Arapahoe Square Zoning

Task Force Meeting 6
August 26, 2015
3:00 – Opening/Welcome

3:15 – Review of Draft Building Form Standards for Zoning

3:30 – Review Key Concepts for DSG
  • Street Level Design
  • Structured Parking Design
  • Building Mass & Scale
    • Articulation
    • Point Tower Design

4:45 – Break

4:55 – Review Key Concepts for DSG
  • Upper Story Setbacks
  • Design Review and Design Advisory Board

5:55 – Wrap-Up and Next Steps
# Road Map for Phase 2

**Tentative Schedule**

<table>
<thead>
<tr>
<th>Meeting 1</th>
<th>Meeting 2</th>
<th>Meeting 3</th>
<th>Meeting 4</th>
<th>Meeting 5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>February</strong></td>
<td><strong>Mid March</strong></td>
<td><strong>Late April</strong></td>
<td><strong>Mid June</strong></td>
<td><strong>Mid July</strong></td>
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</tbody>
</table>
| - Begin Building Form  
  - Max height  
  - Height transitions  
  - Datum  
  - Build-to  
  - Point tower building form  
  *Discussion will include the connection between building form and parking* | - Continue and Refine Building Form  
  - Key Corridors  
  - Ground story activation  
  - Parking location  
  6 weeks (staff models and text) | - Continue and Refine Building Form  
  - Above-grade Parking  
  - Private Open Space  
  - Incentives  
  5-6 weeks | - Uses  
  - Off-Street Parking Ratios  
  - Check-in on Building Form and outside testing  | - Share outside testing results of Building Form concepts  
  - Begin DSG: Goals; Key Topics; Review Process |

**Meeting 6**  
**August 26**

- Continue DSG  
- Recommendations on key DSG topics  
- Present first draft of zoning building form standards for task force review  
6-8 weeks

**Meeting 7**  
**October 22**

- DSG remaining topics  
- Transitions: Curtis Park, Ballpark, Clements Park  
- Mapping: Review draft map for zoning and DSG  
6 weeks (staff drafts zoning and DSG)

**Meeting 8**  
**Late Fall/Early Winter**

- Review final package of draft zoning, Map, and DSG  
- Address any remaining topics for Public Review draft  
- Public Review Draft Public Meeting  
- Fall: City Internal Review of Draft Zoning and DSG  

**Meeting 9**  
**Early 2016**

- Review comments on Public Review Draft  
- Recommendations for any edits to Draft Zoning, DSG, or Map before public adoption (Phase 3) begins  
- Public Review Draft Released (after City Internal Review)
Goals for Today

• Review draft building form standards in zoning code
  – Reflects agreements-in-principle already made by task force

• Review and input on some key DSG topics
Building Form Standards: Review of Meeting 5 Agreements
Incentivizing Wrapped Parking

- Task force agreed to use height as an incentive for limiting the exposure of above-grade parking
  - Base height limit for buildings that have fully exposed above-grade parking
  - Increased height (measured in feet only – not stories) for buildings that wrap at least 70% of parking garage above the street level (or have no above-grade parking)
Street Level Active Uses

- Task force agreed that 70% of all street-facing facades at the street level will not contain:
  - Parking
  - Mini-storage or warehouse
  - Auto services
- *Not* the same as the 60% transparency requirement, which is calculated differently
- Lots 75’ wide or less are exempted but must have fully enclosed street level with high quality design
Review of Draft Building Form Standards for Zoning
1. General

Base building heights:
Max height of 8 stories in area closest to Curtis Park and 16 stories in area closest to downtown

Zoning: Pages 2-3
1. General

No restriction on exposed parking above the street level
2. General #2

Taller building height and max height in feet only, not stories:

• 150’ max in area closest to Curtis Park
• 250’ max in area closest to downtown
2. General #2

For street-facing above-grade parking, must be wrapped with another use (or no above-grade parking at all) for at least 70% of frontage.
3. Point Tower

Tallest building height and max height in feet only, not stories:
- 250’ max in area closest to Curtis Park
- 350’ max in area closest to downtown
3. Point Towers

Max. 10,000 SF floor plate above 5 stories

For street-facing above-grade parking, must be wrapped with another use (or no above-grade parking at all) for at least 70% of frontage

Pages 6-7
Review of DSG Key Topics
DSG Outline

• Introduction
• 1.0 Site Design Standards & Guidelines
• 2.0 Building Design Standards & Guidelines
• 3.0 Streetscape Guidelines
• 4.0 Design Review Process
Key DSG Topics for Input Today

• Chapter 2: Building Design
  – Street Level Design
  – Structured Parking Design
  – Building Mass and Scale
    • Building Articulation
    • Point Tower Design
    • Upper Story Setbacks

• Design Review Process & Design Advisory Board
DSG – How do they work?

**Building Mass & Scale**

- To reduce the visual mass and scale of larger buildings.
- To introduce facade features that visually relate to the typical rhythm of human scale facades in Arapahoe Square.
- To maintain a sense of human scale on the lower story facades of 1-3 building facades (see “Human Scale Building Design” on page 5 for more information).

**Building Articulation**

- The upper story building facade (storeys 1-3) shall be articulated to reduce its visual mass and scale. Appropriate techniques include:
  - Vertical wall projections or changes in material that divide the upper story facade into bays a maximum of approximately 30 feet in width.
  - Horizontal setbacks, screen, projections, or changes in material horizontally-aligned balconies or terraces at least 4 feet in depth.
  - A “setback” building element on a taller building (12+ stories).

**Intent Statements**

- To introduce facade features that visually relate to the typical rhythm of human scale facades in Arapahoe Square.
- To maintain a sense of human scale on the lower story facades of 1-3 building facades (see “Human Scale Building Design” on page 5 for more information).

**Design Standards**

**Principles**

- Overall goals
- Shape intents

**Standards**

- Prescriptive
- Provide specific directions

**Guidelines**

- Not prescriptive, but pertinent to process
- Additional suggestions

**Diagrams**

- Start of Chapter

- Topic

- Sub Topic

- Principles

- Standards

- Sub Topic

- Sub Topic

- Diagrams
Building Design: Guiding Principles

- Human Scale
- Sense of Place
- Creativity
- Context

DSG: Page 2
# Street Level Design

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
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| **Overall:** Promote an active, clearly-defined pedestrian area at the street level | • Clearly-define through canopies, cornice, etc.  
• Articulate: recessed entries, etc.)  
• Increased floor-to-floor height | • Integrate canopies and awnings into design  
• Reflect street level heights of adjoining buildings |
| **Entries:** Ensure that entries are clearly visible | • Front a street or open space  
• Respond to building use | • Integrate into signature element, when possible  
• Entry for each street level use, when possible |
| **Transparency:** Link the public realm to street level building uses | • Link to building uses  
• Avoid blank walls | • Subdivide larger window areas  
• Allow visibility through landscaping |

Pages 12-14
Street Level Design

• Do you agree with the direction we are heading?
• Are we missing anything big?
## Structured Parking Design

### Intent

- Promote structured parking that’s compatible with its surroundings
- Minimize visual impacts of parked cars

### Standards

- Façade design quality consistent with overall building (materials, articulation)
- Conceal view of parked cars, angled ramps and headlights
- Similar opening patterns

### Guidelines

- Fully enclose, whenever possible
- Locate circulation/ramps internally, when possible
- Coordinate utilities and service areas

Artistic Screening: May be considered on a case-by-case basis for works of art
Structured Parking Design

- Do you agree with the direction we are heading?
- Are we missing anything big?
Building Mass & Scale – Overall
Mass & Scale + Articulation

Pages 3-4, 7-9
### Building Mass & Scale

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| **Overall**: Promote human scale | - Human scale (articulation, materials, upper story setbacks)  
- Break larger building into smaller modules (articulation, setbacks)  
- Reflect proportions of adjacent small scale buildings | - Minimize shading of historic buildings  
- Maximize solar potential |
| **Articulation**: Reduce the visual mass and scale of larger buildings | - Articulate lower and upper stories (setbacks, wall projections, changes in material) | - Integrate articulation into overall building form  
- Articulate secondary facades  
- Align with neighbors  
- Don’t separate the base |

Pages 3-4, 7-9
Building Mass & Scale – Overall
Mass & Scale + Articulation

• Do you agree with the direction we are heading?
• Are we missing anything big?
### Point Tower Design

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| • Promote buildings that contribute positively to the skyline  
• Promote diverse range of heights  
• Provide flexibility for taller buildings | • Frame views, incorporate cap, etc. for skyline impact  
• Locate and orient to maximize sunlight  
• Consider all sides of tower  
• Separate towers  
• Do not cast long shadows over the street and public realm | • Consider creative designs  
• Consider anchoring corners  
• Incorporate amenity spaces |

Pages 10-11
Point Tower Design

- Do you agree with the direction we are heading?
- Are we missing anything big?
Break
Upper Story Setback
## DSG: Upper Story Setback

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| • Maintain a general 5-story appearance from the street  
• Relate to eclectic range of scales  
• Preserve access to sunlight and views  
• Provide scale transitions | • Integrate setback into building design (materials, integration of articulation, etc.)  
• Respond to unique contexts (21st, Park Ave., 20th, Broadway) | • Use setbacks to highlight key features  
• Preserve access to sunlight and views |
| • **Zoning Alternative:** Provide flexibility for creative designs | • Provide a total setback surface area equal to 10’ upper story setback for full lot width | • Consider angles, curves or other creative configurations  
• Consider compatible mass and scale relationships |

Pages 5-6
Zoning: Upper Story Setback

• Task force decided at last meeting to reduce minimum depth of setback to 10’ from 15’. Reasons why:
  – Some members of test group said that 10’ would provide more flexibility
  – Comments made by task force that the difference between 10’ and 15’ will not be perceivable to the pedestrian on the street
Upper Story Setback

- Significant concern from architects on CPD’s staff about the 10’ setback dimension
  - Awkward for column spacing if there is parking below
  - Very rarely see anyone build a 10’ upper story setback
  - The difference between 10’ and 15’ will be perceptible from the street
Setback Dimension
Setback Dimension
Sugar Cube – 9 stories

20’ setback’
16M – 10 stories

15’ setback
Cadence – 13 stories

7' setback
Upper Story Setback

• Zoning: Does task force want to revise approach?
  – 15’ min depth for standard design
  – Ability to reduce to 10’ through design alternative

• DSG: Do you agree with the direction we are heading? Are we missing anything big?
Design Review Process
Current DSG: Design Review Process

Pre-Submittal Conference
- Meeting with staff

Schematic Design
- Staff analysis for consistency with DSG
- Encouraged Planning Board review

Design Development
- Staff analysis for consistency with DSG
- Planning Board: public meeting and recommendation to zoning administrator for final approval

RNOs within 200’ notified
RNOs within 200’ notified (submittal)
RNOs within 200’ notified (hearing)
Proposed Design Review Process

Pre-Submittal Conference
- Meeting with staff

Schematic Design
- Staff analysis for consistency with DSG
- Design Advisory Board review

Design Development
- Staff analysis for consistency with DSG
- Design Advisory Board: public meeting and recommendation to zoning administrator for final approval

RNOs within 200' notified
Design Review Process

• Any questions or concerns about the proposed approach?
Design Advisory Board
Potential Board Composition

• 4 Architects/Designers  
  – One position must be filled by landscape architect  
• 1 Property Owner from within the D-AS area  
• 1 resident of the Downtown area  
• 1 Development Industry Representative  
  – Developer  
  – Engineer  
  – Etc.

7 total members
Appointments and Authority

• Appointments by the Mayor’s office
• Board is Advisory: will make formal recommendations to approve, approve with conditions, or deny to the zoning administrator
Design Advisory Board

• Any questions or concerns about the proposed approach?
Wrap-Up
Task Force Request

- Send us your photos!
  - Buildings that illustrate concepts from the DSG that you want to see in Arapahoe Square
- Staff to send a link to dropbox folder
Next Steps

• Staff to continue drafting of DSG
• Meeting 7 on Oct 22\textsuperscript{nd} from 3:30-6:30pm. Location TBD
  – Transitions to adjacent neighborhoods
  – Mapping