Arapahoe Square Zoning

Task Force Meeting 8

December 9, 2015
First Off – Thank you!

• Together, we’ve created an innovative system of zoning and design guidelines

• We appreciate all of your efforts
  – We’ll touch base on what we need to bring the project to a successful conclusion
Agenda

3:00 – Opening/Welcome
3:15 – Touch Base on Schedule and Milestones Moving Forward
3:40 – Review Draft Key Streets Material for Task Force Input
4:15 – Review Draft Sign DSG for Task Force Input
4:35 – Break
4:45 – Review Recommended Updates to Draft Massing Standards and Guidelines (DSG)
5:20 – Follow Up on Task Force Meeting #7 Questions
  • Historic district transitions
  • Touch base on zone district mapping in Curtis Park
5:55 – Wrap-Up and Next Steps
  • Next Meeting: January 26 or 27
  • Review zoning and DSG package that will be posted for public review

Meeting materials and information:
www.denvergov.org/arapahoesquare
Goals for the Meeting

- Get the feedback and direction we need to prepare the public review draft of the zoning and design guidelines
- Touch base on some outstanding questions
- Prepare for the public process
Schedule & Milestones
Road Map

Meeting 1
February
- Begin Building Form
  - Max height
  - Height transitions
  - Datum
  - Build to
  - Point tower building form
  6 weeks (staff models and test)
Discussion will include the connection between building form and parking

Meeting 2
Mid March
- Continue and Refine Building Form
- Key Corridors
- Ground story activation
- Parking location
5-6 weeks

Meeting 3
Late April
- Continue and Refine Building Form
- Above-grade Parking
- Incentives
5-6 weeks

Meeting 4
Mid June
- Uses
- Off-Street Parking Ratios
- Check-in on Building Form and outside testing

Meeting 5
Mid July
- Share outside testing results of Building Form concepts
- Begin DSG: Goals; Key Topics; Review Process
5-6 weeks

Mid July - End of Summer: Staff begins working drafts of zoning and DSG

Meeting 6
August 26
- Continue Discs
- 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

Meeting 8
December 9
- DSG remaining topics: key corridors; streetscape; signage
- DSG updates to massing and articulation
- Historic transitions
6-8 weeks (staff drafts zoning and DSG)

Meeting 9
Late January 2016
- Review final package of draft Zoning, Map, and DSG
- Recommendation on final mapping question
- Address any remaining topics for Public Review Draft

Meeting 10
March 2016
- Review comments on Public Review Draft
- Recommendations for any edits to Draft Zoning, DSG, or Map before public adoption (Phase 3) begins

City Internal Review of Draft Zoning and DSG

Public Review Draft Released (after City Internal Review)
The Public Process is Coming...

- We are near the finish line!
- We need you to stay involved ...especially to stand behind the process and results in public hearings
- Reminder: The zoning is still the foundation of the project ...we’ll review a complete draft at the next meeting
Design Standards & Guidelines (DSG)
DSG: Outline

- Introduction
- 1.0 Site Design
- 2.0 Building Design
- 3.0 Streetscape
- 4.0 Key Streets
- 5.0 Signage
- 6.0 Design Review Process
- Appendix
DSG: Review Draft Streetscape Guidelines
DSG: Streetscape Guidelines

• Goal: Promote high quality public realm
• Contents
  – Amenity Zone and Street Trees
  – Streetscape Paving
  – Streetscape Furnishing & Lighting
• Reminder: Public Works oversees the ROW
# DSG: Streetscape Guidelines

<table>
<thead>
<tr>
<th>Streetscape Topic</th>
<th>Intent</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amenity Zone and Street Trees</td>
<td>• Define vehicular and pedestrian use areas</td>
<td>• Should plant deciduous shade trees a min. of about every 35’</td>
</tr>
<tr>
<td></td>
<td>• Create a cohesive public street edge</td>
<td>• Should generally plant the same tree species along the same side of the street</td>
</tr>
<tr>
<td></td>
<td>• Introduce natural elements to the streetscape &amp; encourage low maintenance designs</td>
<td>• Tree pits should be min. of about 5x15’</td>
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<tr>
<td></td>
<td></td>
<td>• Should use structural soil for larger developments</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should incorporate permeable pavers and LID storm water management</td>
</tr>
<tr>
<td>Streetscape Paving</td>
<td>• Clearly define ped areas</td>
<td>• Should use paving materials to differentiate the amenity zone, sidewalk, open space, etc.</td>
</tr>
<tr>
<td></td>
<td>• Encourage creative designs</td>
<td>• Should use permeable paving for drainage</td>
</tr>
<tr>
<td></td>
<td>• Promote sustainability</td>
<td></td>
</tr>
<tr>
<td>Streetscape Furnishing &amp; Lighting</td>
<td>• Invite pedestrians to linger in a comfortable and clean pedestrian environment</td>
<td>• Should use benches, planters, trash containers, bike racks, etc. to encourage pedestrian activity</td>
</tr>
<tr>
<td></td>
<td>• Promote creative designs</td>
<td>• Should be durable</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should integrate lighting into streetscape design</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should enhance safety with furnishings that discourage sleeping + comprehensive lighting</td>
</tr>
</tbody>
</table>
DSG: Streetscape Guidelines

• Do you agree with the direction we are heading?
• Are we missing anything big?
DSG: Review Draft Design Standards & Guidelines for Key Streets
DSG: Key Streets

• Goals:
  – Promote a sense of place through context-sensitive design guidance for Key Streets
  – Build on special zoning requirements for key streets
    • Varied upper story setback requirements
    • Varied build-to ranges

• Contents
  – 21st Street
  – 20th & Broadway
  – Arapahoe & Curtis
  – Park Avenue & Welton

• Reminder: All other applicable DSG also apply to key streets.
## DSG: Key Streets

### 21st Street

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Promote development of a park-like “shared street” that emphasizes pedestrian and bicycle access</td>
<td>• Do not provide vehicle access from 21st</td>
<td>• Should incorporate 21st Street Plan streetscape recommendations</td>
</tr>
<tr>
<td></td>
<td>• Incorporate sustainable storm water management</td>
<td></td>
</tr>
<tr>
<td>• Promote sustainability</td>
<td></td>
<td>• Incorporate innovative LID storm water management</td>
</tr>
<tr>
<td>• Provide flexibility for creative upper story setbacks</td>
<td>• Shall provide equal setback area when using the zoning alternative for creative upper story setbacks</td>
<td>• Should use alternative to incorporate curves and other creative features</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should use for strong massing at gateway corners</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should preserve sky exposure</td>
</tr>
</tbody>
</table>
## DSG: Key Streets

### 21st Street (subareas)

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
</table>
| Ballpark to Arapahoe:  
- Promote development of a highly active, mixed use festival area |  
- Shall front open spaces with “highly active” uses |  
- Should incorporate masonry |
| Arapahoe to Broadway:  
- Promote development of strong urban forms at “gateway corners” |  
- Shall locate tall/iconic building elements at the Arapahoe and Broadway Gateway Corners (in combination with setback alternative) | |
| Arapahoe to Clements Historic District:  
- Provide a transition from the neighborhood to a more active 21st Street | |  
- Should incorporate landscaped open spaces when possible |

*Pages 50-52*
## DSG: Key Streets

### Other Key Streets

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
</table>
| 20<sup>th</sup> Street & Broadway:  
• Promote highly urban character |  
• Shall locate strong building elements at Gateway Corners |  
• Should limit upper story setbacks |
| Arapahoe & Curtis:  
• Promote development of ped/bike spine from CBD/Skyline Park/DCPA into Curtis Park |  
• Should incorporate expanded pedestrian features, such as enhanced setbacks  
• Should use setbacks to maximize CBD-Curtis Park visual connection  
• Should respond to bike facility |
| Park Ave & Welton:  
• Create scale & material transitions  
• Provide enhanced setbacks next to light rail |  
• Shall locate enhanced setback areas next to light rail  
• Shall use historic articulation and masonry materials on Park |  
• Should incorporate vertical streetscape features to separate pedestrians from light rail |
DSG: Key Streets

• Do you agree with the direction we are heading?
• Are we missing anything big?
DSG: Review Draft Design Standards & Guidelines for Signs
DSG: Signage

• Goals
  – Encourage signage that is integrated with the building’s architecture
  – No extra review steps for signage (avoid Cherry Creek North, where all signs go to DAB for review)

• Contents
  – Sign Location
  – Sign Character and Materials
  – Sign Lighting
  – Individual Sign Types
    • Projecting Signs
    • Arcade, Ground, Wall, Window, and Joint Identification Signs

• Note: Existing Downtown review processes will apply to signage in Arapahoe Square
DSG: Signage

- Façade Design for Signage (integrated into Chapter 2)
  - The DAB will use this section in regular design review

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Ensure that façade designs consider potential future signage locations</td>
<td>• Façade design shall consider potential future signage location (incorporating designated sign bands, etc.)</td>
<td>• Should use architecture as signage rather than individual signs when possible</td>
</tr>
<tr>
<td>• Ensure that facades promote harmony between massing, architectural features and potential future signage</td>
<td>• Shall consider future large scale building signage when applicable</td>
<td>• Should integrate power sources for signs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should consider potential future Comp Sign Plan</td>
</tr>
</tbody>
</table>
### DSG: Signage

#### Sign Location

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>• To ensure that signs are integrated into building design</td>
<td>• Signs shall be located within façade areas set aside for signage</td>
<td>• Tenant signage above the street level should be located to be integral to the building facade</td>
</tr>
<tr>
<td></td>
<td>• Signs shall not overlap/conceal architectural features</td>
<td></td>
</tr>
<tr>
<td>• Encourage sign locations that promote a vibrant, pedestrian-oriented street frontage</td>
<td>• Shall be located to ensure pedestrian visibility</td>
<td>• Should coordinate signage with streetscape elements</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Signs for multiple tenants should be consolidated whenever possible</td>
</tr>
<tr>
<td>• To improve wayfinding/business identification</td>
<td>• Shall be located adjacent to identified uses</td>
<td>• Should indicate building/parking entries</td>
</tr>
</tbody>
</table>
## DSG: Signage

### Sign Character & Materials

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>To encourage well-defined sense of place</td>
<td>Signs shall be designed to be integrate with architectural features</td>
<td>Signs should work together to create a cohesive identity for the façade</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should be creative and iconographic</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Should use use distinctive materials and craftsmanship</td>
</tr>
<tr>
<td>To promote human scale/pedestrian oriented signage</td>
<td>Shall be oriented-to and scaled for pedestrians</td>
<td>Should coordinate signage with streetscape elements</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Signs for multiple tenants should be consolidated whenever possible</td>
</tr>
<tr>
<td>To ensure that signs are a subordinate element</td>
<td>Shall be located adjacent to identified uses</td>
<td></td>
</tr>
<tr>
<td>To ensure that signs retain quality over time</td>
<td>Shall incorporate durable materials</td>
<td></td>
</tr>
</tbody>
</table>
DSG: Signage

• Sign Lighting

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Promote pedestrian-oriented sign lighting</td>
<td>• Lighting shall be directed towards sign or use caps/hoods&lt;br&gt;• Lighting shall be integrated into the façade or sign&lt;br&gt;• Conduit shall be concealed&lt;br&gt;• Shall not use internal illumination</td>
<td>• Should light signs at night to encourage continuous pedestrian activity&lt;br&gt;• Sign lighting should integrate with overall building lighting</td>
</tr>
</tbody>
</table>
### DSG: Signage

**• Individual Sign Types**

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standards</th>
<th>Guidelines</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Projecting: Promote unique visitor experience through creative sign design</td>
<td>• Projecting signs shall be three dimensional (limiting the need for text)</td>
<td>• Projecting signs should be located at corners/above entries to enhance building image</td>
</tr>
<tr>
<td></td>
<td>• Multiple projecting signs shall incorporate a consistent attachment detail</td>
<td></td>
</tr>
<tr>
<td>• All types: Limit visual impact of multiple signs and promote appropriate use of different sign types</td>
<td>• Wall signs shall fit within sign band/architectural details</td>
<td>• Ground-mounted signs should incorporate similar materials as facade</td>
</tr>
<tr>
<td></td>
<td>• Window signs shall not block views into active use areas</td>
<td>• Window signs should be scaled for pedestrians and located at, or below, pedestrian height</td>
</tr>
</tbody>
</table>

*Page 72-73*
DSG: Sign Standards & Guidelines

- Do you agree with the direction we are heading?
- Are we missing anything big?
Break
DSG: Review Updates to the Massing & Articulation Standards
DSG: Massing & Articulation Standards

• Intents:
  – To promote varied building massing that creates a strong sense of place through creative and innovative design
  – To promote a human-scaled environment
  – To promote buildings that integrate cohesive massing and articulation between the lower and upper story façade

• Provide “metrics” for these important standards (not that there is always flexibility for designs that meet the intent statements)
DSG: Massing Standards

- Combine at least two of the following on the lower story building façade:
  - A change in façade plane
  - A change in height of the upper story setback
  - A change in materials
Façade plane changes combined with other techniques
DSG: Massing Standards

Changes in upper story setback height combined with other techniques
DSG: Massing Standards

Changes in material combined with other techniques
DSG: Massing Standards

- Staff is developing another flexible option to meet the massing standard: Combine three options to create a more significant massing shift

Change in wall plane, setback height and materials, but at a longer interval

Not yet in DSG document
DSG: Massing Standards

• Additional massing standards & guidelines
  – Coordinate massing between street-facing lower and upper story building facades
  – Incorporate varied rhythms of massing techniques

• Flexibility for alternative designs that meet the intent:

Pages 26 & 28
DSG: Articulation Standards

• Incorporate vertical & horizontal articulation techniques on the lower and upper story facade:
  – Minor façade plane changes
  – Projections or banding
  – Window headers/groupings
  – Aligned balconies or terraces

• Use articulation techniques to reinforce overall building massing
DSG: Massing & Articulation Standards

• Do you agree with the direction we are heading?
• Are we missing anything big?
DSG: Review Revision to Upper Story Setback Alternative
DSG: History of the Upper Story Setback

- As the upper story setback conversation has evolved towards flexibility, the need for alternative to allow creative design has declined.
DSG: Setback Alternative

- We agreed that there would be a flexible alternative to the prescriptive zoning requirement
  - The upper story setback alternative
DSG: Setback Alternative

- Staff previously proposed the alternative to apply everywhere the zoning required setback applied.
- Based on task force requested revisions to the base zoning requirement, staff no longer feel the alternative is necessary (except on 21st Street, where zoning requires 100% setback).
Upper Story Setback

- 10’ setback requirement for 65% of frontage allows sufficient design flexibility - No alternative needed to allow for:

35% < 10’ Setback

65% > 10’ Setback

Pages 32-33
Upper Story Setback

- These buildings would not require the alternative
Upper Story Setback

• These buildings would not require the alternative

Art Hotel: 10 Stories; 65% setback at 10+ feet

1601 Wewatta: 65% setback at 15+ feet
Upper Story Setback

• Keeping the upper story setback alternative on 21st offers flexibility where the zoning requirement is for 10’ setback for 100% of the frontage.
Questions?

Do you agree with the staff recommendation to limit the setback alternative to 21st Street?
Task Force Meeting #7 Follow Up: Historic Transitions DSG
## DSG: Historic Transitions

<table>
<thead>
<tr>
<th>Intent</th>
<th>Standard</th>
<th>Guideline</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maintain and highlight historic resources</td>
<td>Shall incorporate design features on historic district-facing facades (including alley) that are consistent with street-facing façade (massing, transparency, etc.) Shall incorporate masonry on lower (60%) and upper story (30%) facades</td>
<td></td>
</tr>
<tr>
<td>Promote high quality four-sided design</td>
<td></td>
<td>Should reflect mass &amp; scale characteristics and pattern of windows/opening of adjacent historic resources</td>
</tr>
<tr>
<td>Promote design compatibility on facades adjacent to historic structures</td>
<td>Shall not locate visible structured parking above the height of an adjacent historic landmark or contributing building</td>
<td></td>
</tr>
</tbody>
</table>

*Pages 44-45*
Ballpark Historic Transition

Arapahoe Square

Ballpark

Image credit: Google Earth
Historic Transition: No DSG
Historic Transition: With DSG
Historic Transition: No DSG

20 Stories
Historic Transition: With DSG

20 Stories
Historic Transition: With DSG

16 Stories
Historic Transition: With DSG & Upper Story Setback on Rear

- 16 Stories
- 10’ Upper Story Setback
Historic Transition: With DSG & Upper Story Setback on Rear

- 16 Stories
- 15' Upper Story Setback
Historic Transition

• Design standards and guidelines successfully address the transition

  So-

• Staff recommend using the updated DSG to address the historic transition, rather than zoning setbacks or a mapped zone district transition
Task Force Meeting #7 Follow Up: Historic Transitions (What would a mapped transition look like?)
Mapping: Ballpark Historic Transition

- Note: The Northeast Downtown Neighborhoods Plan map does not indicate a height transition to the Ballpark Historic District
Historic Transition: Recommended Mapping

Ballpark

Potential Redevelopment Site

Clements

Curtis Park

Five Point Historic Cultural District

Draft Mapping
Historic Transition: Mapping a Zone District Transition

- Ballpark
- Potential Redevelopment Site
- Clements
- Curtis Park
- Five Point Historic Cultural District
- Draft Mapping with Dogleg

Zoning and Design Standards & Guidelines
Historic Transition: D-AS-16/20+ (No Mapped Transition)

20 Stories (uses wrapped parking incentive)
Historic Transition: D-AS-8/12+
Mapped as a Transition

12 Stories (uses wrapped parking incentive)
Historic Transition: D-AS-16/20+ (No Mapped Transition)

16 Stories (no height incentive used)
Historic Transition: D-AS-8/12+
Mapped as a Transition

8 Stories (no height incentive used)
Historic Transitions

• Do you agree with the direction we are heading (no mapped transition – extensive guidelines in the DSG)?

• Are we missing anything big?
Task Force Meeting #7 Maximum Zoning Heights in Curtis Park
Mapping: Curtis Park Heights

- **D-AS**: 200’ max height
- **D-AS**: 80’ max height
Curtis Park

- Southern Edge – Curtis Park meets Arapahoe Square at Park Ave West. The strategy for transitioning from the much higher building heights in Arapahoe Square is to limit development to 5 stories along Park Ave, and then step down to a three story maximum approaching 24th Street.
Curtis Park Heights

Draft Mapping
Curtis Park Heights

Currently D-AS (80’ max) and proposed to become U-MX-3
Curtis Park Heights

- Discussion regarding application of NE Downtown Neighborhoods Plan height recommendation for 3 stories near 24th and Champa
- Curtis Park Neighbors voted to support one of two options
  - Don’t re-map 24th and Champa
    - Requires leaving existing D-AS in DZC
  - Re-map 24th and Champa as MX-5
    - Inconsistent with plan direction
- We will ask for a task force recommendation at our next meeting
Next Steps

- Next Meeting: January 26 or 27
  - Proposed public review draft of zoning, DSG and mapping

Photos

- Email Abe if you have photos that you think would be good for the DSG
  abe.barge@denvergov.org