

BALTIMORE CITY DEPARTMENT OF PLANNING
URBAN DESIGN AND ARCHITECTURE ADVISORY PANEL
MEETING MINUTES

Date: October 10, 2019

Meeting #25

Project: The Paramount Baltimore

Phase: Schematic

Location: 1300 Warner St.

CONTEXT/BACKGROUND:

Matt Haubert with Design Collective introduced the project team and the project within the context of the Warner Street Entertainment Corridor. The design goals were reviewed and the existing context conditions were explored. The existing building will be razed and the team hopes to salvage some materials from it to be reused in the new development. Massing diagrams were presented to articulate the design process the team has undertaken with consideration of the program needs. Precedents were reviewed which provided for a historic industrial aesthetic that the team wanted to infuse into the new building.

Jim Baeck with Design 3 International reviewed the design renderings which intend to preserve the ‘vibe’ of the original building with the new construction. The ground level is intended to have glass storefront with a major glass vertical component near the intersection of Ostend and Warner is proposed for the box office/Founders Room entrance. The main entry is mid-block along Ostend Street with the outdoor queuing area is located adjacent to the Russell St. overpass. This area intends to re-use the structure from the existing butler warehouse building.

Matt reviewed the internal building plans for context. The Founders Room is located on the second floor and intends to separate this venue apart from other venues throughout the country. Elevations were presented that showed the industrially inspired aesthetic with art/murals being used on the Russell Street and CSX/Warner St view.

DISCUSSION:

The Panel thanked the team for the presentation and asked questions relating to clarifying what the streetscape improvements are along Warner, parking locations, and activation of the plaza at Warner and Ostend.

Site:

- The corner of Warner and Ostend is very important – continue to find ways to design and continually activate the space so that it’s not desolate when there are no events taking place.

- There is concern that the service area adjacent to the CSX may prove problematic for busses to access and may need to find an alternate location for some of or all of those service program elements. Investigate alternate service access locations.

Building:

- The team should be careful about recreating the old warehouse feel of the new building and being authentic to the new construction. Continue evolving the design to find a balance of referencing the existing site and building something new that appears old.
- The commercial building addition should be a distinct building material and identity from the main warehouse building so that the overall reads as 3 main elements – warehouse, butler building, and side building. There is opportunity in better expressing the main building by providing a unified material expression to the remaining attached elements.
- The volume of the brick warehouse needs to be more expressed- currently the integrity of the volume is diluted with the multiple material applications and painted signs. Begin to edit the material choices will be helpful in simplifying the approach. Begin with removing the painted sign to simplify the elevations.
- The referential approach with the repetitive arched openings may be too historically referential. Consider more contemporary detailing within the architecture.

Next Steps:

Continue into the design development addressing the comments above.

Attending:

Susan Williams – STV

Ryan Potter – GEJ

Bob Goldstein, Vivian Goldstein – Paramount

Kim Clark – BDC

Sam Englehart, Matt Haubert – Design Collective

Antham Apler – CVP

Jim Baeck – Design 3

Mr. Anthony, Mses. Ilieva, O'Neill and Bradley – UDAAP Panel

Anthony Cataldo*, Laurie Feinberg, Matt DeSantis – Planning