

Staff Report

Design Review Board

File Number: 4-E-24-DT

Meeting:	4/17/2024
Project:	City Summit
Applicant:	Oren Yarbrough Design Innovation Architects

Property Information

Location: 516 W. Vine Ave.

Parcel ID 94 L C 003

Zoning: DK (Downtown Knoxville)

Description:

New construction, five-story multi-family building.

Description of Work

Level III Construction of a New Building/Structure

SUMMARY: Proposed new 5-story residential construction. The building is proposed for a rectangular site at the intersection of W. Vine Ave. and Locust St., currently featuring the Carpenter's Union Building and a surface parking lot. The building is L shaped, extending the full length of the parcels along W. Vine Ave and Locust Street, and features a surface parking lot recessed behind the building.

SITE LAYOUT AND ACCESS: The parking lot is accessible via a 22' wide drive extending north off Cafego Place. Mechanical and service fixtures, including access to a trash room, are also located on this elevation. The primary pedestrian access point to the building is located to the rear of the building, in the north, as a storefront entry system located on the south elevation of the massing fronting W. Vine Ave. There are no ground-level entries or amenities fronting W. Vine Ave or Locust St.

DESIGN ELEMENTS: The flat-roof building features a first story clad in brick veneer. The primary exterior material is painted cement board, arranged in alternating bands of horizontal shiplap and vertical panels. Units feature paired double-hung windows and full-light sliding doors, which provide access to balconies on the second through fifth stories.

Applicable Design Guidelines

Downtown Design Guidelines

A. Public Realm

1. Pedestrian and Bicycle Safety

1g. Consolidate curb-cuts and locate driveways near mid-block, when necessary; alley access should be provided for service and parking, if feasible.

3. Parking Facilities

3c. Locate surface parking lots to the side or rear of buildings. No surface parking lots should be created in front of buildings.

3d. Screen surface lots, where they abut a public sidewalk, with decorative walls, fencing, and landscaping.

3e. Distribute shade trees within surface lots at a ratio of 1 tree per 8 parking spaces. Trees may be planted in wells between spaces.

4. Downtown Beautification

4a. Foster downtown beautification with landscaping and plantings, public art, and public open space.

4c. Plant street trees where possible. Choose tree planting locations that will not significantly alter the setting of or harm the materials of historic buildings.

B. Private Realm

1. Building Mass, Scale and Form

1a. Maintain a pedestrian-scaled environment from block to block.

1b. Foster air circulation and sunlight penetration around new buildings. Buildings may be designed with open space, as allowed under existing DK zoning; or buildings may be 'stepped back' on upper floors with lower floors meeting the sidewalk edge.

1c. Use building materials, cornice lines, signs, and awnings of a human scale in order to reduce the mass of buildings as experienced at the street level.

1d. Divide larger buildings into 'modules' that are similar in scale to traditional downtown buildings. Buildings should be designed with a recognizable base, middle, and top on all exposed elevations.

1e. Avoid blank walls along street-facing elevations.

2. Building Location

2a. Set buildings back five feet in order to provide wider sidewalk space when new construction in non-historic areas is to be more than half the length of the block.

2b. Consider using landscape elements to define the sidewalk edge where a building is to be set back from the sidewalk.

2d. Limit grade separations above or below the sidewalk, generally no more than 3 feet. Allow for clear sightlines into and out of buildings and plazas.

2e. Design private plazas to be pedestrian-friendly. Provide human-scale amenities and include landscaping.

3. Building Materials

3a. Use complimentary materials and elements, especially next to historic buildings.

4. Architectural Character

4a. Encourage first floor uses that draw walk-in traffic; businesses that do not require pedestrian traffic should be located on other floors.

4b. Enhance pedestrian interest in commercial and office buildings by creating a largely transparent and consistent rhythm of entrances and windows.

4c. Scale first floor signs to pedestrians.

4d. Differentiate the architectural features of ground floors from upper floors with traditional considerations such as show-windows, transoms, friezes, and sign boards.

4e. Design top floors to enhance the skyline of the block through cornices and details that are harmonious with adjacent architecture. 4f. Encourage the use of 'green roofs' and other sustainable practices, while minimizing the visual impact from the street.

5. Ground Floor Doors and Windows

5a. Use consistent rhythm of openings, windows, doorways, and entries.

5b. Orient primary front entrances to the main street; secondary entrances should be clearly defined and oriented to streets or alleys, as appropriate.

5c. Design entrances according to the proportions of the building's height and width.

5d. Consider corner entrances at the ends of blocks.

5e. All windows at the pedestrian level should be clear

5f. Recess ground floor window frames and doors from the exterior building face to provide depth to the facade.

6. Residential Buildings

6a. Elevate the first floor of townhouses and apartment buildings so that pedestrians cannot look directly into the residence from the sidewalk level.

6b. Design entrances to residential buildings so that access is separated from pedestrian flow on the sidewalk.

6c. Encourage the development of mixed-use buildings with apartments over lower story commercial uses.

7. Mechanical Equipment and Service Utilities

7a. Minimize the visual impact of mechanical equipment through screens or recessed/ low-profile equipment.

7b. Do not locate units on a primary façade.

7c. Screen rooftop vents, heating/ cooling units and related utilities with parapet walls or other screens. Consider sound-buffering of the units as part of the design.

7d. Locate utility connections and service boxes on secondary walls.

7e. Reduce the visual impacts of trash storage and service areas by locating them at the rear of a building or off an alley, when possible.

7f. Screen dumpsters from view.

7g. Locate satellite dishes out of public view, where possible.

7h. Allow solar panels and other technological advances on rooftops and other unobtrusive locations. Solar panels should not be considered on the elevations of historic buildings.

The Boulevard District:

2a. Design building entrances to be clearly oriented to the street.

2b. Encourage building forms that are complimentary to the mass of adjacent buildings.

2c. Design building elevations to compliment the buildings along the side or back streets when buildings are to face more than one street.

2d. Screen service facilities or incorporate them into the design of new buildings so that they are not obtrusive.

Comments

1. The building is proposed for a parcel currently containing a c.1940 building (to be demolished) and surface parking. The site is surrounded by multi-family construction, including contemporary townhouse style units to the north and a tall multi-family building to the west, with a historic brick masonry church further to the east. The blocks feature a limited amount of pedestrian activity, as it is somewhat disconnected from Jackson Ave by topography and the rest of downtown by Summit Hill Drive.

2. The application includes approximately 18 spaces on a new surface parking lot, accessed from Cafego Place. Overall, the access point meets the design guidelines as it creates only one curb cut on the sidewalk (where there are currently multiple) and will not create additional safety issues for pedestrians. The parking lot meets the guidelines as it's located to the rear of the building. The final site plan should meet City Engineering standards.

3. Guidelines encourage maintaining a pedestrian-scaled environment from block to block, and avoiding blank walls along street-facing elevations. The application avoids blank walls via a series of double-hung windows and sliding glass doors along the Vine Ave and Locust St elevations. The guidelines also recommend dividing buildings into "modules" similar in scale to traditional downtown buildings with a recognizable base, middle, and top. The design includes details typical to contemporary multi-family buildings, using vertical bands to break up the massing along a brick foundation base and a parapet-topped roofline.

4. The project does not include any commercial or public uses on the first story. Many guidelines encourage incorporating first-floor uses that are open to pedestrians and draw walk-in traffic. Other fully residential buildings approved by the Board recently include 701 E. Hill Avenue (8-F-22-DT), which noted that the building was proposed for a largely residential area which didn't contain other commercial or retail spaces. At 121 Union Ave (7-C-23-DT),

the multi-family building included a retail use at the corner and engaged the street via a series of townhouse-style stoops and entries. The proposal does create a "consistent rhythm of entrances and windows" along the Vine Avenue elevation, though the entrances open to private balconies separated from the sidewalk. The Board should discuss the proposed ground-level design within the neighborhood context.

5. Guidelines recommend the use of building materials that "relate to the scale, durability, color, and texture of the predominate building materials in the area." The surrounding area is characterized by the use of brick masonry, from the c.1970s and 1980s multi-family buildings to the north and west, to the contemporary townhouses to the northwest, to the Fraternal Order of the Eagles Building and the historic church nearby. Fiber cement siding panels do not demonstrate the same durability or detail as historic masonry. The building incorporates one level of brick masonry on the ground level. The Board should discuss the proposed materials. The proposed design should incorporate additional masonry or a revised exterior cladding design which "relates to the scale, durability, color, and texture of the predominate building materials in the area."

6. The proposal meets the guidelines for residential buildings, with residential accesses "elevated so that pedestrians cannot look directly into the residence from street level."

7. All mechanical and service utilities indicated on the plans meet the guidelines as located on secondary elevations; any not shown should receive screening as necessary. Lighting should meet City standards for exterior lighting.

8. The signs depicted on the elevation drawings do not contain sufficient information for Board review at this time; a separate signage application should be submitted to the DRB for further review.

Recommendation

Staff recommends approval of Certificate 4-E-24-DT, subject to the following conditions:

1) Revisions to exterior cladding to incorporate additional masonry or other materials which meet the guidelines to "relate to the scale, durability, color, and texture of the predominate building materials in the area";

2) Final site plan and parking garage to meet City Engineering standards;

3) Final landscaping plan to meet standards of City zoning code (12.2) and design guidelines;

4) Any mechanical equipment or service utilities not shown on plans to be placed on secondary elevations and receive screening as necessary;

5) Signage to return to Design Review Board as a separate application.

4-E-24-DT





DESIGN REVIEW REQUEST

- DOWNTOWN DESIGN (DK)
- □ HISTORIC ZONING (H)
- □ INFILL HOUSING (IH)

CITY SUMMIT LLC

Applicant			
03-29-2024	APRIL 17TH	4-E-24-FY	
Date Filed	Meeting Date (if applicable)	File Number(s)	

CORRESPONDENCE

All correspondence related to this application should be directed to the approved contact listed below.

🗌 Owner 🔲 Contractor 🔲 E	ingineer 🔳 Architect/Lands	scape Architect		
OREN YARBROUGH		DESIGN INNOVATIO	ON ARCHITECTS	
Name		Company		
402 S. GAY ST, SUITE 201		KNOXVILLE	TN	37902
Address		City	State	Zip
(865) 659-6729	OYARBROUGH@D	IA-ARCH.COM		
Phone	Email			

CURRENT PROPERTY INFO

CITY SUMMIT LLC	900 S. GAY ST, SUITE	1600	(865) 637-7777
Owner Name (if different from applicant)	Owner Address		Owner Phone
516 WEST VINE AVE		094LC003	
Property Address		Parcel ID	
SUMMIT HILL	x	DK-B	
Neighborhood		Zoning	
	8 X		
	,6		

AUTHORIZATION

Lindsay Crockett Staff Signature

Lindsay Crockett

4.1.24 Date

BENJAMIN JENNESS

03-29-2024

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REQUEST

DOWNTOWN DESIGN	Level 1: Signs Alteration of an existing building/structure Level 2: Addition to an existing building/structure Level 3: Construction of new building/structure Site design, parking, plaze See required Downtown Design attachment for more details. Brief description of work: 5 STORY TALL MULTI-FAMILY APARTMENT BUD MOST. APPROXIMATELY 18 PARKING SPACES WILL BE ADDED ON-SITE, INC INCLUDES NEW TRANSFORMER PADS & SWITCHGEAR	as, landscape ILDING. 89 TOTAL LIVING LUDING 1 ACCESSIBLE P/	UNITS W/ PRIVATE BALCONIES FOR ARKING SPACE. SITE WORK ALSO
HISTORIC ZONING	Level 1: Signs Routine repair of siding, windows, roof, or other features, it Level 2: Major repair, removal, or replacement of architectural elements or mathematic structure Level 3: Construction of a new primary building Level 4: Relocation of a contributing structure Demolition of a contributing structure Brief description of work:	n-kind; Installation of gu terials 🔲 Additions a	tters, storm windows/doors nd accessory structures
INFILL HOUSING	Level 1: Driveways, parking pads, access point, garages or similar facilities Level 2: Additions visible from the primary street Changes to porches visit Level 3: New primary structure Site built Modular Multi-Sectional See required Infill Housing attachment for more details. Brief description of work:	Subdivisions ble from the primary stre	et
STAFF USE ONLY	ATTACHMENTS Downtown Design Checklist Historic Zoning Design Checklist Infill Housing Design Checklist ADDITIONAL REQUIREMENTS Property Owners / Option Holders Level 1: \$50 • Level 2: \$100 • Level 3: \$250 • Level 4: \$500	FEE 1: 250.00 FEE 2: FEE 3:	TOTAL: 250.00









DESIGN DEVELOPMENT CITY SUMMIT 516 W. VINE AVENUE, KNOXVILLE, TN

DESCRIPTION	DATE
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