



GLENDALÉ 601 N BRAND

ONNI GROUP
IBI GROUP

September 21, 2020
Design Review Submission



The proposed project is a mixed-use hotel high-rise development with associated support spaces such as parking, hotel amenity facilities, lobby circulation, and service spaces. Retail spaces will be at ground level.

The site is within the Gateway District which is located at the northern portion of the Downtown Specific Plan. The site has an overall pre-dedication area of 235,390 sq.ft. and fronts Sanchez Drive on the north, North Brand Boulevard to the east and West Doran Street on the south. There is an existing 14-story office building ($\pm 407,534$ sq.ft.), an existing 5-story parking garage ($\pm 486,287$ sq.ft.) an existing 1-story retail building ($\pm 12,772$ sq.ft.) and surface parking along Sanchez Drive on the site.

The development proposes 35-story & 34-story twin hotel towers, with 840 hotel units overall. The project density is based on an overall FAR of 7.5 of the site. This consists of the existing office building ($\pm 407,534$ sq.ft.), the existing parking garage ($\pm 486,287$ sq.ft.), the existing retail building ($\pm 12,772$ sq.ft.), and the proposed development of 858,832 sq.ft. A total of 11,261 sq.ft. of the commercial area is proposed to front Sanchez Drive. 700 parking stalls are provided on 3 levels of underground parking and 4 levels of above-ground parking, including 34 commercial stalls.

The proposed development has the vehicle and pedestrian access off both Sanchez Drive and North Brand Boulevard. The hotel lobby serving pedestrians is situated to front North Brand Boulevard. Vehicular accesses are located on North Brand Boulevard and Sanchez Drive, besides, the proposed project also maintained the connection to the existing parking garage, allowing the site to be accessible from the West Doran Street.

The 4-story podium provides ground-oriented retail, restaurants, hotel lobby as well as direct access to underground parking, loading and garbage areas. Level 5 will be a green rooftop amenity area over the podium. The green roof will also feature a pool to be shared by all hotel guests.

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Building Statistics

Project Development Data

601 North Brand Boulevard, Glendale, California

A	Project	One 4 story Podium, with a 35 - Storey & 34 - Storey Tower Mixed-Use Development			
B	Legal Description	Parcel A , in the City of Glendale, as shown on the parcel map GLN NO. 1114A filled book 40, Page 24 of Parcel Maps, in the office of said County.			
C	Zoning	DSP/Gateway. Refer to Zoning Diagram.			
D	Proposed Setbacks	North (Sanchez Drive)) East (N. Brand Boulevard)	From New Property Line 4' to 16' 3" 29' to 44' 1"	From New Curb Line 18' to 30' 3" 44' 4" to 59' 5"	
E	Maximum Building Height	Note: 275 feet base, 380 feet with incentives			
	Proposed Tower Heights		East Tower 35-story West Tower 34-story	(380')	
F	Lot Area and Site Coverage Calculations				
	Gross Site Area (Existing and Proposed)			235,390 sq. ft ±	
	Building Footprint Area			179,852 sq. ft ±	
	Site Coverage Percentage			76%	
G	Floor Area Ratio (FAR) Calculations				
	Gross Site Area			235,390 sq. ft	
	FAR at	7.5		1,765,425 sq. ft	
	Existing Office Building Area			407,534 sq. ft	
	Existing Retail Building			12,772 sq. ft	
	Existing Above Grade Parking Structure			486,287 sq. ft	
	Maximum Buildable Area minus Existing Buildings			858,832 sq. ft	

H Proposed Hotel Suite - Count/Type

Podium	Type	NO. of Floor	Room	Suite	Exec. Suite	Exec. Suite	Pres. Suite	Total
			Studio	1 Bed	1+ Den	2 Bed	3 bed	
	Count per floor (L2-L4)	3	6	11		3		20 per floor
	Distribution		30%	55%		15%		
	Total		18	33		9		60 in podium
West Tower	Type		Room	Suite	Exec. Suite	Exec. Suite	Pres. Suite	Total
			Studio	1 Bed	1+ Den	2 Bed	3 bed	
	Count per floor (L5)	1						0 per floor
	Count per floor (L6-L17)	12	4	4	4	4		16 per floor
	Count per floor (L18-L32)	15		6	2	4		12 per floor
	Count per floor (L33-L34)	2					6	6 per floor
	Distribution		13%	38%	20%	28%	3%	
	Total	30	48	138	78	108	12	384 in tower
East Tower	Type		Room	Suite	Exec. Suite	Exec. Suite	Pres. Suite	Total
			Studio	1 Bed	1+ Den	2 Bed	3 bed	
	Count per floor (L5)	1						0 per floor
	Count per floor (L6-L17)	12	4	4	4	4		16 per floor
	Count per floor (L18-L33)	16		6	2	4		12 per floor
	Count per floor (L34-L39)	2					6	6 per floor
	Distribution		12%	38%	20%	28%	3%	
	Total	31	48	144	80	112	12	396 in tower
	Type		Room	Suite	Exec. Suite	Exec. Suite	Pres. Suite	Grand Total # of Units
			Studio	1 Bed	1+ Den	2 Bed	3 bed	
	Distribution		14%	38%	19%	27%	3%	
	Total		114	315	158	229	24	840

I Proposed Project Statistics- Floor Areas

FAR (SF)	Podium (L1-L4)	Level	NO. of Floor	Retail Area per Floor	Total Retail Area	Unit Area per Floor	Total Unit Area	Common Area per Floor	Total Common Area	Service Area (FAR) per Floor	Total Service Area (FAR)	Area per Floor	Total Area (All Floors)
		L1	1	11,261	11,261			10,052	10,052	4,772	4,772	26,085	26,085
		MEZZANINE	1					5,618	5,618	3,791	3,791	9,409	9,409
		L2-L4	3			14,434	43,302	7,403	22,209	2,215	6,645	24,052	72,156
		Total	5		11,261		43,302		37,879		15,208		107,650
	West Tower	L5	1					2,157	2,114	118	118	2,275	2,275
		L6-17	12			11,428	137,136	2,306	27,672	118	1,416	13,852	166,224
		L18-32	15			9,469	142,035	2,234	33,510	118	1,770	11,821	177,315
		L33-34	2			9,541	19,082	2,162	4,324	118	236	11,821	23,642
		Roof - Mech PH	1					350	350				
		Total	34				298,253		67,970		3,540		368,456
	East Tower	L5	1					2,606	2,606	118	118	2,724	2,724
		L6-17	12			11,428	137,136	2,306	27,672	118	1,416	13,852	166,224
		L18-33	16			9,469	151,504	2,234	35,744	118	1,888	11,821	189,136
		L34-35	2			9,541	19,082	2,162	4,324	118	236	11,821	23,642
		Roof - Mech PH	1					350	350				
		Total	35				307,722		70,696		3,658		381,726
	Entire Project				11,261		649,277		176,545		15,208	TOTAL (FAR)	858,832

NON - FAR (SF)	Podium (L1-L4)	Level	Number of Floors	Amenity Area per Floor	Total Amenity Area		Parking Area per Floor	Total Parking Area	Service Area (non-FAR) per Floor	Total Service Area (non-FAR)	Area per Floor	Total Area (All Floors)
		L1 (GF)	1				34,604	34,604			34,604	34,604
		MEZZANINE	1				29,603	29,603			29,603	29,603
		L2-L4	3				34,408	103,224			34,408	103,224
		Total	5					167,431				167,431
	West Tower	L5	1	8,302	8,302						8,302	8,302
		L6-17	12									
		L18-32	15									
		L33-34	2									
		Roof - Mech PH	1							3,100	3,100	3,100
		Total	34		8,302					3,100		11,402
	East Tower	L5	1	9,576	9,576						9,576	9,576
		L6-17	12									
		L18-33	16									
		L34-35	2									
		Roof - Mech PH	1							3,100	3,100	3,100
		Total	35		9,576					3,100		12,676
	Entire Project				17,878			167,431		6,200	TOTAL (NON-FAR)	191,509

TOTAL PROVIDED (FAR)	858,832	ALLOWED (FAR)	858,832
TOTAL PROVIDED (NON-FAR)	191,509		
TOTAL BUILDABLE AREA	1,050,341		

Glendale Municipal Code 30.70.070 Definitions

Floor area (gross) "Floor area (gross)" means the sum of the gross horizontal areas of the several floors of the building measured from the exterior faces of the exterior walls excluding exterior balconies and porches. Floor area shall not include interior parking spaces, loading spaces for motor vehicles, any space where the floor to ceiling height is less than six (6) feet, and attics and mechanical penthouses provided there are no useable rooms, no windows and the mechanical penthouse area is used exclusively for mechanical equipment. Floor area shall include any work area in auto repair, or related facilities, where vehicles are serviced and repaired. Floor area shall include any area for mezzanines unless specifically exempted in this title. Diagram D-2, which follows [at the end of this chapter] and is made a part of this chapter, shall be illustrative of the meaning of "floor area (gross)."

Floor area ratio "Floor area ratio" means the ratio of floor area (gross) plus garage area to lot area. Indoor recreational facilities, subterranean and semi-subterranean garage areas shall be excluded from this ratio.

Service Area (FAR) includes: mail room, parcel room, fire control room, storage room, garbage room, holding room
Service Area (NON-FAR) includes: electrical room, mechanical room, transformer room, generator, garbage chute, elevator shaft

J Proposed Parking Statistics

Required Parking				
Commercial [3 stalls/1000sq.ft]	Hotel Parking [0.8 stall / habitable room]	Existing Office Parking	Existing Retail Parking	Total Parking Required
34	672	815	39	1,560
Provided Parking				
Commercial [3 stalls/1000sq.ft]	Hotel Parking [0.8 stall / habitable room]	Existing Office Parking	Existing Retail Parking	Total Parking Provided
34	666	1,210	39	1,949

Parking Count on Levels

Level	# of Floors	# of Parkings					Total per Floor	Total	S 7' 6" x 15' 1"
		R 18' 0" x 8' 6"	W 18' 0" x 9' 7"	A 18' 0" x 9' 0"	V 18' 0" x 11' 0"	EV 18' 0" x 9' 0"			
		Regular Parking without obstruction	Regular Parking with obstruction	ADA Accessible Parking	ADA Accessible Van Parking	CBC EV Space			
P2-P3	2	19 ±	121 ±				140 ±	280	Small Car parking is not required
P1	1	18 ±	64 ±	6 ±			130 ±	130	
GF	1	5 ±	26 ±	8 ±	2 ±	42 ±	41 ±	41	
MEZZANINE	1	6 ±	45 ±				51 ±	51	
L2-L4	3	11 ±	55 ±				66 ±	198	
Total							700		Total 43

Accessible Parking Required by ADA		
	Required	Provided
Accessible Parking (501 to 1000 provided parking, 2 percent of total)	14	14
Accessible Parking (Van) (1 for every 6 accessible parking)	2	2

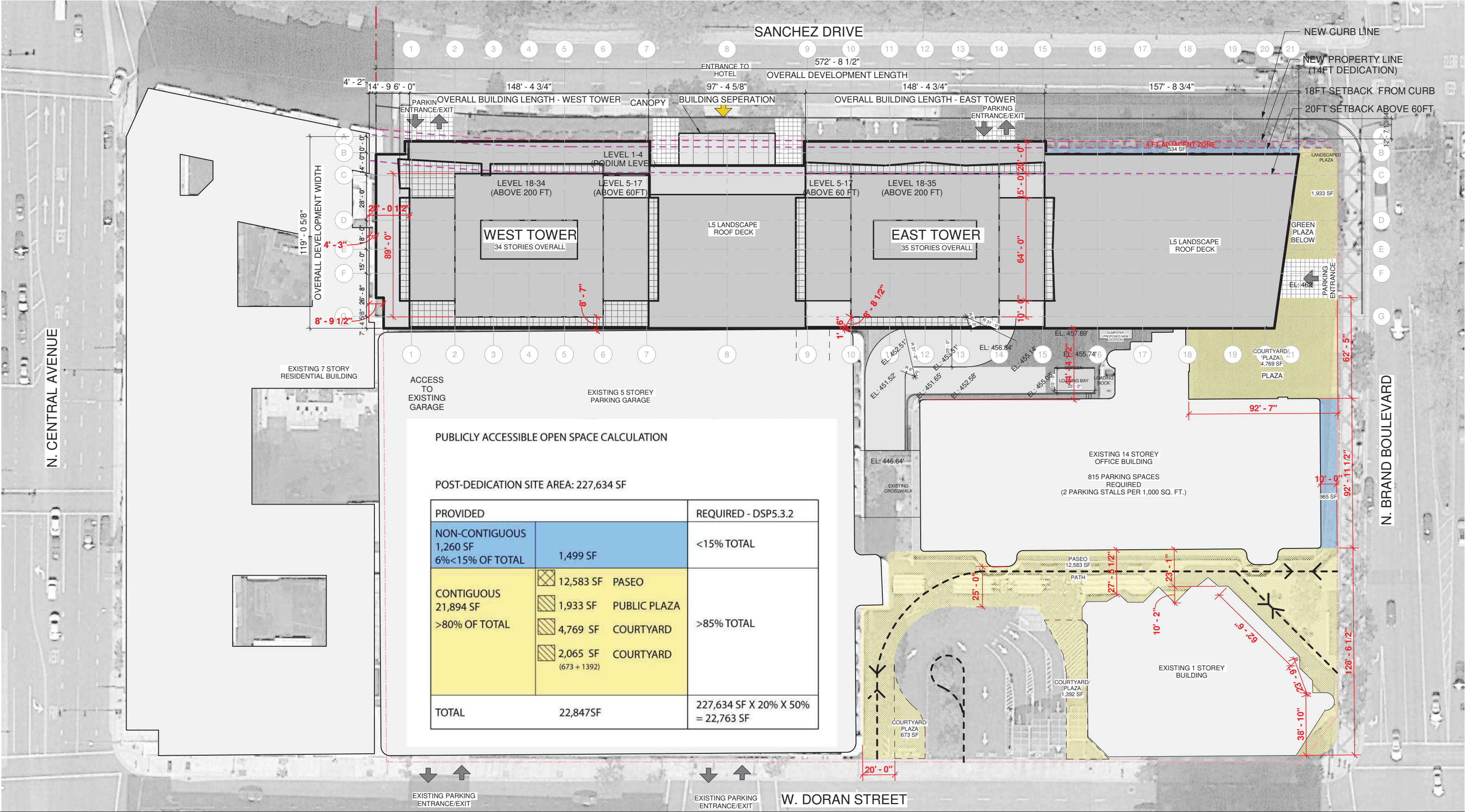
EV Spaces Required by California Building Code		
	Required	Provided
EV Space (6 percent of total)	42	42

K Required and Proposed Bicycle Parking

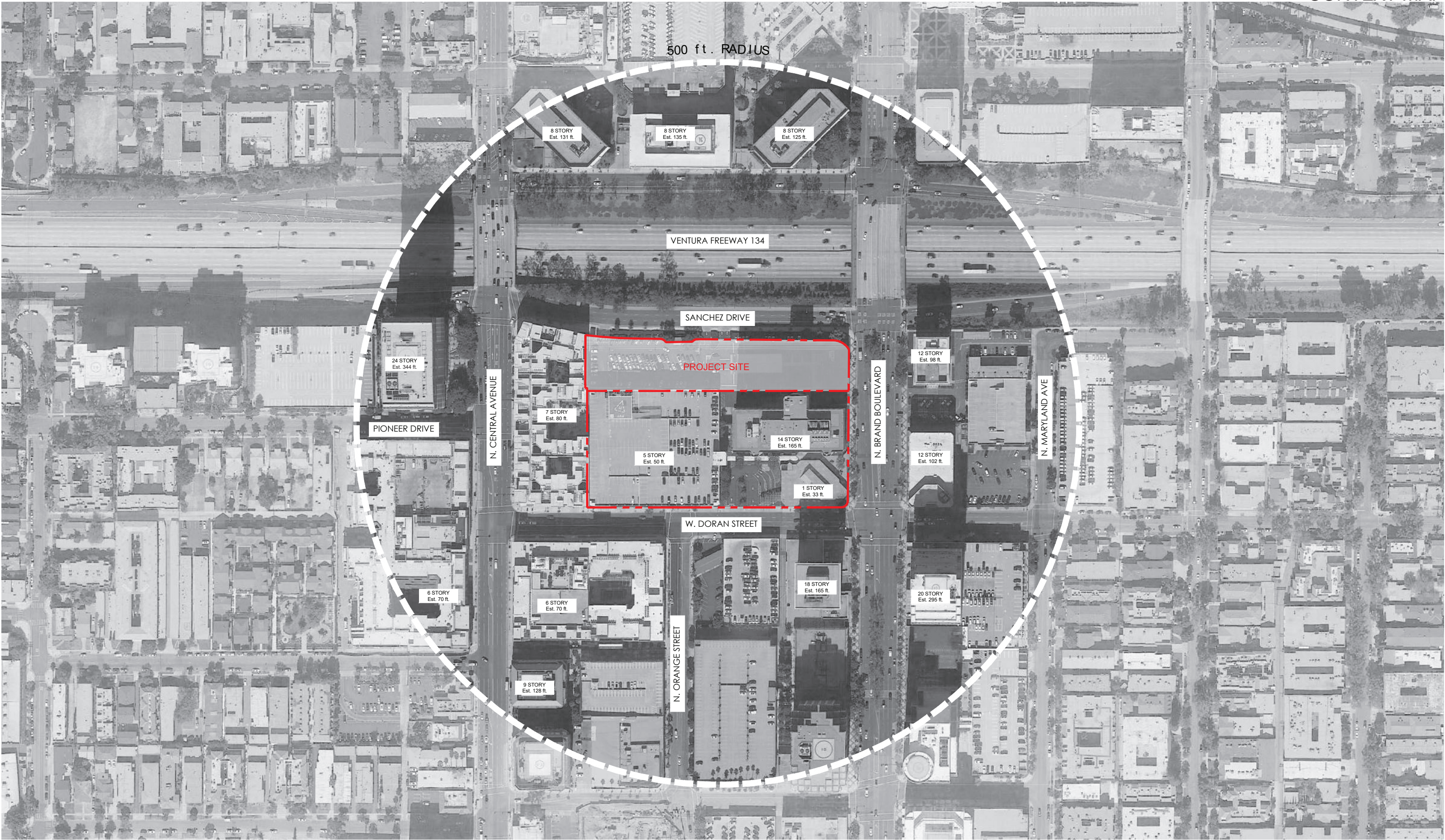
Required Bicycle Parking		
Commercial [1 stall/12,000sq.ft]	Hotel Parking [1stall / 20 unit]	Total Parking Required
1	42	43
Provided Bicycle Parking		
Commercial [1 stall/12,000sq.ft]	Hotel Parking [1stall / 20 unit]	Total Parking Provided
2	44	46

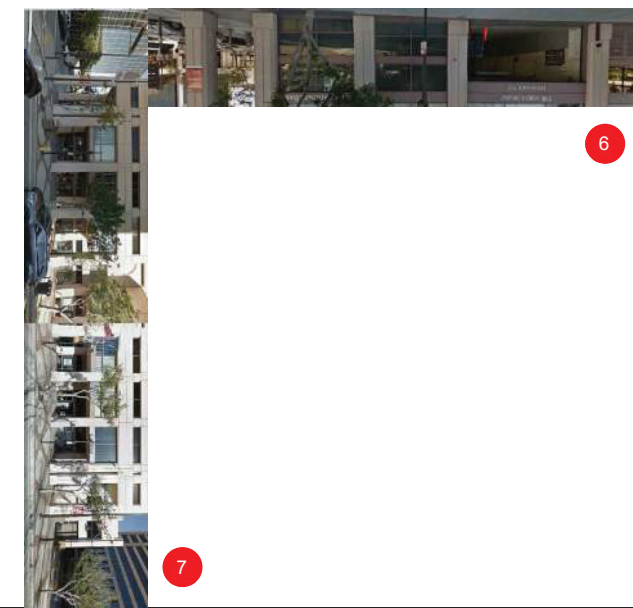
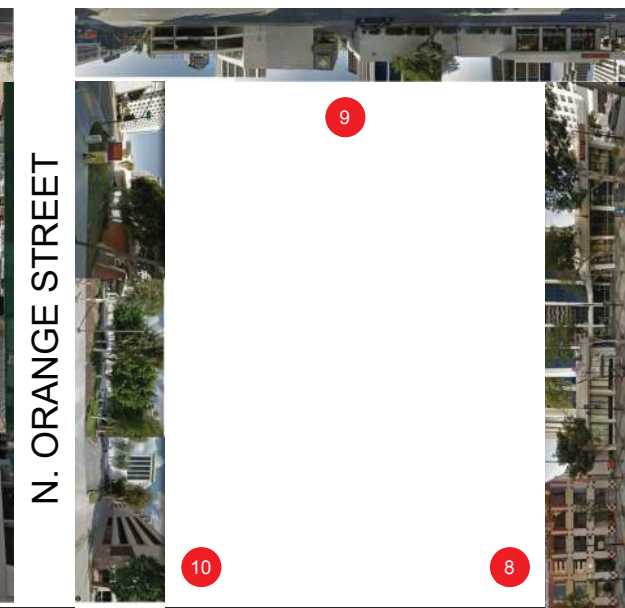
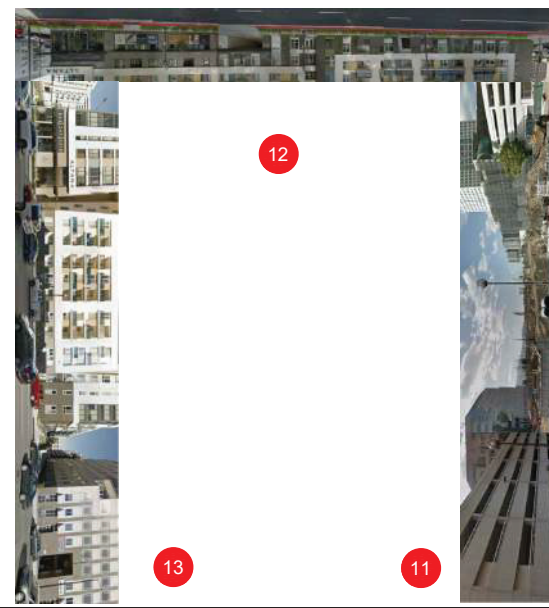
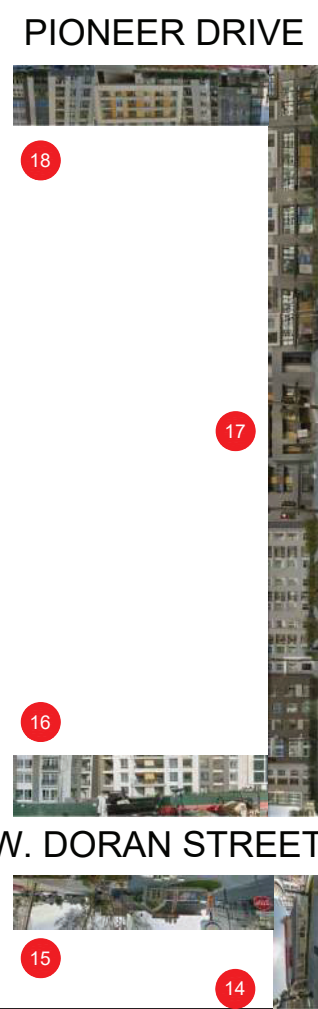
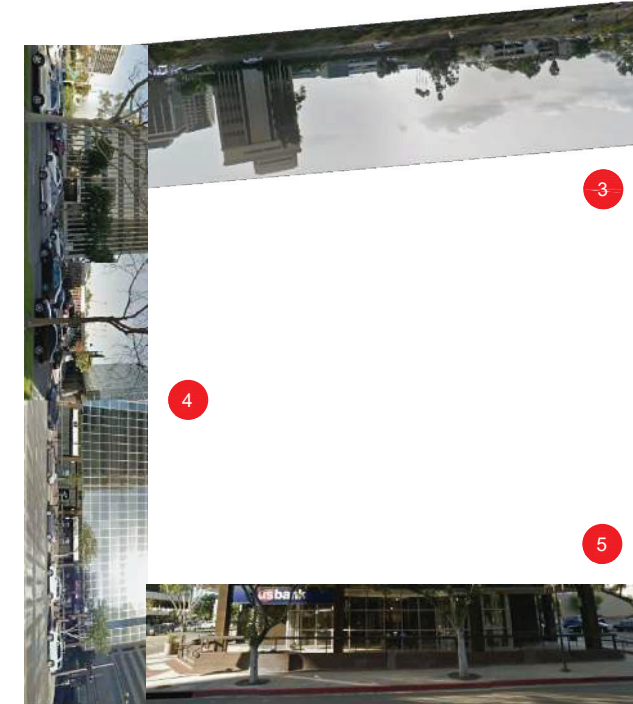
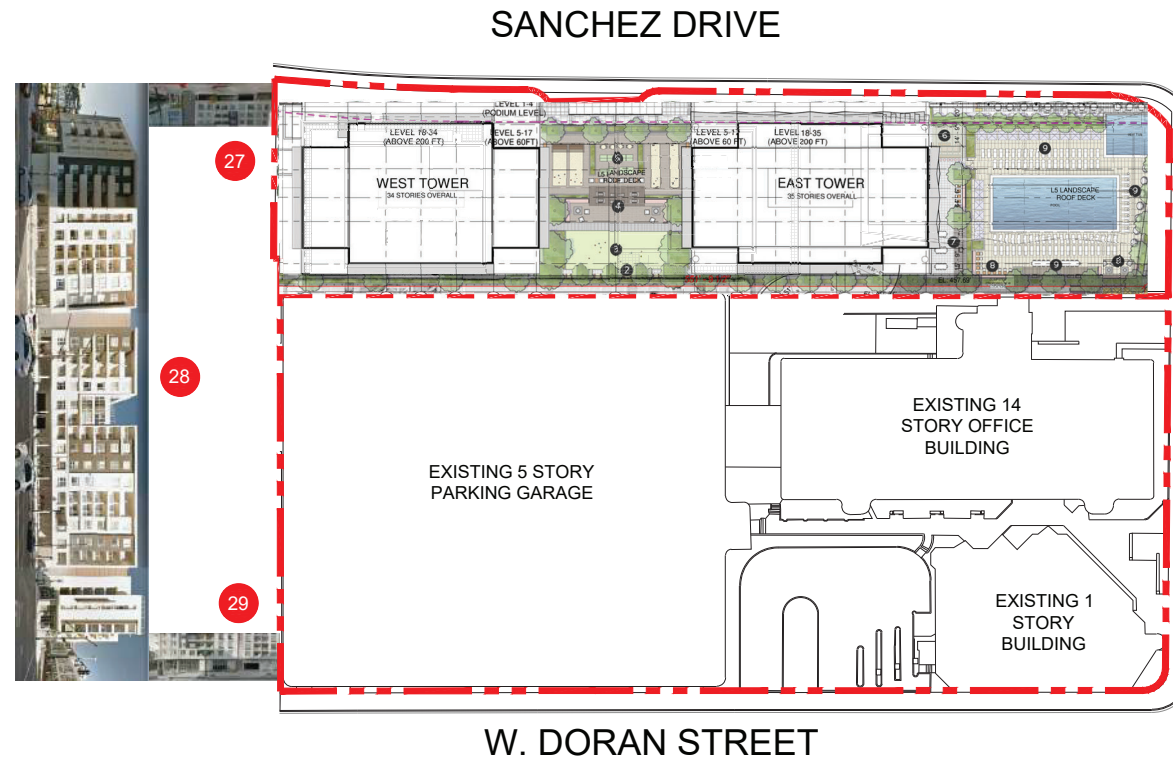
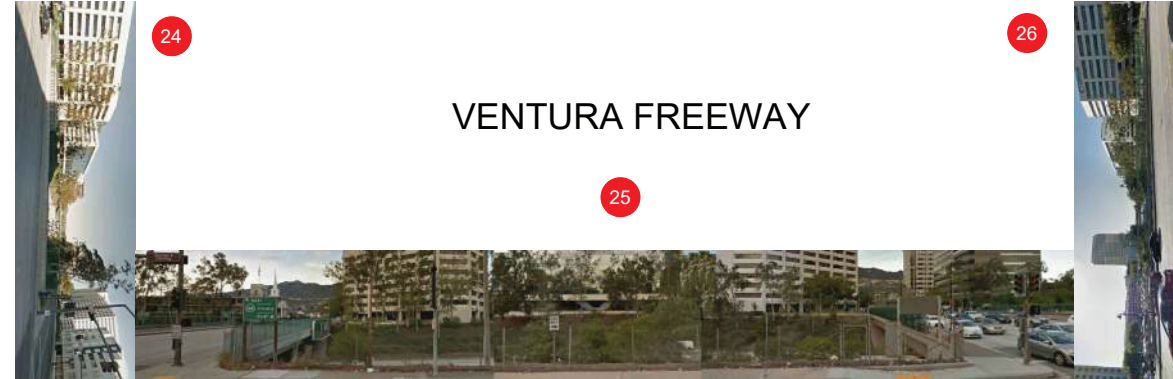
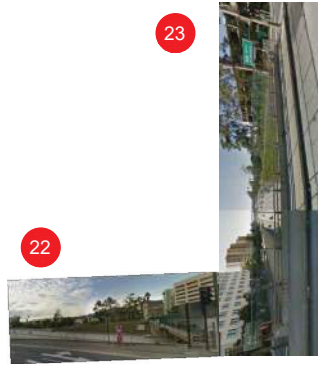
L Required and Proposed Storage

Storage Lockers	840
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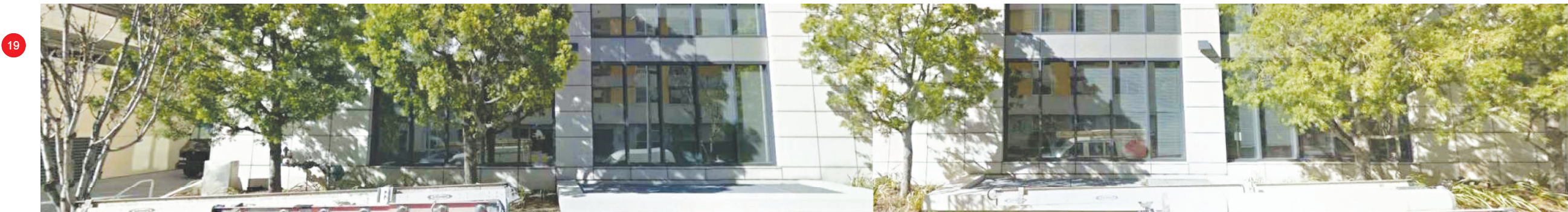








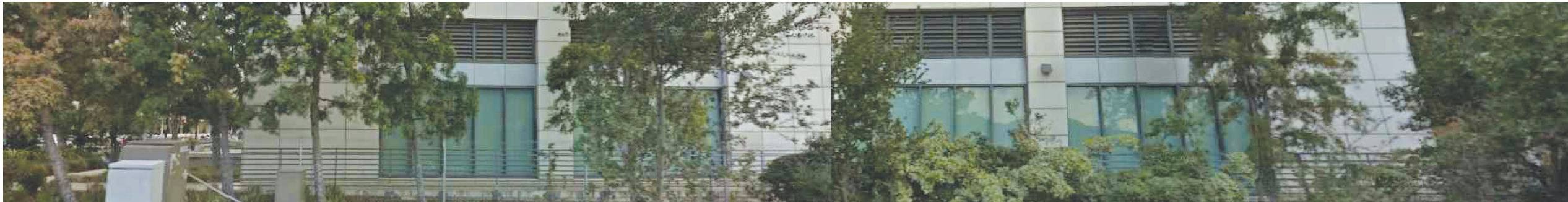




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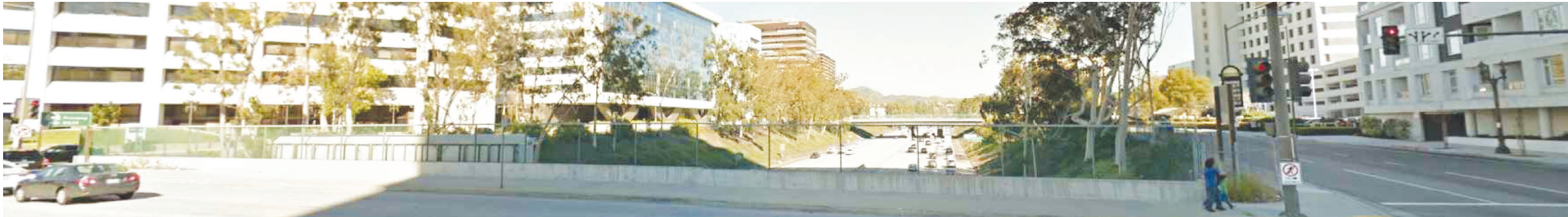
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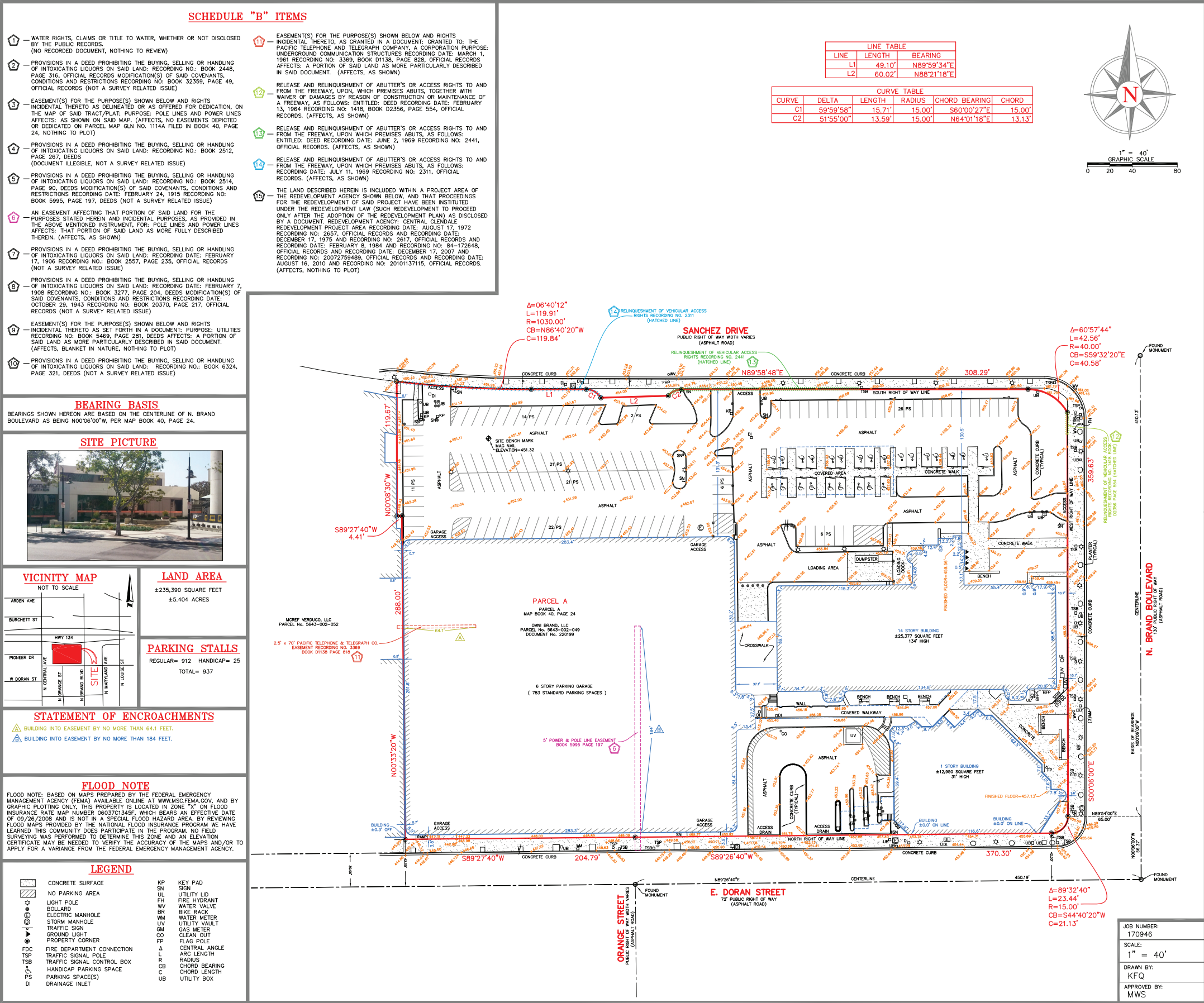
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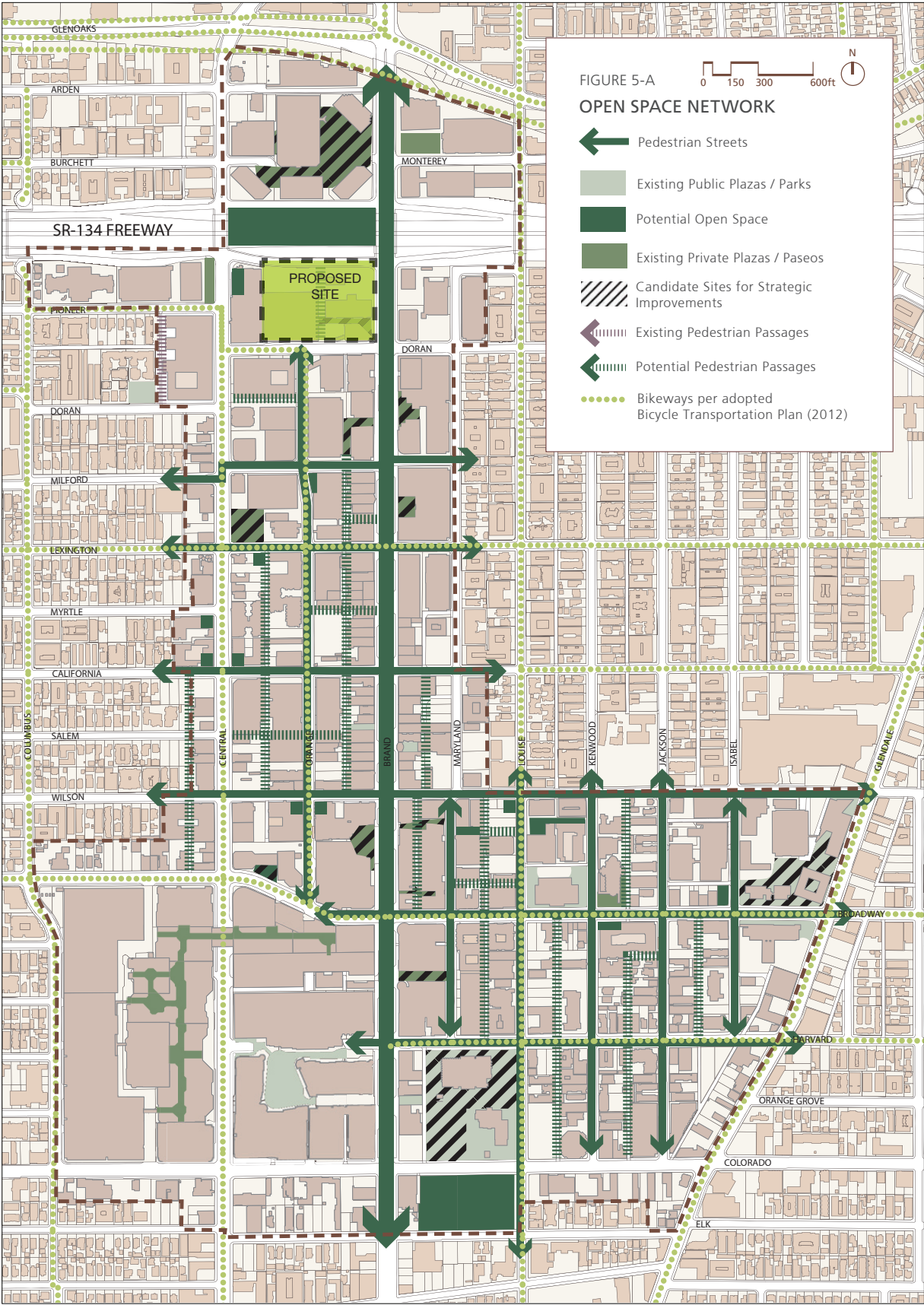
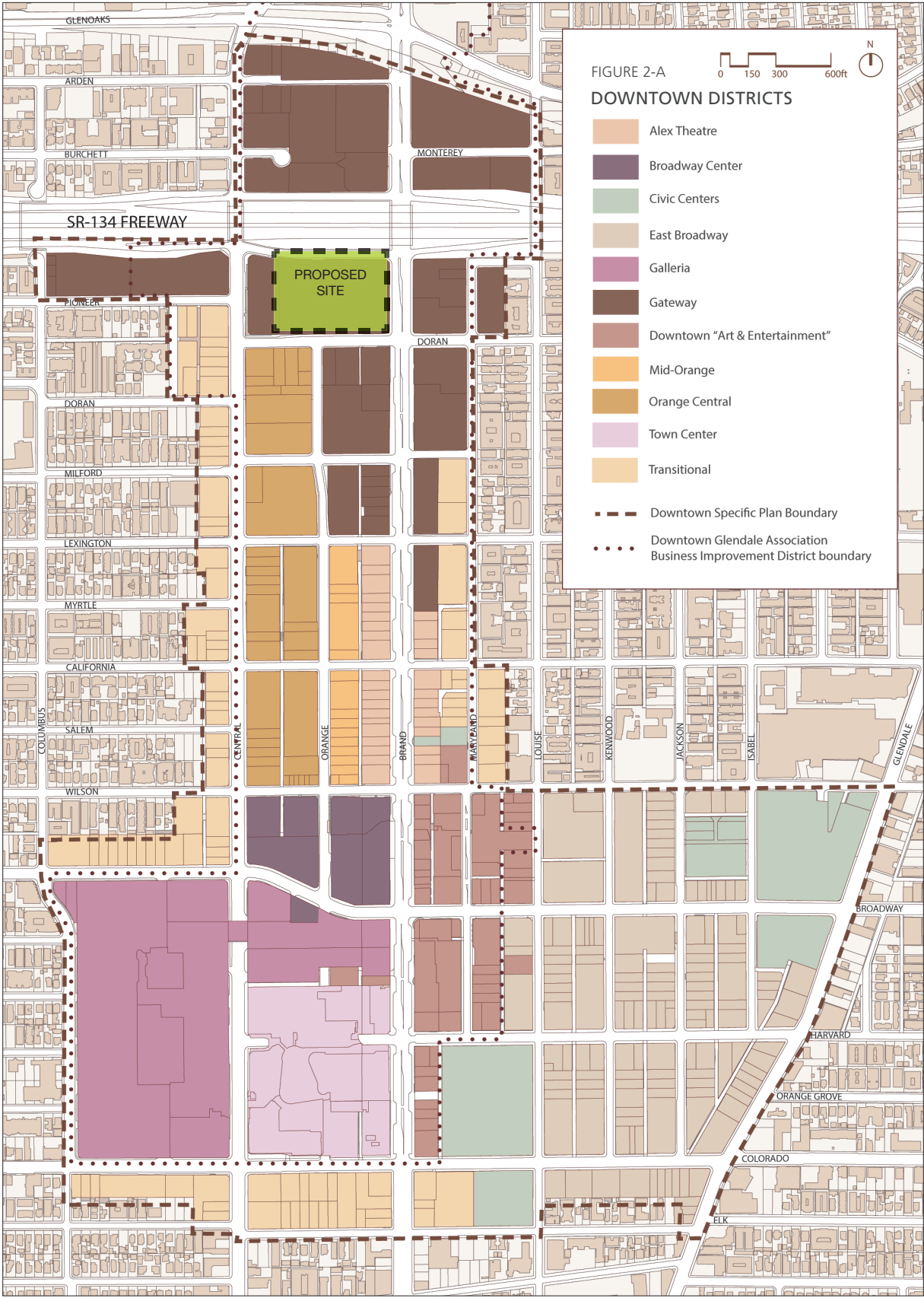


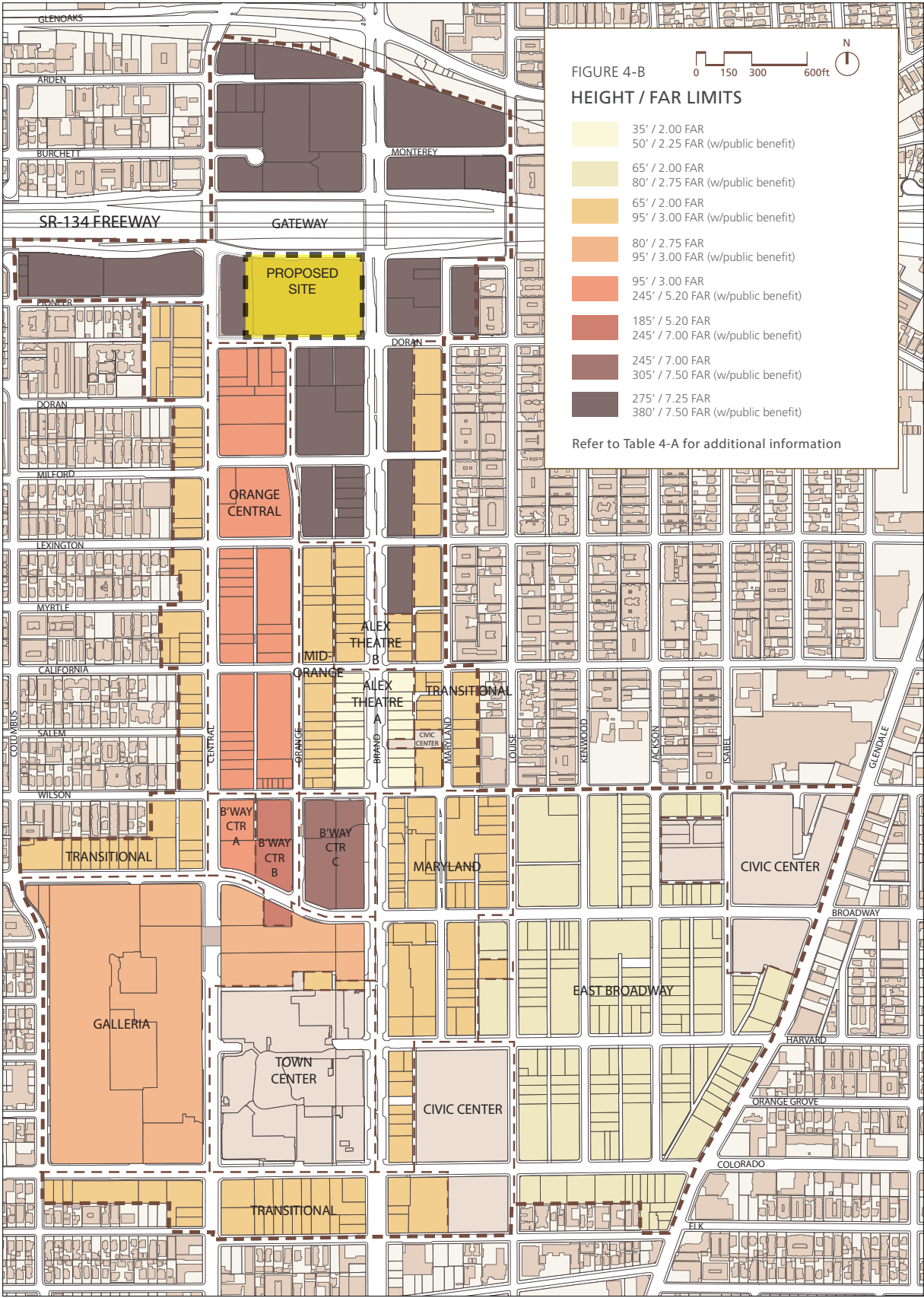
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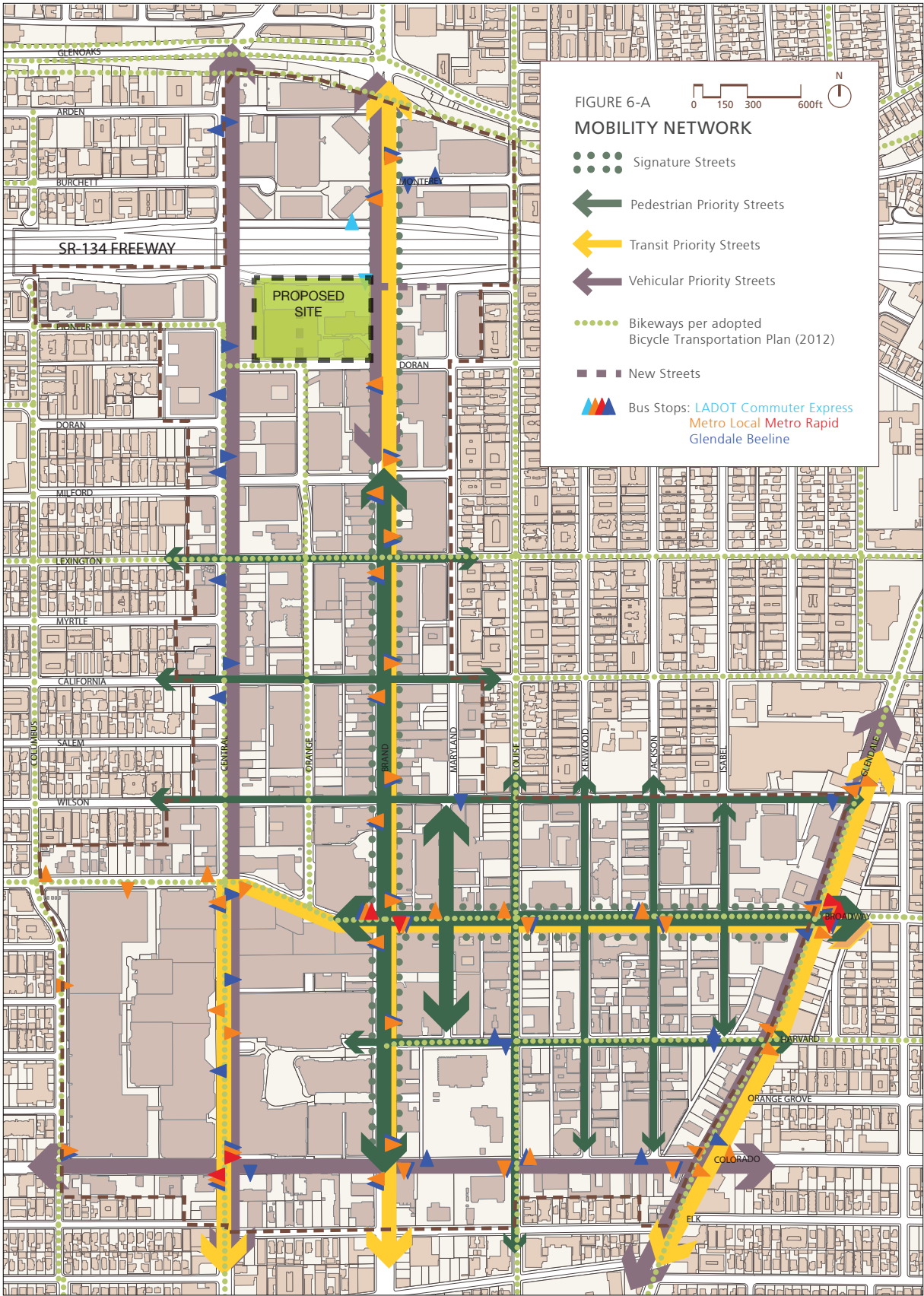




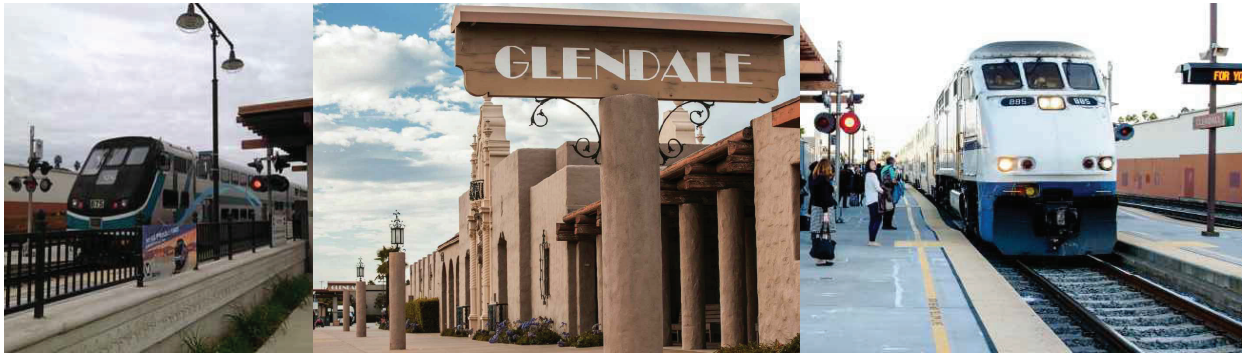




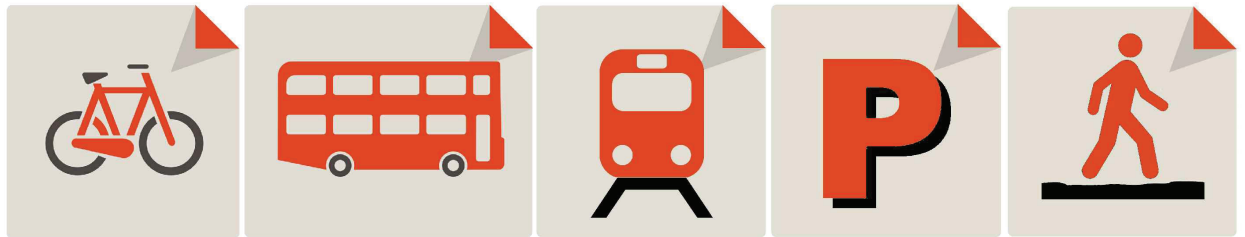
	Alex Theater Area A ²	Alex Theater Area B	Broadway Center Area A Broadway Center Area B Broadway Center Area C			Civic Centers ³	East Broadway	Galleria	Gateway	Downtown Art & Entertainment	Mid-Orange	Orange Central	Town Center ⁴	Transitional	
Maximum Height / FAR by Right															
HEIGHT IN FEET ¹	35'	65'	95'	185'	245'	N/A	65'	80'	275'	65'	65'	95'	TCSP	65'	
PERMITTED FAR ⁵	2.00	2.00	3.00	5.20	7.00	N/A	2.00`	2.75	7.25	2.00	2.00	3.00	TCSP	2.00	
Maximum Height / FAR with Community Benefit															
HEIGHT IN FEET ¹	50'	95'	245'	245'	305'	N/A	80'	95'	380'	95'	95'	245'	TCSP	95'	
MAXIMUM FAR	2.25	3.00	5.20	7.00	7.50	N/A	2.75	3.00	7.50	3.00	3.00	5.20	TCSP	3.00	



Glendale Beeline



URB-E®





Americana - North Brand
Boulevard & Courtyard Views

Alex Theatre - North Brand
Boulevard

Glendale - North Brand
Boulevard

Glendale - Panoramas - Verdugo
Mountains

MONA - Museum of Neon Art



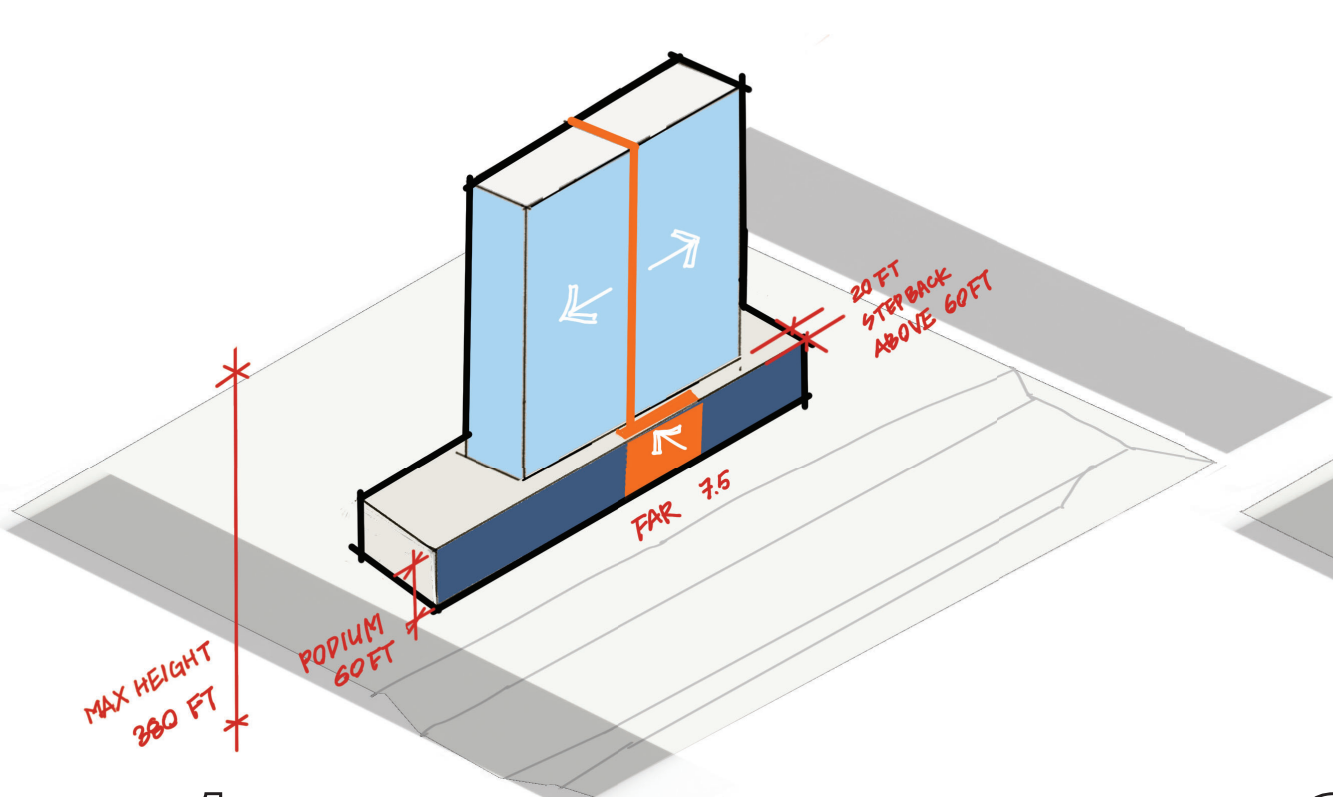


MARSEILLE - ECDM ARCHITECTES

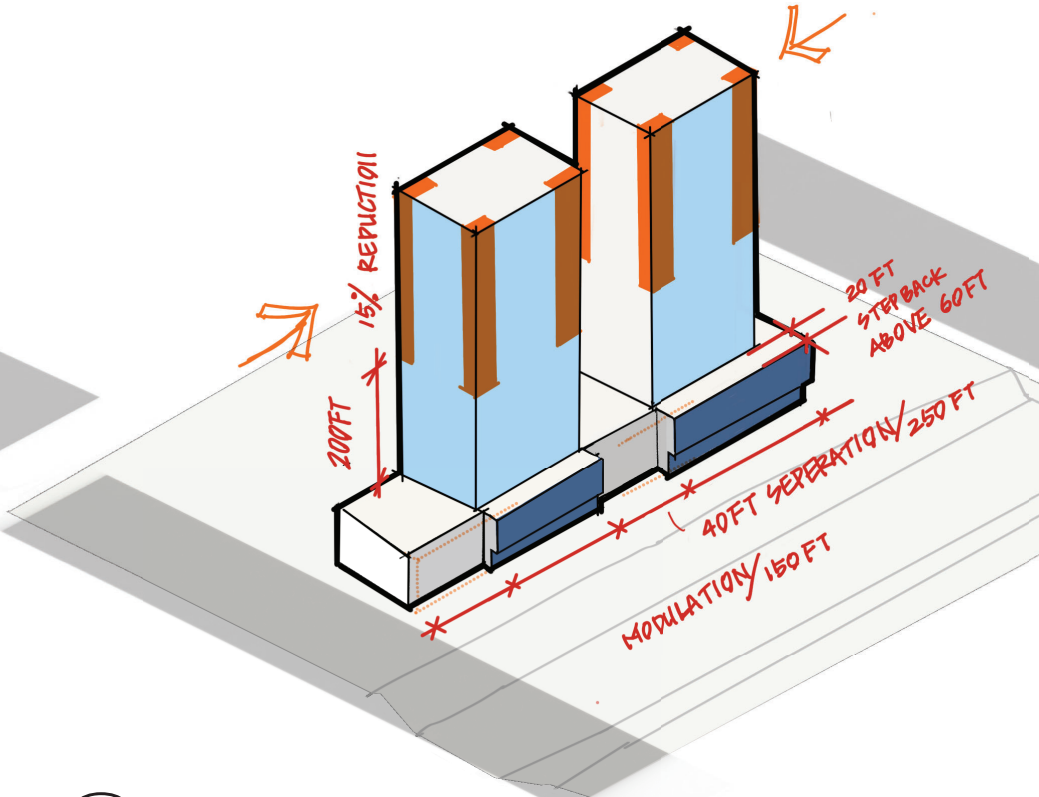


PRECEDENT - TRANSLUCENT SCREENS

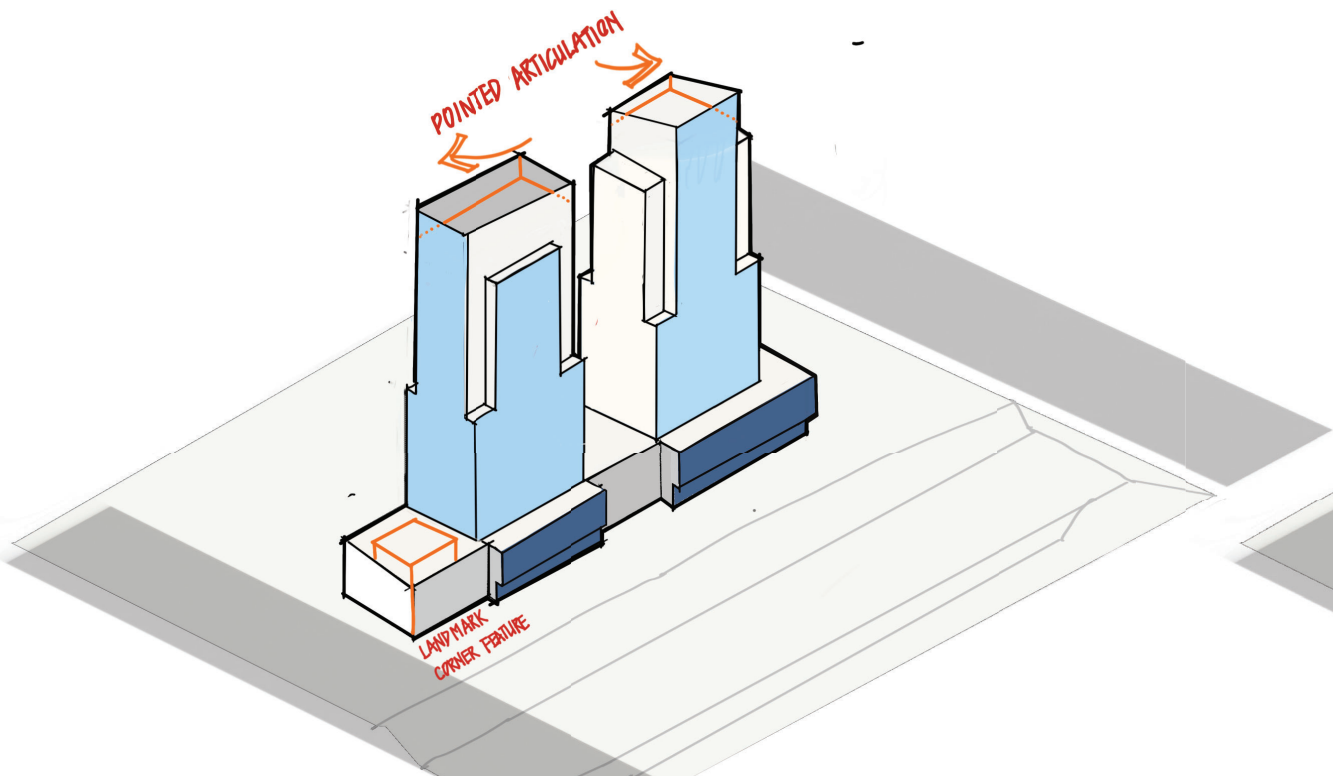




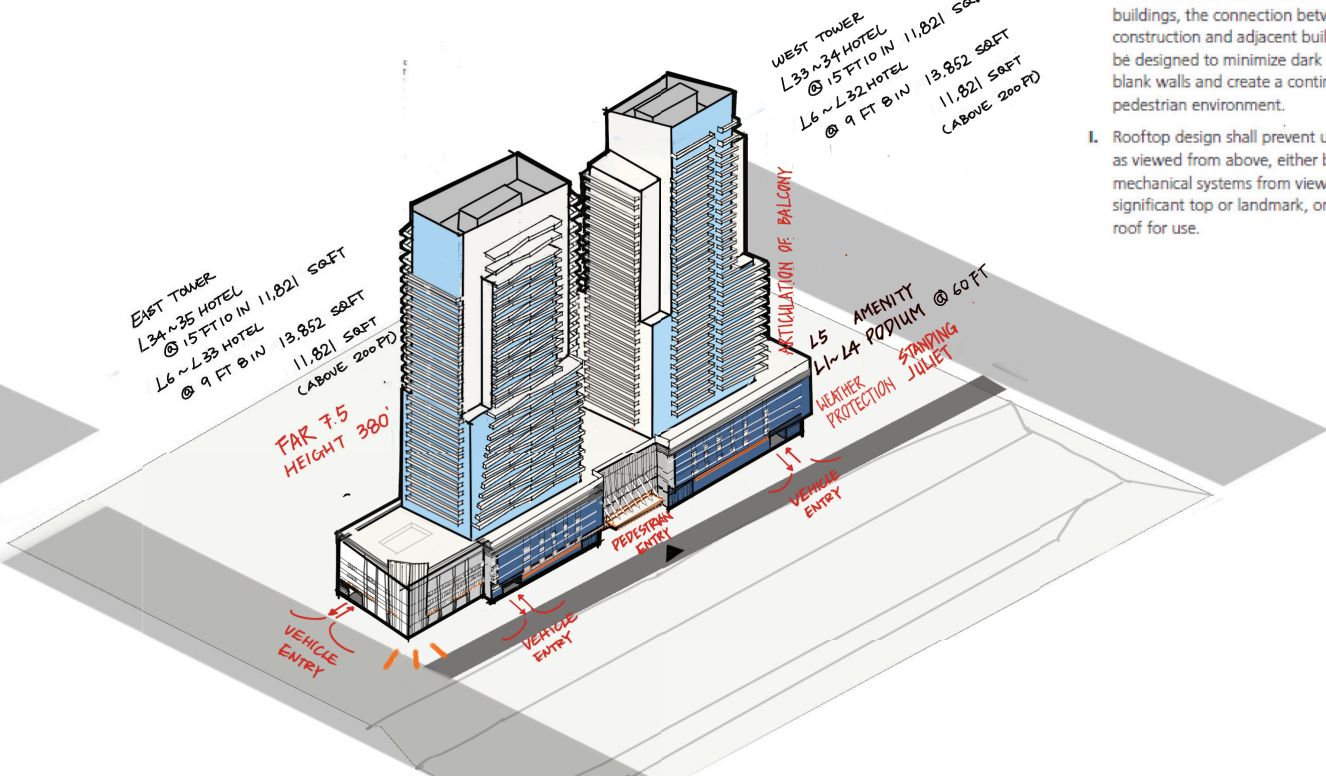
- 1
- Provide a 60ft podium along Sanchez Drive to eliminate perceived scale
 - Form the Tower parts up to 380ft in a slender configuration
 - Divide Tower into two, allowing scenic view opportunities for the neighborhood



- 2
- Reduce 15% floor area above 200ft
 - Split the base massing out by 40ft along Sanchez Drive
 - Delineate the roofline variation for every 150ft with the modular materiality



- 3
- Shape the roofs into one-side sloping, creating a delineated roofline
 - Enhance the corner with landmark architectural features



- 4
- Identify and differentiate the twin tower with dynamic balcony detailing
 - Articulate the volumetric changing of massing with pergola frame
 - Connect the hotel entry with the existing pedestrian network
 - Located Porte-Coehere indoor considering the rapid transit along Sanchez Drive

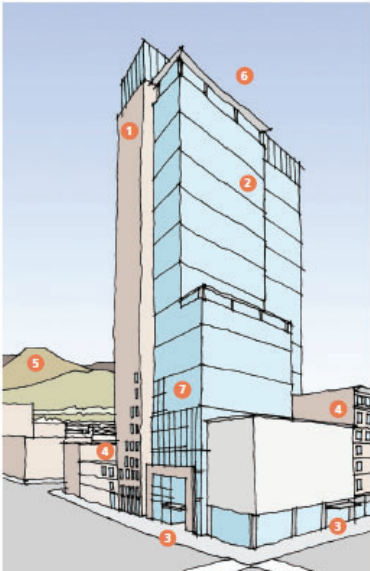
4.2 Building Design

4.2.1 MASSING & SCALE: TALL BUILDINGS

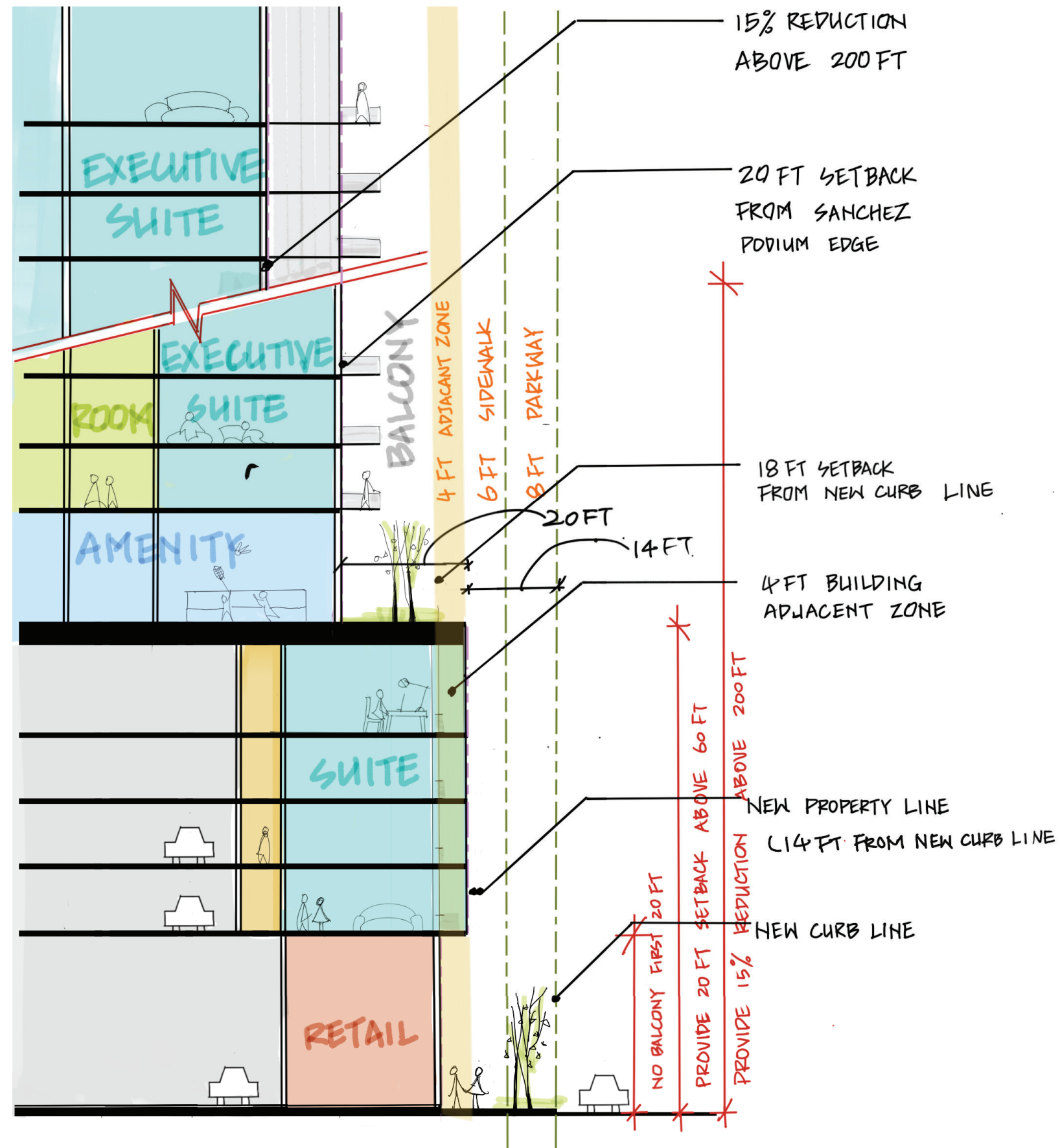
High-rise buildings can create a dynamic and visually interesting skyline. Well-designed taller buildings can also create civic pride and serve as a landmark in the urban fabric. Additionally, taller and narrower buildings can create opportunities for additional open space at the street level.

STANDARDS

- A. Buildings above 85 feet shall be tall, slender towers which enhance the skyline without blocking significant views from other buildings.
- B. The bulk of buildings shall be reduced through the articulation of building massing and building facades.
- C. Building floorplates above a 200-foot height shall be reduced in area by 15%.
- D. High-rise facades (as defined in Chapter 30.33 of the Zoning Code) shall provide a substantial modulation or change of materials every 150 feet in length.
- E. View opportunities shall be integrated into the massing of new development at appropriate locations.
- F. Lighting shall be designed to consider safety and to reduce glare.
- G. To improve the consistency of scale on the streets, new buildings shall respond to the scale and placement of design features of earlier buildings adjacent to them. Such design features include but are not limited to cornice lines, colonnades, fenestration, and materials.
- H. Where the new building facade is further set back from the street than the existing adjacent buildings, the connection between new construction and adjacent buildings should be designed to minimize dark corners and blank walls and create a continuous, attractive, pedestrian environment.
- I. Rooftop design shall prevent unsightly rooftops as viewed from above, either by screening mechanical systems from view, creating a significant top or landmark, or designing the roof for use.



- 1. High-rise towers shall be relatively slender.
- 2. High-rise massing shall be divided to reduce overall bulk and step gracefully down towards lower adjacent structures.
- 3. Primary building entrances shall be clearly marked.
- 4. Cornice lines shall be consistent where new buildings meet existing structures.
- 5. New buildings shall maintain key views.
- 6. A building's top shall be delineated with a change of detail and meet the sky with a thinner form, or tapered overhang.
- 7. Curtain walls shall be designed with detail and texture, while employing the highest quality materials.



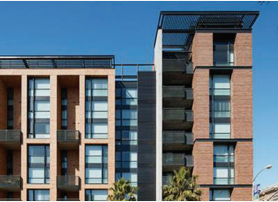
8. COMPLIANCE WITH DSP SCHEMATIC SECTION ON SETBACKS

4.2.14 ARCHITECTURAL ELEMENTS: BALCONIES

- A.** No more than 40% of balconies on a project shall extend beyond the facade of the building; and the maximum projection shall be 25% of the balcony's full depth. All other balconies shall be recessed into the building facade.
- B.** No balconies shall overhang into the public right-of-way or sidewalk as identified in Section 4.4.3, not including the portion of the building setback behind the existing property line.
- C.** No balconies can overhang the area of the building setback, behind the property line, within the first 20 feet of the building elevation.
- D.** Materials of all balcony components, including floors and railings shall be aesthetically compatible with the overall building design.

4.2.14 ARCHITECTURAL ELEMENTS: BALCONIES

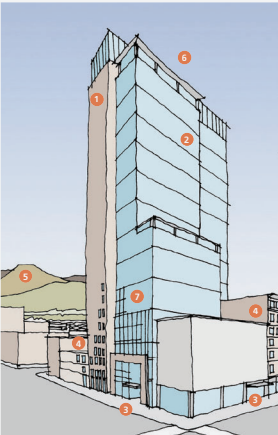
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- C. No balconies can overhang the area of the building setback, behind the property line, within the first 20 feet of the building elevation.
- D. Materials of all balcony components, including floors and railings shall be aesthetically compatible with the overall building design.
- E. Balconies shall assist in creating a dynamic and visually interesting facade, and avoid creating repetition.



ABOVE: A mix of recessed and partially recessed balconies can create visual interest and articulation in facades.

4.2.1 MASSING & SCALE: TALL BUILDINGS

- D. High-rise facades (as defined in Chapter 30.33 of the Zoning Code) shall provide a substantial modulation or change of materials every 150 feet in length.

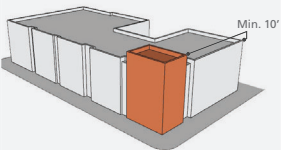


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- 2. High-rise massing shall be divided to reduce overall bulk and step gracefully down towards lower adjacent structures.
- 3. Primary building entrances shall be clearly marked.
- 4. Cornice lines shall be consistent where new buildings meet existing structures.
- 5. New buildings shall maintain key views.
- 6. A building's top shall be delineated with a change of detail and meet the sky with a thinner form, or tapered overhang.
- 7. Curtain walls shall be designed with detail and texture, while employing the highest quality materials.



4.2.12 ARCHITECTURAL ELEMENTS: CORNERS

- A. Corner features shall be located at the intersection of two public rights-of-way, and not located near alleys, or mid-block.
- B. Corner features shall be greater in height than the overall building mass by a minimum of 10 feet.
- C. Corner features shall have a distinct but complimentary design from the overall mass of the building.
- D. Unique or distinct paving shall be provided at a corner feature to emphasize its prominence and importance within the public realm.
- E. Enhanced canopies or marquees shall be provided to help create a sense of enclosure within the public realm.
- F. Plazas may also be used to create a unique corner feature and shall be developed per the standards outlined in Chapter 5 for publicly accessible open space.



ABOVE: A.3. Corner feature



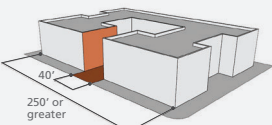
ABOVE & BELOW: Corner features that are greater in height than the primary massing can create modulation in the building roofline.



ABOVE: A corner feature can create variation in height while conveying visual prominence for significant intersections or gateways.

4.2.4 MASSING & SCALE: BUILDING SEPARATIONS

- A. A design proposal whose facade length exceeds 200 feet shall incorporate at least one of the following:
 - 1. A building separation that extends to the street level and includes no physical barriers such as gates, fences, or walls abutting a public right-of-way; or
 - 2. A building separation that begins at the second floor, no higher than 16 feet in elevation above the sidewalk, that provides a distinct and separate architectural style from the surrounding massing and is setback 20 feet from the required setback zone.



ABOVE: A building separation of at least 40 feet wide and open to the sidewalk, shall be provided for any facade length of 250' or greater.



4.2.8 ARCHITECTURAL ELEMENTS: MATERIALS

- B. Materials such as EIFS, stucco, or monolithic concrete panels shall not be used within the first 20 feet of a building elevation on facades facing public streets or at massing transitions.



ABOVE: The scale of materials should relate to the public realm on lower portions of a building elevation, increasing in scale as a building grows in height.



ABOVE: Materials that represent a human-scale such as masonry, wood, or appropriately scaled panels can create a more engaging and visually interesting street frontage.

LEFT: Larger-scale materials and glazing are more appropriate at upper levels.



4.2.7 ARCHITECTURAL ELEMENTS

- H. Ground level floors shall be visually separated from floors above through the use of architectural elements that could include awnings, canopies or lintels, or additionally by recessing the ground-floor level from the floor above.



Landmark Plaza

Northern most publicly-accessible open space marked in blue is open to sky and no obstruction above. A Trellised Canopy at the corner of Sanchez and Brand is the only element projecting and is meant as trellised shading only, i.e without any solid covering, to maintain its permeability to sky. See illustrations below and following page



4.2.23 SIGNAGE

SIGNAGE is essential to any urban environment. It signifies businesses, building names, and other key features. Properly scaled and located signage can greatly enhance the pedestrian experience along commercial streetscapes. All signage elements shall conform to the following standards:

STANDARDS

- A. All signs shall comply with GMC Chapter 30.33.
- B. All building signage below 20 feet in elevation height shall be wall mounted and not surface applied, flush with the wall.
- C. Storefront signs shall be located below 14 feet in elevation height, measured from the sidewalk, to avoid conflict with canopies and mature trees, while maintaining visibility for pedestrians.
- D. Any development that provides publicly accessible open space shall provide the standard signage identified in Chapter 5.



ABOVE: Signage shall include other elements important to the overall urban environment such as parking, bicycle parking, or wayfinding to significant public or civic assets.



ABOVE: Laser cut projecting signs identify businesses and add an architectural design element to the building.



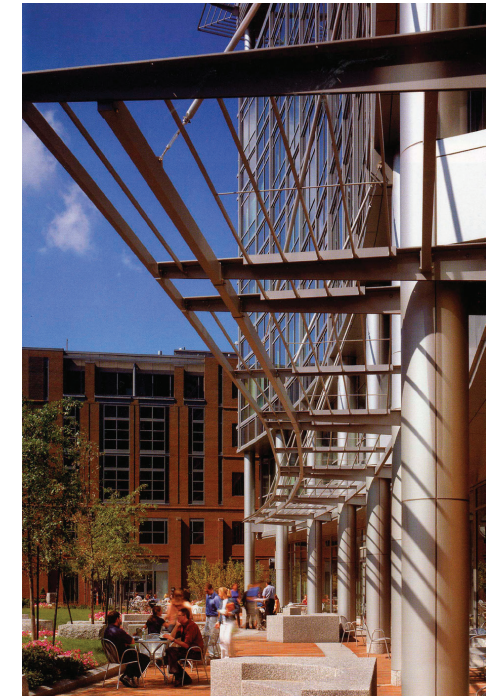
ABOVE: Personalized signage compatible with the architectural character of the building.

4.2.13 CANOPIES

CANOPIES function as an extension of the public sidewalk, providing shelter from inclement weather, shade, and a sense of enclosure to the public realm. They can also provide a visual reference to entrances or other important facade elements. All new canopy installations shall conform to the following standards:

STANDARDS

- A. Canopies shall be installed a minimum of 9 feet above grade, and a maximum of 14 feet above grade.
- B. A minimum of 50% of the street elevation shall include canopies or marquees.
- C. Materials and colors of all canopies and marquees shall be complimentary with the overall building aesthetic and material palette.



ABOVE: Canopies can serve as sun shading devices, or decorative features that create human-scaled frontages.

Precedent image above (from 4.2.13)
Shows a trellised canopy in front of the entry to provide shading while allowing light to pass through

The trellised canopy is the only ones projecting above the northern-most non-adjacent publicly-accessible open space.

This is designed with a trellis intent to provide shading only, i.e. No further glazing or solid covering on top, which maintains its permeability to sky.



Corner Feature

A prominent feature is emphasized at Brand-Sanchez corner, differentiated by height and design features from the primary massing of the building with a height articulation of more than 10 Ft. (min. required). See illustrations below and following page

4.2 Building Design

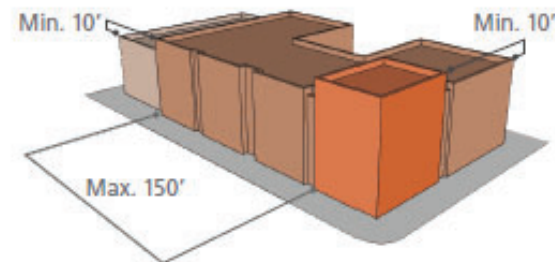
4.2.2 MASSING & SCALE: MODULATION OF HEIGHT

Modulation of rooflines can add visual interest to the skyline, while reducing the scale of large building masses. Modulation can also minimize the "canyon" effect along streets while creating visual reference points and the appearance of distinct and separate buildings. Similarly, building stepbacks at upper levels can allow for multiple roofline profiles, thereby lessening the imposing appearance of building massing over the public right-of way.

STANDARDS

A. A design proposal shall incorporate at least one of the following:

1. Modulation: A roofline height modulation of at least 10 feet for every 150 linear feet; or
2. Stepback: An upper level stepback, 15 feet minimum, of all upper floors above 40 feet in elevation height; or
3. Corner: A prominent corner feature that is differentiated by height and design features from the primary massing of the building by a minimum of 10 feet; or
4. Averaging: Height averaging where a portion of the massing may exceed the maximum allowed building height, provided that the entire massing height average is equal to or does not exceed the maximum allowed building height.



ABOVE: A.1. Roofline height modulation



Corner feature is designed to be above 10 Ft minimum required



8. COMPLIANCE WITH DSP
CORNER FEATURE

4.2 Building Design

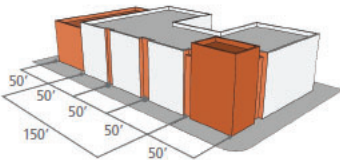
4.2.3 MASSING & SCALE: FACADE MODULATION

Modulation in building massing and scale encourages proportions that relate to the human-scale and create visual interest. This modulation can be achieved through the tripartite of a clearly defined base, middle and top in the vertical. Recesses and projections of a building facade, in combination with detailing, articulation, and fenestration pattern, can create diversity and visual interest in the horizontal, particularly in its relationship to the pedestrian realm.

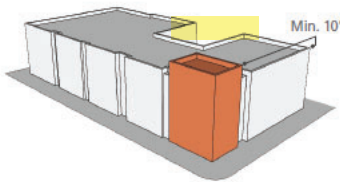
STANDARDS

A. A design proposal shall incorporate at least one of the following:

- 1. Modulation: A major modulation of the facade at a minimum of every 150 linear feet that is at least 24 inches deep and 4 feet in width, and a minor modulation in facade at a minimum of every 50 linear feet that is at least 12 inches deep and 2 feet in width.
- 2. A clearly delineated base, middle, and top that can be differentiated by:
 - a. Change in materials (see Section 4.2.8); or
 - b. Distinct design that creates visual separation; or
 - c. Upper level stepback of 15 feet minimum of all floors above 40 feet in elevation height.



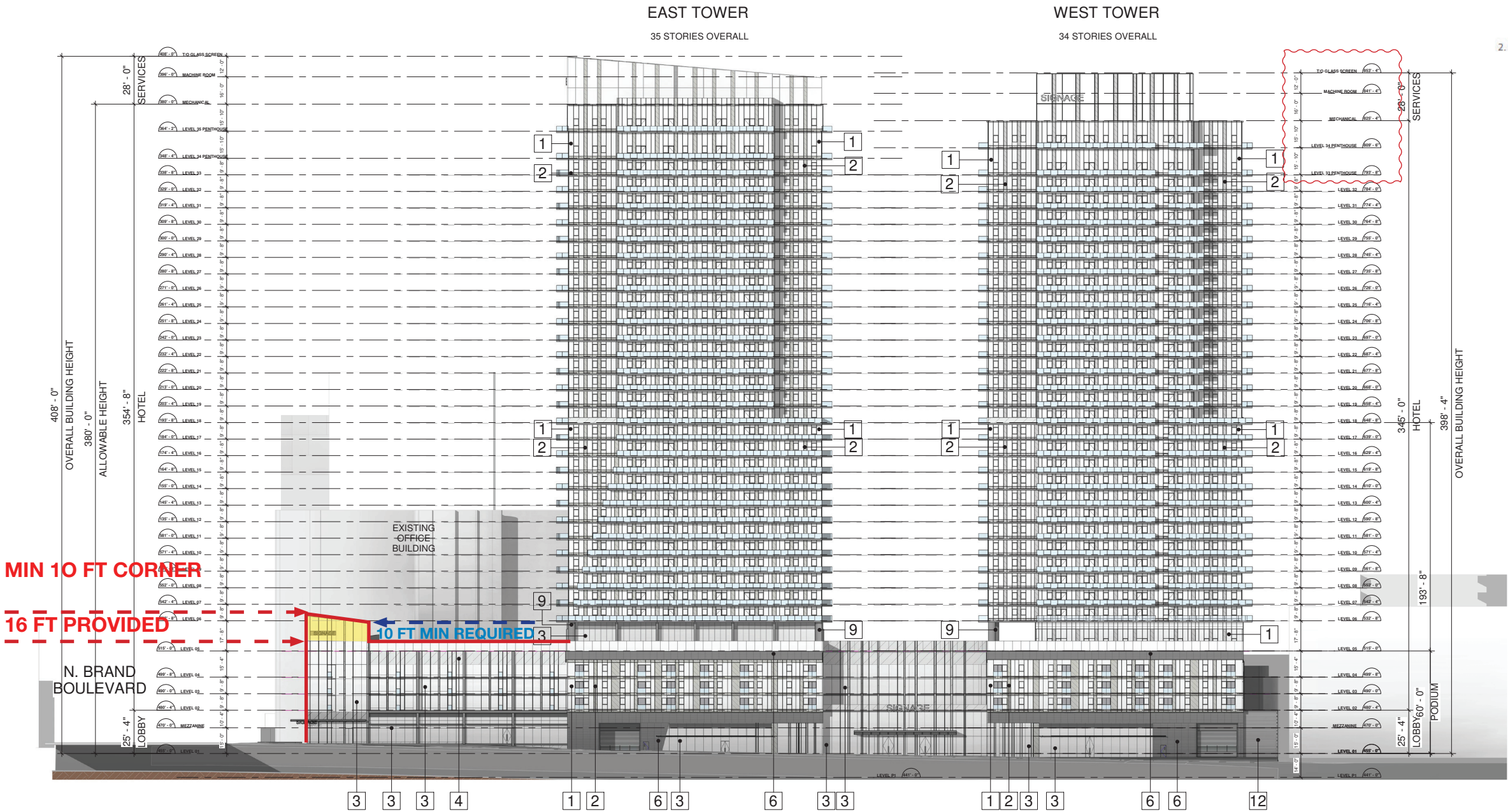
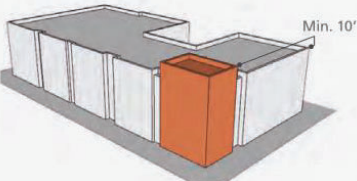
ABOVE: A.1. Major and minor facade modulation.



ABOVE: A.2. Upper level stepback above 40' in elevation.

4.2.12 ARCHITECTURAL ELEMENTS: CORNERS

- A. Corner features shall be located at the intersection of two public rights-of-way, and not located near alleys, or mid-block.
- B. Corner features shall be greater in height than the overall building mass by a minimum of 10 feet.
- C. Corner features shall have a distinct but complimentary design from the overall mass of the building.
- D. Unique or distinct paving shall be provided at a corner feature to emphasize its prominence and importance within the public realm.
- E. Enhanced canopies or marquees shall be provided to help create a sense of enclosure within the public realm.
- F. Plazas may also be used to create a unique corner feature and shall be developed per the standards outlined in Chapter 5 for publicly accessible open space.



Building Seperation

Project meets DSP guidelines and comply with 4.2.4.A.1 & 4.2.4.B. See illustrations below and following page



Vision of Building Separation through the building to provide a registered publicly accessible open space.



Tower separation to allow the visual corridor

Terraced podium portion to eliminate perceived volume

Recessed entry for the public benefits

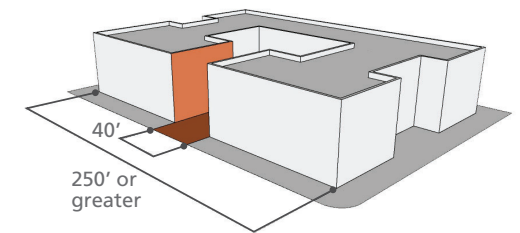
4.2 Building Design

4.2.4 MASSING & SCALE: BUILDING SEPARATIONS

Building separations can be key to reducing scale, providing opportunities for open space, reinforcing a pedestrian scale pattern, and providing a visual reference to entrances for buildings that occupy large blocks. Separations allow for visual relief and create the appearance of two, or more, distinct buildings that reinforce a fine-grained pattern on a single block. To achieve this effect on the pedestrian realm, it is essential that separations terminate at the ground level, or provide a distinct architectural difference from adjacent massing.

STANDARDS

- A.** A design proposal whose facade length exceeds 200 feet shall incorporate at least one of the following:
 1. A building separation that extends to the street level and includes no physical barriers such as gates, fences, or walls abutting a public right-of-way; or
 2. A building separation that begins at the second floor, no higher than 16 feet in elevation above the sidewalk, that provides a distinct and separate architectural style from the surrounding massing and is setback 20 feet from the required setback zone.
- B.** A proposal that includes a building separation shall also include a separation that is a minimum of 40 feet from building face to building face.



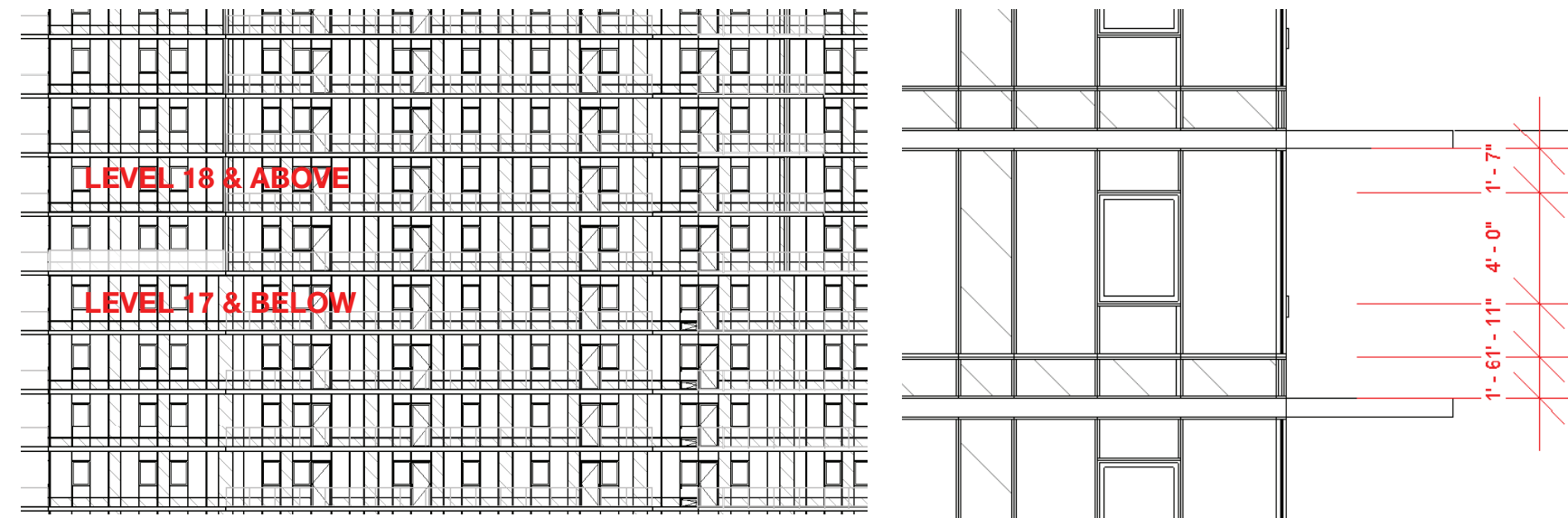
ABOVE: A building separation of at least 40 feet wide and open to the sidewalk, shall be provided for any facade length of 250' or greater.



ABOVE AND LEFT: Building separations can provide the visual appearance of two distinct buildings, or reduce the scale of a single massing. Entrances to buildings and courtyards can be provided through separations, as well as the provision of publicly accessible open space. Separation at grade can result in a pedestrian level architectural style that is distinct, further reducing the scale of the overall massing.

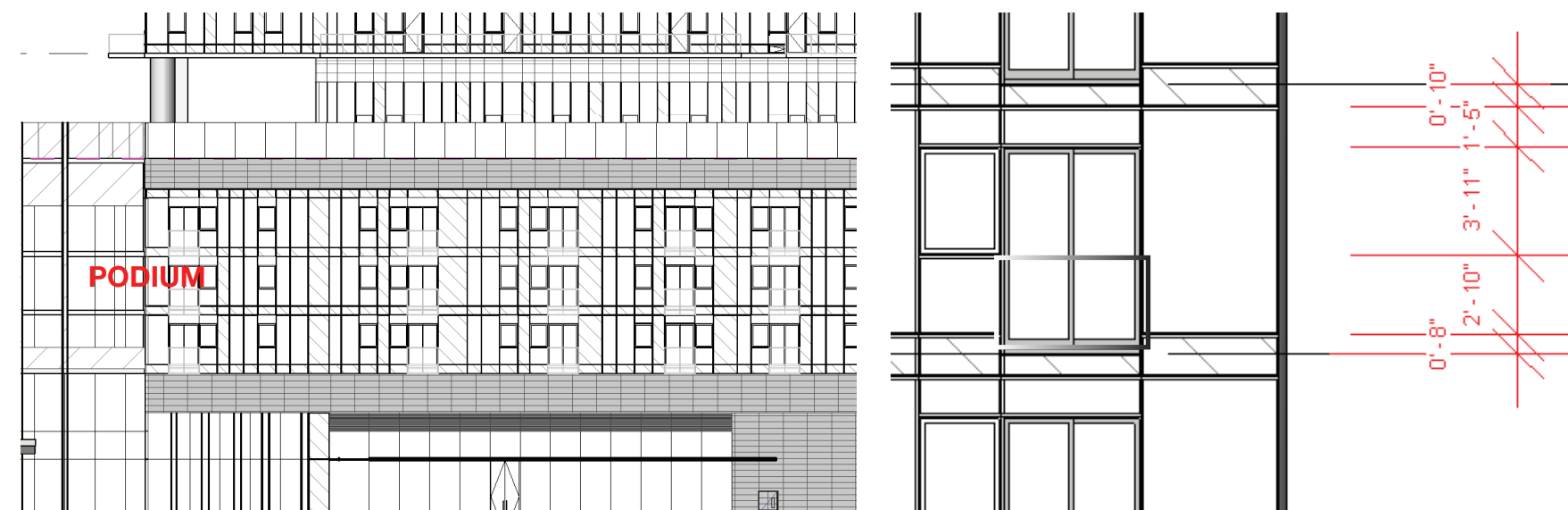
Differentiation on Fenestration

Differentiation provided at the base and top of windows. See illustrations below and following page



TYPE A

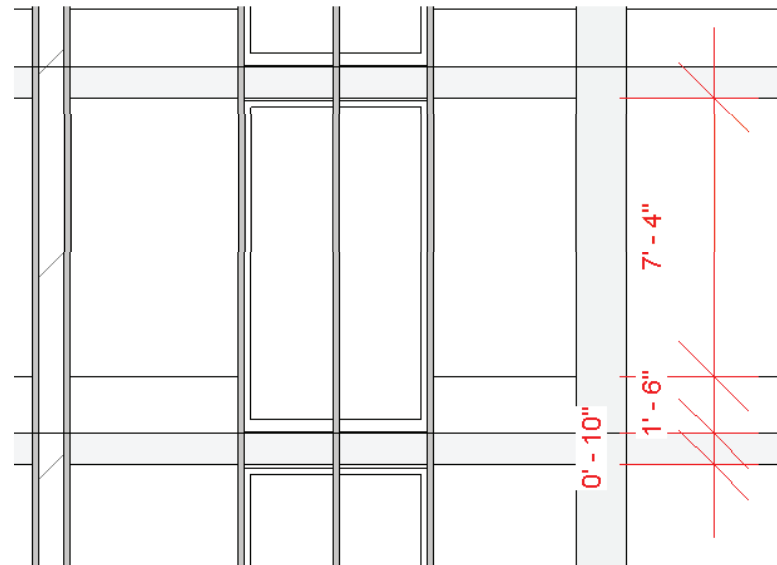
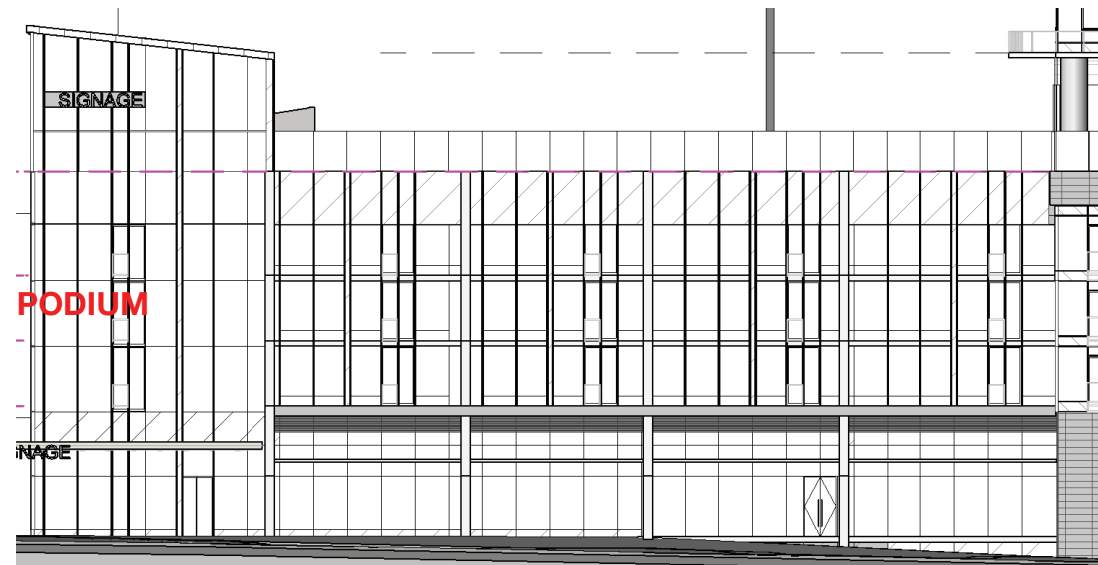
Window wall standard application with regular mullion spacing



TYPE B

Window wall application with Juliet balconies

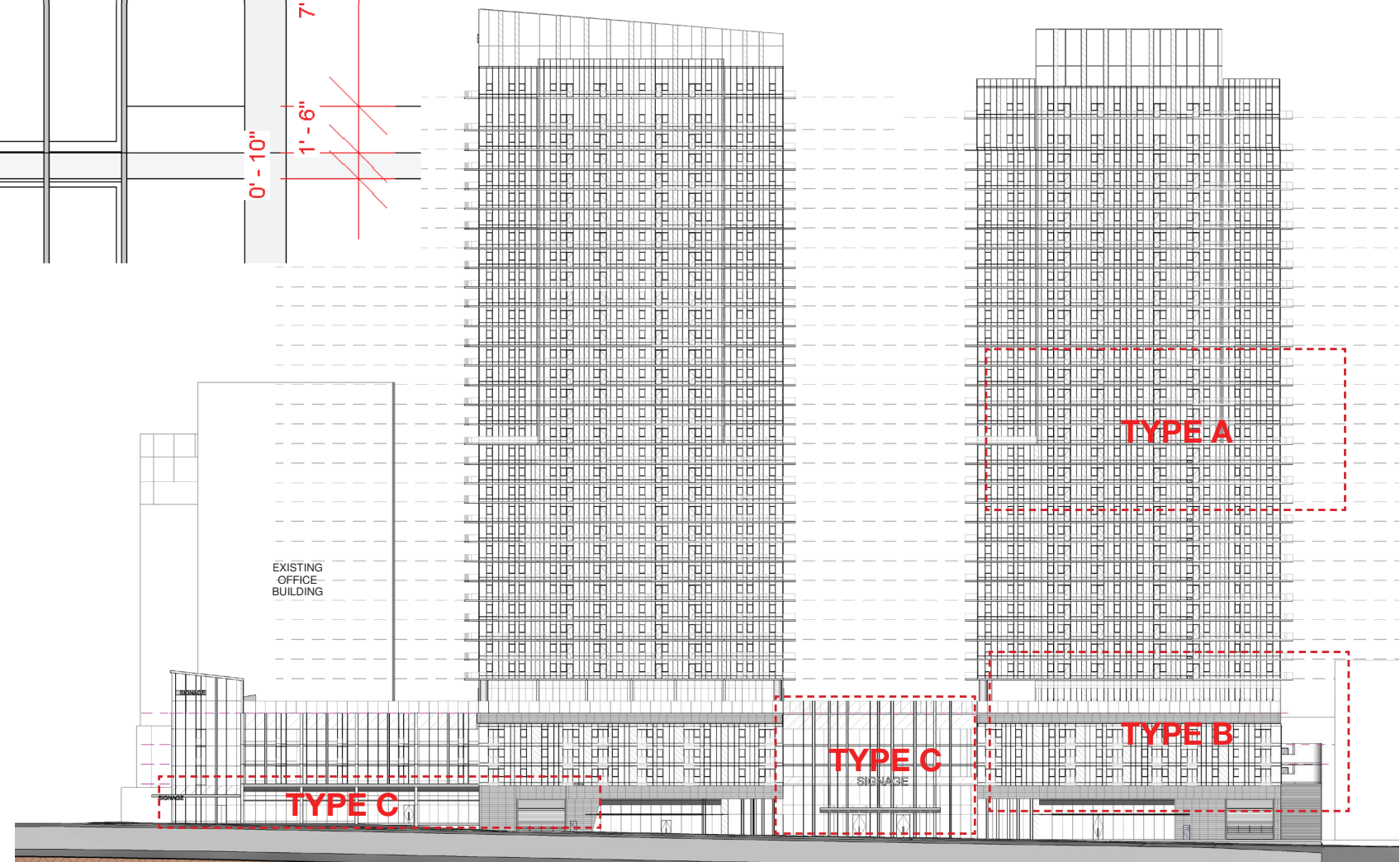
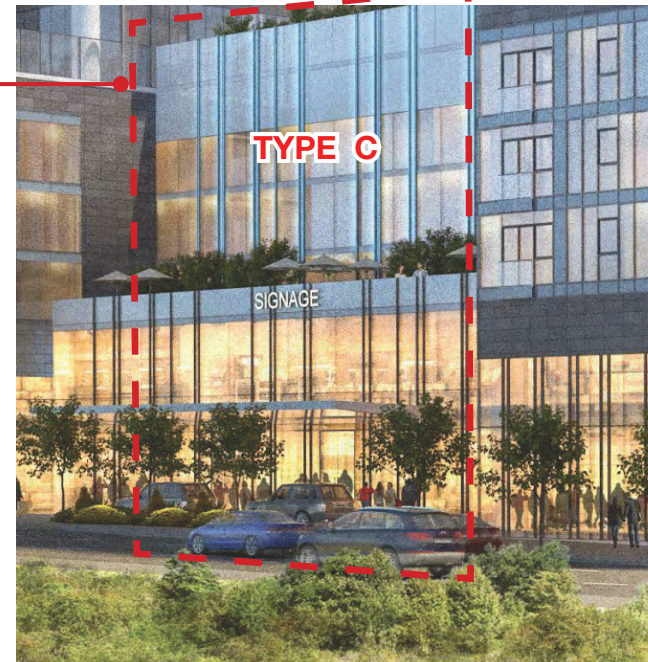




EAST TOWER
35 STORIES OVERALL

WEST TOWER
34 STORIES OVERALL

TYPE C Curtain wall at the bottom part and mid-section of the building



Building Facade Materials

Distinctive material expressions are applied from ground up, establishing a unique aesthetic quality while creating and reinforcing character in its simplest form. See illustrations below and following page.



4.2 Building Design

4.2.8 ARCHITECTURAL ELEMENTS: MATERIALS

MATERIALS are a significant feature of design. They assist in establishing a unique aesthetic quality while creating and reinforcing character. Materials are also essential to diminishing the scale of the overall building massing, and reinforcing the base-middle-top principles of quality design. Materials at the lower level, or base, should reinforce the pedestrian character of the public realm and employ materials that are of a human-scale. As building height increases, larger scale materials may be appropriate. All materials for new projects and facade remodels shall conform to the following standards:

STANDARDS

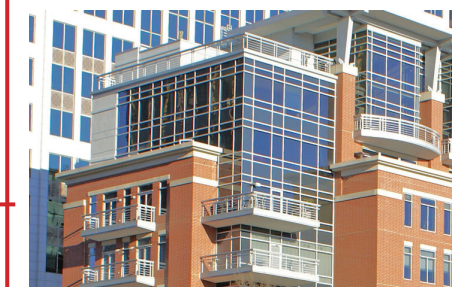
- A.** Durable, human-scaled materials shall be used on all street level facades.
- B.** Materials such as EIFS, stucco, or monolithic concrete panels shall not be used within the first 20 feet of a building elevation on facades facing public streets or at massing transitions.
- C.** Street level materials shall be human-scaled such as brick, block, wood, stone, and others to provide a high-quality aesthetic and diversity in building design.
- D.** Above street level (minimum 20 feet), no more than 60% of the building elevation shall be clad with EIFS or stucco.
- E.** All building elevations, including alley facing elevations, shall be treated equally with high-quality and human-scaled materials to provide depth and contrast in color.
- F.** All projects shall avoid creating a monotone color palette.
- G.** Materials on alley facades shall create a more human-scaled texture through the incorporation of scoring or artistic installations (murals).
- H.** Materials and corresponding designs shall wrap the corners of all facades including alleys, terminating at a logical location.



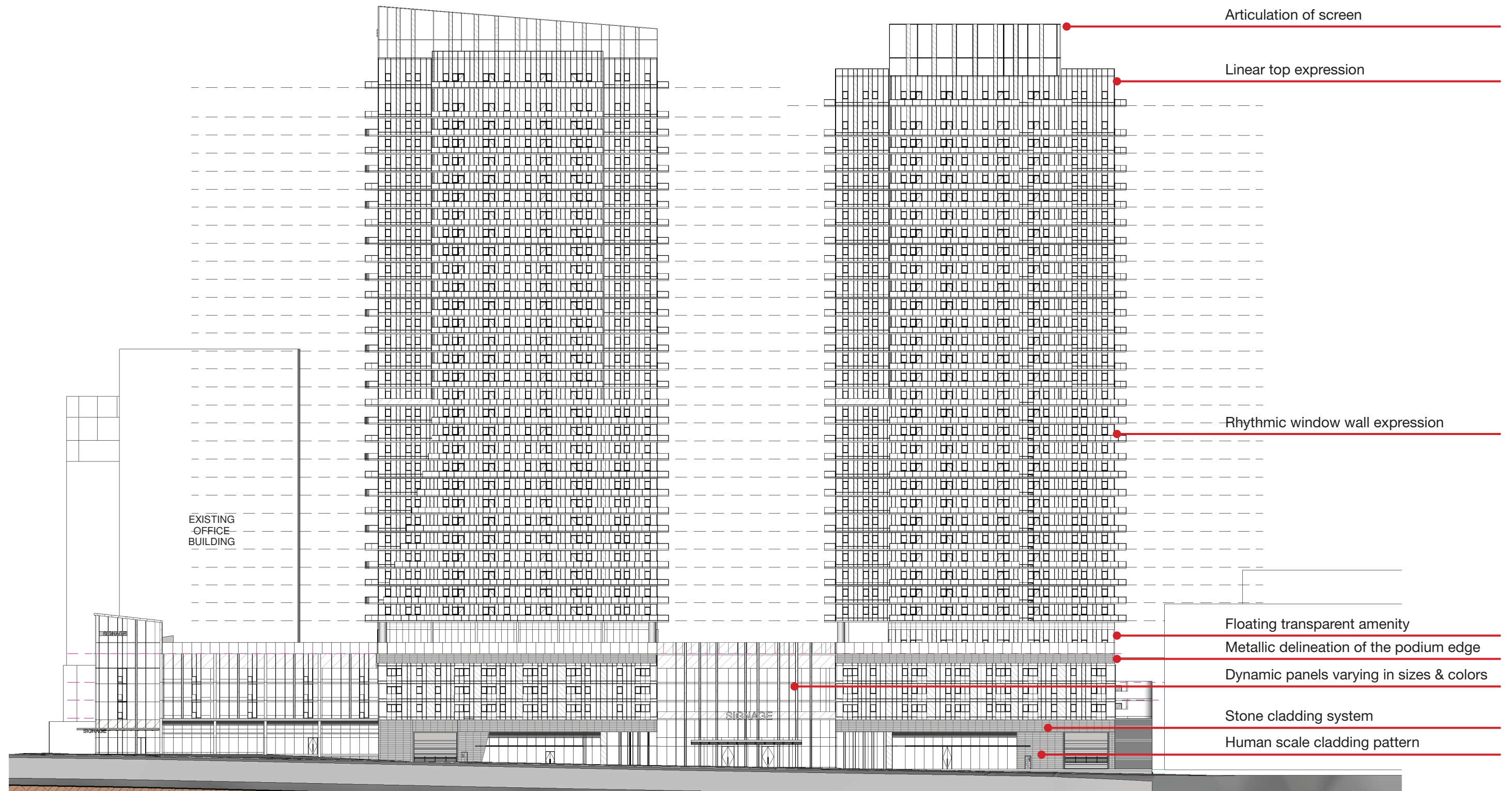
ABOVE: The scale of materials should relate to the public realm on lower portions of a building elevation, increasing in scale as a building grows in height.

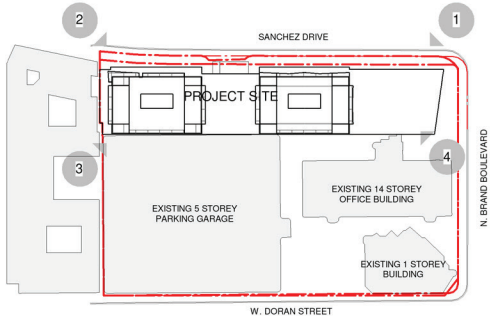
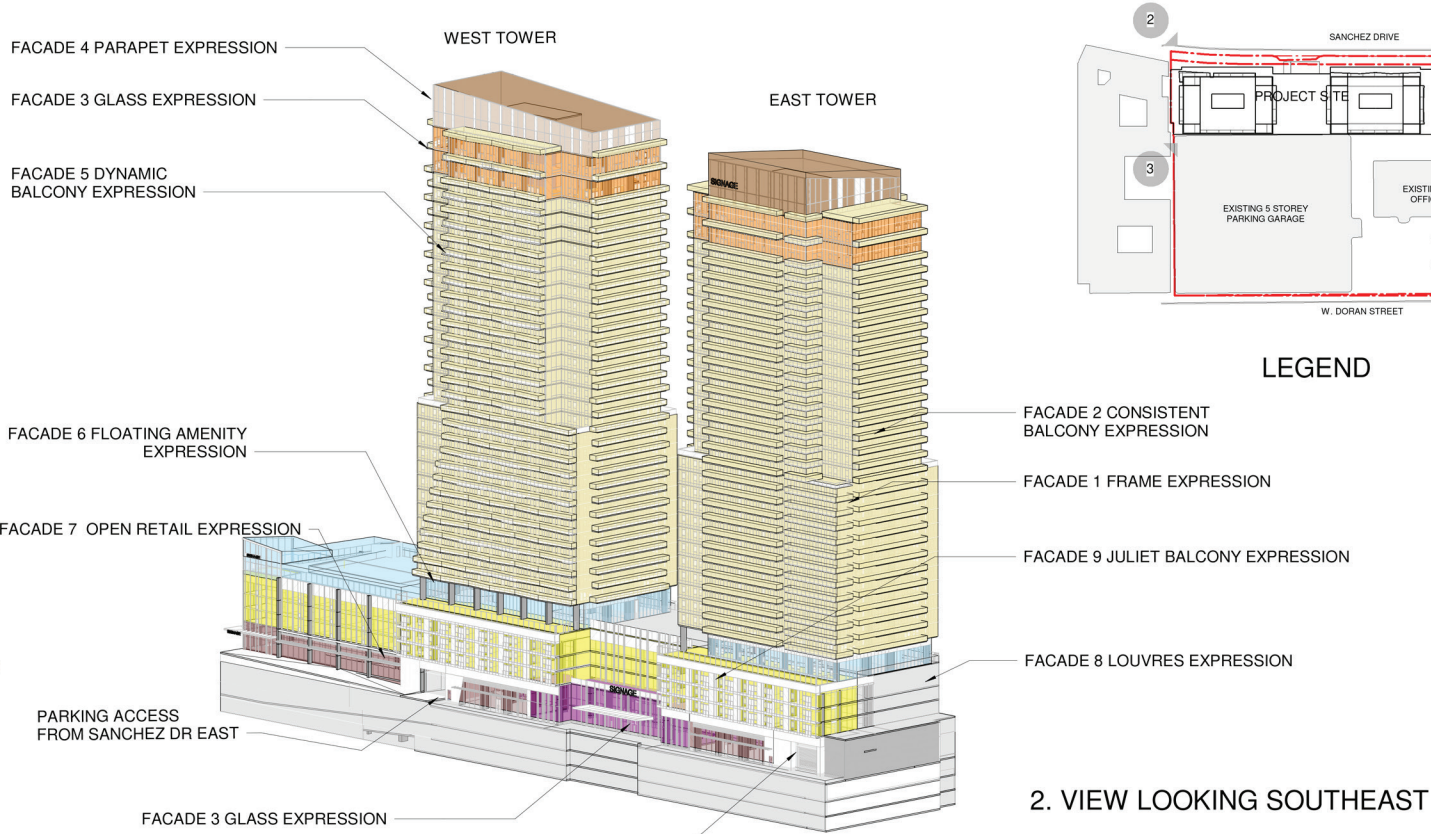
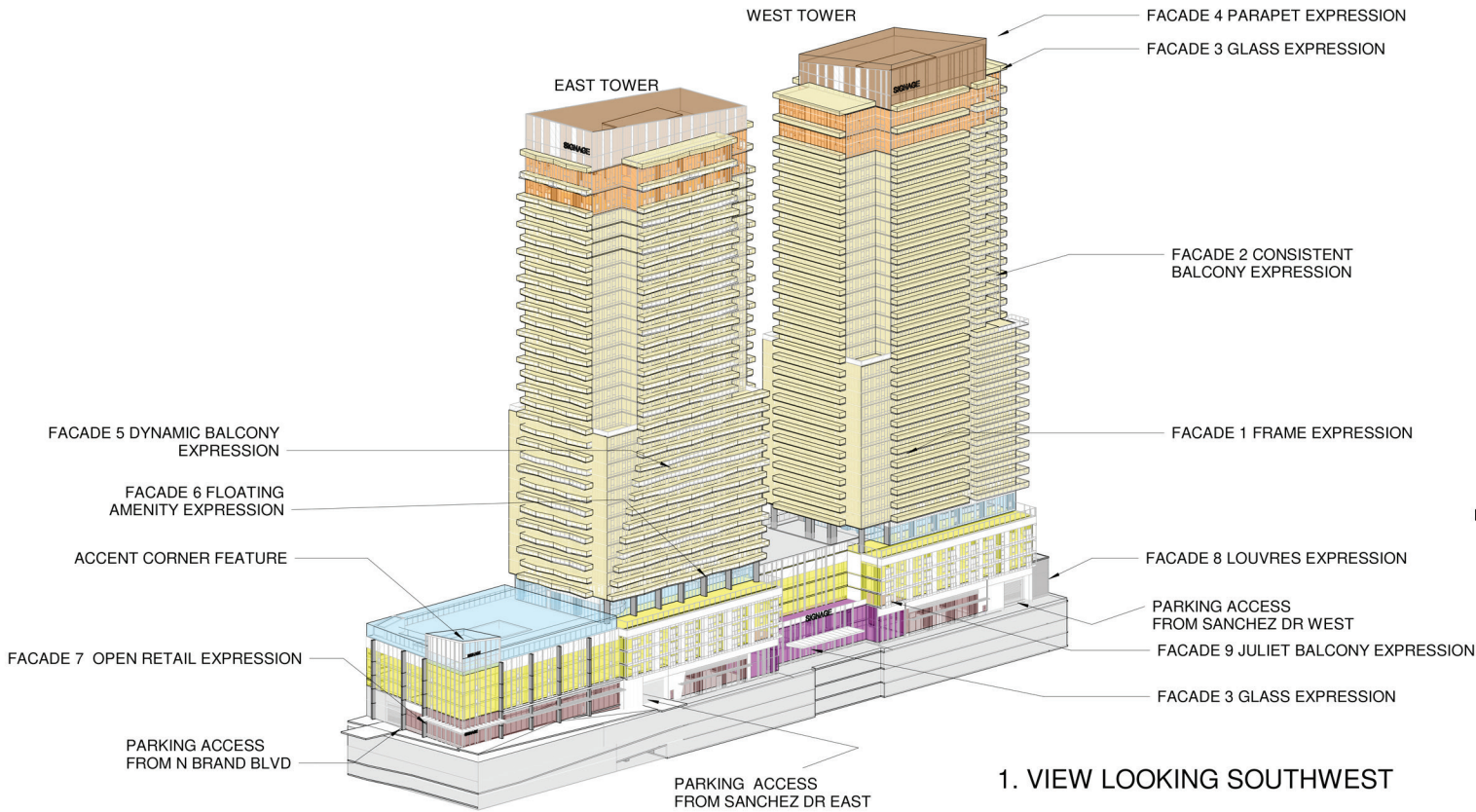


ABOVE: Materials that represent a human-scale such as masonry, wood, or appropriately scaled panels can create a more engaging and visually interesting street frontage.

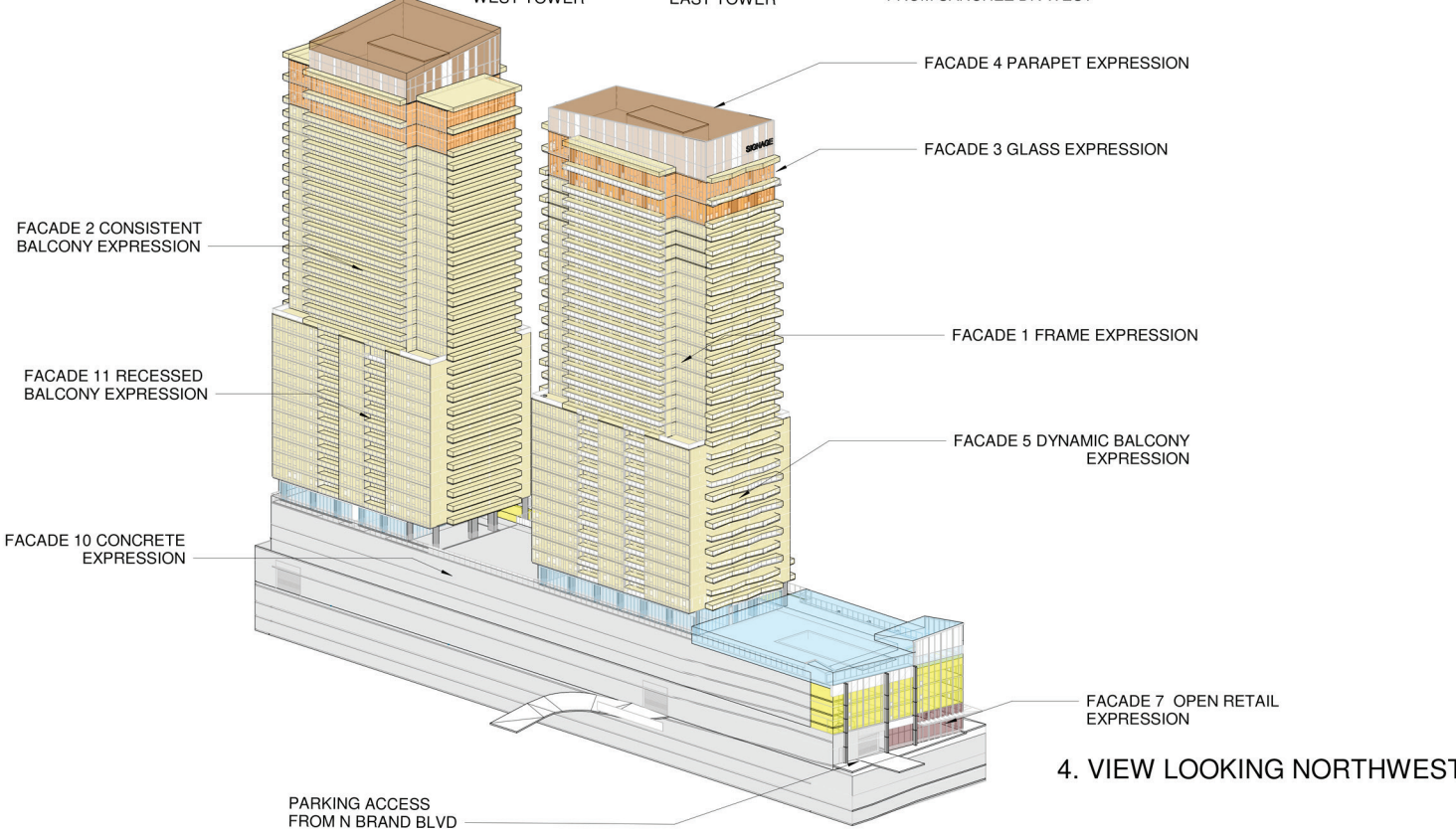
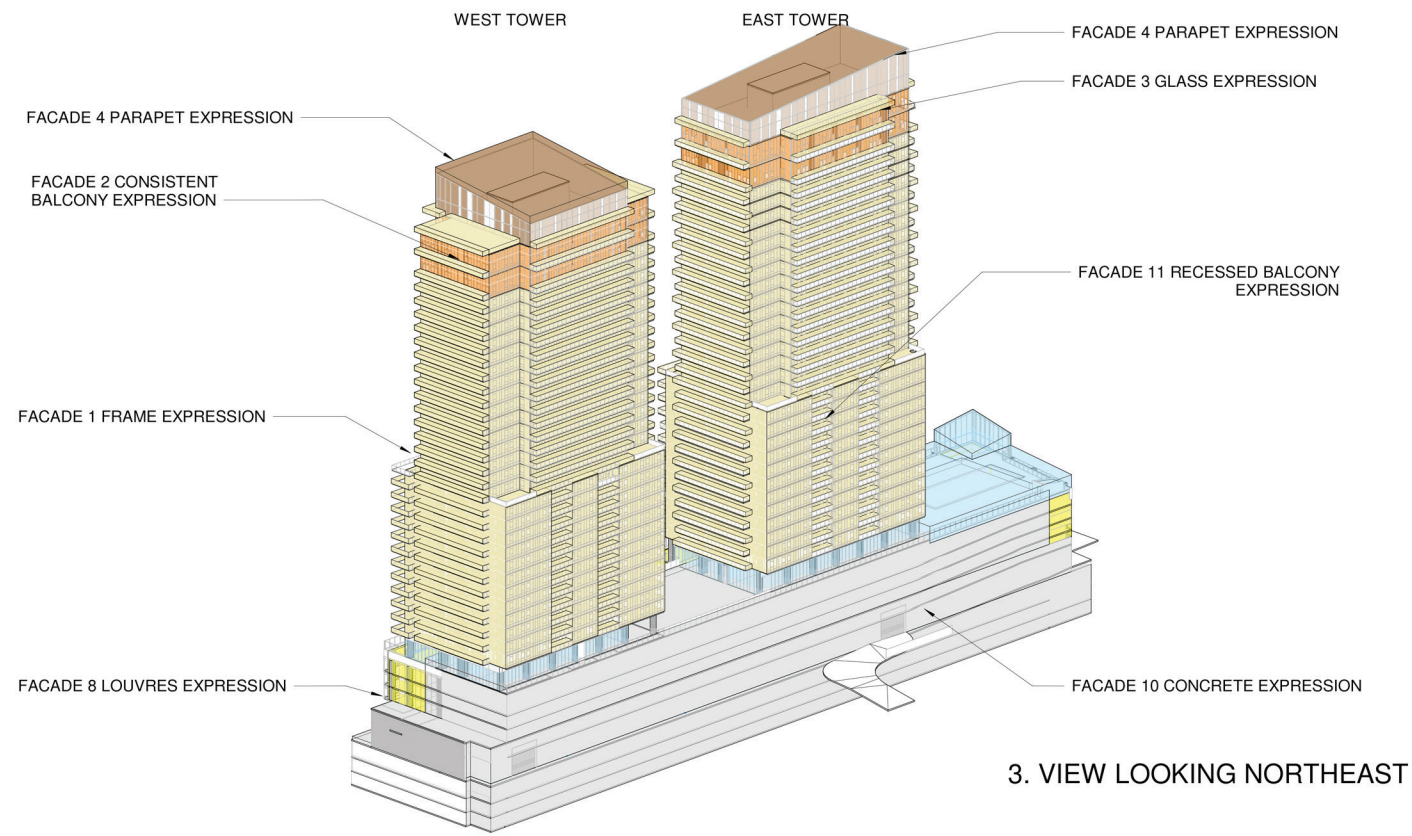


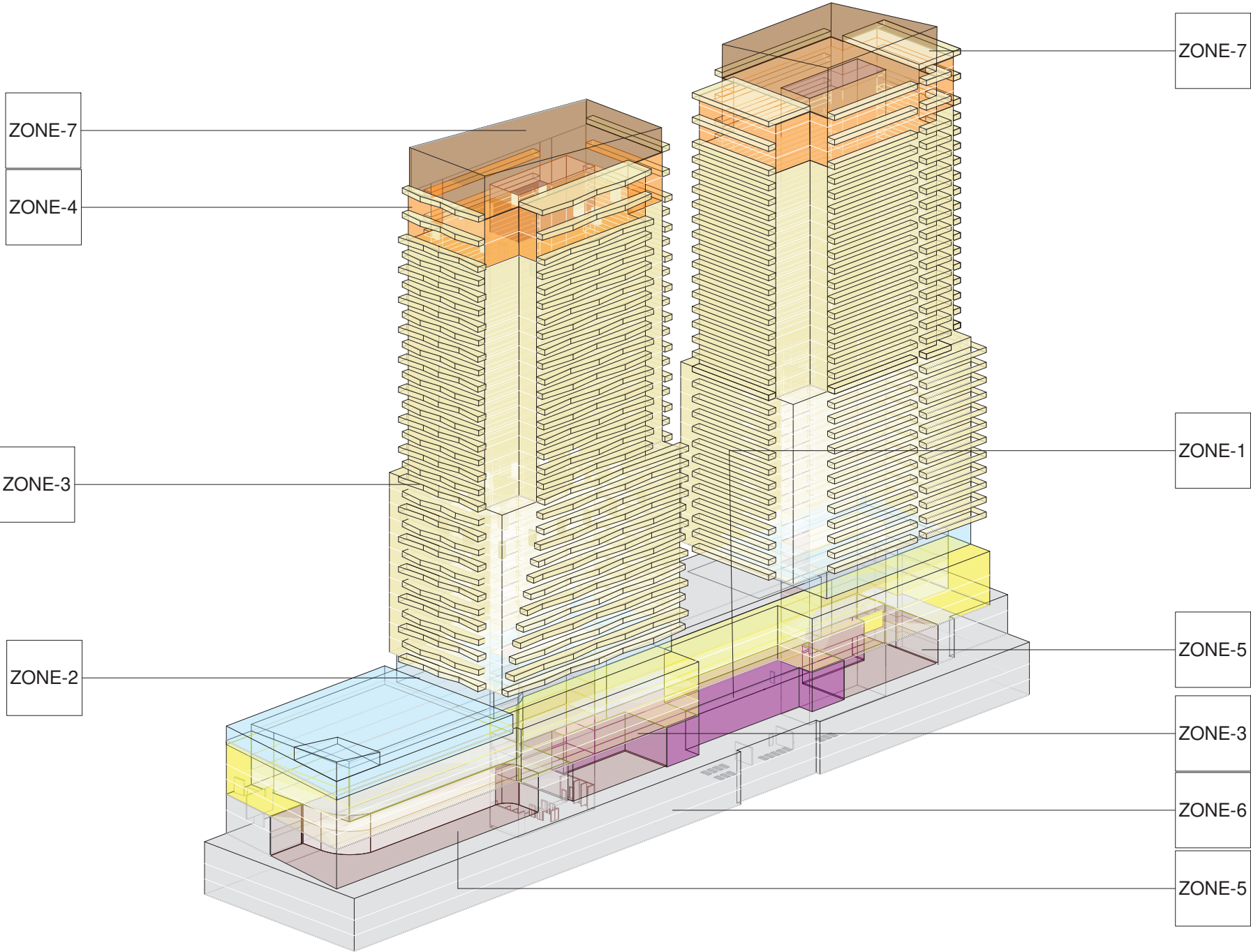
LEFT: Larger-scale materials and glazing are more appropriate at upper levels.



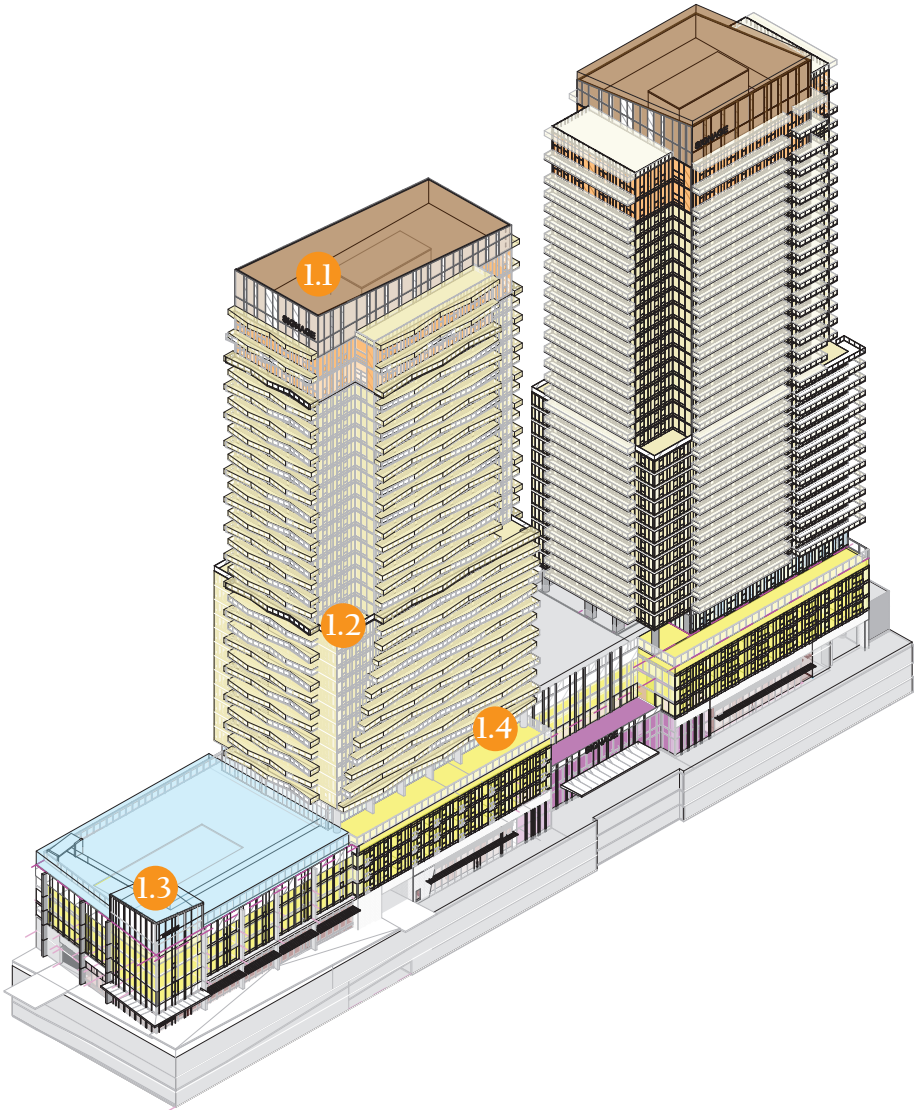


LEGEND



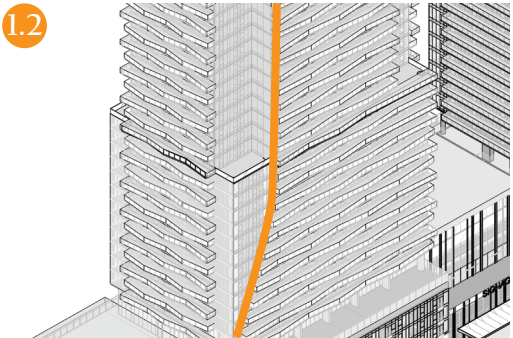
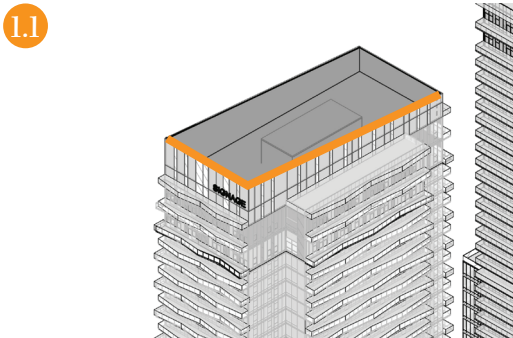
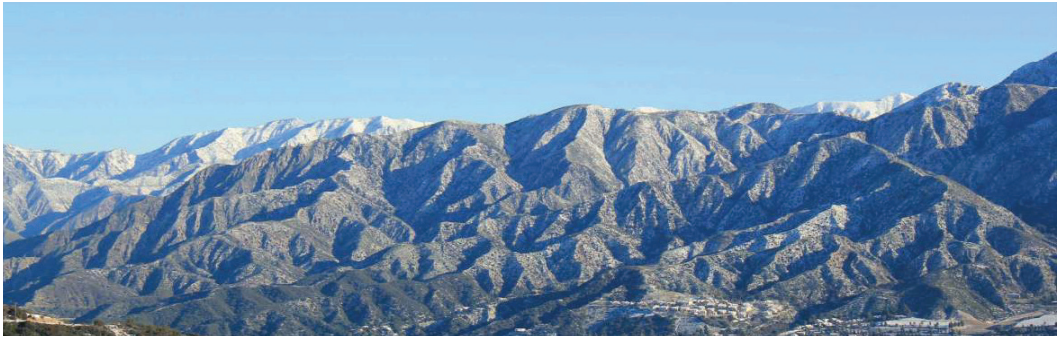


Functionality	
ZONE	FUNCTION
ZONE-1	HOTEL - LOBBY SPACE
ZONE-2	HOTEL - AMENITY SPACE
ZONE-3	HOTEL - ROOMS AND SUITES
ZONE-4	HOTEL - PRESIDENTIAL SUITES
ZONE-5	RETAIL SPACE
ZONE-6	PARKING SPACE
ZONE-7	MECHANICAL SPACE



1 VERTICAL HILL

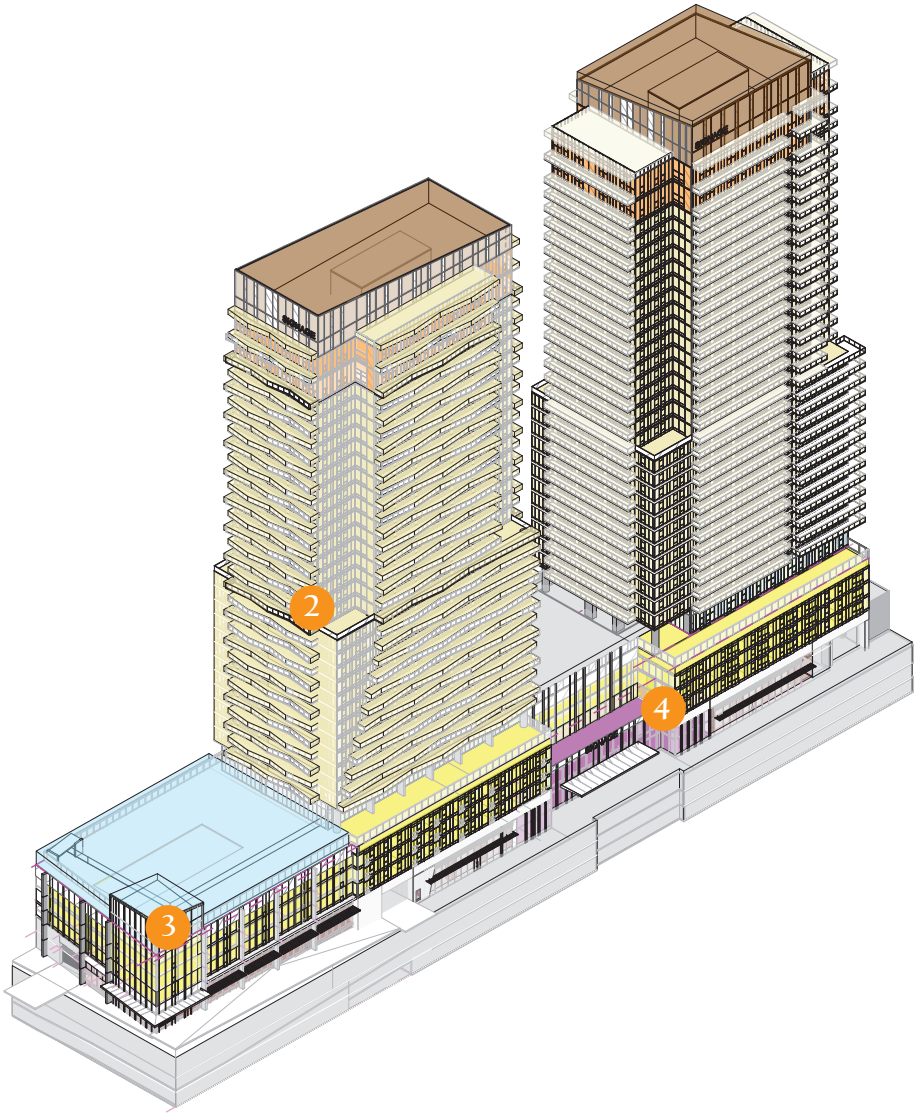
Located on the north side of Glendale, Verdugo Mountains inspires the tower massing generating in different ways.



BALCONY UNDULATIONS

The undulating geometry of the horizontal balconies are also abstracted from Verdugo Mountains.

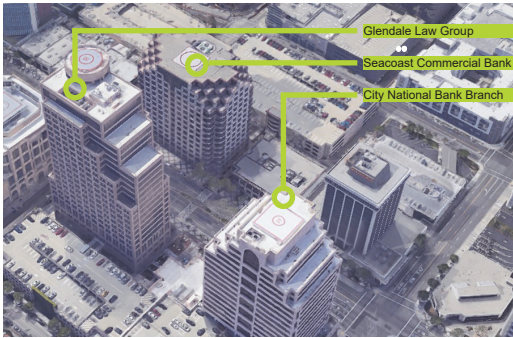




2 CASCADING
FEATURE

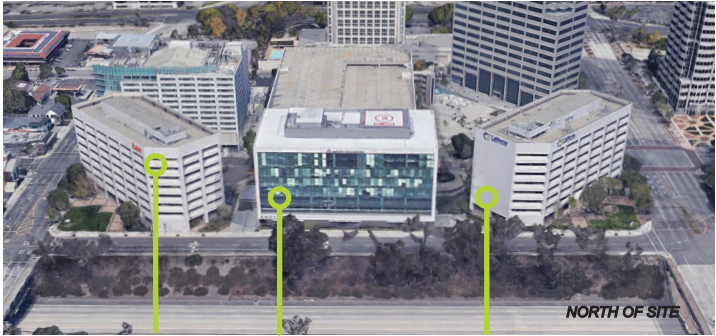
Nearby buildings with cascading features are reflected in the building's podium floor plates. The balconies stagger as they rise.

The penthouse also features a series of staggered elements; the balconies, the mullions.



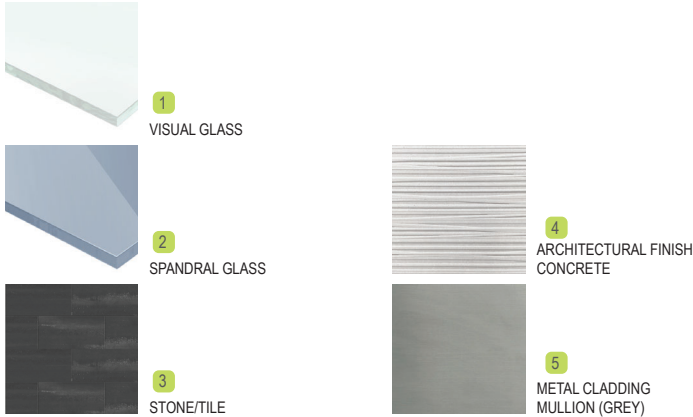
3 LINEAR FACADE
FRAMING
ANGULAR GEOMETRY

INSPIRED BY SURROUNDING CONTEXT
The building takes features from surrounding buildings, parks and green spaces, to inform it's base and body, and seamlessly blend in with the environment.



4 MATERIALS

The combination of building facade materials creates a substantial change between lower level and higher level, and also it breaks up the building massing between every 150 linear feet.



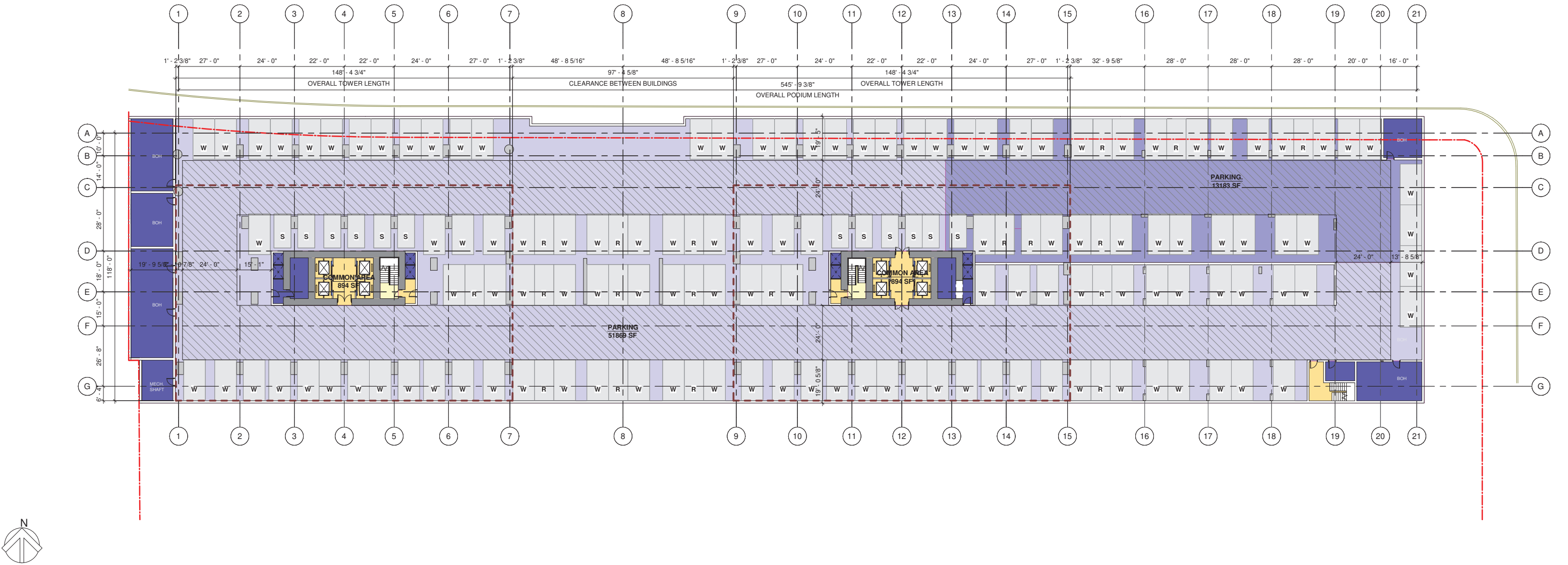






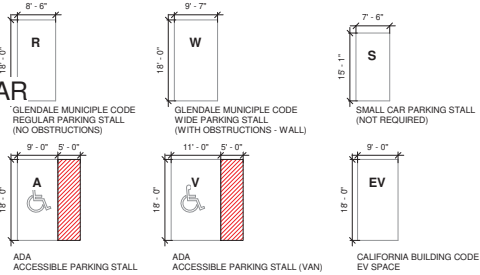


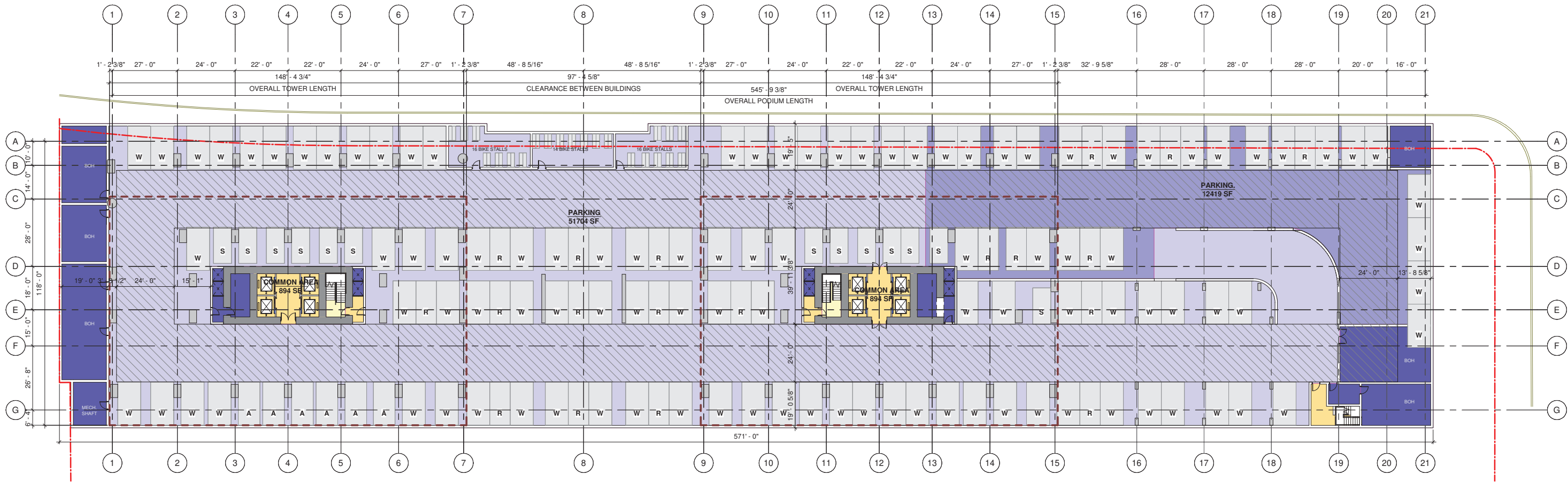




- COMMON AREA
- PARKING
- PARKING.
- SERVICES-FAR
- SERVICES-NONFAR
- TRAFFIC SHAFTS - NONFAR

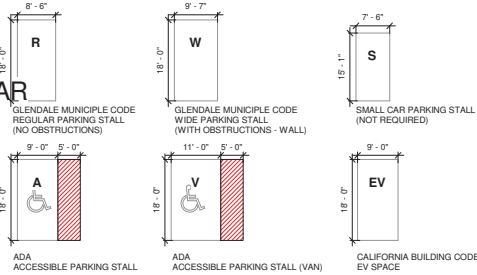
PARKING STALL LEGEND

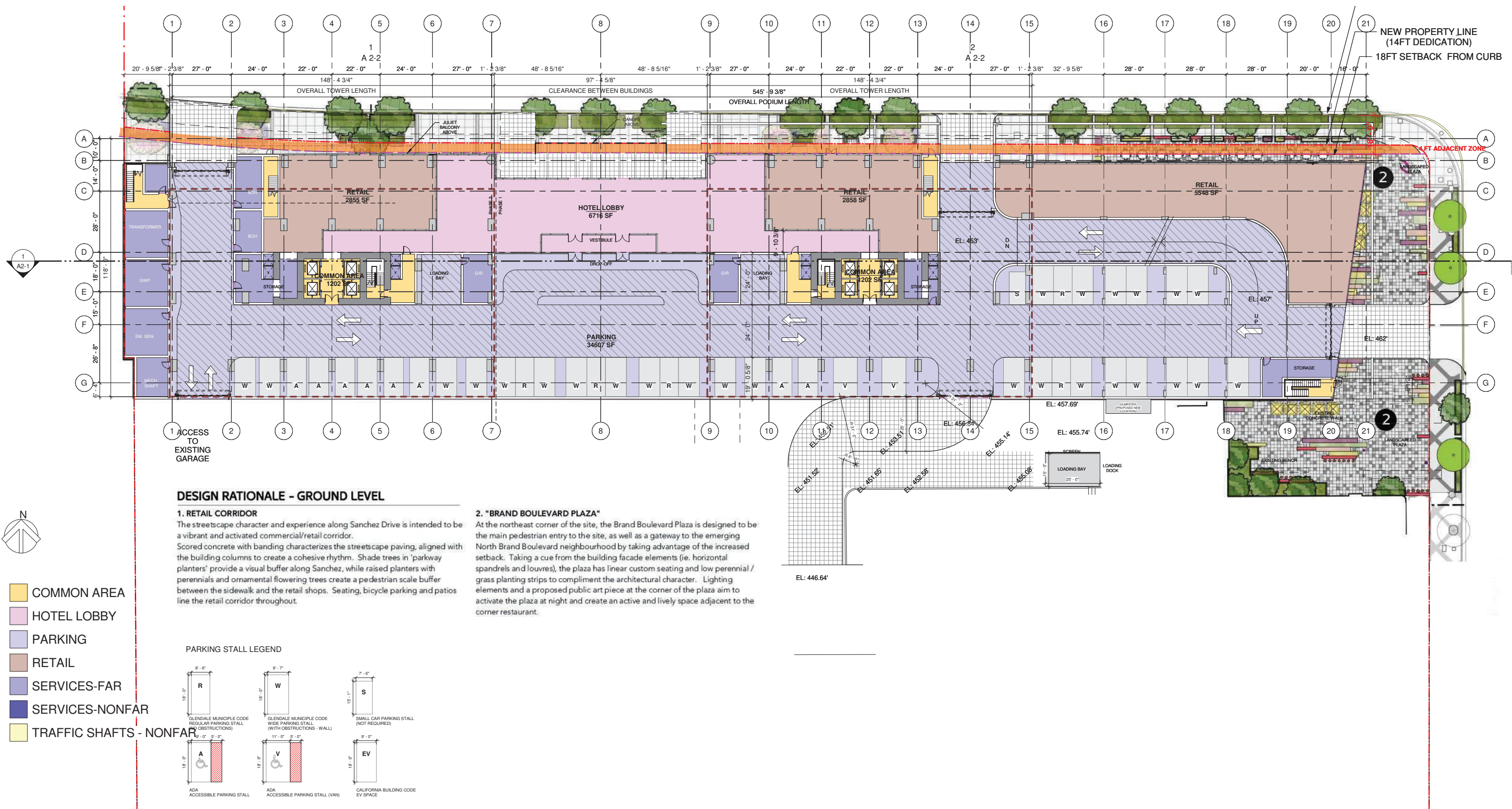


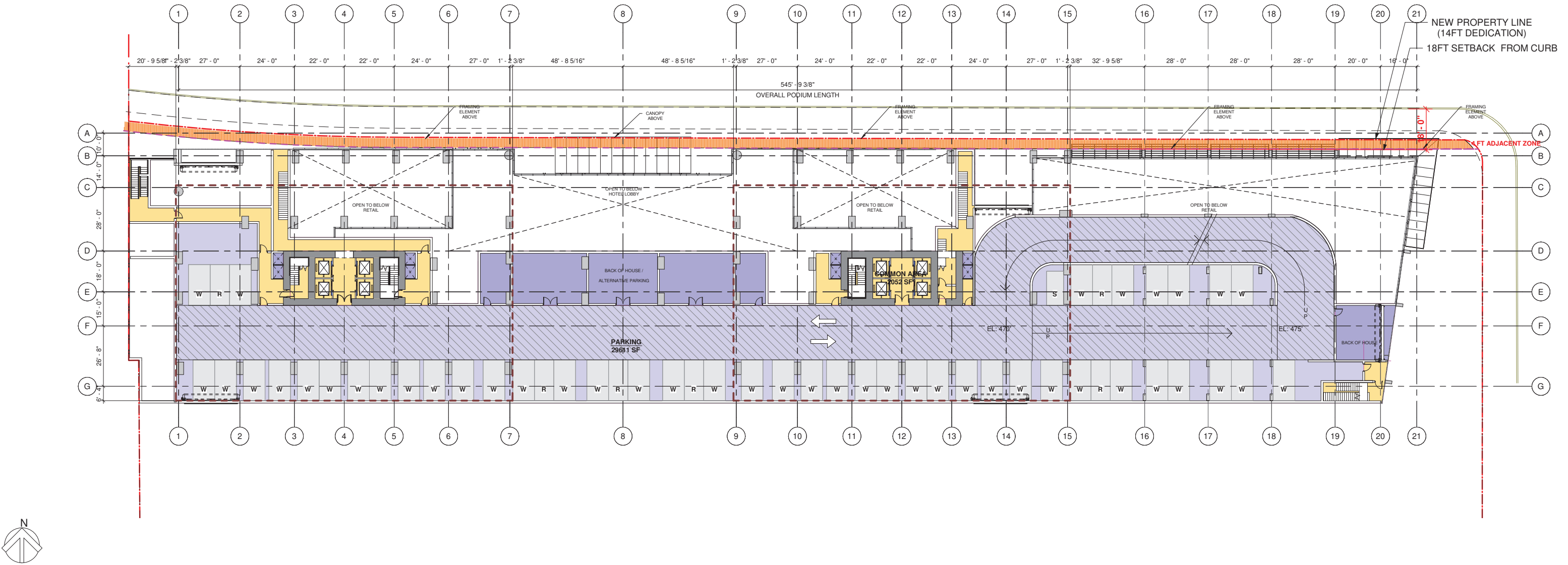


- COMMON AREA
- PARKING
- PARKING.
- SERVICES-FAR
- SERVICES-NONFAR
- TRAFFIC SHAFTS - NONFAR

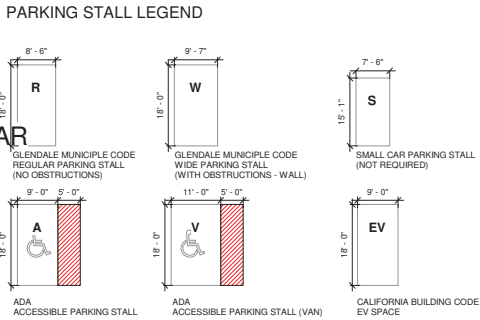
PARKING STALL LEGEND

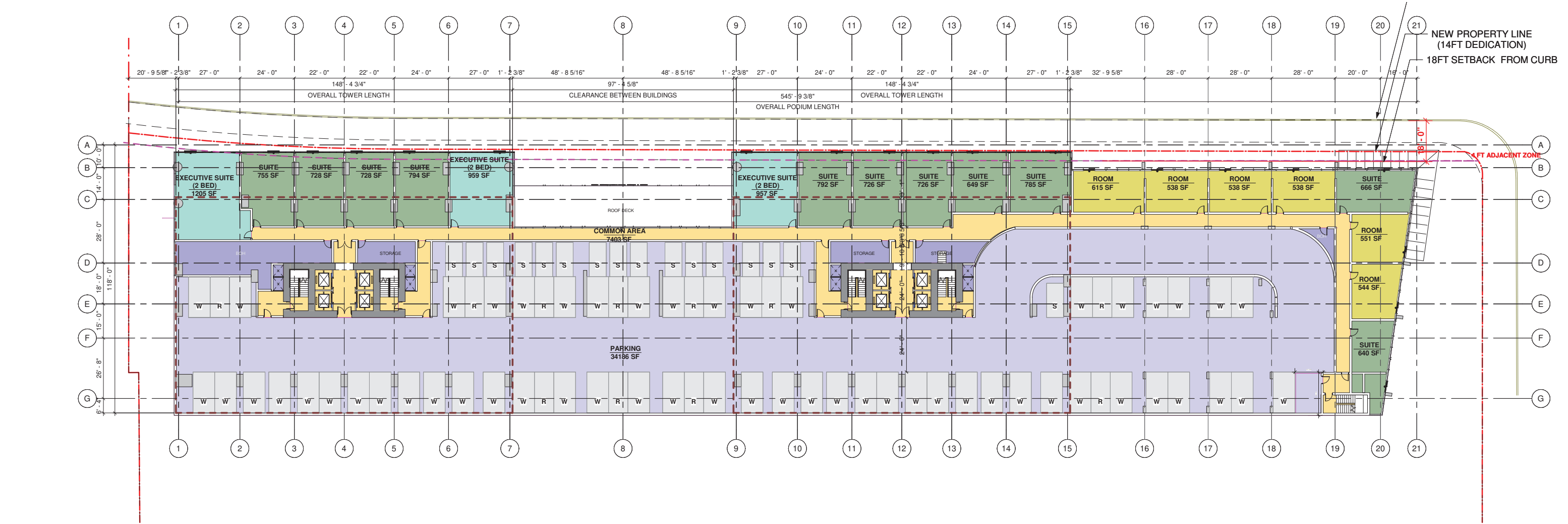




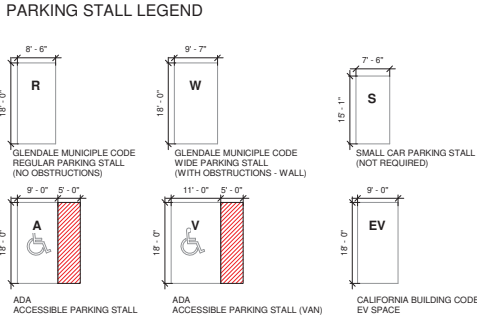


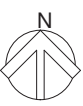
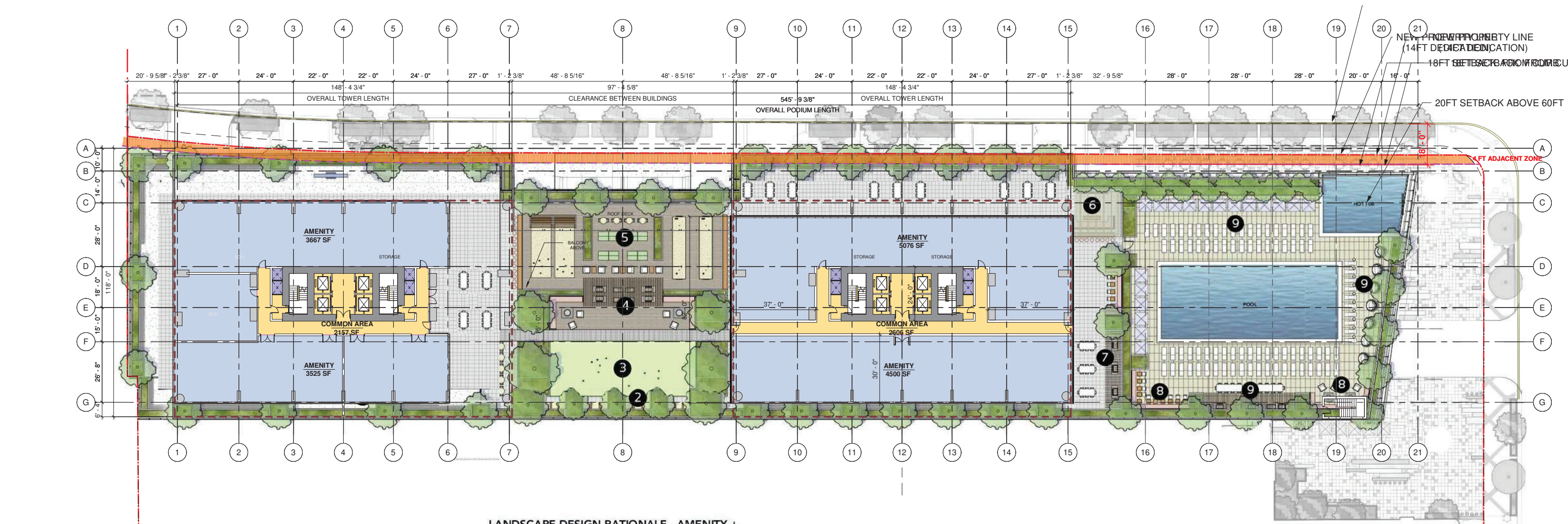
- COMMON AREA
- PARKING
- RETAIL
- SERVICES-FAR
- SERVICES-NONFAR
- TRAFFIC SHAFTS - NONFAR





- COMMON AREA
- EXEC. SUITE (1+DEN)
- EXECUTIVE SUITE (2 BED)
- PARKING
- ROOM
- SERVICES-FAR
- SERVICES-NONFAR
- SUITE
- TRAFFIC SHAFTS - NONFAR





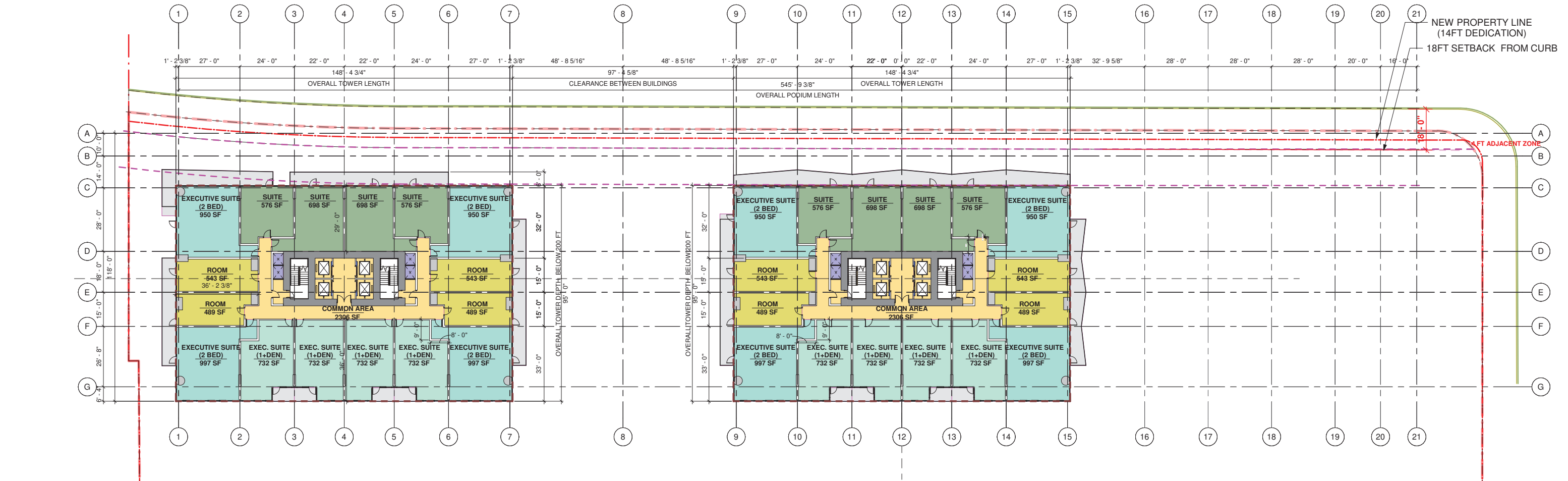
- AMENITY
- COMMON AREA
- EXEC. SUITE (1+DEN)
- EXECUTIVE SUITE (2 BED)
- SERVICES-FAR
- SERVICES-NONFAR
- SUITE
- TRAFFIC SHAFTS - NONFAR

- KEY ITEMS**
- 1. DOG RUN
 - 2. HAMMOCK AREA WITH SHADE TREES
 - 3. MULTI-USE LAWN
 - 4. OUTDOOR LOUNGE W/ COVERED BBQ AREA AND FIRE PITS
 - 5. OUTDOOR GAMES AREA W/ BOCCIE COURT, TABLE TENNIS & HORSESHOES
 - 6. COVERED SOCIAL AREA WITH COUCH, BAR TABLES AND TV
 - 7. OUTDOOR DINING W/ BBQ AND COMMUNAL TABLES
 - 8. LOUNGE AREAS WITH COUCHES + FIRE PITS + TABLES
 - 9. POOL DECK W/ CABANAS, DAY BEDS, BBQ + COMMUNAL TABLES

LANDSCAPE DESIGN RATIONALE - AMENITY + POOL DECK

The podium amenity and pool deck is programmed to reflect adjacent building uses for each tower by offering a range of social gathering spaces. Situated between the two towers is a diversified social space, divided into three main areas: the multi-use flex-lawn and hammock area; the social lounge area with couches, fire pits and bbq's; and the games area with bocce, ping pong tables, and horseshoe pitches with perimeter seating.

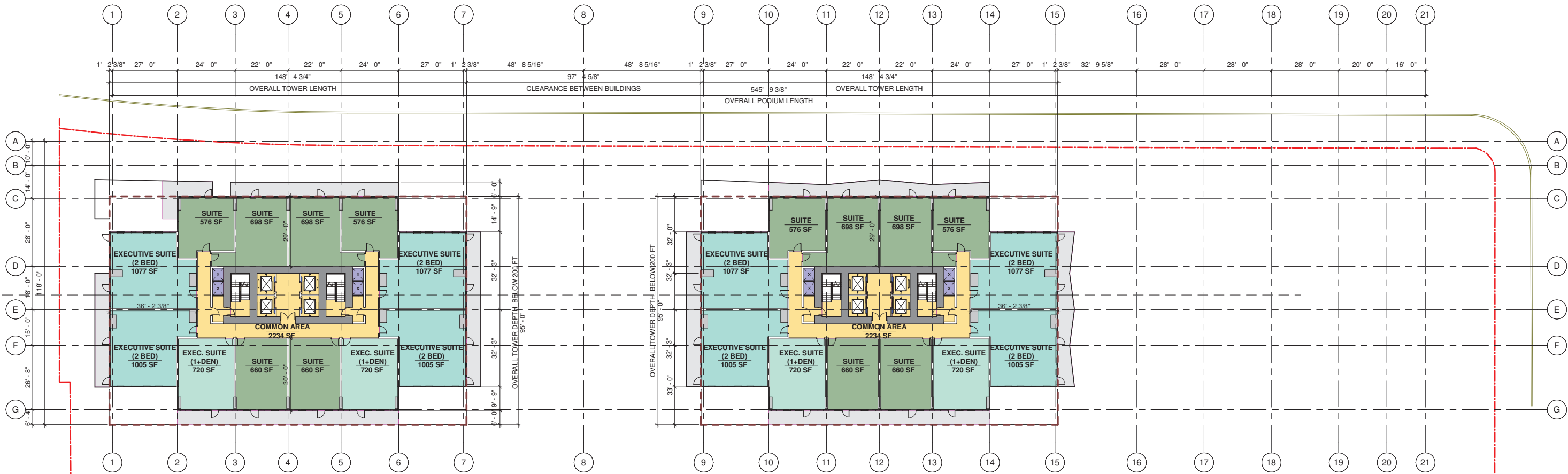
To the west is the pool deck and infinity-edge spa, with abundant perimeter loungers, cabanas, daybeds and lounge couches. Multiple bbq's and banquet tables also serve this pool area to allow for large or small gatherings and parties. In between the pool area and the amenity building is another social area, with an outdoor bbq area and T.V. lounge area with bar stools and couches. Furnishings would be mostly moveable in this area to function as a flex-party area for larger gatherings or events.



- BALCONY
- COMMON AREA
- EXEC. SUITE (1+DEN)
- EXECUTIVE SUITE (2 BED)
- ROOM
- SERVICES-FAR
- SERVICES-NONFAR
- SUITE
- TRAFFIC SHAFTS - NONFAR

L6-L17
WEST TOWER
TYP. GFA: 13,852 SQ FT

L6-L17
EAST TOWER
TYP. GFA: 13,852 SQ FT



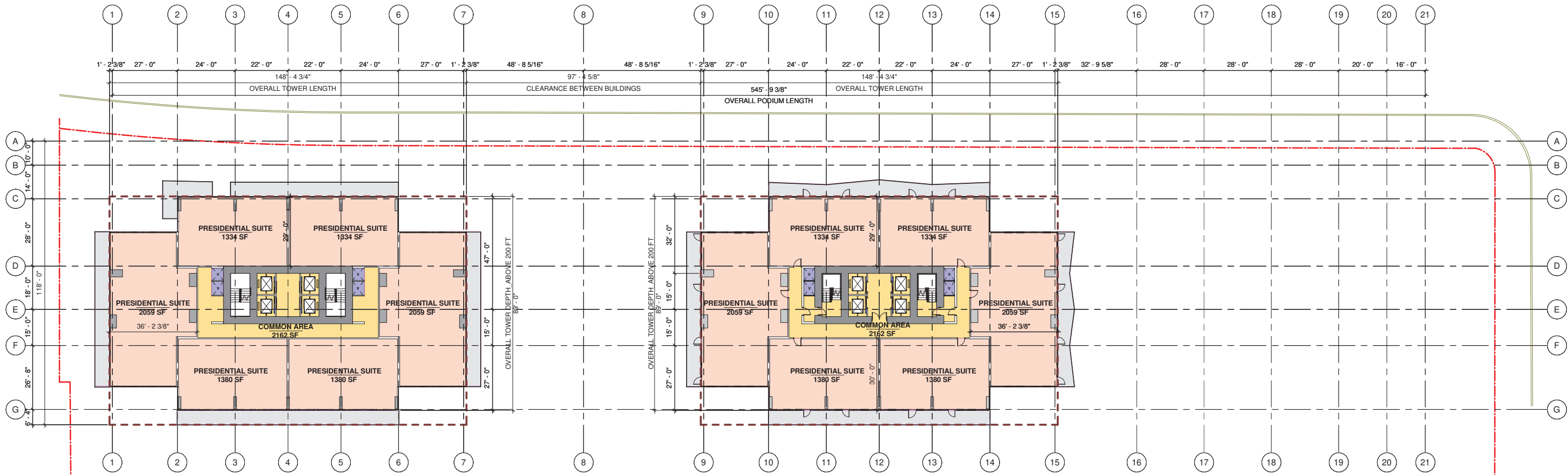
L18-L32
WEST TOWER

TYP. GFA: 11,821SQ FT (15% REDUCTION)

L18-L33
EAST TOWER

TYP. GFA: 11,821 SQ FT (15% REDUCTION)

- BALCONY
- COMMON AREA
- EXEC. SUITE (1+DEN)
- EXECUTIVE SUITE (2 BED)
- ROOM
- SERVICES-FAR
- SERVICES-NONFAR
- SUITE
- TRAFFIC SHAFTS - NONFAR



- BALCONY
- COMMON AREA
- PRESIDENTIAL SUITE
- SERVICES-FAR
- SERVICES-NONFAR
- TRAFFIC SHAFTS - NONFAR

**L33-L34
WEST TOWER**
TYP. GFA: 11,821SQ FT (15% REDUCTION)

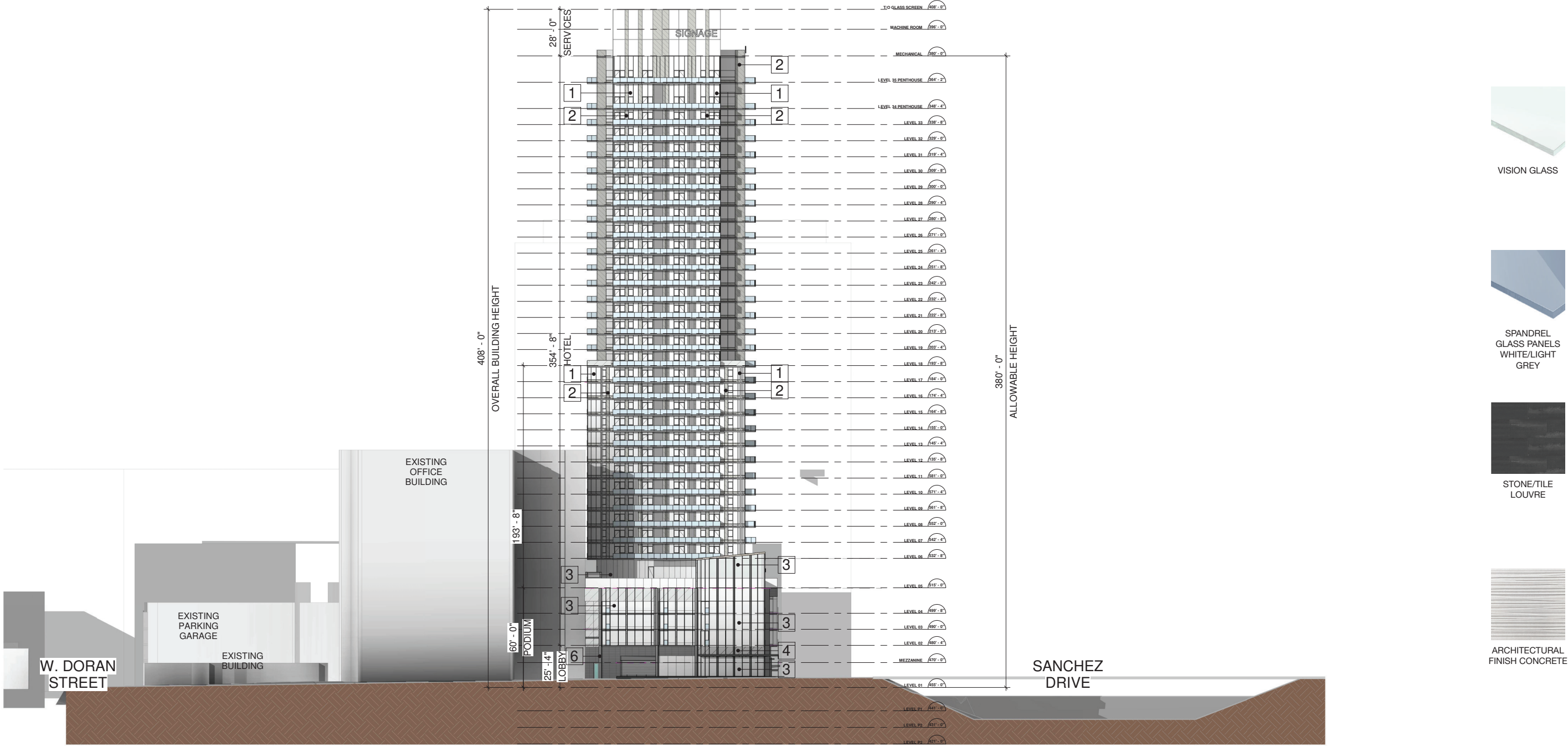
**L34-L35
EAST TOWER**
TYP. GFA: 11,821 SQ FT (15% REDUCTION)

[illegible]

**ARCHITECTURAL
FINISH CONCRETE**

TYPICAL FINISH MATERIAL	
VALUE	FINISH
1	WINDOW WALL GLAZING
2	WINDOW WALL SPANDREL
3	CURTAIN WALL GLAZING: CLEAR/ DOUBLE GLAZING ON SSG CURTAIN WALL SYSTEM
4	CURTAIN WALL SPANDREL: GREY ON CLEAR SSG CURTAIN WALL SYSTEM
6	STONE CLADDING: DARK GREY
9	ARCHITECTURAL CONCRETE
12	MECHANICAL LOUVER

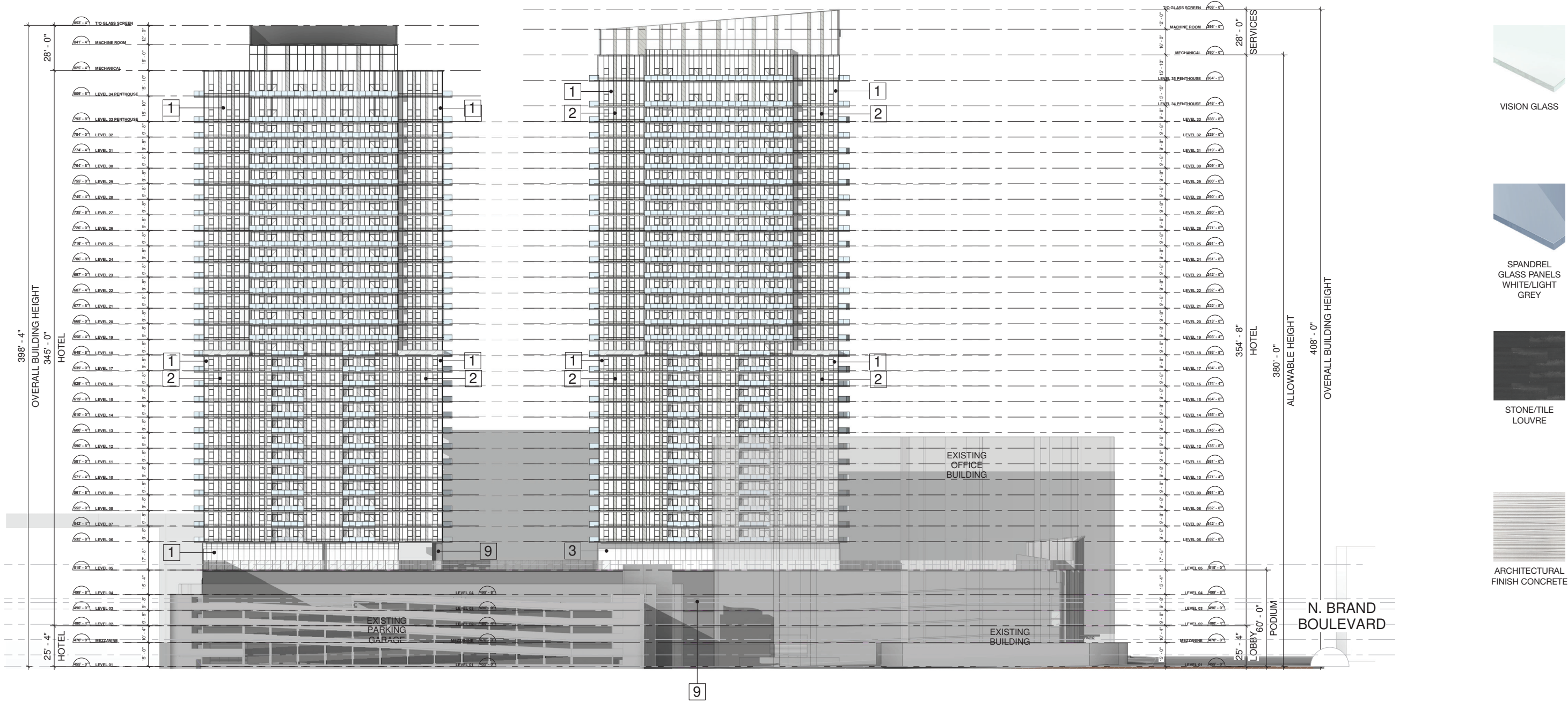
EAST TOWER
35 STORIES OVERALL

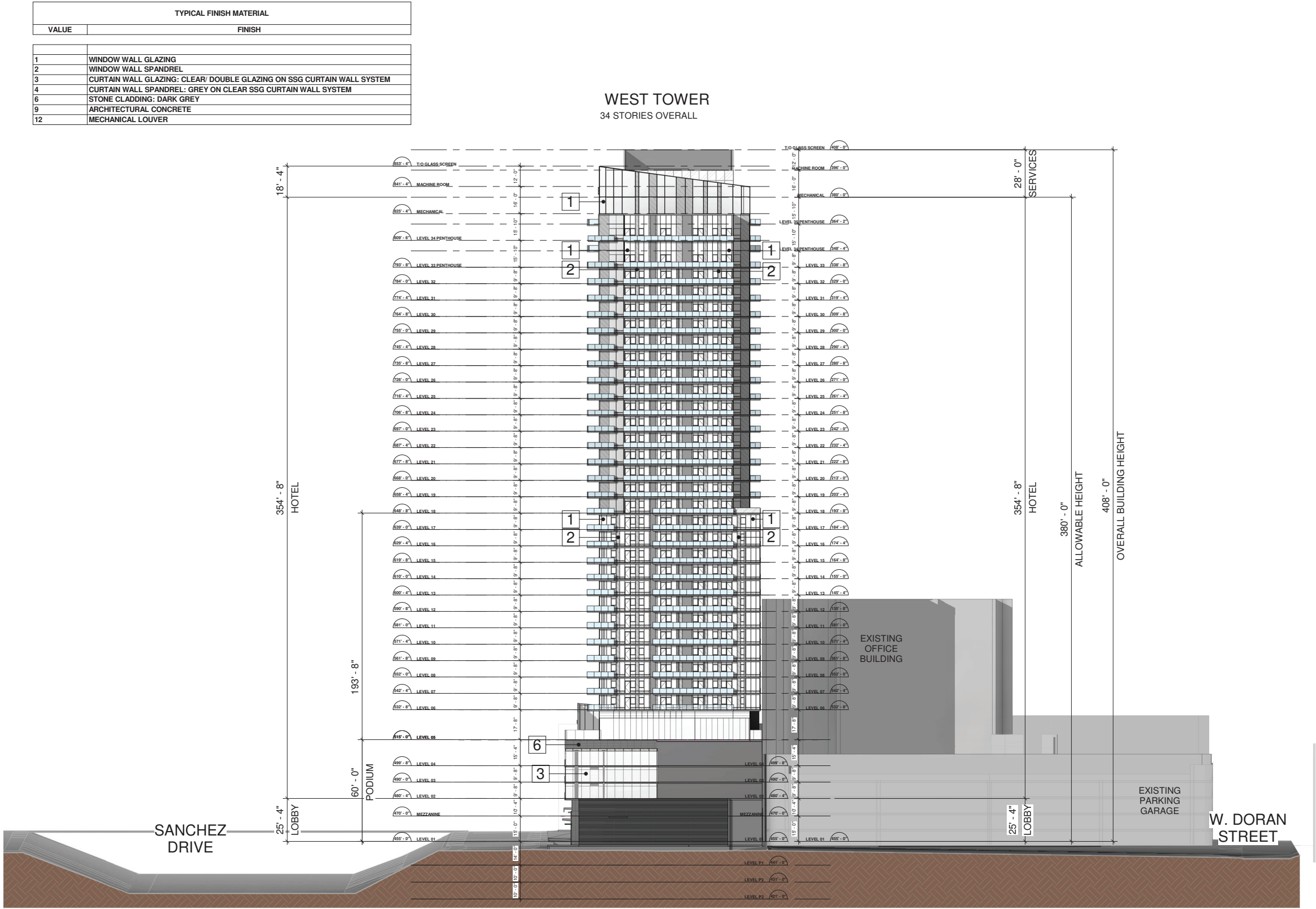


TYPICAL FINISH MATERIAL	
VALUE	FINISH
1	WINDOW WALL GLAZING
2	WINDOW WALL SPANDREL
3	CURTAIN WALL GLAZING: CLEAR/ DOUBLE GLAZING ON SSG CURTAIN WALL SYSTEM
4	CURTAIN WALL SPANDREL: GREY ON CLEAR SSG CURTAIN WALL SYSTEM
6	STONE CLADDING: DARK GREY
9	ARCHITECTURAL CONCRETE
12	MECHANICAL LOUVER

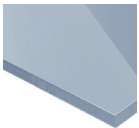
WEST TOWER
34 STORIES OVERALL

EAST TOWER
35 STORIES OVERALL

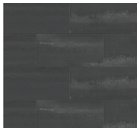




VISION GLASS



SPANDREL
GLASS PANELS
WHITE/LIGHT
GREY



STONE/TILE
LOUVER

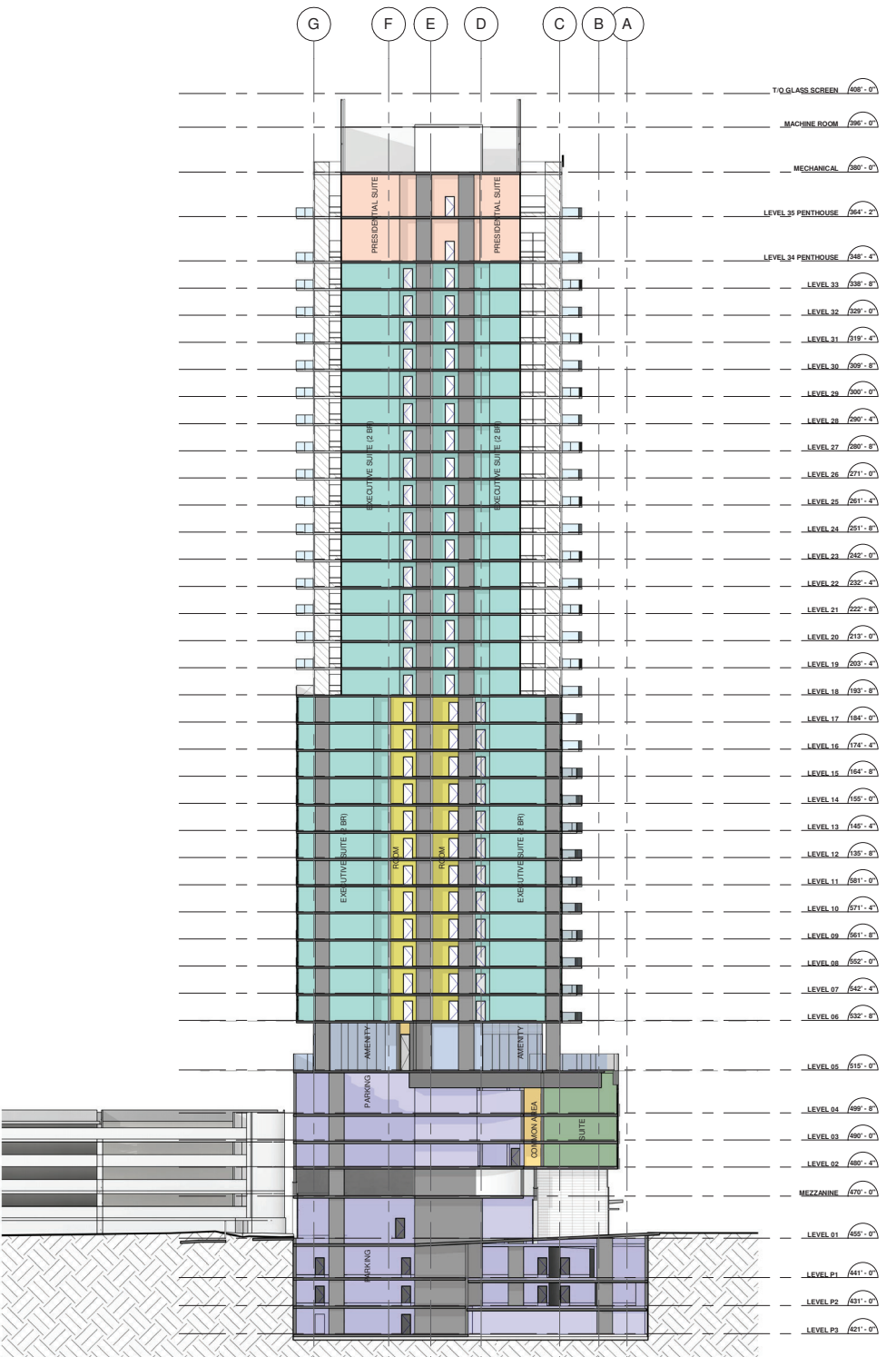
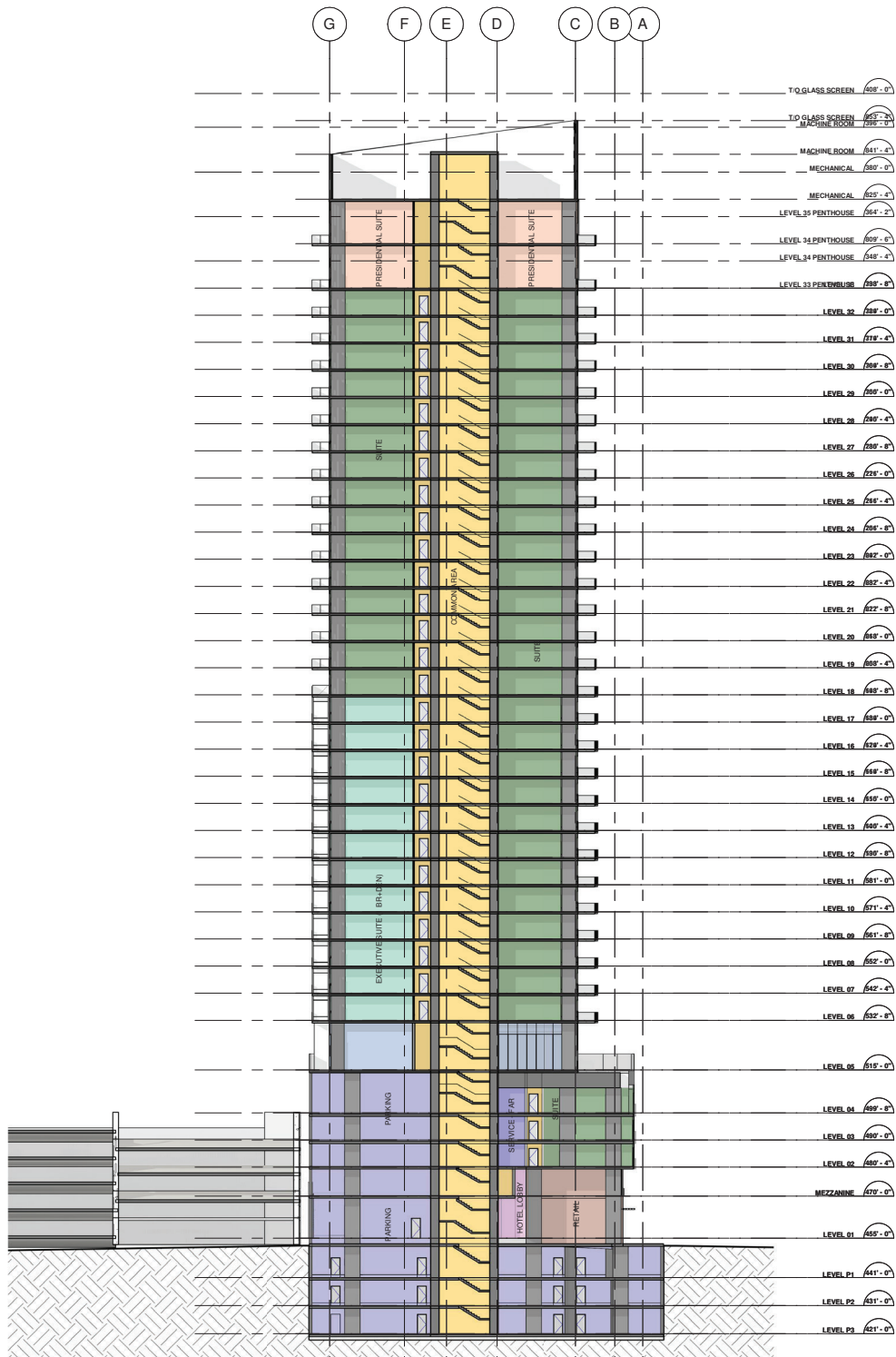


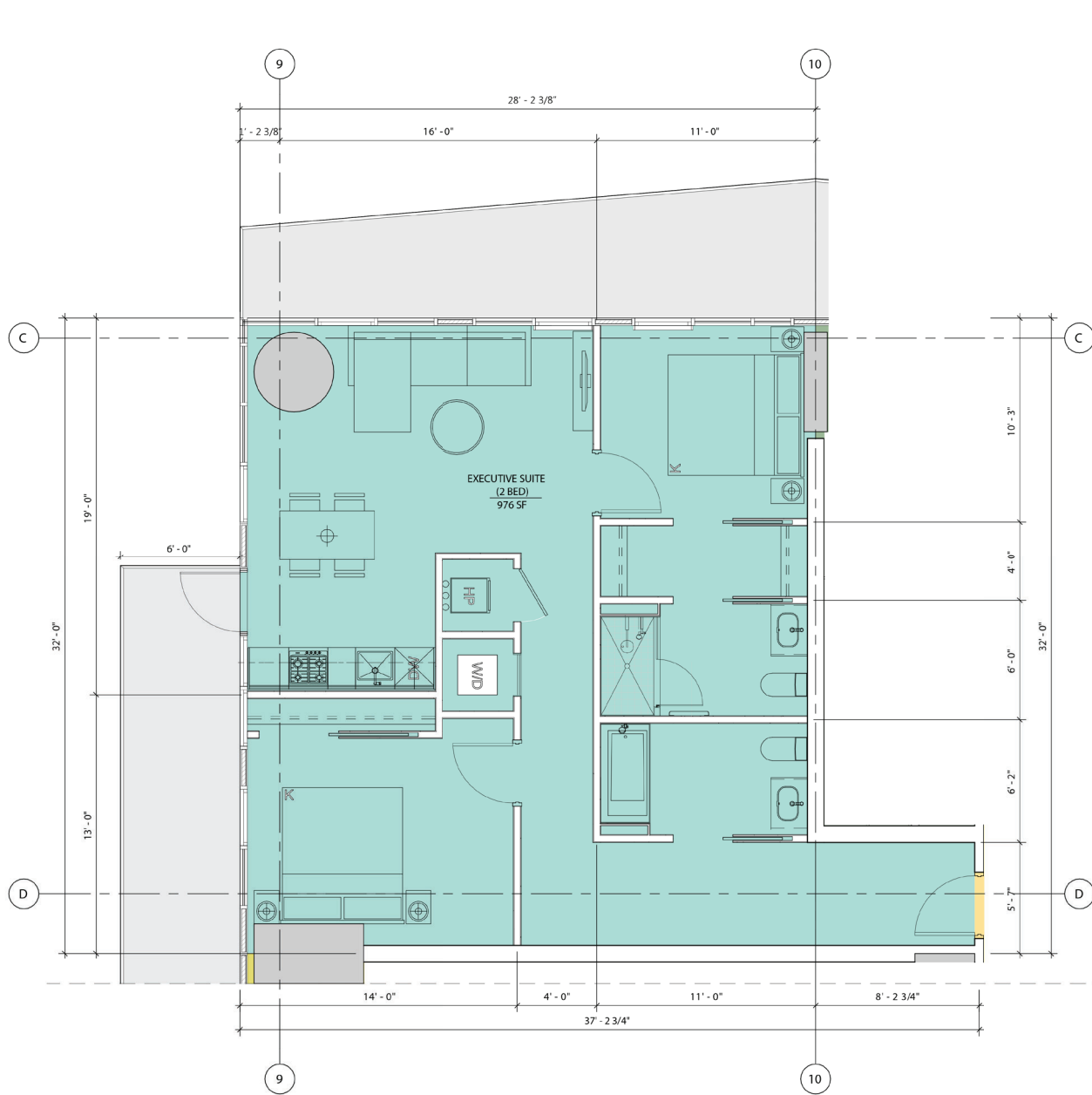
ARCHITECTURAL
FINISH CONCRETE



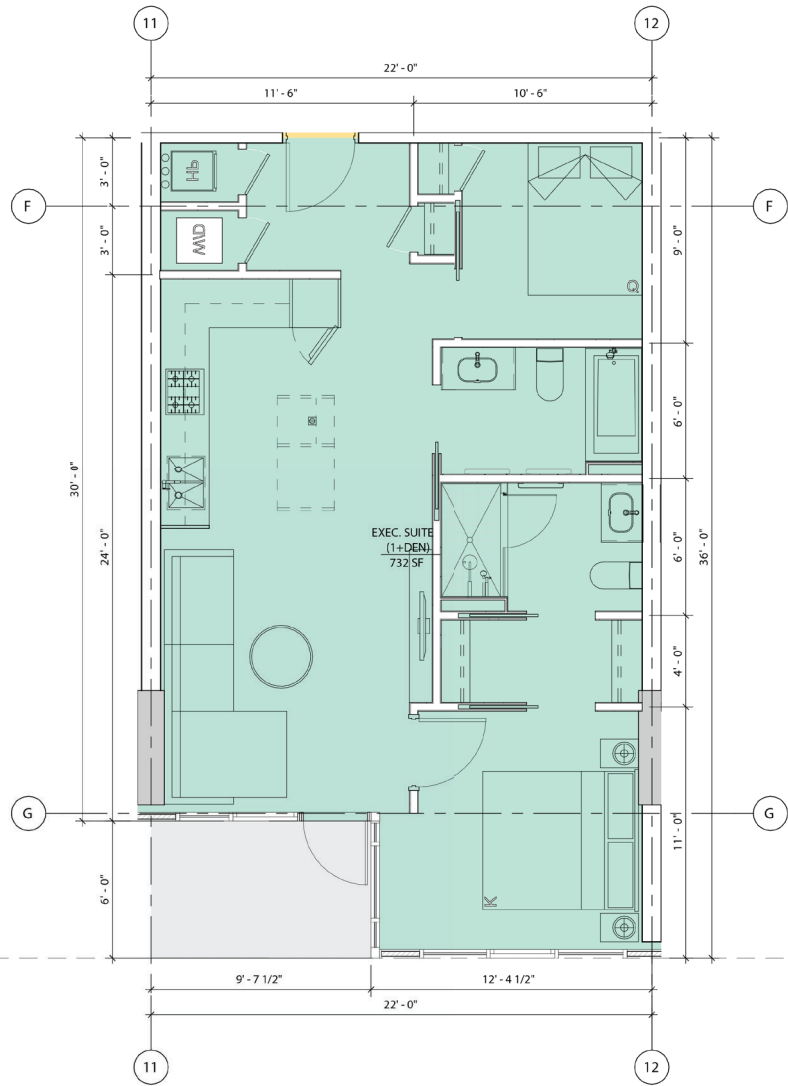
EAST TOWER
35 STORIES OVERALL

WEST TOWER
34 STORIES OVERALL

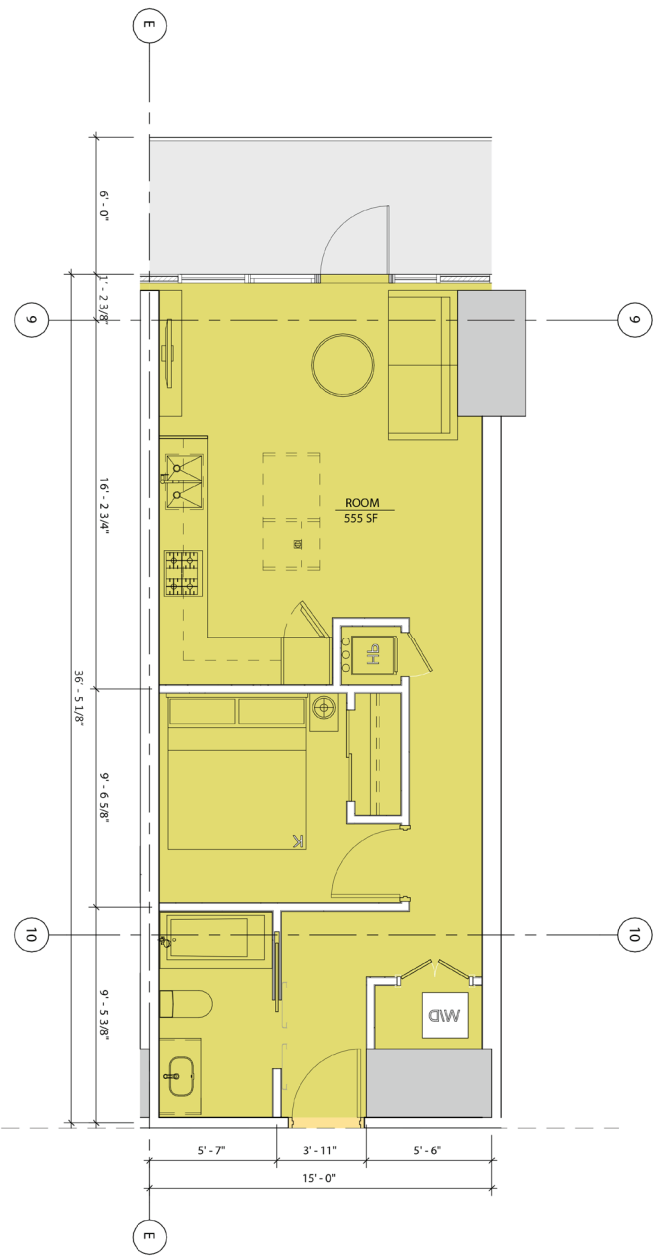




TYPICAL EXECUTIVE SUITE



TYPICAL SUITE



TYPICAL ROOM