



City of Seattle

Department of Construction and Inspections
Nathan Torgelson, Director



EARLY DESIGN GUIDANCE OF THE SOUTHEAST DESIGN REVIEW BOARD

Project Number: 3019543

Address: 7339 43rd Ave. S

Applicant: Jackson Main Architecture

Date of Meeting: Tuesday, April 12, 2016

Board Members Present: Julian Weber
Carey Dagliano Holmes
Charles Romero
David Sauvion

Board Members Absent: Sharon Khosla

SDCI Staff Present: Josh Johnson

SITE & VICINITY

Site Zone: Neighborhood Commercial with a Pedestrian Overlay with an 85' height limit (NC3P-85 [1.3 FAR])

Nearby Zones: (North) NC3P-85 [5.75 FAR]
(South) NC3P-85 [1.3 FAR]
(East) Single-family (SF 5,000)
(West) Single-family (SF 5,000)

Lot Area: 7,540 sq. ft.



Current Development:

The site is occupied by a vacant, single-family residence.

Surrounding Development and Neighborhood Character:

The site is located on the west side of 43rd Street south of Othello Street. The Othello Playground Park is directly east of the subject property. The NC and LR zoning are present along MLK and the light rail line. Approved and built projects reflect transit oriented high density design. The subject property is zoned for high density development. Other neighborhood amenities include the Chief Sealth Trail and John C. Little Park. In addition to the light rail, multiple bus stop are present along Othello Street. Uses in the neighborhood are predominantly residential with multi-family concentrated along MLK. Mixed Use commercial buildings are present to the northwest along MLK between Myrtle and Othello.

Access:

An existing sidewalk system provides pedestrian access. The site fronts 43rd Ave S. and has a curb cut in the middle of the site.

Environmentally Critical Areas:

There are no environmentally critical areas present on site.

PROJECT DESCRIPTION

The applicant proposed an eight-story residential building comprised of 84-116 residential units, depending on the massing option. No parking is provided.

The design packet includes materials presented at the meeting, and is available online by entering the project number at this website:

<http://www.seattle.gov/DPD/aboutus/news/events/DesignReview/SearchPastReviews/default.aspx>

The packet is also available to view in the file, by contacting the Public Resource Center at SDCl:

Mailing Public Resource Center
Address: 700 Fifth Ave., Suite 2000
P.O. Box 34019
Seattle, WA 98124-4019

Email: PRC@seattle.gov

DESIGN DEVELOPMENT

The applicants design concept is informed by modular construction. Three massings were presented to the Board. All are eight stories, maximizing the allowed height of 85 feet. Each includes openings to the south for amenity space and access to natural light. Options 1 and 3 follow the canted front property line continuing the design of the large multi-family building to the north. The front facades maximize height and bulk to take advantage of the park views to the east. Every option also emphasizes a front porch concept along 43rd Street to create a strong entry sequence referencing the Othello Playground Park. Basement storage is also shown in each massing as well.

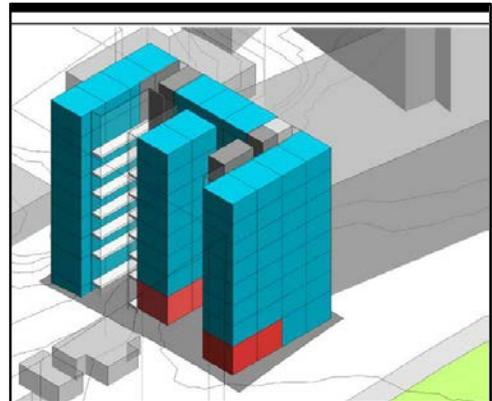
Option 1 (C-Shape)

Option 1 is an open courtyard concept with exposed walkways. This approach has the least amount of units (84) and the least mass. It is a single loaded corridor and could provide an opportunity for windows on both sides of some units. The outer façade of each part of the C shows little modulation. The placement of elevator and stair towers limits light into some east and west oriented units. This arrangement is also angled with respect to the northern property line and may allow for additional light for the neighboring structure to the north.



Option 2 (E-Shape)

Option 2 is a split courtyard open so the south. The amount of units is increased to 100 as there is now a central bank of apartments. Open walkways are included interior to the two courtyards. The front façade does not follow the front property line. While this wouldn't match the neighboring northern building, it could allow more space for a front porch style amenity area. This design parallels the northern property line limiting the separation from adjacent building. Unlike Option 1 indoor amenity spaces are split amongst two legs of the E-Shape. This may generate increased foot traffic in the ground floor central corridor.



Option 3 (H-Shape, Applicant Preferred)

Option 3 contains the most units (116) and combines some elements of Options 1 & 2. The front façade continues the arc of the ROW similar to its northern building. The north façade is angled, allowing more light into the proposed and adjacent structures. All of the indoor amenity space is grouped together with the front lobby. The Board preferred this option and thought this building could become a marque structure in the area due to its increased height and visibility. Their suggestions about additional massing moves, detailing and material choices are included later in the report.



PUBLIC COMMENT

Several members of the public offered comments:

- The design approach was supported by members of the public and the Othello Neighborhood Association.
- Supportive of the mixture of market rate and affordable housing
- The building has an appropriate amount of modulation.
- Use of the Othello color palette is encouraged.
- Preference for Option 1, the C-shape.
- The roof deck would be a useful amenity for the future residents.

All public comments submitted in writing for this project can be viewed using the following link and entering the project number: <http://web6.seattle.gov/dpd/edms/>

PRIORITIES & BOARD RECOMMENDATIONS

After visiting the site, considering the analysis of the site and context provided by the proponents, and hearing public comment, the Design Review Board members provided the following siting and design guidance.

EARLY DESIGN GUIDANCE April 12, 2016

1. Urban Pattern and Form:

- a. The Board wants the applicant to pay special attention to the northwest corner of the building as it will be highly visible from MLK. They asked the applicant to provide rendered perspectives from MLK, clearly showing the design of the northwest corner. (CS2-C)
- b. The applicant should acknowledge the shorter building to the north by paying special attention to the section of their building taller than 65 feet. The Board suggested material and window placement changes to demarcate the upper mass of the building. (CS2-D)

2. Street Level Interaction

The Board commended the proposed public/private space facing the park, but suggested the applicant to coordinate with SDOT on landscape elements in the ROW. (PL3-I, II, & III)

3. Project Uses and Activities

At recommendation the applicant should provide site sections through to the basements units and full floor plans to examine access to light and general livability. (DC1-A)

4. Architectural Concept

The Board favored the verticality of the design. Specifically, the floor to ceiling windows facing the park and stated the park facing façade must be well detailed when the project moves forward to recommendation. (DC2-B&C)

5. Open Space Concept

The Board was pleased with the large opening at the building's south façade. They were interested in the programming of amenity spaces and asked the applicant to provide detailed plans at recommendation. (DC3-A, B, & C)

6. Exterior Elements and Finishes

The Board supported the use of Othello Guideline materials and colors. (DC4-I)

DESIGN REVIEW GUIDELINES

The priority Citywide and Neighborhood guidelines identified by the Board as Priority Guidelines are summarized below, while all guidelines remain applicable. For the full text please visit the [Design Review website](#).

CONTEXT & SITE

CS1 Natural Systems and Site Features: Use natural systems/features of the site and its surroundings as a starting point for project design.

CS1-A Energy Use

CS1-A-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.

CS1-B Sunlight and Natural Ventilation

CS1-B-1. Sun and Wind: Take advantage of solar exposure and natural ventilation. Use local wind patterns and solar gain to reduce the need for mechanical ventilation and heating where possible.

CS1-B-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 site.

CS1-B-3. Managing Solar Gain: Manage direct sunlight falling on south and west facing facades through shading devices and existing or newly planted trees.

CS1-C Topography

CS1-C-1. Land Form: Use natural topography and desirable landforms to inform project design.

CS1-C-2. Elevation Changes: Use the existing site topography when locating structures and open spaces on the site.

CS1-D Plants and Habitat

CS1-D-1. On-Site Features: Incorporate on-site natural habitats and landscape elements into project design and connect those features to existing networks of open spaces and natural habitats wherever possible. Consider relocating significant trees and vegetation if retention is not feasible.

CS1-D-2. Off-Site Features: Provide opportunities through design to connect to off-site habitats such as riparian corridors or existing urban forest corridors. Promote continuous habitat, where possible, and increase interconnected corridors of urban forest and habitat where possible.

CS1-E Water

CS1-E-1. Natural Water Features: If the site includes any natural water features, consider ways to incorporate them into project design, where feasible

CS1-E-2. Adding Interest with Project Drainage: Use project drainage systems as opportunities to add interest to the site through water-related design elements.

CS2 Urban Pattern and Form: Strengthen the most desirable forms, characteristics, and patterns of the streets, block faces, and open spaces in the surrounding area.

CS2-A Location in the City and Neighborhood

CS2-A-1. Sense of Place: Emphasize attributes that give a distinctive sense of place. Design the building and open spaces to enhance areas where a strong identity already exists, and create a sense of place where the physical context is less established.

CS2-A-2. Architectural Presence: Evaluate the degree of visibility or architectural presence that is appropriate or desired given the context, and design accordingly.

CS2-B Adjacent Sites, Streets, and Open Spaces

CS2-B-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.

CS2-B-2. Connection to the Street: Identify opportunities for the project to make a strong connection to the street and public realm.

CS2-B-3. Character of Open Space: Contribute to the character and proportion of surrounding open spaces.

CS2-C Relationship to the Block

CS2-C-1. Corner Sites: Corner sites can serve as gateways or focal points; both require careful detailing at the first three floors due to their high visibility from two or more streets and long distances.

CS2-C-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 and respond to datum lines of adjacent buildings at the first three floors.

CS2-C-3. Full Block Sites: Break up long facades of full-block buildings to avoid a monolithic presence. Provide detail and human scale at street-level, and include repeating elements to add variety and rhythm to the façade and overall building design.

CS2-D Height, Bulk, and Scale

CS2-D-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.

CS2-D-2. Existing Site Features: Use changes in topography, site shape, and vegetation or structures to help make a successful fit with adjacent properties.

CS2-D-3. Zone Transitions: For projects located at the edge of different zones, provide an appropriate transition or complement to the adjacent zone(s). Projects should create a step in perceived height, bulk and scale between the anticipated development potential of the adjacent zone and the proposed development.

CS2-D-4. Massing Choices: Strive for a successful transition between zones where a project abuts a less intense zone.

CS2-D-5. Respect for Adjacent Sites: Respect adjacent properties with design and site planning to minimize disrupting the privacy of residents in adjacent buildings.

Othello Supplemental Guidance:

CS2-I Streetscape Compatibility

CS2-I-i. Commercial Sidewalk Edge: Building spaces for commercial use at or near the edge of the sidewalk and limiting vertical grade separations is encouraged where commercial uses occupy the street-level floor.

CS2-I-ii. Shallow setbacks: Encouraged between the first floor and the sidewalk where residential uses occupy the ground floor; this will promote privacy and also accommodate entry porches and stoops.

CS2-II Respect for Adjacent Sites

CS2-II-i. Service, Loading, and Storage Areas: Prevent from directly facing single family residential areas.

CS2-II-ii. Zone Buffer: buffering single family areas from the undesirable impacts of commercial related service facilities; use landscaping or cohesive architectural treatment to screen service areas and facilities.

CS2-III Corner Lots

CS2-III-i. Gateways: Consider siting and designing structures on corner lots to take advantage of their role as gateways and activity nodes in the community. Locating open spaces such as plazas for public use can promote a physical and visual connection to the street.

CS2-III-ii. Focal Element: Consider adding a focal element, for instance, a sculpture or civic art piece to outdoor space. Consider building on current public art themes in the neighborhood, including a kiosk for the use of the community.

CS2-III-iii. Strong Building Forms: Employ strong building forms to demarcate important gateways, intersections, and street corners. Strong corner massing can function as a visual anchor for a block.

CS2-IV Height, Bulk and Scale Compatibility

CS2-IV-i. MLK@Holly Business District: Careful siting, building design and building massing at the upper levels is encouraged to achieve a sensitive transition between the 65' commercial zone and adjacent residential zones. Large, monolithic buildings are discouraged. Consider the following:

1. Design building volumes to maintain a compatible scale with smaller buildings nearby.
2. Rely on building massing and orientation to place strong visual emphasis on the street in activating public space.
3. Use smaller sub-volumes in the massing of a building to create a transition in size to adjacent residential structures that are smaller in scale.

CS3 Architectural Context and Character: Contribute to the architectural character of the neighborhood.

CS3-A Emphasizing Positive Neighborhood Attributes

CS3-A-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.

CS3-A-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.

CS3-A-3. Established Neighborhoods: In existing neighborhoods with a well-defined architectural character, site and design new structures to complement or be compatible with the architectural style and siting patterns of neighborhood buildings.

CS3-A-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.

CS3-B Local History and Culture

CS3-B-1. Placemaking: Explore the history of the site and neighborhood as a potential placemaking opportunity. Look for historical and cultural significance, using neighborhood groups and archives as resources.

CS3-B-2. Historical/Cultural References: Reuse existing structures on the site where feasible as a means of incorporating historical or cultural elements into the new project.

PUBLIC LIFE

PL1 Connectivity: Complement and contribute to the network of open spaces around the site and the connections among them.

PL1-A Network of Open Spaces

PL1-A-1. Enhancing Open Space: Design the building and open spaces to positively contribute to a broader network of open spaces throughout the neighborhood.

PL1-A-2. Adding to Public Life: Seek opportunities to foster human interaction through an increase in the size and quality of project-related open space available for public life.

PL1-B Walkways and Connections

PL1-B-1. Pedestrian Infrastructure: Connect on-site pedestrian walkways with existing public and private pedestrian infrastructure, thereby supporting pedestrian connections within and outside the project.

PL1-B-2. Pedestrian Volumes: Provide ample space for pedestrian flow and circulation, particularly in areas where there is already heavy pedestrian traffic or where the project is expected to add or attract pedestrians to the area.

PL1-B-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.

PL1-C Outdoor Uses and Activities

PL1-C-1. Selecting Activity Areas: Concentrate activity areas in places with sunny exposure, views across spaces, and in direct line with pedestrian routes.

PL1-C-2. Informal Community Uses: In addition to places for walking and sitting, consider including space for informal community use such as performances, farmer's markets, kiosks and community bulletin boards, cafes, or street vending.

PL1-C-3. Year-Round Activity: Where possible, include features in open spaces for activities beyond daylight hours and throughout the seasons of the year, especially in neighborhood centers where active open space will contribute vibrancy, economic health, and public safety.

PL2 Walkability: Create a safe and comfortable walking environment that is easy to navigate and well-connected to existing pedestrian walkways and features.

PL2-A Accessibility

PL2-A-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.

PL2-A-2. Access Challenges: Add features to assist pedestrians in navigating sloped sites, long blocks, or other challenges.

PL2-B Safety and Security

PL2-B-1. Eyes on the Street: Create a safe environment by providing lines of sight and encouraging natural surveillance.

PL2-B-2. Lighting for Safety: Provide lighting at sufficient lumen intensities and scales, including pathway illumination, pedestrian and entry lighting, and/or security lights.

PL2-B-3. Street-Level Transparency: Ensure transparency of street-level uses (for uses such as nonresidential uses or residential lobbies), where appropriate, by keeping views open into spaces behind walls or plantings, at corners, or along narrow passageways.

PL2-C Weather Protection

PL2-C-1. Locations and Coverage: Overhead weather protection is encouraged and should be located at or near uses that generate pedestrian activity such as entries, retail uses, and transit stops.

PL2-C-2. Design Integration: Integrate weather protection, gutters and downspouts into the design of the structure as a whole, and ensure that it also relates well to neighboring buildings in design, coverage, or other features.

PL2-C-3. People-Friendly Spaces: Create an artful and people-friendly space beneath building.

PL2-D Wayfinding

PL2-D-1. Design as Wayfinding: Use design features as a means of wayfinding wherever possible.

Othello Supplemental Guidance:

PL2-I Personal Safety and Security

PL2-I-i. Zone of Defense: Consider the type of “zone of defense” most appropriate for specific spaces and entries included in the development proposal. Private open spaces and entrances should include physical barriers, such as fencing, some forms of landscaping and locked doors. Symbolic barriers are appropriate for semi-private spaces, and require only a visual perception that a transition has occurred. Nearly anything could serve as a symbolic barrier, and examples include: bollards, flower beds, changes in sidewalk patterns or materials, and signs.

PL2-I-ii. Lighting: New developments are encouraged to provide lighting on buildings and in open spaces. This includes: exterior lighting fixtures above entries; lighting in parking areas and open spaces; and pedestrian street lights near sidewalks. To the degree possible, a constant level of light providing reasonably good visibility should be maintained at night. Bright spots and shadows should be avoided.

PL2-I-iii. Landscaping: As a symbolic barrier, landscaping can mark the transition between zones. Consider employing features such as decorative fencing, flower beds, ground cover, and varied patterns in cement work to clearly show separation between zones. If more substantial barriers are needed, shrubbery such as evergreen hedges can be used to create more formidable edges.

PL3 Street-Level Interaction: Encourage human interaction and activity at the street-level with clear connections to building entries and edges.

PL3-A Entries

PL3-A-1. Design Objectives: Design primary entries to be obvious, identifiable, and distinctive with clear lines of sight and lobbies visually connected to the street.

PL3-A-2. Common Entries: Multi-story residential buildings need to provide privacy and security for residents but also be welcoming and identifiable to visitors.

PL3-A-3. Individual Entries: Ground-related housing should be scaled and detailed appropriately to provide for a more intimate type of entry.

PL3-A-4. Ensemble of Elements: Design the entry as a collection of coordinated elements including the door(s), overhead features, ground surface, landscaping, lighting, and other features.

PL3-B Residential Edges

PL3-B-1. Security and Privacy: Provide security and privacy for residential buildings through the use of a buffer or semi-private space between the development and the street or neighboring buildings.

PL3-B-2. Ground-level Residential: Privacy and security issues are particularly important in buildings with ground-level housing, both at entries and where windows are located overlooking the street.

PL3-B-3. Buildings with Live/Work Uses: Maintain active and transparent facades in the design of live/work residences. Design the first floor so it can be adapted to other commercial use as needed in the future.

PL3-B-4. Interaction: Provide opportunities for interaction among residents and neighbors.

PL3-C Retail Edges

PL3-C-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.

PL3-C-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.

PL3-C-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.

Othello Supplemental Guidance:

PL3-I Human Activity

PL3-I-i. Main Street Feel: Recessed building or individual shop entrances to help create a traditional “main street” feel; ii. Stoops or landscaping to help provide privacy for residential use at street level;

PL3-I-ii. Residential Privacy: Stoops or landscaping to help provide privacy for residential use at street level;

PL3-I-iii. Entry Plaza: Large developments are encouraged to include plazas or gracious entry forecourts along the street edge, provided street continuity is not unduly interrupted along the majority of the block. (This guidance addresses a potential unintended consequence of NC zoning and the pedestrian zone designation that when applied to a very large, full-block development, could create a long, uninterrupted street wall not conducive to pedestrian comfort;

PL3-I-iv. Overhead weather protection: Include along the sidewalk for pedestrian comfort; canopies and awnings are encouraged.

PL3-II Pedestrian Open Spaces and Entrances

PL3-II-i. Activate the Street Edge: Providing space for intermingling of pedestrians and shoppers at the street-level on Martin Luther King Jr. Way South will help create a socially and visually stimulating MLK@Holly business district. Multiple storefronts, shop entrances and activities enliven the street and provide a safe pedestrian environment. Generous windows placed at the ground floor give people inside an awareness of activity on the street. This is commonly referred to as “eyes on the street,” and supports an active day and night street environment.

PL3-II-ii. Active Entries: Buildings that are designed for multi-tenant occupancy and walk-in pedestrian traffic at the street level are encouraged.

PL3-III Transition Between Residence and Street

PL3-III-i. Ground-related Residential Development:, Encouraged at locations along public open spaces such as Othello Park to create human activity along the park and provide for social interaction among residents and neighbors.

PL4 Active Transportation: Incorporate design features that facilitate active forms of transportation such as walking, bicycling, and use of transit.

PL4-A Entry Locations and Relationships

PL4-A-1. Serving all Modes of Travel: Provide safe and convenient access points for all modes of travel.

PL4-A-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.

PL4-B Planning Ahead for Bicyclists

PL4-B-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.

PL4-B-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.

PL4-B-3. Bike Connections: Facilitate connections to bicycle trails and infrastructure around and beyond the project.

PL4-C Planning Ahead For Transit

PL4-C-1. Influence on Project Design: Identify how a transit stop (planned or built) adjacent to or near the site may influence project design, provide opportunities for placemaking.

PL4-C-2. On-site Transit Stops: If a transit stop is located onsite, design project-related pedestrian improvements and amenities so that they complement any amenities provided for transit riders.

PL4-C-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.

DESIGN CONCEPT

DC1 Project Uses and Activities: Optimize the arrangement of uses and activities on site.

DC1-A Arrangement of Interior Uses

DC1-A-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.

DC1-A-2. Gathering Places: Maximize the use of any interior or exterior gathering spaces.

DC1-A-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.

DC1-A-4. Views and Connections: Locate interior uses and activities to take advantage of views and physical connections to exterior spaces and uses.

DC1-B Vehicular Access and Circulation

DC1-B-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.

DC1-B-2. Facilities for Alternative Transportation: Locate facilities for alternative transportation in prominent locations that are convenient and readily accessible to expected users.

DC1-C Parking and Service Uses

DC1-C-1. Below-Grade Parking: Locate parking below grade wherever possible. Where a surface parking lot is the only alternative, locate the parking in rear or side yards, or on lower or less visible portions of the site.

DC1-C-2. Visual Impacts: Reduce the visual impacts of parking lots, parking structures, entrances, and related signs and equipment as much as possible.

DC1-C-3. Multiple Uses: Design parking areas to serve multiple uses such as children's play space, outdoor gathering areas, sports courts, woonerf, or common space in multifamily projects.

DC1-C-4. Service Uses: Locate and design service entries, loading docks, and trash receptacles away from pedestrian areas or to a less visible portion of the site to reduce possible impacts of these facilities on building aesthetics and pedestrian circulation.

DC2 Architectural Concept: Develop an architectural concept that will result in a unified and functional design that fits well on the site and within its surroundings.

DC2-A Massing

DC2-A-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.

DC2-A-2. Reducing Perceived Mass: Use secondary architectural elements to reduce the perceived mass of larger projects.

DC2-B Architectural and Façade Composition

DC2-B-1. Façade Composition: Design all building façades—including alleys and visible roofs—considering the composition and architectural expression of the building as a whole. Ensure that all façades are attractive and well-proportioned.

DC2-B-2. Blank Walls: Avoid large blank walls along visible façades wherever possible. Where expanses of blank walls, retaining walls, or garage façades are unavoidable,

include uses or design treatments at the street level that have human scale and are designed for pedestrians.

DC2-C Secondary Architectural Features

DC2-C-1. Visual Depth and Interest: Add depth to facades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the façade 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).

DC2-C-2. Dual Purpose Elements: Consider architectural features that can be dual purpose— adding depth, texture, and scale as well as serving other project functions.

DC2-C-3. Fit With Neighboring Buildings: Use design elements to achieve a successful fit between a building and its neighbors.

DC2-D Scale and Texture

DC2-D-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

DC2-D-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.

DC2-E Form and Function

DC2-E-1. Legibility and Flexibility: Strive for a balance between building use 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: Integrate open space design with the building design so that they complement each other.

DC3-A Building-Open Space Relationship

DC3-A-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.

DC3-B Open Space Uses and Activities

DC3-B-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.

DC3-B-2. Matching Uses to Conditions: Respond to changing environmental conditions such as seasonal and daily light and weather shifts through open space design and/or programming of open space activities.

DC3-B-3. Connections to Other Open Space: Site and design project-related open spaces to connect with, or enhance, the uses and activities of other nearby public open space where appropriate.

DC3-B-4. Multifamily Open Space: Design common and private open spaces in multifamily projects for use by all residents to encourage physical activity and social interaction.

DC3-C Design

DC3-C-1. Reinforce Existing Open Space: Where a strong open space concept exists in the neighborhood, reinforce existing character and patterns of street tree planting, buffers or treatment of topographic changes. Where no strong patterns exist, initiate a strong open space concept that other projects can build upon in the future.

DC3-C-2. Amenities/Features: Create attractive outdoor spaces suited to the uses envisioned for the project.

DC3-C-3. Support Natural Areas: Create an open space design that retains and enhances onsite natural areas and connects to natural areas that may exist off-site and may provide habitat for wildlife.

DC4 Exterior Elements and Finishes: Use appropriate and high quality elements and finishes for the building and its open spaces.

DC4-A Exterior Elements and Finishes

DC4-A-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.

DC4-A-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.

DC4-B Signage

DC4-B-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.

DC4-B-2. Coordination with Project Design: Develop a signage plan within the context of architectural and open space concepts, and coordinate the details with façade design, lighting, and other project features to complement the project as a whole, in addition to the surrounding context.

DC4-C Lighting

DC4-C-1. Functions: Use lighting both to increase site safety in all locations used by pedestrians and to highlight architectural or landscape details and features such as entries, signs, canopies, plantings, and art.

DC4-C-2. Avoiding Glare: Design project lighting based upon the uses on and off site, taking care to provide illumination to serve building needs while avoiding off-site night glare and light pollution.

DC4-D Trees, Landscape, and Hardscape Materials

DC4-D-1. Choice of Plant Materials: Reinforce the overall architectural and open space design concepts through the selection of landscape materials.

DC4-D-2. Hardscape Materials: Use exterior courtyards, plazas, and other hard surfaced areas as an opportunity to add color, texture, and/or pattern and enliven public areas through the use of distinctive and durable paving materials. Use permeable materials wherever possible.

DC4-D-3. Long Range Planning: Select plants that upon maturity will be of appropriate size, scale, and shape to contribute to the site as intended.

DC4-D-4. Place Making: Create a landscape design that helps define spaces with significant elements such as trees.

DC4-E Project Assembly and Lifespan

DC4-E-1. Deconstruction: When possible, design the project so that it may be deconstructed at the end of its useful lifetime, with connections and assembly techniques that will allow reuse of materials.

Othello Supplemental Guidance:

DC4-I Exterior Finish Materials

DC4-I-i. Encourage High-Quality Construction: All new buildings are encouraged to be constructed as long-term additions to the urban fabric.

DC4-I-ii. Residential Development:

a. Use exterior building materials that are typically residential in character. The most commonly-found traditional cladding material in the Othello Neighborhood is wood: shingle, horizontal or vertical. Stone, or other masonry with human-scale texture, is also encouraged— particularly as accent materials.

b. Creative combinations of the above are encouraged; other materials can also be considered, such as stucco and vinyl shaped to reflect natural textures, so long as they meet the overall objective of conveying a sense of permanence, human scale and proportion.

DC4-I-iii. Commercial and Mixed-Use Development:

a. Use exterior building materials typically found in traditional storefront design. This includes brick, masonry and metal on the ground floor. Mixed-use developments could use a combination of materials, such as brick, masonry, metal, wood and stucco in a manner that creates a coherent design.

b. Consider window design as an opportunity to provide variation and definition along building facades. Avoid monotonous repetition of window types.

DC4-I-iv. NW Corner of Martin Luther King Jr. Way S and S Othello St: See site-specific guidelines.

DC4-I-v. NE and SE Corners of Martin Luther King Jr. Way S and S Othello Street: See site specific guidelines.

DEVELOPMENT STANDARD DEPARTURES

The applicant withdrew their departure request for reduced amenity space at the Early Design Guidance meeting.

BOARD DIRECTION

At the conclusion of the Early Design Guidance meeting, the Board recommended moving forward to MUP application.