

AUGUST 21 COMMUNITY MEETING: SITEPLAN AND MATERIALITY SHOREWOOD H.S. CAFETERIA



Agenda: 7:00 - 9:00 2 Hours

1. Introduction	5 minutes
2. What We Heard - Revised Design Principles - Building Footprints	20 minutes
3. Further Development - Parking Options - Site Footprint Diagrams	20 minutes 30 minutes
4. Materiality (architectural character)	10 minutes
5. Next steps	5 minutes

INTRODUCTION:

Robert Olander, City Manager

- Review of Process-to-date: Site Selection, Programming, Budgetary, Developer/Architect Selection Process, Previous public meeting

PJ Santos, OPUS and Walt Niehoff, LMN Architects

- Presentation of "What We Heard" from previous public meeting

1. Review of Guiding Principles (as revised/amended at previous public meeting) and Project Goals
2. Review of Site Context (Interurban Trail, future Heritage Park, Aurora, 175th, Future Civic Center)
3. Reviewed direction received from previous public meeting regarding Plans A-H, and public preference for Plan B

Need good access for people with disabilities. Door color should always contrast with wall color. Neither should be dark, because it makes the whole room dark. Floors, countertops, desk tops, and table tops should never be white nor black, because it conceals too many small objects.

Integrate symbols of Democracy

People First.

- Warm and Welcoming
- Flexible
- Functional (Efficient / Flexible)
- Open House Light
- Community Living Room
- Open and Visible
- Community Meeting Room
- Gathering Space, Off-Hour Activities
- Minimal Visual Spatial Impact on Cars

Inclusive.

- Public Involvement and Participation
- "Working at the Diversity of Shoreline"
- "Community Meeting Client"
- Flexible Meeting Space
- Integrated Social and Cultural
- Family Friendly
- Resistant to Neighborhood

Accessible.

- Accessible Pathways
- Accessible, Safe
- Connected
- Unobstructed
- Visible Orientation
- Visible, Accessible, Connected (not expensive)

Connected.

- Link Community Neighborhoods
- Integrate and Reinforce Town Center Projects
- To Transit, To the Public
- To the World
- Long Range Planning (30+ years)
- Shared Public and Private Mobility
- Shared Equipment and Tools

Specifically... Shoreline.

- Shared Public and Private Mobility
- Adaptive Reuse and Restoration of Existing Buildings
- Enhance Visual and Architectural Character
- Working at the Diversity of Shoreline
- Model, Simple, and Characteristic
- Integrated Regional Art / Culture / Music
- Local Orientation
- Visible Tradition of Educational Excellence

Sustainable.

- Environmentally, Socially, Economically
- Focus on Benefits rather than Certification
- Balance Operations Costs with First Costs
- Long Range Planning (30+ years)
- Flexible, Resilient, Productive
- Utilize Close Environmental Goals
- Use Life-Cycle and Cradle-to-Cradle Analysis

Low-Impact.

- Environmental/Resource
- Long Range Planning (30+ years)
- Connected to Transit and Bike Paths
- Preserve Natural Systems, Resources
- Healthy Environment, Healthy Community
- Avoid Traffic Impacts on 175th, Interurban Trail
- Environmental Area / Energy
- Reduce Parking Areas, Visual Impacts of Parking

Sensible.

- Accessible, Simple, but Characteristic
- Quality Project, but Within set Budget
- Functional Expansion, as Needed
- Long Range Planning (30+ years)
- Functional, Efficient, Flexible
- Durable for Resilience
- Flexible, Proven, Technological Products

Affordable.

- Quality Project, but Within set Budget
- Innovative Expansion, as Needed
- Balance Operations Costs with First Costs
- Lifecycle Costs of Energy, Features
- Use Life-Cycle and Cradle-to-Cradle Analysis to ensure sustainable over long periods

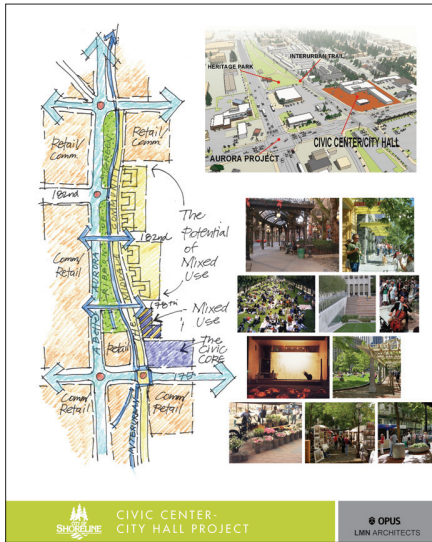
Civic.

- Encourage Values and Aspirations of Community
- Shared Community
- Public Space, Community Amenity
- Model, Simple
- Gathering Space, Off-Hour Activities
- Long Range Planning (30+ years)
- Easy to Use and Accessible to All
- Welcoming Outdoor / Public Space

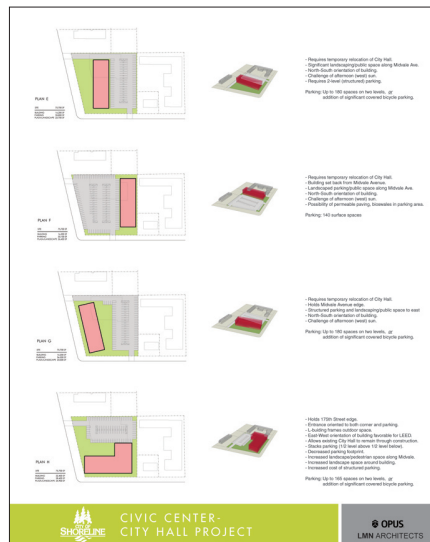
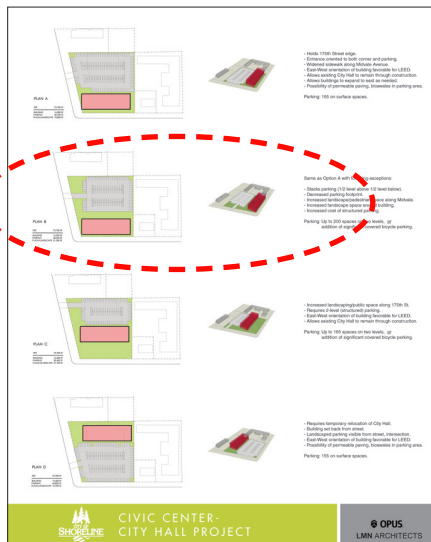
Spend additional money where prudent, in cases when a little extra expense now alleviates higher cost down the road

WHAT WE HEARD:
JULY 20TH PUBLIC MEETING

- In general (with some tweaks, clarifications) we have the right set of Guiding Principles.
- Consider using part of future expansion area to provide more flexibility, best configuration for Phase 1 City Hall.
- If possible, avoid temporary relocation of City Hall. Keep open through construction.
- Reduce / Screen surface parking area. Stack, if affordable. Reduce demand, as possible.
- Pedestrian-friendly, walkable connections. Oriented and connected to Midvale, Interurban Trail, Park.
- Avoid negative traffic impacts to 175th. Calm and slow traffic on Midvale.
- Place for family, kids, community, informal meeting-place, Welcoming, Local destination.
- Greenery, trees, Water features, Avoid asphalt.
- Bring in additional uses: community meeting spaces, retail, celebrations. Double-use spaces (council chambers, meeting rooms, outdoor spaces, parking) as possible, even "off-hours".
- Sustainability is high priority. Employ simple (low-hanging fruit) strategies (like building orientation) before moving to complex, more expensive strategies. Use proven technology. Costs / Benefits. Look at Life-Cycle Costs/Savings.
- Functional, easy-to-use. Healthy workplace/productive employees.
- Water: Conserve, Capture, Re-use, Feature.
- Efficient, Gracious, Distinctive, Landmark Architecture.
- Attention to corner at 175th and Midvale.



Images above are from the 7/30/07 public meeting, showing general site context, site location, and solar orientation of site



Images above are from the 7/30/07 public meeting showing Plans A-H, and highlighting publicly preferred Plan B

PARKING OPTIONS

PJ Santos, OPUS Walt Niehoff, LMN Architects

- Three options for parking were presented

1. Surface Parking Lot - Wide: this option is presently affordable in the budget
2. Surface Parking Lot - Linear: this option uses the adjacent expansion site to allow for more public space adjacent to the building site
3. 2 Story Structured Parking: this option uses the adjacent expansion site to allow for more public space adjacent to the building site, and takes up less site area than surface parking options



Structured parking built in the NE corner of the combined parcels would be an excellent long-term investment

- Better connection to Heritage Park
- More green space along Midvale

2 story is the way to go

Compact stall ratio?
50 % up

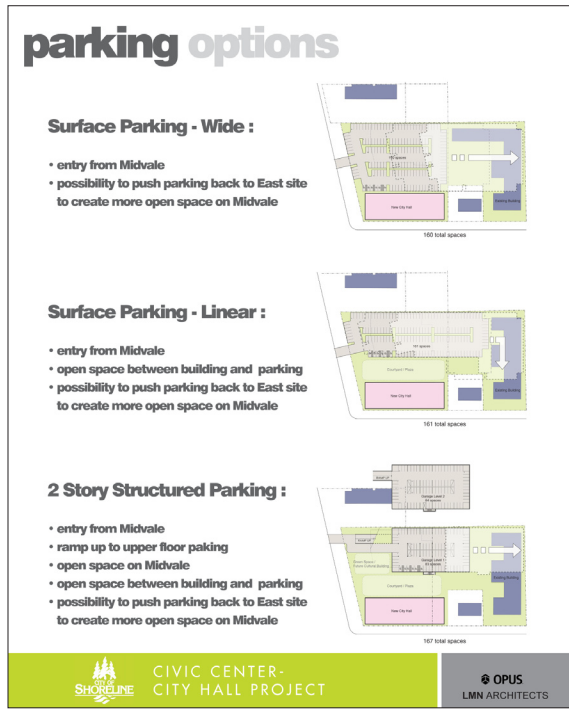
More parking for evening events/ extra floor

phased parking, wide to structured

Event parking?

3.5/1000sf ratio

Push back to east side as far as possible



Minimize parking footprint.
Reduce Requirements?

Push parking to far NE corner

Structured Parking!

Underground

No compact stalls, full size stalls

Zero off street parking
More parking

Two story - minimizing ground space by allowing ground use of space

2-story parking would result in less impervious surface and would not be problematic height-wise to the city hall building. It would be a one-time cost and be worth the extra expense at this time.

Structured parking furthest east 2 floors designed for 2 additional floors in future expansion to keep same footprint

If you don't do two story now, there will likely be no future funding to change

SITE FOOTPRINT DIAGRAMS

PJ Santos, OPUS Walt Niehoff, LMN Architects

- Out of the 7/30/07 public meeting came the overwhelming public preference for “Plan B.” The design team presented three conceptual schemes that addressed Plan B
 - Civic Bar: Aligns the entire building along 175th, with the Council Chambers located at the corner of 175th and Midvale. The lobby would be accessed from 175th Street
 - East “L”: Similar to the Civic Bar, with some of the office space turned northwards at the east end of the building
 - West “L”: Keeps the majority of the building aligned with 175th, but separates the Council Chambers and aligns that element with Midvale. The lobby is located at the corner of 175th and Midvale



After the presentation of the Parking Options and Site Footprint Diagrams, the members of the public in attendance were invited to make comments directly on the boards. The comments made are highlighted in yellow.

concept 1: civic bar

description:

- integrated lobby, chamber
- single-loaded corridor (south)
- 80' width for daylighting
- green space on Midvale connected with heritage park
- east-west public open space from Midvale to east site
- council chamber at the corner as iconic element

CIVIC CENTER-
CITY HALL PROJECT

Seems to be turning back on Heritage Park
West L engages the park

Does this pride the connection/flow from Heritage Park?

- Do shadow studies on courtyard on the north.
- Where is the front door?
- Raise council chambers to same as small L. Possible covered market / courtyard
- Dangling appendage
- Edmonds Council Chamber - Glass transparent relationship with public interior & exterior
- Also like Seattle City Hall
- Great lobby access from both sides
- Covered courtyard - great for weather protection
- Roof Garden!
- Structured parking with sky-bridge to future expansion
- Make green space, Non motorized, urban design plan for whole area - Heritage Park Think BIG - see the whole area as one transit - BRT + Interurban

concept 2: east "L"

description:

- integrated lobby, chamber
- single-loaded corridor (north)
- 80' width for daylighting
- green space on Midvale connected with heritage park
- east-west public open space from Midvale to east site under the "L"
- council chamber at the corner as iconic element

CIVIC CENTER - CITY HALL PROJECT

OPUS LMN ARCHITECTS

- High ceilings - Gracious spaces
- Raise Council Chambers with parking & farmers market below and roof garden space on top
- Link to row to the north - pedestrian corridor to mixed use neighborhood
- Flat floor in Council Chambers for more flexibility (No theatre seating)
- Trellis along streetscape + linear water features
- Carry green through the building

- Building has a grander entrance - facing both streets - pulling both streets together - pulling heritage into plan
- West "L" design gives some privacy to the courtyard area, provides a sound barrier, and minimizes the auto fumes from N 175th, especially from backed up traffic at Aurora traffic light.
- I am very much in favor of options for community meeting space - hopefully at no charge to non-profits.
- Can large lobby be used for other purposes?
- With further expansion will need to consider more parking
- I see how this might provide connection/ impetus for pedestrian friendly Midvale access to city hall + Heritage Park + Something(nice shops, restaurants) A main street for Shoreline
- Maybe farmers market + craft events in short or long term
- More interesting W with views from 175th + Midvale
- Prefer west L
- Appears more openable through lobby on 2 sides
- West "L" with 2 or 3 story parking garage would be my choice

concept 3: west "L"

description:

- integrated lobby, chamber
- single-loaded corridor (south)
- 80' width for daylighting
- green space on Midvale connected with heritage park
- public open space protected from street by buildings
- lobby at the corner with plaza

CIVIC CENTER - CITY HALL PROJECT

OPUS LMN ARCHITECTS

- I like West "L" primarily
- This is the only design with the potential to be "art". Others are just office buildings.
- Midvale is sadly underused now. Could be quaint, cute, and a gathering place with this design. Others ignore it.
- Accommodate future cultural-arts facility which is a leader to the Heritage Park
- Give more exposure to siting / visual from west as well as south
- Good to have transparency with the lobby - even more
- Open the lobby for more natural light for the public and EOC operation in emergencies
- This layout provides for adapting the council chambers into an Emergency Operations Center
- Possibly 2nd story council chambers for storage of emergency supplies - food/water/1st aid supplies
- A way to accommodate sanitary facilities, if the toilets don't flush in emergencies
- A place for EOC personnel to rest
- The lobby area could accommodate expansion of the operation center
- This design is good to separate EOC from city offices

MATERIALITY (ARCHITECTURAL CHARACTER)

Walt Niehoff, LMN Architects

• The design team presented five boards, each of which addressed a different “architectural character” being discussed in relation to the City Hall building. The five boards included:

- Transparency
- Mass / Solidity
- Tactility / Warmth
- Color / Graphics
- Landscape / Public Space



After the presentation of the Materiality boards, the members of the public in attendance were invited to make comments directly on the boards. The comments made are highlighted in yellow.

Make sure it doesn't look corporate

Double wall of glass

Operable windows

Reflect Sky & Trees - Bring outside inside

Remind Shoreline's original landscape - water, trees, marsh, animals, etc. The colors of blue sky, green, water in the building. Not glass, concrete, steel.

Structure and materials that can be feasible enough to endure a severe earthquake

The emergency operation center is here and it should be able to sustain disaster

materiality:
transparency

CIVIC CENTER-
CITY HALL PROJECT

The 175th St. side has to Pop in order to draw people around to back side (give them a reason). We will be sitting at stoplight with view of it. Make 175th side nice.

Spot on!

Sliding glass doors on Council Chambers

Like glass + a feeling of openness in lobby only

Use glass/ openness for main building + wood or more closed design for council chambers

West "L", facing Midvale keep open "glass" concept except in the council chambers which need brick

Some transparency is good, however window maintenance should be a consideration. Consider safety and security for the staff in a lobby situation.

Lots of natural light in lobby. The West "L" would best accommodate this.

Looks too formal for Shoreline (Husband disagrees)

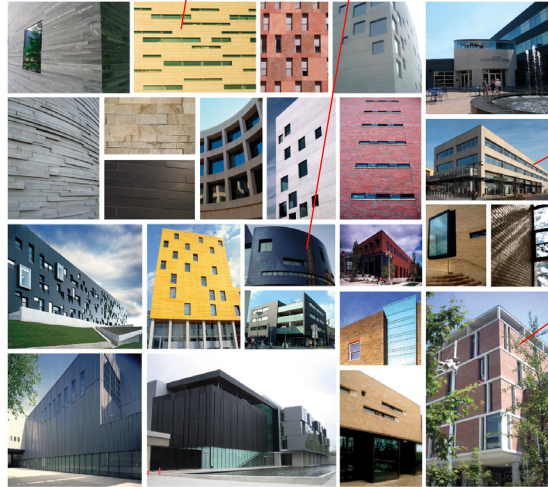
Looks prison

Looks like a fortress

West "L"
Facing 175th
use a substantial
material with
some glass +
appearance of
openness.
Not like a dorm of
prison

I prefer a mix of
transparency and
solid material
- the solid taking
into consideration
cost vs. durability /
longevity /
maintenance.
We don't want the
cheapest option
if it's not in the
best interest for
the long term.

materiality: mass / solidity



Boring

Punched deep
window

Looks like col-
lege dorm

Cheseled win-
dows!

Large panes of
glass to take ad-
vantage of lack of
light in winter

Cascading lights
to punch out
texture



CIVIC CENTER-
CITY HALL PROJECT

OPUS
LMN ARCHITECTS

None of these
design is warm,
nor reflective of
SHORELINE of
history and origi-
nal topography

Elemental materi-
als "separate but
equal"
- honesty of
materials
- balanced, like
government

Fireplace good
(gas for ease)
with cozy seating
area for waiting

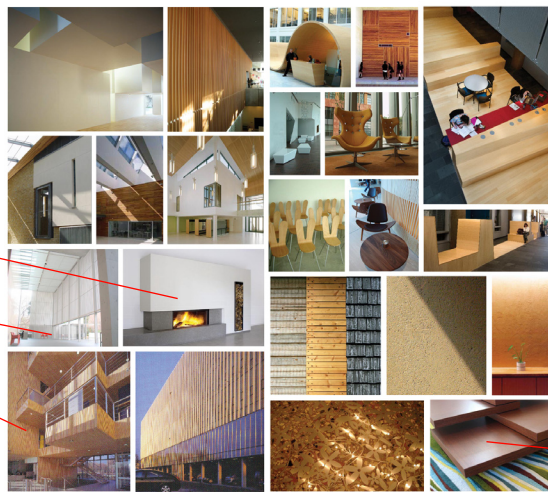
Too sterile

Too tall and cold

too busy

Cultural &
historic identity
and importance
are felt as people
perceive the City
Hall as a place
that conveys
welcome to a di-
verse population

materiality: tactility / warmth



Interior archi-
tecture that
relates to modern
homes?
- Window treat-
ments
- Wood flooring
textures
- Places for tem-
porary seating
- A place to get a
drink of water
- Toilet facility
"family friendly"

Basic materials
- wood, rock,
metal, glass

Speaks to the
nature of govern-
ment

Like wood +
warm colors

This kind of
wood finish for
woodwork



CIVIC CENTER-
CITY HALL PROJECT

OPUS
LMN ARCHITECTS

Blue and green seem to be a pattern for Shoreline.

Conservative but attractive is good for a mixed community of ideas.

Kinda cool

Ugly

Art & Colors & Shops - graphics

culture + history

Native Americans and other cultural groups are well established in the Pacific NW

Colors that brighten dull rainy weathers

materiality:
color / graphics

CIVIC CENTER-
CITY HALL PROJECT

OPUS
LMN ARCHITECTS

Yes on Colors

Grand entrance to lobby area

Big door entry - 12' with carving nice warm wood

This on Chamber section or Entry

Glass motif good for Council
Not wacky colors, though

Anchor the corner

More nature colors
No modern

lck

Colors that relate to Sun light to help give an uplifting feeling

colors to stimulate positive activities

To emphasize the name of Shoreline, need water fountain of some type

Storm water diffusion
Use bio-swales

A water display would be good. The Oklahoma city memorial has a reflection pond which is 1 or 2" deep on concrete, but looks like a deeper pool from a distance. It would prevent water accidents. Possibly a waterfall fountain effect could be added.

Pedicule fountain of entry

Simple water feature, flowing, cascading, bubbling, reflection pool
- for children
- at steps
- on the street

Water feature both interior and courtyard, but "river" along 175th

Water & Fountains

Lighting splayed along building or lighting landscape features

Different outdoor levels

Outdoor seating

Lots of trees

Trip hazards
Looks precarious

Good people space. Even if "green space", should be a "people space"

Fair or Farmer's market would be GREAT!

Yes! Ditto! Yes. Love that!

materiality:
landscape / public space

CIVIC CENTER-
CITY HALL PROJECT

OPUS
LMN ARCHITECTS

Inviting for kids all year with appropriate places to socialize - visit city hall for educational trips
Showing off environmental features

Love this!

Have some kind of a pergola entry from parking

Outdoor hanging out space when it rains for smokers

Have a theater wall under overhang

Won't furniture get stolen?
Have to put away each night

Benches area under overhang for amphitheater

Landscaping should be native plants, drought resistant, and slow growing and/or dwarf.

Perennial Regional landscaping to reinforce sense of place

Don't spend money on colored, stained concrete or large palette of surfaces. Use simple stamped concrete & spend money on plants

No cheap stamped concrete

Variety of texture



WHAT WE HEARD:

- The Guiding Principles, as revised at the previous meeting, are correct
- Of the three presented Parking Options, the preferred scheme is a parking garage
- Of the three presented Building Footprints, the preferred scheme is the West "L"

NEXT STEPS:

- The design team will return on October 25th to present the development of the schematic design