



Downtown Design Guidelines - Major Topics/Changes

	Topic	Major Change	Notes
	Reorganization	Consolidates 7 design chapters into one downtown section	Will apply to Port, except for Marine Terminal.
	Format	More specific requirements, with flexibility where appropriate for applicant to propose innovative designs that meets intent	
	Context	Guidelines geared more for urban development types (5-6 story, mixed use, urban residential). Implement the Downtown Strategy.	e.g., existing MF guidelines are geared more for 3-story walkups.
Site Planning: addresses pedestrian visual qualities of streetscapes and developments affected by building orientation and location, service areas, and access. In addition, addresses site security, residential privacy, and open space.			
	Street Fronts	Changes to the location and requirements for designated A and B Pedestrian Oriented Streets and newly designated Downtown Entry Streets, Waterfront Sites, and High Visibility Street Corners	See Designated Streets map and Street Fronts chart.
	Buildings w/ ground floor residential	Requires buildings set back 10' from ROW or elevated ground floor unit at least 3' above sidewalk, and other privacy provisions	New requirement.
	Pedestrian Circulation	Simple requirements that provide good internal pedestrian circulation. Prohibits most external upper story walkways unless they provide for privacy of the building occupants.	
	Site Planning of Large Lots and Full Block Sites	Developments with two or more buildings require a unified site plan identifying circulation, building configuration, and unifying open space	New requirement.
	Service Areas (not including solid waste)	Screening required. Service areas must not be visible from the sidewalk and adjacent properties, or located within 20' of a residentially zoned property unless City determines it's the only option. Shall be sited for alley access if available. Locations to be shown on plans early in the process	
	Solid Waste	Screening required per landscape code. Locate to avoid entrapment areas. Pedestrian-scale lighting may be required for security	Design guidelines can't solve overarching issues with siting solid waste.
	Multifamily Open Space	Requires 100 SF per unit (or 10% of residential floor area) of open space per unit for new construction.	Open Space is currently only required in the UR zone (15% overall).
	Site Planning for Security	Several provisions that implement Crime Prevention Through Environmental Design (CPTED) principles (entrapment areas, visibility, visual obstruction,	New requirement.

		motorists' view, passive surveillance, access control, territorial definition, and maintainability).	
	View Preservation	Roofline modulation required for specified blocks associated with the view from Deschutes Parkway to Mt. Rainer.	Additional zoning code changes recommended. See separate handout.
Site Elements: addresses physical characteristics (e.g., size and design) of elements such as landscaping, parking areas, pathways, open spaces, site furniture, and fences.			
	Design of Pathway and Circulation Elements	Includes minimum widths, safety requirements, and pathway enhancements. Requires essentially a 12' wide sidewalk with trees and pedestrian lights along building fronts where they abut off-street parking lots. Also requires 3' landscape strip, pedestrian oriented façade, or other treatment between a building and a pathway. Requires vertical or horizontal separation between pathways and ground related units for privacy.	New requirements.
	Public Open Space	New design requirements for when public open space is provided.	New requirements.
	Landscaping	Requires applicants demonstrate their landscape plan "addresses and supports" the desired landscape characteristics of the individual Design Districts and identifies those characteristics for each District. Also includes provisions allowing an alternative approach to parking lot perimeter landscaping.	Augments but does not replace landscape code. Enhances character areas in Downtown Strategy.
	Parking Areas	Perimeter screening still required. Specifically marked pathway must be provided through parking areas (every 4 rows). Two additional feet of pathway required for bumper overhang.	
	Sight Lighting	Establishes minimum, maximum, and preferred lighting levels for different site conditions. Includes provisions for light quality and for luminaire height & mountings.	
	Fences and walls	Chain link and wooden fences prohibited in certain areas. Must not obscure building fronts or attractive site features unless screening service areas.	Need to think about alcove gates in the context of security
Building Design: addresses function, quality, and character of building exteriors.			
	Building Character	Requires the applicant demonstrate the project addresses and supports the architectural characteristics of the individual Design District. In certain transition areas there is flexibility for applicant to choose which district they are in.	New requirement. See Design District map. Enhances character areas in Downtown Strategy.
	Designated historic properties	Improve transparency by including the Secretary of Interior Standards in the Code. Clarifies the review authority for major vs. minor alterations. New construction with a contemporary design character is encouraged so long as the building does not detract from the overall historic character in the District.	See separate handout.

	Architectural Composition, Massing & Articulation	Provisions to address architectural scale (<i>how buildings relate to one another in terms of size, configuration, and placement.</i>) The guideline offers a variety of ways (not just modulation) to achieve appropriate architectural scale. The measures vary for commercial and residential uses because the layout of interior spaces is usually different. Requires ways to break up buildings longer than 120 feet (roughly ½ block in Downtown) through significant modulation.	
	Streetscape privacy and shading	Special requirements for all developments in the SE Residential Neighborhood District.	Does 18.175 for Infill still apply here?
	Human Scale Building Elements (<i>how buildings relate to a person</i>)	<p>2-4 human scale elements required depending on character area or street designation. One detail from each required: window/entry treatments, building façade details, decorative or textural enhancement.</p> <p>High Visibility Street Corners shall locate a building or structure within 15’ of the street corner or be configured with a corner plaza and include special design features.</p> <p>The Guideline notes there is no intention that building character and detail be ornate, they can be simple if finely detailed & manufactured. Building elements and details should be consistent with the building’s overall design character (e.g., do not put a “historic” feature on a contemporary styled building.)</p>	
	Pedestrian Oriented Facades and Weather Protection	Describes the transparency and weather protection standards for pedestrian oriented building facades where they are required on A and B pedestrian oriented streets.	
	Materials & Colors	A detailed chart with district specific materials requirements and limitations. At a minimum, stone masonry or architectural concrete shall be used on first floors for non-residential or mixed use buildings.	
	Blank Wall Treatments	Blank walls are prohibited (not just to be minimized) facing a public street, pedestrian-oriented space, common usable open space, or pedestrian pathway unless treated with one of a number of methods listed.	
	Parking Garage Design	Requires façade treatment, such as grills or landscaping, of ground floor structured parking near sidewalks. Also requires articulation (not necessarily modulation) of upper story garages to prevent a monolithic appearance.	