

# COMMONWEALTH STATION

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Steering Committee Meeting # 9

MAY 05, 2013

# AGENDA

- Discussions from previous meetings
  - Transparency examples
  - Prohibited uses
  - Multi-family density
- New discussions
  - Drive-thrus
  - Architectural elements

# TRANSPARENCY

- Proposed (ground story/upper story)
  - CORE & CORE FLEX – 60% / 40%
  - TRANSITION & URBAN – 50% / 25%
  - SUBURBAN – None
  - Does not apply to residential uses

# 20.25% TRANSPARENCY

First Floor & Second Floor  
576 sq. ft. wall area  
116.66 sq. ft. transparency area  
20.25% Transparency



# 43% - 51% TRANSPARENCY

240 sq. ft. wall area  
123 sq. ft. transparency area  
51.25% Transparency



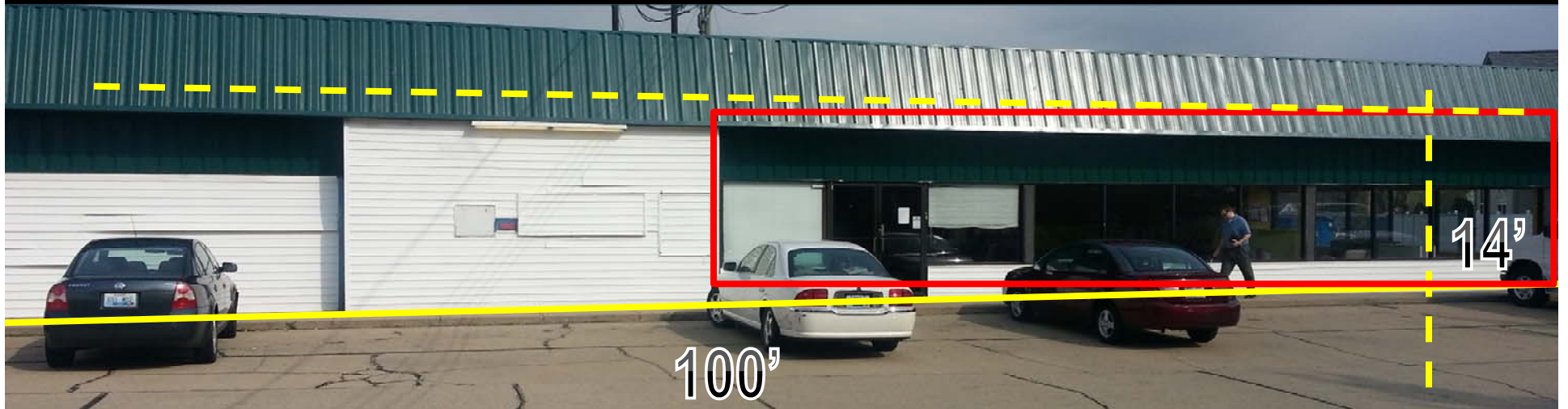
300 sq. ft. wall area  
138 sq. ft. transparency area  
46% Transparency

504 sq. ft. wall area  
220.25 sq. ft. transparency area  
43.7% Transparency



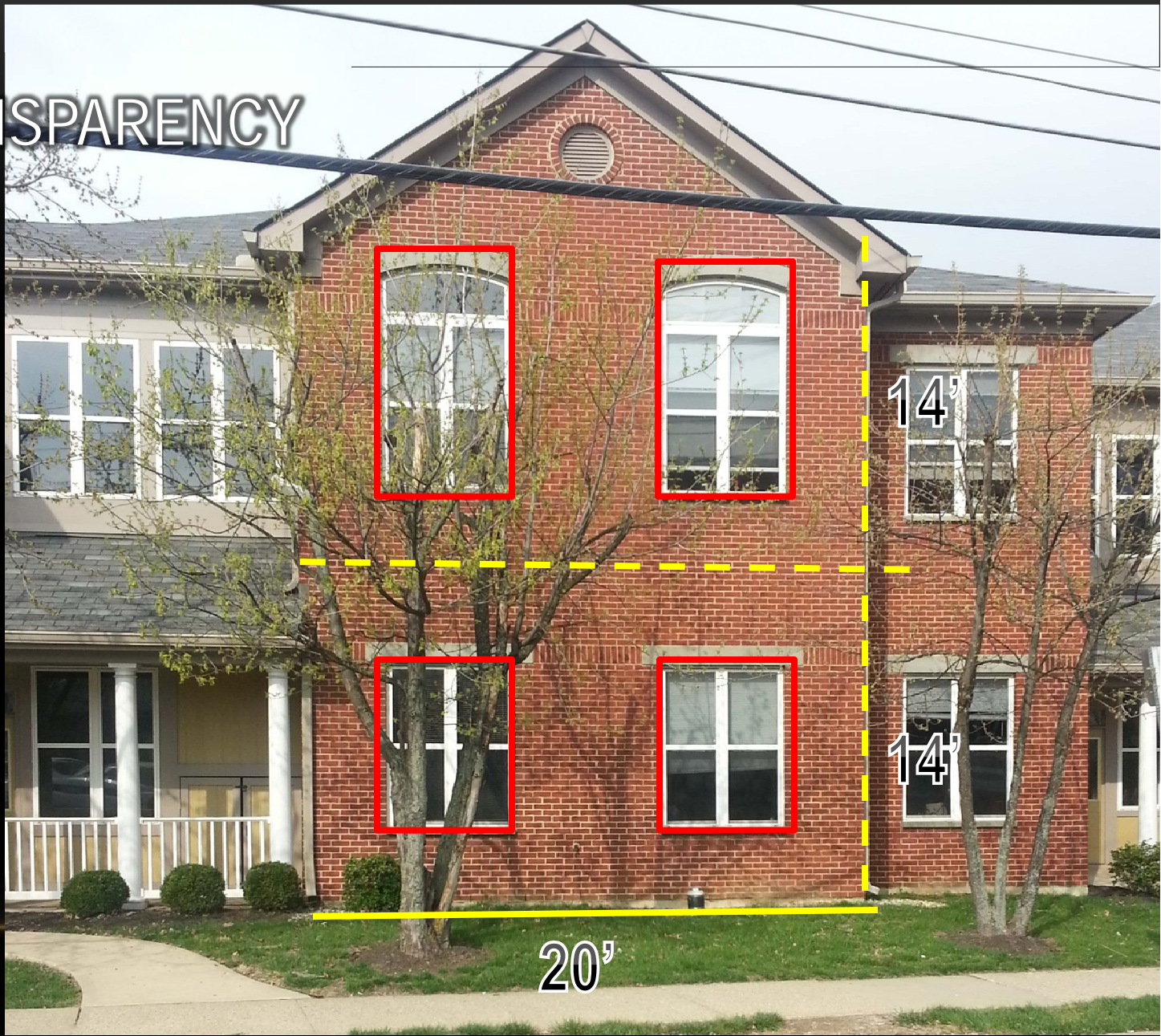
# 22% TRANSPARENCY

1,400 sq. ft. wall area  
312.5 sq. ft. transparency area  
22.3% Transparency



# 20% TRANSPARENCY

280 sq. ft. wall area  
54 sq. ft. transparency  
20% Transparency



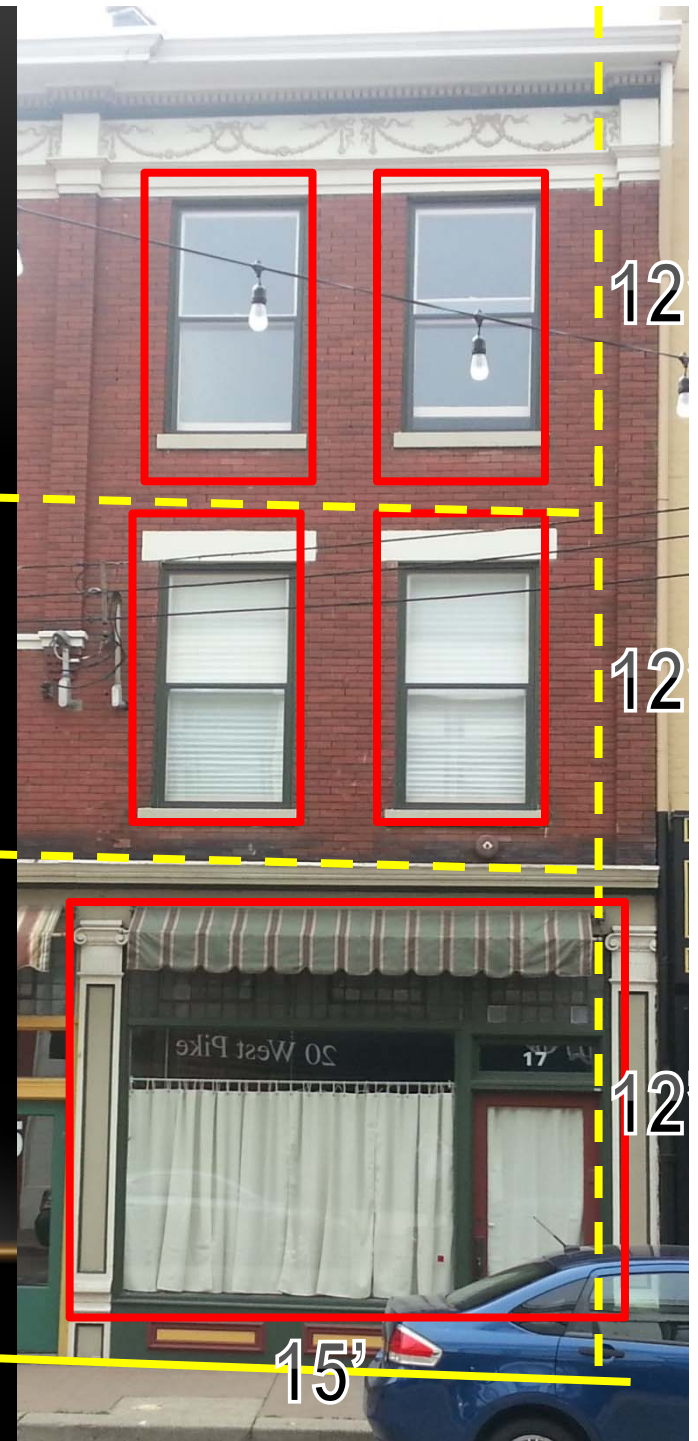


# 26% - 55% TRANSPARENCY

189 sq. ft. wall area  
49 sq. ft. transparency area  
26% Transparency

189 sq. ft. wall area  
49 sq. ft. transparency area  
26% Transparency

180 sq. ft. wall area  
100 sq. ft. transparency area  
55.5% Transparency





# TRANSPARENCY

- Discussion at April Meeting (ground story/upper story)
  - CORE & CORE FLEX – 60%/40%
  - TRANSITION – 50%/25%
  - URBAN – 25%/25%
  - SUBURBAN – None
  - Does not apply to residential

# POSSIBLE PROHIBITED USES

- Refer to list
- Rationale
  - Automobile oriented uses or other outdoor uses that are not conducive to a pedestrian friendly environment
  - Uses typically associated with negative secondary effects – crime, loitering, graffiti, traffic

# MULTI-FAMILY DENSITY

- Propose 40 dwelling units per net acre
- Current zoning allows 20 dwelling units per net acre, 60 dwelling units per net acre for elderly housing

# MULTI-FAMILY DENSITY (20-40 DU/NA)





# DRIVE-THRUS



# DRIVE-THRUS



# DRIVE-THRU





# ARCHITECTURE

- Exterior wall material
  - Brick
  - Architectural grade CMU
  - Stone
  - Tile
  - Concrete that looks like masonry





# ARCHITECTURE

- Accent materials
  - EIFS/stucco
  - Architectural grade metals
  - Wood or cement board siding
  - Glass block
  - Precast concrete



# ARCHITECTURE

- Prohibited materials
  - Industrial metal siding
  - T-111
  - Plain faced CMU
  - Vinyl siding
  - Hardiplank or hard board



# ARCHITECTURE

- Roof materials
  - Three dimensional shingles or tiles
  - Slate
  - Standing seam metal



# ARCHITECTURE

- Exterior wall color
  - Natural tones





# ARCHITECTURE

- Façade composition
  - Defined base, mid-section, and top with different materials finish, and/or color of wainscot or entire floor



# ARCHITECTURE

- Defined base, mid-section, and top



# ARCHITECTURE

- Masonry details
  - Sills and lintels
  - Quoins
  - Soldier courses
  - Herringbone or tile details
  - Medallions



# ARCHITECTURE

- Public entry points
  - Emphasis with recess, over-scaled entry feature, archway, awning, change in building material/detailing/color





# ARCHITECTURE

- Roof shape
  - "Stage set"
  - No mansard



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