



**EARLY DESIGN GUIDANCE OF THE  
WEST DESIGN REVIEW BOARD**

Project Number: 3027594

Address: 1601 Dexter Ave N

Applicant: Matt Driscoll, d/arch

Date of Meeting: Wednesday, February 28, 2018

Board Members Present: Christine Harrington, Chair  
Patreese Martin  
Homero Nishiwaki  
Stephen Porter  
Brian Walters

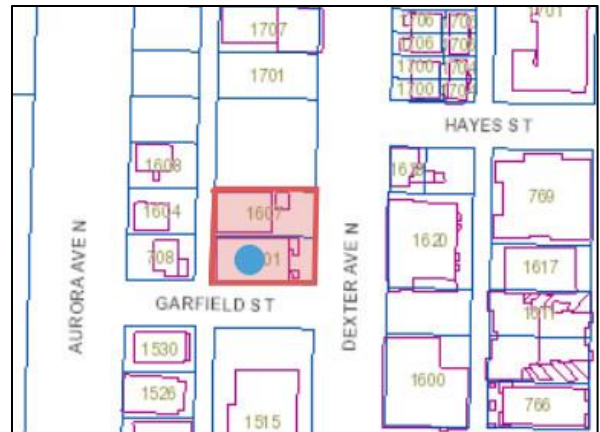
SDCI Staff Present: Abby Weber

**SITE & VICINITY**

Site Zone: Neighborhood Commercial 3-40,  
Pedestrian Overlay (NC3P-40)

Nearby Zones: (North) NC3P-40  
(South) NC3P-40  
(East) NC3P-40  
(West) Commercial 1-65 (C1-65)

Lot Area: 10,820 SF



**Current Development:**

The site is located on a steep slope on the northwest corner of the intersection of Dexter Ave N and Garfield St. There is an alley located along the west property line. The site is composed of two existing tax parcels; there are two existing structures, one on each parcel. The two existing structures have flat roofs with wood frame construction, and range from 2-4 stories in height.

**Surrounding Development and Neighborhood Character:**

The site is located in the West Lake neighborhood at the toe of the east slope of Queen Anne hill. The site is approximately 2-blocks west of Lake Union, 1.25-miles south of the Fremont neighborhood, and 1-mile north of the South Lake Union neighborhood.

The site is one-half-block east of Aurora Ave N, also known as State Route 99. Garfield St terminates at the alley to the west of the site, and does not connect through to Aurora Ave N due to steep slope conditions. However, a stair climb provides a pedestrian connection in this location. Aurora Ave N experiences heavy traffic, and provides no at-grade pedestrian crossings in the vicinity. There is a pedestrian bridge located one-block south of the site with a transit stop on either side of Aurora Ave N; the bridge provides pedestrian access to the Queen Anne neighborhood.

Surrounding development is largely midrise residential or mixed-use structures, with several office structures in the vicinity. The Dexter Ave N corridor is experiencing rapid redevelopment, and the evolving architectural character is of a contemporary style.

**Access:**

Existing vehicular and pedestrian access occurs from Dexter Ave N and Garfield St. Proposed vehicular access occurs from Garfield St. Primary pedestrian access will occur from Dexter Ave N.

**Environmentally Critical Areas:**

The site includes Steep Slope Erosion Hazard Areas and Potential Slide Areas.

**PROJECT DESCRIPTION**

Design Review Early Design Guidance for a 7-story, 65-unit apartment building above retail space. Parking for 35 vehicles to be provided. Existing structures are proposed to be demolished.

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 SDCI:

**Mailing Public Resource Center**

**Address:** 700 Fifth Ave., Suite 2000

P.O. Box 34019

Seattle, WA 98124-4019

**Email:** [PRC@seattle.gov](mailto:PRC@seattle.gov)

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**PUBLIC COMMENT**

No public comments were offered at this meeting. SDCI Staff, however, summarized the following design related comments which were received in writing prior to the meeting:

- Welcomed the proposed retail space.
- Noted that Option 3, the applicant's preferred option, does not fit with the existing neighborhood context, including those buildings referenced in the context analysis of the EDG packet.
- Did not support the angled bay windows as they are not typical of nearby buildings. The angled bay windows protrude into the sidewalk too much.
- Concerned about the angle of vehicles entering the garage on Garfield St due to the steep slope, and potential impacts to pedestrian safety.

SDOT provided the following comments in advance of this meeting:

- Supported Code requirements for curbs, street trees and sidewalks on Garfield St and Dexter Ave N, and vehicle access from the alley.
- Recommended wider sidewalks to accommodate higher pedestrian volumes in the area.
- Recommended ADA-compliant curb ramps.

One purpose of the design review process is for the Board and City to receive comments from the public that help to identify feedback and concerns about the site and design concept, identify applicable citywide and neighborhood design guidelines of highest priority to the site and explore conceptual design, siting alternatives and eventual architectural design.

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.

### **1. Massing & Façade Composition**

- a. Three of the five Board members voted in favor of moving massing Option 3, the applicant's preferred massing option, forward to MUP application with substantial guidance. The two remaining Board members also supported massing Option 3, however, felt further design development was necessary prior to advancing the project. (CS1-C-1, CS3-A-4, DC1-C-4, DC2-A-1)
- b. The Board supported the stepped mass, but noted that the response to topography appears to be limited to the roof form. The Board directed further development of the façade composition, secondary features, and pedestrian realm in a manner that responds to topography – rather than vehicular access from Garfield St and vehicle lift system that requires a heightened second level. (CS1-C-1, DC1-C-4, DC2-A-1)
- c. Along Garfield St, the Board was concerned with the proposed height of the second level, which is taller than the ground-level, as it contributes to the appearance of a top-heavy mass. The Board directed decreasing the height of the second level and

- increasing the height of the ground-level to resolve this condition. (DC1-C-4, DC2-A, DC2-B)
- d. Along Dexter Ave N, the Board was concerned that the recessed ground-level and grade change create an awkward pinch-point between the upper-level overhang and sidewalk at northeast corner. The Board noted that the mass should first respond to the topography at the pinch-point, rather than the midblock along Dexter Ave N, which would also allow the ground-level at the corner to open-up to the streetscape. The Board directed further study of design solutions – including increasing the height of the ground-level – which resolve this condition and create a more generous pedestrian realm. (CS1-C-1, PL1-B, DC2-A-1)
  - e. The Board generally supported the upper-level courtyard as it breaks-up the bulk and scale of the mass along Dexter Ave N. The Board, however, was concerned with the deeply-recessed, cavernous residential entry beneath, and encouraged further exploration of partially or fully setting-back the second level – above the entry, beneath the courtyard – to bring light into the ground-level entry space. (CS1-B-2, DC2-A, DC2-B-1)
  - f. The Board noted the design should better respond to the corner, and specifically prioritized Design Guideline CS2-C-1, Corner Sites. (CS2-C-1)
  - g. The Board encouraged the use of high quality exterior finish materials that are attractive when viewed up close, and lend themselves to a high quality of detailing. (DC4-A-1)

## **2. Architectural Concept**

- a. The Board was concerned that the architectural concept lacked cohesion and was composed of too many additive elements, including horizontal banding, vertical bays, decks, overhangs, and multiple roof forms. The Board directed further development of a coherent and simplified architectural concept that responds directly to site topography. (CS1-C-1, CS3-A-4, DC2-A-1, DC2-B-1)
- b. In response to public comment, the Board noted that the proposed angled bay windows do not reflect the local modern architectural context. The Board strongly supported the precedent image titled "Angled Facade Bay" on page 37 of the EDG Packet, and encouraged further refinement of the architectural concept in a manner informed by this image. The Board requested at least one study at the Recommendation phase where the vertical bays extend to the roof edge. (CS3-A-4, DC2-B-1)
- c. The Board was intrigued by the open corridor concept, but noted it was difficult to understand as presented in the EDG Packet. The Board requested more information at the time of the Recommendation phase. (PL1-B, PL2, DC3-A-1)

## **3. Street-Level Uses & Vehicular Access**

- a. The Board did not support the requested departure to allow vehicular access from Garfield St, nor the proposed ground-level residential use along the alley. The Board directed the applicant to swap these two uses as it would provide an active use adjacent to the pedestrian realm, minimize blank wall conditions along Garfield St and create more live-able units. (PL3-B-1, PL3-B-1, DC1-C-4, DC2-B-2)

- b. The Board was concerned with the proposed height of the second level as it heightens and exacerbates the blank wall condition along Garfield St. The Board would like to see interior uses that activate the pedestrian realm in this location, such as residential units or a bike room. (DC1-A-1, DC1-A-4, PL4-B, DC2-B-2, DC2-D-1, DC3-A-1)
- c. The Board encouraged further consideration of the treatment of the residential edge at grade, and specifically prioritized Design Guidelines PL3-B-1, Security and Privacy, and PL3-B-2, Ground-Level Residential. (PL3-B-1, PL3-B-2)
- d. The Board specifically prioritized Design Guideline PL4-B, Planning Ahead for Bicyclists. (PL4-B)

#### 4. Pedestrian Realm

- a. The Board was concerned with the design of the pedestrian realm, and recommended study of local precedents for a better understanding of pedestrian amenities that respond to and provide relief from the significant grade change – particularly along Garfield St. (CS1-C-1, CS3-B-1, PL1-B, PL2)
- b. The Board encouraged each entry to be designed as a set of coordinated elements. (PL3-A-4)
- c. The Board requested that more information on signage and lighting be provided at the Recommendation phase, and specifically prioritized Design Guidelines DC4-B, Signage, and DC4-C, Lighting. (DC4-B, DC4-C)
- d. The Board encouraged further consideration of design for accessibility and safety within the pedestrian realm, and specifically prioritized Design Guidelines PL2-A, Accessibility, and PL2-B, Safety and Security. (PL2-A, PL2-B)

#### DEVELOPMENT STANDARD DEPARTURES

The Board’s recommendation on the requested departure 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. The Board’s recommendation will be reserved until the final Board meeting.

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

1. **Access to Parking (SMC 23.37A.032):** The Code requires access to be taken from the alley where lots abut an improved alley. The applicant proposes to take vehicular access from Garfield St.

The Board was not inclined to support the requested departure from vehicular access requirements as the resulting design does not better meet the intent of any Design Guidelines. The Board noted that the design should mitigate blank wall conditions, activate the streetscape, and avoid negative impacts on the pedestrian experience. Staff note, SDOT also does not support vehicular access from the street and agrees access should come from the alley. (CS2-B-2, DC2-B-2, DC1-C-2, DC1-C-4, DC3-A-1)

## DESIGN REVIEW GUIDELINES

The Citywide Design Guidelines prioritized by the Board are identified above. All guidelines remain applicable and are summarized below. 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.

**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.

**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.

## **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.

<b>DESIGN CONCEPT</b>
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**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 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 façades 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 façades, 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.

**BOARD DIRECTION**

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