

Project Narrative

Project

The Bishop
7125 E 2ND ST

Pre-App No:

814-PA-2023

Owner

NEXT GEN OLD TOWN LLC

Architect

Drewett Works

Date

5/17/2024

To the City of Scottsdale Planning & Development Services Department:

Overview:

Our proposed project is a mixed-used in-fill development of a currently abandoned and blighted site that is Downtown Overlay, Development Type 3, in the Arts District of Old Town.

Our design will create 6,500 sf of boutique office space and 17 residential units within the three-story structure. The architecture will be anchored on the north end, facing the heart of the arts district and Camelback Mountain, with a beautifully crafted architectural concrete entry mass. The eastern building façade will be crafted with architectural divisions of the base, middle, and top levels, which are different but interwoven and cohesive. The residential levels are highlighted by recessed and projecting forms that create indoor and outdoor spaces synonymous with Sonoran Desert living. The materiality will be of the highest quality and utilize muted tones that accent the desert and are befitting their Old Town Scottsdale setting.

All residential units will have private garages with additional covered parking for the commercial suite provided on the ground level. The site's perimeter will be completely re-developed to provide new walkways, better materials, lush indigenous landscaping, and ambient pedestrian lighting. A landscape hedge and decorative metal mesh screening will separate the pedestrians from the parking area. Additional landscaping and street-side parking will provide a further buffer for pedestrian traffic. A new covered walkway will be provided with an overhang that will change material and style regularly to avoid monotony and chaotic variation. New mature trees will provide further shading for pedestrians.

Goals:

To help review our proposed development, we want to acknowledge the underlying goals of the City of Scottsdale's zoning ordinance and the Old Town Urban Design and Architectural Guidelines. To properly assess our proposal, we feel we should address the goals of the City and point out how our design helps achieve these. The entire design and development team are Scottsdale residents, and achieving the city's goals is just as important to us. Below, we have addressed the Purpose section of the Downtown Overlay district from the Zoning Ordinance, as well as the Vision as outlined by the Old Town Urban Design and Architectural Guidelines and the stipulations listed in the *Development Review Board Criteria*, and supplied a description of how our design aligns with these stated objectives.

Ordinances, Master Plans, General Plans, and Standards:

Downtown Overlay Sec. 6.1201. - Purpose.

A. This district is to promote the goals and policies of the Downtown Plan and provide increased intensities to revitalize Downtown Area properties. This district encourages urban design forms to accommodate additional dwelling units in mixed-use developments and stimulates sustainable live/work lifestyles within a vital urban environment.

Our design directly achieves the stated purpose of the Downtown Overlay District. We will provide an architecturally significant mixed-used property designed by an award-winning architect that adds residential units and boutique office space to a blighted and highly visible part of the Scottsdale Arts District.

Our design also helps the city achieve the *Vision* of the City of Scottsdale General Plan. We will create an *exceptional experience, outstanding livability, community prosperity, and a distinctive character*. Architecturally, it will be a visual enhancement to the neighborhood,

changing the abandoned and run-down structures for a design that is of scale and quality befitting the neighborhood and local environment. The large overhangs and an emphasis on indoor-outdoor spaces will highlight the distinctive design. Eliminating the blighted heat island and adding new landscaping, covered walkways, and well-designed ambient lighting will make this block livelier and more engaging, day or night. The mixed-use nature of the development will bring balance to the site, ensuring that this neighborhood has a pulse and creating a strong connection to the downtown core where local businesses and residents are supported.

Architectural Character, Landscaping, and Site Design:

- ***Promotes a desirable relationship of structures to one another, to open spaces and topography, both on the site and in the surrounding neighborhood***

The architecture has paid considerable attention to the hierarchy of masses and its built environment. We have a strong entry mass on the north elevation facing the heart of the arts district and some of the area's significant structures and future structures, including the Museum of the West and the Canopy Hotel. Our east elevation faces less prominent buildings (in terms of height and occupancy). Hence, our elevation is more subdued on this side with new trees, clean material transitions, and interior spaces that physically and visually extend outdoors with deep overhangs to provide depth and character to the façade.

- ***Avoids excessive variety and monotonous repetition;***

Our façades provide a clean aesthetic that avoids 'noisy' and monotonous architecture. From the pedestrian perspective, we have provided a secondary shaded walkway. The overhang's finish materials, lighting, and the landscape flanking this walkway change in response to the building structure, adding an orderly rhythm for pedestrian traffic and sightlines. The façade provides offset floor plans between levels 2 and 3, creating a natural variety between the two floor plates. The architectural massing is created with large gestures highlighted with great balance in the façade. Strong vertical masses that tie the offset levels together occur as pairs flanking a deep patio every 35'. These masses help create a façade that is equally pushed up to the setback line and deeply set at least an additional 10' from the setback line, which subdivides the horizontal plane of the building into smaller parts. The façade provides depth and texture with solid, transparent, organic materials, including living planter walls and large recessed glass.

- ***Recognizes the unique climatic and other environmental factors of this region to respond to the Sonoran Desert Environment, as specified in the Sensitive Design Principles***

The existing site is all hardscape with no shading. We will add new materials, plants, and shading, all of which will serve as a more inviting backdrop for pedestrians and the environment. Landscaping is designed with indigenous vegetation, all taken from the ADWR plant list and will thrive during all seasons without requiring extra watering. All parking will be covered, and all living spaces will have generous outdoor 'Arizona' rooms. The office space will take advantage of indirect diffuse northern light for natural daylighting in the workspace. There is limited fenestration on the south and west elevations, helping to curb the energy demand during the hot months.

Ingress, Egress, On-Site Circulation, Parking, and Pedestrians:

Describe how the site layout of the proposed development has been designed to promote safety and convenience relative to ingress, egress, internal traffic circulation, off-street parking facilities, loading and service areas, and pedestrian ways.

We have split the parking component into two segments, which helps manage and divide the ingress/egress volume and, therefore, promote safety. Many of the residential units have private garages accessed off the alley. The alley paving and lighting will be updated to create a safe and comfortable environment. The covered parking accessed from Bishop will have two access points so that cars will not have to turn around within the parking structures, providing smooth ingress/egress with no back-up into the street or on the sidewalk. The parking layout has a 31' long loading zone at one end, allowing continuous traffic flow without blocking exits. Both street fronts will be striped with on-street parking, allowing for even more flexibility and providing the pedestrian walkway with a buffer from traffic. The pedestrian experience will be vastly improved with concrete pavers of various colors and textures that delineate between the walkways and driveways, as well as new landscaping, shading, and ambient lighting. New sidewalks and driveway cuts, as well as the entirety of the parking surface, will be finished with concrete pavers to add subtle beauty, texture, and color to the pedestrian experience. Maximizing our parking would require five driveway cuts into the pedestrian walkway. By orienting our parking layout along our site's long axis, we have sacrificed parking quantity for fewer driveways, opting

for less disruption to the pedestrian experience. We opted for our current design, which requires only two curb cuts. Decorative metal mesh screens and landscaped hedges are used to buffer the parking from the walkways. The structure of the architecture falls at regular intervals at the parking levels but also changes in form and materials, again providing a rhythm and calming order to the design and street front.

Mechanical and Utility Equipment:

Describe how the proposed development will locate mechanical equipment, appurtenances, and utilities so that these elements will not conflict with street frontage open space, pedestrian amenities, resident amenities, landscape features, or on-site circulation and have utilized screening devices that are integral to the design of the building, to screen mechanical equipment, appurtenances, and utilities.

We will create rooftop mechanical enclosures that are not consolidated but rather dispersed to flow with the rhythm of the architecture. The enclosures will be a naturally patinaed metal that feels right at home in the desert. The enclosures will not negatively impact the residents, landscape, or circulation. Visually, they will be appealing extensions of the architecture, not after-thoughts. From the street perspective, these screened enclosures will not be visible. We will also have service/delivery access from the back alley, away from pedestrian circulation.

Old Town Scottsdale:

If the development proposal is within Old Town Scottsdale, specify through narrative and graphical exhibits how the proposal is in conformance with the Old Town Scottsdale Urban Design and Architectural Guidelines.

The design objectives of the Old Town Urban Design and Architectural Guidelines:

- ***Protect the unique character of the Downtown Core and promote continuity of character in Old Town Scottsdale districts to create an environment that has uniformity and variety.***

Our site is an abandoned lot located in the Scottsdale Art District. Our design will bring a needed live-work center that is designed for urban desert living. Our design will make the streets more walkable and add a well-proportioned piece of architecture to a blighted section of the Art District.

- ***Strengthen pedestrian character and form new pedestrian linkages to create a walkable, human-scale environment.***

If you want to walk from Sip Coffee to the Museum of the West, you would probably avoid the barren route off Bishop and 2nd St. Our development will change that. Currently, the empty site creates a disconnect in the natural walking environment of this downtown neighborhood. Our in-fill project will inject new life into this area and create a more hospitable pedestrian environment with improved walkways, shading, landscape, lighting, and eye-catching architecture.

The lighting design approach was to comfortably illuminate the pedestrian spaces using warm LED lighting for energy efficiency and visual comfort. All fixtures in the exterior spaces are specified to be full cutoff to honor the dark sky initiatives and to reduce any unnecessary glare for light trespassing beyond the site. Fixtures were selected that are recessed in the ceiling structure where possible and utilize the latest technology for recessing the light source within the fixture for a ‘quiet’ ceiling with minimal glare. The only fixtures with any uplighting component are limited to the allowed landscape fixtures for the trees with leaf canopies. The lighting design complements the design aesthetic found in the urban portions of Scottsdale.

- ***Maintain an interconnected downtown that includes a variety of mobility options.***

Our site will play an essential role in Old Town's interconnected nature by bridging a development gap in a prominent area. Our live-work mixed-use design will support business vitality by providing boutique office space and bringing in new patrons for existing businesses and attractions. Our in-fill project will make walking, biking, jogging, scootering, and driving more comfortable and desirable.

- ***Create high-quality, human-scale downtown architecture influenced by the local and regional culture, climate, and the Sonoran Desert landscape.***

The design comprises an undulating façade with large overhangs, deeply recessed glass, and substantial interior and exterior living spaces synonymous with desert living. The large overhangs and deeply recessed glass facades mimic the hole-in-the-rock feature of Papago Park and throughout the Sonoran desertscape. Our design matches the heights of neighboring structures; we are not out of context in

scale, either by being too tall or too small, which helps create a cohesive neighborhood.

- **Create a distinct landscape character that contributes to a unified downtown.**

The landscape intends to use desert plant material but in an organized manner. This is achieved by creating more robust planting arrangements along the sidewalk and planting to support the architecture in key areas. Street-front trees are planted roughly 20' apart along the sidewalks, creating a shaded environment. All plants are from the ADWR plant list. The top-dressing material will be a 3" minus cobble rock to give texture and further lend to the desert look. The sidewalks and parking areas will be clad with concrete pavers. Patterns, colors, and sizes differ between areas of use; this will help delineate pedestrian vs vehicular, assist with wayfinding, and create a more human and beautiful environment.

- **Create coherent and consistent street spaces.**
- **Design within the context of each Old Town district and introduce new architectural and building designs that are compatible with the existing design to form a blend between new and old.**
- **Encourage property improvements, new development, and redevelopment to maintain a vibrant, lively, attractive downtown destination that provides opportunities for residents, visitors, and businesses.**

Respectfully, our previous answers addressed these last three design guidelines, so we defer to our earlier responses in the name of brevity.

Location of Artwork:

If the development proposal is required to participate in the Cultural Improvement Program or Public Art Program, then determine whether or not the proposed location of artwork complies with the following:

Our site is not required to comply with these programs, although we are offering well-thought-out architecture, landscaping, and lighting as a form of public art.