

DESIGN REVIEW

EARLY DESIGN GUIDANCE OF THE NORTHEAST DESIGN REVIEW BOARD

Record Number: 3032254-EG

Address: 4106 Stone Way N.

Applicant: Chad Lorentz, Urbal Architecture

Date of Meeting: Monday, July 23, 2018

Board Members Present: Katy Haima (chair)

Katie Idziorek (substitute)

Dan Rusler

Board Members Absent: James Marria, Brian Bishop, Anita Jerrage

SDCI Staff Present: Sean Conrad

SITE & VICINITY

Site Zone: Neighborhood Commercial 2/Pedestrian Overlay/40-foot height limit (NC2P-40)

and Single-Family Residential, 5,000 square foot minimum lot size (SF 5000)

Nearby Zones: (North) NC2P-40

(South) NC2P-40 (East) SF 5000 (West) NC2P-40

Lot Area: 35,051 square feet



Current Development:

The project site is comprised of three parcels, developed with both residential and commercial structures. The site has three driveways along Stone Way N. serving associated off-street parking for each of the existing structures.

Surrounding Development and Neighborhood Character:

The surrounding development and neighborhood character consists of a variety of uses and architectural styles including low-rise workshops and warehouses and multi-story, multiple-family structures along Stone Way N, and single-family structures abutting to the west. Stone Way N is a pedestrian street with existing curb, sidewalk, street trees, and parallel on-street parking.

Access:

Vehicle and pedestrian access to the site is provided by Stone Way N. on the site's west side and N. 42nd Street and the site's north side.

Environmentally Critical Areas:

A small, isolated pocket of steep slope area is located on the site's east boundary.

PROJECT DESCRIPTION

Design Review Early Design Guidance for a 5-story, 113-unit apartment building with retail. Parking for 80 vehicles proposed. Existing buildings 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

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

EARLY DESIGN GUIDANCE July 23, 2018

PUBLIC COMMENT

The following public comments were offered at this meeting:

- Concerned that the bulk and scale of the preferred option is monolithic and lacks soft edges to better integrate with the adjacent residential development
- Supported driveway entrance off Stone Way N.
- Appreciated the landscaping edge on the east side of the project site.

- Concerned with the height of the building at its south corner with the proposed MHA upzoning in place, blocking the views from residences east of the site.
- Stated that the development needs to create interest at the street level.
- Noted they are against the departure request to access off Stone Way N. as the request conflicts with bicycle and pedestrian traffic.
- Stated the landscape strip along Stone Way N should include pavers connecting the sidewalk to the curb.
- Would like the upper floor to be setback with MHA proposed height.
- Noted that the ground level retail spaces are elongated and shallow, the developer should reconfigure these spaces to provide more retail space options.
- Would prefer the project provide weather protection along the sidewalk.
- Wanted the final building design to include design cues from neighboring development.
- Appreciated the proposed streetscape along Stone Way N.
- Agreed with departure request to place driveway off Stone Way N. instead of 42nd Street.

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-EG: 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. After much discussion the Board favored the modulation along the street side of Option B. Although the Board discussed the merit of Option A breaking down the massing into two parts, the Board directed the applicant to pursue further development of Option B and proceed to the recommendation meeting. The Board noted Option C, the applicant's preferred option, was not as responsive to the pedestrian level streetscape and therefore was not recommended by the Board. (CS2.A, CS2.D, CS2.III)
- b. The Board noted Option B's retail and lobby location were a more appropriate response to the Stone Way streetscape and thought the deep lobby entrance was moving in the right direction. The Board recommended that the recesses for Option B on the ground plane along Stone Way N. need further refinement to break up the massing along the street. The applicant should look at creating a rhythm of the recesses along the street in addressing this refinement suggested by the Board. (CS2.B, CS2.I, CS2.II)

2. Streetscape

- a. The Board appreciated the wide planting strip along Stone Way N. and the proposed wide sidewalk. The Board encouraged the applicant to work with SDOT to create bike racks and benches within the right-of-way as pedestrian amenities. The Board also requested the applicant explore ways to create areas for seating or congregating along Stone Way at the right-of-way/ground level retail interface. (PL3.C, PL1.A)
- b. The Board agreed with public comments regarding weather protection and requested further details of proposed weather protection along the street side façade be shown at the recommendation meeting. (PL2.C)
- c. The Board acknowledged the applicant's difficulty in creating a uniform interior retail space due to the elevation change along the street. The Board recommended the applicant explore how to create a prominent retail space at the northwest corner of the building and how this space could be integrated with the other retail spaces south of the corner space. The Board noted that due to the elevation change it may not be appropriate for the retail spaces to share the same datum line along the street. (CS2.B, CS2.II)

3. Materials

- a. The Board recommended brick along the street side of the building to strengthen the base of the building and add to the pedestrian experience along the street. The upper floors should incorporate a more restrained material application with secondary elements, such as reveals and shadow lines, creating the interest for the upper floors. The Board noted the Broadstone Clarendon Apartments, on page 45 of the EDG packet under Featured Projects, is a good example of secondary elements expressed in a building design. (CS3.A, CS3.I, DC2.D, DC4.A)
- b. With the number of potential retail bays, the Board requested material details for the soffits of the bays. The Board suggested materials for the soffits should enhance the streetscape space and pedestrian experience. (DC2.D, DC4.A)

4. MHA Upzone Design

- a. The Board suggested that if the applicant were to pursue the additional height under the MHA upzoning, the street level entry should be designed as a hinge, breaking up the building's mass. (DC2.I
- The Board agreed with public comments regarding the additional height and requested the applicant provide a step in the building's height for the additional story. (CS2.IV, CS2.D)

5. Building Facade

- a. The Board requested further refinement of the modulation of the building facades and requested the applicant detail how the proposed facades relate to the neighborhood character along Stone Way N. (CS3.A, DC2.A)
- b. The Board was concerned about the safety and security of residents along the east side of the building. The Board requested details about security and lighting at the recommendation meeting to address these concerns. (PL2.B)
- c. Due to the public's concern about impacts of the east façade on the neighboring residences, the Board requested the applicant provide elevation views of the east façade from the neighboring residences east of the site and a view of the facades at the pedestrian level along Stone Way N., N. 41st Street and N. 42nd Street. The Board also requested the east façade elevation include any stair or elevator penthouses as these elements were not included in the proposed massing options. (CS1.C, CS2.D)

6. Retail Spaces

a. The Board agreed with the public comments and requested the applicant explore creating smaller retail spaces that would coincide with the rhythm of the bays, as recommended for the building massing. (CS3.A, CS2.IV)

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 Early Design Guidance meeting the following departures were requested for Option B:

- 1. Setback Requirements (SMC 23.47A.014.B.3.a): The Code requires a structure containing a residential use to be setback along any side or rear lot line that abuts a lot in a residential zone or that is across an alley from a lot in a residential zone, or that abuts a lot that is zoned both commercial and residential if the commercial zoned portion of the abutting lot is less than 50 percent of the width or depth of the lot, as follows:
 - a. Fifteen feet for portions of structures above 13 feet in height to a maximum of 40 feet;

Under preferred Option B, the applicant proposes to construct portions of each floor level within the required setback.

The Board did not support this departure request. The Board stated the need for the required separation of the proposed building from the adjacent single-family residential

zoning. This separation would allow landscaping to soften the proposed development from the adjacent residences. (DC2.A, CS2.D)

2. Parking Location and Access (SMC 23.47A.032.A.2.a): The Code requires vehicle access, if access is not provided from an alley, to be taken from a street that is not a principal pedestrian street. The project site abuts Stone Way N., a principal pedestrian street, and N. 42nd Street, a local street not designated as a principal pedestrian street.

Under Option B, the applicant is proposing a vehicle access driveway from Stone Way N. The applicant justifies the request by stating that no alley is present adjacent to the site and an access point on N. 42^{nd} Street is challenging due to topography, is unsafe, compromises the building's functionality, and would be undesirable to the neighborhood. To justify the driveway off Stone Way N. the applicant notes the driveway's location provides significant distances to adjacent street intersections, the relatively low cross slope to enable a driveway at this location, current low pedestrian volumes along this section of Stone Way N, keeping traffic associated with the building out of the adjacent residential neighborhood, and no loss of on-street parking along N. 42^{nd} Street.

The Board did not support the requested departure. The Board agreed with both public comments on the need to maintain Stone Way N. as a primary pedestrian and bicycle street, thereby limiting unneeded curb cuts, and comments provided by SDOT encouraging the Board to not support the departure request. The Board also noted the proposal does not demonstrate how the proposed departure would result in a design that better meets the intent of the design guidelines. In addition to the above findings the Board did not want to set a precedent allowing a curb cut along Stone Way N. when N. 42nd Street is an alternative. (PL4.A, DC1.B

DESIGN REVIEW GUIDELINES

The Citywide and Neighborhood 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 <u>Design Review website</u>.

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.

Wallingford Supplemental Guidance:

CS1-I Landscape Design to Address Special Site Conditions

- **CS1-I-i.** Take Advantage of On-site Conditions: The landscape design should take advantage of special on-site conditions such as high-bank front yards, steep slopes, view corridors or existing significant trees and off-site conditions such as greenbelts, ravines, natural areas and boulevards.
- **CS1-I-ii. Existing Trees:** Retain existing large trees wherever possible. The Design Review Board is encouraged to consider design departures that would allow retention of significant trees or to create new opportunities for large trees at grade.

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.

Wallingford Supplemental Guidance:

CS2-I Responding to Site Characteristics

- **CS2-I-i. Upper-level Stebacks:** Upper level building setbacks and setbacks along the building base are encouraged to help minimize shadow impacts on public sidewalks.
- **CS2-I-ii. Solar Exposure:** Design public and private outdoor spaces to take advantage of sun exposure.
- **CS2-I-iii. View Corridors:** Development along North 45th Street, Stone Way North and other north-south streets south of North 40th Street with water, mountain and skyline

views should use setbacks to complement and preserve such views from public rights-of-way.

CS2-II Streetscape Compatibility

CS2-II-i. Reinforce Streetfront Elements: Visually reinforce the existing street storefronts by placing horizontal or vertical elements in a line corresponding with the setbacks and façade elements of adjacent building fronts. These could include trees, columns, windows, planters, benches, overhead weather protection, cornices or other building features.

CS2-II-ii. Special Paving Materials: Visually reinforce the existing street wall by using paving materials that differentiate the setback area from the sidewalk

CS2-III Corner Lots

CS2-III-i. Corner Orientation: Buildings on corner lots should be oriented to the corner. Parking and vehicle access should be located away from the corner.

CS2-III-ii. Neighborhood Gateways: Provide definition, as described in CS2.C.2, at gateways to Wallingford (North 45th Street and I-5; North 45th Street and Stone Way North; and Stone Way North and Bridge Way North). Redevelopment of lots at these intersections should include special features that signal and enhance the entrance to the Wallingford neighborhood including a tower, fountain, statue or other expression of local creativity that provides a physical transition for motorists and pedestrians and communicates "Welcome to Wallingford."

CS2-III-iii. Intersection Definition: Provide definition at other main intersections.

CS2-III-iv. Sidewalk Setbacks: Developers are encouraged to propose larger setbacks to provide for wider sidewalks or plazas and to enhance view corridors at gateway intersections in consideration for departures from lot coverage or landscaping requirements.

CS2-III-v. Corner Design Elements: Typical corner developments should provide:

a. a main building entrance located at corner;

b. an entrance set back to soften corner and enhance pedestrian environment c. use of a hinge, bevel, notch, open bay or setback in the massing to reflect the special nature of the corner and draw attention to it. (Example: Julia's open bay with bevel.)

CS2-IV Height, Bulk and Scale Compatibility

CS2-IV-i. Rooflines: Cornice and roof lines should respect the heights of surrounding structures.

CS2-IV-ii. Residential Rooflines: Traditional architectural features such as pitched roofs and gables are encouraged adjacent to single-family and low-rise zones.

CS2-IV-iii. Upper-Level Setbacks: To protect single-family zones, consider providing upper level setbacks to limit the visibility of floors that are above 30 feet.

CS2-IV-iv. Building Modulation for Solar Access: Consider dividing building into small masses with variation of building setbacks and heights in order to preserve views, sun and privacy of adjacent residential structures and sun exposure of public spaces, including streets and sidewalks.

CS2-IV-v. Long Buildings: For developments exceeding 180 feet in length, consider creating multiple structures with separate circulation cores.

- **CS2-IV-vi. Color Schemes to Reduce Visual Bulk:** Color schemes should help reduce apparent size and bulk of buildings and provide visual interest. White, off-white and pinky-beige buff on portions of buildings over 24 feet tall is discouraged.
- **CS2-IV-vii. Height Modulation:** Consider additional setbacks, modulation and screening to reduce the bulk where there are abrupt changes, which increase the relative height above grade along the street or between zones.
- **CS2-IV-viii. Public Viewsheds:** Be sensitive to public views on North 45th Street, Stone Way North and north-south avenues south of North 40th Street:
 - a. Consider stepping back floors five feet per floor.
 - b. Notching or setbacks at corners of buildings or ground floors are encouraged.

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.

Wallingford Supplemental Guidance:

CS3-I Architectural Context

- **CS3-I-i.** Complement positive existing character: Complement or respond to nearby pre- World War II structures. Traditional early 20th Century commercial structures are primarily one story.
- **CS3-I-ii. Contextual Design Approach:** New buildings should strive for a contextual approach to design. A contextual design approach is not intended to dictate a historicist approach, but rather one that is sensitive to surrounding noteworthy buildings elements.

CS3-I-iii. Building Base Design:

- a. Ground floors or bases immediately next to pedestrians should reflect a higher level of detail refinement and high quality materials.
- b. Encourage transparent, open facades for commercial uses at street level (as an example, windows that cover between 50-80 percent of the ground floor façade area and begin approximately 24 to 30 inches above the sidewalk rather than continuing down to street level).

CS3-I-iv. Building Middle-floor Design:

- a. Mid-level building façade elements should be articulated to provide visual interest on a bay-by-bay scale. Architectural features should include: belt courses or horizontal bands to distinguish individual floors; change in materials and color and/or texture that enhance specific form elements or vertical elements of the building; a pattern of windows; and/or bay windows to give scale to the structure.
- b. Consider using detail elements such as a cast stone, tile or brick pattern that respond to architectural features on existing buildings.
- c. Consider using spacing and width of bays or pavilions to provide intervals in the façade to create scale elements similar to surrounding buildings.

CS3-I-v. Building Top-floor Design:

a. Clearly distinguish tops of buildings from the façade walls by including detail elements consistent with the traditional neighborhood buildings such as steep gables with overhangs, parapets and cornices.

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.

Wallingford Supplemental Guidance:

PL2-I Pedestrian Open Spaces and Entrances

PL2-I -i. On-street Residential Entries: Entries for residential uses on the street (rather than from the rear of the property) add to the activity on the street and allow for visual surveillance for personal safety.

PL2-I-ii. Overhead Weather Protection: Continuous, well-lighted, overhead weather protection is strongly encouraged to improve pedestrian comfort and to promote a sense of security.

PL2-I-iii. Overhead Design Features:

- a. the overall architectural concept of the building;
- b. uses occurring within the building (such as entries and retail spaces) or in the adjacent streetscape environment (such as bus stops and intersections);
- c. minimizing gaps in coverage, except to accommodate street trees;
- d. drainage strategy keeps rainwater off the street-level façade and sidewalk;
- e. relationship to architectural features and elements on adjacent development, especially if abutting a building of historic or noteworthy character;
- f. the scale of the space defined by the height and depth of the weather protection;
- g. the illumination of light colored undersides to increase security after dark.

PL2-II Blank Walls

PL2-II-i. Monotonous Facades: Long, undifferentiated surfaces, facades or store frontages are strongly discouraged.

PL2-II-ii. Blank Wall Treatments: In situations where blank walls are necessary, encourage their enhancement with decorative patterns, murals or other treatment.

PL2-II-iii. Ground-level Transparency: Locate and design ground floor windows to maximize transparency of commercial façade and attract pedestrian interest.

PL2-II-iv. Large Windows; Large windows that open to facilitate indoor-outdoor interaction with street are encouraged.

PL2-II-v. Interior-wall Windows: Windows on walls perpendicular to the street are encouraged.

PL2-III Personal Safety and Security

PL2-III-i. Solid Fencing: In residential projects, discourage solid fences that reduce security and visual access from streets.

PL2-III-ii. Lighting:

- a. Encourage pedestrian-scale lighting, such as a 12- to 15-foot-high pole or bollard fixtures.
- b. Consider installing lighting in display windows that illuminates the sidewalk.
- c. Fixtures that produce glare or that spill light to adjoining sites, such as "wallpacks," are discouraged.
- d. Installation of pedestrian light fixtures as part of a development's sidewalk improvements is strongly encouraged. The style of light fixture should be consistent with the preference identified by Wallingford through Seattle City Light's pedestrian lighting program.

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.

Wallingford Supplemental Guidance:

PL3-I Entrances Visible from the Street

PL3-I-i. Orient Entrances on NE 45th St and Stone Way N: Primary business and residential entrances should be oriented to the commercial street.

PL3-II Human Activity

- **PL3-II-i. Setback for Sidewalk Width:** If not already required by code for new development, applicants are encouraged to increase the ground level setback in order to accommodate pedestrian traffic and amenity features, particularly along North 45th Street, where existing sidewalks tend to be too narrow.
- **PL3-II-ii. Outdoor Activation:** Outdoor dining, indoor-outdoor commercial/retail space, balconies, public plazas and outdoor seating are particularly encouraged on lots located on North 45th Street and Stone Way North.

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

PL4-A Entry Locations and Relationships

- **PL4-A-1. Serving all Modes of Travel:** Provide safe and convenient access points for all modes of travel.
- **PL4-A-2. Connections to All Modes:** Site the primary entry in a location that logically relates to building uses and clearly connects all major points of access.

PL4-B Planning Ahead for Bicyclists

- **PL4-B-1. Early Planning:** Consider existing and future bicycle traffic to and through the site early in the process so that access and connections are integrated into the project along with other modes of travel.
- **PL4-B-2. Bike Facilities:** Facilities such as bike racks and storage, bike share stations, shower facilities and lockers for bicyclists should be located to maximize convenience, security, and safety.
- **PL4-B-3. Bike Connections:** Facilitate connections to bicycle trails and infrastructure around and beyond the project.

PL4-C Planning Ahead For Transit

- **PL4-C-1. Influence on Project Design:** Identify how a transit stop (planned or built) adjacent to or near the site may influence project design, provide opportunities for placemaking.
- **PL4-C-2. On-site Transit Stops:** If a transit stop is located onsite, design project-related pedestrian improvements and amenities so that they complement any amenities provided for transit riders.
- **PL4-C-3. Transit Connections:** Where no transit stops are on or adjacent to the site, identify where the nearest transit stops and pedestrian routes are and include design features and connections within the project design as appropriate.

DESIGN CONCEPT

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

DC1-A Arrangement of Interior Uses

- **DC1-A-1. Visibility:** Locate uses and services frequently used by the public in visible or prominent areas, such as at entries or along the street front.
- **DC1-A-2. Gathering Places:** Maximize the use of any interior or exterior gathering spaces.
 - **DC1-A-3. Flexibility:** Build in flexibility so the building can adapt over time to evolving needs, such as the ability to change residential space to commercial space as needed.
 - **DC1-A-4. Views and Connections:** Locate interior uses and activities to take advantage of views and physical connections to exterior spaces and uses.

DC1-B Vehicular Access and Circulation

DC1-B-1. Access Location and Design: Choose locations for vehicular access, service uses, and delivery areas that minimize conflict between vehicles and non-motorists wherever possible. Emphasize use of the sidewalk for pedestrians, and create safe and attractive conditions for pedestrians, bicyclists, and drivers.

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

DC1-C Parking and Service Uses

- **DC1-C-1. Below-Grade Parking:** Locate parking below grade wherever possible. Where a surface parking lot is the only alternative, locate the parking in rear or side yards, or on lower or less visible portions of the site.
- **DC1-C-2. Visual Impacts:** Reduce the visual impacts of parking lots, parking structures, entrances, and related signs and equipment as much as possible.
- **DC1-C-3. Multiple Uses:** Design parking areas to serve multiple uses such as children's play space, outdoor gathering areas, sports courts, woonerf, or common space in multifamily projects.
- **DC1-C-4. Service Uses:** Locate and design service entries, loading docks, and trash receptacles away from pedestrian areas or to a less visible portion of the site to reduce possible impacts of these facilities on building aesthetics and pedestrian circulation.

Wallingford Supplemental Guidance:

DC1-I Parking and Vehicle Access

- **DC1-I-i. Structured Parking Entrances:** Locate on side streets or alleys.
- **DC1-I-ii. Drive-In Access:** Drive-in facilities whose driveways enter or exit over the main frontage sidewalk are discouraged.

DC1-II Location of Parking on Commercial Street Fronts

- **DC1-II-i. Surface Parking Location:** Surface parking areas facing the main street frontages are discouraged.
- **DC1-II-ii. Mutli-purpose Parking Areas:** Multi-purpose parking areas paved with unit pavers are encouraged (i.e., areas that serve both parking and public open space needs).

DC1-III Design of Parking Lots Near Sidewalks

- **DC1-III-i. Parking Impact on Pedestrian Environment:** Minimize visual and physical intrusion of parking lots on pedestrian areas.
 - a. Narrower curb cut widths are generally supported.
 - b. Combine arcade or colonnade with landscaping to separate parking areas from sidewalks.

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

DC2-A Massing

- **DC2-A-1. Site Characteristics and Uses:** Arrange the mass of the building taking into consideration the characteristics of the site and the proposed uses of the building and its open space.
- **DC2-A-2. Reducing Perceived Mass:** Use secondary architectural elements to reduce the perceived mass of larger projects.

DC2-B Architectural and Facade Composition

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

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

DC2-C Secondary Architectural Features

DC2-C-1. Visual Depth and Interest: Add depth to facades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the façade design. Add detailing at the street level in order to create interest for the pedestrian and encourage active street life and window shopping (in retail areas). **DC2-C-2. Dual Purpose Elements:** Consider architectural features that can be dual purpose— adding depth, texture, and scale as well as serving other project functions. **DC2-C-3. Fit With Neighboring Buildings:** Use design elements to achieve a successful fit between a building and its neighbors.

DC2-D Scale and Texture

DC2-D-1. Human Scale: Incorporate architectural features, elements, and details that are of human scale into the building facades, entries, retaining walls, courtyards, and exterior spaces in a manner that is consistent with the overall architectural concept **DC2-D-2. Texture:** Design the character of the building, as expressed in the form, scale, and materials, to strive for a fine-grained scale, or "texture," particularly at the street level and other areas where pedestrians predominate.

DC2-E Form and Function

DC2-E-1. Legibility and Flexibility: Strive for a balance between building use legibility and flexibility. Design buildings such that their primary functions and uses can be readily determined from the exterior, making the building easy to access and understand. At the same time, design flexibility into the building so that it may remain useful over time even as specific programmatic needs evolve.

Wallingford Supplemental Guidance:

DC2-I Architectural Concept and Consistency

DC2-I-i. Building Massing: The massing of large buildings should reflect the functions of the building and respond to the scale of traditional buildings by including major façade elements, which help to break the building into smaller pieces.

DC2-I-ii. Screen Rooftop Systems: Rooftop building systems (i.e., mechanical and electrical equipment, antennas) should be screened from all key observation points by integrating them into the building design with parapets, screens or other methods. **DC2-I-iii. Architectural Lighting:** Illuminate distinctive features of the building, including entries, signage, canopies, and areas of architectural detail and interest. Encourage pedestrian scale pole lights along streets and walks.

DC2-I-iv. Signage:

a. Signage should reflect the pedestrian scale of the neighborhood.

- b. Generally, individualized, externally illuminated signs are preferred over internally illuminated, rectangular box signs.
- c. Signage should be integrated with the architectural concept of the development in scale, detailing, use of color and materials, and placement.
- d. Creative, detailed, artistic and unique signage is encouraged.
- e. The use of icons, symbols, graphic logos or designs that represent a service or occupation are preferable to standardized corporate logos.
- f. Pole signs of any type are discouraged.

DC2-II Human Scale

DC2-II-i. Storefront Windows: Transom or clerestory windows above entrances, display windows and projected bay windows are encouraged.

DC2-II-ii. Paned Windows: Multiple paned windows that divide large areas of glass into smaller parts are preferred because they add human scale.

DC2-II-iii. Durable Materials: Use durable and well-detailed finish materials:

- a. Finish materials that are susceptible to staining, fading or other discoloration are strongly discouraged.
- b. Encourage the use of brick.
- c. Discourage aluminum and vinyl siding, and siding with narrow trim.

DC2-III Retaining Walls

DC2-III-i. Retaining Wall Surface: Where retaining walls are unavoidable, a textured surface, inlaid material and/or sensitively designed reveal lines are encouraged.

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.

Wallingford Supplemental Guidance:

DC3-I Residential Open Space

DC3-I-i. At-Grade Open Space: Maximize open space opportunity at grade (residential or mixed-use projects):

- a. Terraces on sloping land that create level yard space, courtyards and front and/or rear yards are all encouraged residential open space techniques.
- b. Make use of the building setbacks to create public open space at grade. Open spaces at grade that are 20×20 feet or larger and include significant trees are encouraged in exchange for landscape departures.

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.

Wallingford Supplemental Guidance:

DC4-I Landscaping to Reinforce Design Continuity with Adjacent Sites

DC4-I-i. Flower Boxes/Planters: Flower boxes on windowsills and planters at entryways are encouraged.

DC4-I-ii. Streetscape Planting: Greening of streets lacking trees, flowers and landscaping is encouraged. This may include street trees, landscape strips, other greenery and seasonal plantings.

DC4-II Landscaping to Enhance the Building and/or Site

DC4-II-i. Planted Visual Buffers: Thick evergreen hedges, non-invasive vines on fencing or low walls, and other substantial landscaping should be used to visually and physically buffer sidewalks and adjacent buildings from parking areas; camouflage exposed concrete walls; and buffer adjacent single-family houses and residential developments.

BOARD DIRECTION

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