



City of Seattle

Department of Construction & Inspections
Nathan Torgelson, Director

DESIGN
REVIEW

SECOND EARLY DESIGN GUIDANCE OF THE NORTHEAST DESIGN REVIEW BOARD

Project Number: 3025056
Address: 3200 NE 45th Street
Applicant: Bryon Ziegler for Aegis Living
Date of Meeting: Monday, November 13, 2017
Board Members Present: Eric Blank, Chair
Brian Bishop
James Marria
Anita Jeerage
SDCI Staff Present: Holly Godard, senior planner

SITE & VICINITY

Site Zone: Neighborhood Commercial 2, 40-foot height with a Pedestrian Overlay.

Nearby Zones: (North) Single Family 5000
(South) Major Institution Overlay and Lowrise 3 MIO 37 LR3
(East) NC2P-30
(West) Commercial 2 C2-65

Lot Area: 31,812 square feet



Current Development:

Current development is a mix of commercial one and two-story buildings and associated parking.

Surrounding Development and Neighborhood Character:

The surrounding development and neighborhood character is varied. To the west is a commercially zoned area and the large University Village retail development. To the north a well-established single-family neighborhood, Bryant Neighborhood, extends many blocks. A continuation of the pedestrian overlay with small commercial buildings extends to the east along 45th Street. To the south, across 45th Street is the University of Washington parking and playfields. The NE 45th Street and 45th Place intersection is a large 5-way intersection.

Access:

Vehicle and pedestrian access is available from 45th Street or 45th Place. There is a collector street along the site in the wide 45th Street public right of way. There is no access from the adjacent Burke Gilman trail.

Environmentally Critical Areas:

There is a small, steep slope environmentally critical area (ECA) at the northeast corner of the site.

PROJECT DESCRIPTION

The applicant proposes a six-story assisted living building with a small street level retail area at the corner of 45th Street and 45th Place and a plaza and landscaping along 45th Street. Underground parking for 65 vehicles is proposed. The existing buildings are proposed to be demolished. The applicant, in discussion with SDOT, plans to close the collector street and provide expanded landscaping in the right of way. The collector street will be the access point for trash, deliveries and services. There is no backing onto 45th Street. The project borders the Burke Gilman trail. No physical access is proposed to connect the project and the trail.

The design packet includes information 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

PUBLIC COMMENT

The following public comments were offered at the first EDG meeting:

- Traffic in the area is intense and somewhat loud.
- There is a nursing home nearby which may serve a similar population.
- There are new apartments near the University Village and density in the area is increasing.
- Residents may come from nearby, but also from other neighborhoods.
- The Burke Gilman trail is an important amenity.
- There should be some sort of “communication” between residents and the trail.
- Stairs down into the courtyard create a strange relationship between residents and the public realm.
- There should be no separating wall at the Burke Gilman edge for assisted living residents.

SDCI staff also summarized design related comments received in writing prior to the meeting:

- The building will block view to the Space Needle and the height does not fit with the neighborhood.
- There should be more parking on site.
- Care for pedestrian and traffic safety is important to manage in the design process.
- Durable and high-quality materials are key to a successful project at this site.
- Garage entrance should be carefully sited.
- Construct a public stair between the Burke Gilman and 45th Street in exchange for code departures.

The following public comment was offered at the second EDG meeting:

- The architectural “gothic collegiate” style is welcome in the neighborhood rather than modern architectural typologies.

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/>

First Early Design Guidance

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.

1. Project relationship to the street: The southern plaza and retail are good opportunities for positive street relationships.

- a. The Board noted the important role of the southern open-air plaza for the residents and to enhance the general form giving arc of the preferred alternative. The Board was interested to see the plaza fully developed for the program and residents and its relationship to the street and directed the applicant to further develop the idea. The members were concerned about the sunken plaza and directed the applicant to raise the plaza to the sidewalk level and design with an intent for interesting spaces with few dead ends in the plaza area. The Board confirmed that the plaza does not need to serve the general public, but may be best viewed and experienced as a passer-by who experiences the edge of the public / private interface.

The Board commented that the retail area was located in the correct area on the site and the members stated that they look forward to seeing the retail use spill out onto the corner and onto the large right of way at that location. The Board commented that the ground level service and trash area at the northeast corner of the site and the service access appeared to be the best solution for the site. (CS2, PL1, PL3, DC1)

2. Project relationship to open space, Burke Gilman trail:

- a. The Board directed the applicant to provide a strong connectivity to the Burke Gilman Trail. The Board understood that the residents wouldn't be accessing the trail as a walking or recreation area by themselves or with family. Knowing that, the Board directed the applicant to provide visual or alternate experiential connectivity to the trail. Methods should include visual access from lobbies on the residential floors, large windows on the trail side from passageways or group areas, and outdoor decks, a solarium, common seating areas or terraces. The proposal should identify where and how staff and visitors can access the trail and provide signage and information for access. (CS1, B, C, CS2, A, B, DC3, A)

3. Capturing Sunlight:

- a. The applicant mentioned that one of their goals was to capture light and air via large windows in the common areas and architecture that gives a sense of openness and air. The Board agreed that the site and the building massing of the preferred alternative was beginning to achieve the goal. The Board directed the applicant to continue with the project program of spaces at ground level which open up to the south plaza for visual access and physical access. (CS1 B)

DEVELOPMENT STANDARD DEPARTURES

The Board's recommendation on the requested departure(s) will be based on the departure's potential to help the project better meet these design guidelines priorities and achieve a better overall project design than could be achieved without the departure(s). The Board's recommendation will be reserved until the final Board meeting.

At the time of the **FIRST** Early Design Guidance the following departures were requested:

1. **Overhead Weather Protection (SMC 23.47A.008 C4c):** The Code requires continuous overhead weather protection of at least 60% of the street frontage of a structure. The applicant proposes overhead weather protection at the retail use at the corner of 45th Place and 45th Street.

The Board indicated they are favorable to the idea with more information at the next EDG meeting.

2. **Non-Residential Use Depth (SMC 23.47A.008 B 3):** The Code requires an average non-residential depth of 30 feet. The applicant proposes approximately 20-foot average depth due to the shape of the site and proposed building form at the sharp corner.

The Board indicated they are favorable to the reduction with more information at the next EDG meeting.

3. **Non-Residential Use at Street Level. (SMC 23.47A.008 C 1):** The Code requires 80% of the street façade be occupied by non residential uses. The applicant proposes slightly less than the 80% requirement. The percentage will be calculated as the building takes more concrete form and is presented at the next meeting.

The Board indicated they are favorable to the reduction with more information at the next EDG meeting.

Second Early Design Guidance meeting

PRIORITIES & BOARD RECOMMENDATIONS

1. South Plaza concept design: The applicant made changes to the south plaza design. The Board thought the plaza redesign bringing the level of the plaza to the sidewalk level was a much better solution for the plaza its relationship to the building and to the public right of way. The Board supported the design elements included in the plaza design which create smaller playing, eating, visiting, entering and exiting areas recognizable and interesting. (CS2, PL1, PL3, DC1)

2. Burke Gilman Trail relationship: The applicant added balconies and a lounge to allow for residents to visually engage with and appreciate the Burke Gilman Trail and the wooded nature of the Trail edges. The Board fully supported the new direction. (CS1, B, C, CS2, A, B, DC3, A)
3. Daylight for residents: The applicant demonstrated how the first floor common areas would received good lighting based on the concept plans' high ceiling first floor, ample windows and building aspect. The Board was supportive of the amount of glazing, tall ceilings and indoor and outdoor opportunities for visitors and residents. (CS1 B)
4. Building Concept and Materials: The Board articulated their support for the amount of transparency on the south plaza and reminded the applicant to try to manage both transparency and blank facades on 45th Place. The Board was neutral on the nature of the bay windows as currently shown. The Board did point out that care should be taken to avoid a "squished" second floor when typologies of this style would have a taller second floor, "piano nobile or bel etage" which would be the principal reception rooms, more grandly decorated. The Board did not direct the applicant to recreate the piano nobile, but to avoid a strange façade composition which would draw attention to unbalanced façade proportions.

The Board asked the applicant to use a suite of related, high quality materials to reinforce the permanence of the building and to marry with the architectural collegiate gothic style. The Board suggested stone, brick, high quality paving and equally strong plant materials.(DC4-A)

DEVELOPMENT STANDARD DEPARTURES

The Board's recommendation on the requested departure(s) will be based on the departure's potential to help the project better meet these design guidelines priorities and achieve a better overall project design than could be achieved without the departure(s). The Board's recommendation will be reserved until the final Board meeting.

At the time of the **SECOND** Early Design Guidance the following departures were requested:

1. **Overhead Weather Protection (SMC 23.47A.008 C4c):** The Code requires continuous overhead weather protection of at least 60% of the street frontage of a structure. The applicant proposes overhead weather protection at the retail use at the corner of 45th Place and 45th Street.

The Board indicated they are favorable to the departure request.

2. **Non-Residential Use Depth (SMC 23.47A.008 B 3):** The Code requires an average non-residential depth of 30 feet. The applicant proposes approximately 20-foot average depth due to the shape of the site and proposed building form at the sharp corner.

The Board indicated they are favorable to the departure request.

3. **Non-Residential Use at Street Level. (SMC 23.47A.008 C 1):** The Code requires 80% of the street façade be occupied by non residential uses. The applicant proposes slightly less than the 80% requirement. The percentage will be calculated as the building takes more concrete form and is presented at the next meeting.

The Board indicated they are favorable to the departure request.

DESIGN REVIEW GUIDELINES

The priority Citywide and Neighborhood guidelines identified 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.

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-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.

PUBLIC LIFE

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.

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.

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 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-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.

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-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.

BOARD DIRECTION

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