Urban Design Studio Initiative This 2018-2019 initiative establishes an Urban Design Studio, through a substantial public process, with the requisite code amendments, design manuals, administrative and public process, fees, etc. This studio enhances the City’s capacity to ensure higher quality urban design in new public and private development and is critical for encouraging long-term growth, community vitality, and trust in City government.

- 2025 STRATEGIC PLAN
PAG Meeting Overview

- Introduction to Project and Team
- Focus area for Design Review
- Discussion
- Code Audit Presentation
- Discussion
Project Advisory Group (PAG)

I. Initiated by Planning Commission (04/03/19)

II. Represented Stakeholder groups
   - Community Members
   - Planning Commission (chair)
   - Design Community
   - Development Community
   - Landmarks
   - Environment
   - Affordable Housing

III. Provide Input to Planning Commission/Council to inform decision making

IV. Please provide additional comments to staff prior to or after meetings

Meeting Dates (tentative):
August 6th at 5:30pm
September 3rd at 5:30pm
Milestones: 2005 - 2019

- Council Resolution 2005
- Adopted into the Comprehensive Plan 2007
- Adopted into the One Tacoma Comp Plan 2015
- North End NC Application 2017
  - Design Review in Mixed-Use Centers
- Included in Council Budget 2018
- Staff Position Created 2018
- 2019-2025 Strategic Plan Initiative 2018
- RFP Issued 2018
- Project Initiated 2019

Policy DD-1.4 Consider development of a design review program to promote high quality design that supports community identity, a distinctive built environment, human-scale elements and amenities, resilient and durable materials, landscape enhancements, and other similar features.

Source: ONE TACOMA COMPREHENSIVE PLAN 2016 UPDATE

Project Advisory Group Meeting | 06/12/2019
Project Team + Scope

- Urban Design Studio and operations manual
- Design review program manual
- Draft code recommendations and modifications
- Draft design guidelines
Project Team + Scope

• This Project is About Site and Building Design

• Not Changing the Allocation of Development Rights (Height, Use, etc.)

• Codes Must Be Measurable Standards - Meet Them or Get Denied (or Request Relief)

• Guidelines Imply Use of Discretion, Balancing of Intent
ROWLEY -issaquah, WA - master plan / guidelines
Design Guidance Development

Purpose of the Document
Design Intent
Urban Design Principles
Development Standards
Design Guidelines
Incentives
- Sidewalks
- Pedestrian Ways
- Plazas, Squares & Parks
- Street Lights & Lighting
- Public/Private Interface
- Architectural Character
- Weather Protection
- Street Trees & Streetscape
- Landscape Planting
- Rain gardens
- Wayfinding & Signage
- Public Art
- Sustainable Design
- Parking
- Utilities

Public-Private Interface

Concept Diagram

Concept Approach

Guideline Example
DESIGN GUIDANCE DEVELOPMENT - PUBLIC ART

POC WATERFRONT DEVELOPMENT URBAN DESIGN GUIDELINES + SUSTAINABILITY PLAN

- Picture Oriented
- Socially Oriented
- Stand-Out
- Integrated
- Historic
- Modern
- Playful
- Professional
- Casual
- Refined

Urban Design Studio
# Design Guidance Development - Sustainability

## Sustainable Urban Design Framework

<table>
<thead>
<tr>
<th>Region &amp; City</th>
<th>District &amp; Neighborhood</th>
<th>Block &amp; Street</th>
<th>Project &amp; Parcel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Energy Use &amp; GHG (Transp./Land Use)</td>
<td>Water</td>
<td>Ecology &amp; Habitat</td>
<td>Energy Use &amp; Production (non-Transp.)</td>
</tr>
</tbody>
</table>

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Table of Contents

Project Time line
Purpose of the Document
Public Participation Goals and Objectives
Stakeholders, Audiences, and Interests
Demographics and Translation Needs
Communication and Engagement Techniques
Communication Protocols
Key Milestones/Deliverables Protocols
Engagement Schedule
Evaluation

City Council Roster
Planning Commission Roster
Project Advisory Group Roster
Technical Advisory Committee Roster
Neighborhood Councils
Corresponding Neighborhood Groups
Neighborhood Business Districts
PDS Current List of Interested Parties
AIA (American Association of Architects), MBA (Master Builders’ Association)
Project Timeline
Stakeholders, audiences and interests

Stakeholders, audiences and related interests will be further defined and articulated through the course of the project.

<table>
<thead>
<tr>
<th>Stakeholder Category</th>
<th>Interests</th>
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<tbody>
<tr>
<td>Residents and property owners</td>
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<tr>
<td>Workers and commuters</td>
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<tr>
<td>Members of traditionally underserved communities</td>
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<tr>
<td>Businesses and business groups</td>
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<tr>
<td>Civic institutions, faith organizations, and services providers</td>
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<tr>
<td>City departments and agency partners</td>
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<td>Local and regional developers</td>
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</table>
Communications and engagement techniques

Communication and engagement techniques are tied to the overall project and public participation objectives to create a complementary suite of tools that will provide specific audiences access to information and allow them to meaningfully and constructively engage in the planning process. In particular, the project team will take care to ensure that those with diverse experiences and views have the opportunity for involvement. Participation objectives related to techniques for traditionally underserved audiences are highlighted in the following table.

<table>
<thead>
<tr>
<th>Techniques</th>
<th>Audiences</th>
<th>Participation objectives</th>
<th>Roles</th>
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Communication protocols

City staff, the consultant team and PAG members all have a role in communicating about the project and documenting incoming communications from stakeholders for inclusion in project processes and records. The Project Manager is the primary point of contact for communications regarding the project. However, communication protocols will aid the orderly dissemination and recording of information.

Key points of contact

City project staff:
- Mesa Sherriff

Consultant team:
- Keith Walzak, Project Manager
- Nore Winter
- Lee Einsweiler
Project Discussion

i. Goals and considerations for Urban Design Studio/Design Review

ii. Focus area for Design Review
Goals for Design Review - 2016

- Improve upon the City’s existing design review process
- Support quality, sustainable, compatible development
- Support equitable growth and development
- Provide education and a resource to the community
- Are administratively practical
- Are user-friendly and understandable
- Are flexible and promote innovation
- Are predictable
- Encourage public involvement
- Are integrated with other City processes
Project Discussion

i. Goals and considerations for Urban Design Studio/Design Review

ii. Focus area for Design Review

- Is there a vision in place?
- Are there areas where current code is preventing good design?
- How many projects need review vs. need guidelines?
Discussion Item: Project Focus

Public Projects

- No unifying vision
- Often large projects
- Already have direct City involvement
Discussion Item: Project Focus

Neighborhood Mixed-use Centers

- Central to discussion about development in the City
- Locations throughout city

The neighborhood center should be designed in such a fashion that the preferred modes of transportation are walking, bicycling, and public transit...

- ONE TACOMA
Discussion Item: Project Focus

Projects on Pedestrian Corridors

- Central to experience of public realm
- Locations throughout city

They need to be planned, designed and improved to be places that benefit and become successful additions to surrounding neighborhoods...
Discussion Item: Project Focus

Projects on zone transitions

- Central to experience of residents
- Locations throughout city

Ensure that new high-density and large-scale infill development adjacent to single dwelling zones incorporates design elements that soften transitions in scale and strive to protect light and privacy for adjacent residents...

- ONE TACOMA
Discussion Item: Project Focus

Projects in mixed-use centers

- Central to development in Tacoma
- Locations throughout city

Plan investments in residential pattern areas to better integrate the area with the designated mixed-use centers and other commercial areas and amenities...
Summary of Planning Commission (04/03/2019)

Initial Feedback

- Options provided sufficient to identify significant projects
- Mixed-Use Centers + pedestrian corridors?
- Public projects + Ped streets included in others
- Is there a threshold unrelated to location that would determine a significant project? (valuation, size, etc.)
Summary of IPS Committee  
(05/08/2019)

Initial Feedback

Goals for the Urban Design Studio/Design Review in Tacoma
- Integrate with existing legislation (Urban Forestry, transportation, affordable housing)
- Provide a tool for the community to be heard
- Don’t cause unnecessary delay to development

Focus area
- Mixed-use centers + zone transitions
- Where it has the most real world application
- Where the action is

URBAN DESIGN STUDIO

Project Advisory Group Meeting | 06/12/2019
Summary of TAC Meeting (05/08/2019)

Initial Feedback

- Mixed-use centers + zone transitions
- Pedestrian Streets + Transitions in Mixed Use Centers
- Adjacency Review for historic structures
- Infill Projects in Established Areas
- Block standards for Crossroads Centers
Discussion Item: Project Focus

Strategies to identify significant projects

1. Public Projects
2. Projects in Neighborhood Mixed-Use Centers
3. Projects on Pedestrian Corridors
4. Projects in zone transitions (MUC to Residential, etc)
5. Projects in Mixed Use Centers
CODE AUDIT

Enhancing the Walkable Urbanism of Tacoma’s Centers + Corridors
TODAY'S PRESENTATION

- Introduction
- Planning Framework
- Supporting the Vision
- Design Standards: Sites
- Design Standards: Buildings
- Development Review
- Document Design
- Discussion . . .
PLANNING FRAMEWORK

COMPREHENSIVE PLAN
- Urban Form Goals
- Design+Development of Centers+Corridors

SPECIAL AREA PLANS
TACOMA MIXED USE CENTERS
October 1, 2015

ZONING
- Zoning, Subdivision
- Land Use Permit Procedures
- Mixed-Use Center Development

URBAN DESIGN STUDIO
Audit-3 Project Advisory Group Meeting | 06/12/2019

LONG RANGE PLANNING
SUPPORTING THE VISION

• It's a System

• Challenges Today:
  • Site Plan/Subdivision
  • Under-Building
  • Adaptive Reuse
  • Phasing
DESIGN STANDARDS: SITE

- Blocks
DESIGN STANDARDS: SITE

- Blocks
DESIGN STANDARDS: SITE

- Blocks
DESIGN STANDARDS: SITE

- Internal Streets
DESIGN STANDARDS: SITE

• Open Space
DESIGN STANDARDS: SITE

- Building Placement
DESIGN STANDARDS: SITE

• Building Orientation
DESIGN STANDARDS: SITE

• Building Orientation
DESIGN STANDARDS: SITE

- Working With Topography: ground floor elevation
DESIGN STANDARDS: SITE

- Working With Topography: retaining walls
DESIGN STANDARDS: SITE

- Working With Topography: pedestrian access
DESIGN STANDARDS: SITE

- Parking - Pedestrian Access, Shade
DESIGN STANDARDS: SITE

- Vehicle Access
DESIGN STANDARDS: SITE

- Vehicle Access
DESIGN STANDARDS: SITE

- Drive-Thru/Stacking
DESIGN STANDARDS: SITE

• Parking as a Principal Use
DESIGN STANDARDS: SITE

- Signs
DESIGN STANDARDS: SITE

• Service Areas
DESIGN STANDARDS: SITE

- Tree Canopy Cover
DESIGN STANDARDS: SITE

- Rainy City Design
DESIGN STANDARDS: SITE

- Transitions
DESIGN STANDARDS: BUILDING

- Windows, Doors

2. Foundation Wall Treatments
   - Foundation Planting
   - Planter

Access
- A planter of not more than 2 feet in height above the sidewalk that reveals a maximum of 3 feet of foundation wall.

Green Wall
- A structure permanently attached to the applicable wall and at least 75% covered in vegetation. Includes built systems providing support for climbing plants and systems supporting vegetation with its own growing medium.

Seating
- A permanent structure intended for public seating between 30 inches and 3 feet in height above the sidewalk, and a minimum of 30 inches in depth.
DESIGN STANDARDS: BUILDING

• Roofs
DESIGN STANDARDS: BUILDING

- Facade Design, Mass Variation
DESIGN STANDARDS: BUILDING

• Street-Level Interest
DEVELOPMENT REVIEW

• Setting the Tone
• “Any Development is Good”
• Being “Developer-Friendly”
• First, Best Plan
• Pre-Application Conference
DEVELOPMENT REVIEW

- Code vs. Guidelines
- Form-Based Elements in Code Could Improve Outcomes
- Review Triggers Are Key
- Guidelines Work Better Here:
  - Design Repetition
  - Considering Context
  - Balancing Design Objectives
DEVELOPMENT REVIEW

- Opportunities for Relief
- Rezoning
- Variance
- Alternative Compliance “Equivalent or Better”
DEVELOPMENT REVIEW

• Role of the Guidelines
• Short-Term, Without Code Amendments
• Mid-Term, Patch Existing Code
• Long-Term, Code Rethink
CODE DOCUMENT DESIGN

- Page Formatting
- Layout
- Graphics
DISCUSSION . . .

• Are there particular provisions in the Code that are barriers to good design?

• Where is additional flexibility needed to achieve good design?

• Are there sustainability or resilience features you would like to see added?