



2452-2490 Block Marine Drive Dundarave Village March 9th DRC Workshop



DUNDARAVE BEACHSIDE LTD.
PARTNERSHIP

February 24, 2022

Summary of Material prepared for the Mar 09/22 DRC Workshop

The attached material is submitted as a work in progress, illustrating a revised design approach for the Dundarave project that responds to the Sept 21, 2021 **DRC Motion for Resubmission** (pg4).

There are 12 **Design Principles** that have informed the revised design. These are presented as a series of diagrams that together form the design rationale (pg5).

These design principles are described in more detail, grouped to address the four main discussion topics identified by the DRC:

- Building Massing & Scale (pgs 7-9)
- Public Realm (pgs 10-13)
- Building Materials (pgs 14-17)
- Gateway (pgs 18-19)

There are two **Floor Plans** that compare the previous design to the revised design. The main changes to the ground floor (pg 20)- increases setback at 25th St, and the addition of small urban squares at Marine Dr and Dundarave Lane. The change at the top floor is the significant setbacks as compared to the previous design.

We have also included diagrammatic **Cross Sections** (pgs 22-25) that compare the previous design to the revised design.

There are a series of 7 **Ground Level Character Sketches** (pgs 26-32) illustrating the look and feel walking around the building starting at the west entry to Dundarave Village, south along 25th St, around the corner and west along Dundarave Lane, to the mid block connection, up the stairs to Marine Dr, then east along Marine Dr.

There are two aerial view studies of the Marine Dr/25th urban plaza and park (pgs 33-34). Included for overall massing reference are selected **3D Model** views (pgs 35-38).

There is still a lot of work to be done, but these sketches show a proposed design direction, that we have characterized for the purposes of discussion as the West Coast Village look. The design approach is further illustrated in an Appendix of photo images titled **Dundarave Village Character** (pgs 50-54).

We are also exploring an alternative design aesthetic, which again for discussion purposes, is referred to as the *Seaside Village* look (pgs 39-47).

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- **Appendix: Dundarave Village Character**

DRC Motion for Re-submission

MOTION FOR RESUBMISSION

Having reviewed the application and heard the presentation provided by the Applicant:

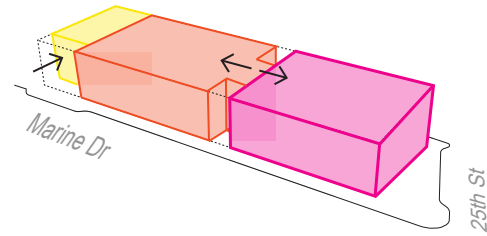
It was Moved and Seconded:

THAT the Design Review Committee require resubmission of the application in response to the Development Permit Guidelines subject to the following:

- Building massing and scale:
 - Further consideration of the Dundarave Village context in the choice of building materials.
 - Consider third story setback on the Marine Drive and Laneway frontages.
 - Consider the massing expression in keeping with existing streetscape context. Provide streetscape context drawings and elevations.
- Public Realm:
 - Consider alternate location and rational for pedestrian mid-block crossing.
 - Consider the addition of public art in the plaza element.
 - Ensure the 25th Street and Marine Drive plaza design allows for easy and open access to the public.
- Building Materials:
 - Facade treatment to reflect the village character.
 - Provide elevation drawings that reflect the planted roof areas and how they interact with the street.
- Gateway:
 - Special consideration to the gateway at 25th Street and Marine Drive.
 - Consider neighbourhood context and provide a response to the corner treatment to ensure that the building expression performs as a 'gateway feature'.
 - Consider the creation of the architectural expression in relation to the public realm.
- Provide design rational narrative and sketches on future application.

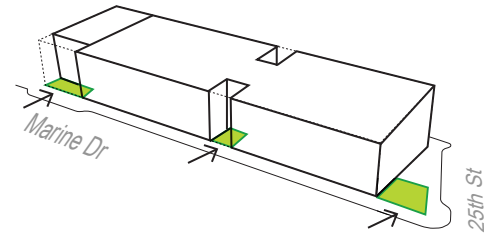
Design Principles

01 3 BUILDINGS



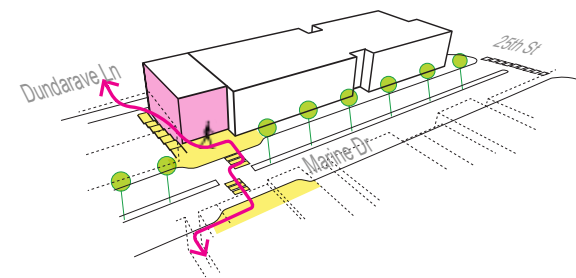
Break the design into 3 separate and distinct pieces, each designed according to its function and mirroring the immediate context: IGA, shopfronts, mid-block crossing.

02 MINI-PLAZAS



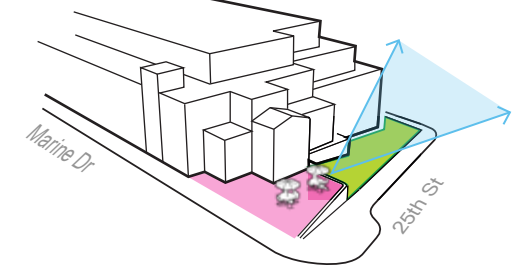
Add public realm expansions at key locations along Marine Drive to provide places of respite, entrance courtyards, and shops to spill out on the street.

03 MID-BLOCK CONNECTION



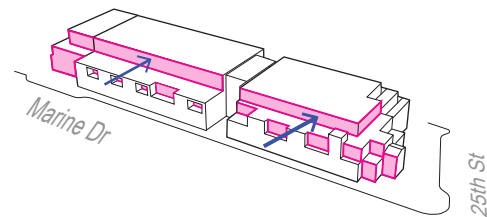
Exploit the potential of the only mid-block crossing in the village by creating a welcome courtyard and an active connection from Marine Drive to Dunderave Lane.

04 CORNER PLAZA



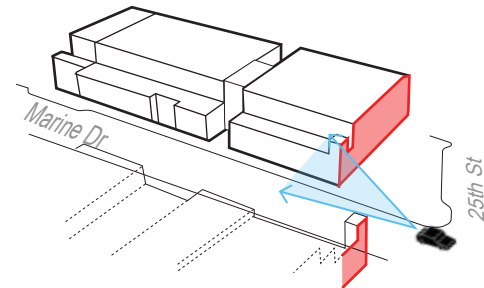
Celebrate the west entrance to Dunderave Village creating an active plaza with café/restaurant uses and a passive "West Coast feel" park, both with views to the water.

05 STRATEGIC SETBACKS



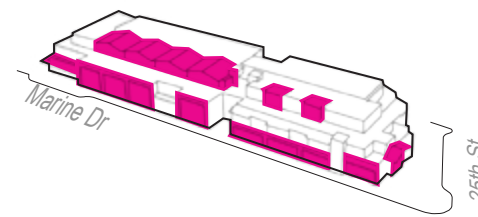
Create a significant setback at the 3rd floor on Marine Drive, so it isn't perceived from the street, and play with the 2nd floor setback to ensure variety along the street wall.

06 ENTRANCE MARKER



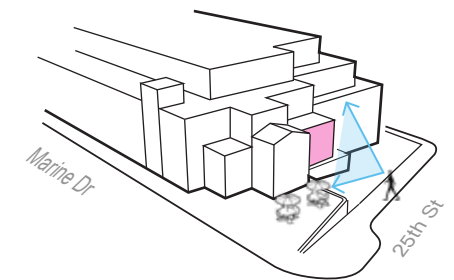
Mimic the stone tower on the IGA building by a similar scaled vertical element of civic function to announce the entrance to Dunderave Village from the west.

07 VILLAGE BUILDING CHARACTER



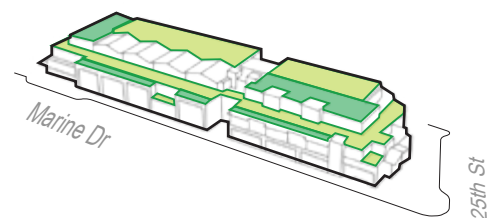
Break down scale to achieve a "village look & feel" by using a variety in architectural elements, materials, street fronts, canopies and signage.

08 PUBLIC ART MURAL



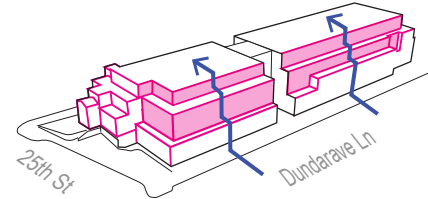
Recreate the 1986 mural created by the same or other prominent West Coast local artist to create something as or more impactful, providing its own identity to the corner park.

09 GREEN & ACTIVE ROOFS



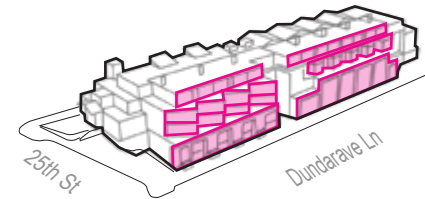
Provide a combination of green roofs and useable roof terraces to ensure a nice view aesthetic and provide gardening opportunities for the target demographic.

10 LANE-SIDE SETBACKS



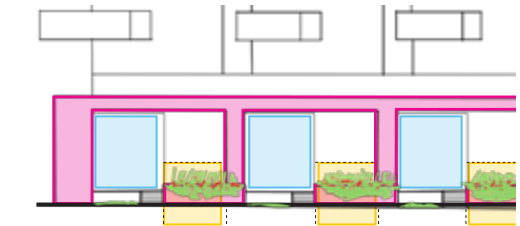
Push the upper floor on the lane setback to reduce the perceived height from the street level and provide useable terraces with water views to the south.

11 LANE-SIDE HEIGHT



Articulate the massing of the lane side of the building vertically and horizontally so it breaks up the mass and effectively reads as a 4-storey building.

12 LANE STREET-LEVEL ACCESS



Make the 1.5-storey ground floor read as one floor by providing direct access to residential units and daylighting commercial space through window wells.

COMMENTS RECEIVED FROM DESIGN REVIEW COMMITTEE

Sept 21, 2021



BUILDING MASSING AND SCALE

- Consider the massing expression in keeping with existing streetscape context
- Consider third story setback on the Marine Drive and Laneway frontages
- The design team should investigate a variety of forms.



PUBLIC REALM

- Consider the addition of public art in the plaza element.
- Ensure the 25th Street and Marine Drive plaza design allows for easy and open access to the public.
- With respect to the mid-block connection – prove the connection to the existing sidewalk is a desirable option.



BUILDING MATERIALS

- Further consideration of the Dundarave Village context in the choice of building materials.
- Facade treatment to reflect the village character.



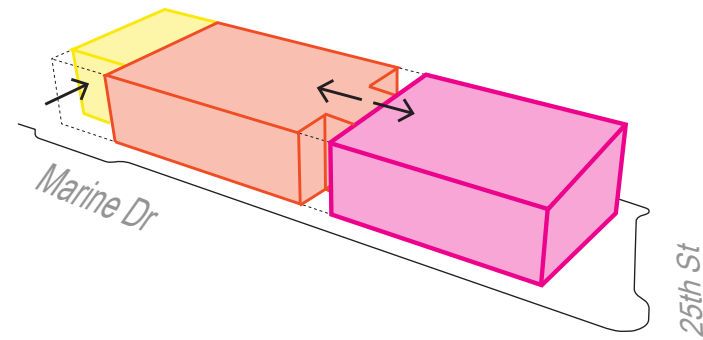
GATEWAY

- Special consideration to the gateway at 25th Street and Marine Drive.
- Consider the creation of the architectural expression in relation to the public realm.
- Consider neighbourhood context and provide a response to the corner treatment to ensure that the building expression performs as a 'gateway feature'.

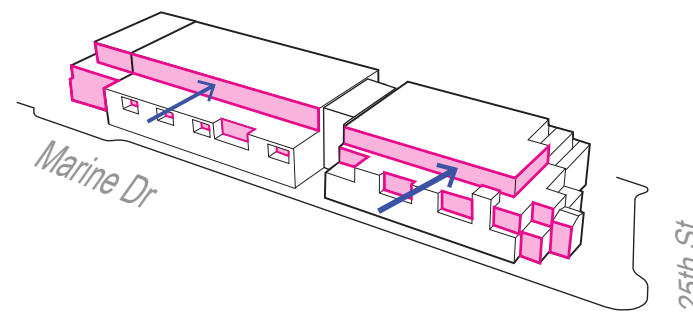


BUILDING MASSING AND SCALE

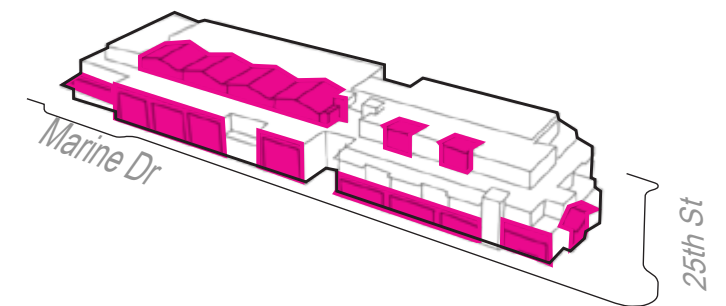
01
3 BUILDINGS



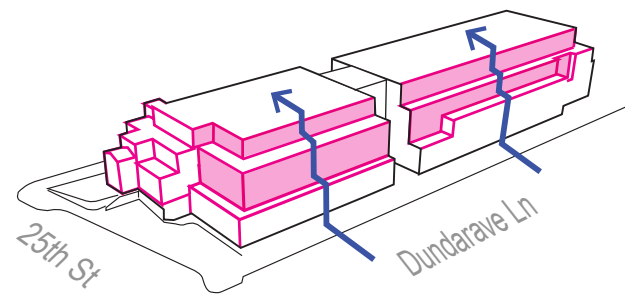
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STRATEGIC SETBACKS



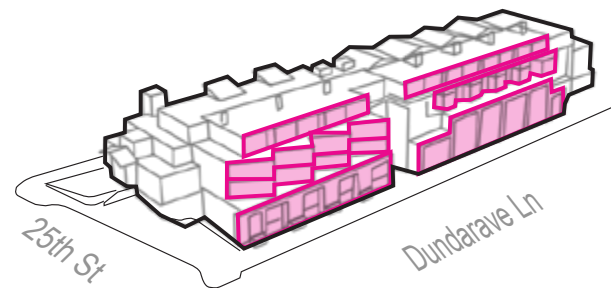
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VILLAGE BUILDING CHARACTER



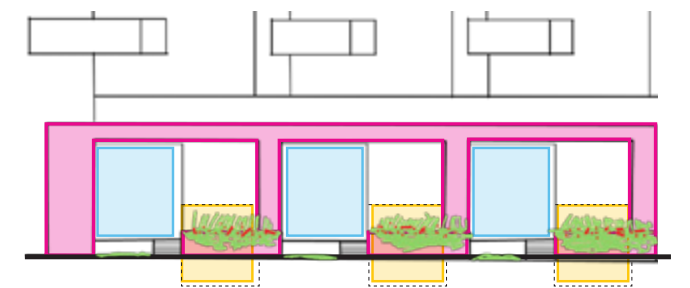
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LANE-SIDE SETBACKS



11
LANE-SIDE HEIGHT



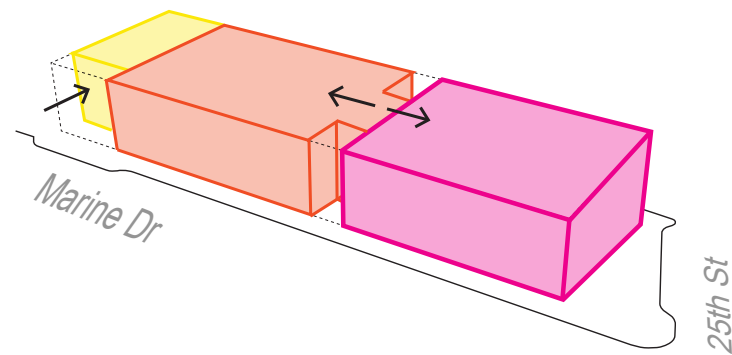
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LANE STREET-LEVEL ACCESS



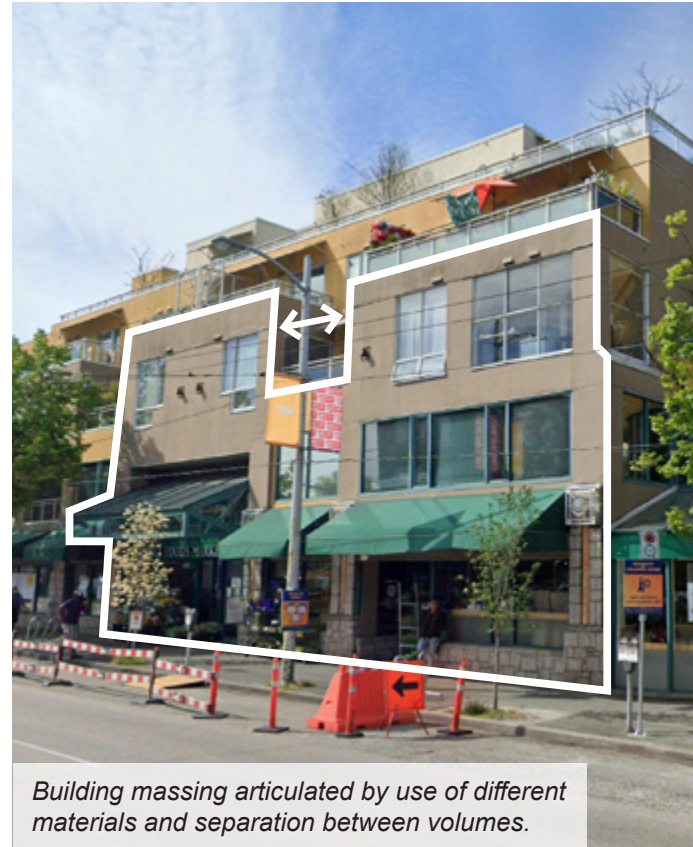


01

3 BUILDINGS



Break the design into 3 separate and distinct pieces, each designed according to its function and mirroring the immediate context: IGA, shopfronts, mid-block crossing.



Building massing articulated by use of different materials and separation between volumes.



Building scale reduced by use of architectural elements and materials.



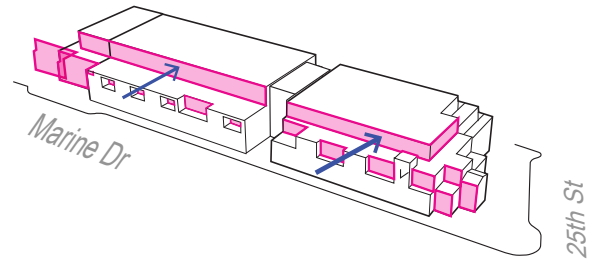
Height perception reduced by use of different materials on vertical elements.



Building massing broken up by gap between volumes.

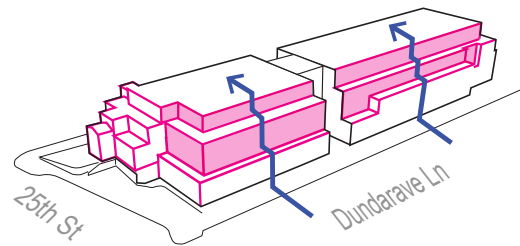


05 STRATEGIC SETBACKS



Create a significant setback at the 3rd floor on Marine Drive, so it isn't perceived from the street, and play with the 2nd floor setback to ensure variety along the street wall.

10 LANE-SIDE SETBACKS



Push the upper floor on the lane setback to reduce the perceived height from the street level and provide useable terraces with water views to the south.

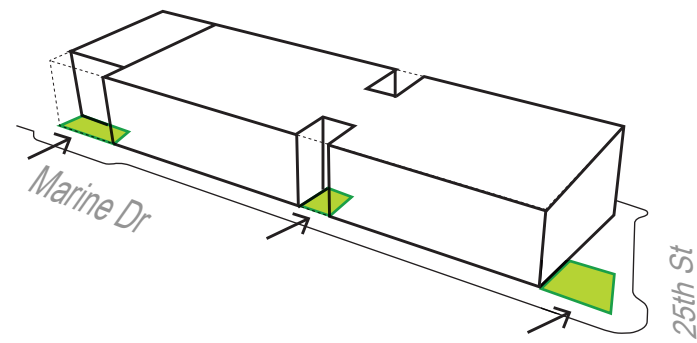
Residential setbacks in upper levels



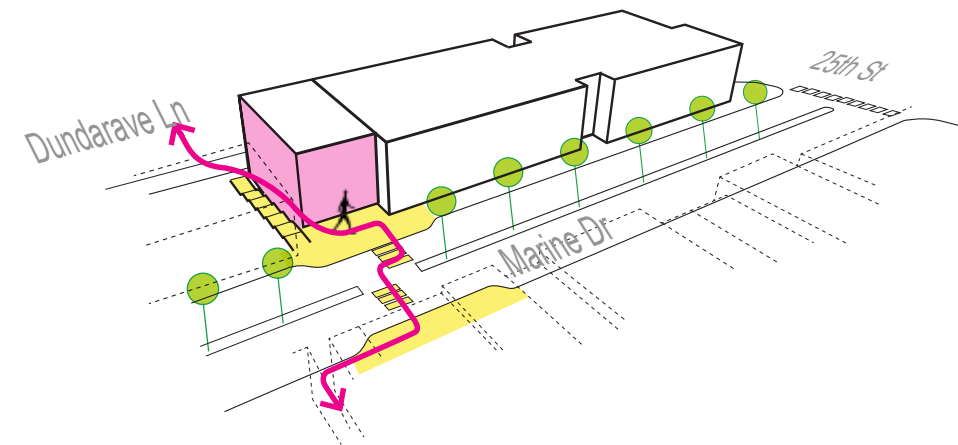


PUBLIC REALM

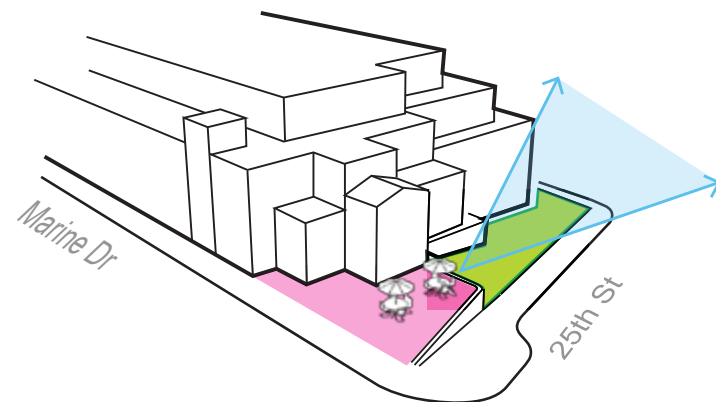
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MINI-PLAZAS



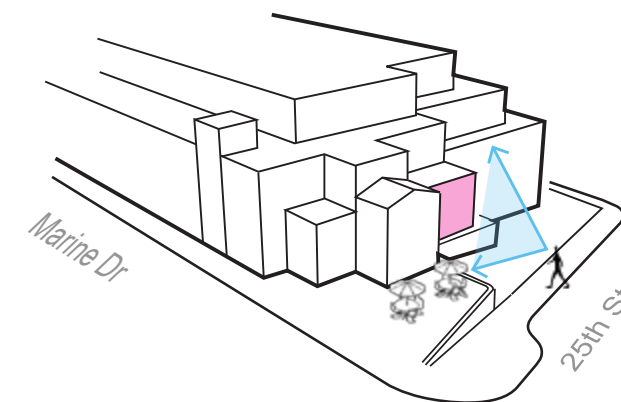
03
MID-BLOCK CONNECTION



04
CORNER PLAZA

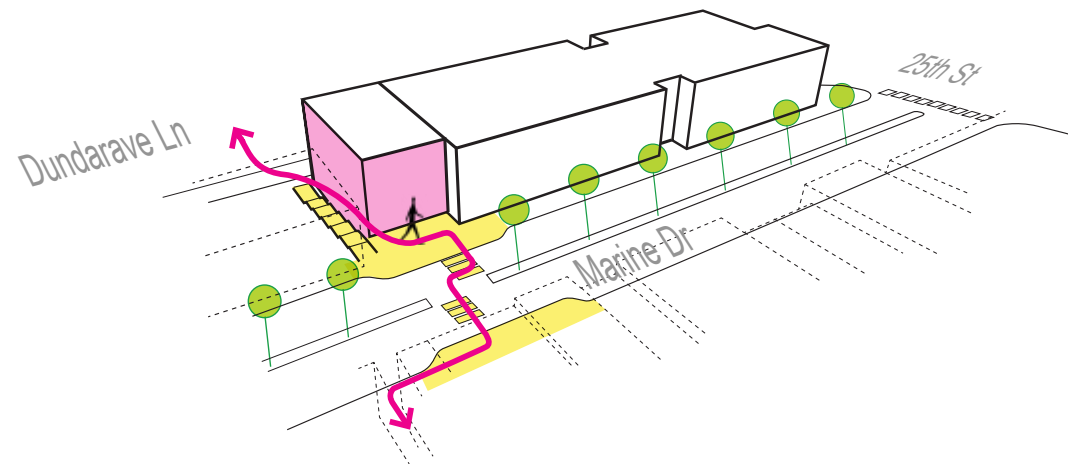


08
PUBLIC ART MURAL



03

MID-BLOCK CROSSING



Exploit the potential of the only mid-block crossing in the village by creating a welcome courtyard and an active connection from Marine Drive to Dundarave Lane. This location is key to integrate to the larger existing pedestrian connection from Haywood Ave to Bellevue Ave.



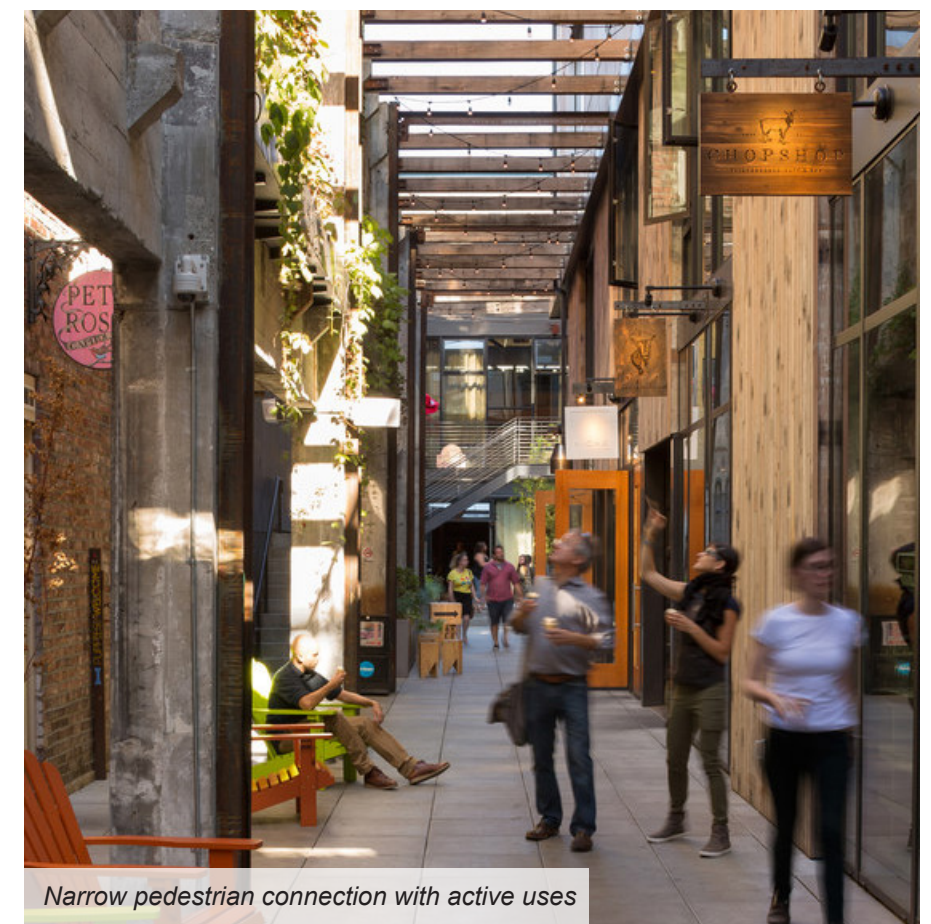
Marine Dr mid-block crossing looking south



Pedestrian connections

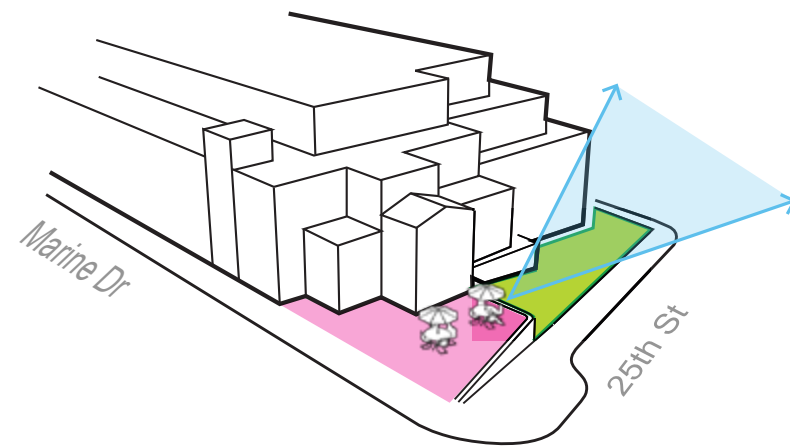


Pedestrian connection from Marine Dr to north lane



Narrow pedestrian connection with active uses

04 CORNER PLAZA



Celebrate the west entrance to Dundarave Village creating an active plaza with café/ restaurant uses on Marine Drive and a passive “West Coast feel” park sloping down on 25th Street, both with views to the water.

Active plaza spaces

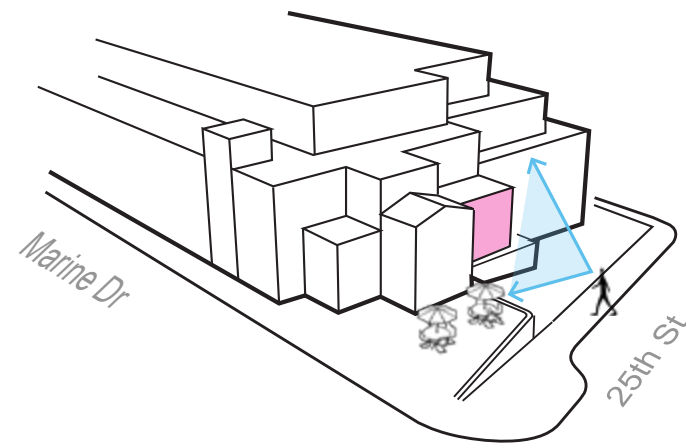


Passive park spaces



08

PUBLIC ART MURAL



Recreate the 1986 mural created by the same artist or other prominent West Coast local artist to create something as or more impactful, providing its own identity to the corner park.

Current mural on west façade - "Vancouver 1792" by Jim McKenzie

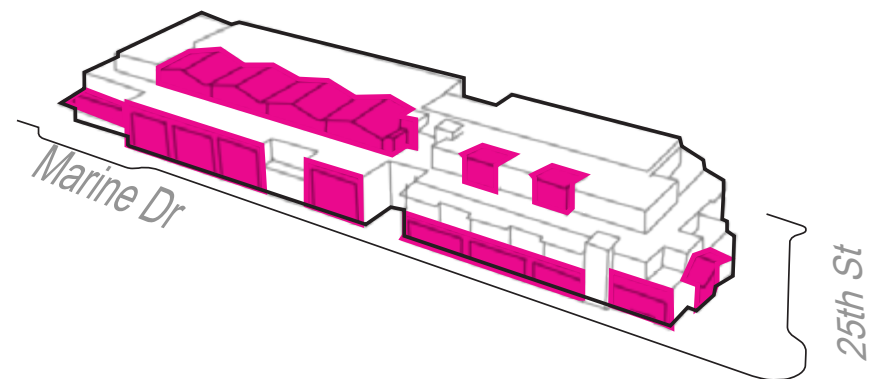




BUILDING MATERIALS

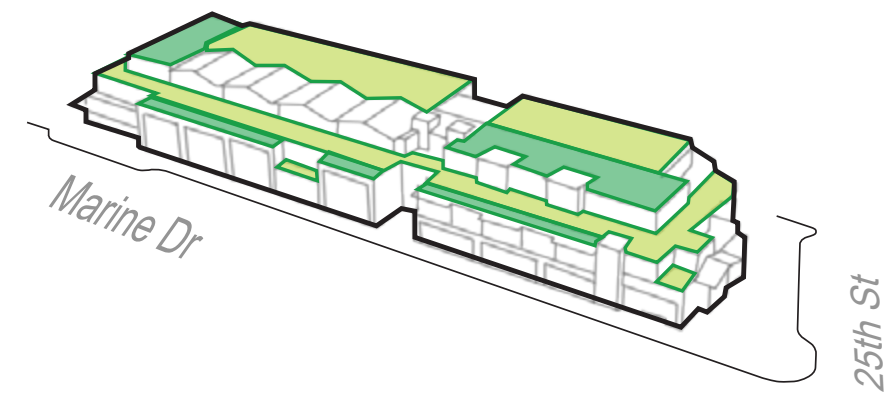
07

VILLAGE BUILDING CHARACTER



09

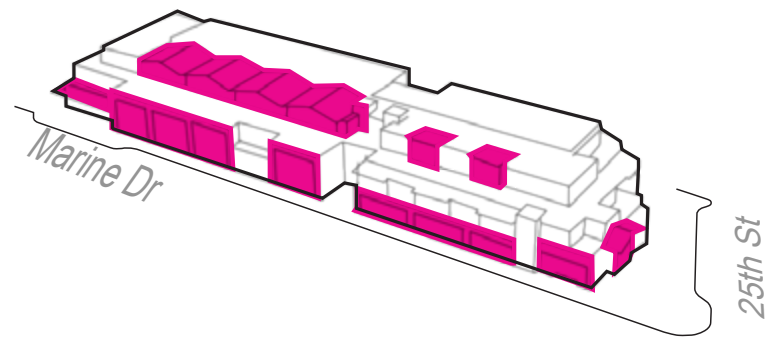
GREEN & ACTIVE ROOFS



07

VILLAGE BUILDING CHARACTER

Street fronts



Break down scale to achieve a “village look & feel” by using a variety in architectural elements and creating multiple street fronts types.



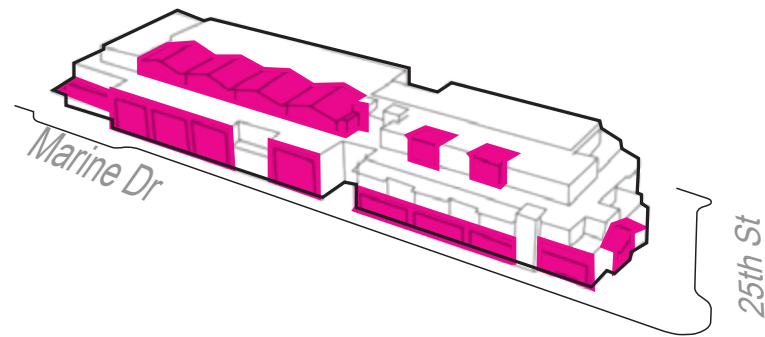
Village character - street fronts



07

VILLAGE BUILDING CHARACTER

Variety of roof forms



Utilize roof typologies that relate to the West Coast architectural style in combination with green and active roof spaces.

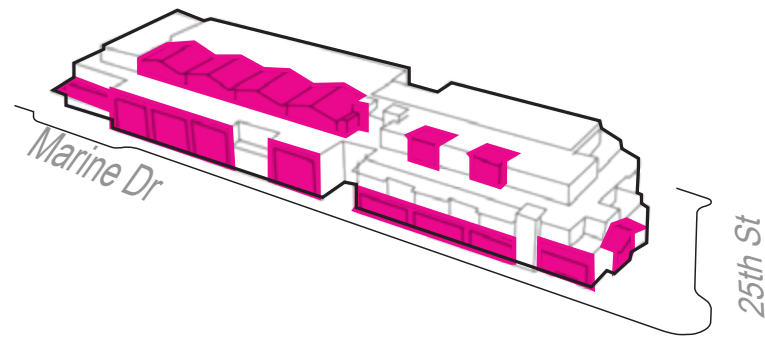
Village character - roof form and exposed structural elements



07

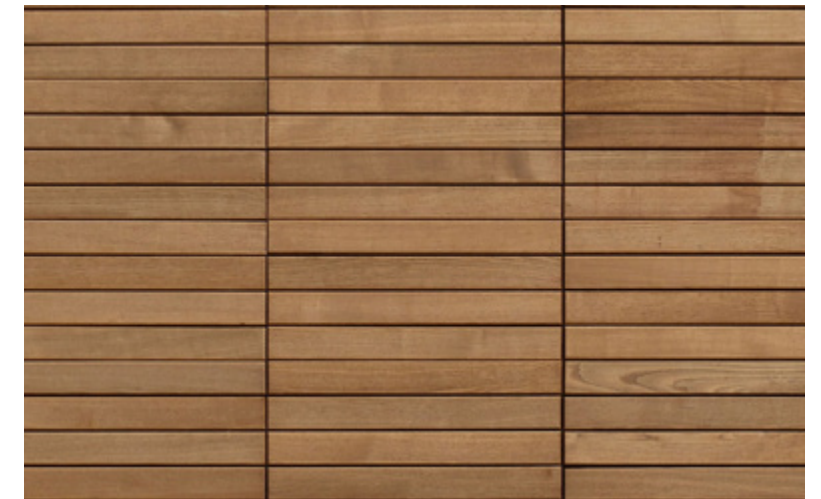
VILLAGE BUILDING CHARACTER

Materials



Use a palette of natural materials inspired by the local context, smoothly integrating the building to the rest of Dundarave Village.

Village character - Potential material palette

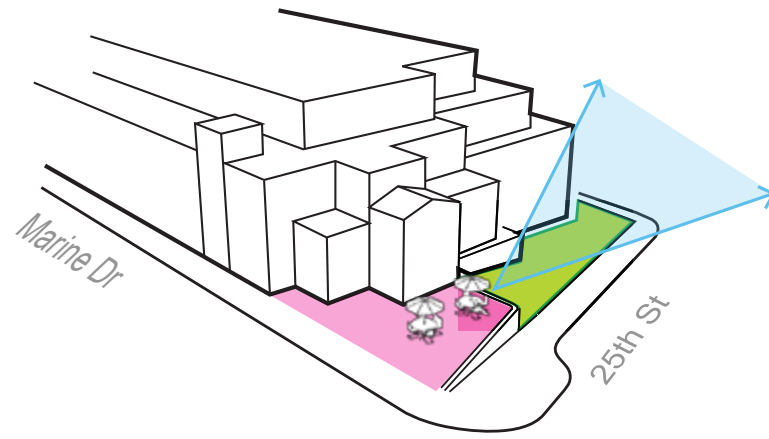




GATEWAY

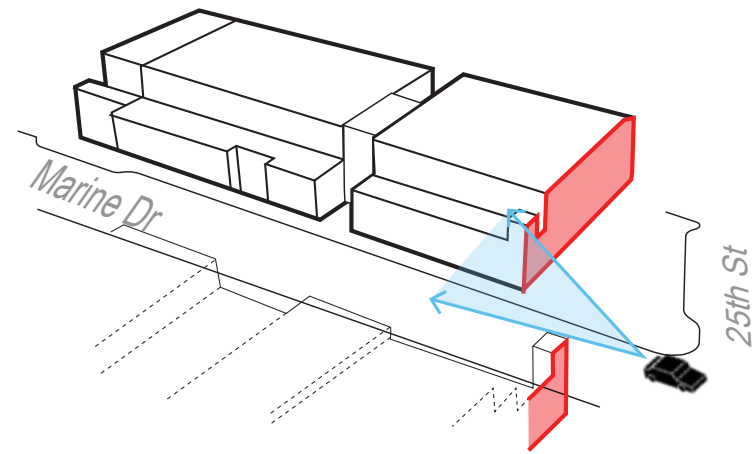
04

CORNER PLAZA



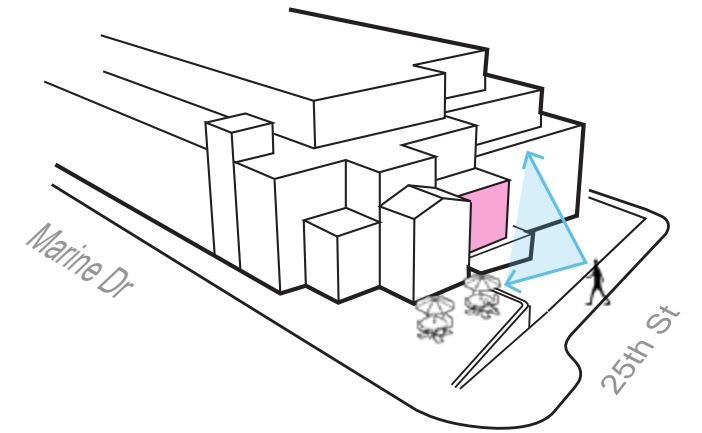
06

ENTRANCE MARKER



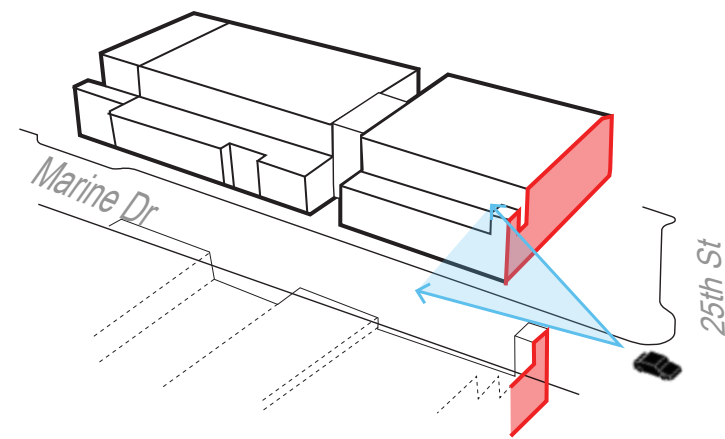
08

PUBLIC ART MURAL





06 ENTRANCE MARKER



Mimic the stone tower on the IGA building by a similar scaled vertical element of civic function to announce the entrance to Dundarave Village from the west.



IGA building across the site with tower feature

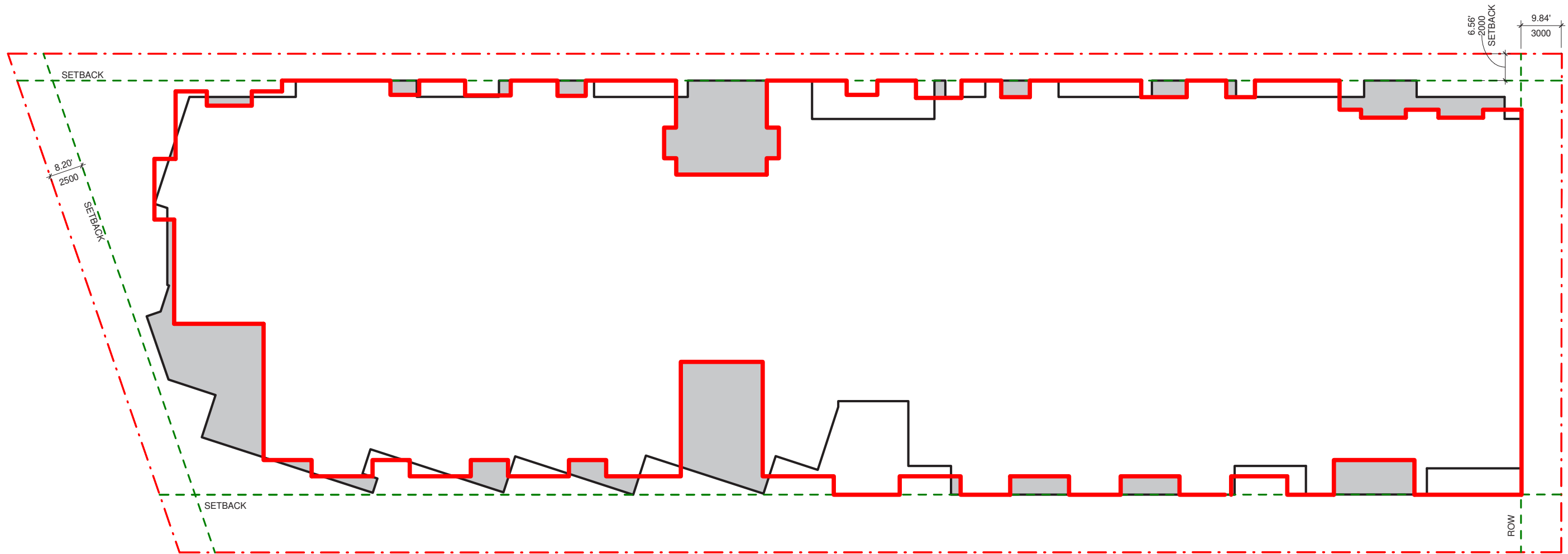


Mirrored towers gateway



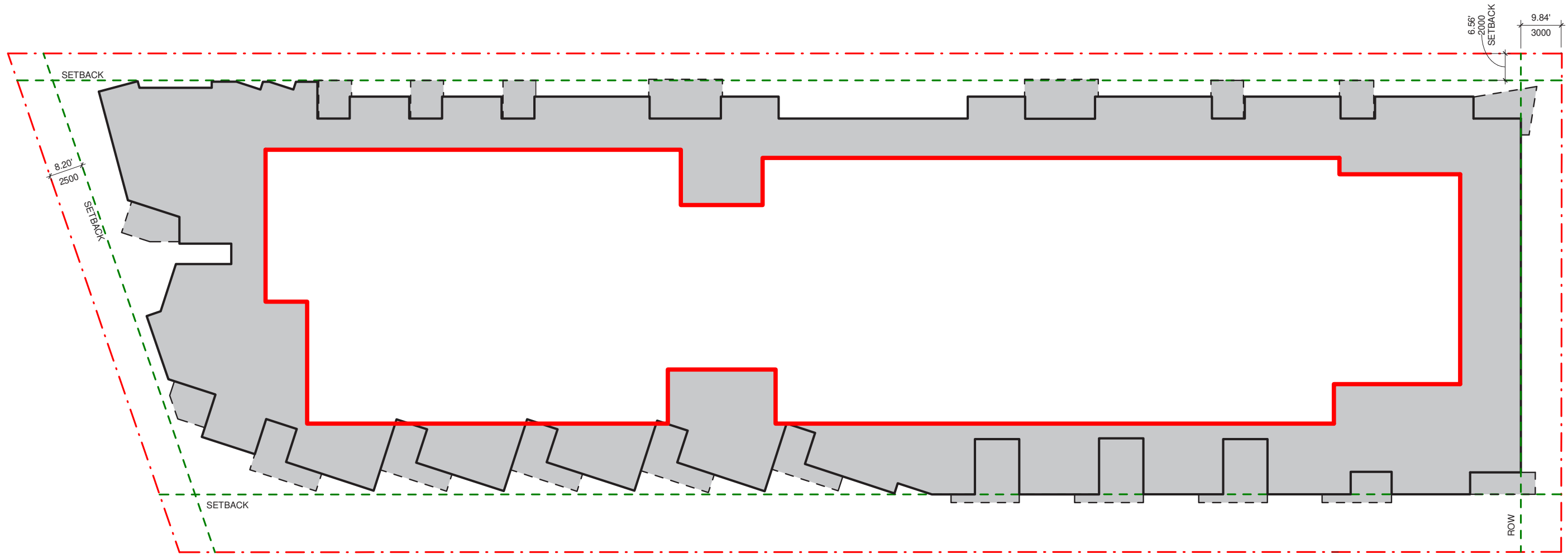
Framed gateway with towers on the sides

Ground Floor Plan Comparison



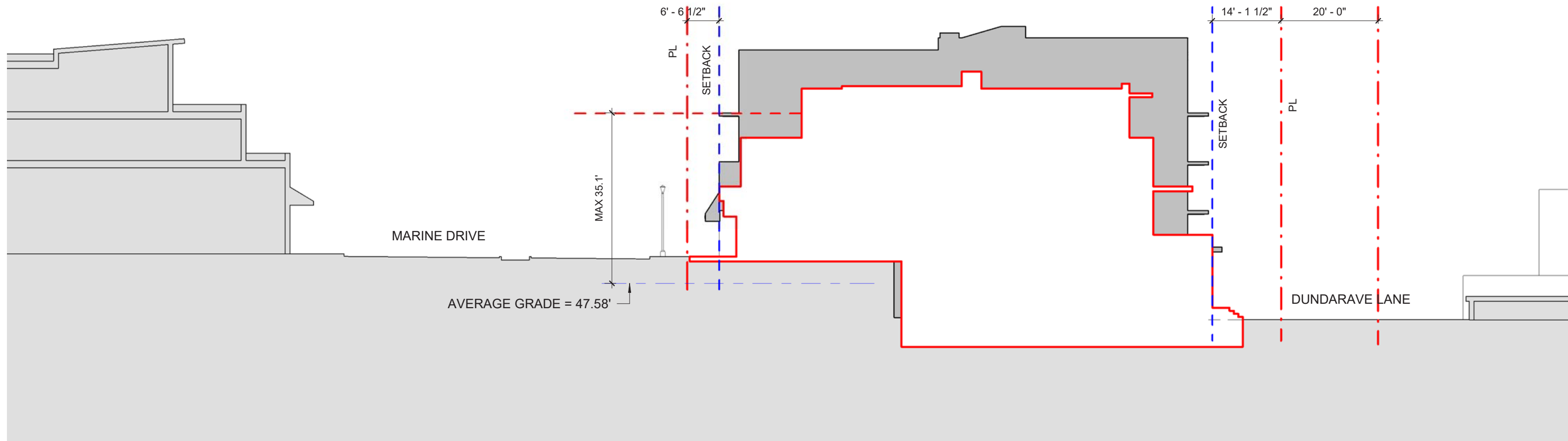
- Previous Scheme
- Revised Scheme w/ Reduced Footprint
- Reduced Area

Top Floor Plan Comparison



- Previous Scheme
- Revised Scheme w/ Reduced Footprint
- Reduced Area

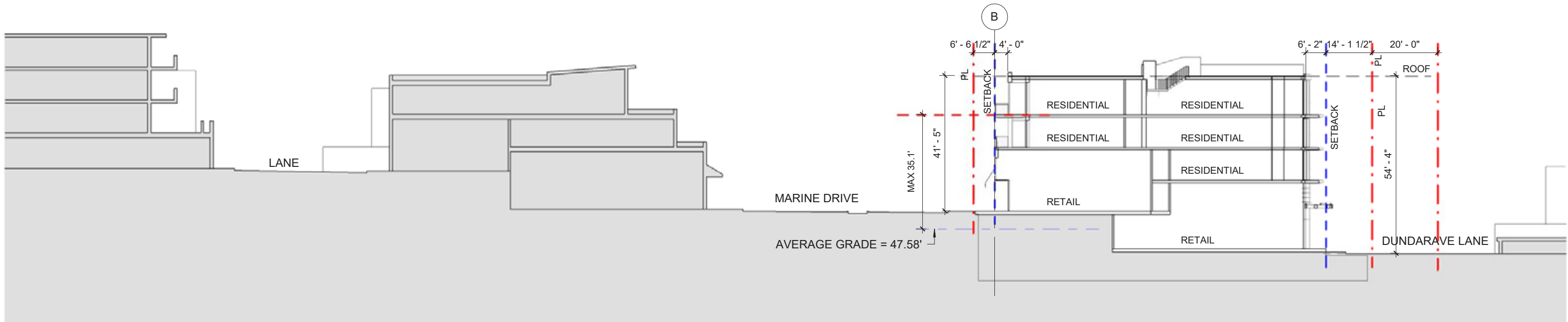
Site Section 1 Comparison



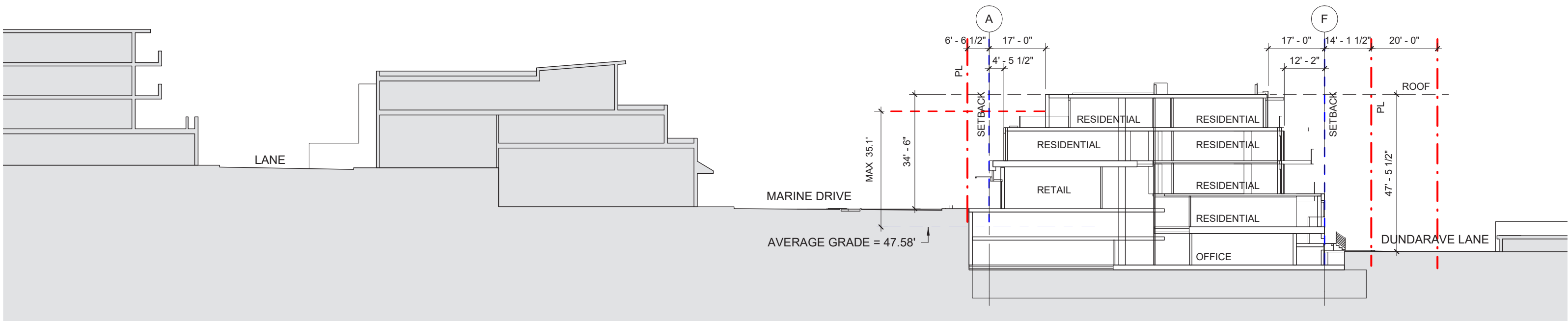
CROSS SECTION 1

previous scheme

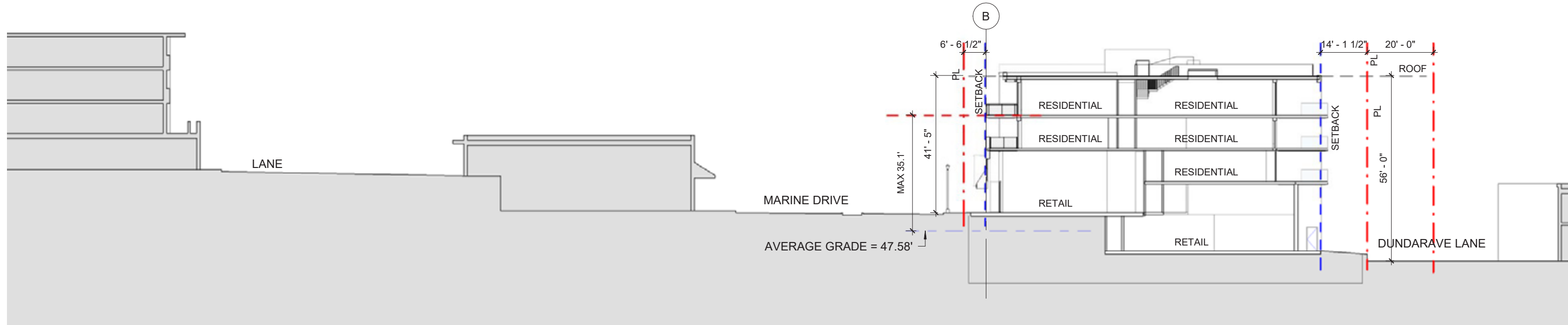
revised scheme



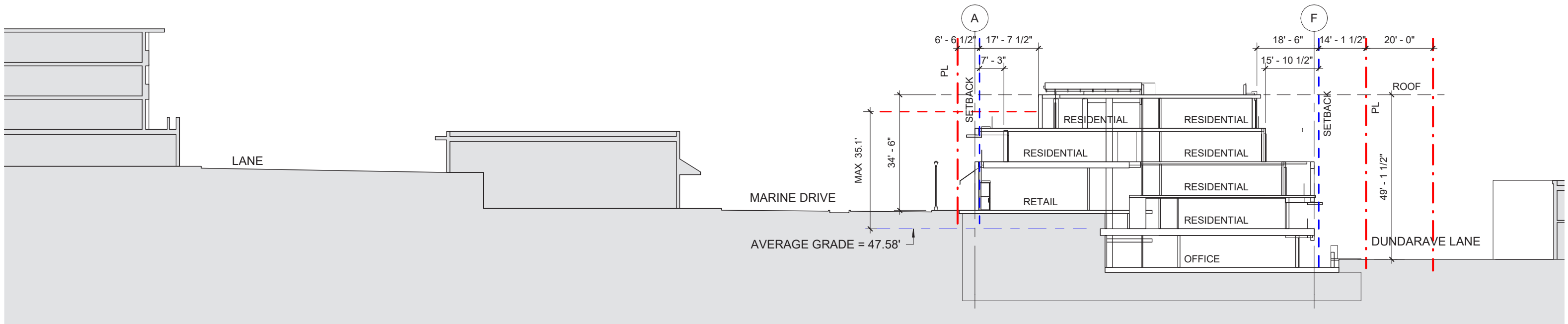
CROSS SECTION 1
previous scheme



CROSS SECTION 1
revised scheme



CROSS SECTION 2
previous scheme



CROSS SECTION 2
revised scheme

Site Section Comparisons



KEY PLAN
previous scheme



KEY PLAN
revised scheme

West Coast Village Look



View from corner of Marine Drive and 25th Street at west entrance of Dandarave Village.

West Coast Village Look

View from corner of Marine Drive and 25th Street



West Coast Village Look

View from 25th Street looking east along Dundarave Lane



*Stairs and stoops for first floor units.
These units also have corridor access.*

West Coast Village Look

View along Dundarave Lane looking east



West Coast Village Look

View along Dundarave Lane looking west



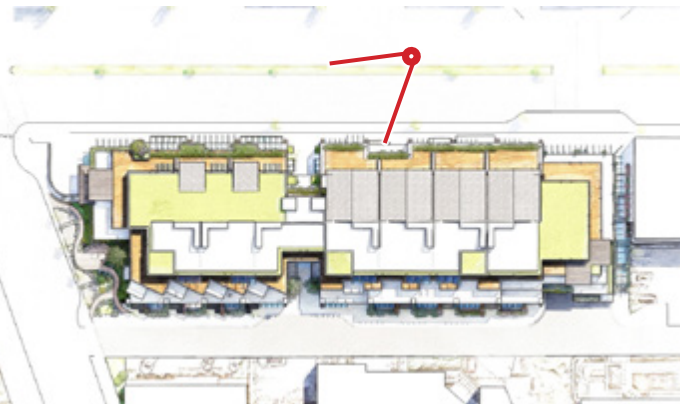
West Coast Village Look

View from Marine Drive mid-block connection looking west



West Coast Village Look

View west along Marine Drive



West Coast Village Look

Aerial view of 25th Street park



West Coast Village Look

Aerial view of Marine Drive / 25th Street plaza



Aerial view from Marine Drive looking southeast



3D Models provided for overall reference and massing. Work In Progress.

Aerial view from Marine Drive looking southwest



3D Models provided for overall reference and massing. Work In Progress.



Aerial view from Dundarave Lane looking northwest



3D Models provided for overall reference and massing. Work In Progress.



Aerial view from Dundarave Lane looking northeast

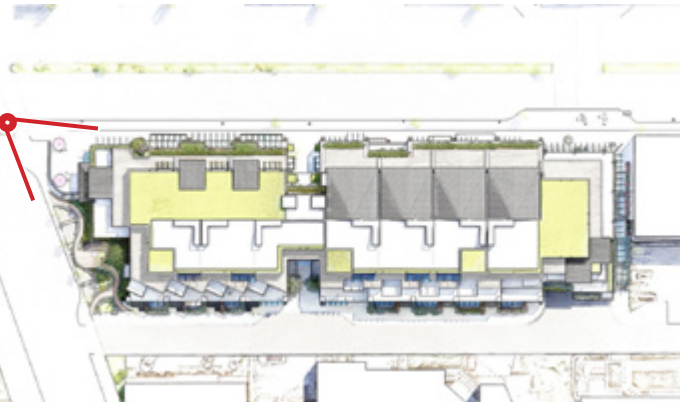


3D Models provided for overall reference and massing. Work In Progress.

Seaside Village Look

Study of alternative design character

View from corner of Marine Drive and 25th Street



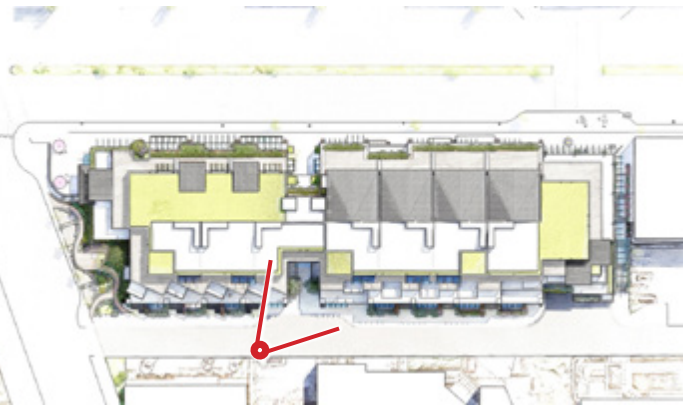
Seaside Village Look

View from 25th Street looking east along Dundarave Lane



Seaside Village Look

View along Dundarave Lane looking east



Seaside Village Look

View along Dundarave Lane looking west



Seaside Village Look

View from Marine Drive mid-block connection looking west



Aerial view from Marine Drive looking southeast



3D Models provided for overall reference and massing. Work In Progress.

Aerial view from Marine Drive looking southwest



3D Models provided for overall reference and massing. Work In Progress.



Aerial view from Dundarave Lane looking northwest



3D Models provided for overall reference and massing. Work In Progress.



Aerial view from Dundarave Lane looking northeast



3D Models provided for overall reference and massing. Work In Progress.

Style Comparison

West Coast Village Look



Seaside Village Look



Appendix: Dundarave Village Character

WHAT IS VILLAGE CHARACTER? DUNDARAVE STYLE?



DUNDARAVE STYLE? While Dundarave has a distinct, village-like character, it does not have a dominant architectural style or use of materials. It's somewhat 'English', but also West Coast and even 'California'. Buildings feature various different materials including stone, cedar shingles and shakes, brick, wood siding and even stucco.

CONTEMPORARY DUNDARAVE STYLE



Many in the community consider these buildings incorporating varying roof lines, wood bracing, cedar & Hardie shingles & siding, and various stone veneers to represent a contemporary Dundarave design character.

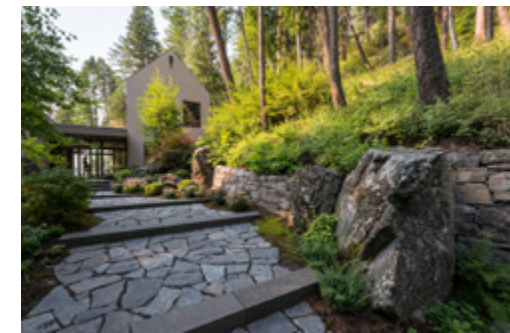
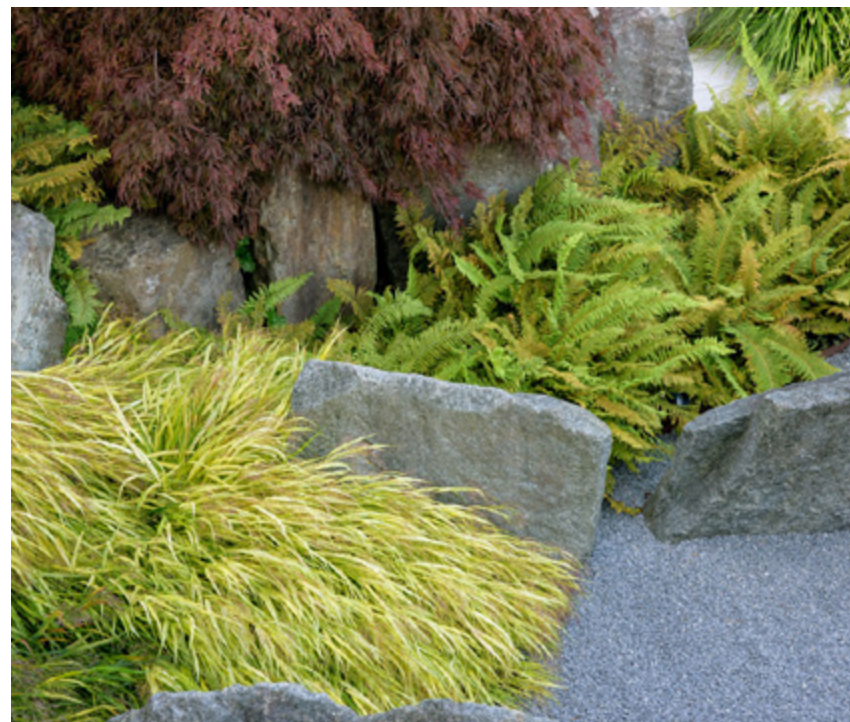
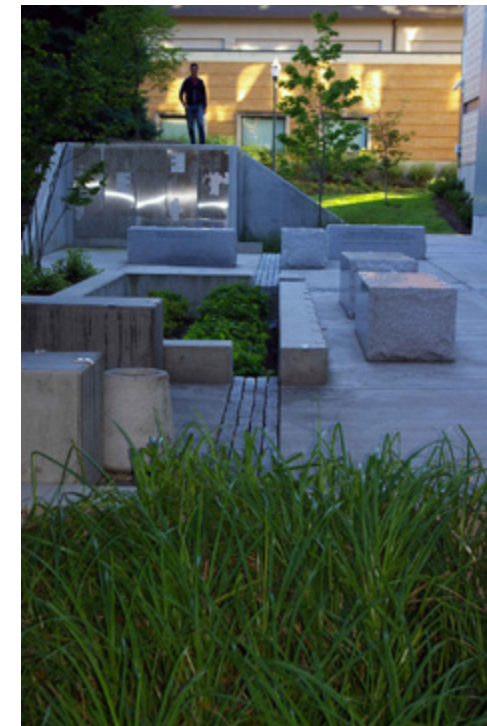
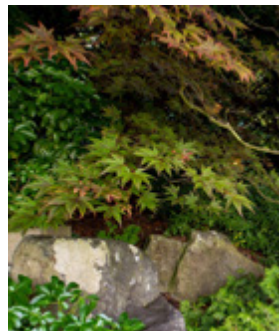


WEST COAST STYLE: LOW-PITCHED ROOFS, OVERHANGS, HEAVY TIMBER & SHINGLES

‘West Coast vernacular’ often consists of low-pitched & flat roofs and large overhangs. When combined with trellises, wood elements, shingles, concrete, and stone, the result can be attractive new buildings that fit in.

A DIFFERENT MATERIALS PALATE INCLUDING MORE STONE, WOOD AND NATURAL MATERIALS





LANDSCAPE precedent images