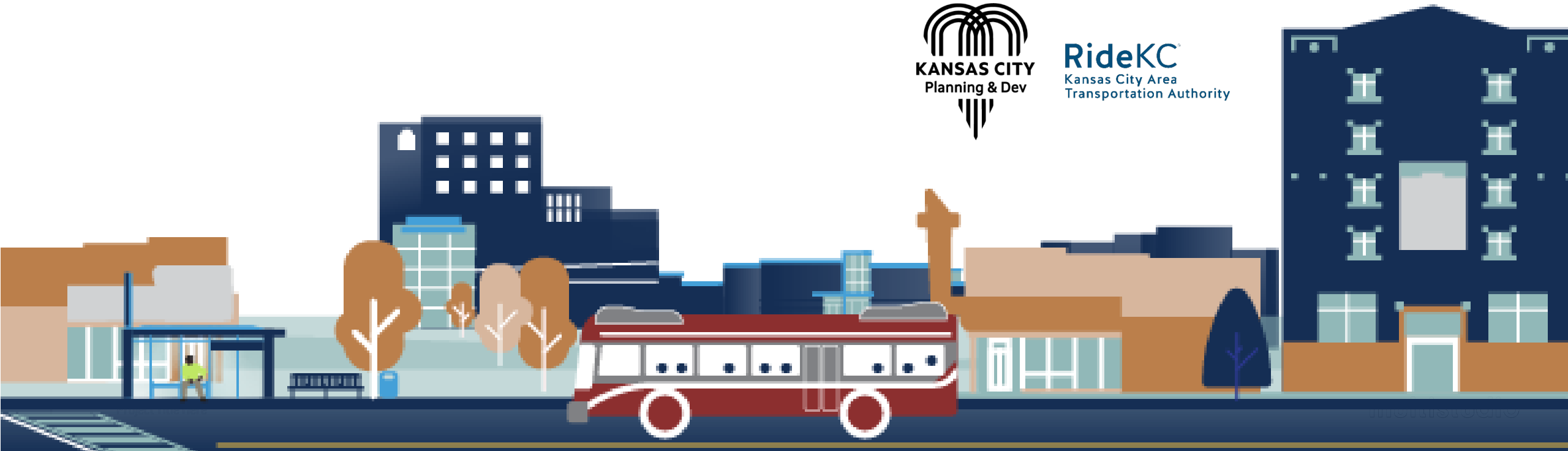




creating equitable neighborhood development strengthened by walkable access to public transit

Neighborhoods & Housing Work Session

Thursday, August 24 at 6:00-8:00PM



AGENDA

1. Project Overview
2. TOD Overlay District
3. Draft Recommendations – Building Design
4. Discussion
5. Next Steps



PROSPECTUS OVERVIEW



PROSPECTUS – MISSION STATEMENT

*creating equitable neighborhood development
strengthened by walkable access to public transit*

PROJECT FOCUS


- Measurable benefits for existing corridor residents.
- Avoid the displacement of residents and businesses.
- Support existing and new, residents and businesses, with effective and equitable growth.



PROJECT TIMELINE



 Workgroups

 Community Meetings

NEIGHBORHOODS & HOUSING FINAL MEETINGS FOCUS

Tuesday, August 1 at 6:00-8:00PM

- LAND USE DISCUSSION

Thursday, August 24 at 6:00-8:00PM

Southeast Community Center

- BUILDING DESIGN DISCUSSION

Tuesday, September 12th at 6:00-8:00PM

Gregg-Klice Community Center

- IMPLEMENTATION STRATEGY DISCUSSION



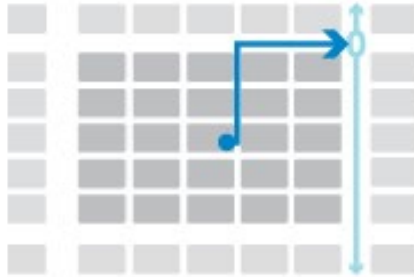
TRANSIT-ORIENTED DEVELOPMENT OVERLAY DISTRICT



WHAT IS TRANSITORIENTED DESIGN?

Transit-Oriented Development Is:

Connected



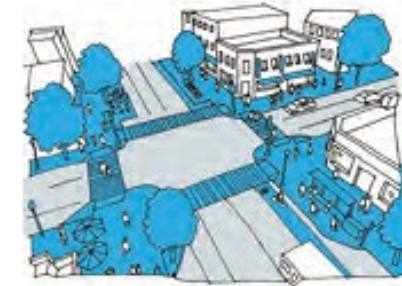
Dense



Diverse

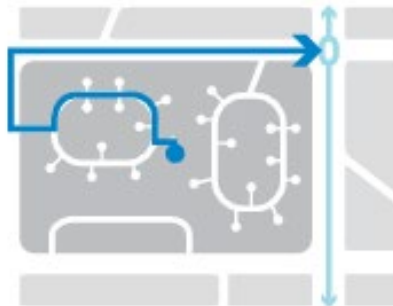


Designed

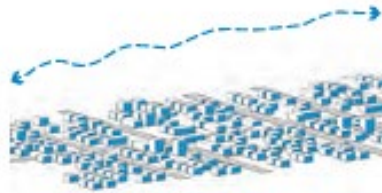


Transit-Oriented Development Is Not:

Isolated



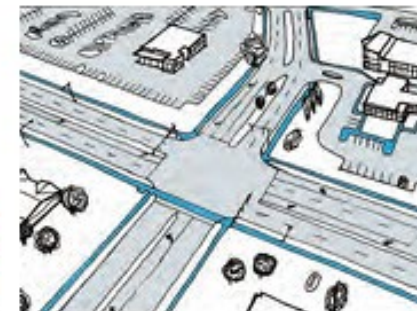
Sparse



Homogeneous



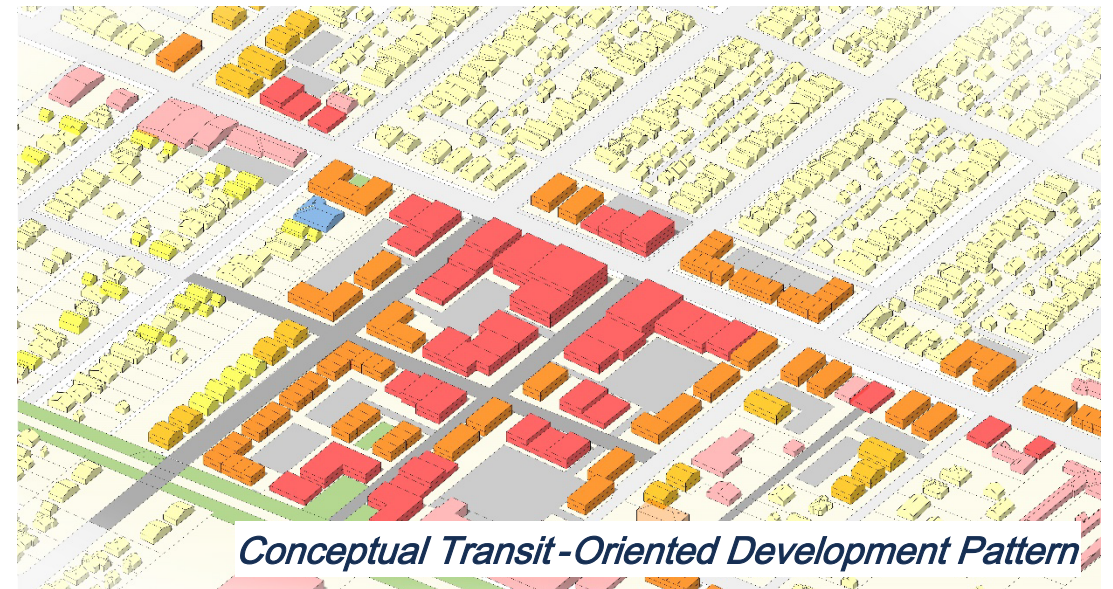
Uncoordinated



KCMO Transit Oriented-Development Policy (2017)

CURRENT ZONING

- Regulates height, density, use, and has standard site standards
- Allows for car-oriented site design (i.e. buildings setback far from sidewalk paths, etc.)
- Doesn't articulate based on contexts – nodes, corridors, neighborhoods
- Lacks standards that enhance pedestrian experience (street front buildings, entry features, transparency, etc.)
- Limited standards to improve design (materials, signage, etc.)



OVERLAY DISTRICT 101

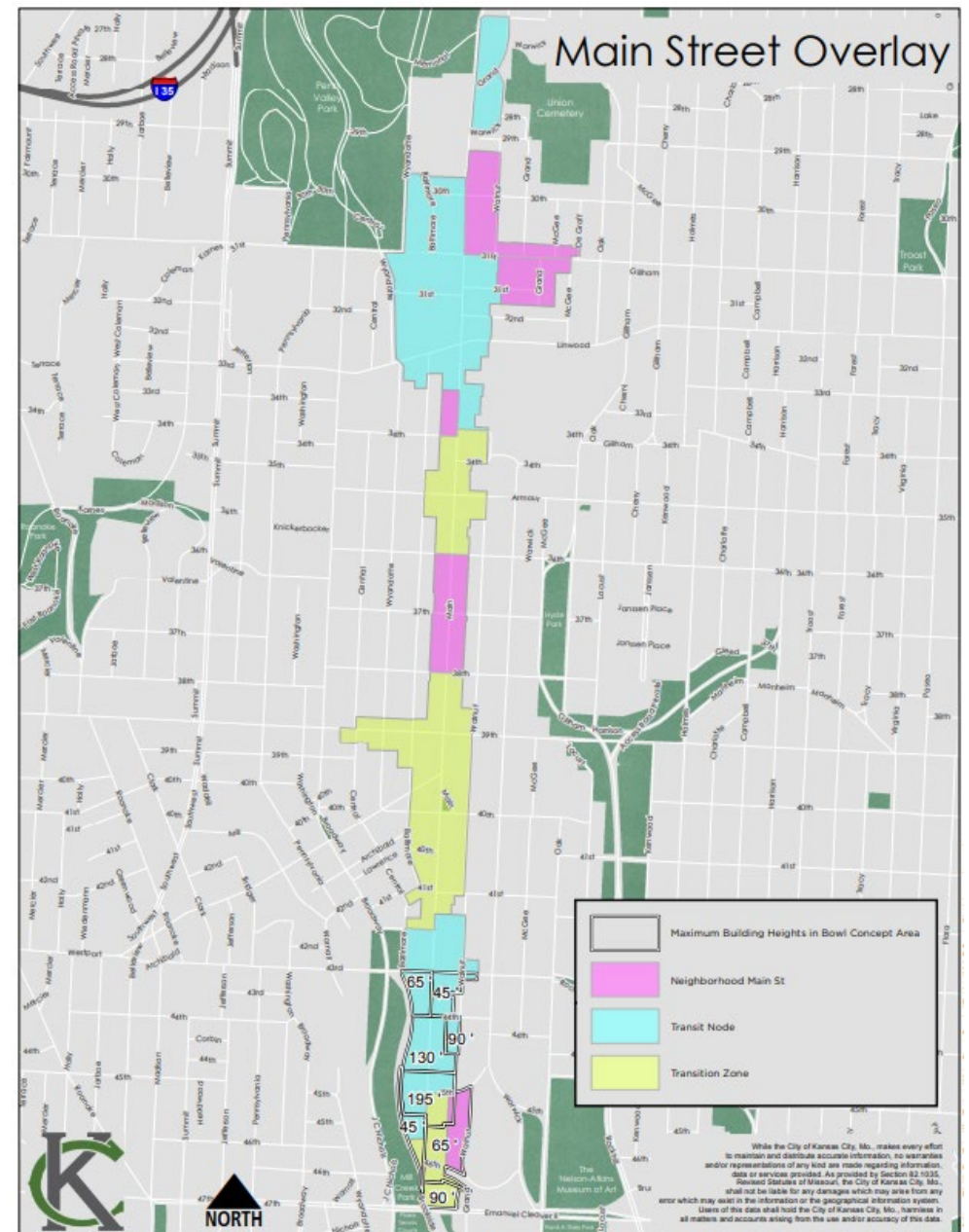
Establishes special land use regulations, standards, or procedures

- May be more prohibitive

Intended for areas with unique qualities and/or for areas where special approaches may be warranted

Protect and preserve established character of existing areas

- Land use & building design, height, form



Overlay Is Not

Overlay Is

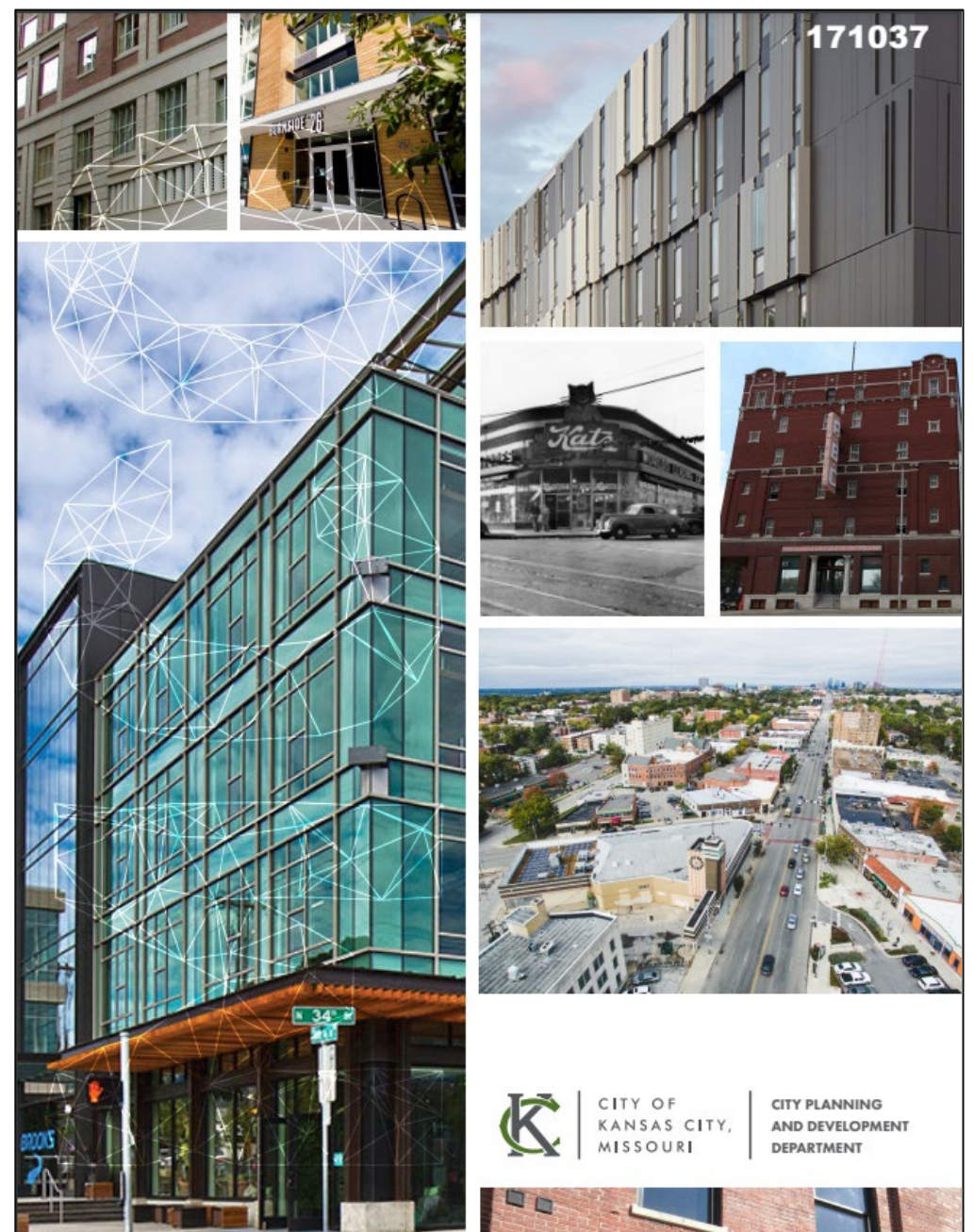
A funding mechanism or tool like a tax incentive, UR District or CID

A zoning mechanism to control land uses and design guidelines only

OVERLAY DISTRICT 101

Existing Overlay Districts in KCMO

- Main Street
- Independence Avenue
- Troost Avenue
- Westport District
- Country Club Plaza Area



BUILDING DESIGN: WHAT WE HAVE HEARD SO FAR FROM YOU

PROSPECTUS FEEDBACK:

- Allow increased height at Community Nodes and Urban Industrial Nodes
- Somewhat limit height at Neighborhood Nodes and in Transit Corridors
- Design Transit Corridors for residential contexts
- Design “Nodes” for active, highly pedestrian use
- Improve the quality of development, including materials
- Limit parking lots along streets/sidewalks



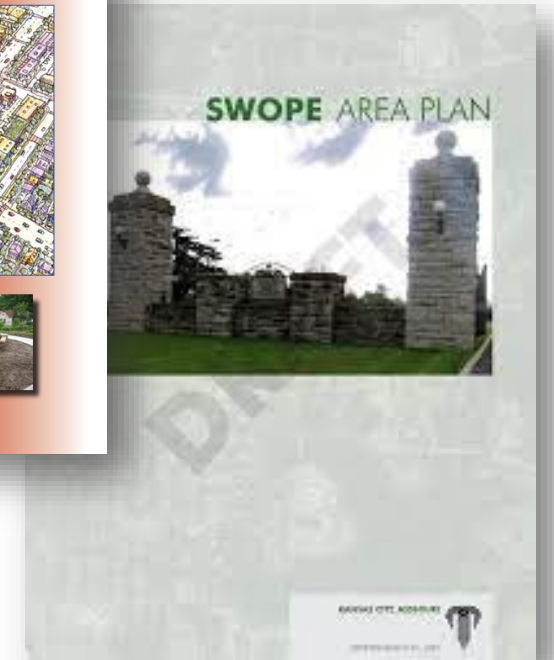
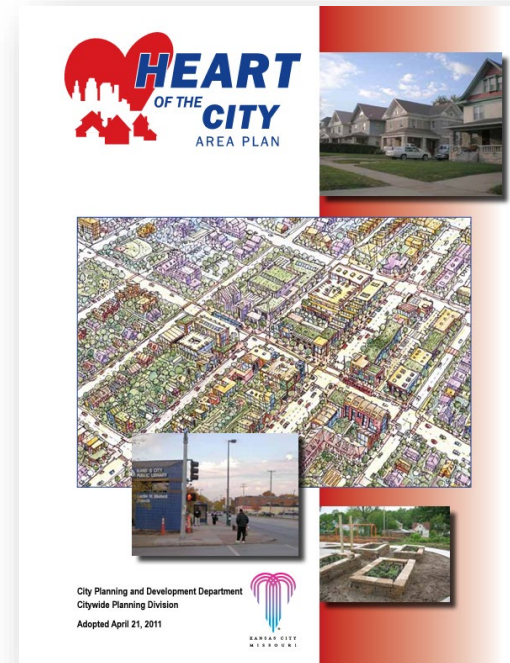
BUILDING DESIGN: WHAT WE HAVE HEARD SO FAR FROM YOU

Heart of the City Area Plan (2011):

- Design for pedestrians at major centers like Linwood/ 31st
- Emphasize pedestrian access to buildings, with parking lots behind
- Reduce parking requirements
- Focus higher density housing at transit stops

Swope Area Plan (2014):

- Maintain a connected street grid
- Promote transit-oriented design



HOW CAN AN OVERLAY DISTRICT MANAGE BUILDING DESIGN?



The approach to design may be different for each “subdistrict” within an overlay district.

OVERLAY IMPACT ON INDEPENDENCE AVENUE



2016

Independence & Park



IMAGE: PENDLETONARTBLOCK.COM

2022

OVERLAY IMPACT ON TROOST AVENUE



2017

Troost & 55th



IMAGE: APARTMENTS.COM

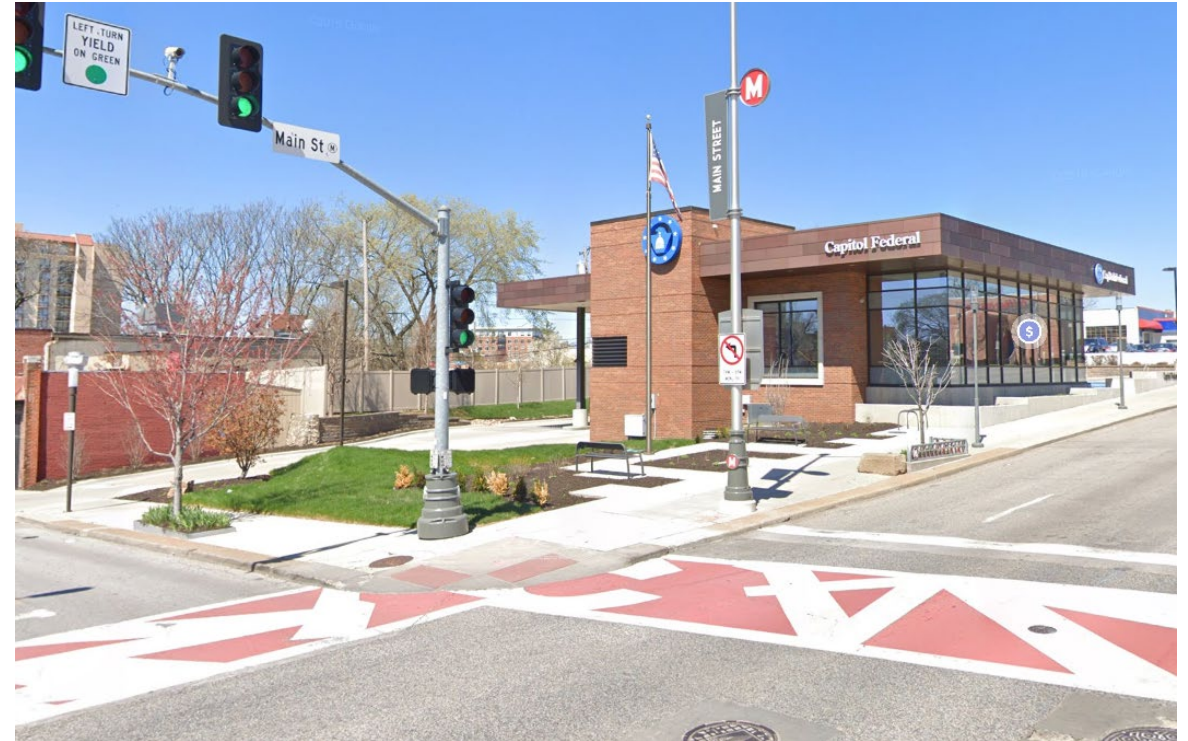
2022

OVERLAY IMPACT ON MAIN STREET



2011

Main & 43rd



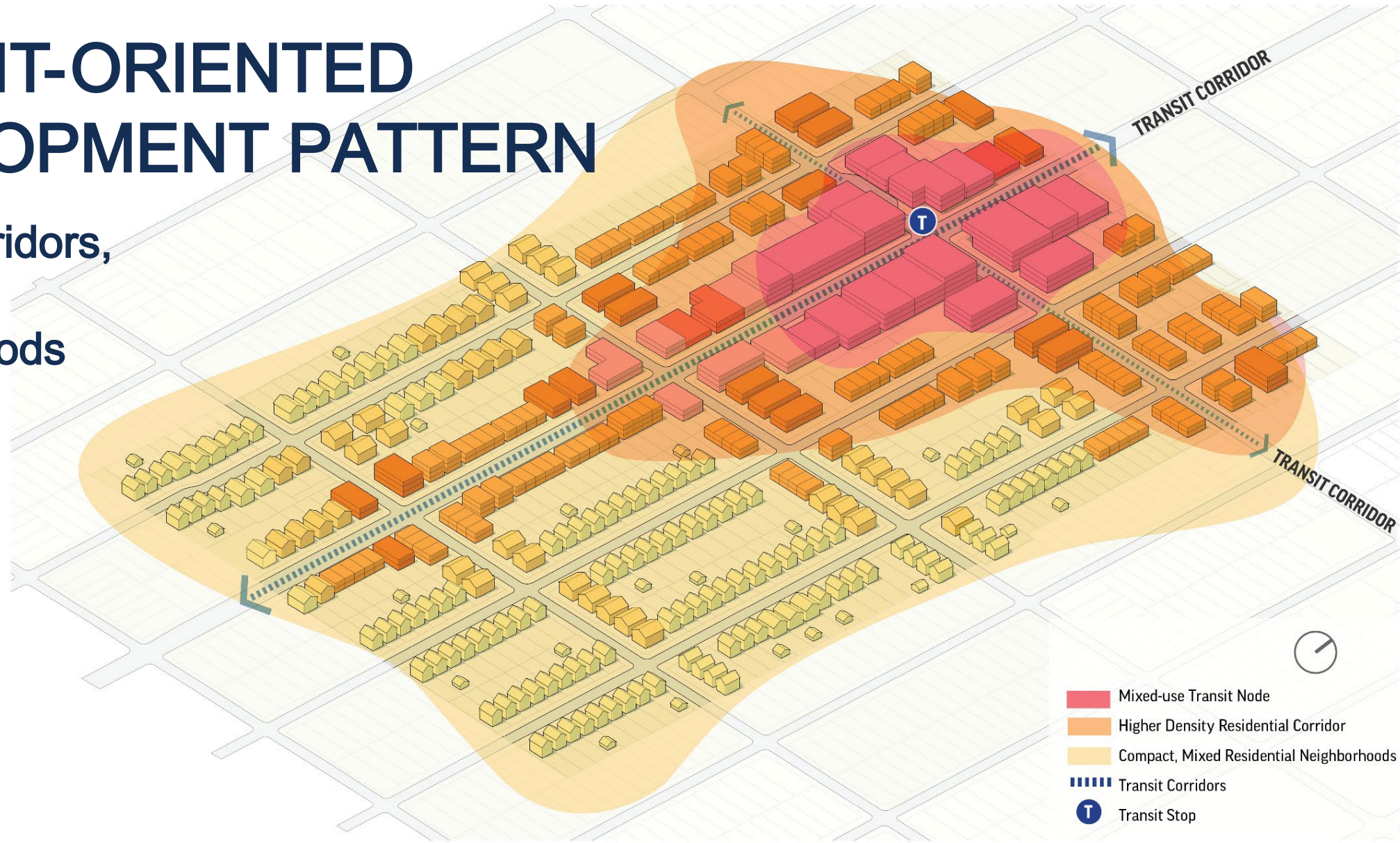
2022

DRAFT RECOMMENDATIONS TO DISCUSS



TRANSIT-ORIENTED DEVELOPMENT PATTERN

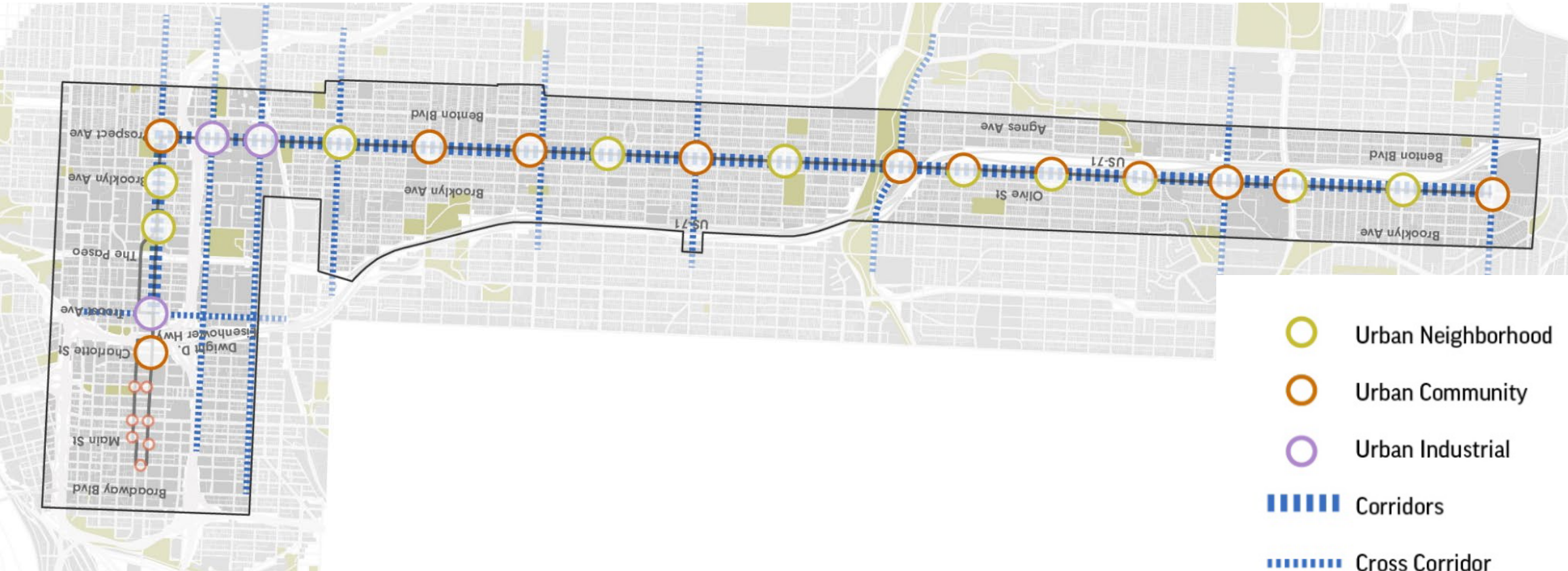
Nodes, Corridors,
Districts,
Neighborhoods



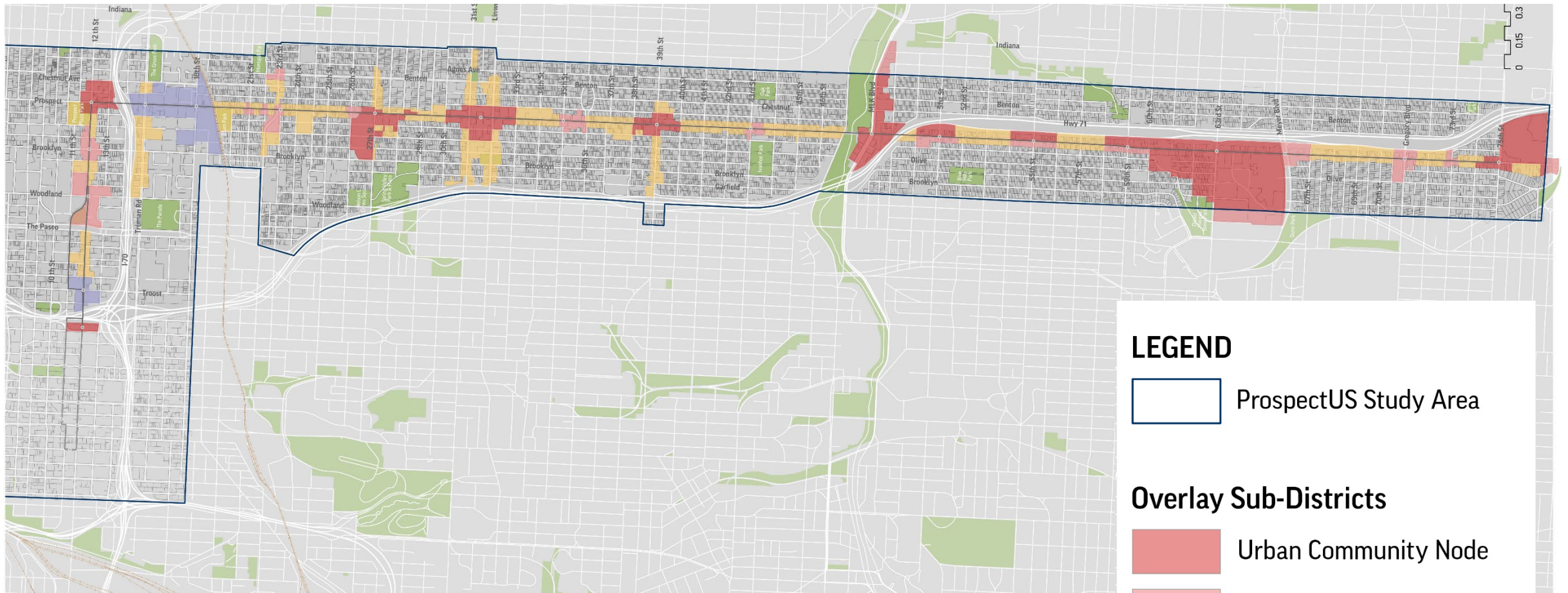
CONCEPTUAL ILLUSTRATION OF TOD DEVELOPMENT PATTERN

OVERLAY: SUBDISTRICTS

- **Urban Community Node:** more intense level of development, up to 6 stories and focused at major east/west connectors like Linwood, Brush Creek, and 63rd
- **Urban Neighborhood Node:** lower intensity mixed-use hubs at various neighborhood-character transit stops, limited to 4 stories
- **Transit Corridor:** areas between nodes, focused on development of housing, and limited to 4 stories
- **Urban Industrial Node:** more intense level of development, up to 10 stories, and focused at major future employment hubs



COMMUNITY WORKSHOP PLACE TYPES




LEGEND

 ProspectUS Study Area

Overlay Sub-Districts

 Urban Community Node

 Urban Neighborhood Node

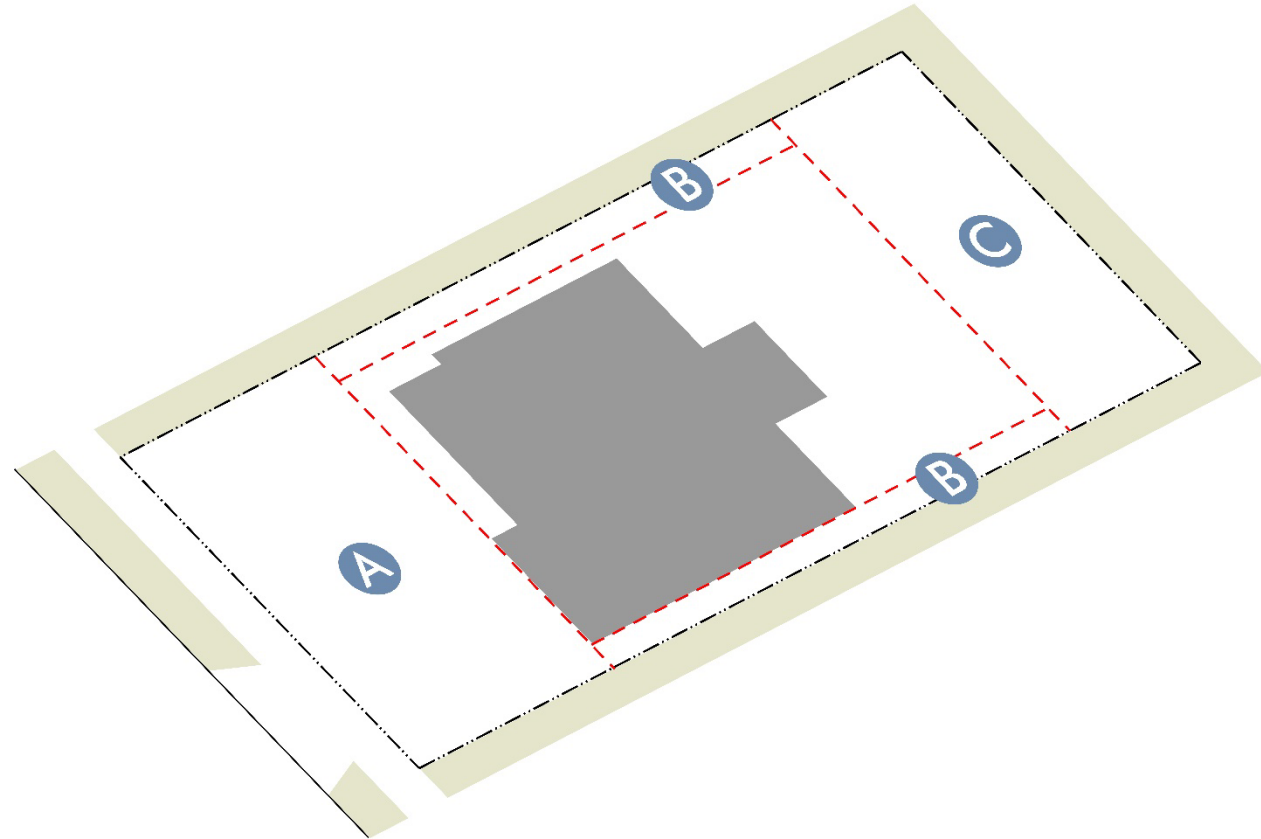
 Urban Industrial Node

 Corridor / Cross Corridor

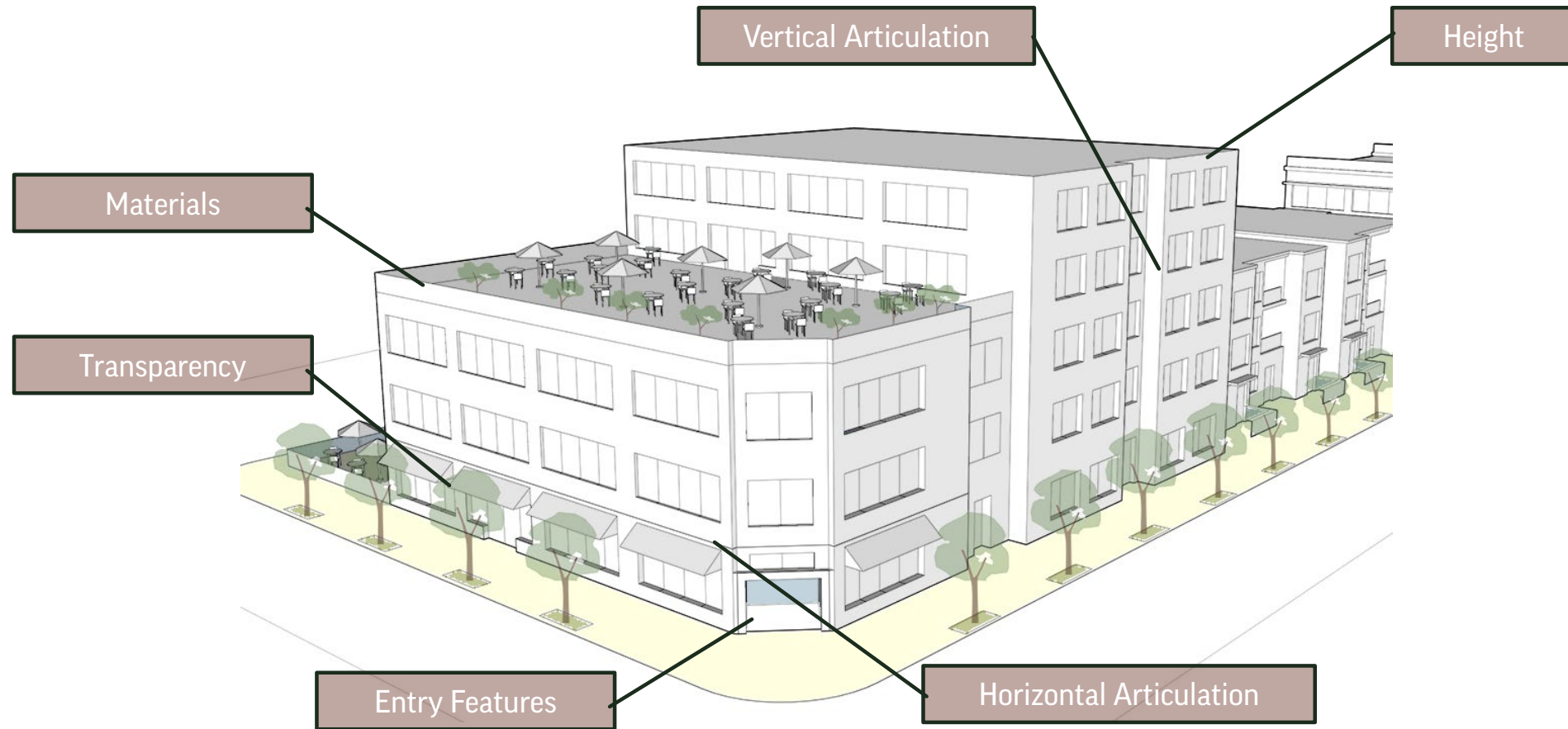
REFINED DRAFT OVERLAY

BUILDING DESIGN 101

- A. Front Setback
- B. Side Setbacks
- C. Rear Setbacks

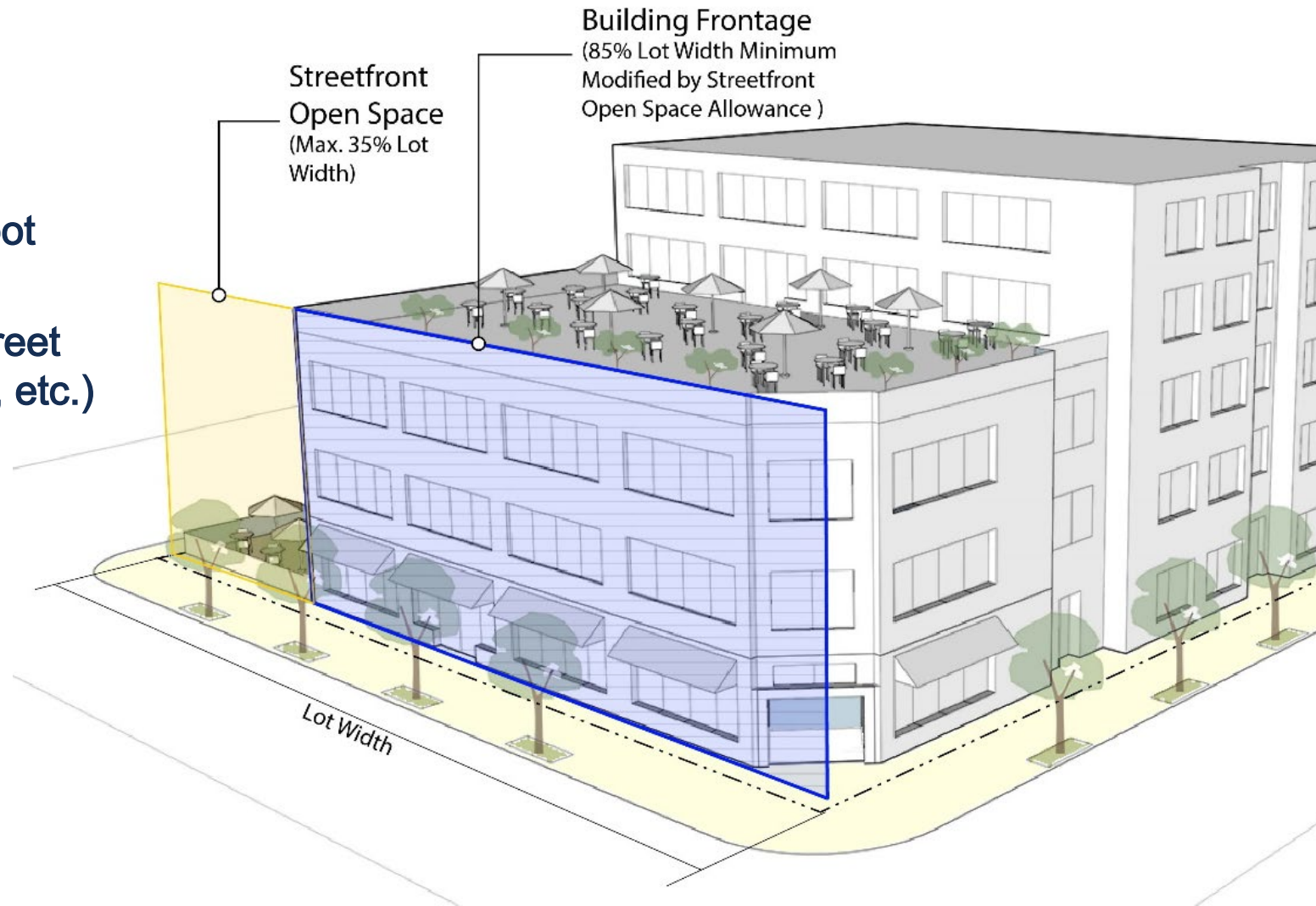


BUILDING DESIGN RECOMMENDATIONS



DEVELOPMENT STANDARDS

- Built to the street, generally
- Exception: Corridors would allow 20 foot setback
- Promotes usable open space along street (patios, courtyards, recreational areas, etc.)



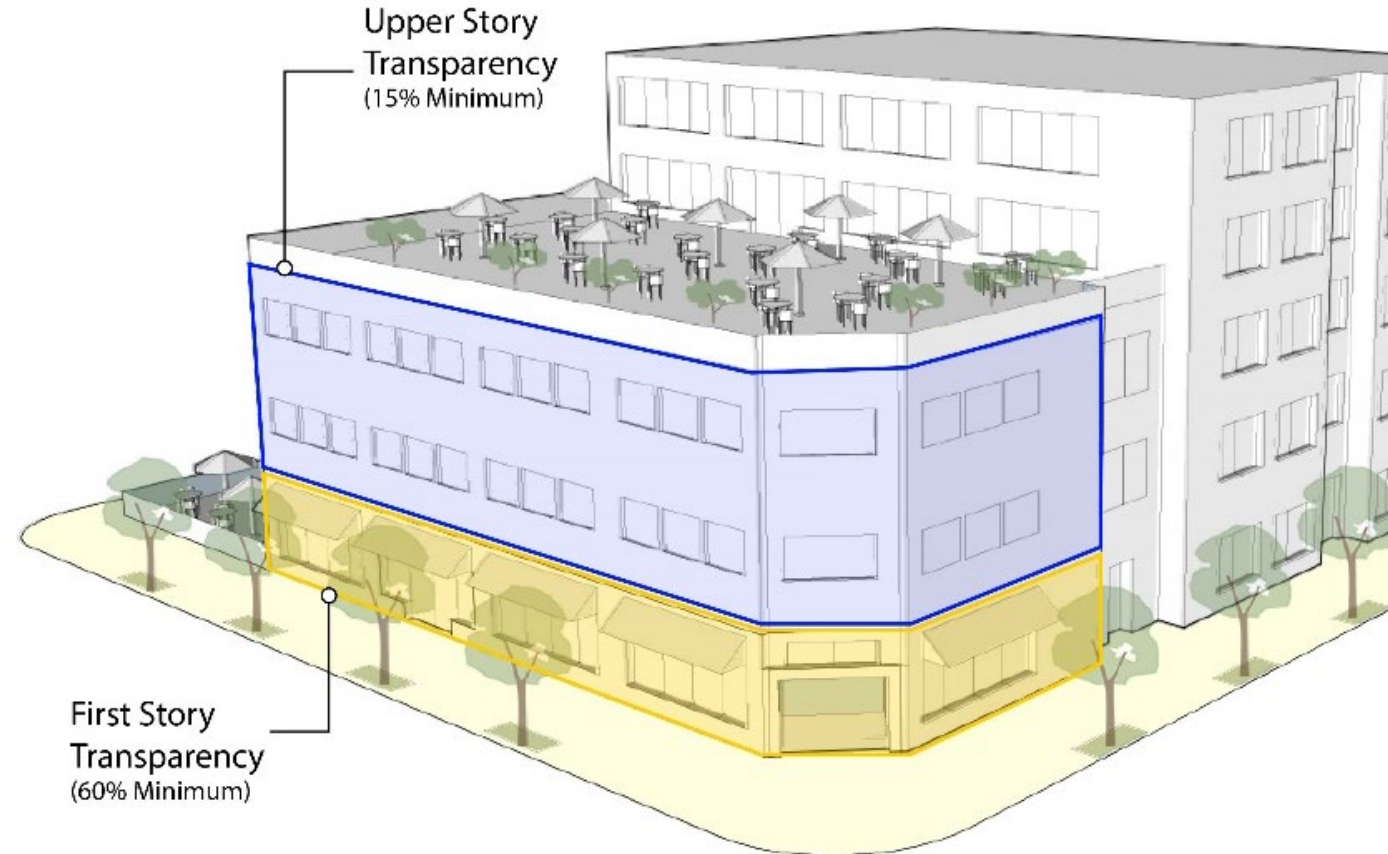
ARCHITECTURAL ARTICULATION

- **Wall Plane Limits:** mostly consistent in all sub-districts; blank wall limits do not apply in Industrial Nodes
- **Blank Wall Limits:** Requirements to break up blank walls with architectural changes like projections, recesses, offsets, windows, painted features, or blank window openings
- **Composition:** Requirement to establish base, body, and top of buildings



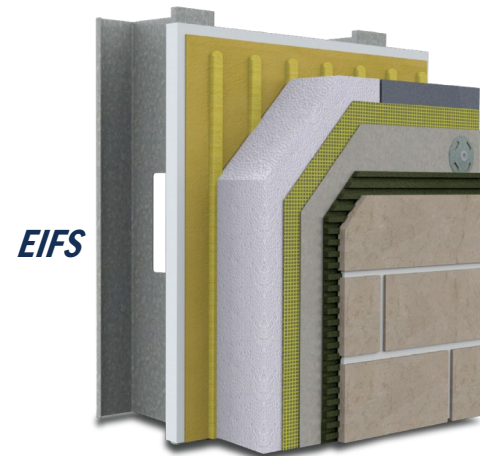
ARCHITECTURAL ARTICULATION

- First Story & Upper Story Transparency: highest in Community & Neighborhood Nodes; lower in Transit Corridor & Industrial Nodes
- Entry Spacing: most frequent in Neighborhood Nodes; does not apply to Industrial Nodes



BUILDING MATERIALS

- Primary Materials: Brick, stone, cast stone, terra cotta, tile, façade glass, precast concrete, stucco, fiber cement panels
- Secondary Materials (street facing; upper floors or accent only): cast-in-place textured concrete, metal, wood, fiber cement clapboard siding, fiberglass replication
- Secondary Materials (side/rear; upper floors or accent only): concretes, stucco, wood, fiber cement products, split faced block, glass block, EIFS
- Prohibited Materials: Electronic/digital façade elements





Brick



Concrete + Glass



Metal



Brick + Stucco



Concrete + Metal



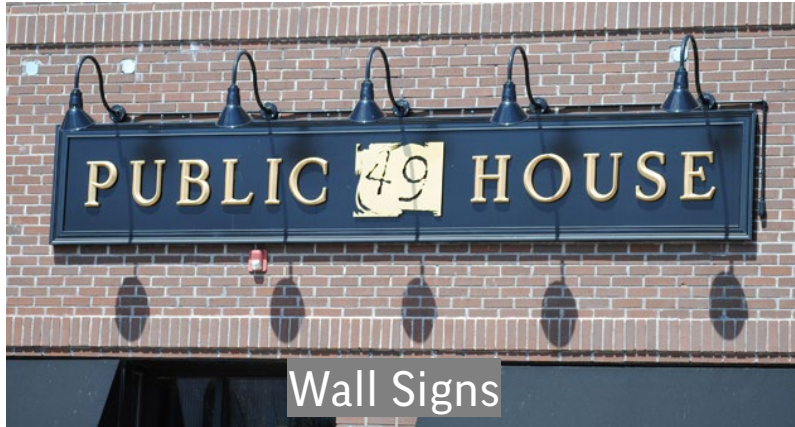
Stucco + Glass + Stone

SIGNAGE

- Goal: Provide more standards than current KCMO code, while also promoting eclectic signage
- Based on the Main Street & Westport Overlay Districts
- More restrictive than current code allows, but more flexible than Westport/Main Street
- Refined language for historical signage



SIGNAGE



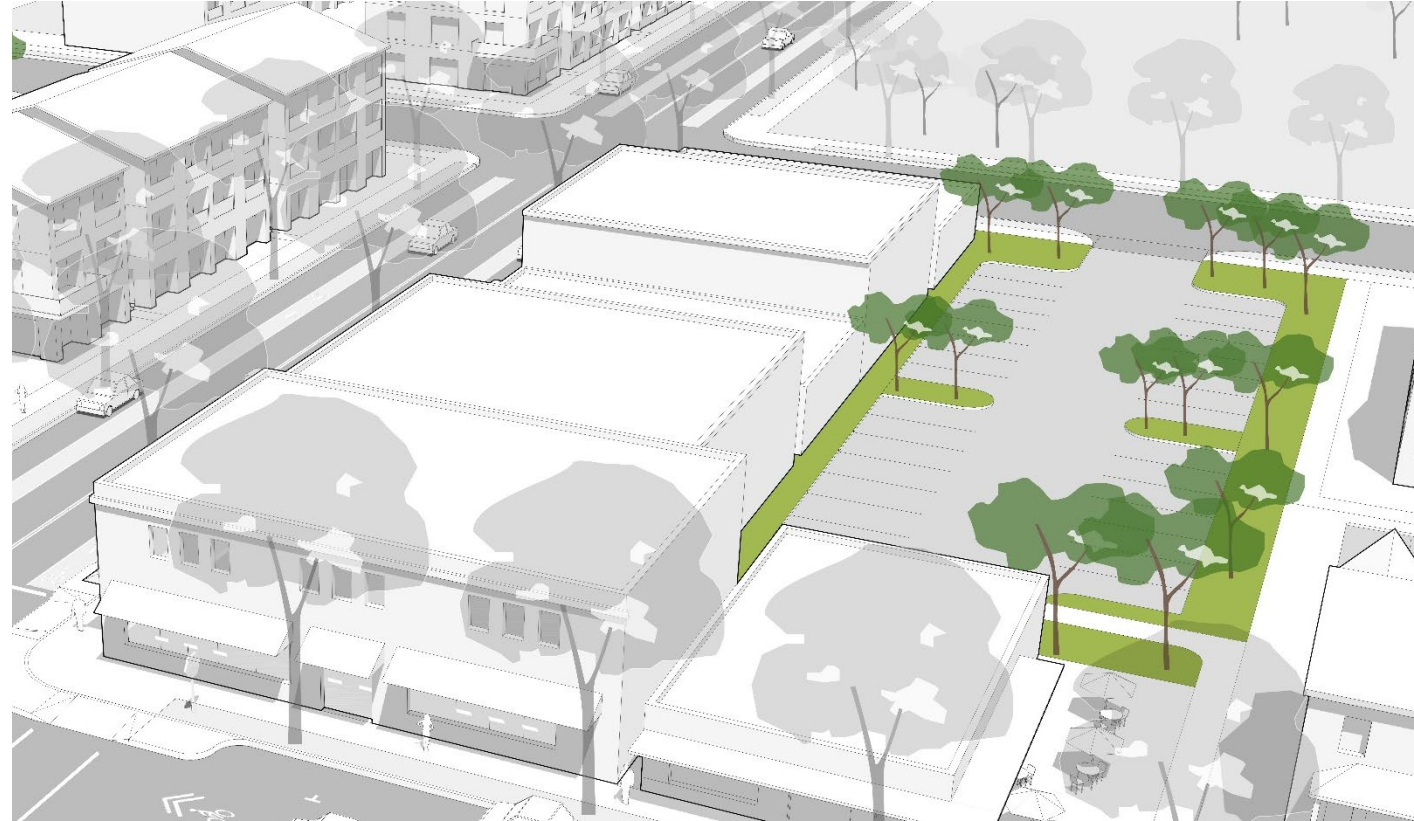
SIGNAGE

TABLE 5: Sign Types & Allowances

Sign Type	<u>Number</u>	<u>Size</u>
Wall Signs	1 sign per tenant with exterior entrance (multi-tenant building) – otherwise 3 signs per façade maximum	35% of façade area maximum
Awning or Canopy Signs	1 per tenant	30s.f. maximum
Marquee Signs	1 per tenant	24s.f. per face
Projecting Signs	1 per tenant	30s.f. maximum
Monument Signs	Prohibited	

PARKING

- **Parking Location.** Parking areas limited to areas beside (set back 15 feet) the building, behind the building, or in a screened parking garage
- **Access.** Access to parking limited directly on Prospect, and generally required on alternative streets
- **Maximums.** No use shall provide more than 20% of the required minimum parking counts



PARKING LOCATION EXAMPLES



Parking Location: Side



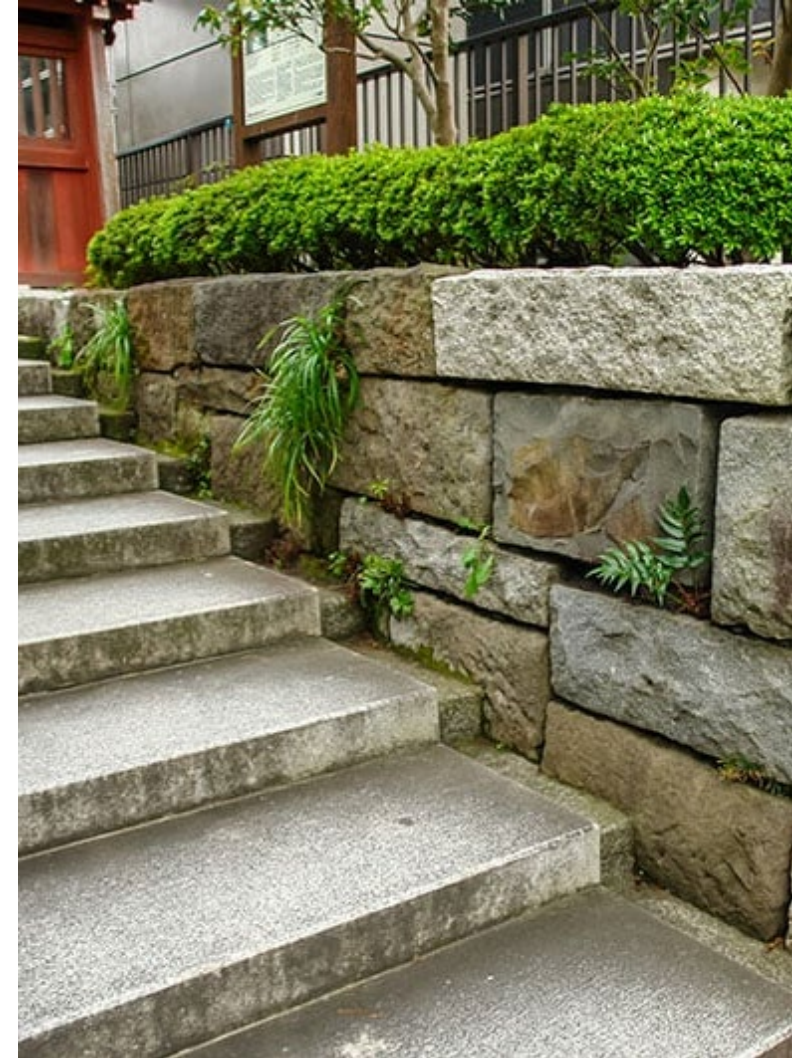
Parking Location: Rear

FENCING & Walls

- Fencing Height. Less than 9 feet
- Fencing Transparency. Meet or exceed 80%
- Fencing Materials. Barbed-wire, razor wire, metal sheeting and similar materials are prohibited
- Wall Height. Not exceed 36 inches.
- Wall Materials. Brick, pre-cast concrete, cast-in-place concrete-textured, stone or cast stone

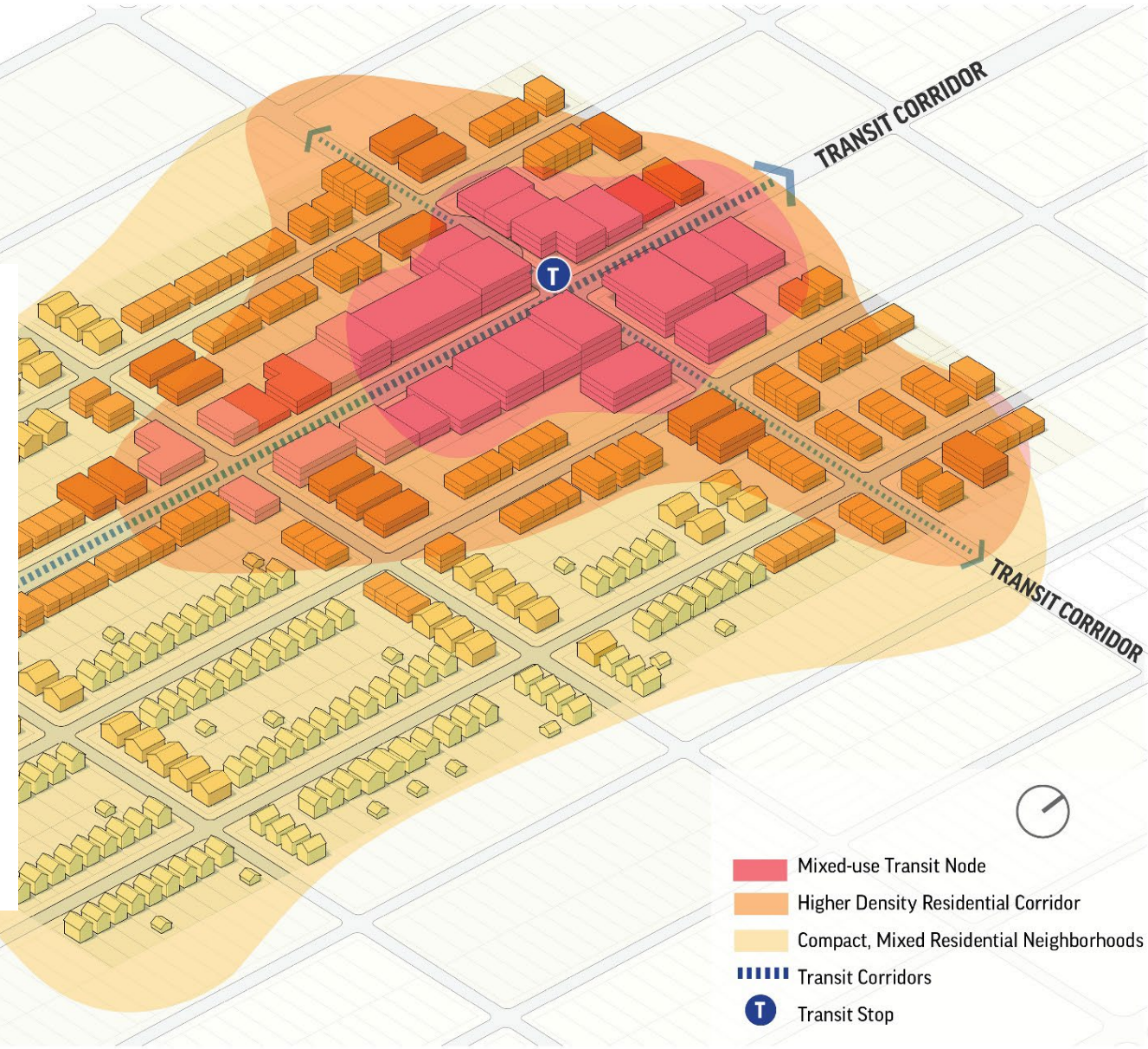


RETAINING WALL EXAMPLES



DISCUSSION

- What do you like/dislike about new development you see in other parts of the urban core like Midtown and Downtown?
- What building design elements do you think are most important to address through the overlay district?
- Do you agree with the recommended standards for height for each sub-district?
- Do you think certain materials should be limited further, and why?
- What are your concerns with signage along Prospect?



NEXT STEPS



UPCOMING MEETINGS

Public Space Improvements

- Tuesday, August 29 at 6:00-8:00PM | Mohart Center

Neighborhoods & Housing

- Tuesday, September 12th at 6:00-8:00PM | Gregg-Klice Community Center

Final Community Meeting

- Tuesday, September 19th at 6:00-8:00PM | Mohart Center



STAFF CONTACTS

Angela Eley

angela.eley@kcmo.org 513-2805

PROJECT WEBSITE

www.prospectUSKC.com



RideKC
Kansas City Area
Transportation Authority