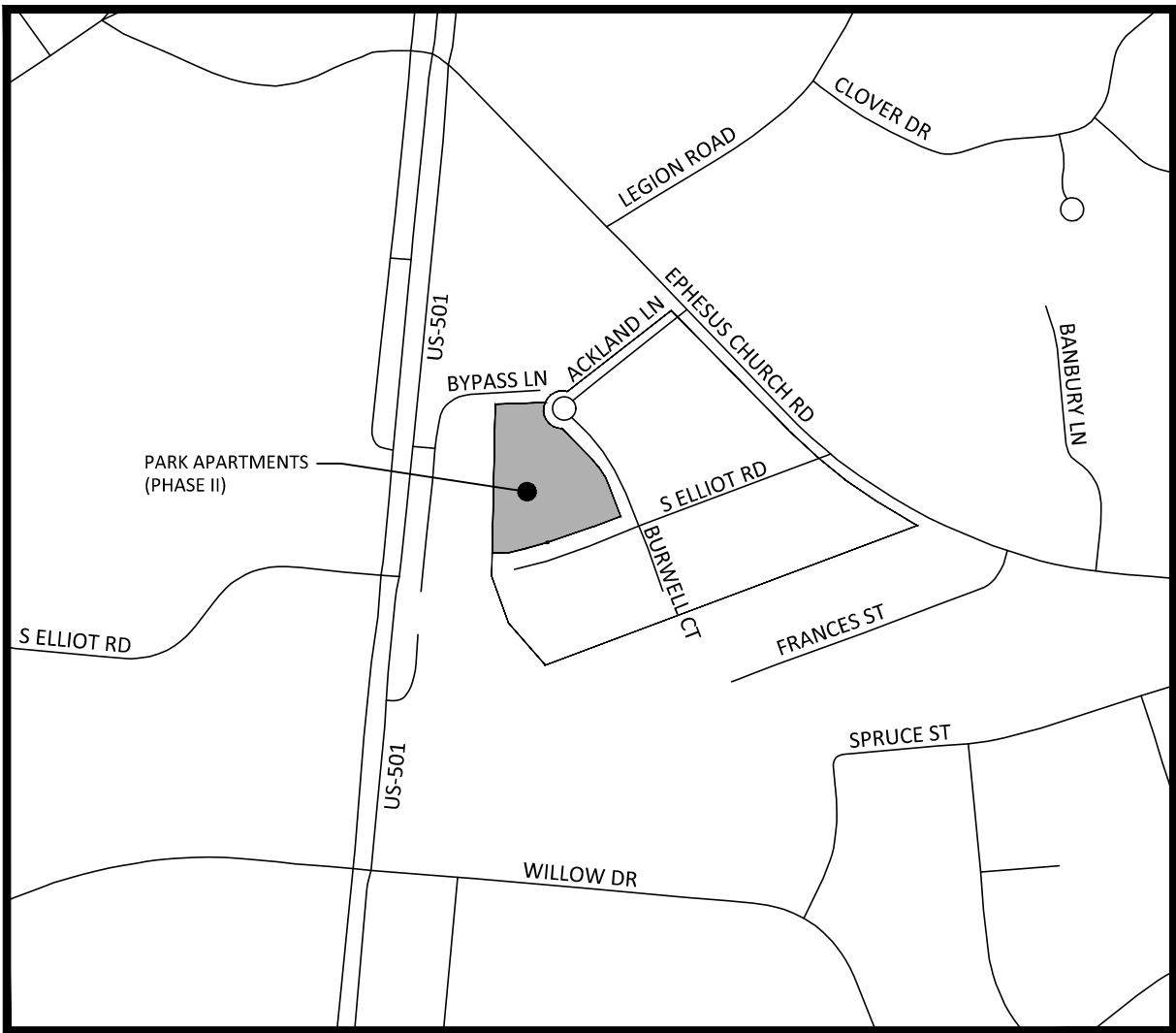


PARK APARTMENTS - PHASE II

0 ELLIOT ROAD
CHAPEL HILL, NORTH CAROLINA, 27517

COMMUNITY DESIGN COMMISSION REVIEW

PIN: 9799343528
PROJECT NUMBER: WDF-22001
DATE: JANUARY 24, 2023

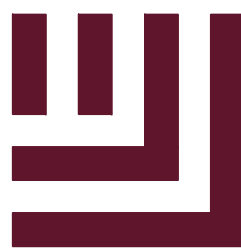


VICINITY MAP
1"=500'



SHEET INDEX

C0.01	AREA MAP
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A2.04	CONCEPTUAL FLOOR PLAN - LEVEL 3
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A3.01	CONCEPTUAL BUILDING RENDERINGS
A3.02	CONCEPTUAL BUILDING RENDERINGS
A3.03	ELLIOTT ROAD & BENNETT WAY ELEVATIONS-RENDERED
A3.04	STORM EASEMENT ELEVATIONS-RENDERED
A3.05	ELLIOTT ROAD ELEVATION-B&W
A3.06	BENNETT WAY ELEVATION-B&W
A3.07	STORM EASEMENT ELEVATION-B&W
A4.01	CONCEPTUAL BUILDING SECTIONS



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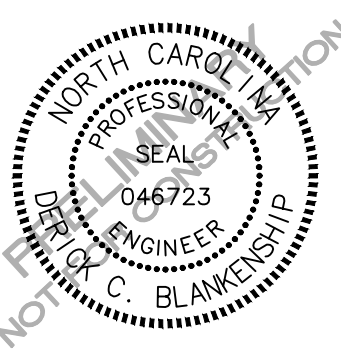
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PROJECT DIRECTORY

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REVISIONS

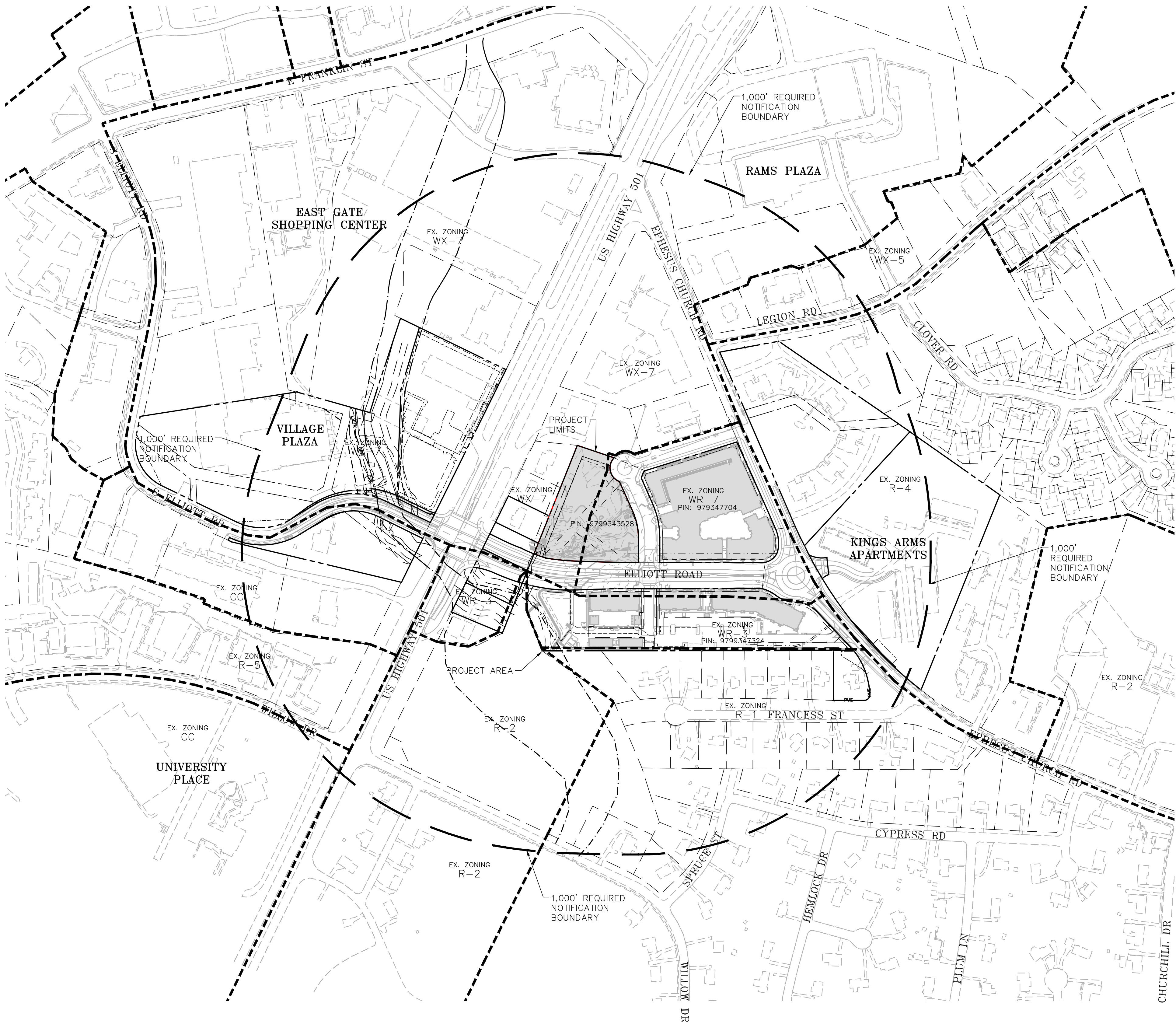
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COMMUNITY DESIGN COMMISSION REVIEW FOR:

PARK APARTMENTS
PHASE II
CHAPEL HILL, NORTH CAROLINA, 27517
PROJECT NUMBER: WDF-22001

PRELIMINARY DRAWING - NOT RELEASED FOR CONSTRUCTION

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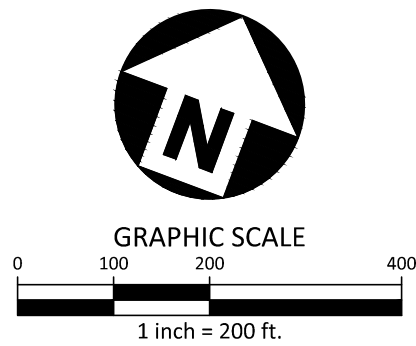
- GENERAL NOTES**
- PIN'S AND PROPERTY INFORMATION FROM ORANGE COUNTY GIS.
 - BOUNDARY FROM SURVEY BY TIMMONS GROUP COMPLETED 05/19/2015.

LEGEND

1,000' REQUIRED NOTIFICATION BOUNDARY

PROJECT AREA

ZONING DISTRICT LINE



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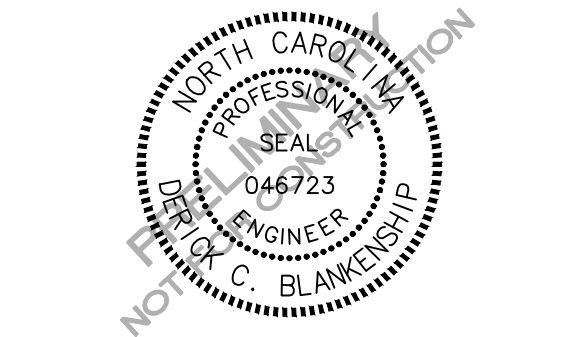
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PARK APARTMENTS - PHASE 2
COMMUNITY DESIGN COMMISSION REVIEW
0 ELLIOTT ROAD
CHAPEL HILL, NORTH CAROLINA, 27517



REVISIONS

NO.	DATE
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PLAN INFORMATION

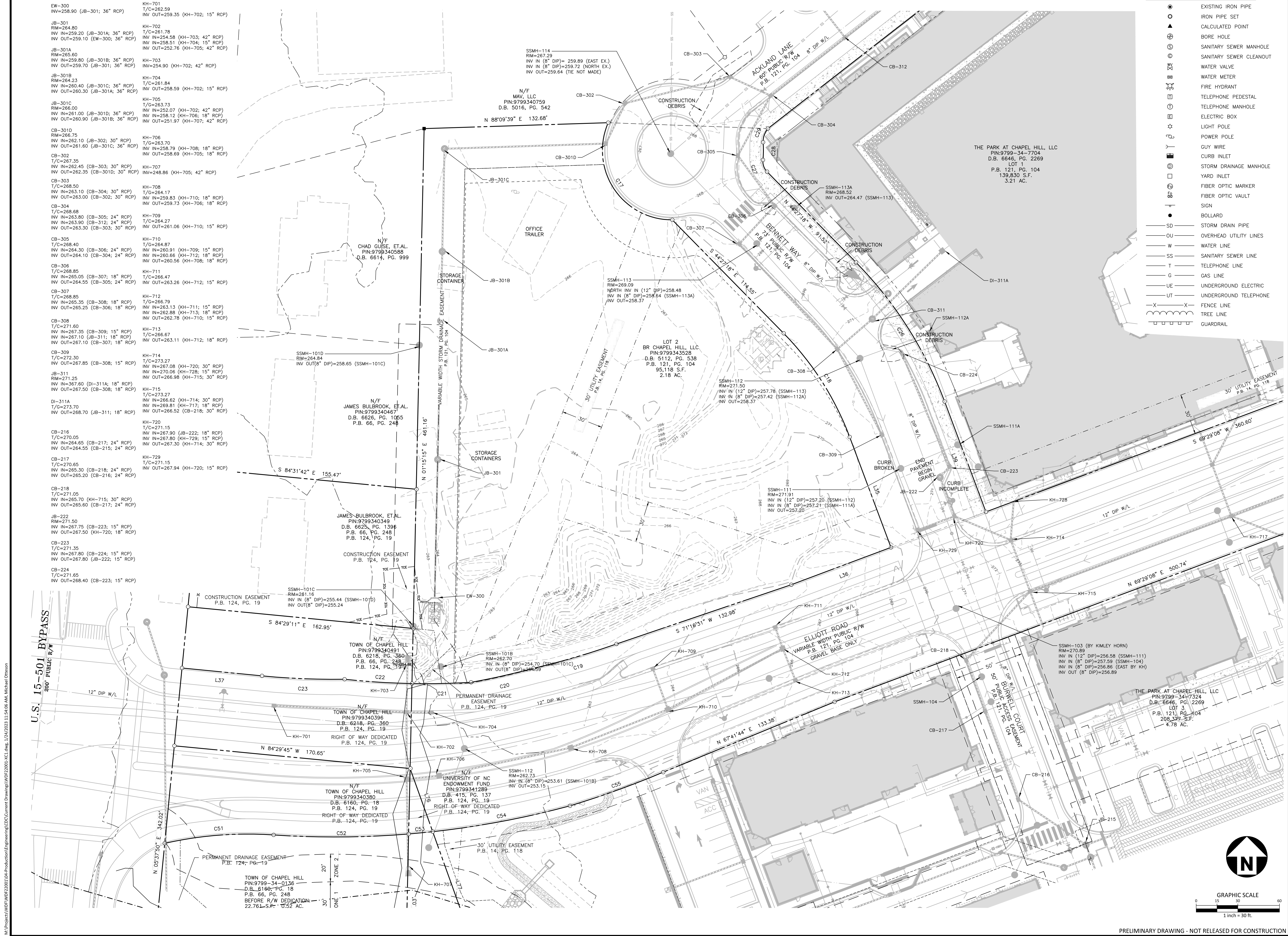
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FILENAME	WDF22001-AM1
CHECKED BY	DCB
DRAWN BY	MRO
SCALE	1"=200'
DATE	01. 24. 2023

SHEET

AREA MAP

C0.01

DESIGN STORM DRAINAGE TABLE (KH DENOTES DESIGNED BY KIMLEY-HORN)



LEGEND

- EXISTING IRON PIPE
- IRON PIPE SET
- ▲ CALCULATED POINT
- ⊕ BORE HOLE
- ⊙ SANITARY SEWER MANHOLE
- ⊙ SANITARY SEWER CLEANOUT
- W WATER VALVE
- M WATER METER
- ⊕ FIRE HYDRANT
- ⊕ TELEPHONE PEDESTAL
- ⊕ TELEPHONE MANHOLE
- ⊕ ELECTRIC BOX
- ⊕ LIGHT POLE
- ⊕ POWER POLE
- GUY WIRE
- CURB INLET
- ⊕ STORM DRAINAGE MANHOLE
- ⊕ YARD INLET
- ⊕ FIBER OPTIC MARKER
- ⊕ FIBER OPTIC VAULT
- SIGN
- BOLLARD
- SD STORM DRAIN PIPE
- OU OVERHEAD UTILITY LINES
- W WATER LINE
- SS SANITARY SEWER LINE
- T TELEPHONE LINE
- G GAS LINE
- UE UNDERGROUND ELECTRIC
- UT UNDERGROUND TELEPHONE
- X — X FENCE LINE
- TREE LINE
- GUARDRAIL

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PARK APARTMENTS - PHASE 2
COMMUNITY DESIGN COMMISSION REVIEW
O ELLIOTT ROAD
CHAPEL HILL, NORTH CAROLINA, 27517

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PLAN INFORMATION

PROJECT NO.	WDF22001
FILENAME	WDF22001-XC1
CHECKED BY	ZNB
DRAWN BY	MRO
SCALE	1"=30'
DATE	01. 24. 2023

SHEET

EXISTING CONDITIONS

C1.00





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PARK APARTMENTS - PHASE 2
COMMUNITY DESIGN COMMISSION REVIEW
0 ELLIOTT ROAD
CHAPEL HILL, NORTH CAROLINA, 27517



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NO. DATE

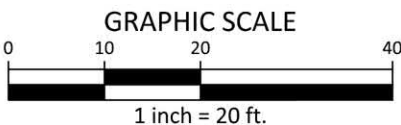
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PROJECT NO. WDF22001
FILENAME WDF22001-LS2
CHECKED BY SRD
DRAWN BY SRD
SCALE 1"=20'
DATE 01.24.2023

SHEET

AMENITY CONCEPTUAL
SITE PLAN

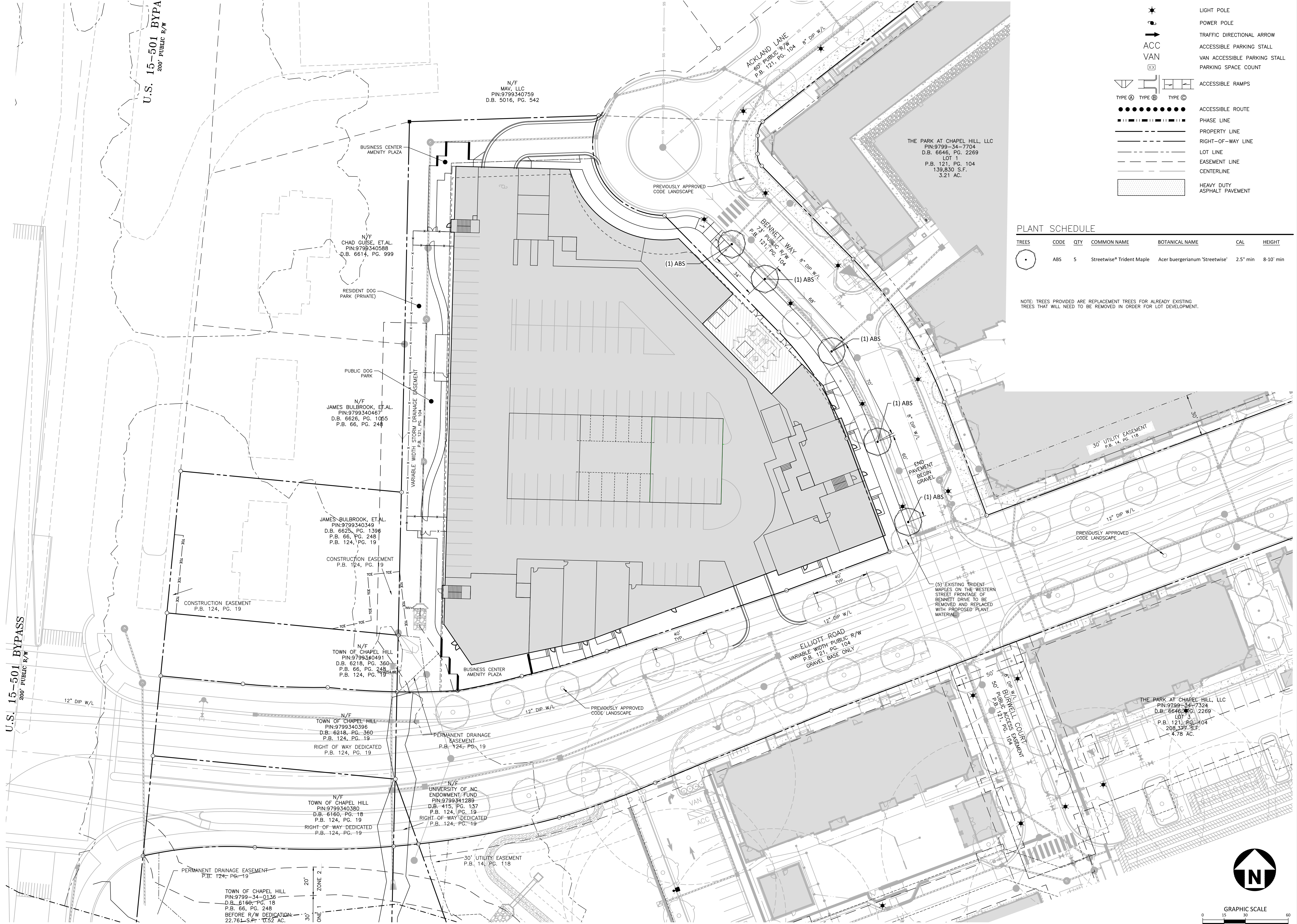
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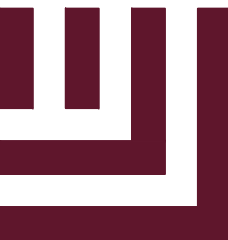
SITE LEGEND

	SIGNAGE
	YARD LIGHTS
	LIGHT POLE
	POWER POLE
	TRAFFIC DIRECTIONAL ARROW
	ACCESSIBLE PARKING STALL
	VAN ACCESSIBLE PARKING STALL
	PARKING SPACE COUNT
	ACCESSIBLE RAMPS
	ACCESSIBLE ROUTE
	PHASE LINE
	PROPERTY LINE
	RIGHT-OF-WAY LINE
	LOT LINE
	EASEMENT LINE
	CENTERLINE
	HEAVY DUTY ASPHALT PAVEMENT

PLANT SCHEDULE

TREES	CODE	QTY	COMMON NAME	BOTANICAL NAME	CAL	HEIGHT
	ABS	5	Streetwise® Trident Maple	Acer buergerianum 'Streetwise'	2.5" min	8-10' min

NOTE: TREES PROVIDED ARE REPLACEMENT TREES FOR ALREADY EXISTING TREES THAT WILL NEED TO BE REMOVED IN ORDER FOR LOT DEVELOPMENT.



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PARK APARTMENTS - PHASE 2

COMMUNITY DESIGN COMMISSION REVIEW

0 ELLIOTT ROAD
CHAPEL HILL, NORTH CAROLINA, 27517



REVISIONS

NO. DATE

PLAN INFORMATION

PROJECT NO. WDF22001
FILENAME WDF22001-51
CHECKED BY SRD
DRAWN BY MDS
SCALE 1"=30'
DATE 01. 24. 2023

SHEET

LANDSCAPE PLAN

L5.00

PRELIMINARY DRAWING - NOT RELEASED FOR CONSTRUCTION

BLUE HILL DISTRICT DESIGN GUIDELINES

CHAPTER 2 - PUBLIC RIGHT OF WAY

The Public Realm

- 2.1 Enhance walkability in the public realm in each project.
2.2 Promote "greenness" throughout the Blue Hill District.

View from the Public Right-of-Way

- 2.3 Enhance views from the public right-of-way to natural features and landmarks.
2.4 Define the corner of a property at a key intersection with a distinctive design element to provide visual interest, an active street edge, and to create gateways throughout the District. **DONE**

Public Streetscape Character - See site plan drawings

- 2.6 Use landscape materials to enhance the "green" experience in the public right-of-way.
2.7 Develop a coordinated experience along all streetscapes to establish a sense of visual continuity. **DONE**
2.8 Integrate an "urban" approach to landscaping.
2.9 Promote the use of landscape plantings along multi-use pathways, greenways, and public connections.
2.10 Adjusting the spacing of street trees may be considered.
2.13 Incorporate site furnishings into all new streetscape projects.
2.14 Use a coordinated set of site furnishings that accommodates a high level of activity along commercial street frontages.
2.15 Cluster site furnishings and other streetscape features at mid-block locations to allow for fire access.
2.16 Select furnishing designs that are fitting within the Blue Hill District context.
2.17 Locate site furnishings to animate the pedestrian network and outdoor amenity spaces.

Public Art

- 2.19 Incorporating public art in a project is encouraged.
2.20 Locate public art strategically to: frame or enhance a public view or corridor, encourage the use of public outdoor amenity space, activate recreational space, create visual interest on blank walls along a site.
2.21 Design considerations for public art: use public art to enhance an outdoor amenity space, size public art to be in proportion with the associated streetscape or outdoor amenity space, integrate water into a public art piece when feasible (but avoid designs that result in standing water), consider how public art can respond to the design context of its surroundings, consider public art that can also serve a pedestrian friendly function such as shade or seating.

CHAPTER 3 – SITE DESIGN

Site Design- McAdams – see site plan drawings

- 3.1 Place a building to promote a safe, interesting and comfortable pedestrian environment along the street.
a. When a building wall is set back from the public streetscape or a natural feature, design the intervening space to be attractive to pedestrians.
3.2 Design the street frontage to promote pedestrian activity. Appropriate strategies include: Active street frontages, Pedestrian-oriented entries, Windows facing the street, Small public spaces linked to the sidewalk, Urban streetscape design and landscaping
3.3 Develop an active pedestrian-friendly area in front of a building, when it is set back from the build-to-line. Areas should be: Open to the public, Landscaped with "green" areas.
3.4 Design the street frontage to be compatible with the surrounding context. Provide a landscaped front setback: Between buildings or parking areas and the street where development will be oriented primarily towards internal parking areas, Where residential development with a landscaped setback is located across the street

Building Orientation **DONE**- see site plans

- 3.5 Orient a building to the public streetscape.
a. Place a primary entry to face a street. **DONE**
b. Orient a primary entry to a public plaza or other prominent outdoor amenity space where appropriate.
3.6 Where a building has multiple frontages such as streets, plazas and/or amenity spaces, provide a secondary entry along each frontage. **DONE**
3.7 If a property is located along Booker Creek, orient an entry toward this natural feature.
a. Provide entries to face Booker Creek and an adjacent street, when feasible.
b. Orient a building toward Booker Creek in a way that activates existing or new community spaces.

Building Pass-Throughs - N/A

Building Placement and Setback Character

Vehicular Access and Connectivity

- 3.13 Provide vehicular connections into and between adjoining properties.
3.14 Create a consistent streetscape experience within a development.
a. Coordinate streetscape improvements within a development with streetscape improvements on surrounding streets, whenever possible.
3.15 Where a curb cut is to be installed, minimize its width. **DONE**
a. Consider using shared driveways between properties to reduce the number of curb cuts.
3.16 Design a service drive to be a visual asset. **DONE - garage entry element**

Outdoor Amenity Space

- 3.17 Locate an outdoor amenity space to provide a focal point on a site.
a. Locate outdoor amenity space to highlight key building features.
b. Position outdoor amenity space to link adjoining buildings, when possible.
c. When possible, consider opportunities to abut neighboring outdoor amenity spaces between properties. **DONE - dog park**
3.18 Locate and orient outdoor amenity space to be actively used. **DONE - dog park**
a. Provide clear connections from an outdoor amenity space to pedestrian circulation routes and building entrances. **DONE**
b. Orient an outdoor amenity space to link with other cultural resources, natural features or greenways and to extend existing view corridors. **DONE**
C. Orient an outdoor amenity space to views of active spaces or architectural landmarks to provide visual interest. **DONE**
d. Consider locating outdoor amenity spaces along active pedestrian circulation paths such as a greenway, as opposed to the interior of a property. **DONE**
e. Consider locating an outdoor amenity space on a rooftop. **n/a no roof amenities are provided**
3.19 Locate outdoor amenity space where it will be shaded in summer months.
a. Design an outdoor amenity space to be cool in the summer months and warm in the winter months. b. The opportunity to include shade trees or a pergola with lattice, to maintain a partial view of the sky, should be a determining factor when locating an outdoor amenity space.
3.20 Create outdoor amenity space in the remaining area when a building is set back from the build-to-line. **DONE-Outdoor amenity takes advantage of storm drainage easement area where building cannot be constructed.**

Recreation Space

- 3.28 Design recreation areas to provide options for a variety of uses. **DONE-pool, resident's activity areas in courtyard, dog park**
3.29 Design and furnish a recreation area to fit with the context of its development.

Structured Parking

- 3.36 Wrapping the parking with an active use is preferred. **DONE**
Lofted units & amenities at street level

Landscape Design - McAdams - See landscape plans

- 3.42 Use a coordinated landscape palette to establish a sense of visual continuity within a site.
3.43 Integrate landscaping and stormwater management systems.
3.44 Coordinate a fence or wall with the overall site design.
3.45 Use a material that is durable and compatible with that of adjacent buildings and other site features.
3.46 Design a retaining wall to minimize impacts on the natural character of the site.
3.47 Incorporate design variations in a site wall to create interest.

Working with Topography

- 3.48 Design a site to integrate with existing topography. **DONE**
a. Where regrading a site is necessary, design it to minimize impacts to landform stability and built environment.
b. Use a series of landscaped terraces or stepped walls where a taller cut or change in grade is necessary.
3.51 Design a building to step with the existing topography of a site.
a. Step building foundations to follow site contours, when feasible.
b. "Terrace" a building into a hillside to minimize site disturbance and create private outdoor spaces and site features.
c. Step the first floor of a building along a sloped street to maintain a close connection to the sidewalk level.
d. Maintain continuous upper floor plates by varying first floor heights according to changes in grade. **DONE**
3.52 Define facade elements to respond to changes in topography. **DONE**
a. Step building entrances to follow changes in building foundations. **DONE**
b. Step windows with topography to ensure a continued visual connection and an active edge for pedestrians. **DONE**
c. Limit the maximum length of an exposed foundation wall to maintain an active building edge.
d. Limit the maximum height of an exposed foundation wall to maintain a pedestrian scale.
3.53 Step outdoor amenity spaces to follow changes in topography.
a. Use site elements such as seat walls and berms to transition between changes in grade.
b. Integrate landscape elements such as seating, lighting and others with changes in grade.
c. Consider locating a sloped sidewalk adjacent to stepped hardscape areas in order to maintain ADA access.

- 3.54 Provide frequent connections between the public walk and the site and its building(s). **DONE at walk outs from apartments and accessory spaces.**
a. Include regularly spaced connections between pedestrian circulation systems and the finished grade of a project site. **DONE**
b. Avoid using sheer stairwalls that limit pedestrian access into a site from the public way.
3.55 Retaining walls are subject to the same guidance as blank walls. Use one or more of the following methods: Vertical landscaping, Public art, Change in materials and color, Integrate seating into wall

Service Areas and Utilities

- 3.56 Locate a service area or utility to minimize visual impacts from the street and sidewalk.
a. Locate a service area out of public view, when feasible. **DONE at rear Garage Entry**
b. Locate a service area away from streets, residential areas or outdoor amenity space. **DONE at rear Garage Entry**
c. Locate a service area or utility to the side or rear of a primary structure. **DONE at rear Garage Entry**
d. Orient a service area toward a service lane or alley.
e. Locate a service area to minimize conflicts with other abutting uses.
3.57 Enclose a free-standing utility or service area. **DONE at transformer court**
a. Design a service area or utility to be visually subordinate.
b. Use a similar material and color palette for service areas and utilities, when separate from a primary building. **DONE**
c. Screen the entrance to a service area or utility with a solid gate made from painted metal, wood or other high-quality, non-reflective material that is detailed for visual interest. **DONE at transformer court**
d. Do not use chain link fencing.
3.59 Integrate mechanical equipment into the design of a building. **DONE - rooftop HVAC**
3.58 Provide lighting for service areas and utilities. **DONE**

Stormwater Management (appearance)

- 3.64 Incorporate Low Impact Development (LID) principles to mitigate stormwater impacts.
3.65 Incorporate and design stormwater management systems as site amenities.

Phased Improvements

- 3.67 Plan incremental improvements to accommodate future development. **This project is Phase 3 of apartment projects across both Bennet Way and Elliott Road.**
3.68 Design phased improvements to enhance the pedestrian environment of an existing development.

Sensitive Site Design Transitions

- 3.69 Design a site with a new land use to be compatible with adjacent neighborhoods.
a. Place and orient a building to minimize potential negative impacts on an adjacent residential neighborhood.
b. Avoid orienting the rear of a building toward an adjacent residential neighborhood. **DONE**
c. Avoid creating an impassible barrier between a newly developed site and an adjacent neighborhood.
d. Do not locate a mechanical or service area directly adjacent to a residential neighborhood. **DONE**
3.71 Provide pedestrian, bike and vehicular connections to adjacent neighborhoods. **DONE**
3.72 Design site transitions to connect to future/ proposed developments. **DONE**
3.74 If a property is located along a curved portion of Booker Creek, place a building edge(s) to respond to the Creek's curvilinear shape and to activate a community amenity.

CHAPTER 4 – BUILDING DESIGN

Architectural Character

- 4.1 Innovative new designs that draw upon local and regional design traditions are preferred. **DONE- contemporary architectural style with use of traditional and contemporary materials**
a. Design a building to provide a sense of authenticity in its form and materials. **DONE, brick used at base of building, lighter materials used above**
b. Maintain cohesiveness in new building designs, where materials, features, and building form all work together. **DONE, composition of large building broken down into regular and relatable parts**
c. Standardized corporate architecture that does not reflect local traditions is discouraged. **N/A - not a prototype / cookie cutter building, but designed specifically for this site**
4.2 Create a pedestrian-friendly environment with all new projects. **DONE, porches and stoops along facades, multiple entrances, windows, doors**
a. Use architectural devices that promote shading and cooling. These include: Awnings, Canopies, Arcades, Matte finish materials **DONE**
b. Use building elements to create a street edge that invites pedestrian activity. These include: First floor canopies that complement the character of the building and its street front, Architectural details that provide a sense of scale, Wall surfaces with visually interesting detailing, textures and colors, Art including sculptures, friezes and murals **DONE**

- c. Develop an active building edge to enhance pedestrian interest. This may include: **Respond to Changes in Topography** (Chapter 3, page 66), **Building Articulation** (Chapter 4, page 90), **Architectural Features** (Chapter 4, page 97), Building Elements (Chapter 4, page 106), **Building Materials** (Chapter 4, page 108), **Windowless Facade Alternatives** (Diagram 4-8), **Pedestrian-Friendly Commercial Ground Floor** (Diagram 4-9) - **highlighted items applicable -DONE**
4.3 Utilize sustainable building design solutions throughout the Blue Hill District.
a. New building designs that promote energy conservation while adding visual interest should be supported. **Energy Star and NC Energy Code for new Construction**
b. Design building projects to reduce environmental impacts, like stormwater runoff, on the public streetscape.
4.4 Design with energy efficiency and use of renewable energy as top priorities.
a. Examine energy efficiency opportunities when developing a site design for a new project.
b. Examine building performance and system efficiency for all new projects. **ComCheck**
c. Utilize external shading (integrated into the building and/or with landscape) to keep out summer sun and let in winter sun. Design windows to maximize indirect daylight into interior spaces.
e. Use exterior shading devices, such as overhangs and light shelves, to manage solar gain in the summer months and welcome solar access in winter months. **Recessed French Doors at balconies to each unit and canopies at other entrances**
f. Incorporate renewable energy systems, such as solar thermal for HVAC and hot water systems, and a solar PV system or wind turbine for electricity.
g. Incorporate features for daylighting the upper floor of a building, such as clerestories or roof monitors.
4.8 Use sustainable building materials whenever possible. These materials may be: Locally manufactured, Low maintenance, Materials with long life spans, Recycled materials
4.9 Incorporate building elements that allow for natural environmental control, such as the following: **Operable windows** for natural ventilation to reduce air conditioning needs, Locating vertical or horizontal shading devices to reduce solar heat gain, Daylighting strategies to reduce electrical lighting demand, Thermal mass or building materials that are capable of storing heat, which will reduce heat transferred through a building envelope, "Green roof" to provide insulation, absorb water, and reduce heat island effect.
4.10 Minimize the visual impacts of energy devices on the character of the District. **DONE**
4.22 Design a building facade to enhance community image.
a. Incorporate design features that add depth and detail, such as deep roof eaves and changes in the facade plane that create patterns of light and shadow. **DONE**
4.3 Use high-quality building materials on visible facades. **DONE**
4.23 Design a building facade to be compatible with its context.
a. When possible, align canopies, windows and roof cornices on adjacent buildings.
b. Use materials or other facade features that are compatible with adjacent buildings. **DONE - brick and fiber cement**
4.24 Design a building facade to convey visual interest.
a. Incorporate facade features such as pergolas, arcades or awnings to add visual interest. **DONE - CANOPIES**
4.25 Design the ground floor to engage the public realm and promote pedestrian activity. **DONE**
a. Incorporate recessed entries, courtyards or other setbacks in the ground floor facade. **DONE**
b. Use design features such as windows, display areas and awnings to engage the street and add pedestrian interest. **DONE**
c. Avoid long blank wall areas that will diminish pedestrian interest. Instead, add visual interest to blank walls through at least one of the techniques shown in Diagram 4-8. **DONE**
4.26 Use building materials to define the ground floor and add visual interest.
a. Use changes in material to add ground-floor interest. **DONE**
b. Define the ground floor of a building by incorporating a different material, color or texture. **DONE**
4.27 Design the main entrance to be clearly identifiable.
a. Use an architectural element(s) to highlight an entrance, and to provide weather protection, where feasible. Potential treatments include: Canopy, Awning, Arcade Portico, Building recess, Moldings, Change in material, Change in color **DONE**
b. Use variation in building mass and height to highlight a main entrance.
4.28 Orient the primary entrance of a building to face a street, plaza or pedestrian way.
a. Orient the primary entrance towards the street. **DONE**
b. Use a "double-fronted" design that provides an entry to the street and another to an outdoor amenity space, plaza or a parking lot, when present. **DONE**
C. In some cases, the front door may be positioned perpendicular to the street. Where this is the case, clearly define the entry. This may be achieved by: Incorporating a recessed entry, canopy or awning for commercial/mixed-use building types, or incorporating a porch, stoop or canopy for residential building types.
4.29 If a property is located along Booker Creek, orient an entry toward this natural feature.
4.30 Use an iconic design feature to foster a unique sense of place.
a. Incorporate iconic design features such as well-defined entries or tower elements into the design of a new development that is large-scale or located in a highly-visible location. Design an iconic design feature to be in proportion with a building and its features as well as nearby buildings.
4.31 Locate an iconic design feature to maximize its visibility and impact. Appropriate locations include: At a primary building entry, Adjacent to, or at the entrance to an outdoor public space, At the corner of a building (especially when the building itself is at the intersection of two streets or lanes), At the termination of a view or vista.

Building Mass and Scale

Building Height:

- 4.11 Provide variation in building heights.
a. Incorporate height variations to reduce the scale of a building. **DONE**
b. Use variation in building and parapet heights to add visual interest and reduce boxy or monolithic building masses.
4.12 Locate the taller portion of a structure away from neighboring residential buildings of lower scale or other sensitive edges. **DONE**
a. Step down a taller, new building toward existing, lower-scaled neighbors.
b. Where permitted by the base zoning, locate towers and other taller structures to minimize looming effects and shading of lower scaled neighbors.
4.13 Establish a sense of human scale in the design of a new building.
a. Use vertical and horizontal articulation techniques to reduce the apparent scale of a larger building mass. **DONE**
b. Use articulation techniques in proportion to a building's overall mass. For example, deeper insets are needed as a building's length increases.
c. Apply materials in units, panels or modules that help to convey a sense of scale. **DONE**
d. Create a sense of texture through shadow lines which also provide a sense of depth and visual interest **DONE, off sets at balconies from main facade, regular breaks and offset in massing and roof cornice lines, use of different exterior materials to break up massing and scale of walls.**
4.14 Incorporate horizontal expression lines to establish a sense of scale. **DONE**
a. Use moldings, a change in material, or an offset in the wall plane to define the scale of lower floors in relation to the street. **DONE, brick at base**
b. Align architectural features with similar features along the street, where a distinct alignment pattern already exists. **Brickline height aligns with the height of brick of The Hartley across Bennet Way for visual continuity.**
4.15 Provide vertical articulation in a larger building mass to establish a sense of scale. **DONE**
a. Use moldings, columns, a change in material or an offset in the wall plane to define different building modules. **DONE**
B. Organize modules to reflect traditional lots widths or facade dimensions.
4.16 Use materials to convey a sense of human scale and visual interest to pedestrians. **DONE**

- 4.17 Incorporate balconies to create depth and interest on a building facade. **DONE**
a. Integrate balconies into the design of a building facade to express different modules. **DONE**
b. Use a balcony to provide shade for the sidewalk or lower balcony areas. **DONE**
4.18 Vary cornice lines to create visual interest.
a. Create a sense of visual interest by using a variety of cornice heights for individual modules. **DONE**
4.19 Create a sense of visual interest by using a variety of roof heights along the street.
a. Vary roof heights through differences in roof form and parapet height. **DONE**
b. Vary the roof profile by stepping down some parts of the facade.
4.20 Incorporate a roof form that provides a "cap." **DONE**
a. Define a flat roof form with a distinct parapet or cornice line. This can help reinforce a vertical base, middle and cap building articulation, and contribute to a sense of iconic design. **DONE**
b. Use an overhang on sloped roof forms on multi-family buildings. This helps to define the roof as a building cap.
4.21 Utilize one of the following methods to design a building that is located on the corner:
a. Chamfer the corner and provide a visual connection between the street and the interior at the ground level. **DONE**
b. Curve the corner of the building.
c. Increase the setback from one or both of the street frontages with a corner plaza.
d. Create an enhanced linear outdoor space along one or both of the street frontages. **DONE on Elliott Road**

Architectural Features (Design Elements)

- 4.22 Design a building facade to enhance community image.
a. Incorporate design features that add depth and detail, such as deep roof eaves and changes in the facade plane that create patterns of light and shadow. **DONE**
4.3 Use high-quality building materials on visible facades. **DONE**
4.23 Design a building facade to be compatible with its context.
a. When possible, align canopies, windows and roof cornices on adjacent buildings.
b. Use materials or other facade features that are compatible with adjacent buildings. **DONE - brick and fiber cement**
4.24 Design a building facade to convey visual interest.
a. Incorporate facade features such as pergolas, arcades or awnings to add visual interest. **DONE - CANOPIES**
4.25 Design the ground floor to engage the public realm and promote pedestrian activity. **DONE**
a. Incorporate recessed entries, courtyards or other setbacks in the ground floor facade. **DONE**
b. Use design features such as windows, display areas and awnings to engage the street and add pedestrian interest. **DONE**
c. Avoid long blank wall areas that will diminish pedestrian interest. Instead, add visual interest to blank walls through at least one of the techniques shown in Diagram 4-8. **DONE**
4.26 Use building materials to define the ground floor and add visual interest.
a. Use changes in material to add ground-floor interest. **DONE**
b. Define the ground floor of a building by incorporating a different material, color or texture. **DONE**
4.27 Design the main entrance to be clearly identifiable.
a. Use an architectural element(s) to highlight an entrance, and to provide weather protection, where feasible. Potential treatments include: Canopy, Awning, Arcade Portico, Building recess, Moldings, Change in material, Change in color **DONE**
b. Use variation in building mass and height to highlight a main entrance.
4.28 Orient the primary entrance of a building to face a street, plaza or pedestrian way.
a. Orient the primary entrance towards the street. **DONE**
b. Use a "double-fronted" design that provides an entry to the street and another to an outdoor amenity space, plaza or a parking lot, when present. **DONE**
C. In some cases, the front door may be positioned perpendicular to the street. Where this is the case, clearly define the entry. This may be achieved by: Incorporating a recessed entry, canopy or awning for commercial/mixed-use building types, or incorporating a porch, stoop or canopy for residential building types.
4.29 If a property is located along Booker Creek, orient an entry toward this natural feature.
4.30 Use an iconic design feature to foster a unique sense of place.
a. Incorporate iconic design features such as well-defined entries or tower elements into the design of a new development that is large-scale or located in a highly-visible location. Design an iconic design feature to be in proportion with a building and its features as well as nearby buildings.
4.31 Locate an iconic design feature to maximize its visibility and impact. Appropriate locations include: At a primary building entry, Adjacent to, or at the entrance to an outdoor public space, At the corner of a building (especially when the building itself is at the intersection of two streets or lanes), At the termination of a view or vista.

Four sided building design

- 4.32 Design a building to provide interest on all sides that will be viewed from the public realm. **DONE**
a. All faces of a building should include architectural details to reduce the visual impact of a "back side." Visual interest can be provided through a variety of methods, including: Windows and doors, Building articulation techniques such as: » Accent lines » Color changes » Height variation » Minor wall offsets » Upper floor setback » Material changes » Increased wall setbacks » (See Diagram 4-6 for additional information on the list of articulation options), Site walls and raised planters, Decorative wall treatments, including: » Wall art » A display window or display cases » Green walls **DONE**
b. Incorporate more visual interest techniques on Primary walls to differentiate from Secondary/Tertiary walls.
c. Incorporate active uses and/or pedestrian-friendly features on the ground floor to encourage an enjoyable pedestrian experience.
Secondary/Tertiary walls may not have storefronts but should follow Diagram 4-9

Building Elements

- 4.33 Include building elements to create a street edge that invites pedestrian activity. Potential building elements to incorporate include: Building forecourts, Plazas, Arcades, Porches
4.34 Design a forecourt to enhance the pedestrian experience., Maintain the street edge, Engage the street, Provide interest and activity, Be accessible
4.35 Expanding the width of a forecourt may be considered as a design alternative when the edge is clearly defined.
a. Expand the design of a forecourt to increase pedestrian interest.
b. Design a forecourt to provide architectural interest and variation in the design of a building.
c. Use strategies as shown in Diagram 4-10 to define the public edge of a forecourt, Figure 4-37a Include an arcade to provide architectural interest and variation.
4.38 Incorporate a front porch to create a visual and functional connection between a residential building and the street.
a. Locate a front porch to define a residential entry. **DONE**
b. Orient a front porch towards the street and sidewalk. **DONE**
4.39 Incorporate building elements that are visually consistent with elements on adjacent, new buildings.
a. Include building elements that are of a scale and form similar to those on adjacent buildings. **DONE**
b. Do not copy building elements on adjacent redevelopment sites. Instead, incorporate building elements that are unique to the development but complement those on neighboring structures. **DONE**
4.40 Incorporate building materials that contribute to the visual continuity of the District.
a. Utilize genuine masonry, metal, and glass, where possible.
b. Avoid using imitation or highly reflective materials.
4.41 Develop simple combinations to retain the overall composition of the building.
a. Avoid mixing several materials in a way that would result in an overly busy design. **DONE**
4.42 Use high quality, durable building materials.
a. Choose materials that are proven to be durable in the Chapel Hill climate. **DONE**
b. Choose materials that are likely to maintain an intended finish over time or acquire a patina, when it is understood to be a desired outcome. **DONE**
c. Incorporate building materials at the ground level that will withstand on-going contact with the public, sustaining impacts without compromising the appearance. **DONE - Brick, Glass**
4.43 Alternative primary materials may be considered when they are designed to express modules and a sense of scale. These may include: Architectural metals, Glass curtain walls, Architectural concrete

Building Materials

- 4.44 Utilize traditional masonry materials such as stone, concrete and brick, where feasible.
a. Use genuine masonry units, which appear authentic in their depth and dimension. **MODULAR BRICK**
b. Wrap masonry units around corners of wall to ensure that it does not appear to be an applied veneer. **DONE**
4.45 Architectural metals may be considered as a primary building material for design alternatives on building walls.
a. Incorporate architectural metals that convey a sense of human scale. For example, use smaller-scaled panels, varying forms and designs to create patterns to provide visual interest and eliminate expanses of unarticulated wall space. **DONE**
b. Choose a metal that has a proven durability in the Chapel Hill climate.
c. Detailing of architectural metals should be done in a manner that is consistent with the durability and longevity of the material.
4.46 Architectural concrete may be considered as a primary building material for design alternatives on building walls. **N/A**
a. Detail architectural concrete to provide visual interest and convey a sense of scale.
b. Detail architectural concrete in a manner that is consistent with the durability and longevity of the material.
4.47 Architectural glass may be considered as a primary material.
a. Detail glass to provide a sense of scale.
b. On the ground floor, use glass that permits views into the building to activate the street. **DONE**
c. Avoid the use of tinted windows on the ground. **Clear Glass to be used**
d. Avoid the design of a glass box.

BLUE HILL DISTRICT DESIGN GUIDELINES

DESIGN ALTERNATIVES

Windows
4.48 Design a window to create depth and shadow on a facade.
Deep Trim and Brick Returns
a. Design a window on an upper floor to appear to be inset into the wall.
b. Avoid using a window that lacks depth.
c. Use light shelves to reduce direct solar gain through windows on appropriate sides of a building
4.49 Locate and space windows to express individual modules of a large facade, to express scale and to create rhythm along the block.
a. Provide consistent horizontal spacing between windows on a floor. **DONE**
b. Vertically align windows on upper and lower floors. **DONE**
c. Provide a common head height for windows on a single floor. **DONE** Minor deviations may be appropriate for an accent, but vertical alignment and horizontal spacing should remain consistent.
d. If a glazed wall is incorporated, use spandrels, moldings, awnings or sills to provide vertical and horizontal expression. **DONE**
4.50 Use durable window materials. **DONE**
a. Incorporate windows with metal or wood frames, where possible.
b. Avoid using window materials that do not have a proven durability, such as windows with warranties less than 10-years for example.
c. Avoid using thin window frames.

Exterior Lighting
4.51 Install exterior lighting that will enhance the public realm and improve the pedestrian experience. a. Design a lighting plan to enrich the appearance and function of the building and site.
b. Locate light fixtures to be visually subordinate to other building and site features during the day. c. Exterior lighting may be used to enhance the nighttime appearance of trees, shrubs and other landscape features.
d. Design lighting so that it does not endanger the safety of pedestrian or automobile traffic.
4.52 Use exterior lighting to highlight the distinctive features of a site, such as: Building entrance, Architectural details, Signs, Outdoor use areas, Public art
4.53 Minimize the visual impacts of architectural lighting on neighboring properties.
a. Use exterior light sources with a low level of luminescence.
b. In most cases, use white lights that cast a color similar to daylight.
c. Reserve washing an entire building elevation for civic buildings and landmark structures.
4.54 Use shielded and focused light sources to prevent glare and light pollution.
a. Provide shielded and focused light sources that direct light downward.
b. Do not use high intensity light sources or cast light directly upward.
c. Shield lighting associated with service areas, parking lots and parking structures.
d. Light sources should be designed, installed and maintained to prevent light trespass onto a neighboring property or the public right-of-way.
4.55 Coordinate fixture designs with abutting properties to establish a sense of continuity.
a. This is especially important for walkways and lanes that interconnect within a development.

Regulating Ordinances and Documents:
Land Use Management Ordinance Sec.3.11
Ephesus / Fordham Form District (Last Updated March 6, 2017)
Blue Hill District Design Guidelines – May 2018

H. Application of Design Alternatives. Where a development site poses a constraint making it difficult to meet the requirements of Section 3.11 (e.g., topography, lot size and shape, etc.), and where the Community Design Commission makes a finding that a proposed design alternative could provide an equivalent or better result that meets the purpose and intent of Section 3.11, the Community Design Commission may approve such an alternative design as part of a Certificate of Appropriateness.

• Applicable Section: **3.11.2.5 Frontages**
Type A Frontage
Parking location - Structured Parking: 30' minimum behind front building facade for all floors.

Requested Design Alternative #1:
Applicant requests to allow variation for structured parking requirement off of Elliott Road. Due to the small footprint of the site and to maximize parking and garage circulation, the main garage entrance will occur off of Elliott Road and parking spaces will occur at the upper levels of parking within the 30' minimum requirement. Architectural fenestration of the building at these levels/areas will tie in with the rest of the building facade so the parking levels will be camouflaged. Spandrel windows & brick finish will be used.

• Applicable Section: **3.11.2.5 Frontages**
Streetscape
Type A Frontages
C Tree planting zone(min)
Note: Between tree plantings, this area is only required to be hardscaped where retail frontages are located, or as otherwise determined by the Town Manager as desirable or necessary to support transit stops, other public infrastructure or pedestrian connectivity. 8' Tree spacing (on center, avg) 40'

Requested Design Alternative #2 :
Allow variation in tree spacing on Bennett Way to accommodate fire apparatus.

• Applicable Section: **5.14.7 Permitted Signs**
Building Signs
The chart that clarifies signage types allowed based on WR- & WX- subdistricts. WR- for Type A Frontage does not permit wall, canopy, or projecting signs. WX- for Type A Frontage does permit wall, canopy, or projecting signs.

Requested Design Alternative #3:
Applicant requests that since building partially sits within WX- zoning designation, that signage permitted for WX- Type A Frontage be allowed to apply for entire building. Owner would like to have the option of being able to install either wall, canopy, or projecting signage on the project.

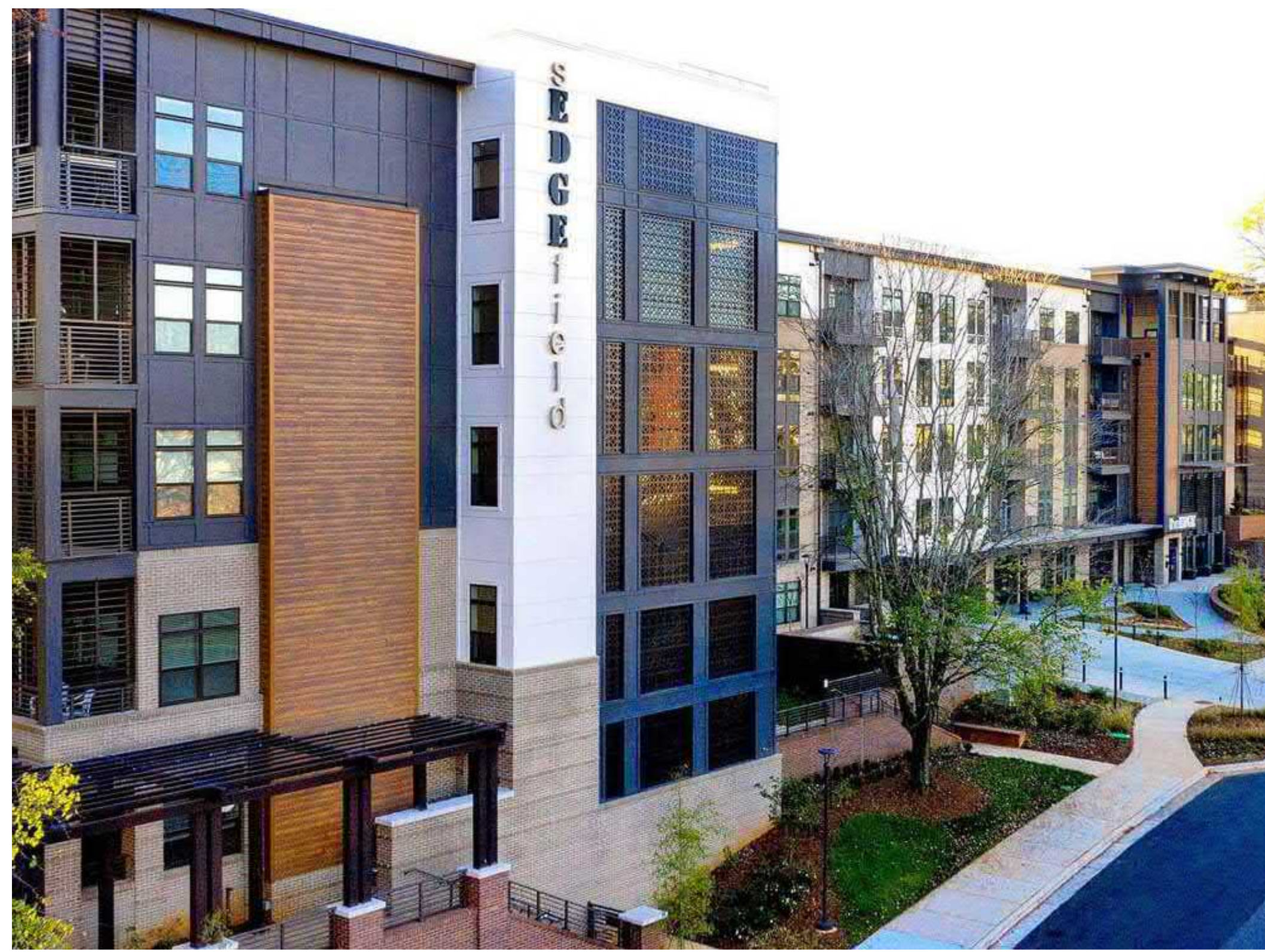
• Applicable Section: **3.11.2.6.T Mass Variation**
Building Step Back
A ten (10') foot building step back above the second or third floor is also required for buildings four stories or greater at the boundary of the Form District.

Requested Design Alternative #4:
Applicant requests that full length of elevations facing Elliott Road & Bennett Way meet a setback requirement of 8' or not at all in specific locations (at the corner units). The majority of the 10' step back requirement is met on Elliott Road, which is the primary street frontage for the project. Bennett Way elevation complies with the 10' step back for the first 75' beyond the corner unit. The variations occur where by stepping back the facade would be detrimental to the architectural language being established at the corners; and where pushing the facade back the additional 2' would cause hardship on the units themselves. The exterior walls at the corners of the building on both elevations at the third floor do step back at an angle, although not the full 10'. While the balconies still project into this designated step back, they do offer a sense of depth & visual transparency.

Applicable Section: **3.11.2.3 Walkable Residential (WR-7) and 3.11.2.4 Walkable Mixed Use (WX-7)**
Story height - Ground Floor Elevation
Ground floor elevation (min/max) 2'/4'

Requested Design Alternative #5:
The tight relationship between the garage, which occurs on the entire site, and loft units at grade requires a balance to meet the pedestrian connection from both sidewalk and garage interior FFE. Applicant requests that the 2' min./4' max. ground floor elevation requirement be amended to 6' min./6' max for the loft units along Elliott Rd and Bennett Way. The elevation of the garage level at grade must align with many different points of entry into the loft units that front the streets. Allowing this request would help to alleviate extreme/multiple ramps/stairs that would have to occur within the garage to meet the multiple connection points into these same units. As the sidewalk slopes up towards Bennett Way from the business center, the ground floor elevation change would range from 6' max and gradually reduce to 6' min along Elliott Road and around to Bennett Way.

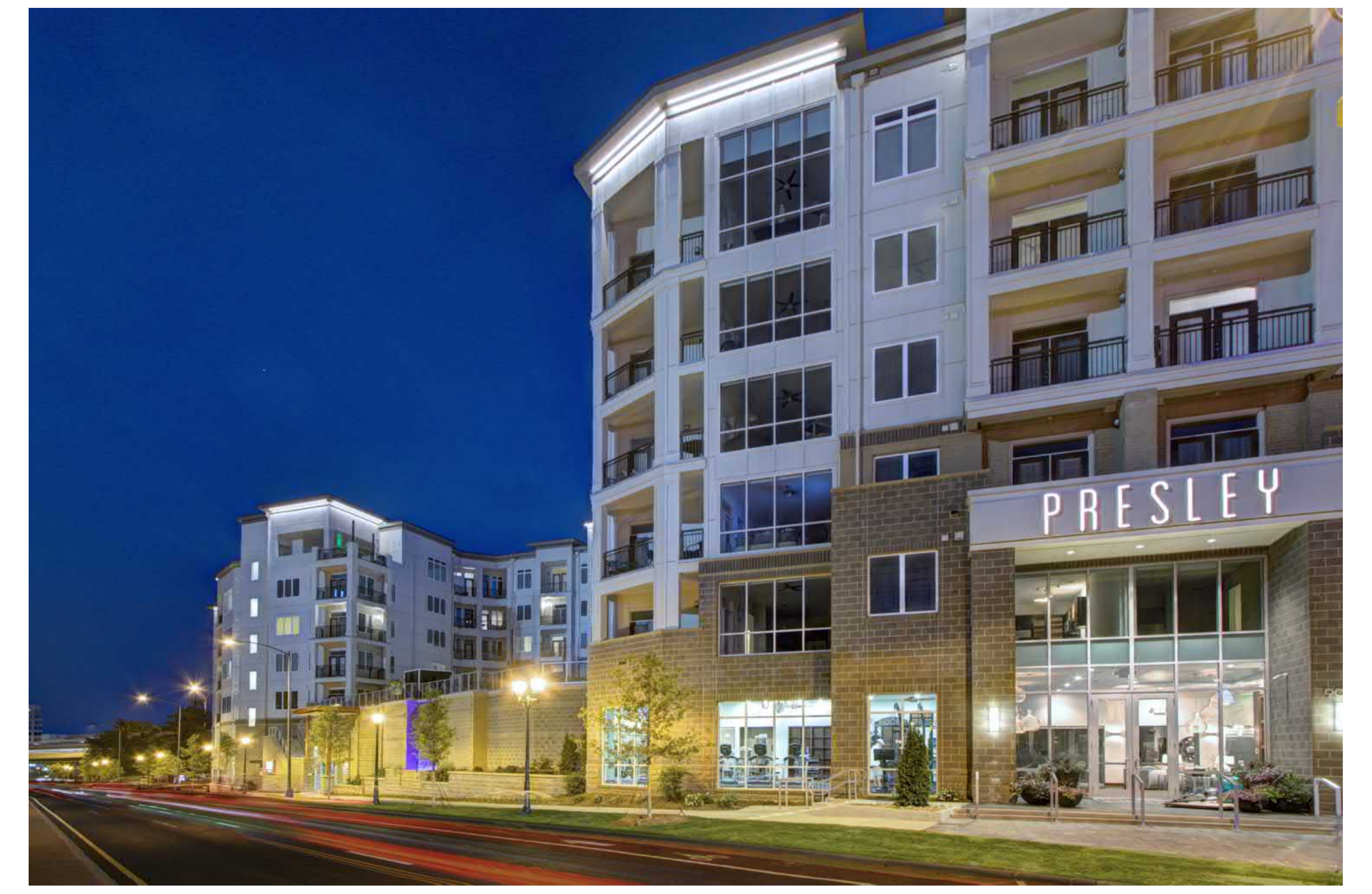




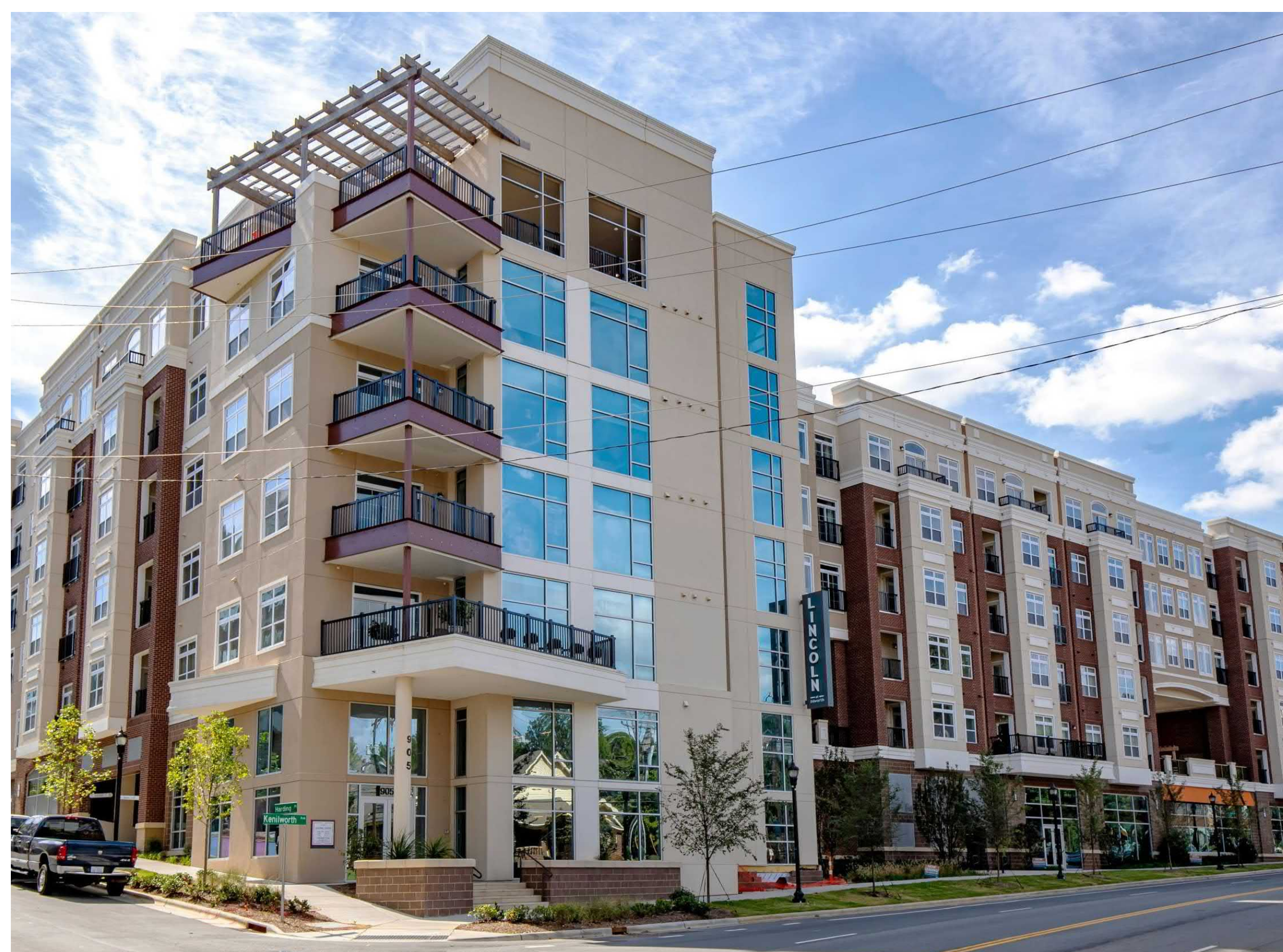
THE EDGE - CHARLOTTE, NC



BROADSTONE ON FIFTH - FORT WORTH, TX



PRESLEY - CHARLOTTE, NC



LINCOLN - CHARLOTTE, NC



BROADSTONE ON FIFTH - FORT WORTH, TX



STATION ON SILVER - HERNDON, VA



THE HARTLEY (THE PARK-PHASE 1A) - CHAPEL HILL, NC



THE GEORGE - FORT WORTH, T X



VOLTA ON PINE - LONG BEACH, CA



MORRISON YARD - CHARLESTON, SC

PHASE 2 - 5 STORY APARTMENTS OVER 2 STORY PARKING DECK CALCULATIONS BELOW PER LUMO ARTICLE 3.11

ZONING: WR-7
EPHESUS FORDHAM FORM DISTRICT
FRONTAGE TYPE: A-1 AT ELLIOTT ROAD / A-2 AT BENNETT WAY
SETBACKS:
FRONT - TYPE A1 - 0' MIN UP TO 10' MAX
FRONT - TYPE A2 - 0' MIN UP TO 20' MAX
SIDE (N/A)
REAR (N/A)
STORY HEIGHT: 2' MIN/4' MAX (SEE DESIGN ALTERNATIVE REQUEST #5)
LOT WIDTH:
RESIDENTIAL: 20' MIN.
ACTUAL: 129'-0"
BUILD TO ZONE (BTZ):
TYPE A1 FRONTAGE 80% OF BUILDING FACADE
PRIMARY TYPE A1 Required: 80% X 197' = 157.6'
PRIMARY TYPE A1 Provided: 177' (88%)
TYPE A2 FRONTAGE 60% OF BUILDING FACADE
SECONDARY TYPE A2 BLOCK 2 Required: 60% X 240' = 144'
SECONDARY TYPE A2 BLOCK 2 Provided: 233' (62%)
SECONDARY TYPE A2 BLOCK 3 Required: 60% X 149' = 89.4'
SECONDARY TYPE A2 BLOCK 3 Provided: 149' (61%)
OUTDOOR AMENITY SPACE RATIO:
See Sheets A2.01 & A2.04
RECREATION SPACE RATIO:
See Sheets A2.01 & A2.04
BUILDING PASS THROUGH: N/A
BLOCK PARAMETERS:
MAX BLOCK LENGTH: 450'-0"
ACTUAL BLOCK LENGTH: 174'-8"
MAX BLOCK PERIMETER: 1,800'-0"
ACTUAL BLOCK PERIMETER: 583'-0"
TRANSPARENCY:
Ground Story Overall: Required - 20% min / Provided - 46%
Upper Story Overall: Required - 20% min / Provided - 35%
PEDESTRIAN ACCESS: 50' MAX SPACING
TREE PLANTING ZONE: 8'
SIDEWALK: 10'
STRUCTURED PARKING: 30' MIN FROM BUILDING FACADE (SEE DESIGN ALTERNATIVE REQUEST #1)

ZONING: WX-7
EPHESUS FORDHAM FORM DISTRICT
FRONTAGE TYPE: A-1
SETBACKS:
FRONT 0' MIN UP TO 10' MAX
SIDE (N/A)
REAR (N/A)
STORY HEIGHT: 2' MIN/4' MAX (SEE DESIGN ALTERNATIVE REQUEST #5)
LOT WIDTH:
MIXED USE/NONRESIDENTIAL: 50' MIN.
ACTUAL: 133'-11"
BUILD TO ZONE (BTZ):
TYPE A1 FRONTAGE 80% OF BUILDING FACADE
Required: 80% X 150' = 120'
Provided: 142' (85%)
OUTDOOR AMENITY SPACE RATIO:
See Sheets A2.01 & A2.04
RECREATION SPACE RATIO:
See Sheets A2.01 & A2.04
BUILDING PASS THROUGH: N/A
BLOCK PARAMETERS:
MAX BLOCK LENGTH: 450'-0"
ACTUAL BLOCK LENGTH: 141'-7"
MAX BLOCK PERIMETER: 1,800'-0"
ACTUAL BLOCK PERIMETER: 583'-0"
TRANSPARENCY:
Ground Story Overall: Required - 60% min Non-Residential / Provided - 68%
Upper Story Overall: Required - 20% min / Provided - 29%
PEDESTRIAN ACCESS: 50' MAX SPACING
TREE PLANTING ZONE: 8'
SIDEWALK: 10'
STRUCTURED PARKING: 30' MIN FROM BUILDING FACADE
SKN. 3.11.3.5.A.4a - NON-RESIDENTIAL USE: BUSINESS CENTER
Required: 10% MINIMUM - 30,480 SF X 10% = 3,048 SF
Provided: 3,191 SF (10.5%)

- LEGEND:**
- OUTDOOR AMENITY SPACE
 - RECREATION SPACE / RESIDENT AMENITY
 - TALL ONE STORY UNITS W/MEZZANINES
 - LEASING / AMENITY SPACE
 - TWO STORY BUSINESS CENTER (NON-RESIDENTIAL/ COMMERCIAL)
 - RESIDENTIAL / BALCONIES
 - RESIDENTIAL COURTYARDS
 - PARKING GARAGE
 - EXISTING TRANSFORMERS
 - BACKFLOW
 - NEW TRANSFORMERS

PROPOSED
ADJACENT
BUILDING
FOOTPRINT

RESIDENT RECREATION
SPACE (LEASING
OFFICE AMENITY)

RECREATION SPACE -
DOG PARK/RESIDENT
ACCESS ONLY

30' STORM
DRAINAGE
EASEMENT

OUTDOOR AMENITY
SPACE - DOG PARK/
PUBLIC ACCESS

SECTION A-A

OUTDOOR AMENITY
SPACE (BUSINESS
CENTER AMENITY)

SECTION B-B

DASHED AREA INDICATES
NON-RESIDENTIAL USE (3,191 SF) -
10.5% OF WX-7 HEATED FOOTPRINT
ABOVE (+/- 30,480 SF), 10%
MIN. REQUIRED

STORM
DRAINAGE
EASEMENT

WX-7 BLOCK - 80% X 150' = 120' REQUIRED BUILT OUT

WR-7 BLOCK 1 - 80% X 197' = 157.6' REQUIRED BUILT OUT

PROPOSED ADJACENT
BUILDING FOOTPRINT AND
DRIVEWAY

THE HARTLEY
(THE PARK - PHASE 1A)

NEW SCREEN WALL &
GATES AT TRANSFORMER/
BACKFLOW COURT (OPEN
ABOVE) - POSSIBLE
PUBLIC ART OPPORTUNITY

EXISTING FENCING/
GATES TO BE REMOVED

20' TYPE A2
SETBACK

10' TYPE A1 SETBACK

ROW 0' SETBACK

ELLIOTT ROAD

BENNETT WAY

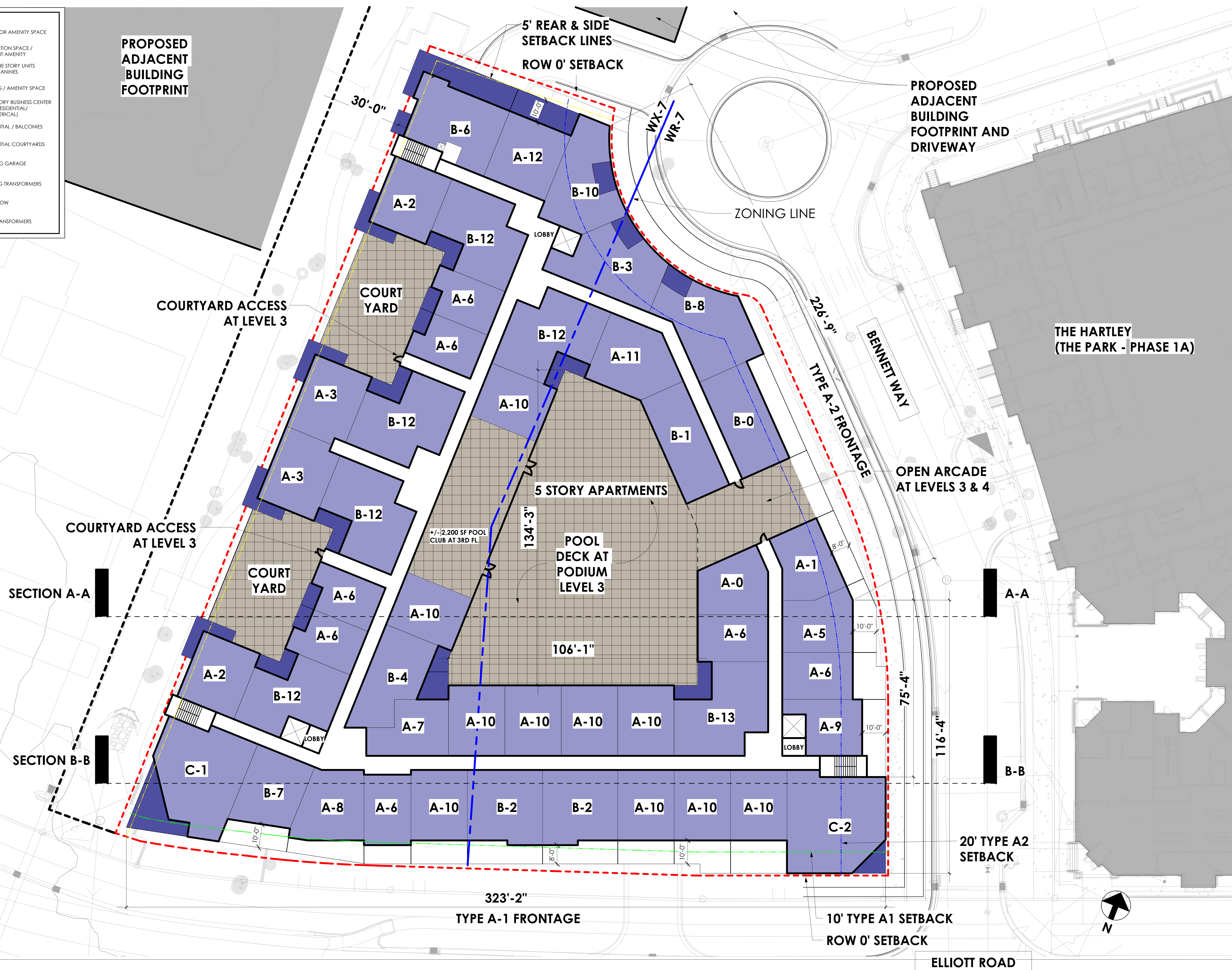


**PHASE 2 - 5 STORY APARTMENTS OVER 2 STORY PARKING DECK
CALCULATIONS BELOW PER LUMO ARTICLE 3.11**

ZONING: WR-7
EPHESUS FORDHAM FORM DISTRICT
FRONTAGE TYPE: A-1 AT ELLIOTT ROAD / A-2 AT BENNETT WAY
SETBACKS:
FRONT - TYPE A1 - 0' MIN UP TO 10' MAX
FRONT - TYPE A2 - 0' MIN UP TO 20' MAX
SIDE (N/A)
REAR (N/A)
STORY HEIGHT: 2' MIN/4' MAX (SEE DESIGN ALTERNATIVE REQUEST #5)
LOT WIDTH:
RESIDENTIAL: 20' MIN.
ACTUAL: 129'-0"
BUILD TO ZONE (BTZ):
TYPE A1 FRONTAGE 80% OF BUILDING FAÇADE
PRIMARY TYPE A1 Required: 80% X 197' = 157'-6"
PRIMARY TYPE A1 Provided: 177' (88%)
TYPE A2 FRONTAGE 60% OF BUILDING FAÇADE
SECONDARY TYPE A2 BLOCK 2 Required: 60% X 240' = 144'
SECONDARY TYPE A2 BLOCK 2 Provided: 233' (62%)
SECONDARY TYPE A2 BLOCK 3 Required: 60% X 149' = 89'-4"
SECONDARY TYPE A2 BLOCK 3 Provided: 149' (61%)
OUTDOOR AMENITY SPACE RATIO:
See Sheets A2.01 & A2.04
RECREATION SPACE RATIO:
See Sheets A2.01 & A2.04
BUILDING PASS THROUGH: N/A
BLOCK PARAMETERS:
MAX BLOCK LENGTH: 450'-0"
ACTUAL BLOCK LENGTH: 176'-8"
MAX BLOCK PERIMETER: 1,800'-0"
ACTUAL BLOCK PERIMETER: 583'-0"
TRANSPARENCY:
Ground Story Overall: Required - 20% min / Provided - 46%
Upper Story Overall: Required - 20% min / Provided - 35%
PEDESTRIAN ACCESS: 50' MAX SPACING
TREE PLANTING ZONE: 5'
SIDEWALK: 10'
STRUCTURED PARKING: 30' MIN FROM BUILDING FAÇADE
(SEE DESIGN ALTERNATIVE REQUEST #1)

- LEGEND:**
- OUTDOOR AMENITY SPACE
 - RECREATION SPACE / RESIDENT AMENITY
 - TALL ONE STORY UNITS / W/MEZZANINES
 - LEASING / AMENITY SPACE
 - TWO STORY BUSINESS CENTER (NON-RESIDENTIAL / COMMERCIAL)
 - RESIDENTIAL / BALCONIES
 - RESIDENTIAL COURTYARDS
 - PARKING GARAGE
 - EXISTING TRANSFORMERS
 - BACKFLOW
 - NEW TRANSFORMERS

ZONING: WX-7
EPHESUS FORDHAM FORM DISTRICT
FRONTAGE TYPE: A-1
SETBACKS:
FRONT 0' MIN UP TO 10' MAX
SIDE (N/A)
REAR (N/A)
STORY HEIGHT: 2' MIN/4' MAX (SEE DESIGN ALTERNATIVE REQUEST #5)
LOT WIDTH:
MIXED USE/NONRESIDENTIAL: 50' MIN.
ACTUAL: 133'-11"
BUILD TO ZONE (BTZ):
TYPE A1 FRONTAGE 80% OF BUILDING FAÇADE
Required: 80% X 150' = 120'
Provided: 142' (85%)
OUTDOOR AMENITY SPACE RATIO:
See Sheets A2.01 & A2.04
RECREATION SPACE RATIO:
See Sheets A2.01 & A2.04
BUILDING PASS THROUGH: N/A
BLOCK PARAMETERS:
MAX BLOCK LENGTH: 450'-0"
ACTUAL BLOCK LENGTH: 141'-7"
MAX BLOCK PERIMETER: 1,800'-0"
ACTUAL BLOCK PERIMETER: 583'-0"
TRANSPARENCY:
Ground Story Overall: Required - 60% min Non-residential / Provided - 66%
Upper Story Overall: Required - 20% min / Provided - 29%
PEDESTRIAN ACCESS: 50' MAX SPACING
TREE PLANTING ZONE: 8'
SIDEWALK: 10'
STRUCTURED PARKING: 30' MIN FROM BUILDING FAÇADE
SKN. 3.11.3.5.A.4a - NON-RESIDENTIAL USE: BUSINESS CENTER
Required: 10% MINIMUM - 30,480 SF X 10% = 3,048 SF
Provided: 3,191 SF (10.5%)



+/- 220 PARKING SPACES @ LEVELS P1 & P1.5 +/- 162 PARKING SPACES @ LEVEL P2 +/- 382 TOTAL PARKING SPACES (388 MAX SPACES ALLOWED)	260 UNITS 64% 1BR 30% 2BR 6% 3BR	PROJECT TOTAL SF GARAGE - 194,614 SF APARTMENT-262,245 SF
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THE PARK - PHASE II - UNIT MIX - CONCEPTUAL							
UNIT TYPE	DESCRIPTION	HEATED	GROSS	PROJECT TOTAL	% TOTAL	TOTAL HEATED (sq ft)	TOTAL GROSS (sq ft)
A0	1 BR / 1 BA	726		5	1.92%	3,630	0
A1	1 BR / 1 BA	726		5	1.92%	3,630	0
A2	1 BR / 1 BA	778		10	3.85%	7,780	0
A3	1 BR / 1 BA	840		10	3.85%	8,400	0
A4 (Above Arcade)	1 BR / 1 BA	616		3	1.15%	1,848	0
A5	1 BR / 1 BA	715		5	1.92%	3,575	0
A6	1 BR / 1 BA	600		35	13.46%	21,000	0
A7	1 BR / 1 BA	696		5	1.92%	3,480	0
A8	1 BR / 1 BA	818		5	1.92%	4,090	0
A9	1 BR / 1 BA	716		5	1.92%	3,580	0
A10	1 BR / 1 BA	720		62	23.85%	44,640	0
A11	1 BR / 1 BA	817		5	1.92%	4,085	0
A12	1 BR / 1 BA + DEN	840		5	1.92%	4,200	0
A13	1 BR / 1 BA	619		3	1.15%	1,857	0
TOTAL	1 BEDROOM			163	62.69%	115,795	0
B0	2 BR / 2 BA	990		5	1.92%	4,950	0
B1	2 BR / 2 BA	969		5	1.92%	4,845	0
B2	2 BR / 2 BA	990		10	3.85%	9,900	0
B3	2 BR / 2 BA	1,180		5	1.92%	5,900	0
B4	2 BR / 2 BA	936		5	1.92%	4,680	0
B5	2 BR / 2 BA	1,134		5	1.92%	5,670	0
B6	2 BR / 2 BA	958		5	1.92%	4,790	0
B7	2 BR / 2 BA	1,256		5	1.92%	6,280	0
B8	2 BR / 2 BA	1,136		5	1.92%	5,680	0
B9	2 BR / 2 BA	1,196		25	9.62%	29,900	0
B10	2 BR / 2 BA + DEN	1,246		5	1.92%	6,230	0
TOTAL	2 BEDROOM			80	30.77%	88,825	0
C1	3 BR / 2 BA	1,565		4	1.54%	6,260	0
C2	3 BR / 2 BA	1,764		5	1.92%	8,820	0
TOTAL	3 BEDROOM			9	3.46%	15,080	0
D1	3 BR / 2 BA + MEZZ	1,655		1	0.38%	1,655	0
D2	3 BR / 2 BA + MEZZ	1,718		1	0.38%	1,718	0
D3	3 BR / 2 BA + MEZZ	1,854		1	0.38%	1,854	0
D4	3 BR / 2 BA + MEZZ	1,835		1	0.38%	1,835	0
D5	3 BR / 2 BA + MEZZ	1,980		1	0.38%	1,980	0
D6	3 BR / 2 BA + MEZZ	1,820		1	0.38%	1,820	0
D7	3 BR / 2 BA + MEZZ	1,570		1	0.38%	1,570	0
TOTAL	3 BEDROOM			7	2.69%	12,432	0
D8	2 BR / 2 BA + MEZZ	1,255		1	0.38%	1,255	0
TOTAL	2 BEDROOM			1	0.38%	1,255	0
TOTAL UNITS				260	100.00%	233,387 SF	0
AVERAGE SF						898	0
CLUB/LEASING			10,300 SF				
STRUCTURED PARKING SPACES 3 LEVELS	(373 BEDROOMS)		382				

HEATED AREA IS MEASURED TO EXTERIOR FACE OF STUD
GROSS AREA = HEATED AREA + BALCONY AREA



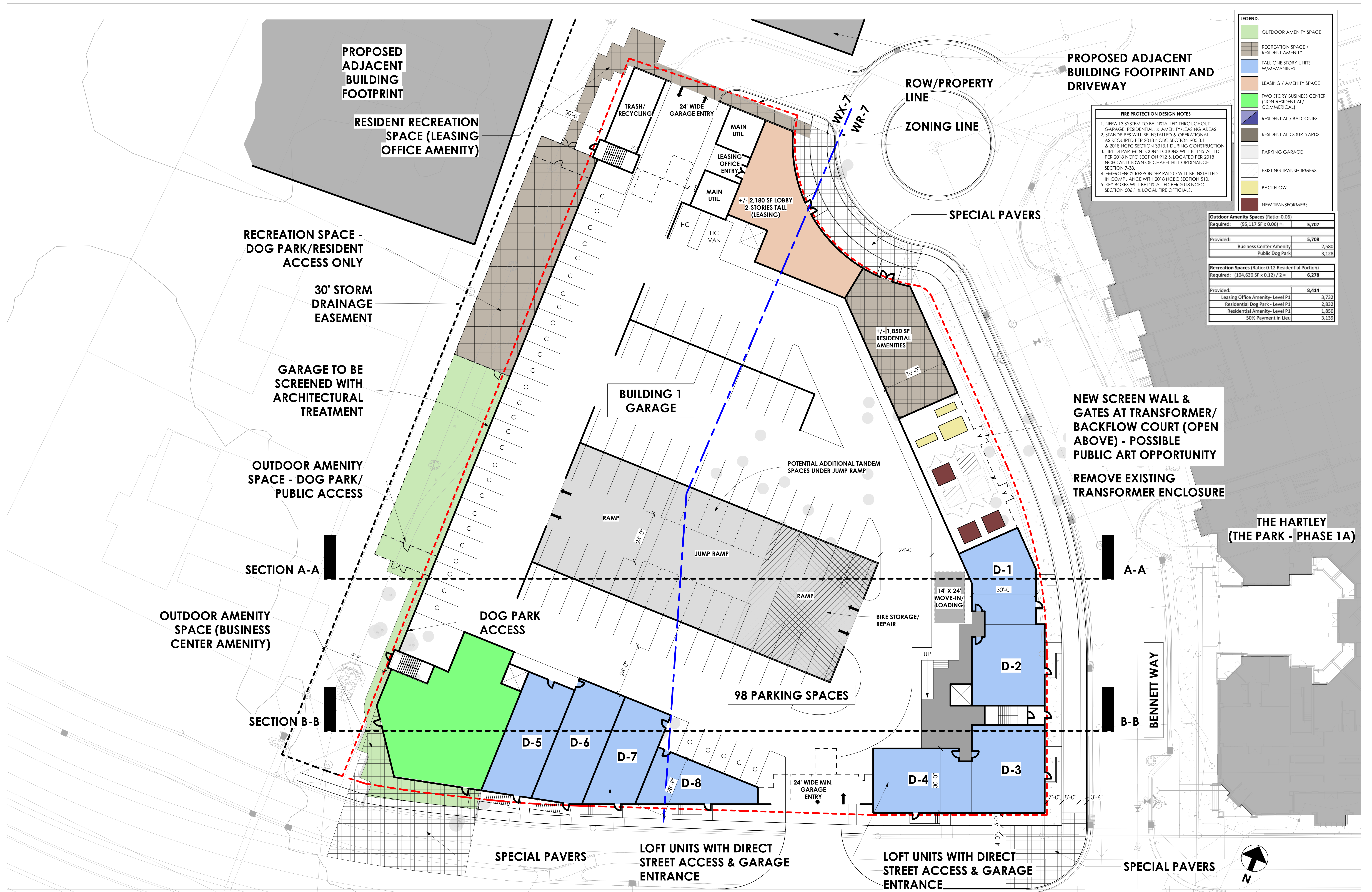
THE PARK - PHASE II

CHAPEL HILL, NC

1st COMMUNITY DESIGN COMMITTEE REVIEW / 1.24.2023

A1.03 - CONCEPTUAL UNIT MIX

SCALE: 1/16" = 1'-0"



- LEGEND:**
- OUTDOOR AMENITY SPACE
 - RECREATION SPACE / RESIDENT AMENITY
 - TALL ONE STORY UNITS W/MEZZANINES
 - LEASING / AMENITY SPACE
 - TWO STORY BUSINESS CENTER (NON-RESIDENTIAL / COMMERCIAL)
 - RESIDENTIAL / BALCONIES
 - RESIDENTIAL COURTYARDS
 - PARKING GARAGE
 - EXISTING TRANSFORMERS
 - BACKFLOW
 - NEW TRANSFORMERS

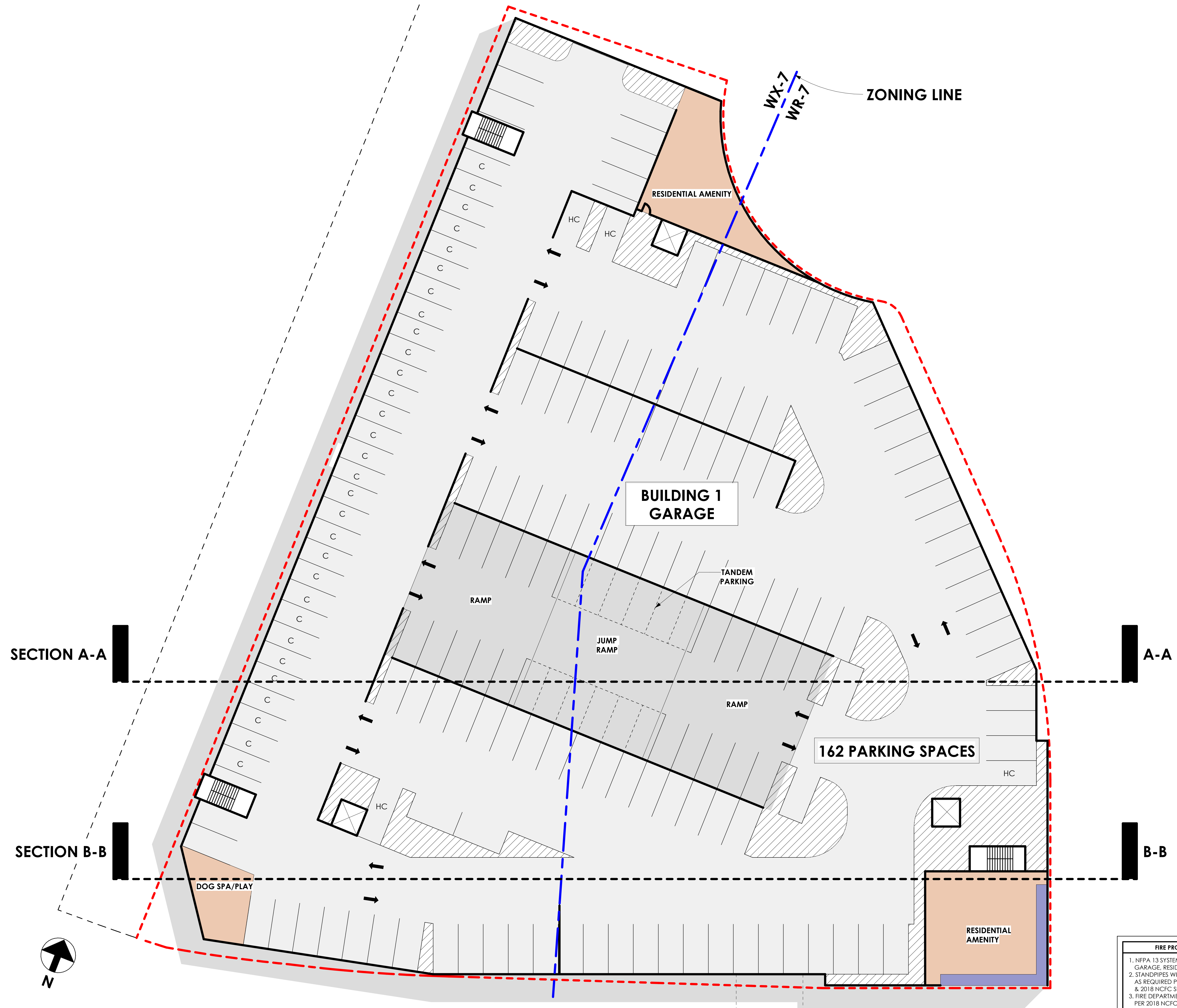
FIRE PROTECTION DESIGN NOTES

1. NFPA 13 SYSTEM TO BE INSTALLED THROUGHOUT GARAGE, RESIDENTIAL, & AMENITY/LEASING AREAS.
2. STANDPIPES WILL BE INSTALLED & OPERATIONAL AS REQUIRED PER 2018 NCBC SECTION 905.3.1 & 2018 NCFC SECTION 3313.1 DURING CONSTRUCTION.
3. FIRE DEPARTMENT CONNECTIONS WILL BE INSTALLED PER 2018 NCFC SECTION 912 & LOCATED PER 2018 NCFC AND TOWN OF CHAPEL HILL ORDINANCE SECTION 7-38.
4. EMERGENCY RESPONDER RADIO WILL BE INSTALLED IN COMPLIANCE WITH 2018 NCBC SECTION 510.
5. KEY BOXES WILL BE INSTALLED PER 2018 NCFC SECTION 506.1 & LOCAL FIRE OFFICIALS.

Outdoor Amenity Spaces (Ratio: 0.06)	
Required: (95,117 SF x 0.06) =	5,707
Provided:	5,708
Business Center Amenity	2,580
Public Dog Park	3,128

Recreation Spaces (Ratio: 0.12 Residential Portion)	
Required: (104,630 SF x 0.12) / 2 =	6,278
Provided:	8,414
Leasing Office Amenity- Level P1	3,732
Residential Dog Park- Level P1	2,832
Residential Amenity- Level P1	1,850
50% Payment in Lieu	3,139





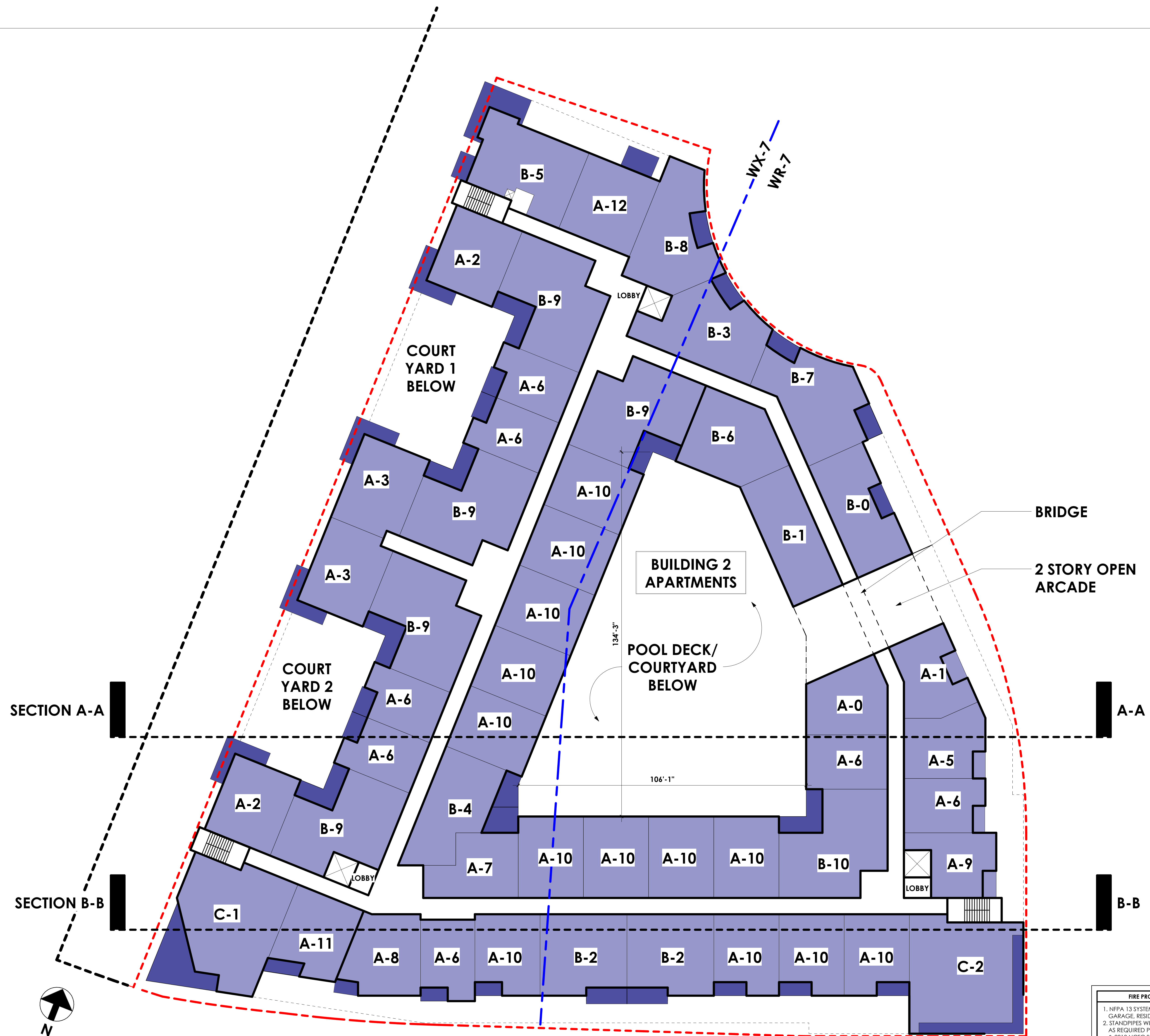
FIRE PROTECTION DESIGN NOTES

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5. KEY BOXES WILL BE INSTALLED PER 2018 NCFC SECTION 506.1 & LOCAL FIRE OFFICIALS.

LEGEND:

	OUTDOOR AMENITY SPACE
	RECREATION SPACE / RESIDENT AMENITY
	TALL ONE STORY UNITS W/MEZZANINES
	LEASING / AMENITY SPACE
	TWO STORY BUSINESS CENTER (NON-RESIDENTIAL/ COMMERCIAL)
	RESIDENTIAL / BALCONIES
	RESIDENTIAL COURTYARDS
	PARKING GARAGE
	EXISTING TRANSFORMERS
	BACKFLOW
	NEW TRANSFORMERS

+/- 220 PARKING SPACES @ LEVELS P1 & P1.5 +/- 162 PARKING SPACES @ LEVEL P2 +/- 382 TOTAL PARKING SPACES (388 MAX SPACES ALLOWED)	260 UNITS 64% 1BR 30% 2BR 6% 3BR	LEVEL P2 GARAGE - 68,956 SF AMENITY - 3,257 SF
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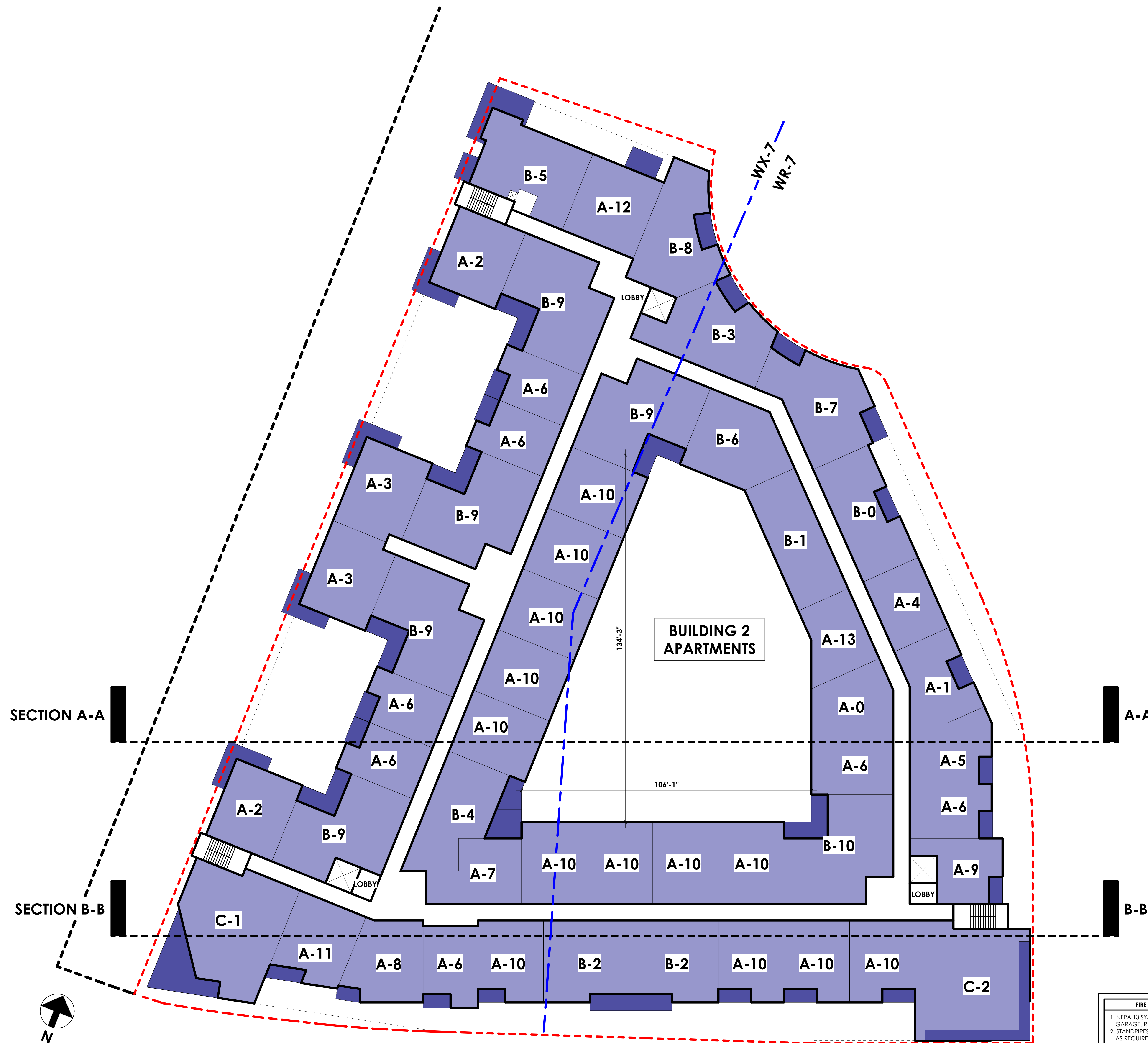


FIRE PROTECTION DESIGN NOTES

1. NFPA 13 SYSTEM TO BE INSTALLED THROUGHOUT GARAGE, RESIDENTIAL, & AMENITY/LEASING AREAS.
2. STANDPIPES WILL BE INSTALLED & OPERATIONAL AS REQUIRED PER 2018 NCBC SECTION 905.3.1 & 2018 NCFC SECTION 3313.1 DURING CONSTRUCTION.
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5. KEY BOXES WILL BE INSTALLED PER 2018 NCFC SECTION 506.1 & LOCAL FIRE OFFICIALS.

LEGEND:	
	OUTDOOR AMENITY SPACE
	RECREATION SPACE / RESIDENT AMENITY
	TALL ONE STORY UNITS W/MEZZANINES
	LEASING / AMENITY SPACE
	TWO STORY BUSINESS CENTER (NON-RESIDENTIAL/ COMMERCIAL)
	RESIDENTIAL / BALCONIES
	RESIDENTIAL COURTYARDS
	PARKING GARAGE
	EXISTING TRANSFORMERS
	BACKFLOW
	NEW TRANSFORMERS

+/- 220 PARKING SPACES @ LEVELS P1 & P1.5 +/- 162 PARKING SPACES @ LEVEL P2 +/- 382 TOTAL PARKING SPACES (388 MAX SPACES ALLOWED)	260 UNITS 64% 1BR 30% 2BR 6% 3BR	LEVEL 4 RESIDENTIAL - 50,637 SF
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- FIRE PROTECTION DESIGN NOTES**
1. NFPA 13 SYSTEM TO BE INSTALLED THROUGHOUT GARAGE, RESIDENTIAL, & AMENITY/LEASING AREAS.
 2. STANDPIPES WILL BE INSTALLED & OPERATIONAL AS REQUIRED PER 2018 NCBC SECTION 905.3.1 & 2018 NCFC SECTION 531.5.1 DURING CONSTRUCTION.
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 5. KEY BOXES WILL BE INSTALLED PER 2018 NCFC SECTION 506.1 & LOCAL FIRE OFFICIALS.

LEGEND:

- OUTDOOR AMENITY SPACE
- RECREATION SPACE / RESIDENT AMENITY
- TALL ONE STORY UNITS W/MEZZANINES
- LEASING / AMENITY SPACE
- TWO STORY BUSINESS CENTER (NON-RESIDENTIAL / COMMERCIAL)
- RESIDENTIAL / BALCONIES
- RESIDENTIAL COURTYARDS
- PARKING GARAGE
- EXISTING TRANSFORMERS
- BACKFLOW
- NEW TRANSFORMERS

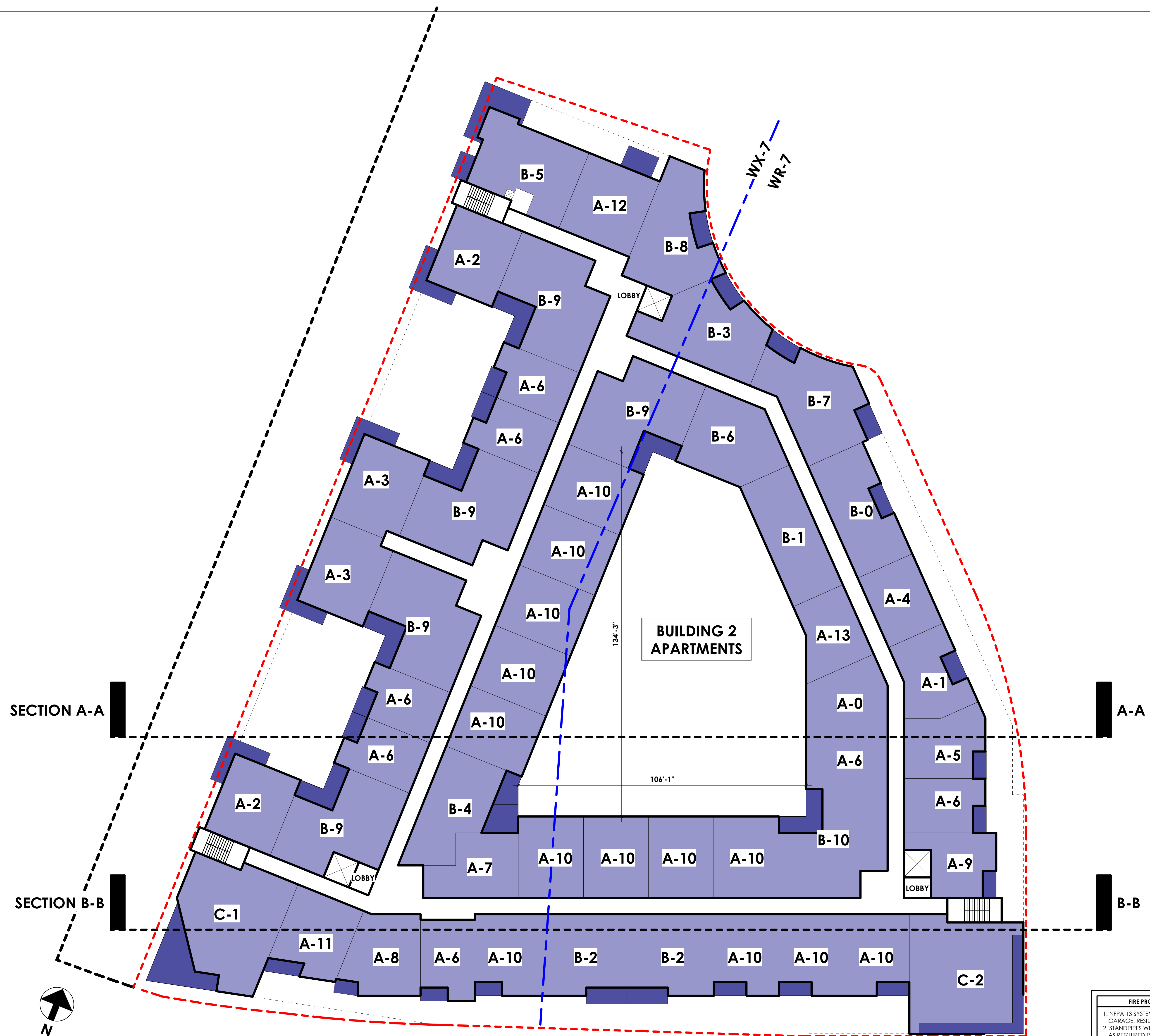


THE PARK - PHASE II
CHAPEL HILL, NC
1st COMMUNITY DESIGN COMMITTEE REVIEW / 1.24.2023
A2.06 - CONCEPTUAL FLOOR PLAN - LEVEL 5
SCALE: 1/16" = 1'-0"

+/- 220 PARKING SPACES @ LEVELS P1 & P1.5
+/- 162 PARKING SPACES @ LEVEL P2
+/- 382 TOTAL PARKING SPACES
(388 MAX SPACES ALLOWED)

260 UNITS
64% 1BR
30% 2BR
6% 3BR

LEVEL 5
RESIDENTIAL - 52,073 SF



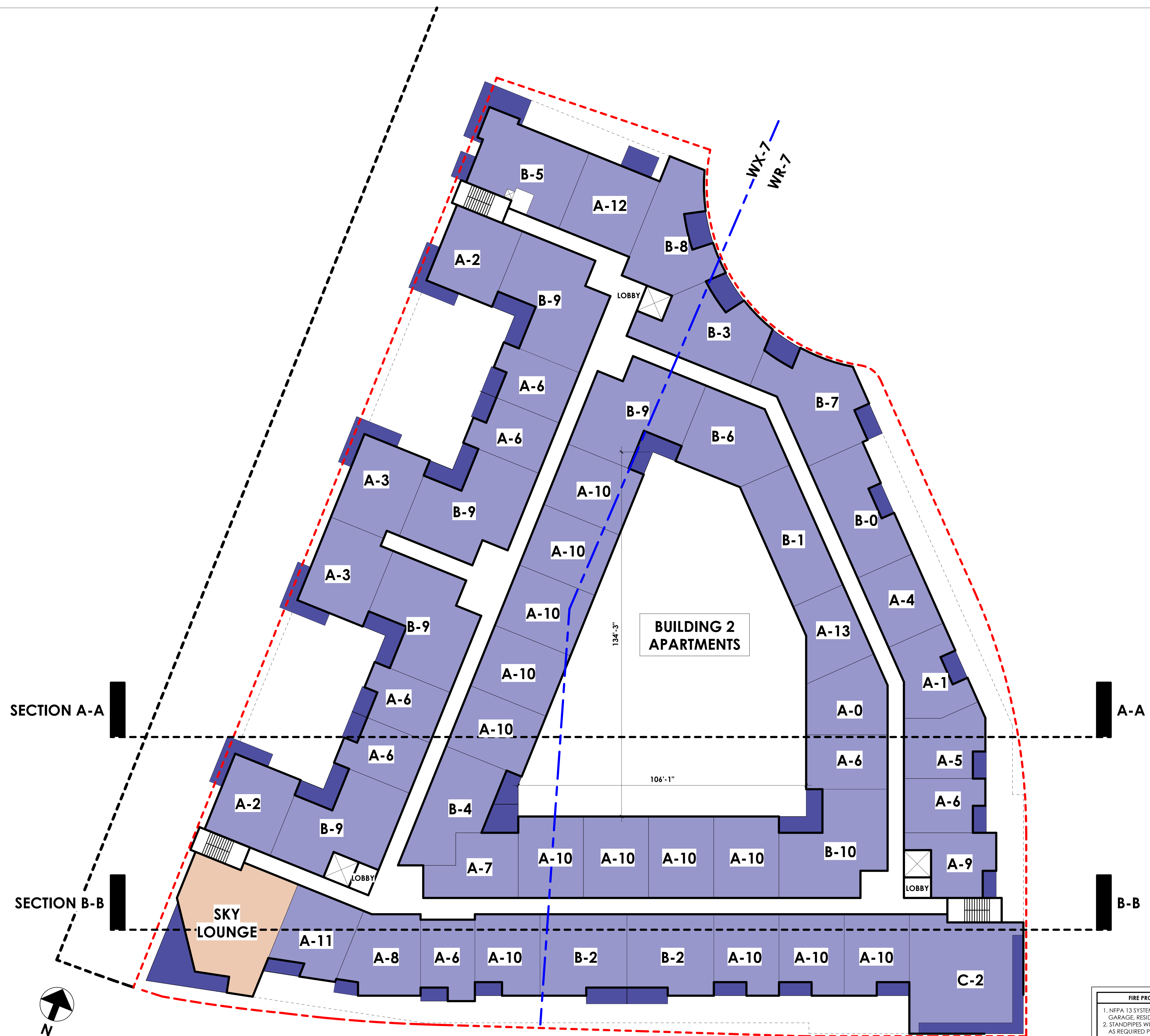
LEGEND:

- OUTDOOR AMENITY SPACE
- RECREATION SPACE / RESIDENT AMENITY
- TALL ONE STORY UNITS W/MEZZANINES
- LEASING / AMENITY SPACE
- TWO STORY BUSINESS CENTER (NON-RESIDENTIAL / COMMERCIAL)
- RESIDENTIAL / BALCONIES
- RESIDENTIAL COURTYARDS
- PARKING GARAGE
- EXISTING TRANSFORMERS
- BACKFLOW
- NEW TRANSFORMERS

FIRE PROTECTION DESIGN NOTES

1. NFPA 13 SYSTEM TO BE INSTALLED THROUGHOUT GARAGE, RESIDENTIAL, & AMENITY/LEASING AREAS.
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5. KEY BOXES WILL BE INSTALLED PER 2018 NCFC SECTION 506.1 & LOCAL FIRE OFFICIALS.

+/- 220 PARKING SPACES @ LEVELS P1 & P1.5 +/- 162 PARKING SPACES @ LEVEL P2 +/- 382 TOTAL PARKING SPACES (388 MAX SPACES ALLOWED)	260 UNITS 64% 1BR 30% 2BR 6% 3BR	LEVEL 6 RESIDENTIAL - 52,073 SF



FIRE PROTECTION DESIGN NOTES

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LEGEND:

- OUTDOOR AMENITY SPACE
- RECREATION SPACE / RESIDENT AMENITY
- TALL ONE STORY UNITS W/MEZZANINES
- LEASING / AMENITY SPACE
- TWO STORY BUSINESS CENTER (NON-RESIDENTIAL/ COMMERCIAL)
- RESIDENTIAL / BALCONIES
- RESIDENTIAL COURTYARDS
- PARKING GARAGE
- EXISTING TRANSFORMERS
- BACKFLOW
- NEW TRANSFORMERS

+/- 220 PARKING SPACES @ LEVELS P1 & P1.5 +/- 162 PARKING SPACES @ LEVEL P2 +/- 382 TOTAL PARKING SPACES (388 MAX SPACES ALLOWED)	260 UNITS		LEVEL 7
	64% 1BR		RESIDENTIAL - 50,576 SF
	30% 2BR		AMENITY - 1,497 SF
		6% 3BR	



PERSPECTIVE VIEW AT CORNER OF ELLIOTT ROAD AND BENNETT WAY



THE PARK - PHASE II CHAPEL HILL, NC

1st COMMUNITY DESIGN COMMITTEE REVIEW / 1.24.2023
A3.01 - CONCEPTUAL BUILDING RENDERINGS
SCALE: N.T.S.

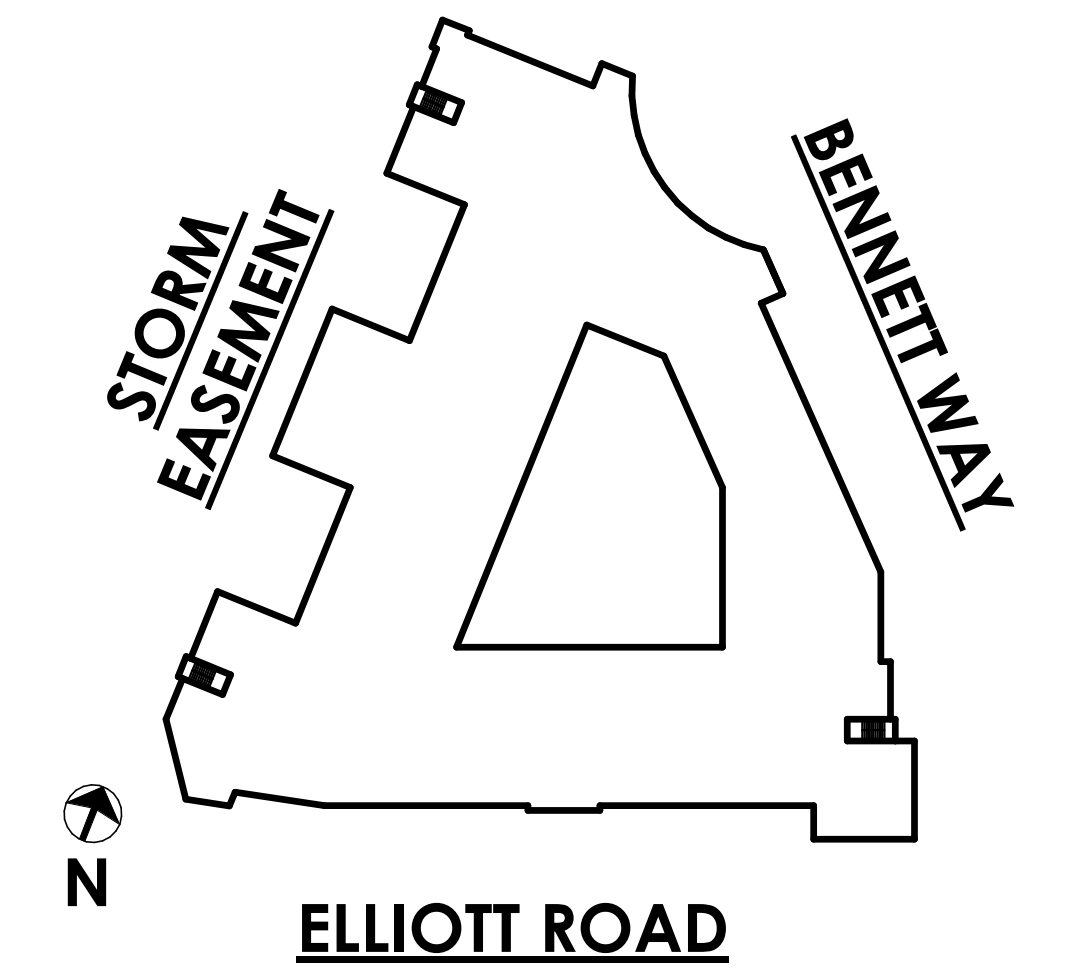


PERSPECTIVE VIEW AT ROUNDABOUT AT BENNETT WAY AND ACKLAND LANE



THE PARK - PHASE II CHAPEL HILL, NC

1st COMMUNITY DESIGN COMMITTEE REVIEW / 1.24.2023
A3.02 - CONCEPTUAL BUILDING RENDERINGS
SCALE: N.T.S.

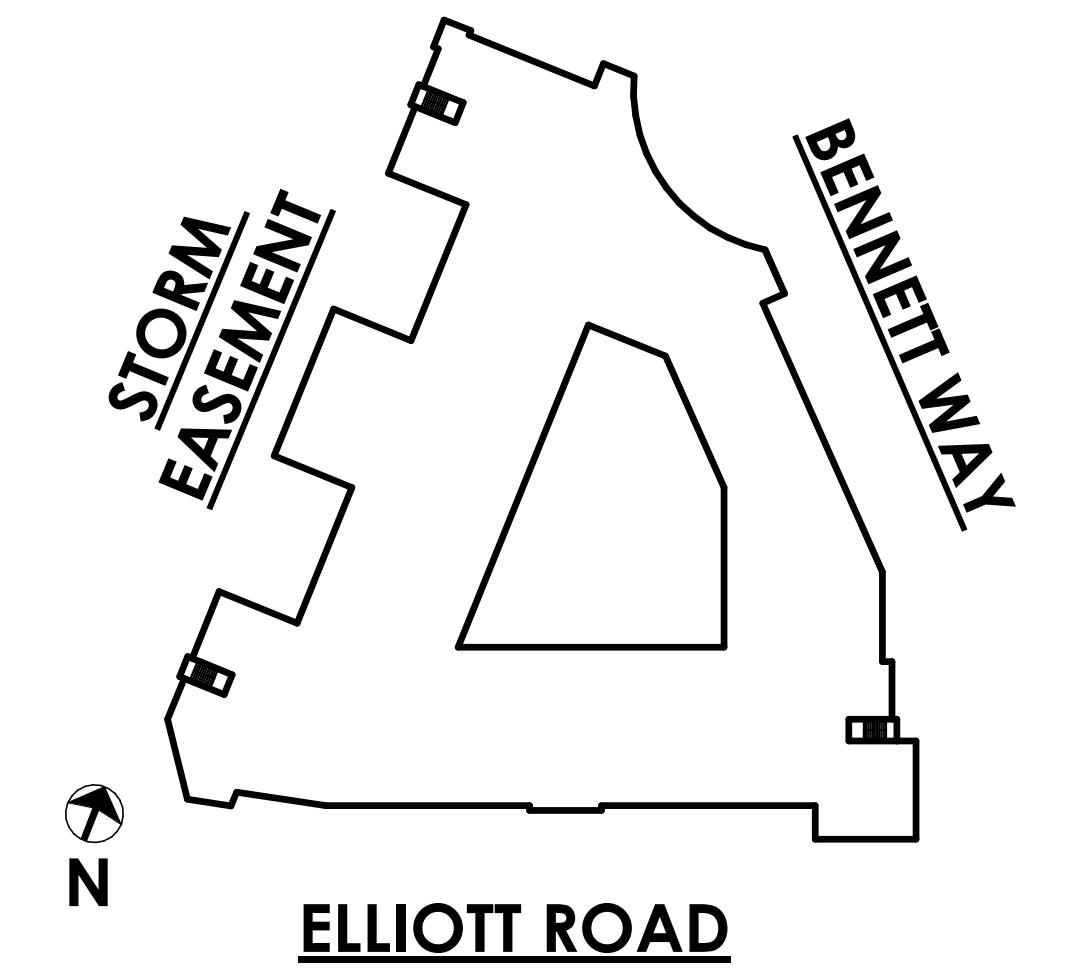


MATERIAL COLOR CHART	
	PAINT 1 - GRAY PER CONCRETE MANUFACTURER, WITH REVEAL TONE
	PAINT 2 - WHITE PER CONCRETE MANUFACTURER, WITH REVEAL TONE
	COLOR 1 - SPANISH WALNUT IF WOOD COMPOSITE SIDING - VERTICAL ORIENTATION
	MODULAR BRICK VENEER (WHITE/LIGHT FINISH) "MODULAR COLOR" TBD
	MODULAR BRICK VENEER (DARK FINISH) "MODULAR COLOR" TBD
STOREFRONT FINISH - CHARCOAL GRAY OR BLACK WINDOW/DOOR FINISH & FRAMES - WHITE BALCONY RAILINGS - CHARCOAL GRAY OR BLACK COLOR PALETTE REPRESENTS INTENDED TONES. ACTUAL PAINT & BRICK COLORS TBD.	

① CONCEPTUAL ELLIOTT ROAD ELEVATION
1/16" = 1'-0"



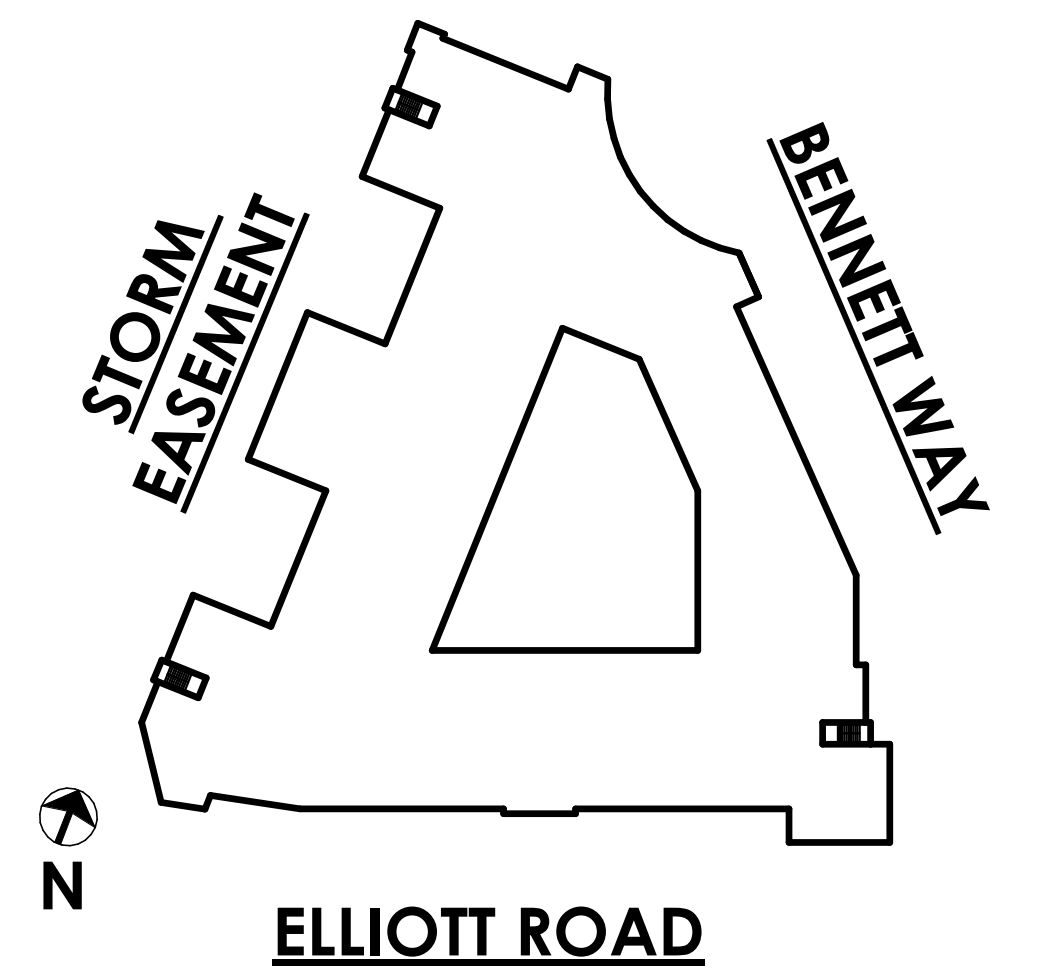
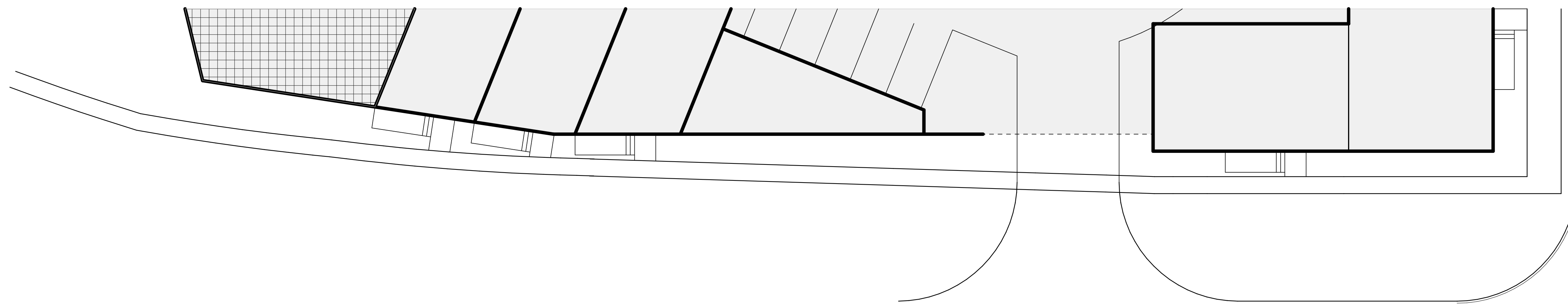
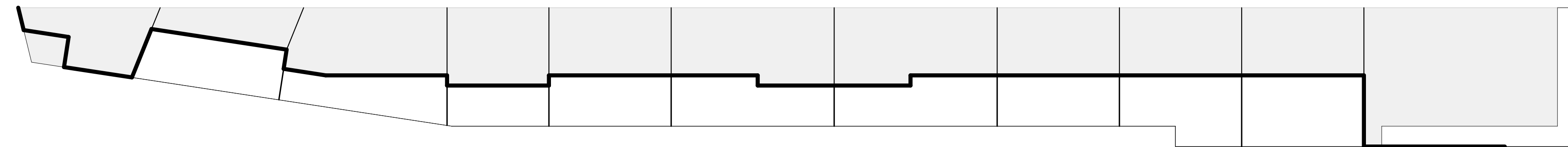
② CONCEPTUAL BENNETT WAY ELEVATION
1/16" = 1'-0"

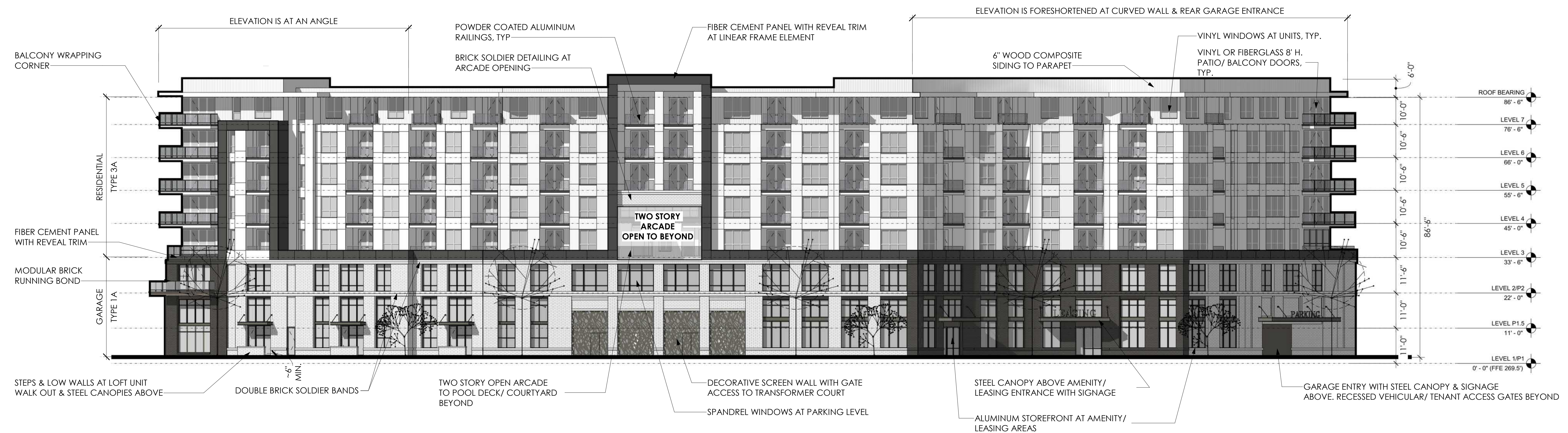


MATERIAL COLOR CHART	
	PAIN 1 - GRAY FAIR CLAYTON SMOOCHY PANEL WITH REVEAL TRIM
	PAIN 2 - WHITE FAIR CLAYTON SMOOCHY PANEL WITH REVEAL TRIM
	COLOR 1 - SPANISH WALNUT 4" WOOD COMPOSITE SENG - VERTICAL ORIENTATION
	MODULAR BRICK VENEER (WHITE/LIGHT FINISH) "MODULAR COLOR: 100"
	MODULAR BRICK VENEER (DARK FINISH) "MODULAR COLOR: 100"
STOREFRONT FINISH - CHARCOAL GRAY OR BLACK WINDOW/DOOR FINISH & FRAMES - WHITE BALCONY RAILINGS - CHARCOAL GRAY OR BLACK COLOR PALETTE REPRESENTS INTENDED TONES. ACTUAL PAINT & BRICK COLORS TBD.	



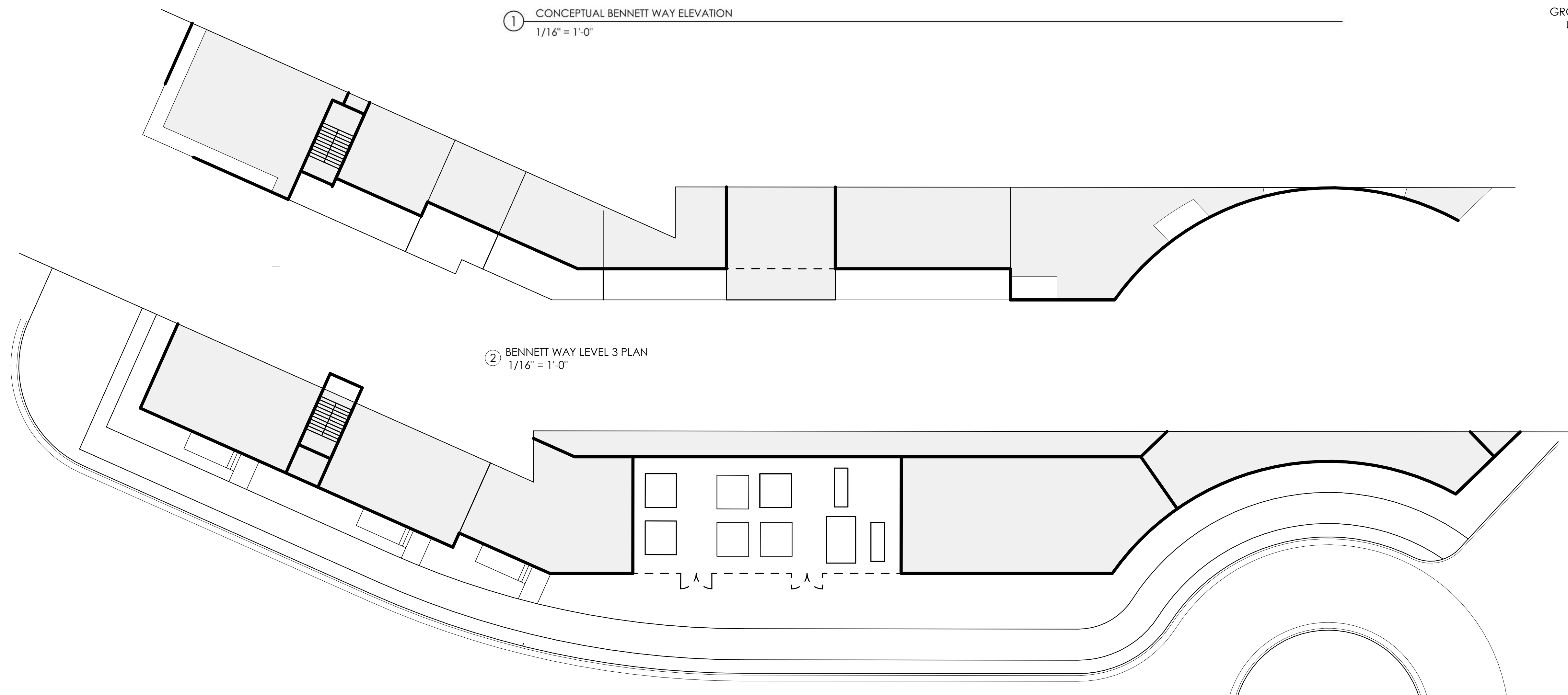
① CONCEPTUAL STORM EASEMENT ELEVATION
1/16" = 1'-0"



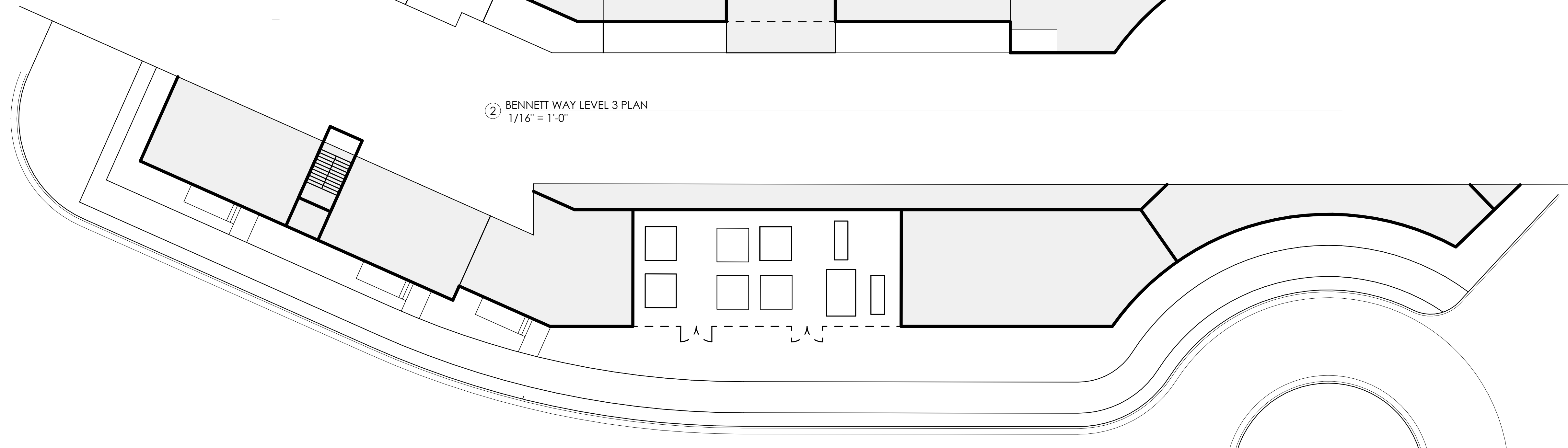


① CONCEPTUAL BENNETT WAY ELEVATION
1/16" = 1'-0"

GROUND LEVEL TRANSPARENCY - 43%
UPPER LEVEL TRANSPARENCY - 34%



② BENNETT WAY LEVEL 3 PLAN
1/16" = 1'-0"



③ BENNETT WAY LEVEL P1 FLOOR PLAN
1/16" = 1'-0"

