





1260 LLOYD CENTER PORTLAND, OR 97232

EAST END RENOVATION

NEW THEATER BUILDING

RENOVATION OF EXISTING ANCHOR BUILDING

TEAM INFORMATION

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PROJECT VALUATION

THE APPROXIMATE VALUATION OF THE PROJECT IS \$35,000,000.00

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SUMMARY OF DEVELOPMENT PROGRAM

THE REDEVELOPMENT OF THE EAST END OF THE LLOYD CENTER WILL BE COMPOSED OF TWO MAJOR PROJECTS.

1. RENOVATE AND EXPANSION OF THE EXISTING 145,000 SF ANCHOR BUILDING (FORMER SEARS)

THE RETAIL MARKET IS MOVING AWAY FROM THE LARGE SINGLE ANCHOR TENANTS, THE RENOVATION OF THE SEARS ANCHOR BUILDING WILL RENOVATE THE 4 STORY BUILDING FROM A RETAIL USE TO AN OFFICE USE BUILDING.

THE EXISTING ANCHOR BUILDING'S INTERIOR WILL ADD A NEW COMMON 4 STORY ATRIUM WITH NEW LARGE ROOF SKYLIGHT ABOVE ALLOWING FOR NATURAL LIGHT ENVIRONMENT IN THE OFFICE USE. NEW VERTICAL TRANSPORTATION AND COMMON RESTROOM CORES WILL SERVICE THE 4 STORY OFFICE. THE EXTERIOR IS REMODELED WITH NEW LARGE EXTERIOR WINDOWS AND RESTORATION OF THE ORIGINAL 1959 BRICK FACADE ON THE NORTH AND EAST FACADES . ON LEVEL 1, THE EXISTING MALL SERVICE TUNNEL ROAD, LOADING DOCK, 2 TRUCK BAYS AND TRASH COMPACTORS WILL BE RECONFIGURED TO A 'HAMMERHEAD' STYLE LAYOUT, DUE TO ELIMINATION OF EXISTING TRUCK RAMP TO MULTNOMAH.

EXPANSION OF ADDITIONAL OFFICE SPACE (6,800 SF) WILL OCCUR BY CONVERTING EXISTING LEVEL 1 EXTERIOR SERVICE AREA TO ENCLOSED SPACE FOR TENANT USE.

THE EXISTING MALL INTERIOR EAST END TERMINUS WILL BE OPENED AT THE HALSEY LEVEL TO CREATE A NEW EAST MALL ENTRY, BETTER CONNECTING TO THE NEIGHBORHOODS TO THE EAST OF THE MALL.

SUMMARY OF DEVELOPMENT PROGRAM - CON'T

2. CONSTRUCTION OF A 70,000 SF THEATER BUILDING CONTAINING 13 THEATERS

THE EXISTING REGAL THEATER WILL BE RELOCATING ACROSS MULTNOMAH, TO THE EXISTING PARKING AREA SOUTH OF THE FORMER SEARS ANCHOR BUILDING.

THE THEATERS LAYOUT WITH STACKED AUDITORIUM DESIGN, CREATING A 'TWO LEVEL' THEATER BUILDING . THE ENTRIES TO THE THEATER LOBBY ARE AT GROUND LEVEL ALONG MULTNOMAH, WITH THE MAIN ENTRY DOORS AT CORNER OF MULTNOMAH AND 15TH AVENUE

AS A RESULT OF THE TWO LEVELS OF THEATER DESIGN, THEATERS REQUIRE TWO LOBBIES, 2 CONCESSION STANDS , 2 BAR/LOUNGES AND 2 PAIRS OF RESTROOMS TO SERVE THEATER PATRONS. GIVEN THE HIGH VISIBILITY AND GATEWAY QUALITY OF THE SOUTHEAST CORNER OF THE BUILDING, THESE PUBLIC AREAS, ONE AT GROUND LEVEL, THE OTHER ABOVE THE STREET LEVEL, WILL BE PART OF THE BUILDINGS ARCHITECTURAL EXPRESSION OF THE GLAZED FACADE.

ID	Task Name	Duration
0	PROJECT SCHEDULE	187.2 wks
1	Lloyd Center East - Reboot	
2	Project Start / Completion	147 wks
3	Design Commision Tasks	
4	Concept Design	5.8 wks
5	Early Design Advice Submittal	0.2 wks
6	Early Design Staff Review	3.6 wks
7	Early Design Advice Meeting	0.2 wks
8	Type III Application Preperation	4 wks
9	Type III Application Submittal	0.2 wks
10	Type III Application Staff Completeness Review	3.6 wks
11	Type III Application Address Staff Comments	2 wks
12	Type III Application Re-submittal	0.2 wks
13	Type III Staff Review	2 wks
14	Type III Design Commision Meeting	0.2 wks
15		
16	Tasks Concurent with Design Commision Process	
17	Parking / Traffic Analysis	5.8 wks
18	Storm Water Mitigation Design (Civil)	5.8 wks
19	Conceptual Architectural Plans	5.8 wks
20	Conceptual Lighting Plans	5.8 wks
21	Conceptual Landscape Plans	5.8 wks
22	Owner Coments / Conceptual Budget	3 wks
23	Schematic Design Document Set	6 wks
24	Owner Coments / Schematic Budget	2 wks
25	Design Development Document Set (including Holiday)	6.6 wks
26	Contract Document Set	15.8 wks
27	Submitt to Building Department	0.2 wks
28	Building Department 1st Review	14.4 wks
29	Holiday	1.2 wks
30	Building Department - Address Comments	3.8 wks
31	Re-Submitt to Building Department	0.2 wks
32	Building Department 2nd Review	8.2 wks
33	Shell Demo Permit (If needed)	3.8 wks
34	Permit Issued	0.2 wks
35	Bidding	3.8 wks
36		
37	Tasks Concurent with Design Commision Process	
38	Sofft Demolition (Sears)	7.6 wks
39	Shell Demolition	11 wks
40	Shell Construction	50.8 wks
41	Theater Construction (Shell)	25.6 wks
42	Theater Interiors (Tenant Build Out)	40 wks
43	Anticipated Theater Opening	1 wk

Legend

City Boundary

OS - Open Space

RF - Residential Farming

R20 - Residential 20,000

R10 - Residential 10,000

R7 - Residential 7,000

R5 - Residential 5,000

R2.5 - Residential 2,500

R3 - Residential 3,000

R2 - Residential 2,000

R1 - Residential 1,000

RH - High Density Residential

RX - Central Residential

IR - Institutional Residential

CN1 - Neighborhood Commercial 1

CN2 - Neighborhood Commercial 2

CO1 - Office Commercial 1

CO2 - Office Commercial 2

CS - Storefront Commercial

CM - Mixed Commercial

CG - General Commercial

CX - Central Commercial

EG1 - General Employment 1

EG2 - General Employment 2

EX - Central Employment

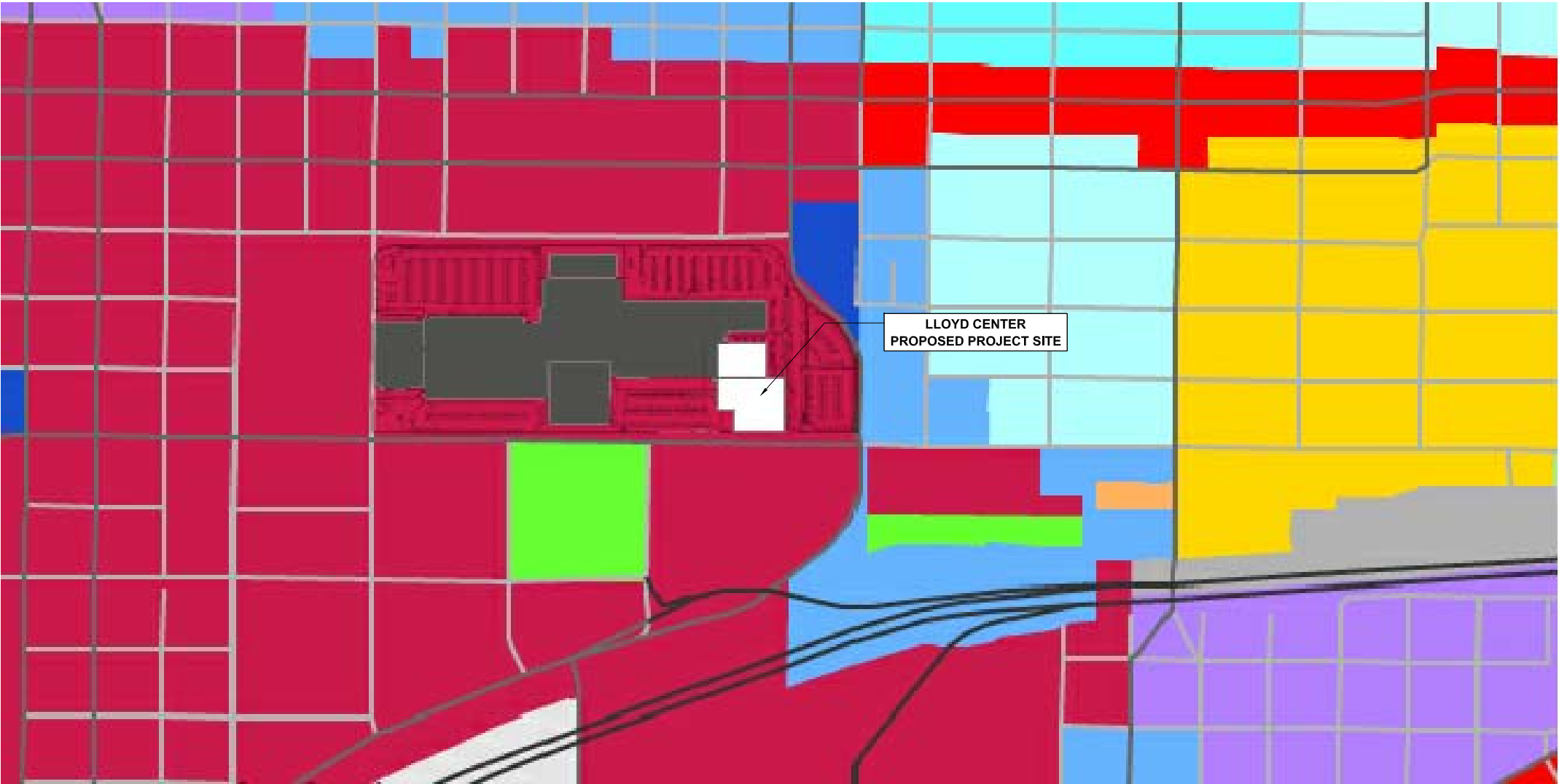
IG1 - General Industrial 1

IG2 - General Industrial 2

IH - Heavy Industrial

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Unincorporated Multnomah County Pocket (City Zoning)



Legal: Portland HOLLOADAYS ADD, BLOCK; Partition Plat 1999-146, Lot 1 (same for anchor)

Zoning: Base: CX
Overlay: d - design zone
Base Overlay Combination: CXd

Plan District: CC - Central City Plan District
Lloyd District

Neighborhood: Lloyd District

Neighborhood Association of Sullivan Gulch
Kerns Neighborhood Association
Northeast Coalition of Neighborhoods
Lloyd District Community Association (Business Association)

Development Standards:
The Central Commercial (CX) zone is intended to provide for commercial development within Portland's most urban and intense areas. A broad range of uses is allowed to reflect Portland's role as a commercial, cultural and governmental center. Development is intended to be very intense with high building coverage, large buildings and building spaces close together.

THE CX ZONE DOES NOT HAVE ANY SETBACK REQUIREMENTS AND DOES NOT PROHIBIT DEVELOPMENT OF A STRUCTURE THAT SNCROACHES OVER A LOT LINE. THE OWNERS OF THE RESPECTIVE LOTS BOTH AUTHORIZE THIS APPLICATION AND WILL ENTER INTO THE REQUISITE AGREEMENTS TO AUTHORIZE DEVELOPMENT AS PROPOSED HEREIN.

KEY DESIGN CHALLENGES & RESPONSES

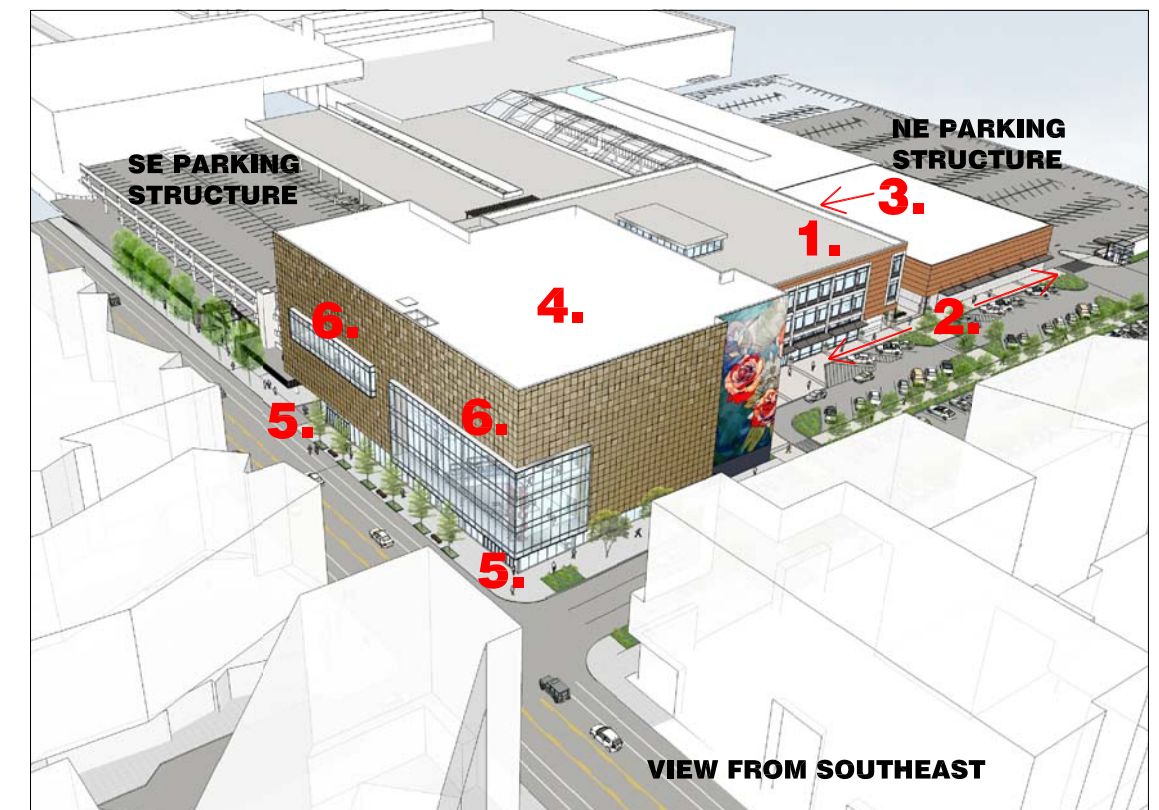
KEY DESIGN CHALLENGES

1. RENOVATE THE EXISTING 4 STORY ANCHOR BUILDING TO AN OFFICE USE BUILDING.
2. REINFORCE PATH AND PROVIDE NEW VERTICAL TRANSPORTATION FROM THE EXISTING NE PARKING STRUCTURE TO RENOVATED OFFICE BUILDING
3. RECONFIGURE THE EXISTING ANCHOR BUILDING'S LOWER LEVEL TRUCK DOCK AREA CONFIGURATION
4. CREATE A NEW EAST MALL ENTRY AT HALSEY
5. PLACE A 70,000 SF THEATER USE BUILDING ON THE FORMER SEARS 24,000 SF SOUTH PARKING AREA
- 6' PARTIAL DEMOLITION OF THE EXISTING 4 LEVEL SE PARKING STRUCTURE TO ACCOMMODATE NEW THEATER BUILDING



DESIGN RESPONSES

1. PROVIDE NEW EXTERIOR WINDOWS AND RESTORATION OF ORIGINAL BRICK FACADE MATERIAL (USE OF MASONRY MATERIALS), PROVIDE NEW CENTRAL ATRIUM AND SKYLIGHT.
2. CREATE IMPROVED CIRCULATION FROM NE PARKING STRUCTURE(REINFORCE PEDESTRIAN SYSTEM)
3. CREATE A NEW EAST MALL ENTRY AT HALSEY (ENHANCE THE PEDESTRIAN SYSTEM)
4. NEW TWO LEVEL STACKED THEATER USE BUILDING
5. LOCATE THEATER'S GROUND LEVEL ENTRY DOORS, TICKET PURCHASE, LOBBY & LOUNGE AREA AND COFFEE BAR ALONG MULTNOMAH STOREFRONTS TO CORNER OF MULTNOMAH AND 15TH (CONTRIBUTE TO A VIBRANT STREETScape.)
6. LOCATE THEATER'S UPPER SECOND LEVEL LOBBY AND LOUNGE AREA TO OVERLOOK AND BE SEEN FROM MULTNOMAH SIDEWALKS (CONTRIBUTE TO A VIBRANT STREETScape.)



RESPONSE TO APPROVAL CRITERIA



CENTRAL CITY FDG (2003) + LLOYD SDG (1991)		Lloyd Center East Renovation and Theater	EA19-107328 DA
FEBRUARY 12, 2019		PROJECT ARCHITECT:LDA Architecture	\$30,000,000
CONTEXT	COMMENTS		
A1: Integrate the River	The site is not in close proximity to the river.		
A1-1: Connect Public Facilities to the River	The site is not in close proximity to the river.		
A2: Emphasize Portland Themes	Support of Bicycle Culture (Bike parking)		
A3: Respect the Portland Block Structures	Existing Superblock structure to be respected along former 15th Avenue with new crosswalk at "mid-block"		
A3-1: Support a Convenient Pedestrian Linkage Through the Superblocks Between Convention Center and Lloyd Center	Linkage thru Lloyd Center will be completed to eastern neighborhoods with the new east end mall entry		
A3-2: Make Superblock Plazas Inviting and Easily Accessible from Holladay Street			
A5: Enhance, Embellish & Identify Areas	The new proposed embellished East End Mall entry will enhance activity		
A5-1: Develop Identifying Features	Multit-story Theater Lobby gives strong identification to corner space		
A5-2: Accommodate or Incorporate Underground Utility Service	yes. Proposed new vault is underground		
A5-3: Incorporate Works of Art	proposed rose city themed mural wall art at NE theater corner		
A5-4: Incorporate Water Features	no new water features proposed		
A5-5: Use Public Right-of-Way Design Criteria Established for the Lloyd District	yes		
A5-6: Incorporate Landscaping as an Integral Element of Design	yes		
A5-7: Integrate the Civic Campus into the Lloyd District	A strong civic campus- like processional extends from new east entry to the east neighborhoods. Providing safe and attractive vehicular access along and across "15th"		
A5-8: Integrate the Lloyd Shopping Center into the Lloyd District	new theater building replaces surface parking area		
A6: Re-use, Rehabilitate, Restore Buildings	Renovate existing Retail Anchor Building into new office use building.		
A9: Strengthen Gateways	The Theater building's large multi-story corner lobby creates new gateway at east of Lloyd District		
A9-1: Provide a Distinct Sense of Entry and Exit	The theater building is designed to face and address the gateway and creates a strong urban enclosure at Multnomah Street meant to provide a visual clue of a gateway element as the public moves East to West from Sullivan's Gulch in the Lloyd District and Central City.		
C1: Enhance View Opportunities	upper level theater lobby and lounge create view opportunities above street level		
C1-1: Integrate Parking	Existing 2 small parking decks at East side of Sears and Marshalls. will be restriped/landscaped to allow better integrated parking to service the office tenants and new east entry		
C1-2: Integrate Signs	CX zone's restrictive sign area allowance cannot accommodate the theater's standard signing requirements. Large identifying signs are placed inside lobby area, behind glazing.		
C4: Complement the Context of Existing Buildings	Existing Lloyd Center buildings are large box like masses, new buildings have similar box masses, but break down facades with large glazed openings		
PUBLIC REALM	COMMENTS		
A4: Use Unifying Elements			
A7: Establish and Maintain a Sense of Urban Enclosure			
A8: Contribute to a Vibrant Streetscape	Theater's street level lobby is along Multnomah and up 15th, allowing easy access from street		
A8-1: Incorporate Active Ground Level Uses in Parking Structures	Renovated office building creates "ground" level use at top of existing parking structure		

PUBLIC AMENITIES

THE PROPOSED LLOYD CENTER EAST RENOVATION WILL PROVIDE SEVERAL PUBLIC AMENITIES.

- EXTERIOR SEATING AT THE NEW EAST MALL ENTRY
- NEW EXTERIOR LIGHTING
- NEW BICYCLE STORAGE - SHORT AND LONG TERM
- NEW TRASH RECEPTACLES
- PUBLIC ARTWORK (THEATER BUILDING NE CORNER WALLS)
- RAIN PROTECTION
- MALL WIFI AVAILABLE TO PROXIMITY GUESS

Parking Structures	
B1: Reinforce and Enhance the Pedestrian System	Pedestrian System is reinforced with existing and new sidewalks and thru the mall proper with new east end entrance
B1-1: Protect Pedestrian Areas from Mechanical Exhaust	
B1-2: Incorporate Additional Lighting	Theater building's interior lobby lighting and rain canopy downlighting at building perimeter
B1-3: Design Projects to Attract Pedestrians to the Broadway/Weidler Corridor	Just of the Broadway/ Weidler Corridor, new theater and office projects can attract pedestrians
B2: Protect the Pedestrian	New "mid block" crosswalk is provided on "15th" to connect to the east neighborhoods
B3: Bridge Pedestrian Obstacles	
B3-1: Provide Pedestrian Crossings Spaced at Traditional One-Block Intervals	
B3-2: Improve Pedestrian Crossings on NE Broadway	N/A
B4: Provide Stopping and Viewing Places	Proposed rose city themed mural wall provides a stopping and view area
B5: Make Plazas, Parks & Open Space Successful	Lloyd Center is adjacent to Holladay Park
B6: Develop Weather Protection	
B6-1: Provide Pedestrian Rain Protection	Pedestrian Rain Protection is provided at theater building perimeter with overhead projecting soffits along Multnomah and 15th
B7: Integrate Barrier-Free Design	accessible paths from the public right of way are provided
C3: Respect Architectural Integrity	
C3-1: Design to Enhance Existing Themes in the Broadway/ Weidler Corridor	
C3-2: Orient Development Along the Lloyd District's Eastern Edge Toward Adjacent Neighborhoods	New theater and renovated office building are developed the eastern edge of the adjacent neighborhoods
C6: Develop Transitions Between Buildings & Public Spaces	
C6-1: Step-Back Upper Building Floors Along Holladay Street	N/A
C7: Design Corners that Build Active Intersections	Theater building corner lobby and entry
C8: Differentiate the Sidewalk Level of Buildings	
C9: Develop Flexible Sidewalk Level Spaces	
C10: Integrate Encroachments	
C10-1: Use Masonry Materials	The Existing Anchor Building will re-use existing masonry cladding
C10-2: Design Exterior Building Walls That Are Transparent in Glazed Areas and Sculptural in Surface	The Theater building contains walls that are transparent and glass volumes are shift from the opaque wall planes for "sculptural" treatment
C10-3: Use Light Colors	Theater building is clad in a light colored champagne color metal panel
C11: Integrate Roofs and Use Rooftops	Renovated Office Building proposes a samll tenant -use roof terrace

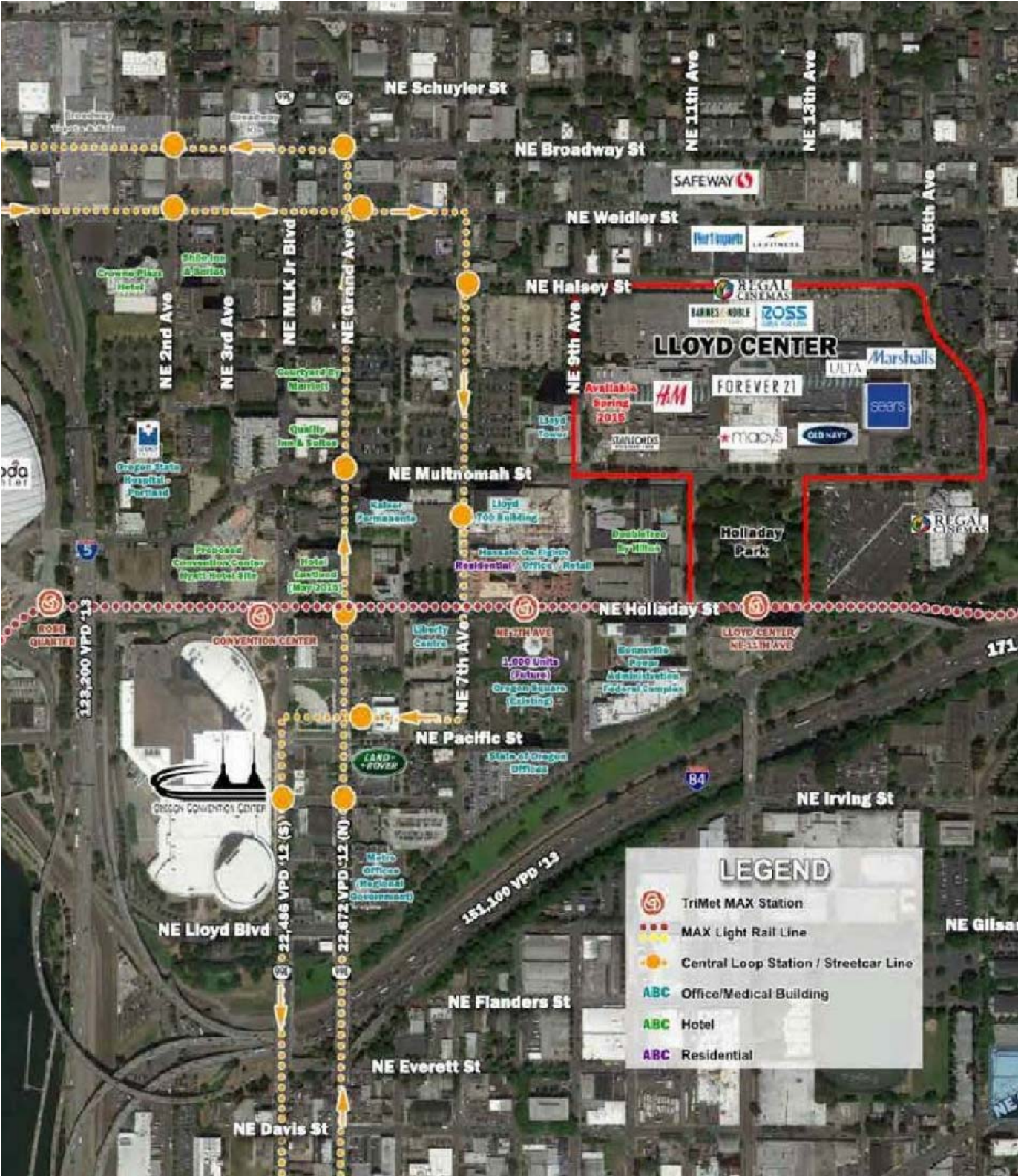
C12: Integrate Exterior Lighting	Existing street lighting along multnomah and 15th to be maintained
C13: Integrate Signs	Sign standards in the CX zone are limited in size, theater operator proposes larger sign located at lobby interior, but visible to exterior. Same as their current sign in building configuration
QUALITY AND PERMANENCE	COMMENTS
C2: Promote Permanence & Quality in Design	Use of quality metal panel assembly system and restored masonry material
C2-1: Maximize View Opportunities	
C5: Design for Coherency	

ANTICIPATED MODIFICATIONS/ ADJUSTMENTS

THE PROPOSED LLOYD CENTER EAST RENOVATIONS MAY REQUIRE MODIFICATIONS OR ADJUSTMENTS FOR

- PARKING AREA SETBACKS AND LANDSCAPING - CURRENT SURFACE PARKING AREAS ALONG 15TH
- DESIGN EXCEPTION TO WINDOW PROJECTS INTO MULTNOMAH RIGHT OF WAY- PROPOSED PROJECTING ORIEL WINDOWS ARE TO BETTER BREAK UP LARGE THEATER WALL MASS.

PUBLIC TRANSPORTATION MAP



LLOYD CENTER SITE ACCESSIBILITY

LLOYD CENTER IS LOCATED ONE MILE EAST OF PORTLAND'S CENTRAL BUSINESS DISTRICT AND IS EASILY ACCESSIBLE BY THE I-84(169,200 CARS PER DAY), I-5 (122,400 CARS PER DAY), MAX LIGHTRAIL (10,500 WEEKDAY RIDERS ON/OFF AT LLOYD STOP), AND THE PORTLAND STREETCAR (6,700 RIDERS PER WEEKDAY).

10 MINUTES

FROM VANCOUVER, WA

17 BUS STOPS

BUS STOPS SURROUNDING THE MALL

5,500 PARKING SPACES

4,291,000 SF SITE

ACROSS THE STREET

LLOYD CENTER MAX AND PORTLAND STREETCAR STOPS

TRANSPORTATION ACTIVITY

LED BY GO LLOYD (THE PUBLICLY-FUNDED TRANSPORTATION AND DEFACTO ECONOMIC DEVELOPMENT AGENCY FOR LLOYD DISTRICT), THE MULTNOMAH TASK FORCE WAS CREATED TO PROMOTE A PEDESTRIAN FRIENDLY EXPERIENCE ALONG MULTNOMAH.

GOALS OF THE MULTNOMAH PROJECT THAT BEGAN IN 2013 INCLUDED:

PROVIDE ADDITIONAL ON STREET PARKING

- 12 NEW BIKE PARKING SPACES AND 34 NEW AUTO PARKING SPACES

UPGRADED BICYCLE FACILITIES

- BIKE COUNTS SHOW MARKED INCREASE IN BICYCLING ON MULTNOMAH
- 40% INCREASE YEAR OVER YEAR
- 89% OF BICYCLISTS SURVEYED AGREE SAFETY IMPROVED AND 20% REPORT BICYCLING MORE DUE TO THE PROJECT

IMPROVED PEDESTRIAN CROSSINGS AND DESTINATIONS

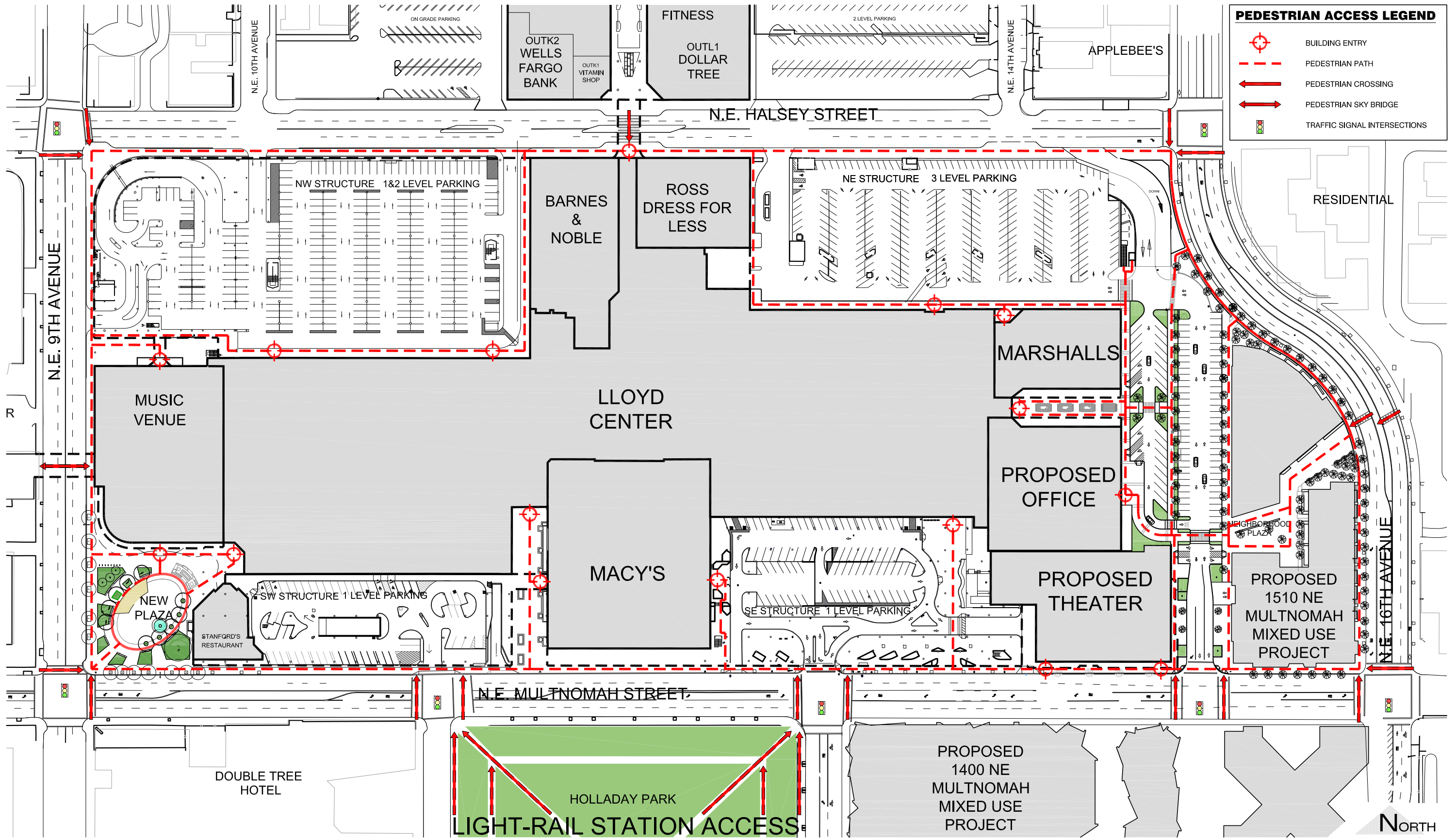
- ANECDOTALLY, MUCH EASIER TO CROSS MULTNOMAH AND MORE PEDESTRIANS OBSERVED ON STREET
- IMPLEMENTING MID-BLOCK CROSSING FROM HOLLADAY PARK PLAZA TO LLOYD CENTER ON EAST SIDE OF MALL

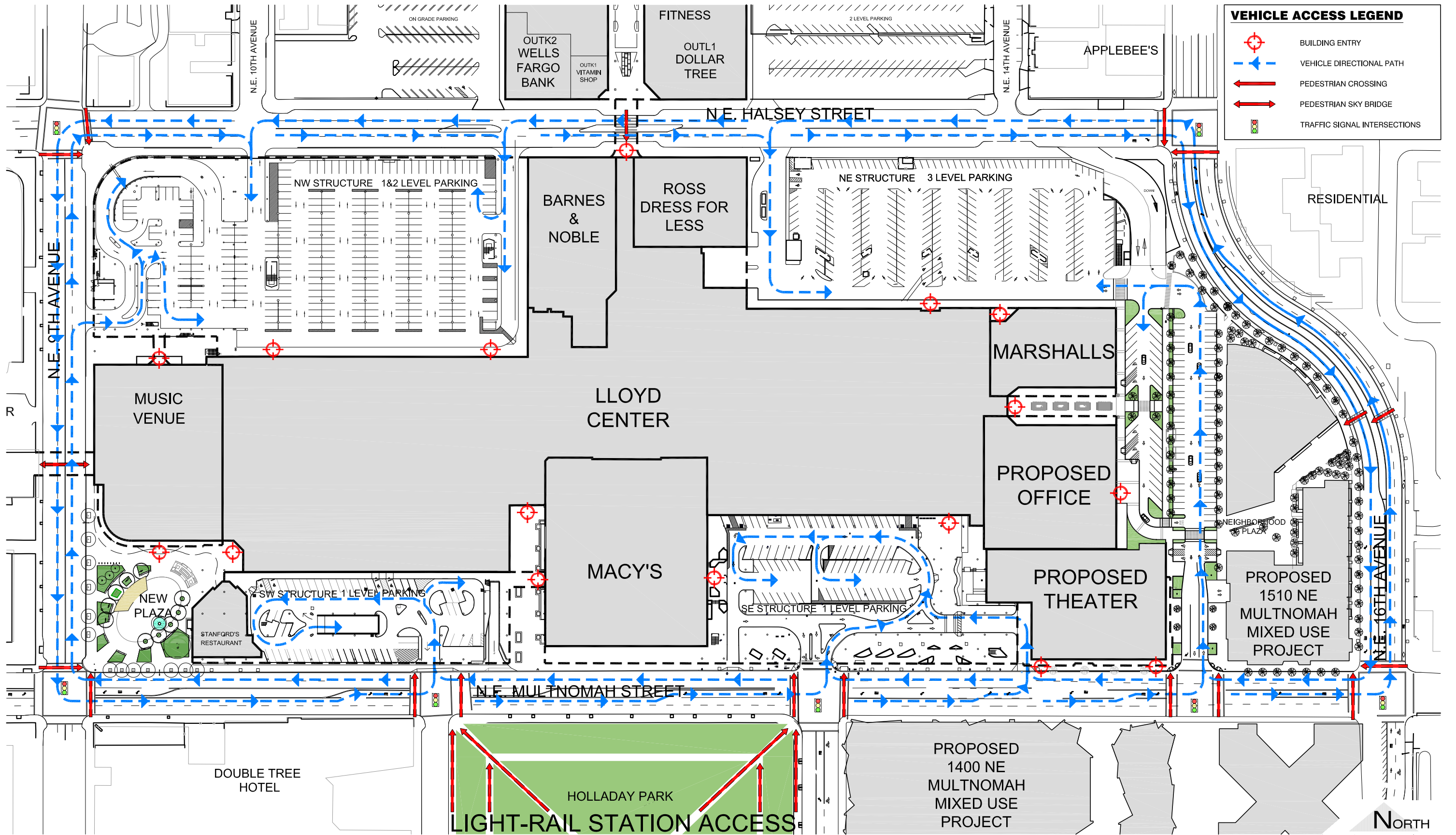
MAINTAIN MULTNOMAH STREET AS A PRIORITY TRANSIT ROUTE

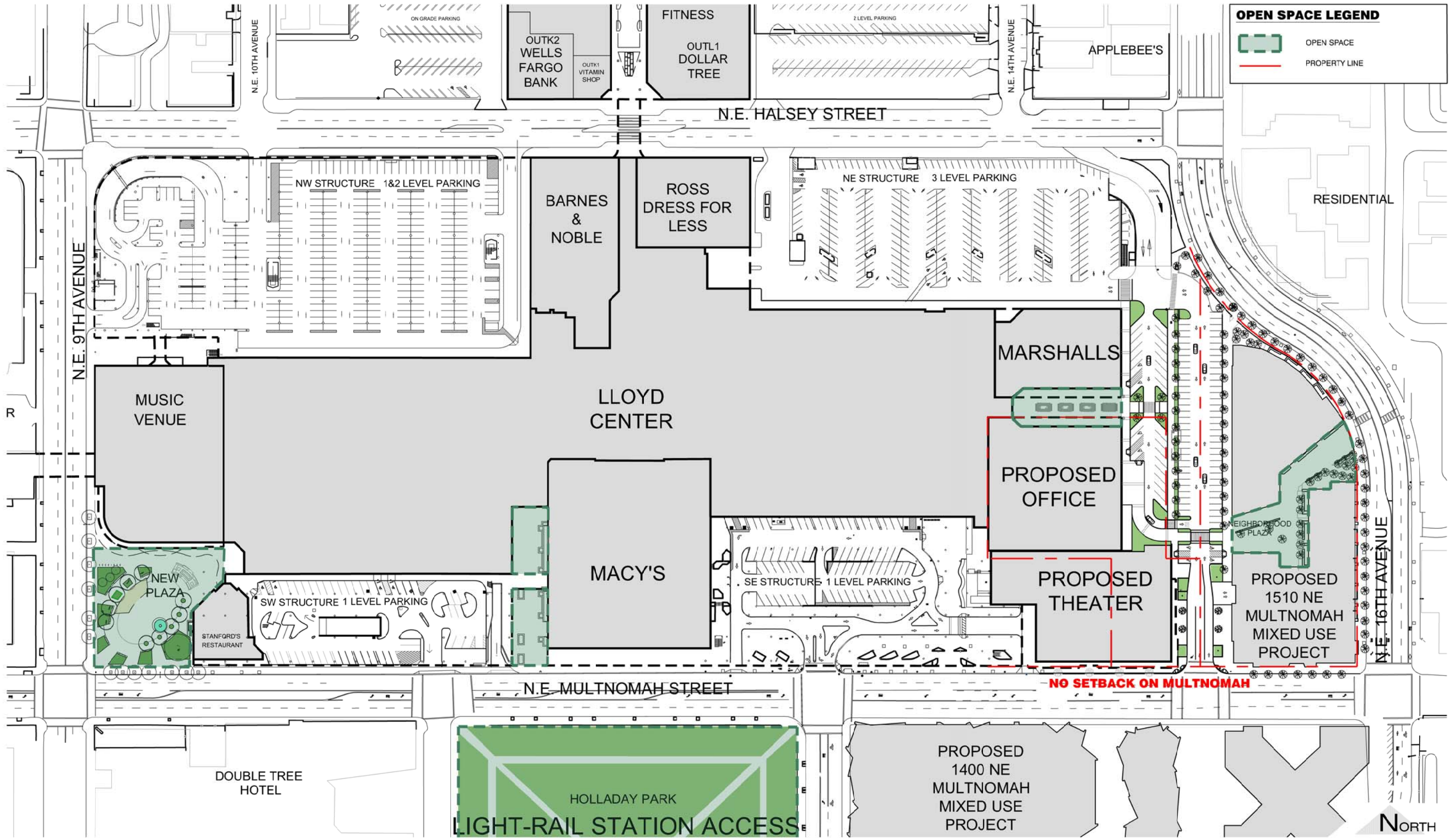
- NO REPORTED COMPLAINTS ABOUT REDUCED NUMBER OF TRANSIT STOPS
- NO REPORTED CONFLICTS WITH BUS OPERATIONS OR CONFLICTS WITH USERS
- SAME AMOUNT OF TRAFFIC ARRIVING AT THE DISTRICT BUT WITH 1,100 FEWER AUTO TRIPS

REDUCED TRAFFIC SPEEDS

- DRIVERS EXCEEDING 25MPH DROPPED 15% AND THOSE EXCEEDING 35MPH DECREASED BY 70%
- AUTO TRAFFIC VOLUMES DECREASED 23%









EXISTING MALL

- 50'-0" ABOVE STREET

EXISTING MARSHALLS

- 37' - 6" ABOVE STREET

NEW OFFICE RENOVATION

- 54' - 6" ABOVE STREET
- EXISTING RESTORED BRICK

NEW THEATER BUILDING

- 106' - 4" ABOVE STREET
- NEW METAL PANEL

**FUTURE DEVELOPMENT
BY OTHERS**

- 97' - 4" ABOVE STREET

**FUTURE DEVELOPMENT
BY OTHERS**

- 75' - 0" ABOVE STREET

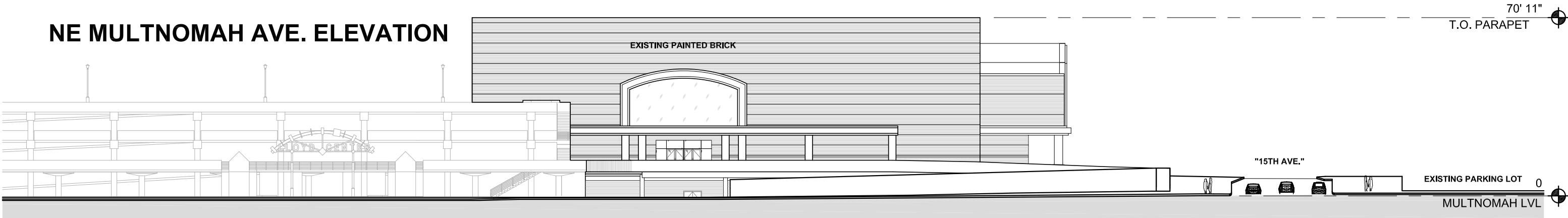
EXISTING BIRDS EYE VIEW



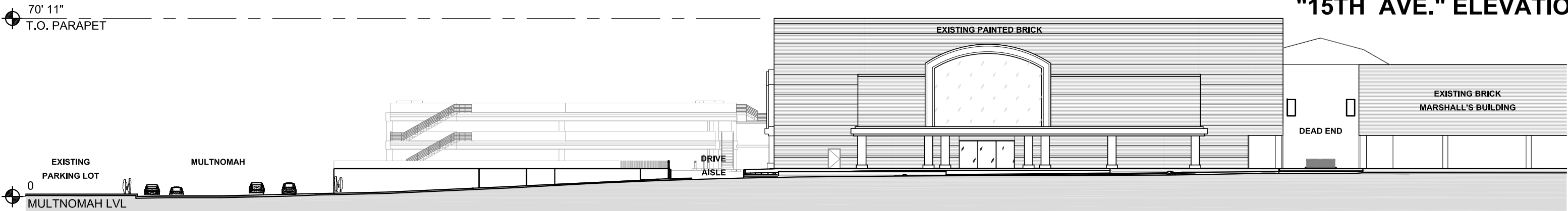
PROJECT EVOLUTION- EXISTING EAST LLOYD CENTER

THE FORMER SEARS ANCHOR BUILDING AT THE EAST END OF THE LLOYD CENTER IS NOW CURRENTLY VACANT. THE EAST END OF THE MALL IS SERVED BY MULTIPLE PARKING STRUCTURES AND SURFACE PARKING LOTS. THERE IS NO CURRENT EAST MALL ENTRY. THE TRUCK LOADING BAY ACCESS ROAD, AT THE LOWER LEVEL OF THE ANCHOR BUILDING, CURRENTLY ENTER FROM THE NORTH ON HALSEY AND EXITS SOUTH VIA CURVED RAMP, UP TO MULTNOMAH.

NE MULTNOMAH AVE. ELEVATION



"15TH AVE." ELEVATION



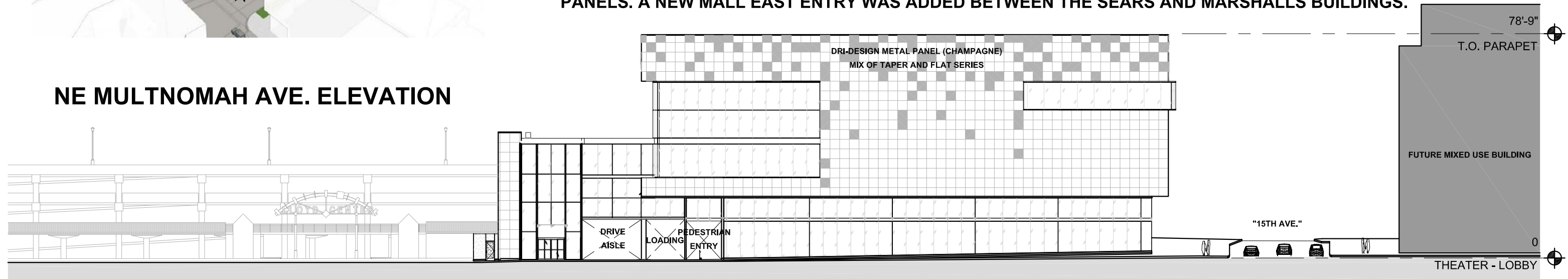
PREVIOUS BIRDS EYE VIEW



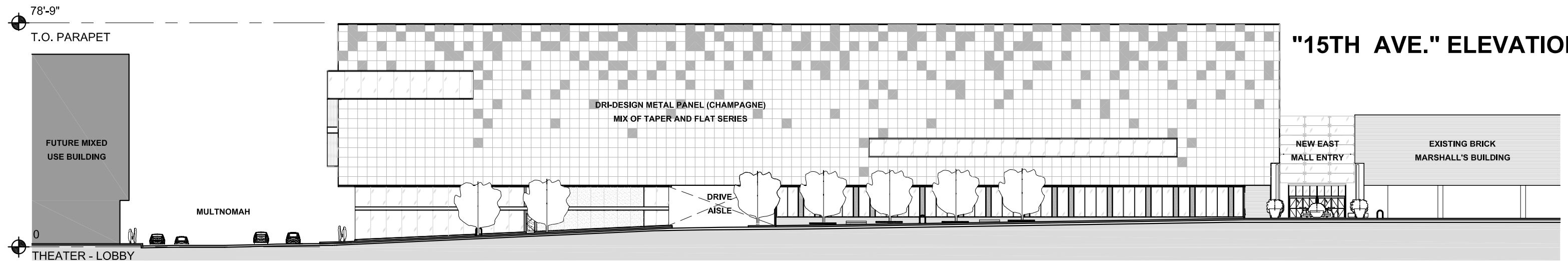
PROJECT EVOLUTION- PREVIOUS EAST LLOYD DESIGN

THE PREVIOUS DESIGN SCHEME DEMOLISHED THE 3RD, 4TH AND ROOF OF THE SEARS ANCHOR BUILDING TO ALLOW THE PLACEMENT OF A 76,000 SF "SINGLE LEVEL" 14 SCREEN THEATER OVER THE REMAINING LEVELS OF THE SEARS ANCHOR. THE REMAINING TWO FLOORS WERE TO BE LEASED AS OFFICE SPACE. THE THEATER FOOTPRINT EXTENDED BEYOND THE ORIGINAL EAST WALL OF SEARS AND PROJECTED OVER THE SMALL PARKING LOT TO THE SOUTH. THIS CREATED AN OPPORTUNITY TO ADD A RETAIL SPACE AT THE CORNER OF MULTNOMAH AND 15TH AND ADDITIONAL LEASEABLE SPACE ALONG 15TH. THE THEATER'S MAIN ENTRY WAS ORIENTED TOWARDS THE TOP DECK OF THE SE PARKING STRUCTURE. WITH LARGE GLAZED ORIEL WINDOWS AT UPPER LEVELS, THE THEATER WAS CLAD WITH A METAL PANEL RAINSCREEN SYSTEM WITH HIGHLIGHTED 'CANTED' PANELS. A NEW MALL EAST ENTRY WAS ADDED BETWEEN THE SEARS AND MARSHALLS BUILDINGS.

NE MULTNOMAH AVE. ELEVATION



"15TH AVE." ELEVATION



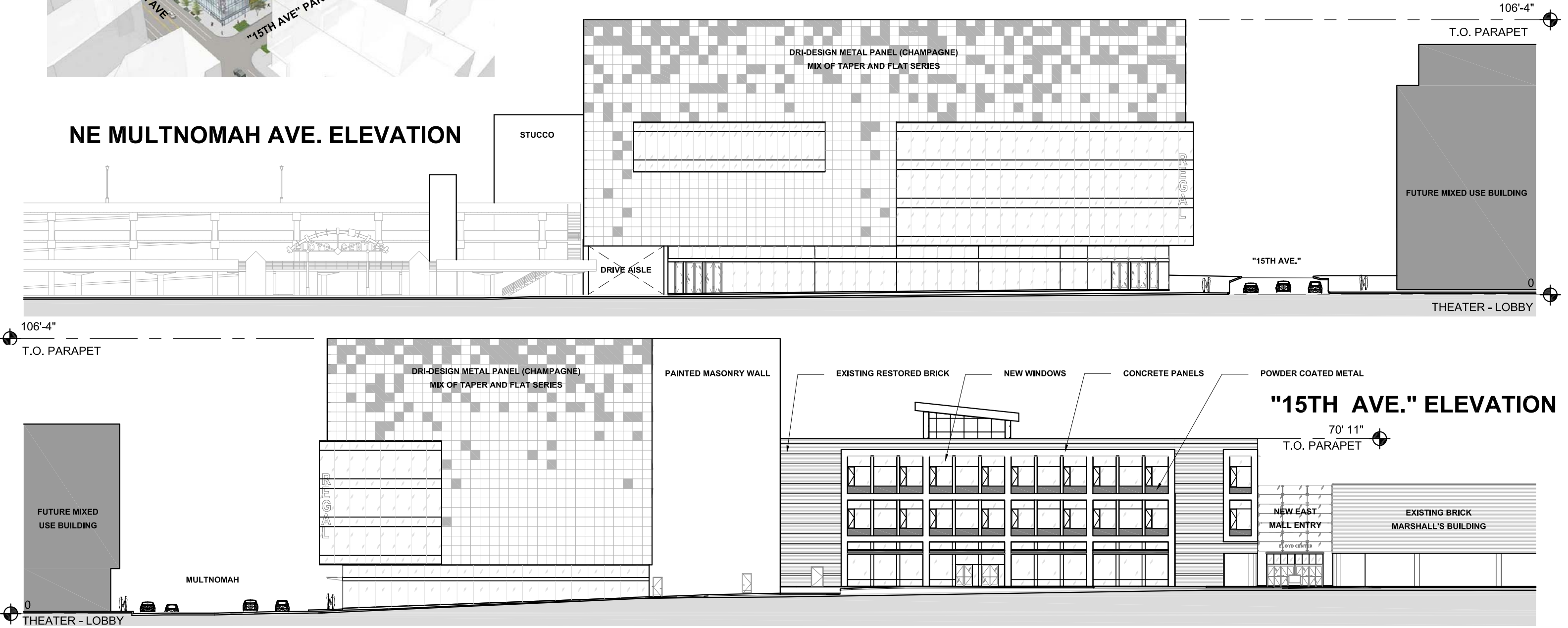
PROPOSED DESIGN BIRDS EYE VIEW

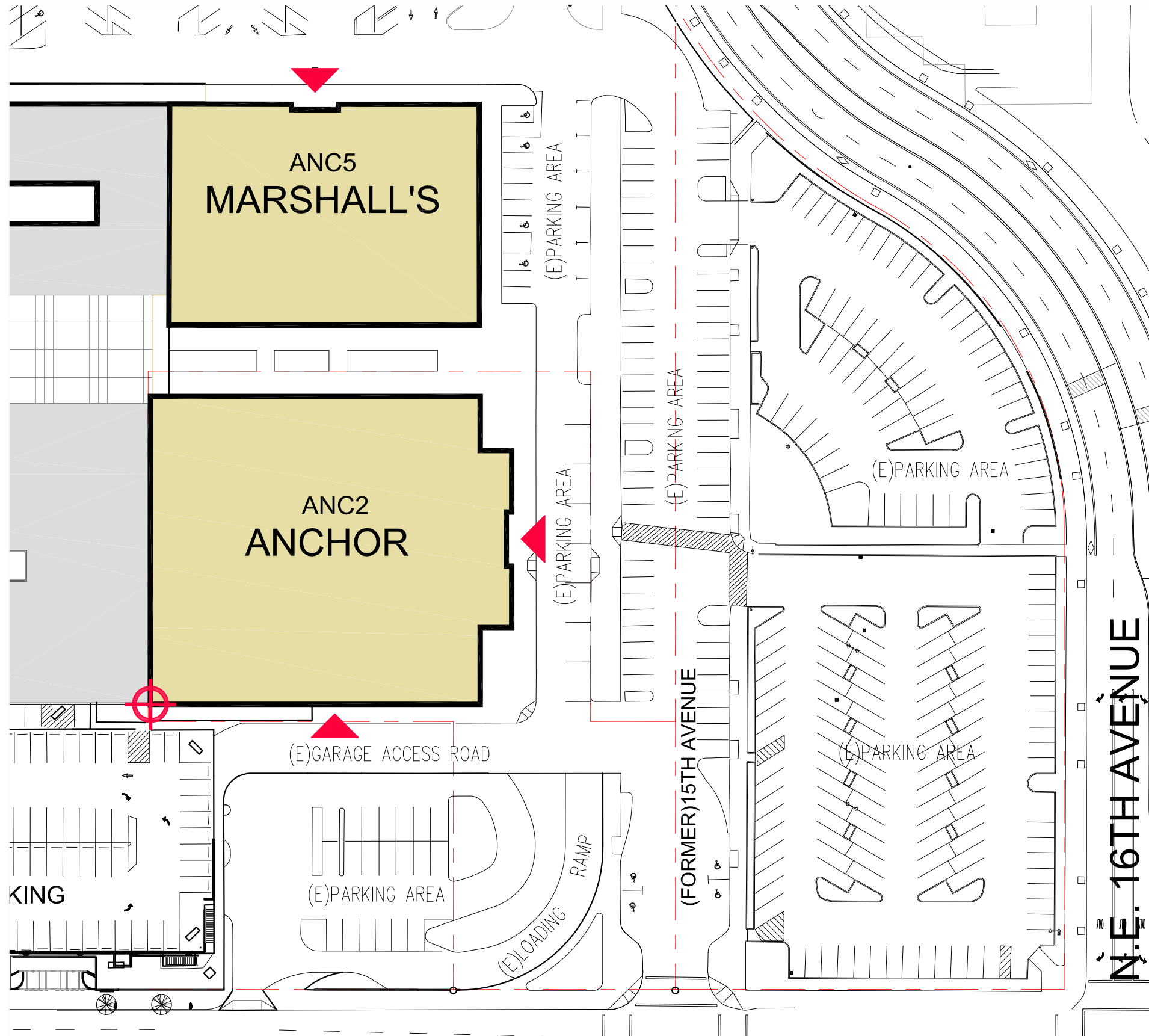


PROJECT EVOLUTION- PROPOSED EAST LLOYD DESIGN

THE PROPOSED NEW DESIGN SCHEME MAINTAINS THE EXISTING 4 STORY ANCHOR BUILDING AND RENOVATES IT TO A 4 STORY OFFICE BUILDING. THE ANCHOR'S EAST AND NORTH FACADES WILL ADD NEW WINDOWS FOR THE OFFICE ENVIRONMENT. THE BUILDINGS ORIGINAL BRICK FINISH WILL BE RESTORED. THE NEW 'TWO LEVEL' THEATER BUILDING WILL BE ADDED TO THE SOUTH SEARS PARKING LOT. THE THEATER'S ENTRIES WILL BE OFF NE MULTNOMAH AVE. AND 15TH

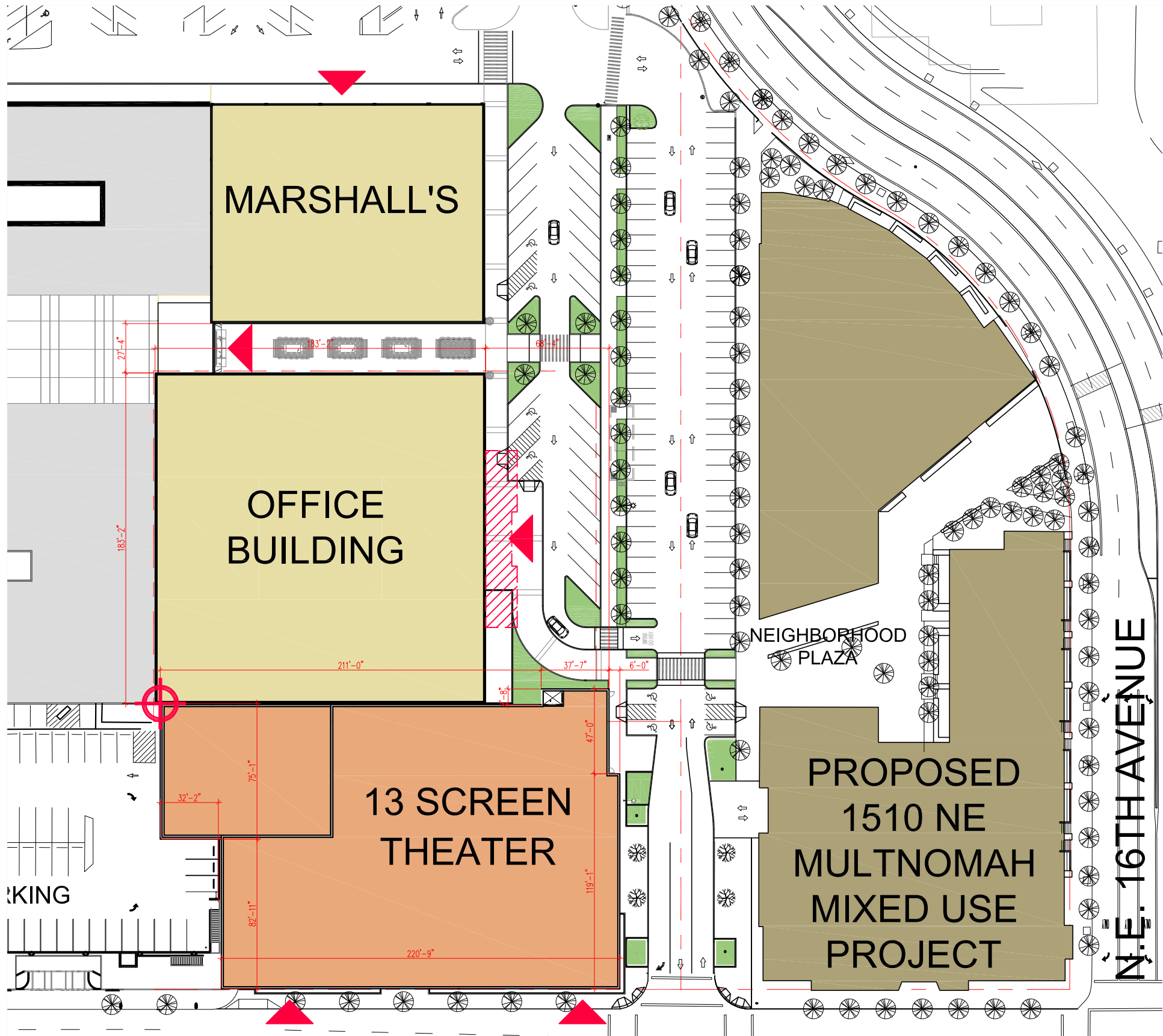
NE MULTNOMAH AVE. ELEVATION

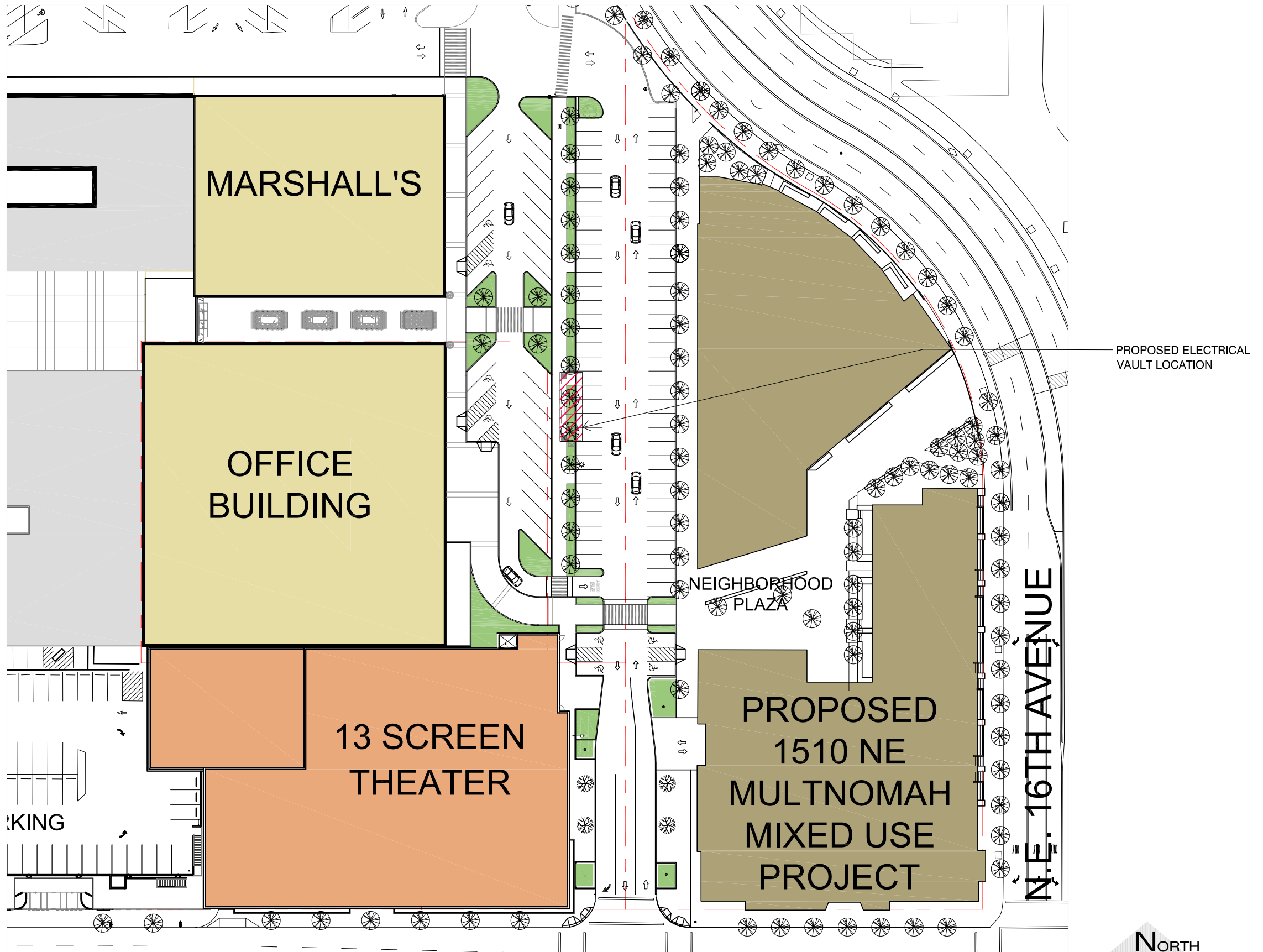




LEGEND

-  ENTRANCE
-  ZONING HEIGHT BASE POINT
(MULTNOMAH LEVEL 138'-0")
-  CURB CUTS
-  NORTH





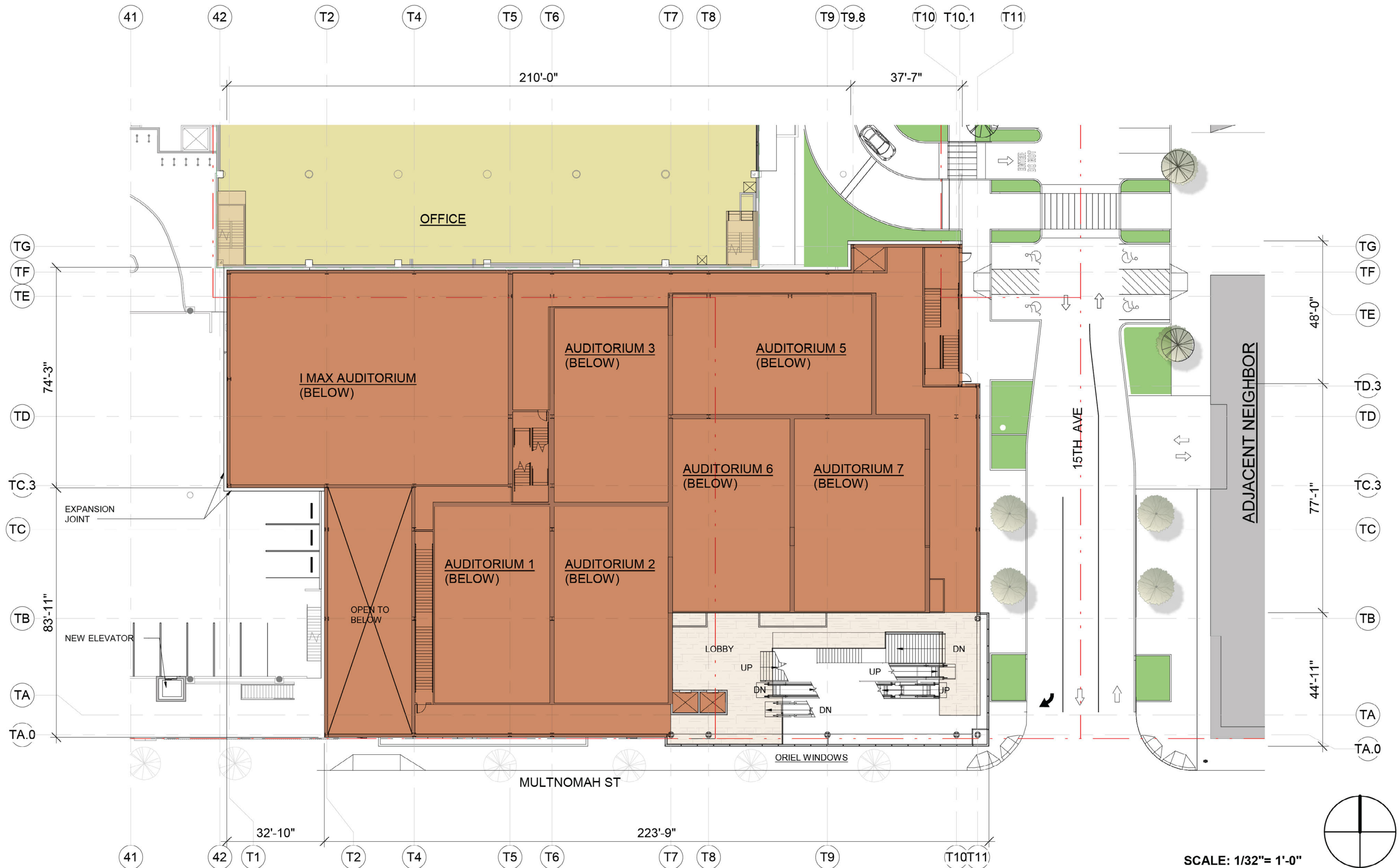
THEATER PROGRAM

THE THEATER PROGRAM IS BASED AROUND A STACKED DESIGN CONSISTING OF TWO MAIN ENTRY LEVELS THAT HOUSE THE MAJOR AMENITIES AND TWO AUXILIARY LEVELS THAT PROVIDE ADDITIONAL ACCESS INTO THE AUDITORIUMS.

PROGRAM BREAKDOWN:

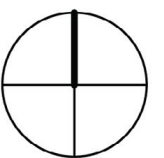
- 1 IMAX AUDITORIUM
- 12 STANDARD AUDITORIUMS (6 LOWER & 6 UPPER)
- 4 LOBBY AREAS
- 2 LOUNGE AREAS
- 2 CONCESSION AREAS
- 2 RESTROOMS
- 1 OFFICE
- 1 WORK ROOM
- 1 EQUIPMENT ROOM
- 2 STORAGE ROOMS
- 2 PROJECTION MEZZANINES (1 LOWER & 1 UPPER)





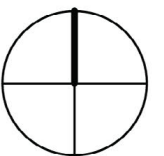


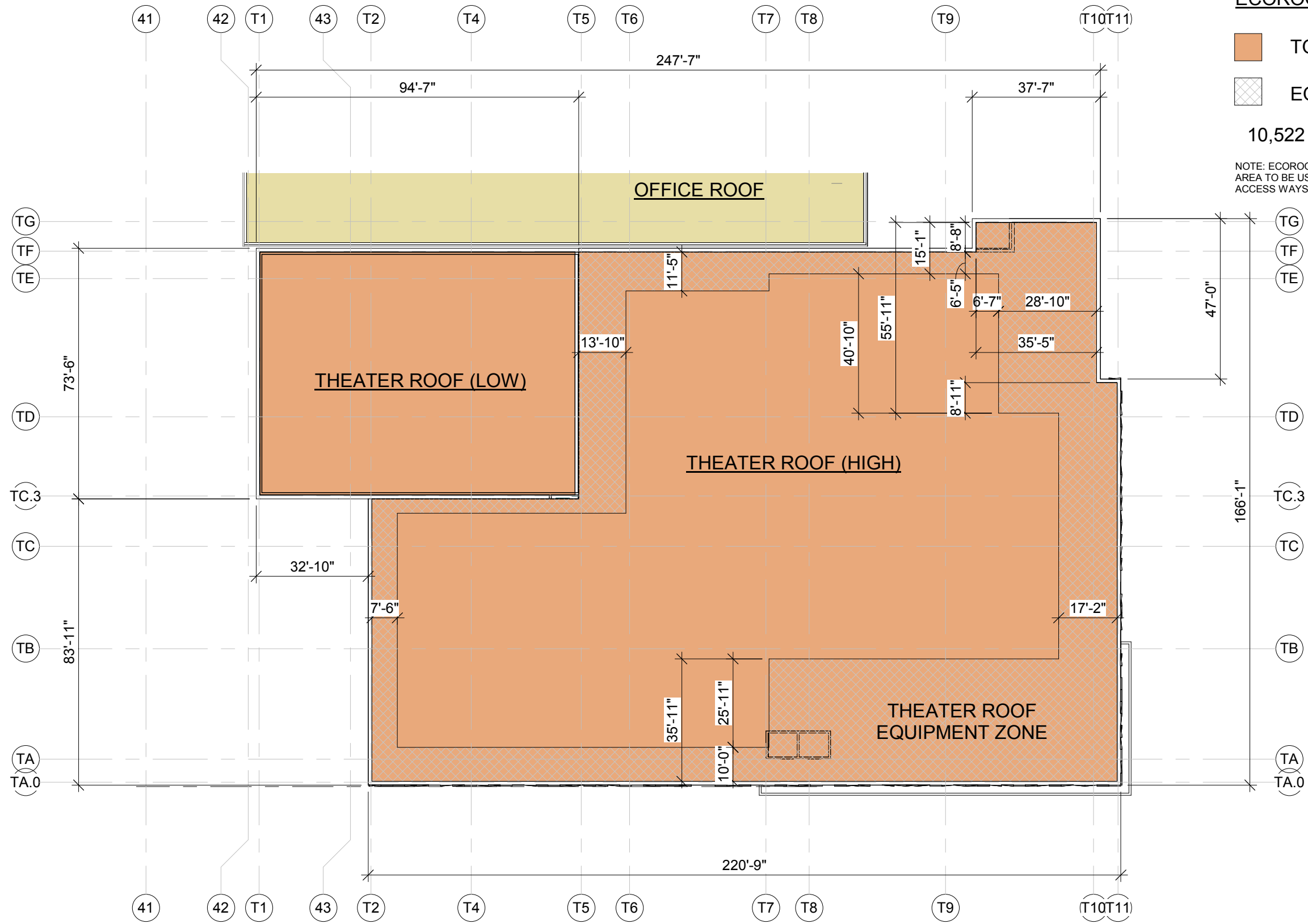
SCALE: 1/32" = 1'-0"





SCALE: 1/32"= 1'-0"





ECOROOF EXCEPTIONS LEGEND

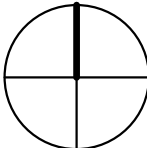
 TOTAL ROOF AREA = 36,194 SF

 EQUIPMENT ZONE = 10,522 SF

$10,522 \text{ SF} / 36,194 \text{ SF} = 29\% < 40\%$

NOTE: ECOROOF STANDARDS ALLOW UP TO 40% OF THE NEW ROOF AREA TO BE USED FOR MECHANICAL EQUIPMENT, ITS REQUIRED ACCESS WAYS AND CLEARANCES PER ZONING CODE 33.510.243 - B1a.

SCALE: 1/32"= 1'-0"

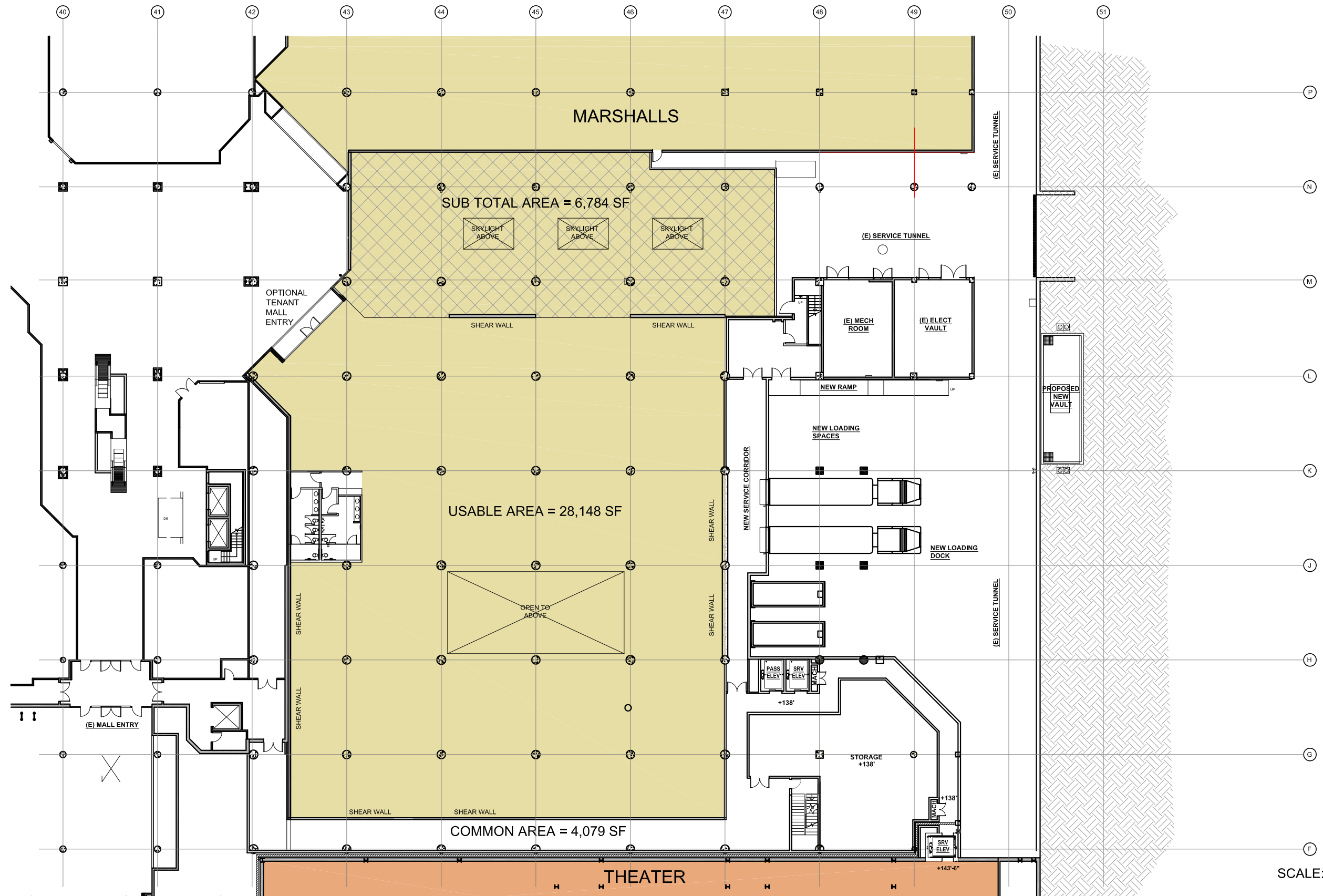


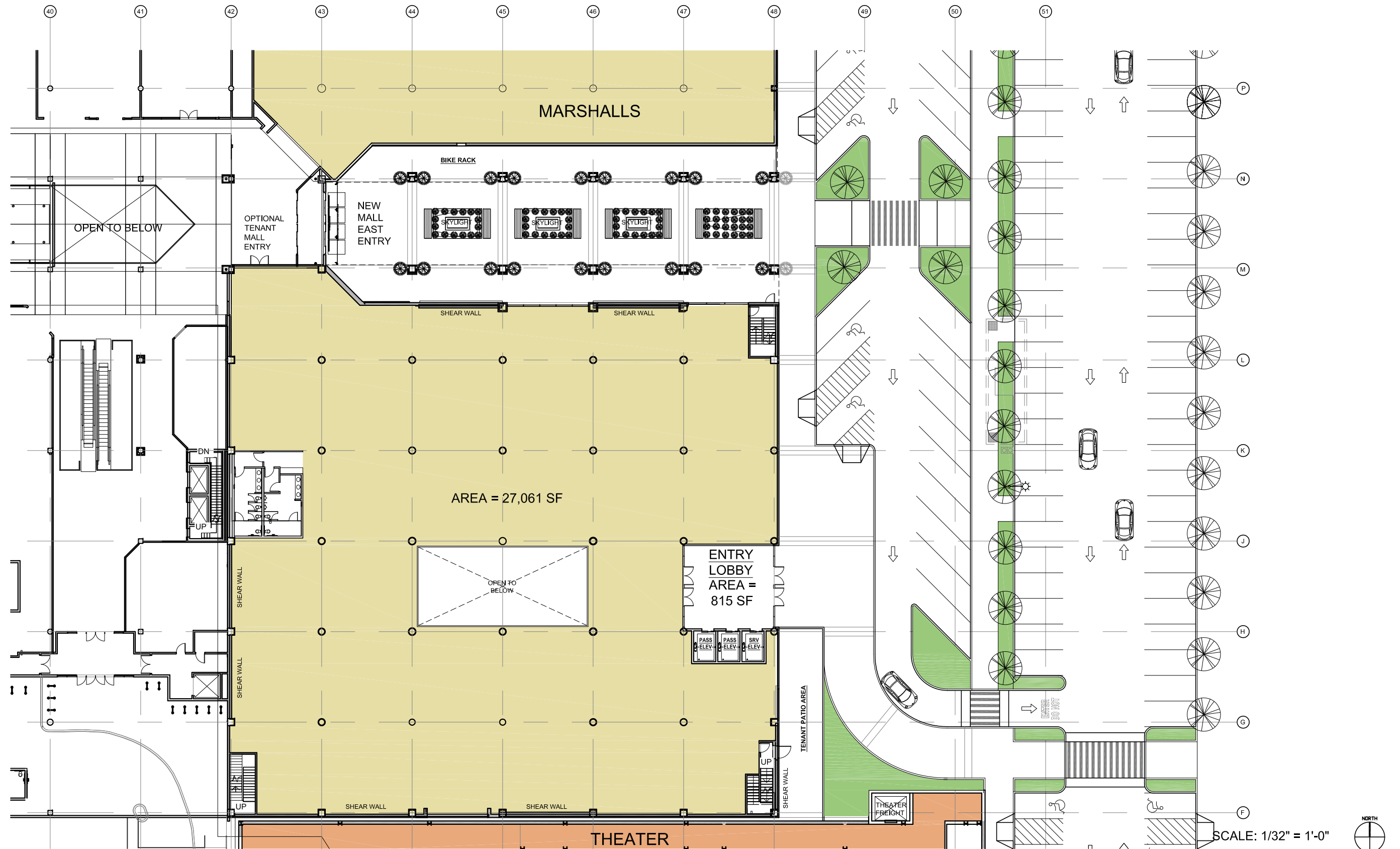
OFFICE PROGRAM

THE OFFICE PROGRAM IS BASED AROUND A STACKED DESIGN OF 4 LEVELS EACH EQUIPPED WITH THEIR OWN AMENITIES TO ALLOW FOR FLEXIBLE INDEPENDENT LEASING, BUT WITH A SHARED CIRCULATION CORE TO ALLOW FOR LARGER SINGLE TENANTS AS WELL.

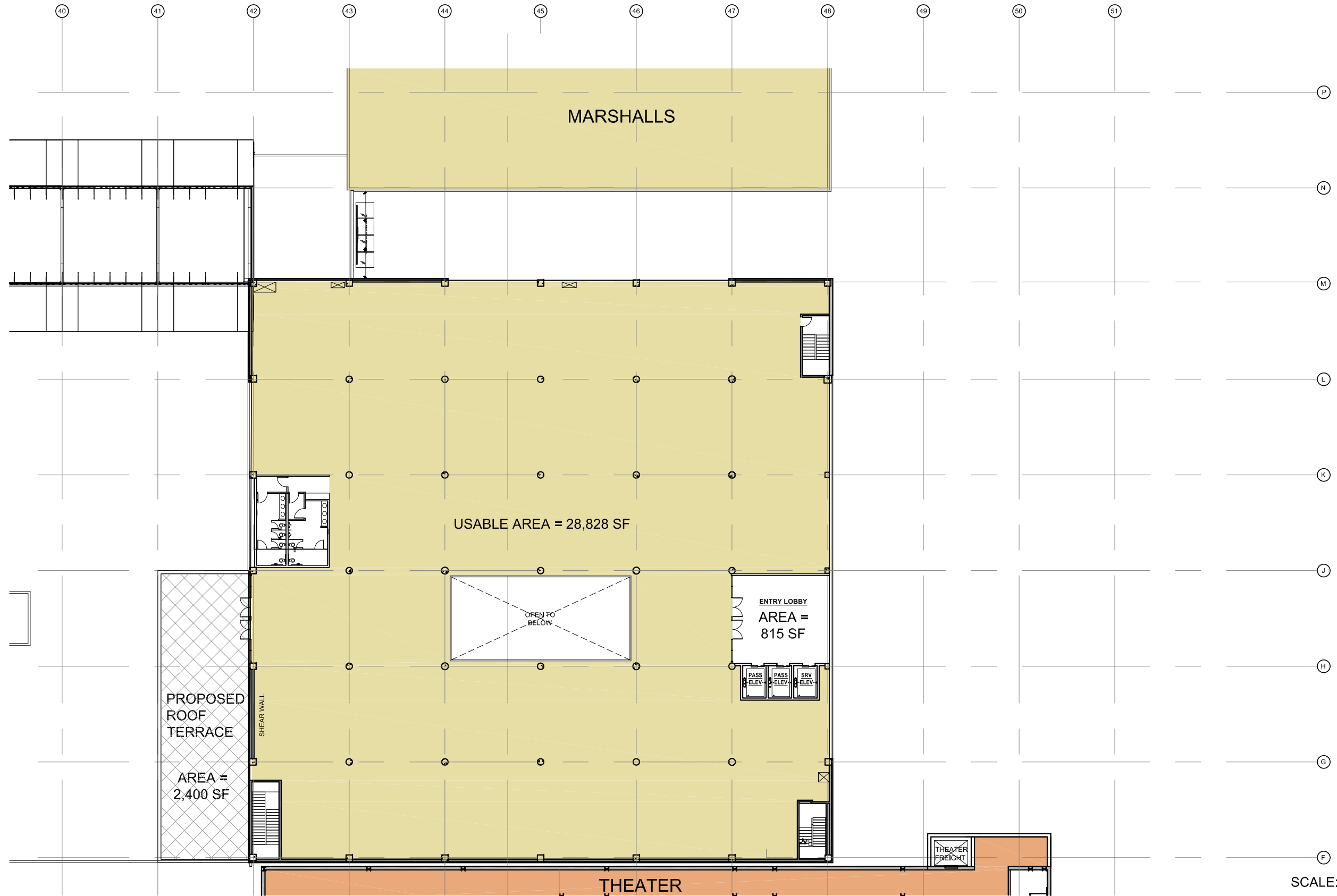
PROGRAM BREAKDOWN:

- 4 LOBBY AREAS
- 4 RESTROOMS
- 2 OUTDOOR PATIO AREAS

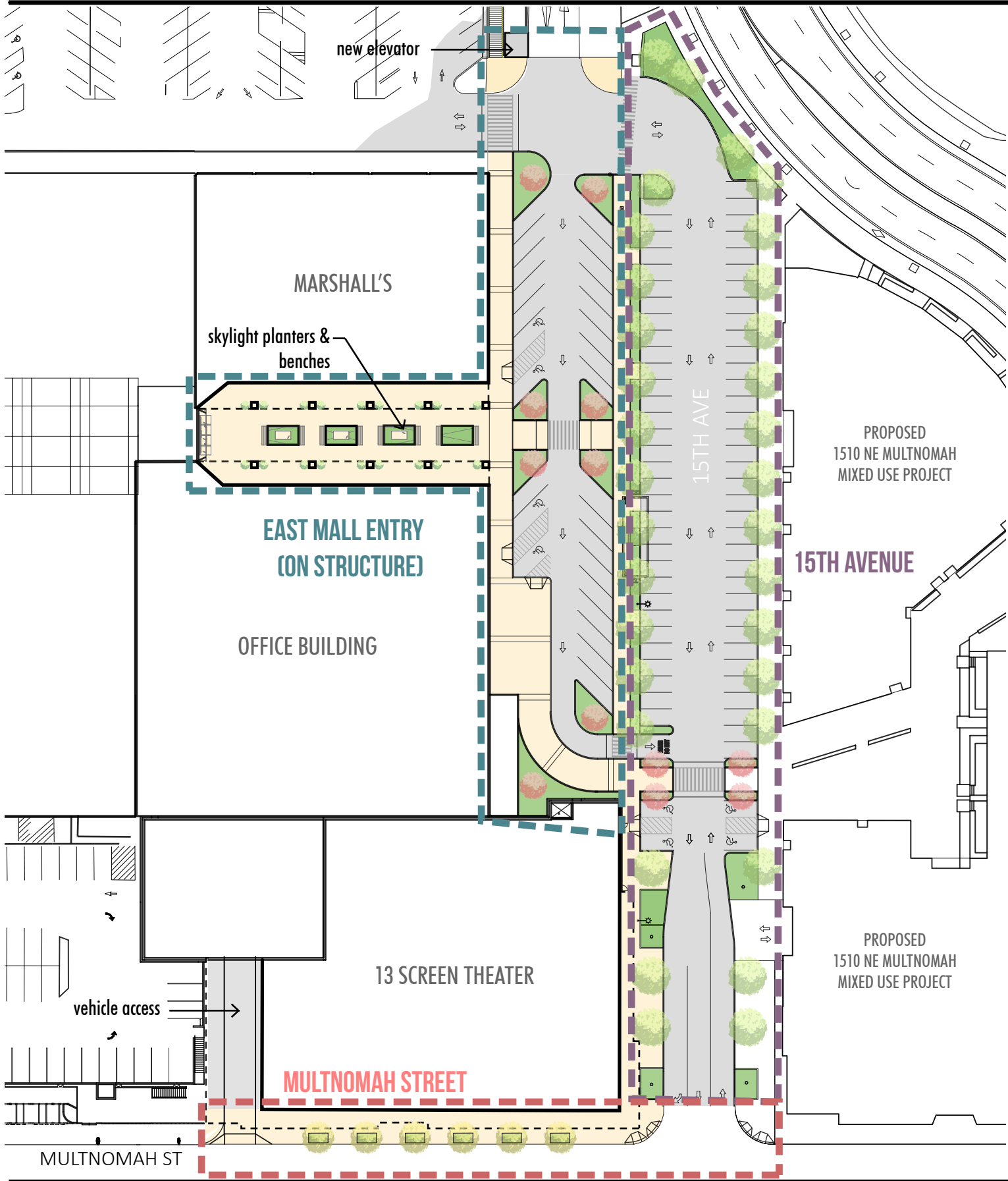












EAST MALL ENTRY



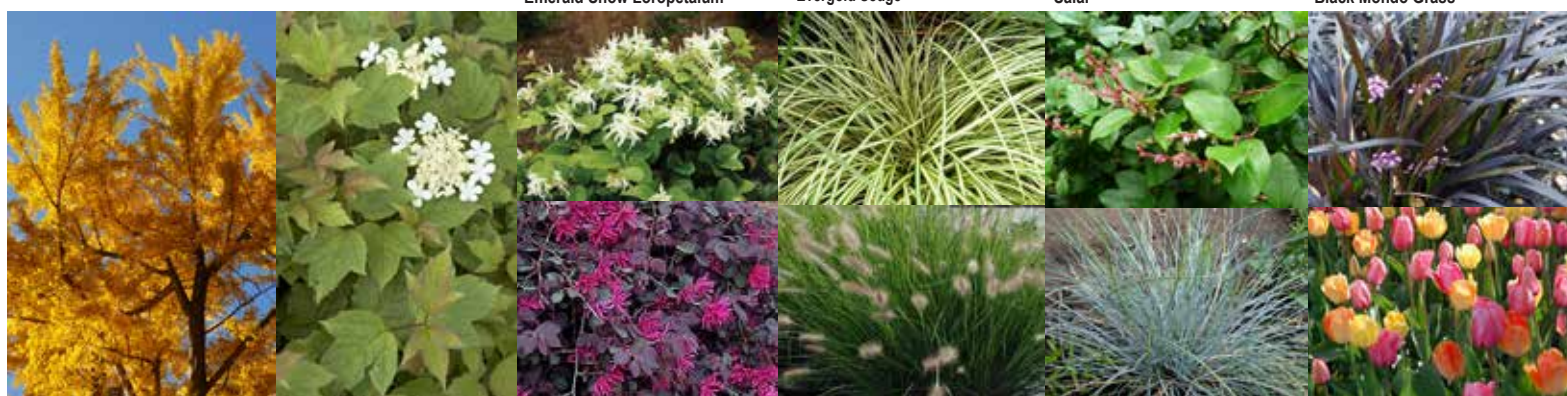
Acer palmatum 'Sango Kaku' / Coral Bark Maple
Athyrium filix-femina / Lady Fern
Hosta x 'Guacamole'
Brunnera macrophylla / Jack Frost Siberian Burgloss
Dicentra formosa / Pacific Bleeding Heart
Skimmia reevesiana / Reeves Skimmia
Pachysandra terminalis / Pachysandra
Gaultheria procumbens / Red Baron Creeping Wintergreen
Sarcococca ruscifolia / Sarcococca
Seasonal Color / Coleus

15TH AVENUE



Gleditsia triacanthos / Honey Locust
Honey Locust (fall color)
Cornus sericea 'Kelsey' / Kelsey's Dwarf Red Twig Dogwood
Eleocharis ovata / Ovate Spike Rush
Polystichum munitum / Sword Fern
Camassia quamassia / Camas Lily
Seasonal Color / Daffodil
Iris sibirica / Siberian Iris

MULTNOMAH STREET



Ginkgo biloba / Ginkgo
Viburnum opulus 'Nanum' / Dwarf Cranberry Bush
Loropetalum chinense / Purple Pixie Loropetalum
Carex oshimensis / Evergold Sedge
Gaultheria shallon / Salal
Ophiopogon nigrascens / Black Mondo Grass
Pennisetum alopecuroides / Cassian Pennisetum
Festuca cinera / Blue Fescue
Seasonal Color / Tulip

GREENWORKS

Theater - T.O. Parapet

244'-4"

Theater - Upper Projector Lvl

223'-4"

Theater - Upper Accessible Lvl

211'-4"

Theater - Upper Lobby Lvl

190'-11"

Theater - Lower Projector Lvl

175'-11"

Theater - Lower Accessible Lvl

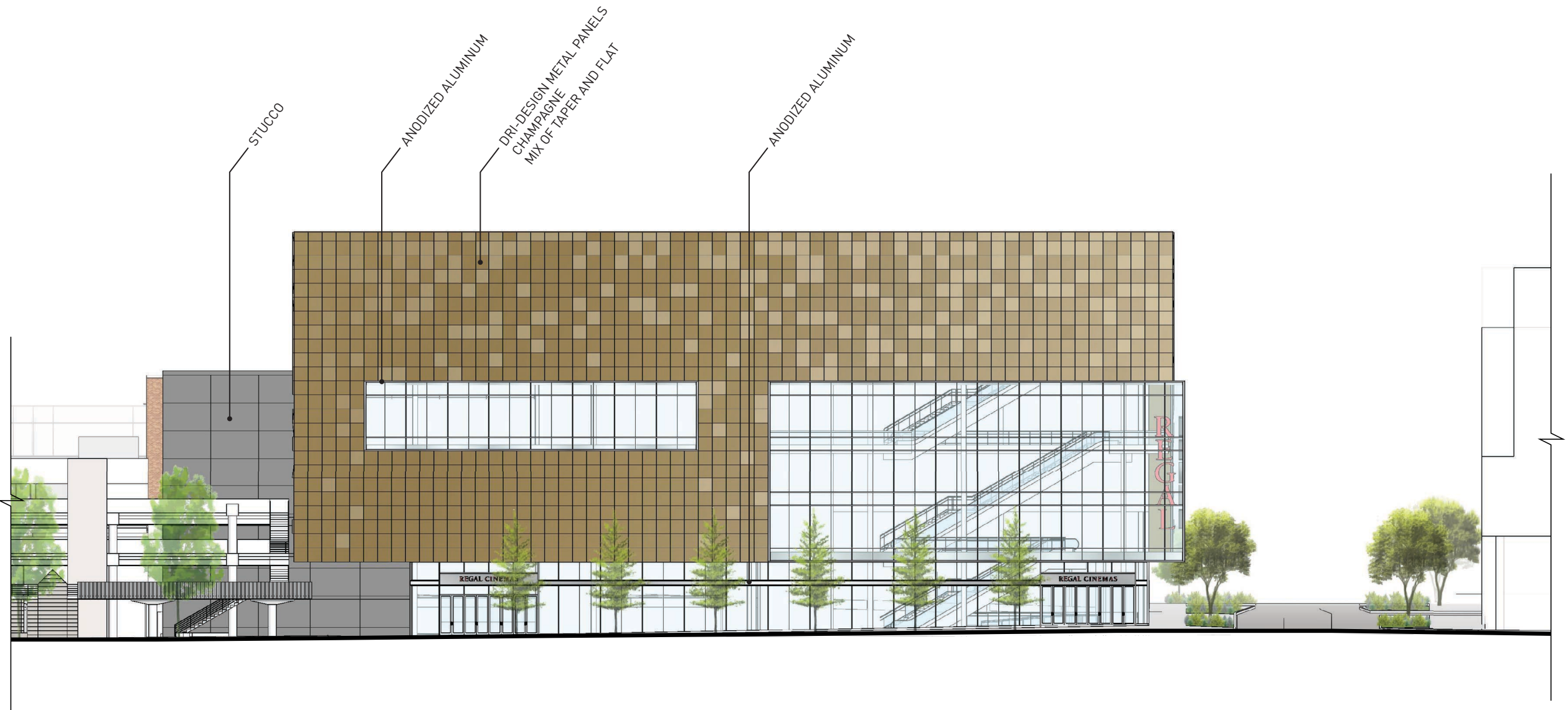
163'-11"

B.O. Soffit

162'-5"

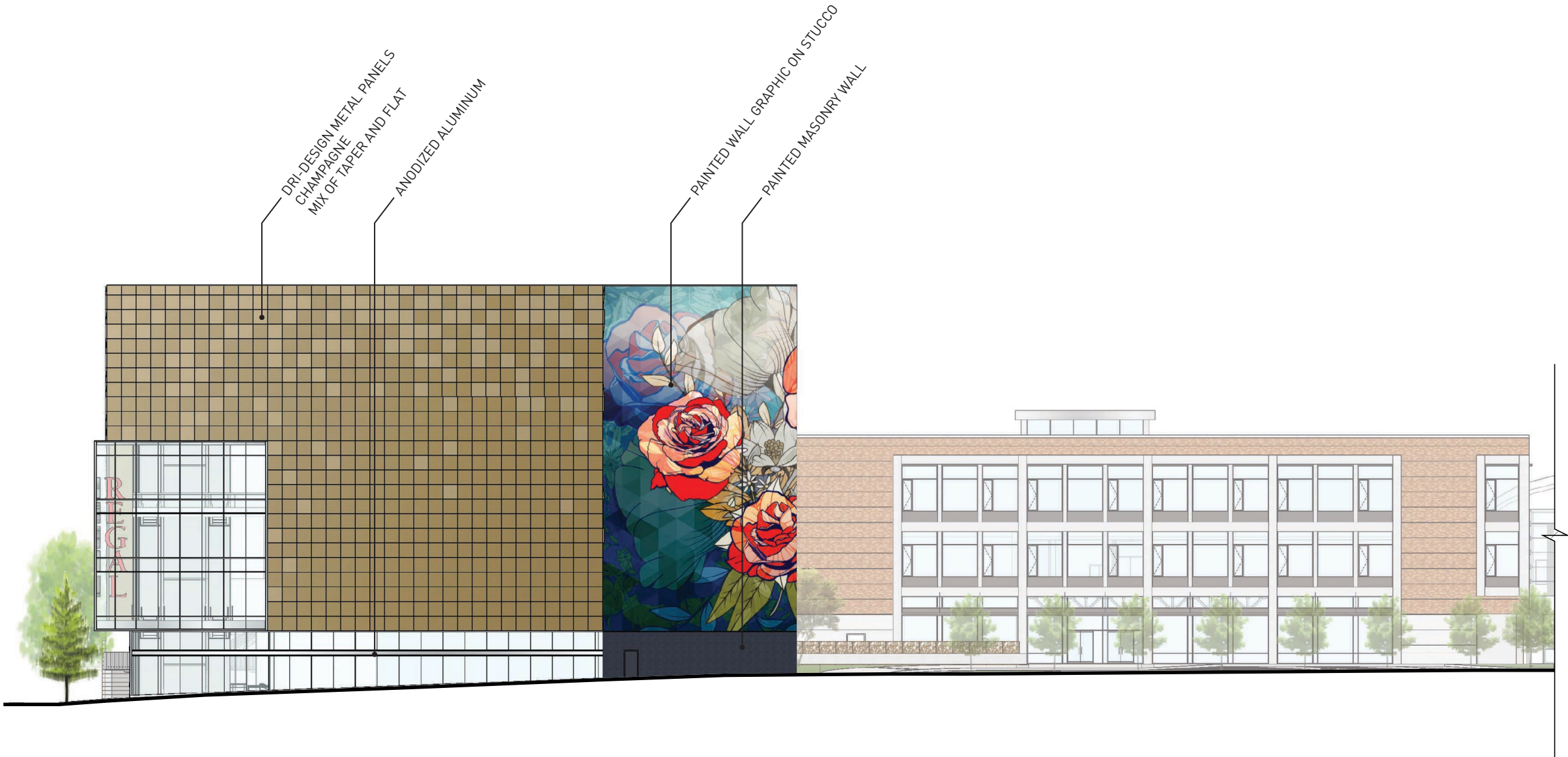
Theater - Lobby

143'-6"



① Theater - South Elevation
1" = 30'

- Theater - T.O. Parapet
244'-4"
- Theater - Upper Projector Lvl
223'-4"
- Theater - Upper Accessible Lvl
211'-4"
- Theater - Upper Lobby Lvl
190'-11"
- Theater - Lower Projector Lvl
175'-11"
- Theater - Lower Accessible Lvl
163'-11"
- B.O. Soffit
162'-5"
- Theater - Lobby
143'-6"



① Theater - East Elevation
1" = 30'

Theater - T.O. Parapet

244'-4"

Theater - Upper Projector Lvl

223'-4"

Theater - Upper Accessible Lvl

211'-4"

Theater - Upper Lobby Lvl

190'-11"

Theater - Lower Projector Lvl

175'-11"

Theater - Lower Accessible Lvl

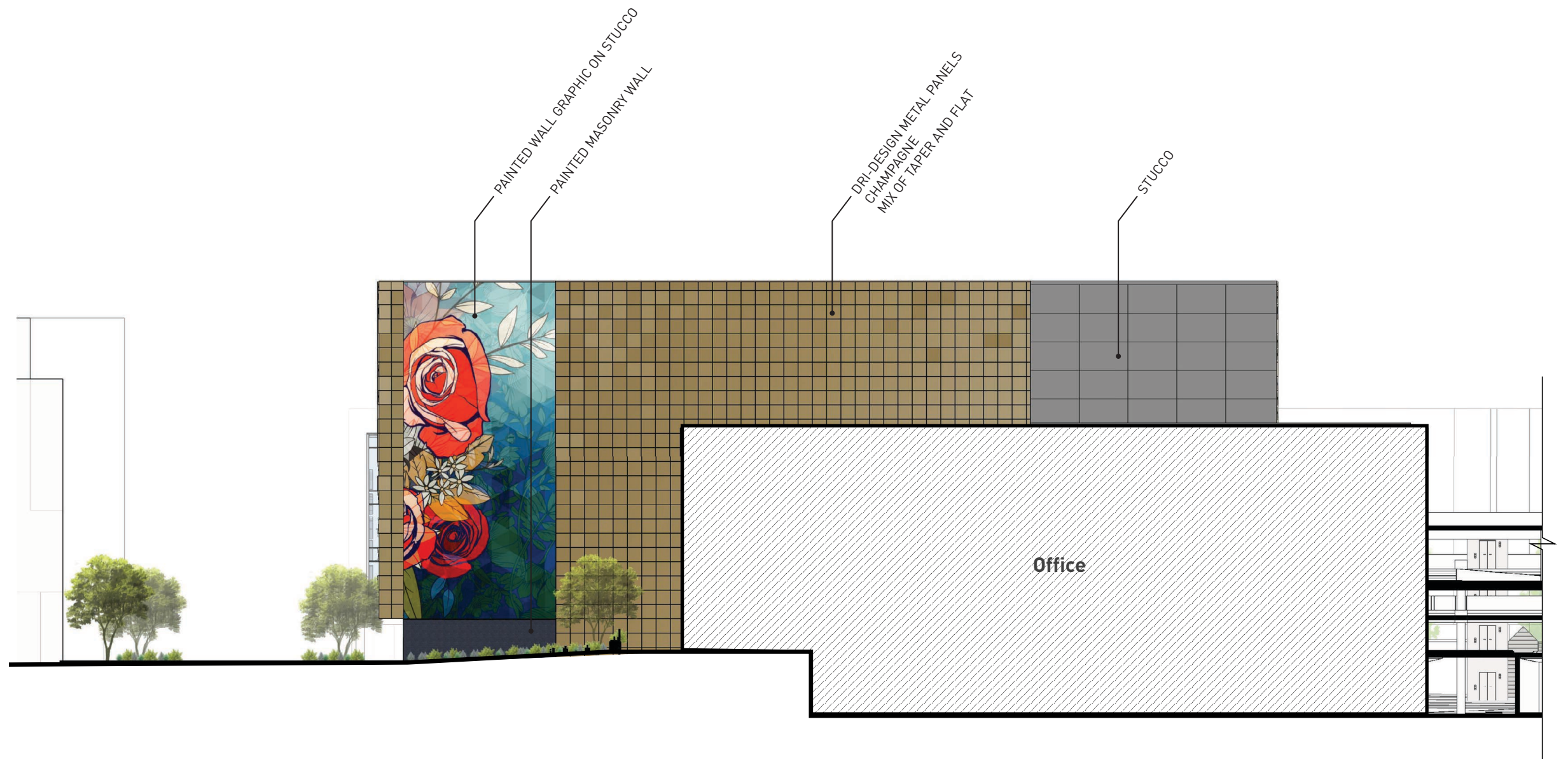
163'-11"

B.O. Soffit

162'-5"

Theater - Lobby

143'-6"



① Theater - North Elevation
1" = 30'

Theater - T.O. Parapet
244'-4"

Theater - Upper Projector Lvl
223'-4"

Theater - Upper Accessible Lvl
211'-4"

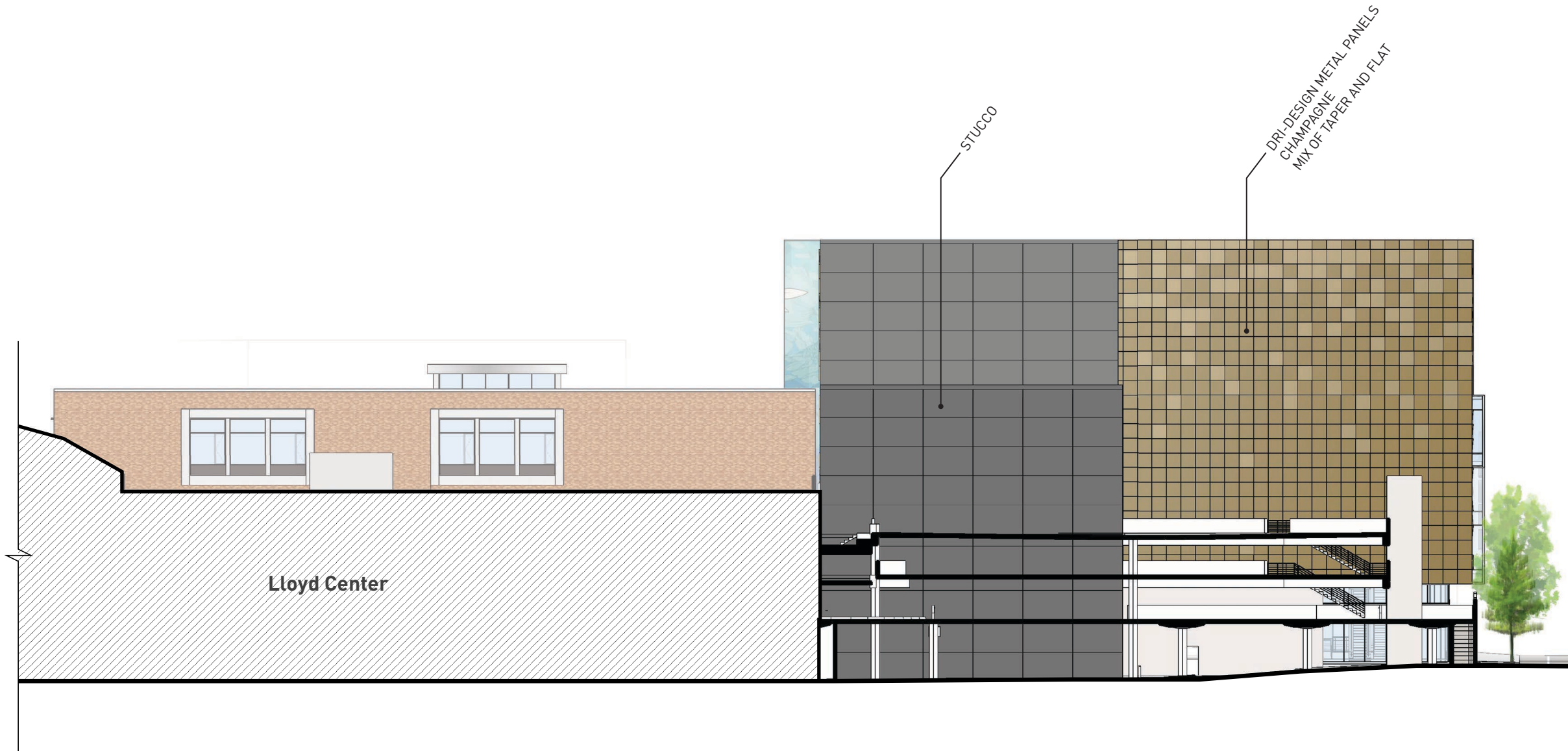
Theater - Upper Lobby Lvl
190'-11"

Theater - Lower Projector Lvl
175'-11"

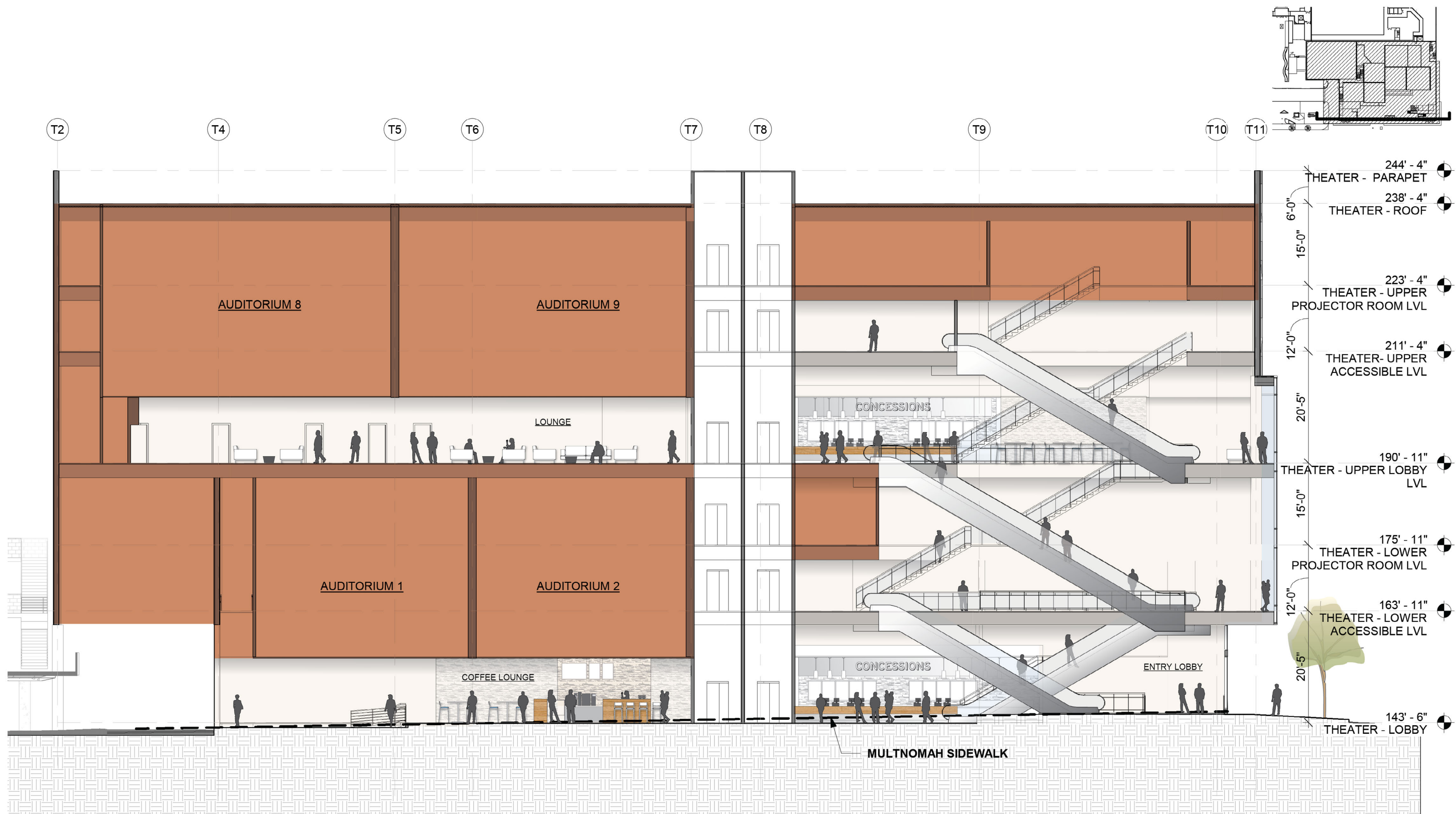
Theater - Lower Accessible Lvl
163'-11"

B.O. Soffit
162'-5"

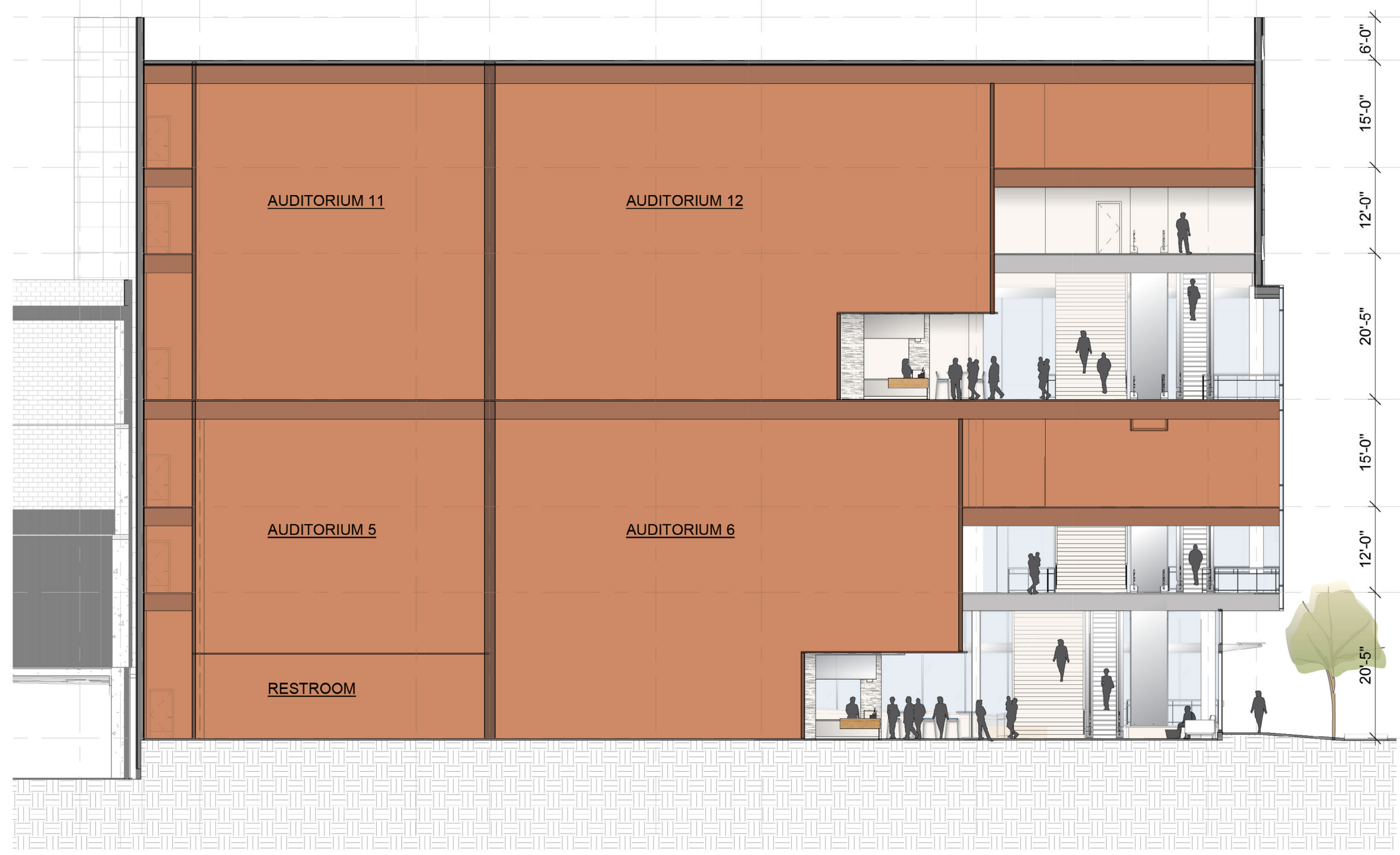
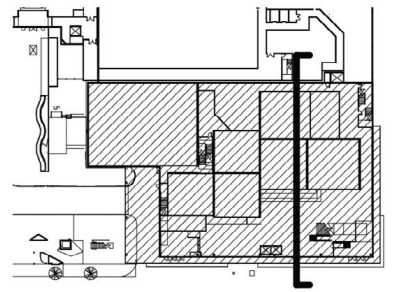
Theater - Lobby
143'-6"



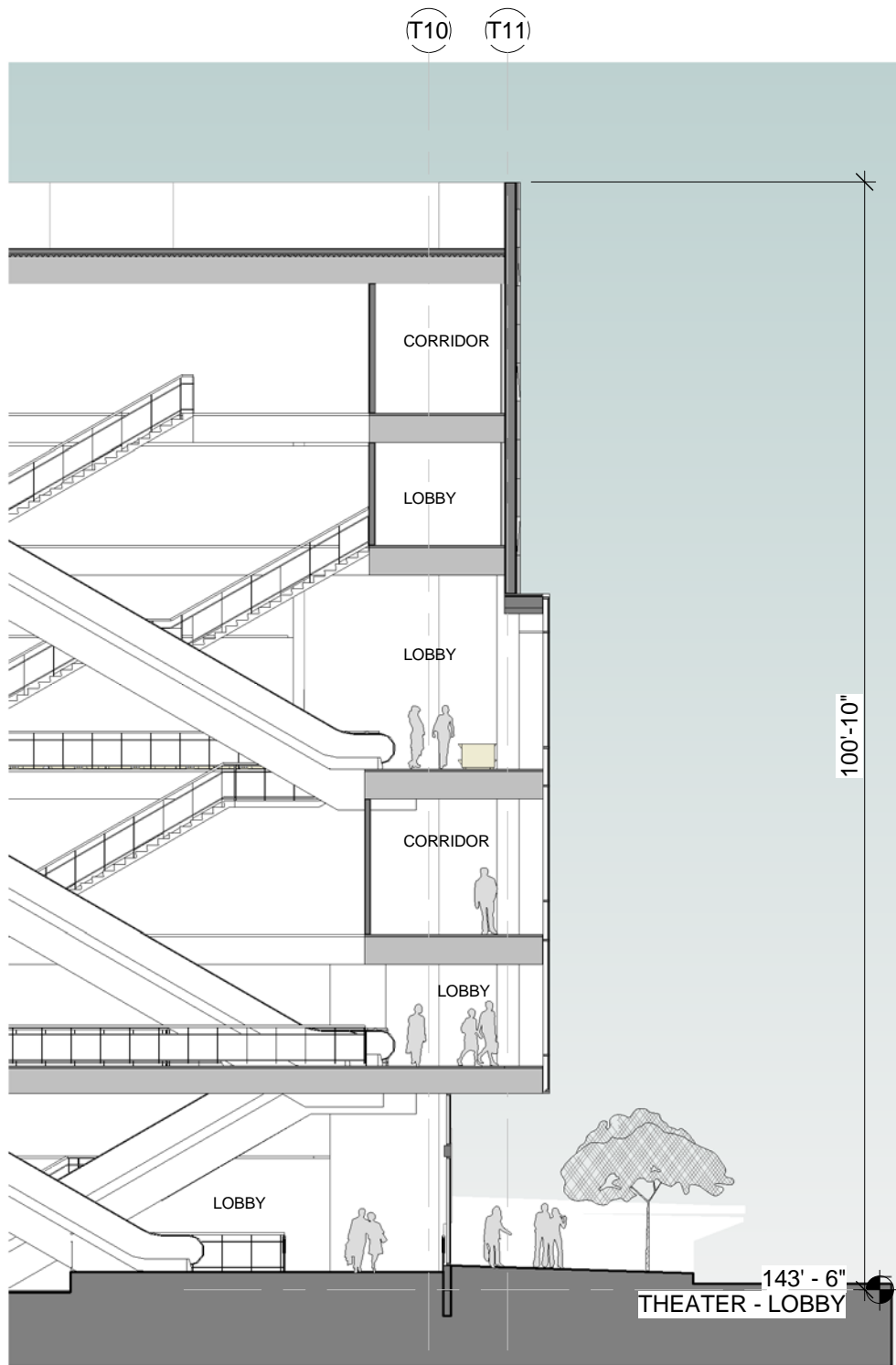
① Theater - West Elevation
1" = 30'



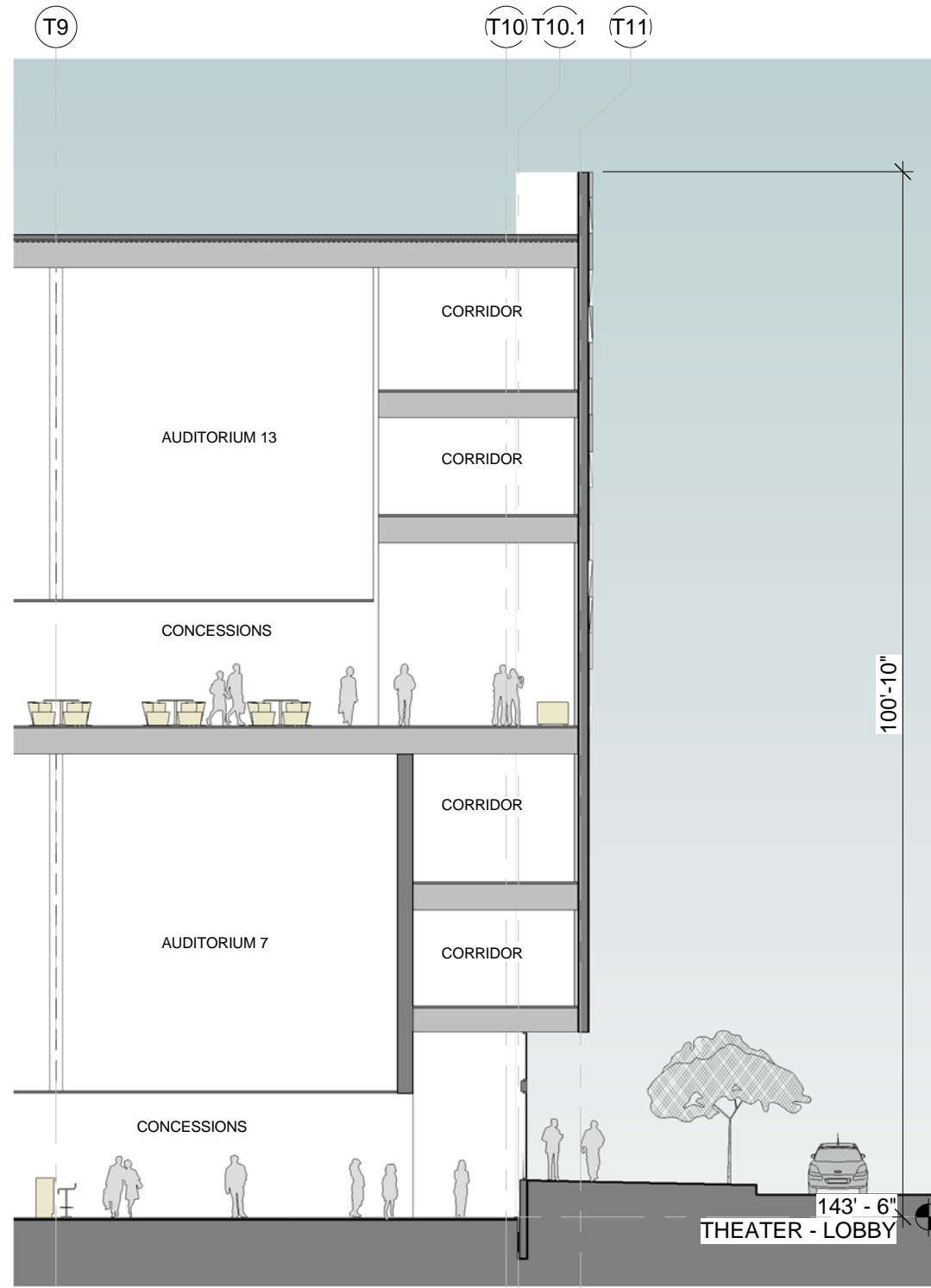
TG F TF TE TD.3 TD TC.3 TC TB TA TA.0



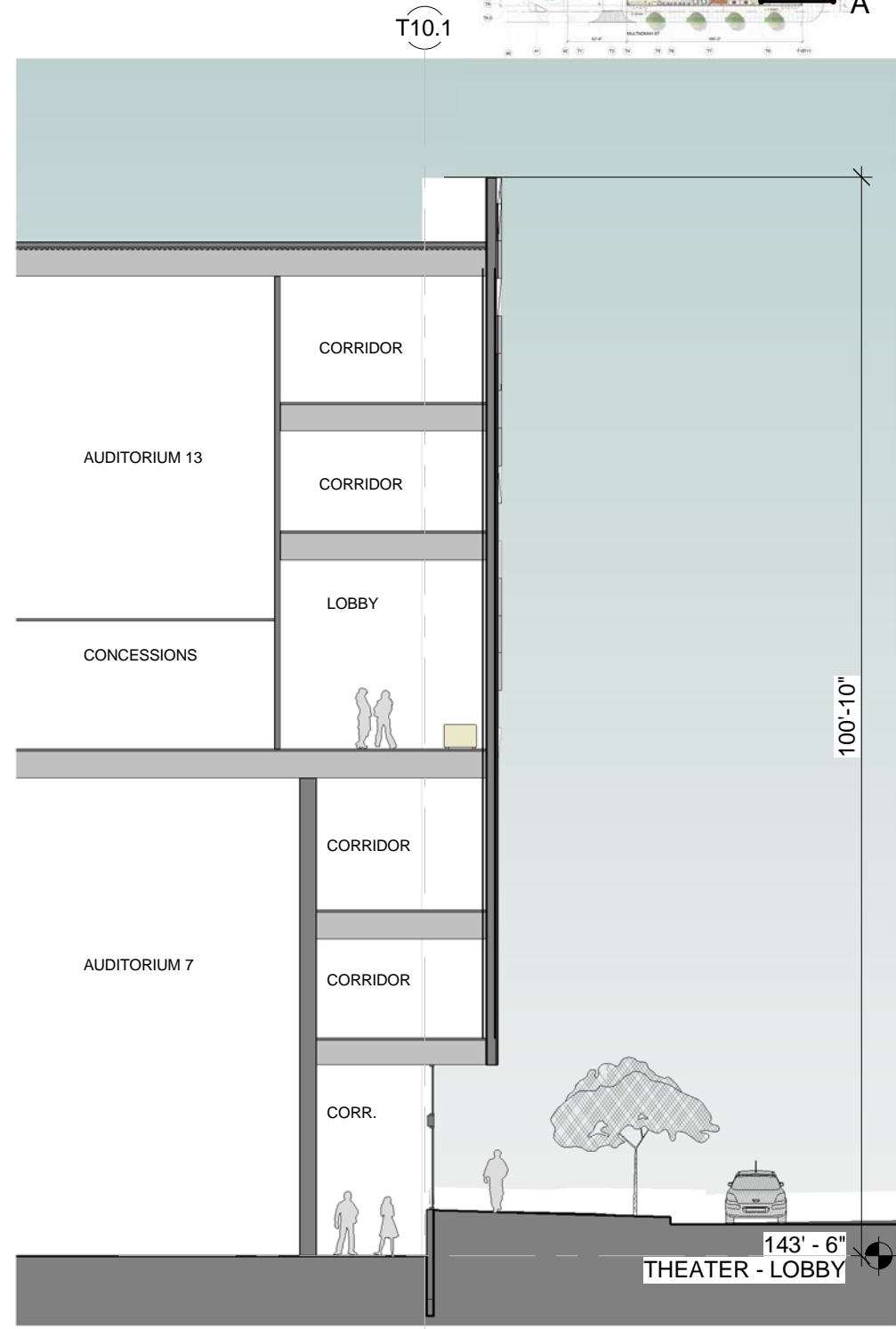
- 244' - 4" THEATER - PARAPET
- 238' - 4" THEATER - ROOF
- 223' - 4" THEATER - UPPER PROJECTOR ROOM LVL
- 211' - 4" THEATER - UPPER ACCESSIBLE LVL
- 190' - 11" THEATER - UPPER LOBBY LVL
- 175' - 11" THEATER - LOWER PROJECTOR ROOM LVL
- 163' - 11" THEATER - LOWER ACCESSIBLE LVL
- 143' - 6" THEATER - LOBBY



A SECTION
SCALE: 1/16" = 1'-0"



B SECTION
SCALE: 1/16" = 1'-0"



C SECTION
SCALE: 1/16" = 1'-0"



Theater - T.O. Parapet
244'-4"

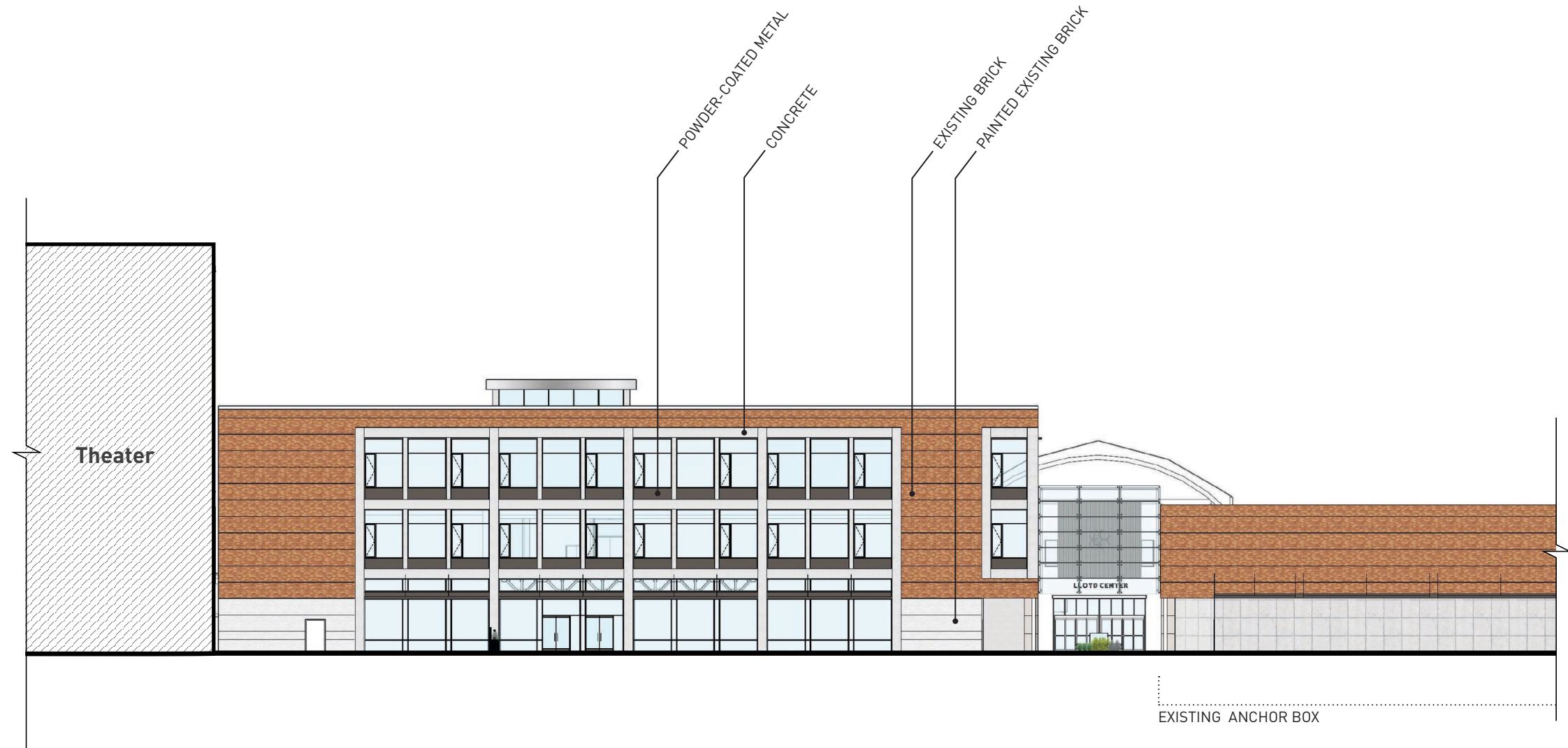
Office - T.O. Parapet
207'-8"

Office - 4th Lvl
187'-6"

Office - 3rd Lvl
172'-0"

Office - Halsey (2nd) Lvl
153'-6"

Office - Multnomah (1st) Lvl
138'-0"



① Office - East Elevation
1" = 30'

Theater - T.O. Parapet

244'-4"

Office - T.O. Parapet

207'-8"

Office - 4th Lvl

187'-6"

Office - 3rd Lvl

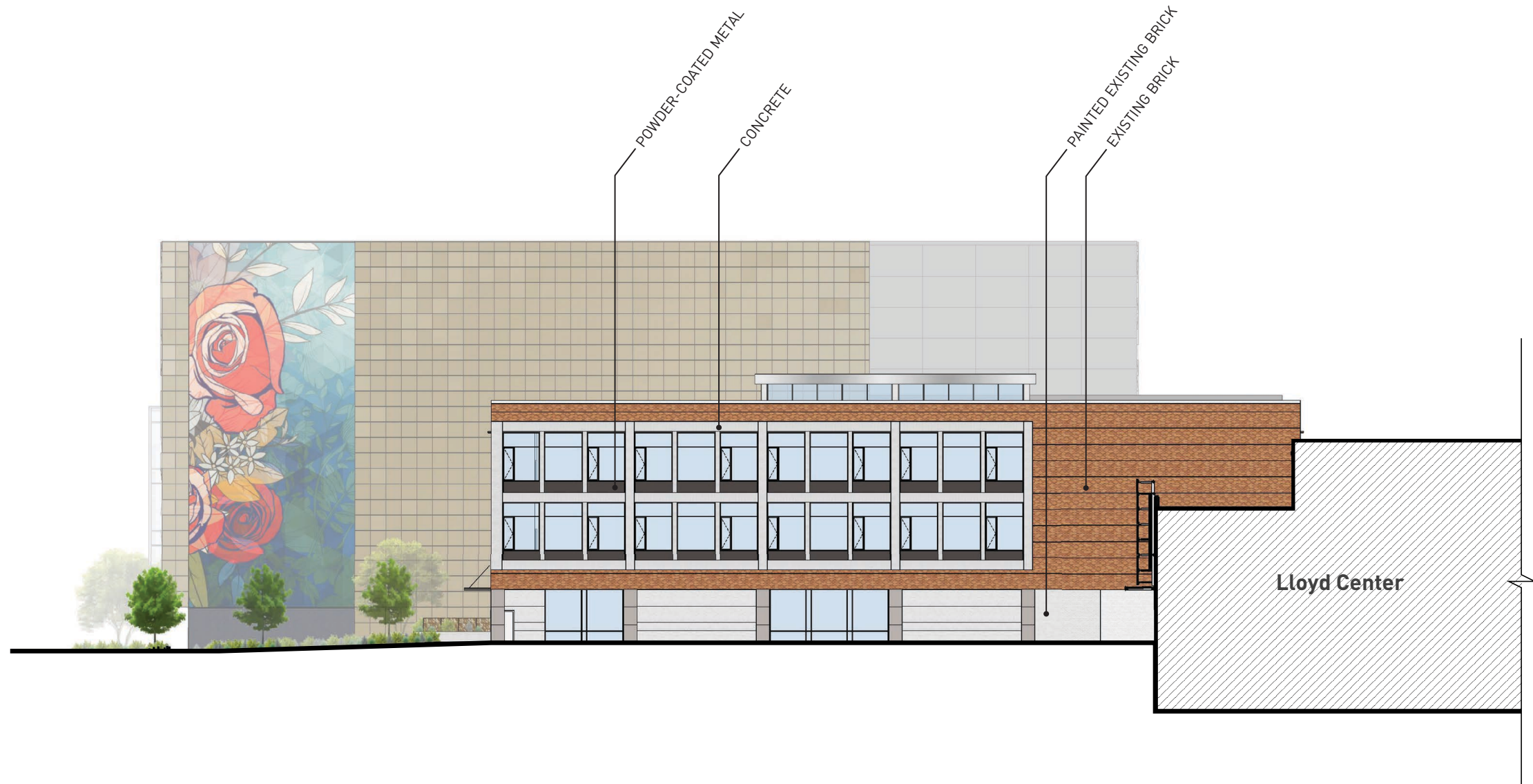
172'-0"

Office - Halsey (2nd) Lvl

153'-6"

Office - Multnomah (1st) Lvl

138'-0"



① Office - North Elevation
1" = 30'

Theater - T.O. Parapet
244'-4"

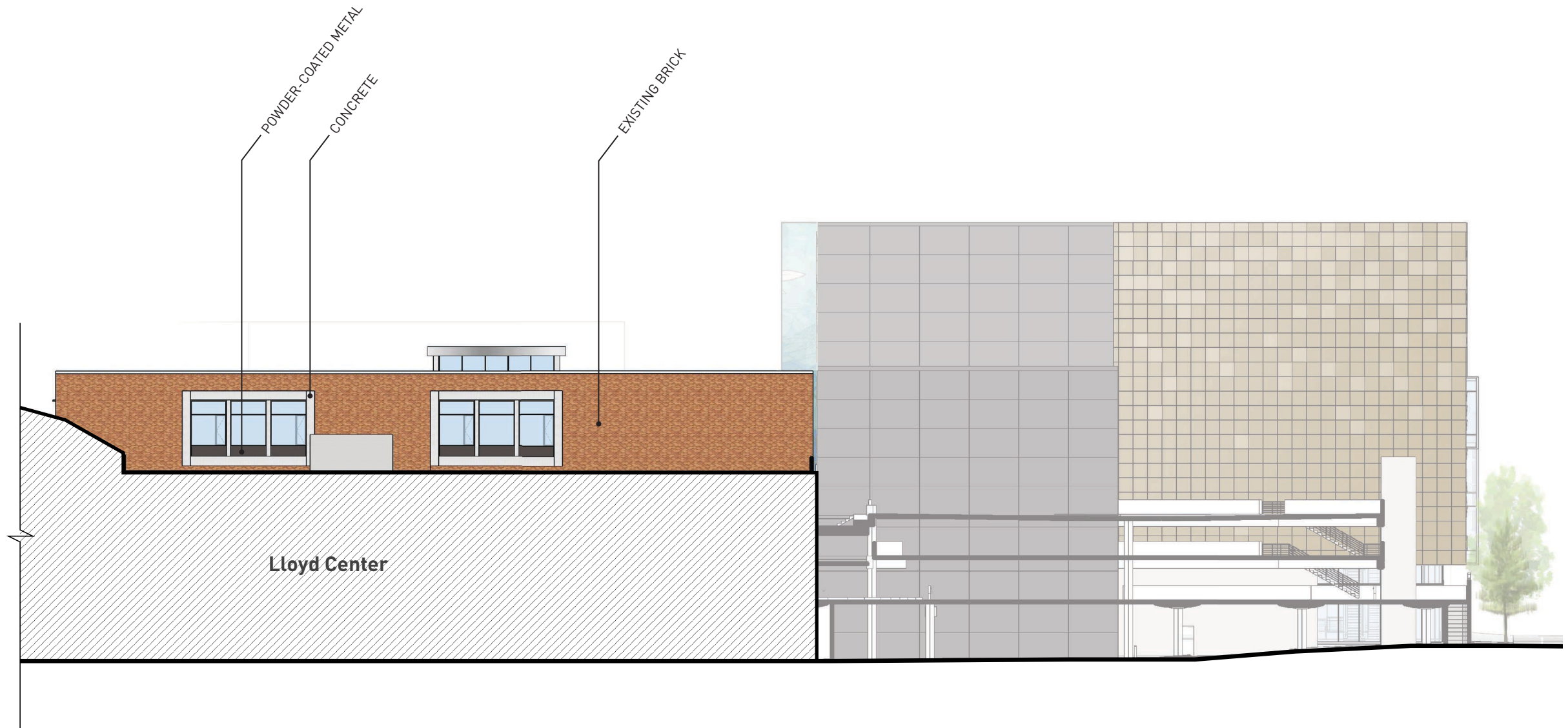
Office - T.O. Parapet
207'-8"

Office - 4th Lvl
187'-6"

Office - 3rd Lvl
172'-0"

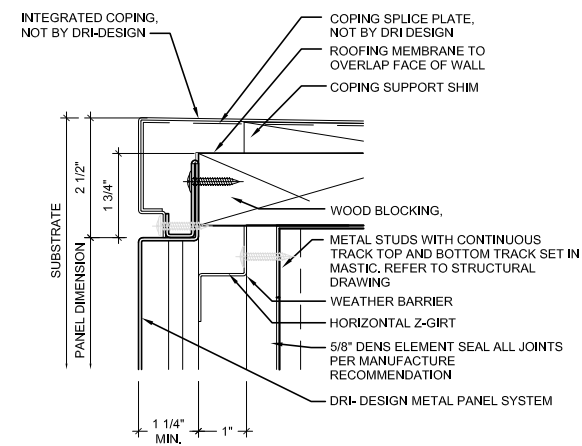
Office - Halsey (2nd) Lvl
153'-6"

Office - Multnomah (1st) Lvl
138'-0"

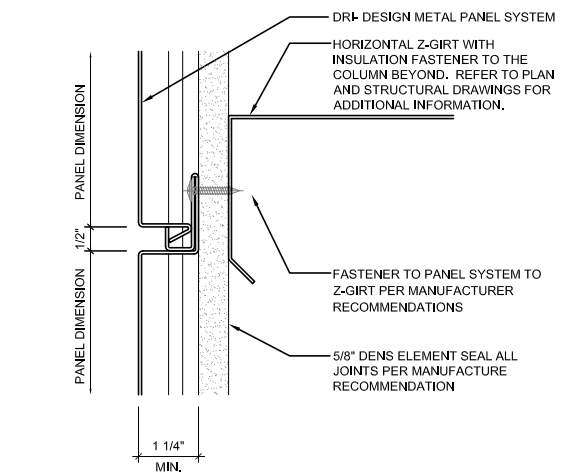


① Office - West Elevation
1" = 30'

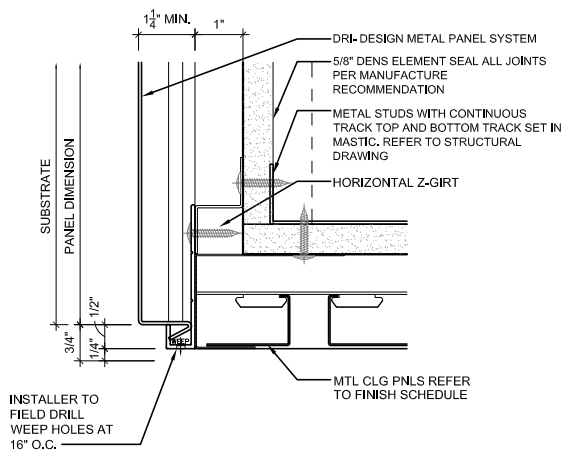
DRI-DESIGN PANEL DETAILS



COPING DETAIL



JOINT DETAIL



SOFFIT DETAIL

THEATER MATERIAL CONCEPT



REFERENCE IMAGE OF FUTURE THEATER FACADE COLOR SCHEME

DRI-DESIGN PANELS



REFERENCE IMAGE OF THE THEATER FACADE PANEL DESIGN (DRI-DESIGN TAPERED SERIES)

OFFICE MATERIAL CONCEPT



REFERENCE IMAGE OF EXISTING SEARS' PAINTED BRICK FACADE AND THE ADJACENT UNPAINTED MARSHALLS' BRICK FACADE TO MATCH

BRICK VENEER



EXISTING RESTORED BRICK (REMOVE PAINT)

CHAMPAGNE ANODIZED



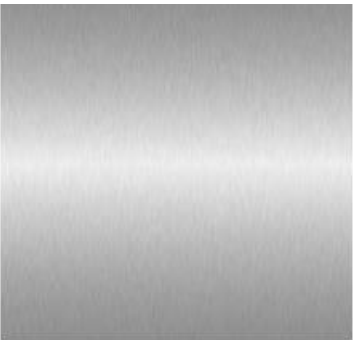
THEATER FACADE - DRI-DESIGN

STUCCO



THEATER FACADE - SOLID WALLS

ANODIZED ALUMINUM



THEATER FACADE - ANODIZED ALUMINUM MULLIONS - FLASHING - HORIZONTAL BREAK PANELS - POP-OUTS - SOFFIT FRAMES

CONCRETE PANEL



OFFICE FACADE - STOREFRONT EYEBROW

POWDER COATED METAL



OFFICE FACADE - STOREFRONT PANEL

CONCRETE PAVING



SIDEWALK - GENERIC SIDEWALK



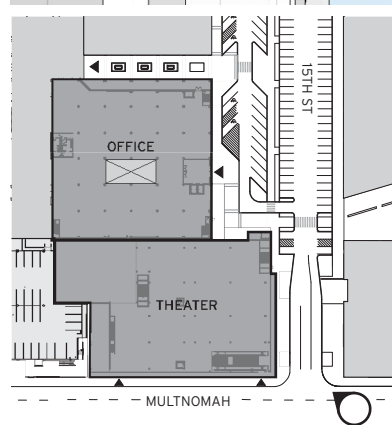
SIDEWALK - OFFICE ENTRY - THEATER ENTRIES - EAST MALL ENTRY



SIDEWALK ACCENTS - OFFICE ENTRY - THEATER ENTRIES - EAST MALL ENTRY

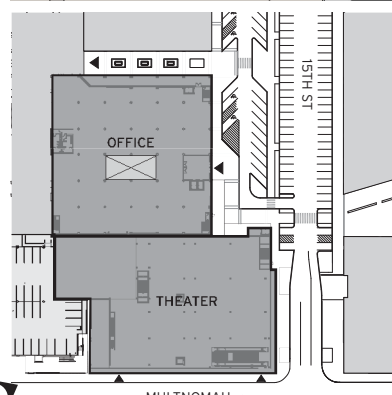


MULTNOMAH & 15TH ST - SE THEATER CORNER



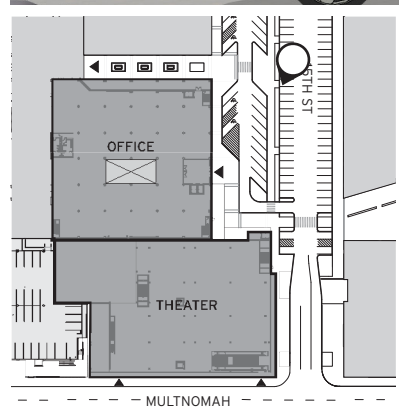


MULTNOMAH - SW THEATER CORNER





EAST OFFICE FACADE - 15TH STREET





EAST MALL ENTRY - 15TH STREET