

AGENDA # 6

City of Madison, Wisconsin

REPORT OF: URBAN DESIGN COMMISSION	PRESENTED: September 5, 2018
TITLE: 4602 Cottage Grove Road – New Development of a Mixed-Use Building. 3 rd Ald. Dist. (52855)	REFERRED: REREFERRED: REPORTED BACK:
AUTHOR: Janine Glaeser, Secretary	ADOPTED: POF:
DATED: September 5, 2018	ID NUMBER:

Members present: Richard Wagner, Chair; Lois Braun-Oddo, Christian Harper, Cliff Goodhart, Rafeeq Asad, Tom DeChant and Amanda Hall.

SUMMARY:

At its meeting of September 5, 2018, the Urban Design Commission **RECEIVED AN INFORMATIONAL PRESENTATION** for development of a new mixed-use building located at 4602 Cottage Grove Road. Registered in support of the project were Ray White, Megan Schuetz and Dave Porterfield, all representing Movin' Out.

The applicant reviewed the existing site conditions and introduced the project, which consists of 70 apartments total with an emphasis on affordable housing. They also reviewed the site and building access/circulation patterns, parking locations for bicycles and autos, and exterior building elevations. They will have more information on building materials at the next presentation. They are working with a commercial tenant that complements the housing use. They have met with property owners to the east of the site; how to deal with the east property line will be different. They are working with engineers regarding water/flooding issues; prairie plantings could help with the water run-off and they will continue to work with a landscape architect.

The Alder for the project made the following observations: The first floor fenestration has been reduced, but there is still issue with the end of the building looking like an afterthought. The corner element looking northeast doesn't look solid, it needs more uniformity. We want to activate the corner and keep it active. Look at changing the color of the masonry from dark to light, and bring in real materials at the next presentation. The geometry is good.

The Commission had the following comments:

- The corner is the only thing that isn't too busy. There is so much going on. Simplify the materials, the base on the east and south elevations, it needs to be more uniform.

- Work toward restraint. The basic scale of units with recessed balconies is good. Refine materials and how they are detailed/color. Refer to an aerial plan, pay attention to the space you're creating between townhouses and the apartments to the north. Look at creating greenspace rather than putting up a fence.
- I love the rhythm of the townhouses, the materials work. Overall I like the geometry but it seems almost random where the materials change. Minimize how much brick you have across datums. The east elevation is more successful than the west elevation.
- On the townhomes, look at where you are placing your walpaks.

ACTION:

Since this was an **INFORMATIONAL PRESENTATION** no formal action was taken by the Commission.