Interactive Discussion

DESIGN ELEMENTS
MULTI-FAMILY AND MIXED-USE DESIGN

Site Design

Massing

Articulation

Materials

Transitional Design

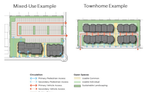
Streetscape Relationship

Open Space

Lighting and Site Security

DESIGN ELEMENTS
SITE DESIGN

- Overall site planning for optimization of parking, access, building placement and other functions
- Building mass located along frontages w/ parking behind
- Townhouse/Rowhouse development may include central drive and garage spaces per unit



DESIGN ELEMENTS
MASSING

- Aesthetics of mitigated versus unmitigated building mass
- Modulation of mass through:
  - Stepbacks,
  - Alternating rooflines and heights,
  - Multiple structures

DESIGN ELEMENTS
ARTICULATION

- Enhancements to building façade to create variety and visual interest
- Alternating wall planes, extrusions and insets, horizontal and vertical elements
- Can be done through bay windows, material plane changes, awnings

DESIGN ELEMENTS
MATERIALS

- Contribute to characterization of building style
- Help accentuate articulating elements
- Quality and durability very important

DESIGN ELEMENTS
TRANSITIONAL DESIGN

- How the project responds to and respect existing development context
- Mass, scale and use intensity along single-family residential property lines
- Shadow and daylight plane impacts

DESIGN ELEMENTS
STREETSCAPE RELATIONSHIP

- How the project responds to different street frontages types
- Difference in design treatments between streets types (e.g., neighborhood context versus multi-modal corridor)
- Elements include stoops, front yards, terrestration, landscaping

DESIGN ELEMENTS
OPEN SPACE

- Design, location and other requirements for onsite open space features
- Does not modify existing open space standards

DESIGN ELEMENTS
LIGHTING AND SECURITY

- Lighting location and placement
- Security and access considerations

Not addressing signage requirements

how we can enable good way finding through design and ensure that retail has the ability to customize in a way that is cohesive with the look and feel of the building

no examples of 4- 6 story range - additional elements to consider

Example 1

Site Design
Is this building placement efficient?

Transitional Design
Does this building respect neighboring uses and predominant development pattern?

Massing
Is this building overly bulky and/or out of scale?

Streetscape Relationship
Does this design nurture a desirable ground-floor environment along the frontage?

Articulation
Does the building face have visually interesting elements and variation?

Open Space
Is this an attractive and functional open space configuration?

Materials
Do the materials harmonize with one another? With the San Mateo community context?

Lighting and Site Security
Does this appear to be well-illuminated and secure?

Other Comments

how garage, driveway, parking element(s) are handled

incorporate similar materials to existing neighborhood

missing common area

Bike racks? Store inside?

does not tell much - post-modern

Keeping things simple

maintenance overtime problematic

look appropriate in low density neighborhood

find front door easily

nice modern take on traditional design

elegant design of modern housing

good job of using restraint

define balance for different neighborhoods

A multifamily that could pass as a single family home.

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SM has many great examples of multi-family, large units. Look around main library on 4th ave.

Other Comments

fit in with a residential neighborhood, it just needs to be less busy

bird strikes on glass

ultraviolet glass

Garage doors too prominent

Slanted roofs clunky

Seems very boxy, imposing

Hardscape and garage doors dominate the street facade at ground level

pretty busy with the number of materials, colors and planes

articulation need to be purposeful, not overly arbitrary

Massing is not problem, it is the design.

encourage balconies, patios, central courtyards

Not a lot of enablement of outdoor activity

ODS - take a facade developed before 1940 and recreate

Built before war, ODS can reference traditional forms

Example 3

Site Design
Is this building placement efficient?

Transitional Design
Does this building respect neighboring uses and predominant development pattern?

Massing
Is this building overly bulky and/or out of scale?

Blocky, glassy, inhumane, does not fit into context

Streetscape Relationship
Does this design nurture a desirable ground-floor environment along the frontage?

more landscaping and fine grained detailing would add pet friendly, human scale

Streetscape unappealing

Articulation
Does the building face have visually interesting elements and variation?

Too much glass. I don't get the stucco zigzags.

Open Space
Is this an attractive and functional open space configuration?

More shared spaces, appears cold

protected bicycle/walking lane, greenery, tables & chairs if there's F&B on that first floor

Materials
Do the materials harmonize with one another? With the San Mateo community context?

Lighting and Site Security
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Other Comments

not functional for residents (furniture), too much window frontage

Not elevating sense of community, call attention to itself

claymation face

Too busy. Articulation and color is not working for it.

Lit glass attracts birds, perfect target for birds

I don't like lighted center stairwell that impacts non-residents. Too much glass.

Flexibility for many different types of retail

gardens/vertical gardens to provide softness at pedestrian scales

continuous, interesting lower level for pedestrians

Really like glass, light is important

More greenery, plants trained to grow up the wall

Massing is clunky and top heavy; feels like the upper 5 floors are crushing the ground floor, which is visually receding.

Example 4

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Massing
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Streetscape Relationship
Does this design nurture a desirable ground-floor environment along the frontage?

Streetscape is minimal

need more detail and visual interest

Street level - flat and plain

Articulation
Does the building face have visually interesting elements and variation?

Top of building could use more articulation at the long flat wall sections

Articulation is good, massing is okay, color palette needs more work.

Open Space
Is this an attractive and functional open space configuration?

You can see bike racks

The green space in the final product turned out much more lush than render. The mature trees really help.

Materials
Do the materials harmonize with one another? With the San Mateo community context?

Lighting and Site Security
Does this appear to be well-illuminated and secure?

The lighted center stairwell looks great.

Balance security with ground floor access

Other Comments

Lack of ingress/egress

allow people to take advantage of tradeoffs, not every single box check, menu of items

Implies balcony, but does not exist. Encourage real ones. Do not imply functionality

Door difficult to find

highlight entrance more.

window placement works psychologically - symmetrically located, vertically oriented

Pedestrian entry needs to celebrated and easy to find.

The relationship of window size to solid building elements will be important.

Chance to see someone you know, social collision

See first floor for completely different from other floors, lack of articulation of walls.

Details here will be critical. The "rectangular" shape of the windows but doesn't feel like an art deco building.

Over-articulated on the bottom.

Example 5

Site Design
Is this building placement efficient?

Generous setback and landscaping between the building and the public walkway. Feels welcoming, inviting, office and money was spent on the corner element.

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Open Space
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Don't overlook ADA accessibility requirements

Street facing element more important

not as inviting, or functional, as the corner

Balcony space - overdue space where it is not used, focus more on communal space

Materials
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Lighting and Site Security
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Materials and colors use more adjustment in balance of proportions

Other Comments

the wrap around balconies seem to "weaken" the corner. Perhaps less balcony would enhance the massing.

The color palette works well together (not a ton of standalone colors). Feels like there are lots of balconies for people to enjoy the outdoors.

Not crazy about how the building sits back from the street, taking valuable space away from adding more units. Feels a little over-articulated.

I really like the balconies here; ideally, they'd be allowed, but not required.

call to attention uniqueness instead of evenly distributing everything

More primary, identify secondary and tertiary colors and materials, more contrast

If you could walk up to that first floor corner balcony, that would be nice.

Wonderful if people use balcony to enjoy outdoor space and have plants. But too often used as a closet.

Example 6

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Setback at third and fourth levels too much, not mandating cascading effect.

Streetscape Relationship
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Human scale: uses that does not feel like a license like traditional retail

Allow uses that truly activate a pedestrian at ground level, outdoor seating

flexible zoning for activated pedestrian realm

Articulation
Does the building face have visually interesting elements and variation?

Articulation needs more articulation less at the upper levels and more at the ground level.

Open Space
Is this an attractive and functional open space configuration?

Materials
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Color palette in not very exciting

Lighting and Site Security
Does this appear to be well-illuminated and secure?

Suffers from exuberance of materials

his aesthetic (too many colors, materials, setbacks) will become dated pretty quickly

material differentiation is not working, overdesigned.

Cascading setbacks and building articulation give the building an appealing texture, but may have gone a bit too far.

Windows - not so much bigger; from Architectural detailing focused on windows.

Windows are more expensive than facade, meet daylighting standards but not overly excess; discourage bigger.

make windows FEEL bigger with trim and other detailing, get better aesthetic

Other Comments

Setbacks overused

Greater setback width at ground floor retail frontages.

Setbacks for setback's take is absurd

Windows too recoded, have windows and doors get most design element

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Other Comments

Example 8

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Other Comments

Example 9

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