



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

FROM CONCEPT TO CONSTRUCTION

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## MEMORANDUM

**Date:** March 17, 2016  
**To:** Portland Design Commission  
**From:** Benjamin Nielsen, Development Review, 503-823-7812  
**Re:** 16-109581 DA – 7<sup>th</sup> & Burnside  
Design Advice Request Summary Memo March 24, 2016

Attached is a drawing set for the Design Advice Request of for a new 11-story, mixed-use retail, office, and residential building in the Central Eastside Subdistrict of the Central City Plan District at 710 E Burnside Street.

**Project Summary** – The proposal, on an 11,300 square foot site at the southeast corner of the intersection of E Burnside and SE 7<sup>th</sup> Avenue, includes the following:

- **Zoning.** EXd – Central Employment with Design Overlay.
- **Height.** Currently proposed at 121'-10" to top of parapet. Maximum height allowed before bonuses = 100'. Height bonuses allow for up to an additional 45', and the proposal achieves the full bonus through the Residential Bonus Option.
- **FAR.** Currently proposed at 7.95:1 FAR. The base maximum FAR for this site is 6:1. With the residential FAR bonus, an additional FAR of 3:1 would be earned for a total maximum FAR of 9:1. (Note: though the applicant's drawings state that additional bonus is needed to achieve their desired FAR and height, they already earn the full residential FAR bonus of 3:1 and 45' bonus height by providing more than 33,900 SF of residential use.)
- **Ground Floor.** The proposed building will occupy nearly the entire 113' x 100' site, replacing two existing parking lots and the single-story Farm café building. Two double-height retail spaces and a lobby for offices above face E Burnside Street. A residential lobby and a portion of the retail space face SE 7<sup>th</sup> Avenue. Above- and below-grade structured parking occupies the southern 2/3 of the site. Two driveways off of SE 7<sup>th</sup> Avenue provide access to the garages. One garage provides parking for the office and retail uses, the other for residential uses.
- **Upper Floors.** Office uses occupy floors 3 and 4, and the fourth floor office space extends south over a portion of the parking structure. Residential uses occupy floors 5 through 11.
- **Roof.** The building's core extends to the roof, providing access to a large roof deck and screening mechanical equipment from E Burnside.
- **Encroachments.** The applicants have shown two design alternatives for encroachments over E Burnside. The first shows a major encroachment extending 4' over the sidewalk along E Burnside. (The drawings call this a "minor encroachment," though since it does not meet the Window Projection Code Guide Standards—aka "oriel windows"—it is classified as a major encroachment by PBOT, just like an arcade.) The second shows an angled major encroachment/arcade extending from 4'-11" near the intersection of E Burnside and SE 7<sup>th</sup> up to 11'-10" near the eastern side of the building (see Exhibits C.30 – C.37). Both are coupled with an oriel window projection over SE 7<sup>th</sup> Ave. The applicants may also bring a

third option to the hearing which shows encroachments over E Burnside that meet the oriel window standards.

- **Loading.** One Standard “B” loading space is required. This space is shown on level 1 of the parking structure. It is not yet evident if the clearance requirements are met.
- **Materials.** The primary upper story building massing will be clad in white modular brick with vertical, dark gray window wall bays. Dark gray, 24 gauge metal spandrel panels will provide vertical separation between the windows at each floor. The same metal appears to be used to clad portions of the 4<sup>th</sup> floor and the narrow penthouse. Cast-in-place concrete anchors the ground floor and extends up along the stair core on the west elevation. This is capped by a pitched, standing seam metal roof which flattens and extends over the core on the roof. At the ground floor, concrete frames wood storefront windows along E Burnside. These transition to dark gray storefront windows along SE 7<sup>th</sup>. At the parking garage, 1x6 shiplap tropical hardwood clads the parking structure and doors. Above, the garage is screened with powder coated expanded metal mesh. This same mesh is used in the mechanical screen. (See Exhibit C-19.)

### Potential Modifications & Adjustments

- **Modification #1 – Ground Floor Windows Standard (33.140.230.B)**  
**Required:** In the EX zone, all exterior walls on the ground level which face a street lot line, sidewalk, plaza, or other public open space or right-of-way must meet the general window standard, which is: The windows must be at least 50% of the length and 25% of the ground level wall area. Ground level wall areas include all exterior wall areas up to 9 feet above the finished grade. Required window areas must be either windows that allow views into working areas or lobbies, pedestrian entrances, or display windows set into the wall. The bottom of the windows must be no more than 4 above the adjacent exterior grade.  
**Proposed:** Allow 20% of window area and 24% of wall length on the west elevation along SE 7<sup>th</sup> Ave.
- **Modification #2 – Loading Space Clearance (33.266.310.D.b)**  
**Required:** Standard B: The loading space must be at least 18 feet long, 9 feet wide, and have a clearance of 10 feet.  
**Proposed:** The clearance appears to be between 9 and 10 feet.
- **Modification #3 – Long-term Bike Parking Dimensions (33.255.220.C.3.b)**  
**Required:** A space 2 feet by 6 feet must be provided for each required bicycle parking space, so that a bicycle six feet long can be securely held within its frame supported so that the bicycle cannot be pushed or fall in a manner that will damage the wheels or components.  
**Proposed:** Allow a space 1'-6" by 6 feet on wall-mounted racks. This modification is has been previously approved when the spaces are vertically staggered by 6-10".
- **Design Exception – Window Projections Over the Right of Way (this does not apply to Major Encroachments)**  
**Required:** Maximum width of 12 feet for each projecting window element. When approved through design review, the width may vary provided the area of all windows on a wall which project into public right of way does not exceed 40% of the wall's area and the width of any single projecting window element does not exceed 50% of its building wall's length.  
**Proposed:**
- **Arcade Standards/Requirements – The City-Wide Policy on Encroachments in the Public Right of Way, which covers Major Encroachments such as the proposed arcade, requires a**

minimum clearance of 17'-6" over the right of way. As such, a PBOT Design Exception will likely be required for both of the major encroachment options shown.

- **PBOT Design Exceptions** – Approval from PBOT will be required for two additional Design Exceptions: one to allow the northernmost garage entry doors to be located at the back of the sidewalk instead of 20' back from the sidewalk, and another to allow two driveways to be in close proximity.

## **DAR Discussion Items**

### **1. Building Massing & Arcade/Oriel Windows**

- The proposed building appears to have complicated massing. The ground level facing E Burnside relates in scale and proportion to the adjacent 722-738 E Burnside (Bossanova/Le Pigeon) Building. There is a recess between this mass and the residential tower above. Bifurcating the building, the stair cores are exposed on the east and west facades. South of this core, the tower massing extends down the fourth floor. A narrow, trapezoidal cap sits atop the roof.
- There are a series of oriel projections over E Burnside and SE 7<sup>th</sup> Avenue, and a similar cant in the southern tower mass on the east elevation.
- In the arcade option, floors three and four angle outward over E Burnside, rather than running parallel. In both options presented in your drawing package, both projections are roughly aligned with the adjacent 722-738 E Burnside building. A third option may be presented at the hearing that shows oriel windows, likely in a similar configuration. Please comment on the scale and alignment of this building projection.
- Staff believes the arcade option is the preferred direction given the Central Eastside design guidelines. The proposed angular design would be a new interpretation on the arcade district, so please provide comments on this aspect of the design as well. Please also comment on the additional oriel windows projecting over both streets.
- Please provide guidance on the overall extent of the massing moves—staff believes there are too many.

### **2. Ground Floor & Parking Garage**

- The ground floor presents a strong, active edge towards E Burnside Street with tall storefront windows and doors oriented to the street. Lobby entrances are located in the center of the block on both streets.
- The ground level façade along SE 7<sup>th</sup> is compromised by the parking garage and driveways. Together with the trash room and exposed stair core, there is little active street frontage. Please provide guidance on the extent, type, and quality of active space that should be placed along SE 7<sup>th</sup> Ave.
- The parking garage ramp is partially exposed at the south end of the building as well. Structured parking should be completely enclosed.
- Few canopies are currently shown. Staff believes additional or deeper canopies should be added along SE 7<sup>th</sup> Ave as well as along E Burnside if the arcade option is not supported by the Commission.

### **3. Elevations & Composition**

- The large window systems on the upper stories set within vertically-oriented brick bays, combined with the vertical concrete stair core, give a strong vertical presence to this building. The bays themselves don't appear to have a consistent pattern in their width.
- Two concrete columns appear to extend from ground to the top of the building, one each at the south end of the west and east facades.
- The patterning and materials used on the lower floors of the east façade don't appear to relate to one another as well as the storefront patterning on the north façade. Wood storefront windows, aluminum storefront windows, cast in place concrete, wood lap siding, and expanded metal mesh seem to be in conflict in their placement and patterning. In particular, the parking garage screening does not follow either the

pattern established in the tower above or the retail patterning established along E Burnside.

- How well does the composition of this building fit within the greater context of the E Burnside arcade district?

#### **4. Materials**

- There is a large palette of materials proposed. Staff believes it should be simplified, and the Commission should discuss to what extent.
- The Design Commission has previously expressed hesitation at the use of wood on exposed vertical surfaces; however this proposal includes wood in such an application.
- The 24 gauge metal panel is too prone to oil canning and damage. A thicker 18 gauge metal panel or composite metal panel could potentially remedy this.
- Some previous Design Commission comments have suggested that new buildings on E Burnside should add to the street's grittiness. Do the proposed materials help to accomplish this? Is this still a consideration?

#### **Approval Criteria**

The Design Review approval criteria for this site are the Central City Fundamental Design Guidelines and the Special Design Guidelines for the Design Zone of the Central Eastside District of the Central City Plan. The Modifications approval criteria are listed in Section 33.825.040 of the zoning code. The Adjustment approval criteria are listed in Section 33.805.040 of the zoning code.

Please contact me with any questions or concerns.

Attachments: Central City Fundamental Design Guidelines  
(<https://www.portlandoregon.gov/bps/34250>)

Special Design Guidelines for the Design Zone of the Central Eastside District of the Central City Plan

Central City Fundamental Design Guidelines/Central Eastside Design Guidelines Matrix (<https://www.portlandoregon.gov/bps/article/58819>)