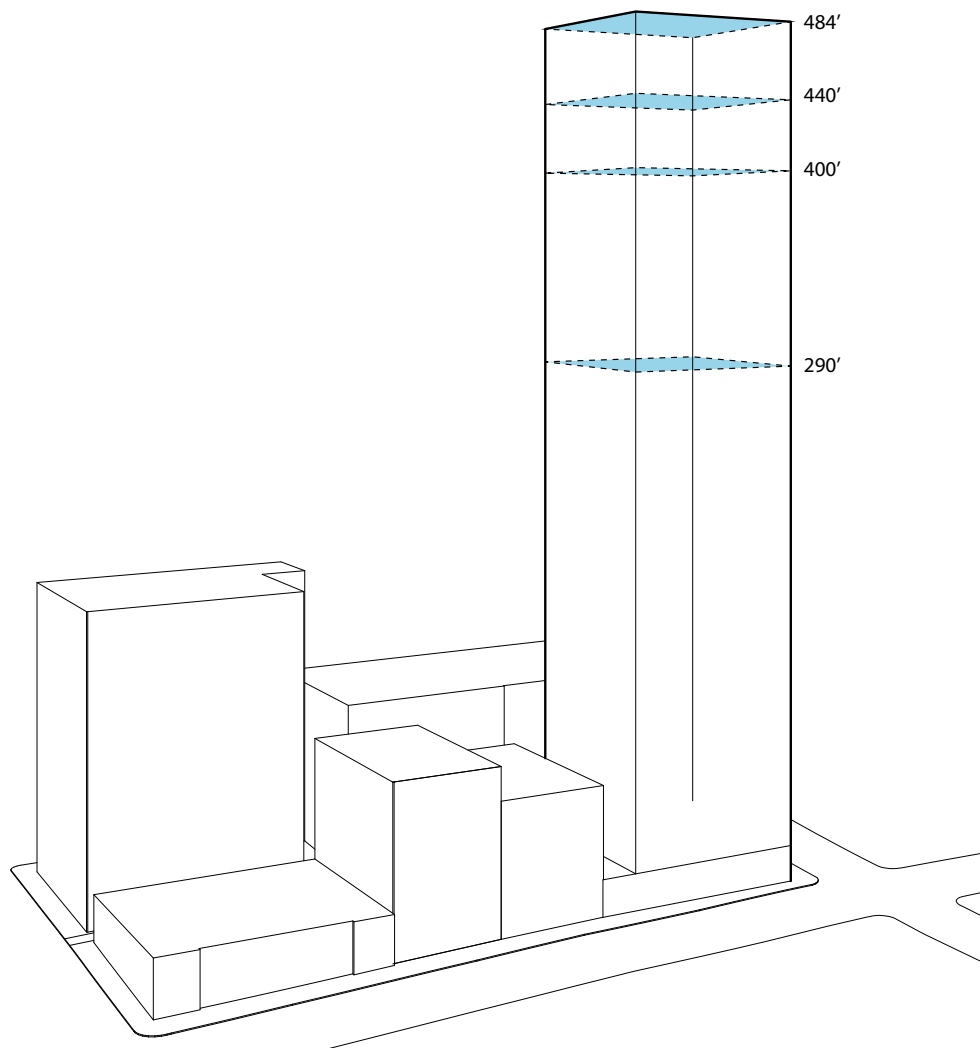
FACADE MODULATION (SMC 23.49.058.B)  
Does not apply, per SMC 23.49.058.B.  
Development proposal is greater than 160' in height, floor area above 85' is less than 15,000 SF, proposed use above 160' is residential.

TOWER SPACING (SMC 23.49.058.D)  
Does not apply, per SMC 23.49.058.B; since the width and depth of the lot are less than 200' each and therefore do not meet requirements of this subsection (D).

TOWER FLOOR AREA LIMITS (23.49.058.C.1)  
Applies - 10,700 SF average, 11,500 SF maximum.

MAXIMUM TOWER WIDTH (SMC 23.49.058.C.2)  
Applies - see diagrams on following pages.

STREET LEVEL USES (SMC 23.49.009)  
Required - see diagrams on following pages.



### 23.49.008.A.3 - Structure Height

ZONE: DMC 240/290-440

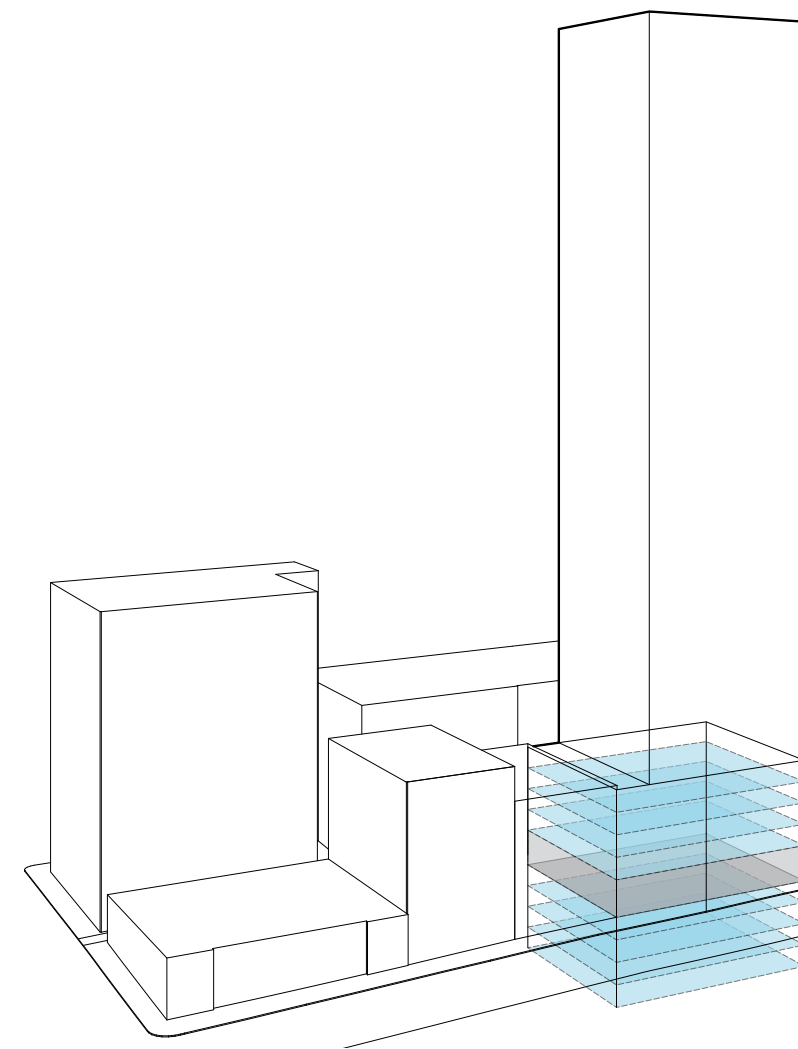
240' - Maximum non-residential height limit.

290' - Base height limit for residential without bonuses.

400' - Maximum residential height limit pre HALA.

440' - Maximum residential height limit with HALA.

484' - 10% height allowance for common recreation area and mechanical - facades above 400' may not enclose an area greater than 9,000 SF.



### 23.49.019 - Parking

A.1 No parking required

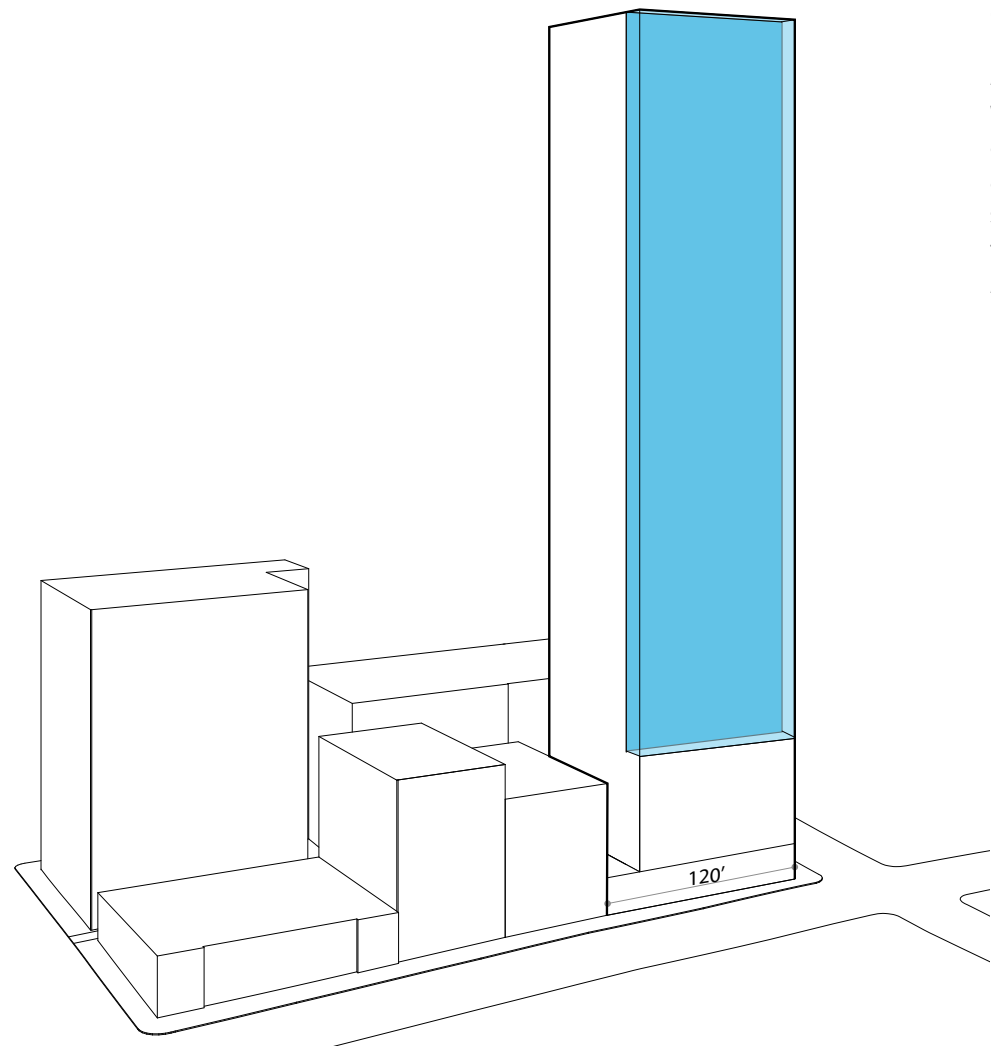
B.1.a On Class 1 pedestrian streets, parking is not permitted at street level unless separated from the street by other uses.

B.2.a No limit on the number of stories of parking permitted above street-level if parking is separated along all street frontages by another use.

B.2.b on lots less than 30,000 SF, parking is permitted above the street-level as follows:

B.2.b.1 One story of parking is permitted above the street-level story for each story of parking provided below grade that is of at least equivalent capacity, up to a maximum of four stories. Screening requirements must be met.

B.4.a The perimeter of each story of parking above the street-level story of the structure shall have an opaque screen at least 3.5 feet high where the parking is not separated from the street by another use.



**23.49.058.C.2 - Maximum Tower Width**

A. In DMC zones, the maximum facade width for portions of a building above 85 feet along the general north/south axis of a site (parallel to the Avenues) shall be 120 feet or 80 percent of the width of the lot measured on the Avenue, whichever is less.

# SECTION 05 / DESIGN GUIDELINES

## SITE PLANNING & MASSING

### A-1 / RESPOND TO THE PHYSICAL ENVIRONMENT

*Develop an 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.*

**RESPONSE:**  
The preferred concept is a simple and elegant form, consistent with the best buildings in the neighborhood. A sophisticated modulation strategy is inspired by the materials and scale of the context. Street level uses are maximized, and a mix of program uses provided.

### A-2 / ENHANCE THE SKYLINE

*Design the upper portion of the building to promote visual interest and variety in the downtown skyline.*

**RESPONSE:**  
The distinctive modulation and profile of the tower and the incorporation of a tall amenity space at the rooftop create a memorable and visually interesting addition to the skyline.

## ARCHITECTURAL EXPRESSION

### B-1 / RESPOND TO THE NEIGHBORHOOD CONTEXT

*Develop an architectural concept and compose the major building elements to reinforce desirable urban features existing in the surrounding neighborhood.*

**RESPONSE:**  
The proposed concept reinforces street level uses, scale and textures, and massing strategies in the surrounding neighborhood, relating to both the historic and contemporary buildings of multiple scales.

### B-4 / DESIGN A WELL-PROPORTIONED & UNIFIED BUILDING

*Compose the massing and organize the publicly accessible interior and exterior spaces to create a well-proportioned building that exhibits a coherent architectural concept. Design the architectural elements and finish details to create a unified building, so that all components appear integral to the whole.*

**RESPONSE:**  
The modulation strategy applied to the preferred concept provides unity while differentiating uses subtly via a permutation of the bay typology.

## 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.*

**RESPONSE:**  
The ground floor uses are set back to widen the sidewalks, glass areas are maximized, and street level uses are incorporated to the maximum extend feasible.

### C-2 / DESIGN FACADES OF MANY SCALES

*Design architectural features, fenestration patterns, and materials compositions that refer to the scale of human activities contained within. Building facades should be composed of elements scaled to promote pedestrian comfort, safety, and orientation.*

**RESPONSE:**  
The preferred concept derives from the notion of aggregating the scale of the dwelling and modulating it in a manner that recalls the human scale materials of the neighborhood. Additional details at the permutation of the bay windows at the office, and the permutation of the bays at the rooftop amenity add scale and variation within a unified expression.

VEHICULAR ACCESS & PARKING

E-3 / MINIMIZE THE PRESENCE OF  
SERVICE AREAS

*Locate service areas for trash dumpsters, loading docks, mechanical equipment, and the like away from the street front where possible. Screen from view those elements which for programmatic reasons cannot be located away from the street front.*

**RESPONSE:** The proposed development reduces the number of curb cuts from two to one, and confines all service and vehicular access to the alleyway.

SURROUNDING TEXTURES /



- 01 White brick facade showing high level of articulation around doorway entrances, balcony projections
- 02 Layered facade showing heavy repetition of window elements, and heavy use of horizontal lines creating stacked layers
- 03 Use of pattern to emphasize classic geometry, with subtle relief at entrances
- 04 Detail of White Brick and color accents emphasize pedestrian scale
- 05 Building apertures are emphasized using a combination of color contrast and memorable elements, like arches and lintels, to emphasize scale and massing hierarchy and roof line.



1

- 01 Use of glass box elements to program a brick facade, showcasing scale, repetition and variation.
- 02 A massing strategy showing corner historic building. Use of offset vertical column lines create variation within a uniform grid
- 03 Inset balconies create variation and texture within a glass facade. A pronounced stone frame creates further relief and adds to the detail of the residential neighborhood



2

- 04 A contemporary addition uses simple elements like a projecting glass box to create relationships in a historic neighborhood. Scale and alignments are matched to surroundings.
- 05 Detail of the glass box showing programmed seating space to create a pedestrian scale.



3



5



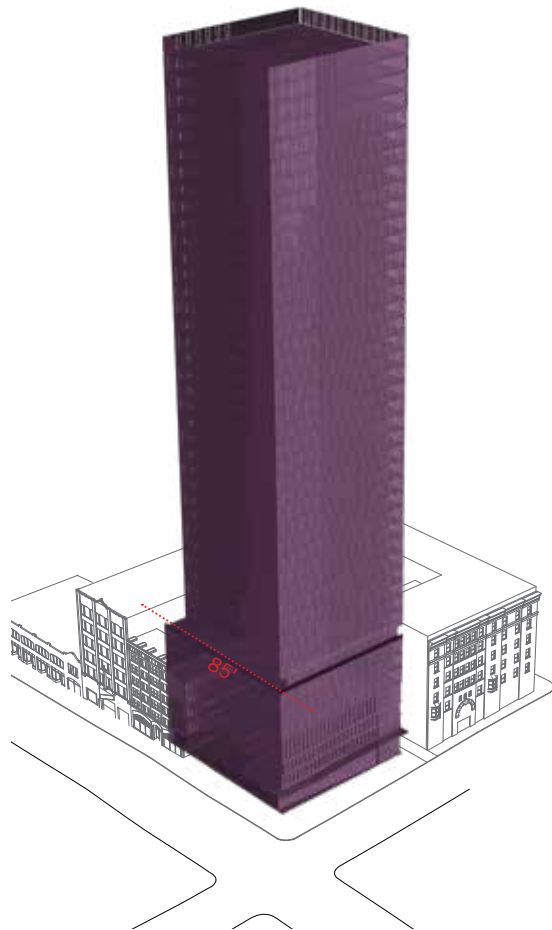
4

# SECTION 06 / ARCHITECTURAL MASSING CONCEPTS

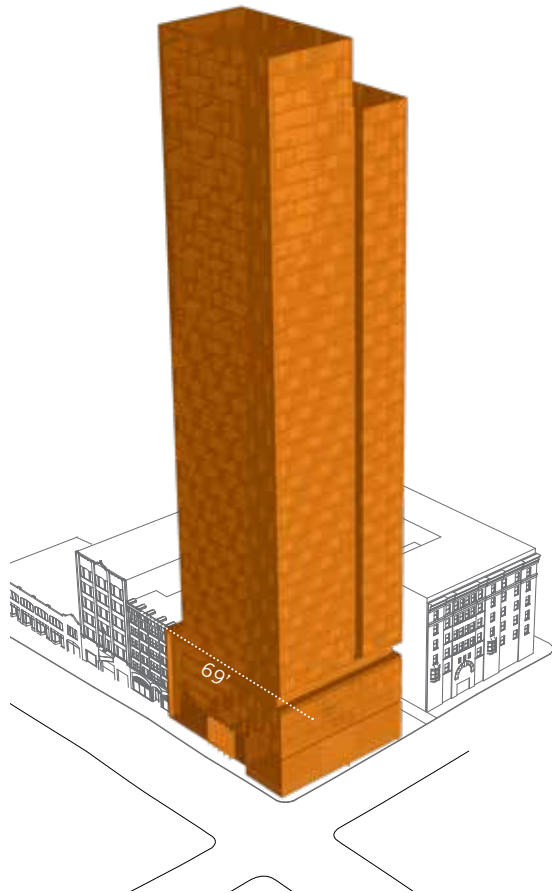
## CONCEPT OVERVIEW /

A range of architectural massing concepts have been explored to balance site and program requirements.

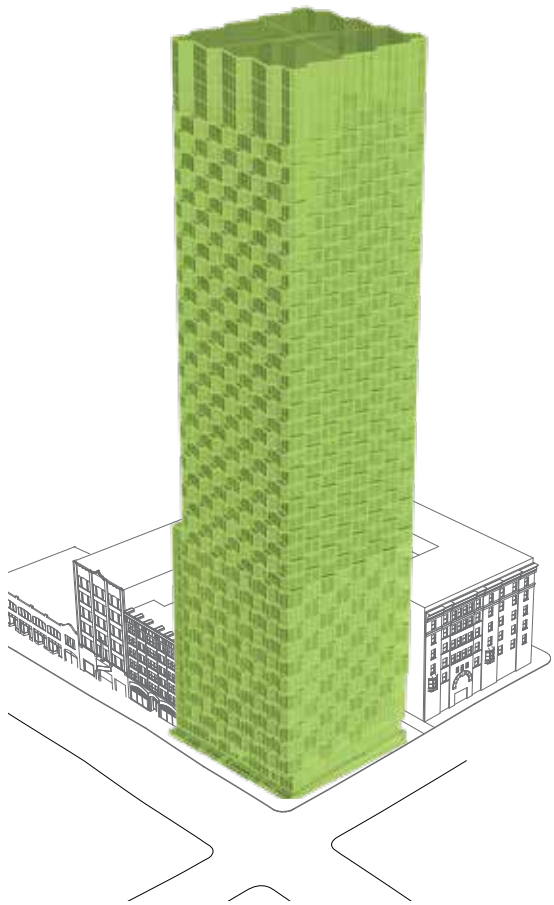
While the three schemes share a similar pedestrian experience at the ground floor, they differ in their parking strategy and overall architectural character and resolution. Scheme 1 and 2 consider parking above grade as well as below grade, while scheme 3 allocates parking only below grade.



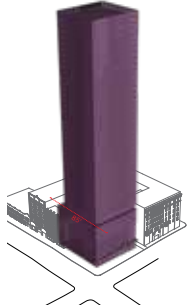
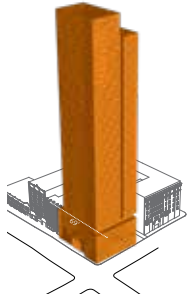
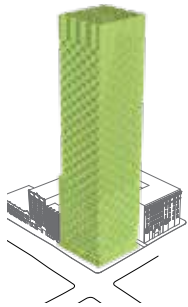
SCHEME 1 / The Stack



SCHEME 2 / The Groove



SCHEME 3 (PREFERRED) / The Gem

OPPORTUNITIES + CONSTRAINTS		PARKING STRATEGY	OUTDOOR AMENITIES	DEPARTURES
<div>SCHEME 1 / The Stack</div> <div></div>	<p>The first scheme, ‘The Stack’, is a direct interpretation of the land-use code with the various programs ‘stacked’ one on top of the other. There are three levels of parking below grade and three levels above grade, with entrance lobbies and retail at the street level. The office program starts at L4 and continues into the upper stack. The residential program is stacked above the office.</p>	<div>(3) ABOVE + BELOW</div> <div>(3) GRADE PARKING</div>	<div>OUTDOOR TERRACE</div> <div>+</div> <div>ROOFTOP AMENITY</div>	<div>None</div>
<div>SCHEME 2 / The Groove</div> <div></div>	<p>The second scheme, ‘The Groove’, is similar in its approach to parking strategy, however, the massing is simplified to create a more elegant tower width of 100’. The tower is further carved into two vertical pieces accentuating the height. There are three levels of parking below grade and three levels above grade, with entrance lobbies and retail at the street level. Similar to scheme 1, the office program starts at L4 and continues into the upper stack. The residential program is located above office.</p>	<div>(3) ABOVE + BELOW</div> <div>(3) GRADE PARKING</div>	<div>OUTDOOR TERRACE</div> <div>+</div> <div>ROOFTOP AMENITY</div>	<div>Tower width.</div> <div>Proposed 100’.</div>
<div>SCHEME 3 (PREFERRED) / The Groove</div> <div></div>	<p>The third scheme, ‘The Gem’, is conceptually based on a series of simple and dynamic articulations that provide scale and texture. Core to the concept is the modulation and use of bay windows and balconies to create a distinct skyline. The program mix consists of 12 floors of office and 26 floors of residential units. There is a distinct residential amenity at the rooftop. There are 4 levels of below ground parking.</p>	<div>(4) BELOW GRADE</div> <div>PARKING</div>	<div>OUTDOOR TERRACE</div> <div>+</div> <div>ROOFTOP AMENITY</div>	<div>Tower width. Varies</div> <div>in width from</div> <div>94’-106’.</div>

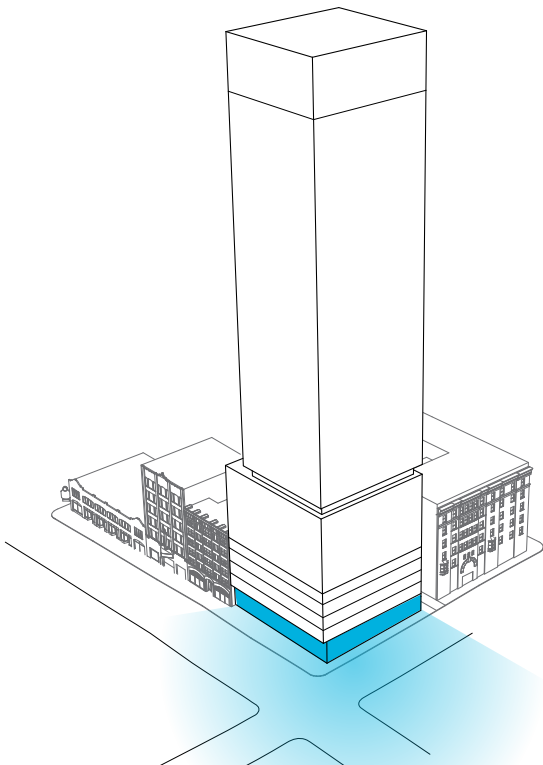
SCHEME 1 / Overview

Scheme 1, the Stack, provides a simple mass with efficient floor plates. It uses simple systems and massing to create a clean, understandable form on the skyline.

An enclosed, triple-height amenity space is provided above the residential levels, while a smaller amenity level sits at the transition from the lower to upper stacks.

Three levels of parking are provide below and above grade for a total of 168 cars.

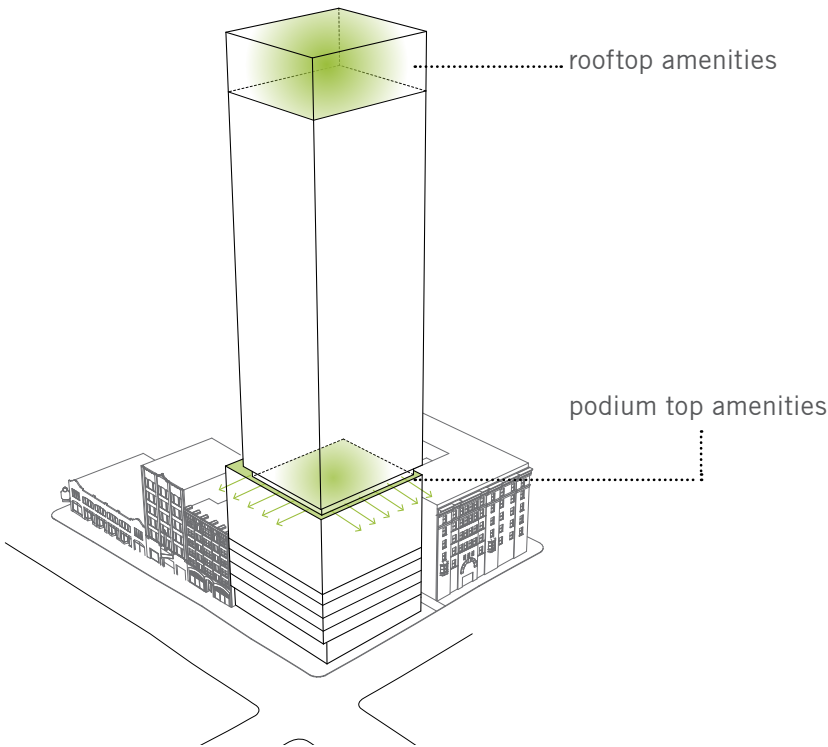
No departures are required for this scheme.



URBAN CONNECTIONS /



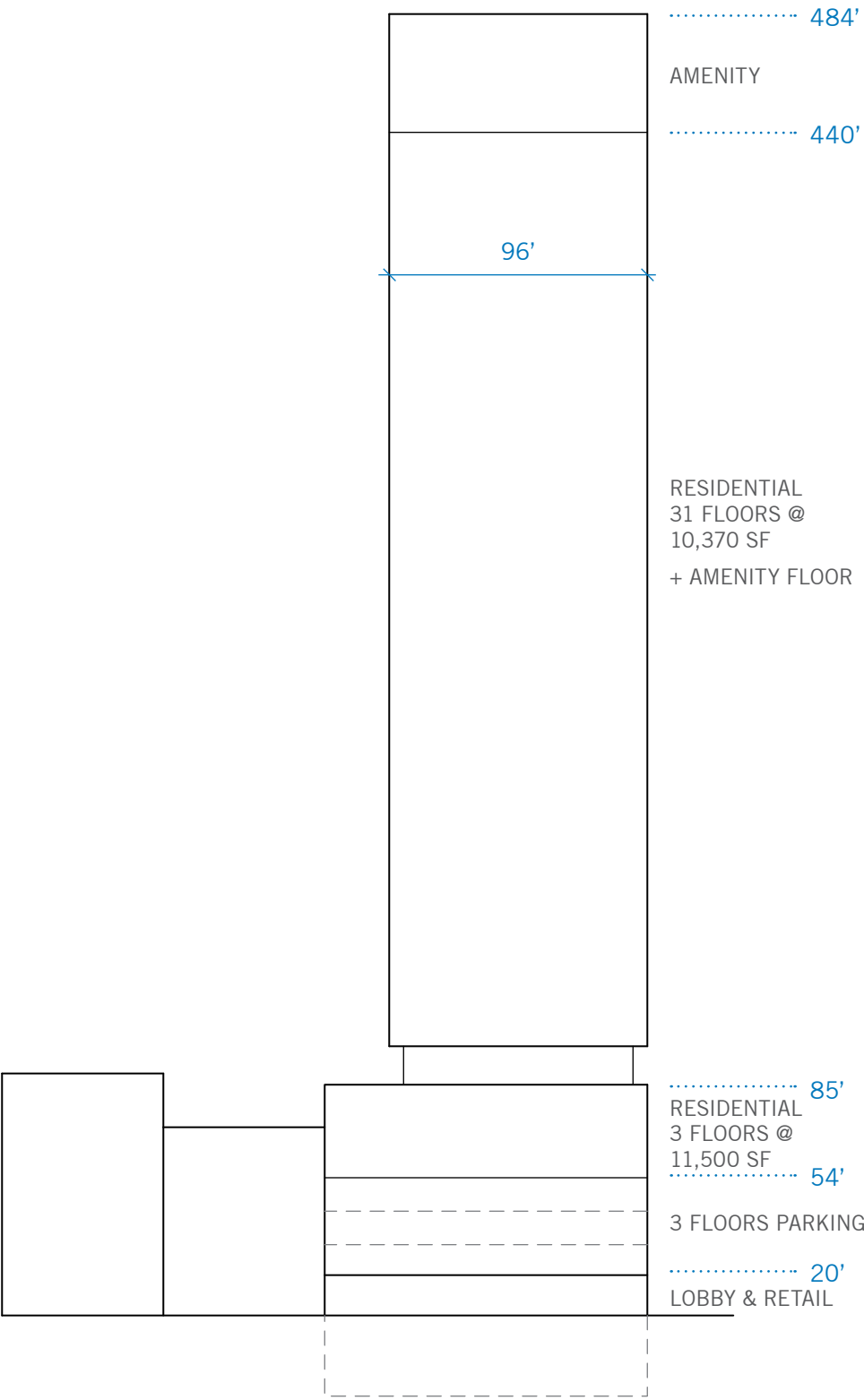
PARKING SCREEN PRECEDENT



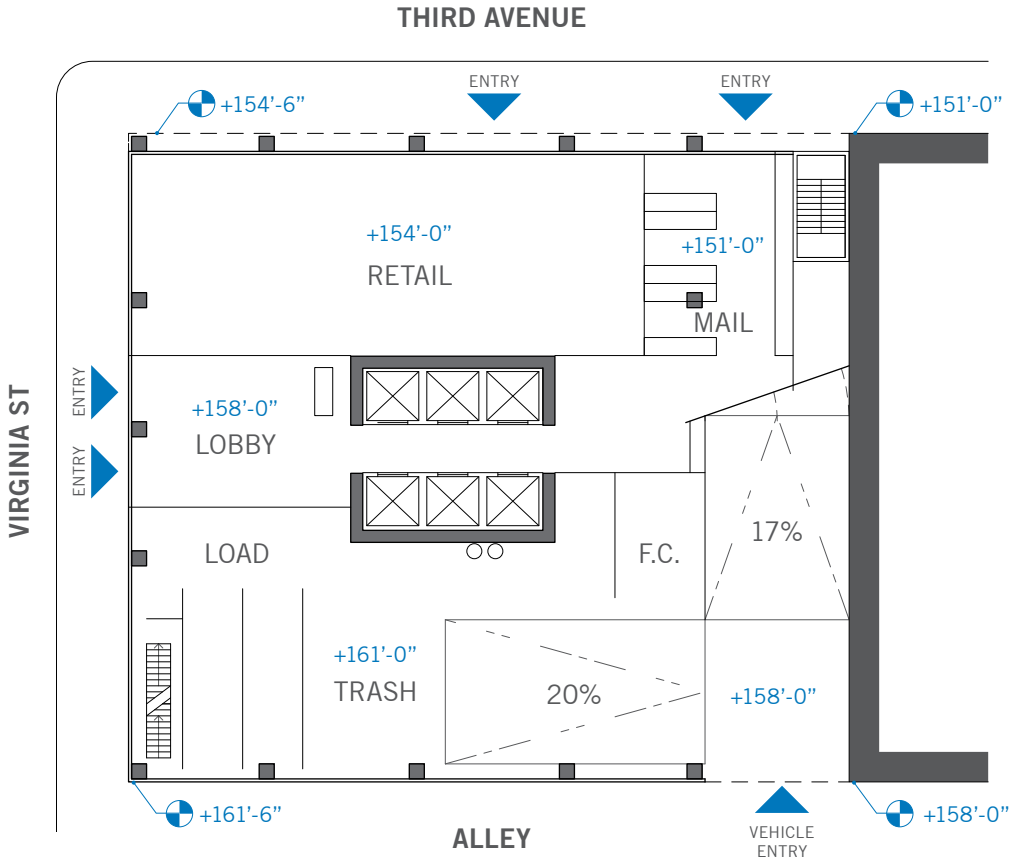
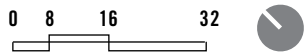
DYNAMIC AMENITIES /



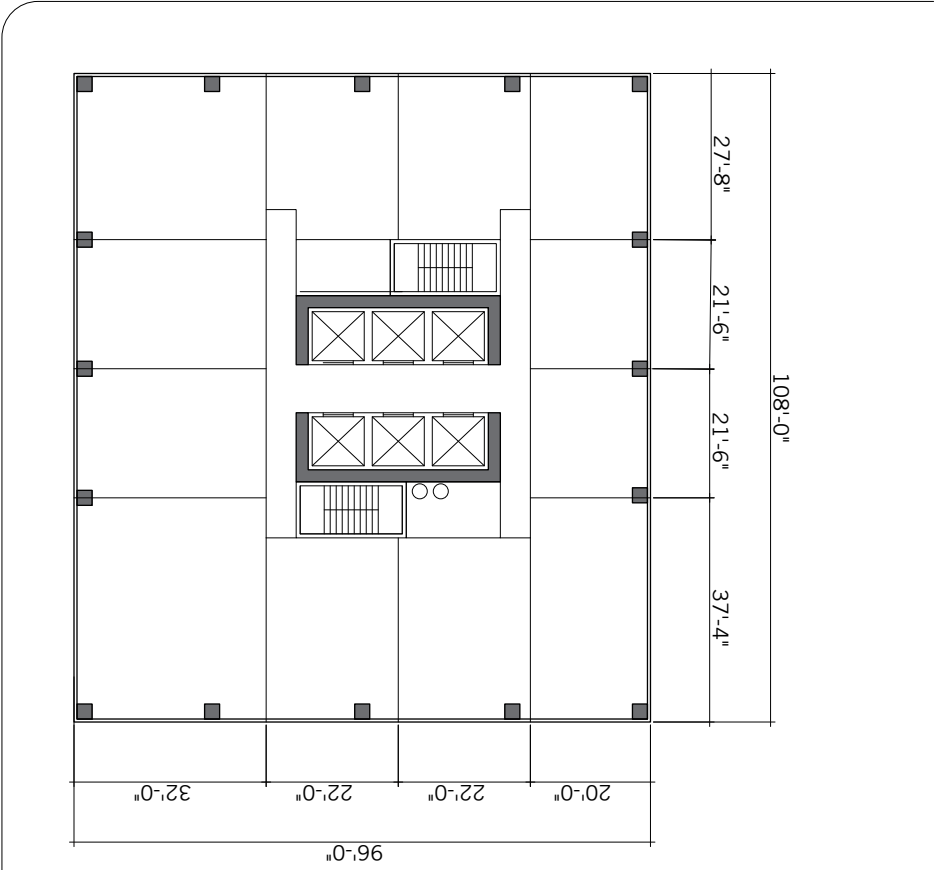
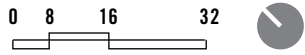
AERIAL VIEW FROM THE SE



LEVEL 1 PLAN



TYPICAL UNIT PLAN





EYE LEVEL VIEW FROM THE SE





EYE LEVEL VIEW FROM THE NE



EYE LEVEL VIEW FROM THE NW





EYE LEVEL VIEW FROM THE EAST



EYE LEVEL VIEW LOOKING UP





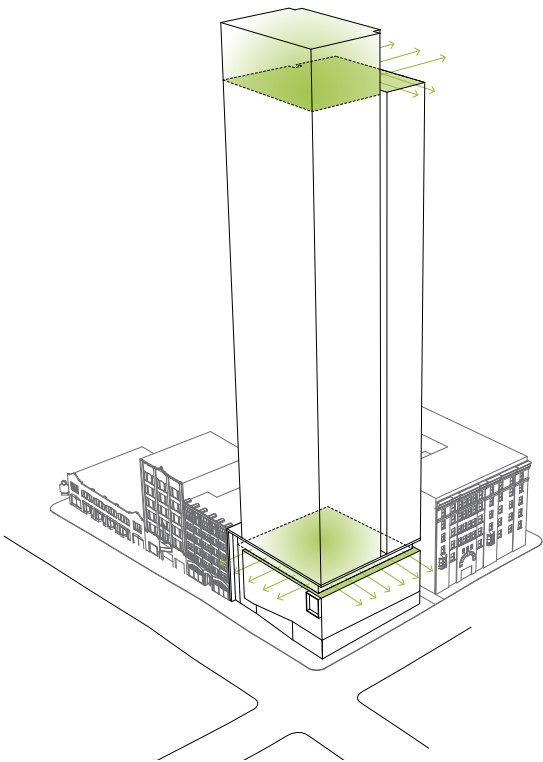
AERIAL VIEW FROM THE NE

SCHEME 2 / Overview

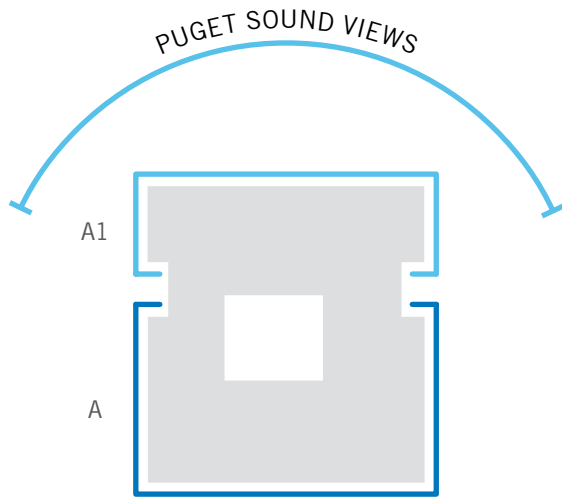
Scheme 2, the Groove, provides a simple mass with contextual relationships to the surrounding context at many scales. The brick texture is interpret to form a series of staggering window ‘boxes’.

At the ground level, the pedestrian experience wraps from 3rd Ave to Virginia St. The above-grade parking is a screened art piece above, with rotating gallery exhibits in pop up spaces that relate to the residential modules above.

The height of the podium has been set to align with the adjacent Haddon Apartment building, while smaller scale elements such as bay windows and cornice lines are re-interpret from the Moore Theater next door. The upper portion is divided into two distinct yet related masses which stagger to offer additional views to Puget Sound and provide a generous outdoor open space at roof level.



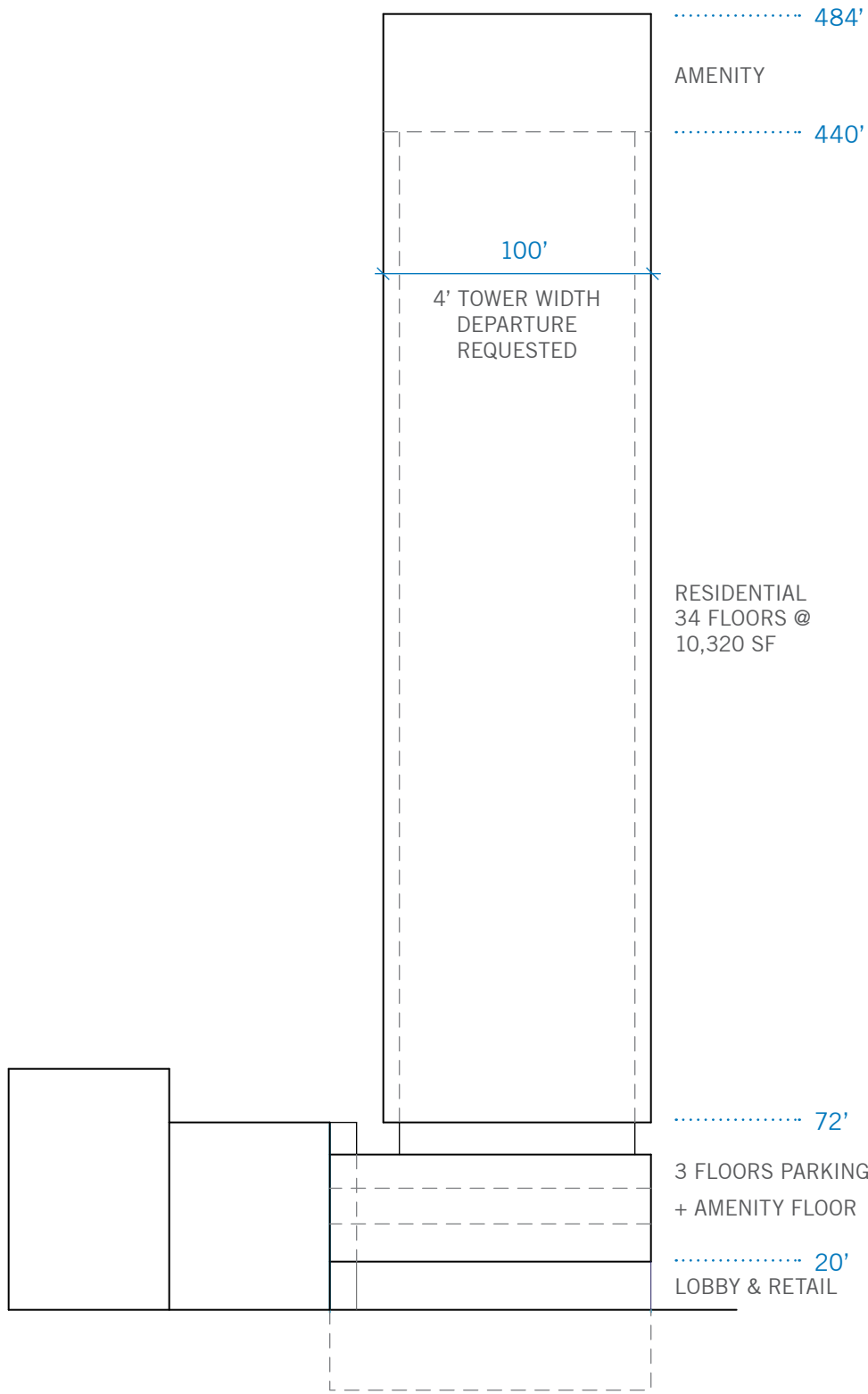
URBAN CONNECTIONS /



FACADE STRATEGY /

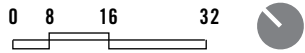


AERIAL VIEW FROM THE SE

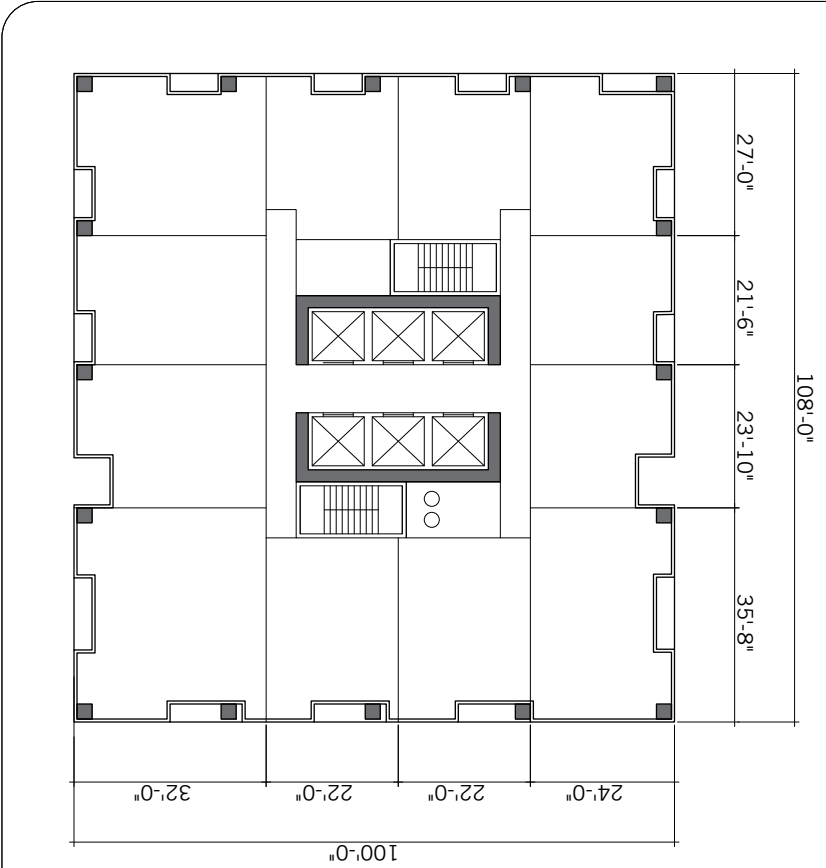
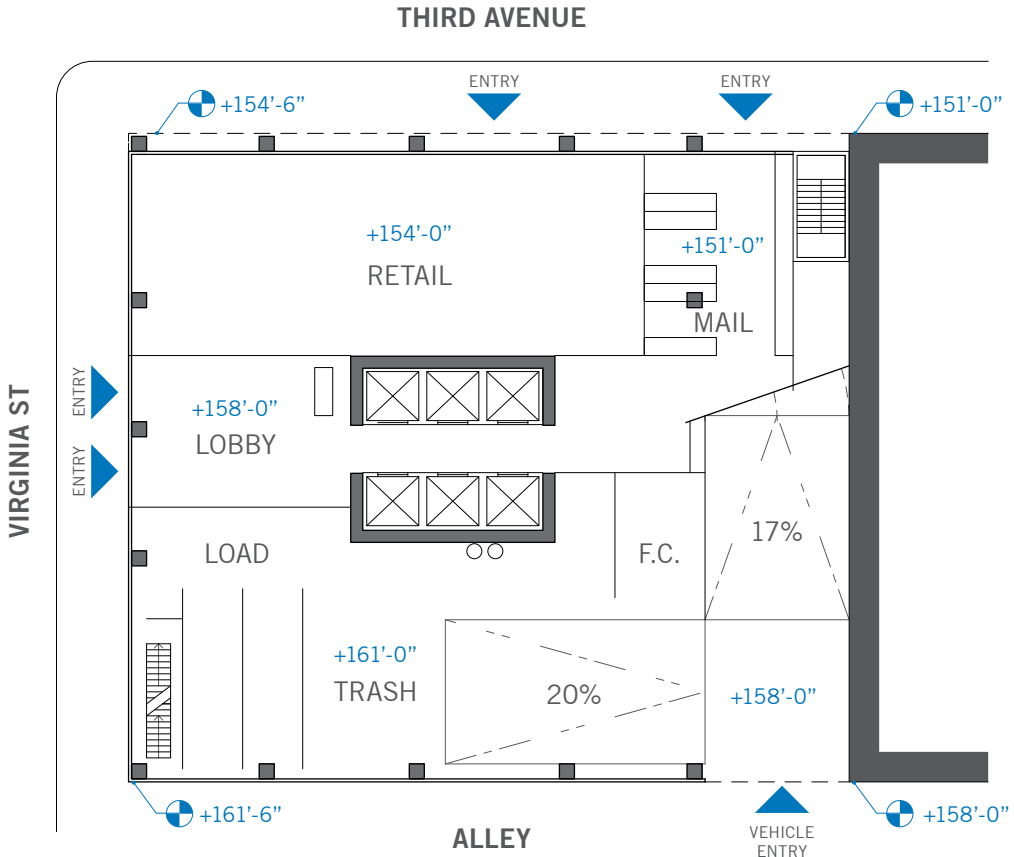
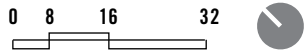


HEADING DESCRIPTION

LEVEL 1 PLAN



TYPICAL UNIT PLAN





EYE LEVEL VIEW FROM THE SE





EYE LEVEL VIEW FROM THE NE



EYE LEVEL VIEW FROM THE NW





EYE LEVEL VIEW FROM THE EAST



EYE LEVEL VIEW LOOKING UP



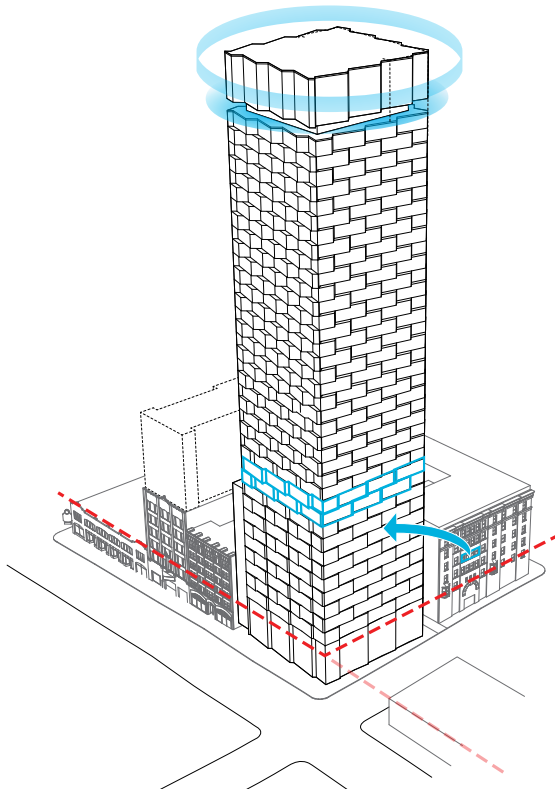


AERIAL VIEW FROM THE NE

SCHEME 3 (PREFERRED) / Overview

Scheme 3, the Gem, provides a dynamic relationship to the urban context and grain of the neighborhood. It is a simple massing, yet provides texture, scale and visibility to the neighborhood. The faceted massing provides a unique urban form that is simple yet elegant and unexpected. The scale and character is derived from the textures prevalent in the neighboring context and applied in a contemporary expression that provides programmable elements like balconies and bay windows.

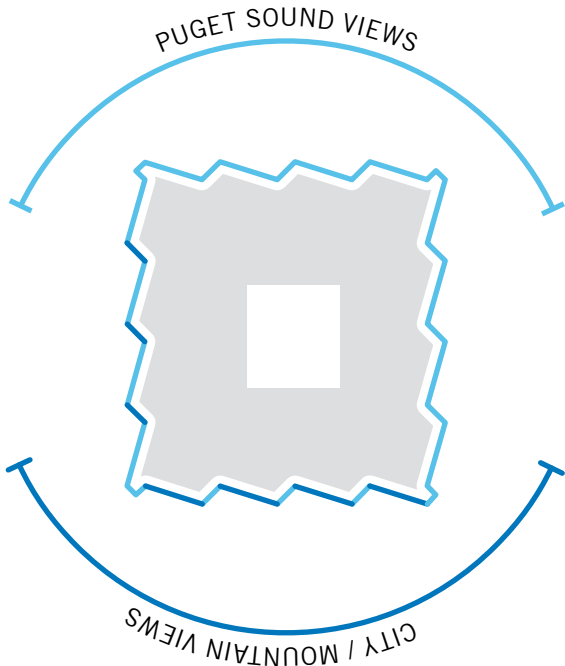
There is a subtle shift in the tower expression as the program transitions from residential to rooftop amenity, with an increase in the scale of the facets.



1) Tower base aligns with existing datum lines set by the adjacent urban context

2) Facade articulation is interpreted by the fabric and textures of the neighborhood

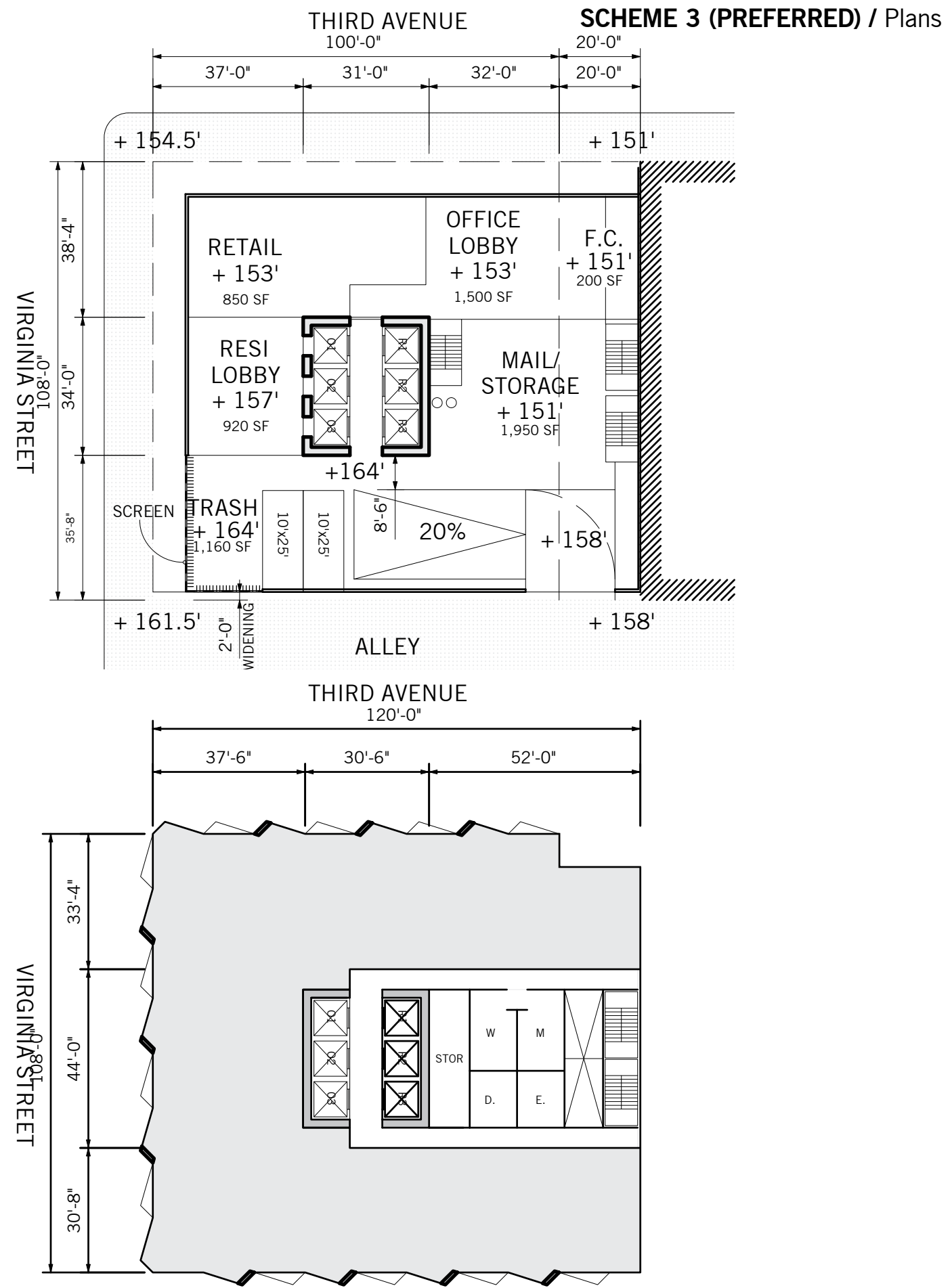
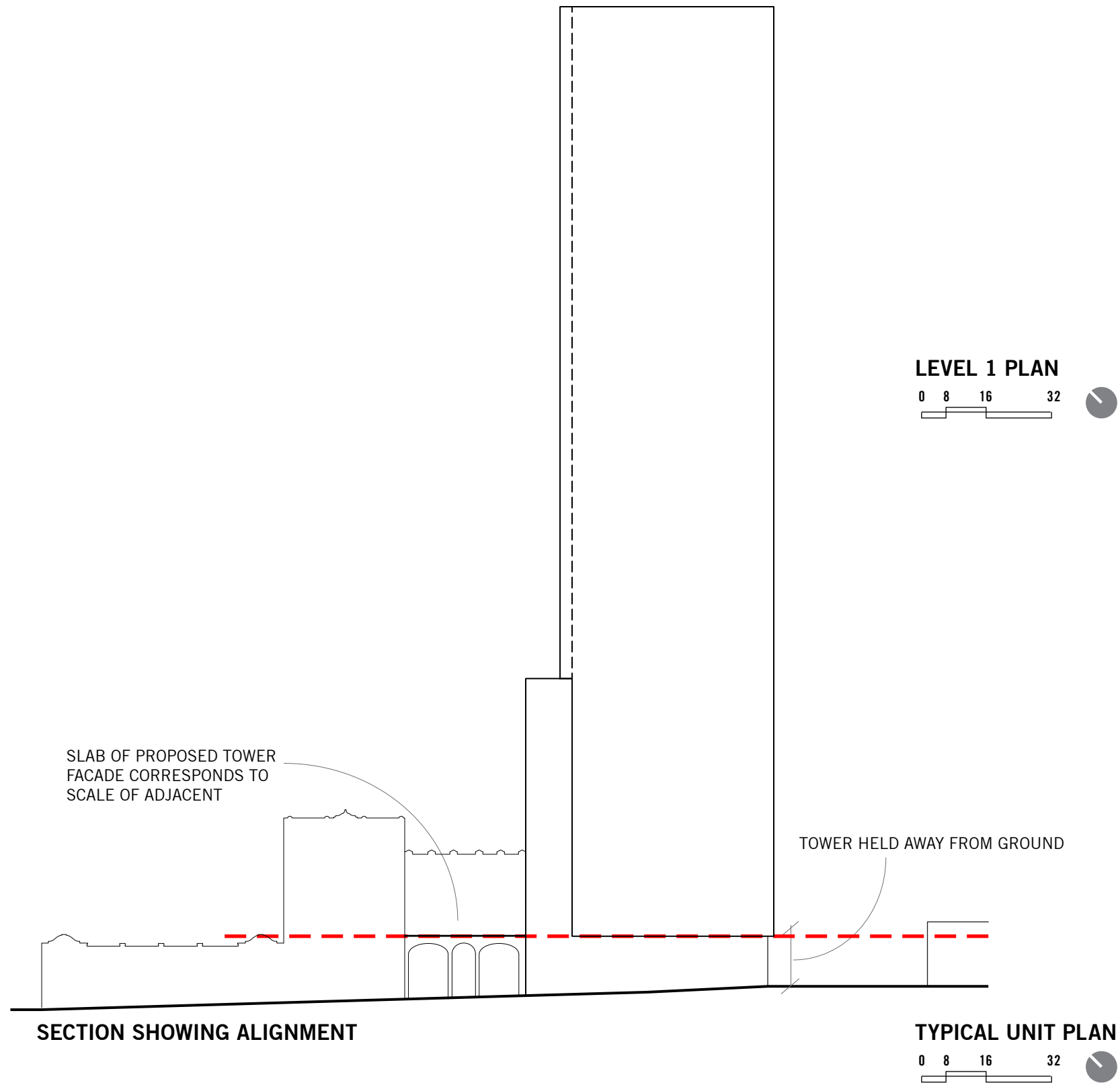
URBAN CONNECTIONS /



FACADE STRATEGY /



AERIAL VIEW FROM THE SE





EYE LEVEL VIEW FROM THE SE





EYE LEVEL VIEW FROM THE NE



EYE LEVEL VIEW FROM THE NW





EYE LEVEL VIEW FROM THE EAST

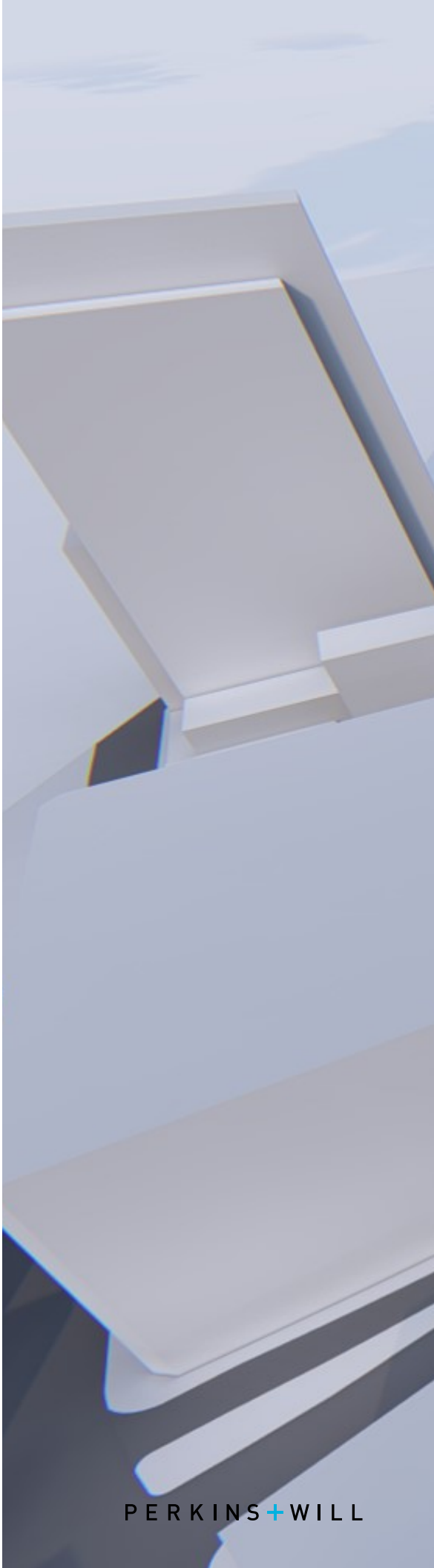
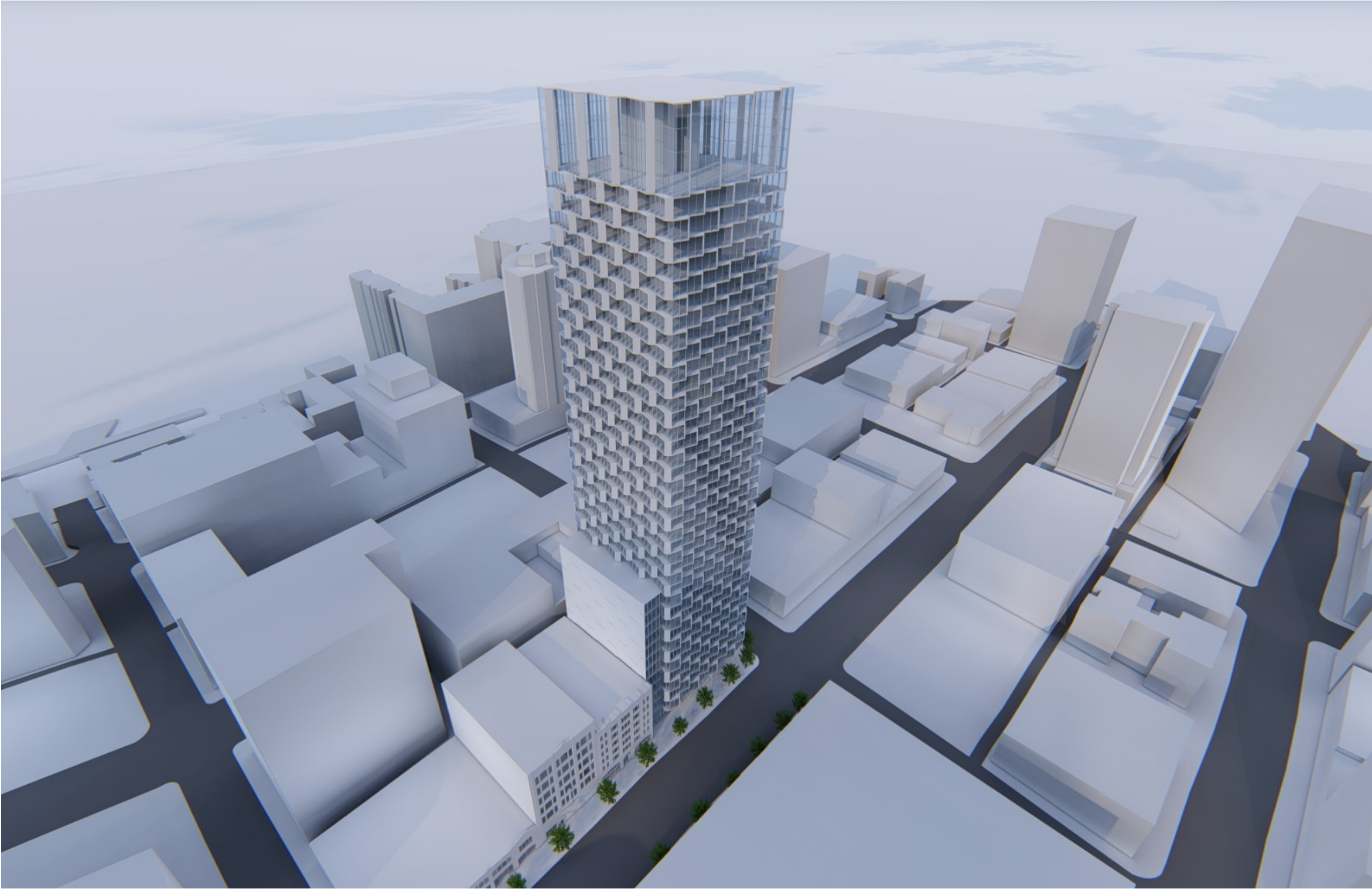


EYE LEVEL VIEW LOOKING UP



VIEW OF THE BALCONY TEXTURE







AERIAL VIEW FROM THE NE

# SECTION 09 / DEPARTURES

The following departure is requested.

TOWER WIDTH : SMC 23.49.058.C.2.a		
<p><b>Zoning Standard:</b></p> <p>In DMC zones, the maximum facade width for portions of a building above 85 feet along the general north/south axis of a site (parallel to the Avenues) shall be 120 feet or 80 percent of the width of the lot measured on the Avenue, whichever is less.</p>	<p><b>Requested Departure:</b></p> <p>The north-south property dimension is 120', resulting in a 96' limit for the tower width based on the zoning standard. The proposed tower would vary in width from 94' to 106' due to the highly modulated nature of the exterior massing which incorporates bay windows and balconies at every dwelling unit.</p>	<p><b>Rationale:</b></p> <p>The intent of the tower width limits is to prevent towers that are overly bulky or wide from being developed on relatively large blocks within the city. The proposed development is a slender point tower that is roughly equal rectangle in plan proportion, although the longer axis runs east-west consistent with the intent of the standard.</p> <p>The development parcel is small, and the proposed tower does not exceed the maximum average residential floorplate. The average width of the facade is 100', modulating 3' in and out from a theoretical midpoint on all sides. In the application of zoning standards bay windows and balconies are typically not included in the calculation of the building width, however, in our request these are included to indicate the maximum extent of the structure's envelope.</p> <p>Incorporating modulation and scale is consistent with the Downtown and Belltown design guidelines and is fundamental to the architectural concept which creates a finer grained facade that references the detailing and fenestration of the historic buildings that surround it while breaking down the building's scale and providing a uniquely textural expression on the skyline.</p>

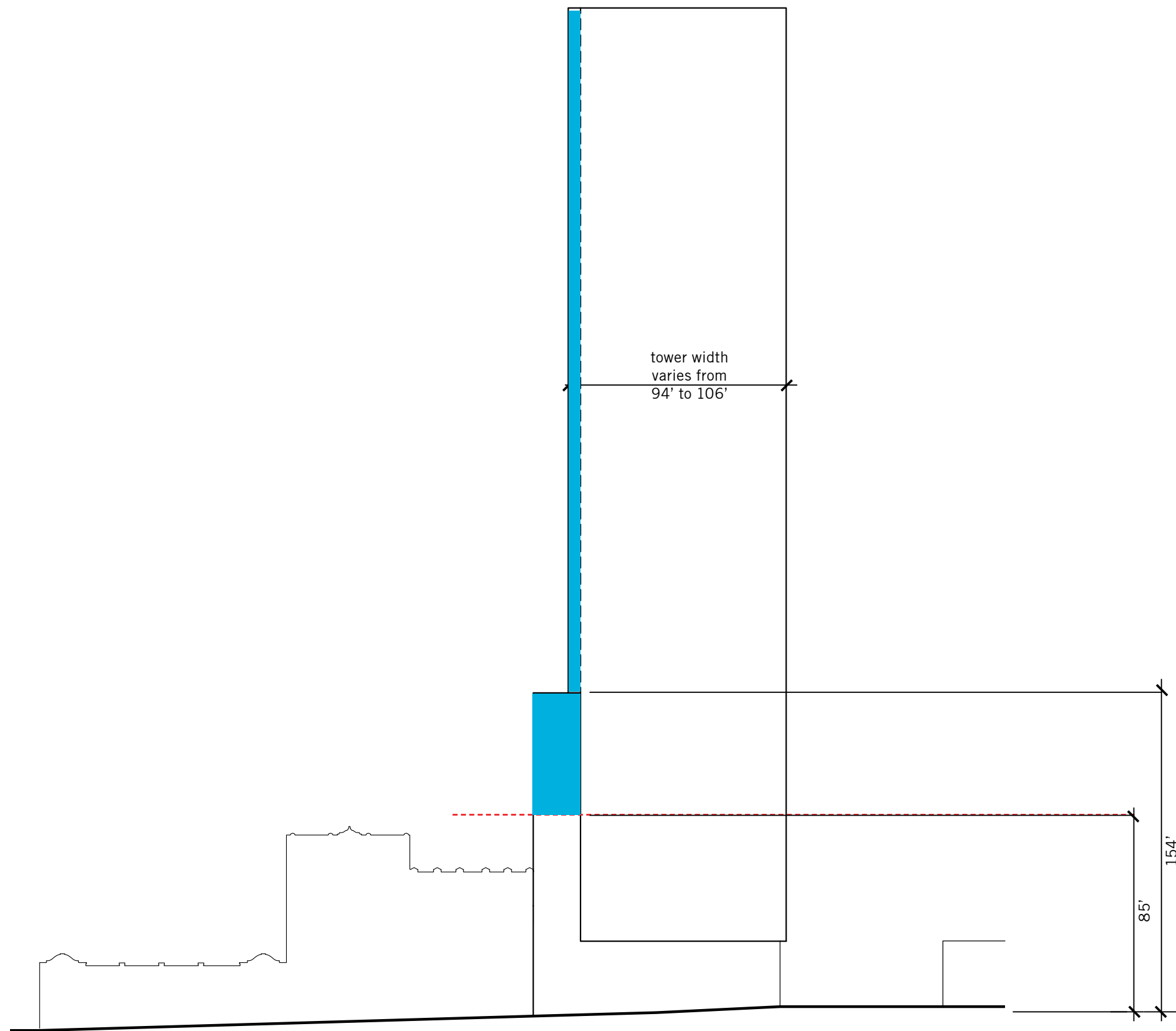


DIAGRAM SHOWING DEPARTURE REQUEST IN BLUE

