



DEVELOPMENT STANDARDS AND DESIGN GUIDELINES

October 10, 2018



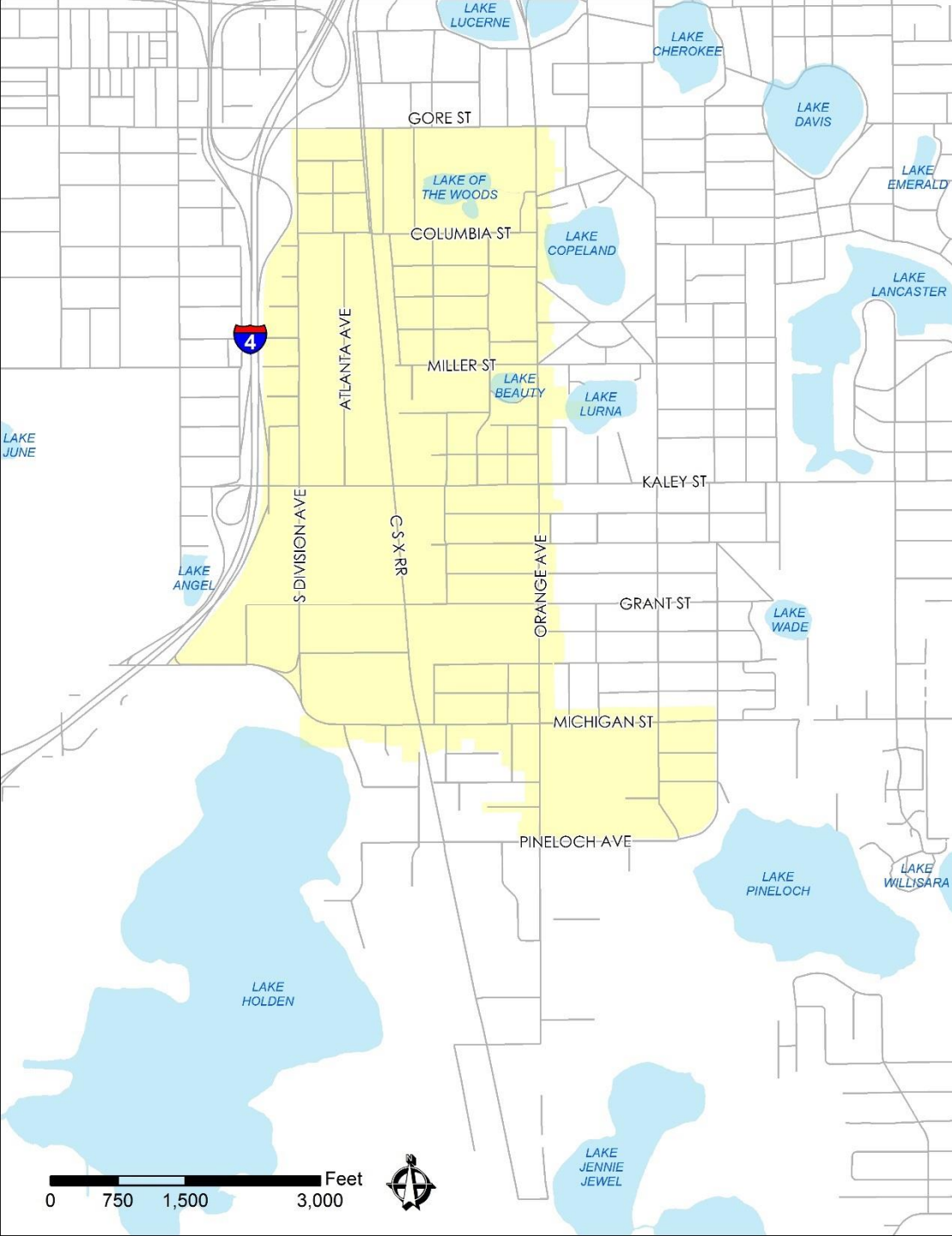


AGENDA

Purpose
District Boundary
Transect Zones
Development Standards
Bonus System
Development Review
Questions

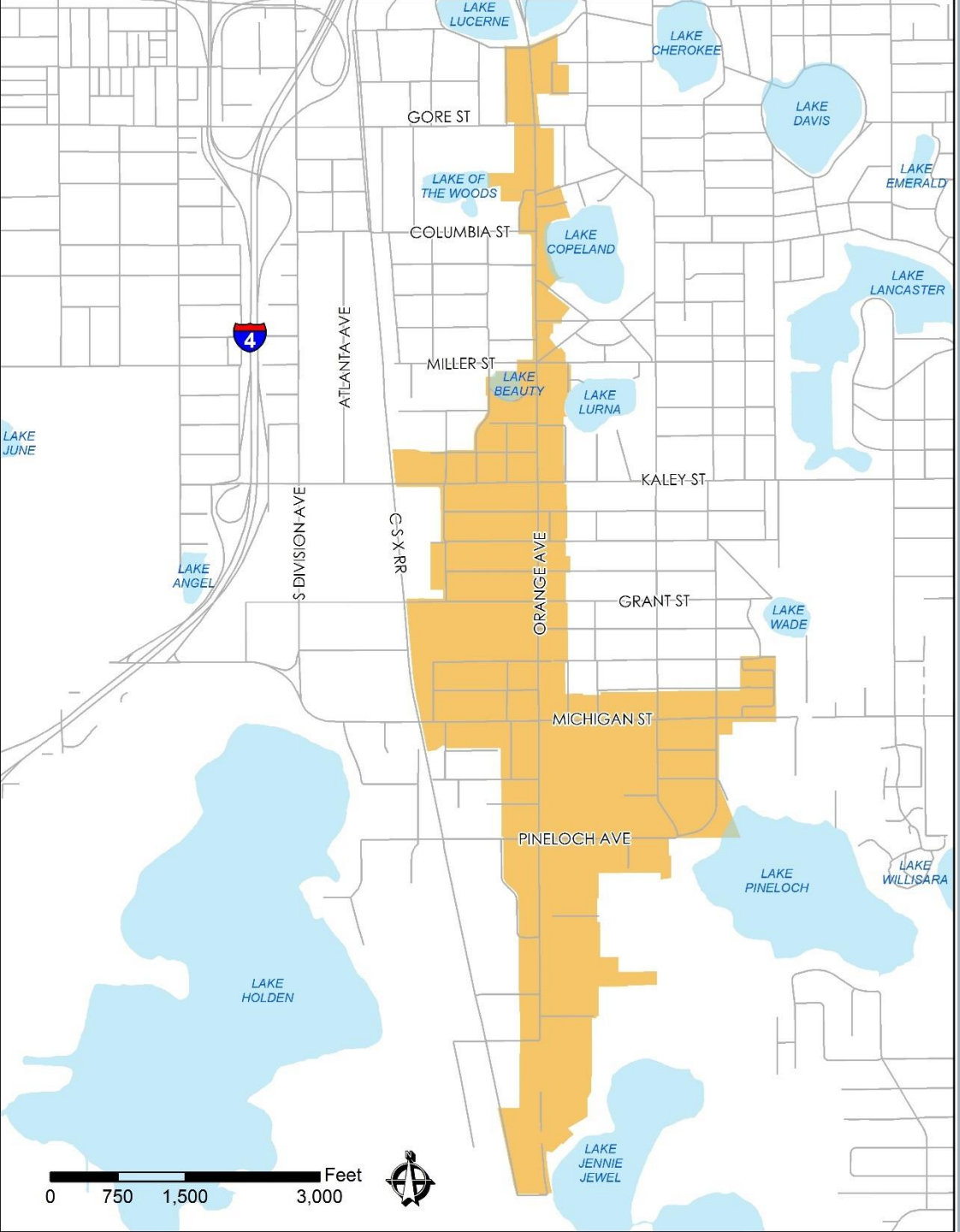
PURPOSE

Consolidate and adjust
Land Development Code
requirements to
implement the DSNID
vision and City Growth
Management Plan
policies.



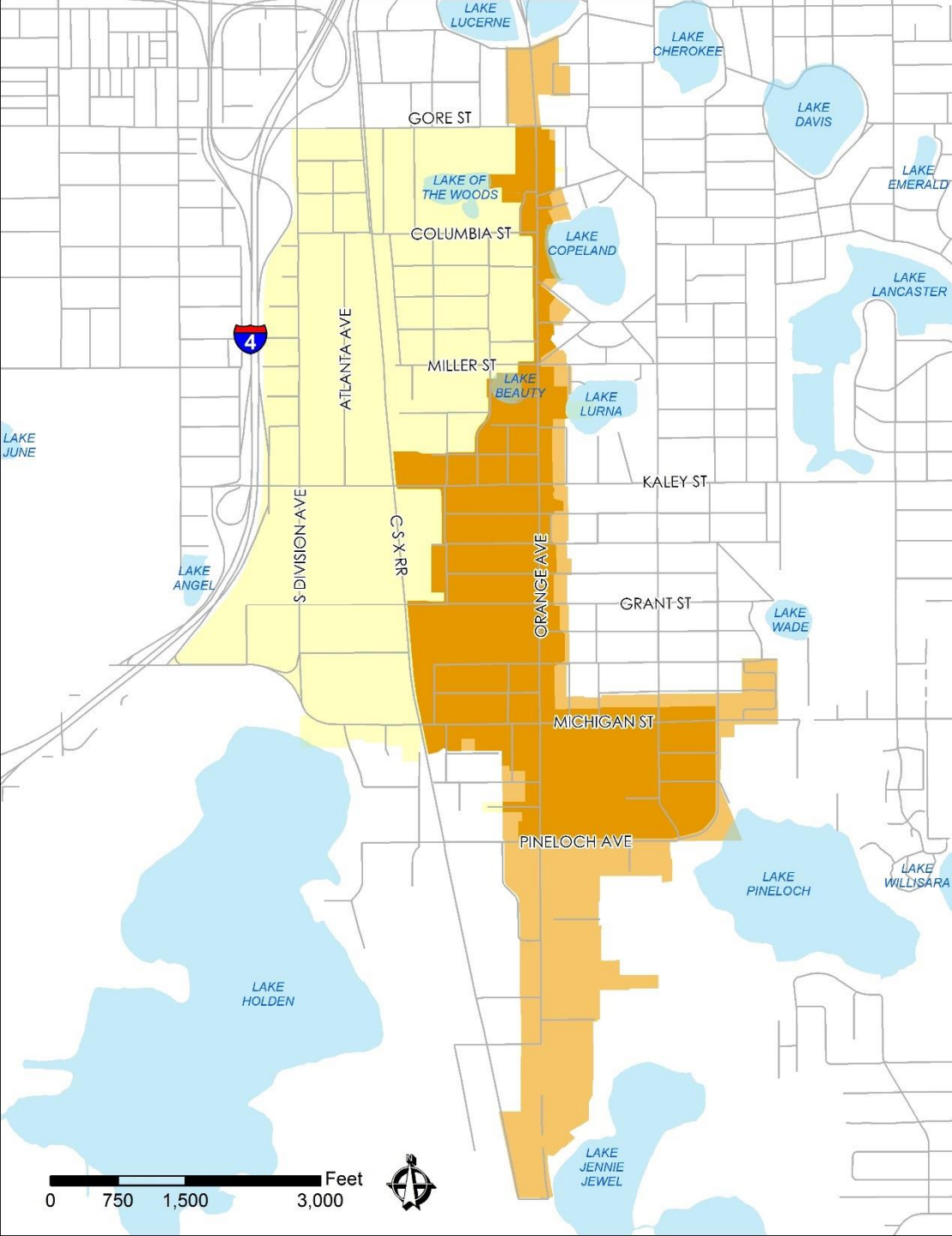
DSNID BOUNDARY

The district boundary is the combination of the Orange-Michigan Overlay District and the Downtown South Neighborhood Improvement District (DSNID)



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TRANSECT ZONES

Guide development form
& design in order to
foster predictable built
results and a high-quality
public realm.



T-4

T-3.5

T-3

T-5

T-6
without
bonus

T-6
with bonus

Orange Ave

Division Ave

Railroad

LAKE OF THE WOODS

T-6

URBAN CORE

- High intensity development
- Transit-oriented
- Mixed-use: residential, retail and office
- Continued industrial
- Bicycle and pedestrian-friendly
- Accommodate outdoor dining and public plazas
 - 9 stories (17 w/bonus)



T-5

URBAN CENTER

- Medium intensity development
- Multi-modal (transit, bicycle, pedestrian)
- Mixed-use: residential, commercial, retail, office, and entertainment
- Off-street parking behind buildings
- 5 stories





T-4

GENERAL URBAN

- Medium intensity development
- Buffers residential neighborhoods from high intensity T-6
- Mixed-use: residential, commercial, retail, service, office
- Pedestrian oriented building design
- 3 stories (4 w/ bonus south of Michigan)

T-
3.5

NEIGHBORHOOD TRANSITION

- Low intensity development
- Residential character
 - Townhomes, attached, or semi-detached buildings
 - Mixed-use: residential and office
 - 2.5 stories



T-3

NEIGHBORHOOD

- Low intensity development
- Single-family residential
 - Detached homes
 - 2.5 stories





STANDARDS

Guide building form & design to ensure development creates a coherent public realm and strengthens the physical and functional character of the area.



Height

Blocks

Development
Compatibility

Parking

Signs

Setback
s

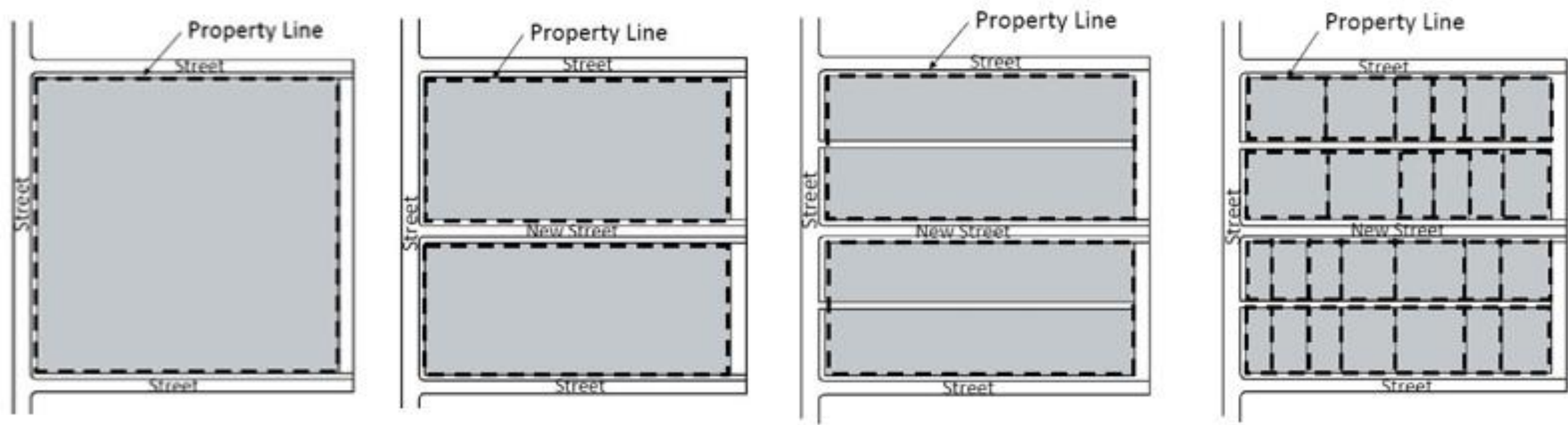
Façade
Design



Blocks

BLOCKS

Shorter blocks create efficient grids for all modes



Step 1: Original Site

Step 2: Introduce Streets

Step 3: Introduce Alleys

Step 4: Introduce Lots



Setbacks



SETBACKS

The building setbacks along a street shall be measured after allocating enough room to accommodate a 13-foot streetscape zone (7-ft wide furnishing zone adjacent to the curb, and a 6-ft wide public sidewalk between the furnishing zone and the site). May require easements.

SETBACK VARIATIONS



Expanded Pedestrian Area



Increased Privacy/Landscaping

ENCROACHMENT

Cantilevered balconies, bay windows, roof overhangs and similar elements may encroach into the Street Setback Zone



Steps extending into Street Setback Zone



Canopy extending into Street Setback Zone



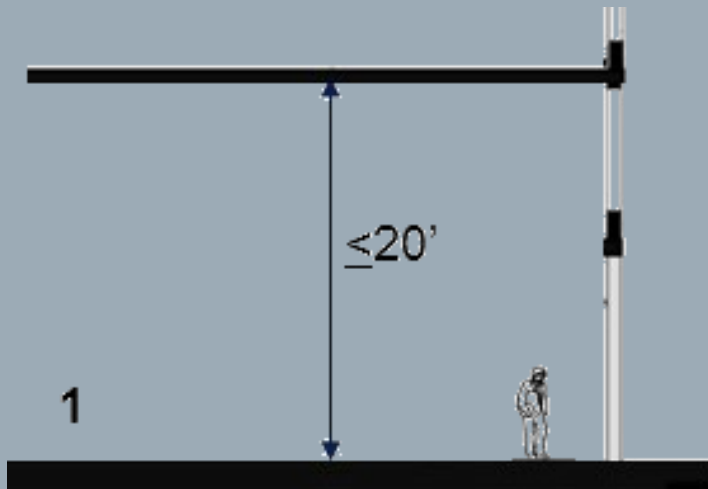
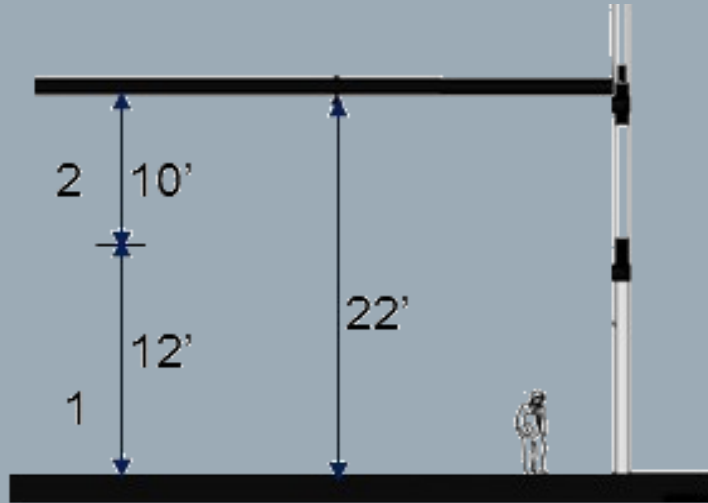
Arcade extending into Street Setback Zone

Height



HEIGHT

	T-3 & T-3.5	T-4	T-5	T-6
Building Height:				
Min.	NA	20' overall	20' overall	20' overall
Max.	2.5 stories 24' to eave ❶ 35' overall ❷	3 stories ❶	5 stories ❶	9 stories ❶ (120 ft. max.)
Height Bonus (CUP)⁽¹⁾	Not allowed	Up to 4 stories (south of Michigan Avenue only)	Not allowed	Up to 17 stories (200 ft. max.)



FLOOR HEIGHT

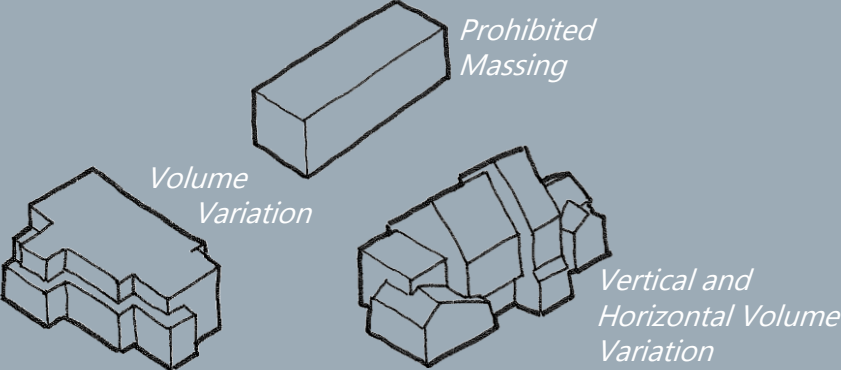
A floor height of 20' or less constitutes a story, if the floor height exceeds 20', each height of 12' constitutes a floor.

Façade
Design



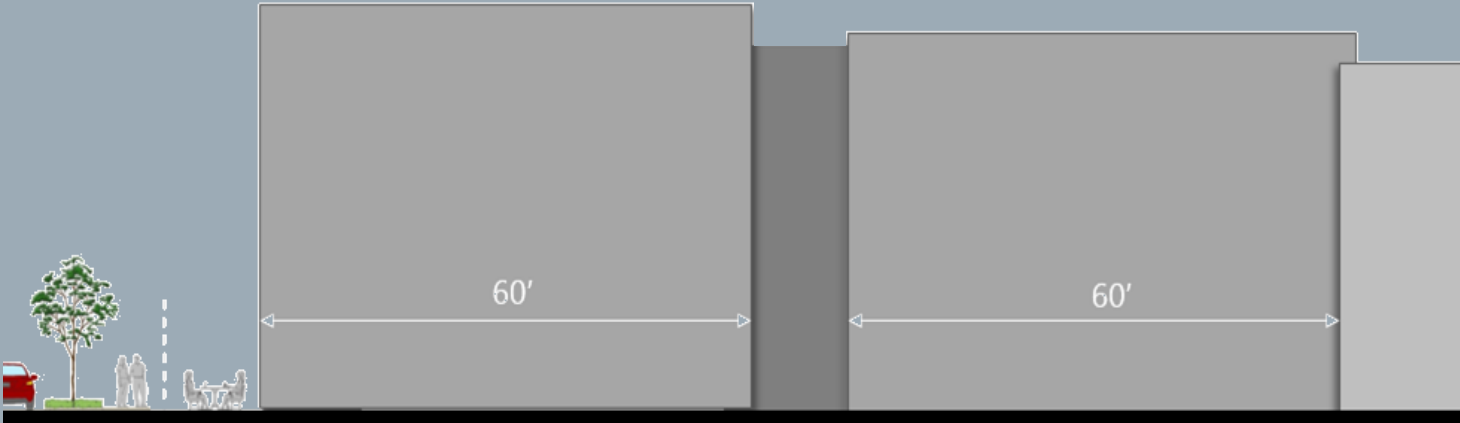
MASSING

Building Massing



Building Articulation

	T-3 & T-3.5	T-4	T-5	T-6
Building Length	75' max.	N/A	N/A	N/A
Articulation Spacing	Every 30'	Every 60'	Every 120'	Every 120'
Projection/Recess Depth	2'	3'	3'	3'

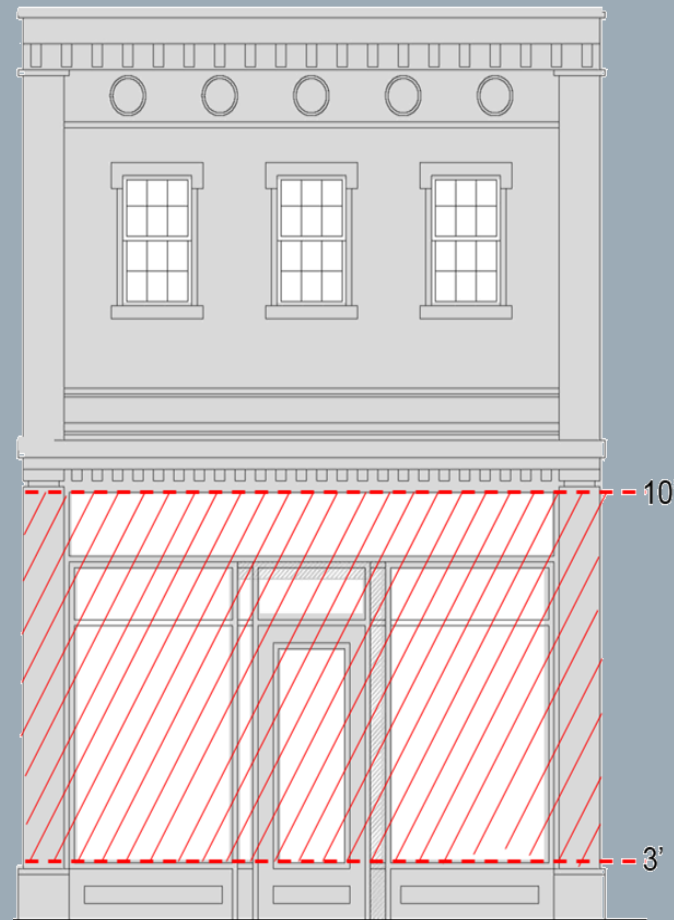


FAÇADE DESIGN

Elements



Fenestration



T-4, T-5 and T-6 zones: No less than 30% first floor, 15% upper floors.

T-3 and T-3.5 zones: No less than 15%.



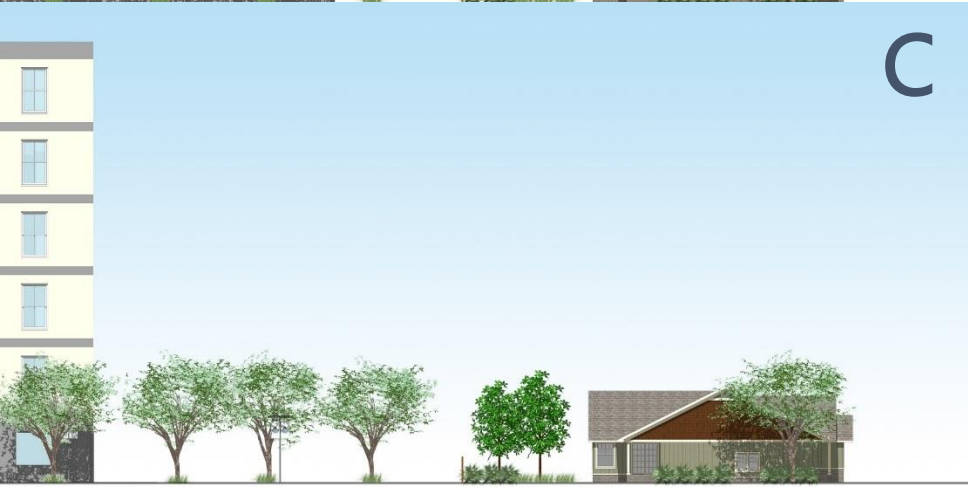
Development
Compatibility



A



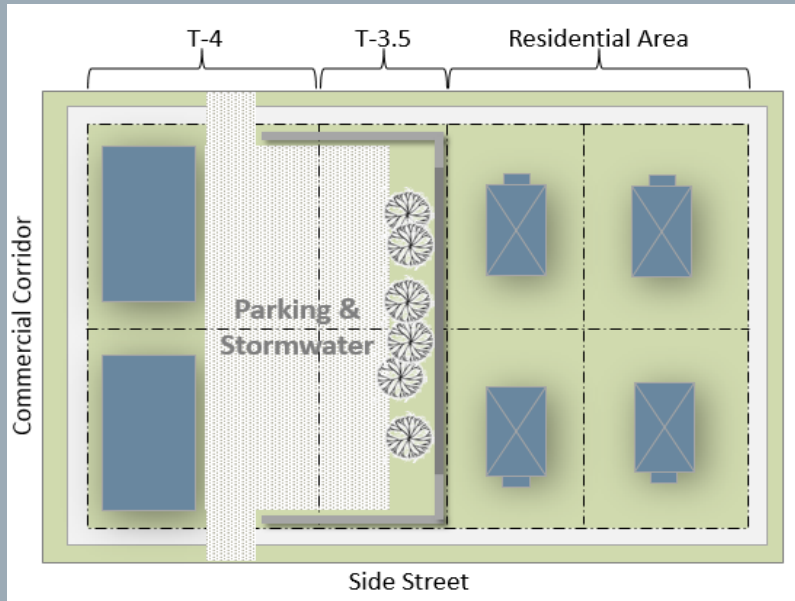
B



C

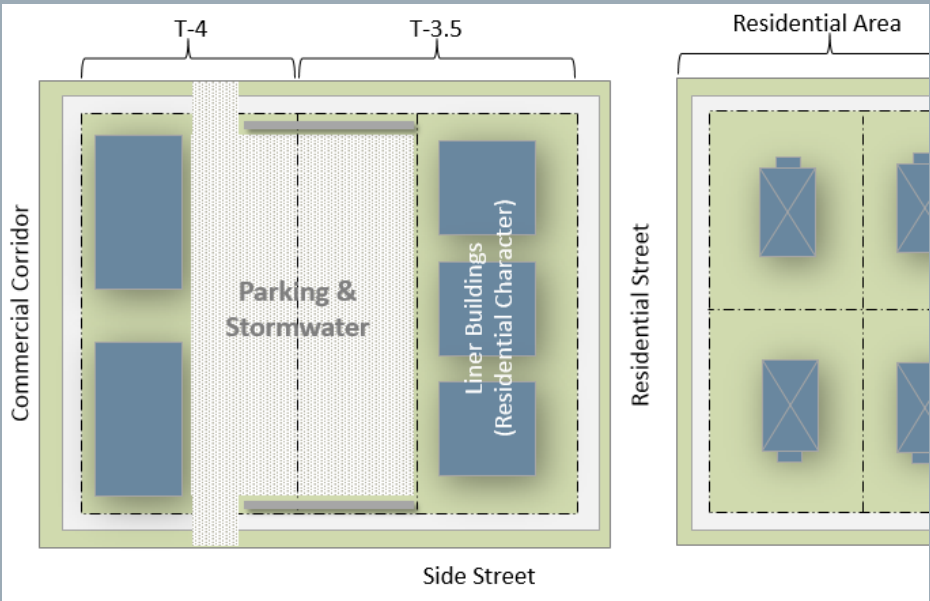
DEVELOPMENT COMPATIBILITY

For buildings over 2 stories in T-4 and T-5 zones facing single family residential, an additional building setback of 10 ft over the minimum required for each floor above 2 stories.



DEVELOPMENT COMPATIBILITY

T-3.5 serves as a buffer between the higher intensity zones and the low density/historic neighborhoods east of Orange Avenue and the residential areas south of Michigan Avenue.

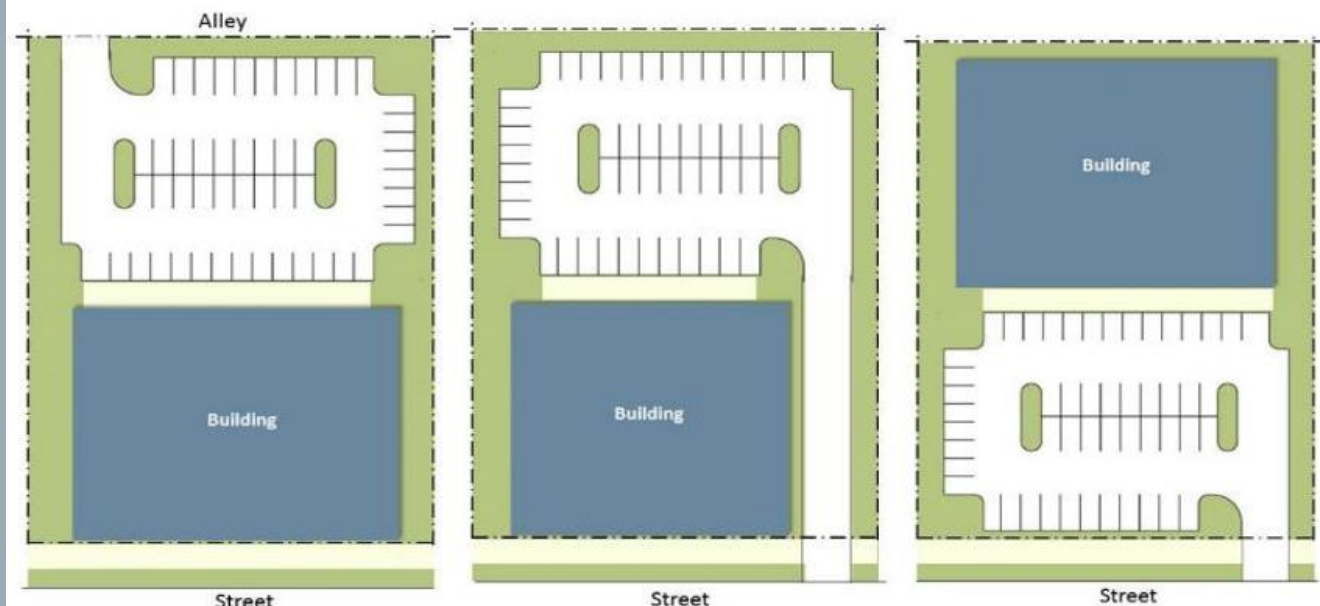




Parking

PARKING

Surface Parking

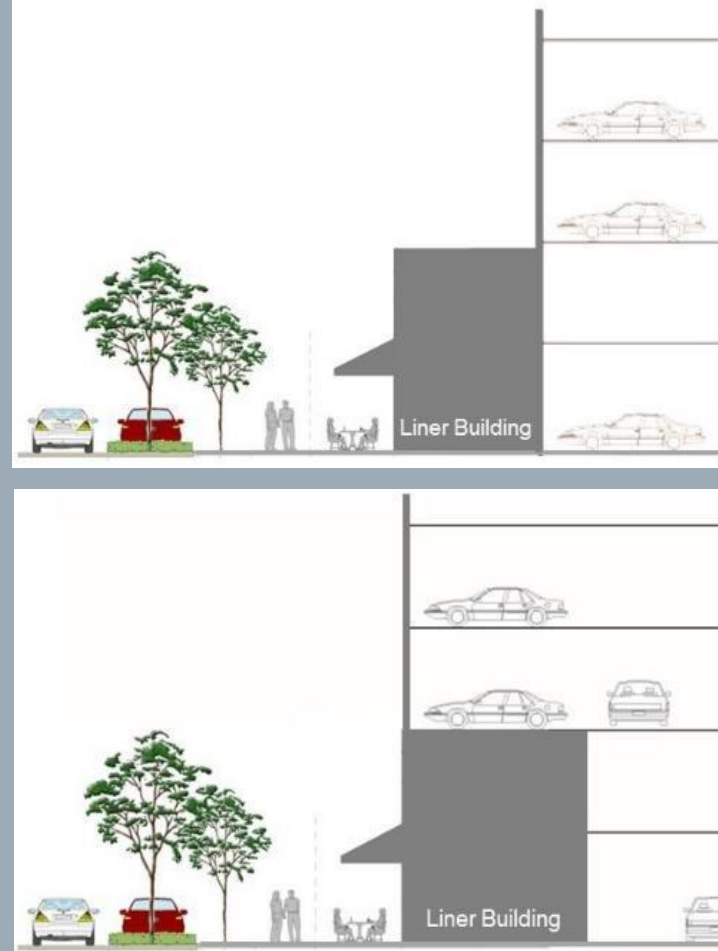


Recommended

Permissible

Prohibited

Structured Parking





Signs

SIGNS

Traditional



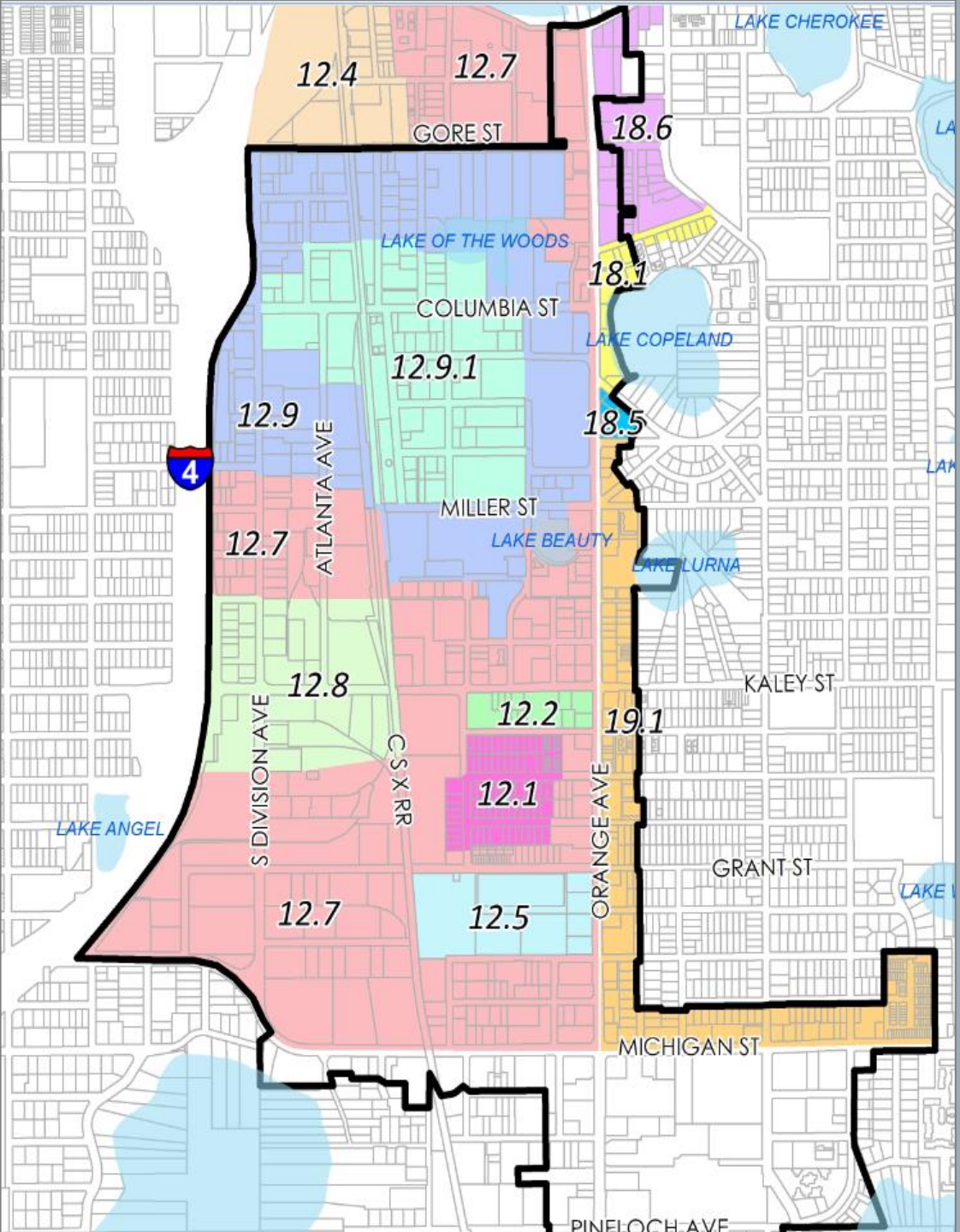
SODO District





BONUS SYSTEM

Development projects within the SODO district that meet all the standards may be eligible to achieve additional density and/or intensity and height.



DEVELOPMENT BONUSES

Geographical Area (see Fig. 63)	Max. Development Density (units per acre)	Max. Development Intensity (Floor Area Ratio)
12.8 (Kaley Gateway)	100	2.0
12.9 (Transit 1)	100	1.6
12.9.1 (Transit 2)	100	3.0

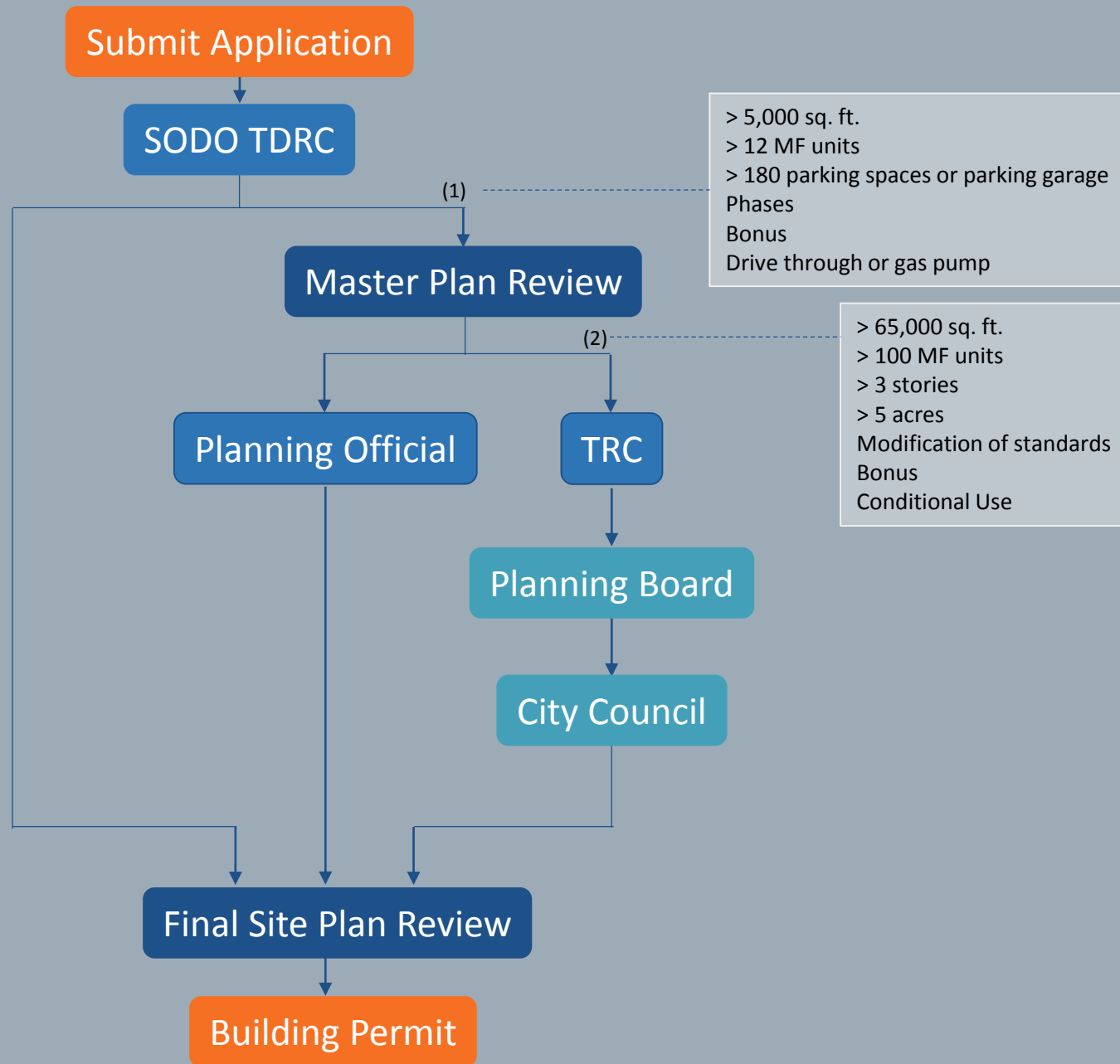


DEVELOPMENT REVIEW

SODO Technical
Development Review
Committee (TDRC)

Master Plan

Final Site Plan





QUESTIONS?