REDMOND 2050
From suburb to city

OVERLAKE CODE REVISIONS

DESIGN GUIDELINES

TESTING PHASE
Nov/Dec 2022

Testing Phase for Code Revisions

Updates to the Redmond Zoning Code and Redmond Municipal Code will be required to implement the updated Comprehensive Plan. Over November and December of 2022, staff will be testing code update concepts with community stakeholders.

Enclosed you will find the proposed concept(s) for the update and the existing code language. Staff will be holding open houses and a virtual workshop to discuss these changes and other code updates proposed (see Redmond Zoning Code Rewrite information at https://www.letsconnectredmond.com/rzcrewrite) on the following dates:

- **Open Houses at City Hall** - drop in as time allows
  - November 30, from noon to 1:00 p.m.
  - December 1, from 5:30 to 7:00 p.m.
  - December 7, from 4:30 to 6:00 p.m.
- **Virtual Technical Testing** on TEAMS, December 5, from 2:30 to 4:00 p.m., to work with staff while exploring development scenarios based on draft code. (Register for this hands-on event by emailing Principal Planner Kimberly Dietz at kdietz@redmond.gov.

The amendments are in draft form; your feedback will help staff ensure the code's accuracy and ease of use. The City Council's action is anticipated during Q3-Q4 2023.

Please provide feedback to the staff contact for this update:

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Code Update Timeline:

• Nov-Dec 2022	Finalize Draft Proposals Testing Phase / Review
• Jan-Feb 2023	Finalizing Code Amendments
• Spring 2023	Planning Commission Review Public Hearing
• Summer 2023	City Council Review
• **Summer/Fall 2023**	**Adoption**

Contents

1. Summary of Proposed Changes
2. Feedback Needed
3. Preliminary Concepts
4. Existing Code

PART ONE: SUMMARY OF PROPOSED CHANGE

The primary goals for updating the design standards are:

- Meet community vision
- Incorporate standards for new building typologies if needed to accommodate growth

Design standards that are being reviewed for Overlake as part of Redmond 2050 include:

- Overlake Village Supplemental Design Standards (review of RZC 21.62)
- Parking & Parking Garage Design Priorities
- Standards for Taller Buildings
- Building Materials
- Ground Floor Retail & Other Commercial Facades
- Blank Walls & Pedestrian Plazas/Open Spaces

The update will expand the application of design standards to all the Transit-Oriented Development (TOD) Focus Area, which will include portions of the Overlake Business and Advanced Technology (OBAT) zoning district. This will be the first time that portions of OBAT will be subject to Overlake-specific design guidelines (development in OBAT is already subject to citywide guidelines).

Citywide Standards Updates

The Redmond Zoning Code Rewrite team is also updating design standards. Due to the timing of those updates being slightly different from the other Overlake code updates, the enclosed concepts are preliminary only, and will be refined or adjusted if a citywide standard is developed (vs. a standard that is unique for Overlake).

Key questions being studied for potential citywide standards include:

- Streamlining Code: simplifying and consolidating wherever possible
- Residential Design Standards & Illustrations
- Open Space, Urban Pathways, and Pedestrian Plazas Design & Illustrations
- Articulation, Modulation, and Variety of Buildings and Rooftops
- Service areas for solid waste management, loading/unloading, and emergency services
- Quality Materials

PLEASE NOTE: The standards for parking, open space, and landscaping are being consolidated and will be moved out of location-specific sections of code such as RZC 21.62. Those updates are occurring with the Redmond Zoning Code Rewrite efforts.

Additional Resources

Staff provided a high-level overview of the Overlake code updates at the September 28, 2022 Planning Commission meeting, including the priorities and principles that are used to determine updates.

- Presentation
- Video

The Planning Commission discussed the International District proposal at their meeting on November 2, 2022.

- Planning Commission Memo
- Presentation
- Video

The Planning Commission discussed equity and discussed the idea of multi-cultural places and spaces at their workshop on November 9, 2022.

- Eastside for All Presentation
- Video

PART TWO: FEEDBACK NEEDED

Inclusive/Universal Design

The Redmond 2050 team is looking at how to incorporate inclusive/universal design features, with specific attention paid to connections to/from the new light rail station. This will impact designs for transit-oriented development and the public realm, and especially the interaction between the building and the street. Additional research and testing will occur in the first half of 2023 to finalize those elements. Community feedback on key design guideline additions and/or changes will be an important aspect of this work.

PART THREE: PRELIMINARY CONCEPTS

Overlake Look and Feel

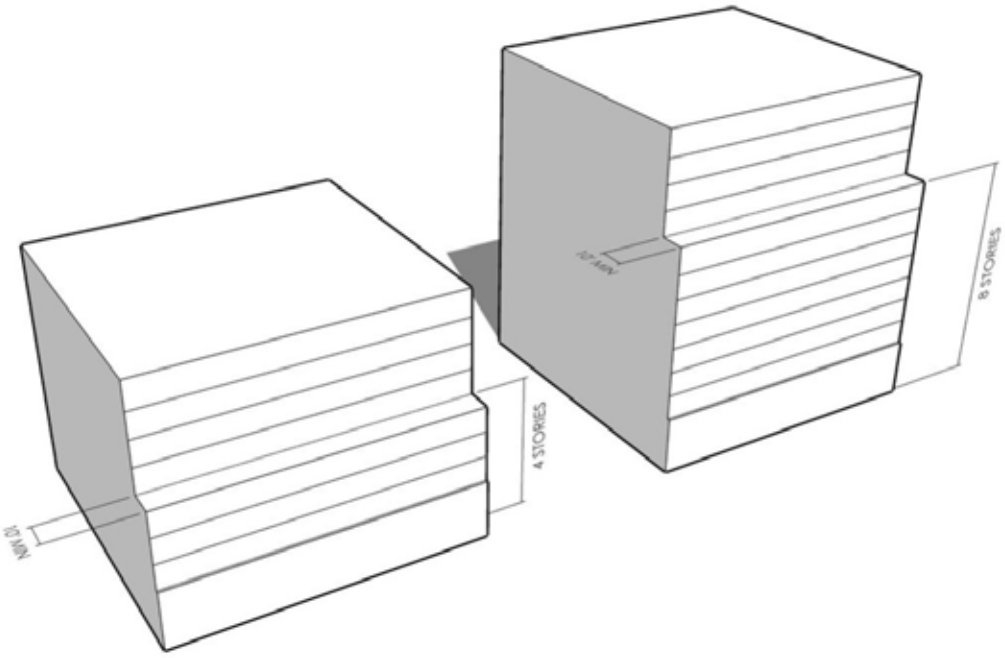
Overlake should use contemporary design to create a unique sense of place that is distinct from the more historic and traditional Downtown "Old Town" zone. Redmond neighborhoods should each have unique characters – for Overlake this character should develop around its existing uses as a technology hub and as a place that includes many ethnic businesses (restaurants, groceries, etc.), and expand into a diverse regional services and cultural center, with a more contemporary design than found elsewhere in the city.

Overlake should have a distinct sense of place while allowing for variety and a diversity of urban building forms and open space types. To accomplish this, Overlake should:

1. Use contemporary façade styles to differentiate Overlake from more historic Redmond neighborhoods, such as the Downtown "Old Town" zone.
2. Ensure creative and articulated massing styles are developed to create distinct architectural elements across the neighborhood.
3. Set back buildings minimally from the property line along the streetwall to ensure there is capacity for active-use public realm elements.
4. Implement the Overlake Village International District as a cultural district that encourages the visual representation of the many cultures in Redmond, including places and spaces for art, including but not limited to performance art and digital installations.

5. Use a variety of materials in façade and architectural elements to create interest across the neighborhood. Make material choices that are local and sustainable where possible. Ensure material requirements are flexible to changing technology and in line with City sustainability goals.
6. Ensure windows and glazing dominate the façade at the first floor.
7. Use creative, contemporary street furnishings.
8. Encourage the creation of smaller green spaces and upper story amenity spaces such as podium and rooftop amenities as well as private balconies to supplement existing open space opportunities in the neighborhood.
9. Ensure public spaces are illuminated without reliance on lighting structures from building facades.
10. Ensure off-street parking is out of sight and/or screened.

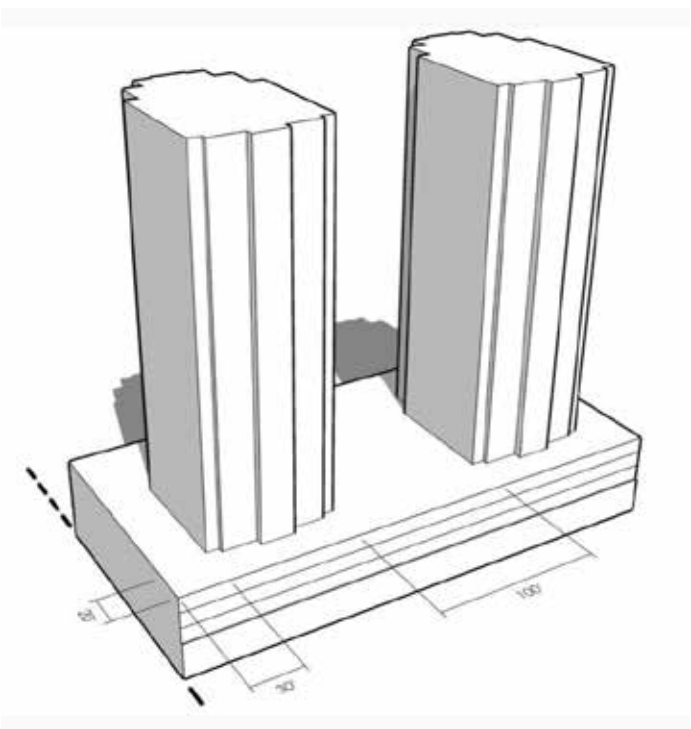
Building Step Back

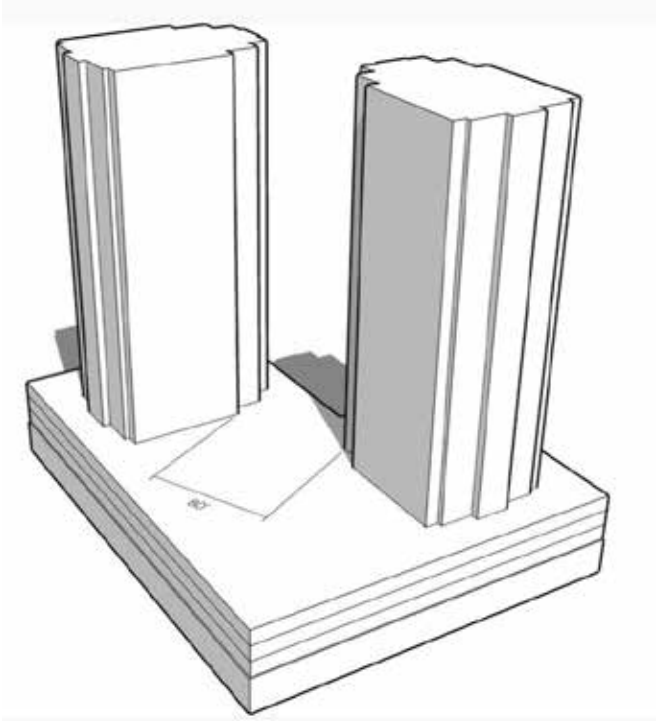


i. Buildings shall provide a noticeable step back to create an appropriate scale streetwall. This step back may vary based on the composition of the building and its contextual surroundings; it must begin between the fourth and eighth story and suit the overall proportions of the design.
ii. The step back shall be a minimum of 10 feet deep, measured from the building edge at the street frontage.
iii. Given the pedestrian-oriented goals of the neighborhood, it is generally not appropriate for an entirely free-standing tower to be constructed in Overlake, in order to maintain the streetwall. It may be appropriate, however, to bring a tower form directly to grade to create public realm amenities around a building lobby, such as an entry plaza. In this case, the streetwall may be cut back to the location of the tower. These conditions might include:

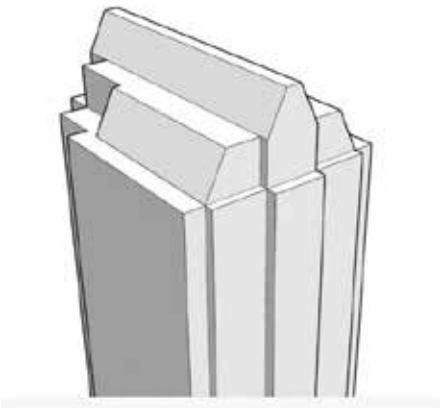
a. When the tower is placed in the middle of a long block, to assist in modulation and create a clear center of the building; or
b. When the tower is placed on the corner of two streets, to create a visual landmark at the entrance and a larger public realm element at an intersection.

Towers

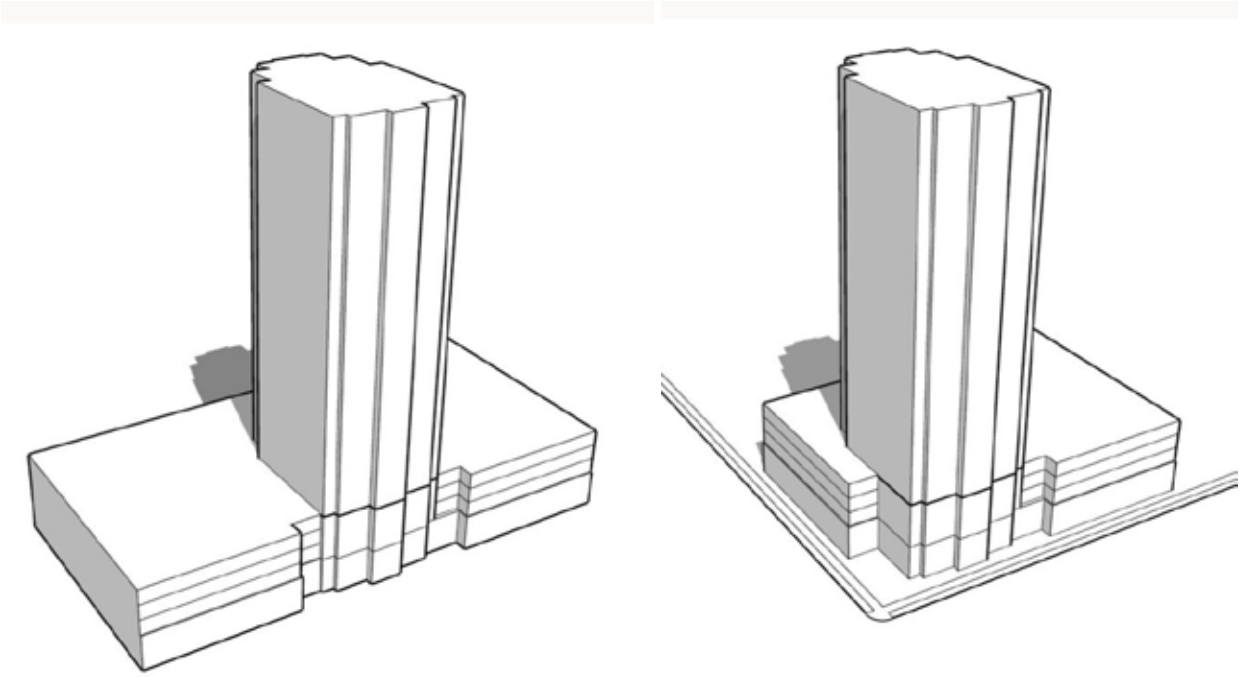




i. Any towers shall be offset a minimum of 20 feet horizontally from the building edge at the street frontage. The tower shall be offset 30 feet horizontally from all other property lines.
ii. Towers shall be placed with a minimum of 100 feet separation face-to-face from all other towers on site, as well as buildings on adjacent properties above 6 stories.
iii. Towers shall be placed with a minimum of 80 feet separation corner-to-corner from all other towers on site, as well as buildings on adjacent properties above 6 stories.
iv. The top of each tower shall use unique architectural expressions, additional step back, double height elements, etc. to contribute to a unique city sky-line.
v. All mechanical elements must be screened or placed within a parapet to the top height of the mechanical equipment
vi. A tower may be brought directly to grade when the tower is placed in the middle of a long block, to assist in modulation and create a clear center of the building. A tower maybe also be brought directly to grade when the tower is placed on the corner of two streets, to create a visual landmark at the entrance and a larger public realm element at an intersection.



vii. Towers shall be designed for livability of adjacent buildings and to optimize a thin skyline. (see Figure xxx)
    a. Tower floorplates for residential uses shall be limited to an average of 10,000 sf (excluding balconies) and are optimally not more than 8,000 sf. Variation of floorplates is encouraged with amenities and green roof features.
    b. Consideration of larger floorplates is possible only if a clear architectural expression of these goals is met.
    c. Tower floorplates for non-residential uses shall have a maximum floorplate length of 120 feet per the Modulation Design Standard for maximum building façade length.

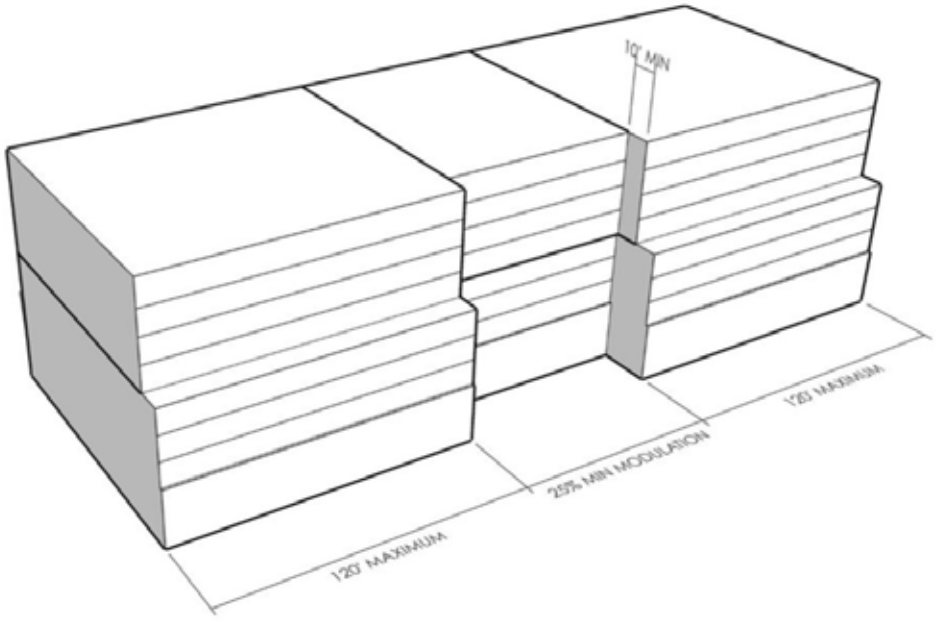


Design of Large Buildings

i. The streetwall elements of the building should be designed to contribute to the pedestrian realm, including reducing apparent mass and bulk, and avoiding long, continuous flat facades, through the use of techniques such as:
    a. Building to the property line on the streetwall edge, or with minimal setback for active-use public realm activities;
    b. Breaking up the mass into multiple buildings, or designing a building to appear as multiple buildings through the use of distinct façade materials and colors and multiple defined entryways and storefronts;
    c. Articulation of facades into increments through use of architectural techniques, such as bay windows, offsets, recesses, and other techniques which break or minimize scale;.
    d. Using context and conditions to set the elevation of the setback or location of towers, to preserve sightlines or match the heights of adjacent contextual elements (such as a landmark spire or clocktower, a historic building, etc.); and

e. Creating mid-block pedestrian and/or cycling connections, as is appropriate to support the existing transportation network, to infill the existing grid as appropriate to parcel size.
    i. Smaller parcels may leave space for half of the connection, allowing for a full connection upon further development.
    ii. Provision of new internal streets and pathways at a minimum as shown in the Overlake Village Subarea Map to establish/enhance the urban grid.
f. Create architectural emphasis at entrances, corner lots and key intersections through the creation of urban landmarks. These landmarks shall play a role in local wayfinding for pedestrians, as well as regional wayfinding along sight-lines.

ii. Modulation.
a. All building massing that is a component of the streetwall or are adjacent to public realm elements (including parks, or other public spaces) shall be modulated to provide visual interest and to reduce the apparent bulk of larger structures. Towers should not exceed the length of a single modulation.
b. A maximum building modulation is 120 feet. Any continuous length of massing may not exceed 120 feet without modulation in the façade plane. Modulation should meet the City-wide requirements on modulation per RZC 20C.40.80. (see Figure xxx)
    i. Building facades shall be stepped back or projected forward at one or more intervals to provide a minimum 25 percent modulation of the horizontal width of the structure.
    ii. The minimum depth of modulation is 10 feet. Projections may begin on the third floor and may not extend any further into the right-of-way than one-half of the width of the sidewalk.
    iii. Given the length of some parcels in Overlake, buildings on a very large lot (such as 300ft in length) shall use a shorter modulation along the length of the block.
    iv. In addition to modulation of the massing, facades shall be further articulated per Ground Floor Retail and Other Commercial Facades.
    v. Tower elements above the streetwall are not indicative of modulation unless they are brought directly to grade per the requirements in Building Step Back.



Building Materials

1. Intent. To promote visual interest, distinct design qualities, and an appearance of quality and permanence through use of durable building materials and effective architectural detailing. Materials shall contribute to current City sustainability goals and standards by prioritizing the use of natural, local, and sustainable products where possible.

2. Design Criteria.

a. Building Materials.

i. Building materials shall provide architectural interest and demonstrate a look of permanence through use of superior exterior cladding materials, such as stone, masonry, copper, brick, and similar materials, as accepted by the Design Review Board. At a minimum, superior exterior cladding materials shall be used for the facades for the first and second floors when visible from streets, parks or other public spaces. Use of superior exterior cladding materials is encouraged on upper stories. Building materials should minimize light reflection and glare. Use of cementitious panel is prohibited with the exception of locations such as accent areas and soffits.

ii. Building materials, particularly those used for architectural interest and exterior cladding, shall consider the full life cycle of the material in their selection. Products that are locally sourced and reduce life-cycle environmental impacts are encouraged. Building materials shall be consistent with current City sustainability standards, but there is also flexibility for consideration of new technologies to meet these goals.

iii. In keeping with the Contemporary Design goals for the neighborhood, natural materials such as wood timber, stone, etc. are encouraged.

(NOTE: no change to concrete block and EIFS standards)

Ground Floor Retail and Other Commercial Facades

1. Intent.
    i. To promote ground floor retail and other commercial facades that are engaging and include features that are scaled to and of interest to pedestrians, including the creation of active-use public realm elements such as exterior displays and patios, in order to tie the private realm to the public realm.
    ii. To allow for flexible uses and reuse over time to improve sustainability and resiliency of the building.

2. Design Criteria. *(note: only new or modified standards shown below, other criteria will apply)*
    i. The areas on the ground floor shall be designed and constructed to accommodate a variety of pedestrian-oriented uses and shall meet the following standards in addition to other applicable design standards:
        a. Ground floor ceiling heights as shown in Table ##.##.###.# Overlake Development Standards. (*note: this is proposed as 20 ft for OV and OBAT zones and 14 ft for OVMF to allow for a variety of retail, restaurant, and other commercial uses*).
        b. Minimum average depth of 25 feet measured from the wall abutting the street frontage to the rear wall of the retail use and a minimum width of 20 feet measured from the interior walls of the retail use. Exception made for spaces specifically designed and dedicated to small-scale commercial uses as part of an affordable commercial space incentive.
        c. Inclusion of an entrance or entrances at the sidewalk level facade to accommodate either a single or multiple tenants or structural design so that entrances can be added when the floor area is converted to pedestrian-oriented uses.
    ii. Ground floor retail-facades shall include small-scale retail units within the streetwall element to support the multi-modal and pedestrian focus of this neighborhood.
        a. Modulation of ground floor retail shall include 30- to 40-foot commercial units within the larger 120 foot maximum module.

b. If the ground floor is combined into a single commercial use, multiple entrances and the impression of multiple storefronts should be provided. The design should support future partition of this space for flexible uses.

iii. Ground floor retail and commercial facades on the streetwall need to provide a contribution to active-use public realm between the façade and the sidewalk for a minimum of 20% of the streetwall. To accomplish this, a small setback from the property line (of no more than 5 feet) may be utilized.
   a. Active-use public realm elements include street furniture, patio tables for café or restaurant uses, temporary exterior display space, and other privately-maintained contributions to the public realm during regular operating hours.
   b. For buildings with residential tower uses above, the design may considering bringing towers directly to grade to create this active-use public realm at the building entrance, per Building Step Back.

PART FOUR: EXISTING CODE

- RZC 21.62.030, Overlake Village Zones Supplemental Design Standards