

# KIRKLAND PARKPLACE MIXED USE DEVELOPMENT



## REVIEW STRATEGY

**MEETING 1: Conceptual Design Conference**

- Review of overall master plan

**MEETING 2: Design Response Conference**

- Overview of Master Plan
- Group A Review
  - In context to Master Plan
  - Design progress review

**MEETING 3: Design Response Conference**

- Group A finalize
- Group B review
  - In context to Master Plan
  - Design progress review

**MEETING 4: Design Response Conference**

- Group B finalize
- Group C review
  - In context to Master Plan
  - Design progress review

**MEETING 5: Design Response Conference**

- Group C finalize
- Group D review
  - In context to Master Plan
  - Design progress review

**MEETING 6: Design Response Conference**

- Group D finalize
- Overall project wrap-up



# PUBLIC OPEN SPACES



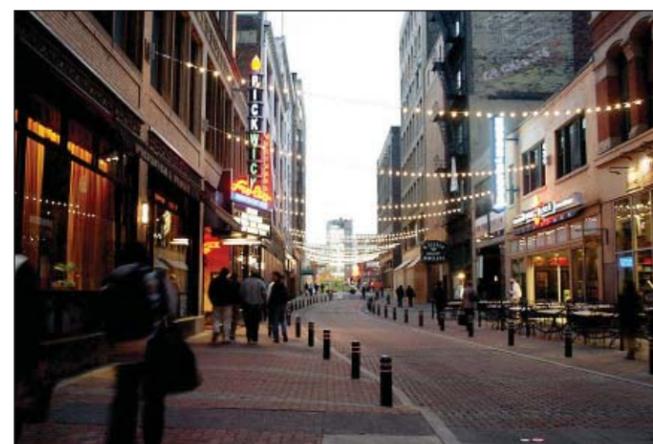
**central plaza**  
gathering space  
interest for children  
art and water



**central way interface**  
shopping street  
open and inviting sidewalks  
gracious street trees



**gateway connector**  
covered  
retail opportunities  
lighting/artful connection



**pedestrian alleys**  
lighting and paving  
visual interest  
sense of discovery



**park promenade**  
green edge  
spaces addressing park  
cafes and courtyards



**retail spill out spaces**  
seating  
planting  
places to sit and watch the activity



**pedestrian courtyards**  
spaces to rest  
access to sun/shade  
green/natural surfaces

NEW CONCEPTS

# DESIGN CONCEPT DISCUSSION

Our design concept for Kirkland Parkplace grows out of a clear set of ideas about process.

The size and complexity of the project require a rigorous and systematic approach to design, while the project's significance to the City of Kirkland demands that the design address numerous critical contextual issues.

In order to meet these various requirements, we have structured the design process in a way that recognizes the constraints of the site, program and budget, while also allowing for a design that addresses the aspirations of its users and the City of Kirkland.

We began the design process by analyzing four key physical influences on the design:

- Environmental: the influence of daylighting, solar heat gain, views, and prevailing winds.
- Urban context: the way in which the buildings relate to the city on the outside, and to each other on the inside.
- Diversity: the desire to create variety among the various building designs to avoid monotony and the 'office park' look.
- Urban edge: the recognition of Peter Kirk Park and Central Way as the primary public faces of the project.

Rather than presenting four design options from which one would be selected, we hope to evolve the design out of the interaction between these key drivers. As the design progresses, both synergies and tensions will be created between these influences, which will enrich the design and add complexity.

At the finer scale, we are taking an approach to the architecture of the buildings that allows us to take advantage of systematization and modularization, so that the variety introduced by the four main drivers is balanced by common elements, which will unify the design into a coherent whole. These elements may include materials that recur in different places on various buildings, as well as an underlying rhythm generated by the 5-foot office planning grid.

This will result in a visual environment that contains variety, complexity and spontaneity, all of which will enrich and enhance the users' experience of the place.

To help visualize the key drivers of the design, we have produced four models, which illustrate the following:

## 1. Environmental model

We are producing a digital model to evaluate various aspects of sustainability: energy usage, sun shading, daylighting, etc. This physical model is an abstraction that is intended to show how environmental factors alone, in the absence of other influences, could largely determine the exterior design of the buildings. Glazing area and exterior sun shading would vary depending on exposure, and operable windows could be located to optimize cross-ventilation.

## 2. Urban Context model

This model illustrates the idea that the buildings relate to the city and their urban context differently than they do to one another, i.e. the project has an 'inside' and an 'outside.' The distant view of the buildings, from the waterfront, for instance, will be much different than what a pedestrian will perceive from within the central courtyard. The architecture of the buildings should take into account these varying scales of perception.

## 3. Diversity model

This model shows each building with a distinctly different character and architectural expression. Architectural variety is one of the things that make cities dynamic and interesting, and it will be a critical aspect of our design for Kirkland Parkplace. Some of this variety will come about as a result of the environmental and contextual influences mentioned above, and some will result from the use of different materials, colors and forms.

## 4. Urban Edge model

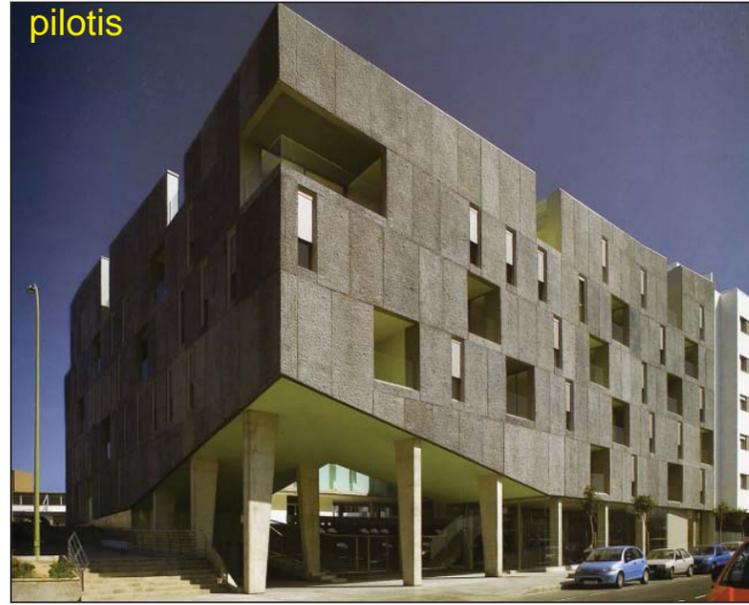
A key feature of the approved master plan is that the buildings fronting the park and Central Way form an urban edge that is distinctly different from the buildings with an interior location. This model illustrates the idea that these 'edge buildings' might have a more sculptural, articulated quality than the other buildings. Building A, at the corner of Central Way and 6th, which forms the gateway to the project from the east, will have an articulated corner. The Hotel will be more highly articulated than the office buildings, and the buildings fronting the park, required to be lower in scale, may also be more sculptural.

As the design progresses through the respective buildings, we will continually make reference to these models and concepts. While they do not address in detail all of the issues that we and the DRB will be dealing with, they form a framework with which to evaluate the design and move it to a conclusion that meets the goals of the design team, Touchstone Corporation, and the City of Kirkland.



# MASSING STRATEGIES

pilotis



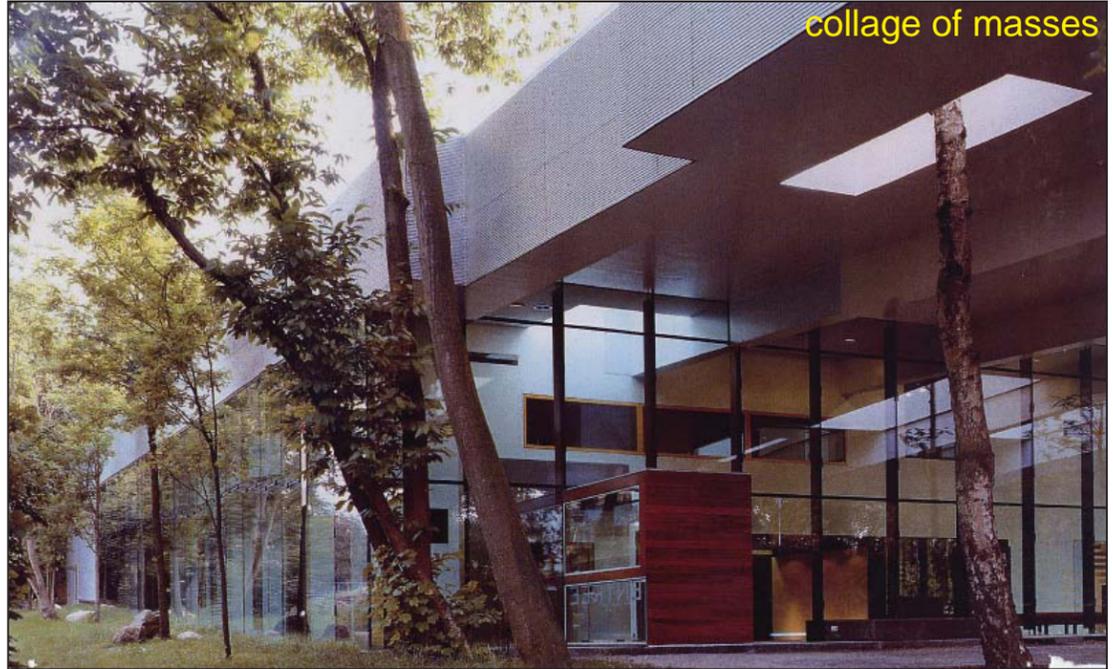
collage of masses



reveals



collage of masses



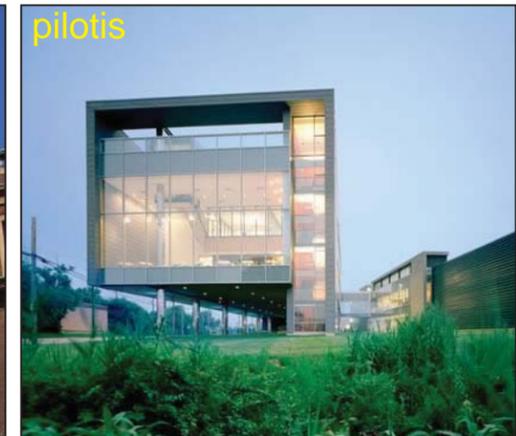
erosion



reveals



pilotis



erosion



# RETAIL STRATEGIES



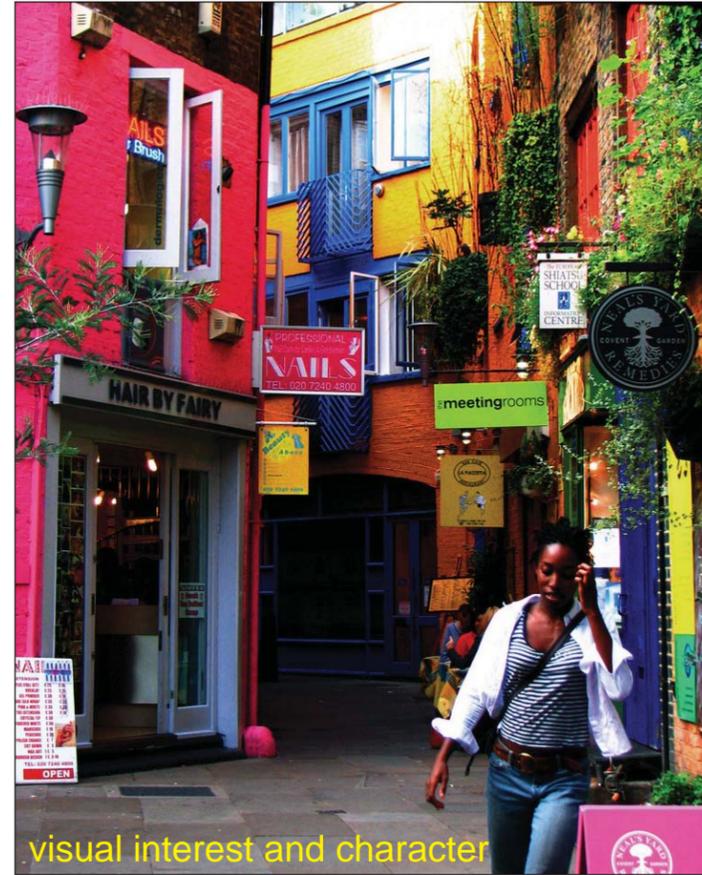
floating base emphasizes pedestrian amenities



an activator of public space



deep retail & immersing environment



visual interest and character



horizontal layering



sustainable features and opportunities



operable, changeable & connected to outside



podium base retail

NEW CONCEPTS

# SKIN STRATEGIES



thick walls



turning the corner



screens & scrims



layering



continuous wrapper



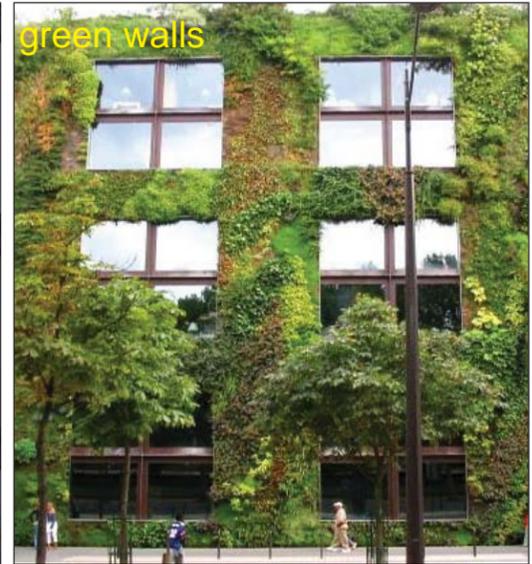
different faces



complexity from simple components



scale manipulation



green walls

NEW CONCEPTS

# ENVIRONMENTAL MODEL

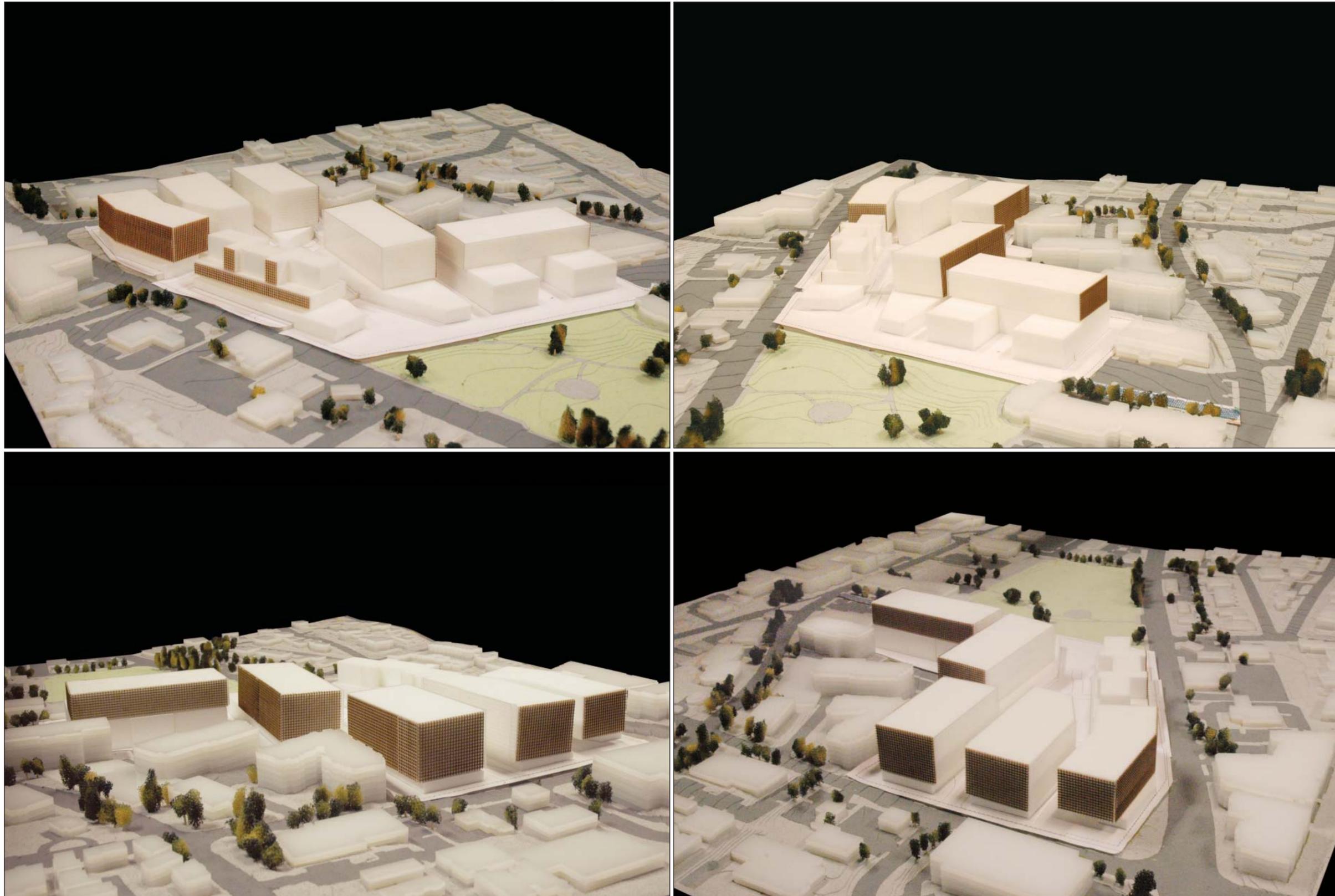
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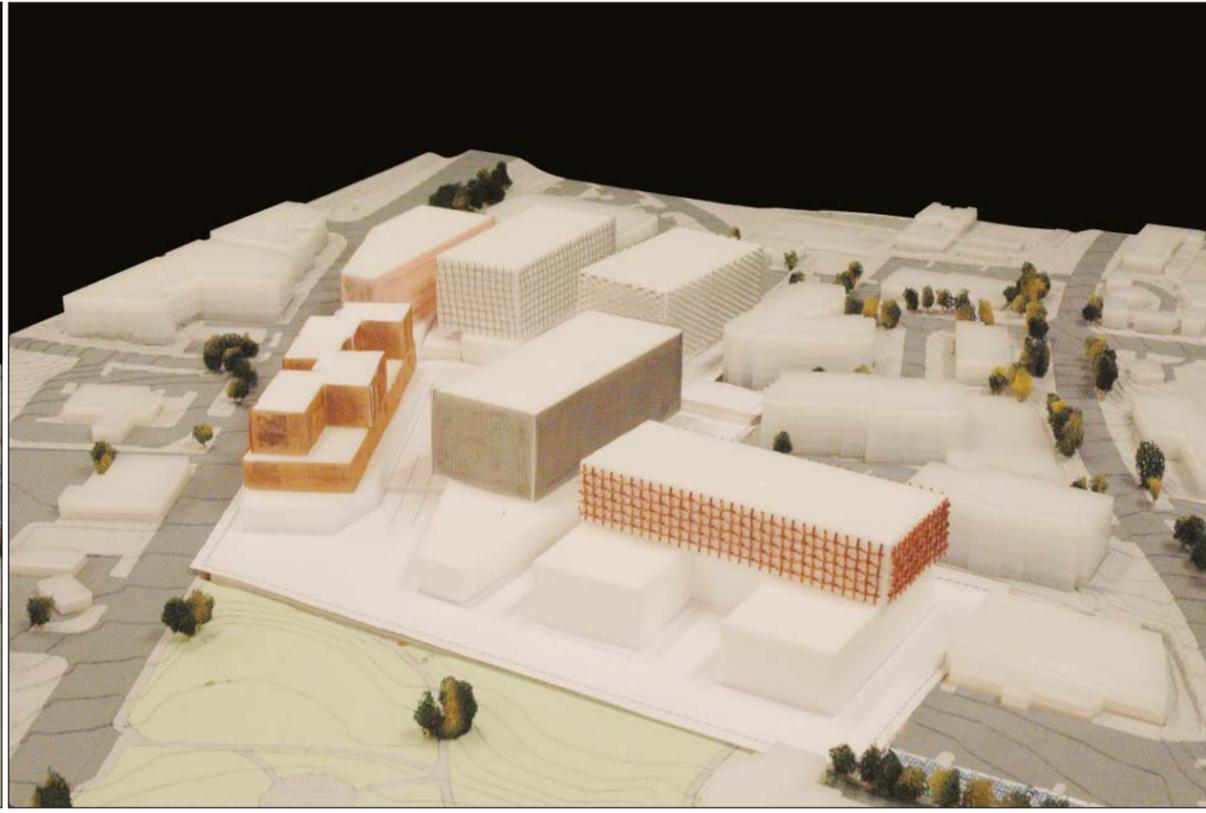
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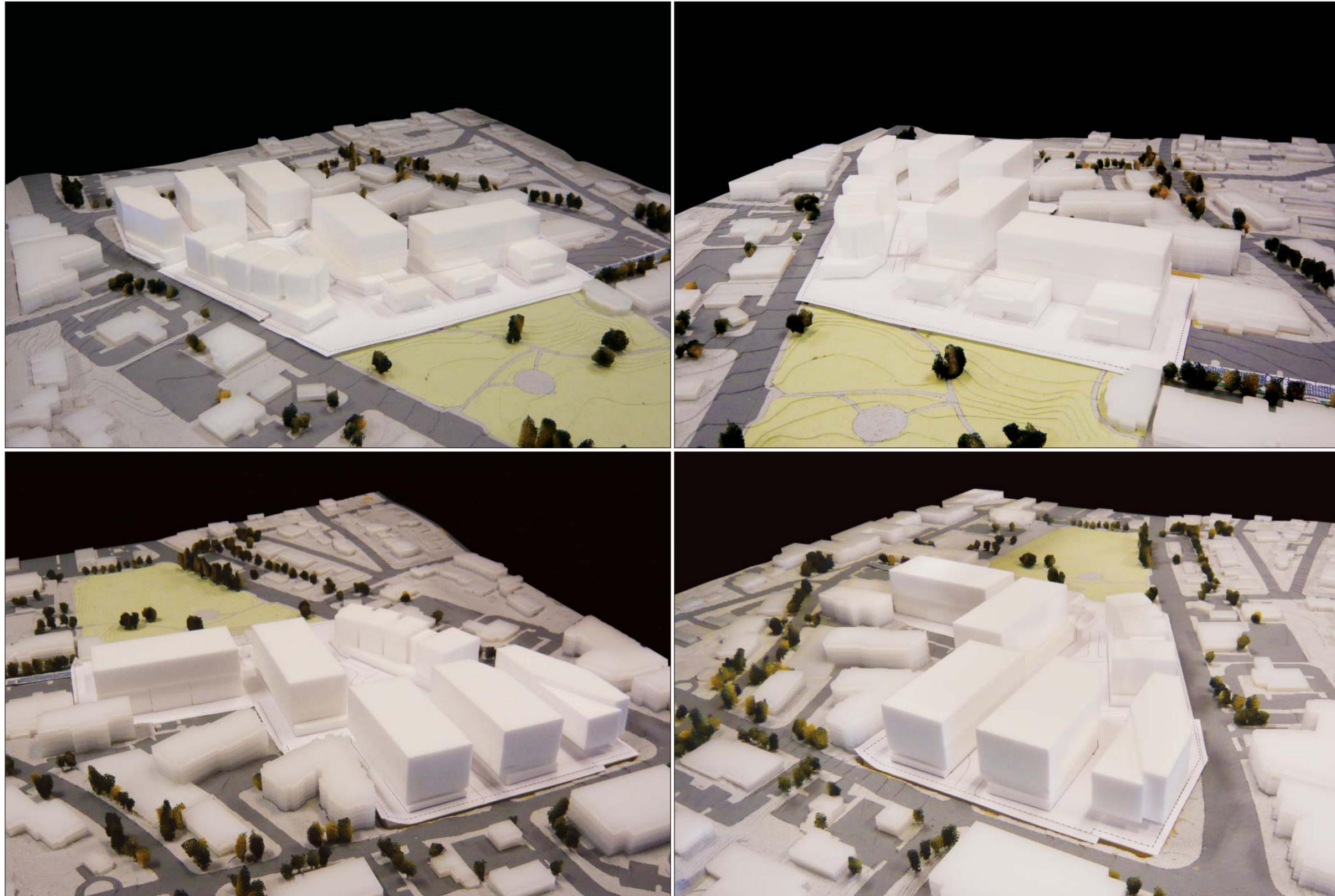


NEW CONCEPTS

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ATTACHMENT 1



NEW CONCEPTS