

Maya Hotel – 229-PA-2020

9.1.2020

Old Town Scottsdale Urban Design & Architectural Guidelines

The Maya Hotel is part of the Scottsdale Collection rezoning, case# 9-ZN-2020 and will adhere to the Design Guidelines set forth in the Scottsdale Collection Development Plan.

The design objectives for The Maya Hotel include:

HUMAN CONNECTIVITY

1. Interconnected, Walkable Downtown

The Maya Hotel and The Scottsdale Collective enhance the pedestrian oriented Old Town atmosphere by completely transforming the pedestrian experience within the Property through the activation of street frontages linking to the range of established uses in the area. As such, specific design considerations have been given to the street frontages to maintain context appropriate building massing/heights, pedestrian-scaled architectural elements/overhangs, landscape shaded walkways, enhanced hardscape design and distinctive public art. A shade canopy has been provided along the west, north and south elevation to enhance the interconnectivity of the pedestrian environment. Enhanced paving and landscape also add to the walkability to the downtown environment.

2. Consistent Street Edge & Continuity of Street-Spaces

The Maya Hotel is located in the heart of the Entertainment District and enjoys an urban setting surround by a variety of uses. The Maya Hotel responds to the surrounding urban context by providing shade for pedestrians and an enhanced streetscape of paving and art. The proposed landscape planting and trees native to the Sonoran Desert help to showcase the natural environment in an urban setting and connect to the existing street edges of the downtown. Clear sidewalk widths of 10' and 12' are provided to maintain a strong continuous pedestrian traffic flow.

3. Encourage Human Interaction

The Maya Hotel features a 2 and 3 story glass lobby located on the main pedestrian street frontages of Indian Plaza and Buckboard Trail. A sculptural stair, lobby art, indoor/outdoor planters and a lively hotel lobby are visible from the public realm and encourage human interaction with the pedestrian environment.

4. Connect Open Space to Surrounding Context

A park is located at the southwest corner of the site and is intended to provide a flexible multi-use open space for public and semi-public functions. The park will be just one of several open spaces part of the Scottsdale Collection meant to function as a string of interconnected pedestrian experiences.

SITE & SURROUNDING CONTEXT

5. Access/Exposure to Sunlight & Provision of Shade

Shade is paramount to the Maya Hotel and Scottsdale Collection. The Maya Hotel provides a massing setback along the west and north which shade the building and pedestrian zones. A large shade canopy is designed with closely spaced steel members meant to provide a filtered quality of light similar to the desert trees native to the Sonoran Desert. The hotel floors incorporate vertical concrete fins and extended slab edges to provide additional solar protection on the west and east facades.

6. Context-Appropriate Vegetation

The proposed landscape palette consists of native or adapted plant material that will blend seamlessly with the region and surrounding environment.

7. Ensure Continuity of Site Development

The Maya Hotel is located in the heart of the Entertainment District and enjoys an urban setting surround by a variety of uses. The site occupies the entire end of the block and features three frontages. The main hotel entrance is located on Buckboard and features a porte' cochere for vehicular drop-off and large shade canopy for pedestrians, both provide continuity of the existing traffic patterns. The north streetscape on Indian Plaza is focused on the pedestrian experience and features an entrance and three story lobby that is intended to create an indoor/outdoor shared visual experience between the public and semi-private hotel lobby. The southern façade features a corner restaurant space as well as a fully screened service area. Shoeman Lane is partly considered the "service side" of the project but is treated with the same design, materials, paving and landscaping as the primary frontages.

8. New Development Compatible/Complementary to Existing Development

Providing redevelopment and reinvestment in Old Town, the proposed infill project will utilize and improve the existing area infrastructure (roads, utilities, etc.). The request is in harmony with the site's surrounding mix of land uses and will fulfill a strong market demand for a variety of tourist accommodations and residential options in Old Town, which will further bolster existing and future Old Town businesses. As the Entertainment District evolves and matures it will develop as a vibrant mixed-use center focusing on art, open space and connectivity becoming a destination for gathering of residents and visitors alike anchoring the northeast quadrant of Old Town. The Proposed Maya Hotel is designed to be compatible with many of the new projects

coming to this part of Old Town. Through the use of materials and architectural features the Maya Hotel strives to maintain a balance with the existing context.

9. Minimize Impacts of Building Equipment & Service Areas

The rooftop mechanical equipment is fully screened and integrated into the overall massing of the building. The roof top massing is meant to be viewed from afar and strike an interesting profile and add to the overall quality of the Old Town skyline per the OTUDAG. Mechanical equipment and utilities at the ground level are located in a fully screened service yard accessed from the more service oriented Shoeman Lane

10. Ambiance, Character, & Safety through Lighting

Energy efficient lighting will be balanced to provide appropriate levels for wayfinding and building accent while respecting the existing Old Town environment. Proposed site lighting will provide a safe and inviting nighttime environment for pedestrians.

11. Signage to Support Old Town Character & Function

Signage will match the design character of the Maya Hotel and be an integral component to the overall aesthetic of the building and Scottsdale Collection.

BUILDING DESIGN

12. Complement Existing Development

Per the Scottsdale Collection Development Plan the proposed building massing will be stepped horizontally and vertically to help reduce the overall volume and create appropriate transitions and architectural interest. The building design incorporates layers, textures and variety in materials providing four-sided architectural character that responds to the Southwestern climate while also respecting solar orientation. The Maya hotel site is located in the heart of the Entertainment district and is surrounded by buildings that provide a buffer and transition of over 700' to the surrounding neighborhoods.

13. Reduce Apparent Building Size & Mass

The Maya Hotel is broken down into a variety of building masses to better relate to the human scale at the pedestrian level. There is a 2 story and 3 story setback at the hotel entrances on Buckboard and Indian Plaza. The large setback at the base of the building provides a clear separation between the public functions and the upper levels private hotel room floors. The overall mass is also broken horizontally down into three distinct smaller volumes. The large canopy along the west elevation provides filtered shade and is located at a height that relates to the human scale. The shade canopy is designed with closely spaced steel members meant to provide a filtered quality of light similar to the desert trees native to the Sonoran Desert.

High-Rise Building Design

14. Reflect Design Excellence, Fit Surrounding Context

The Maya Hotel is broken down into a variety of building masses to better relate to the human scale at the pedestrian level. The base is a 2 story and 3 story volume setback at the hotel entrances on Buckboard and Indian Plaza. The large setback at the base of the building provides a clear separation between the public functions and the upper levels floors.

The defining element of the building base is large canopy along the west elevation which provides filtered shade and is located at a height that relates to the human scale. The 3rd floor features a dining patio and creates a strong shadow which distinguishes the base from the middle. The hotel room floors occupy the middle of the building and feature vertical and horizontal shading based on the solar orientation of the façade. The overall amount of glazing has been limited to less than 50% for the entire building. The south and east elevations are less than approximately 35% glass in response to their solar orientation and employ 14" floor slab extensions to provide significant shade. The glass at top floor is recessed 24" to provide additional shade at the double height suites.

The west elevation is less than 50% glass and incorporates several design elements such as overhangs, shade fins, slab extensions and canopies to provide a significant amount of shading appropriate to the western façade orientation. Balconies are provided on the northwest and northeast corners of the upper 8 floors to provide shade, reduce the overall massing, take advantage of mountain views and enhance architectural design. The southeast and southwest corners include balconies at the upper floor Sky suites to add a top element to the south elevation. The overall mass is broken horizontally into three distinct smaller volumes using compact floorplates. The top of the building features a large stepback and penthouse finishing element that defines the building from a distance. The penthouse will feature a pool, shade structure and outdoor patio to take advantage of views.

The Maya hotel site is located in the heart of the Entertainment district and is surrounded by buildings up to 90' that provide a buffer and transition.

Parking

15. Design Parking Facilities to Fit Within Surrounding Context

Parking will be provided per the Scottsdale Collection case:9-ZN-2020 and The Scottsdale Collection Parking Master Plan

Architectural Elements & Detail

16. Building Façade & Architectural Features Fit Within Surrounding Context

The Maya Hotel fits well within the surrounding context of hotels and multi-family projects. The continuous cantilevered entry canopy provides a covered walkway consistent with other projects within the surrounding context. The Maya Hotel will incorporate high-end, long lasting building materials including metal panel, exposed concrete and insulated glazing. The simple material palette reflects the dark and light canyon walls found in the nearby region. A warm wood material is incorporated at the 1st floor café reminiscent of the historic Old Town storefronts

17. Design Buildings that are Inviting

The Maya Hotel features a 2 and 3 story glass lobby located on the main pedestrian street frontages of Indian Plaza and Buckboard Trail. A sculptural stair, lobby art, indoor/outdoor planters and a lively hotel lobby are visible from the public realm and encourage human interaction with the pedestrian environment. The Maya Hotel is focused on a vibrant pedestrian experience with a mix of surrounding land uses and quality pedestrian level design and linkages. Sidewalk improvements combined with bike racks, well-placed shade trees and shade canopy create a more comfortable and inviting pedestrian space along the streetscape.

18. Context-Appropriate Materials, Colors, & Textures

The Maya Hotel will incorporate high-end, long lasting building materials including metal panel, exposed concrete and insulated glazing. The envelope of the building is designed to provide an energy efficient barrier to the environment while also providing natural light and views of the surrounding Sonoran Desert. The simple material palette reflects the dark and light canyon walls found in the nearby region. A warm wood material is incorporated at the 1st floor café reminiscent of the historic Old Town storefronts