

Coleman A. Young Municipal Center 2 Woodward Avenue, Suite 808 Detroit, Michigan 48226 Phone: 313.224.1339 Fax: 313.224.1310 www.detroitmi.gov/pdd

□ APPROVED□ APPROVED WITH CHANGES NOTED



SUBMITTAL WAS REVIEWED FOR DESIGN CONFORMITY AND GENERAL CONFORMANCE TO CITY OF DETROIT DESIGN GUIDELINES. THE APPLICANT IS RESPONSIBLE FOR CONFIRMING AND CORRELATING DIMENSIONS AT JOBSITE FOR TOLERANCE, CLEARANCE, QUANTITIES, FABRICATION PROCESSES AND TECHNIQUES OF CONSTRUCTION, AS WELL AS COORDINATION OF THE WORK WITH OTHER TRADES AND FULL COMPLIANCE WITH FEDERAL, STATE AND LOCAL BUILDING CODES AND REGULATIONS.

STAFF BRIEF

This document is the staff's comparison of the City of Detroit Design Review Guiding Principles, Design Guidelines for City of Detroit Zoning Ordinance and other applicable adopted area guidelines as applied to the proposed application. It is intended to provide guidance during the City Planning and Development Design Review of the proposed application.

Date: 08/01/2022

Project: Brush Park Arches
Design Review Meeting:
Address: Brush Park

Staff: Russell Baltimore (baltimorer@detroitmi.gov), Zachary Funk (Zachary.Funk@detroitmi.gov)

Year structure built: NA

Applicant: Andrew Bodley (andrewbodley@bedrockdetroit.com)

Project Scope Under Review: NEW CONSTRUCTION

Project Summary:

Bedrock is proposing to add a 4-story, multi-unit building to the City Modern Development.

Design Review Guiding Principles:

- ✓ IN COMPLIANCE
- NOT IN COMPLIANCE
- NOT APPLICABLE
- MORE INFORMATION NEEDED
- Nistoric Preservation: The intent of development is to preserve existing structures and compliment the urban fabric through a thoughtful and intentional approach to design.
- Activate the Public Realm: All projects shall build upon the walkable environment, providing a transparent and interactive building frontage and ground level meant to intrigue pedestrians through design and active uses.
- Appropriate Density: Any new building shall be appropriate in scale with surroundings.

- **Building Form and Material:** The site shall incorporate sound urban design and established development principles. The built environment shall provide interesting building typologies of varied architectural styles and compliment, not mimic, the nature of the existing urban fabric.
- Maintain/Integrate the Street Grid: Many city blocks have been combined into superblocks or developments built facing inwards. The goal is for new development to be directly integrated into the existing street grid not to create an isolated development site.
- Street Frontage: All new construction shall be designed along the front lot line of the property adjacent to the public right-of-way. Parking shall not be provided between the building frontage and the street edge.
- Pedestrian Experience: Where appropriate, alleyways will serve as the main point of automotive ingress and egress. Curb cuts onto public right-of-way will be minimized or obsolete in order to provide a safe, walkable, pedestrian oriented street design.
- Parking and Access: All on-site parking shall be appropriately landscaped or be screened from view, preferably developing parking lot edges of the site with new construction in order to shield the parking from view.
- Suffering: Expand the use of green belts and natural buffer zones to protect residential areas from commercial and industrial areas which are environmentally detrimental to nearby residential neighborhoods. Minimize and screen outdoor storage and work areas.

Design Review Notes:

The Design Review Team is in support of this initial concept; however, the applicant needs to look at how the buildings relationship with ground is addressed. Also, the façade needs a higher level of articulation. The applicant should look to utilize a landscape architect.

General Notes:

- Consult a landscape architect for design of landscaping and site amenities.
- Follow design standards for onsite parking in the zoning ordinance (including paving surfaces, interior landscaping, screening, etc.)
- The development team is encouraged to contact Russell Baltimore (<u>baltimore@detroitmi.gov</u>) or Zachary Funk (<u>Zachary.Funk@detroitmi.gov</u>) to schedule a follow-up design review meeting once these initial comments have been addressed.

SEE ATTACHED DESIGN SUBMITTAL PACKAGE MARK-UP FOR ADDITIONAL COMMENTS.

SCHEME 03 : ARCHES



BEDROCK responses in GREEN

COMMENTS IN RED ARE REQUIRED CHANGES

COMMENTS IN BLUE ARE SUGGESTED CHANGES

COMMENTS IN PURPLE ARE PRECEDENT EXAMPLES



SOUTH ELEVATION EAST ELEVATION

New design includes change in texture/color of brick at base. ADA issues were too large to overcome by raising the building.

LOOK FOR OPPORTUNITY TO BREAK UP THE RELATIONSHIP OF THE BUILDING AND GROUND. LIFT THE DATUM OR CREATE A SENSE OF A BASE.

ARE THE UNIT DYERS BEING VENTED OUT OF THE SIDE OF THE FACADE? WHERE ARE THESE PENTRATIONS HAPPENING?



Dryers and unit exhaust will penetrate facade; too early in design to determine locations. All exhaust elements will match facade color or be stainless steel (as necessary). Bedrock has directed Merge to study minimizing size and varied locations of penetrations.

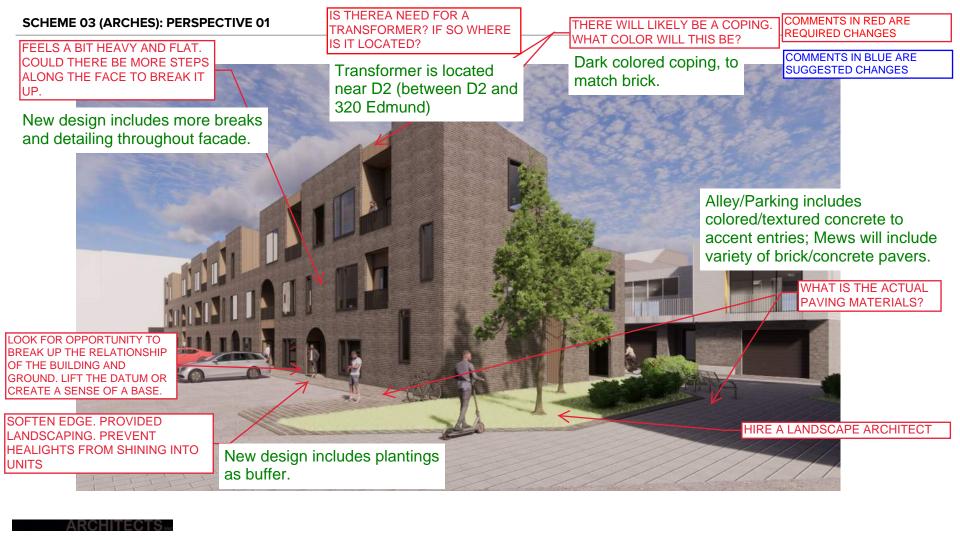


SW ISO

Done. We have hired Giffels Webster to complete Mews and D2/D3 surrounding landscape. The landscape will be similar to the rest of city modern.

HIRE A LANDSCAPE ARCHITECT

NW ISO



COMMENTS IN RED ARE REQUIRED CHANGES



WHAT IS THE ACTUAL

Alley includes colored/textured concrete to accent entries; Mews will include variety of brick/concrete pavers.

We will provide blackout

THERE WILL LIKELY BE A COPING.

WHAT COLOR WILL THIS BE?

CAN THERE BE SOME LEVEL
OF PRIVACY TO THESE UNITS
WITH LANDSCAPING FROM
PEDESTRIANS AND CAR

LIGHTS?

shades in units to deal with privacy and headlight issues.



COMMENTS IN BLUE ARE SUGGESTED CHANGES





COMMENTS IN RED ARE REQUIRED CHANGES

COMMENTS IN BLUE ARE SUGGESTED CHANGES

COMMENTS IN PURPLE ARE PRECEDENT EXAMPLES

USE OF BRICK PATTERN AT BASE HELPS GROUND BUILDING

SIMILAR USE OF VOID AND PROJECTION TO ADD COMPLEXITY AND BREAK UP THE MASSING



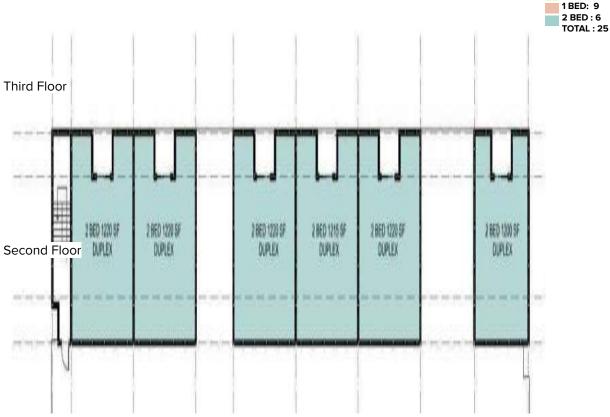




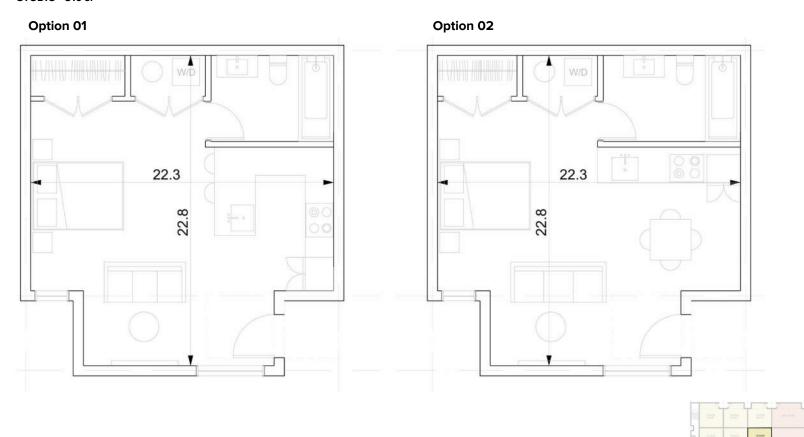
UNIT MIX

STUDIO: 10

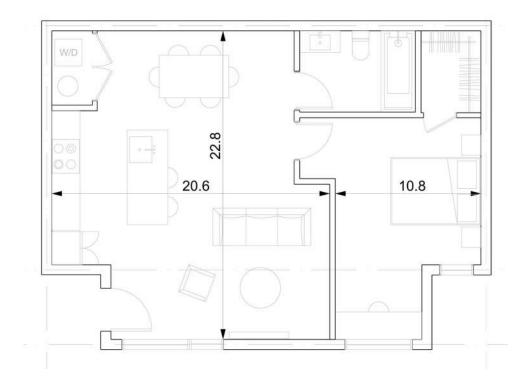
TOTAL SF: 22,259 SF CIRC/UTIL/LOBBY: 3422 SF EFFICIENCY: 84.6%



STUDIO - 510 sf

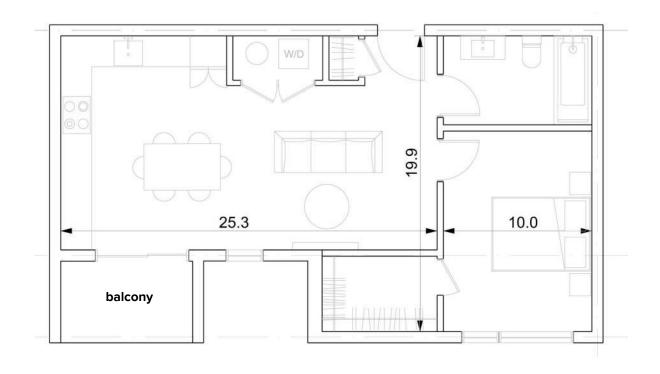


1 BED - 735 sf





1 BED - 690 sf





1 Bed + Office- 830 sf

