

DESIGN REVIEW

ADMINISTRATIVE EARLY DESIGN GUIDANCE EAST

Record Number: 3036894-EG

Address: 2621 Eastlake Ave E

Applicant: Steve Fisher, Blueprint Capital Services

Report Date: Monday, January 25, 2021

SDCI Staff: David Sachs

SITE & VICINITY

Site Zone: Neighborhood Commercial 2-65 (M1)

[NC2-65 (M1)]

Nearby Zones: (North) Neighborhood Commercial 2-

65 (M1) [NC2-65 (M1)]

(South) Neighborhood Commercial 2-

65 (M1) [NC2-65 (M1)]

(East) Neighborhood Commercial 2-65

(M2) [NC2-65 (M2)]

(West) Lowrise 2 (M) [LR2 (M)]

Lot Area: 5,503 sq. ft.



Current Development:

The subject site is currently developed with an existing single-story office structure built in 1949. The site is rectangular in shape and slopes downward southeast to northwest approximately 18 feet.

Surrounding Development and Neighborhood Character:

The subject site is located on the west side of Eastlake Ave E, midblock between E Edgar St and E Roanoke St in the Eastlake Residential Urban Village. Adjacent to the site are a commercial structure to the north, a single-family residence to the east, a multifamily residential structure to the south, and townhouses to the west. Eastlake Ave E, a principal arterial, is the neighborhood's largest thoroughfare and commercial street which connects north to the University District and south to the South Lake Union and Downtown neighborhoods. Interstate 5 is located two blocks to the east. The Eastlake neighborhood is primarily comprised of lowand midrise multifamily residential uses, with an array of mixed-use, office, commercial, single-family residential, and townhouse structures throughout. Roanoke Street Mini Park, south of a houseboat community and overlooking Lake Union, is at the terminus of E Roanoke St two blocks to the west. Neighborhood green space Rogers Playground is located one block to the southeast.

The Eastlake Ave E streetscape is defined by a variety of commercial and residential conditions. Structures are low- and midrise, up to four stories in height. The neighborhood consists of a variety of architectural styles including older brick buildings, turn of the century residences, and recent contemporary developments. No one architectural style dominates. West facing balconies are prevalent. Due to topography that slopes downward to the west and Lake Union, properties along the east side of Eastlake Ave E are elevated above the public right-of-way and are separated from the streetscape. Structures fronting the west side of Eastlake Ave E present a strong street edge. The Eastlake neighborhood is in transition, following a trend of multifamily residential structures, mixed-use residential structures, and townhouses replacing single-family residences and smaller commercial structures. The area was rezoned from Neighborhood Commercial 2-40 to Neighborhood Commercial 2-65 (M1) on 4/19/19. Multiple projects in the vicinity are currently in review or under construction for proposed development, including 2571 Eastlake Ave E, 2210 Eastlake Ave E and 2335 Boylston Ave E.

Access:

Vehicular access is proposed from the alley. Pedestrian access is proposed from Eastlake Ave E.

Environmentally Critical Areas:

Mapped steep slope areas are located along the north and south property lines and in the center of the site.

PROJECT DESCRIPTION

Administrative Design Review for a 5-story apartment building with 50 small efficiency dwelling units and 1 live-work unit. No parking proposed.

The design packet includes materials that are 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

ADMINISTRATIVE EARLY DESIGN GUIDANCE January 25, 2021

PUBLIC COMMENT

SDCI staff did not receive any design related comments in writing.

SDCI received non-design related comments concerning parking and unit size.

The Seattle Department of Transportation offered the following comments:

- Stated that a 4.5' setback is required on Eastlake Ave E and a 0.5' setback is required on Yale Terrace E.
- Stated that a 6" curb and a minimum 6' sidewalk are required, however encouraged an 8' sidewalk since the project site is on the future Roosevelt RapidRide corridor.
- Stated that street trees in a minimum 5.5' planting strip located between the curb and sidewalk are required.

One purpose of the design review process is for the 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.

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 & RECOMMENDATIONS

After visiting the site, considering the analysis of the site and context provided by the proponents, and hearing public comment, Staff provides the following siting and design guidance.

1. Massing Options and Exceptional Tree:

Staff appreciates the overall placement of the building on the applicant's Option C (preferred), with its thoughtful response to the site, its frontage along the alley and Eastlake Ave E, and the sensitivity to the Exceptional tree on the adjacent property to the south. The intentional setting back of the massing on the north and south sides successfully provides modulation, and more distance from the property lines which will allow more light and air for the mid-lot residential units. Moving forward, Staff recommends developing Massing Option C in response to the following guidance:

- a. Staff appreciates the simple massing parti on Eastlake Ave E with its street edge reinforcing mass and recessed modulation with balconies and the straight forward articulation of the alley mass. The massing and modulation, however, on the north and south sides are less clear as they relate to the roof penthouse and bulkhead. Resolve the massing and provide architectural concept diagrams that help explain the overall approach for the building. CS2-C-2, CS2-D-1, CS2-D-5, DC2-A-1, DC2-4
- b. It appears from the diagrammatic floor plans that the intent is to build the east third of the building at grade with minimal excavation to protect the root zone of the Exceptional tree to the south. Provide further sectional information explaining how the proposed exterior patio is intended to be built (including foundation information) as it relates to the existing terrace on the site and the elevation of the exceptional tree roots. CS1-D-1, CS2-D-5
- c. Based on dimensions provided on the floor plans for Option C, the east third of the building will be built 4' from the south property line. It is unclear, based on information provided, what impact this will have on the canopy of the Exceptional tree on the property to the south. Provide further section information showing how the construction of the building above the first floor will relate to the existing canopy of the tree. CS1-D-1, CS2-D-5

2. Façade Design and Material Treatment:

a. Option C massing images start to suggest an approach to the fenestration treatment of the various masses. The inspirations images on pages 43 of the packet show a very clean and rational design approach that will enhance the massing moves. They imply a variety of window sizes, groupings, and combinations with recessed windows and deep balconies. Of concern, what is shown on the massing images is not in line with the inspiration images and Staff recommends moving forward with the design evolution based on the images and narrative provided on page 43 of the packet. Provide architectural concept diagrams or sketches to help explain the proposed façade design and material application. CS3-A-1, DC2-B-1, DC2-C-3. CS3-1, DC2-4

- b. It appears that the ceiling heights of the basement and ground floors are taller than the floors above, yet the window types and heights are the same as those used on the floors above. In some cases, the windows stack and in others they do not align because of programmatic differences between floors. Staff recommends the applicant thoughtfully take into consideration datum lines and other elements implied in the design or those nearby to enhance the façade design. Study reinforcing this difference in height with a material change, frieze, or other architectural treatments. PL2-B-3, PL3-A-2, DC2-B-1, DC2-C-1, DC2-D-1
- c. Materials should be applied to the massing in a way that helps reinforce the architectural concept. The applicant is strongly encouraged to avoid the use of strong accent colors or other façade treatments that are one-dimensional. DC2-B-1, DC2-D-2
- d. Staff strongly supports the use of smaller scaled high-quality materials, as illustrated by the images on page 43 of the packet, to provide perceived texture and visual depth along the street frontage. The use of large-scale patterned materials should be reserved for portions of the building set back from the property lines. Details and materials should emphasize a strong design concept. DC2-B-1, DC2-C, DC2-D-2, DC4-A-1, DC2-C-3, CS3-A-1, DC4-1
- e. This project will be highly visible until the adjacent property to the north is developed; therefore, design this façade to be attractive and well-proportioned. Provide a strong composition of elements, including fenestrations, material placement, and secondary architectural features. DC2-B.1, DC2-B.2, DC2-C

3. Site Planning, Ground Floor and Street Edges:

- a. Staff questions the necessity for such a deep outdoor lobby access court when the canopy of the Exceptional tree on the adjacent property to the south is higher than the first floor. It is recommended by Staff that the applicant increase the amount of active amenity space facing the street and to infill the area and the southeast corner and bring the east wall out towards the right-of-way while still maintaining a forecourt for the entry. The walls of this space should be transparent so that residents can appreciate the landscape along the property line and the Exceptional tree on the property to the south. PL2-B, PL3-C
- b. Staff is concerned that the main residential entry is not visible or discernable from the live/work entry along the street frontage. Continue developing the entry hierarchy in conjunction with the guidance given in item (3a) above, and using secondary architectural features or other means to increase wayfinding. PL1-B-3, PL2-B-3, PL2-D-1, PL3-A, PL3-1 thru 4, PL3-2
- c. Further develop the landscape design within the planted areas in front of the ground-related units along the alley to provide a layered buffer with attention to height and seasonal interest. DC4-A
- d. Further develop the landscape design in front of the live/work unit on Eastlake Ave E to help activate the public realm and continue the commercial feel that is prevalent to the north. Look at providing potential spill out space for the unit or other ways of promoting interaction. PL3-B-3, DC3-A-1, DC3-C-2

e. It appears from the sections that some of the north facing residential units will be facing retaining walls or the side of the adjacent building. Provide more information on these conditions along the property line and what types of plants will be proposed. Confirm that landscaping will survive in these below grade conditions and study whether outdoor terraces or other treatments are necessary to ensure that these spaces will be successful both for the existing condition as well as potential redevelopment of the site to the north. DC1-A-4, DC4-D-1

DEVELOPMENT STANDARD DEPARTURES

SDCI's preliminary 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).

At the time of the EARLY DESIGN GUIDANCE review, no departures were requested.

DESIGN REVIEW GUIDELINES

The Seattle Design Guidelines and Neighborhood Design Guidelines recognized by Staff 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.

CS2 Urban Pattern and Form: Strengthen the most desirable forms, characteristics, and patterns of the streets, block faces, and open spaces in the surrounding area.

CS2-A Location in the City and Neighborhood

- **CS2-A-1. Sense of Place:** Emphasize attributes that give a distinctive sense of place. Design the building and open spaces to enhance areas where a strong identity already exists, and create a sense of place where the physical context is less established.
- **CS2-A-2. Architectural Presence:** Evaluate the degree of visibility or architectural presence that is appropriate or desired given the context, and design accordingly.

CS2-B Adjacent Sites, Streets, and Open Spaces

- **CS2-B-1. Site Characteristics:** Allow characteristics of sites to inform the design, especially where the street grid and topography create unusually shaped lots that can add distinction to the building massing.
- **CS2-B-2. Connection to the Street:** Identify opportunities for the project to make a strong connection to the street and public realm.
- **CS2-B-3. Character of Open Space:** Contribute to the character and proportion of surrounding open spaces.

CS2-C Relationship to the Block

- **CS2-C-1.** Corner Sites: Corner sites can serve as gateways or focal points; both require careful detailing at the first three floors due to their high visibility from two or more streets and long distances.
- **CS2-C-2. Mid-Block Sites:** Look to the uses and scales of adjacent buildings for clues about how to design a mid-block building. Continue a strong street-edge and respond to datum lines of adjacent buildings at the first three floors.
- **CS2-C-3. Full Block Sites:** Break up long facades of full-block buildings to avoid a monolithic presence. Provide detail and human scale at street-level, and include repeating elements to add variety and rhythm to the façade and overall building design.

CS2-D Height, Bulk, and Scale

CS2-D-1. Existing Development and Zoning: Review the height, bulk, and scale of neighboring buildings as well as the scale of development anticipated by zoning for the area to determine an appropriate complement and/or transition.

- **CS2-D-2. Existing Site Features:** Use changes in topography, site shape, and vegetation or structures to help make a successful fit with adjacent properties.
- **CS2-D-3. Zone Transitions:** For projects located at the edge of different zones, provide an appropriate transition or complement to the adjacent zone(s). Projects should create a step in perceived height, bulk and scale between the anticipated development potential of the adjacent zone and the proposed development.
- **CS2-D-4. Massing Choices:** Strive for a successful transition between zones where a project abuts a less intense zone.
- **CS2-D-5. Respect for Adjacent Sites:** Respect adjacent properties with design and site planning to minimize disrupting the privacy of residents in adjacent buildings.

CS3 Architectural Context and Character: Contribute to the architectural character of the neighborhood.

CS3-A Emphasizing Positive Neighborhood Attributes

- **CS3-A-1. Fitting Old and New Together:** Create compatibility between new projects, and existing architectural context, including historic and modern designs, through building articulation, scale and proportion, roof forms, detailing, fenestration, and/or the use of complementary materials.
- **CS3-A-2. Contemporary Design:** Explore how contemporary designs can contribute to the development of attractive new forms and architectural styles; as expressed through use of new materials or other means.
- **CS3-A-3. Established Neighborhoods:** In existing neighborhoods with a well-defined architectural character, site and design new structures to complement or be compatible with the architectural style and siting patterns of neighborhood buildings.
- **CS3-A-4. Evolving Neighborhoods:** In neighborhoods where architectural character is evolving or otherwise in transition, explore ways for new development to establish a positive and desirable context for others to build upon in the future.

CS3-B Local History and Culture

- **CS3-B-1. Placemaking:** Explore the history of the site and neighborhood as a potential placemaking opportunity. Look for historical and cultural significance, using neighborhood groups and archives as resources.
- **CS3-B-2. Historical/Cultural References:** Reuse existing structures on the site where feasible as a means of incorporating historical or cultural elements into the new project.

PUBLIC LIFE

PL1 Connectivity: Complement and contribute to the network of open spaces around the site and the connections among them.

PL1-A Network of Open Spaces

- **PL1-A-1. Enhancing Open Space:** Design the building and open spaces to positively contribute to a broader network of open spaces throughout the neighborhood.
- **PL1-A-2.** Adding to Public Life: Seek opportunities to foster human interaction through an increase in the size and quality of project-related open space available for public life.

PL1-B Walkways and Connections

- **PL1-B-1. Pedestrian Infrastructure:** Connect on-site pedestrian walkways with existing public and private pedestrian infrastructure, thereby supporting pedestrian connections within and outside the project.
- **PL1-B-2. Pedestrian Volumes:** Provide ample space for pedestrian flow and circulation, particularly in areas where there is already heavy pedestrian traffic or where the project is expected to add or attract pedestrians to the area.
- **PL1-B-3. Pedestrian Amenities:** Opportunities for creating lively, pedestrian oriented open spaces to enliven the area and attract interest and interaction with the site and building should be considered.

PL1-C Outdoor Uses and Activities

- **PL1-C-1. Selecting Activity Areas:** Concentrate activity areas in places with sunny exposure, views across spaces, and in direct line with pedestrian routes.
- **PL1-C-2. Informal Community Uses:** In addition to places for walking and sitting, consider including space for informal community use such as performances, farmer's markets, kiosks and community bulletin boards, cafes, or street vending.
- **PL1-C-3. Year-Round Activity:** Where possible, include features in open spaces for activities beyond daylight hours and throughout the seasons of the year, especially in neighborhood centers where active open space will contribute vibrancy, economic health, and public safety.

PL2 Walkability: Create a safe and comfortable walking environment that is easy to navigate and well-connected to existing pedestrian walkways and features.

PL2-A Accessibility

- **PL2-A-1.** Access for All: Provide access for people of all abilities in a manner that is fully integrated into the project design. Design entries and other primary access points such that all visitors can be greeted and welcomed through the front door.
- **PL2-A-2. Access Challenges:** Add features to assist pedestrians in navigating sloped sites, long blocks, or other challenges.

PL2-B Safety and Security

- **PL2-B-1. Eyes on the Street:** Create a safe environment by providing lines of sight and encouraging natural surveillance.
- **PL2-B-2. Lighting for Safety:** Provide lighting at sufficient lumen intensities and scales, including pathway illumination, pedestrian and entry lighting, and/or security lights.
- **PL2-B-3. Street-Level Transparency:** Ensure transparency of street-level uses (for uses such as nonresidential uses or residential lobbies), where appropriate, by keeping views open into spaces behind walls or plantings, at corners, or along narrow passageways.

PL2-C Weather Protection

- **PL2-C-1. Locations and Coverage:** Overhead weather protection is encouraged and should be located at or near uses that generate pedestrian activity such as entries, retail uses, and transit stops.
- **PL2-C-2. Design Integration:** Integrate weather protection, gutters and downspouts into the design of the structure as a whole, and ensure that it also relates well to neighboring buildings in design, coverage, or other features.

PL2-C-3. People-Friendly Spaces: Create an artful and people-friendly space beneath building.

PL2-D Wayfinding

PL2-D-1. Design as Wayfinding: Use design features as a means of wayfinding wherever possible.

PL3 Street-Level Interaction: Encourage human interaction and activity at the street-level with clear connections to building entries and edges.

PL3-A Entries

- **PL3-A-1. Design Objectives:** Design primary entries to be obvious, identifiable, and distinctive with clear lines of sight and lobbies visually connected to the street.
- **PL3-A-2. Common Entries:** Multi-story residential buildings need to provide privacy and security for residents but also be welcoming and identifiable to visitors.
- **PL3-A-3. Individual Entries:** Ground-related housing should be scaled and detailed appropriately to provide for a more intimate type of entry.
- **PL3-A-4. Ensemble of Elements:** Design the entry as a collection of coordinated elements including the door(s), overhead features, ground surface, landscaping, lighting, and other features.

PL3-B Residential Edges

- **PL3-B-1. Security and Privacy:** Provide security and privacy for residential buildings through the use of a buffer or semi-private space between the development and the street or neighboring buildings.
- **PL3-B-2. Ground-level Residential:** Privacy and security issues are particularly important in buildings with ground-level housing, both at entries and where windows are located overlooking the street.
- **PL3-B-3. Buildings with Live/Work Uses:** Maintain active and transparent facades in the design of live/work residences. Design the first floor so it can be adapted to other commercial use as needed in the future.
- **PL3-B-4. Interaction:** Provide opportunities for interaction among residents and neighbors.

PL3-C Retail Edges

- **PL3-C-1. Porous Edge:** Engage passersby with opportunities to interact visually with the building interior using glazing and transparency. Create multiple entries where possible and make a physical and visual connection between people on the sidewalk and retail activities in the building.
- **PL3-C-2. Visibility:** Maximize visibility into the building interior and merchandise displays. Consider fully operational glazed wall-sized doors that can be completely opened to the street, increased height in lobbies, and/or special lighting for displays.
- **PL3-C-3. Ancillary Activities:** Allow space for activities such as sidewalk vending, seating, and restaurant dining to occur. Consider setting structures back from the street or incorporating space in the project design into which retail uses can extend.

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

PL4-A Entry Locations and Relationships

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

PL4-B Planning Ahead for Bicyclists

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

PL4-C Planning Ahead For Transit

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

DESIGN CONCEPT

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

DC1-A Arrangement of Interior Uses

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

DC1-B Vehicular Access and Circulation

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

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

DC1-C Parking and Service Uses

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

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

DC2-A Massing

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

DC2-B Architectural and Facade Composition

- **DC2-B-1. Façade Composition:** Design all building facades—including alleys and visible roofs— considering the composition and architectural expression of the building as a whole. Ensure that all facades are attractive and well-proportioned.
- **DC2-B-2. Blank Walls:** Avoid large blank walls along visible façades wherever possible. Where expanses of blank walls, retaining walls, or garage facades are unavoidable, include uses or design treatments at the street level that have human scale and are designed for pedestrians.

DC2-C Secondary Architectural Features

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

DC2-D Scale and Texture

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

DC2-E Form and Function

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

DC3 Open Space Concept: Integrate open space design with the building design so that they complement each other.

DC3-A Building-Open Space Relationship

DC3-A-1. Interior/Exterior Fit: Develop an open space concept in conjunction with the architectural concept to ensure that interior and exterior spaces relate well to each other and support the functions of the development.

DC3-B Open Space Uses and Activities

- **DC3-B-1. Meeting User Needs:** Plan the size, uses, activities, and features of each open space to meet the needs of expected users, ensuring each space has a purpose and function.
- **DC3-B-2. Matching Uses to Conditions:** Respond to changing environmental conditions such as seasonal and daily light and weather shifts through open space design and/or programming of open space activities.
- **DC3-B-3. Connections to Other Open Space:** Site and design project-related open spaces to connect with, or enhance, the uses and activities of other nearby public open space where appropriate.
- **DC3-B-4. Multifamily Open Space:** Design common and private open spaces in multifamily projects for use by all residents to encourage physical activity and social interaction.

DC3-C Design

- **DC3-C-1. Reinforce Existing Open Space:** Where a strong open space concept exists in the neighborhood, reinforce existing character and patterns of street tree planting, buffers or treatment of topographic changes. Where no strong patterns exist, initiate a strong open space concept that other projects can build upon in the future.
- **DC3-C-2. Amenities/Features:** Create attractive outdoor spaces suited to the uses envisioned for the project.
- **DC3-C-3. Support Natural Areas:** Create an open space design that retains and enhances onsite natural areas and connects to natural areas that may exist off-site and may provide habitat for wildlife.

DC4 Exterior Elements and Finishes: Use appropriate and high quality elements and finishes for the building and its open spaces.

DC4-A Exterior Elements and Finishes

DC4-A-1. Exterior Finish Materials: Building exteriors should be constructed of durable and maintainable materials that are attractive even when viewed up close. Materials that have texture, pattern, or lend themselves to a high quality of detailing are encouraged.

DC4-A-2. Climate Appropriateness: Select durable and attractive materials that will age well in Seattle's climate, taking special care to detail corners, edges, and transitions.

DC4-B Signage

DC4-B-1. Scale and Character: Add interest to the streetscape with exterior signs and attachments that are appropriate in scale and character to the project and its environs.

DC4-B-2. Coordination with Project Design: Develop a signage plan within the context of architectural and open space concepts, and coordinate the details with façade design, lighting, and other project features to complement the project as a whole, in addition to the surrounding context.

DC4-C Lighting

DC4-C-1. Functions: Use lighting both to increase site safety in all locations used by pedestrians and to highlight architectural or landscape details and features such as entries, signs, canopies, plantings, and art.

DC4-C-2. Avoiding Glare: Design project lighting based upon the uses on and off site, taking care to provide illumination to serve building needs while avoiding off-site night glare and light pollution.

DC4-D Trees, Landscape, and Hardscape Materials

DC4-D-1. Choice of Plant Materials: Reinforce the overall architectural and open space design concepts through the selection of landscape materials.

DC4-D-2. Hardscape Materials: Use exterior courtyards, plazas, and other hard surfaced areas as an opportunity to add color, texture, and/or pattern and enliven public areas through the use of distinctive and durable paving materials. Use permeable materials wherever possible.

DC4-D-3. Long Range Planning: Select plants that upon maturity will be of appropriate size, scale, and shape to contribute to the site as intended.

DC4-D-4. Place Making: Create a landscape design that helps define spaces with significant elements such as trees.

DC4-E Project Assembly and Lifespan

DC4-E-1. Deconstruction: When possible, design the project so that it may be deconstructed at the end of its useful lifetime, with connections and assembly techniques that will allow reuse of materials.

RECOMMENDATIONS

At the conclusion of the Administrative EARLY DESIGN GUIDANCE phase, Staff recommended moving forward to MUP application.