



**RECOMMENDATION OF THE
NORTHEAST DESIGN REVIEW BOARD**

Record Number: 3036008-LU

Address: 4238 Brooklyn Avenue

Applicant: Perkins & Will

Date of Meeting: Monday, February 28, 2022

Board Members Present: Dan Rusler, Christian Gunter and Manuel Castaneda

Board Members Absent: Katherine Liss and Tim Carter

SDCI Staff Present: Michael Gushard

SITE & VICINITY

Site Zone: Seattle Mixed – University District 95-320 (M1) [SM-U 95-320 (M1)]

Nearby Zones: (North) Seattle Mixed – University District 95-320 (M1) [SM-U 95-320 (M1)]
 (South) Seattle Mixed – University District 75-240 (M1) [SM-U 75-240 (M1)] (East) Neighborhood Commercial 3P- 65 [NC3P-65]
 (West) Seattle Mixed – University District 95-320 (M1) [SM-U 95-320 (M1)]



Lot Area: 37,067 sq. ft.

Overlays: University District Urban Center
 NE 45th Street Station Area Overlay District
 University Design Review Guideline Area
 Design Review Equity Area
 Subject to Mandatory Housing Affordability

Current Development:

The subject site is currently under construction with the development of a below-grade light rail transit tunnel and above-grade station headhouse.

Surrounding Development and Neighborhood Character:

The subject site is located at the northeast corner of Brooklyn Ave NE and NE 43rd St in the University District Urban Center. Adjacent to the site are the historic City Landmark structure the Neptune Building to the north; lowrise commercial structures to the east; a multifamily residential structure to the south; and the UW Tower, UW Annex Building, and a proposed future pocket park to the west. Brooklyn Ave NE is a designated neighborhood green street and a collector arterial. At the north end of the block, NE 45th St provides east-west circulation across north Seattle and intercepts Interstate 5 one third of a mile to the west. University Way NE ("The Ave") is located one block to the east. The University of Washington campus begins two blocks to the east and extends to the southeast. The immediate vicinity is largely comprised of mixed-use commercial and residential, multifamily residential, retail, service, and parking uses. The area was rezoned from Neighborhood Commercial 3P-65 to Seattle Mixed – University District 98-320 (M1) on 4/1/17.

The neighborhood character outside the campus boundaries is eclectic with no one single architectural style dominating. Most are older buildings ranging from one to eight stories in height and the neighborhood is expected to change to include new high-rise structures in the future. Design details consider pedestrian experience, such as bright signage, awnings, small storefronts, material variation, glazing and developed alleys. Placemaking corners at intersections are embraced by windows wrapping both facades. Newer construction similarly focuses on street connections and ground-level activity. Older structures commonly have brick facades, punched windows with mullion patterns and modest landscaping.

The University District is experiencing a growth trend due to zoning changes in which midrise and highrise residential structures are replacing lowrise developments. Multiple projects in the vicinity are currently in review or under construction for proposed development, including the University District Link light rail station at 4328 Brooklyn Ave NE, 4121 Brooklyn Ave NE, 4536 Brooklyn Ave NE, 4519 Brooklyn Ave NE, 4530 12th Ave NE, and 1415 NE 43rd St.

Access:

Vehicular access is proposed from the alley. Pedestrian access is proposed from Brooklyn Ave NE and NE 43rd St.

Environmentally Critical Areas:

No mapped environmentally critical areas are located on the subject site.

PROJECT DESCRIPTION

Land Use Application to allow a 13-story office building with retail. No Parking proposed. Early design guidance reviewed under 3036064-EG.

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 SDCl:

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 October 5, 2020

PUBLIC COMMENT

The following public comments were offered at this meeting:

- Stated that the project was good infill
- Explained that retail that connects to the street would better enliven it
- Expressed concern about the alley and suggested secondary bike access through the lobby as a solution
- Concerned that the NW corner of the pocket park could become an eddy or dead space
- Support for departures is the include direct access
- General support for the open space
- Support for departure if direct access from Brooklyn is included
- Would like to see ground floor retail
- Concerned about light and safety on the ground floor given lack of office use after 5pm

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.

1. Massing and Materials

- a. The Board was unanimous in the assessment that Option 3 was the best option for presented for the site, as the simple massing with large insets responded to the surrounding context and marked buildings features well. **(CS2-A-1. Sense of Place, CS2-A-2. Architectural Presence, CS2-B-2. Connection to the Street, CS2-2-a. Contribute to Community Character, CS3-1 University District Architectural Character, PL3-1-a. Prominent Design, DC2-B-1. Façade Composition, DC2-D-2. Texture, DC2-1-a. Response to Context, DC2-2-a. Context-Sensitive Approach, DC2-2-c. Cohesive Design, DC2-2-h. Detailing, DC4-A-1. Exterior Finish Materials, DC4-1-a. Durable & Permanent, DC4-1-c. Texture & Complexity, DC4-1-d. Technology & Innovation)**
 - i. The Board found the shape of Option 3 simple and elegant but stated that high-quality materials and thoughtful detailing of a simple skin will be critical for such a simple building to meet the design guidelines. One Board member summed it up, saying the “skin really needs to sing.” This idea was echoed in subsequent Board guidance.
 - ii. In addition to high quality materials the Board specifically stated their hope to see innovation in the use of materials.
 - iii. They expressed appreciation for how the applicant responded to the complexities of the site, given the two transition station entries and how the design option responded to this condition.
- b. The Board clarified that the simple elegance of the building should be further enhanced by context-sensitive massing and cladding responses on each façade. They guided the applicant to provide additional detail, layering and thoughtful material application toward this goal, as opposed to a single cladding wrap. **(Façade Composition, DC2-D-2. Texture, DC2-1-a. Response to Context, DC2-2-a. Context-Sensitive Approach, DC2-2-c. Cohesive Design, DC2-2-h. Detailing)**
- c. The Board specifically stated that the applicants show the work they put into choosing materials by providing precedent studies and material application studies of the options were considered by the design team. **(Façade Composition, DC2-D-2. Texture, DC2-1-a. Response to Context, DC2-2-a. Context-Sensitive Approach, DC2-2-c. Cohesive Design, DC2-2-h. Detailing)**

2. Pocket Park and Pedestrian Realm

- a. A Board member suggested that the park should have some sort of highlight or feature, “something cool” that would draw people into the park to activate it. It will be important to make the most of the open space since it ends in a dead end and is across from a busy transit station. The rest of the Board agreed with this comment, which was also supported public comment at the meeting. They stated that they were open to a range of features or attractions to meet this goal. **(CS2-B-2. Connection to the Street, PL1-1-a. Engage the Public Realm, DC1-A-2. Gathering**

- Places, DC3-B-1. Meeting User Needs, DC3-C-2. Amenities/Features, DC3-1-a. Arrangement and DC3-3-b. Community Interaction)**
- b. The Board asked the applicant to demonstrate that they have considered the park’s potential uses and users in order to provide a maximal public benefit and the best urban design. **(CS2-B-2. Connection to the Street, PL1-1-a. Engage the Public Realm, DC1-A-2. Gathering Places, DC3-B-1. Meeting User Needs, DC3-C-2. Amenities/Features, DC3-1-a. Arrangement and DC3-3-b. Community Interaction)**
 - c. Board members discussed the unique and lively retail of The Ave and asked that the applicant explore integrating the smaller retail module that is present in the district. **CS2-B-2. Connection to the Street, CS2-2-a. Contribute to Community Character, CS3-1 University District Architectural Character – all, PL3-C-1. Porous Edge, PL3-C-2. Visibility, PL3-3-a. Street Wall, PL3-3-b. Human-Scaled Experience, DC2-1-c. Building Base, DC2-2-a. Context-Sensitive Approach)**
 - a. Board members further expounded that the applicant should show how the fabric of the neighborhood informs the fabric of the building and the fabric of the park space.
 - d. The Board suggested that the applicant take a closer look at activation of the alley. While they understood that space is tight, they agreed with public comment that suggested bike access or visual access in this location may do a lot to activate this space. **(PL1-1-d. Alleyways and PL1-2-c. Activate Second “Fronts “)**
 - e. Activation of Brooklyn Ave for the project according to the Board. They requested detailed representations of the physical access to the retail spaces and studies showing how retail plates encourage activation. **CS2-B-2. Connection to the Street, CS2-2-a. Contribute to Community Character, CS3-1 University District Architectural Character – all, PL3-C-1. Porous Edge, PL3-C-2. Visibility, PL3-3-a. Street Wall, PL3-3-b. Human-Scaled Experience, DC2-1-c. Building Base, DC2-2-a. Context-Sensitive Approach)**
 - f. A Board member expressed, and others agreed, that lighting to highlight the buildings, edges, streetscape in a thoughtful and dynamic way will be important to activate the building’s restrained concept and material application. **(CS2-2-a. Contribute to Community Character PL2-B-2. Lighting for Safety and DC2-6-i. Quality & 6th Elevations and DC2-6-j. Transition to the Sky & Skyline Composition)**

RECOMMENDATION February 28, 2022

PUBLIC COMMENT

The following public comments were offered at this meeting:

- General support for the design of the development
- Stated that the design appropriately and adequately addresses light access and efficiency
- State the importance of the interface between the station and the building as part of the streetscape
- Stated that the project is going to be an important gateway to the neighborhood
- Stated that the east façade as presented looks like a blank wall and that there should be more detailing on this wall to meet design guidelines

- Request to see a mid-block entrance on the building to activate the alley
- Noted the deficient of open space in the neighborhood
- Stated the importance of the spaces between buildings to shape urban environment and act as a network of open spaces
- Stated that the increased density and population make it critical to examine open spaces well and to create multi-use multi-opportunity open spaces
- Felt that site across the street did not take advantage of the topography of the area
- Requested use of non-glare glass or an opaque material in keeping with neighborhood context

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

- Recommended considering a Coast Salish design, similar to the Duwamish Longhouse and the UW Intellectual House, that incorporates communal gathering areas and Coast Salish art.
- Recommended using native vegetation for landscaping, including trees, bushes, and low ground cover to promote native habitat.
- Supported the proposed development.
- Stated the design appropriately addresses access, light, efficiency, and plaza space.
- Noted the importance of the interface of the light rail station and the building with the streetscape.

SDOT Offered the following transportation related comments before the meeting

- Stated at 3' alley dedication and widening are required.
- Stated a 1' ROW setback is required along NE 43rd Ave adjacent to the proposed pocket

SDCI received non-design related comments concerning environmental regulations, neighborhood plans, archeological review, public transportation routes, the history of the project and its review by UW commissions and design experts, and public restrooms.

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. Concerns with off-street parking, traffic and construction impacts are reviewed as part of the environmental review conducted by SDCI and are not part of this review. Concerns with building height calculations and bicycle storage standards are addressed under the City's zoning code and are not part of this review.

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 recommendations.

1. Streetscape, open space and the public interface

- a. The Board explained that the right-of-way improvements were predetermined by Sound Transit upon completion of the two entrances to the Link Station below the development. They stated their support for this design and said that the double height lobby worked well to engage and enhance this streetscape. **PL3-C-1. Porous Edge, PL3-3-a. Street Wall, PL4-2-a. Connections to Light-Rail, DC2-1-c. Building Base, DC2-3-b. Retaining Walls, DC2-6-f. Adjusted Base Scale, DC3-3-a. Welcoming Design, DC4-D-2. Hardscape Material and DC4-2-b. Fine-Grained Texture**
- b. Board members discussed the alley facing elevation at length, specifically the use of glass spandrel on its elevation surrounding the stair and elevator core. They recommended approval of this aspect of the design, stating that this was a positive gesture for the building, allowing it to read as a unified whole and without introducing a new material and visual element. They also stated the move dressed this rear elevation like another street facing elevation which will make it visually appealing when viewed from a distance, and will help activate the alley below. **CS3-A-2. Contemporary Design, PL1-1-d. Alleyways, DC2-B-1. Façade Composition, DC2-1-e. Addressing the Public Realm, DC2-6-e. Shape & Design All Sides, and DC2-6-k. Architectural Presence**
- c. The Board responded to concerns expressed in public comment about the public pocket park at the northwest corner of 43rd St and Brooklyn Ave NE, which is being reviewed under a separate permit. The Board stated that the team provided a decent study on activation and various function of the park. Board members agreed that the pocket park was a good scale in response to the use and edges, and they appreciated the pedestrian-oriented benches, articulation of grade change and the thoughtful use of topography to allow for passive and active uses on the site. A Board member explained that good public spaces work well with 2, 20 or 200 hundred users, and the rest of the body agreed that what is illustrated in the packet lives up to this goal. They offered advice that the design team keep this scalability in mind when fixing the final details of the park design. They also said that proactive programming in the center of the park would be critical to its success as an open space. Finally, they stated that they appreciated the orientation of the park's features which they felt did a good job responding to the proposed development and would act to filter pedestrians coming out of the stations and into the park. **CS1-C-2. Elevation Changes, PL1-B-1. Pedestrian Infrastructure, PL1-B-2. Pedestrian Volumes, PL1-B-3. Pedestrian Amenities, PL1-C-2. Informal Community Uses, PL1-C-3. Year-Round Activity, PL1-1-a. Engage the Public Realm PL1-2-a. Pedestrian-Priority Network, PL2-A-1. Access for All, PL2-A-2. Access Challenges, PL2-B-3. Street-Level Transparency, DC3-1-a. Arrangement, DC3-3-a. Welcoming Design, DC3-3-b. Community Interaction, DC4-D-2. Hardscape Materials, DC4-D-4. Place Making, and DC4-2-a. Placemaking**

2. Response to earlier guidance, building skin, architecture and materials

- a. Overall, the Board recommended approval of the design development of the massing based on the Board's guidance at EDG. They stated that the many design details illustrated in the report worked well together and made the proposed

- building “not just a glass box” but a contextually responsive design. **CS2-A-2. Architectural Presence, CS2-C-3. Full Block Sites, CS2-D-2. Existing Site Features, CS3-A-2. Contemporary Design, CS3-1-d. Horizontal and Vertical Patterns, DC2-B-1. Façade Composition; DC2-C-1. Visual Depth and Interest, DC2-D-2. Texture, DC2-1-b. Large Buildings and DC2-2-c. Cohesive Design**
- b. The Board discussed the large vertical aperture in the design and recommended approval of this aspect of the design, which they noted was very well resolved and had good scale and alignment with the other features of the building. **CS2-A-1. Sense of Place, CS2-A-2. Architectural Presence DC2-A-2. Reducing Perceived Mass, DC2-B-1. Façade Composition, Dual Purpose Elements, DC2-C-1. Visual Depth and Interest And DC2-2-g. Large Masses**
 - c. A Board member stated that the Equitone has a nice softness and texture that contrasted well with the masonry on the station buildings and the others agreed. After some discussion about the choice to contrast the orientation of the panels with the neighboring station entries, the Board recommended that it balanced other material moves within the building and on the rest of the street well. They approved of the design, stating that the single horizontal gesture of the base and the large vertical elements work well to create a cohesive whole design. **DC2-A-2. Reducing Perceived Mass, DC2-B-1. Façade Composition, DC2-C-1. Visual Depth and Interest, DC2-D-1. Human Scale, DC2-D-2. Texture, DC2-1-c. Building Base, DC2-2-c. Cohesive Design, DC2-2-d. Base Materials, DC4-1-a. Durable & Permanent, DC4-1-b. Brick & Masonry And DC4-1-c. Texture & Complexity:**
 - d. The Board enthusiastically recommended approval of the use of seven-and-a-half-foot glass panels in the body of the building. They noted that this unusual scale will read well from all vantages and provides a dynamic contrast with the overhanging glass forms that mark the corners of the building. The Board approved of these elements, which they noted will respond to the changing light through the day and are a solid gesture that adds the appropriate level of dynamism to the restrained design. **CS2-A-2. Architectural Presence, DC2-2-h. Detailing, DC2-5-a. Materials & Expression, DC2-A-2. Reducing Perceived Mass, DC2-B-1. Façade Composition, DC2-C-1. Visual Depth and Interest, DC2-D-1. Human Scale, DC2-D-2. Texture, DC4-A-1. Exterior Finish Materials: And DC4-1-c. Texture & Complexity:**
 - e. At EDG the Board gave guidance that lighting would be critical to meeting the design guidelines given the subtlety of the proposal’s design and its visibility. At the Recommendation meeting, the Board recommended approval of the linear light around the canopy and felt like it provided the building a nice finish in the night sky. They recommended that the other lighting proposed in the design was “purposeful and thoughtful” in the way it highlighted the aperture and highlighted other facades. **DC4-C-1. Functions: DC4-C-2. Avoiding Glare and DC4-1-c. Texture & Complexity**
 - f. The Board recommended approval of the large “heroic” cantilevered canopy at the top of the building. They said this dynamic plane is pushing the limits of scale, though with a positive result. They stated that they hoped the photovoltaic arrays could be perceived from the right-of-way below and that the gesture will serve as a model for future developments to integrate photovoltaic panels into their design.

One Board member explained that they had seen several similar attempts at integrating solar arrays into rooftop canopies that were not as successful as this design. **CS1-A-1. Energy Choices, CS2-A-1. Sense of Place, DC2-6-i. Quality & 6th Elevations, DC2-6-j. Transition to the Sky & Skyline Composition, DC2-6-k. Architectural Presence, DC4-1-d. Technology & Innovation and DC4-1-e. Sustainability**

DEVELOPMENT STANDARD DEPARTURES

The Board's recommendation on the requested departure(s) was based on the departures' 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).

At the time of the Recommendation meeting the following departures were requested:

1. **SMC 23.48.645 (Upper level development standards in SM-U zones):** The Code requires that for lots with light rail above, there is a maximum average gross floor area of:
 - Average gross floor area of 20,000 sq ft for areas of the building between 55'-160' tall
 - Average gross floor area of 11,500 sq ft for areas more than 160' tall
 - Maximum gross floor area of 10,500 sq ft for any story that is more than 160' tall

The applicant proposes a maximum and average gross floor area of:

- 22,772 sq ft for areas of the building between 55'-160' tall
- 22,772 sq ft for areas of the building more than 160' tall

This floor area is proposed for the 4th through 12th stories of the building.

The Board recommended approval of this departure as the elongated space allows for the double height entry and the larger floor plate allows the building to bridge the two station entries without cantilevering over one, creating a strong robust street presence and visually apparent base middle and top. The design with departure better meets the intent of Design Guidelines CS2 Urban Pattern and Form, and DC2 Architectural Concept.

2. **SMC 23.48.646 (Façade Modulation):** The Code requires that for lots with a light rail transit station, façade a maximum unmodulated façade length of 160' below 55' of building height, and 120' for areas of the building that are more than 55' tall. The applicant proposes a 180' long unmodulated façade at levels 3-4 (below 55' building height) and a 136' long unmodulated facade above 55' building height.

The Board recommended approval of this departure because the concept reorganizes the modulation into larger and more visibly significant elements that respond to the context around the building. The design with departure better meets the intent of Design Guideline DC2 Architectural Concept.

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.

University Supplemental Guidance:

CS1-1 Plan for Daylight & Trees

CS1-1-a. Building Massing & Upper Level Step-Backs: Arrange building massing and use upper-level step-backs to increase solar access into ground floors, shared amenity spaces, streets, and the public realm, especially on narrow rights-of-way such as University Way NE. Use two-story or mezzanine layouts for residential or live-work units at or below-grade to increase daylight access to those units.

CS1-1-b. Recessed or Sunken Living Space: Avoid recessed or sunken living space, and minimize the distance that units are located below grade to provide direct access to daylight and air from above-grade windows for each unit.

CS1-1-c. Trees: Incorporate new and existing trees. Site the buildings and design building massing to preserve and incorporate existing mature trees, especially on slopes; this is especially relevant in the Ravenna Springs character area. Where removal is unavoidable, configure open space to accommodate large canopy trees that replace those removed.

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.

University Supplemental Guidance:

CS2-1 Character Areas & Corridor Character Areas

CS2-1-a. Cowen Park Corners: Use lush landscaping to carry the experience of Cowen Park down the north end of University Way NE. Incorporate generous sidewalks and seating areas.

CS2-1-b. University Park South & 17th Ave Boulevard: Reinforce the existing pattern of generous front setbacks. Incorporate occupiable amenity spaces into front setbacks with areas for large shade trees and landscaping. Take cues from the design, scale, and character of historic buildings, including: grand entries; sloped roofs; the use of brick, masonry, and wood; vertical window proportions; and a high degree of architectural detailing.

CS2-1-c. Ravenna Springs: Design projects to create and reinforce the quality of a cohesive neighborhood with massing that is broken into multiple buildings, individual unit entries, ground-related housing, highly permeable blocks with walkways and open spaces, and a high degree of landscaping and pedestrian amenities.

CS2-1-d. University Village & 25th Ave NE: Prioritize active edges and direct pedestrian connections to 25th Ave NE and the Burke Gilman Trail. Development along 25th Ave NE should create an active, engaging building edge for pedestrians and create protected sidewalks by utilizing planter strips with lush landscaping.

CS2-1-e. The U District Core & The Ave: Express an urban character that is distinct to the U District and prioritize the pedestrian experience with human-scaled design and a high degree of visual interest. Foster an eclectic mix of businesses and architectural styles.

1. Reflect historic platting patterns by articulating and/or modulating buildings and design styles at 20-40 foot intervals.
2. Use upper-level step-backs that respond to predominant and historic datums in context.
3. Incorporate balconies or terraces in buildings with residential uses to contribute to passive surveillance and visual interest.
4. Use lush, layered landscaping at street level, especially in residential areas south of NE 43rd St.

CS2-2 Neighborhood Context

CS2-2-a. Contribute to Community Character: To enhance the eclectic character of the University District, plan and include elements that are easily customizable for tenants and businesses to individualize storefronts, kickplates, and streetscapes through paint colors, materials, lighting, signage, awning design, seating, or other pedestrian amenities. Use these features to express 20-40 foot storefront modules.

CS2-2-b. Provide Zone Transitions: When a project site abuts a zone with a height limit that is two stories shorter than the project site, provide upper-level setbacks that create a sensitive transition to the less intensive zone.

CS2-2-c. Activate Parks & Open Space: In development adjacent to open space and parks, activate the building edges by incorporating active uses, small public plazas or seating areas for ground-floor uses, as well as balconies or terraces at upper floors. Design adjacent projects to act as a deferential backdrop, with refined building facades that help frame the open space, or incorporate artistic features that complement the function of the open space and create an “outdoor room.”

CS2-3 Gateways & Placemaking Corners

CS2-3-a. Special Site Features: For new buildings located on a corner, including, but not limited to the corner locations identified in Map 3 of the full Guidelines, consider providing special building elements distinguishable from the rest of the building such as a tower, corner articulation or bay windows. Consider a special site feature such as diagonal orientation and entry, a sculpture, a courtyard, or other device. Corner entries should be set back to allow pedestrian flow and good visibility at the intersection.

CS2-3-b. Gateways: Gateways identified on Map A are significant “entry” points in the U District Neighborhood.

1. Express a sense of arrival to a distinct area with distinctive forms, prominent massing, unique design concepts, and the highest attention to design quality.
2. Create pedestrian accommodating entries with wider sidewalks, significant landscaping features, public plazas, active uses, and art.

CS2-3-c. Placemaking Corners: Placemaking Corners identified on Map A are key nodes and pedestrian activity areas within the U District Neighborhood.

1. Design projects as part of a composition with the adjacent corner-facing sites to frame the space and balance strong spatial edges with adequate space for movement and activity, including small plazas, seating, and public art.
2. Incorporate special paving and surface treatments; art installations; seating; kiosks.

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.

University Supplemental Guidance:

CS3-1 University District Architectural Character

CS3-1-a. Architectural Styles: Foster the eclectic mix of architectural styles and forms on the block and throughout the neighborhood while maintaining articulated base designs that are pedestrian-oriented. Repetition of architectural forms and character, whether visually adjacent or within the U District, is strongly discouraged.

CS3-1-b. Predominant Styles: Complement and continue predominant styles or materials when the immediate context of a site is comprised of buildings or a collection of buildings with local significance or identifiable architectural styles or similar materials.

CS3-1-c. Historic Patterns: Articulate building forms and facades to respond to historic platting patterns to create compatibility between contemporary architecture and existing development.

CS3-1-d. Horizontal and Vertical Patterns: Respond to nearby predominant horizontal and vertical patterns and datum lines, and take cues from design elements in older structures such as campus gothic style, punched windows, texture-rich materials, and thoughtful detailing.

CS3-2 Adaptive Reuse & Preservation

CS3-2-a. Existing Structures & Facades: Preserve or rehabilitate existing structures or facades, especially those with architectural merit, local significance, and/or quality materials including brick.

CS3-2-b. Repurpose Materials: Creatively repurpose materials, signage, and other physical pieces from existing development into new projects to create a connection with the neighborhood's past and contribute to a sense of place.

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.

University Supplemental Guidance:

PL1-1 Networks & Connections to Community Open Space

PL1-1-a. Engage the Public Realm: Include open space at grade that physically or visually engages the public realm: Options include plazas, public courtyards, play areas, gardens, and ground level patios.

PL1-1-b. Green Streets & Green Spines: Projects located on Green Streets and within the U District Green Spines: Include multiple types of publicly-accessible open spaces and private amenity spaces that address the public realm including: balconies and unit patios, pocket plazas, strategic setbacks at grade for seating areas and play areas, and upper-level setbacks with terraces or patios.

PL1-1-c. Burke-Gilman Trail: For projects adjacent to the Burke-Gilman Trail, provide physical and visual connections for pedestrians and cyclists. Design trail-facing facades with active uses, including retail, amenity space, and unit stoops or patios.

PL1-1-d. Alleyways: Treat all alleyways as potential pedestrian routes: Incorporate windows, entries, art, lighting, and active uses on alley-facing facades to activate and improve safety in alleys.

PL1-2 Shared Alleys & Mid-Block Pedestrian Connections

PL1-2-a. Pedestrian-Priority Network: Reinforce existing movement patterns and introduce connections that weave a pedestrian-priority network throughout the neighborhood with mid-block pedestrian pathways and shared alleys.

PL1-2-b. Connect Street to Alley: East-west mid-block pedestrian connections from the street to alley are strongly encouraged on blocks within the “Mid-block Pedestrian Pathway Priority Area.” Projects within the approximate middle third of the block are the preferred location for mid-block pedestrian connections.

PL1-2-c. Activate Second “Fronts”: Design facades adjacent to mid-block pedestrian connections and shared alleys as a second “front” with activating uses:

1. Locate active ground-level uses along shared alleys and pedestrian pathways, including secondary entrances for businesses and individual unit entries separated by grade or setbacks for residential uses.
2. Avoid long blank walls. Where unavoidable due to service uses, treat blank walls with artwork, interesting materials, lighting, and/or architectural features.

PL1-2-d. People-Friendly Spaces: Create usable, safe, people-friendly spaces:

1. Include upper-level balconies or terraces so that occupiable spaces overlook shared alleys and mid-block connections.
2. Strive for clear sightlines. Where mid-block connections do not cross the right-of-way or do not align across an alley or street, provide a focal point and wayfinding features at the visual terminus.
3. Incorporate secondary spaces for impromptu gatherings, play opportunities, outdoor seating, and bike racks.

PL1-2-e. Signage & Wayfinding: Create consistent signage & incorporate wayfinding elements:

1. Install wayfinding elements on street and alley facades to highlight entrances to alleys and midblock crossings including special architectural treatments, creative signage, ground treatments, lighting, and façade design. Strive for continuity of design features throughout the neighborhood.
2. Incorporate street furniture, art installations, creative paving, paint patterns or lighting throughout shared alleys and mid-block connections.

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.

University Supplemental Guidance:

PL3-1 Entries

PL3-1-a. Prominent Design: Design prominent, accommodating entries with vertical emphasis and intricate architectural interest at a variety of scales. Use high-quality materials and detailing to create an identifiable entrance and welcoming experience for visitors and users.

PL3-1-b. Grade Separations: Avoid grade separations at retail entries: Step building floor plates along sloped sites to avoid raised or below-grade entries for commercial along the sidewalk.

PL3-1-c. Courtyard Entries: Courtyard entries should be physically and visually accessible from the street. Units facing the courtyard should have a porch, stoop, or deck associated with the dwelling unit to support community interaction. Any fences or gates should be set back from the sidewalk to incorporate a semi-public transitional space.

PL3-2 Ground-Level Residential Design

PL3-2-a. Articulate Units: Articulate individual dwelling units and provide usable stoops or patios for street-facing residential units. Include architectural detailing that expresses a residential use, such as contrasting trim, hardware, awnings, mailboxes, address numbers, and appropriately scaled materials. Provide opportunities for personalization.

PL3-2-b. Rowhouse-Style: Use rowhouse-style units at the base of residential structures to transition to the pedestrian sidewalk and street; they provide large windows, entries, patios and other activating features.

PL3-2-c. Buffer Space: Provide adequate buffer space as a transition from the sidewalk to residential uses for visual connection and passive surveillance of the public realm. Raise units slightly above grade or provide an adequate setback. Use buffers of low walls, planters, and layered landscaping; avoid tall fences and patios below grade.

PL3-2-d. Shared Space: Where direct-unit entries are challenging due to a site's physical constraints, include a generous main entry with occupiable shared space or forecourt to create a "front porch" for residents. Provide ample space for bicycles, seating, furniture, and planters.

PL3-3 Mixed Use Corridors & Commercial Frontages

PL3-3-a. Street Wall: Maintain a well-defined street wall on mixed-use corridors to create an urban character. Incorporate strategic setbacks at corners and entries for seating, usable open space, and landscaping.

PL3-3-b. Human-Scaled Experience: Provide frequent entrances, expressed breaks, and architectural interest at regular intervals of 20-30 feet (regardless of uses/tenants occupying ground-level spaces) to create a human-scaled experience and accommodate the presence or appearance of small storefronts. Add unique features to long sections of storefront systems.

PL3-3-c. Residential Entries & Signage: Residential entries for upper-floor residential uses and residential signage should not dominate the street frontage over commercial uses.

PL3-3-d. Non-Activating Uses: Minimize the size and presence of residential lobbies and other non-activating uses to maintain the commercial intensity and viability of mixed-use corridors.

PL3-3-e. Edge: Design a porous, engaging edge for all commercial uses at street-level. Include operable windows at all levels of the building and especially at the street level to maximize permeability and activate the streetscape. Design street-level facades that open to or near sidewalk level allowing uses to spill out, and provide areas for outdoor seating.

PL3-3-f. Adaptability: Design live-work units and all other non-commercial spaces for conversion to street-accessed commercial uses over the life of a building. Provide a direct path to the entry from the sidewalk, transitional areas that can be used as outdoor seating, awnings, and pavement treatments. Avoid or minimize tall, structural sills that would inhibit future storefront flexibility. Use recessed entries and non-permanent solutions for privacy for residential uses, such as movable planters. Unit layout should separate living spaces from work space, to provide appropriate privacy for living spaces.

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.

University Supplemental Guidance:

PL4-1 Bicycle Circulation & Parking

PL4-1-a. Efficient & Secure Parking: Design bicycle parking for efficiency and security. Bicycle use and parking should be encouraged to promote a healthy and active neighborhood and to support local businesses. Bicycle racks should be plentiful, and either be from the Seattle Department of Transportation’s bike parking program or be an approved rack of similar “inverted U” or “staple style”.

PL4-1-b. Placemaking: Integrate design features into bicycle facilities that enhance placemaking, such as having a uniform color for bike racks within the U District or having distinctive place-names designed into the racks.

PL4-1-c. Convenient Location: Locate bicycle parking and bicycle racks in convenient locations for residents and temporary users with easy access, weather protection, and minimal grade changes. Provide direct routes from bicycle lanes to bicycle parking in garages or bicycle racks, and provide signage that directs bicyclists to these facilities. When bicycle parking is located indoors, minimize obstructions, and consider using sliding or automatic doors.

PL4-2 Connections and Facilities for Transit

PL4-2-a. Connections to Light-Rail: Ensure convenient connections to the light-rail station for development near the station or other high-volume transit stops. This might include voluntary setbacks to afford widened sidewalks, chamfered building corners, and/or recessed entries to facilitate higher pedestrian volumes near the stations.

PL4-2-b. Integrated Waiting Areas: Integrate waiting areas for transit and vehicle pick-up into the building design, rather than adjacent to the street, where possible and with approval of agencies. Include shelters, large canopies, lean bars, and benches.

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.

University Supplemental Guidance:

DC1-1 Activating Uses

DC1-1-a. Street Frontages: Maximize active uses along street frontages and minimize the amount of frontage dedicated to lobby/lounges, office, and leasing spaces - uses which can be located elsewhere in the building. Provide a high frequency of entries for both commercial and residential uses.

DC1-1-b. Commercial Spaces: Group commercial spaces (or live-work) at corners and clusters at street level rather than fragmenting them between lobbies and other ground-floor uses.

DC1-1-c. Passive Surveillance: Where residential uses face on-site or public open spaces, parks, or access drive, balance privacy layering with passive surveillance by incorporating stoops, patios, and balconies, lighting. Minimize garage frontages at these locations.

DC1-2 Visual and Safety Impacts

DC1-2-a. Service Entries & Trash Receptacles: Locate service entries and trash receptacles within the building, mid-block along shared alleys and away from pedestrian crossings or gathering spots at mid-block connections.

DC1-2-b. High-Quality Materials: Use high quality materials and finishes for all service screening and garage doors with artful treatments and architectural detailing that reinforces the design concept and contributes to visual interest at street level.

DC2-2-c. Above Grade Parking: Wrap any above grade parking with active uses to minimize 'dead facades'. Design any above-grade parking with a high degree of architectural detailing consistent with the non-vehicle design, possibly integrating changing displays or community artwork.

DC1-3 Shared Open Spaces

DC2-3-a. Access Drives: If access drives are provided on site, design them as shared space for pedestrians, cyclists, and vehicles to move slowly and safely. Include entries, windows, landscaping, and opportunities for personalization. Curbless drive aisles are desirable.

DC2-3-b. Layout: Design the layout of the open space and surrounding uses intentionally to function as shared community space. Include landscaping, pedestrian amenities, lighting, and paving treatments that clearly delineate paths from gathering areas.

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 Façade Composition

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

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

DC2-C Secondary Architectural Features

DC2-C-1. Visual Depth and Interest: Add depth to façades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the façade design. Add detailing at the street level in order to create interest for the pedestrian and encourage active street life and window shopping (in retail areas).

DC2-C-2. Dual Purpose Elements: Consider architectural features that can be dual purpose—adding depth, texture, and scale as well as serving other project functions.

DC2-C-3. Fit With Neighboring Buildings: Use design elements to achieve a successful fit between a building and its neighbors.

DC2-D Scale and Texture

DC2-D-1. Human Scale: Incorporate architectural features, elements, and details that are of human scale into the building 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.

University Supplemental Guidance:

DC2-1 Massing & Reducing Bulk and Scale

DC2-1-a. Response to Context: Design building massing and form to express an intentional and original response to the context, streetscape and all guidelines, not merely a reflection of the code-allowable building envelope.

DC2-1-b. Large Buildings: Reduce the bulk and scale of large buildings: A large building should be legible as a series of discrete forms at multiple scales to reduce perceived bulk, create interest, and help users understand how the building is occupied.

1. Break up larger development into multiple buildings and smaller masses with pass-throughs and pathways
2. Alternatively, give the impression of multiple, smaller-scale buildings by employing different facade treatments at intervals that complement the context by articulating the building at regular intervals
3. Employ purposeful modulation that is meaningful to the overall composition and building proportion, or that expresses individual units or modules. Avoid over-modulation. Changes in color and material should typically be accompanied by a legible change in plane and/or design language.
4. Opt for distinctive and sculptural forms and elements, especially in highly visible locations or corners.

DC2-1-c. Building Base: Design the building base to create a solid and “grounded” form that transitions to a human-scale at the street. The height of the base/podium should be proportional to and substantial enough to “anchor” the upper massing.

DC2-1-d. Upper-Level Step-Backs: Use upper-level step-backs to maintain a human scale along the street and respond to historic datums.

DC2-1-e. Addressing the Public Realm: Ensure that building massing does not dominate the public realm: Setbacks along the sidewalk should be open to the sky. Where overhangs create usable open space at grade, provide an adequate ceiling height—generally at least two stories—with lighting and design detail to create a welcoming space.

DC2-1-f. Stairs & Elevator Cores: Locate vertical stair and elevator cores internally to minimize height impacts to the street. Stair cores visible to the street should be designed as a prominent feature with a high degree of transparency.

DC2-2 Architectural Concept & Façade Composition

DC2-2-a. Context-Sensitive Approach: Embrace contemporary design through distinctive, elegant forms that demonstrate a context-sensitive approach to massing and facade design.

DC2-2-b. Mix Styles: Create a finely-grained mix of complementary buildings and architectural styles on a block, taking cues from established patterns such as frequent entries, the use of brick and other highly-articulated materials.

DC2-2-c. Cohesive Design: Reinforce the massing and design concept with a deliberate palette that limits the number of materials, colors, and fenestration patterns to achieve design cohesion.

DC2-2-d. Base Materials: Use brick, stone or other high-quality, durable, and non-monolithic materials as the predominant base material to reinforce a strong base massing.

DC2-2-e. Color Application: Employ a restrained and purposeful application of bold or high-contrast colors and moments of whimsy to contribute to the eclectic character of the University District, without overwhelming the streetscape.

DC2-2-f. Roof Lines: Provide architectural interest with legible roof lines or the top of the structure that is clearly distinguishable from the facade walls.

DC2-2-g. Large Masses: Avoid expanses of large panels with minimal detailing, and do not rely on the use of colored cladding alone to provide visual interest: Break down large masses or facades by 1) using quality materials that provide relief and interest through shadow lines, depth of fenestration, and detailing, and 2) delineating a base, middle, and top with architectural detailing and massing.

DC2-2-h. Detailing: Intentionally detail joints, reveals, and fasteners to articulate and reinforce the design concept.

DC2-2-i. Depth: Incorporate depth into building facades, especially those with minimal modulation and boxy massing. Integrate facade depth and shadow casting detail, including projecting elements, setbacks and expression of window reveals, to give visual richness and interest. Recessed windows of 6-8 inches are preferable to window trims or fins applied to flush windows.

DC2-3 Pedestrian-Scaled Streetscape Design

DC2-3-a. Visual Interest: Design facades to a human-scaled rhythm and proportion and avoid monotonous repetition of the storefront or module by providing points of interest every 15-30 feet. Layer a hierarchical arrangement of articulation and detailing at a variety of scales to express a high degree of quality and visual interest by including features such as articulated mullions, setbacks, patios, intricate architectural detailing, art, light fixtures, entries, planters, and window groupings.

DC2-3-b. Retaining Walls: Limit the height and use of retaining walls along streets, open spaces, and in other areas of the public realm. Use stepped terraces as a preferred solution to resolve grade differences.

DC2-4 Service & Mechanical Elements

DC2-4-a. Design Concept: Intentionally design wall venting for commercial uses and other screening for mechanical equipment on the roof or affixed to the building into the overall design concept.

DC2-4-b. Façade Design: Integrate building service elements, such as drainage pipes, grilles, screens, vents, louvres, and garage entry doors into the overall facade design, and use these features as opportunities to provide artful or unique applications.

DC2-5 Blank Walls

DC2-5-a. Materials & Expression: Finish visible walls and rooftops with quality materials or artistic expressions that reinforce the design concept, avoiding simplistic treatments of cladding with only color changes.

DC2-5-b. Visual Scale & Interest: On party walls visible from streets, provide visual scale and interest with murals or other legible artistic or architectural expressions, including joint patterns, plane changes, and/or proportions that break down the scale of large walls.

DC2-6 Tall Buildings

DC2-6-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.

DC2-6-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 impacts to nearby existing and future planned occupants.

DC2-6-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.

DC2-6-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 building base to top.

DC2-6-e. Shape & Design All Sides: Because towers are visible from many viewpoints/distances, intentionally shape the form and design 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.

DC2-6-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.

DC2-6-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.

DC2-6-h. Facade Depth & Articulation: Use plane changes, depth, shadow, and texture to provide human scale and interest and to break up the larger facade areas of tall buildings, especially in the base/lower 100 feet. Compose fenestration and material dimensions to be legible and richly detailed from long distances.

DC2-6-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.

DC2-6-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. Applicants should design and show how the tall buildings will contribute to the overall skyline profile and variety of forms.

DC2-6-k. Architectural Presence: Consider citywide visual appearance when designing tall buildings, both as an individual structure and as a collection with other tall buildings, as these will be visible from many vantage points throughout Seattle.

DC2-6-l. Landmarks & Wayfinding: Design tall buildings with memorable massing and forms, to serve as landmarks that enhance a sense of place and contribute to wayfinding in the U District.

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.

University Supplemental Guidance:

DC3-1 Open Space Organization & Site Layout

DC3-1-a. Arrangement: Design outdoor amenity areas, open space, and pedestrian pathways to be a focal point and organizing element within the development, break up large sites, and foster permeability. Arrange buildings on site to consolidate open space areas into designed, usable shared spaces or places for large trees instead of “leftover” spaces or drive lanes.

DC3-1-b. Pedestrian Routes: Extend pedestrian routes from entry courtyards or forecourts all the way through a project site to improve pedestrian walkability.

DC3-1-c. Street Orientation: Arrange residential development, especially townhouse and rowhouses, to orient units towards the street. Where units are oriented towards internal pathways or access drives, design these shared pathways that prioritize the pedestrian experience with paving, landscaping, lighting, stoops, and human-scaled design features.

DC3-2

DC3-2-a. Private Amenity Spaces: Provide a variety of types of outdoor private amenity space instead of only locating private amenity space on rooftops. Include usable patios, terraces, and balconies; opt for usable projecting or recessed balconies instead of flush railings.

DC3-2-b. Play Areas: Design shared play areas for children with sightlines to units.

DC3-2-c. Privacy: Design courtyards to incorporate layered planting and trees that provide privacy to units surrounding the courtyard as well as users.

DC3-3

DC3-3-a. Welcoming Design: Design open spaces at street-level to be welcoming: Semi-public spaces such as forecourts should engage the street and act as a “front porch” for residents. Minimize the use of gates, or visual and physical barriers, especially those adjacent to the street. Any necessary fences or gates should be set far back from the street to create a semi-public transitional space.

DC3-3-b. Community Interaction: Open space design and location should support lively community interaction rather than passive space within a development, as well as the larger University District community.

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.

University Supplemental Guidance:

DC4-1 Durable, High-Quality Exterior Materials

DC4-1-a. Durable & Permanent: Use materials that provide and evoke durability and permanence: Avoid thin materials that do not age well in Seattle’s climate, including those that deform or warp, weather quickly, or require paint as a finish. Use materials in locations that have a durability appropriate for an urban application, especially near grade.

DC4-1-b. Brick & Masonry: Brick or other masonry units are the preferred materials, especially for podiums and the first 30-50 feet from grade.

DC4-1-c. Texture & Complexity: Use materials with inherent texture and complexity: Limit the use of large panels or materials that require few joints, reveals, or minimal detailing. Use materials that provide purposeful transitions and reinforce the design concept and building proportions.

DC4-1-d. Technology & Innovation: Utilize emerging technology and innovative materials that inspire inventive forms, applications, and design concepts.

DC4-1-e. Sustainability: Consider the life cycle impacts of materials, and choose those that are renewable, recyclable, reusable, responsibly sourced, and have minimal impacts to human and environmental health.

DC4-2 Hardscaping & Landscaping

DC4-2-a. Placemaking: Incorporate artistic, historical, and U District-unique elements into landscape materials to define spaces and contribute to placemaking, including mosaics, wayfinding elements, reused materials, and lighting.

DC4-2-b. Fine-Grained Texture: Use hardscape materials that contribute a fine-grained texture through joint patterns, scoring, or inherent material qualities. Avoid areas with minimal texture, especially in areas with pedestrian traffic.

DC4-2-c. Delineate Uses: Use pavers and ground treatments to delineate uses, including building entries and seating areas within the public right of way.

DC4-2-d. Green Walls: Integrate purposeful green walls into the construction and design of the building and landscape to avoid appearing “tacked on” as an afterthought. To maximize plant survival and potential for success, provide permanent irrigation and choose locations with appropriate growth conditions.

RECOMMENDATIONS

The recommendation summarized above was based on the design review packet dated Monday, February 28, 2022, and the materials shown and verbally described by the applicant at the Monday, February 28, 2022 Design Recommendation meeting. After considering the site and context, hearing public comment, reconsidering the previously identified design priorities and reviewing the materials, the four Design Review Board members recommended APPROVAL of the subject design and departures with no conditions.