



Shaping the New Waterfront

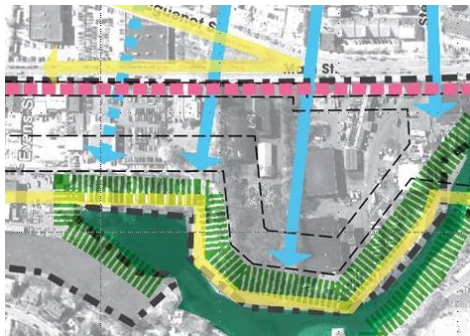
Community Meeting #2

October 2017

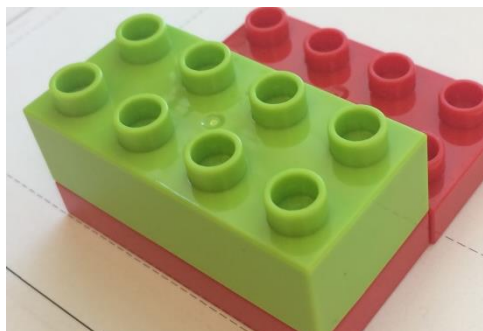
agenda



Conclusions from 9/13 meeting



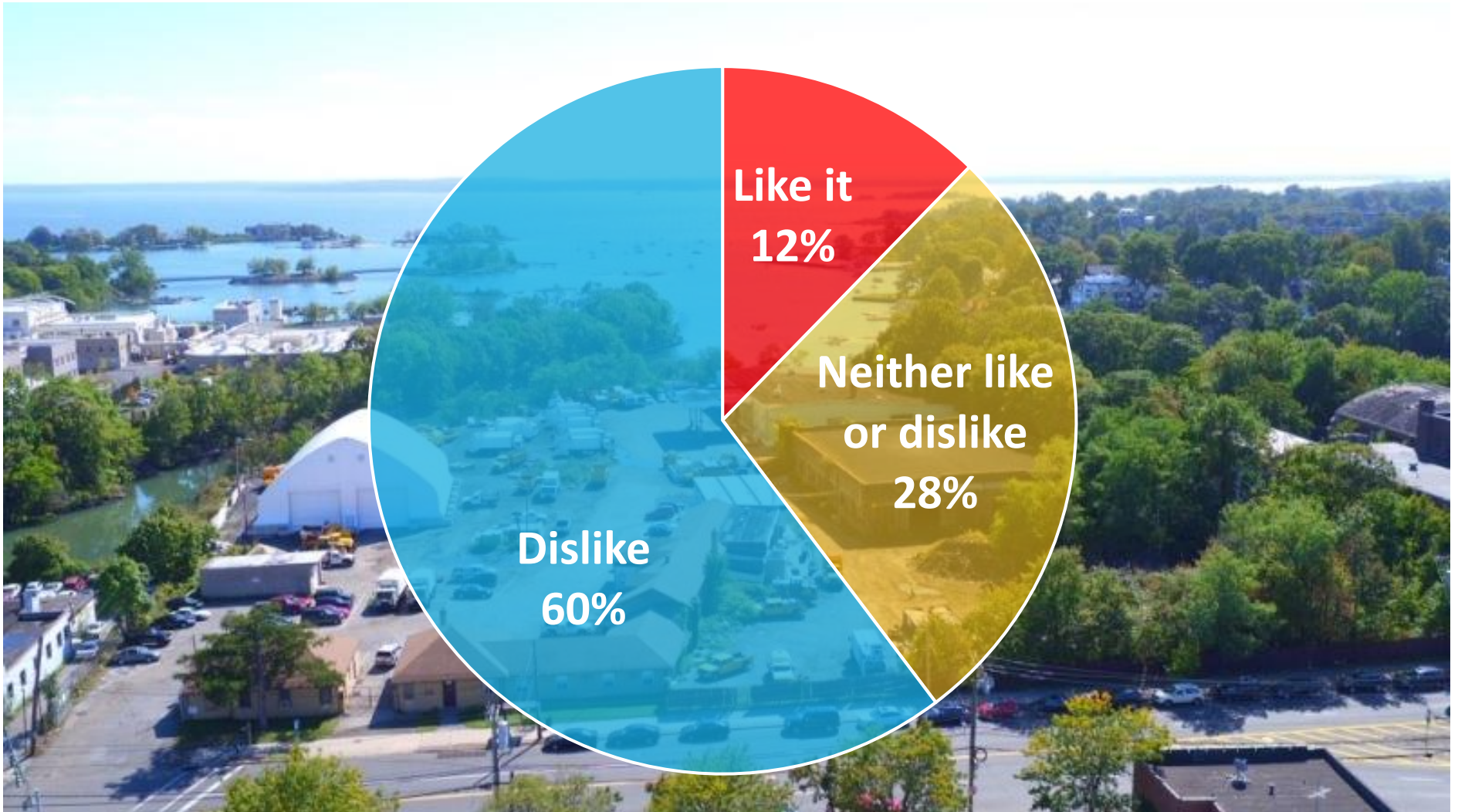
Goals and Strategies



Programs uses & Amenities:
Planning with Lego

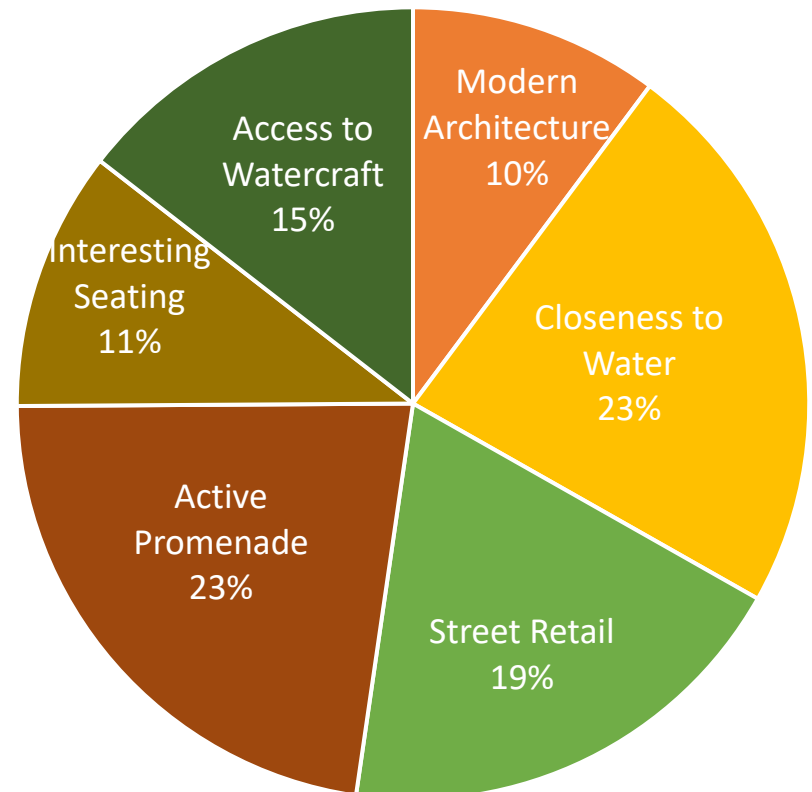
What do you think?

Do you like the current waterfront experience?



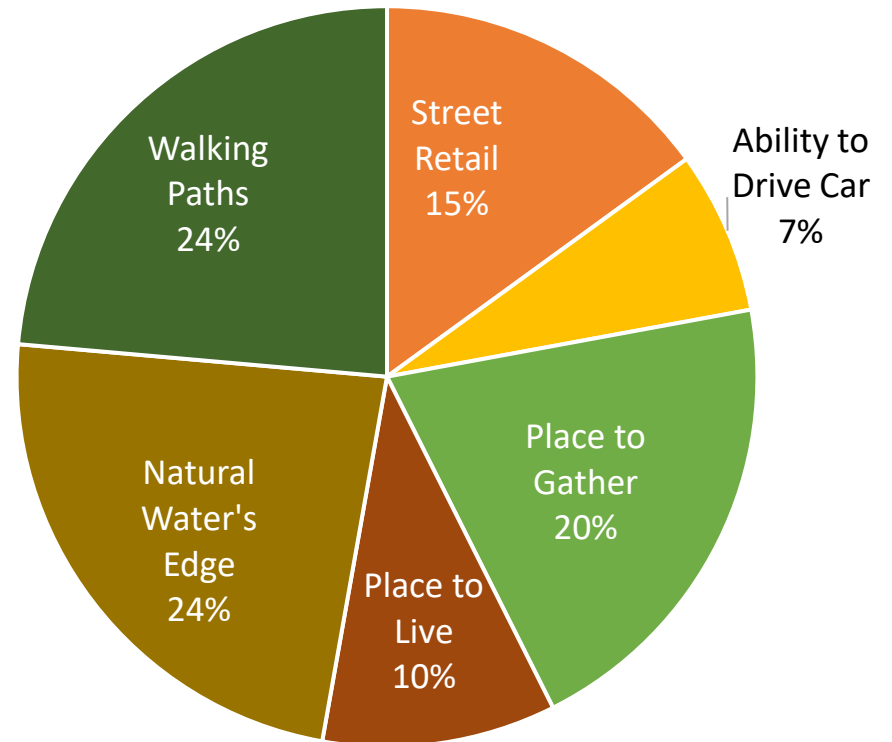
What do you think?

What do you like about the waterfront?



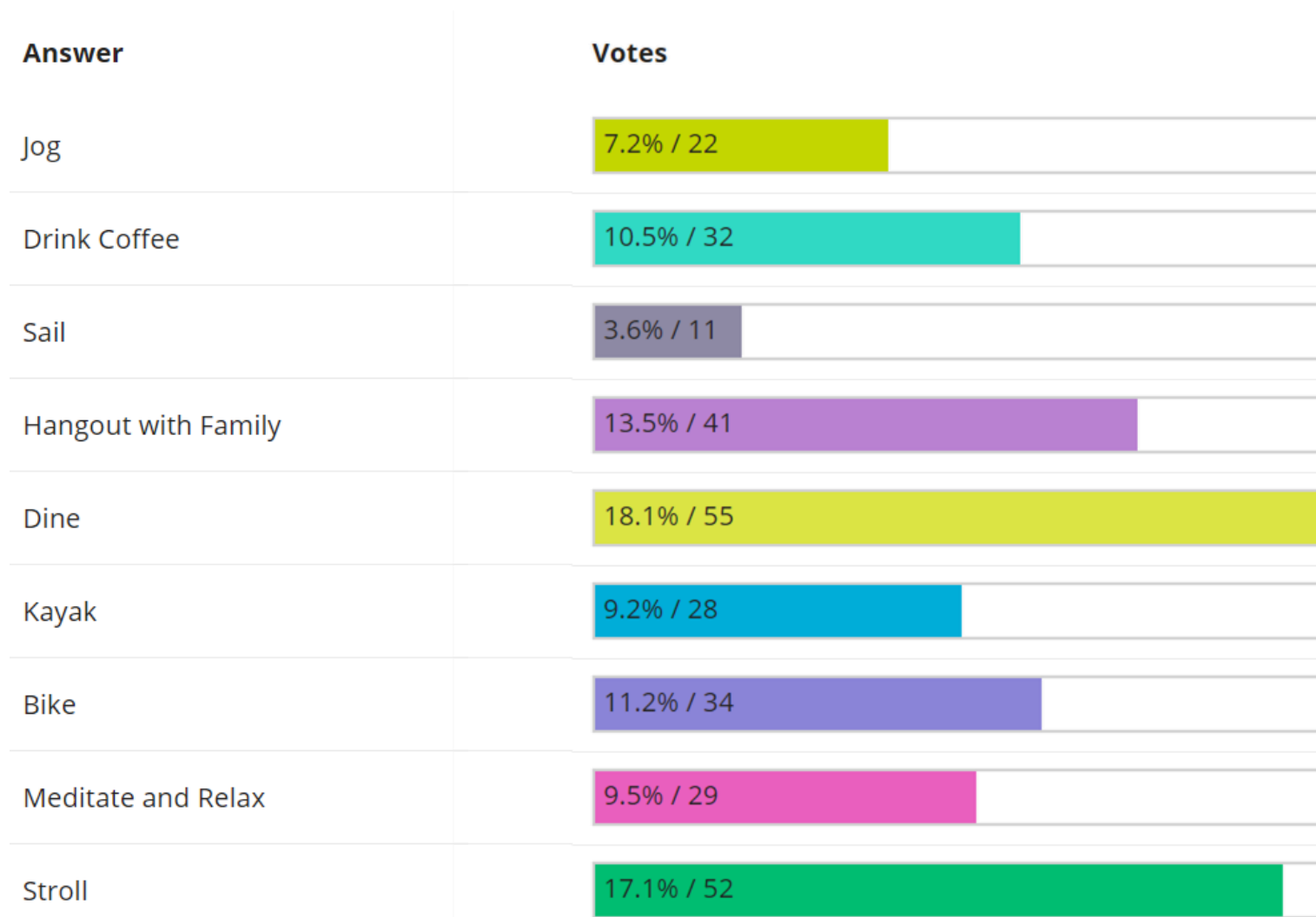
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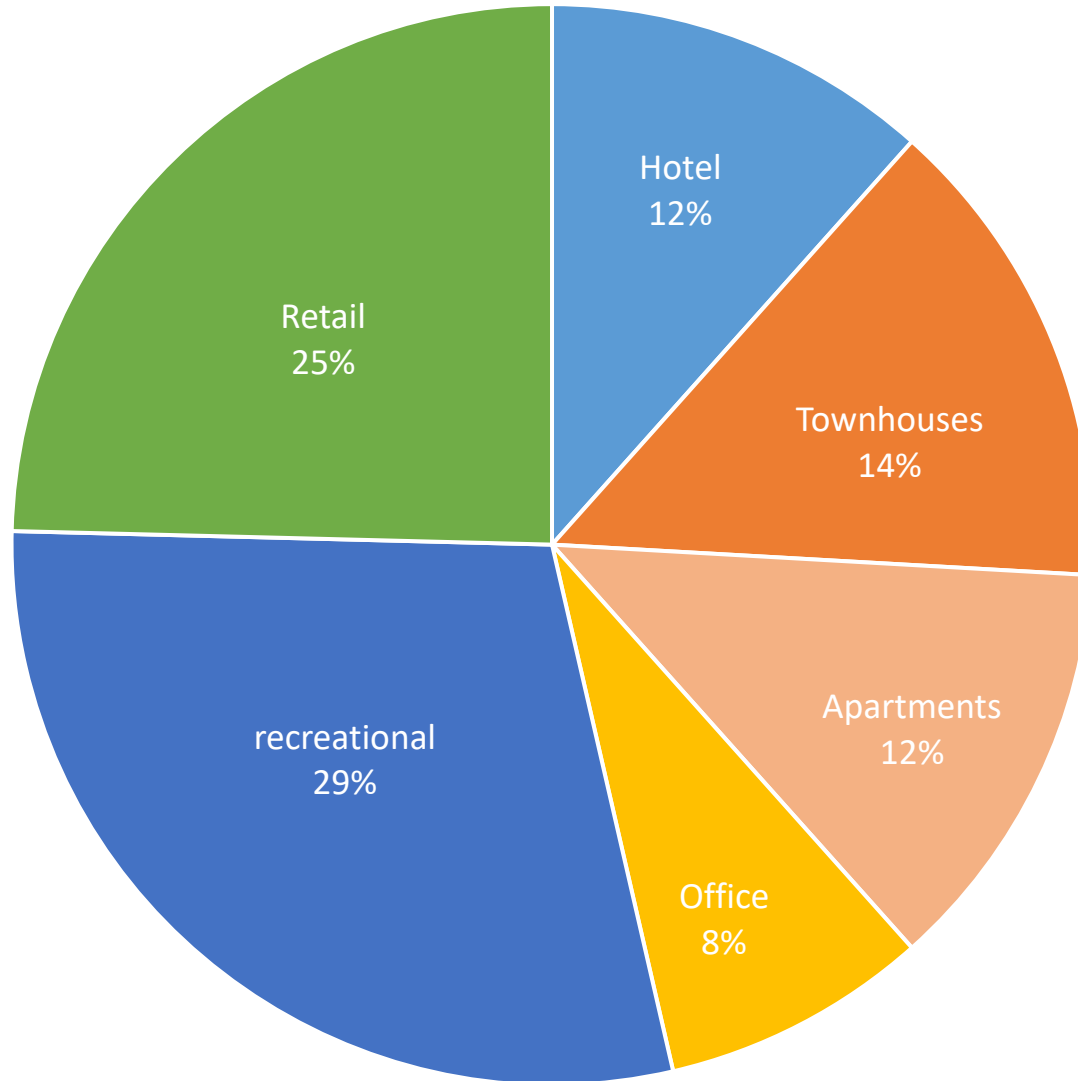
What do you think?

What do you want to do in our waterfront?



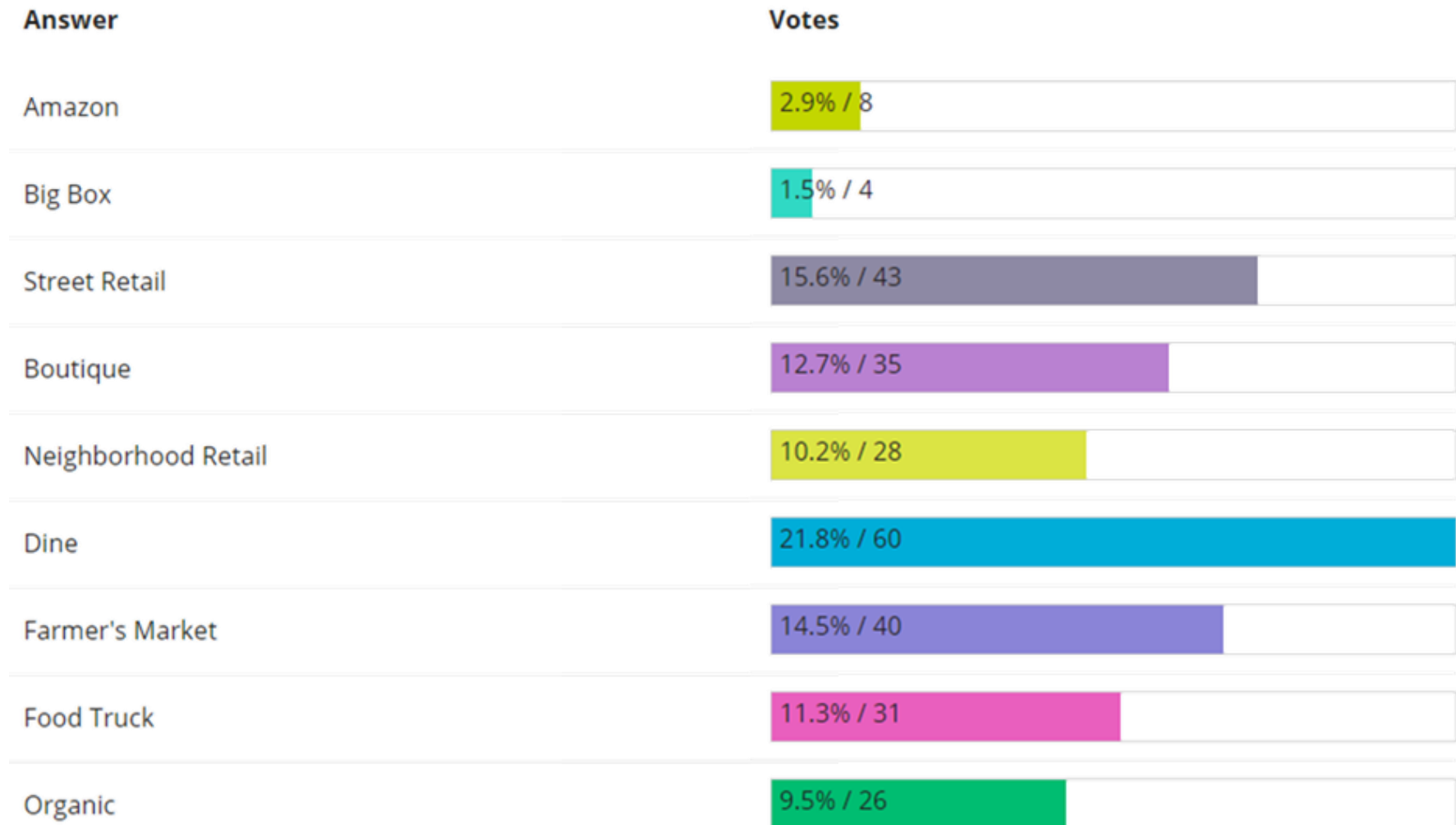
What do you think?

What do you want on our waterfront?



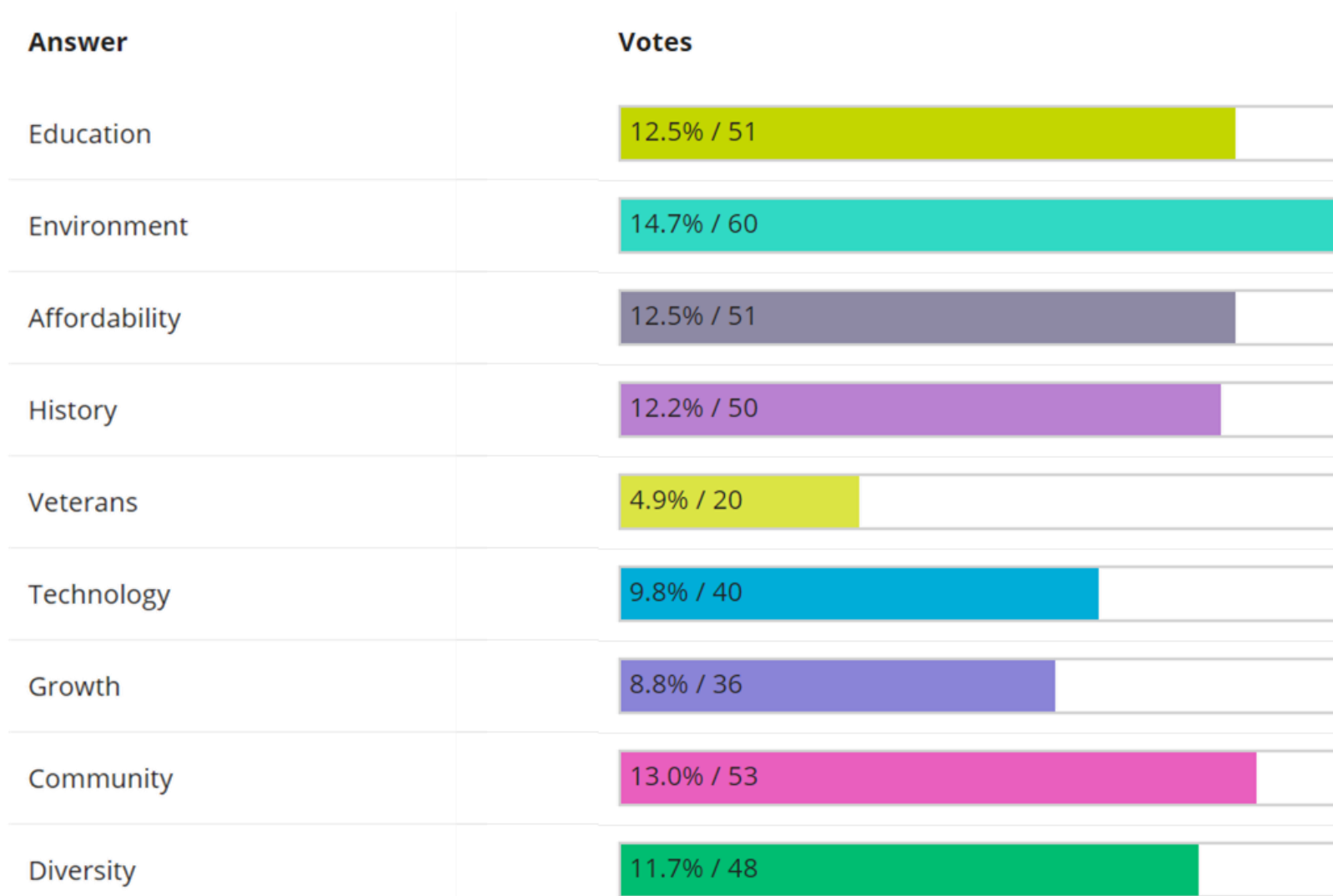
What do you think?

What type of retail do you desire?



What do you think?

What is important to you?



9/13 meeting

Group 1



Group 5



Group 2



Group 6



Group 3



Group 7



Group 4

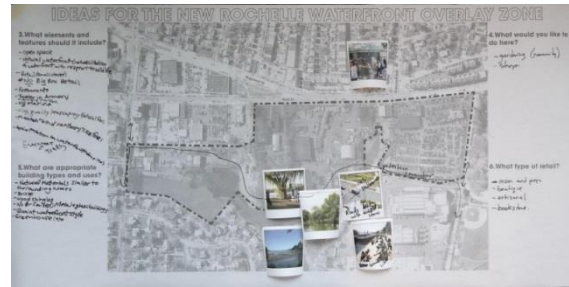


9/13 meeting

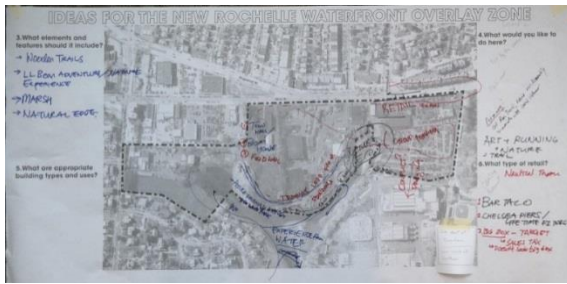
Group 1



Group 5



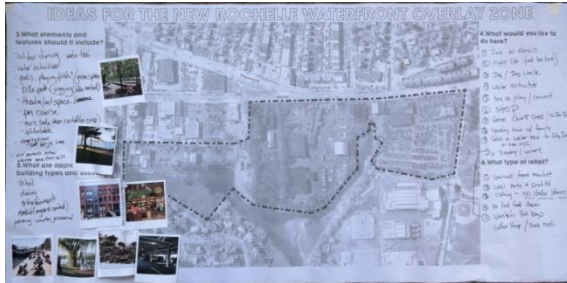
Group 2



Group 6



Group 3



Group 7



Group 4



Group 1

MID RING GATEWAY FROM WASHINGTON
HOTEL + BUFFER @ TREATMENT PLANT
MAXIMIZE ACCESS TO WATER PHYSICAL & VISUAL
VEED DENSITY TO SUPPORT RETAIL
ARMORY - MULT VENDOR - EXPAND
CULTURE @ WEST END - ACCESS FROM ECHO
PARKING SHOULD BE INVISIBLE & REPAIR POSSIBLE

WATER INTERCONNECTION - WATER BIRDS
→ MAKE CONNECTION EXPERIENCE
DEVELOP ECOLOGY AS UNDERLYING THEME
PARKING AS BUFFER TO TREATMENT PLANT
WITH TRANSIT SHUTTLE
NATURE TRAIL - VETERANS - SALES TAX REF

WATER! PATH ALONG LOCAL RETAIL + MARKET OPEN UP VIEWS FROM MAIN NOT ALL RENTAL TRANSIT LINK TO TRAIN OUTDOOR DINING + WATERFRONT BOATING DON SPACE + ART + FITNESS + VEGETATION AFFORDABLE NIGHT LIFE - BUT NOT TOO LOUD INTERACTIVE GAMES FOR FAMILY WATER TAX	DONT LIKE NO ACCESS FEW TREES BIG BOX POLLUTION
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"NEIGHBOR TABLE" - AVOID NEGATIVE IMPACTS
VIEW TO WATER & ISLAND PARK - KAKAK
CONNECT WATERFRONT TO DOWN TOWN
PUBLIC CIRCULATION AROUND SEWAGE TREATMENT
TO CONNECT PARK
NATURAL WATER INFILTRATION - NO BIG BOX
LOW TO MID-RISE BUILDINGS + AFFORDABLE HUMAN
CONCEPT + SOUTHWEST HOTEL

Group 2

Group 3

Group 4

SUTTON MANSION
BUFFER TO NEIGHBORHOOD
RETAIL ON MAIN & PRATT
WATERFRONT CONNECTION
WATER RECREATION
DENSITY TOWARD MIDDLE OF SITE
THEATRE
BRICK, WOOD, NATURAL
NO CARS ON WATER

DONT LIKE
WATER POLLUTION (INFILTRATION)
SEASIDE NOT GLASS & METAL
PRESSURE QUIET & ECOLOGY

CREEKWAY ALONG WATER CONNECT TO NEIGHBORHOOD
ACTIVE ALL DAY OFFICE HEADS
ALSO HOTEL
MAKE ALL ACCESSIBLE WATERFRONT FOR NR
LIMIT & GROUP PARKING
PIER TO GET OUT ON WATER
FOOD COURT + FINE MKT + BREWERY
RETAIL ON WATER

SUTTON MANSION + DAVENPORT
VERY RESIDENTIAL AROUND SITE
LIMIT NOISE LIMIT LIGHTING
NIKE TRAVELS ON WATER
HIGHER AT EAST END OF SITE
KAKAK RAMP + BOARDWALK LIKE GLEN ISLAND
OPEN VIEWS TO WATER FROM ROUTE 1
ROOFTOP TERRACES DINING ON HOTEL ROOF
PUBLIC ACCESS & USE

- SCREEN PARKING
- AFFORDABLE HOUSING
- DOWN TOWN TO WATERFRONT CONNECTION TO
MULTI-USE PARKING
- NOT DIVIDED
- OUTPATIENT MEDICAL FOR DAYTIME TRAFFIC
- START-UP SPACE

NR WATERFRONT.COM
OFFICE USES

Group 5

Group 6

Group 7

9/13 meeting

Goals

- Active retail-1,2,5,6
- Support Ecology-2,4,5
- Avoid negative impacts on neighbors-4,5,7
- Retain tranquility of waterfront-5,7

Urban design elements

- Gateway from Larchmont-1
- Connect city to water-2,3,4,P
- Buffer at treatment plant-1,2
- Connection to Echo-1
- Connect to adjacent parks-4,6
- Mass toward middle and east-5,7

Architecture

- Materials sympathetic to context-5

Requirements

- Conceal parking-1,5,P

Amenities

- Views to water-1,2,3,4,7
- Access to water-1,2,3,4,5,6,7
- Transit Shuttle-2,3,P
- Boating-1,3,7

Program

- Vetrans-2
- Ecology-2
- Outdoor dining-3,7
- Nightlife but not too loud-3
- Affordable-3,P
- Ownership-3
- Culture-1,3,4,5
- No big box-4
- Hotel-4,6
- Office-6,P
- Market-1,3,6

GOALS AND STRATEGIES

Goals:

- Reconstruct and Support site Ecology-2,4,5
- Aesthetic sympathetic to context-5

Strategies

- Access to and along the water 1,2,3,4,5,6,7
- Views to water along each upland street-1,2,3,4,7
- Active retail on Main-1,2,5,6
- Sense of arrival and Connection-1,2,3,4,P
- Buffer at treatment plant-1,2
- Reinforce experience of waterfront -5,7
- Scale down to residential neighbors-5,7

PROGRAMS, USES & AMENITIES

Program and Uses

- Outdoor dining-3,7
- Nightlife but not too loud-3
- Affordable Housing-3,P
- Housing Rental as well Ownership-3
- Hotel-4,6
- Office-6,P
- Conceal parking-1,5,P

Amenities

- Waterfront open space
- Ecological Restoration-2
- Local Market-1,3,6
- Cultural Facility-1,3,4,5
- Adaptive Reuse

goals and strategies

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Access to and along the water

Views to the water

Active retail on Main

Sense of arrival and connection

Buffer at treatment plant

Reinforce experience of waterfront

Scale Down to neighbors



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Goals and Strategies

Strategies:

Access to and along the water

Views to the water

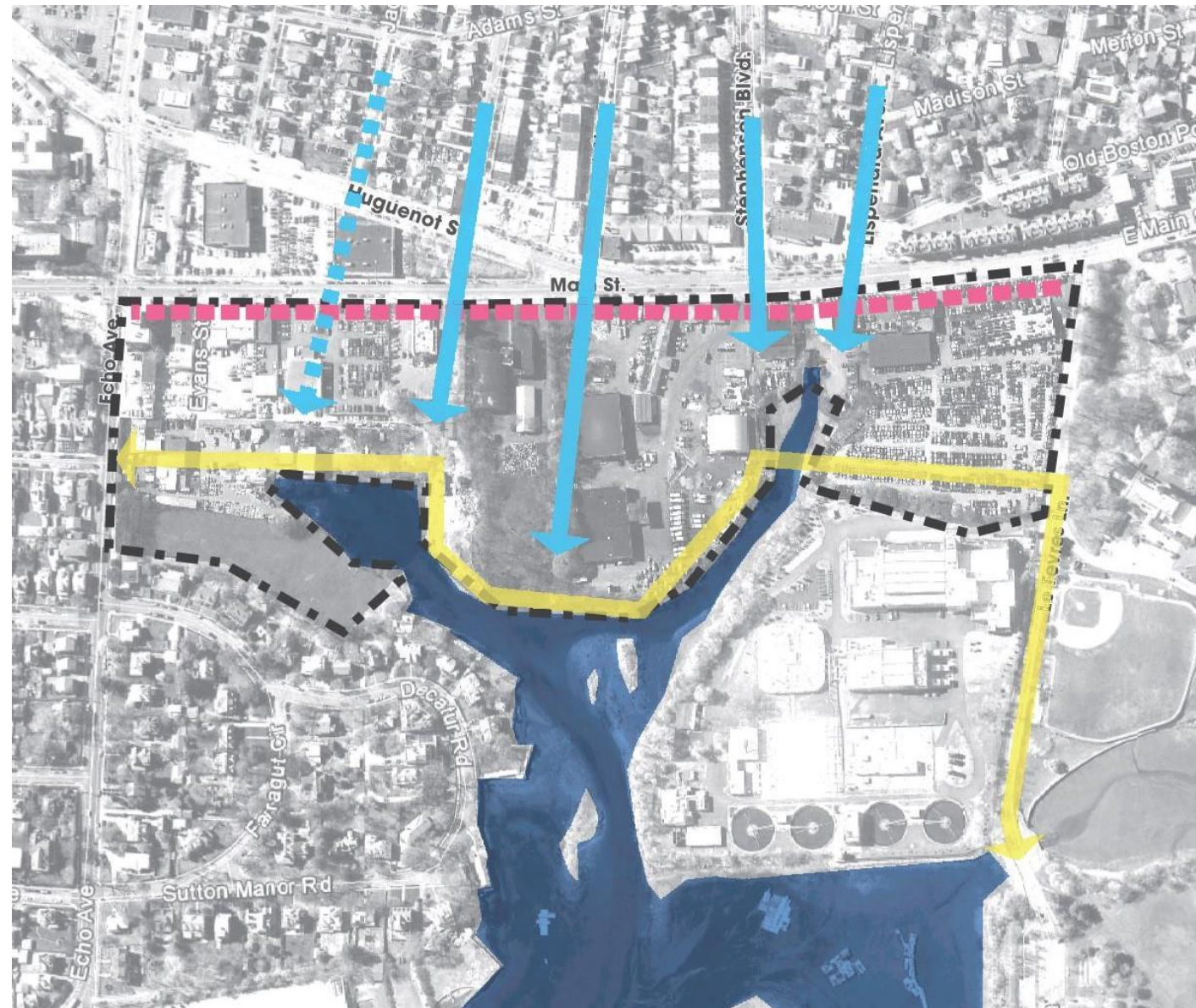
Active retail on Main

Sense of arrival and connection

Buffer at treatment plant

Reinforce experience of waterfront

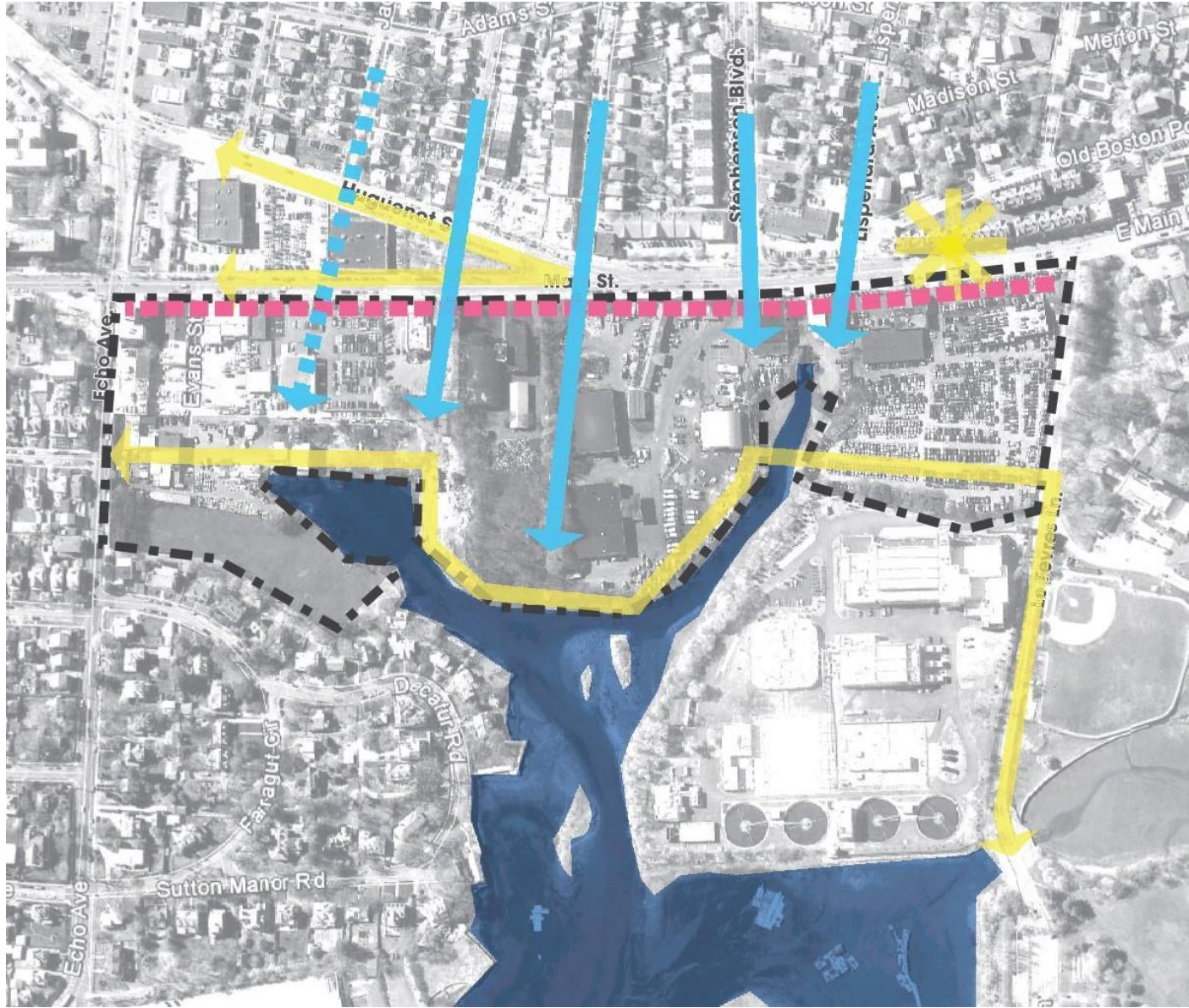
Scale Down to neighbors



Goals and Strategies

Strategies:

- Access to and along the water
- Views to the water
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Goals and Strategies

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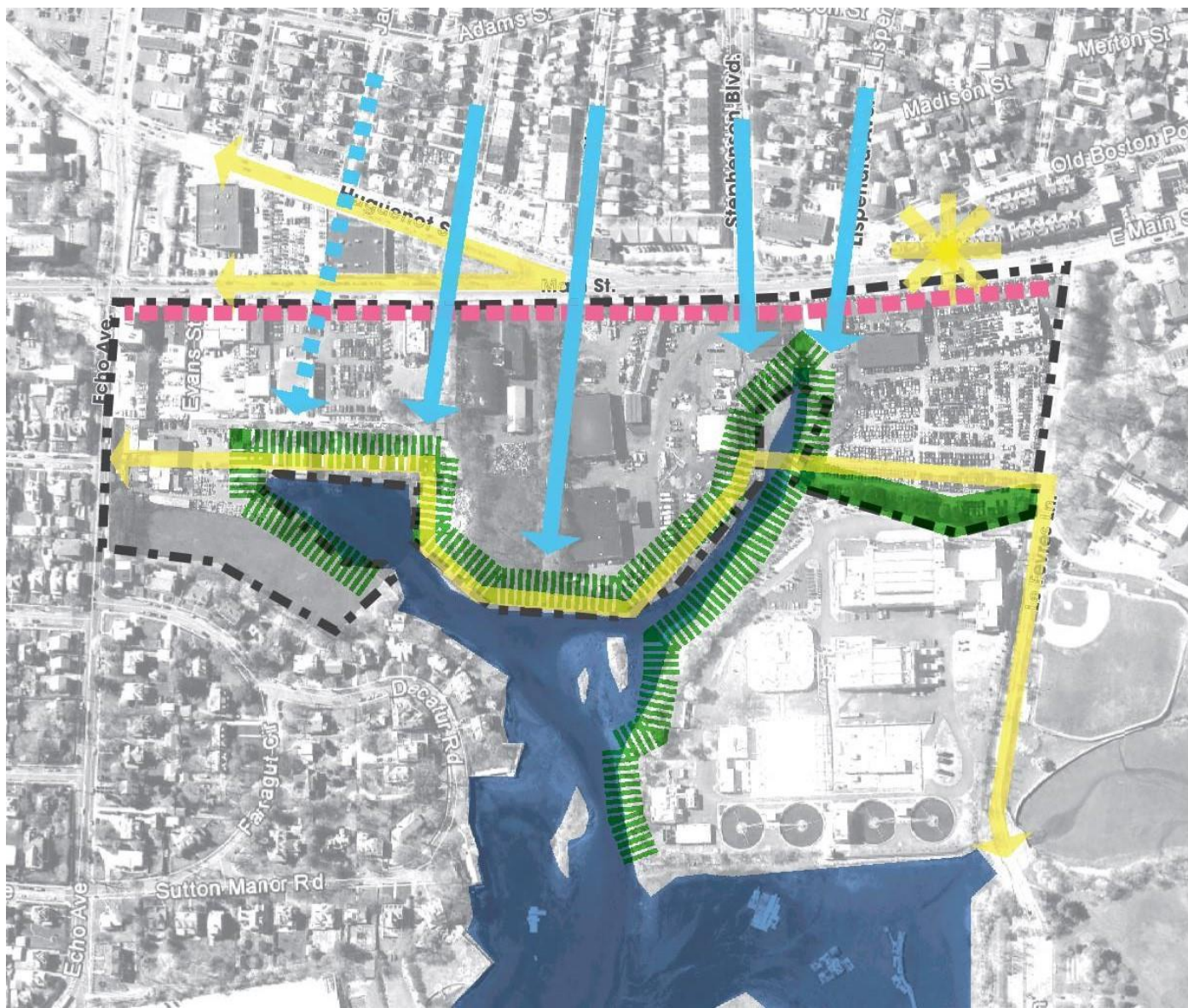
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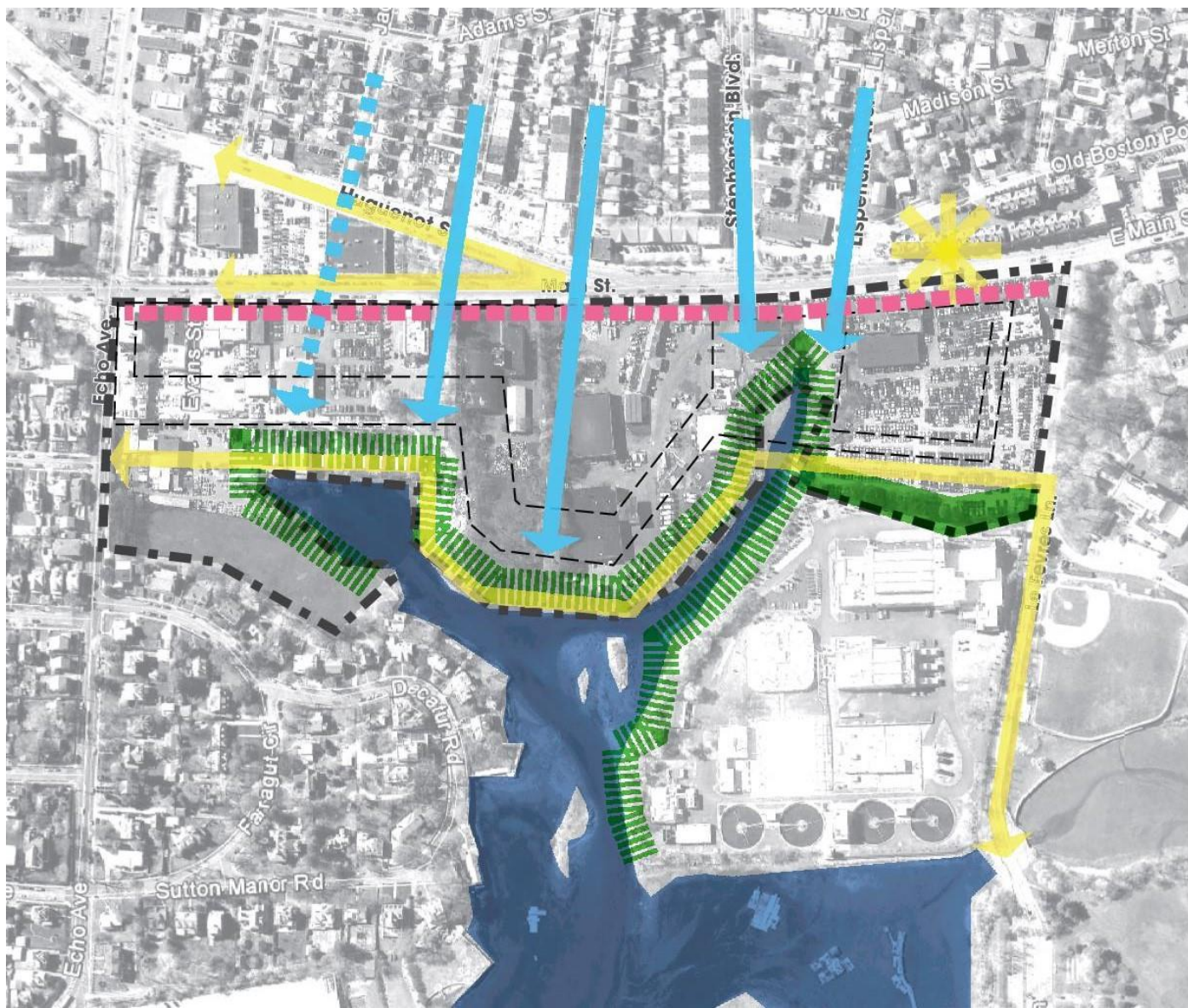
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Goals and Strategies

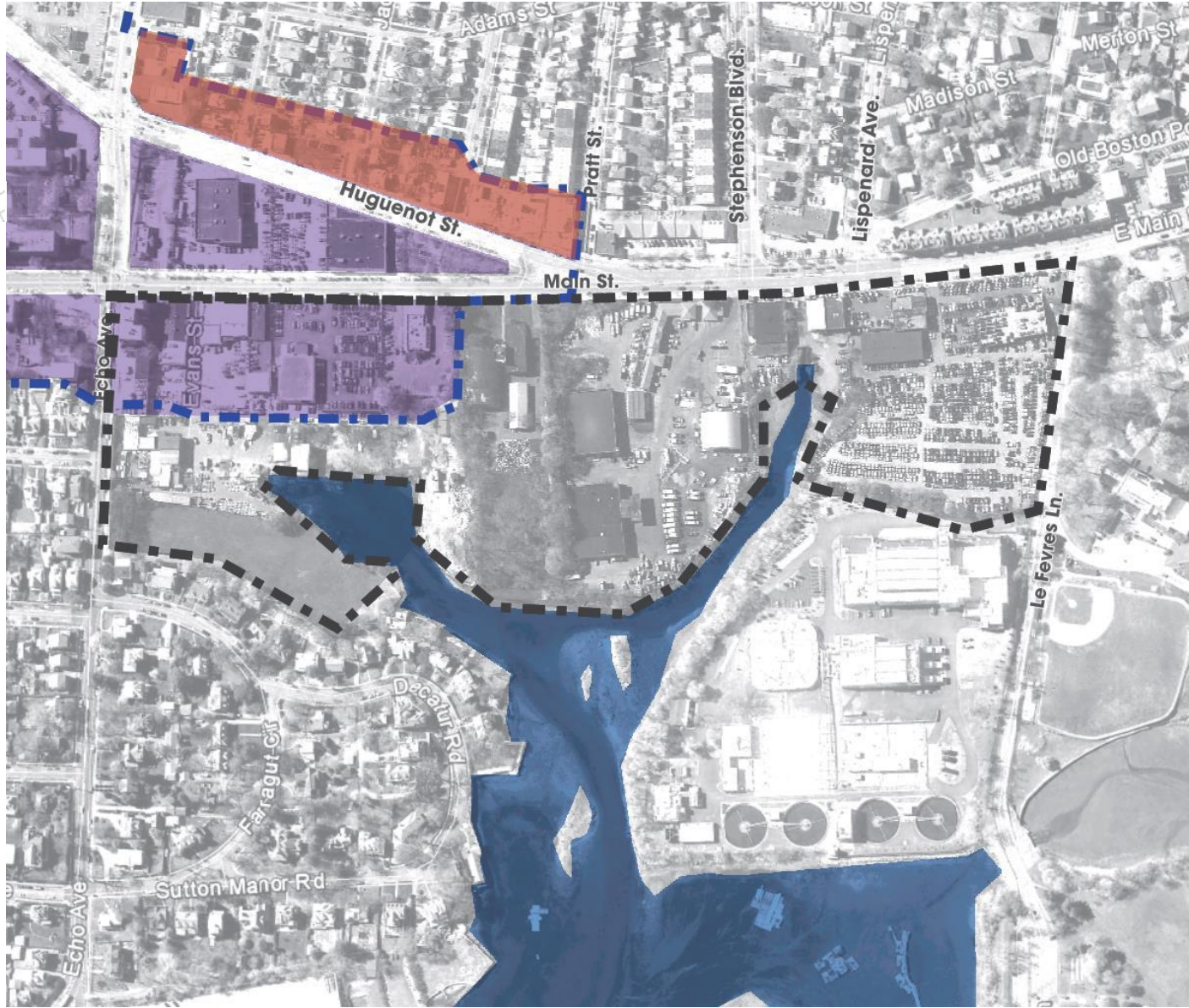
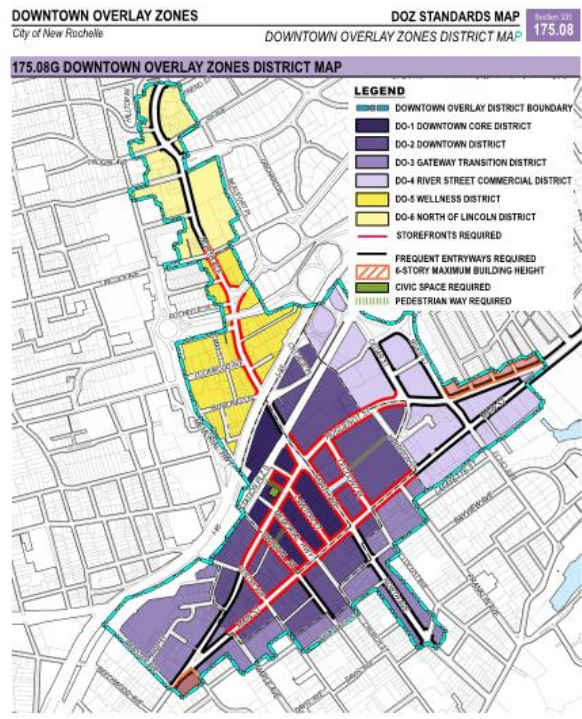
Strategies:

- Access to and along the water
- Views to the water
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Engaging with Downtown Overlay Zone

-  6-STORY MAXIMUM BUILDING HEIGHT
-  DO-4 RIVER STREET COMMERCIAL DISTRICT
- 8 STORY MAX WITH 4 STORY BONUS



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Planning with Lego



PROGRAMS, USES & AMENITIES

Program and Uses

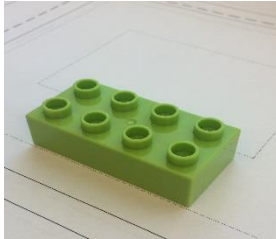
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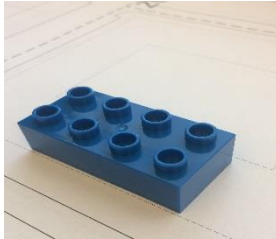
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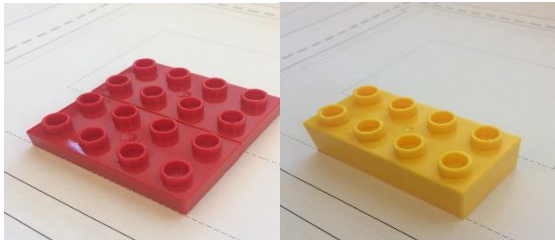
Housing



Hotel



Retail,
Dining &
Nightlife

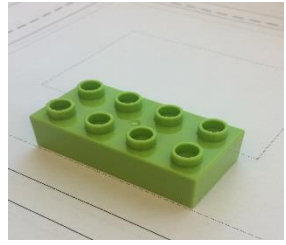


Parking

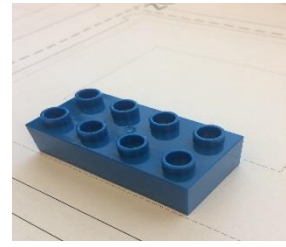


Programs and Uses

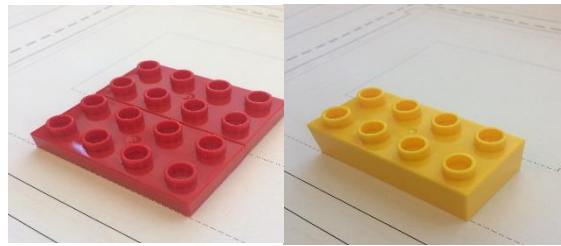
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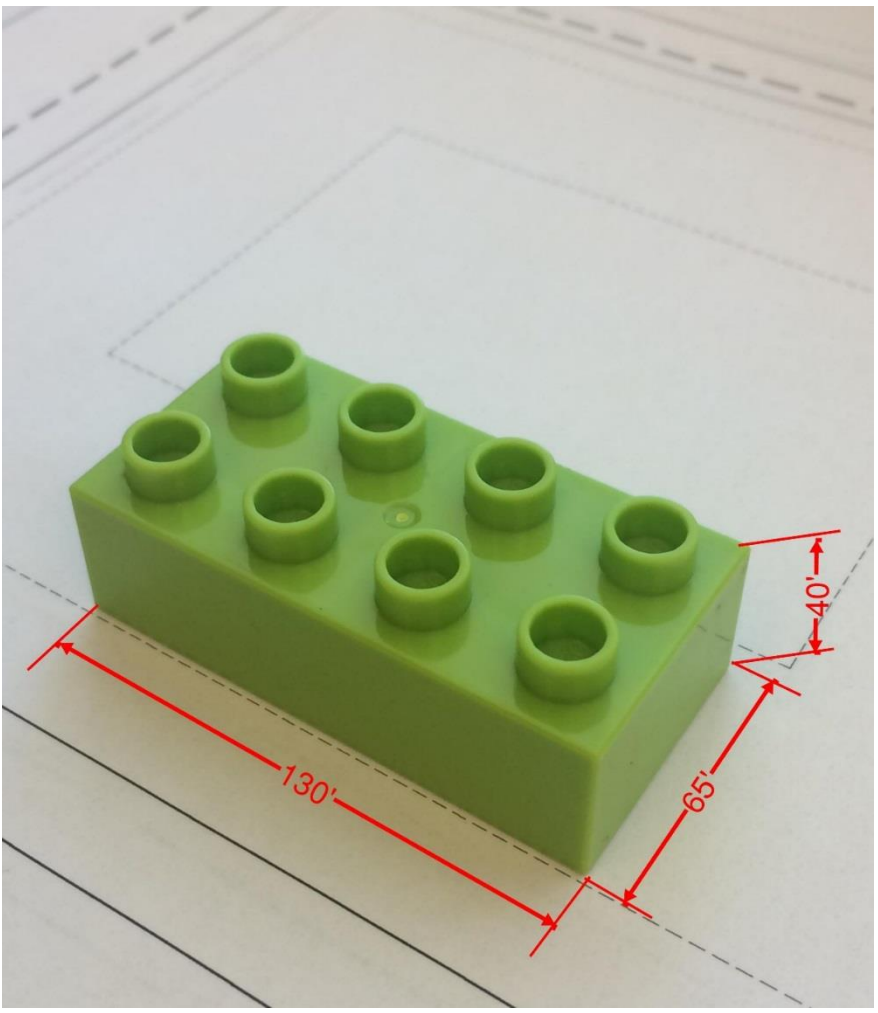
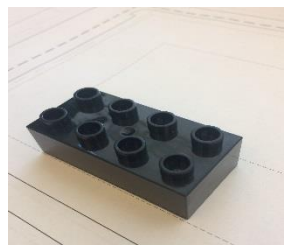
Hotel



Retail,
Dining &
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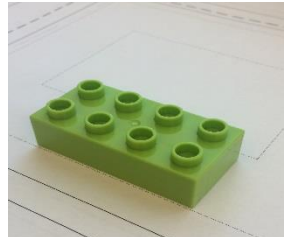
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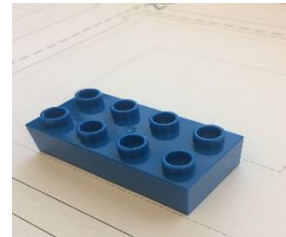
Building Block:
4 stories approximately 34,000 square feet

Programs and Uses

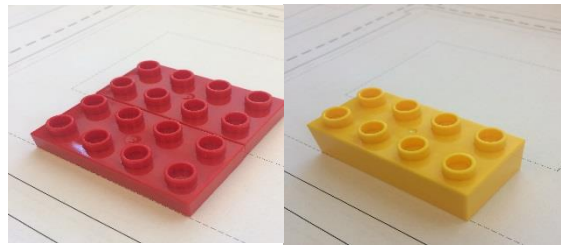
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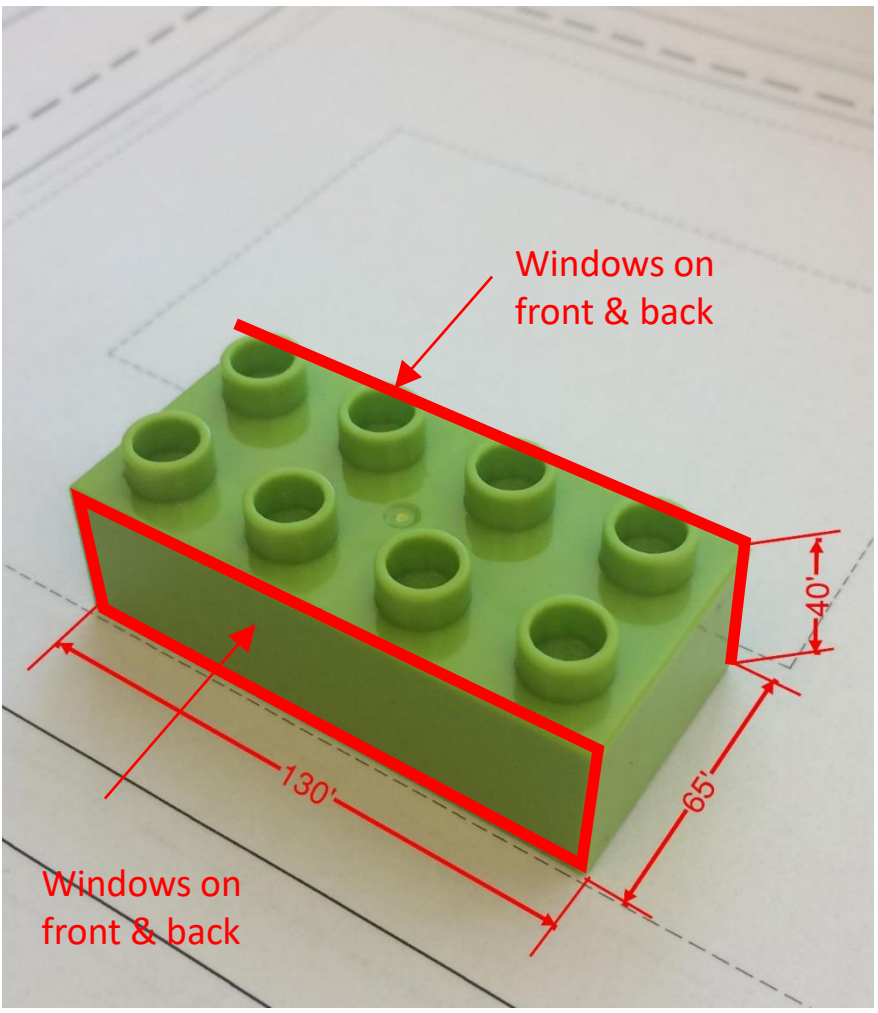
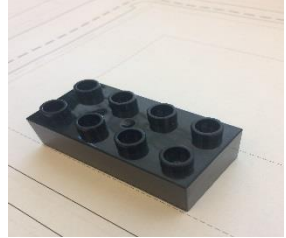
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Retail,
Dining &
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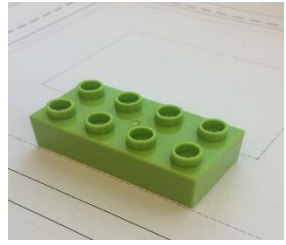
Parking



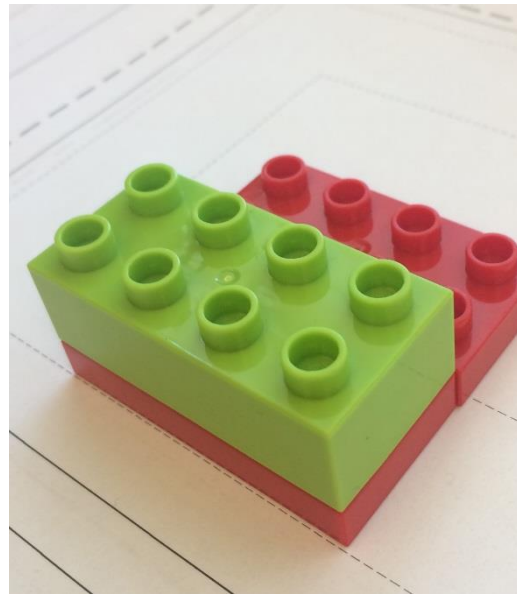
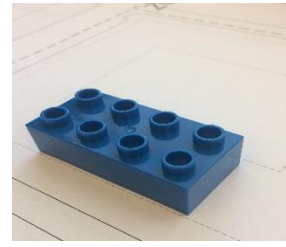
Housing and Hotel need windows not more than 65' apart

Programs and Uses

Housing

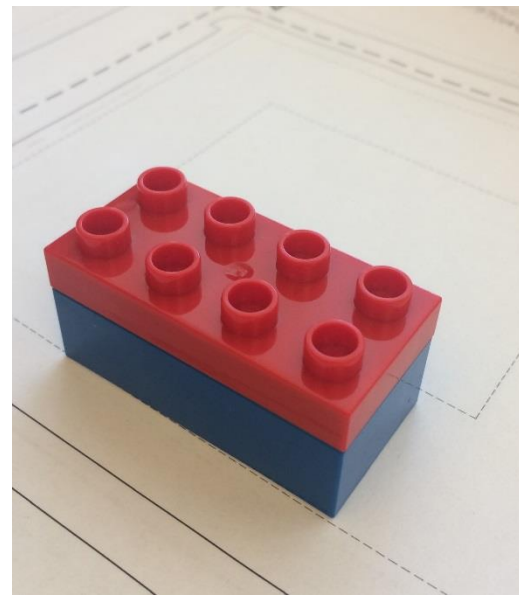
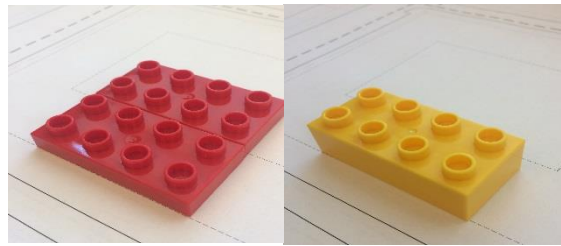


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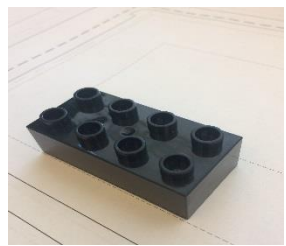
ground floor
retail with
5 floors of
housing above

Retail,
Dining &
Nightlife



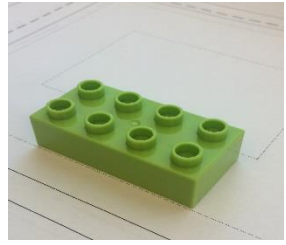
5 floors of
hotel with
event space
above

Parking

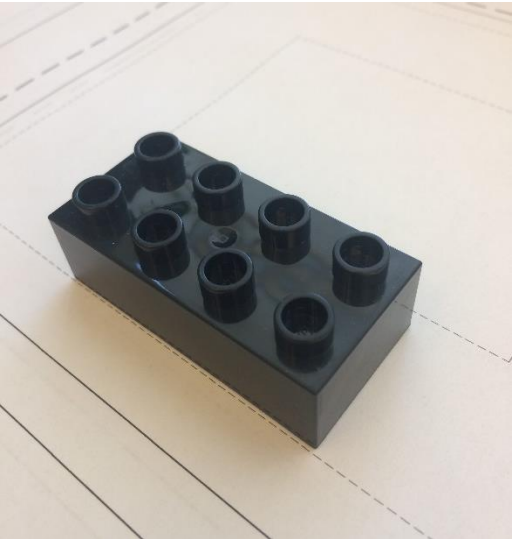
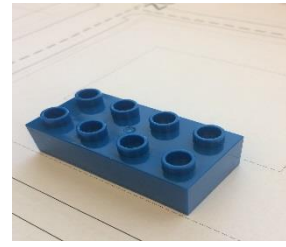


Programs and Uses

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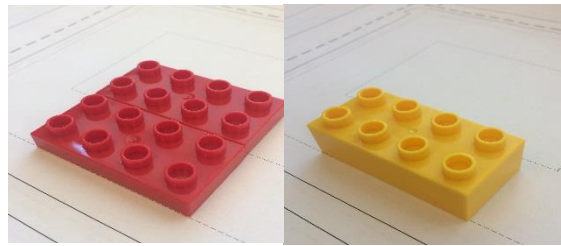
Hotel



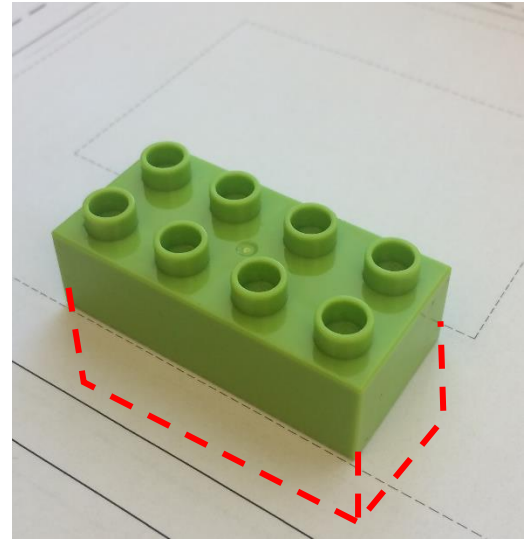
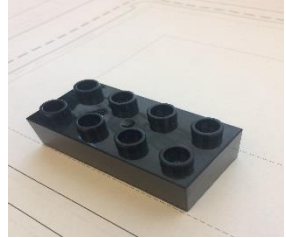
Structured parking

-OR-

Retail,
Dining &
Nightlife



Parking



Below grade parking-cost offset by extra program block

GOALS AND STRATEGIES

Goals:

- Reconstruct and Support site Ecology-2,4,5
- Aesthetic sympathetic to context-5

Strategies

- Access to and along the water 1,2,3,4,5,6,7
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Amenities

- Waterfront open space
- Ecological Restoration-2
- Local Market-1,3,6
- Cultural Facility-1,3,4,5
- Adaptive Reuse

Amenities

Baseline

Open Space



Streets
View Corridors
Waterfront Walk

Ecological Restoration



LEED Standard
Waterfront
Restoration

Local Market



Cultural Facility

Adaptive Reuse

Bonus

Public Park
Public Dock



Off site Waterfront
Restoration



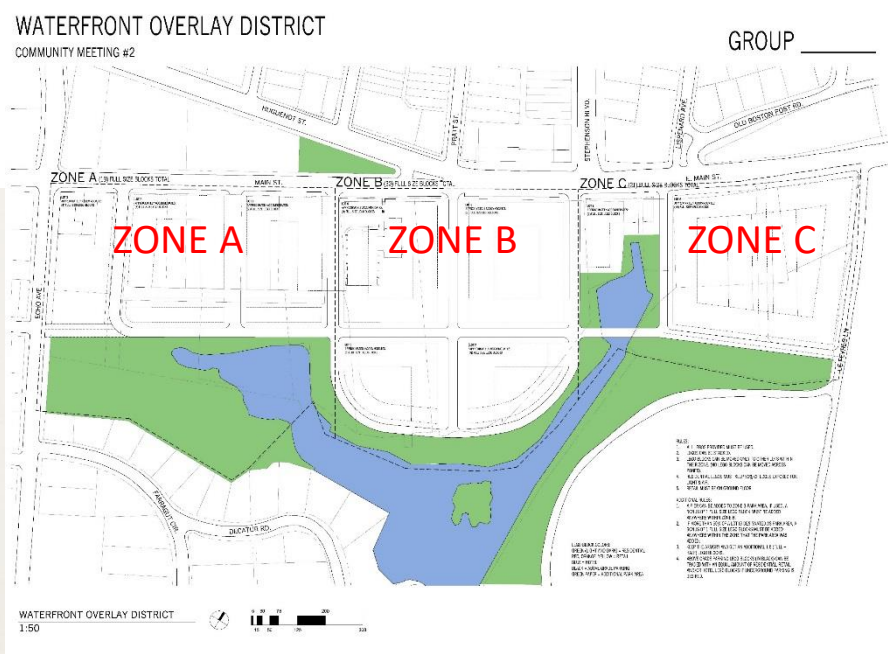
Community Space



Armory Rehabilitation



Lots A, B, & C



ZONE A

ZONE B

ZONE C

BONUS
REPLACEMENT

ECHO & MAIN
BLDG

ARMORY

ADDITIONAL PARK
AREA

