

AGENDA # 3

City of Madison, Wisconsin

REPORT OF: URBAN DESIGN COMMISSION

PRESENTED: August 8, 2018

TITLE: 1848 Waldorf Boulevard – Planned
Residential Complex. 9th Ald. Dist.
(52250)

REFERRED:

REREFERRED:

REPORTED BACK:

AUTHOR: Janine Glaeser, Secretary

ADOPTED:

POF:

DATED: August 8, 2018

ID NUMBER:

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

SUMMARY:

At its meeting of August 8, 2018, the Urban Design Commission **RECEIVED AN INFORMATIONAL PRESENTATION** for a Planned Residential Complex located at 1848 Waldorf Boulevard. Registered and speaking in support was Kirk Biodrowski, representing the building owner. The site will be divided into two properties. This is a challenging site that is limited in size and has a 13-foot slope across the site. They have met with Zoning and Planning staff, as well as DAT. Context images were shown as a review of the building location. They are considering fencing a large patio area for residents on the first floor and are trying to maximize greenspace. Traffic wanted them to keep their driveway away from Waldorf Boulevard as much as possible, and they've aligned with the veterinary driveway. The slope of the property prevented them from putting the building and parking exactly where they wanted to. The entry system to the building should help create more of a presence on Waldorf Boulevard; the grade will have exposed foundation walls at the parking area that will be lined with a limestone retaining wall system and plantings. The windows and trim will be a medium bronze.

Comments from the Commission were as follows:

- I question the use of lap board siding.
- Look at a way to bring down the architecture at the community fitness room to avoid a blank wall.
- Look at the overhang at the entrance to the building; it's not inviting. The stone and hardiboard are reading chaotic.
- Look at stratifying materials rather than layering them.
- It is difficult to see the rhythm. The building goes up and then just stops.
- Look at stratifying at the window. Maybe one more bay, more structure.
- Look at the community room. Continue the way you are going, but make it different from the rest of the building. Exploit that a little more.

ACTION:

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