



EARLY DESIGN GUIDANCE OF THE NORTHEAST DESIGN REVIEW BOARD

Project Number: 3020320

Address: 4609 Union Bay Pl NE

Applicant: Rico Quirindongo, DLR Group

Date of Meeting: Monday, September 21, 2015

Board Members Present: Ivana Begley (Chair)
Eric Blank
Laura Lens
Blake Williams
Martine Zettle

Board Members Absent: Julia Leavitt

DPD Staff Present: BreAnne McConkie

SITE & VICINITY

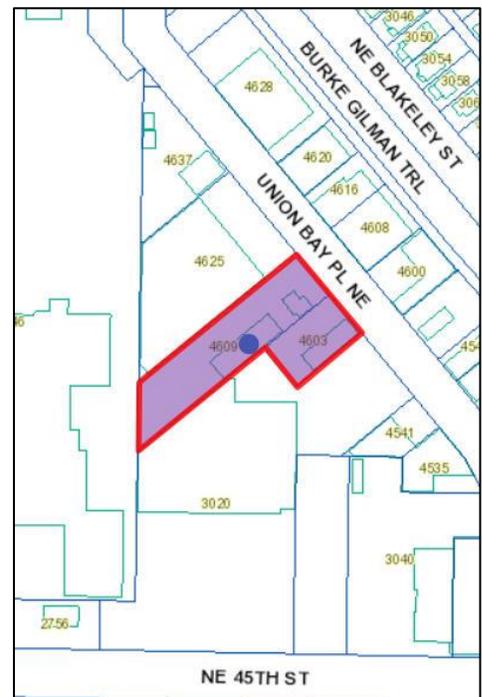
Site Zone: C2-65 (Commercial 2 with 65' Height Limit)

Nearby Zones: (North) C2-65 and C2-40
(South) C2-65
(East) C2-40
(West) C2-65

Lot Area: 32,633 sq. ft.

Current Development:

The site is developed as a warehouse with retail components and a surface parking lot.



Surrounding Development and Neighborhood Character: The neighborhood is an eclectic mix of retail, industrial, and residential uses. Union Bay PI NE, a collector arterial, is lined with older industrial buildings 1-2 stories in height. The majority of the street is developed with parking located in front or beside the structures. There is a painted sidewalk with no curb and gutter or other road separation. University Village is located directly to the west and is comprised of auto-oriented commercial uses. Properties along Union Bay Place are zoned commercial. The Burke Gilman Trail and a single-family neighborhood are located to the east across Union Bay Place. There are two large parks, Ravenna and Yesler Marsh, within close proximity of the site.

Access: Pedestrian and vehicle access to the site is proposed from Union Bay PI NE

Environmentally Critical Areas: There are no Environmentally Critical Areas on-site.

PROJECT DESCRIPTION

The applicant is proposing a six story structure containing 250 unit residential units and 18,200 sq. ft. of commercial space located at ground level. Parking for 75 vehicles to be provided below grade. Existing structures to be demolished.

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The packet includes materials presented at the meeting, and is available online by entering the project number at the following 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 DPD:

Mailing Public Resource Center

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

Email: PRC@seattle.gov

PUBLIC COMMENT

There were several members of the public present at the Early Design Guidance meeting. Members of the public raised the following issues:

- Expressed concerns with privacy and view impacts to the existing single family neighborhood to the east.
- Noted the height and potential visibility of the proposed development from the nearby Burke-Gilman trail.

- Questioned the viability of commercial uses at this location and stated that several retailers have come and gone.
- Retail use should be oriented to the residents of the building and will likely not draw outsiders.
- Would like to see a restaurant that caters to the existing surrounding neighborhood.
- Cautioned that City light utility pole may be in the way of the ramp.
- Options 1 and 2 are safer from a pedestrian/parking ramp perspective and sight triangles may be problematic.
- Difficult to understand setbacks and did not see dimensions on the plans.
- Would like to see a simplified material expression and material detailing should be a priority. Stated even a honed CMU could work if it was successfully detailed.
- North and South elevations will be highly visible for the foreseeable future and should be high quality material and simple composition.
- Questioned if the amount of parking provided was enough based on the number of units and retail.

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.

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1. Massing & Access

- a. The Board stated unanimous support for the massing and siting of the applicant's preferred Option, Option 3, and directed the applicant to explore ways to break up the street-facing façade through vertical relief (as was shown on pg. 24 of the EDG packet) so the building would read more as two structures. (CS2-D & CS3-A)
- b. The Board expressed general support for the location of the lobby and retail in the applicant's Preferred Option, noting that active uses adjacent to the pedestrian arcade entry would be important to help draw people into that space. (PL2-1 & PL3-A)
- c. The Board supported the location of the vehicle ramp Option 3 noting that it should be located away from the arcade access to minimize potential conflicts and negative impacts from services and vehicles. (PL2-B & DC1-B)
- d. The Board directed the applicant to explore variable rooflines and upper level setbacks to add visual interest, vertical modulation, and better relate to the existing commercial across the street. (DC2-B & DC2-C)
- e. For the next meeting, the applicant should provide cross-sections to illustrate the scale, setbacks, and relationships to adjacent buildings and surrounding area, including a high-level cross-section showing the grade relationship between the proposal and the single family neighborhood to the northeast. (DC2-D)

- 2. Arcade & Retail Edges:** The Board discussed the pedestrian arcade at length and noted that the space would function more like a long courtyard because the arcade dead-ends, making viable retail challenging. The Board noted a destination restaurant, as presented as a possibility by the applicant, could be successful at engaging the space.
 - a. The applicant should consider possible ways to create a through-block connection through the site, but recognized it may not be feasible due the existing adjacent uses. (PL1-A & PL1-B)
 - b. The Board noted the small size of the aperture into the arcade relative to the length of the space and directed the applicant to make the entry opening as large as possible in order to draw pedestrians into the space, specifically noting the importance of the ceiling height. Views into the space from the street and entry should be as open as possible. A visual terminus should also be explored. (DC2-E & DC3-A)
 - c. Any proposed fencing should visually blend into the design of the space. (DC4-I)
 - d. Design should further develop ways to make the space as engaging as possible and should provide detailed landscaping/hardscaping, lighting, and signage for the next meeting. (DC3 & DC3-B)
 - e. Study precedents of comparable pedestrian arcade-like spaces, (specifically noting Ballard and Georgetown as possible areas with similar conditions) and use cues from the study to inform the design of the arcade. (DC3-A)
 - f. For the next meeting, the applicant should provide vignettes of the arcade space to show how this area will function. (DC3-B)

- 3. Materials & Architectural Character:** The Board expressed general support for the architectural character presented at EDG, specifically noting support for the precedent imagery (Modern Ravenna Saw Mill and West Coast Modern on pages 30 and 33 of the EDG packet).
 - a. The Board directed the applicant to move forward with a simple material palette that could be applied in several different ways. A smaller number of quality, durable materials should be used. The Board stressed the importance of simple cladding and cautioning that too many materials would result in a chaotic and frantic composition. (DC4-A)
 - b. Materials should be used to break up facades into discreet volumes. (DC2-A)
 - c. The Board noted that the north and south facades could have some variation in massing but should relate to each other in architectural character. (DC2-B)

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

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-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-C Relationship to the Block

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-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.

University Supplemental Guidance:

CS2-I Responding to Site Characteristics

CS2-I-i. Views Along Burke Gilman Trail: For properties facing the Burke Gilman Trail, new buildings should be located to minimize impacts to views of Mount Rainier, Cascade Mountains and Lake Washington, and allow for sunlight along the trail and increase safety and access.

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

CS3-A Emphasizing Positive Neighborhood Attributes

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-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.

University Supplemental Guidance:

CS3-I Architectural Elements and Materials

CS3-I-i. Incorporate Local Architectural Character: Although no single architectural style or character emerges as a dominant direction for new construction in the University Community, project applicants should show how the proposed design incorporates elements of the local architectural character especially when there are buildings of local historical significance or landmark status in the vicinity.

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-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.

University Supplemental Guidance:

PL1-I Residential Open Space

PL1-I-i. Active, Ground-Level Open Space: The ground-level open space should be designed as a plaza, courtyard, play area, mini-park, pedestrian open space, garden, or similar occupiable site feature. The quantity of open space is less important than the provision of functional and visual ground-level open space. Successfully designed ground level open space should meet these objectives:

- a. Reinforces positive streetscape qualities by providing a landscaped front yard, adhering to common setback dimensions of neighboring properties, and providing a transition between public and private realms.
- b. Provides for the comfort, health, and recreation of residents.
- c. Increases privacy and reduce visual impacts to all neighboring properties.

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

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-D Wayfinding

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

University Supplemental Guidance:

PL2-I Pedestrian Open Spaces and Entrances

PL2-I-i. Residential Entries: On Mixed Use Corridors, entries to upper floor residential uses should be accessed from, but not dominate, the street frontage. On corner locations, the main residential entry should be on the side street with a small courtyard that provides a transition between the entry and the street.

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-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-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.

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-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-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.

DESIGN CONCEPT

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

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.

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-B Architectural and Facade Composition

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

DC2-B-2. Blank Walls: Avoid large blank walls along visible façades wherever possible. Where expanses of blank walls, retaining walls, or garage facades are unavoidable, include uses or design treatments at the street level that have human scale and are designed for pedestrians.

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-C Design

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

University Supplemental Guidance:

DC3-I Pedestrian Open Spaces and Entrances

DC3-I-iii. Seating: Plazas should have plenty of benches, steps, and ledges for seating. For example: at least one linear foot of seating per 30 square feet of plaza area should be provided; seating should have a minimum depth of 16 inches.

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.

University Supplemental Guidance:

DC4-I Exterior Finish Materials

DC4-I-i. Desired Materials: See full Guidelines for list of desired materials.

DC4-I-ii. Relate to Campus/Art Deco Architecture: Sculptural cast stone and decorative tile are particularly appropriate because they relate to campus architecture and Art Deco buildings. Wood and cast stone are appropriate for moldings and trim.

DC4-I-iii. Discouraged Materials: See full Guidelines for list of discouraged materials.

DC4-I-iv. Anodized Metal: Where anodized metal is used for window and door trim, then care should be given to the proportion and breakup of glazing to reinforce the building concept and proportions.

DC4-I-vii. Light Standards: Light standards should be compatible with other site design and building elements.

DC4-II Exterior Signs

DC4-II-i. Encouraged Sign Types: The following sign types are encouraged, particularly along Mixed Use Corridors:

- a. Pedestrian-oriented shingle or blade signs extending from the building front just above pedestrians.
- b. Marquee signs and signs on pedestrian canopies.
- c. Neon signs.
- d. Carefully executed window signs, such as etched glass or hand painted signs.
- e. Small signs on awnings or canopies.

DC4-II-ii. Discouraged Sign Types: Post mounted signs are discouraged.

DC4-II-iii. Sign Location: The location and installation of signage should be integrated with the building's architecture.

DC4-II-iv. Monument Signs: Monument signs should be integrated into the development, such as on a screen wall.

DEVELOPMENT STANDARD DEPARTURES

At the time of the Early Design Guidance meeting, no departures were requested.

BOARD DIRECTION

At the conclusion of the EARLY DESIGN GUIDANCE meeting, the Board recommended moving forward to MUP application.