

## City of Portland, Oregon

# Bureau of Development Services Land Use Services

FROM CONCEPT TO CONSTRUCTION

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### **MEMORANDUM**

Date: May 27, 2016

To: Portland Design Commission

From: Jeff Mitchem, Development Review

Re: 16-119801 DA – Grant Park Village III

Design Advice Request Summary Memo – Hearing #2 date, June 2, 2016

Hearing #1 date, April 14, 2016

**Please Note:** Section III of this memo summarizes the state of the design and hearing #1 followed by **Commission Comments**, **Applicant Response** and **Staff Advice**.

#### I. PROGRAM OVERVIEW

Attached is a drawing set for the second 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 design 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 June 2, 2016:

1. **Form, Massing and Architecture**. At DAR Hearing #1, the massing, form and architectural character were poorly resolved and the subject of consensus Commission opposition.

**Commission Comments.** The project does not meet approval criteria related to Interest, Quality and Composition. The singular bulk with random moves does not read as residential and makes the project feel over-taxed and too full. Overall design is suburban in character, dark, not homey, typologically conflicted, arbitrary and uncomfortable. Explore less program and more height to fee up ground floor area for pedestrian realm enhancements.

**Applicant Response.** The mass is broken into two primary intersecting forms distinguished by planar and material shifts responding to program distinctions. The architectural character has been isolated to a single contemporary typology with accents confined to sunshades and random colored panels.

**Staff Advice**. More program-based façade cut-aways should be explored and the residential lobby should be more prominently resolved to break up the north elevation. More study related to how the project references the "village" context of GPV I and II should accompany the Land Use Review application.

2. **Ground Floor Active Use**. At DAR Hearing #1, the north elevation ground floor program lacked any inducement to sidewalk activity due to internally accessed inactive floor area (garage access, portecochere, office and conference room, and trash room fronted by an exterior loading stall) and no pedestrian frontage improvements along the entire north frontage (abutting the Sullivan's Gulch Access Easement.)

Commission Comments. The project does not meet approval criteria related to sidewalk level of buildings and enhancing pedestrian networks. Set the building back by 12' to accommodate the necessary pedestrian facilities to reinforce the access easement and orient active use to sidewalk. Applicant Response: A 10'-12' sidewalk corridor has been provided lined with active ground floor uses – Lobby, Community Room, Chapel, Beauty, Gym – lining ground floor abutting the Sullivan's Gulch Access easement. However, only the lobby and community room feature exterior entries. Staff Advice. All sidewalk-oriented active use should feature exterior entrances (add them to the Gym and Beauty spaces), and the trash and receiving room should be studied interior to the garage. Also, the residential lobby should be more prominently resolved in elevation which might help break up the north elevation and accentuate the corner.

Access, Parking and Loading. At DAR Hearing #1, the over half of the project's northern frontage (NW corner) featured garage access and porte-cochere. As such, the design presented significant adjacency conflicts between automobiles and pedestrians.

**Commission Comments.** The project does not meet approval criteria related to protecting the pedestrian, active corners and integrating garage access. The north elevation needs to be designed as a comprehensive part of the building and not solid or blank. Study a design solution minimizing parking garage and porte-cochere access to somewhere other than the project's only public corner. Given the site's constraints, an extraordinary design solution will be required in order to meet approval criteria. Successfully resolve the trade-off between automobile access from the site's only corner and pedestrian safety abutting the open space linkage (Sullivan's Gulch Trail.) **Applicant Response**. A singular access point is provided to the parking garage and porte-cochere aligned with the eastern half of the NE 32<sup>nd</sup> Ave ROW. Loading is still provided at-grade abutting the northeast corner.

**Staff Advice**. The proximity of parking access to lobby entrance is still concerning. Explore program shifts to gain more separation and better accentuate the lobby. An underground loading solution might work (with Adjustment/Modification) given the program's loading demand characteristics. A loading demand analysis should accompany the Land Use Review application.

4. **Building Materials.** At DAR Hearing #1, the materials palette appeared randomly complex, conflicting and dark with indiscriminate shifts. Overall, the building's outward appearance lacked any apparent reference to context or interior program.

**Commission Comments.** The project does not meet approval criteria related to overall design Interest, Quality and Composition. Reduce materials palette should be simpler, lighter and brighter, and better resolved as residential.

**Applicant Response**. The two-part materials palette is limited to light-colored stucco and dark brick. Sunshades and colored panels are provided as accents.

**Staff Advice**. Traditional building materials presume traditional detailing – minimal, well-detailed material joints, significant material returns, complimentary cladding systems (windows, storefronts, canopies, sunshades, etc. To avoid a flat façade appearance, the window recess should be at least 3.5".

#### **IV. 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. <u>Adjustment</u> required.
- **Bike Parking**. Reduced requirement due to use (assisted living).
- **Ground Floor Windows**. Standard applies to the public ROW frontages only. NW 32<sup>nd</sup> Ave dead ends at site's NW corner. As proposed, <u>Modification</u> required.

#### V. 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
P1.	Community Plan Area Character.			
	Enhance the sense of place and		Unclear in submittal.	
	identity of community plan areas		Describe how project	
	by incorporating site and building		responds.	
	design features that respond to			
	the area's unique characteristics			
	and neighborhood traditions.			
P2.	Historic and Conservation			
	<b>Districts.</b> Enhance the identity of		NA	
	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.			
Р3.	Gateways. Develop or			
	strengthen the transitional role of		NA	
	gateways identified in adopted			
	community and neighborhood			
	plans.			
E1.	Pedestrian Network. Create an			
	efficient, pleasant and safe		Though improved, the	
	network of sidewalks and paths		north elevation ground	
	for pedestrians that link		floor needs more	
	destination points and nearby		entrances and	
	residential areas while visually		pedestrian priority.	
	and physically buffering			
	pedestrians from vehicle areas.			
E2.	Stopping Places. New large-scale	The north elevation	Landscape plan will be	
	projects should provide	ground floor	a critical component to	
	comfortable places along	features pedestrian	the success of this	
	pedestrian circulation routes	refuge reinforcing	space.	
	where people may stop, visit,	the Sullivan's Gulch		
	meet, and rest.	Trail.		
E3.	The Sidewalk Level of Buildings.		The sidewalk level of	
	Create a sense of enclosure and		the north elevation is	
	visual interest to buildings along		visually interesting and	

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sidewalks and pedestrian areas		incorporates	
by incorporating small scale		integrated seating.	
building design features, creating		More seating could be	
effective gathering places, and		provided at the entry.	
differentiating street level			
facades.			
E4. Corners that Build Active			
Intersections. Create		The NW corner is	
intersections that are active,		better activated. The	
unified, and have a clear identity		primary entrance	
		could be more strongly	
through careful scaling detail and		marked.	
location of buildings, outdoor		marked.	
areas, and entrances.			
<b>E5.</b> Light, Wind, and Rain. Enhance	The sidewalk level		
the comfort of pedestrians by	of the north		
locating and designing buildings	elevation features		
and outdoor areas to control the	continuous		
adverse effects of sun, shadow,	canopies.		
glare, reflection, wind, and rain.			
<b>D1.</b> Outdoor Areas. When sites are			
not fully built on, place buildings		Functionality of north	
to create sizable, usable outdoor		plaza space is still	
areas. Design these areas to be		compromised by	
accessible, pleasant, and safe.		proximity to loading.	
Connect outdoor areas to the			
circulation system used by			
pedestrians.			
D2. Main Entrances. Make the main		Lobby could be more	
entrances to houses and buildings		prominently resolved	
prominent, interesting,		in elevation through	
pedestrian accessible, and		massing/materiality	
transit-oriented.		shifts.	
D3. Landscape Features. Enhance		Continue to resolve	
site and building design through		functionality of	
appropriate placement, scale,		courtyard space and	
and variety of landscape features.		north plaza.	
D4. Parking Areas and Garages.		Hortif plaza.	
Integrate parking in a manner		LUR submittal should	
that is attractive and		contain fully resolved	
complementary to the site and its		design integrating	
surroundings. Locate parking in a		garage door with	
manner that minimizes negative		storefront –	
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impacts on the community and its		translucent glazing is	
pedestrians. Design parking		encouraged.	
garage exteriors to visually			
respect and integrate with			
adjacent buildings and			
environment.			
<b>D5.</b> Crime Prevention. Use site			
design and building orientation to		The sidewalk level of	
reduce the likelihood of crime		the north elevation is	
through the design and		visually connected to	
placement of windows, entries,		interior active space	

active ground level uses, and	though more	
outdoor areas.	entrances could be	
	provided.	
D6. Architectural Integrity. Respect		
the original character of buildings		
when making modifications that	NA	
affect the exterior. Make		
additions compatible in scale,		
color, details, material		
proportion, and character with		
the existing building.		
D7. Blending into the		
Neighborhood. Reduce the	More information in	
impact of new development on	LUR submittal relating	
established neighborhoods by	to reference of local	
incorporating elements of	"village" architectural	
nearby, quality buildings such as	language.	
building details, massing,		
proportions, and materials.		
D8. Interest, Quality, and	Employ subtleness,	
Composition. All parts of a	finesse and detail to	
building should be interesting to	fully resolve this	
view, of long lasting quality, and	unique typology as	
designed to form a cohesive	residential (friendly,	
composition.	approachable, home).	

Please contact me with any questions or concerns.