

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

Date: March 14, 2019

Meeting #14

Project: Clipper Mill PUD

Phase: Continued Schematic

Location: 2001 Druid Park Drive, Baltimore MD

CONTEXT/BACKGROUND:

The project, 2001 Druid Park Drive is being developed by the Garver Development Group and Valstone Partners in the Clipper Mill PUD. Bob Gehrman from BCT Architects provided an update of the project, walking through the site identifying access, circulation, parking and other contextual markers that influenced the design and siting of the buildings.

Ryan Hochfelden from BCT Architects presented updates to the architecture and discussed how the design team responded to UDAAP comments from the schematic presentation. He noted that buildings E and F were realigned to follow the grid of the Foundry Building in response to UDAAP's comment. That realignment created a terminus space designed as a public park for residents and the community. It also provided a turn-around for cars. Although (5) parking spaces were lost at the street level, this move was seen as an improvement to the urban realm; and provided 13 spaces at street/podium level and 59 spaces at the lower level parking. The unit count also increased to 52 units.

He added that the parking structure was pulled back from Foundry building to provide ventilation for garage and create spatial relief from the Foundry building. Access to the podium from Clipper Mill via stairs defined a node at podium level. By reevaluating Fire Department access to the site, it created opportunities, including adding a green buffer along the western edge of the upper roadway and along a portion of the alley.

He noted the use of a minimal palette to create simple, clean and contemporary design with a brick base and lap siding in fiber cement panel. A contextual approach was adopted using two grey tones to help differentiate buildings. Buildings with the taller four-story massing were located to the south end of the proposed street and the lower three-story buildings are placed closer to the Druid Park Drive, to respect the scale of the community. Overall, the buildings' massing steps down along the alley and along the Clipper Mill and Foundry buildings, to respect the scale of residences to the east and the buildings to the south, respectively. Wood is used at entries to introduce warmth and raised planters added as buffers to help define interfaces around the project. It was also noted that views were utilized to anchor the project.

Scott Huot from Red Sketch Landscape Architecture presented the landscape architecture. He stated the desire to maintain as much planting as possible on podium was achieved by lowering the garage roof and providing raised planting areas. That created a habitat with diverse planting placed formally in beds. Landscaped buffers were added near patios and windows and along the

edge aligned with the Foundry building. Material patterns were added to differentiate surfaces and add interest.

DISCUSSION:

The design team provided a comprehensive summary of changes made to advance the design and incorporate comments from the panel. The panel was thankful for these actions. They praised the design team's restraint and noted that the care afforded to the overall design yielded a positive outcome. The panel liked the massing of the buildings, the sensitivity to scale and respect for the surrounding context. The idea of establishing a focus that incorporated a view to Druid Hill Park was welcomed as a key feature that attracts people to this community. Cranking the end building to respect the grid of the Foundry significantly improved views, better defined the development's edge and presented wonderful opportunities to enhance the public realm using intimate moves. Addition of landscape to buffer private zones, parking and define edges was welcomed. A plant list and hardscape material definition should be provided as design development continues.

The panel like the idea of the threshold defining a change in street condition but questioned the location of the nodes, highlighting that a node would be more effective as a key transition point for circulation – and noting that the stair connecting the alley to the podium missed the threshold. The design team clarified that the stair location was in part driven by Fire Department regulation. The panel acknowledged this and offered a few suggestions:

- Build on the idea of the threshold as a clear demarcation on the street, between a vehicular zone and a more private pedestrian realm defined by the intersection of two grids and framed by buildings aligned to respect each grid.
- Develop this space as an anteroom or forecourt to the park; providing centralized access to the four surrounding buildings and access the stair connecting the podium and alley.
- Raise the street section in the anteroom up to the level of the sidewalk to create a kind of curb-less street; remove the pavement marking that define and objectify the turnaround zone and continue to introduce a more distinct pavement pattern and materiality. These moves will further define this centralized transition space as a pedestrian friendly zone without diminishing its functionally; that mediates between the street segment to the north, buffered zones to the sides, and a terminus of the street defined as a focal point and park to the south.

The panel enjoyed the addition of the triangulated landscaped pocket park defined by the open space residual from the juxtaposition of the buildings and the lot irregularity. They believed it complements the overall site and serves as another unique feature/amenity discovered and reached from the centralized forecourt (anteroom).

The panel complimented the measured use of materials that reflect the context. They cautioned that the cantilevered corners above entries seemed heavy when compared with the delicate assembly of materials and a bit out of character with the scale of the entries. They also expressed concern with the termination of lap siding at corners and recommended that this detail, as well as entries, be further studied in design development. Lighting should also be explored. The panel suggested that the design team consider a very subtle move at the end wall of the end building, to mark it as a terminus and recognize it as the only building with a prominent view from its side.

Next Steps:

Proceed to Design Development addressing the above comments.

Attending:

Bob Gehrman, Ryan Hochfelden, Zack Vacovski – BCT Architects

Scott Huot – Red Sketch Landscape Architects

Carla Ryon – CMR, LLC

Messrs. Anthony*, O'Neill, and Ilieva - UDAAP Panel

Christina Hartsfield, Matthew DeSantis, Jeff LaNoue, and Reni Lawal - Planning