

Dela Cruz, Jeff

From: Hogness, Magda
Sent: Friday, October 21, 2016 12:45 PM
To: PRC
Subject: FW: Incomplete EDG for #3020338

Please upload and add as a party of record. Thanks!

From: Julius Schorzman [mailto:juliuss@gmail.com]
Sent: Thursday, October 20, 2016 4:44 PM
To: Hogness, Magda <Magda.Hogness@seattle.gov>
Subject: Incomplete EDG for #3020338

Hello Magda!

I've been following development 3020338 very closely and I have a few concerns with the latest EDG proposal.

I was at the previous EDG meeting and the board noted that the trees in the renderings were obscuring the building and making it difficult to see the structure. The board asked that the trees be made more transparent in the next proposal. The developer did do that, but only for the front of the building.

On all of the provided renderings for the Dewey side of the building, trees are not transparent and in fact seem to be hiding crucial parts of the structure. For example, the garage entrance obscured in all of the renderings, and the lowest level of the parking garage is entirely hidden from view as well. I've included an image that makes this more clear:



These features will predominate the view for pedestrians walking on Dewey Pl, so it seems like they should be presented to the board at EDG. I also noticed that it's really difficult to see the scale of the building on Dewey. The renderings of Madison are very detailed and have illustrations of people to show the scale of the building. On Dewey there isn't any detail to give a sense of scale. Another way to show the scale would be to have a street-level rendering, much like they have done for the Madison side of the building, rather than just a bird's eye view.

As someone that spends a lot of time walking along Dewey, I'm concerned with the pedestrian experience there. I think the developer hasn't provided enough information for the community and the board to make an informed decision about the building along Dewey.

Thanks for your consideration and for all your hard work on this project -- I know the whole community appreciates it!