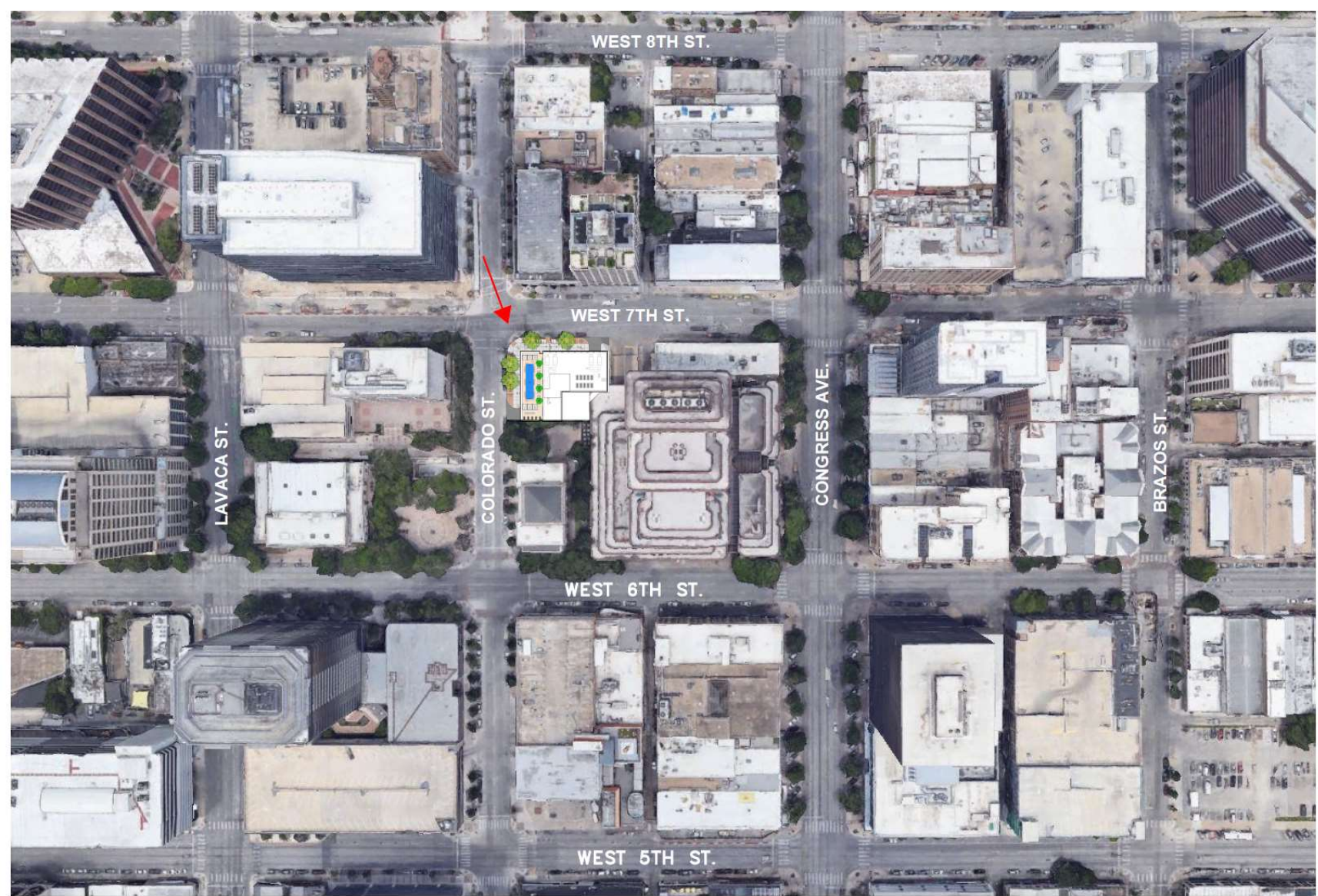


# 617 Colorado

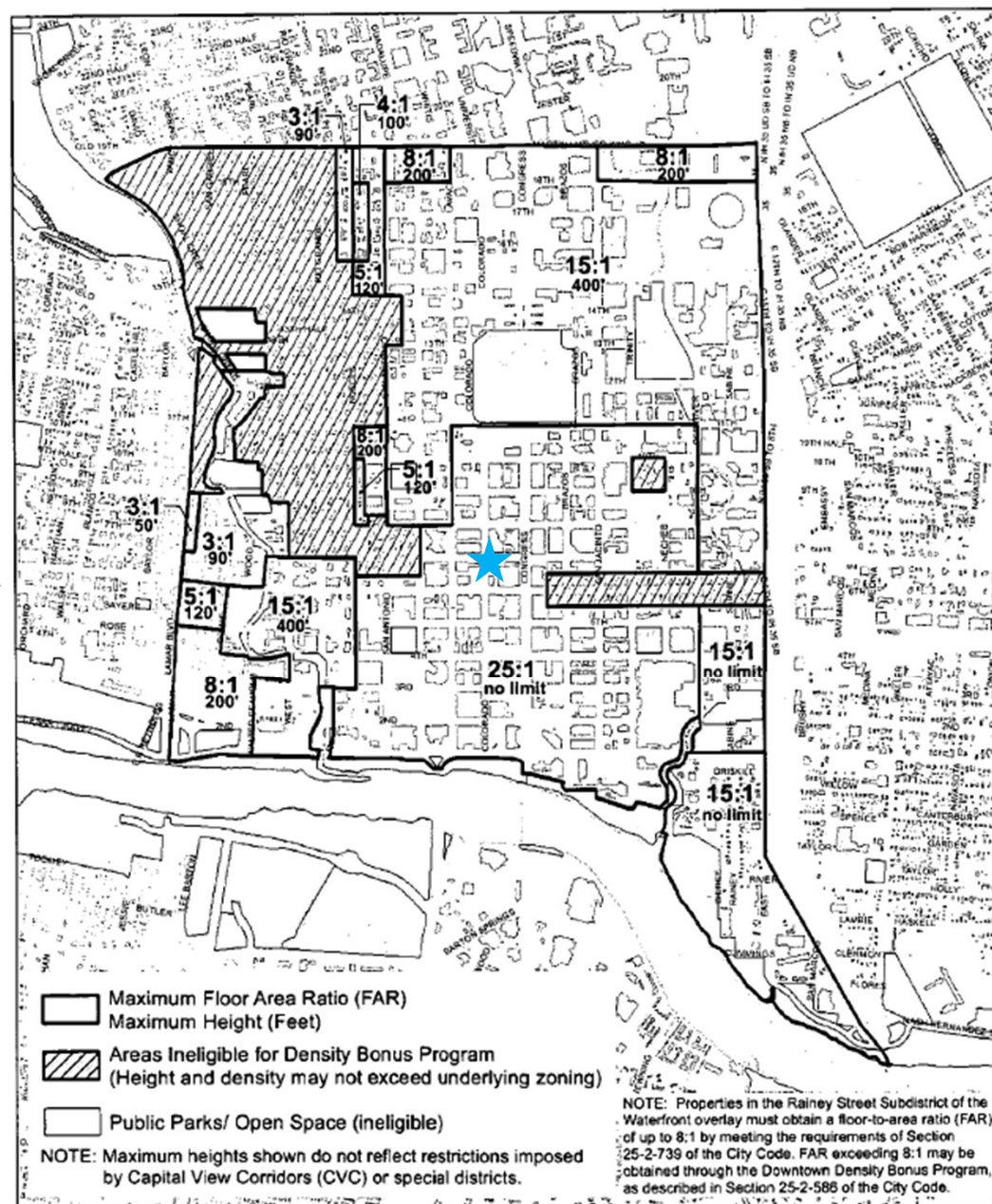
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Design Commission  
September 30, 2020

# Aerial – Site Vicinity







**Downtown Density Bonus Program - Eligibility, Floor Area Ratio (FAR) and Height Map**  
Figure 2: Page 1



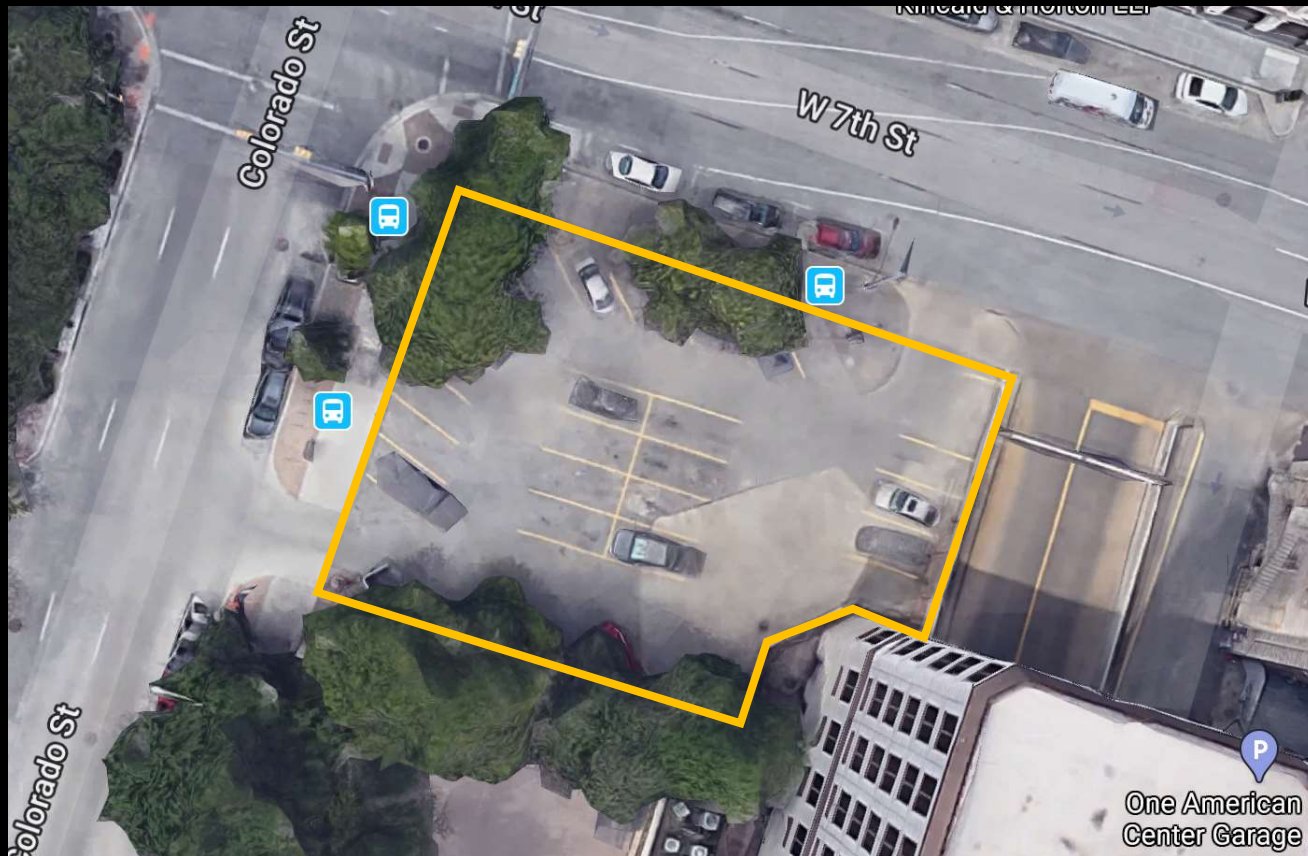
PLANNING AND  
DEVELOPMENT REVIEW  
DEPARTMENT

This product is for informational purposes and may not have been prepared for or be suitable for legal, engineering, or surveying purposes. It does not represent an on-the-ground survey and represents only the approximate relative location of property boundaries. It has been produced by the Planning and Development Review Department for the sole purpose of geographic reference. No warranty is made by the City of Austin regarding specific accuracy or completeness.

10/2014

# Current Use

Surface parking lot.

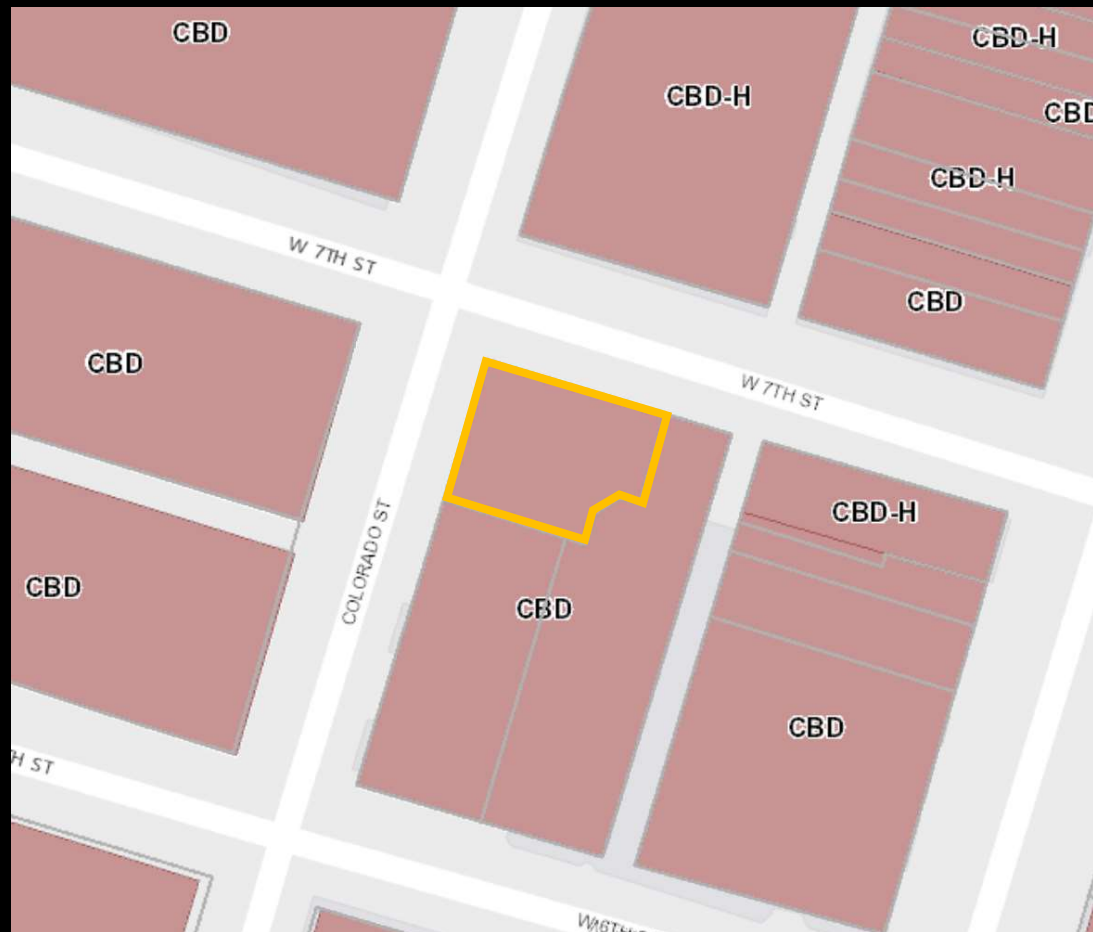




# Zoning

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## CBD



# Property Facts

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Address: 617 Colorado Street

Lot Size: 0.23 acres / 10,018 square feet

CBD Entitled Height: Unlimited

Proposed Height: 192 feet / 17 floors

CBD Zoning Entitled FAR: 8:1

Proposed DDBP FAR: 13:1



# Project Facts

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132,655 total Gross Square Feet (GSF)

- Bonus Area = 52,511 GSF

Hotel: 119,401 GSF

- Includes lobby space
- 344 rooms

Cocktail Lounge/Community Amenity Space: 4,827 GSF

Outdoor Terrace: 482 SF

# Gatekeeper Requirements

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1. 2-Star AE Green Building
  - Project plans to achieve 3-Star AE Green Building Status
2. Great Streets Compliance
3. Substantial Compliance with Downtown Design Guidelines









# Urban Forests

## Street Trees



**120 cf**

*Street Type A - Option A - 12 ft Trees*



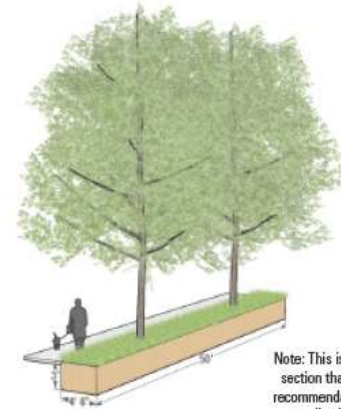
**193 cf**

*Street Type C, D, E - 15 ft Trees*



**324 cf**

*Street Type B - PUD & Option A - 30 ft Trees*

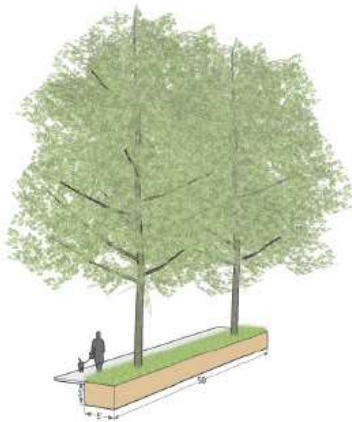


**675 cf**

*Street Type F1 / F2 - 40 ft Trees*

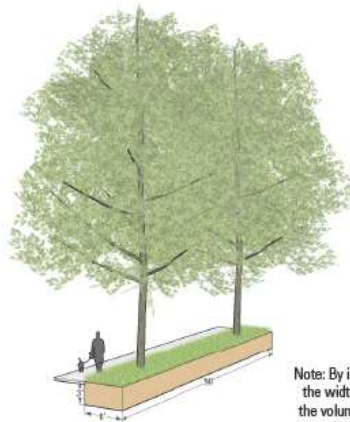
Note: This is the only section that meets recommendations for soil volume

DMS - Landscape area dimensions shown in sections provided by DMS



**750 cf**

*Ideal - Option A - 45 ft Trees*



**900 cf**

*Ideal - Option B - 55 ft Trees*

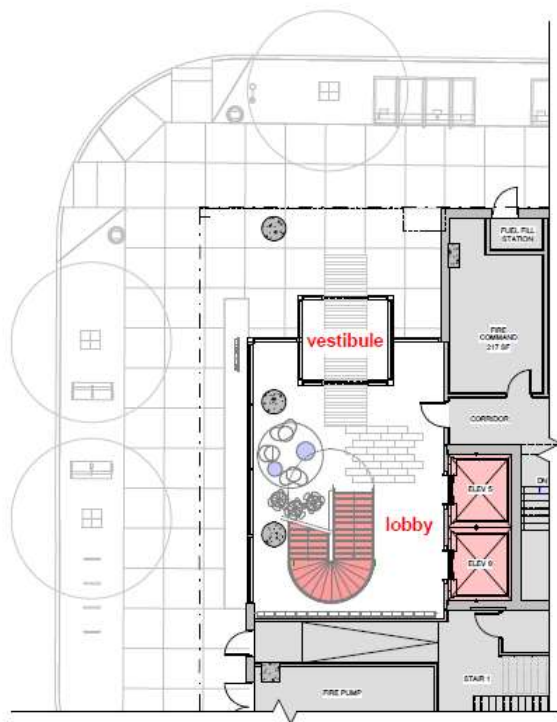
Note: By increasing the width by 1 ft the volume of soil increases by 225 cf

## Benefits of Urban Forests

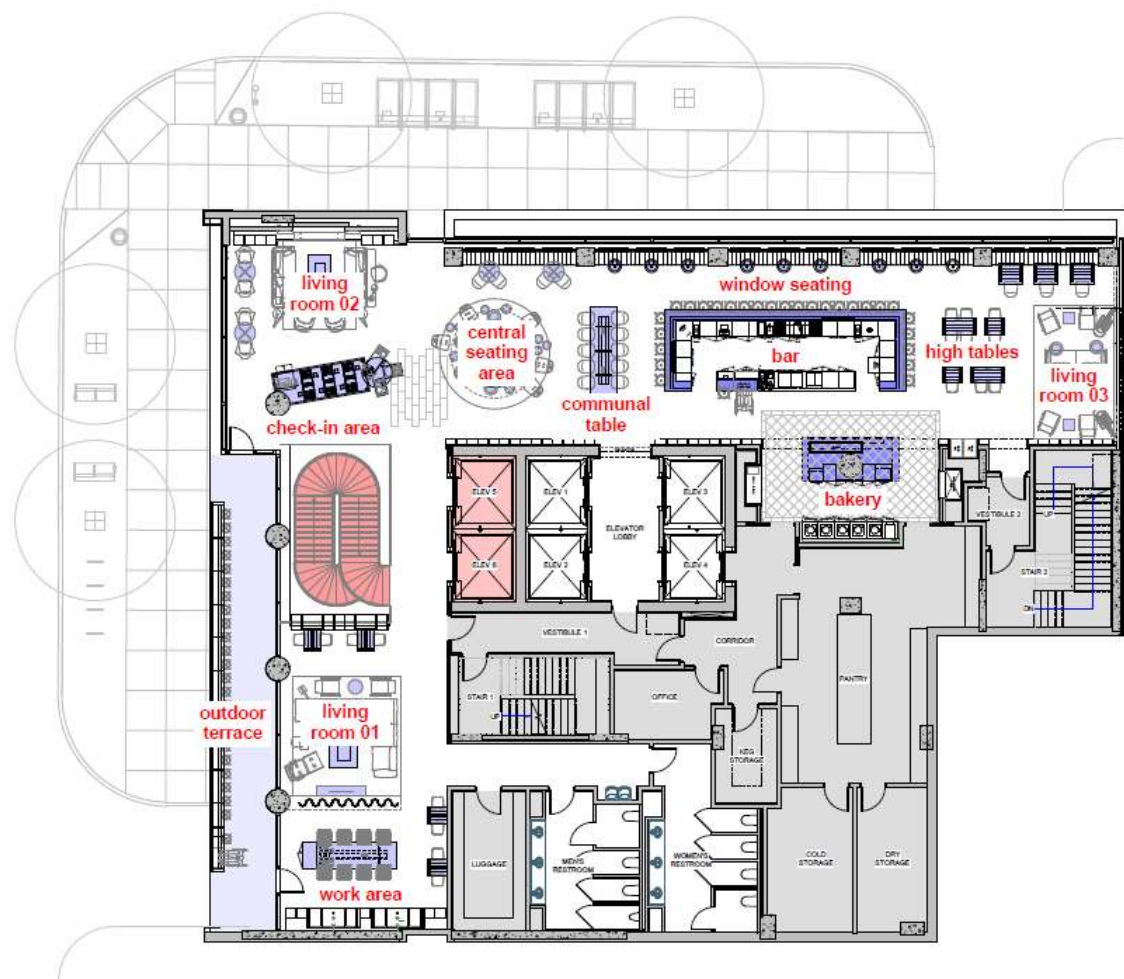
- 700 - 1200 cf of soil per tree recommended for healthy growth<sup>1</sup>
- Street trees with 1000 cf of soil can absorb up to 20,000 gallons of storm water in 1 hour<sup>2</sup>

1: University of Florida IFAS Extension; Athens-Clark County, GA Planning Department; City of Emeryville, CA Planning Department; Cleveland Species Planting Guide; North Carolina Planning Manual; 2: The Southern Group of State Foresters; Human-Environment Research Laboratory at University of Illinois at Urbana Champaign

Recommended landscape area dimensions for maximum tree health



1 LEVEL 01 PARTIAL PLAN  
SCALE: 1:30



2 LEVEL 02 PLAN  
SCALE: 1:30



















## working day passes

### free passes for teachers:

- 5 passes each day
- must show ID as an Austin area teacher

### working day pass includes:

- superfast free Wi-Fi
- meeting rooms at a discounted hourly rate (if available)
- water with unlimited free refills from the bar
- access to events on the day

# Area Wide Guidelines

AW.1	Create dense development	✓
AW.2	Create mixed-use development	✓
AW.3	Limit development which closes Downtown streets	✓
AW.4	Buffer neighborhood edges	✓
AW.5	Incorporate civic art in both public and private development	✓
AW.6	Protect important public views	✓
AW.7	Avoid historical misinterpretations	✓
AW.8	Respect adjacent historic buildings	✓
AW.9	Acknowledge that rooftops are seen from other buildings and the street	✓
AW.10	Avoid the development of theme environments	✓
AW.11	Recycle existing building stock	N/A





## NORTH VIEW

AW 1: Create Dense Development  
 AW 2: Create Mixed-Use Development  
 AW 3: Limit Development Which Closes Downtown Streets  
 AW 4: Buffer Neighborhood Edges  
**AW 5: Incorporate Civic Art in Public and Private Development**  
 AW 6: Protect Important Public Views

AW 7: Avoid Historical Misinterpretations  
 AW 8: Respect Adjacent Historic Buildings  
 AW 9: Acknowledge that Rooftops are Seen from Other Buildings and the Street  
 AW 10: Avoid The Development Of Theme Environments

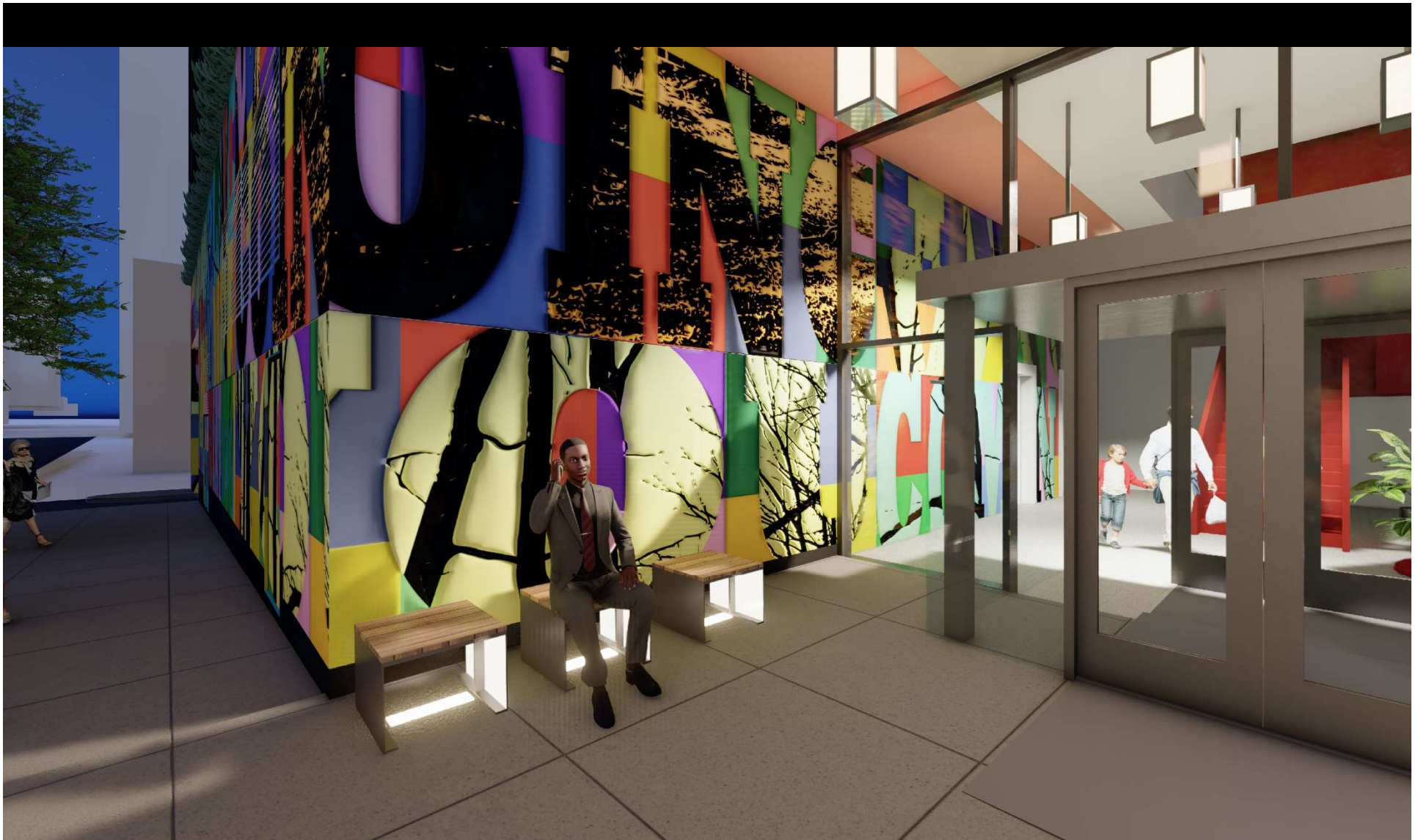




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**AW 1: Create Dense Development**

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**AW 10: Avoid The Development Of Theme Environments**

# Public Streetscape Guidelines

<b>PS.1</b>	Protect the pedestrian where the building meets the street	✓
<b>PS.2</b>	Minimize curb cuts	✓
<b>PS.3</b>	Create the potential for two-way streets	✓
<b>PS.4</b>	Reinforce pedestrian activity	✓
<b>PS.5</b>	Enhance key transit stops	✓
<b>PS.6</b>	Enhance the streetscape	✓
<b>PS.7</b>	Avoid conflicts between pedestrian and utility equipment	✓
<b>PS.8</b>	Install street trees	✓
<b>PS.9</b>	Provide pedestrian-scaled lighting	✓
<b>PS.10</b>	Provide protection from cars/promote curbside parking	✓
<b>PS.11</b>	Screen mechanical and utility equipment	✓
<b>PS.12</b>	Provide generous street-level windows	✓
<b>PS.13</b>	Install pedestrian-friendly materials at street level	✓

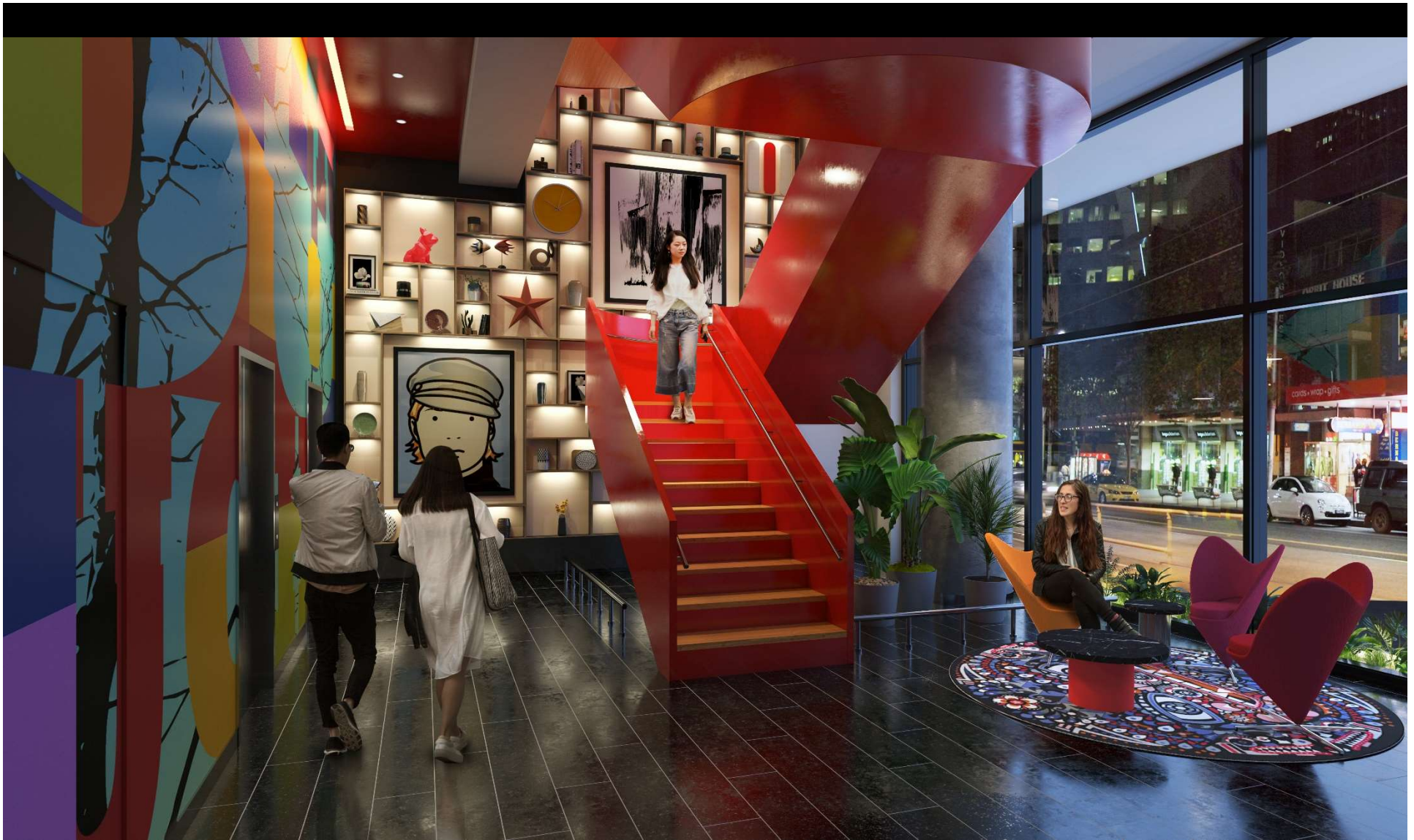




PS 1: Protect The Pedestrian Where The Building Meets The Street  
 PS 2: Minimize Curb Cuts  
 PS 3: Create A Potential For Two-way Streets  
 PS 4: Reinforce Pedestrian Activity  
 PS 5: Enhance Key Transit Stops  
 PS 6: Enhance The Streetscape  
 PS 7: Avoid Conflicts Between Pedestrians And Utility Equipment

PS 8: Install Street Trees  
 PS 9: Provide Pedestrian-Scale Lighting  
**PS 10: Provide Protection From Cars/Promote Curbside Parking**  
 PS 11: Screen Mechanical And Utility Equipment  
**PS 12: Provide Generous Street-level Windows**  
 PS 13: Install Pedestrian-friendly Materials At Street Level<sup>B</sup>





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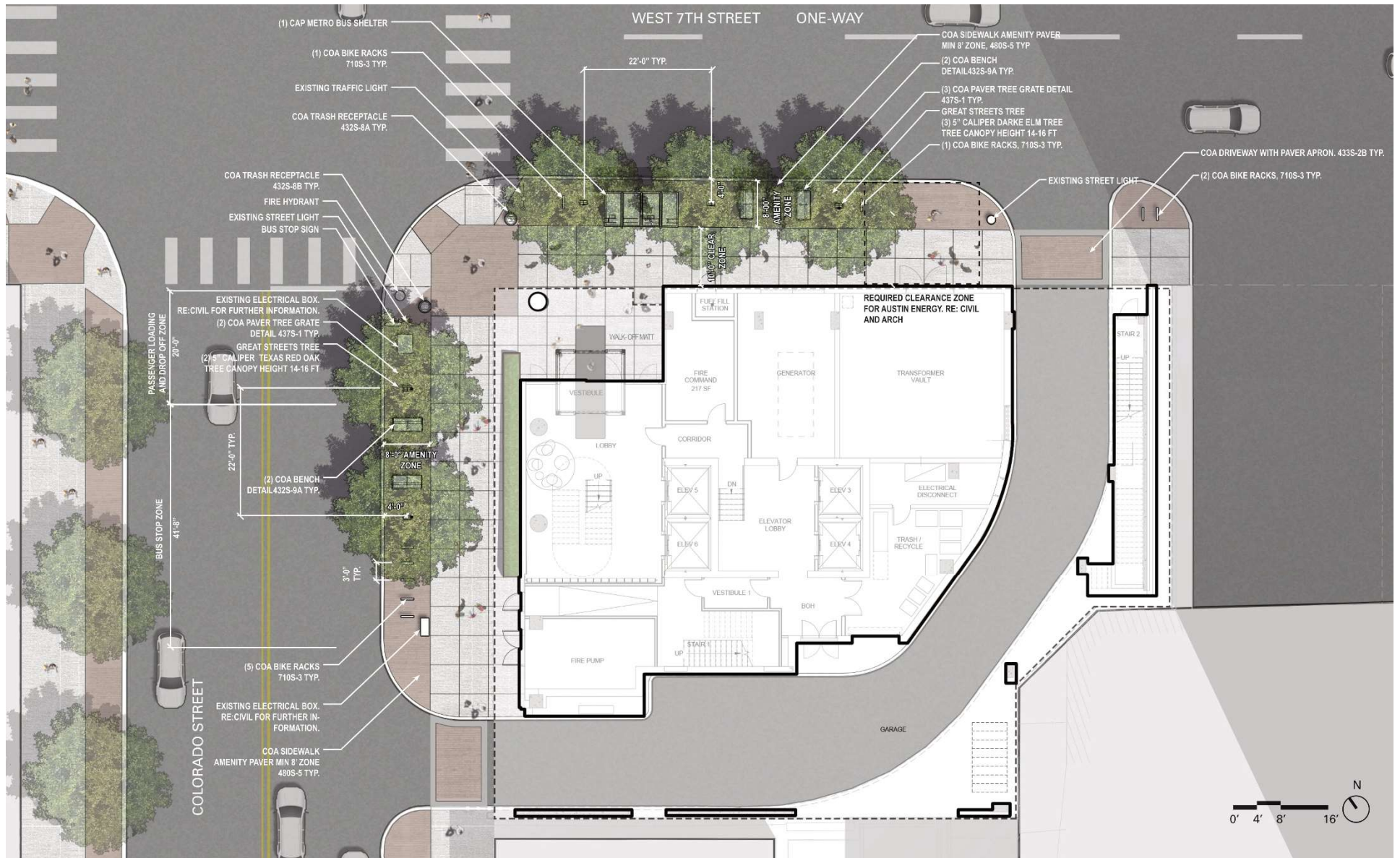
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# Plazas and Open Space Guidelines

<b>PZ.1</b>	Treat the four squares with special consideration	N/A
<b>PZ.2</b>	Contribute to an open space network	N/A
<b>PZ.3</b>	Emphasize connections to parks and greenways	N/A
<b>PZ.4</b>	Incorporate open space into residential development	N/A
<b>PZ.5</b>	Develop green roofs	N/A
<b>PZ.6</b>	Provide plazas in high use areas	N/A
<b>PZ.7</b>	Determine plaza function, size, and activity	N/A
<b>PZ.8</b>	Respond to the microclimate in plaza design	N/A
<b>PZ.9</b>	Consider views, circulation, boundaries, and subspaces	N/A
<b>PZ.10</b>	Provide an appropriate amount of plaza seating	N/A
<b>PZ.11</b>	Provide visual and spatial complexity in public spaces	✓
<b>PZ.12</b>	Use plants to enliven urban spaces	✓
<b>PZ.13</b>	Provide interactive civic art and fountains in plazas	✓
<b>PZ.14</b>	Provide food service for plaza participants	N/A
<b>PZ.15</b>	Increase safety in plazas through wayfinding, lighting, and visibility	N/A
<b>PZ.16</b>	Consider plaza operations and maintenance	N/A



**PZ 11: Provide Visual and Spatial Complexity in Public Spaces**

**PZ 12: Use Plants to Enliven Urban Spaces**

**PZ 13: Provide Interactive Civic Art and Fountains**





WEST VIEW LOOKING NORTH

**PZ 11: Provide Visual and Spatial Complexity in Public Spaces**

**PZ 12: Use Plants to Enliven Urban Spaces**

**PZ 13: Provide Interactive Civic Art and Fountains**





**NORTH VIEW**

**PZ 11: Provide Visual and Spatial Complexity in Public Spaces**  
**PZ 12: Use Plants to Enliven Urban Spaces**  
**PZ 13: Provide Interactive Civic Art and Fountains**





**NORTHWEST VIEW**

- PZ 11: Provide Visual and Spatial Complexity in Public Spaces**
- PZ 12: Use Plants to Enliven Urban Spaces**
- PZ 13: Provide Interactive Civic Art and Fountains**





**PZ 11: Provide Visual and Spatial Complexity in Public Spaces**

**PZ 12: Use Plants to Enliven Urban Spaces**

**PZ 13: Provide Interactive Civic Art and Fountains**

# Building Guidelines

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B.1	Build to the street	✓
B.2	Provide multi-tenant, pedestrian-oriented, development at the street level	✓
B.3	Accentuate primary entrances	✓
B.4	Encourage the inclusion of local character	✓
B.5	Control on-site parking	✓
B.6	Create quality construction	✓
B.7	Create buildings with human scale	✓





**B 1: Build To The Street**

**B 2: Provide Multi-tenant, Pedestrian-Oriented Development At The Street Level**

**B 3: Accentuate Primary Entrances**

**B 4: Encourage Inclusion Of Local Character**

**B 5: Control On-Site Parking**

**B 6: Create Quality Construction**

**B 7: Create Buildings With Human Scale**