



City of Portland, Oregon
Bureau of Development Services
Land Use Services

FROM CONCEPT TO CONSTRUCTION

Dan Saltzman, Commissioner
 Paul L. Scarlett, Director
 Phone: (503) 823-7300
 Fax: (503) 823-5630
 TTY: (503) 823-6868
www.portlandoregon.gov/bds

MEMORANDUM

Date: April 8, 2016
To: Portland Design Commission
From: Jeff Mitchem, Development Review
Re: 16-119801 DA – Grant Park Village III
 Design Advice Request Summary Memo – Hearing Date, April 14, 2016

I. PROGRAM OVERVIEW

Attached is a drawing set for the Design Advice Request for a proposed 5-story building that will contain Memory Care rooms and Assisted Living Residential Units. Units with individual sleeping, cooking and sanitary facilities are classified as residential dwelling units (Household Living). Memory care rooms lack cooking facilities and are therefore classified as a Group Living Use. Group Living uses require a Conditional Use Review in the RX zone. The review criteria are the Community Design Guidelines (guideline cheat sheet included with this memo).

II. DEVELOPMENT TEAM BIO

Architect	Aaron Clark Lenity Architecture – Salem, OR
Owner/Developer	Hazel Larpenteur KAL LLC – Portland, OR
Project Valuation	\$23,000,000

III. DAR TOPICS

Staff advises you consider the following among your discussion items on April 14, 2016:

1. **Ground Floor Active Use.** Given site constraints (geometry, limited public frontage, and grade) the design of the north elevation presents significant conflicts between motor vehicles (garage access and loading), and pedestrians (ground floor active use and Sullivan’s Gulch Access Easement). As proposed, the ground floor program lacks any inducement to sidewalk activity due to internally accessed inactive floor area – garage access, porte-cochere, office and conference room, and trash room fronted by an exterior loading stall. Most concerning however, is the building is built to the property line and lacks any standard frontage improvements along the building’s entire north frontage (abutting the Sullivan’s Gulch Access Easement.) Staff advises that a 15’ setback be required to accommodate the necessary pedestrian facility intended by the access easement.
2. **Building Materials**
 - a) High quality building materials are expected for this development. Even though this is a significantly different development program than previous phases, this new building should fit into the overall site as a comprehensive part of Grant Park Village.
 - b) Proposed cladding materials are proposed to be metal panel, stucco, exposed concrete, vinyl windows and aluminum storefront. Staff advises the following with regard to these materials: stucco –a true three-coat stucco; metal panel – 22 ga backed/concealed fasteners; windows – VPI vinyl or better.
 - c) Any PTAC grilles must be well integrated into the exterior. Grant Park Phase I failed to do this in a satisfactory manner and a similar design solution would not be approved for this project.

- d) Rooftop equipment should be screened with enclosures.

3. Parking Areas

- a) The project’s only public frontage (NW corner) features garage access and porte-cochere. Per Table 266-3, vehicle areas are not allowed between the building and the street. However, because the frontage is not public ROW, this standard does not apply. Therefore, Staff reminds Commission that only decision-making criteria to require better pedestrian orientation are the Community Design Guidelines – E1. Pedestrian Network (See Guidelines Cheat sheet below.)
- b) If concealing inactive floor area, any ground-level building wall on the north elevation needs to be designed as a comprehensive part of the building – explore decorative material treatments, art, patterns of openings and other visually interesting options for these walls. They should not be solid or blank.
- c) Staff advises the Applicant study a design solution orienting parking garage access to somewhere other than the project’s only public corner at the NW. Perhaps to the east end of the north elevation (across from the garage access for GPVII) or toward the rear of the site via an “access alley” abutting the west property line. If access to the parking remains at the NW corner of the site, a extraordinary design solution for the garage access and porte-cochere (well integrated into the overall building design) will be required in order to meet approval criteria. Staff recognizes the access challenges and conflicts associated with accessing this site – implicit, is the trade-off between access from the 100% corner (NW) or the open space linkage (Sullivan’s Gulch Trail to the NE).

4. Transformer Location

- a) The Design Commission has consistently asked that transformers be located below-ground. GPV I transformers are very visible from the loop road and would not have been approved in their current location if this was more clearly expressed during the review process. New transformers should be below grade either in the yard area or sidewalk, or set within the building and appropriately screened to work with the architecture.

III. DEVELOPMENT STANDARDS

- **Zoning.** Central Residential with a Design Overlay.
- **Max FAR.** Allowable FAR is 4:1. Proposed FAR is 3.2:1.
- **Max Height.** Allowable height is 100’. Proposed height is approximately 74’.
- **Screening.** Per 33.120.250, project required to screen mechanical, garbage, recycling from adjacent residential. Preliminary drawings indicate screening.
- **Parking and Loading.** Minimum .33 stall/unit. 70 spaces proposed. Loading requirement – 2 Std B; proposed 1 Std B. Adjustment required.
- **Bike Parking.** Reduced requirement due to use (assisted living).
- **Ground Floor Windows.** Standard applies to the public ROW frontages only. NW 32nd Ave dead ends at site’s NW corner. As proposed, Modification required.

IV. APPROVAL CRITERIA CHEAT SHEET

Community Design Guidelines Cheat Sheet. This proposal must adequately address the *Community Design Guidelines*, Please see the following preliminary guidelines consistency analysis for the project as currently proposed.

GUIDELINE	MEETS	COULD DO BETTER	DOES NOT MEET
<p>P1. Community Plan Area Character. Enhance the sense of place and identity of community plan areas by incorporating site and building design features that respond to the area’s unique characteristics</p>		<p>Unclear in submittal. Describe how project responds.</p>	

and neighborhood traditions.			
P2. Historic and Conservation Districts. Enhance the identity of historic and conservation districts by incorporating site and building design features that reinforce the area’s historic significance. Near historic and conservation districts, use such features to reinforce and complement the historic areas.		NA	
P3. Gateways. Develop or strengthen the transitional role of gateways identified in adopted community and neighborhood plans.		NA	
E1. Pedestrian Network. Create an efficient, pleasant and safe network of sidewalks and paths for pedestrians that link destination points and nearby residential areas while visually and physically buffering pedestrians from vehicle areas.			North elevation ground floor lacks any pedestrian emphasis and presents significant auto-ped conflicts.
E2. Stopping Places. New large-scale projects should provide comfortable places along pedestrian circulation routes where people may stop, visit, meet, and rest.			North elevation ground floor lacks any pedestrian accommodations.
E3. The Sidewalk Level of Buildings. Create a sense of enclosure and visual interest to buildings along sidewalks and pedestrian areas by incorporating small scale building design features, creating effective gathering places, and differentiating street level facades.			The sidewalk level of the north elevation incorporates no such design features.
E4. Corners that Build Active Intersections. Create intersections that are active, unified, and have a clear identity through careful scaling detail and location of buildings, outdoor areas, and entrances.			The NW corner lacks identity through any significant design resolution.
E5. Light, Wind, and Rain. Enhance the comfort of pedestrians by locating and designing buildings and outdoor areas to control the adverse effects of sun, shadow, glare, reflection, wind, and rain.			The sidewalk level of the north elevation is inhospitable to pedestrians.
D1. Outdoor Areas. When sites are not fully built on, place buildings		Functionality of	

<p>to create sizable, usable outdoor areas. Design these areas to be accessible, pleasant, and safe. Connect outdoor areas to the circulation system used by pedestrians.</p>		<p>courtyard space is unclear in DAR submittal. Should be better resolved in LUR submittal.</p>	
<p>D2. Main Entrances. Make the main entrances to houses and buildings prominent, interesting, pedestrian accessible, and transit-oriented.</p>			<p>Lobby access is virtually invisible from public ROW (NE 32nd Ave).</p>
<p>D3. Landscape Features. Enhance site and building design through appropriate placement, scale, and variety of landscape features.</p>		<p>Functionality of courtyard space is unclear in DAR submittal. Should be better resolved in LUR submittal.</p>	
<p>D4. Parking Areas and Garages. Integrate parking in a manner that is attractive and complementary to the site and its surroundings. Locate parking in a manner that minimizes negative impacts on the community and its pedestrians. Design parking garage exteriors to visually respect and integrate with adjacent buildings and environment.</p>			<p>The north elevation ground floor is auto-dominated and presents significant auto-ped conflicts.</p>
<p>D5. Crime Prevention. Use site design and building orientation to reduce the likelihood of crime through the design and placement of windows, entries, active ground level uses, and outdoor areas.</p>			<p>The sidewalk level of the north elevation is inhospitable to pedestrians.</p>
<p>D6. Architectural Integrity. Respect the original character of buildings when making modifications that affect the exterior. Make additions compatible in scale, color, details, material proportion, and character with the existing building.</p>		<p>NA</p>	
<p>D7. Blending into the Neighborhood. Reduce the impact of new development on established neighborhoods by incorporating elements of nearby, quality buildings such as building details, massing, proportions, and materials.</p>		<p>Reference local architectural language how?</p>	
<p>D8. Interest, Quality, and</p>			<p>Confusing massing and</p>

Composition. All parts of a building should be interesting to view, of long lasting quality, and designed to form a cohesive composition.			form. Too many materials/colors/patterns results in poor overall coherency.
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Please contact me with any questions or concerns.