



SECOND EARLY DESIGN GUIDANCE OF THE WEST DESIGN REVIEW BOARD

Record Number: 3032057-EG

Address: 100 Roy Street

Applicant: Diana Keys, Johnson Braund Inc.

Date of Meeting: Wednesday, May 22, 2019

Board Members Present: Stephen Porter
John Morefield
Patreese Martin
Jen Montessoro
John Morefield

Board Members Absent: Brian Walters

SDCI Staff Present: Mike Gushard

SITE & VICINITY

Site Zone: Seattle Mixed Uptown with a 65' structure height limit (SM-UP 65 (M))

Nearby Zones: (North) LR3
(South) SM-UP 85 (M1)
(East) SM-UP 65 (M)
(West) SM-UP 65 (M1)

Lot Area: 30,732 square feet



Current Development:

The project site is located on the south half of the block bounded by Roy Street to the south, Warren Ave N to the east and 1st Ave N to the west. The site is currently developed with a four-story brick apartment building constructed in 1948 with surface parking along the north edge. The site generally slopes down from the northwest corner to the southeast with an overall grade change of approximately 20'.

Surrounding Development and Neighborhood Character:

The project site is located on the south half of the block bounded by Roy Street to the south, Warren Ave N to the east and 1st Ave N to the west. The site is currently developed with a four-story brick apartment building constructed in 1948 with surface parking along the north edge. The site generally slopes down from the northwest corner to the southeast with an overall grade change of approximately 20'

Access:

The site currently has vehicular access from both 1st Ave N and Warren Ave N. The proposal provides vehicular access from Warren Ave N only.

Environmentally Critical Areas:

Steep Slope Environmentally Critical Areas are mapped along the north property line.

PROJECT DESCRIPTION

Design Review Early Design Guidance for a 7-story, 173-unit apartment building with retail. Parking for 125 vehicles proposed. Existing building to be demolished.

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

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

Any recording of the Board meeting is available in the project file. This meeting report summarizes the meeting and is not a meeting transcript.

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

PUBLIC COMMENT

The following public comments were offered at this meeting:

- Stated that the Metropolitan Market referenced by the applicant is the antithesis of street level integration.
- Identified the importance of the ground plane in fostering integration with the street.
- Felt the arcade was incompatible with the neighborhood and did not create a clear delineation of public and private space.
- Stated that the guidelines do not address an arcade in the Heart of Uptown where storefronts typically come to the street.
- Encouraged creative treatments in the courtyard.
- Stated the neighborhood expects tall buildings with the recent zoning change.
- Supported ground-related housing.
- Preferred alternative 3 but recommended breaking up the massing more creatively.
- Felt the corners of the site needed to be embraced by the massing.
- Stated that the treatment of the north façade is very important to create a successful zone transition.
- Identified the Expo development as a successful example of ground-related housing.
- Suggested an upper-level setback along Roy to add diversity and allow more light access to adjacent properties.
- Concerned with the arcade and how it would be used.
- Recommended consideration of balconies, either full or Juliet.
- Recommended more greenery to enhance the pedestrian experience along Roy Street.
- Questioned impacts to on-street parking on Roy Street due to the garage entrance.
- Questioned where dumpsters will be located and how trash collection will function.
- Questioned whether charging stations will be provided.
- Identified the importance of the site as one of the first structures under the new zoning.
- Supported retail use but noted that many retail spaces in the area are empty and recommended a plan to foster use and activity.
- Recommended an upper level setback which worked well at the Expo development.
- Recommended affordable housing be provided on site.
- Encouraged integration of art within the project including signage and lighting.
- Noted strengths of the Expo development the project could draw from include restaurants which anchor the corners, a discreet lobby and a successful plaza which is designed for the public.
- Recommended variation in the roofline as recommended by the neighborhood Design Guidelines.
- Felt the design team focused on the Roy Street perspective and neglected the north façade and views looking down on the project from uphill.
- Did not support the departure requests.
- Felt the arcade would be dark and unused.

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

- Concerned that the height is too tall and incompatible with the neighborhood.

- Objected to sterile and boring looking new construction.
- Felt the design is not sensitive to the residents of 1st Ave N, Valley St and Warren Ave N.
- Stated the north façade should utilize comparable materials to the current high-quality natural surface of variegated brick
- Noted the proposal blocks sunlight access of multifamily and single family homes on the north half of the block.
- Recommended the upper massing be separated into two volumes or upper level setbacks provided to admit light to homes on the north side of the block.
- Recommended mature landscaping at the northern edges to absorb sound or setbacks on 1st Ave N and Warren Ave N with mature landscaping to absorb sound.
- Clarified that both 1st Ave N and Warren Ave N are two-way but one-lane roads.
- Recommended materials, open space, landscaping and modulation of the mass to create a transition from the Uptown Urban Center to the residential neighborhood.
- Noted the project will block views, air flow and the amount of natural light to neighboring structures to the north and recommended maintaining view and air corridors for uphill properties.
- Recommended reduction of the bulk and scale of the structure.
- Stated the proposal does not respond to the topography (sloping uphill) of the base of Queen Anne Hill.
- Suggested moving the building forward on Roy Street.
- Felt the treatment of the north façade provides greater light to parking areas located in the middle of the block instead of showing a sensitive response at the edges of the site where the mass is adjacent to existing structure.
- Identified shading impacts to properties to the north.

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 record 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:

- a. The Board discussed the three massing schemes and observed that the options were primarily reactionary to zoning restrictions and site constraints and lacked a strong concept driven by the Design Guidelines. The Board identified successful elements of each option and requested the project return for a second EDG meeting to present three new massing alternatives which incorporate these successful elements:

- i. The Board appreciated the rhythm and massing breaks in option #1 which respects the pattern recommended by the Design Guidelines. (CS2-IV-ii Façade Width in Uptown Heart, CS2-IV-iii Massing in the Uptown Urban Character Area)
 - ii. The Board supported how option #2 placed an emphasis on attracting people and activity from the southwest corner. (PL1-A-1 Enhancing Open Space, PL1-ii Plaza Location)
 - iii. The Board supported the larger courtyard proposed in option #3. (PL1-A-2 Adding to Public Life)
- b. While acknowledging the topography constraints, the Board provided guidance to better align the code requirements with the intent of the Design Guidelines to create a strong massing concept which respects the established urban pattern. (CS2-II-iv Uptown Heart Area, CS2-IV-ii Façade Width in Uptown Heart, CS2-IV-iii Massing in the Uptown Urban Character Area)
- c. The Board recommended simpler, bigger massing moves with small, refined details. (CS2-C-3 Full Block Sites, DC2-I-I Architectural Context, DC2-A Reducing Perceived Mass)
- d. In agreement with public comment, the Board would like to see exploration of modulation of the roofline as recommended by the Design Guidelines. (DC2-I-I Architectural Context)
- e. The Board was supportive of a strong expression at the corner conditions along Roy Street. (CS2-III-I Addressing the Corner)
- f. The Board was not convinced of the need for strong horizontal articulation and agreed that vertical expression of the massing was not necessarily negative. (CS2-C-3 Full Block Sites)

2. Architectural Concept:

- a. The Board requested an in-depth study of the character of the Heart of Uptown area, including both recent construction and older buildings. (DC2-I-I Architectural Context)
- b. The Board recognized that many public comments identified the Expo as a successful development and encouraged the design team to reference this project as the massing concepts are further developed. (DC2-I-I Architectural Context)
- c. The Board also encouraged the applicant to meet with the Uptown Alliance prior to the second EDG meeting to further inform the architectural concept. (DC2-I-I Architectural Context)
- d. While the massing options paid great attention to the Roy Street façade, the Board agreed that the same attention had not been given to the other elevations. The Board provided guidance to articulate the architectural concept on all facades. (DC2-II Architectural Concept and Consistency)
- e. The Board acknowledged that the Uptown Neighborhood Design Guidelines do not recommend balconies but they were not generally opposed to balconies. (DC2-I-I Architectural Context)
- f. The Board was supportive of the use of brick. (DC4-A Building Materials, DC4-II Exterior Finish Materials)

3. Zone Transition:

- a. The Board discussed the zone transition to LR3 zoning occurring at the north property line and agreed that the massing did not create a sensitive response at the corners of the site. The Board provided guidance to be mindful of the zone transition, particularly at the property corners where adjacent structures are located. (CS2-D-3 Zone Transitions, CS3-D-5 Respect for Adjacent Sites)

4. Courtyard and Open Space:

- a. The Board agreed that the open space should generally be consolidated to create more useable and active public space. (PL1-A-1 Enhancing Open Spaces, PL1-A-2 Adding to Public Life)
- b. The Board provided guidance to focus the open space concept on gathering rather than traversing people. (PL1-A-2 Adding to Public Life)
- c. The Board also agreed that the landscape concept should take cues from the larger massing gestures. (PL1-iii Open Space Scale/Definition, PL1-II-ii Streetscape Landscaping)

5. Ground Plane:

- a. The Board provided guidance to further study how the building meets the street and create a strong transition. (PL1-I Streetscape Compatibility, CS2-II Streetscape Compatibility)
- b. In order to mitigate grade change challenges at street level the Board encouraged the applicant to consider breaking the podium and/or transfer deck. (PL3-I-i Active, Customer-oriented Retail Storefronts, PL1-I Streetscape Compatibility)
- c. The Board acknowledged public comment regarding the arcade proposed in option #3. The Board did not support the arcade and felt it would be dark and out of context. (PL3-I-i Active, Customer-oriented Retail Storefronts, PL1-I Streetscape Compatibility)
- d. The Board requested exploration of providing direct access to ground level units along 1st Ave N. (PL1-I Streetscape Compatibility)
- e. Commercial uses at both the southeast and southwest corners were supported. However, the Board acknowledged public comment about vacant commercial space in the neighborhood and provided guidance to plan for the viability of the commercial spaces such as designing the flexibility to create smaller retail spaces. (PL3-I-i Active, Customer-oriented Retail Storefronts)
- f. The Board agreed that Warren Ave N was the appropriate street frontage for vehicular access but was concerned with impacts to pedestrian safety. At the next meeting the Board would like to review how the design will mitigate pedestrian safety concerns. (DC1-B-1 Access Location and Design)

6. Departures:

- a. The Board discussed the requested departures and emphasized that departures shouldn't alleviate difficulty with meeting development goals but rather result in a project that better meets the Design Guidelines. At the next EDG meeting, departure requests should be accompanied by a design-based rationale which is supported by Design Guidelines identified by the applicant.

PUBLIC COMMENT

The following public comments were offered at this meeting:

- Desire to see a further setback from the northern lot line
- Concerned about the shape of the building and the suggestion that something more broken up would better design quality
- Desire to see diversity of design in the neighborhood and not buildings that mimic one another
- Concerned about the expanse of aluminum storefronts along the ground floor
- Supported requested departures on all proposals

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 Seattle Design Guidelines 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 record 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.

7. Response to past guidance, massing and architectural concept

- a. The Board was appreciative of the applicant's responses to guidance provided at the first EDG. They stated that the proposals numbered four five and six showed a clear evolution on the massing that indicated the applicant's comprehension of previous guidance. They unanimously agreed that the Applicant's preferred option best responded to previous guidance to create open space and visual interest. **(CS2 and DC2)**
- b. The applicant's proposal to place the powerlines underground was lauded by the Board. They expressed their appreciation for the move and stated that it would help the design reach its full design potential. **(CS2, PL3 and DC3)**
- c. The Board expressed concern about the north elevation of the project, particularly given the lack of alley and zone transition present. They required renderings, perspective studies and sections to understand the building's relationship to its northern neighbors and this facades integration with the project as a whole.
 - i. The Board asked the applicant to reach out to the neighbors to the north for feedback on the treatment of this elevation. The applicant should demonstrate this dialogue and how it impacts design development in future submittals. **(CS3, CS3, DC1- Uptown)**

8. Streetscape, ground plane and architectural details

- a. The Board warned the applicant about trying to overtly mimic nearby buildings, particularly those at a different scale, as a strategy to stitch the new project into the neighborhood. They stated that these moves would erode the concept of the building. Instead, the Board expected to see a design that was unique and internally coherent in and of itself as well as fitting into the neighborhood. They offered the following strategies to accomplish this goal:
 - i. Provide secondary details on the proposal to add visual interest
 - ii. Call upon elements of the ground plane elsewhere in the building’s design
 - 1. While the Board suggested the residential entry as a potential organizing element to guide this process, they were keen to give the applicant the flexibility to find design solutions that they felt best meet the intent of this guidance. **(CS3, DC2 and CS3 – Uptown, and DC4)**
- b. The Board stated that they expect to see secondary details to add visual interest and some level of character that transitions between the façade and the ground plane. The applicant should be prepared to demonstrate how they developed these features in future design review proposals. **(CS2 Uptown, DC4 and DC4-Uptown)**
- c. The Board was supportive of the ground floor canopy concept and asked to see it further refined at the recommendation phase. **(CS3, DC1, PL2, PL3 and PL4-Uptown, and PL4)**
- d. There were comments from the public citing concerns about the use of aluminum storefronts at the lower level. Given this concern and the amount of storefront the building creates along Roy Street the Board requested a detailed study of the storefront system as well as the uses and features happening behind them, above them and in front of them. The applicant will be expected to demonstrate how the landscape and hardscape work with these uses. However, the Board indicated preliminary approval of the small retail spaces and how the ground floor elevation cants back and forth to define these spaces and create visual interest. **(CS3, PL3, PL3-uptown DC2, DC3, DC3-Uptown and DC4)**
- e. The Board had some concerns about the delineation of public versus private space along Roy St. They expect to see studies of how these spaces will function as well as supporting information for how the applicant arrived at their conclusions. This study must include dimensions, details of landscape and hardscape features and circulation patterns. **(DC1, DC3-Uptown and DC3)**
- f. The surrounding buildings and topography of the local area will make the roof of this building very visible. For this reason, the Board emphasized the importance of the “fifth” elevation (the roof). They requested perspectives and renderings from the hill to the north, demonstrating a thoughtful, well-integrated design of the roof. **(CS1 Uptown, CS3 Uptown, CS1, CS3 DC2 and DC3)**

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 meeting the following departures were requested:

1. **23.48.740.B.1d (Open Space):** The Code requires a minimum of 45% of open space be open to the sky, 20% be covered and 35% enclosed. The applicant proposes maintain the 45% minimum that is open to the sky while exceeding the maximum covered by 18%.

The Board unanimously indicated preliminary support for this departure, understanding that the departure requested will allow a variety open spaces will be created. The covered open spaces at the front create a year-round pedestrian weather protection that will assist in activating the frontage of the building. **(CS2 and PL1)**

DESIGN REVIEW GUIDELINES

The Seattle Design Guidelines and Neighborhood Design Guidelines recognized by the Board as Priority Guidelines 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.

Uptown Supplemental Guidance:

CS1-1 Topography

CS1-1-a. Street Grade: Step the elevation of ground floors so that building entrances and ground floors roughly match the street grade.

CS1-1-b. Step with the Grade: Design the building massing to step with grade using techniques such as changes in the levels of upper floors, breaks in the roofline, vertical and horizontal modulation, stepping facades.

CS1-1-c. Service & Access Impacts: Use existing grade changes to minimize service and access impacts in through-block developments.

CS1-1-d. Step Fencing: If fencing or screening is included in the design, it should step along with the topography.

CS1-1-e. Safe & Attractive Transition: Design ground-level treatments that create a safe, attractive transition between the building, site and the sidewalk such as terraces, stoops, rockeries, stairs, and landscaping, or other positive approaches used on adjacent properties. Create a transition between ground level interior and adjacent pedestrian areas and public sidewalks that achieves a balance of transparency for safety (eyes on the street) and screening for privacy.

CS1-2 Plants and Habitat

CS1-2-a. Habitat Landscapes: Create habitat landscapes of native species in building setbacks, right-of-ways, green roofs, walls and gardens. Look for opportunities to contribute to neighborhood and citywide connective habitats for insects and birds, while providing a safe environment for pedestrians.

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.

Uptown Supplemental Guidance:

CS2-1 Sense of Place

CS2-1-a. Identity Features: Use site identity features at Uptown Gateway locations. Examples of identity features include art, welcoming or wayfinding signage, distinct architecture or major public open space.

CS2-2 Adjacent Sites

CS2-2-a. Relationships & Connections: Buildings adjacent to the Seattle Center campus should be sited to create synergistic relationships and reinforce connections between the Seattle Center and the surrounding Uptown neighborhood.

CS2-3 Corner Sites

CS2-3-a. Address the Corner: Generally, buildings within Uptown should meet the corner and not be set back, except for Gateway locations. Buildings, retail treatments, and open spaces should address the corner and promote activity.

CS2-3-b. Corner Entrances: Generally, corner entrances are discouraged for retail uses. However, corner entrances may be appropriate to emphasize Gateways or locations with high pedestrian activity within the Heart of Uptown.

CS2-3-c. Special Features: Corner sites are often desirable locations for small publicly-accessible plazas, art, and other special features.

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.

Uptown Supplemental Guidance:

CS3-1 Placemaking

CS3-1-a. Design Features: Include design features that make the Arts and Cultural District visible to pedestrians such as interpretive panels, banners, plaques, building names, wayfinding, signage and art.

CS3-1-b. Visual Art: Make visual art an integral part of the design concept, especially along Mercer/Roy Street corridor, near theaters and other cultural venues, and in the Heart of Uptown.

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.

Uptown Supplemental Guidance:

PL1-1 Enhancing Open Spaces

PL1-1-a. Connections: Locate plazas intended for public use at or near grade to promote both a physical and visual connection to the street. Where publicly accessible plazas abut private open space, use special paving materials, landscaping, and other elements to provide a clear definition between the public and private realms.

PL1-2 Adding to Public Life

PL1-2-a. Adjacency to Seattle Center: Opportunities to add to public life are especially important for street-facing facades that are adjacent to the Seattle Center.

PL1-3 Pedestrian Volumes and Amenities

PL1-3-a. Volume & Flow: Encourage streetscapes that respond to unique conditions created by Seattle Center. Design wide sidewalks, sturdy street furniture and durable landscaping to accommodate high pedestrian volumes and flow of event crowds.

PL1-3-b. Notable Locations: Pedestrian amenities are especially encouraged in the Heart of Uptown, and along the Queen Anne Ave. and 1st Ave N corridors.

PL1-3-c. Pedestrian Uses: All of Uptown should be considered a “walking district.” New development should strive to support outdoor uses, activities and seating that create an attractive and vibrant pedestrian environment. Consider widening narrow sidewalks though additional building setback at street level.

PL1-4 Outdoor Uses and Activities

PL1-4-a. Outdoor Dining: Encourage outdoor dining throughout Uptown.

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.

Uptown Supplemental Guidance:

PL3-1 Entries

PL3-1-a. Pedestrian Orientation: Design entries to be pedestrian-friendly. Consider how the position, scale, architectural detailing, and materials will create an entry that is clearly discernible to the pedestrian.

PL3-1-b. Safety Sightlines & Features: Individual or unit entrances in buildings that are accessed from the sidewalk or other public spaces should consider safety sightlines as well as safety features such as decorative fencing and high visibility gating. Landscaping should be consistent with these features.

PL3-1-c. Design Features: The use of distinctive paving, detailing, materials and landscaping, and artistic designs with cultural references is strongly encouraged. Building addresses and names (if applicable) should be located at entrances, and tastefully crafted.

PL3-2 Residential Edges on Pedestrian Streets

PL3-2-a. Security: Where residential buildings are located along the pedestrian-oriented Class 1 or Class 2 Pedestrian Streets, include façade lighting and visible lobbies or public-facing retail spaces to enhance the security of the adjacent sidewalk.

PL3-3 Ground Level Residential Edges (Including Live/Work Uses)

PL3-3-a. Entries: Provide a direct entry into the unit from the street. The entry should include weather protection sufficient to shelter persons entering the building during inclement weather.

PL3-3-b. Elevate the Ground Floor: Elevating the ground floor of the living area two to four feet above the adjacent sidewalk grade to increase privacy is desirable. This design guideline does not apply to designated ADA accessible units.

PL3-3-c. Boundaries: Provide a physical “threshold” feature such as a hedge, retaining wall, rockery, stair, railing, or a combination of such elements on private property that defines and bridges the boundary between public right-of-way and private yard or patio. Thresholds may screen but not block views to and from the street and should help define individual units. Retaining walls should generally not be taller than four feet. If additional height is required to accommodate grade conditions, then terraces can be employed.

PL3-3-d. Gates & Fencing: Where gates and fencing are used as threshold features, design them for high visibility and incorporate landscaping to soften these features.

PL3-4 Retail Edges

PL3-4-a. Retail Size: Smaller store-front shops are preferred along Class 1 and Class 2 Pedestrian Streets to accommodate smaller local retailers and provide affordable retail space options.

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.

Uptown Supplemental Guidance:

PL4-1 Entry Locations and Relationships

PL4-1-a. Consider Transit Riders: When buildings are located adjacent to a major transit stop, integrate weather protection and public seating for bus riders into the design of the building to eliminate the need for a bus shelter, and enhance the function and safety of the pedestrian environment.

PL4-2 Planning Ahead for Bicyclists

PL4-2-a. Bike Facilities: Placement of long-term bicycle storage should consider cyclist safety and ease of access. Provide the required short-term bike racks near main building entrance to accommodate private and shared bicycles. Consider customizing the SDOT approved racks (“inverted U” or “staple” style) to reflect Uptown Arts and Cultural District branding such as colors, distinctive place-names, plaques, or other design elements.

PL4-2-b. Bike Connections: Facilitate connections to major bicycle infrastructure including the Thomas Street Bridge/Elliot Bay Trail, Mercer Street protected bike lane and 2nd Avenue/Denny Way protected bike lane.

PL4-3 Transit Facilities

PL4-3-a. Pedestrian Activity: Transit facilities should be designed as an integral part of any co-development and be designed to support all relevant Citywide Design Guidelines, especially those regarding the ground floor and pedestrian activity.

1. On Class I Pedestrian Streets, required street level uses are essential to achieving the intent of Pedestrian Street Classifications. Operational needs may require that vehicle entrances to transit facilities be wider than permitted for parking garages, and facade lengths may be greater than other structures in the neighborhood. Street frontage of these projects should maintain and reinforce the levels of pedestrian activity and visual interest that Class I Pedestrian streets are intended to achieve.

2. On all streets bus layover facilities should completely screen the layover space from public view. Ideally other uses with transparent, active storefronts are located between bus parking and all adjacent, street public right of way.

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 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.

Uptown Supplemental Guidance:

DC2-1 Architectural Context

DC2-1-a. Arts & Cultural District: Architecture that emphasizes human scale, streetscape rhythm, quality detailing and materials is more important than consistency with a particular period or style. Uptown’s evolving and dynamic architectural context embraces a range of historical styles, and modern innovative design that reflects the Uptown Arts and Cultural District.

DC2-2 Blank Walls and Retaining Walls

DC2-2-a. Artwork & Murals: Artwork and murals, created in collaboration with the Uptown Arts and Cultural Coalition, are encouraged for any temporary or permanent blank walls.

DC2-2-b. Pattern & Texture: Throughout Uptown any visible retaining walls should be constructed of materials that will provide substantial pattern and texture. Rockery, stone, stacked stone or stained concrete, or brick are preferred. Walls should be appropriately designed and scaled for the pedestrian environment. Landscaping or art in conjunction with retaining walls is strongly encouraged.

DC2-3 Secondary Architectural Features

DC2-3-a. Storefront Design: Design storefronts to allow and encourage tenants to create individualized architectural features.

DC2-3-b. Window Design: Encourage substantial window detailing and recessed windows. Discourage flush window treatments.

DC2-4 Dual Purpose Elements

DC2-4-a. Canopies & Weather Protection: The use of exterior canopies or other weather protection features is favored throughout Uptown for residential and commercial uses. Canopies and awnings should be sized to the scale of the building and the pedestrian, and blend well with the building and surroundings.

DC2-5 Tall Buildings

DC2-5-a. Response to Context: Integrate and transition to a surrounding fabric of differing heights; relate to existing visual datums, the street wall and parcel patterns. Respond to prominent nearby sites and/or sites with axial focus or distant visibility, such as waterfronts, public view corridors, street ends.

DC2-5-b. Tall Form Placement, Spacing & Orientation: Locate the tall forms to optimize the following: minimize shadow impacts on public parks, plazas and places; maximize tower spacing to adjacent structures; afford light and air to the streets, pedestrians and public realm; and minimize general impacts to nearby existing and future planned occupants.

DC2-5-c. Tall Form Design: Avoid long slabs and big, unmodulated boxy forms, which cast bigger shadows and lack scale or visual interest. Consider curved, angled, shifting and/or carved yet coherent forms. Shape and orient tall floorplates based on context, nearby opportunities and design concepts, not simply to maximize internal efficiencies. Modulation should be up-sized to match the longer, taller view distances.

DC2-5-d. Intermediate Scales: To mediate the extra height/scale, add legible, multi-story intermediate scale elements: floor groupings, gaskets, off-sets, projections, sky terraces, layering, or other legible modulations to the middle of tall forms. Avoid a single repeated extrusion from base to top.

DC2-5-e. Shape & Design All Sides: Because tall forms are visible from many viewpoints/distances, intentionally shape the form and design of all sides (even party walls), responding to differing site patterns and context relationships. Accordingly, not all sides may have the same forms or display identical cladding.

DC2-5-f. Adjusted Base Scale: To mediate the form's added height, design a 1-3 story base scale, and/or highly legible base demarcation to transition to the ground and mark the 'street room' proportion. Tall buildings require several scale readings, and the otherwise typical single-story ground floor appears squashed by the added mass above.

DC2-5-g. Ground Floor Uses: Include identifiable primary entrances -scaled to the tall form - and provide multiple entries. Include genuinely activating uses or grade-related residences to activate all streets.

DC2-5-h. Facade Depth & Articulation: Use plane changes, depth, shadow, and texture to provide human scale and interest and to break up the larger façade areas of tall buildings, especially in the base and lower 100 feet. Compose fenestration and material dimensions to be legible and richly detailed from long distances.

DC2-5-i. Quality & 6th Elevations: Intentionally design and employ quality materials and detailing, including on all soffits, balconies, exterior ceilings and other surfaces seen from below, including lighting, vents, etc.

DC2-5-j. Transition to the Sky & Skyline Composition: Create an intentional, designed terminus to the tall form and enhance the skyline (not a simple flat 'cut-off'). Integrate all rooftop elements and uses into the overall design, including mechanical screens,

maintenance equipment, amenity spaces and lighting. Use wide photo simulations to study & design how the tall building will contribute to the overall skyline profile and variety of forms.

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.

Uptown Supplemental Guidance:

DC4-1 Building Materials

DC4-1-a. Exterior Treatments: Decorative exterior treatments using brick, tile, and/or other interesting more modern exterior finish materials are strongly preferred.

DC4-1-b. Quality Materials: Quality exterior finish materials should be incorporated at all levels and on all exterior walls. Materials at the street level should be of the highest quality.

DC4-1-c. Compatible Materials: Use materials, colors, and details to unify a building's appearance; buildings and structures should be clad with compatible materials on all sides. Where buildings have side setbacks adjacent to other buildings, materials and design treatments should intentionally 'wrap the corner' of window and door openings, and at building corners, so cladding materials and treatments appear substantial, and not two-dimensional or paper thin.

DC4-1-d. Stucco: The use of stucco is strongly discouraged.

DC4-2 Commercial Signage

DC4-2-a. Pedestrian-Scale Signage: Pedestrian-scale commercial signage such as blade signs, wall-mounted signs, and signs below awnings, are encouraged. Signs for arts and cultural uses that incorporate elements of color and light are also encouraged.

DC4-2-b. Creative Expression: Storefront signs that integrate creativity and individual expression into the overall design of storefronts are encouraged. Signs that appear cluttered and detract from the quality of the building's design are discouraged.

DC4-3 Commercial Lighting

DC4-3-a. Pedestrian-Scale Lighting: Uptown accommodates shopping and eating experiences during the dark hours of the Northwest's late fall, winter, and early spring. Pedestrian-scale lighting for both the public sidewalks and private pathways is encouraged.

DC4-3-b. Visual Interest: Creative distinct lighting fixtures and schemes that enhance the unique identity of the Uptown Arts and Cultural District is strongly encouraged. Lighting should add visual interest for both pedestrians and drivers while not disturbing any adjacent residential properties.

DC4-4 Trees, Landscape and Hardscape Materials

DC4-4-a. Hardscape Design: Consider the use of permeable pavement or artistic design elements where landscaped design elements are not feasible or sustainable.

BOARD DIRECTION

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