



**CITY OF KIRKLAND**  
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**MEMORANDUM**

**To:** Design Review Board  
**From:** Scott Guter, Planner  
**Date:** April 24, 2017  
**File No.:** DRV17-00181  
**Subject:** **VILLAGE AT TOTEM LAKE – ROSS BUILDING  
DESIGN RESPONSE CONFERENCE**

**I. MEETING GOALS**

At the May 1, 2017 Design Review Board (DRB) meeting, the DRB should discuss and provide feedback on the applicant’s design response (see Attachment 1) to the proposed façade redesign for the existing building (currently contains Ross, Car Toys, etc.) north of Building C (Ross ‘Wing’).

The DRB’s discussion and feedback should be based on the design guidelines found in the Totem Lake Mall Amended Conceptual Master Plan (CMP) as described in Section III below.

**II. BACKGROUND**

**A. PREVIOUS DECISION**

On April 5, 2016, the DRB approved Phase I of the Village at Totem Lake project (file no. DRV15-01765) with a condition that the applicant further explore changes to the design of the Ross ‘Wing’ as part of a new Design Response Conference application. The applicant was required to submit a new Design Response Conference application, including the applicable fees, which address the DRB’s design concerns of the Ross façade (see Section III below).

**B. SUMMARY OF PREVIOUS DRB DIRECTION REGARDING ROSS ‘WING’**



**January 4, 2016**

The DRB requested for additional detailed materials in regards to the proposed changes to the existing façade north of Building C (includes Ross, Car Toys, and Famous Footwear). The information should be similar to the detail provided for the other buildings of the project.



**March 7, 2016**

The DRB asked for a design update to building facades north of Building C to reflect design palette of Buildings A, B, and C.



**April 4, 2016**

The DRB agreed that the Ross façade should not be approved at this time (see Section III below).



**III. DISCUSSION TOPICS**

In regards to the Ross façade, the DRB requested that the applicant further explore changes to the design of the Ross 'Wing' (shown above) that was not approved as part of Phase I. The DRB concluded that the design for this portion of the project reviewed back in April 2016 did not fully comply with applicable design guidelines and that additional follow-up/review was needed in regards to several CMP design guidelines before approval can be granted. The applicable CMP guidelines are listed below followed by staff comment in italics:

- A. "Pedestrian-Friendly" Building Fronts. All building fronts should have pedestrian-friendly features, such as transparent or decorative windows, public entrances, murals or artwork, bulletin boards, display windows, seating, or street vendors. Blank walls should be mitigated where feasible using architectural techniques such as recessing the wall with niches, artwork on the surface, or installation of trellises or similar architectural features. Since pedestrians move slowly along the sidewalk, the street level of buildings must be interesting and varied. Since the potential exists for large tenants to locate within TL2, efforts should be made to minimize the impacts of these uses along pedestrian-oriented streets and concourses. Along 120 Avenue NE, buildings should be designed to add vitality along the sidewalk, by providing multiple entrance points to shops, continuous weather protection, outdoor dining, transparency of windows and interactive window displays, entertainment and diverse architectural elements. Ground floor development in TL 2 should be set close to the sidewalk along pedestrian oriented streets and concourses to orient to the pedestrian and provide appropriately-scaled environment.

*Staff Comment: The tenant space facades north of Ross appear to be designed consistent with this guideline. These tenant facades contain transparent windows, building entrances, and different canopy designs. Something for the DRB to consider is whether this portion of the building contains sufficient architectural interest. However, the Ross façade lacks diversity of design elements that supports pedestrian friendly design.*

*Staff has a number of concerns regarding the Ross façade. One is regards to the proposed arcade at the main entry for Ross. A successfully designed arcade should have enough room to have an open feel (appropriate scale), provide enough natural light, be integrated with the building's architecture, not hinder the retail experience, and should not impact the flow/movement of pedestrians. Pedestrian movement should feel comfortable when walking under the arcade as well as on the sidewalk adjoining the street. Groups of people passing each other should be able to do so comfortably. Other concerns are the lack of transparent windows, design consistency with the adjoining buildings, and variation in façade design especially in the area under the arcade.*

**For DRB consideration:**

- *Should additional architectural interest and/or variation be incorporated into the building façade north of Ross?*
- *Are changes needed to the proposed Ross arcade entry design?*

- *Discuss alternatives to the 'infill' windows along the Ross facade*
- *Confirm if the proposed color and material palette is acceptable*

B. Fenestration Patterns. Varied window treatments should be encouraged. Ground floor uses should have large windows that showcase storefront displays to increase pedestrian interest. Architectural detailing at all window jambs, sills, and heads should be emphasized.

*Staff Comments: The applicant has not demonstrated any variation in window treatments for the Ross tenant space and based on the call-out notes on the proposed design, i.e. "Infill Opening", has moved in the opposite direction of this guideline.*

**For DRB consideration:**

- *Are additional window details needed?*
- *As mentioned in the previous section, options for the 'infill' window openings should be discussed.*

C. Architectural Elements. Architectural building elements such as arcades, balconies, bay windows, roof decks, trellises, landscaping, awnings, cornices, friezes, art concepts, and courtyards should be encouraged. Balconies provide private open space, and help to minimize the vertical mass of structures. Residential building facades visible from streets and public spaces should provide balconies of a sufficient depth to appear integrated into the building and not "tacked on".

*Staff Comments: The height of the proposed arcade in front of the Ross building does little to minimize the vertical mass of the structure. See previous comments above regarding the arcade design.*

D. Building Modulation – Vertical & Horizontal. Vertical building modulation should be used to add variety and to make large buildings appear to be an aggregation of smaller buildings. Horizontal building modulation may be used to reduce the perceived mass of a building and to provide continuity at the ground level of large building complexes.

*Staff Comment: The face of the Ross arcade is relatively flat and pillars lack definition. Section drawing AA does not appear to accurately reflect the adjacent building elevation drawing. There is also a lack of contrast both in terms in color and material between the different tenant spaces and associated modulation changes.*

**For DRB consideration:**

- *Review the proposed roof line/form*
- *Provide feedback on the Ross facade*
- *Should modulation changes be further reinforced by associated color and material changes?*

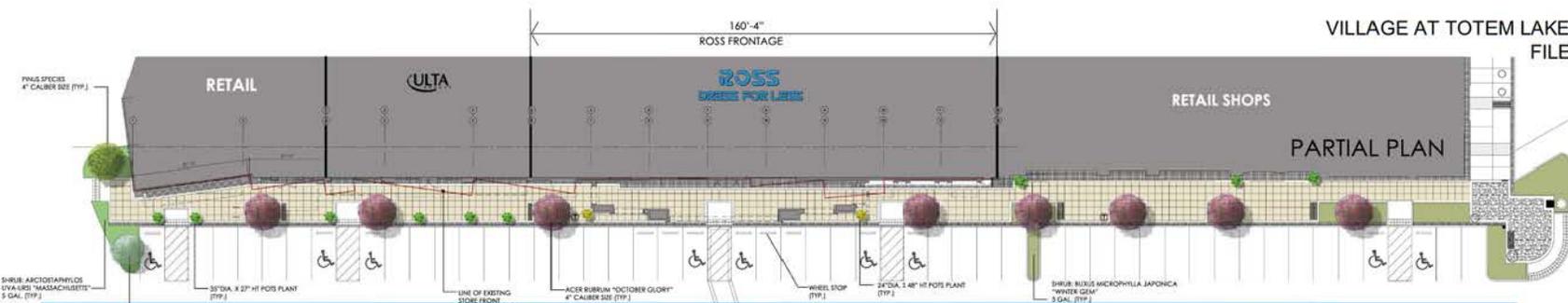
- E. Color. Color schemes should adhere to the guidelines enumerated above. The use of a range of colors compatible with a coordinated color scheme should be encouraged.

*Staff Comment: The proposed color reads monolithic across the façade and does not reflect design palette of Buildings A, B, and C. See staff comments in the previous section on this topic.*

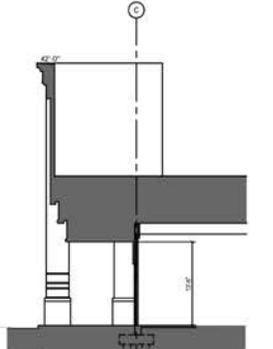
#### **IV. ATTACHMENTS**

1. Applicant's Proposal





1/16" SCALE 0 8' 16' 32' 64'



1/8" SCALE



EXISTING ELEVATION

**COLOR / MATERIAL LEGEND**

- C1. FOAM CORE - COLOR TO MATCH QUICKSAND D8C734 BY DUNN EDWARDS
- C2. EPS - COLOR TO MATCH OATMEAL COORR D8C783 BY DUNN EDWARDS
- C3. FOAM CORE - COLOR TO MATCH FORMAL GRAY D8B383 BY DUNN EDWARDS
- C4. EPS - COLOR TO MATCH WOPFL WHITE D8B260 BY DUNN EDWARDS
- C5. FOAMCORE - COLOR TO MATCH PEAR TUCK D8C714 BY DUNN EDWARDS
- C6. FOAM CORE - COLOR TO MATCH WESS GRAY D8A342 BY DUNN EDWARDS
- M1. COOL OLD TOWN GRAY BY ADP SPAN
- M2. COOL REGAL WHITE BY ADP SPAN
- F1. ORANGE POP FABRIC R39922 BY COOLBY WISANESTYTE
- M3. METAL AWNING COLOR TO MATCH CHARCOAL GREY BY BERGDOE
- C7. EPS - COLOR TO MATCH SWISS CORRE D8W341 LEV. 83 BY DUNN EDWARDS
- C8. EPS - ACCENT BANDS COLOR TO MATCH SPUSH SPLASH D8B844 LEV. 28 BY DUNN EDWARDS
- C9. CAST STONE TEXTURE-HONED FINISH COLOR: OYSTER HSQLR BY NEW CAST STONE

COLOR / MATERIAL LEGEND



THE VILLAGE AT TOTEM LAKE - UPPER MALL  
 KIRKLAND, WASHINGTON

BUILDING C - INLINE ELEVATION

FEB. 22, 2017





THE VILLAGE AT TOTEM LAKE - UPPER MALL  
KIRKLAND, WASHINGTON

AERIAL VIEW - OVER ALL FEB. 22, 2017





THE VILLAGE AT TOTEM LAKE - UPPER MALL  
KIRKLAND, WASHINGTON

REFERENCE IMAGE 1

FEB. 22, 2017





THE VILLAGE AT TOTEM LAKE - UPPER MALL  
KIRKLAND, WASHINGTON

REFERENCE IMAGE 2

FEB. 22, 2017





**MA:** METAL AWNING- CHARCOAL GREY  
BY BERIDGER



**CS:** CAST STONE  
COLOR TO MATCH: OYSTER BOGUE  
FINISH TEXTURE: HONED FINISH  
BY NEW CAST STONE



**CF:** EFS -  
COLOR TO MATCH:  
SWISS COFFEE - D6W341  
LRY: 83  
BY DUNN EDWARDS



**CE:** EFS -  
COLOR TO MATCH:  
SPASH PLASH - D6B84  
LRY: 25  
BY DUNN EDWARDS



THE VILLAGE AT TOTEM LAKE - UPPER MALL  
KIRKLAND, WASHINGTON

COLOR MATERIAL BOARD

