



Old Town Historic Core Overlay

Draft Amendments to Design Standards—Architecture and Design WINDOWS

www.redmond.gov/history

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<i>Design Standard</i>	<i>Suggested Code Concepts</i>	<i>Photo of Appropriate Code Implementation</i>	<i>Photo of Inappropriate Code Implementation</i>
Façade Transparency – Building Base	<p>The building base, when adjacent to pedestrian-oriented streets and pathways shall be highly transparent:</p> <ul style="list-style-type: none"> • Windows beginning no higher than 6' above grade to at least 10' above grade • Large windows that showcase storefront displays and interior features to increase pedestrian interest • Windows comprising a minimum of 75% of the façade length at the building base • Windows at corners to ensure transparency from the sidewalk, through the building base, to the perpendicular sidewalk • Avoiding continuous window walls by providing architectural building treatments, mullions, building modulation, entry doors, and/or columns at intervals consistent with the historic structures 		
Façade Transparency – Building Middle	<p>The building middle, shall avoid blank walls:</p> <ul style="list-style-type: none"> • Provide architectural rhythm penetrated by windows, entryways, or other transparencies • Avoid using treatments of continuous transparency such as "ribbon windows" (continuous horizontal bands of glass) or "window walls" (glass over the entire surface) <p>Buildings on pedestrian-oriented streets should provide upper-story amenities overlooking the street, such as balconies and roof decks, with direct access from living and/or common spaces.</p> <p>Upper-story commercial activities such as second-story dining decks are supported.</p>		
Architectural Distinction	<p>Window and door cases designed with depth and visual relief from facade, and punched or recessed into structure</p> <p>Large expanses or strips of glass broken up with mullions or other treatments to give the building identifiable scale, rhythm, and depth</p>		
Design	<p>Windows designed to use wood or similar looking materials for depth and texture similar to historic wood windows</p> <p>Architectural detailing at window jambs, sills, and heads emphasized</p> <p>Window proportions, orientation, and transom windows similar to historic structures</p> <p>Transparency designs varying across the horizontal and vertical façade and include glass doors and sidelights</p>		

Please include your comments: