

design

studio

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Design Review

Hardware Village II

Salt Lake City, UT



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PROJECT NARRATIVE

In coordination and cooperation with Salt Lake City's urban, apartment community, that has been coined as the "Hardware District", KBS proposes a new multi-family development to current surface parking lot at 152 North 500 West, adjacent to the Hardware Office Building. Fronting Hardware Avenue and also facing the FrontRunner North Temple Bridge/Guadalupe station, the project is poised to contribute to the city's ever-evolving built environment and the fast developing transit oriented development in the area.

Utah's Transit Authority's (UTA) TRAX system connects downtown activity, history, and commerce to the airport and regional destinations throughout the valley. The North Temple Bridge/Guadalupe station is one of many key stops in that system. This contributes to an area of comparably intense land development with a mix of land uses incorporating the principles of sustainable, transit oriented development, as dictated by the Transit Station Area District and the Core Area.

The project design capitalizes on an already unique and vibrant existing character and architecture. From the Hardware Office Building to the Hardware Apartments, the District is an efficient and attractive transit and pedestrian oriented commercial, residential and mixed use developed area.

The Type IIIA construction will house 338 rental apartments, as well as several building amenities for resident use, including a pool courtyard, inner courtyard, WeWork space, fitness/yoga, dog run/spa, sky lounge and ground-floor retail space and bike shop/storage. The five stories of residential units will sit on a type IA, four story parking podium. The parking structure is intended to park the residential portion as well as the existing parking required for the Hardware Office Building, at a total of 784 stalls.

Redevelopment of the existing surface parking lot aims to significantly contribute to the evolution of Hardware District and Salt Lake City's downtown experience with 21st century design and construction.

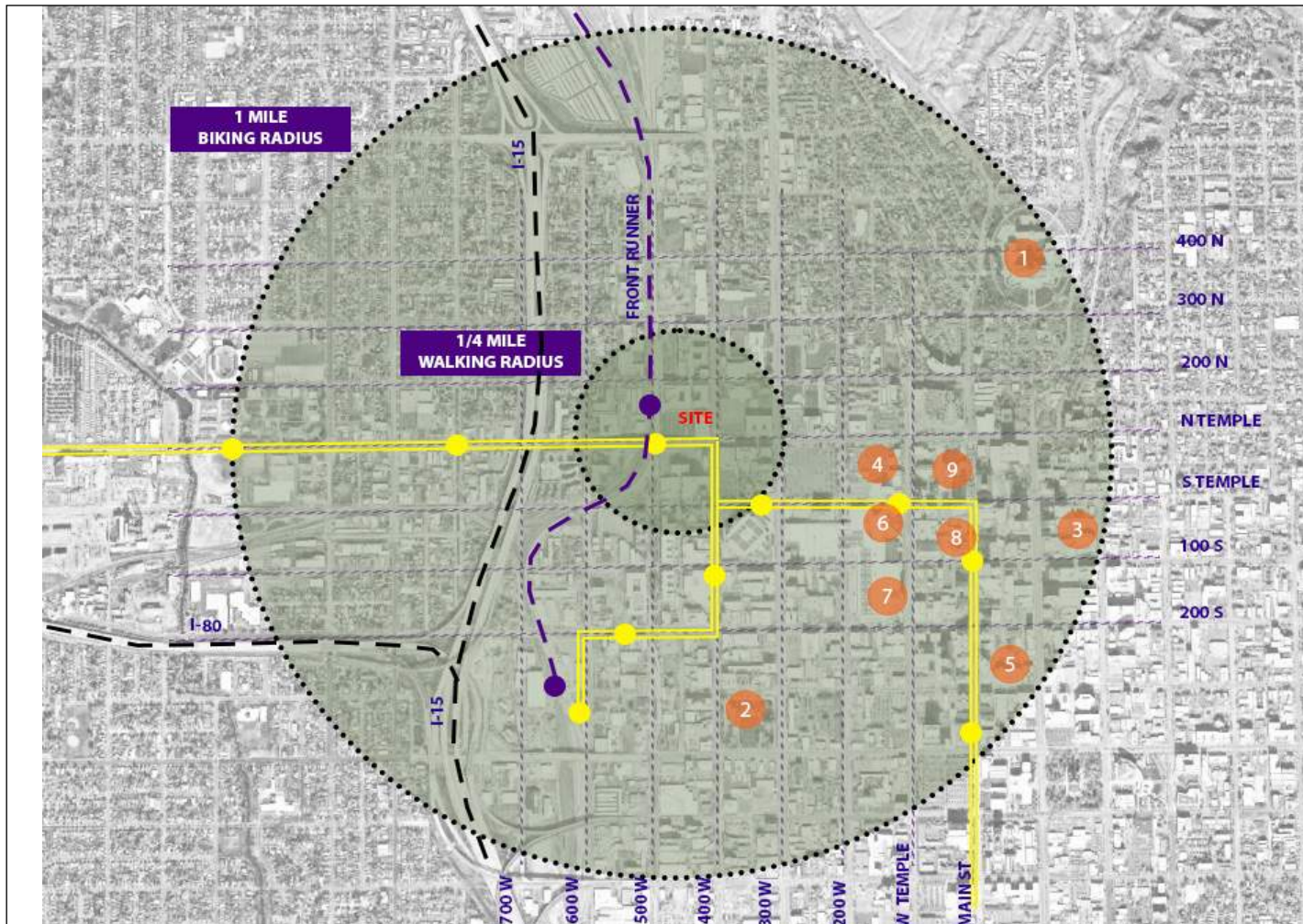
PROJECT NARRATIVE



CONTEXT AND CHARACTER



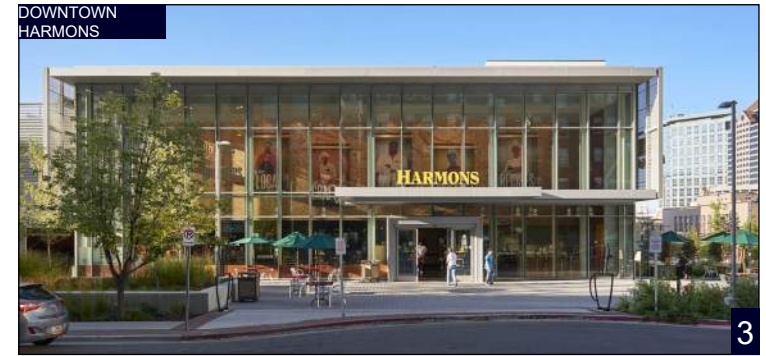
CONTEXT AND CHARACTER: DISTRICT



Nodes

1. Utah State Capital Building
2. Pioneer Park
3. Downtown Harmons
4. Temple Square
5. Gallivan Center
6. Utah Museum of Contemporary Art
7. Salt Palace Convention Center
8. Eccles Theater
9. City Creek Center

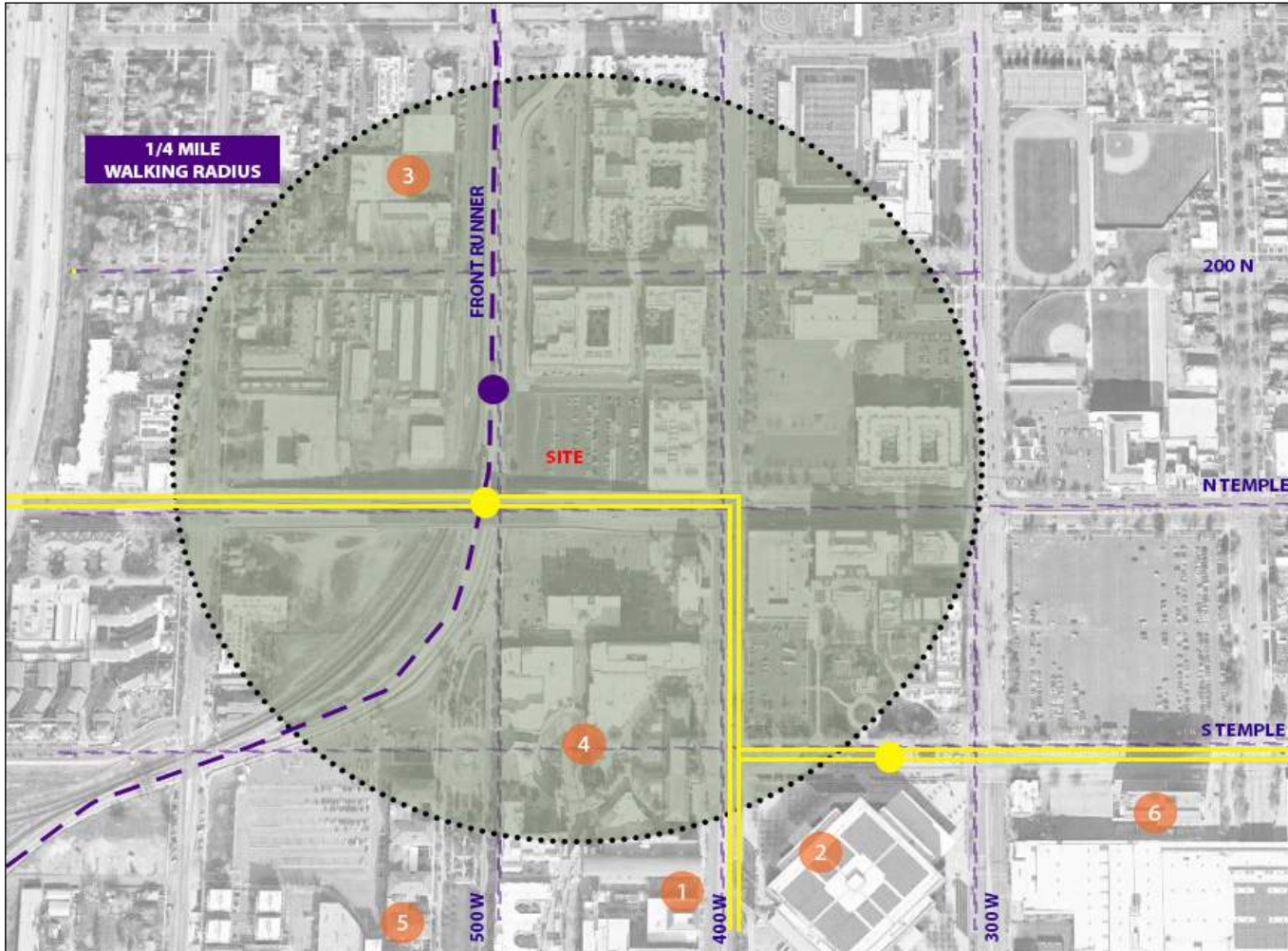
CONTEXT AND CHARACTER: DISTRICT



CONTEXT AND CHARACTER: DISTRICT



CONTEXT AND CHARACTER: DISTRICT



Nodes

1. Clark Planetarium
2. Vivint Arena (Jazz)
3. The Union Event Center
4. The Gateway
5. The Complex
6. The Radisson Hotel



CONTEXT AND CHARACTER: SITE

CLARK PLANETARIUM



VIVINT AREA (JAZZ)



THE UNION EVENT CENTER



THE GATEWAY



THE COMPLEX



THE RADISSON HOTEL



CONTEXT AND CHARACTER: SITE



VIEW TO NORTH



VIEW TO EAST

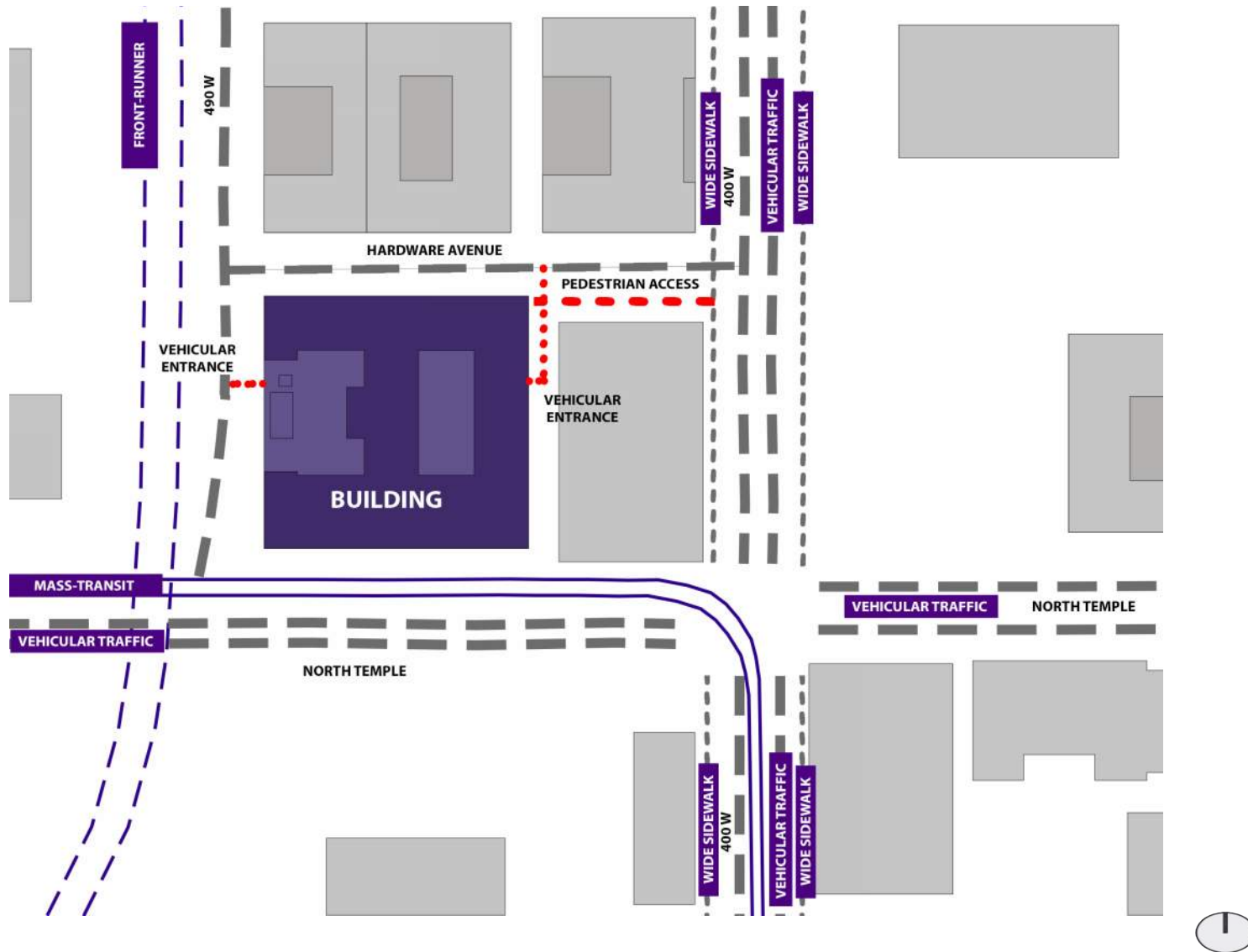


VIEW TO SOUTH



VIEW TO WEST

CONTEXT AND CHARACTER: SITE



CONTEXT AND CHARACTER: SITE



VIEW HARDWARE AVENUE FROM 400 WEST



VIEW OF SITE FROM 490 WEST

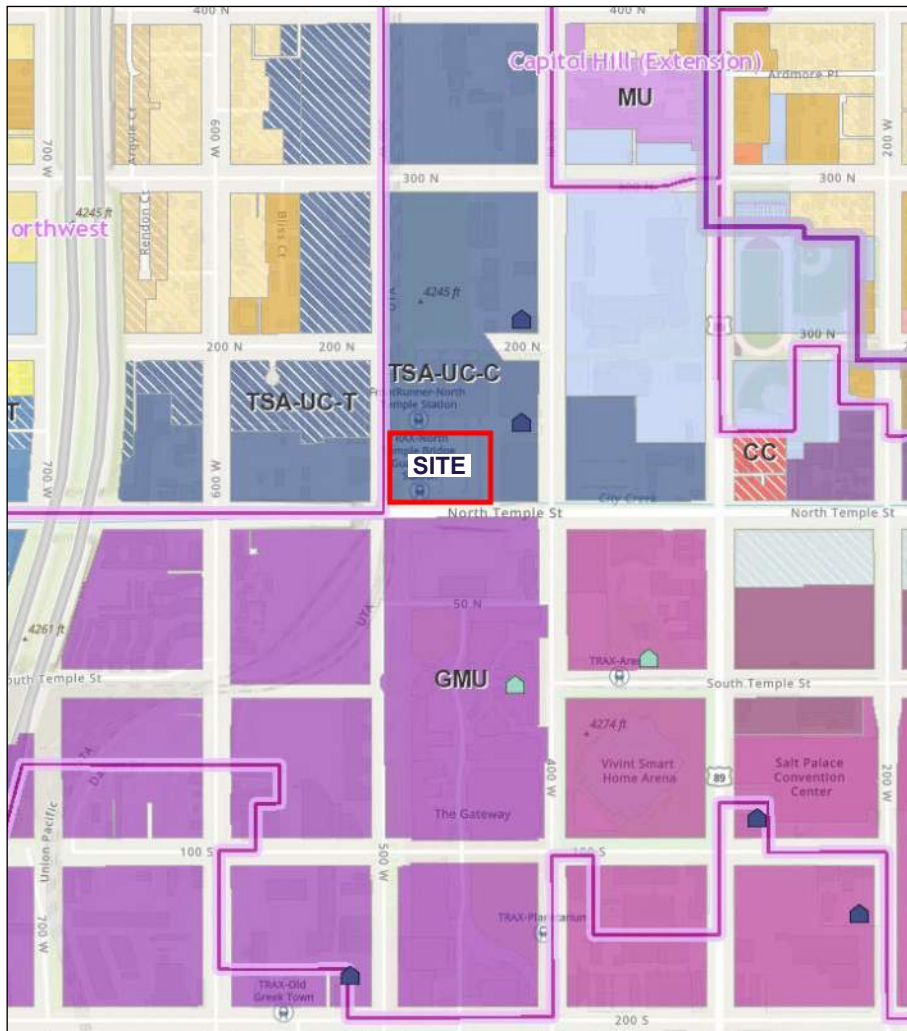


VIEW OF SITE FROM SOUTHWEST CORNER



VIEW OF HARDWARE OFFICE FROM NORTH TEMPLE AND 400 WEST

CONTEXT AND CHARACTER: SITE



SLC ZONING MAP: TSA UC-C

ZONING NARRATIVE

The purpose of the Transit Station Area District (TSA), where the subject property (152 North 500 West) is located, is to provide an environment for efficient and attractive transit and pedestrian oriented commercial, residential and mixed use development around transit stations. Redevelopment, infill development and increased development on underutilized parcels should include uses that allow them to function as part of a walkable, Mixed Use District.

The Core Area provides areas for comparatively intense land development with a mix of land uses incorporating the principles of sustainable, transit oriented development and to enhance the area closest to a transit station as a lively, people oriented place. The core area may mix ground floor retail, office, commercial and residential space in order to activate the public realm.

Further, the Urban Center Station (UC) contains the highest relative intensity level and mix of uses. The type of station area is meant to support the Downtown Salt Lake and not compete with it in terms of building scale and use.

The Downtown Plan designates Salt Lake City's downtown as the premier location for sustainable urban living, commerce, and cultural activity with a variety of housing options to meet the diverse needs of the region, to improve downtown livability, and to attract and retain skilled workers.

CONTEXT AND CHARACTER: ZONING

ZONING NARRATIVE CON'D

The design of Hardware Village II meets all applicable zoning-specific design standards except the frontage requirements. Detail and design reasoning for the requested exception:

Zoning Frontage Requirements

Similar to the development pattern along Hardware Avenue and 490 West, the project's pedestrian-focused entry facade provides three prominent points of access, including entry to the retail space fronting 490 West and entry to the residential lobby fronting Hardware Avenue. There is a hierarchy of the entries, created by step backs between the corner massings and material changes.

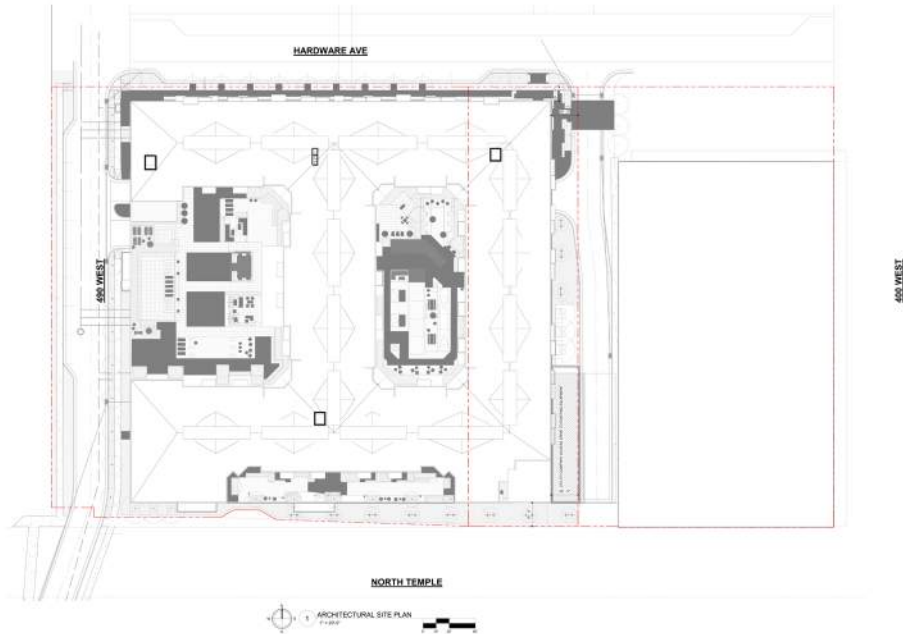


SETBACK DIAGRAM



CONTEXT AND CHARACTER: ZONING

PROJECT DESIGN



SITE PLAN



HARDWARE AVENUE - STREET SECTION

DESIGN CONCEPT

Early concept design began with an investigation of building proportions of the site's immediate context, as well as the neighboring Hardware Apartments and the Hardware Office Building. Adjacency to the Hardware Office Building to the east and the Hardware Apartments to the north provide massing, material and siting cues.

The design team wanted to capitalize on the existing pedestrian connectivity and walkability of the district, as well as the connection to public transit. In addition to the site's context, views, and streetscape, parking conditions for the existing office and new residential portion informed the footprint. These considerations informed the following design objectives:

- 1) Establish a building massing hierarchy for a streetscape and pedestrian experience that clearly defined residential lobby and retail spaces.
- 2) Define that massing with materials and fenestration to reflect contextual cues.
- 3) Strategically locate amenity zones (mass vs. void) to take advantage of view corridors.

-Podium-level amenity to visually connect and activate the streetscape, further emphasizing the pedestrian-scale of the urban realm.

-Roof lounge amenity at a structurally desired-location—top story the building—to create an aesthetic and experiential moment in the building.

- 4) Maximize balcony locations and views.

Collectively the project objectives aim to address the site at both the transit station area district level and pedestrian level, as well as define the resident experience and an engaged public experience.

PROJECT DESIGN: CONCEPT



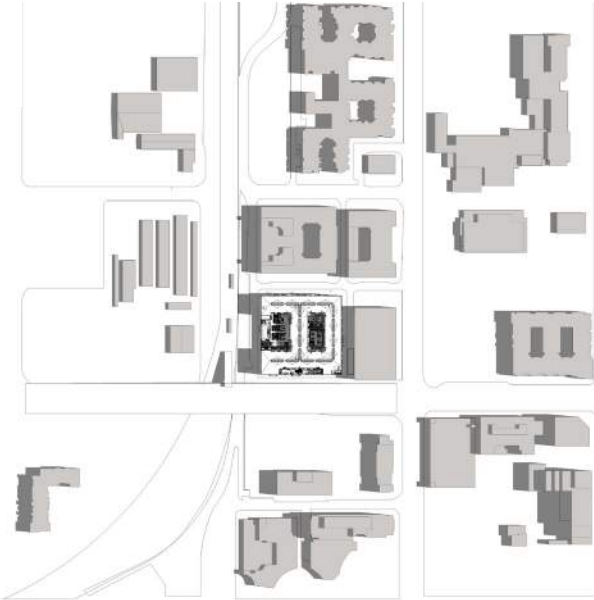
GENERAL MASSING



VERTICAL / HORIZONTAL BREAKS

PROJECT DESIGN: FORM, SCALE, AND HEIGHT

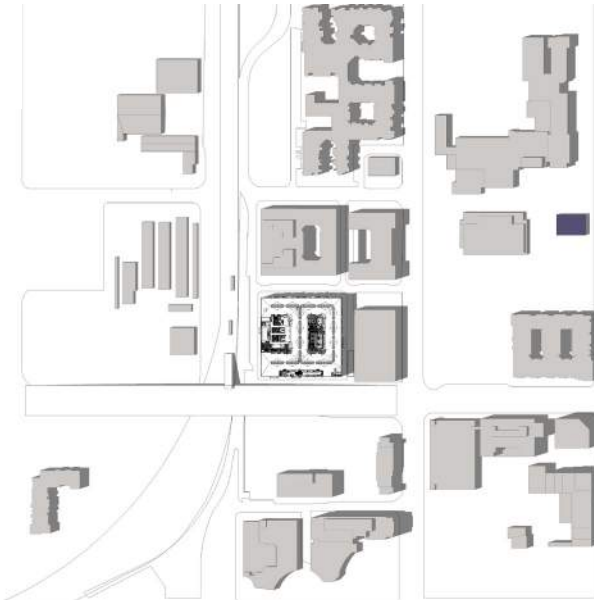
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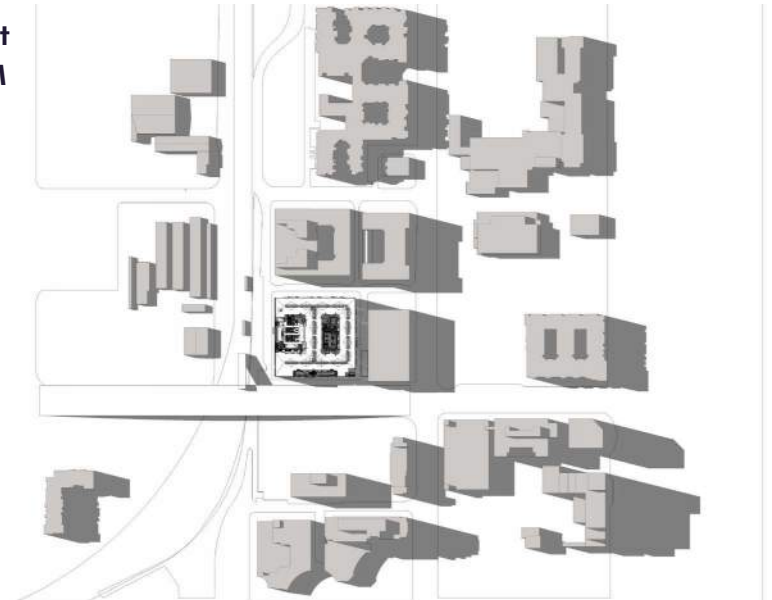
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June 21st
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SUN STUDY: SUMMER SOLSTICE

PROJECT DESIGN: FORM, SCALE, AND HEIGHT

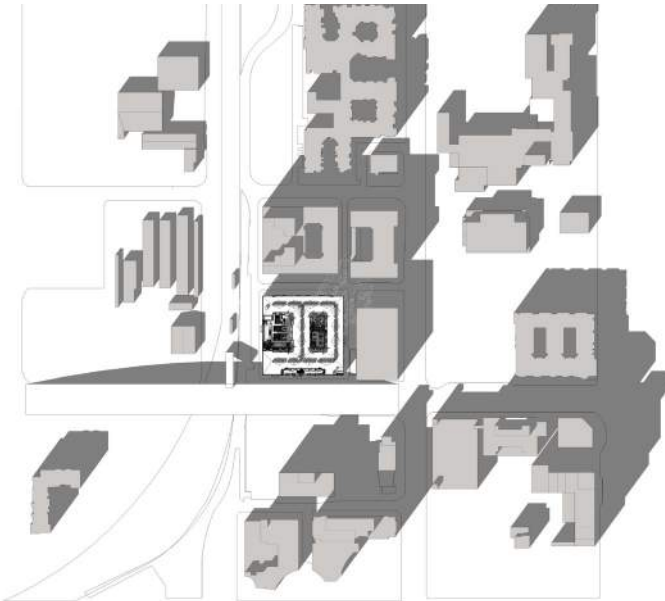
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Dec 21st
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Dec 21st
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SUN STUDY: WINTER SOLSTICE

PROJECT DESIGN: FORM, SCALE, AND HEIGHT



GROUND FLOOR GLAZING

The zoning ground floor glass calculation requires a minimum of 60%, as measured three feet (3') and eight feet (8') above grade (per 21A.37.050).

Ground floor glazing facing Hardware Avenue equals 60%.

Ground floor glazing facing 490 West equals 60%.

Refer to diagram below. The dark purple band denotes the transparency area used in the calculation, between 3 ft and 8 ft above ground level.

Signage to be placed outside of this band to meet transparency requirement.



PERCENTAGE OF GLAZING		
FACADE	GROUND FLOOR TRANSPARENCY	PERCENTAGE
NORTH	MINIMUM 60%	60%
WEST	MINIMUM 60%	60%

PROJECT DESIGN: GLAZING

EXTERIOR FINISH LEGEND

NO.	MATERIAL DESCRIPTION	MANUFACTURER AND COLOR INFORMATION
MTL1	METAL PANEL - COLOR 1 SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: LIGHT BEIGE
MTL2	METAL PANEL - COLOR 2 SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: LIGHT GRAY
MTL3	METAL PANEL - COLOR 3 SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK BRONZE
CLS1	CEMENTITIOUS LAP SIDING - COLOR 1 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
CLS2	CEMENTITIOUS LAP SIDING - COLOR 2 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: WOOD FRESH
CLS3	CEMENTITIOUS LAP SIDING - COLOR 3 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: MEDIUM GRAY
CPL1	CEMENTITIOUS PANELING - COLOR 1 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
CPL2	CEMENTITIOUS PANELING (VERTICAL) - COLOR 2 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: LIGHT GRAY
CPL3	CEMENTITIOUS PANELING (VERTICAL) - COLOR 3 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: WOOD FRESH
CBR1	CEMENTITIOUS PANEL BOARD AND BATT SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
CTB1	CEMENTITIOUS TRIM BOARD SIZE: VARIES	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
BRK1	BRICK - COLOR 1 SIZE: TBD	FINISH: TBD COLOR: BLACK
BRK2	BRICK - COLOR 2 SIZE: TBD	FINISH: TBD COLOR: BUFF
BRK3	BRICK - COLOR 3 SIZE: TBD	FINISH: TBD COLOR: TAN
BRK4	BRICK - COLOR 4 SIZE: TBD	FINISH: TBD COLOR: RED
SFG	STOREFRONT SYSTEM SIZE: VARIES (SEE STOREFRONT ELEVATIONS)	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
WDS	METAL GARAGE SCREENING	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK BRONZE
WCP	METAL CANOPY SIZE: SEE DETAILS	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
MR1	METAL PICKET RAILING	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
VWD	VINYL WINDOW SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: BLACK (INTERIOR COLOR: WHITE)

PERCENTAGE OF MATERIALS

FACADE	NO.	MATERIAL DESCRIPTION	PERCENTAGE
WEST	1	METAL	30%
	2	CEMENTITIOUS LAP SIDING	26%
	3	CEMENTITIOUS PANEL	34%
	4	CEMENTITIOUS BOARD AND BATTEN	6%
	5	BRICK	10%
SOUTH	1	TOTAL DURABLE MATERIALS	79%
	2	METAL	30%
	3	CEMENTITIOUS LAP SIDING	18%
	4	CEMENTITIOUS PANEL	40%
	5	CEMENTITIOUS BOARD AND BATTEN	6%
EAST	1	TOTAL DURABLE MATERIALS	79%
	2	METAL	14%
	3	CEMENTITIOUS LAP SIDING	35%
	4	CEMENTITIOUS PANEL	32%
	5	CEMENTITIOUS BOARD AND BATTEN	19%
NORTH	1	TOTAL DURABLE MATERIALS	88%
	2	METAL	30%
	3	CEMENTITIOUS LAP SIDING	13%
	4	CEMENTITIOUS PANEL	25%
	5	CEMENTITIOUS BOARD AND BATTEN	12%
WEST	1	BRICK	20%
	2	TOTAL DURABLE MATERIALS	17%

MAX BLANK WALL LENGTH

FACADE	NO.	MAXIMUM 15'	PERCENTAGE
NORTH	1	MAXIMUM 15'	8'-2"
	2	MAXIMUM 15'	10'-0"
SOUTH	1	MAXIMUM 15'	8'-2"
	2	MAXIMUM 15'	11'-0"



NORTH ELEVATION

PROJECT DESIGN: MATERIALS

EXTERIOR FINISH LEGEND		
NO.	MATERIAL DESCRIPTION	MANUFACTURER AND COLOR INFORMATION
MTL1	METAL PANEL - COLOR 1 SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: LIGHT BEIGE
MTL2	METAL PANEL - COLOR 2 SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: LIGHT GRAY
MTL3	METAL PANEL - COLOR 3 SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK BRONZE
CLS1	CEMENTITIOUS LAP SIDING - COLOR 1 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
CLS2	CEMENTITIOUS LAP SIDING - COLOR 2 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: WOOD FRESH
CLS3	CEMENTITIOUS LAP SIDING - COLOR 3 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: MEDIUM GRAY
CPL1	CEMENTITIOUS PANELING - COLOR 1 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
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CPL3	CEMENTITIOUS PANELING (VERTICAL) - COLOR 3 SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: WOOD FRESH
CTB1	CEMENTITIOUS PANEL BOARD AND BATT SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
CTB2	CEMENTITIOUS TRIM BOARD SIZE: VARIES	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
BRK1	BRICK - COLOR 1 SIZE: TBD	FINISH: TBD COLOR: BLACK
BRK2	BRICK - COLOR 2 SIZE: TBD	FINISH: TBD COLOR: BUFF
BRK3	BRICK - COLOR 3 SIZE: TBD	FINISH: TBD COLOR: TAN
BRK4	BRICK - COLOR 4 SIZE: TBD	FINISH: TBD COLOR: RED
SFG	STOREFRONT SYSTEM SIZE: VARIES (SEE STOREFRONT ELEVATIONS)	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
MGS	METAL GARAGE SCREENING	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK BRONZE
WCP	METAL CANOPY SIZE: SEE DETAILS	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
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		METAL	30%
		CEMENTITIOUS LAP SIDING	18%
		CEMENTITIOUS PANEL	40%
		CEMENTITIOUS BOARD AND BATTEN	6%
EAST		BRICK	6%
		TOTAL DURABLE MATERIALS	79%
		METAL	14%
		CEMENTITIOUS LAP SIDING	35%
		CEMENTITIOUS PANEL	32%
NORTH		CEMENTITIOUS BOARD AND BATTEN	19%
		BRICK	6%
		TOTAL DURABLE MATERIALS	88%
		METAL	30%
		CEMENTITIOUS LAP SIDING	13%
WEST		CEMENTITIOUS PANEL	25%
		CEMENTITIOUS BOARD AND BATTEN	12%
		BRICK	20%
		TOTAL DURABLE MATERIALS	17%

MAX BLANK WALL LENGTH		
FACADE	MAXIMUM 15'	PERCENTAGE
NORTH	MAXIMUM 15'	8'-2"
EAST	MAXIMUM 15'	10'-0"
SOUTH	MAXIMUM 15'	8'-0"
WEST	MAXIMUM 15'	11'-0"



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CBB1	CEMENTITIOUS PANEL BOARD AND BATT SIZE: TBD	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: DARK GRAY
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	CEMENTITIOUS BOARD AND BATTEN	6%
	BRICK	10%
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	METAL	30%
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	CEMENTITIOUS PANEL	40%
	CEMENTITIOUS BOARD AND BATTEN	6%
EAST	TOTAL DURABLE MATERIALS	79%
	METAL	14%
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	CEMENTITIOUS BOARD AND BATTEN	19%
NORTH	TOTAL DURABLE MATERIALS	88%
	METAL	30%
	CEMENTITIOUS LAP SIDING	13%
	CEMENTITIOUS PANEL	25%
	CEMENTITIOUS BOARD AND BATTEN	12%
WEST	BRICK	20%
	TOTAL DURABLE MATERIALS	176%

MAX BLANK WALL LENGTH		
FACADE	NO.	PERCENTAGE
NORTH	MAXIMUM 15'	5'-2"
	MAXIMUM 15'	10'-0"
SOUTH	MAXIMUM 15'	5'-2"
	MAXIMUM 15'	11'-0"



PROJECT DESIGN: MATERIALS

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WCP	METAL CANOPY SIZE: SEE DETAILS	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
WRT	METAL PICKET RAILING	PRODUCT: TBD FINISH: TBD COLOR: DARK BRONZE
WWD	VINYL WINDOW SIZE: VARIES (SEE ELEVATIONS)	SAGES-OF-DESIGN: TBD PRODUCT: TBD COLOR: BLACK (INTERIOR COLOR: WHITE)

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FACADE	NO.	MATERIAL DESCRIPTION	PERCENTAGE
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		CEMENTITIOUS PANEL	34%
		CEMENTITIOUS BOARD AND BATTEN	6%
		BRICK	10%
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		METAL	30%
		CEMENTITIOUS LAP SIDING	18%
		CEMENTITIOUS PANEL	40%
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EAST		TOTAL DURABLE MATERIALS	79%
		METAL	14%
		CEMENTITIOUS LAP SIDING	35%
		CEMENTITIOUS PANEL	32%
		CEMENTITIOUS BOARD AND BATTEN	19%
NORTH		TOTAL DURABLE MATERIALS	88%
		METAL	30%
		CEMENTITIOUS LAP SIDING	13%
		CEMENTITIOUS PANEL	25%
		CEMENTITIOUS BOARD AND BATTEN	12%
WEST		BRICK	20%
		TOTAL DURABLE MATERIALS	100%

MAX BLANK WALL LENGTH

FACADE	NO.	PERCENTAGE
NORTH	MAXIMUM 15'	5'-2"
EAST	MAXIMUM 15'	10'-0"
SOUTH	MAXIMUM 15'	8'-0"
WEST	MAXIMUM 15'	11'-0"



PROJECT DESIGN: MATERIALS



PROJECT DATA

COFFEE SHOP: 940 SF (ground floor)

RESIDENTIAL UNIT MIX:

Studio - 51 Units / 16%

1-Bed - 169 Units / 49%

2-Bed - 118 Units / 34%

Total - 338 Units / 100%

Average unit size = 835 SF

PARKING DECK:

4 Levels (3 Levels + 1 Basement)

Office Parking:

422 spaces provided

Residential Parking:

.5 space per dwelling unit required = 172 spaces minimum

362 spaces provided at 1.05 per unit

Standard Spaces - 337 spaces for Residents & 422 spaces reserved for Hardware Building

ADA Spaces: 7 spaces

EV Spaces: 18 spaces (1 EV space required per 25 spaces provided)

Total - 784 Spaces

Bicycle storage located at ground level near parking deck can accommodate 80 bikes or the required 5% of the provided parking spaces.

PROJECT DESIGN: PROJECT DATA

PROGRAM

The project's program primarily consists of apartments and accessory spaces (i.e. leasing/mail, pool area, dog run/spa and sky lounge), but also includes 940 square feet of coffee shop/retail space at the ground floor fronting Hardware Avenue and 490 West. The total number of units is 338. The building facade is a combination of glazed storefront, brick veneer, fiber cement paneling and lap siding and metal panel. The construction is Type IIIA above the Type IA parking podium.

The proposed parking structure's footprint is approximately 317 feet by 269 feet, with one level below grade, one level half below and above grade and two levels above grade, with capacity for 784 vehicles.

Level 1 and 2 (double height):

24 ft height space encompasses the residential lobby, leasing office, nine (9) townhomes, and retail space. Two prominent points of entry along Hardware Avenue and plaza space between the project and Hardware Office Building, provide a grand first-impression of the building. 490 West includes access to the retail space and bike shop/storage.

Parking deck with back-of-house.

Level 3:

Parking deck with one (1) 1-bed residential unit.

Level 4:

Forty-nine (49) studio, 1-bed and 2-bed residential units. Fitness and clubroom off of western facing courtyard, WeWork off of inner courtyard, and Dog Run/Spa off of south facing courtyard.

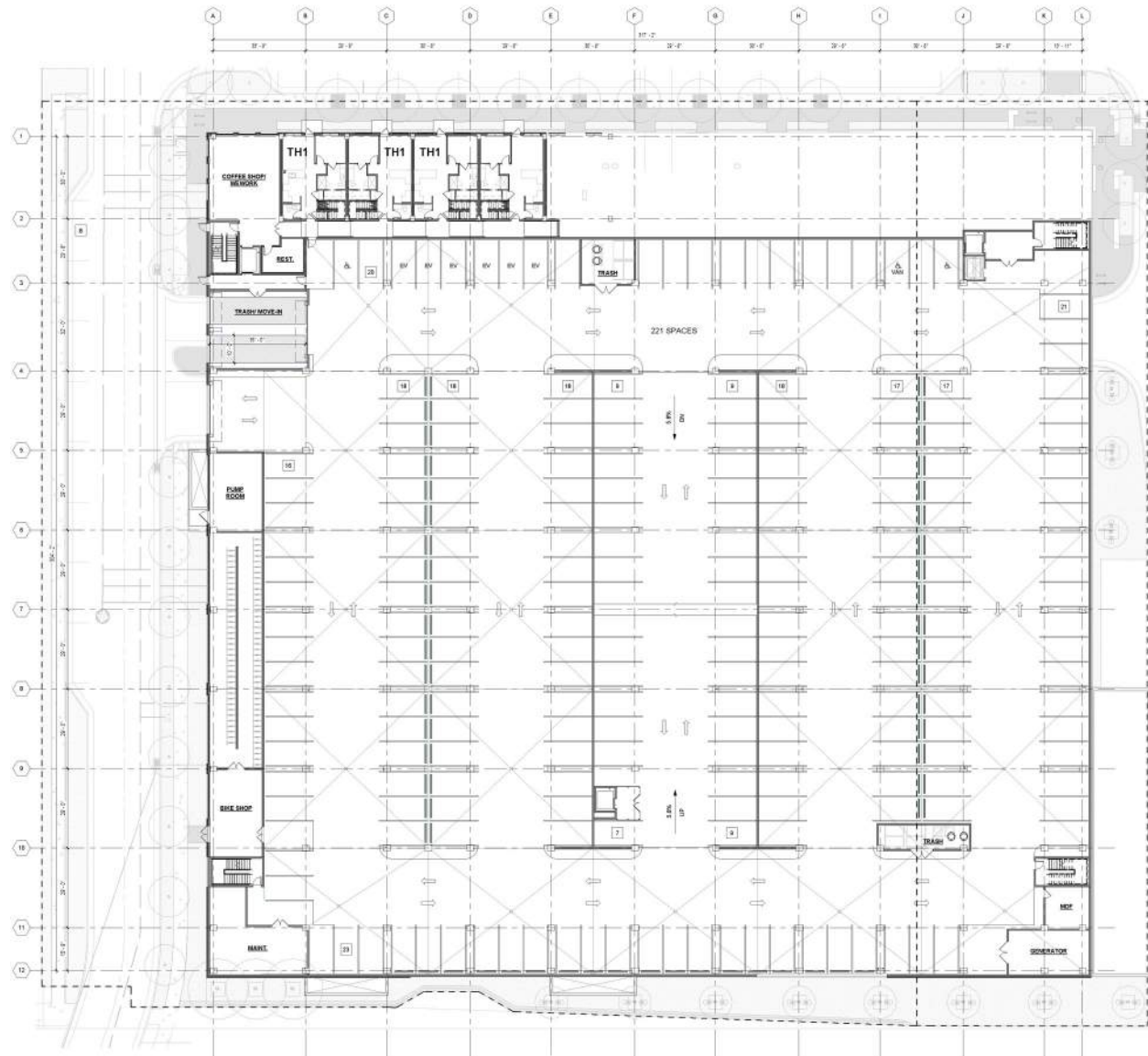
Levels 5-7:

Fifty-seven (57) studio, 1-bed and 2-bed residential units.

Level 8:

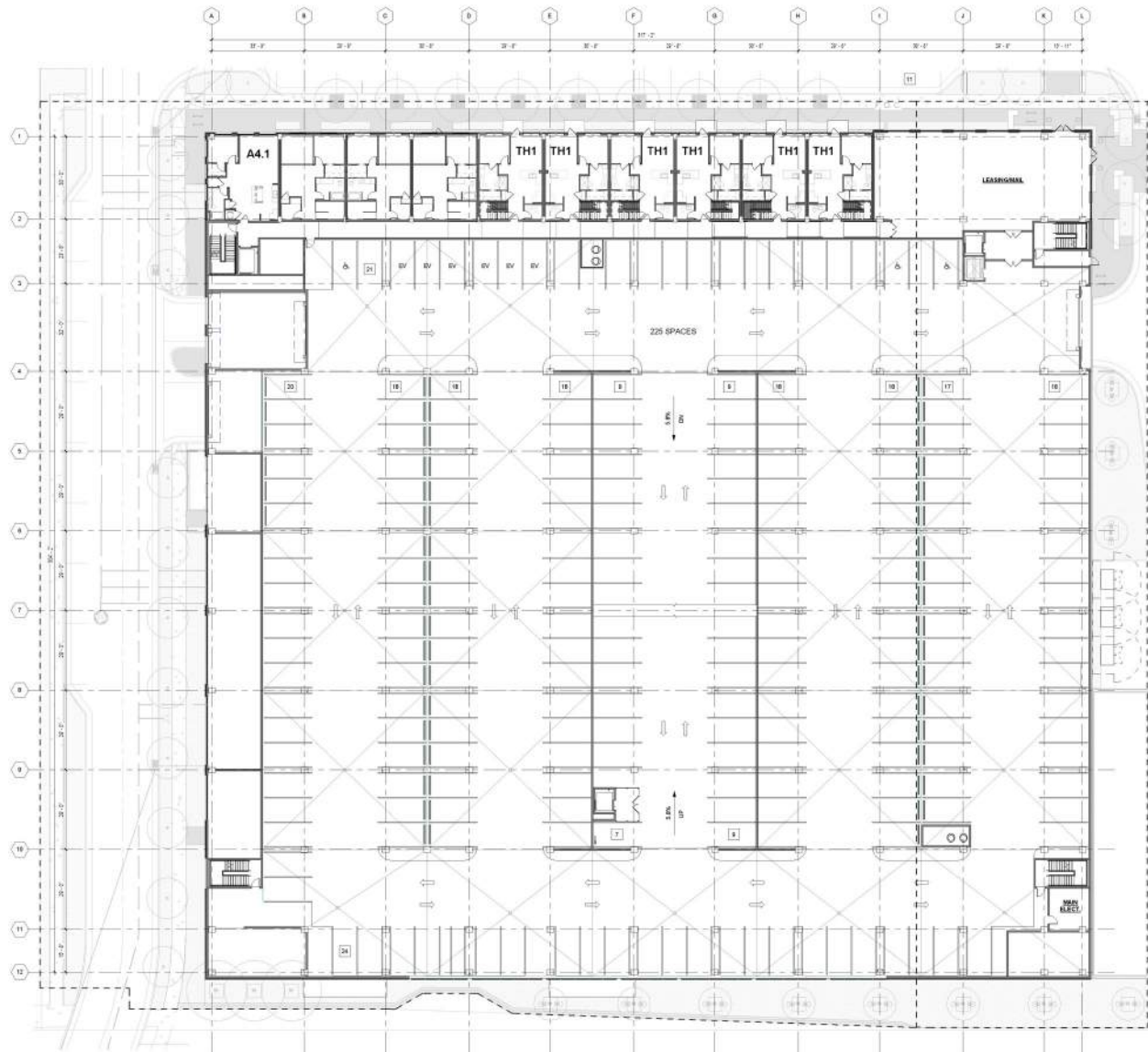
Fifty-six (56) studio, 1-bed and 2-bed residential units. Sky lounge facing southwest, providing unobstructed views of the Salt Lake Valley.

PROJECT DESIGN: PROGRAM



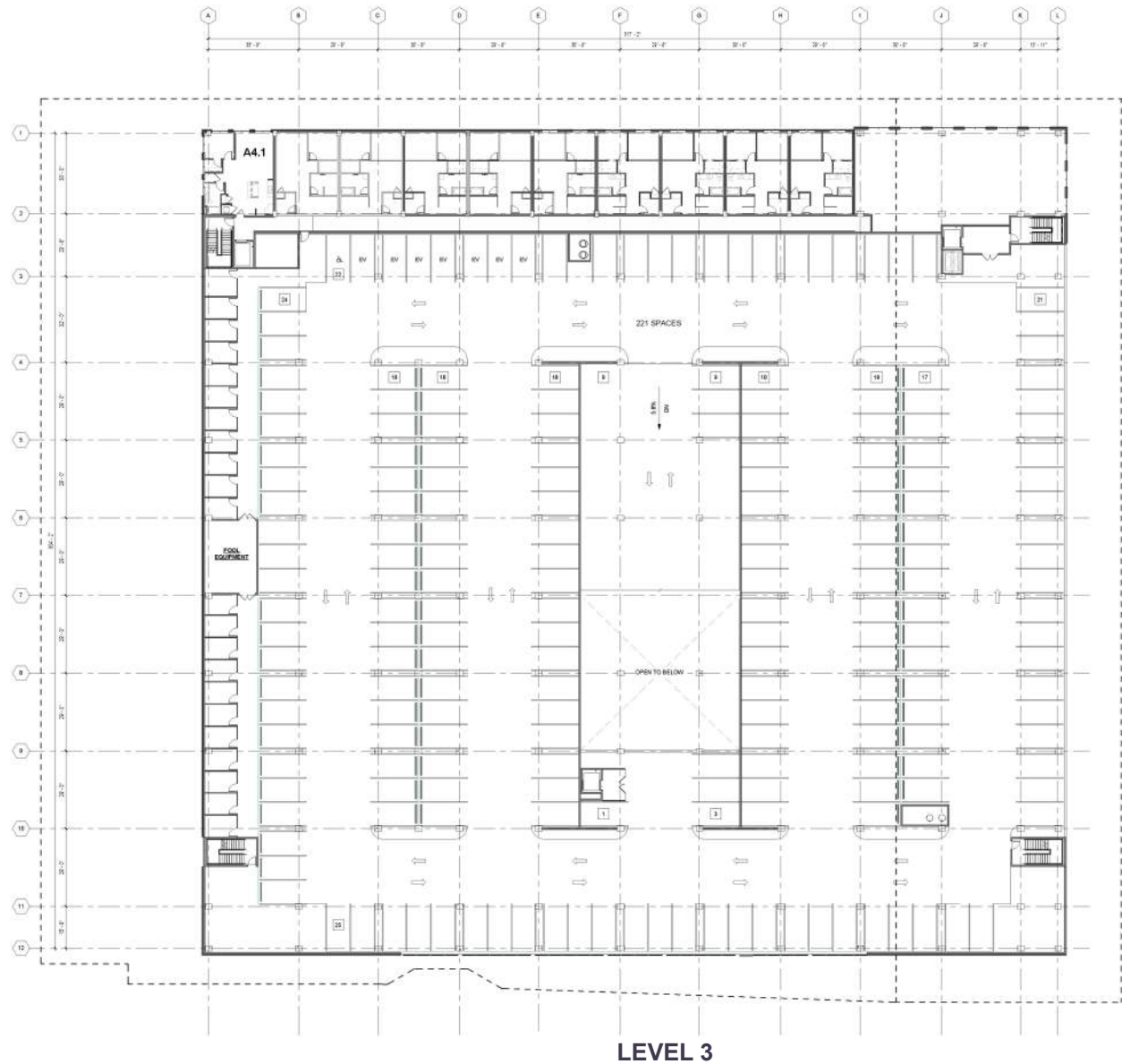
LEVEL 1

PROJECT DESIGN: PLANS



LEVEL 2

PROJECT DESIGN: PLANS

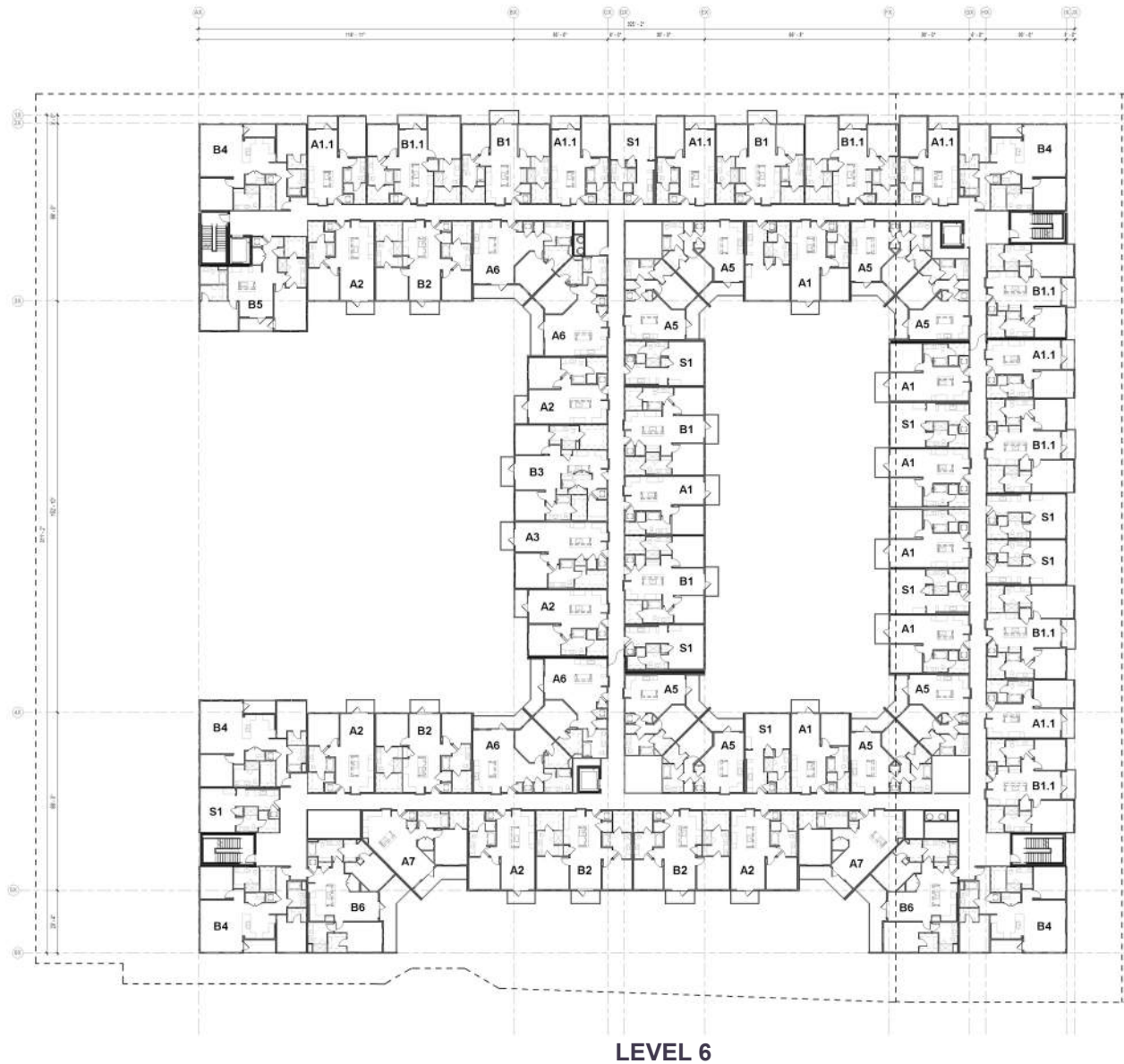


PROJECT DESIGN: PLANS





PROJECT DESIGN: PLANS



PROJECT DESIGN: PLANS



HARDWARE VILLAGE II | 35

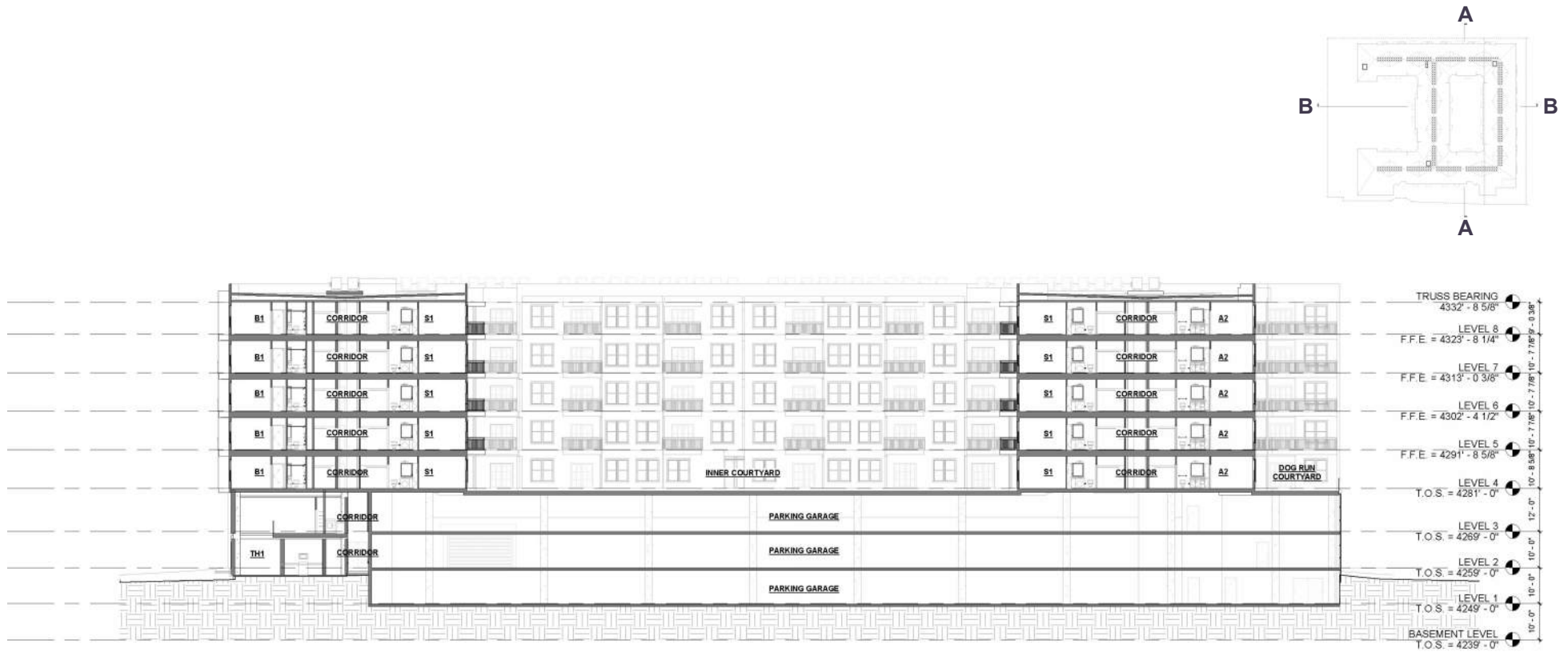
June 10, 2022

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LEVEL 8

PROJECT DESIGN: PLANS



BUILDING SECTION A-A

PROJECT DESIGN: SECTIONS



RENDERINGS



RENDERING: LEASING CORNER (NORTHEAST)



RENDERING: RETAIL CORNER (NORTHWEST)



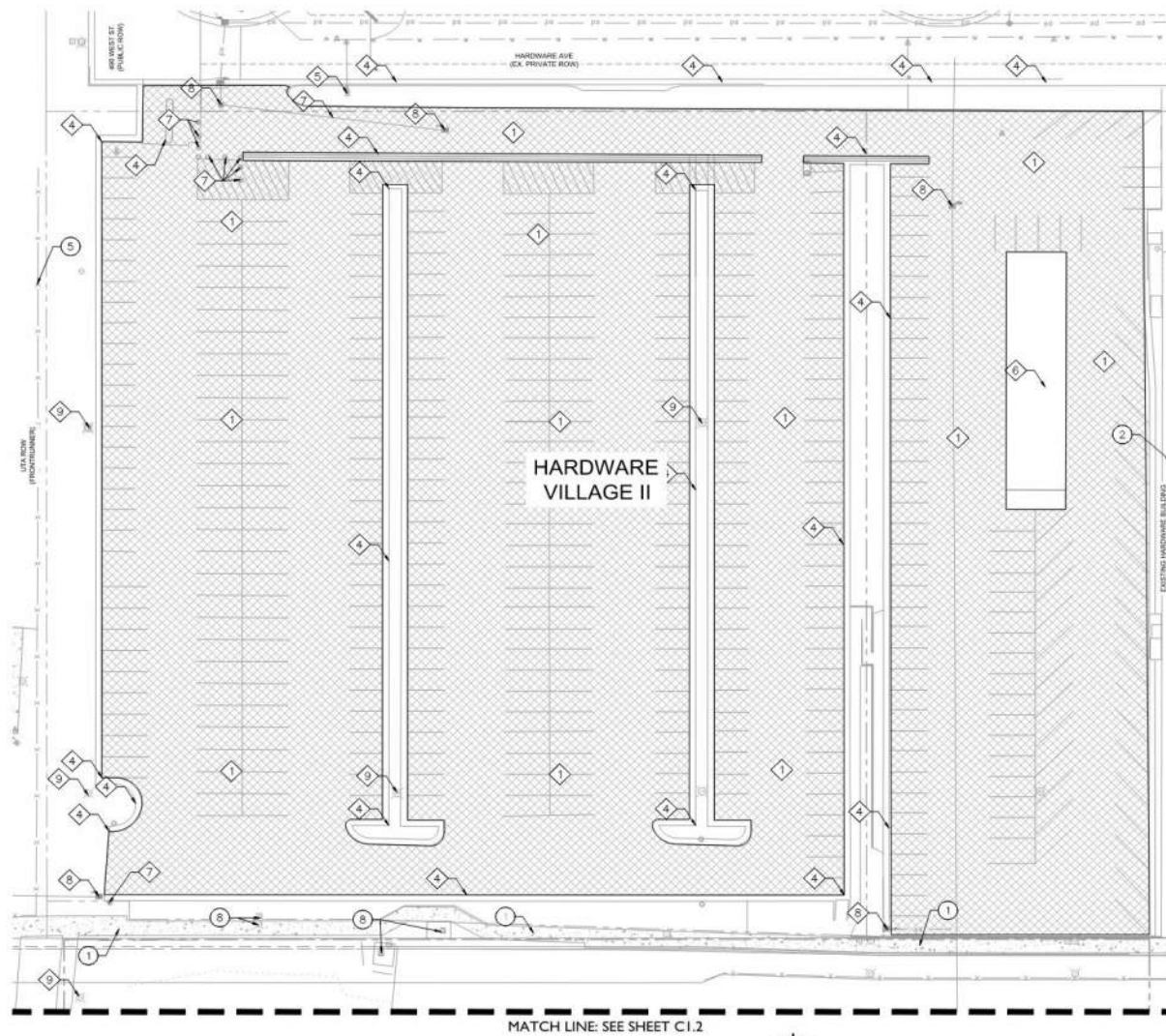
RENDERING: SOUTHEAST CORNER



RENDERING: SOUTHWEST CORNER



SITE/COURTYARD DESIGN



MATCH LINE: SEE SHEET C1.2



GENERAL NOTES

1. CONTRACTOR TO VERIFY EXISTING IMPROVEMENTS SHOWN ON THE PLAN.
2. CONTRACTOR TO PROTECT IN PLACE, DURING DEMOLITION AND CONSTRUCTION, ALL EXISTING IMPROVEMENTS THAT ARE TO REMAIN AS NOTED ON THE PLAN.
3. ANY EXISTING STRUCTURE, IMPROVEMENT OR APPURTENANCE TO REMAIN THAT IS DAMAGED DURING DEMOLITION OR CONSTRUCTION SHALL BE IMMEDIATELY REPAIRED OR REPLACED BY THE CONTRACTOR AT THE CONTRACTOR'S EXPENSE.
4. ALL UTILITIES ARE SHOWN TO THE BEST OF THE ENGINEER'S KNOWLEDGE. UTILITIES MAY NOT BE IN LOCATIONS SHOWN ON PLAN. THE CONTRACTOR SHALL FIELD VERIFY ALL UTILITY LOCATIONS BEFORE COMMENCING CONSTRUCTION.
5. PUBLIC RIGHT-OF-WAY PERMIT OBTAINED FROM THE SALT LAKE CITY ENGINEERING OFFICE (501-335-6386) IS REQUIRED FOR WORK ON CURB, UTILITY, PAVEMENT, SIDEWALK, OR OTHERWISE IN THE PUBLIC WAY. DISTRIBUTION OF SIDEWALK AND ROADWAY ALSO REQUIRES A PERMIT. THIS IS A SEPARATE PERMIT FROM THOSE ISSUED BY OTHER MUNICIPAL ENTITIES SUCH AS BUILDING, SERVICES, PUBLIC UTILITIES, ETC. IT MUST BE OBTAINED BY A CONTRACTOR WHO HAS BOND, INSURANCE, AND LICENSE TO FILE WITH THE ENGINEERING OFFICE.
6. POTENTIAL IRRIGATION WELL TO BE ABANDONED AND PLACED IN PLACE. CONTRACTOR TO FIELD VERIFY.

DEMOLITION NOTES

- ① SAWCUT AND DISPOSE OF ASPHALT EXISTING PAVEMENT.
- ② REMOVE AND DISPOSE OF EXISTING CONCRETE SIDEWALK.
- ③ REMOVE AND DISPOSE OF EXISTING TREE.
- ④ REMOVE AND DISPOSE OF EXISTING CONCRETE CURB AND GUTTER.
- ⑤ REMOVE AND RELOCATE EXISTING HYDRANT.
- ⑥ REMOVE AND RELOCATE EXISTING UTILITIES AND ENCLOSURE; SEE SITE AND UTILITY PLANS.
- ⑦ REMOVE AND DISPOSE OF EXISTING BOLLARD.
- ⑧ REMOVE AND DISPOSE OF EXISTING STORM DRAIN SYSTEM. CAP AT R.O.W.
- ⑨ REMOVE AND DISPOSE OF EXISTING LIGHT POLE.

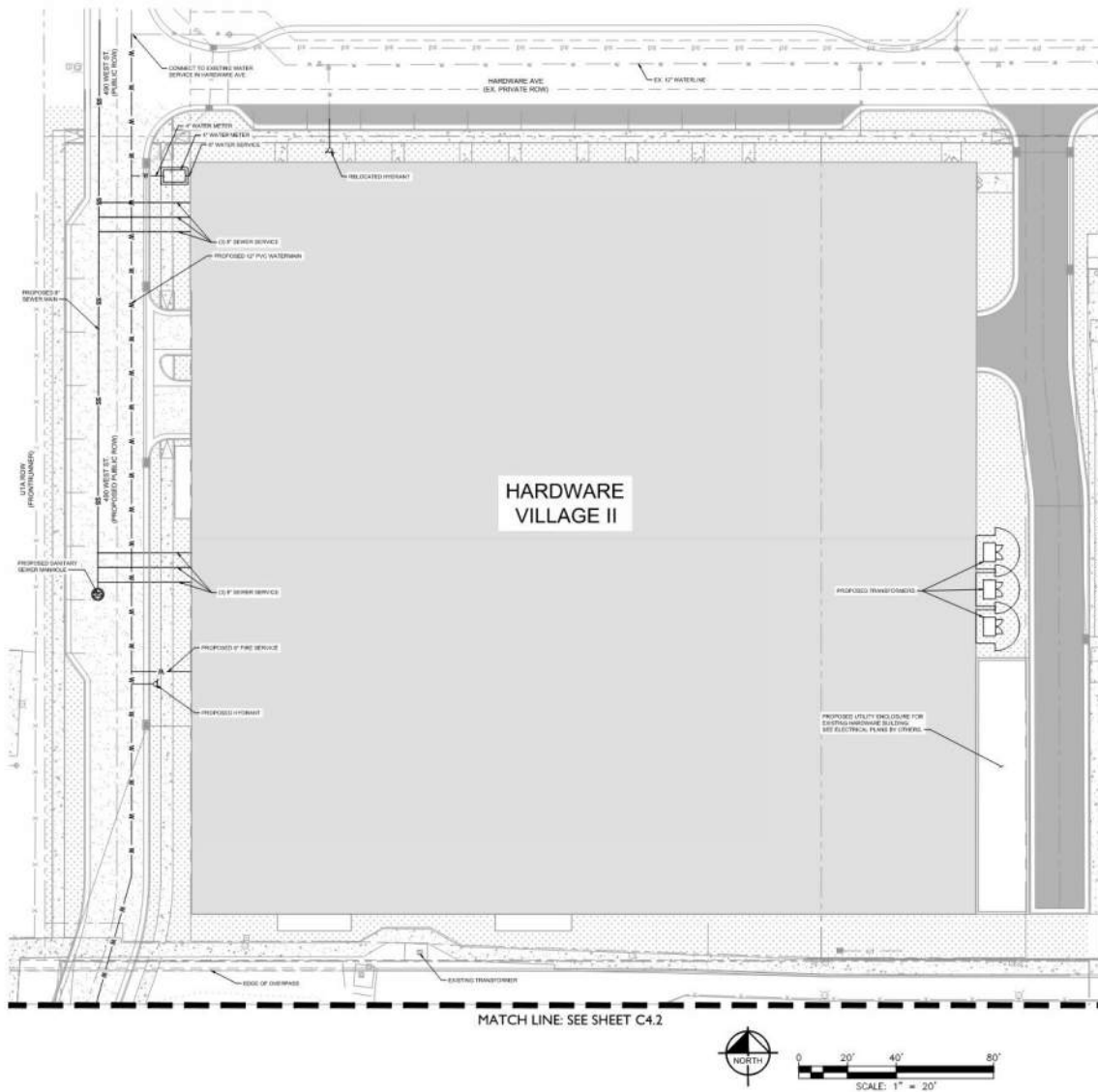
PRESERVATION NOTES

- EXISTING SIDEWALK TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING BUILDING TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING STORM DRAIN TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING STORM STRUCTURE TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING FENCE TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING CONCRETE DRIVE TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING CONCRETE ROADWAY (PAVING, STRIPING, SIGNAGE, ETC.) TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING ELECTRICAL EQUIPMENT TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING CONCRETE PILLARS TO REMAIN AND BE PROTECTED IN PLACE.
- EXISTING WATER LINE TO REMAIN AND BE PROTECTED IN PLACE.

LEGEND

---	PROPERTY LINE
---	RIGHT-OF-WAY LINE
---	BUILDING SETBACK LINE
---	EXISTING BUFFER LINE
---	DEMOLITION (EX. ASPHALT PAVEMENT; REPAIR PER SITE PLAN)
---	EXISTING FIBER LINE
---	EXISTING STORM DRAIN
---	EXISTING WATER
---	EXISTING SANITARY SEWER
---	EXISTING FENCE
---	EXISTING GAS LINE
---	PROPOSED FULL DEPTH SAW CUT LINE
①	EXISTING FIRE HYDRANT
②	EXISTING STORM DRAIN MANHOLE
③	EXISTING STORM DRAIN AREA DRAIN
④	EXISTING STORM DRAIN CURB INLET
⑤	EXISTING SANITARY SEWER MANHOLE
⑥	EXISTING DOMESTIC WATER VALVE
⑦	EXISTING ELECTRICAL EQUIPMENT

SITE DESIGN: DEMO PLAN



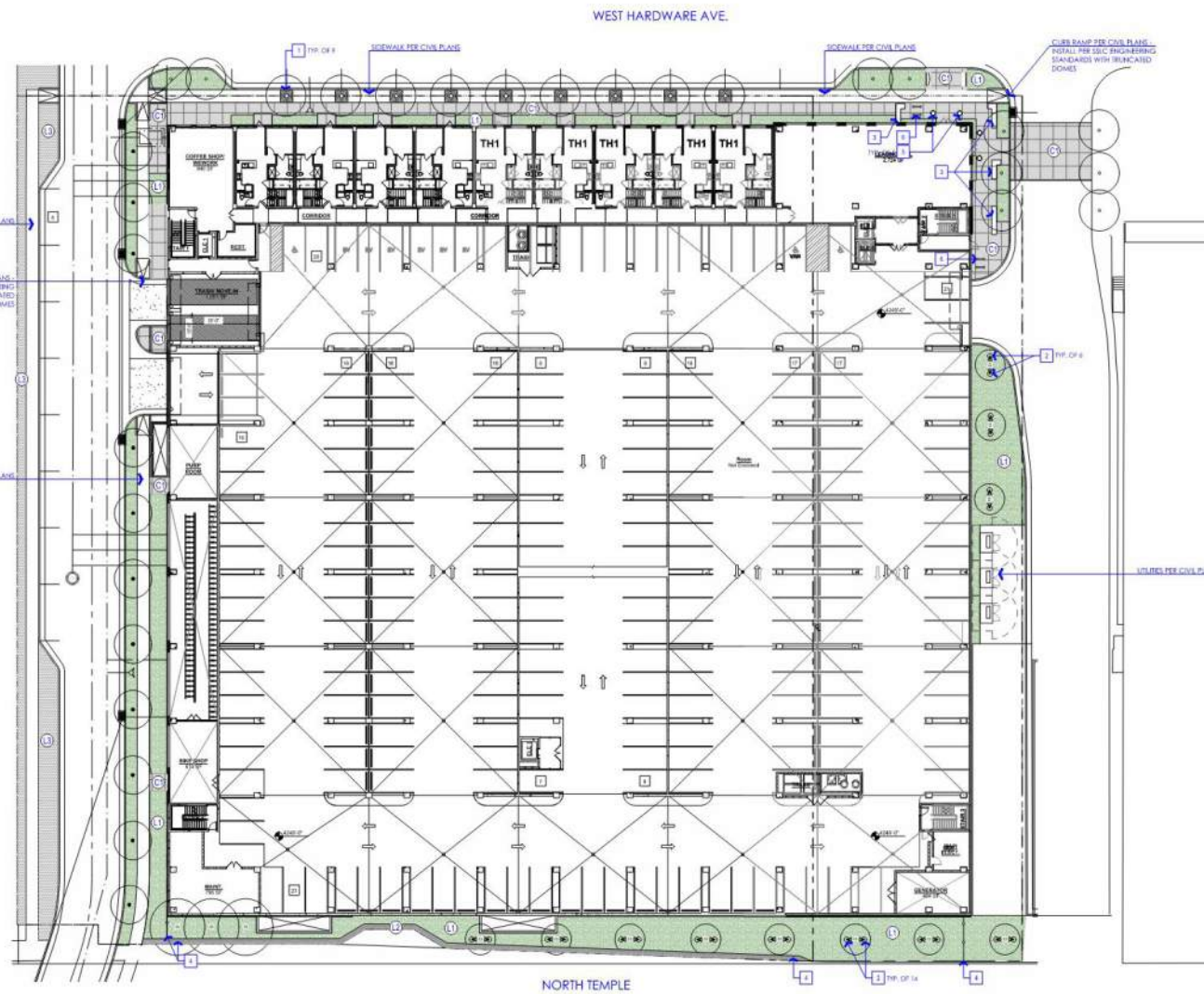
GENERAL NOTES

1. ALL EXISTING UTILITY LOCATIONS SHOWN HEREIN ARE APPROXIMATE ONLY. IT SHALL BE THE CONTRACTOR'S RESPONSIBILITY TO DETERMINE THE EXACT VERTICAL AND HORIZONTAL LOCATION OF ALL EXISTING UTILITIES PRIOR TO CONSTRUCTION. THE ENGINEER ASSUMES NO RESPONSIBILITY FOR UTILITIES NOT SHOWN OR UTILITIES NOT SHOWN IN THEIR PROPER LOCATION.
2. ALL ABOVE GROUND UTILITY APPURTENANCES SHALL BE ADJUSTED TO MATCH PROPOSED FINISHED GRADE ELEVATIONS.
3. CONTRACTOR TO FIELD VERIFY EXISTING INVERT ELEVATIONS PRIOR TO CONSTRUCTION AND NOTIFY THE ENGINEER OF ANY DISCREPANCIES.
4. PROJECT SHALL COMPLY WITH ALL UTAH DIVISION OF DRINKING WATER RULES AND REGULATIONS INCLUDING, BUT NOT LIMITED TO, SANITARY PROTECTION AND CROSS CONNECTION PREVENTION.
5. PROJECT SHALL COMPLY WITH ALL SALT LAKE CITY PUBLIC UTILITIES SPECIFICATIONS AND REQUIREMENTS.
6. ALL CONSTRUCTION IN THE CULINARY WATERLINE AND SANITARY SEWER LINE PIPE ZONE SHALL COMPLY WITH ALL SALT LAKE CITY PUBLIC UTILITIES SPECIFICATIONS AND REQUIREMENTS.

LEGEND

---	PROPERTY LINE
---	PROPOSED CURB IMPROVEMENTS
—W—W—	EXISTING WATER LINE
—W—W—	PROPOSED WATER LINE
—S—S—	EXISTING SANITARY SEWER LINE
—S—S—	PROPOSED SANITARY SEWER LINE
—G—G—	EXISTING GAS LINE
—G—G—	PROPOSED GAS LINE
—P—P—	EXISTING POWER LINE
—P—P—	PROPOSED POWER LINE
—D—D—	EXISTING STORM DRAIN LINE
—D—D—	PROPOSED STORM DRAIN LINE
—P—P—	PROPOSED POWER POLE

SITE DESIGN: UTILITIES

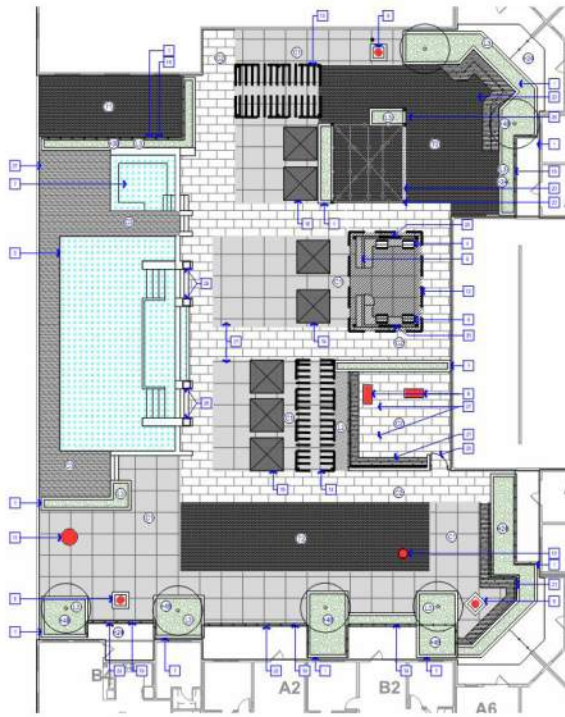


STREET LEVEL SITE ITEMS	
HATCH	DESCRIPTION
1	3/4\"/>

SURFACING MATERIALS		AREA
HATCH	DESCRIPTION	SQUARE FT.
	CONCRETE PAVING (PERMISSIBLE - TO MATCH STANDARD SIDEWALK)	4,130
	PLANTING AREA W/ 8" ROCK MULCH	9,230
	DECORATIVE ROCK MULCH	365
	PLANTED SHADE LANDSCAPE DRAINAGE AREA	2,340

SITE DESIGN: STREET LANDSCAPE

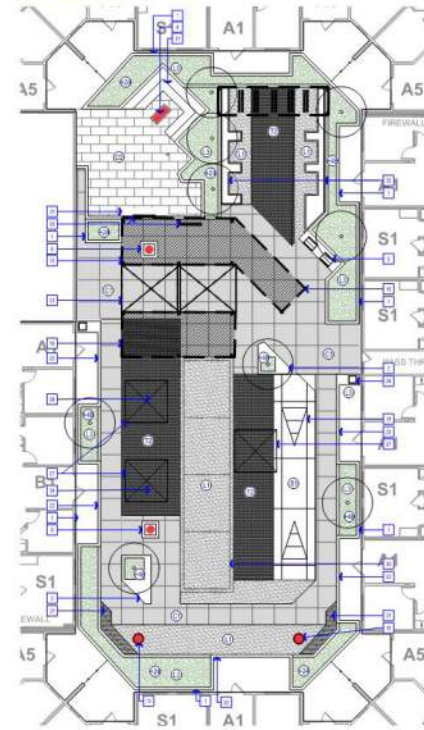
LANDSCAPE LAYOUT



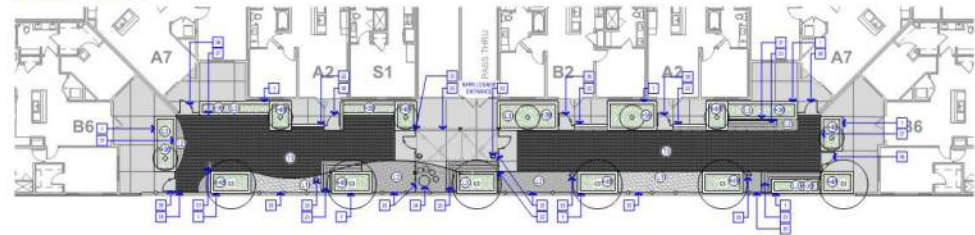
SYMBOL	DESCRIPTION	SYMBOL	DESCRIPTION	SYMBOL	DESCRIPTION
1	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	11	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	21	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
2	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	12	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	22	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
3	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	13	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	23	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
4	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	14	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	24	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
5	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	15	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	25	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
6	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	16	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	26	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
7	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	17	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	27	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
8	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	18	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	28	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
9	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	19	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	29	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
10	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	20	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	30	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH

SYMBOL	DESCRIPTION	SYMBOL	DESCRIPTION
1	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	11	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
2	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	12	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
3	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	13	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
4	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	14	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
5	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	15	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
6	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	16	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
7	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	17	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
8	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	18	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
9	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	19	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH
10	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH	20	CONCRETE PAVING (1" THICK) WITH 1/4" ASPHALT FINISH

LANDSCAPE LAYOUT



LANDSCAPE LAYOUT



SITE DESIGN: COURTYARD LANDSCAPE

DESIGN REVIEW STANDARDS

SLC Design Review Standard - B

Development shall be primarily oriented to the sidewalk, not an interior courtyard or parking lot.

1. Primary entrances shall face the public sidewalk (secondary entrances can face a parking lot).
2. Building(s) shall be sited close to the public sidewalk, following and responding to the desired development patterns of the neighborhood.
3. Parking shall be located within, behind, or to the side of buildings.

Compliance of Standard - B

1-2. The main entry of the proposed project, referred to here as Hardware Village II, is oriented towards Hardware Avenue, and the connected plaza to Hardware Office Building, on the northeast side of the site. Similar to the development pattern along Hardware Avenue, the project's pedestrian-focused entry facade along Hardware Avenue provides two prominent points of access to the residential lobby, and access to the parking deck for office users that is beyond the connecting plaza. Both Hardware Apartments and Office Building's main entrances front off of Hardware Avenue.

3. Office parking entry, as mentioned, is located off the east side of the site beyond the connecting plaza. Residential parking access is located off of 490 West, separating the retail space on the northwest corner of the site and the bike shop/storage that is accessed near the Front-runner transit station platform and the southwest end of the site.

SLC Design Review Standard - C

Building facades shall include detailing and glass in sufficient quantities to facilitate pedestrian interest and interaction.

1. Locate active ground floor uses at or near the public sidewalk.
2. Maximize transparency of ground floor facades.
3. Use or reinterpret traditional storefront elements like sign bands, clerestory glazing, articulation, and architectural detail at window transitions.
4. Locate outdoor dining patios, courtyards, plazas, habitable landscaped yards, and open spaces so that they have a direct visual connection to the street and outdoor spaces.

Compliance of Standard - C

1. Active ground-floor uses at / near the public sidewalk include retail frontage, main residential lobby, bike shop/storage and residential town-home units.
2. Glazing at the ground floor is two-story in appearance. The glazing also wraps the corner of the residential lobby extending the transparency for pedestrians walking along the plaza connection and also and the southwest corner of 490 West near the transit station.
3. The retail and residential lobby facades are delineated with clerestory glazing broken up by brick banding that speaks to both the existing office building and apartments.
4. The plaza between the existing office building will create a direct visual connection to Hardware Avenue and the entrance lobby, including Hardware Apartments across the street. The retail space on the northwest corner will create habitable landscape and open space that invites pedestrian activity.

DESIGN REVIEW STANDARDS

SLC Design Review Standard - D

Large building masses shall be divided into heights and sizes that relate to human scale.

1. Relate building scale and massing to the size and scale of existing and anticipated buildings, such as alignments with established cornice heights, building massing, step-backs, and vertical emphasis.
2. Modulate the design of a larger building using a series of vertical or horizontal emphases to equate with the scale (heights and widths) of the buildings in the context and reduce the visual width or height.
3. Include secondary elements such as balconies, porches, vertical bays, belt courses, fenestration, and window reveals.
4. Reflect the scale and solid-to-void ratio of windows and doors of the established character of the neighborhood or that which is desired in the master plan.

Compliance of Standard - D

1. The first two stories of the Hardware Avenue facade is scaled to create a horizontal continuation of the existing Hardware Apartments and maintain the pedestrian scale. Vertical emphasis is created with rhythmic brick banding that delineates between material, use and window changes. Massing below the horizontal line created at the podium level is stepped back a maximum of 2 feet. This creates visual interest at the pedestrian level.

Above the horizontal line of the podium, the residential units are massed in three areas, each corner and in the middle. The corners are emphasized with lighter material banding and warm-toned, inset balconies. The middle massing is composed of darker materials with rhythmic balconies and pop-outs.

The facade along 490 West as similar massed corners, broken in the middle by the west facing pool courtyard. This is an active amenity that overlooks the west side of the valley and is highly visible from the North Temple Viaduct and the heavy rail.

2. The project as divided in height by the horizontal break at the podium level. The two to three stories below this line creates a pedestrian and street-scape-friendly experience, while the five stories above the line are massed at corners and the middle, breaking up the mass in width.
3. Each massing, as described above, includes balconies (inset, semi-recessed and extended), vertical bays, belt courses and window reveals as secondary elements to those masses.
4. The scale and ratio of doors at the ground level relate to the typical street frontage along Hardware Avenue (storefront scale and rhythm of transparency and entry).

DESIGN REVIEW STANDARDS

SLC Design Review Standard - E

Building facades that exceed a combined contiguous building length of two hundred feet (200') shall include:

1. Changes in vertical plane (breaks in facade);
2. Material changes; and
3. Massing changes.

Compliance of Standard - E

The lot frontage for the proposed building is approximately 250 feet in length along Hardware Avenue and 312 feet along 490 West.

1-3. Vertical breaks in both the Hardware Avenue and 490 West facades occur over the retail space at the third level, matching the facade break in the adjacent Hardware Apartments, and at a recessed area over the town-home units, providing another break and relief in the front facade experienced at the pedestrian level. Materials and massing likewise change at the corners of the retail space and the residential lobby, to further delineate the change in building program.

SLC Design Review Standard - F

If provided, privately-owned public spaces shall include at least three (3) of the six (6) following elements:

1. Sitting space of at least one sitting space for each two hundred fifty (250) square feet shall be included in the plaza. Seating shall be a minimum of sixteen inches (16") in height and thirty inches (30") in width. Ledge benches shall have a minimum depth of thirty inches (30");
2. A mixture of areas that provide seasonal shade;
3. Trees in proportion to the space at a minimum of one tree per eight hundred (800) square feet, at least two inch (2") caliper when planted;
4. Water features or public art;
5. Outdoor dining areas; and
6. Other amenities not listed above that provide a public benefit.

Compliance of Standard - F

No privately-owned public spaces have been provided.

DESIGN REVIEW STANDARDS

SLC Design Review Standard - G

Building height shall be modified to relate to human scale and minimize negative impacts. In downtown and in the CSHBD Sugar House Business District, building height shall contribute to a distinctive city skyline.

1. Human scale:
 - a. Utilize setbacks to design a building that relate to the height and scale of adjacent and nearby buildings, or where identified, goals for future scale defined in adopted master plans.
 - b. For buildings more than three stories or buildings with vertical mixed use, compose the design of a building with distinct base, middle, and top sections to reduce the sense of apparent height.
2. Negative impacts:
 - a. Modulate taller buildings vertically and horizontally so that it steps up or to its neighbors.
 - b. Minimize shadow impacts of building height on the public realm and semi-public spaces by varying building massing. Demonstrate impact from shadows due to building height for the portions of the building that are subject to the request for additional height.
 - c. Modify tall buildings to minimize wind impacts on public and private spaces, such as the inclusion of a wind break above the first level of the building.
3. Cornices and rooflines:
 - a. Shape and define rooflines to be cohesive with the building's overall form and composition.
 - b. Include roof forms that complement the rooflines of surrounding buildings.
 - c. Green roof and roof deck: Include a green roof and/or accessible roof deck to support a more visually compelling roof landscape and reduce solar gain, air pollution, and the amount of water entering the stormwater system.

Compliance of Standard - G

1. The two stories below the podium are stepped back a maximum 2 feet to create scale similar to adjacent and nearby buildings. The podium break creates a distinct base that divides the residential units above from below and reduces the sense of apparent height.
2. The project is massed with three distinctive courtyards above the podium level, creating minimal shadow impacts and wind breaks. Two of the three decks are located at the perimeter of the building footprint and provide breaks at the west and south facades.
3. Rooflines and parapet heights complement the existing rooflines of the existing buildings. Parapet heights are varied based on the massing breaks. A roof lounge has been provided on the southeast corner of the project that provides an unobstructed view of the Salt Lake Valley. Courtyards located above the podium are landscaped and provide reduced solar gain, pollution and added storm water volume.

DESIGN REVIEW STANDARDS

SLC Design Review Standard - H

Parking and on-site circulation shall be provided with an emphasis on making safe pedestrian connections to the sidewalk, transit facilities, or mid-block walkway.

Compliance of Standard - H

Parking is located behind the ground floor uses located along Hardware Avenue and 490 West. Entrances to the parking deck will be from the east and west sides of the site. The east entrance will facilitate office users for the existing Hardware Office Building. The west entrance will be residences of the project. Pedestrian access/connection is provided to the North Temple Bridge/Guadalupe transit station.

SLC Design Review Standard - I

Waste and recycling containers, mechanical equipment, storage areas, and loading docks shall be fully screened from public view and shall incorporate building materials and detailing compatible with the building being served. Service uses shall be set back from the front line of the building or located within the structure.

Compliance of Standard - I

Service-use areas are not visible to the public, are located within the structure and are screened from public view. Site electrical/mechanical equipment is screened and location on the south end of the area between the existing Hardware Office Building and the project, with vehicular/maintenance access. Residential loading and trash/recycling pick-up are located behind overhead, decorative doors located along 490 West.

SLC Design Review Standards - J

Signage shall emphasize the pedestrian / mass transit orientation.

1. Define specific spaces for signage that are integral to building design, such as commercial sign bands framed by a material change, columns for blade signs, or other clearly articulated band on the face of the building.
2. Coordinate signage locations with appropriate lighting, awnings, and other projections.
3. Coordinate sign location with landscaping to avoid conflicts

Compliance of Standard - J

SLC Design Review Standard noted by the design team. Signage to be reviewed by deferred submittal.

DESIGN REVIEW STANDARDS

SLC Design Review Standards - K

Lighting shall support pedestrian comfort and safety, neighborhood image, and dark sky goals.

1. Provide streetlights as indicated in the Salt Lake City Lighting Master Plan.
2. Outdoor lighting should be designed for low-level illumination and to minimize glare and light trespass onto adjacent properties and up-lighting directly to the sky.
3. Coordinate lighting with architecture, signage, and pedestrian circulation to accentuate significant building features, improve sign legibility, and support pedestrian comfort and safety

Compliance of Standard - K

SLC Design Review Standard noted by the design team. The hardscape and landscape design of the exterior amenities and circulation to comply with the City's lighting requirements. Discussions with the Planning Director emphasized lighting along the south property line between the project and the North Temple Viaduct and will be addressed by the Design Team.

SLC Design Review Standard - L

Streetscape improvements shall be provided as follows:

1. One street tree chosen from the street tree list consistent with the city's urban forestry guidelines and with the approval of the city's urban forester shall be placed for each thirty feet (30') of property frontage on a street. Existing street trees removed as the result of a development project shall be replaced by the developer with trees approved by the city's

2. Hardscape (paving material) shall be utilized to differentiate privately-owned public spaces from public spaces. Hardscape for public sidewalks shall follow applicable design standards. Permitted materials for privately-owned public spaces shall meet the following standards:
 - a. Use materials that are durable (withstand wear, pressure, damage), require a minimum of maintenance, and are easily repairable or replaceable should damage or defacement occur.
 - b. Where practical, as in lower-traffic areas, use materials that allow rainwater to infiltrate into the ground and recharge the water table.
 - c. Limit contribution to urban heat island effect by limiting use of dark materials and incorporating materials with a high Solar-Reflective Index (SRI).
 - d. Utilize materials and designs that have an identifiable relationship to the character of the site, the neighborhood, or Salt Lake City.
 - e. Use materials (like textured ground surfaces) and features (like ramps and seating at key resting points) to support access and comfort for people of all abilities.
 - f. Asphalt shall be limited to vehicle drive aisles.

Compliance of Standard - L

1. Street tree requirements have been addressed, see landscape drawings.
2. Hardscape in privately-owned public spaces to comply with the design review standard requirements. Hardscape paving in the plaza between the existing Hardware Office Building and the project will utilize different paving materials.

DESIGN REVIEW STANDARDS

