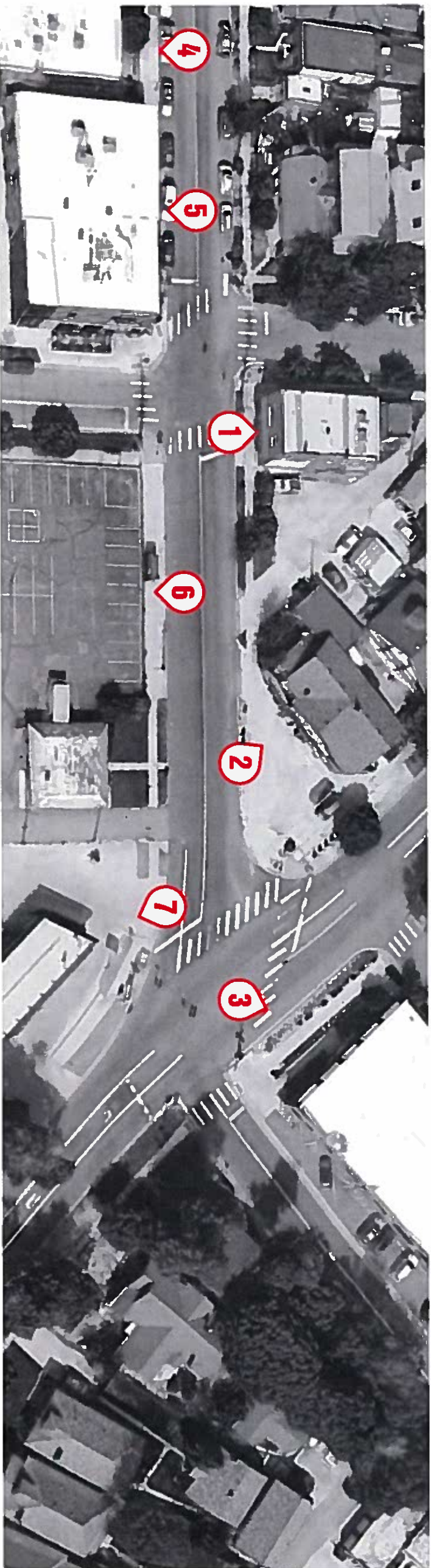
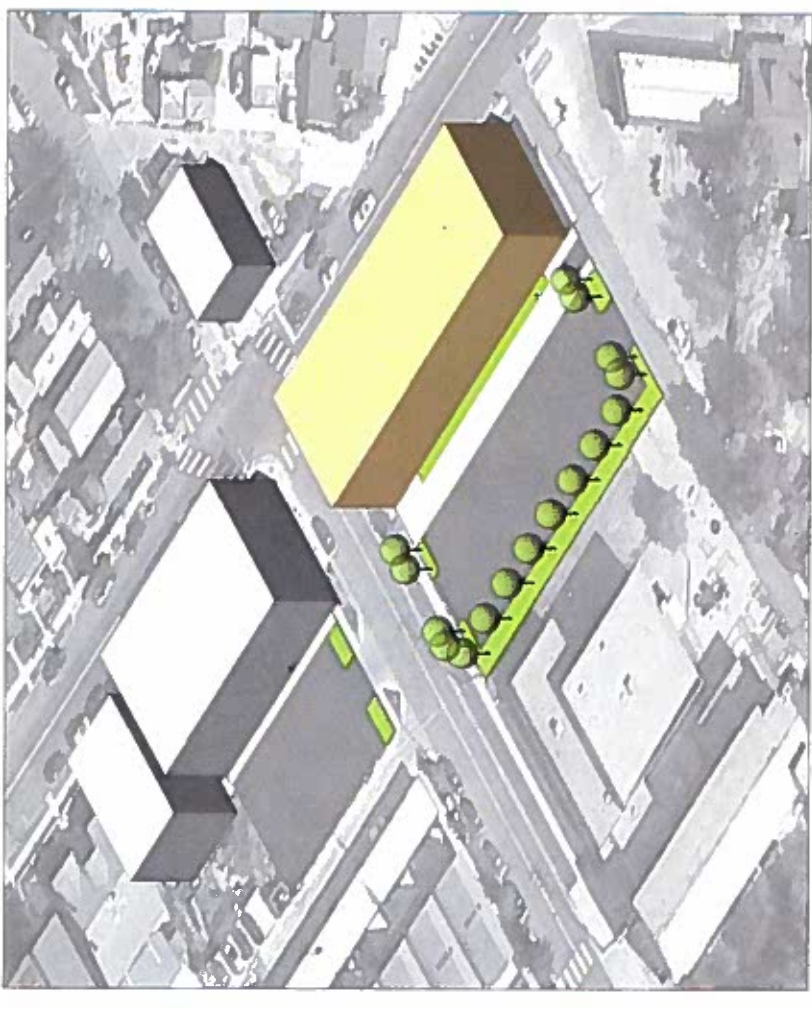
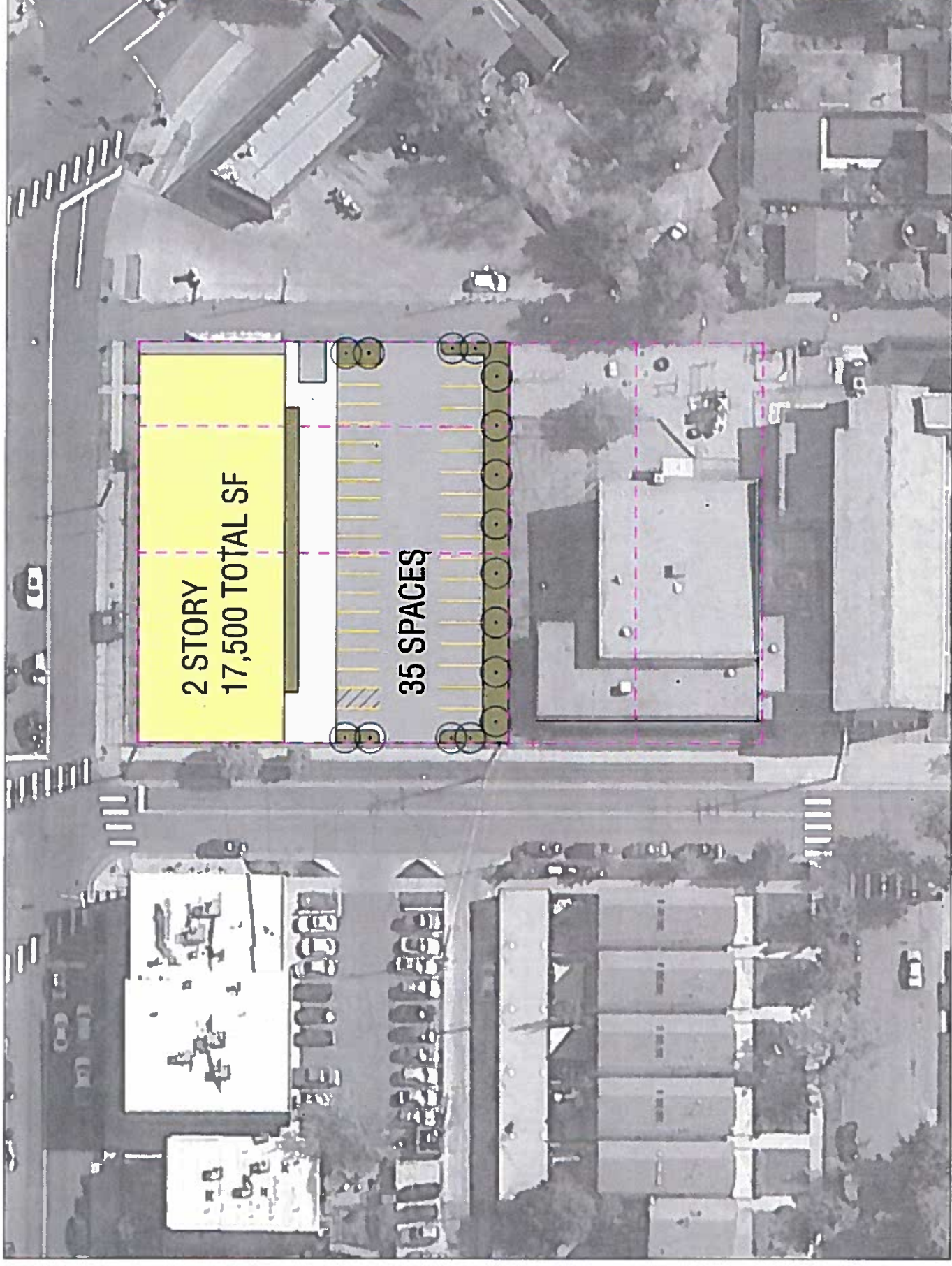


Commercial Context



Highlands Gateway Building

Building Footprint and Parking Studies

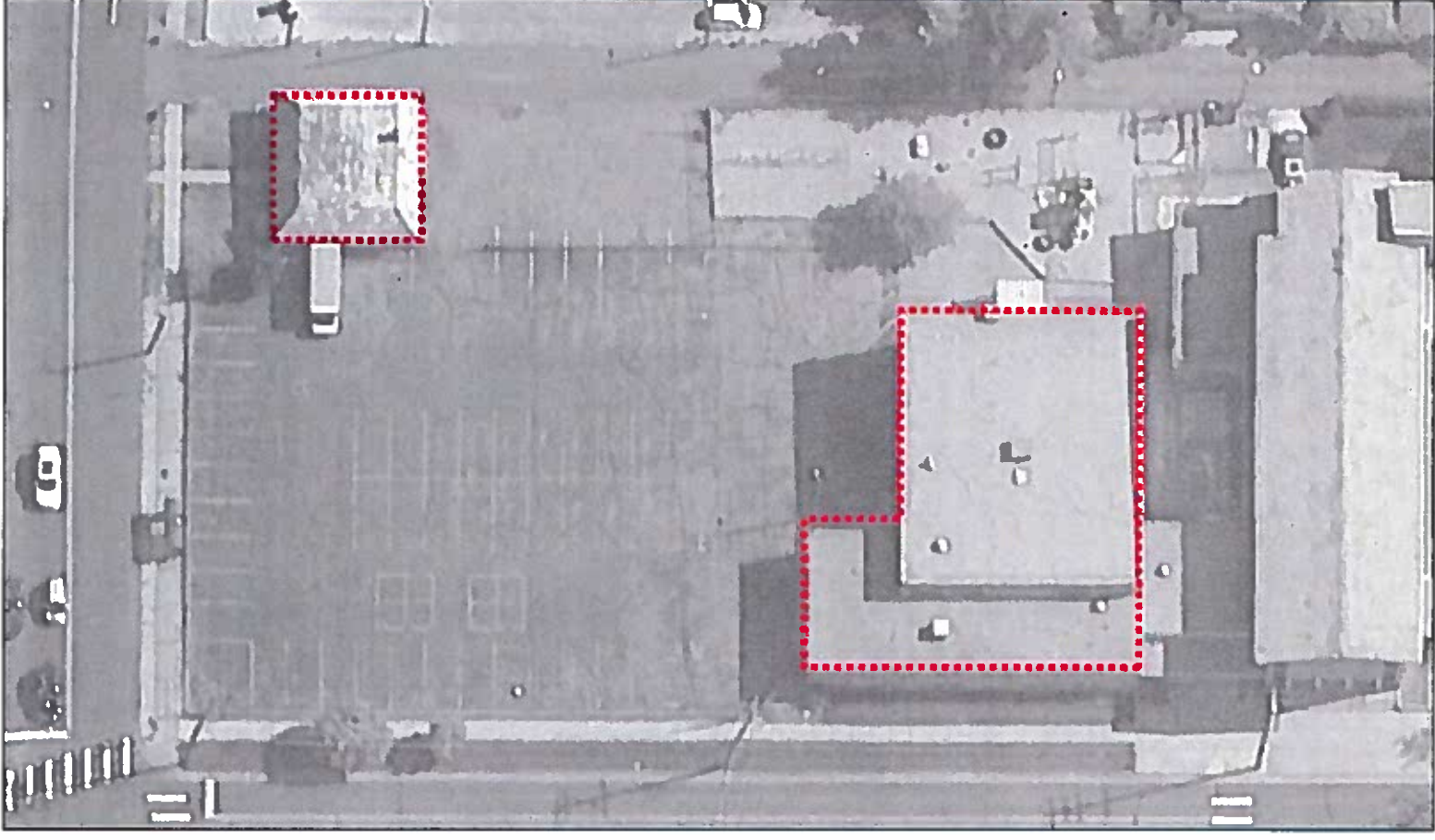


Scheme 1
Self Park
2 Spaces per 1000 SF



Scheme 2
Off Site Parking
3 Spaces per 1000 SF

Existing and Proposed Development Comparison



Existing Buildings to be Demolished



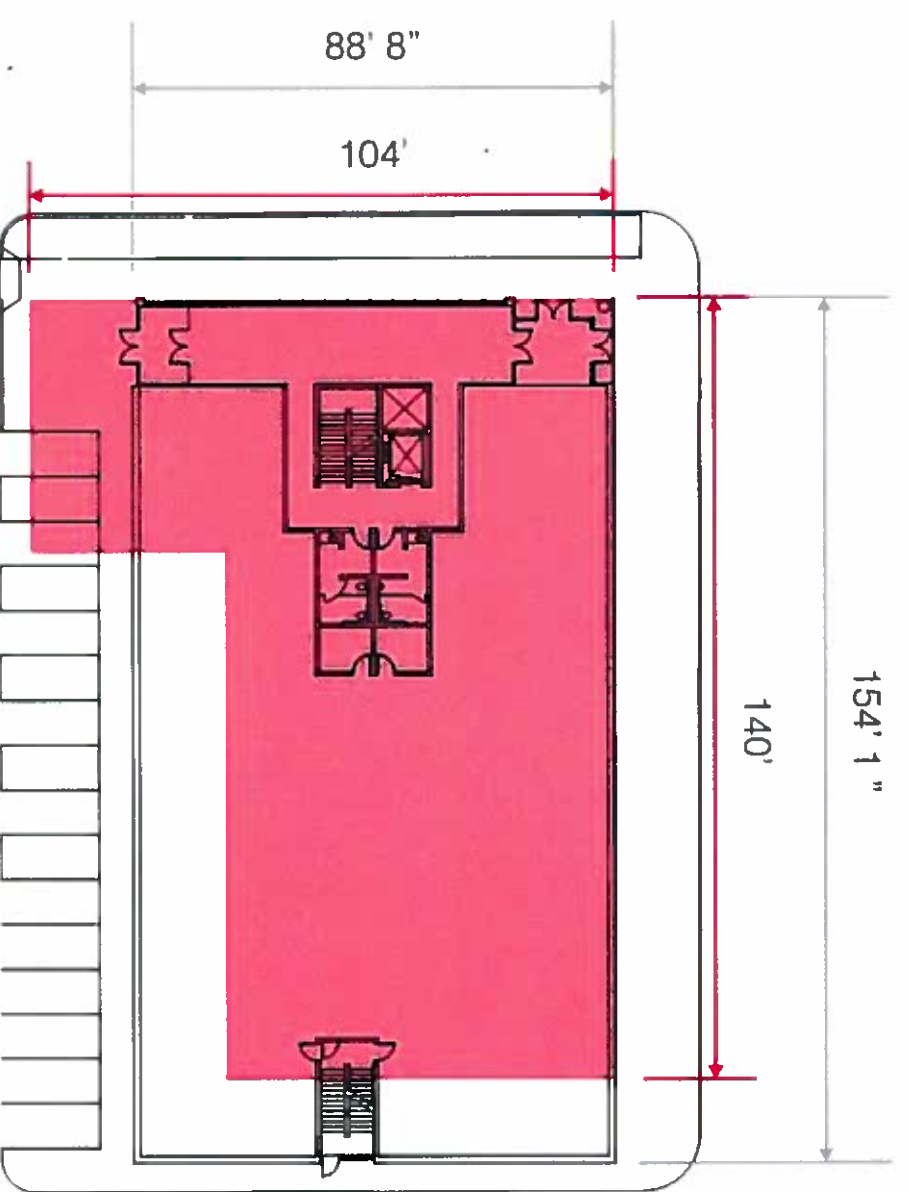
Proposed Building Footprint

Neighborhood Precedents

Street Frontage

Highland Gateway Building
 $88' 8'' + 154' 1'' = 242' 9''$

Mondo Vino Building
 $140' + 104' = 244'$



Highland Gateway Building
 First Floor Plan

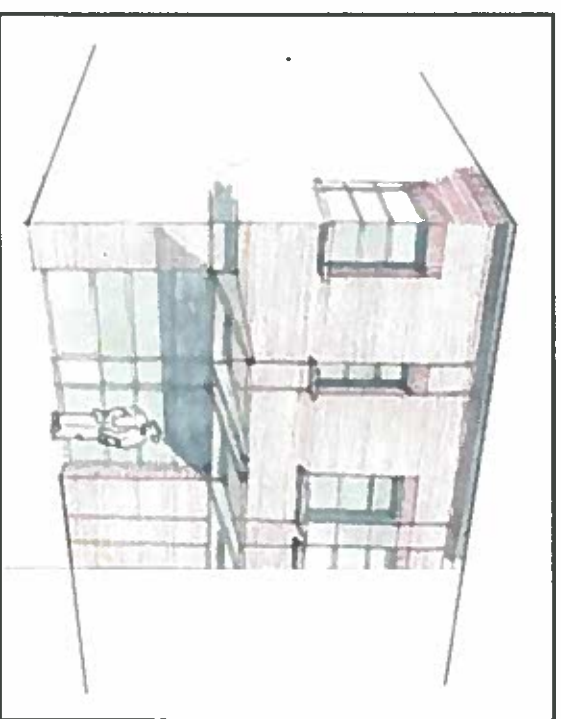
Area

Highland Gateway Building
 23,256 sq ft

Mondo Vino Building
 22,728 sq ft



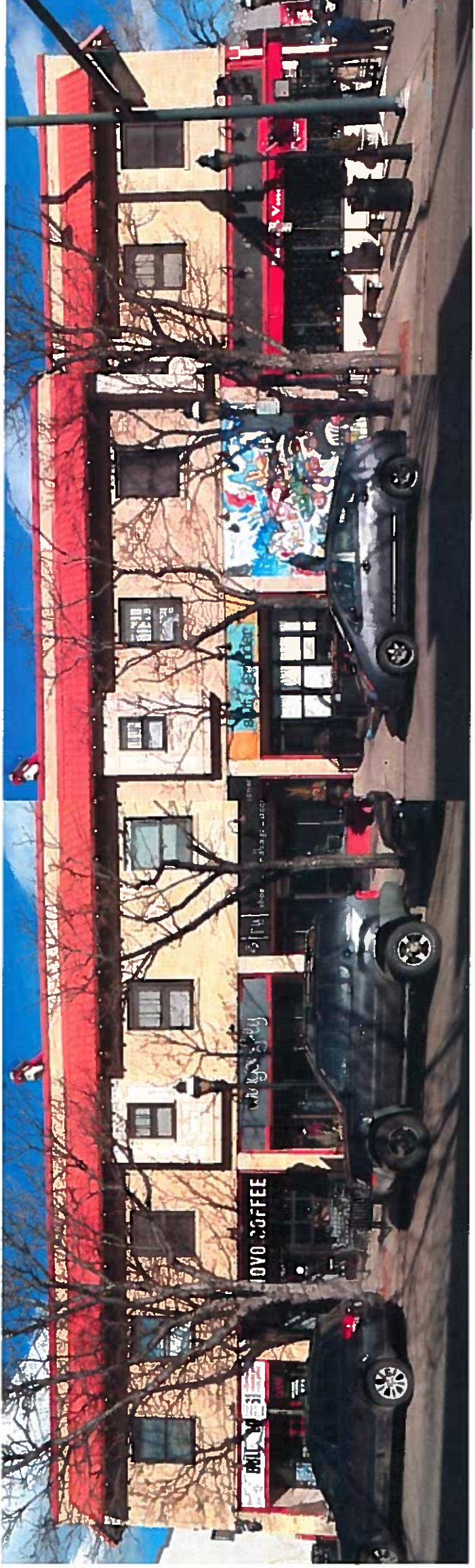
Mondo Vino Corner



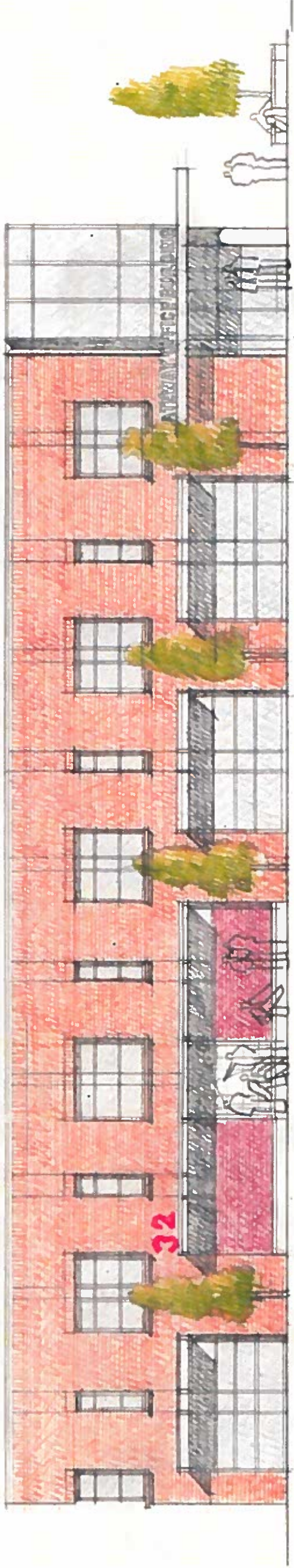
Highland Gateway Corner

Highlands Gateway Building

Neighborhood Precedents – Main Street



32nd St. Main Street Development (Lowell & 32nd North Side)

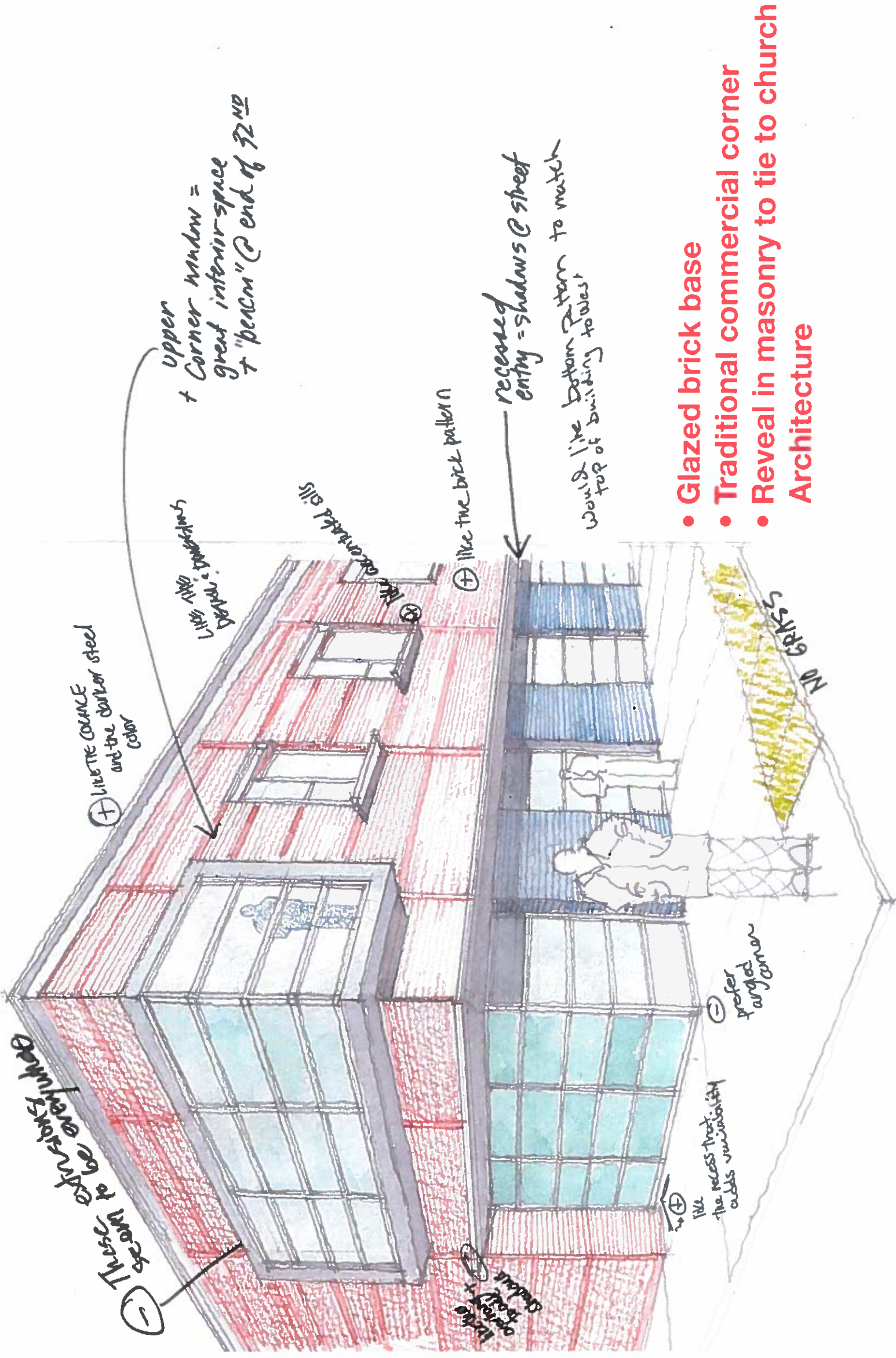


32nd St. Main Street Development (Irving & 32nd South Side)

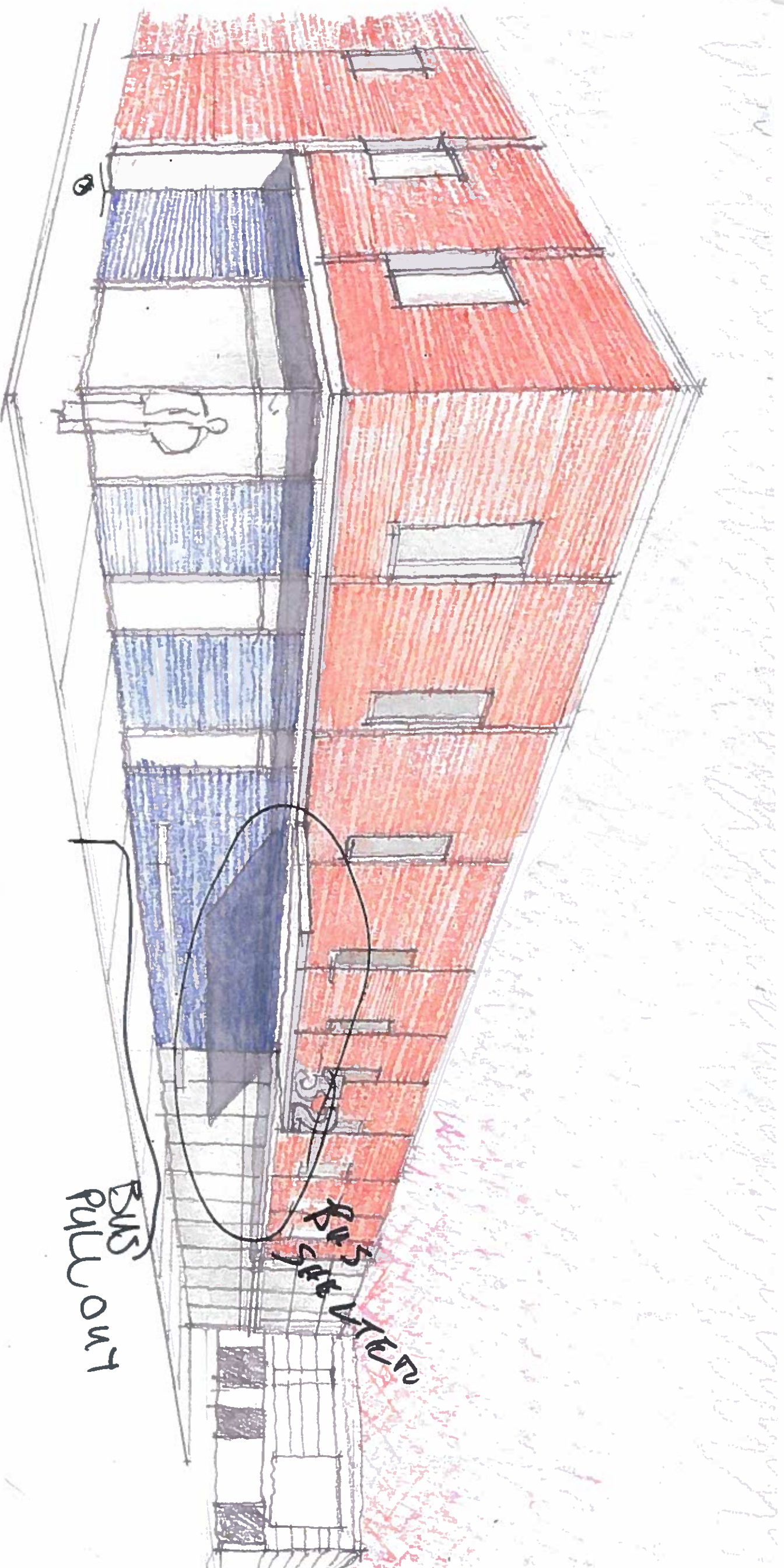
Conceptual Street Elevation



Community Workshop Character Studies

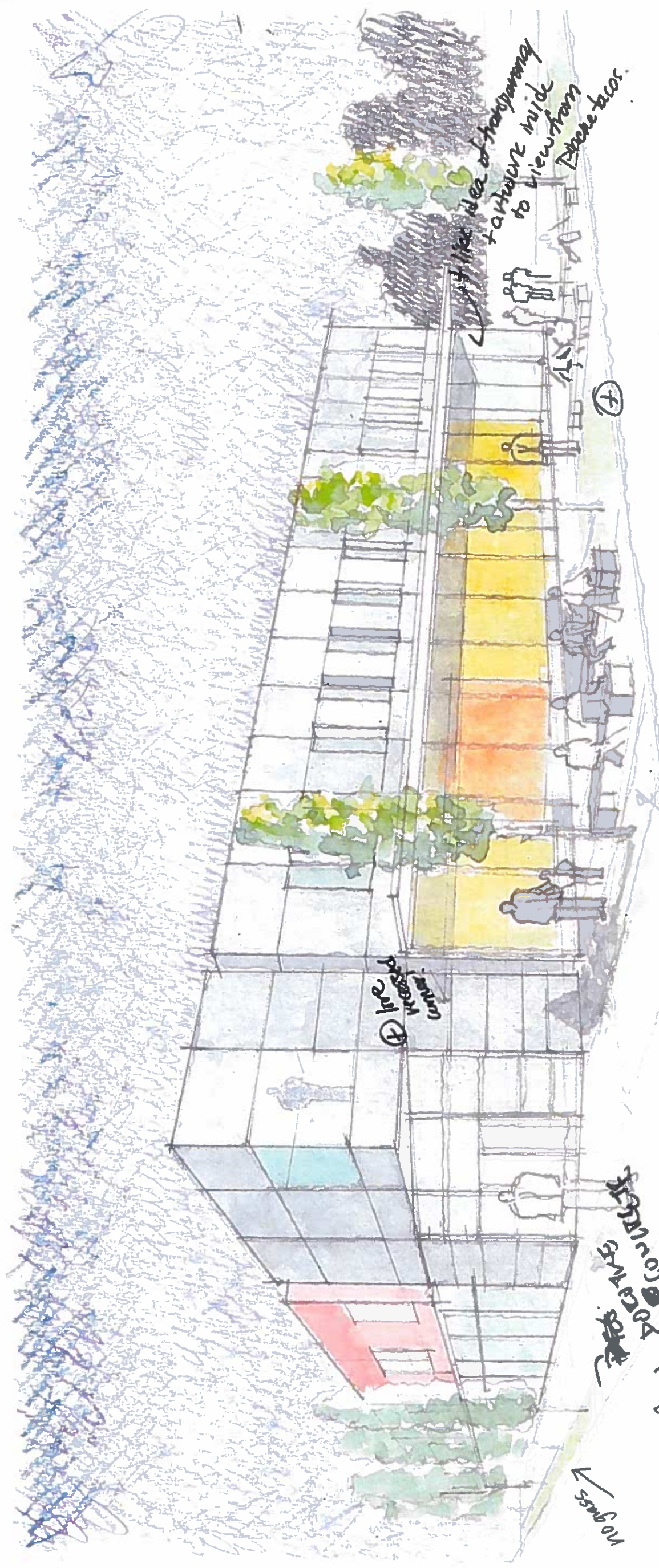


- Glazed brick base
- Traditional commercial corner
- Reveal in masonry to tie to church Architecture



“Building should have a top”

- Traditional Highland’s commercial corner

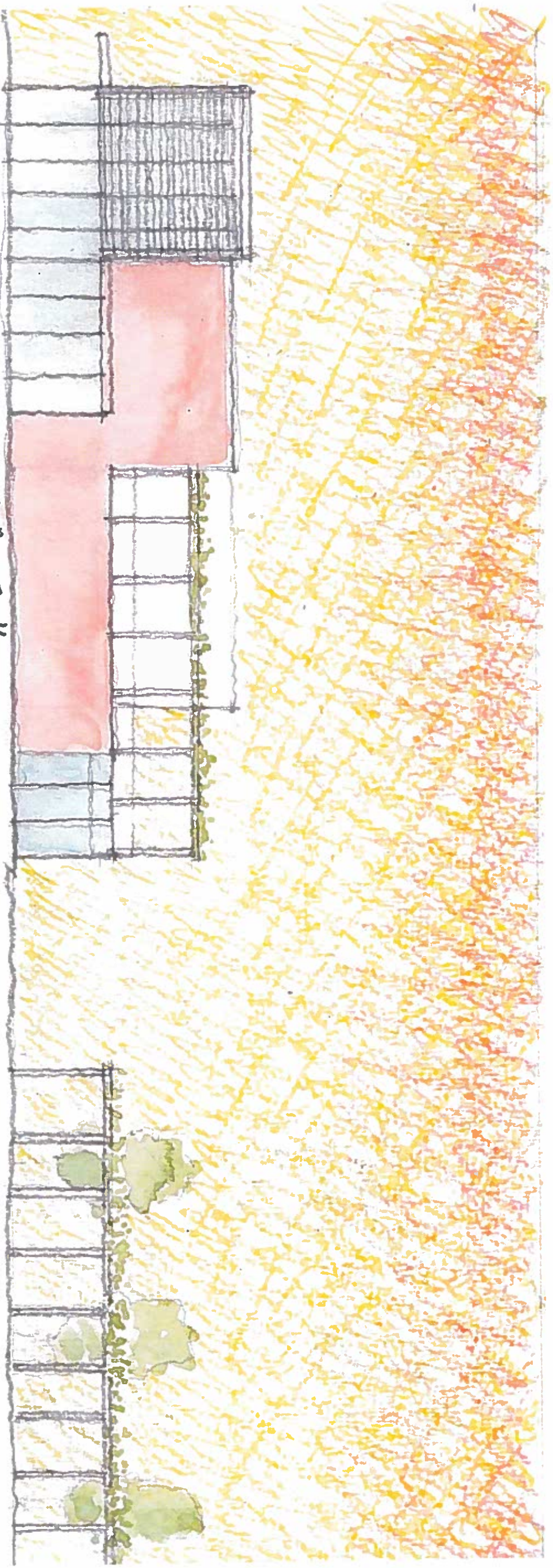


amenities along
Deepm setback = seating, street trees, Urban street

like width but
actually possible
to do in order to
connect w/ sidewalk by church?

use dark
rocks
instead

“Recessed corner entry”
“How to use space between curb and building”



+ Like the step down to the south

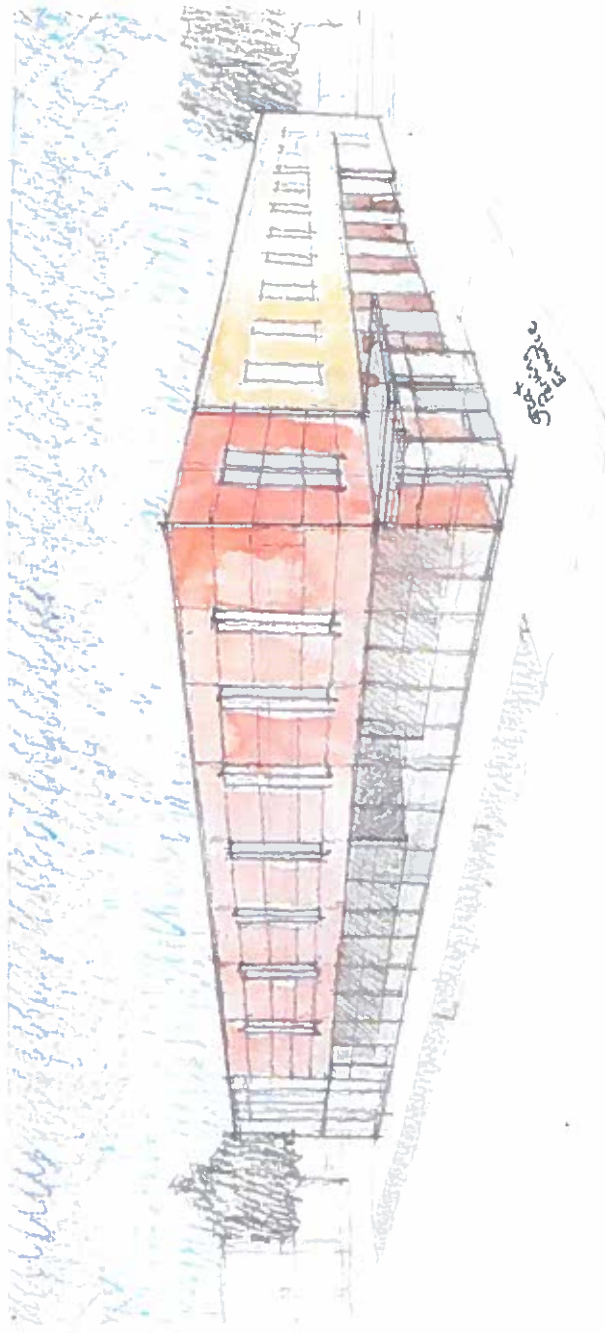
Like cut away on residential side.
Don't like look of windows

+ Step down missing as
you get closer to residential

“Window proportion speak to activity”

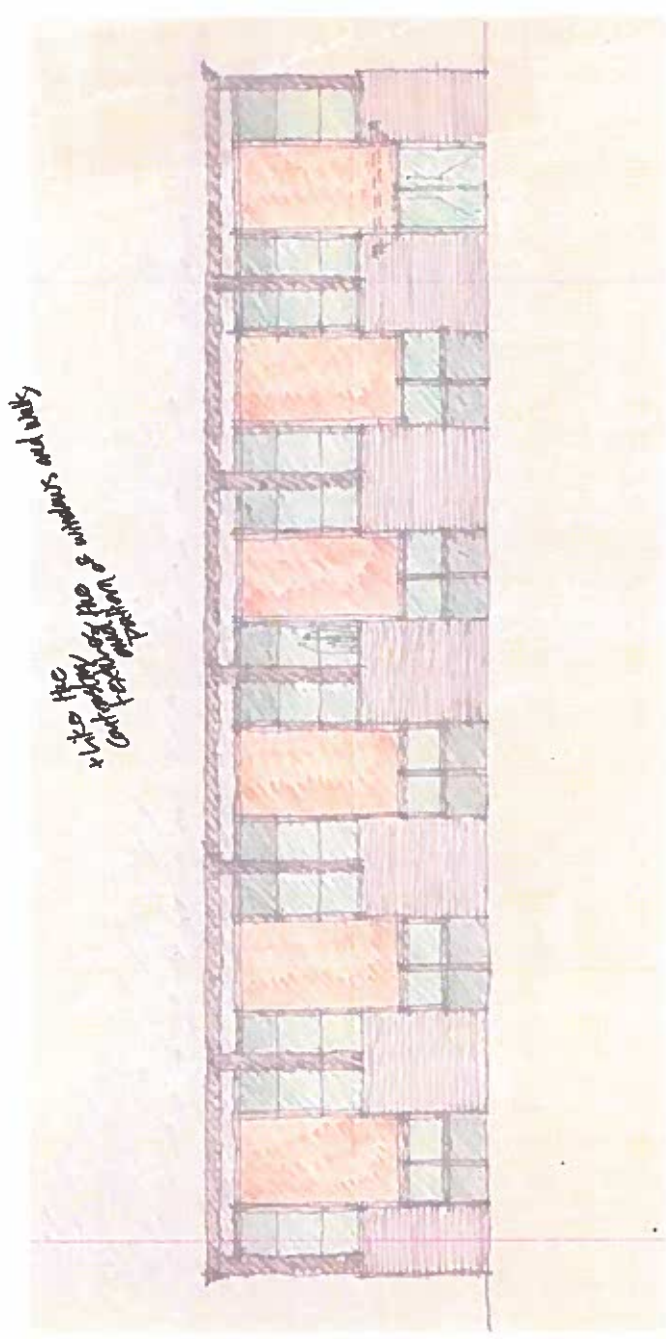
• Opportunities for second level cut-outs

Community Workshop Character Studies



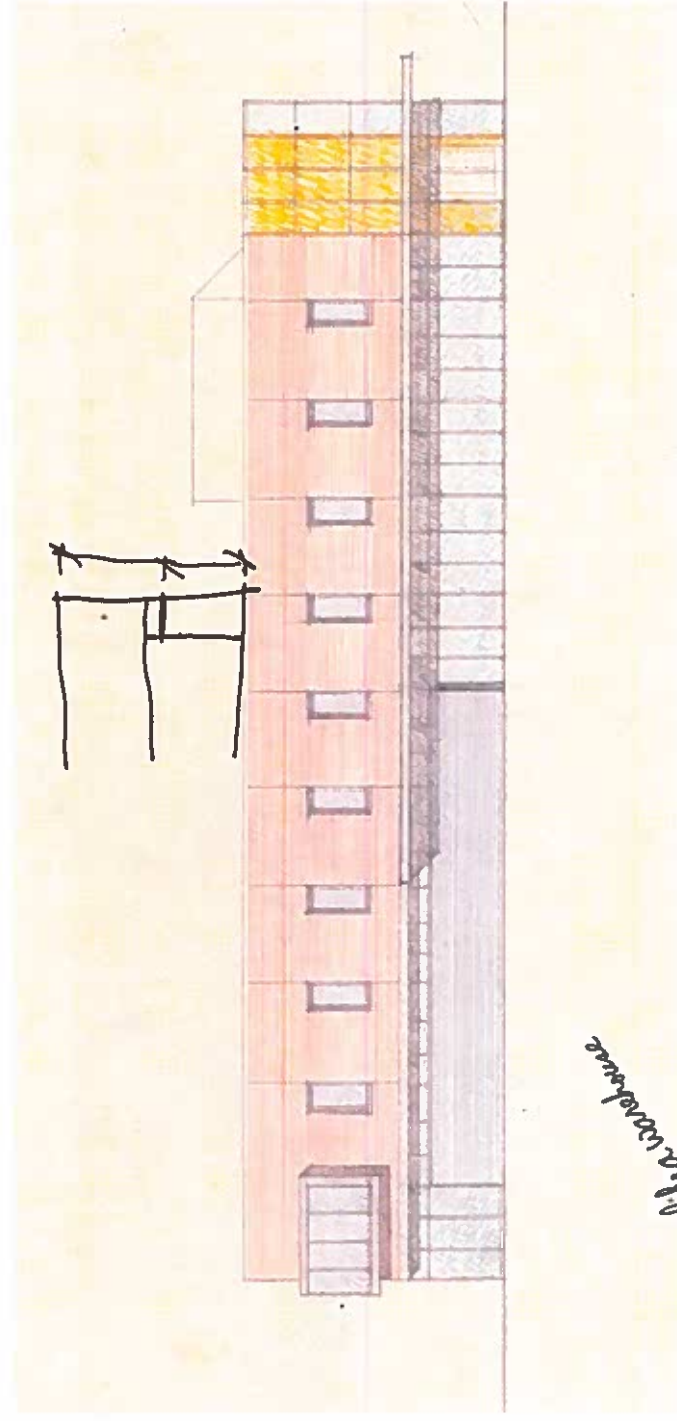
*great balance of
and combo of materials*

- Entry element in parking
- Express Irving st. edge as different massing



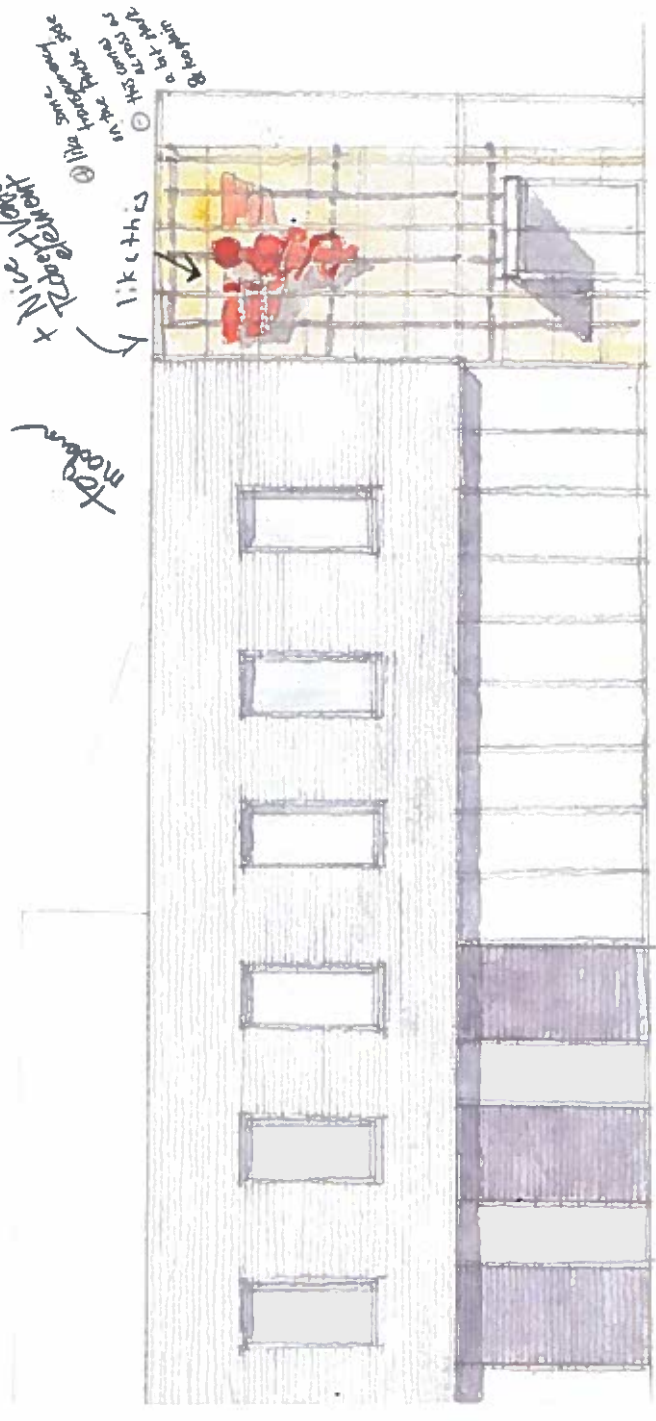
*also the
context of the
community
and how
it fits in*

- Two different glazing systems



*Good idea to have
a simple
expression of program*

- Simple expression of program
- Introducing base masonry element



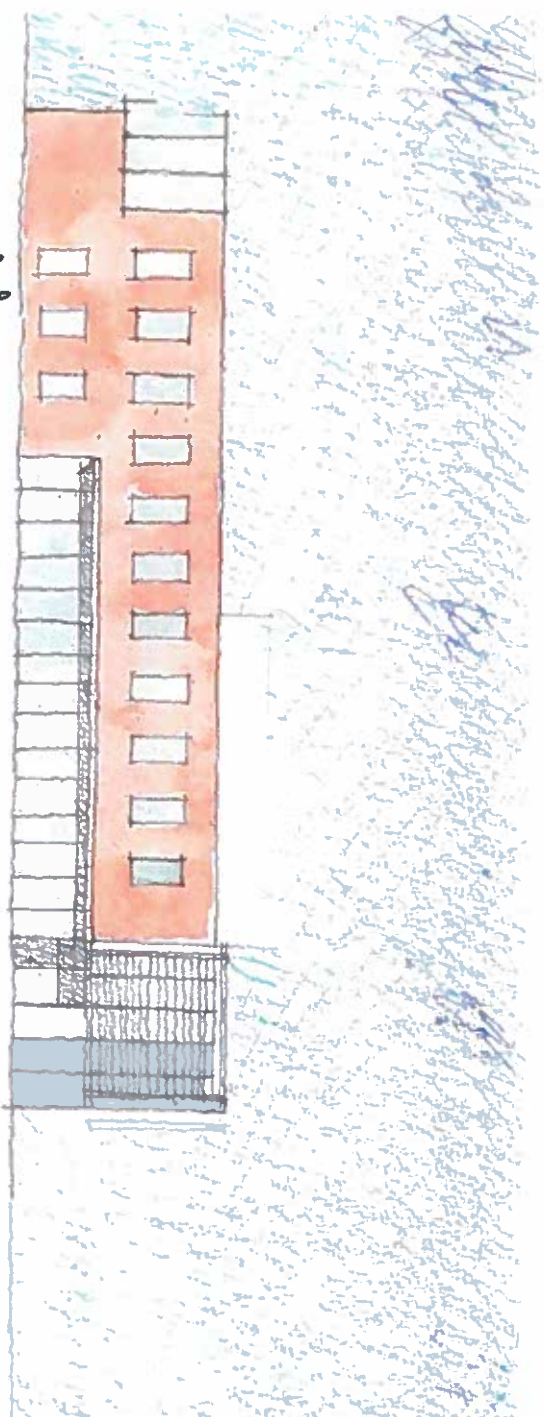
*for
masonry*

*Nice
Robert Johnson
like some
in the transparency
a bit more
in the corner
of the
break*

"Glass base with masonry top"

- Celebrate corner at Irving and 32nd
- Transparency near corner

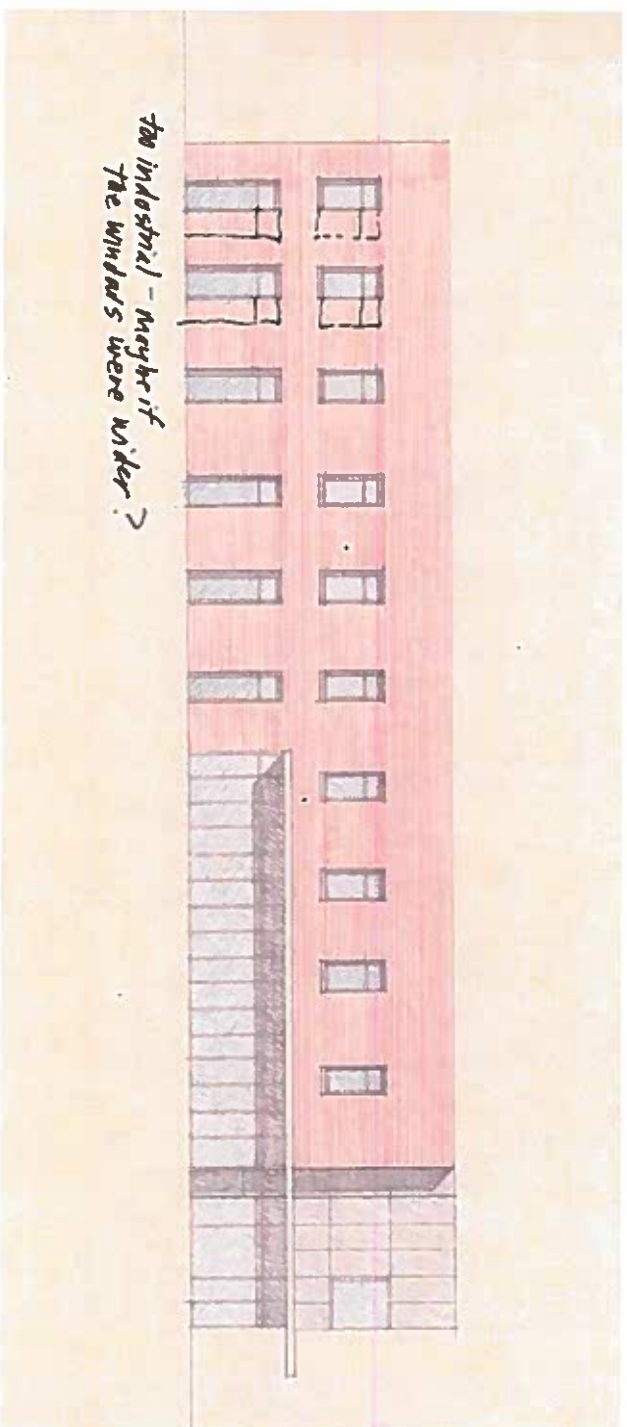
Community Workshop Character Studies



Looks like a school

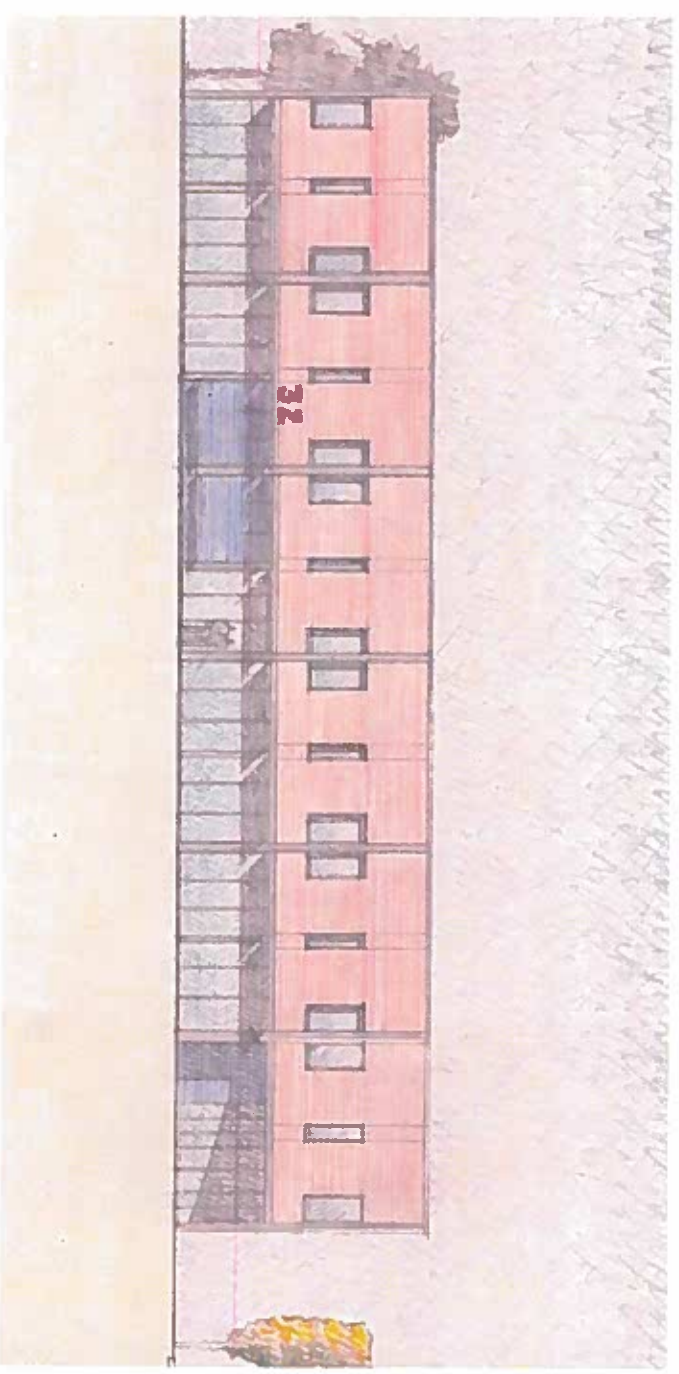
"Form should be a composition"

- Articulate two corners
- Transparency limited to functional program



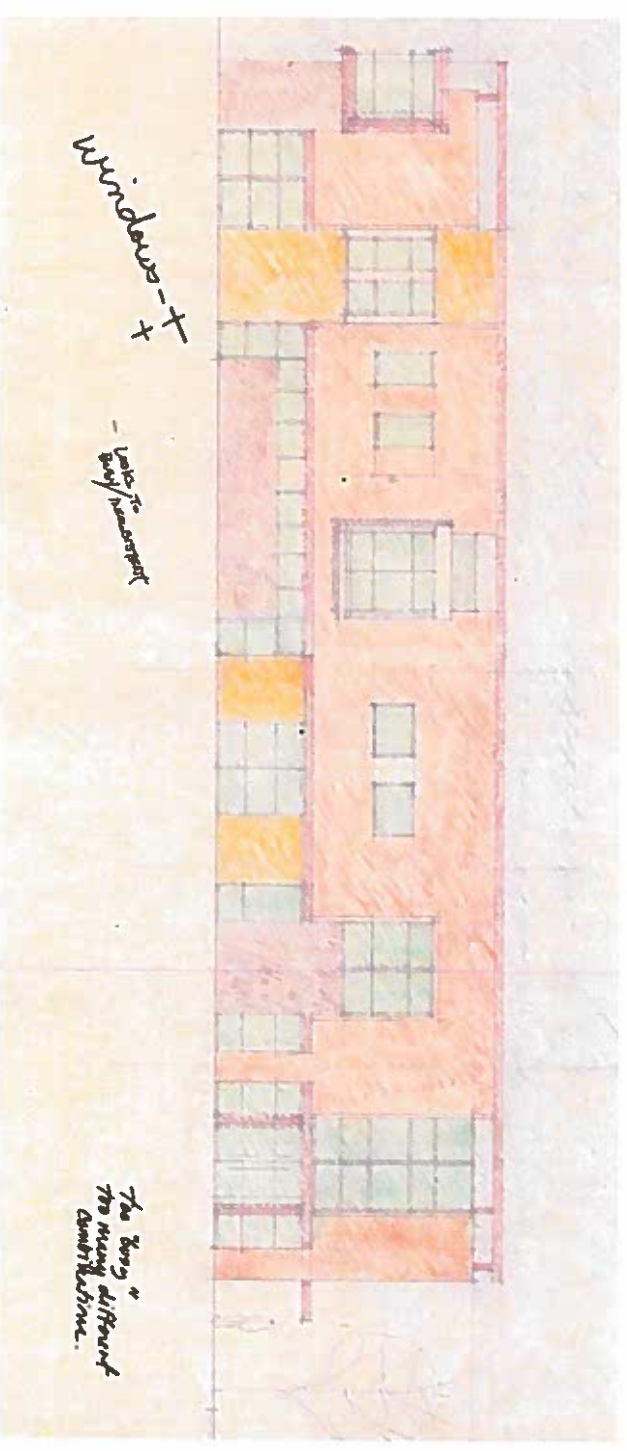
Too industrial - maybe if the windows were wider?

"Windows should be consistent with neighborhood"



- Steel frame / infill to provide decorative detail

Give the look of steel



Windows -- +

- look transparent

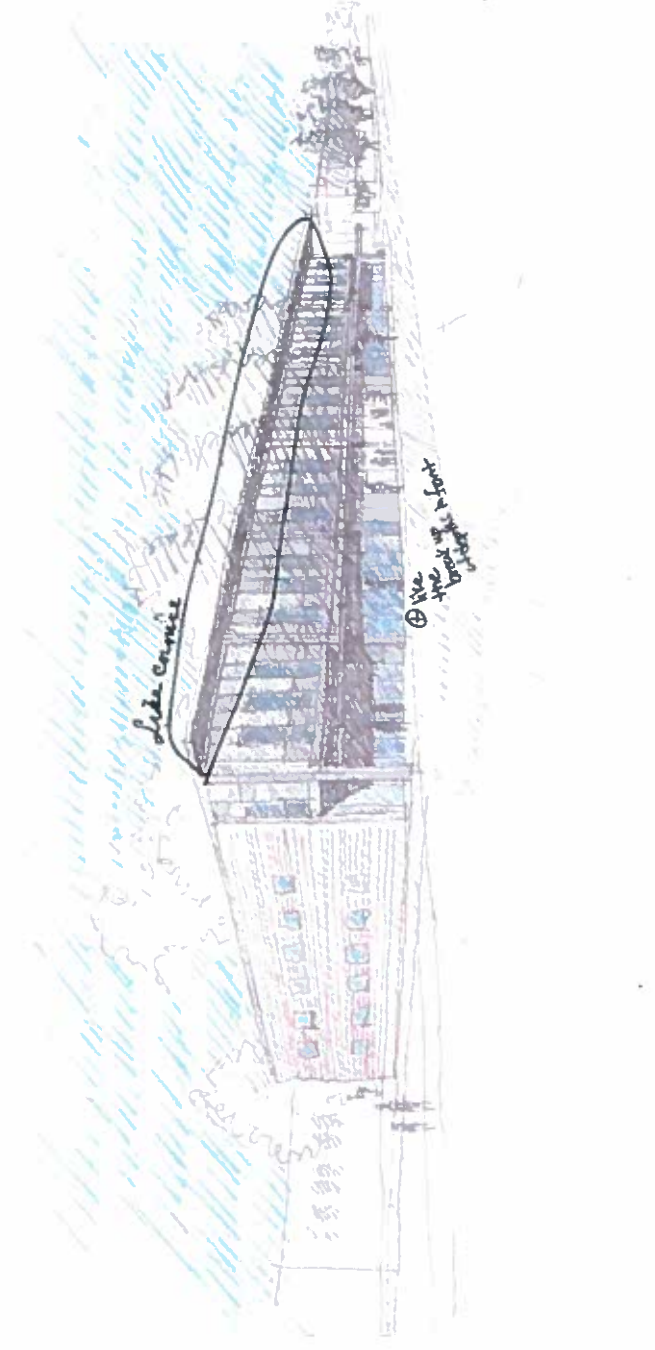
"Form should be a composition"

- Break up facade
- Multiple scales
- Identity for tenants

The story "The many different contributions"

Don't lose the window to the urban fabric. Give the building a unique identity. Use the rest of the street.

Community Workshop Character Studies



- "Inviting glazing"
- "Shifts in exterior skin to break up mass"
- "Building should have a top"

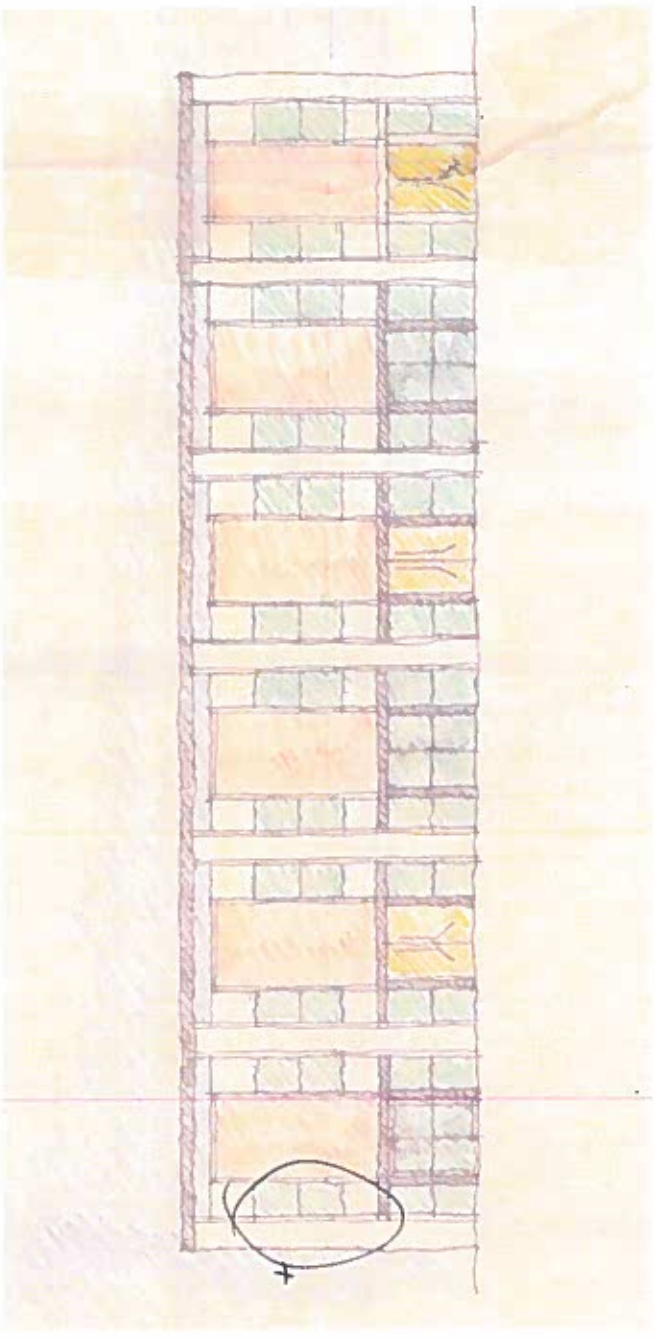
*Don't like the cornice
+ love the look of the cornice*

"Building should have a top"

- Express rhythm of bays
- Clerestory glazing at street

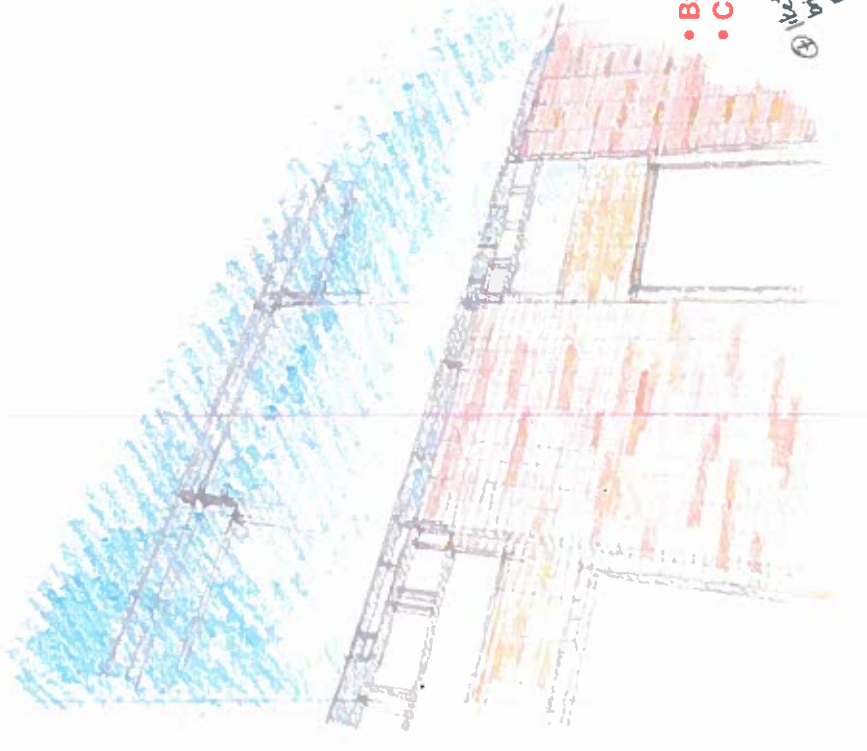
*Don't like the cornice
think we need to be a bit more
inviting at street level
think we need to be a bit more
inviting at street level*

like cornice



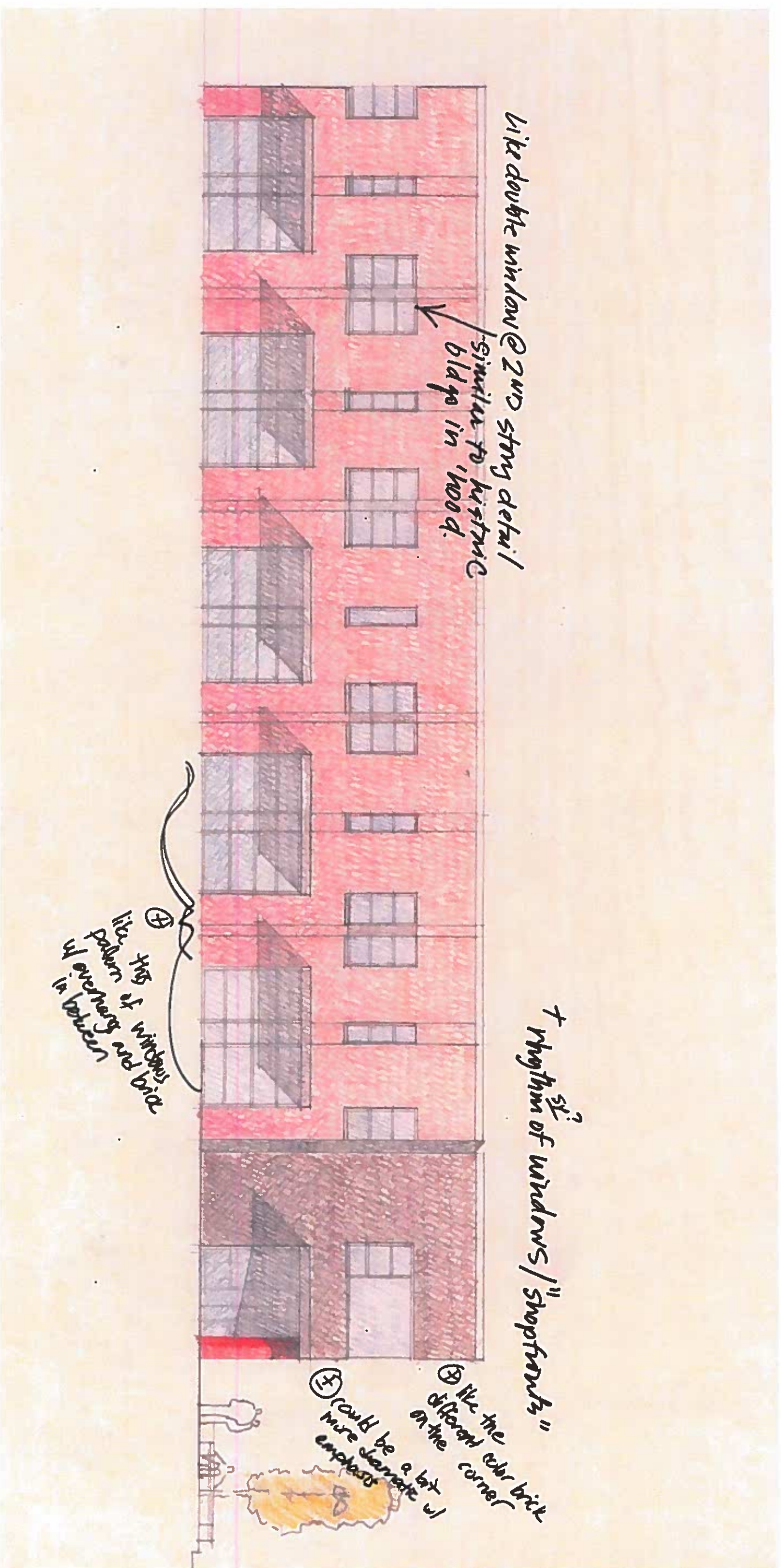
"Window proportion speak to activity"

- Pick up on local Architecture



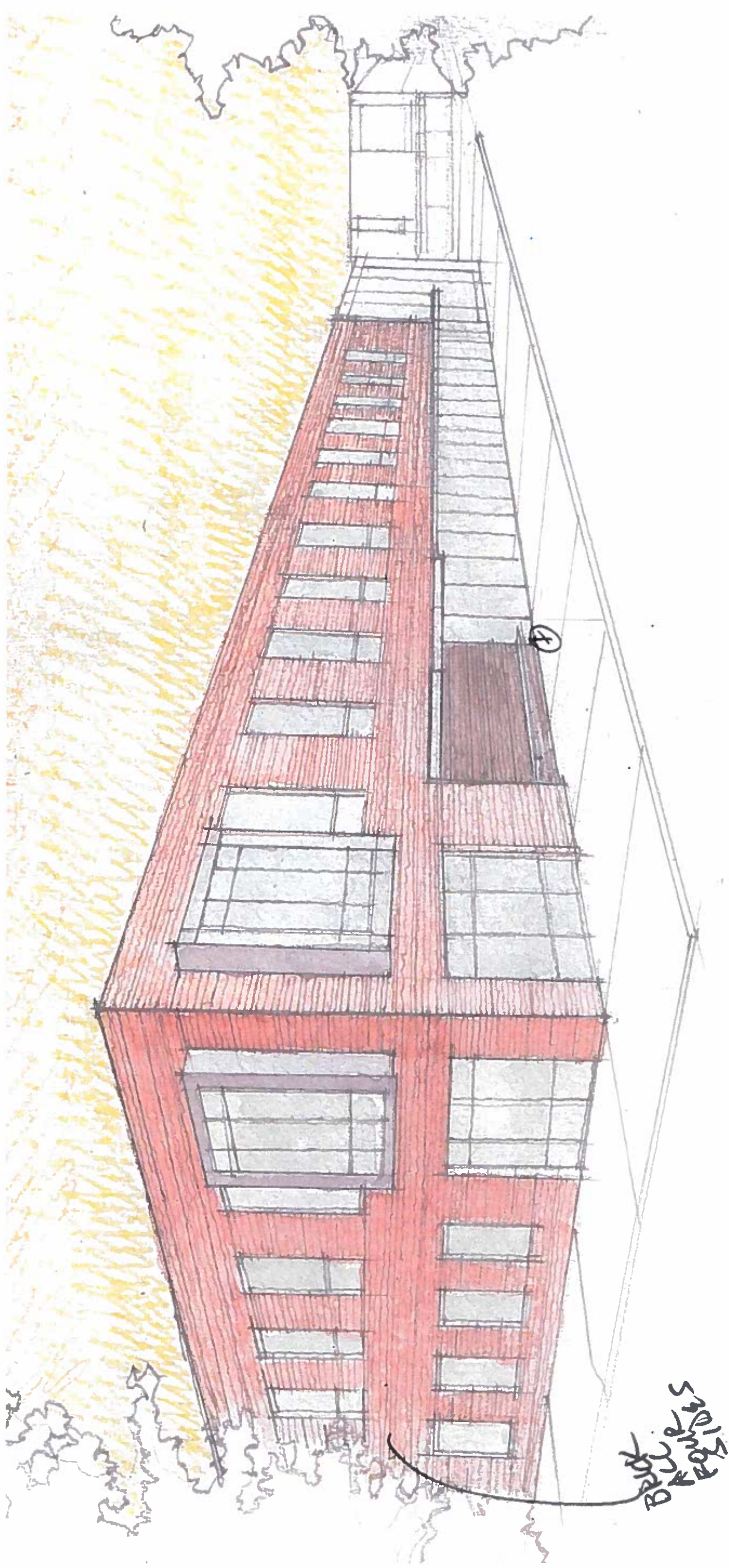
- Brick patterns to connect to neighborhood
- Cornice similar to AMD building

*like the cornice
we like the look of the cornice*



“Integrated street and pedestrian access”
“Recessed corner entry”

- **Express bays - break up elevation**
- **Diagonal corner entry**
- **Adaptable storefront along 32nd**



“Building should be a gateway”

like integrated bus stop

- Integrate bus stop into architecture
- Transparency on corners

