

Package 1: Vision & Policies, Small Lot Residential Density, & Exterior Building Material

Vision & Policies call for:

- Historic Core maintains a traditional character
- New development reflects or uses design elements similar to those featured on historic structures in the Core
- New development avoids creating a false sense of history

Exterior Building Material:

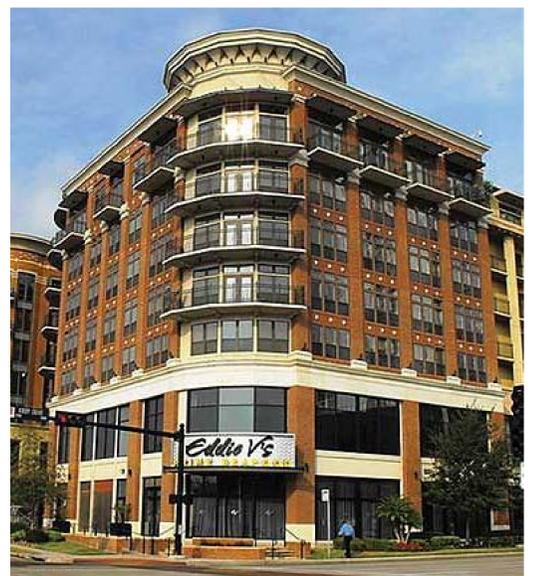
- 1st – 3rd story – traditional, masonry
- Stories above 3rd – other material also allowed
- If stepped back above 1st story – other material also allowed
- Accent materials – 10% of material: metal, glass, wood, stucco, concrete
- Portions of building facing alleyways, for example, may also use other material



Package 2: Building's Corner Treatment

Corner Treatment:

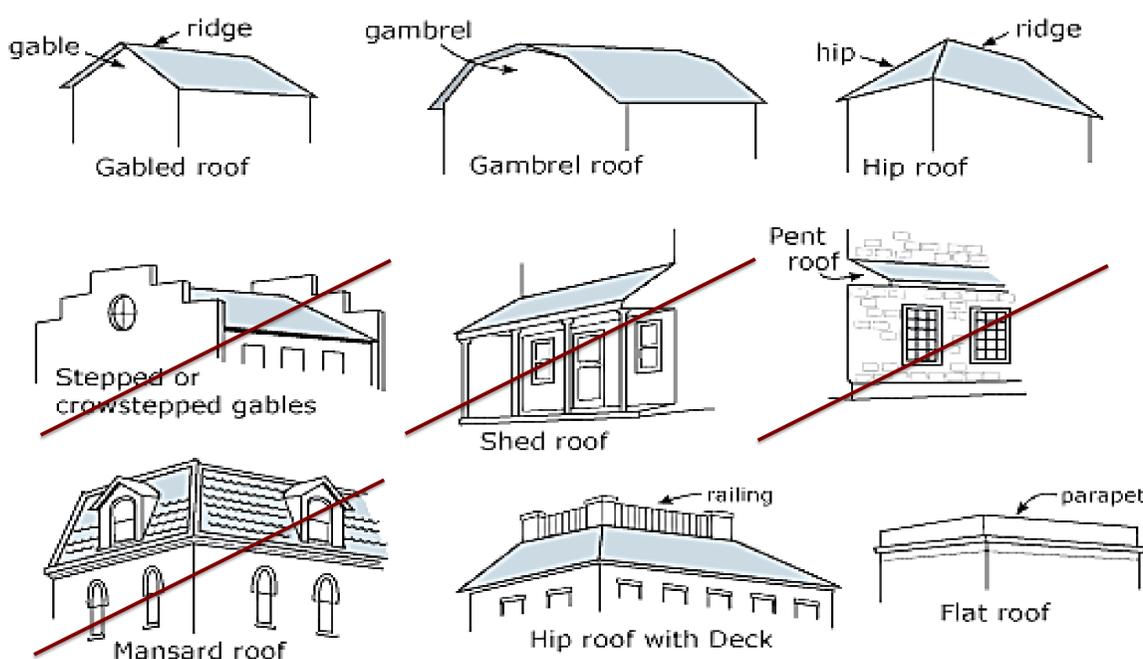
- Maintain requirement for corner treatments that:
 - Provide entrances toward the corner
 - Incorporate architectural detailing
 - Emphasize the corner
- Allow administrative design flexibility where corner treatment is not feasible such as where:
 - Corner is necessary for providing a garage entry
 - Corner portion of building is too narrow to provide accessible entry



Package 2: Building's Roof Form

Roof Form:

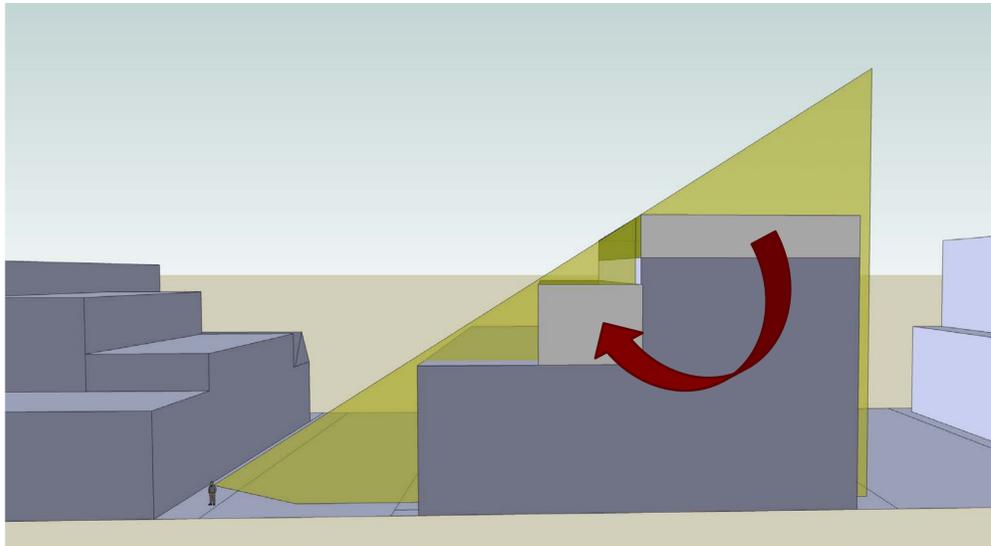
- Buildings' upper floors:
 - Step back versus extend over lower floors
- Allow variety of roof forms including:
 - Gable
 - Gambrel
 - Hip
 - Hip with deck
 - Flat
- Roof forms would not include:
 - Stepped or crowstepped
 - Shed
 - Pent
 - Mansard



Package 3 : Height & Stepbacks

Please include your comments on this page:

Height – using a daylight plane:



- Maintain the current 3-story height overlay along Leary Way
- Maintain the current height allowance up to 5-stories in remainder of Historic Core
- Maintain current opportunity to use incentive credits for one additional story in remainder of Historic Core
- Allow transfers of floor area within the daylight plane provided that total floor area is not exceeded

Stepbacks:

- If stepped back above 1st story – other material also allowed
- Stepback above 3rd story – depth of 10 feet from facades facing public parks and designated historic landmarks
- Allow design flexibility for superior design that meets the intent of the Historic Core



Package 3: Encroachments & Signage

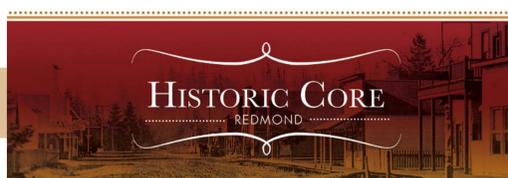
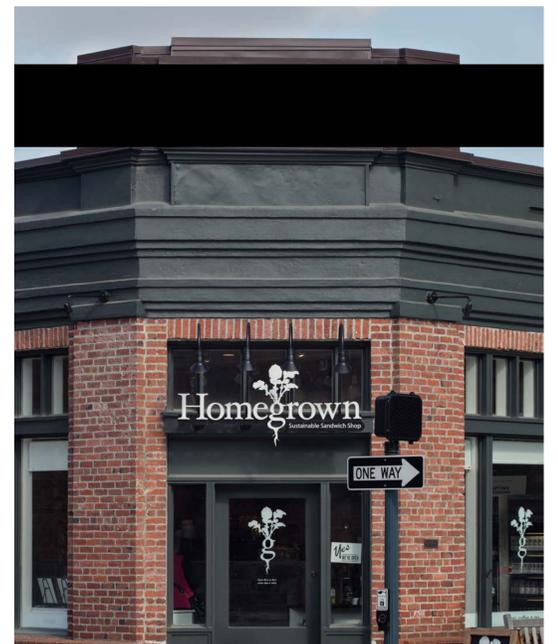
Please include your comments on this page:

Building Form & Encroachments:

- Require stepping back the building from the lower stories for traditional character
- Encourage alcoves for café uses, small courtyards such as at significant building entrances, and outdoor seating for activation
- Allow awnings and signs, above the sidewalk and pedestrian zone
- Limit projection of balconies, bays, and decks to 2 feet from face of building, into setback easement

Signage:

- Consistent with Historic Core character
- Signage types and form:
 - Window signage
 - Painted signage on wooden facades
 - Wood signs
 - Signs on awnings
 - Signs lit by sources other than the sign itself
 - Decorative signs hung perpendicular to the building façade
- Neon signs:
 - Consider limiting to interior use & inward facing



Package 3: Building Base, Activation & Pedestrian Experience

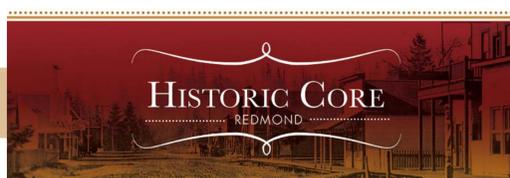
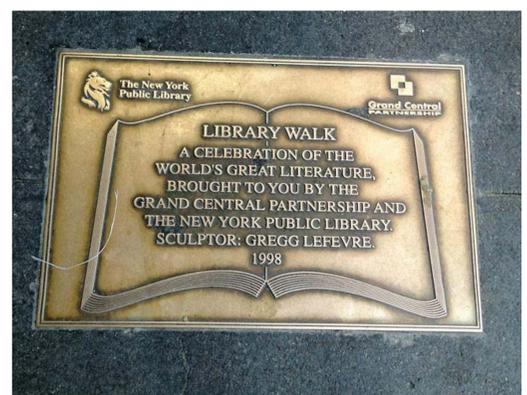
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Building Base (Design):

- Incorporate traditional designs, respectful of Historic Core character
- Encourage high support for and high quality pedestrian experience
- Capture pedestrian's attention and invite connection with interior businesses and other uses
- Include variety of distinctive architecture and design treatments, textures, and details

Activation & Pedestrian Experience:

- Include elements and features that invite people to stop, view visit learn and shop
- Provide interest such as with creative, place-based, and historic interpretation
- Blend outdoor and indoor uses such as through use of accordion window wall
- Provide seating and protection from weather
- Maintain opportunity to consider parklets and streateries



Package 3: Windows at the Building Base & Orienting to Parks

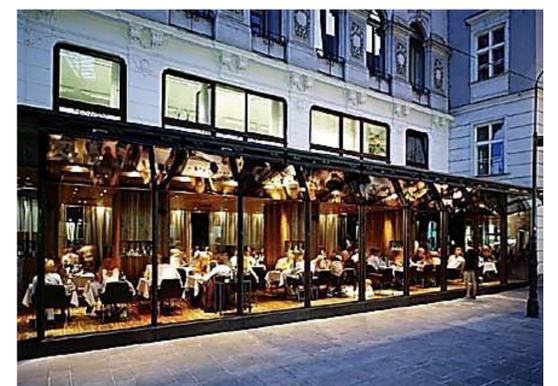
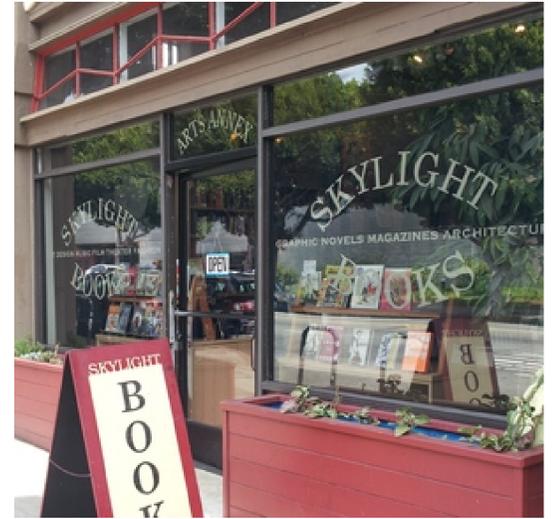
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Windows at Building Base:

- Provide 75% transparency around the base (1st story) of the building
- Allow alternative treatments at building entrances for enhancing and supporting uniqueness for the pedestrian experience
- Exempt utilitarian portions of the building base from the requirement including:
 - Garage entrances
 - Service areas
 - Waste management
 - Parking areas

Orient to Parks:

- Include commercial uses and pedestrian amenities such as seating areas also at the park frontage
- Support pedestrian mobility through building design
- Step the building back 10 feet at the 3rd story from the park frontage
- Also orient upper stories to the park by including decks and balconies facing the park



Package 3: Leary Way Draft Sidewalk Standards

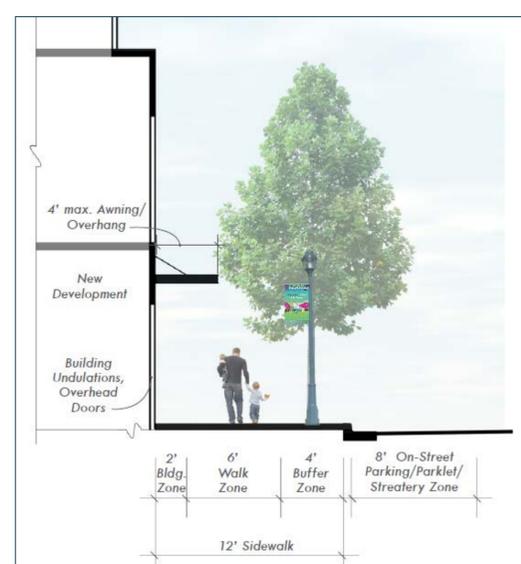
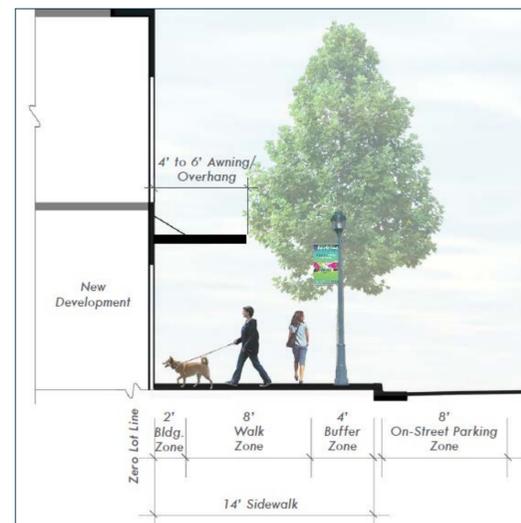
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Leary Way

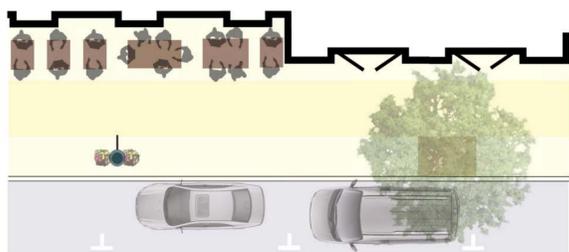
- Three streetscape alternatives are under consideration:
 - 14' streetscape with 8' walk zone
 - 12' streetscape with 6' walk zone (closer to existing conditions on Leary)
 - Performance-based standard with 12' or 14' foot baseline and 6' walk zone

Walk Zone:

- 8' current standard
- 6' current minimum



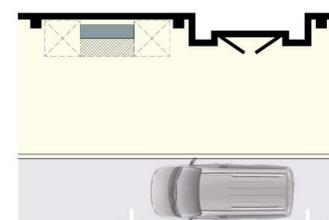
Portions of new buildings may be set 2' closer to the curb when the development includes a public amenity somewhere else along the façade, such as a plaza, setback, or public seating area. All configurations would ensure that at least 6' of through walkway area is provided.



Café seating example



Plaza example



Public seating example

Staff are considering two variations of the performance-based standard. Which do you prefer?

| Performance-Based Sidewalk width alternative | Pros | Cons | Comment |
|---|---|---|---------|
| Start at 12', can reduce to 10' minimum when amenities are provided | <ul style="list-style-type: none"> • Larger, more flexible retail spaces in new buildings • Easier to accommodate building requirements such as on-site parking • Smoother transitions between new and historic building faces | <ul style="list-style-type: none"> • Less walking space (up to three people can walk abreast at narrowest points) • Fewer opportunities for outdoor seating or other uses of the public right-of-way | |
| Start at 14', can reduce to 12' minimum when amenities are provided | <ul style="list-style-type: none"> • More walking space (up to four people can walk abreast at narrowest points) • More opportunities for outdoor seating or other uses of the public right-of-way | <ul style="list-style-type: none"> • Smaller, less flexible retail spaces • Difficult to accommodate building requirements such as parking • More abrupt transitions between new and historic building faces | |



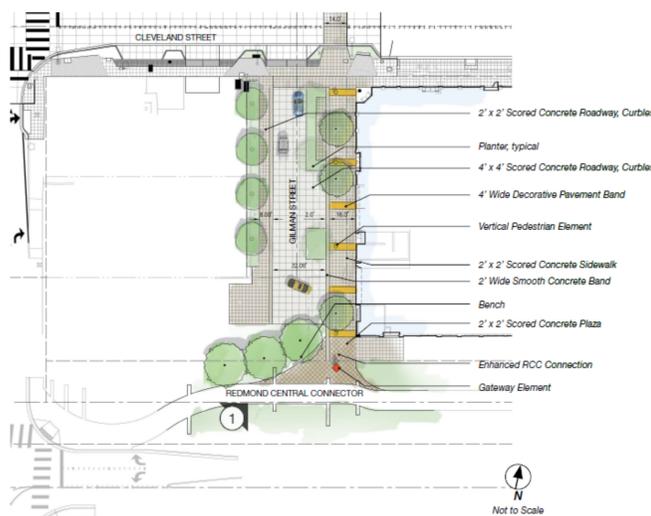
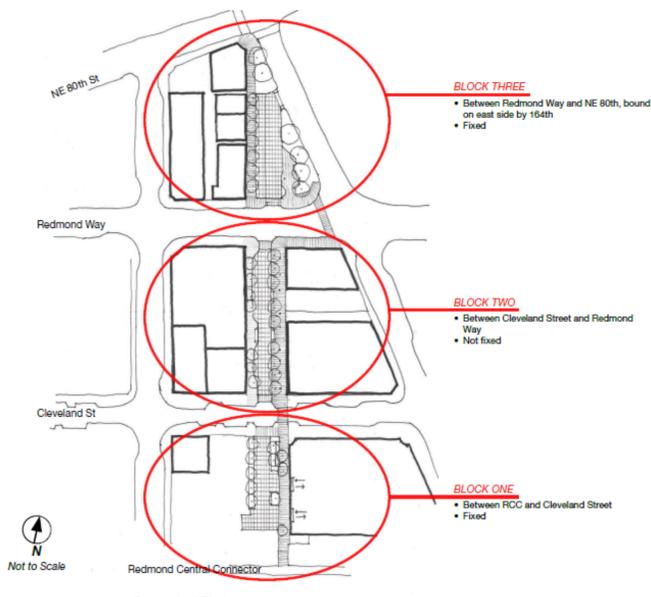
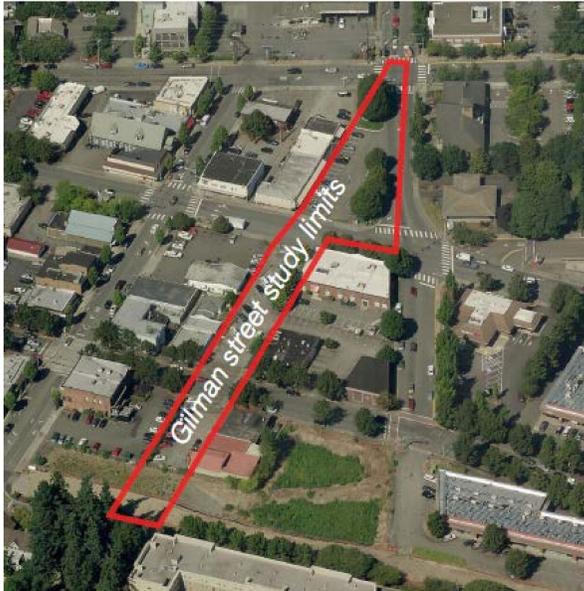
Package 3: Gilman Streetscape

Gilman Street, located within Redmond's Historic Downtown Core, provides pedestrian and local access to adjacent storefronts, the Redmond Central Connector, Cleveland Street, and Redmond Way. There is great potential for the street to become a unique, shared use space in the Downtown neighborhood that emphasizes pedestrian comfort while providing needed parking and vehicular access to surrounding blocks.

These proposed design standards would yield a 60'-wide shared street that seeks to achieve the following:

- Create a vision for a shared-use street/space using the entire 60' right-of-way.
- Preserve, enhance, and add to the context of the downtown historic core.
- Emphasize pedestrian friendliness.
- Enhance connectivity between Flagpole Plaza and the Central Connector.
- Create a unique ambience to Gilman Street.
- Provide for auto access, emergency access, and delivery access including on-street parking while minimizing overall loss of parking.
- Create a conceptual plan for developer frontage improvements and level of quality.

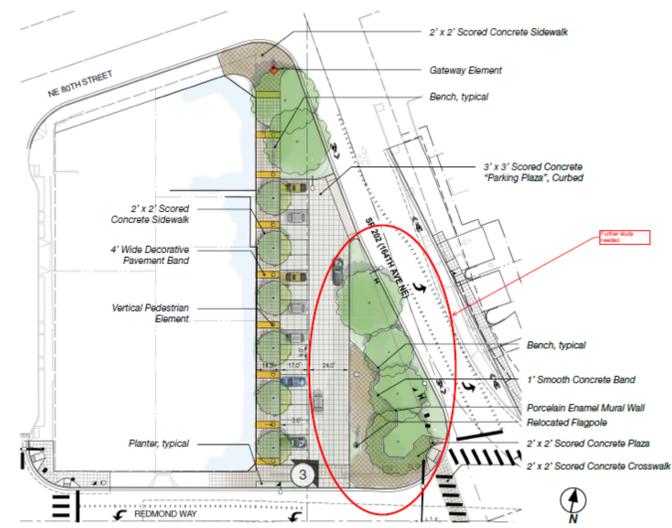
If adopted, these design guidelines would be implemented as properties redevelop. There will not be a public project as was the case on Cleveland Street.



Block 1



Block 2



Block 3

