

Sullivan Townhomes



PARCEL INFORMATION

Project Name	Sullivan Townhomes
Address	531 S Sullivan Street
Tax ID Number	7883600665
Lot Size	6,000 SF

TEAM

Owner/Developer	FBI Properties 2 LLC Ofer Avnery & Ronit Ashkenazi 15127 NE 24th Street #528 Redmond, WA 98052
Architect	CB Anderson Architects PLLC Ester Katsaros 7209 Greenwood Ave N Seattle, WA 98103
Landscape Architect	Glenn Takagi ASLA 18550 Firland Way N, #102 Shoreline, WA 98122

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Streamlined Design Review Early Design Guidance Packet
SDCI PROJECT # 3025801

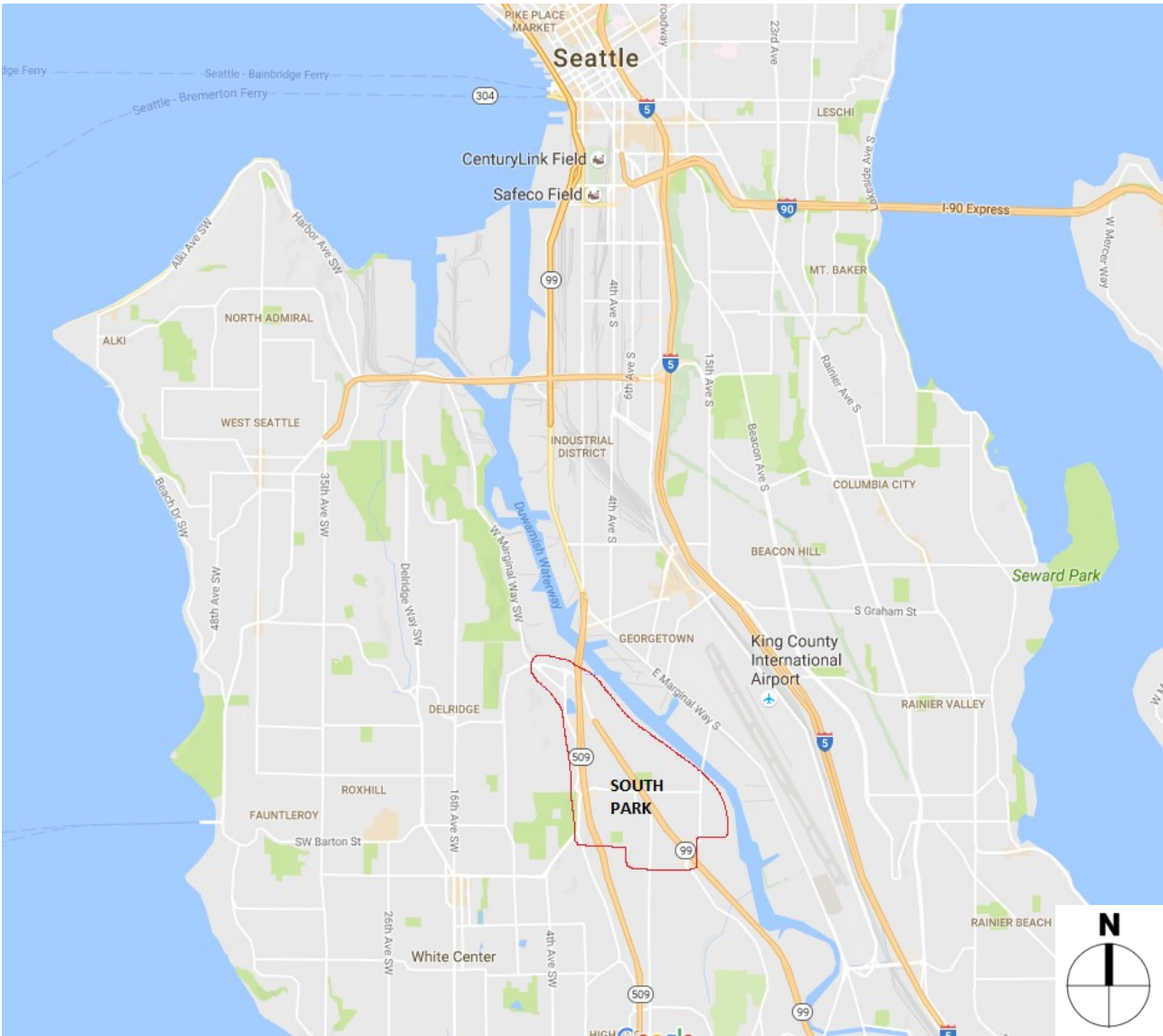
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PROJECT DESCRIPTION & NEIGHBORHOOD CONTEXT

Project location is at 531 S Sullivan Street in an LR3 zone in the South Park neighborhood of South Seattle. The proposed townhouse project consists of new construction of five units in a townhome building

The proposed building will have 2 units facing the street and 2 units facing the alley with one unit between facing both side yards. There will be a path running from the street to the alley with 5 parking spaces at the alley.

The 3 units facing the west side yard will have larger 10' deep amenity areas with living space at ground level. The 2 units facing the street and alley on the east side of the lot will have smaller amenity areas and their living space will be on the 2nd level to allow for more privacy.



Seattle with South Park boundaries



Neighborhood Bird's Eye View & Aerial

NEIGHBORHOOD ANALYSIS

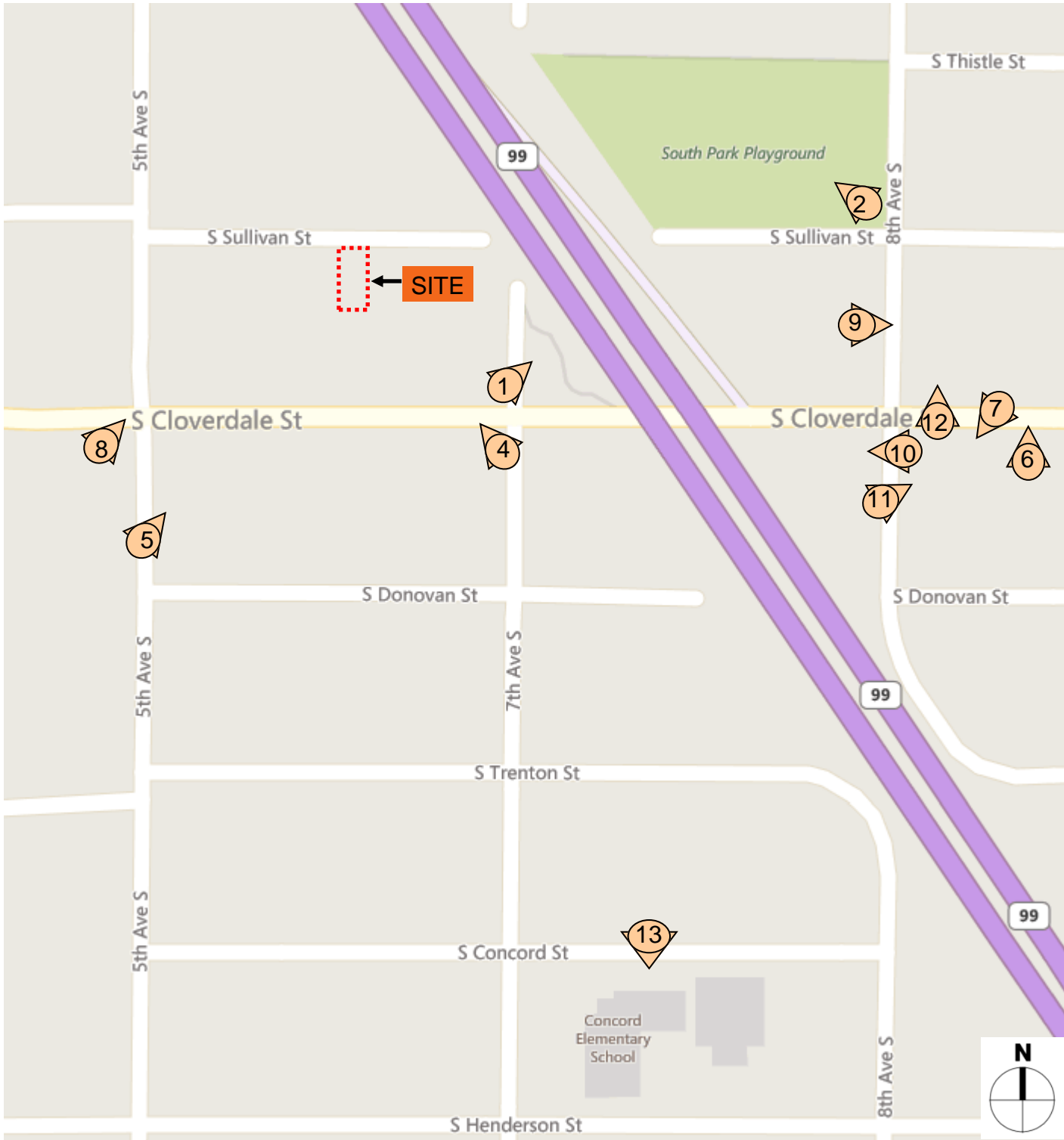
The project site is located in the center of the South Park neighborhood in South Seattle. The site is located in a small multifamily area at the edge of a single family area to the south. There is a large industrial area and it's buffer to the north across the street and to the west. Directly across the street is storage for crane parts. Which makes the view to the north open and somewhat private. The area is flanked on either side by highway 99 and highway 509.

Near by there is a small park which is more sculptural then useful. However ,about 4 blocks to the west is a large community center and playfield. There is also a library, fire station and Concordia elementary school all within walking distance.

South Park area was originally farm lands with focus on the Duwamish River. Since then it has gone through many changes developing into a small town with many small residences and then industry became a big part of the area. It still has a small town feeling with combination of building types from small homes, multifamily, commercial, institutional and industrial. Because of this the building style is very mixed.

The design for these Tonwhomes will take on the simple modern style that is happening in the area which will help add cohesiveness to a bustling community.

NEIGHBORHOOD PHOTO MAP



1 PARK



2 PARK

NEIGHBORHOOD PHOTOS



3 TOWNHOMES



4 TOWNHOMES



5 TOWNHOMES



6 TOWNHOME



7 MULTI-FAMILY



8 MULTI-FAMILY



9 SINGLE-FAMILY



10 COMMERCIAL



11 INSTITUTIONAL - LIBRARY



12 INSTITUTIONAL - FIRE STATION



13 INSTITUTIONAL - CONCORDIA SCHOOL



14 INDUSTRIAL

SOUTH SULLIVAN STREET BLOCK PICTURES - SOUTH SIDE WITH SITE



S SULLIVAN ST



S SULLIVAN ST



S SULLIVAN ST

5TH AVE SOUTH

S SULLIVAN STREET BLOCK PICTURES - NORTH SIDE

5TH AVE SOUTH



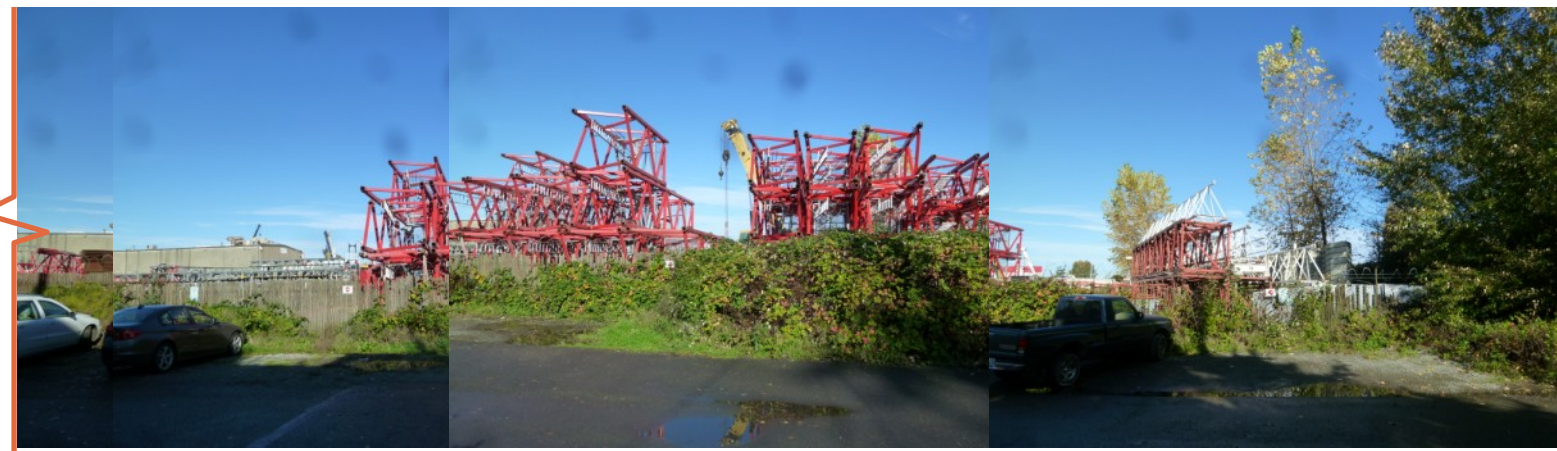
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S SULLIVAN ST

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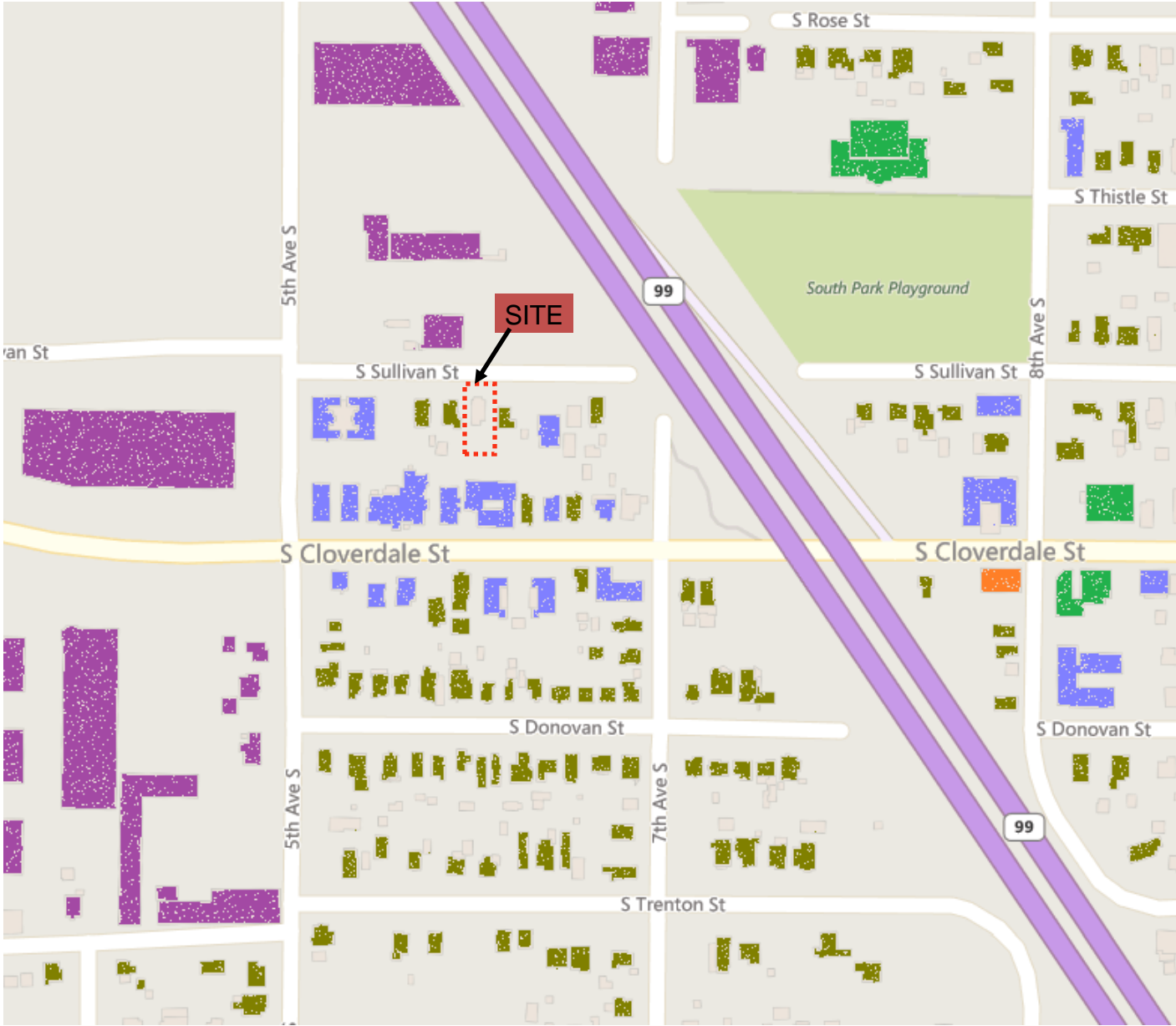
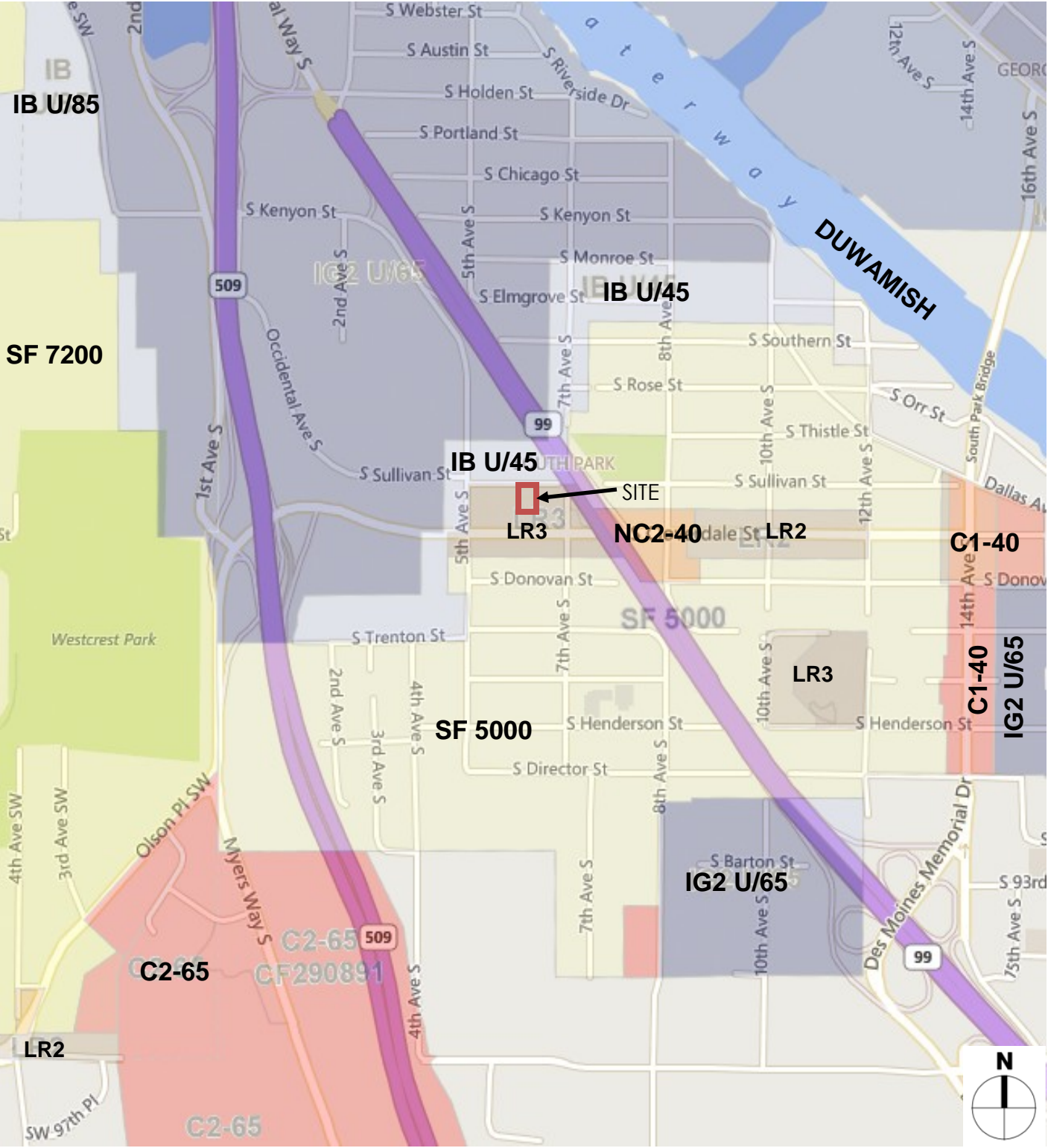


S SULLIVAN ST

DEAD END

DETAILED ZONING MAP

VICINITY MAP WITH EXISTING USES

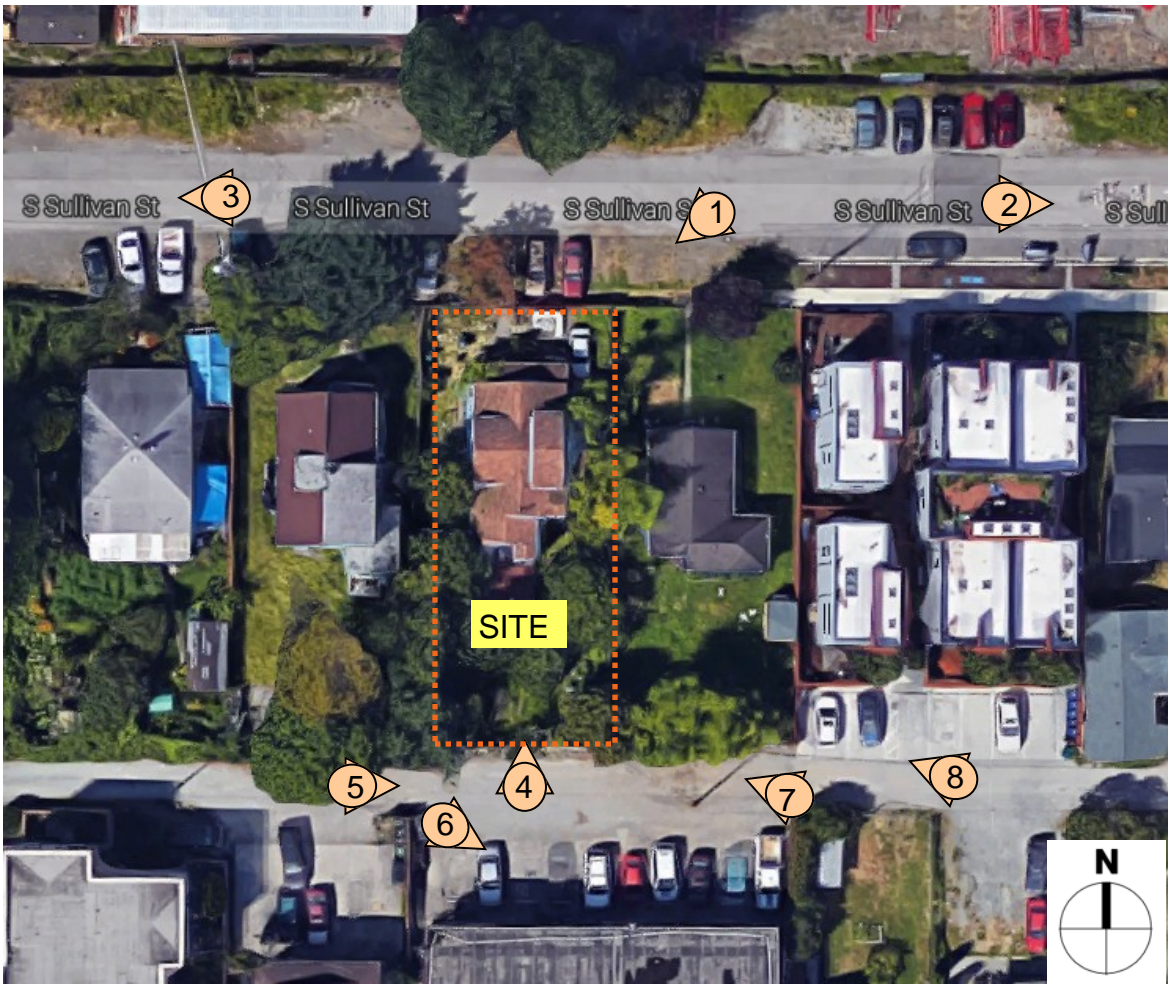


Legend

- Single Family
- Multi Family

- Institutional
- Commercial
- Industrial

EXISTING SITE, STREET AND ALLEY PHOTOS



1



2



3



4



5



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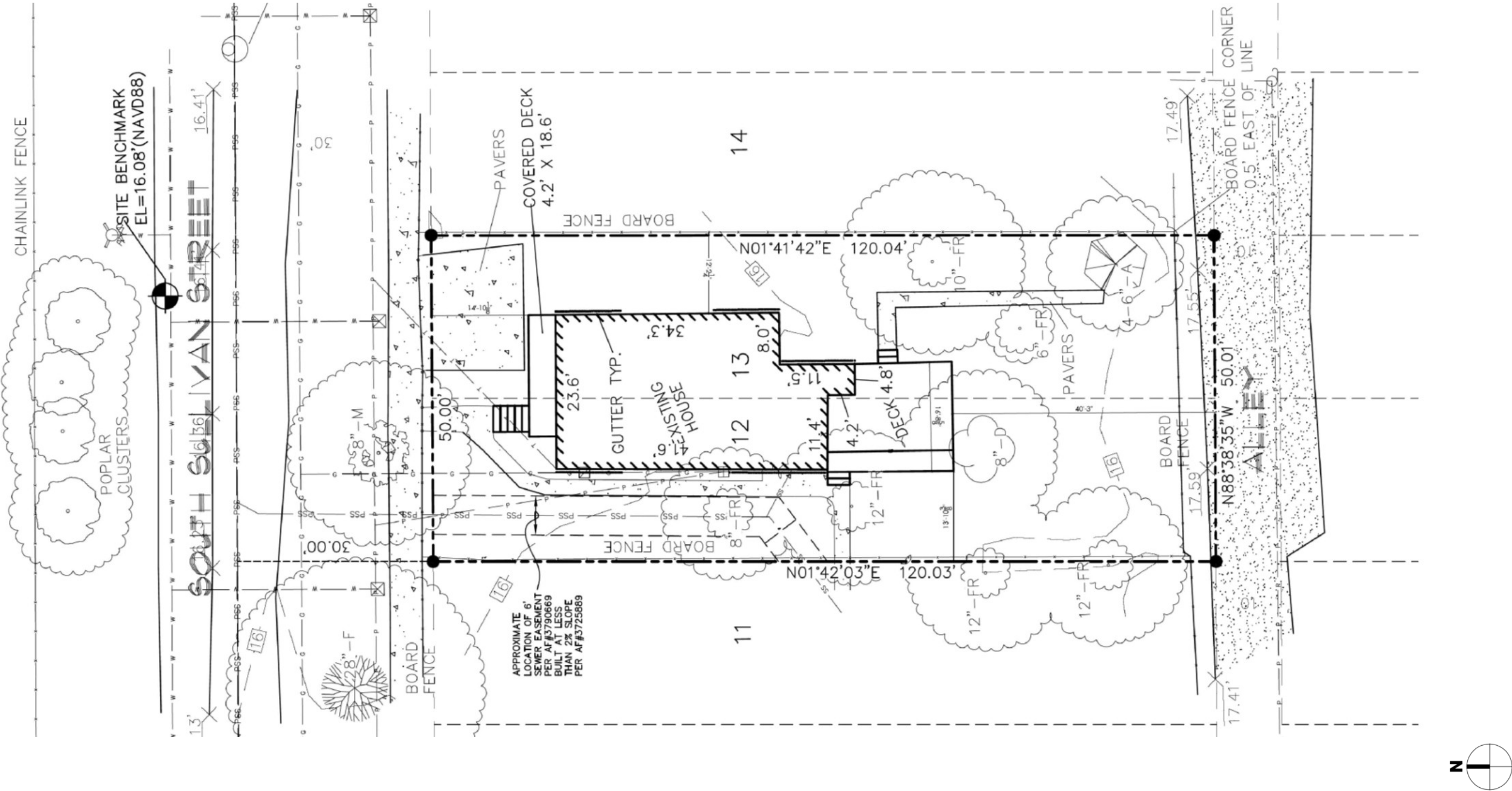


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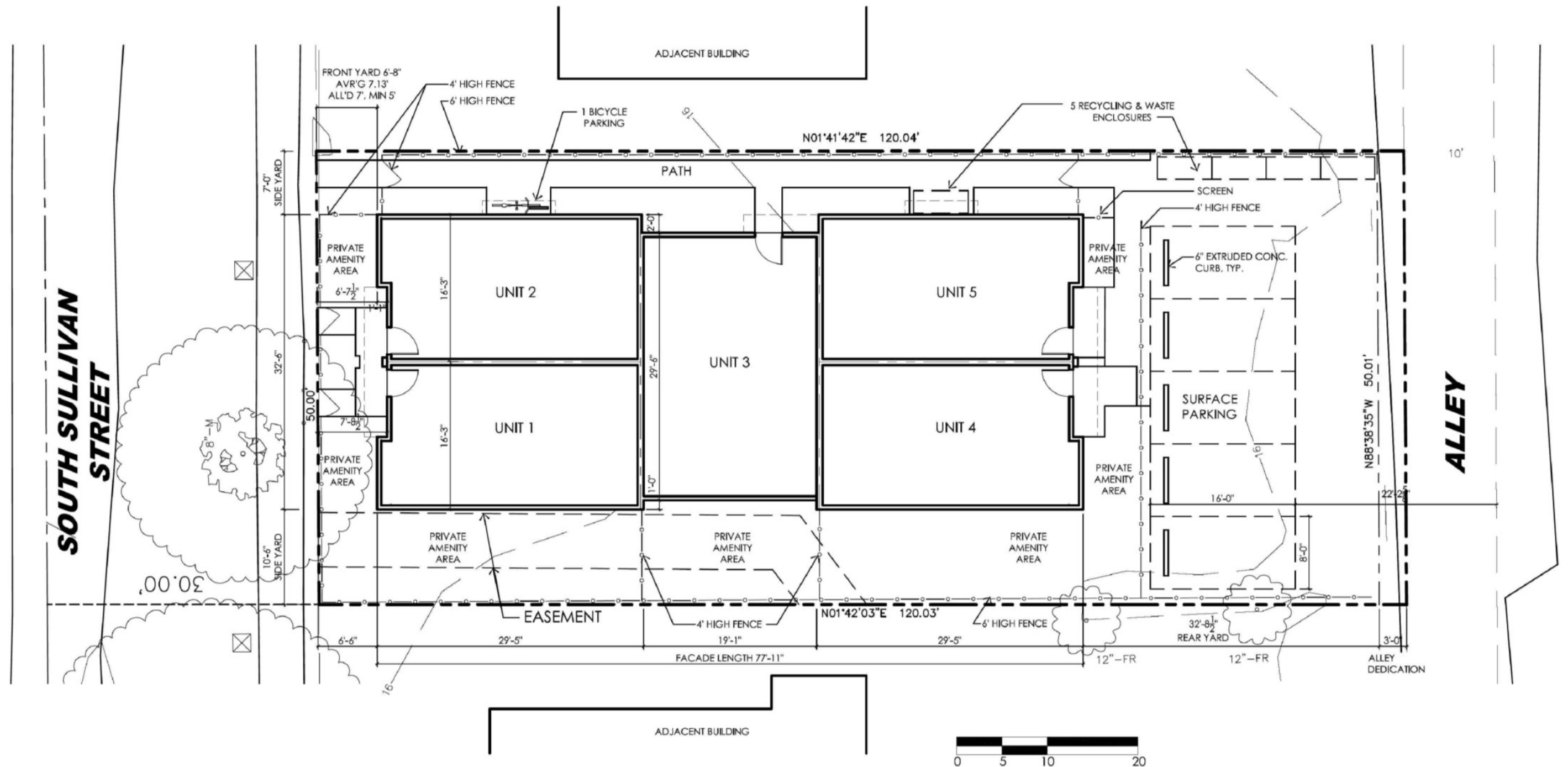
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SURVEY



SITE PLAN

ARCHITECTURAL SITE PLAN



LANDSCAPE PLAN



PLANT SELECTION EXAMPLES



CREeping OREGON GRAPE



EVERGREEN HUCKLEBERRY



EPIEDIUM



EVERGREEN MAGNOLIA



FLOWERING PEAR



SWORDFERN



EVERGREEN CURRENT



FOUNTAIN GRASS



HEAVENLY BAMBOO



PACIFIC WAX MYRTLE



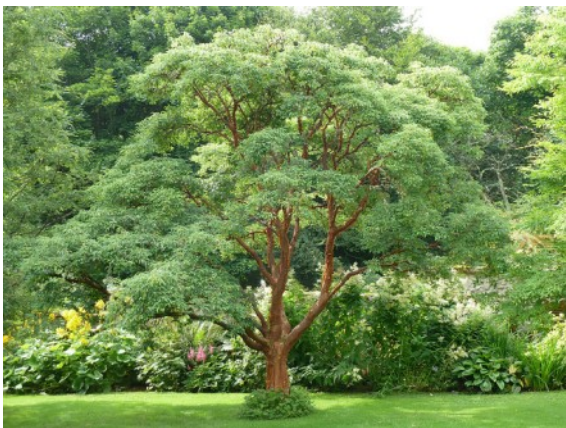
SAROCOCA



VINE MAPLE



KALMIA LARIFOLIA



PAPERBACK MAPLE

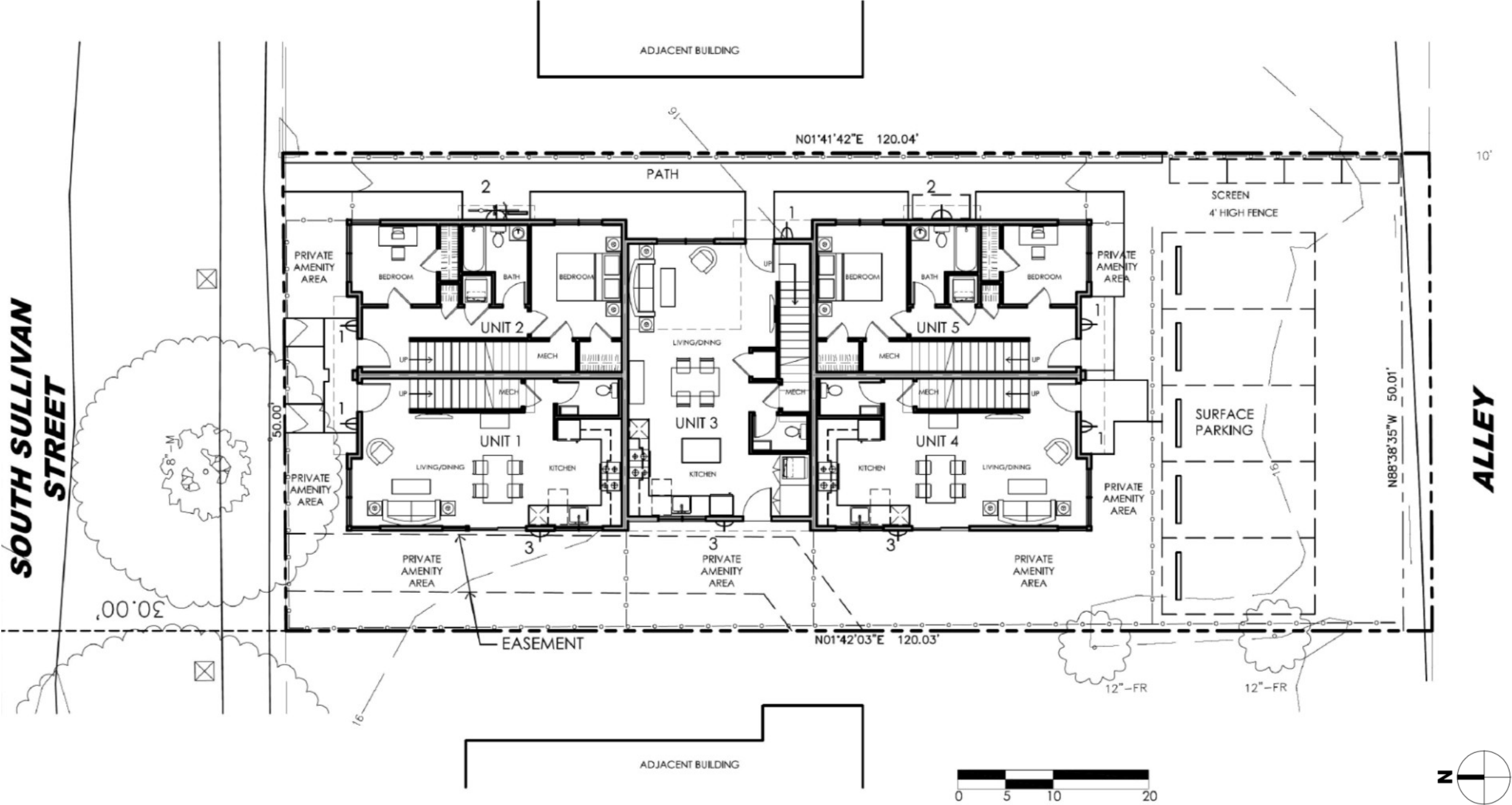


MEXICAN ORANGE



PYRAMADALIS

LIGHTING PLAN



1 ENTRY WALL SCONCE



2 PATH LIGHT SCONCE



3 PATIO WALL SCONCE

ZONING TABLE

Seattle Land Use Section	Code	Proposed
23.45.510 Floor Area Ratio	Maximum FAR in LR3 for townhomes inside urban village: 1.2 or 1.4, if meeting standards of 23.45.510. C.	Lot area: 6,000 SF Maximum FAR allowed: 6,000 SF x 1.2 = 8,400 GFA Maximum FAR proposed: 6,447 SF GFA
24.45.512 Density Limits	LR3 density limit for townhomes: 1 unit in 1,600 SF of lot area or No Limit if meeting standards of 23.45.510.C.	Maximum density allowed: 6,000 SF./ 1,600 SF = 4 units or No Limit Proposed: 5 units
23.45.514 Structure Height	<ul style="list-style-type: none"> - Maximum base height for townhomes for principle structures is 30' in LR3 zone. - Open railings and parapet walls may extend 4' above the base height - Stair penthouses are allowed to extend 10' above the maximum allowed base height 	Proposed: building heights will comply with code
23.45.518 Setbacks	Townhome setbacks Front setback: 7' average, 5' minimum Rear setback: 7' average, 5' minimum Side setback for facades 40' or less in length: 5' Side setback for facades 40' or more in length: 7' average, 5' minimum	Proposed Front setback: 6'-8", 7.13' average Proposed Rear setback: 32'-8 1/2" Proposed Side setback for facades more than 40': West: 10'-6" and East: 7'
23.45.522 Amenity Area	Minimum amenity area for Townhomes: 25% of lot area A minimum of 50% of the amenity area is required on ground level	Minimum required Amenity area: 6,000 SF x 25 % = 1,500 SF Proposed: Private amenity area = 1,880 sf
23.45.524 Landscaping Standards	Green Factor Requirement: Green Factor score or 0.6 or greater	Proposed: landscaping will meet Green Factor score of 0.6
23.45.527 Structure Width & Façade Length	Townhouse requirements: Maximum allowed structure width, inside urban village: 150' Maximum façade length within 15' of a side lot line: 65% or lot depth	Proposed max. width: 32'6" Maximum allowed façade length: 120' x 65% = 78', Proposed: 77'-11"
23.54.015 Table B Parking for Residential Uses	Required Parking : 1 space per dwelling unit = 5 parking stalls	Proposed: 5 surface parking stalls at alley

DESIGN GUIDELINES PART 1

DESIGN GUIDELINE	DESCRIPTION	DESIGN RESPONSE
Context and Site		
CS1 Natural Systems and features	B. Sunlight and Natural Ventilation	The operable windows in all units are located to promote natural ventilation. All units are designed to have 9' ceilings on the Main Living Floor and 8'-0" ceilings on the Bedroom Floors with taller window configurations allowing more natural light into the buildings. The newly planted deciduous street trees will help shading the West façade in the summer while allowing more light coming into the spaces in the winter. The middle unit has a 2-story height at the living room to add more light and ventilation.
CS2 Urban Pattern and Form	B. Adjacent Sites, streets and Open Spaces	The site is bounded by S Sullivan Street to the north and an alley to the south. S Sullivan Street is a dead end street and does not have a strong pedestrian access. Balancing the desire for connection to the street with the need for security for the units is proposed to be achieved by having low fencing and landscaping at the street property line allowing for visual connection. The private walkway to the rear units will have a gate at the property line to signal private property. 6' tall wood fences at the side property lines will ensure privacy of the neighboring sites and this site.
	D. Bulk, Height & Scale	<p>The existing buildings in the immediate vicinity of the property are older single-family homes, two-story apartment buildings across the alley, and 2 new townhome developments on the block that have a larger bulk. Overall this block is a mixture of older and newer single-family and multi-family structures with different bulk, scale and height.</p> <p>The zoning allows for three-story buildings. All newer multi-family homes in the vicinity reflect height and density allowed by zoning. The proposed buildings will be a three-story building and has a similar bulk to like buildings in the area. However, this project is broken up into segments by the façade being brought forward or pushed back to fit in with the bulk and scale of the existing mixture of older or newer and smaller or larger buildings.</p>
CS3 Architectural Context and Character	A. Emphasizing Positive Neighborhood Attributes	South Park is an evolving neighborhood with a mixture of buildings from different eras and with a close vicinity of very different uses such as industrial and residential uses. The proposed development features a contemporary design taking clues from the different uses such as industrial use, like flat roofs but also using residential scaled attributes such as bay windows, decks and residential materials like wood siding. Many of the new townhomes in the neighborhood have a similar theme of contemporary design with flat roofs, symmetrical design and simple forms. This project continues this theme with a unique design.
Public Life		
PL3 Street Level Interaction	A. Entries	The entries to the front units are facing the street and will have a low fence and landscaping in front to allow for some privacy. In addition the front doors to the units facing the street and the alley will have an architectural feature between them to add a small distinction between the front doors. All the units have bright colored doors, covered soffits and the use of wood material at the entries.

DESIGN GUIDELINES PART 2

DESIGN GUIDELINE	DESCRIPTION	DESIGN RESPONSE
Design Concept		
DC2 Architectural Concept	B. Architectural and façade Composition	All units are designed with the same principles in mind such as applying different facades plains, and bays to break up flat wall surfaces. Application of a variety of siding materials and different heights at the parapet walls and soffits break up the massing. The same palette of colors and materials are used throughout the project. Street, side yard and alley facades are designed using the same elements.
	C. Secondary Architectural Features	All units will have soffit covered entries and soffits over the 3rd floor decks which adds secondary feature which unites the building. The metal railing on the Third Floor decks adds architectural interest to the façade. The windows which are grouped together at the corners add a distinctive look to the project.
	D. Scale and Texture	The buildings are appropriately residentially scaled in height with 3 stories and with each story clearly distinguishable with window placement, added elements such as entry soffits, bay windows and decks. The soffits at the entry and 3rd floor help bring the façade down to a human scale. The proposed siding include metal railing, horizontal wood at the entries and different patterns of cement board panel siding with recurring window patterns. The horizontal lines of the balconies add another layer of texture.
DC3 Open Space Concept	A. Building—Open Space relationship	The three units to the west have their main living space at the ground level and have larger private amenity areas here, where there is easy access to the outside. The two units with smaller amenity areas have their living area on the Second Floor. All the units have Third Floor balconies as well. The middle unit is the only one with a roof top deck which makes it more private.
DC4 Exterior Elements and Materials	A. Exterior elements and Finishes	The project includes a variety of exterior finishes and colors. Horizontal wood siding adds warmth and human scale. Painted cement board panel siding refers to the contemporary designs seen today and the metal railing add an industrial feel to the building, referring to the industrial uses in the vicinity to the site.

ELEVATIONS



NORTH ELEVATION FROM S SULLIVAN ST



EAST ELEVATION FROM PATH WITH ADJACENT BUILDING OVERLAY

ELEVATIONS

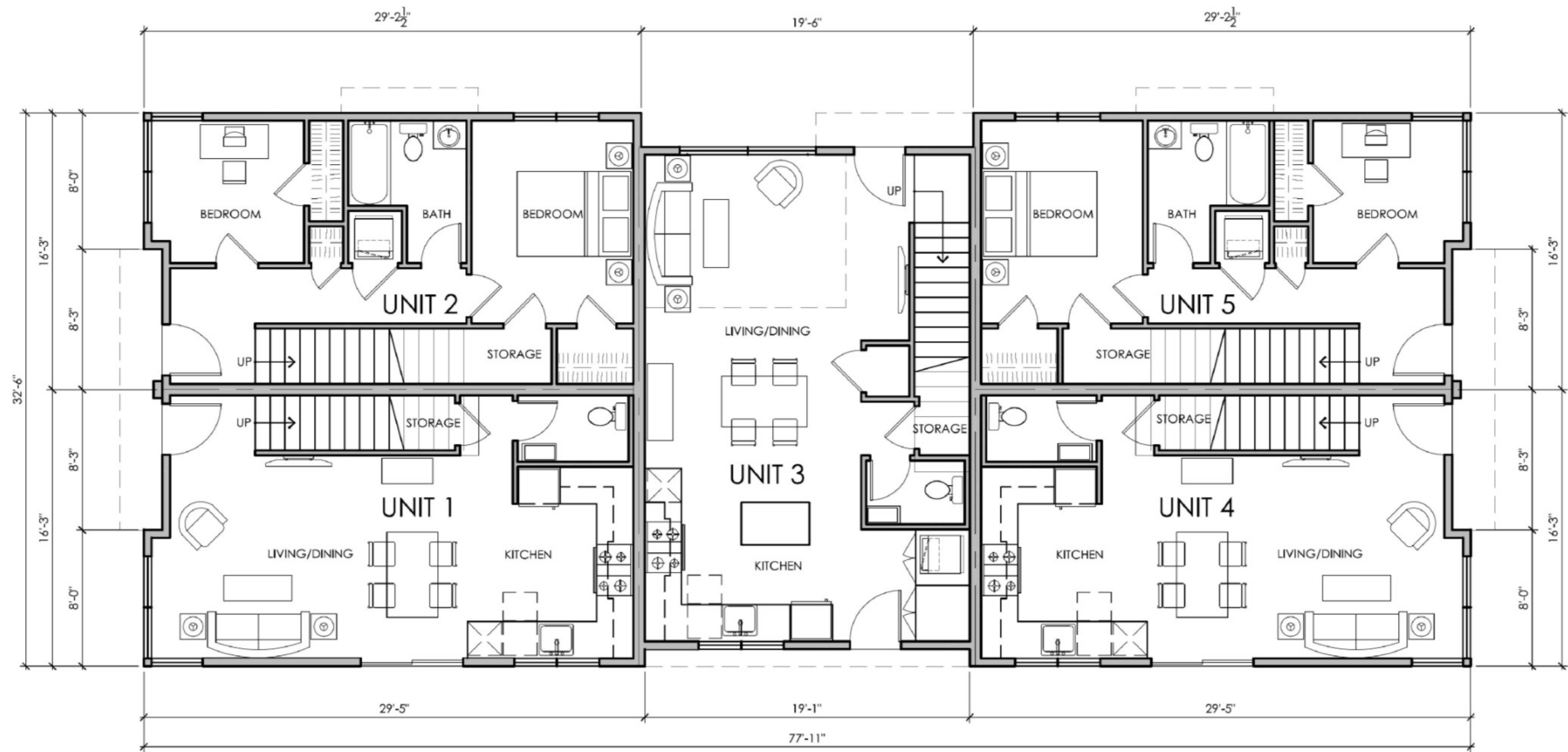


SOUTH ELEVATION FROM ALLEY



WEST ELEVATION WITH ADJACENT BUILDING OVERLAY

FLOOR PLANS



FRIST FLOOR PLAN



FLOOR PLANS

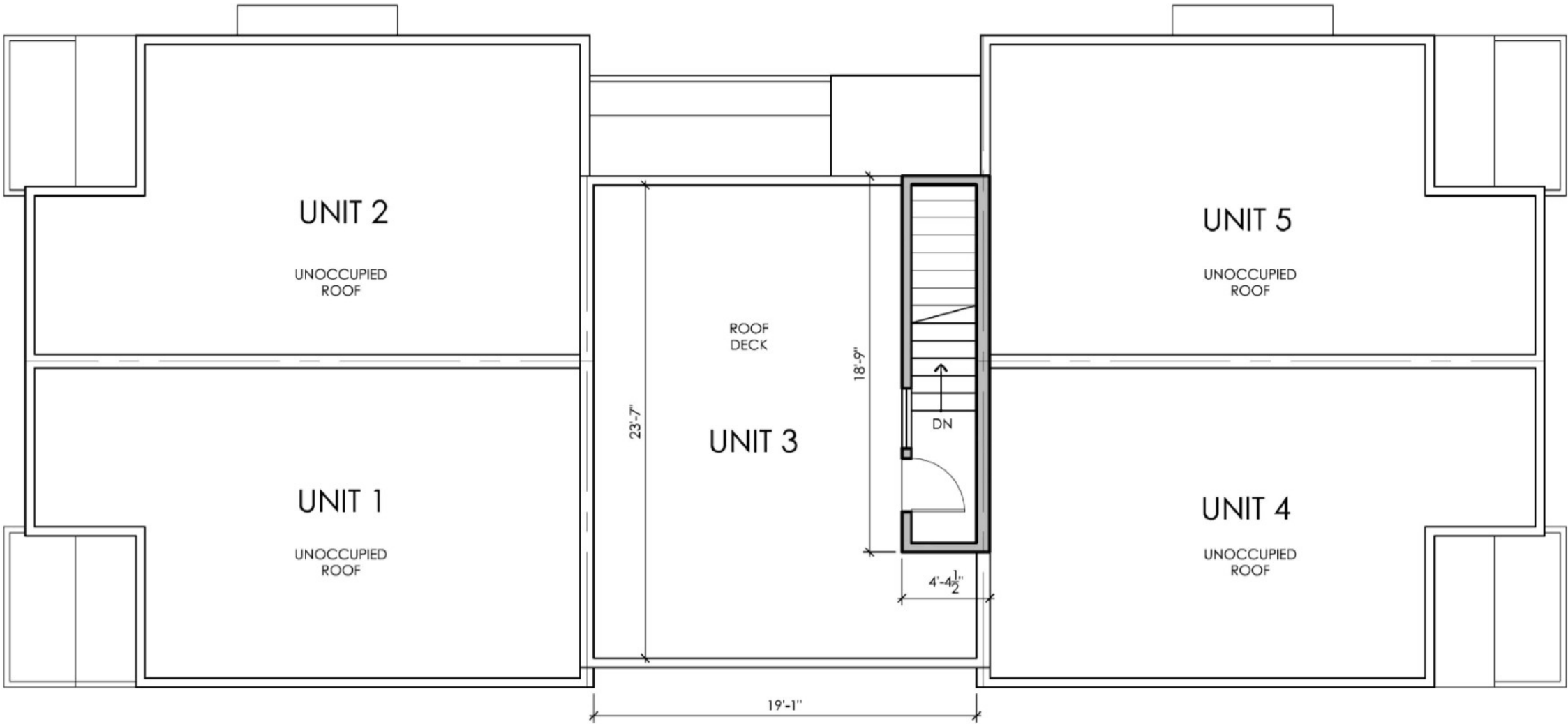


SECOND FLOOR PLAN





FLOOR PLANS



ROOF PLAN



3D VIEWS



VIEW FROM NORTHEAST

Fencing Note

All fencing for this project is shown transparent for clarity. The actual proposed fencing for this project is 6' high wood fencing and sides for privacy with 1x6 horizontal cedar boards with 1/2' spacing at sides. The front will be an open metal fence .

Exterior Finishes:

- Horizontal cedar siding
- Painted smooth cement board panel in white and horizontal siding in dark gray
- Windows in a dark gray color
- Metal deck railing
- Red unit front doors



VIEW FROM NORTHWEST

3D VIEWS



3D VIEW FROM SOUTHWEST AT ALLEY



3D VIEW FROM SOUTHEAST AT ALLEY

Dark gray windows,
trim and panels

Metal railing

Large white panel siding

Horizontal cedar siding

Dark gray painted
smooth cement board
siding

Soffits

Address Identification
visible from street
or alley

Red unit front doors



ADJUSTMENTS

No adjustments or departures from Land Use Code requirements are requested for this project.

