

# Draft of Principals Matrix.

**NOTE:**

Below is the matrix broken out for both GC and Urban Centers.

Below are abbreviated descriptions of the Principals for the purpose of building out the matrix tables.

- 1) Character and Scale
- 2) Building variety, context of the site
- 3) Urban pedestrian environment, block fronts, landscaping
- 4) Variety of heights and interesting roof forms
- 5) Buildings that enhance historic structures
- 6) Public spaces
- 7) Sustainable, innovative development, high environmental and visual quality
- 8) High quality urban materials, floors 1-3
- 9) Distinctive design and long lasting materials
- 10) Building elements and details that are visually consistent with the buildings style

Code	Standard	Principle
<b>21.60</b>	<b>General Design Standards</b>	
21.60.020	Site Design/Elements	
	Block Frontage	3) Urban pedestrian environment, block fronts, landscaping
	Natural Features and Green Infrastructure	1) Character and Scale 2) Building variety, context of the site 7) Sustainable, innovative development, high environmental and visual quality
	Relationship to Adjacent Properties	1) Character and Scale 2) Building variety, context of the site 9) Distinctive design and long lasting materials.
	Non-Motorized Circulation and Design	3) Urban pedestrian environment, block fronts, landscaping
	Vehicular Circulation and Parking	3) Urban pedestrian environment, block fronts, landscaping
	Surface and Structured Parking Design	1) Character and Scale 2) Building variety, context of the site 8) High quality urban materials, floors 1-3 9) Distinctive design and long lasting materials 10) Building elements and details that are visually consistent with the buildings style
	Internal Open Space	1) Character and Scale 2) Building variety, context to the site 6) Public Spaces 7) Sustainable, innovative development, high environmental and visual quality.
	Site Planning for Security	1) Character and Scale 3) Urban pedestrian environment, block fronts, landscaping

		<b>6) Public spaces</b>
	Large Site Development Standards	<b>1) Character and Scale</b> <b>2) Building variety, context of the site</b> <b>3) Urban pedestrian environment, block fronts, landscaping</b> <b>4) Variety of heights and interesting roof forms</b> <b>6) Public Spaces</b> <b>7) Sustainable, innovative development, high environmental and visual quality</b> <b>8) High quality urban materials, floors 1-3</b> <b>9) Distinctive design and long lasting materials</b> <b>10) Building elements and details that are visually consistent with the buildings style</b>
	Location and Design of Service Aras and Mechanical Equipment	<b>1) Character and Scale</b> <b>2) Building variety, context of the site</b> <b>4) Variety of heights and interesting roof forms</b> <b>7) Sustainable, innovative development, high environmental and visual quality</b> <b>10) Building elements and details that are visually consistent with the buildings style</b>
	Landscape Design	<b>3) Urban pedestrian environment, block fronts, landscaping</b>
21.60.030	Building Design	
	Architectural Character	<b>1) Character and Scale</b> <b>2) Building variety, context of the site</b> <b>9) Distinctive design and long lasting materials</b> <b>10) Building elements and details that are visually consistent with the buildings style</b>
	Building Massing and Articulation	<b>2) Building variety, context of the site</b> <b>3) Urban pedestrian environment, block fronts, landscaping</b> <b>4) Variety of heights and interesting roof forms</b>
	Building Elements and Details	<b>1) Character and Scale</b> <b>2) Building variety, context of the site</b> <b>8) High quality urban materials, floors 1-3</b> <b>9) Distinctive design and long lasting materials</b> <b>10) Building elements and details that are visually consistent with the buildings style</b>
	Building Materials	<b>8) High quality urban materials, floors 1-3</b>

		9) Distinctive design and long lasting materials
	Building Lighting	7) Sustainable, innovative development, high environmental and visual quality 10) Building elements and details that are visually consistent with the buildings style
	Blank Wall Treatments	1) Character and Scale 9) Distinctive design and long lasting materials 10) Building elements and details that are visually consistent with the buildings style
21.60.040	Area Specific Design Standards	
	Marymoor Design District Standards	5.) Buildings that do not distract from current development and structures.
<b>21.62</b>	<b>Urban Centers</b>	
21.62.030	Site Design/Elements	
	Block Frontage Standards	3) Urban pedestrian environment, block fronts, landscaping
	Non-Motorized Circulation and Design	3) Urban pedestrian environment, block fronts, landscaping 7) Sustainable, innovative development, high environmental and visual quality
	Vehicular Circulation and Parking	3) Urban pedestrian environment, block fronts, landscaping
	Surface and Structured Parking Design	3) Urban pedestrian environment, block fronts, landscaping
	Internal Open Space	4) Character and Scale 5) Building variety, context to the site 8) Public Spaces Sustainable, innovative development, high environmental and visual quality.
	Residential Privacy Standards	1) Character and Scale 2) Building variety, context of the site 10) Building elements and details that are visually consistent with the buildings style
	Site Planning for Security	1) Character and Scale 3) Urban pedestrian environment, block fronts, landscaping 6) Public spaces
	Location and Design of Service Areas and Mechanical Equipment	1) Character and Scale 2) Building variety, context of the site 4) Variety of heights and interesting roof forms 7) Sustainable, innovative development, high environmental and visual quality 10) Building elements and details that are visually consistent with the buildings style

	Landscape Design	<b>3)</b> Urban pedestrian environment, block fronts, landscaping
21.62.040	Building Design	
	Architectural Character	<b>1)</b> Character and Scale <b>2)</b> Building variety, context of the site <b>9)</b> Distinctive design and long lasting materials <b>10)</b> Building elements and details that are visually consistent with the buildings style
	Building Massing and Articulation	<b>1)</b> Character and Scale <b>2)</b> Building variety, context of the site <b>3)</b> Urban pedestrian environment, block fronts, landscaping <b>4)</b> Variety of heights and interesting roof forms
	Building Elements and Details	<b>1)</b> Character and Scale <b>2)</b> Building variety, context of the site <b>8)</b> High quality urban materials, floors 1-3 <b>9)</b> Distinctive design and long lasting materials <b>10)</b> Building elements and details that are visually consistent with the buildings style
	Building Materials	<b>8)</b> High quality urban materials, floors 1-3 <b>9)</b> Distinctive design and long lasting materials
	Building Lighting	<b>7)</b> Sustainable, innovative development, high environmental and visual quality <b>10)</b> Building elements and details that are visually consistent with the buildings style
	Blank Wall Treatment	<b>1)</b> Character and Scale <b>9)</b> Distinctive design and long lasting materials <b>10)</b> Building elements and details that are visually consistent with the buildings style
21.62.050	Supplemental Downtown Urban Center Design Standards	<b>5)</b> Building variety, context to the site <b>10)</b> Building elements and details that are visually consistent with the buildings style
21.62.060	Supplemental Overlake Urban Center Design Standards	<b>5)</b> Building variety, context to the site <b>10)</b> Building elements and details that are visually consistent with the buildings style