

Envisioning a World-Class Town Center



Refined Design Alternatives

Dedication

This work is dedicated to Nancy Rottle whose deep desire to improve community places inspires us all to be more creative.

And in memory of her father, Donald A. Rottle, who fostered and inspired her.

The UW GFL Team, 2016

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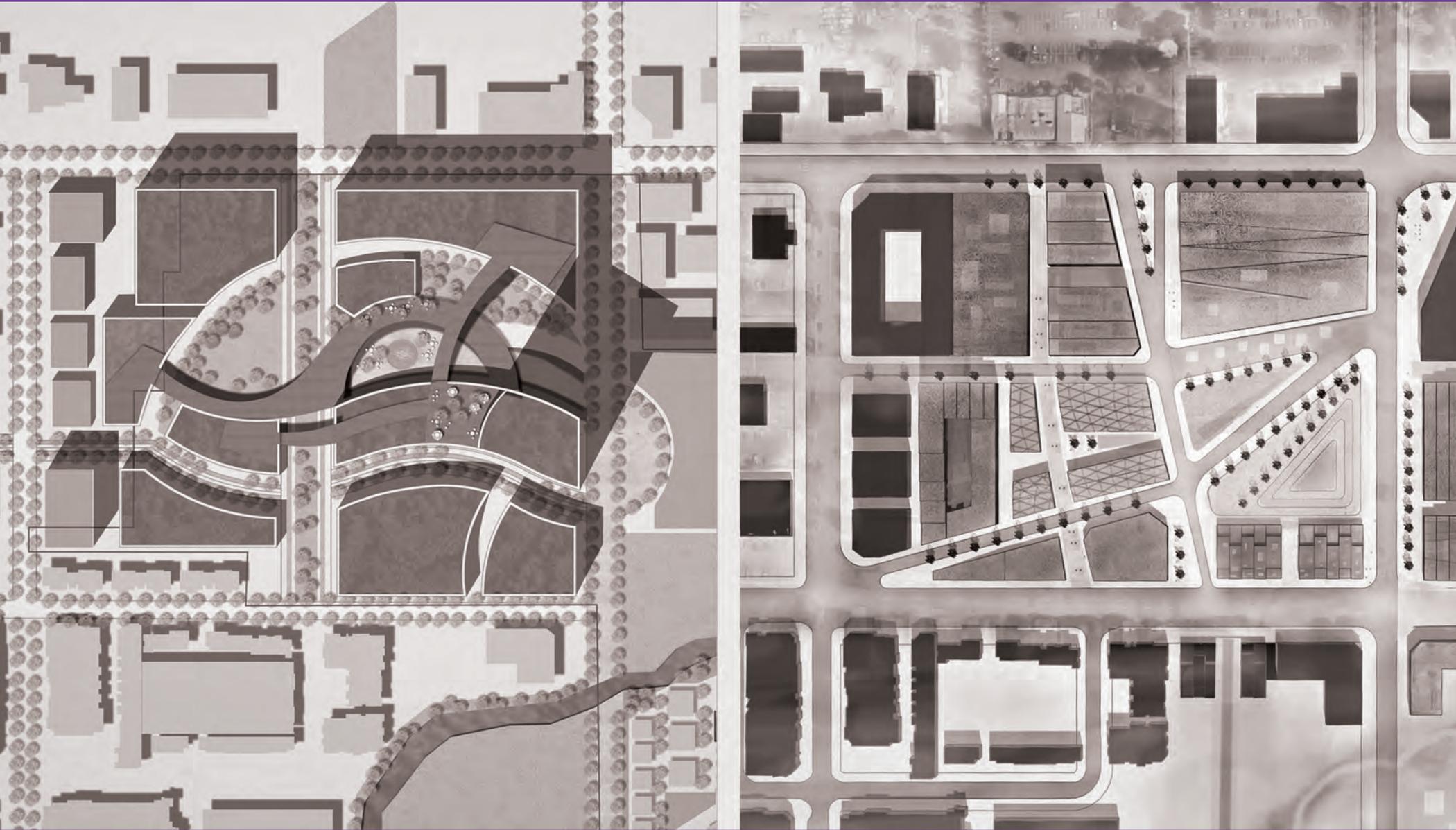
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5.0 Introduction





5.0 Introduction

Woodinville 2035 Visioning Project

Molbak's Garden + Home together with University of Washington Green Futures Lab (GFL), volunteer design professionals, business persons, and Woodinville citizens have now completed a year-long Visioning project to explore a range of possibilities, informed by site, social, environmental, and economic opportunities for the sustainable re-development of the Town Center in the heart of Woodinville.

The objective of the project was to understand the needs of the Woodinville community at large and create a 20-year vision for the Town Center. Building on previous Downtown and Little Bear Creek Corridor Master Plans (2004, 2008) and proposed Comprehensive Plan Updates (2016), the Woodinville Vision 2035 project seeks to explore opportunities for a vital, walkable, sustainable city center.

Re-development Project Scope

Located at the center of the town of Woodinville, adjacent to new residential growth, the current site of Molbak's Garden + Home Center (Molbak's) provides the possibility for a new locus of urban growth and civic identity. The current use as a single-purpose garden center does not fulfill the site's economic or civic potential. A first step in determining the future of the site is to envision a range of

possibilities that take into consideration the people and the place of Woodinville. Therefore, at the request of Jens Molbak, an interdisciplinary team of University of Washington graduate students were employed by the UW Green Futures Research and Design Lab, under the guidance of Nancy Rottle, FASLA, and Julie Kriegh, AIA, to develop background materials, provide leadership in a collaborative visioning process, and to refine ideas into distinct alternatives for consideration.

Redevelopment Catalyst and Spark

Molbak's Garden + Home has been part of the Woodinville community for nearly 60 years. During this time, the area surrounding Molbak's has developed and changed substantially. At this time, the physical infrastructure of the store is aging and significant re-investment will be needed for the future. The company would like to make this investment as part of a thoughtful master plan for the site and downtown district.

Like many eastside communities, Woodinville's population is expected to grow significantly over the next 20 years. Thoughtful planning is necessary to enhance, protect, and preserve the unique qualities of this rural area while accommodating new residences, businesses, and services. Cities like Woodinville have an opportunity to evolve into sustainable urban villages, designed to create vibrant, pedestrian friendly, town centers for its citizens as well as leverage the best sustainable development practices to create thriving natural and built environments.

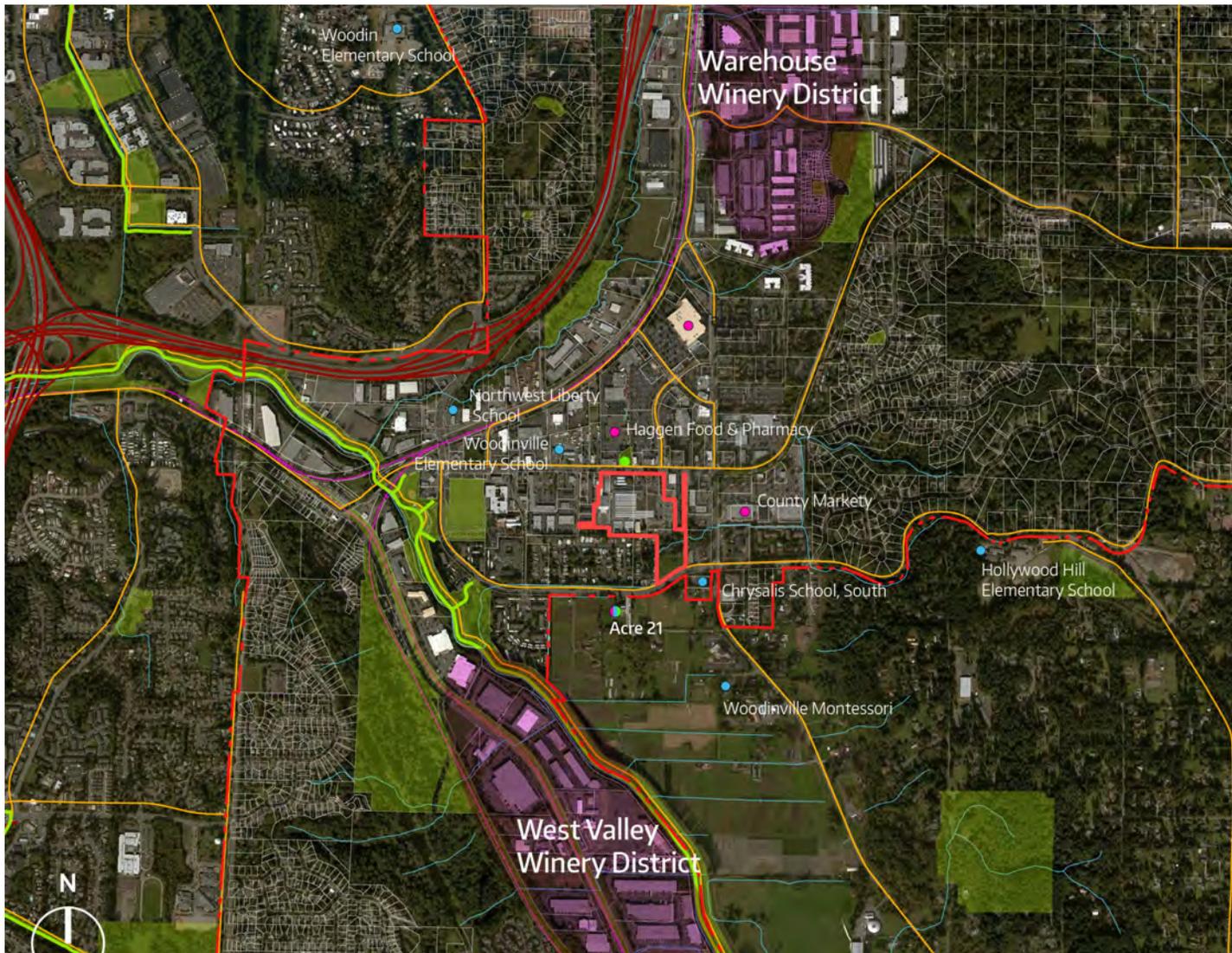


Figure 1: Woodinville and Surrounding Region



The purpose of this document is to identify opportunities for innovative design, applying best practices from global examples. Employing a collaborative approach in the application of innovative ideas for the design of a sustainable, vibrant, local community, the GFL's process included UW students, City representatives, local professionals and business leaders and Molbak's customers and staff. The project culminated with several options and recommendations for the City, Molbak's, and the public to consider while imagining a vital and compelling future for downtown Woodinville.

Looking forward, Molbak's intends to create a new store that will complement Woodinville's future downtown design and continue to meet its core mission to help customers create compelling outdoor and indoor living spaces. The Molbak's property presents an unparalleled opportunity to create a unique civic heart that builds upon Sammamish Valley heritage while providing innovative and exciting commercial, residential, and public spaces.

This is the final volume of a three-volume set and serves as the concluding report for the project. This volume captures community aspirations from the past year and provides inspiration to inform development of future ideas as Woodinville continues to envision its world-class Town Center.



Process Timeline

Groundwork | May 2015 - August 2015

GFL team assembled
Site Visit and orientation
City of Woodinville Planning Department Research
Background Information
Case Studies

Advisory Committee | October 2015

Groundwork findings
Listening, mapping, and feedback
Presentation of precedent examples

Charrette | January 2016

Design Charrette using four design frames:
Code Allowable
LEED Campus & Neighborhoods
International Living Futures Institute Communities
One Planet Living Design Guidelines

Analysis | March 2016 - May 2016

Refinement and Analysis
Create Alternatives

Open House | June 2016

Community Open House
Response opportunities

Final Documentation | August 2016

City of Gardens | Connector
Culture | Collector
Looking Forward

Participants

Advisory Group

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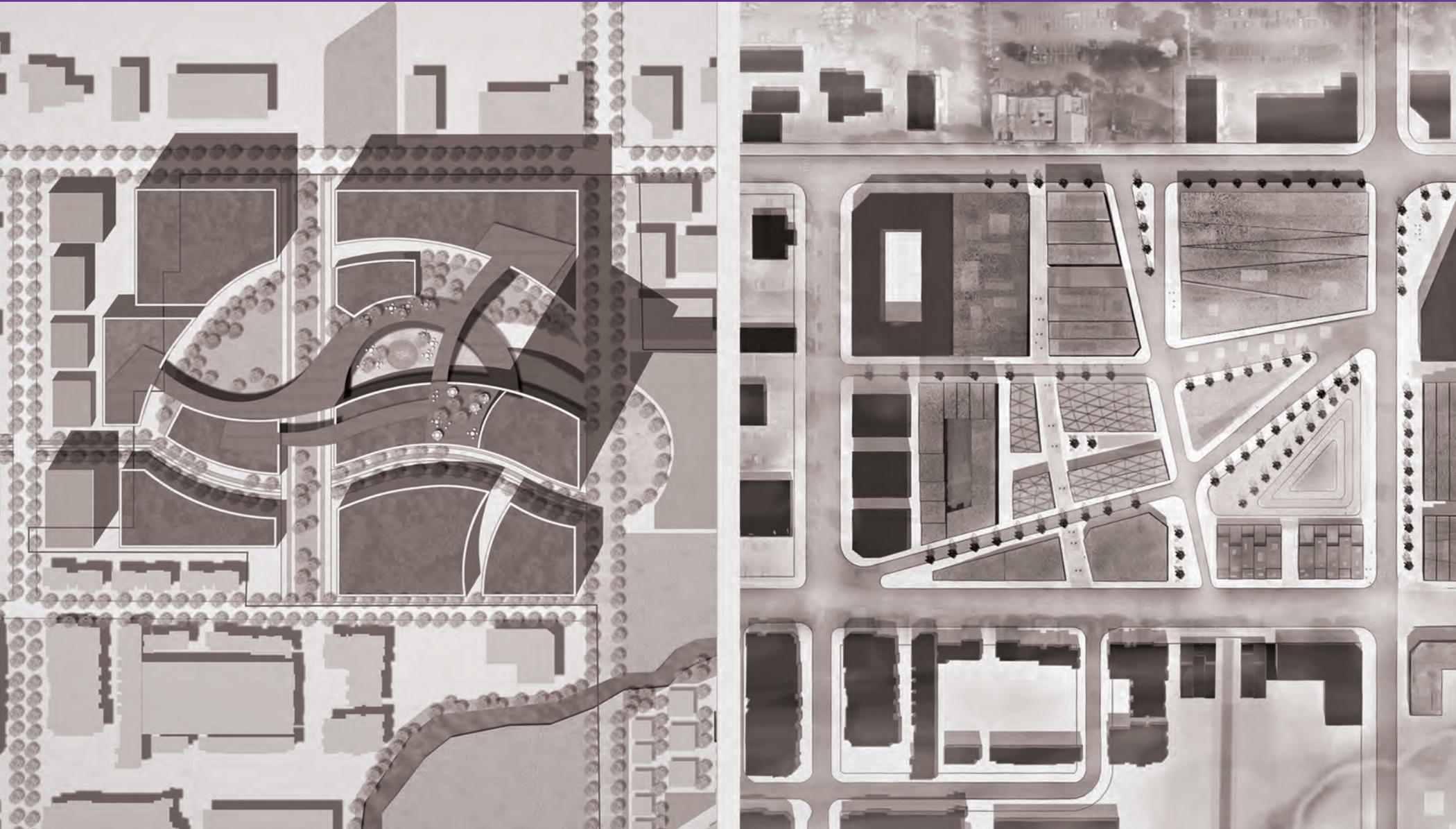
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Jon Lakefish
Bob McNamara

5.1 Common to Both Alternatives: Connect & Collect



5.1 Common to Both Alternatives: Connect & Collect

Woodinville as an 'Edge City'

Woodinville embodies a rural town spirit, yet is located in close proximity to Seattle, a major urban center. The town center is situated 10 miles east of Seattle in the heart of the Sammamish Valley farm lands.

Like other edge cities in the region, Woodinville is expected to incur significant population growth over the next 20 years. The challenge is to move forward and embrace growth in a thoughtful and authentic way unique to Woodinville.

This new type of urbanism spurred by growth, seeks to build on the rural quality and specific locality of this particular region of King County.

The two alternative visions presented here seek to create a unique urban experience built on Woodinville's identity as a community and best practices in sustainable redevelopment.

The results demonstrate an urban quality of life that blends the best of Seattle with the best of Woodinville - a metropolitan city with a rural town.

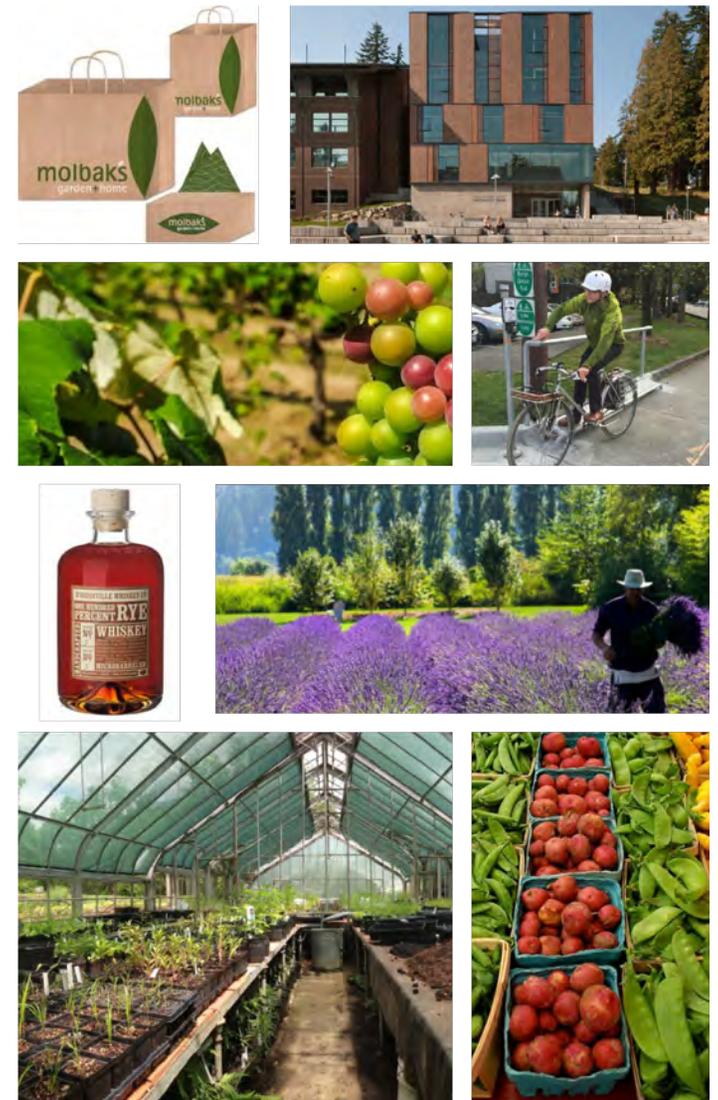


Figure 2: Character of Woodinville

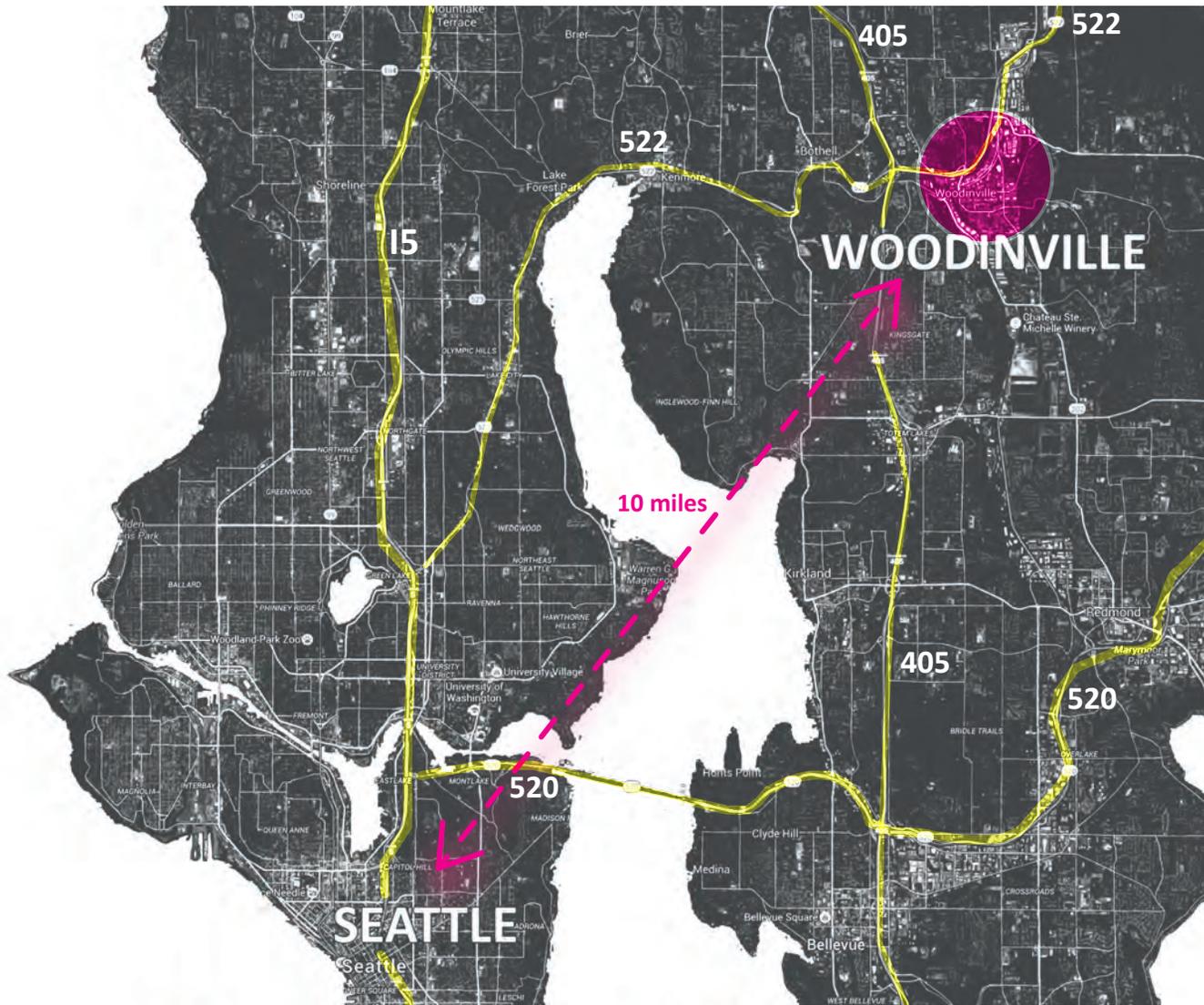


Figure 3: Woodinville as an 'Edge City' of Seattle

5.1 Common to Both Alternatives: Connect & Collect

Connection & Collection Goals

The city of Woodinville is known for the agriculture and wine industry. The Connector and Collector design alternatives aim to highlight existing regional opportunities and link local resources through pedestrian-centric design. This planning approach places Molbak's at the heart of the project as a beloved retailer of 60 years located on a property of 17 acres in the center of the downtown core. Additionally, the project seeks to provide opportunities for small local businesses and artisan shops to showcase their goods in the town center. Providing a place for cultural events and entertainment is seen as a catalyst for re-development and essential for drawing residents and visitors alike into the town center.



Planning that draws people in to a central space



Pedestrian Centric



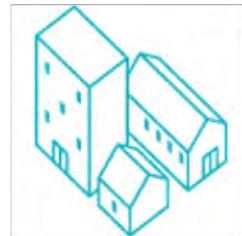
Molbak as anchor at heart of project



Create an Environment for small businesses



Create a Place for Cultural Events



Create a place for high density Urban Dwelling



Create a place to represent woodinville's craft culture



Create a place for Garden to Market commerce to occur



Urban farming and greenery as iconic element of development

Figure 4: Connection and Collection Goals

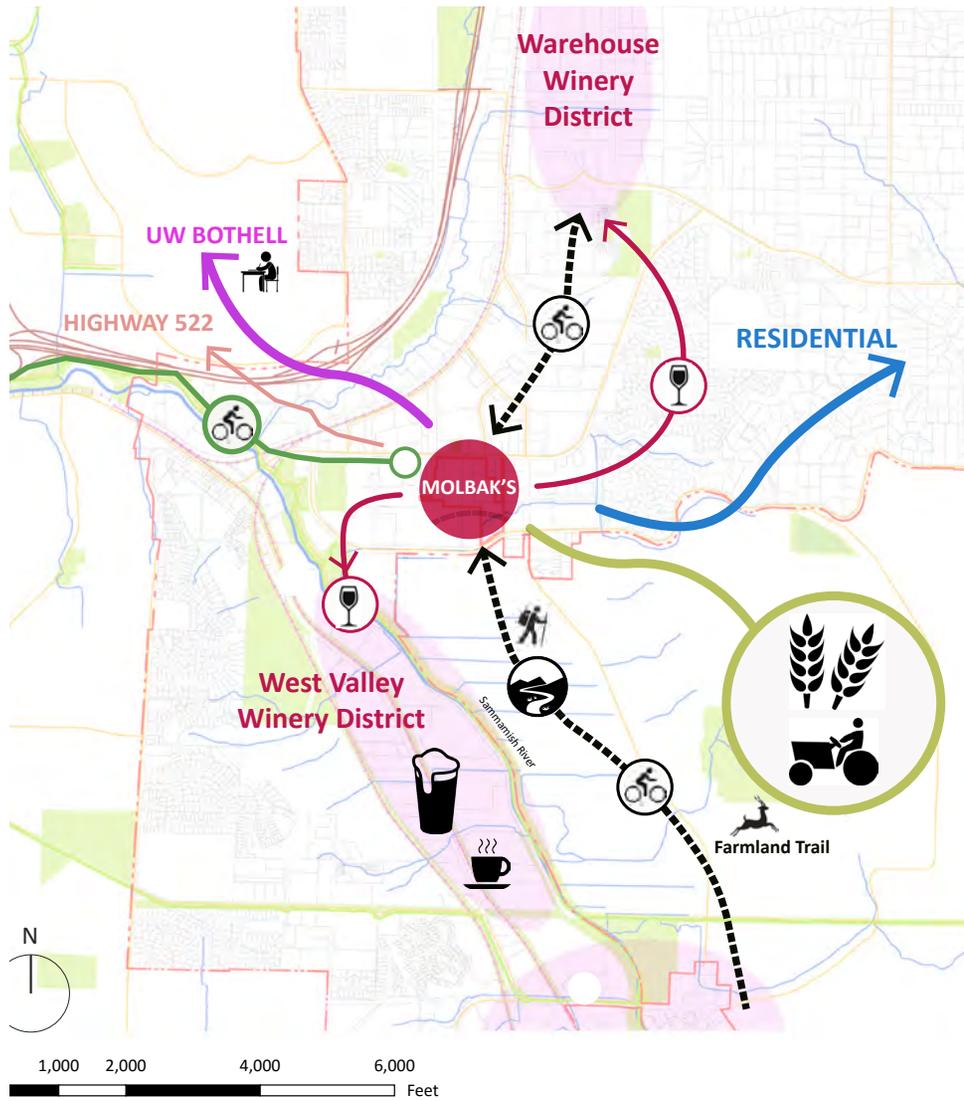
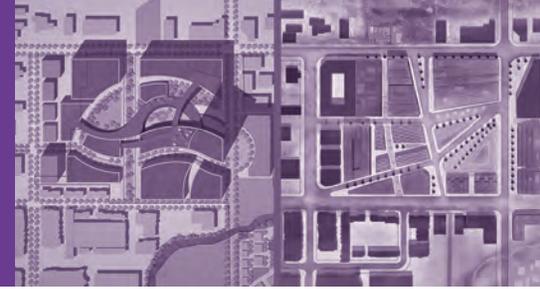


Figure 5: Connect - Extend from the Town Center to the Surrounding Area

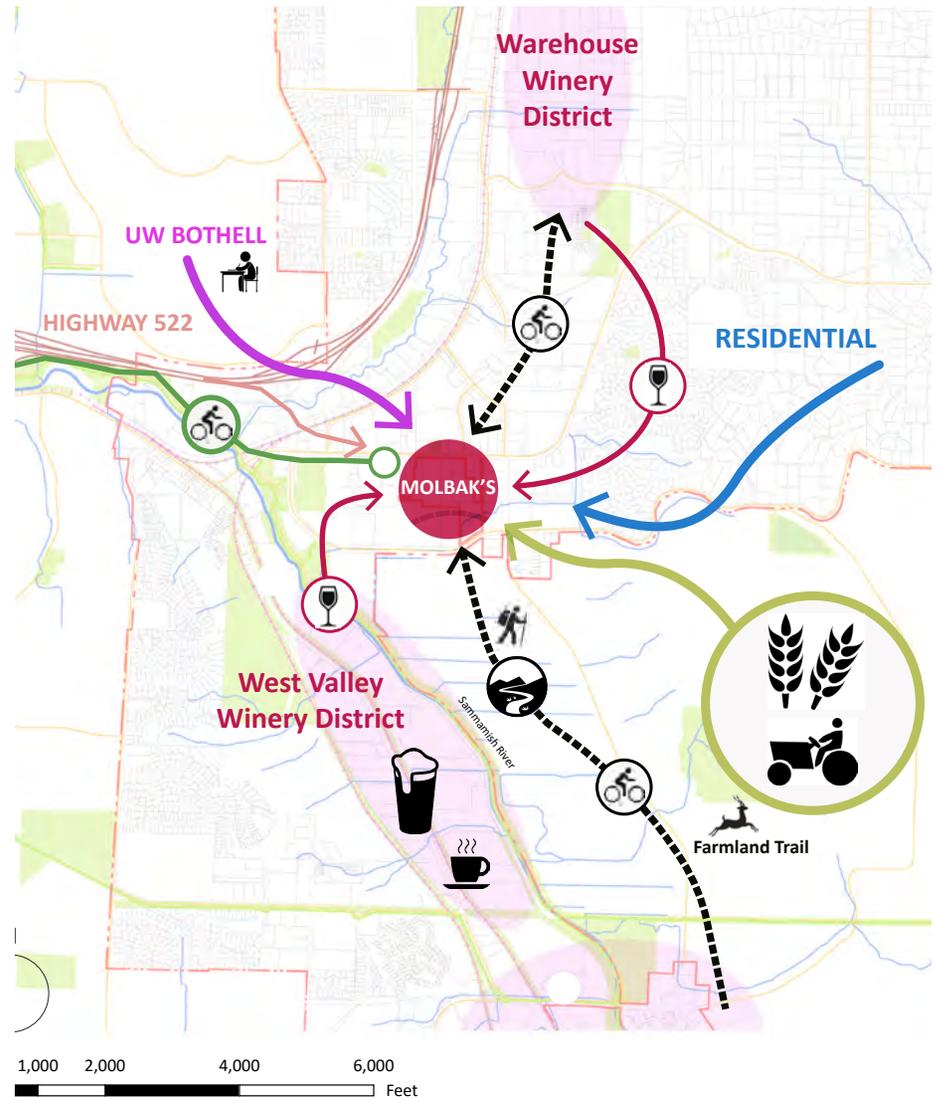


Figure 6: Collect - Drawing Opportunities Into the Town Center

5.1 Common to Both Alternatives: Connect & Collect

Sustainability Goals

Sustainability goals provide the framework and form the foundation on which the design alternatives were generated for Woodinville. These goals are derived from three, high reaching, beyond code, state-of-the-art design standards enumerated below (for additional information about each framework, see Volume 2: Chapter 3).

One Planet Living (OPL) is an initiative of Bioregional and its partners that aims to make truly sustainable living a reality. OPL uses ecological footprinting and carbon footprinting as its headline indicators. It is based on ten guiding principles of sustainability as a framework that aims to plan, deliver and communicate sustainable development to foster green, circular economies.

The Living Community Challenge by the International Living Futures Institute (ILFI) embraces the concept of community building as a new model of urban design through seven principles or petals that encompasses the 20 imperatives of the challenge.

Leadership in Energy and Environmental Design (LEED) is one of the most popular green building certification programs used worldwide. Developed by the non-profit U.S. Green Building Council it includes a set of rating systems for the design, construction, operation, and maintenance of green buildings, homes, campuses, and neighborhoods that aims to help building planners, designers, and owners be environmentally responsible and use resources efficiently.





Figure 7: Fostering Community Culture, Grow Community (OPL)

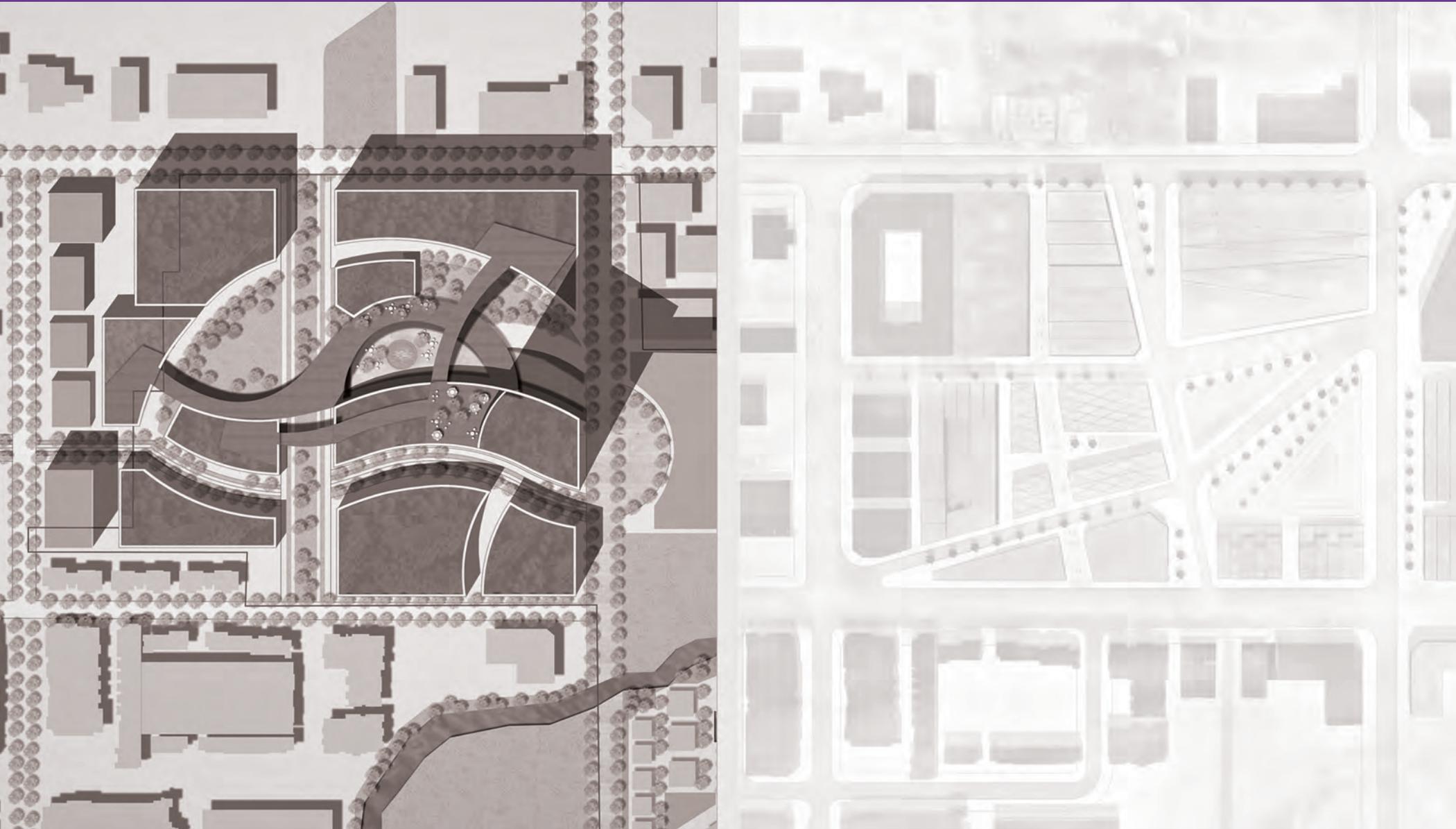


Figure 8: Sustainable Strategies atop Bullitt Center, Seattle (ILFI)



Figure 9: Multiple Sustainable Strategies Implemented on a Building or a Campus (LEED)

5.2 City of Gardens Connector



5.2 City of Gardens: Connector

Overview

The City of Gardens Connector design scheme seeks to provide links to the various economic, environmental and social opportunities in the surrounding area of Woodinville by proposing a vibrant town center that reaches out and connects to the surrounding region.

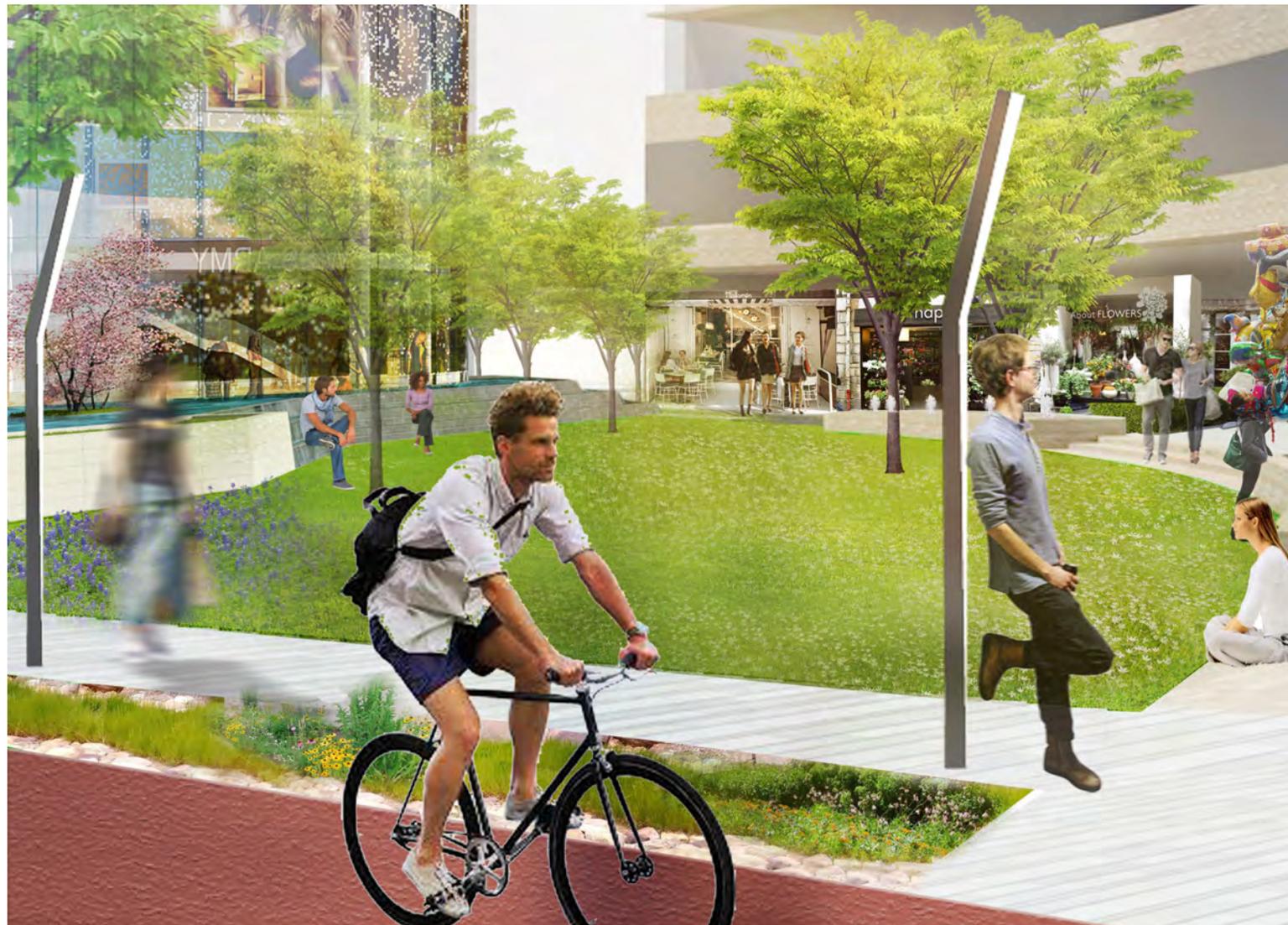


Figure 10: Vibrant Life in Woodinville's "City of Gardens"



The design for this alternative creates a town center for Woodinville that highlights the existing identity of the town as a hub for horticulture, agriculture and wine. This town center spurs a healthy and active lifestyle through increased focus on walking, running and biking pathways, with circulation that leads to surrounding businesses and tourist destinations.

5.2 City of Gardens Connector

Big Idea

The Big Idea for this scheme focuses on two concepts - centralization and decentralization, reaching out and connecting to the Wine Districts on the north and south, the 21 Acres Farm to the south and the Sammamish River Trail to the west.

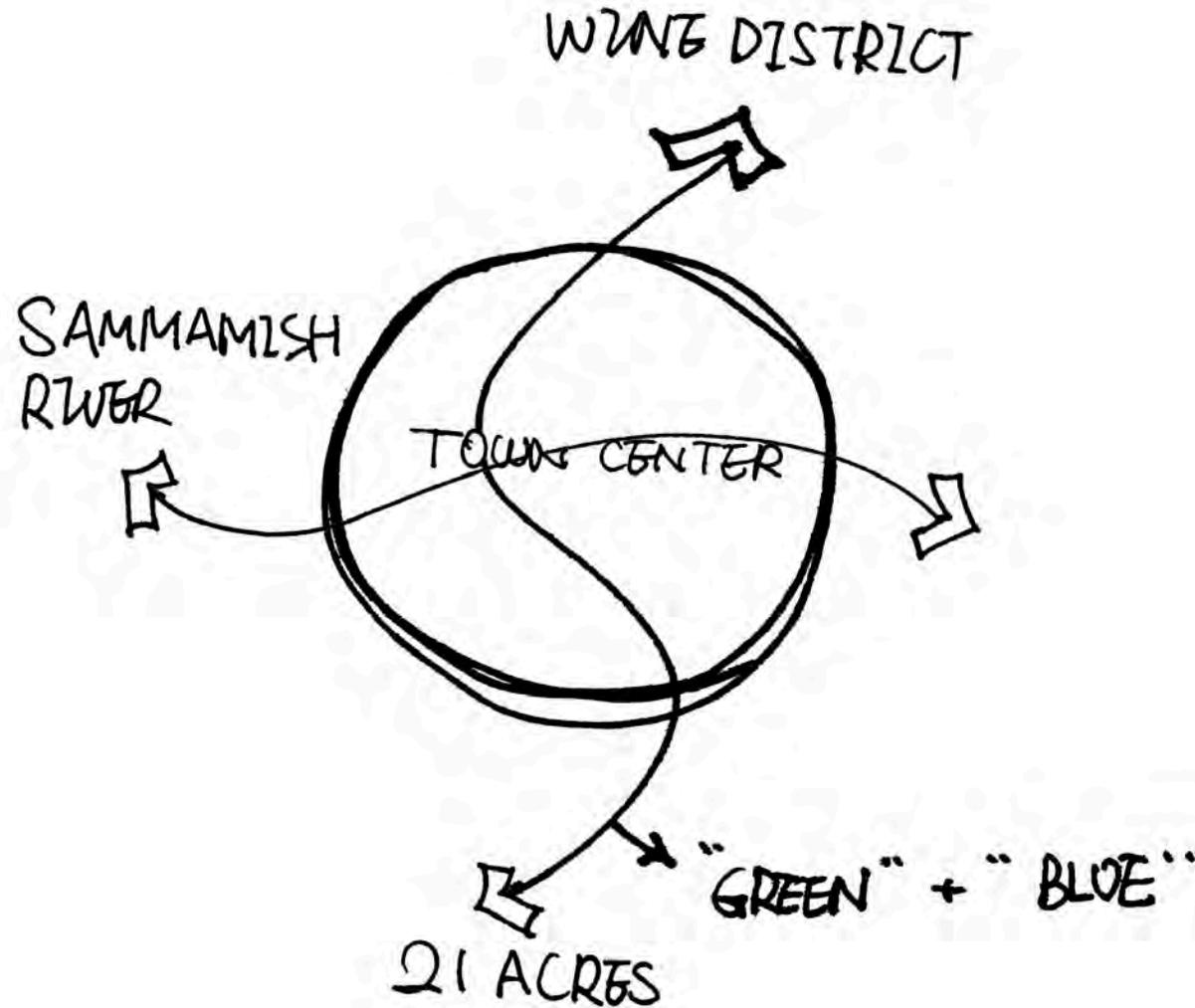


Figure 11: Diagram of Centralization and Decentralization



Big Idea

This scheme centralizes retail, office and housing density into a main tower and a few clusters of buildings. This approach opens up more land for sunlight, green space, and public plazas rather than spreading building density across the site in many low-rise buildings with little public space or sunlight between buildings. The idea of a main tower also provides the city of Woodinville with a landmark for the town center.

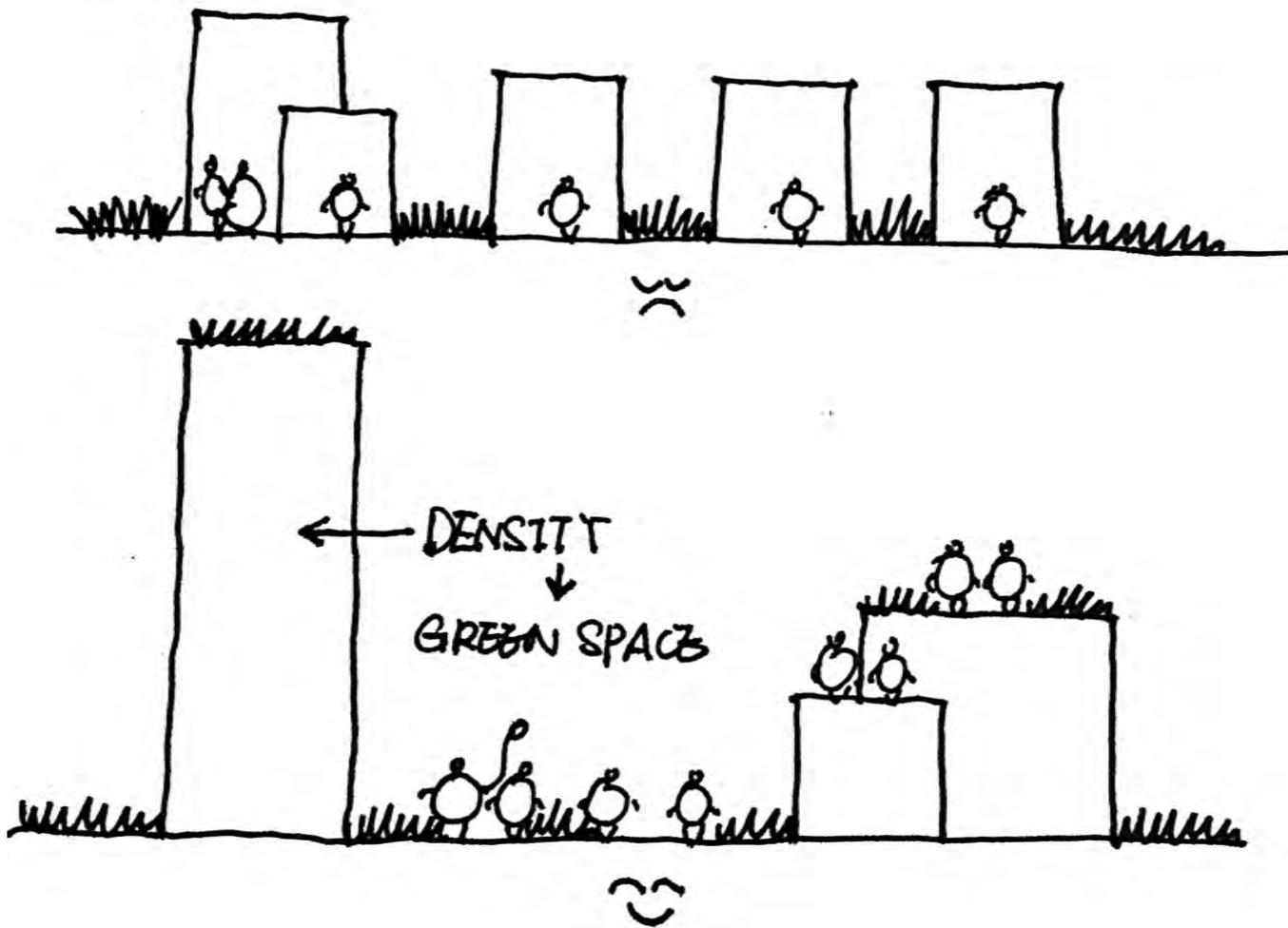


Figure 12: Transfer Density to a Tower to Obtain More Open Space



5.2 City of Gardens Connector

Goals

The goal is to create a sustainable, liveable, and economically viable town center in the heart of downtown Woodinville. The elements necessary to achieve this goal are listed below:

- **Central public space** - as the focal point of the site
- **Pedestrian-friendly design** - to reduce vehicular activity in the town center area
- **Bike-friendly design** - enhanced bike trails are proposed as a main feature to link Woodinville's authentic cultural identities for residents and visitors alike. These trails will provide access to Woodinville's agriculture, wine culture, local commerce and entertainment venues to and through the Sammamish River Trail and the North and South Wine Districts.
- **Iconic tower** - the residential tower, designed as a vertical garden, will create an iconic form by which the town of Woodinville will be known
- **Multi-layered activity** - provide activities on multiple levels instead of being predominantly surface-oriented
- **Create connections with Woodin Creek** - Restore Woodin Creek's ecological function to highlight the connection between a resilient ecosystem and sustainable water features
- **Sustainable architecture and green infrastructure** - create a resilient and healthy town center using beyond-code development standards, renewable energy strategies and state of the art green stormwater infrastructure. All of these sustainability measures can be leveraged to promote wayfinding throughout the town center
- **Establish cultural identity** - establish a new identity for Woodinville informed by local site, social, environmental, and economic opportunities for sustainable redevelopment
- **Gardens to create identity with agricultural past** - reflect Woodinville's agricultural past through green open spaces and gardens
- **Molbak's as the hinge point for the town center** - In 2016, Molbak's Garden + Home Center celebrated 60 years of serving the needs of Woodinville's residents and edge city visitors. As a beloved family owned business, designing a future City of Gardens is both authentic and relevant in planning the new town center



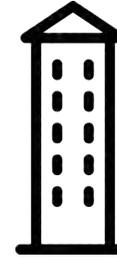
Central public space



Pedestrian-friendly



Bike-friendly



Iconic tower



Multi-layered activity



Sustainable architecture and green infrastructure



Creating connections with Woodin Creek



Establish cultural identity



Gardens to create identity with agricultural past



Molbak's as the hinge point for the town center

Figure 13: Goals of the City of Gardens Connector Alternative

5.2 City of Gardens Connector

Objectives

The three key objectives of this design alternative are:

- **GREEN OPEN SPACES** - Focus on human-scaled development offering high quality public green open spaces and public plazas in primary locations to promote interactions among professionals, business people, families, residents and visitors alike
- **AN ICON** - Develop an iconic tower to act as a beacon signaling the life and activities that Woodinville has to offer but also incorporates elements of its horticultural and agricultural past as a mixed-use residential "garden tower"
- **URBAN AGRICULTURE** - Combine the agricultural history of the region with state of the art contemporary practices in sustainability. Focus on resilient, renewable systems such as locally grown food to market to table businesses (urban agriculture), renewable solar energy, clean water treatment, and green roof technologies

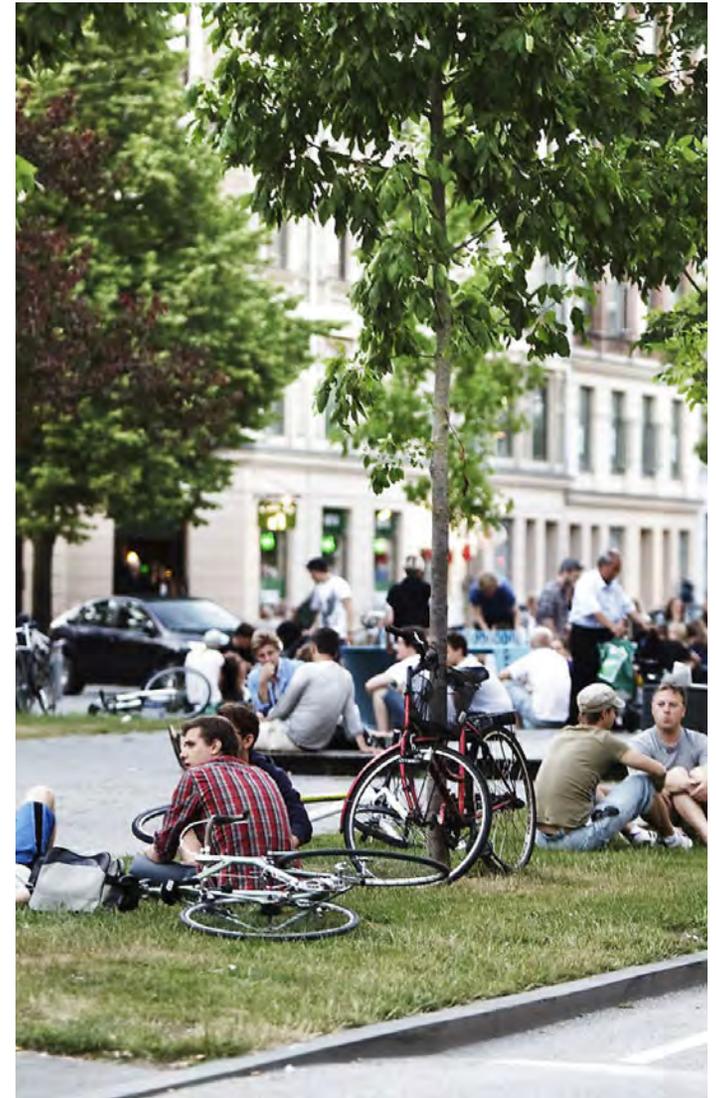


Figure 14 : Green Open Spaces



Figure 15 : Iconic Tower



Figure 16 : Focus on Urban Agriculture

5.2 City of Gardens Connector

Sustainability Goals

The City of Gardens Connector scheme uses the following best practices from three beyond code development standards - LEED, OPL, and ILFI - to create a state-of-the-art resilient city:

- **LEED** - Focus on sustainable modes of transportation by utilizing the central location of the site and putting greater emphasis on water, energy, atmosphere and the indoor environment as well as laying emphasis on the materials and resources utilized
- **One Planet Living** - Achieve a truly sustainable way of living to promote health and happiness as well as equity and local economy through improved pedestrian and bike connectivity as well as focusing on the agricultural community and the existing culture of Woodinville and adopting an approach towards sustainable methods of treating water and waste
- **Living Community Challenge** - Develop a strategy to create more open space, target more human scale design, increase the focus on urban agriculture, emphasize human powered living, and finally, place a greater emphasis on beauty, thought, architectural elements, landscape features and potential views of the valley



Figure 17: Bill & Melinda Gates Foundation, Seattle



LIVING
COMMUNITY
CHALLENGE



Figure 18: Grow Community, Bainbridge Island



Figure 19: The Bullitt Center, Seattle

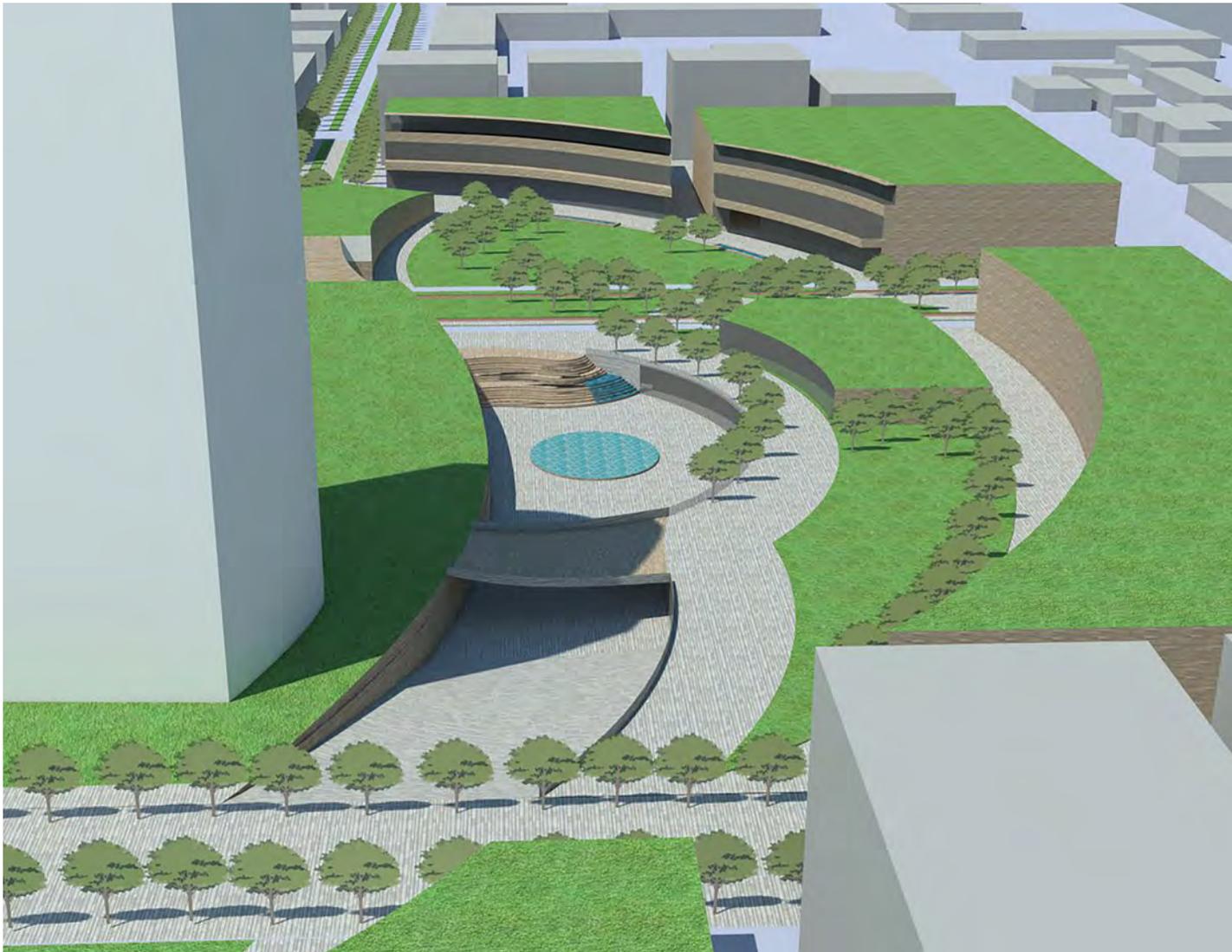
5.2 City of Gardens Connector

Overview

The design for the City of Gardens encourages an experiential exploration of a variety of garden spaces on the ground level with public plazas and open spaces as well as green streets for pedestrian and bike use; on the roof level with green roofs, demonstration gardens, and patios; and in the design of the iconic garden tower providing views of rich agricultural valleys and mountains beyond.



Figure 20: Bird's Eye View Overlooking the Site from the North West



The meandering bike corridors and pedestrian pathways are enhanced by buildings that follow a curved geometry thereby creating a fluid and dynamic design. The site is crisscrossed by walkways that connect the different buildings to showcase various activities on multiple levels.

Figure 21: Bird's Eye View Overlooking the Site from the East

5.2 City of Gardens Connector

Plan

The plan overview highlights a clear demarcation of land use patterns. The site carefully articulates pedestrian and bike corridors along with vehicular roads to create a sense of discovery along fluid circulation patterns and curved geometries in the building forms. Each building houses a mix of retail, residential, office, entertainment, or civic activities centered around a variety of green open spaces and water features.

The circulation network connects to surrounding area amenities:

- BIKE LIFE CORRIDOR connects to Sammamish River and Burke Gilman Trails
- CULTURAL COMMONS connects to 21 Acres and both North and South Wine Districts
- NE 175th & NE 173rd STREETS connect to the regional transportation network
- COMMERCIAL COMMONS and 135th Ave NE provide internal circulation streets and paths for the town center block



Figure 22: Site Plan



The iconic garden tower (retail, residential, civic uses) anchors the development and is situated on the eastern edge of the main outdoor gathering space and public plaza. Molbak's is located in several mixed-use retail/residential buildings between NE 175th and the main outdoor green space with full southern exposure. A small cafe is central to the green open space and retail areas. Several two story office buildings function as a portal into the site from the Bike Life Corridor. Two multi-family mixed-use buildings are located on the southern edge of the town center with a brew pub to the east. Small scale townhomes are located along Woodin Creek.

- Single-family Residential
- Multi-family Residential
- Multi-used Residential
- Commercial / Retail
- Office
- Restaurant / Cafe
- Outdoor Gathering Space
- Green Space
- Brew Pub / Tasting Room
- Building with Green Roof

Figure 23: Land-Use Plan

5.2 City of Gardens Connector

Circulation Patterns

The circulation patterns encourage pedestrian and bike activity within the site while keeping vehicular traffic concentrated along the perimeter of the site. Site parking is located under the town center complex.

The design focuses on a fluid series of multi-modal connections through the town center to outlying areas such as: Sammamish River and Burke Gilman Trails to the west, Winery Districts to the north and south, and Residential District to the east and south.

To provide a sense of experiential exploration pedestrian pathways are connected throughout the site on multiple levels in, through, and between buildings at the ground surface and along skybridges and roof top gardens.

- Pedestrian
- Bike
- Vehicle

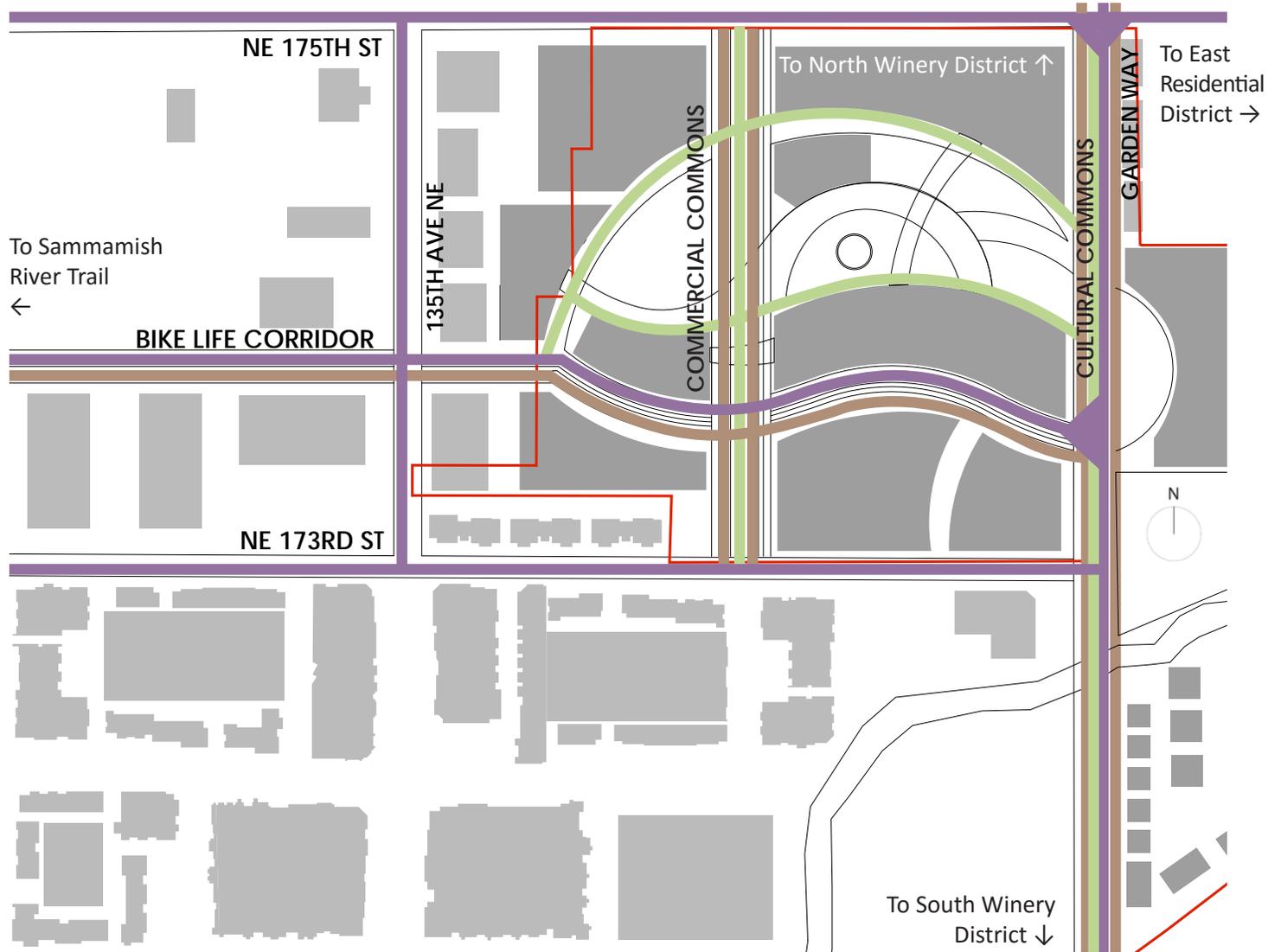
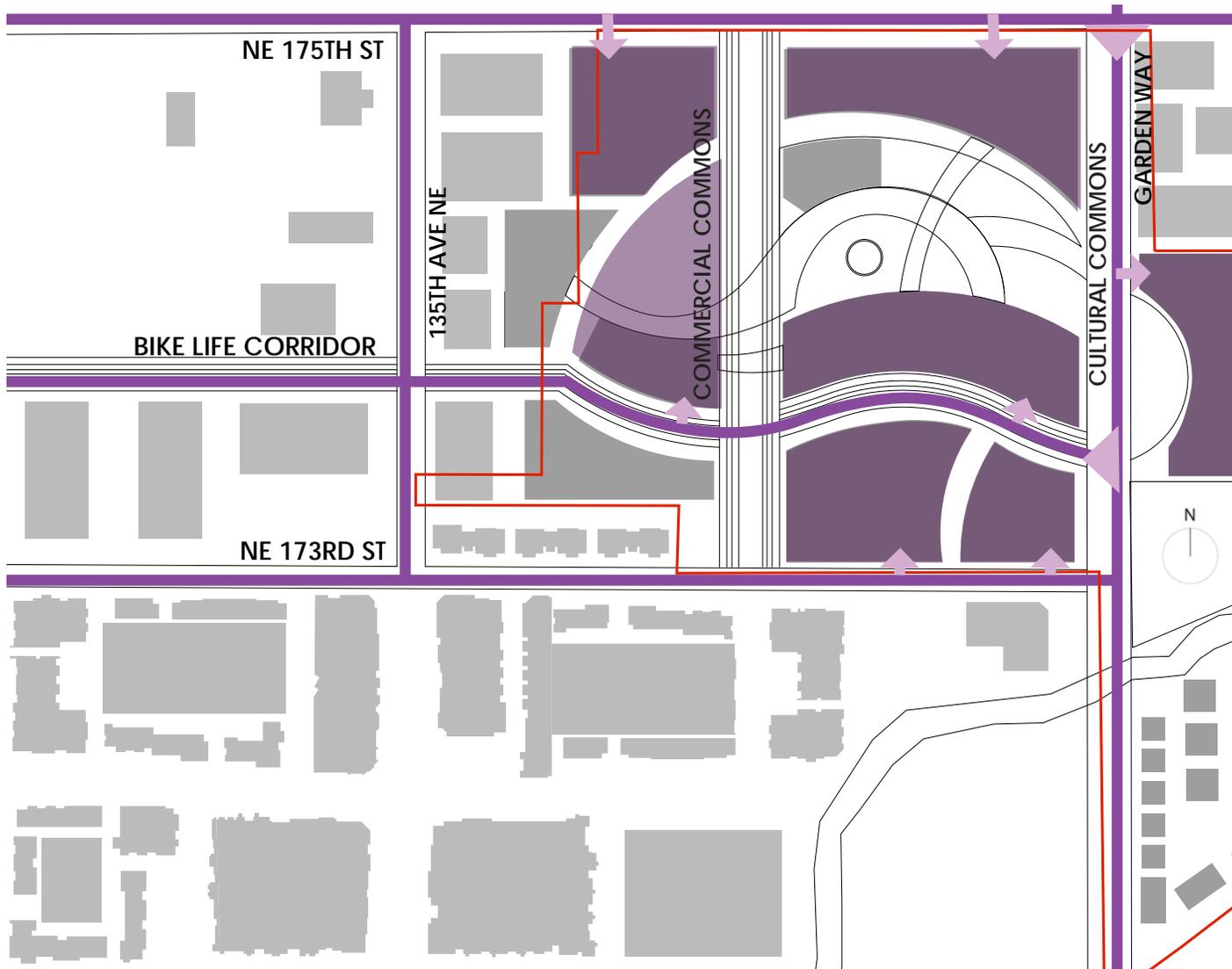


Figure 24: Site Circulation Patterns



Parking Analysis

Parking has been conceived as underground on a single level with multiple entry points. This not only allows the town center to be given a car-free status but also enhances the importance of active and healthy lifestyles by promoting bike and pedestrian oriented activities.

In order to create the relatively car-free environment a unidirectional flow of vehicular movement has been conceived within the site.

Figure 25: Parking Locations

5.2 City of Gardens Connector

Street Sections

CULTURAL COMMONS

This street has been designed as a multi-modal street with a single lane for vehicular movement in one direction to enter the site.

The street changes character based on its usage, from providing parking space, landscaped areas, bike lanes to drop-off points, activity space for brew pub, etc. thereby affording an overall dynamic character.

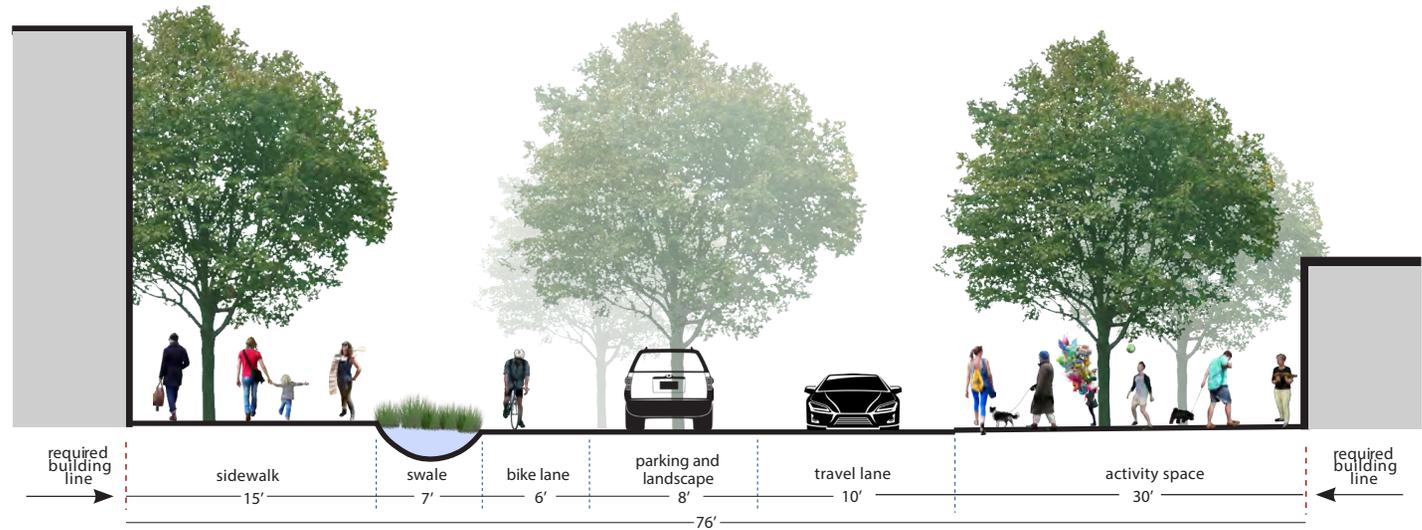


Figure 26: Cultural Commons Street Section

COMMERCIAL COMMONS

This street is conceived as a completely car-free zone that runs across the site in the north-south direction. The highlighting feature is a wide linear landscaped area that doubles up as an event space thereby facilitating human interaction in the town center.

The street is further enhanced with sidewalks facing retail shopping, bioswales and bike lanes.

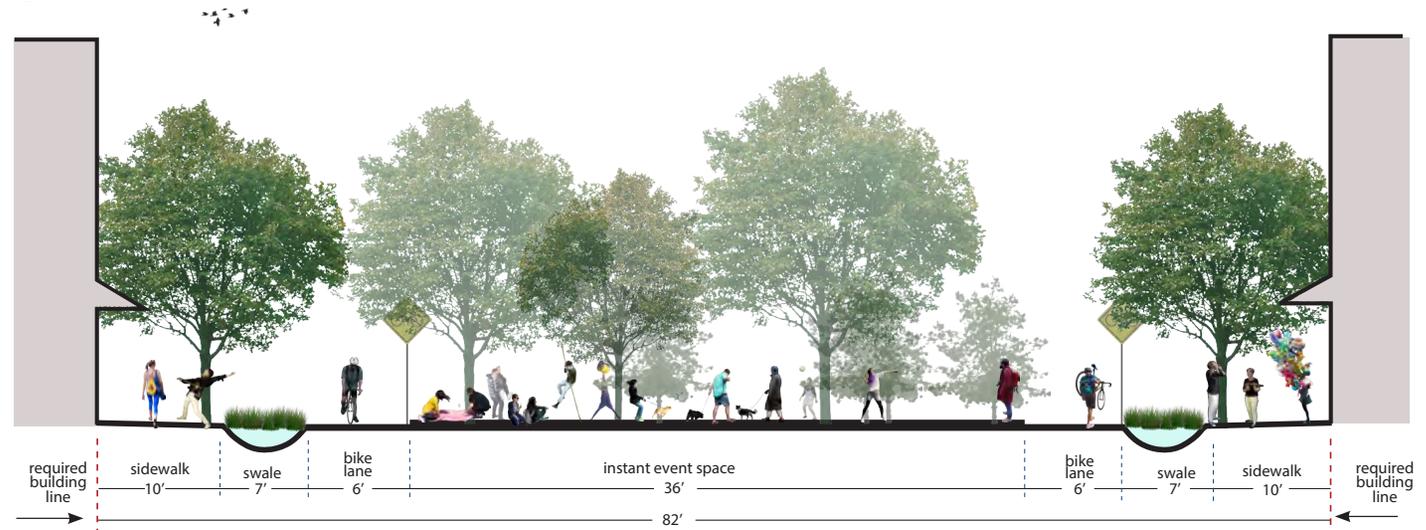


Figure 27: Commercial Commons Street Section



Street Sections

BIKE LIFE CORRIDOR

This street provides ample space for bike lanes that enhance the connection with the Sammamish River Trail and Burke Gilman Trail.

Additionally, a single lane of vehicular traffic has been provided for parking access along with wide sidewalks on either side.

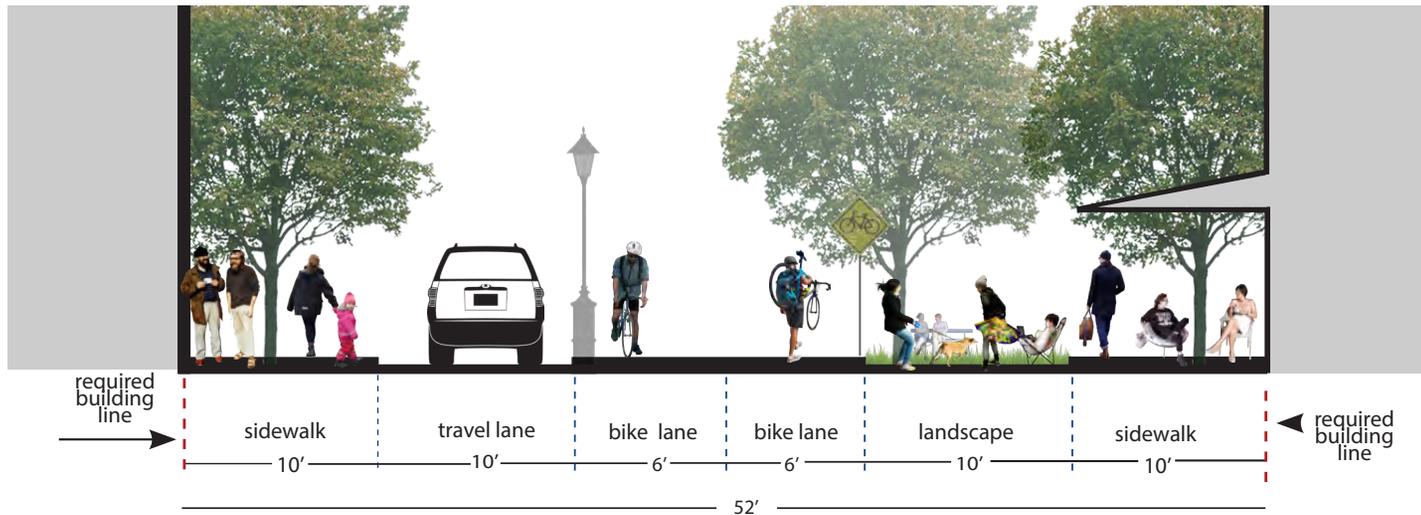


Figure 28: Bike Life Corridor Street Section

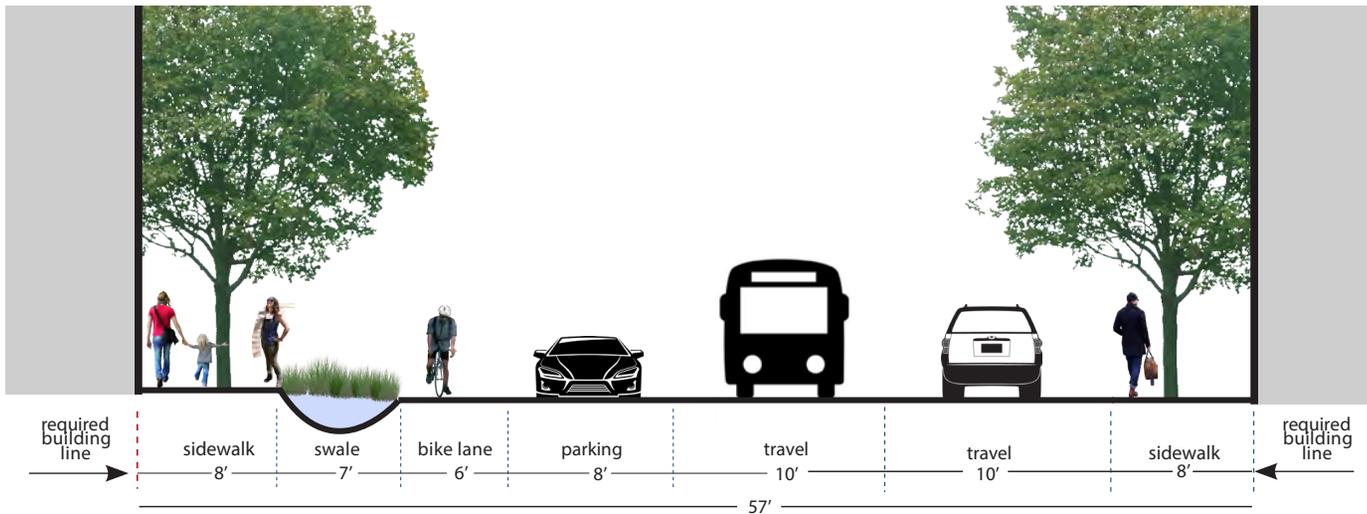


Figure 29: NE 175th Street Section

NE 175th St.

The main arterial into the Woodinville town center proposes enhanced amenities as traffic calming devices including wider sidewalks, green streets (trees and swales) and dedicated bike lanes. Some street parking is maintained on the north side of the street while most parking is directed to centralized parking facilities.

5.2 City of Gardens Connector

Site Section

The section perspective of the site (Figure 30) is divided into different zones by using multiple pedestrian, bike and vehicular roads that cut across the site. The roads flow through the site following a curvilinear pattern thus creating a dynamic design.

The drawing highlights varying functional uses within each building. The retail and commercial uses have been predominantly kept at the ground level to provide a more surface-oriented retail experience. The residential apartments have been located above the retail to create mixed-use developments, thus allowing density to be transferred into taller buildings so as to obtain a large amount of open space at the ground level.

A generous area of the site is dedicated for green open space, public plaza, outdoor dining, and water features providing ecological function, child's play and delight.

- residential
- underground parking
- retail

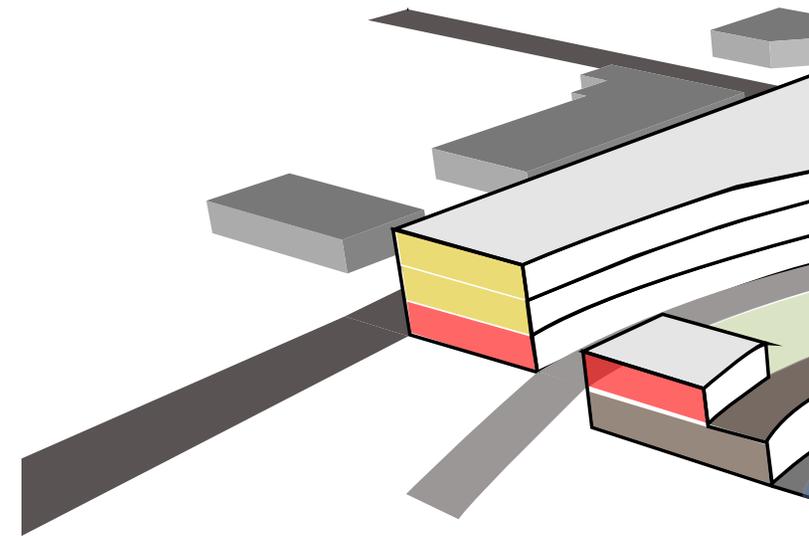
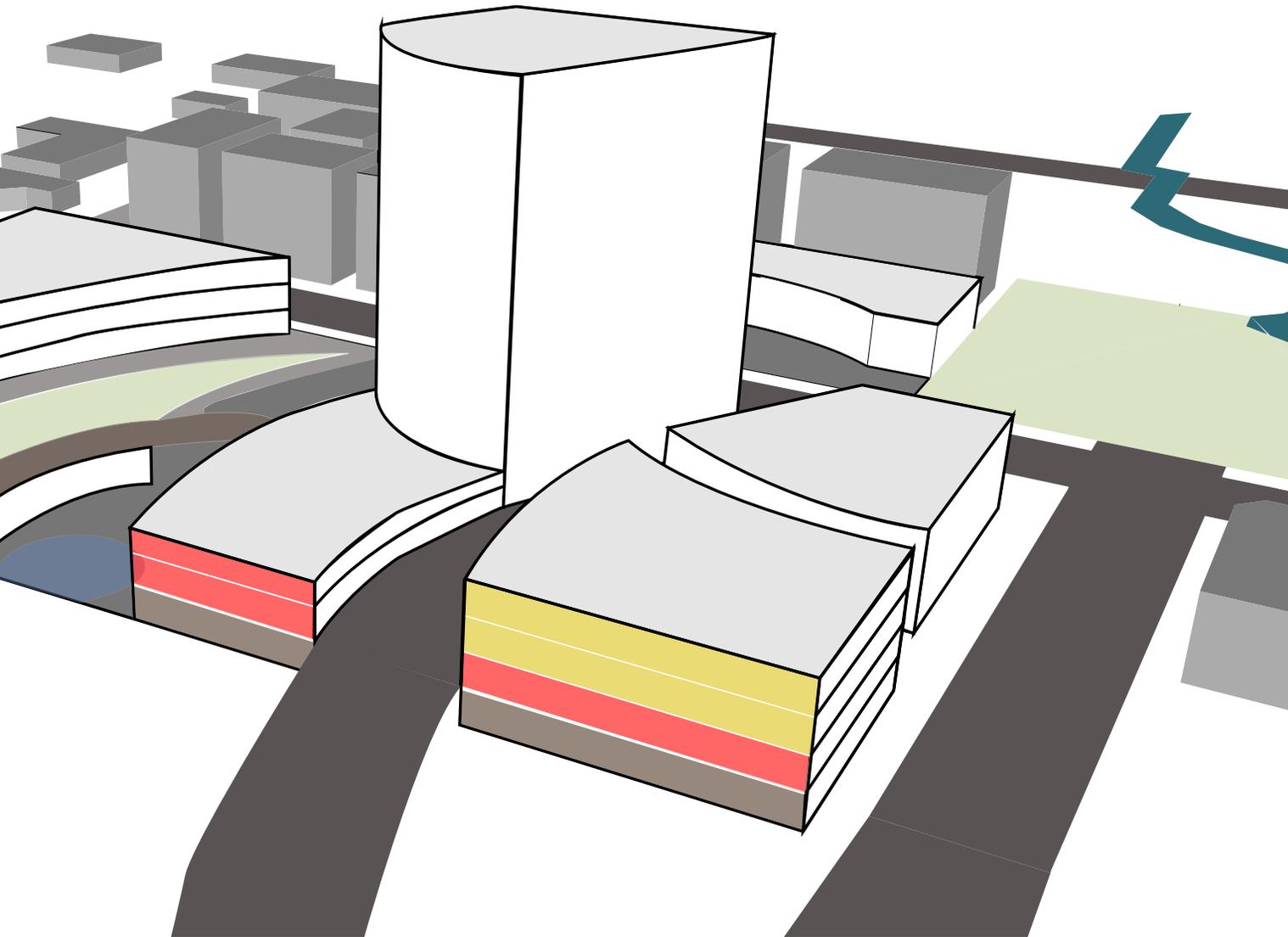


Figure 30 : Site Section Through the Central Open Plaza



5.2 City of Gardens Connector

Life - Garden and Agriculture

Woodinville has a long and rich history built on commerce connected to the greater Seattle region. Along with wood products from the timber industry, Woodinville has maintained a strong connection to farming and agriculture in the surrounding fertile valley. Couple this history with Molbak's 60 years of nursery / garden activity to current market trends in locally grown food to table artisan shops and it makes sense to provide demonstration gardens of all types throughout the town center.



Figure 31: Natural Foods



Figure 32: Abalimi Agricultural Farm, Cape Town



Figure 33: Chevy Chase Neighborhood, Maryland



Figure 35: Artisan Roast, Edinburgh



Figure 34: ASLA EXPO 2015, Chicago



Figure 36: Thies Farm and Greenhouses, St. Louis

5.2 City of Gardens Connector

Nightlife

Woodinville's town center is the focal point of agrotourism and this design emphasizes the potential opportunity to create a vibrant nightlife.

A dance club, jazz and supper club are supplemented with tasting rooms that are supported by the local wineries that also offer wine tours as well as brew pubs that cater to a wide variety of audiences.

This nightlife is meant to augment the successful summer concert series at the Chateau Ste. Michelle Winery.

Entertainment and recreational activities, both day and night, provide an opportunity for boutique hotels, vacation rentals, and in-home stay business opportunities.



Figure 37: Myrtle Beach Dance Club, South Carolina



Figure 38: SMOKE: Jazz and Supper Club, New York



Figure 39: Mt. Shasta Brewing Company, Weed



Figure 41: Yabo Restaurant, Fort Myers



Figure 40: The Tasting Room, New York



Figure 42: Wine Tasting, Napa Valley

5.2 City of Gardens Connector

Central Plaza Open Space

The public plaza and open space resides in the heart of the downtown center design. Multiple, fluid and flowing pedestrian pathways move in, around and over the multi-levelled plaza.

The focal point of the plaza is a large water fountain inspiring child's play and delight for adults.

A cafe with outdoor dining borders the main plaza walkway to the north while retail and a farm-to-table rooftop restaurant are located to the south.

Molbak's demonstration garden and nursery are located north and east of the cafe.

Careful attention has been given to the location of the iconic tower to ensure that it does not cast a shadow on these public open spaces.

Visitors and residents alike may park in the underground parking structure and access the plaza area through the civic activities building located to the west of the fountain.



Figure 43: Central Plaza Plan Detail



Figure 44: Galaxy SoHo, Beijing



Figure 45: Central Plaza



Figure 46 : Surrounding Open Space



Figure 47: City Creek Center, Salt Lake City



Figure 48: Huainan City Park, Anhui

5.2 City of Gardens Connector

Green Open Space

The centrally situated green open space is intentionally designed to provide a significant area for various outdoor activities and opportunities for relaxation.

This space is intended to be utilized by working professionals, visiting tourists, shoppers, local residents, children, and families to relax on the grass, eat lunch, listen to music, read a book, toss a frisbee, or play games.

The area is surrounded on all sides by pedestrian walkways backed by the garden center, office buildings, small retail, and mixed-use residential buildings.



Figure 49: Green Space Plan Detail

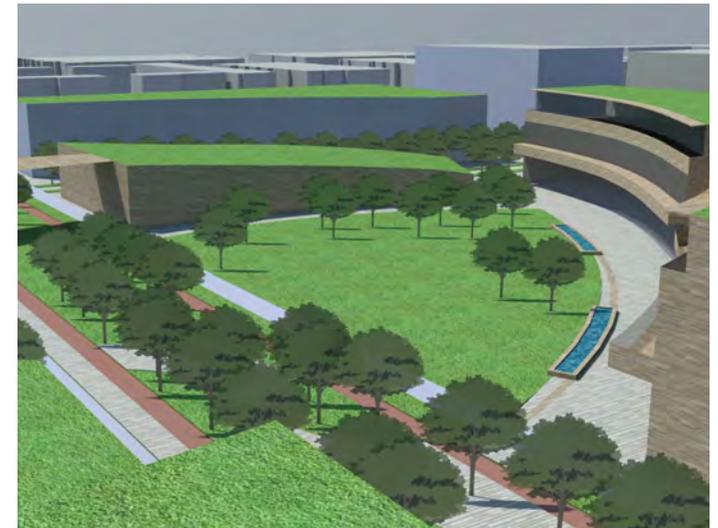


Figure 50: Green Open Space



Figure 51: University of Technology, Sydney



Figure 53: Public Outdoor Furniture



Figure 52: Sonder Boulevard, Copenhagen



Figure 54: Sonder Boulevard, Copenhagen

5.2 City of Gardens Connector

Molbak's Garden + Home

In this design the Molbak's store has been situated in two buildings adjacent to each other and an outdoor space situated closer to the central public plaza.

- 50% Interior
- 30% Covered Outdoor
- 20% Outdoor



Figure 55 : Components of Molbak's Garden + Home



Molbak's Garden + Home

This design recognizes Molbak's as the anchor store in the town center. The retail shopping and garden experience is centered around this store on the ground level.

Figure 56 : Town Center Retail Experience

5.2 City of Gardens Connector

Molbak's Garden + Home

Molbak's Garden + Home is the hinge point for the new design, but rather than opting for a single building, this proposal explores the idea of Molbak's as an anchor tenant spread across three adjacent locations.

The split into three locations mirrors the business model of Molbak's with an interior garden space, a covered outdoor retail space and an open outdoor retail space.

The three part store creates an opportunity for demonstration gardens highlighting state-of-the-art garden practices, plants and horticulture techniques that may change with the seasons. In other words, the store itself becomes a park and an urban garden for customers to explore and experience in multiple buildings on multiple levels.

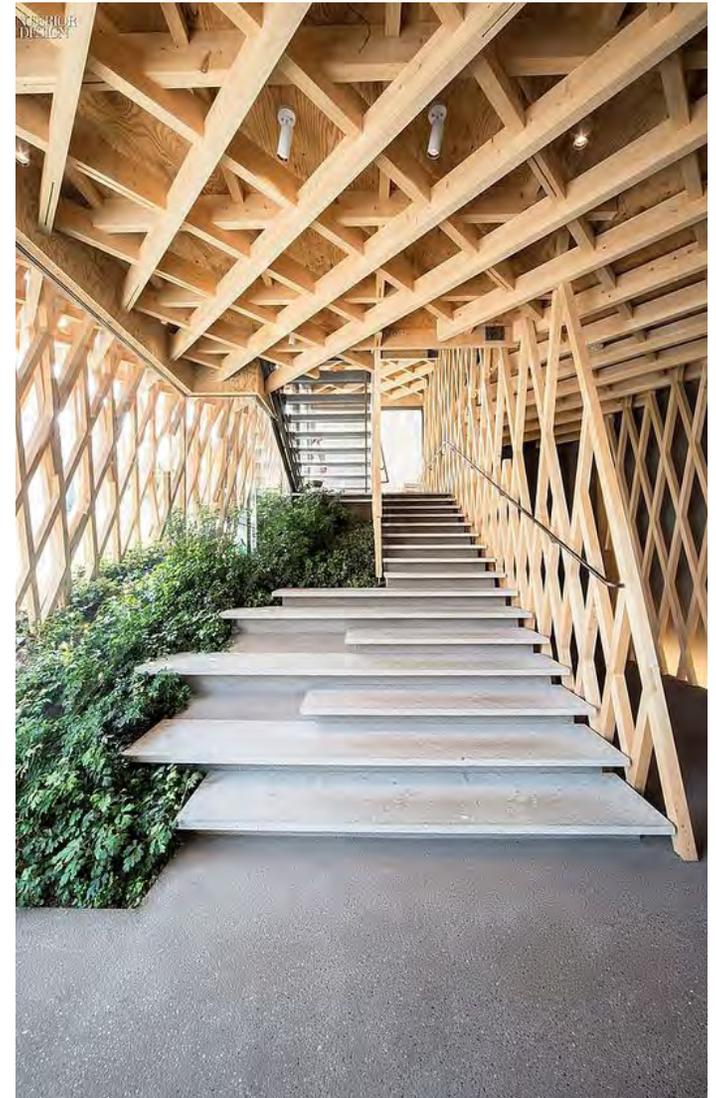


Figure 57: Sunny Hills, Tokyo



Figure 58: MFO Park, Zurich



Figure 60 : Changi International Airport, Singapore



Figure 59: Changi International Airport, Singapore



Figure 61 : Changi International Airport, Singapore

5.2 City of Gardens Connector

Cafe with Iconic Pavilion

The cafe situated at the heart of this design has the potential to be an iconic architectural structure that would not only be unique to Woodinville's town center but would also offer an opportunity to showcase local artists in an artistic building while playing off of Woodinville's historic forest and timber products industry.

Outdoor ground level and rooftop dining is provided. The strategic location of the cafe at the intersection of pedestrian corridors and retail streets provide an excellent opportunity for public interaction.



Figure 62: Centrally Located Cafe



Figure 63: Cafe with a gridshell structure

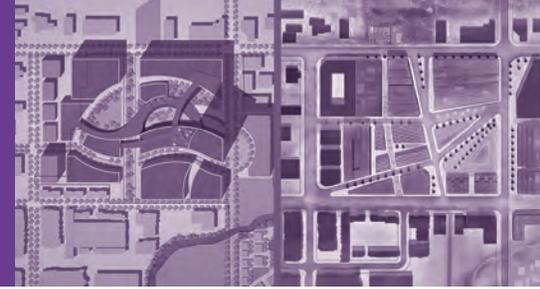


Figure 64: Cafe design by Maria Cucinella Architects



Figure 65: Streetside Cafe



Figure 66 : Brasserie Les Haras, Strasbourg

5.2 City of Gardens Connector

Restaurant with focus on agriculture

A centrally located rooftop restaurant is situated at the mezzanine floor of the iconic garden tower offering stunning views of the Woodinville town center and views to the farmland valley and mountains to the southeast.

The restaurant leverages a farm-to-table dining experience while overlooking the farming valley and rooftop herb garden.

The focus of this restaurant is on demonstrating urban agriculture by locally sourcing much of the food.

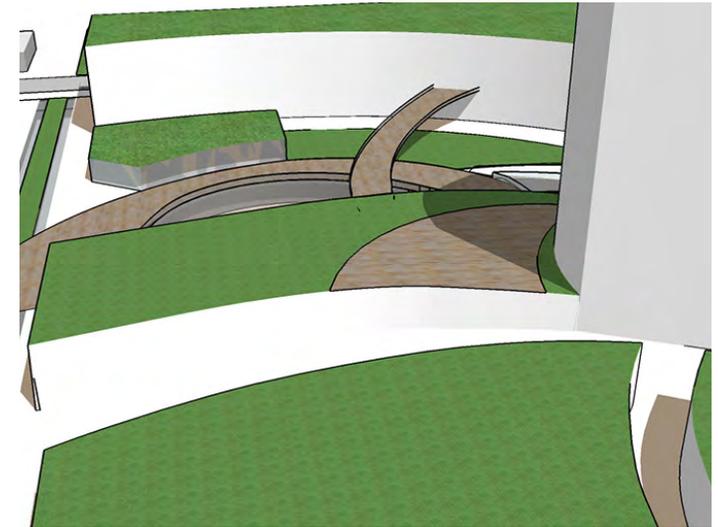


Figure 67 : Rooftop Restaurant



Figure 68 : Bar Agricole, San Francisco

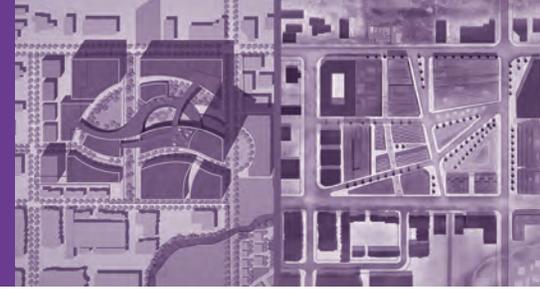


Figure 69: Jonathan Club Rooftop Restaurant, Los Angeles



Figure 70: Mas Provencal Restaurant, Nice

5.2 City of Gardens Connector

Garden Tower

The 14 story iconic garden tower is the focal point of the design proposal. There are three key considerations with respect to the tower structure.

- 1) Conceived as a "garden tower", it provides an iconic form highlighting the garden, woodland, and agricultural history of the region.
- 2) The tower concept preserves open space by consolidating density in an urban core building.
- 3) The residential building hits the "sweet spot" range while also serving as an iconic form. According to Jason McLennan, in his article on Density and Sustainability (2009), there needs to be enough density to allow for a car-free lifestyle in an urban space that is walkable and resilient. The built environment should also fall within the "sweet spot" of height for the best mix of energy efficiency while retaining a fundamental human-to-nature connection - ideally 4 to 8 stories but not more than 14 stories. (See page 60 Vol 1.)

The design of the tower is derived from the focus on urban agriculture in the overall design, proposing a garden tower that features planted balconies in the residential apartments. The mixed-use tower also incorporates a library at the ground level and a hotel at the top three floors. Situated at the intersection of the Bike Life Corridor and the Cultural Commons the building is centrally located as well as highly accessible by cars, bike and pedestrian traffic.

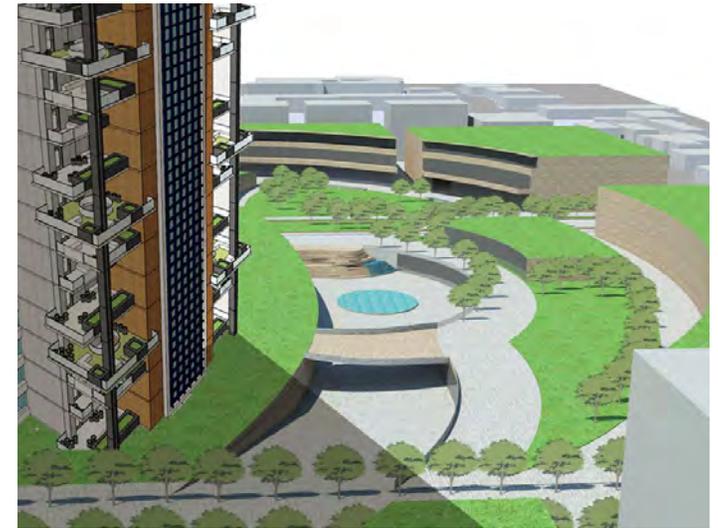


Figure 71 : Garden Tower and Central Open Space



Figure 72: Bosco Verticale, Milan

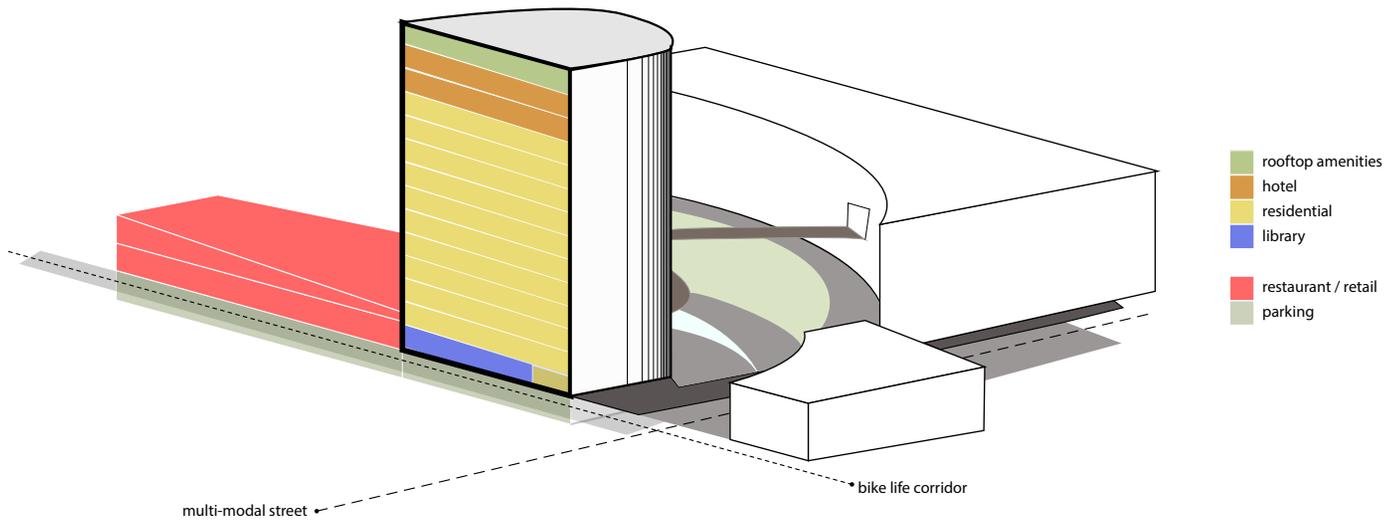


Figure 73: Diagrammatic Section of Garden Tower



Figure 74: Proposed AltaSEA Campus at Los Angeles by Gensler Associates

5.2 City of Gardens Connector

Live-Work and Office Spaces

The City of Gardens scheme aims to bring more job opportunities to Woodinville's town center, especially opportunities for entrepreneurs and start-up companies by providing incubator spaces.

The design of the office and live-work buildings is intended to be modern, built of sustainable materials, use sustainable technologies and ideally suited for entrepreneurial start-up firms.

Open office plans will feature "hoteling" desk practices and shared amenity and conferencing spaces.



Figure 75: IQ Total Source Offices, Toronto

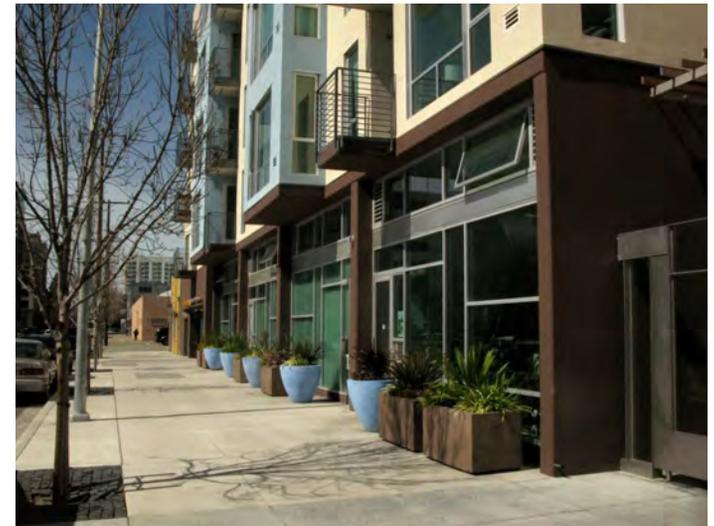


Figure 76: Jack London Square neighborhood, Oakland



Community Center and Underground Activity Center

The partially underground, daylight activity center doubles up as a community center and is accessed from the multi-level central public plaza. In this location, the activity center will be a popular spot for the community. Patrons of the plaza, cafe, and retail space in the adjacent buildings will contribute to the use of the community center and sports center.



Figure 77: National Maritime Museum, Helsingør



Figure 78: Gammel Hellerup Gymnasium, Hellerup

5.2 City of Gardens Connector

Library

The library is located at the base of the iconic garden tower and its central location enables easy accessibility by car, bike or foot.

The active relationship between outdoor and indoor space of the library makes it a fun and relaxing place to stay. Different kinds of community activities and events can be held here; these would provide abundant resources to the community and establish a sense of place for cultural events in the community.

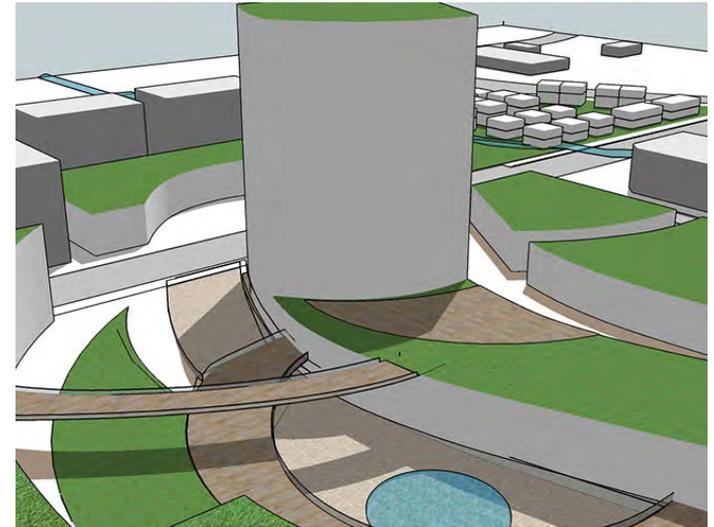


Figure 79: Library at the Base of the Garden Tower



Figure 80: Bibliotek Library, Copenhagen



Figure 81: Louisiana Museum of Modern Art, Copenhagen

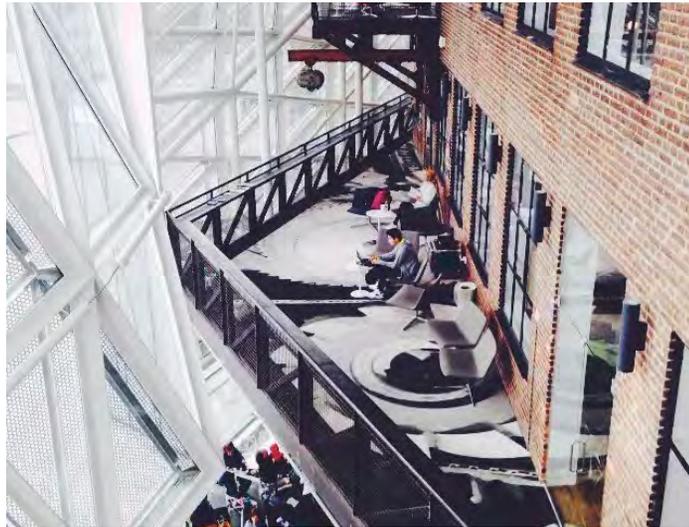


Figure 83: Bibliotek Library, Copenhagen



Figure 82: Bibliotek Library, Copenhagen



Figure 84: IT University of Copenhagen

5.2 City of Gardens Connector

Townhomes

Conceived as a state-of-the-art "Green Community" the cluster of townhomes in the southern portion of the site is situated across from Woodin Creek.

The focus of this development is on active and healthy cooperative living centered around urban agriculture.

Several sustainable strategies will be applied to the community, such as green roofs, bio-retention cells, cisterns for stormwater collection, and solar panels on rooftop.

The goal of this community is zero waste, zero energy and zero net water use. In other words, using One Planet Living and ILFI strategies, this community is intended to be a resilient green community demonstrating the best practices of sustainable residential design.



Figure 85: Residential housing, Malmö



Figure 86: View of cluster of townhomes



Figure 87: Grow Community, Bainbridge Island, WA

5.2 City of Gardens Connector

Sustainable Strategies - Solar

The proposed sustainable solar energy strategies are inspired by the Zero Energy Building Cluster in Sonnenschiff, Freiburg where an entire village is powered by using solar energy that produces four times more energy that it consumes.

Another inspiring example is the Heliotrope Solar Home by Rolfe Disch in Freiburg, Germany where a tall circular building is topped off by a large solar panel which rotates based on the direction of the sun.

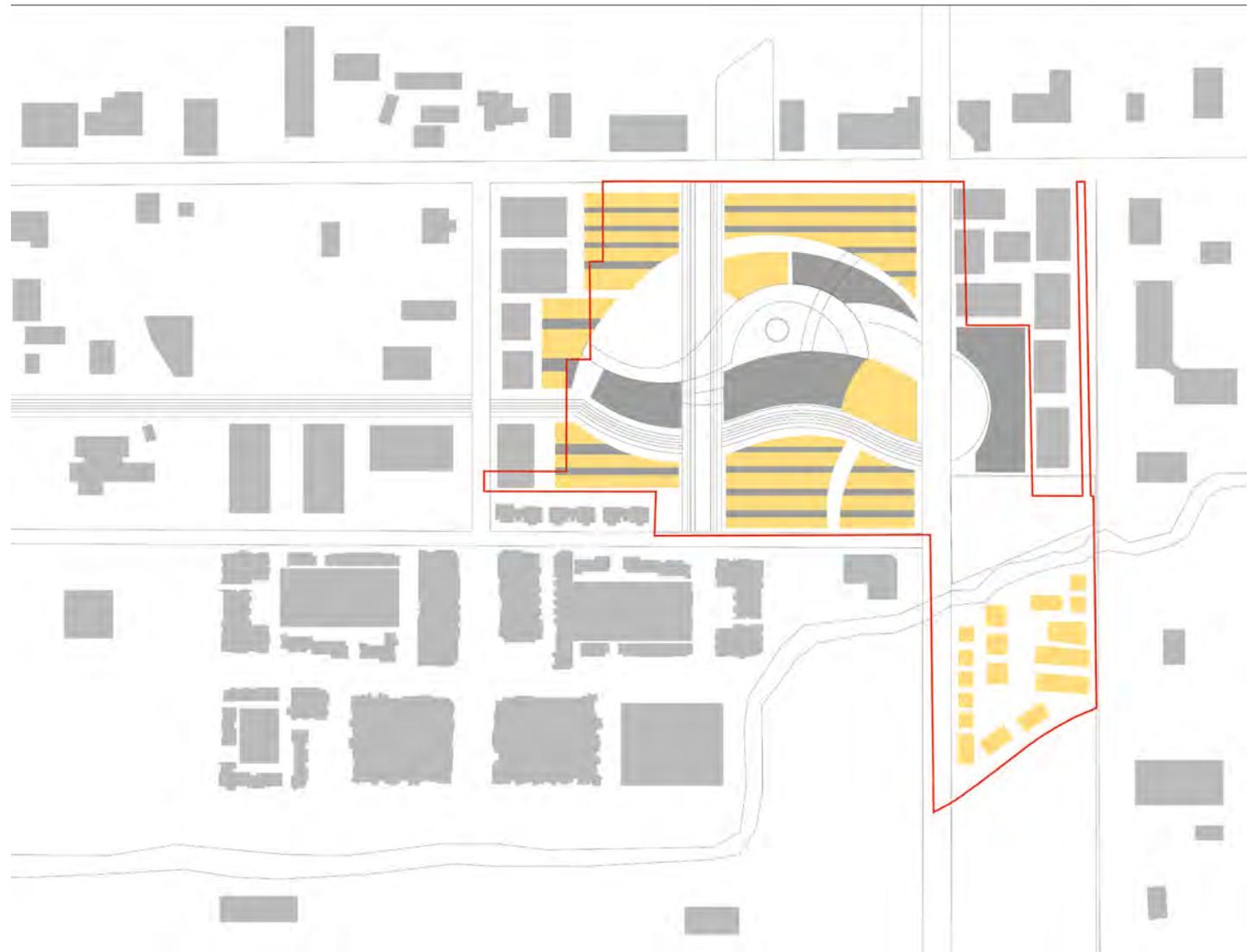


Figure 88: Potential Locations for Solar Energy Collection



Figure 89: Sonnenschiff Solar Village, Freiburg



Figure 91: Heliotrope Solar Home, Freiburg



Figure 90: Sonnenschiff Solar Village, Freiburg



Figure 92: Sonnenschiff Solar Village, Freiburg

5.2 City of Gardens Connector

Sustainable Strategies - Water and Agriculture

Sustainable strategies proposed for the town center include large scale rainwater and food harvesting systems that promote urban agriculture in the downtown core.

Additionally a sustainable drainage and water treatment system has been proposed, consisting of rain gardens and bio-retention ponds where the storm water is treated before entering the Woodin Creek. This green stormwater infrastructure is inspired by Bo01 housing in Malmö, Sweden.

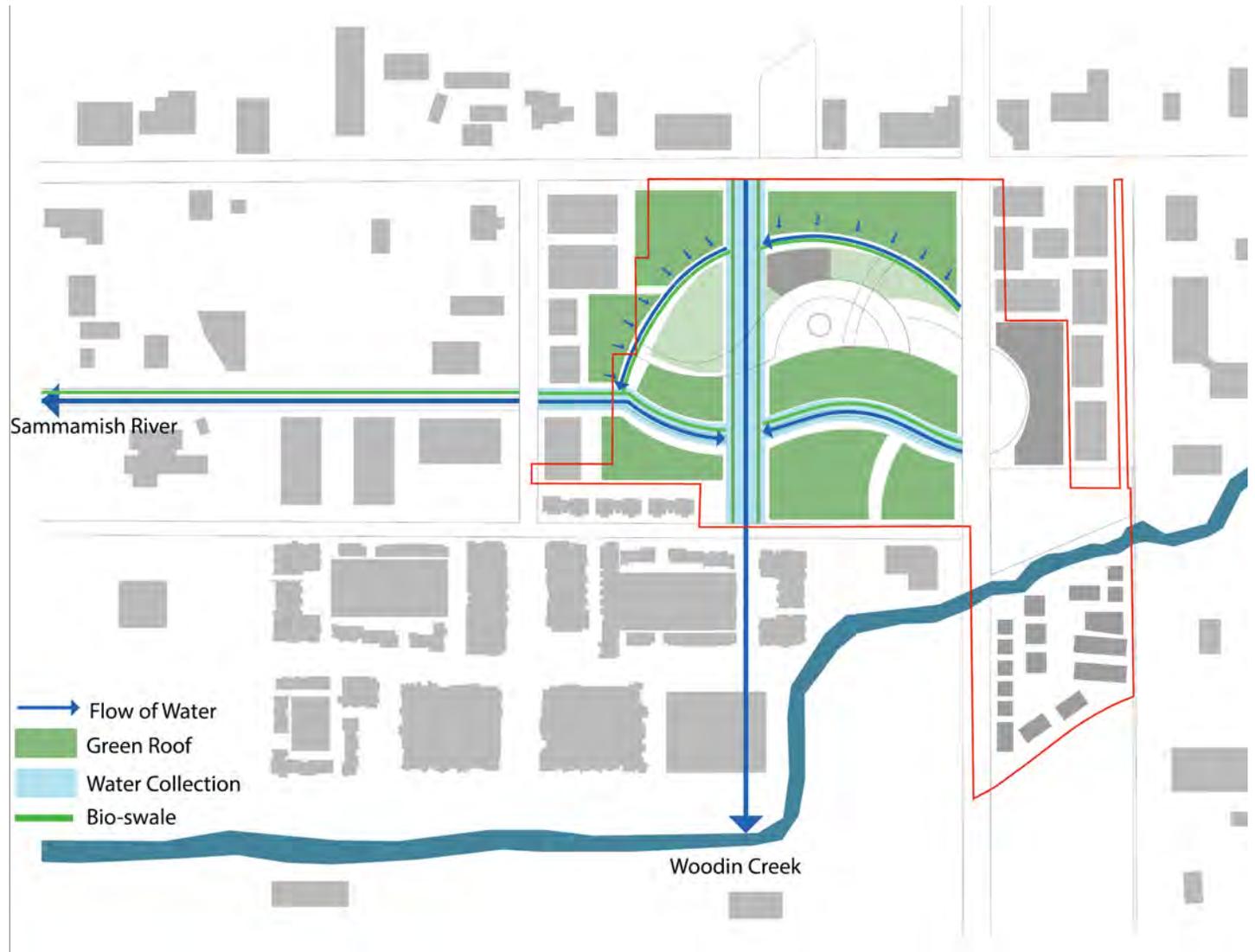


Figure 93: Potential Locations for Water Retention/Treatment and Urban Farming



Figure 94: Gary Comer Youth Center, Chicago



Figure 96: Rain garden, Malmö, Sweden



Figure 95: Bo01 Housing, Malmö



Figure 97: Bo01 Housing, Malmö

5.2 City of Gardens Connector

Scorecards

It is imperative to assess the proposed design alternative based on the three sustainability frameworks that it was based on. Not only is setting targets via scorecards important in the conceptualization phase of design, it also creates a metric by which to target and measure the project during the entire design, construction, and post-construction occupancy phases of the process.

These three scorecards provide an assessment of how this design might fare within the three different frameworks.*

OPL Scorecard

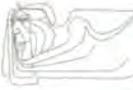
| | | |
|----|---|-----------------------------------|
| 10 |  | HEALTH AND HAPPINESS |
| 9 |  | EQUITY AND LOCAL ECONOMY |
| 10 |  | CULTURE AND COMMUNITY |
| 8 |  | LAND USE AND WILDLIFE |
| 8 |  | SUSTAINABLE WATER |
| 10 |  | LOCAL AND SUSTAINABLE FOOD |
| 8 |  | SUSTAINABLE MATERIALS |
| 10 |  | SUSTAINABLE TRANSPORT |
| 7 |  | ZERO WASTE |
| 7 |  | ZERO CARBON |

LEED Scorecard

| | | | | |
|---|--------------------------------------|---|---------------------------------|---------------------------------|
|  | Location & Transportation | <ul style="list-style-type: none"> LEED for Neighborhood Development Location High Priority Site Bicycle Facilities Reduced Parking Footprint Green Vehicles | 15 | 10 |
|  | Sustainable Sites | <ul style="list-style-type: none"> Site Management Site Development: Protect or restore Habitat Joint use of facilities Rainwater Management Heat Island Reduction Light Pollution Reduction Site Improvement Plan | 1 2 1 2 2 1 1 | 1 1 0 2 1 0 0 |
|  | Water Efficiency | <ul style="list-style-type: none"> Outdoor Water Use Reduction Cooling Tower Water Use | 2 3 | 2 1 |
|  | Energy & Atmosphere | <ul style="list-style-type: none"> Enhanced Refrigerant Management Advanced energy metering | 1 2 | 1 2 |
|  | Materials and Resources | <ul style="list-style-type: none"> Solid Waste Management Purchasing Lamps Facility maintenance and renovation | 2 1 2 | 1 1 2 |
|  | Indoor Environment | <ul style="list-style-type: none"> Interior lighting Daylight and quality views | 2 4 | 2 4 |
|  | Innovation | <ul style="list-style-type: none"> Innovation in Design | 5 | 4 |
| Total Points Achieved | | | | 35 |



ILFI Scorecard

| | | | |
|--|---|--|---|
| PLACE  | 8 01. LIMITS TO GROWTH 10 02. URBAN AGRICULTURE 8 03. HABITAT EXCHANGE 10 04. HUMAN POWERED LIVING | MATERIAL  | 7 11. LIVING MATERIALS PLAN 7 12. EMBODIED CARBON FOOTPRINT 7 13. NET POSITIVE WASTE |
| WATER  | 9 05. NET POSITIVE WATER | EQUITY  | 10 14. HUMAN SCALE + HUMANE PLACES 10 15. UNIVERSAL ACCESS TO NATURE & PLACE 10 16. UNIVERSAL ACCESS TO COMMUNITY SERVICES 10 17. EQUITABLE INVESTMENT 10 18. JUST ORGANIZATIONS |
| ENERGY  | 9 06. NET POSITIVE ENERGY | BEAUTY  | 10 19. BEAUTY + SPIRIT 9 20. INSPIRATION + EDUCATION |
| HEALTH AND HAPPINESS  | 10 07. CIVILIZED ENVIRONMENT 10 08. HEALTHY NEIGHBORHOOD DESIGN 9 09. BIOPHILIC ENVIRONMENT 10 10. RESILIENT COMMUNITY CONNECTIONS | | |

*Sustainability Score Cards are one way for GFL Teams to evaluate sustainability options early in the design process. These scores differ from the project evaluation processes used by OPL, LEED, and ILFI.

One Planet Living Principles: bioregional.com/oneplanetliving
 LEED Campus Credit Categories: usgbc.org
 ILFI Imperatives: living-future.org

5.2 City of Gardens Connector

Quick Wins

Any major visioning project, such as the 20-year vision for Woodinville's town center, requires a series of early events - or "quick wins" - to celebrate small steps in achieving the larger goal and bring together the citizens of Woodinville to promote community interest and interaction.

For the Woodinville Vision 2035 Town Center some of the key quick wins that could be implemented are wine festivals, pie festivals and mushroom festivals; these could be held on the property before re-development. This final design provides ample outdoor space of varying sizes that can be utilized for gathering a large group of people to celebrate a World Class Sustainable Town Center!



Figure 98: Wine Festival



Figure 99: Pie Fest



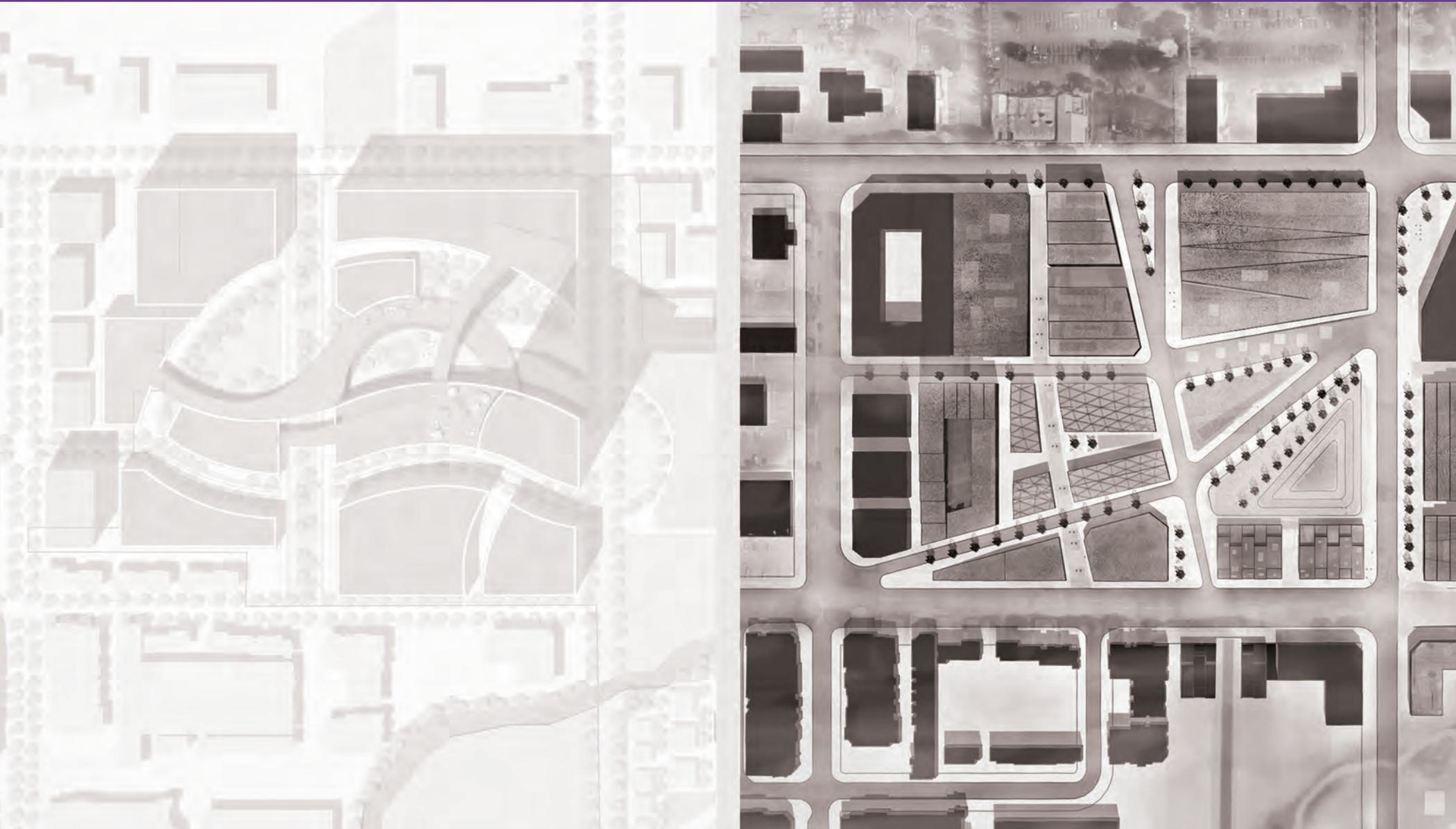
Figure 100: Mushroom Festival

Area Program

(all areas in square feet)

| | |
|--------------|----------------|
| Residential | 434,000 |
| Retail | 122,300 |
| Office | 65,350 |
| Molbak's | 94,000 |
| Hotel | 38,300 |
| TOTAL | 753,950 |
| | |
| Parking | 1,160 |
| | |
| Open Space | 270,000 |
| Nursery | 63,100 |

5.3 Culture Collector



5.3 Culture Collector



Figure 101: People Collecting at Woodinville's Town Center



Figure 102: Molbak's Anchor Store Terracing into a Public Square

Overview

The Culture Collector provides a space for Woodinville residents and visitors to gather and experience the riches of the region -- horticulture, agriculture, local wine and craft beer-- as well as showcase the existing businesses and amenities as a tourist destination.

The spaces within the design intend to spur the local economy and celebrate the local "Makers" of the larger community of Woodinville.

5.3 Culture Collector

Big Idea

Conceived as a "town within a town" the Culture Collector design provides a central location for Woodinville to gather and socialize. Designed as an urban center full of activity, this development scheme offers a rich mix of land uses with a dense concentration of residential, business, retail, and live-work or maker-space.

The Molbak's property is a large enough land parcel to allow for a higher concentration of buildings surrounding a large public open space connected to a variety of architectural elements, landscape features, and transportation corridors.

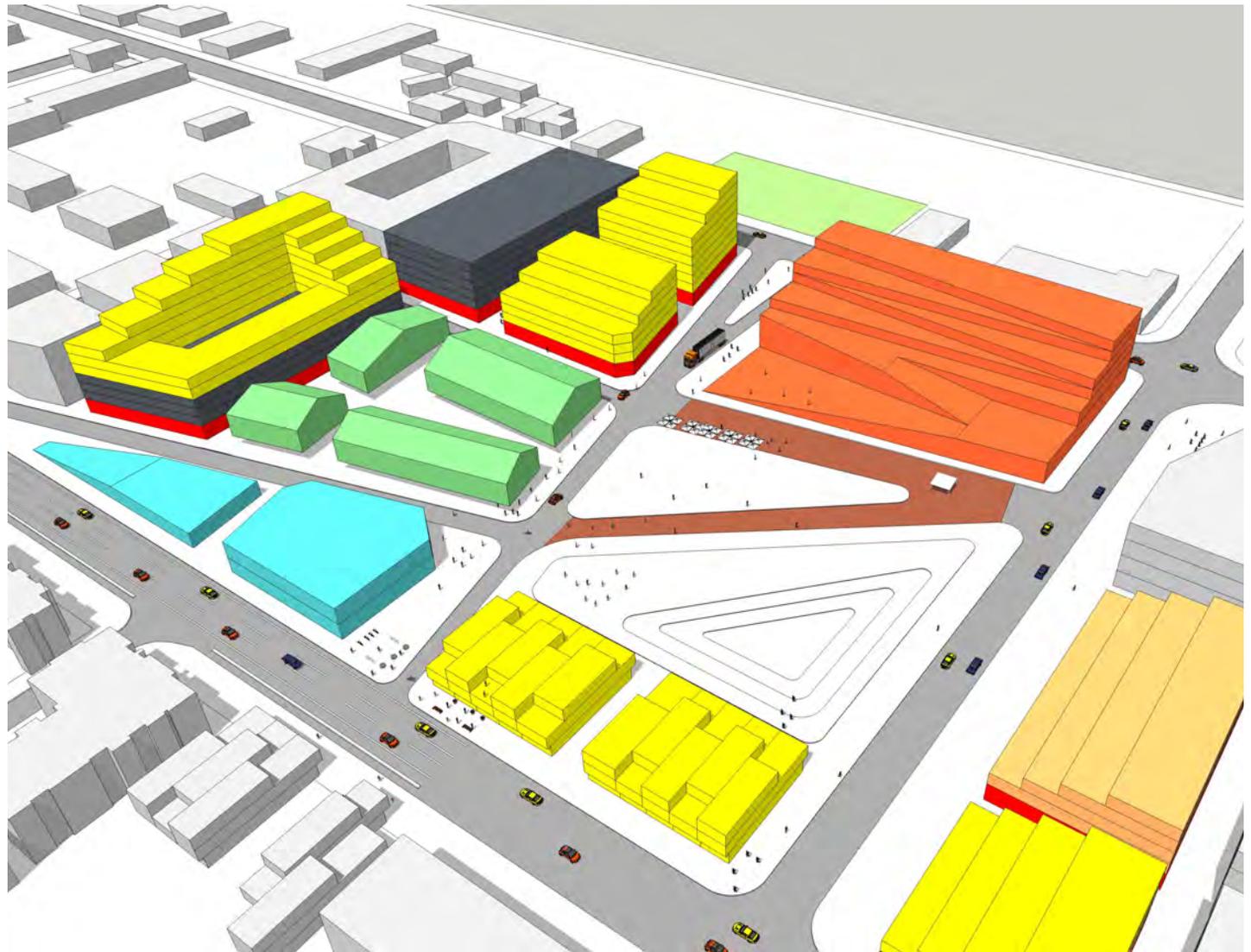


Figure 103: Bird's Eye View of the Site from the South East



Big Idea

The Collector concept supports the small town lifestyle of Woodinville by offering space in the town center to showcase local commerce, arts, wine, music, gardening, and agriculture.

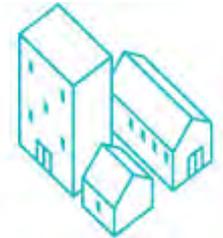
Figure 104: Woodinville Identity Markers

5.3 Culture Collector

Goals

Building upon an existing urban infill feasibility study, Molbak's proposes to work with the City and citizens of Woodinville to create a new town center in the heart of Woodinville's Central Business District reflecting an authentic town identity. The Collector design pushes the boundaries of existing zoning regulations in anticipation of a highly livable urban place.

- Expand on the urban core with pedestrian access as a defining quality, both filling out and pushing beyond the current urban zoning for the mutual benefit of residents, business owners, and tourists alike in the Central Business District (CBD). Create small scale quick win projects that evolve over time into a World Class Town Center.
- Showcase best practices in sustainable urban design providing both functions and programs that benefit various aspects of the natural and built environments, the local economy and the people of Woodinville.
- Showcase the "Makers" in the area, including, craft winery and breweries, farm-to-table craft eateries, jazz and music events, timber and forest products, urban horticulture and agriculture education centers and demonstration gardens.



Create a central and walkable urban environment



Provide venues for culture and events



Activate a new space for Molbak's as anchor tenant at the heart of the project

Figure 105: Goals of the Collector Alternative



Figure 106: Agriculture



Figure 108: Wine



Figure 107: Flowers



Figure 109: Concerts

Objectives

The chief objective of the Culture Collector design scheme is to bring existing cultural activities, known throughout the region, in commerce (wineries/breweries), agriculture (farm-to-table, 21 Acres), horticulture (Molbak's Garden + Home), entertainment (Ste. Michelle concerts) and recreation (biking and walking the Sammamish River Trail) into the town center. By providing a central venue to collect, consolidate and showcase these activities as the "Makers" of Woodinville, this development scheme will enhance and activate the downtown core in the heart of Woodinville.

5.3 Culture Collector

Learning from Europe

While Woodinville is not a European city, the Culture Collector project aims to learn from highly livable European cities as precedents for a new urban development.

This project looks to Copenhagen, Denmark; Malmö, Sweden; and Hammarby, Sweden as successful examples of people centered, compact, urban design. The Culture Collector scheme seeks to illustrate the importance of a well-designed network of integrated streets, public plazas, connecting walkways, and buildings to create a sense of place for local residents, businesses and visitors alike.

Central to a well designed urban core are design elements that enhance and promote resilient and sustainable built and natural environments. The Collector seeks to illustrate the importance of well-designed and developed places with people in mind, providing value for local residents, city planner, businesses and visitors alike.



Figure 110: Market



Figure 111: Plaza



Figure 112: Green Parking Garage



Figure 114: Torvehallerne Market, Copenhagen



Figure 114: "Climate Neutral District" - 100% Renewable Energy



Figure 115: Torvehallerne Market, Copenhagen

5.3 Culture Collector

Sustainability Goals

Sustainable design initiatives are at the core of the Collector project. Through multiple sustainability frameworks the design proposes to use a range of approaches throughout this development, including:

- Leadership in Energy and Environmental Design (LEED)
- One Planet Living (OPL)
- Living Community Challenge by the International Living Future Institute (ILFI)

Such strategies seek to provide better care for natural environments, social structures, local economics, urban livability, housing, food networks, construction practices and many other criteria. The goal is to achieve sustainability at all levels of the project, from the built environment to the natural, both urban and non-urban.



Figure 116: Phipps Conservatory & Botanical Gardens, Pittsburgh, PA



ONE
PLANET
LIVING

LIVING
COMMUNITY
CHALLENGE



The Collector scheme aims to embrace the sustainability design frameworks and strategies listed in the sustainability goals. The design seeks to follow in the footsteps of projects such as The Bullitt Center in Seattle, Washington (International Living Future Institute) and Grow Community on Bainbridge Island, Washington (One Planet Living).



Figure 117: zHome Climate- Housing, Issaquah, WA



Figure 118: BedZED Urban Village, UK

5.3 Culture Collector

Overview

The Culture Collector project is centrally located in the heart of Woodinville on 17 acres, currently owned by Molbak's Garden + Home. The new urban design and use of building forms seek to infill the Molbak's site with a more concentrated development and thoughtful placement of density to promote a higher level of activity within the Central Business District of Woodinville.

The Culture Collector alternative aims to create: an urban district where entertainment venues and retail are within walking distance of one another; to develop a rental housing market catering to young people; to pioneer an affordability strategy to change the thinking that only the well-to-do can live in downtown; to focus on for-sale housing; and to develop a locally-serving retail strategy.

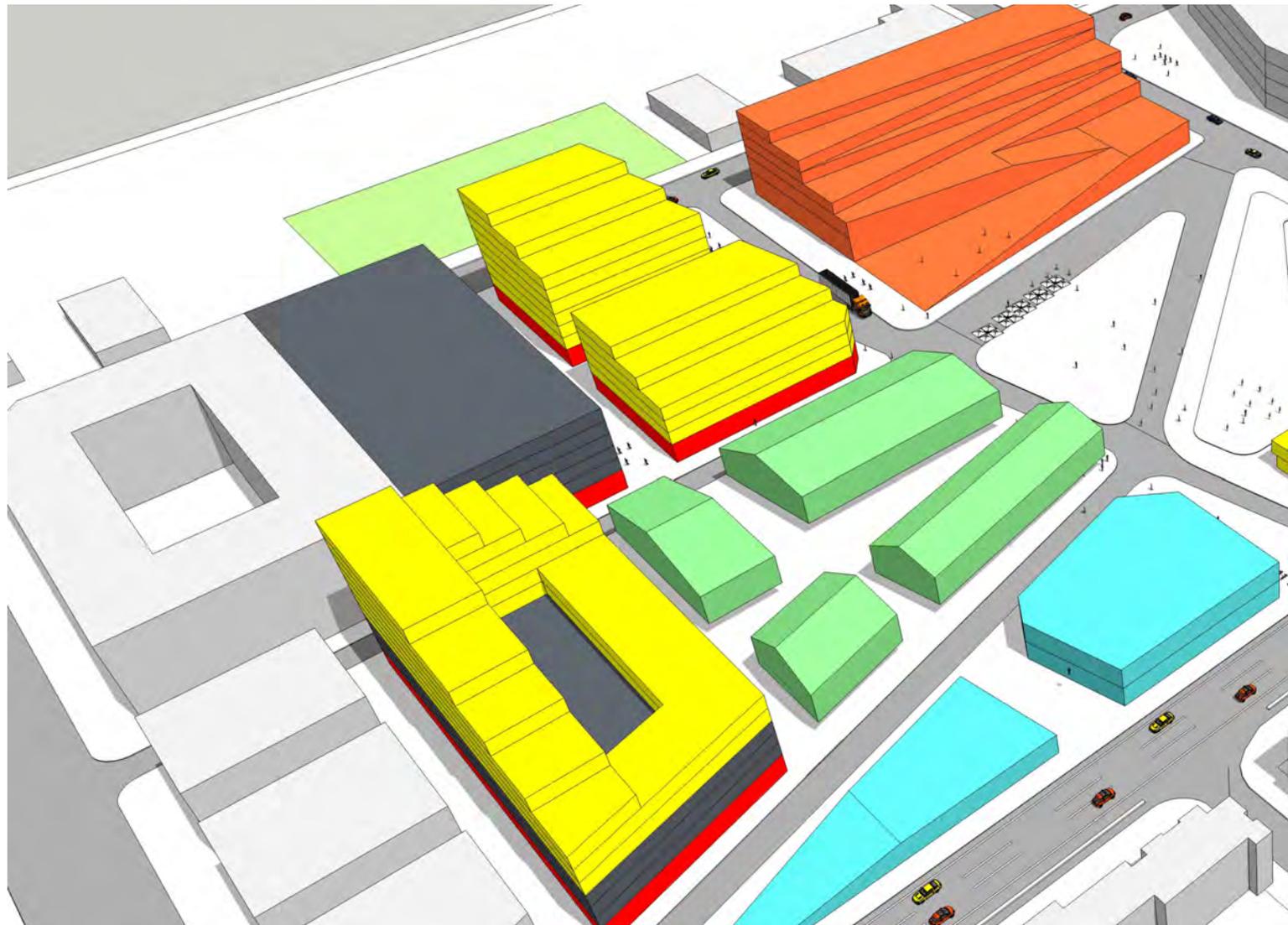


Figure 119: Bird's Eye View of the Site from the South West



5.3 Culture Collector

Plan

The Collector design fills out the entire property of Molbak's in downtown Woodinville. This layout establishes itself within the center of the Central Business District and is bordered by surrounding parks, Woodin Creek, housing and retail. The Collector is conceptualized as a ring of buildings around a central open space.



Figure 120: Site Plan

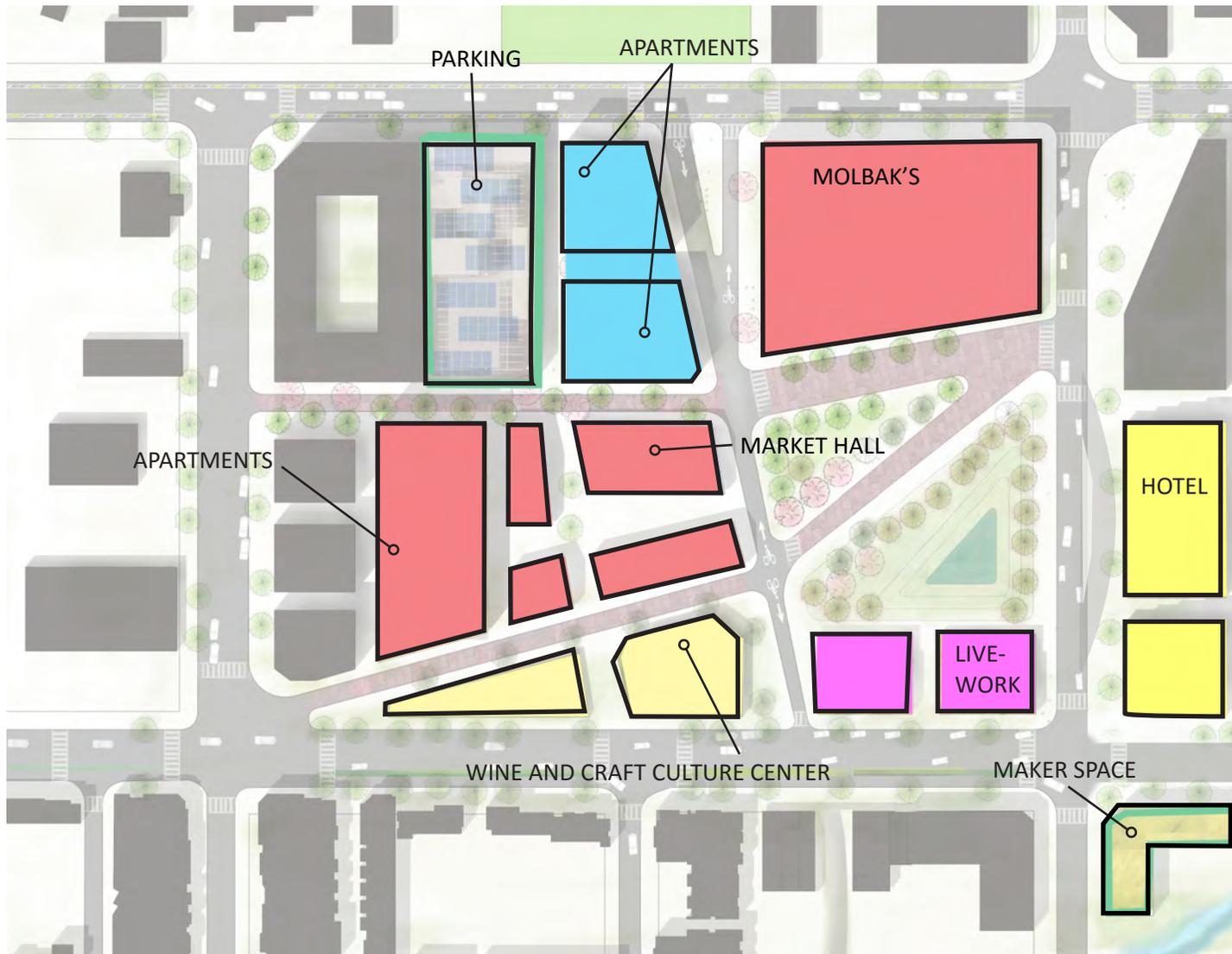
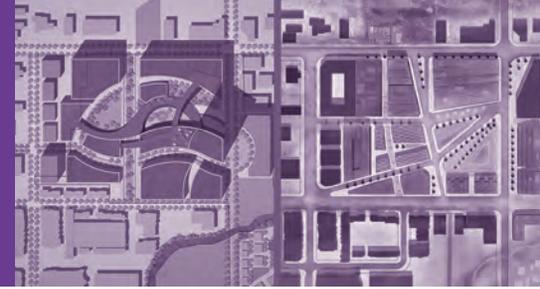


Figure 121: Land Use Patterns

5.3 Culture Collector

Pedestrian Streets

Walking and biking streets provide a core design element at the intersection of the public and private realms. These public spaces prioritize the movement of people over cars.

In this human scaled development, people are encouraged to explore and experience the town center as their place to call home, to find entertainment, to engage in conversation, to be intrigued by the goods and services of the region, to be educated by the makers' processes, and to work in an active and lively town center.



Figure 122: Site Circulation Patterns on Pedestrian-Oriented Streets

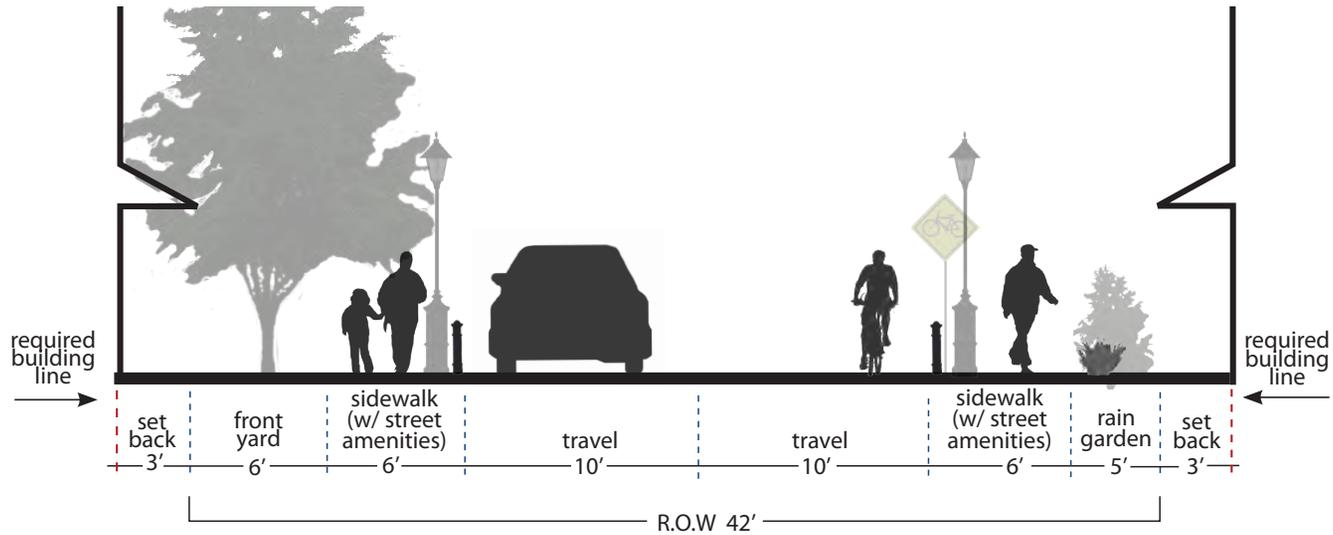


Figure 123: Street Section of NE 175th St



Figure 124: Street view in Groningen, The Netherlands



Figure 125: Section Perspective of NE 175th St

5.3 Culture Collector

Green Streets

The Culture Collector design intends to make NE 175th street a more pedestrian friendly space for Woodinville to gather. Here the current multi-lane streets are reduced to 2 lanes that give priority to pedestrian circulation and open space over other transportation uses.

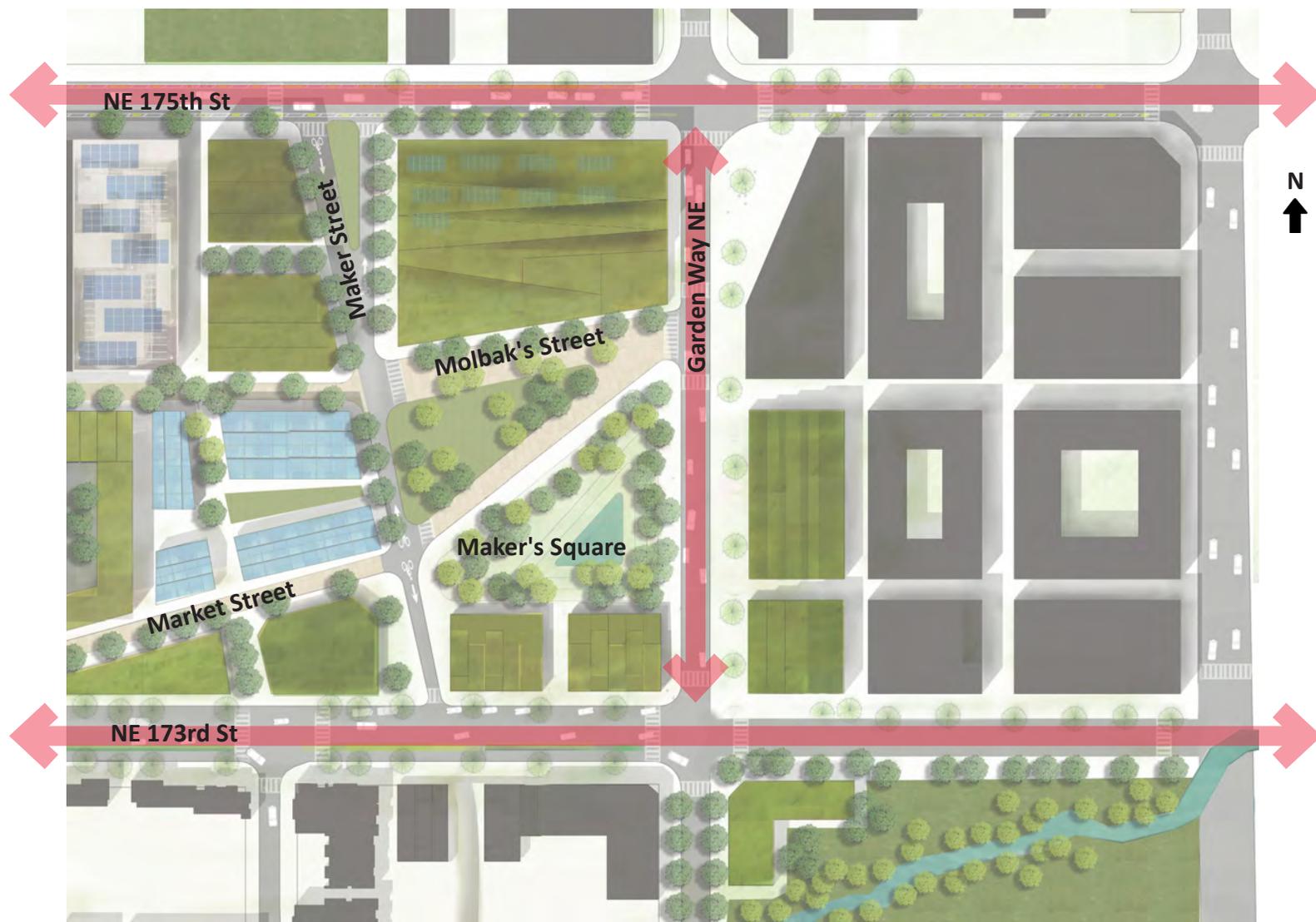


Figure 126: Site Circulation Patterns on Green Streets

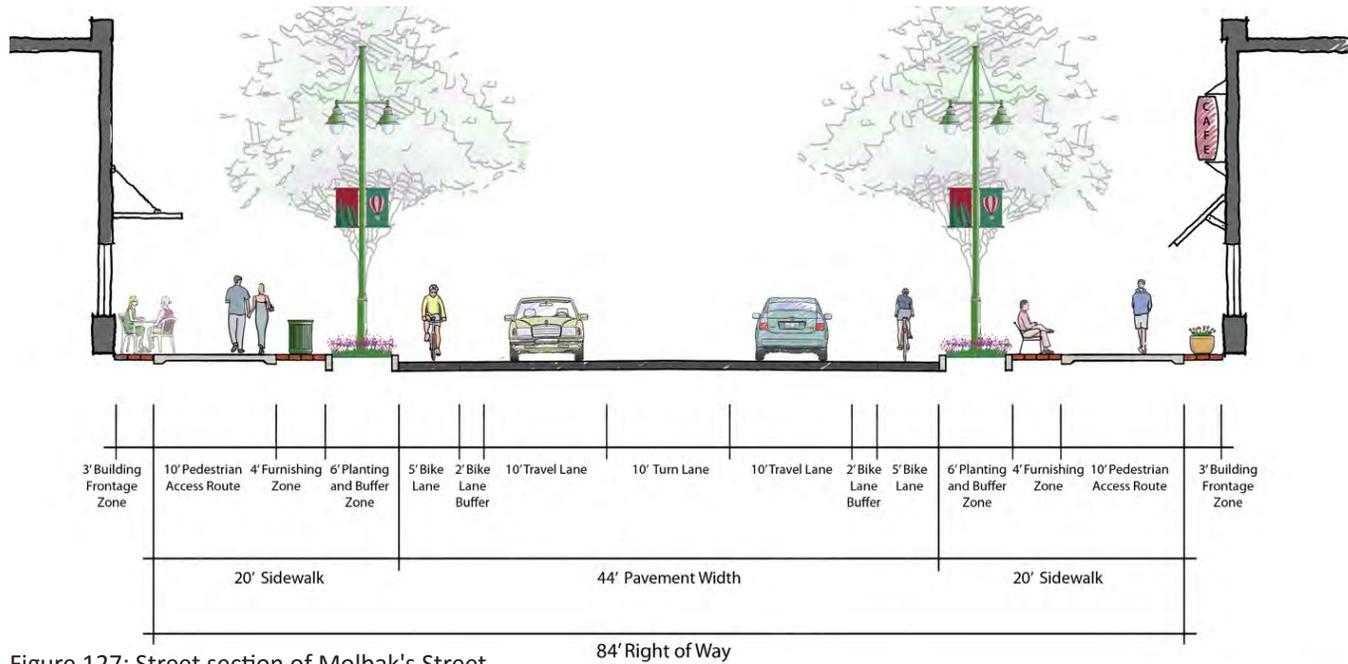


Figure 127: Street section of Molbak's Street



Figure 128: Green street, Portland



Figure 129: Bird's Eye View of Garden Way NE

5.3 Culture Collector

Connections

The Collector also seeks to connect out to the greater Woodinville community by looking past the urban form and into the surrounding region as a whole. The Collector is designed to link the built environment (vehicular traffic, pedestrian flows, and bike circulation) to existing trails, such as the Sammamish River and Burke-Gilman trail systems connecting bike trails from Seattle to Woodinville.

In addition, the Collector seeks to enhance the natural environment by updating the existing stormwater treatment system to a state-of-the-art green stormwater infrastructure connecting, holding, reusing, and treating site surface water before releasing into Woodin Creek and the Sammamish River.



Figure 130: Human Circulation on the Site

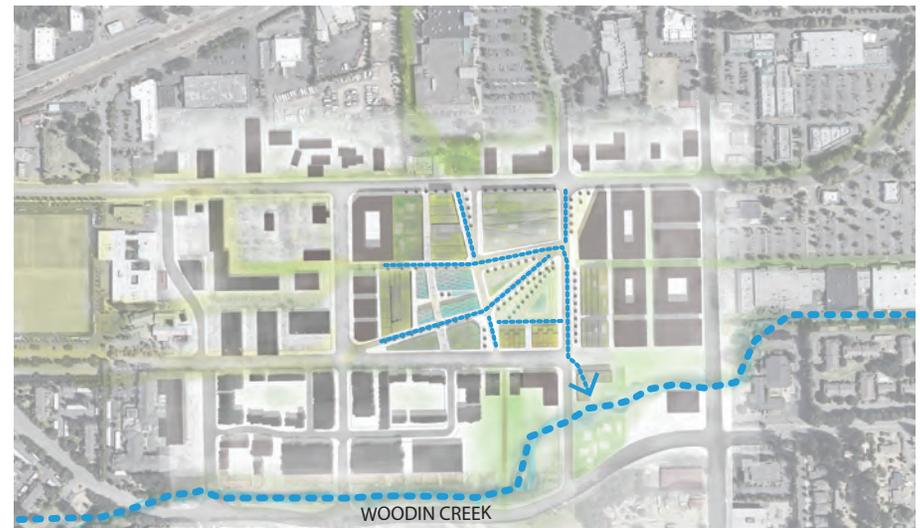


Figure 131: Water Circulation on the Site



Figure 132: Water Collection in Public Space, Malmö



Figure 134: Connections to the Sammamish River



Figure 133: Connections to Burke-Gilman Trail



Figure 135: Connection to DeYoung Park, Woodinville

5.3 Culture Collector

Life

A key component in the redevelopment of a new town center is to create an Urban Entertainment District with an active and lively street life both night and day (see Vol. 1, p. 63).

Urban entertainment venues and retail that are in walking distance of each other form the catalyst for residential development. Taken together this mix of uses spurs the vibrant use of public space and a rich array of diverse activities.

Woodinville is particularly well situated in that there is an existing retail culture of farm-to-table, wine and craft beer, artisan shops, garden and home center, as well as live music.



Figure 136: Night Market



Figure 137: Wine Events



Figure 138: Farmer's market



Figure 139: Artist Studios

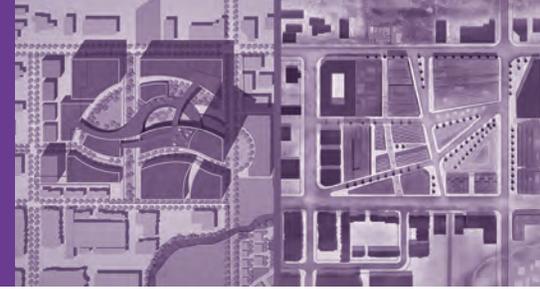


Figure 140: Nursery Gardens



Figure 141: Cafe Culture



Figure 142: Beer festivals



Figure 143: Concert

5.3 Culture Collector

Urban Design

The Collector scheme is defined by a central public plaza (Maker's Square) surrounded and enclosed by mixed-use buildings. All streets in the town center (pedestrian, bike and vehicular) lead to this central square creating a hub of activity.

The street layout also enhances view corridors to promote wayfinding and to allow sunlight to penetrate the buildings and spaces along the routes.



Figure 144: Woodinville

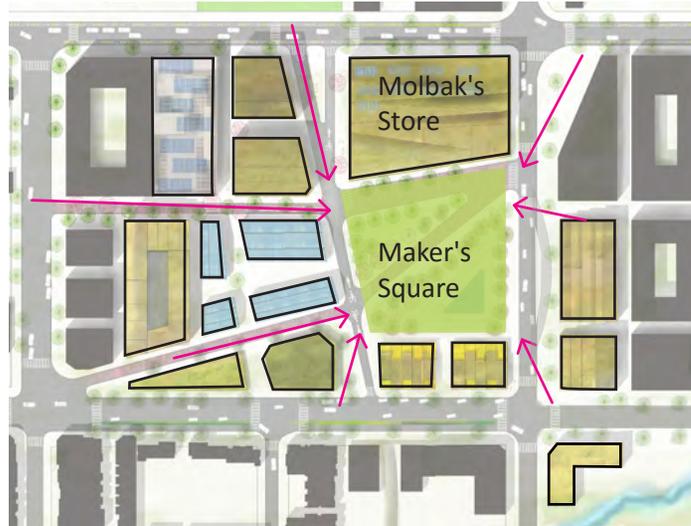
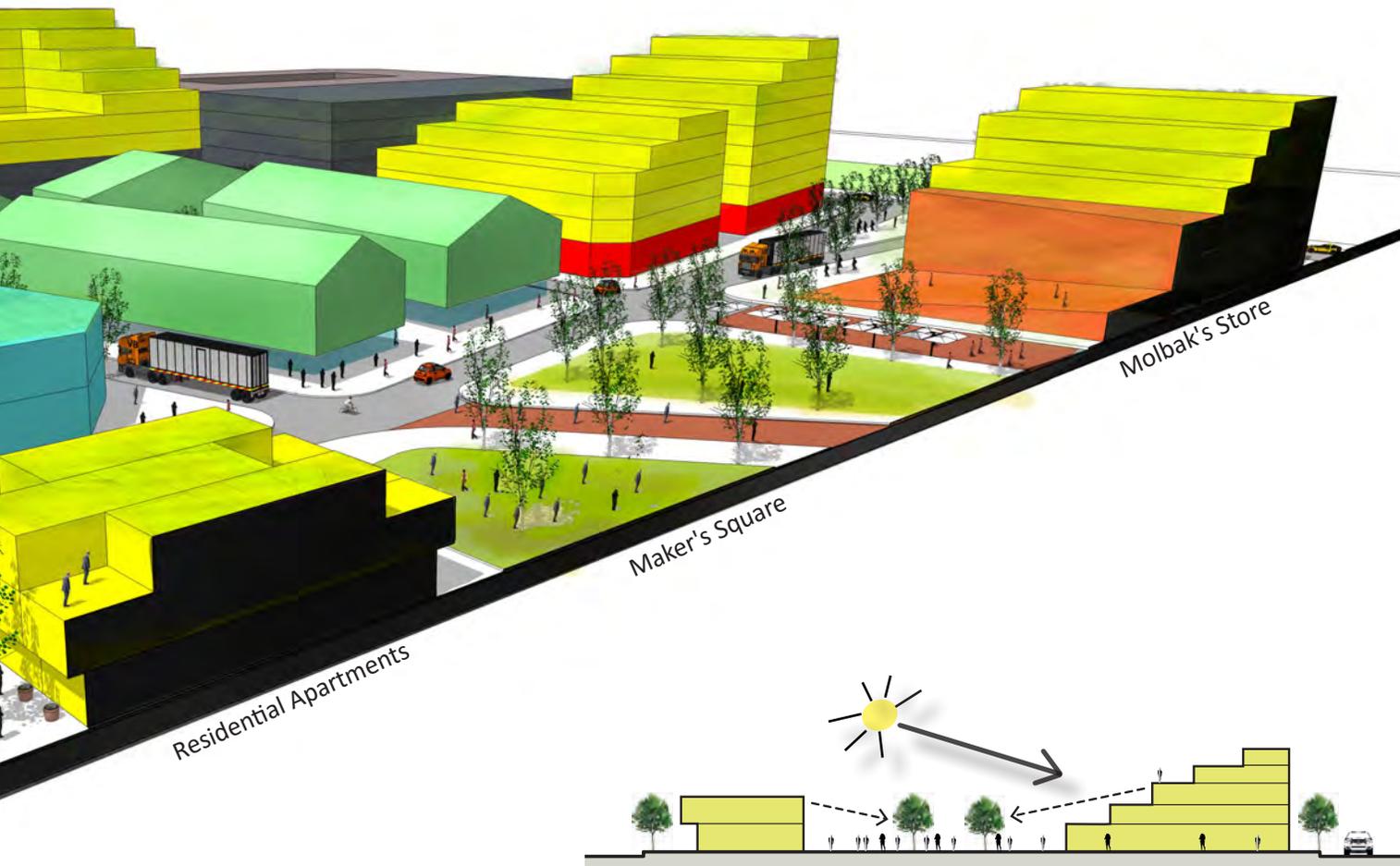
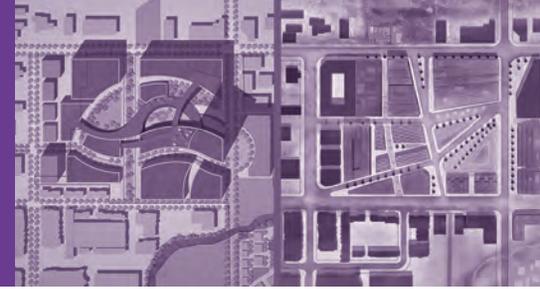


Figure 145: Molbak's Site



Figure 146: Site Section Through the Public "Maker's Square"



5.3 Culture Collector

Molbak's Garden + Home

The Culture Collector envisions Molbak's as a central anchor tenant facing both 175th as an urban edge and Market Square featuring a landscaped terraced building form. Thus Molbak's roof becomes part of the landscape and encourages the public to experience demonstration gardens and various retail departments located at various levels.

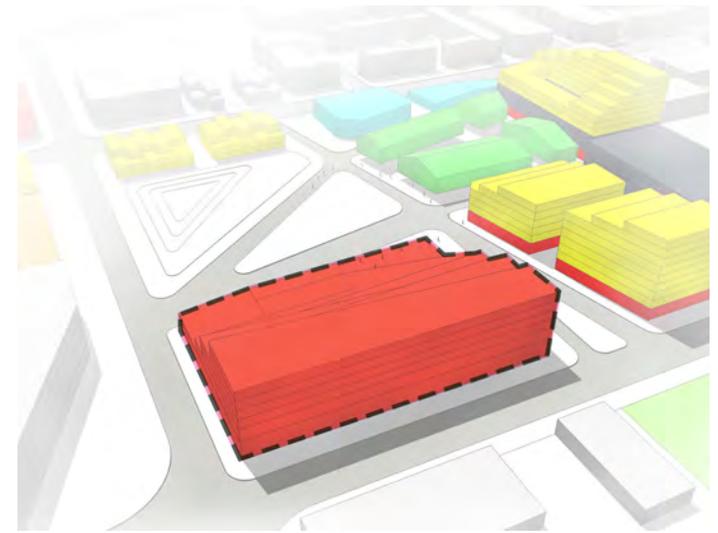


Figure 147: Molbak's Garden + Home



Figure 148: Cultural Center in Nevers, France



Architecture firm SPARK designed Homefarm to incorporate food security and elder care challenges in one building. The architecture combines urban retirement housing with vertical urban farming into a live-farm typology that's beautiful, productive, and empowering for its residents. In addition to its aquaponic vertical farming system, Homefarm also includes a roof garden, fruits and vegetable marketplace, and biomass power plant. Although Molbak's is not intended to provide retirement housing, the same mixing of garden and architecture could be applied to retail space.

Figure 149: Homefarm Complex, Singapore

5.3 Culture Collector

Terraced Apartments

The buildings themselves enhance the sense of collection. The Collector scheme incorporates terraced/stepped building forms in the architecture, particularly for apartment housing where rings are dispersed to all sides of the site of the central open space. Here housing is dispersed to all sides of the site, with the intent of collecting views/sunlight from the south while simultaneously looking down onto the central green spaces, Molbak's, and the Market Hall. Growth and re-development of a town center is often spurred into action by a rental housing market aimed at young “urban pioneers” looking to live within walking distance of the urban entertainment district (Vol. 1, p. 63). Market Square is designed to be just such a destination entertainment hub.

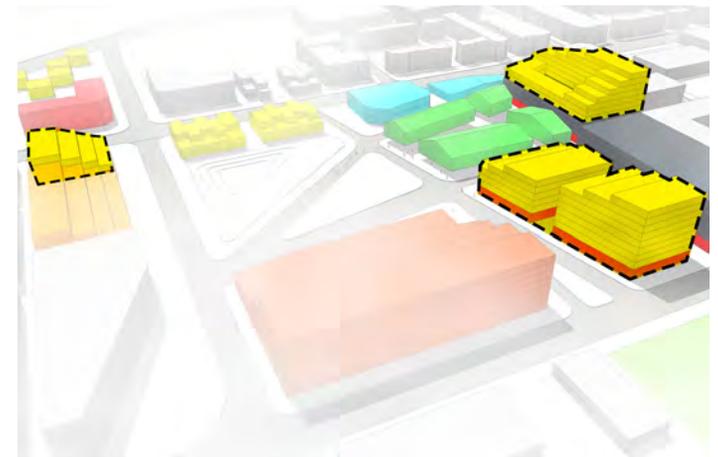


Figure 150: Terraced Apartments



Figure 151 : Sloped building, Stockholm, Sweden



The terraced apartment complex proposed for Stockholm, Sweden by the Bjarke Ingels Group is an interesting example of "roofscape" architecture. The design concept features small apartments built for families coupled with an expansive outdoor area on the roof. The layout provides each unit with access to natural ventilation and sunlight as well as access to an outdoor rooftop "trail" system complete with vegetation, water features, and views. As a result the project will house a high number of people in a dense footprint without sacrificing access to the outdoors.

Figure 152: Roof gardens with Terraced Apartments, Stockholm, Sweden

5.3 Culture Collector

Market Hall

The Market Hall is essential to the Collector design concept as the venue to showcase Woodinville's commerce and local-serving retail strategy. The market hall typology itself has historically played a large role in the life and culture of the cities. As public markets, these halls create opportunities for social and economic activity and often act as a catalyst for the development of rental and for-sale housing, local businesses, cafes, hotels, entertainment venues and nightlife.

The Woodinville Market Hall is designed to be visually open to the street and Market Square with glass roofs and sliding glass or moveable walls. The public and local vendors are able to experience as part of the landscape.

Because the rental spaces are typically small and flexible spaces, the Market Hall is an excellent venue for small vendors, local producers, and artisan makers to display their goods to the community for sale.

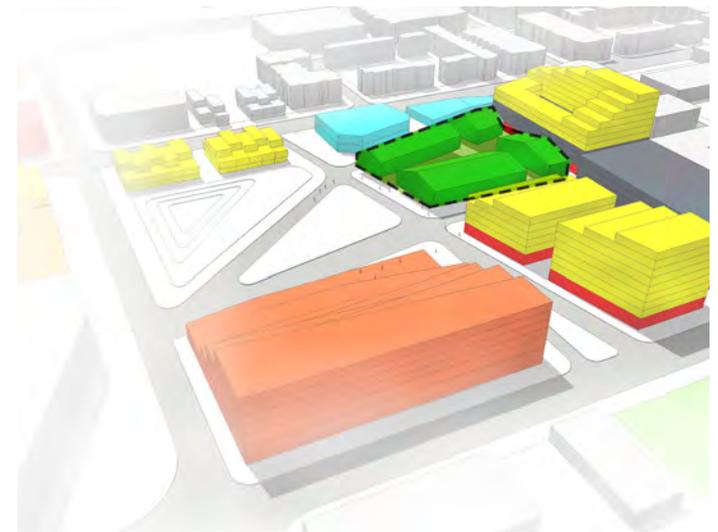


Figure 153: Market Hall



Figure 154: Torvehallerne Market, Copenhagen

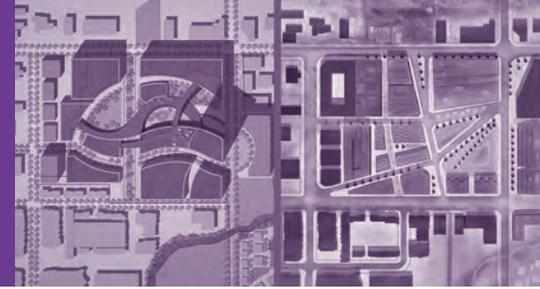


Figure 155: Torvehallerne Market, Copenhagen



Parking Garage

Because walkability is important, parking has been thoroughly designed and taken into consideration. The Collector scheme concentrates cars in two above ground central parking structures. These structures are integrated with their urban/rural context with minimal visual impact due to their "vertical garden" design elements and location of retail on the ground level.

The central location of the garage at the edge of the Molbak's property and 175th street encourages patrons to park once and walk to their shopping destinations. Walkability is one of the key assets of a vibrant town center (getting people out of their cars) and the parking structure facilitates this concept

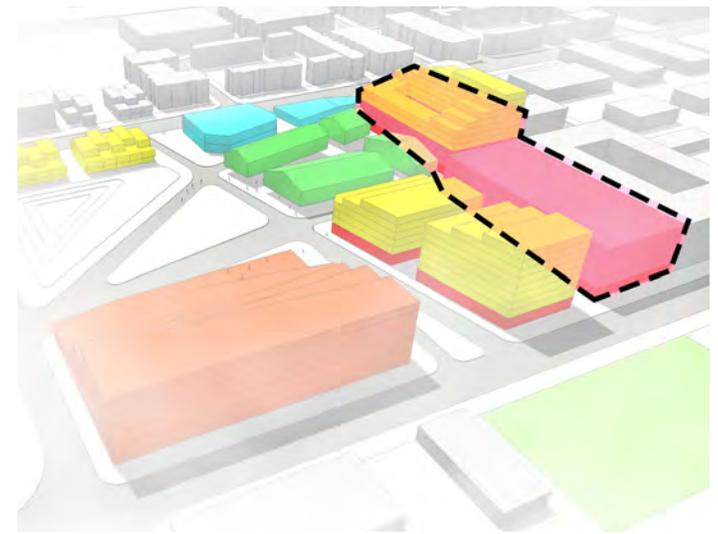


Figure 156: Parking Garage



Figure 157: Parking Garage at Malmö



The primary concept of the Santa Monica Civic Center parking structure is to develop a new type of parking garage. This garage makes a dynamic artistic statement to celebrate civic life. The 300,000 square foot parking structure provides 800 parking spaces and serves as an identifiable marker for the entire civic center. The building affords spectacular views of the Pacific Ocean and the city of Santa Monica, while a café on the main plaza terrace animates the pedestrian traffic flow.

Figure 158: Parking Garage at Santa Monica Civic Center by architects Moor Ruble Yudell

5.3 Culture Collector

Live-Work

The Collector provides live-work spaces for artist/craftsmen or other small business to locate in the center of Woodinville. These spaces manifest as housing above storefront spaces, allowing the residents to stay in a central location without commuting. They provide a 24 hour presence in the town center.

The live-work building program is intended to further encourage an entrepreneurial and craft culture and showcase cottage and craft industries to residents and visitors.



Figure 159 : Live-Work Spaces



Figure 160 : A Conceptual Model for Live-Work Spaces

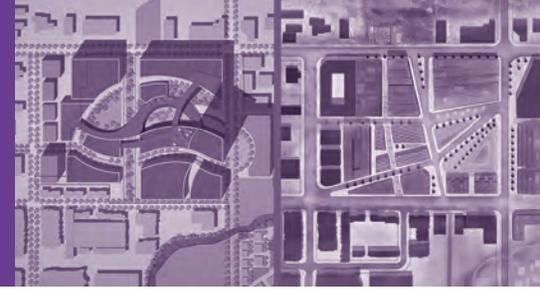


Figure 161: Artist's Studio

5.3 Culture Collector

Urban Hotel

By creating a hospitality component, downtown Woodinville can be activated at all times of day and night to help increase tourist activity. While lodging is provided in the greater Woodinville area, there are no small urban boutique hotels offering a unique get-away experience and none are located in the center of town where the entertainment district is proposed. A new hotel in this regard will complement the proposed wine and culture center, Market Hall, restaurants, cafes and nightlife.

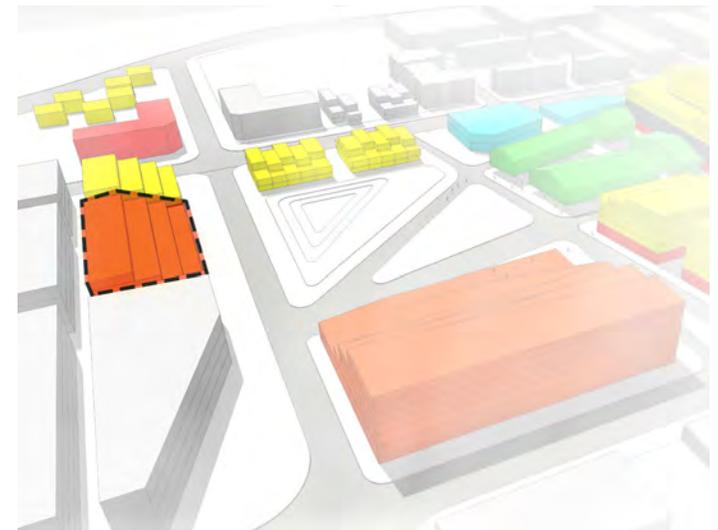


Figure 162: Urban Hotel



Figure 163: Hotel terrace



Figure 164: Urban Hotel

5.3 Culture Collector

Maker-Space

The Collector design seeks to anchor local entrepreneurship and crafts people through work spaces called “maker-spaces”. These are places where people can gather with shared tools and knowledge and act a communal outlet similar to libraries. Access to maker-space is an important component in a creative community seeking to showcase the talent and artisans of Woodinville.

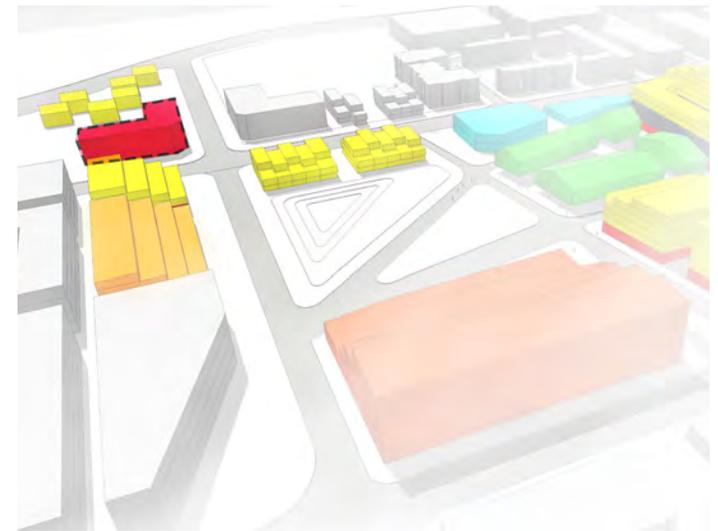


Figure 165 : Maker-Space



Figure 166 : Maker-Space Building



Figure 167: Maker-space Workshop



Maker-space - Artist Housing

Complementing on the maker-space and live-work buildings, the Collector scheme offers a variety of maker facilities. The Artist Housing is an intentional community where self-proprietor small businesses can find family friendly affordable housing near their work in the town center. This further enhances a connection between community and Woodinville craft industries, and allows for the making of a close-knit community of like-minded artisans.

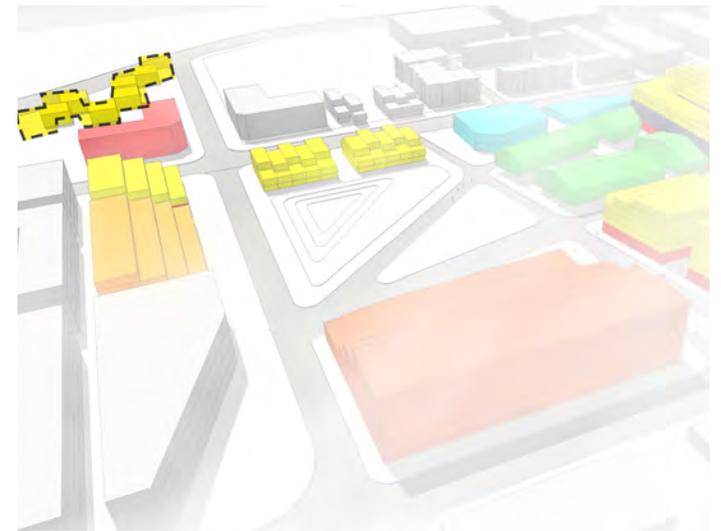


Figure 168: Artist Housing



Figure 169: Grow Community, Bainbridge Island



This example of maker space housing, the Maker Market is an award-winning proposal for low-budget, sustainable, artist housing in Lexington, Kentucky. These buildings incorporate the activity of making and housing into one, creating entire maker neighborhoods. The community re-purposed 30 houses to serve as live-work spaces for artists and makers as long-term residents of the community.

Figure 170: Maker-Space Housing at Lexington, Kentucky

5.3 Culture Collector

Scorecards

It is imperative to assess the proposed design alternative based on the three sustainability frameworks that it was based on. Not only is setting targets via scorecards important in the conceptualization phase of design, it also creates a metric by which to target and measure the project during the entire design, construction, and post-construction occupancy phases of the process.

These three scorecards provide an assessment of how this design might fare within the three different sustainability frameworks.*

OPL Scorecard

| | | |
|----|--|-----------------------------------|
| 10 | | HEALTH AND HAPPINESS |
| 9 | | EQUITY AND LOCAL ECONOMY |
| 10 | | CULTURE AND COMMUNITY |
| 8 | | LAND USE AND WILDLIFE |
| 8 | | SUSTAINABLE WATER |
| 10 | | LOCAL AND SUSTAINABLE FOOD |
| 8 | | SUSTAINABLE MATERIALS |
| 10 | | SUSTAINABLE TRANSPORT |
| 7 | | ZERO WASTE |
| 7 | | ZERO CARBON |

LEED Scorecard

| | | | | |
|------------------------------|--------------------------------------|---|---------------------------------|---------------------------------|
| | Location & Transportation | <ul style="list-style-type: none"> LEED for Neighborhood Development Location High Priority Site Bicycle Facilities Reduced Parking Footprint Green Vehicles | 15 | 14 |
| | Sustainable Sites | <ul style="list-style-type: none"> Site Management Site Development: Protect or restore Habitat Joint use of facilities Rainwater Management Heat Island Reduction Light Pollution Reduction Site Improvement Plan | 1 2 1 2 2 1 1 | 1 1 0 2 1 0 1 |
| | Water Efficiency | <ul style="list-style-type: none"> Outdoor Water Use Reduction Cooling Tower Water Use | 2 3 | 2 0 |
| | Energy & Atmosphere | <ul style="list-style-type: none"> Enhanced Refrigerant Management Advanced energy metering | 1 2 | 1 2 |
| | Materials and Resources | <ul style="list-style-type: none"> Solid Waste Management Purchasing Lamps Facility maintenance and renovation | 2 1 2 | 1 1 1 |
| | Indoor Environment | <ul style="list-style-type: none"> Interior lighting Daylight and quality views | 2 4 | 2 4 |
| | Innovation | <ul style="list-style-type: none"> Innovation in Design | 5 | 5 |
| Total Points Achieved | | | | 35 |



ILFI Scorecard

| | | | |
|--|--|--|--|
| PLACE  | 9 01. LIMITS TO GROWTH 6 02. URBAN AGRICULTURE 10 03. HABITAT EXCHANGE 10 04. HUMAN POWERED LIVING | MATERIAL  | 7 11. LIVING MATERIALS PLAN 9 12. EMBODIED CARBON FOOTPRINT 7 13. NET POSITIVE WASTE |
| WATER  | 7 05. NET POSITIVE WATER | EQUITY  | 10 14. HUMAN SCALE + HUMANE PLACES 10 15. UNIVERSAL ACCESS TO NATURE & PLACE 8 16. UNIVERSAL ACCESS TO COMMUNITY SERVICES 8 17. EQUITABLE INVESTMENT 8 18. JUST ORGANIZATIONS |
| ENERGY  | 8 06. NET POSITIVE ENERGY | BEAUTY  | 9 19. BEAUTY + SPIRIT 10 20. INSPIRATION + EDUCATION |
| HEALTH AND HAPPINESS  | 10 07. CIVILIZED ENVIRONMENT 10 08. HEALTHY NEIGHBORHOOD DESIGN 10 09. BIOPHILIC ENVIRONMENT 10 10. RESILIENT COMMUNITY CONNECTIONS | | |

*Sustainability Score Cards are one way for GFL Teams to evaluate sustainability options early in the design process. These scores differ from the project evaluation processes used by OPL, LEED, and ILFI.

One Planet Living Principles: bioregional.com/oneplanetliving
 LEED Campus Credit Categories: usgbc.org
 ILFI Imperatives: living-future.org

5.3 Culture Collector

Quick Wins

A quick win for the Culture Collector could combine a Molbak's sponsored garden party on Garden Way. The garden party would feature a series of food trucks housed in de-constructed and re-purposed green house roofs signifying that Molbak's may be on the move, but is still committed to building community in the process.

Drawings, an interactive slide show, and timeline could be set up to display the future urban planning process and models that will be considered over the next 10 years.



Figure 171: Garden



Figure 172: Wine



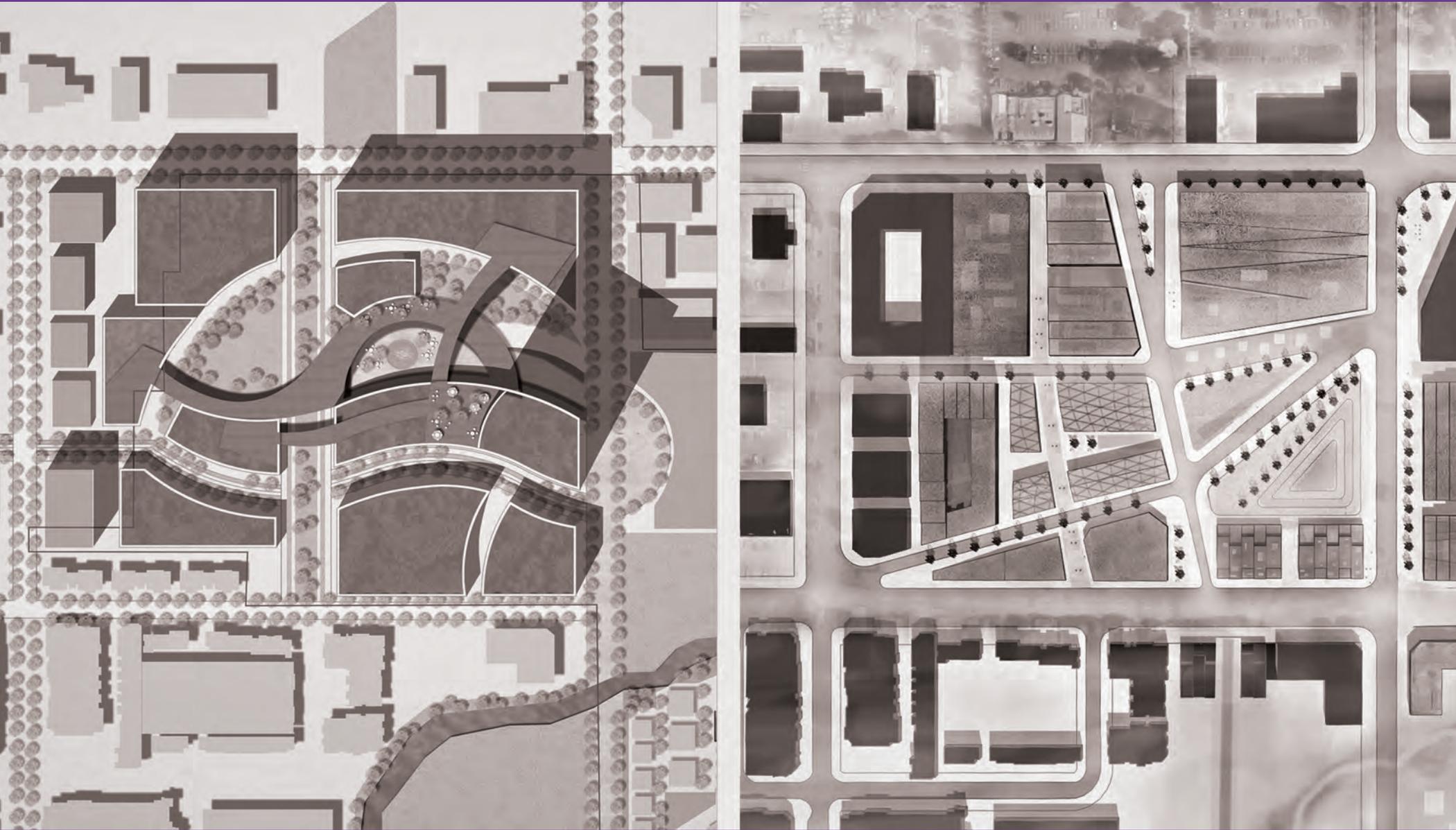
Figure 173: Celebration

Area Program

(all areas in square feet)

| | |
|--------------|------------------|
| Residential | 600,000 |
| Retail | 180,000 |
| Office | 100,000 |
| Molbak's | 100,000 |
| Hotel | 80,000 |
| TOTAL | 1,060,000 |
| | |
| Parking | 950 |
| | |
| Open Space | 200,000 |
| Nursery | 80,000 |

5.4 Conclusions



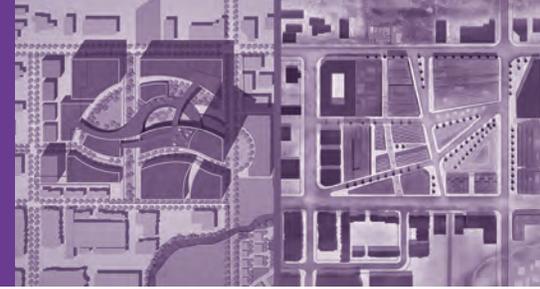
5.4 Conclusions



Figure 174: City of Gardens Connector



Figure 175: Culture Collector



Conclusions

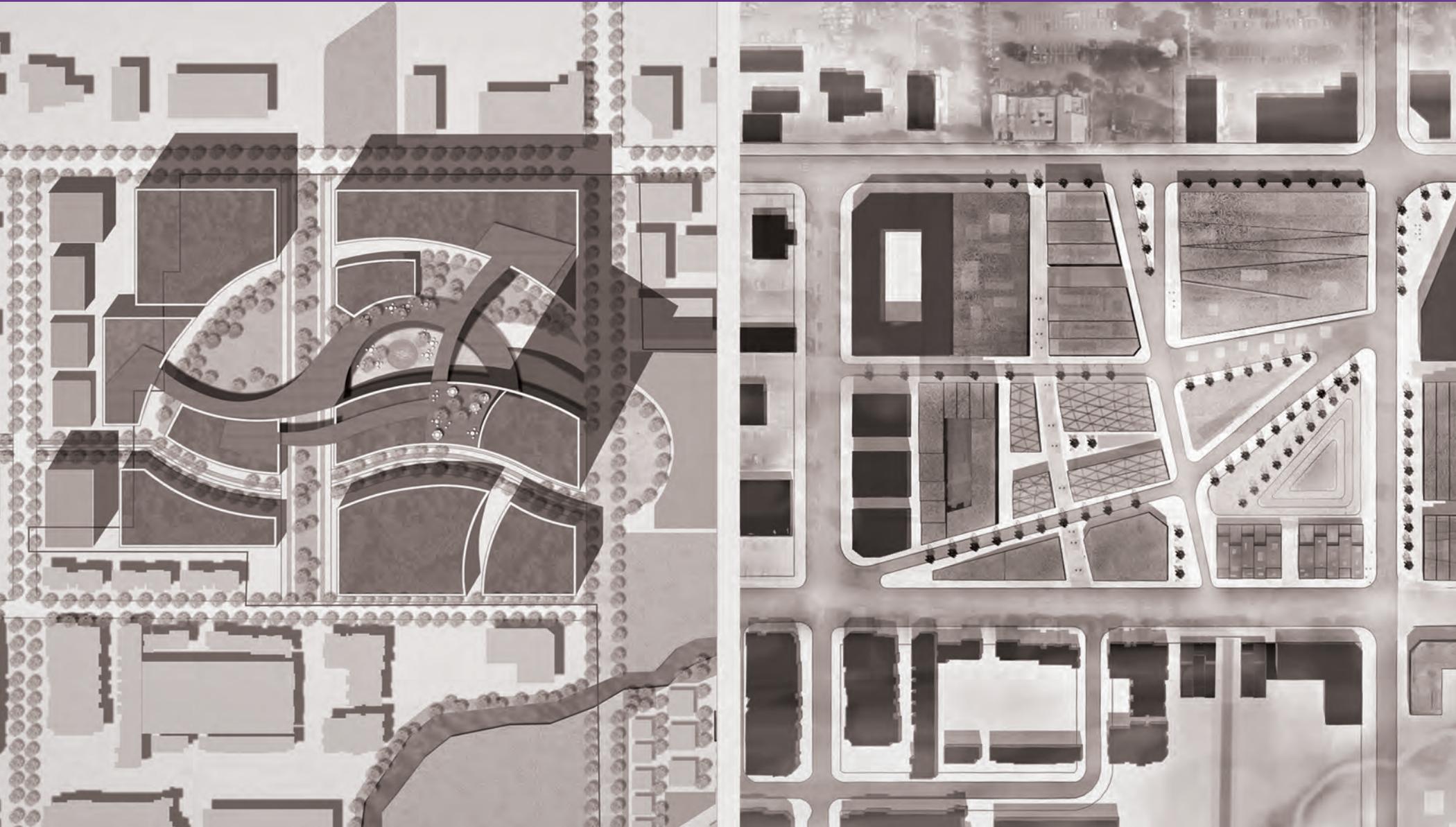
City of Gardens Connector:

The City of Gardens Connector design scheme seeks to provide links to the various economic, environmental, and social opportunities in the surrounding area of Woodinville by proposing a vibrant town center that aims to reach out and connect to the surrounding region. The design for this alternative creates a town center for Woodinville that highlights the existing identity of the town as a hub for horticulture, agriculture and wine. A town center that spurs a healthy and active lifestyle through increased focus on walking, running and biking pathways having circulation paths that lead to surrounding businesses and tourist destinations. This “Garden” identity is featured in a landmark iconic tower that is central to the design.

Culture Collector:

The Culture Collector provides a space for Woodinville residents and visitors to gather and experience the riches of the region - horticulture, agriculture, local “Makers” and artists, local wine and craft beer - as well as showcase the existing businesses and amenities as a tourist destination. This “Makers” identity is featured as a landmark "town within a town" and the Culture Collector design provides a central location for Woodinville to gather and socialize. Designed as an urban center full of activity, this development scheme offers a rich mix of land uses with a dense concentration of residential, business, retail, and live-work or maker-space.

5.5 Figures & Sources





5.5 Figures & Sources

Figures & Sources

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 164. Urban Hotel - GFL
 165. Maker-Space - GFL
 166. Maker-space Building - GFL
 167. Maker-space Workshop - GFL
 168. Artist Housing - GFL
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6.0 Refined Design Alternatives



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*All figures in Chapter 6.0 were produced by Green Futures Lab



6.0 Introduction

Introduction

Woodinville is poised for change with a planned transition of the current Molbak's Garden + Home site to become a central locus for the town. The objective of this project is to create 20-year visions for the Woodinville town center by applying concepts and criteria from three overarching sustainable design frameworks:

- Living Community Challenge (ILFI)
- LEED Campus (USGBC)
- One Planet Living (Bioregional)

The Process

Over the course of the last year there have been three distinct phases of this process. In the summer of 2015, the UW Green Futures Lab team conducted an investigation into the history and background of Woodinville and case studies of exemplar town centers from around the world. In the fall, GFL team met with a 12 person Advisory Committee to solicit input from trusted leaders of the community. The results of this work are in Volume 1, Chapters 1 & 2.

In January of 2016 over 70 participants including design professionals, community members, city staff/leaders, artists, developers, university faculty, and UW students were divided into six design teams and tasked to explore a range of possibilities to create a new vision for

Woodinville's town center and to connect it to its dynamic context. The UW GFL team analyzed these schemes and consolidated them into three schemes, one for each of the sustainability frameworks. This analysis is located in Volume 2, Chapters 3 & 4.

Throughout the spring and summer of 2016, the UW GFL team refined the results of prior work products to produce two alternative schemes called: The City of Gardens Connector and Culture Collector. These two alternatives were presented to a group of about 40 citizens including: design professionals, community members, city staff/leaders, artists, developers, university faculty, and UW GFL students. The Open House was held at Molbak's Garden + Home Center in June of 2016.

Open House

The purpose of the Open House was to:

1. Report back to the community
2. Share the visionary ideas for Woodinville's Town Center
3. Solicit responses and feedback from the community on their preferences for the various design alternative presented in the two schemes
4. Further feedback was solicited from Molbak's Customers and the community through feedback cards located at Molbak's Garden + Home; an analysis of those results is presented in this report



Open House Attendees

The open house drew over 40 attendees, including:

| | |
|-------------------|-----------------------|
| Barbara Kelson | Pike Oliver |
| Bob McNamara | Rish Ukil |
| Carmin Dalziel | S Keven Stadler |
| Carol Munro | Sandra Lee |
| Eileen Votteler | Sharon Gau |
| Greg Fazio | Sierra Druley |
| Heather Bunn | Slawek Porowski |
| Janice Rose | Sri Duvvuri |
| Jean Yabroff | Steve Mollen |
| Jeff Calvert | Steve Yabroff |
| Jens Molbak | Sue Jensen |
| Jesse Walz | Susan Boundry-Sanders |
| Jon Lakefish | Susan Burchak |
| Juli Bacon | Terry Jarvis |
| Julie Kouhia | TJ Bandrowski |
| Kathy Heyword | Tom James |
| Keith Wells | William W. McLeod |
| Kimbery Ellertson | |
| Kurt Koegel | |
| Laura Minton | |
| Laurie Cook | |
| Leona Huimelspach | |
| Lori Belknap | |
| Mark Carlson | |
| Mark Wiitake | |
| Mike Stevens | |
| Nancy Rottle | |
| Paula Waters | |
| Paulette Bauman | |

6.0 Introduction



**Open House Presentation at
Molbak's Garden + Home:
June 15th, 2016**



Figure 1: Open House Presentation at Molbak's



6.1 Presentation Posters





6.1 Presentation Posters

Presentation Posters from the Woodinville Open House at Molbak's Garden + Home: June, 2016



Figure 2: Green Futures Lab Overview Poster



CONNECTION AND CONTEXT

REGIONAL

Woodinville embodies a rural town spirit yet is located in close proximity to a major urban center: "Seattle" and is in contact with associated suburban sprawl, blurring the line between outlying Seattle suburbs and the urban unique to Woodinville. Both designs seek to build on the rural quality and locality in the region of King county, while providing a new unique urban experience and identity for the city of Woodinville. A urban quality of life different from the greater Seattle metro area.

LOCAL

Connection Goals
 Both designs highlight that Woodinville is currently in a state of urban disconnection between various districts and neighborhoods. Culture Collector aims to bring parts of these assets into the project and highlight them in a common urban center. However it also seeks to act as a gateway towards the various wine districts, trails, community farming, suburban neighborhoods, and adjacent commercial spaces.

Woodinville Vision 2035 | TOWN CENTER

GREEN FUTURES RESEARCH LAB

Figure 3: Connection and Context Poster

MOLBAK'S FEASIBILITY/CODE STUDY 2008 | Baylis Architects

A study that was conducted by Baylis Architects in 2008 to understand the feasibility of constructing a mixed-use development on the site owned by the Molbak's. The proposal included 4 stories of residential apartments on top of a single storey of retail and a single level of underground parking, as well as a restaurant and office buildings along the Woodin Creek.

| FEASIBILITY STUDY | | CONNECTOR | | COLLECTOR | |
|-------------------|----------------|--------------|----------------|--------------|------------------|
| Residential | 560,200 | Residential | 434,000 | Residential | 600,000 |
| Retail | 146,800 | Retail | 122,300 | Retail | 180,000 |
| Office | 40,000 | Office | 65,350 | Office | 100,000 |
| | | Molbak's | 94,000 | Molbak's | 100,000 |
| | | Hotel | 38,300 | Hotel | 60,000 |
| TOTAL | 747,000 | TOTAL | 753,950 | TOTAL | 1,000,000 |
| Parking | 1,800 (est) | Parking | 1,160 | Parking | 950 |
| | | Open Space | 270,000 | Open Space | 200,000 |
| | | Nursery | 63,100 | Nursery | 80,000 |

(All areas are measured in square feet)

Woodinville Vision 2035 | TOWN CENTER

GREEN FUTURES RESEARCH LAB

Figure 4: Molbak's Feasibility-Code Study Poster



6.1 Presentation Posters

City of Gardens Connector Posters



Figure 5: Connector Scheme Overview Poster



CITY OF GARDENS | Connector

Big Ideas

Bosco Verticale

The first example of a "Vertical Forest" was inaugurated in October 2014 in Milan in the Porta Nuova business area, as part of a wider renovation project led by Helix Italia. Milan's Vertical Forest consists of two towers that are 80 and 112 metres tall, housing 400 large and medium trees, 300 small trees, 11,000 perennial and covering plants and 5,000 shrubs, which is the equivalent of one terrestrial surface of 15,000 - of 20,000 square metres of forest and undergrowth.



Sønder Boulevard

Located in the Vesterbro district of Copenhagen, Denmark, whose broad central reserve has been turned into a linear park with various facilities for sports and other activities, now becoming a hotspot for citizens.



Gensler & Associates reveals plans for a 35-acre Port of Los Angeles Marine Research Center

With a new waterfront promenade and agriculture research center the project will attempt to create a closed loop of discovery, product innovation, and entrepreneurial commercialization at Alcatraz Loma. It is also being designed to be "net-positive". The iconic viewing tower is located at the foot of sail terraces, which has been sculpted to blend with a street-level plaza.

Gammel Hellerup Gymnasium

This historic school was designed to incorporate a large multifunctional space that could be used for sports, graduation ceremonies and social events below the ground level in the center of the school's courtyard, ensuring a good indoor climate, low environmental impact and high architectural quality.



Sloping Green Roof, Jeju, Korea



Western Harbor at Malmö, Sweden

The urban green infrastructure at Malmö's Western Harbor integrates a system of bio-retention cells to not just guide the movement of storm water but also uses them to improve the aesthetic beauty of the area.

Gary Comer Youth Center

Located in the Grand Crossing neighborhood on Chicago's South Side, the center provides a constructive environment for youths to spend their after-school hours, where students cultivate and maintain an 7,400-square-foot rooftop vegetable garden.

Jonathan Club Rooftop Restaurant

Located in downtown Los Angeles, the rooftop restaurant of the Jonathan Club takes active measures to promote urban agriculture as some of the food served on their menu are locally sourced from their rooftop farm which is adjacent to the dining area.



Heliotope Solar Home, Freiburg

Designed as the first building in the world that consumes more energy than it uses, the architects successfully created a retail, commercial and residential space that was energy net-positive in 2004.



Zero Energy Building Cluster, Freiburg

The village, dubbed Solarsiedlung, or Solar Village is located in Freiburg, Germany (which is sometimes nicknamed the ecological capital of the country) produces four times more energy than it consumes.

Burnley Living Roofs

The living roofs at University of Melbourne's Burnley Campus are divided into Demonstrator Roof that acts as an exhibition and interpretive space, the Biodiversity Roof promotes bird, insect and reptile habitat and the Research Roof has been designated as a testing facility for the research team.



Sustainability Strategies

Woodinville Vision 2035 | TOWN CENTER

GREEN FUTURES RESEARCH LAB
EST. 2016

Figure 6: Connector Inspirations Poster



6.1 Presentation Posters

Culture Collector Posters

Culture Collector

The Culture Collector provides a space for Woodinville residents and visitors to gather and experience the riches of the region - horticulture, agriculture, local "Makers" and artist, local wine and craft beer - as well as showcase the existing businesses and amenities as a tourist destination. This "Makers" identity is featured as a landmark "Town within a town" and the Culture Collector design provides a central location for Woodinville to gather and socialize. Designed as an urban center full of activity, this development scheme offers a rich mix of land uses with a dense concentration of residential, business, retail, and live-work or maker-space.

| | FEASIBILITY STUDY | CONNECTOR | COLLECTOR |
|--------------|-------------------|-----------------|------------------|
| Residential | 560,200 | 434,000 | 600,000 |
| Retail | 146,800 | 122,300 | 180,000 |
| Office | 40,000 | 65,350 | 100,000 |
| | | Molbak's 94,000 | Molbak's 100,000 |
| | | Hotel 38,300 | Hotel 80,000 |
| TOTAL | 747,000 | 753,950 | 1,060,000 |
| Parking | 1,900 | 1,160 | 950 |
| Open Space | | 270,000 | 200,000 |
| Nursery | | 63,100 | 80,000 |

(all areas are in square feet)

GREEN FUTURES + DESIGN LAB

Woodinville Vision 2035 | TOWN CENTER

Figure 7: Collector Scheme Overview Poster



Culture Collector

Big Idea



Market Space in Copenhagen



Outdoor Eating space in Europe



79 & Park Residences, Stockholm, Sweden

A new market hall in Wakefield forming part of a wider regeneration of the Frisky Walk and Marsh Way area close to the town centre. The market consists of three halls which are related to one another by a flat roof supported on a steel frame and, with this plane as the dominant reference, the halls define two external spaces.

The project is designed to harmonize with Stockholm's most prominent green space — the royal national city park. The boundary between the park and the new building is blurred and defined by bioclimatic rooftop terraces, which emerge from the building's cubic form. The apartment will contain 140 apartment units, each offering sweeping views across the neighboring countryside.



Greenfire Campus, Seattle

Buildings designed to create a portion of their own energy, save and reuse water and have an efficient envelope are played periods of 20 years in our environment. The more efficient building will become more affordable. Sustainable strategies including Low VOC materials, Green roofs, Heat Recovery Ventilators (HRV) and so on.



Via Verde, New York City

The award-winning design is inspired by the integration of nature and city. At the heart of the project is a dynamic garden and series of green roofs that serve as the organizing architectural element and identity for the community. The project is an affordable, sustainable residential development comprising 222 apartments in three distinct building types—a 25-story tower, 6-18-story mid-rise duplex apartment compact, and 2-4-story townhouses.



Western Harbour of Malmo



Western Harbour is on the shoreline of the Öresund Strait, Malmo. The city took on this contaminated, run-down area and working with internationally renowned property developers and architects, has turned it into a paradigm of sustainable living and working. Below are the main strategies in the plan:

- Wastewater management:
- Household waste management:
- Surface water solutions:
- Energy systems and energy-efficient buildings:
- Solar cells on the roof:
- Transportation: Planned as a sustainable community with close access to goods and services, the Western Harbour has virtually no cars. Most residents park their vehicles outside the area and then walk to their home.



Vertical Farm for Seattle

Proposed by Mithun Architects, the project includes fields for growing vegetables and grains, greenhouses, rooftop gardens and even a chicken farm. According to CEO Washington, the building also would be completely independent of city water, providing its own drinking water purity by collecting rain via the structure's 52,000 square-foot rooftop rain water collection area. The water would be treated and recycled on site. Photovoltaic cells would produce nearly 100 percent of the building's electricity.



USA Pavilion at Expo Milano 2015

The pavilion and the 350-foot operational vertical farm wall — the USA Pavilion highlighted American industry, talent, products, ingenuity and entrepreneurship within the context of sustainability, nutrition and health, consumption, technology and innovation at Expo Milano 2015.

Sustainability Strategies

Woodinville Vision 2035 | TOWN CENTER



Figure 8: Collector Inspirations Poster

6.2 Feedback & Analysis





6.2 Feedback & Analysis

Gathering Feedback

The process of gathering feedback from the citizens of Woodinville was carried out through comment cards. This allows for a comparative study of the two design alternatives that were proposed. The comment card is based on the premise that participants are allowed to indicate their preference of one or both design features across several categories. This allows for a comparative analysis where participants do not necessarily vote on any particular design alternative but have the option of picking the positive aspects from each alternative.

Comment Card Contents:

Woodinville 2035

The Woodinville 2035 comment card requested those who filled it out to indicate which features of the two design alternatives appealed to them the most.

Comparing the Two Schemes:

Pedestrian and bike activity

- Connector: pedestrian oriented streets with café seating, gardens, and tree lined bike corridors
- Collector: urban village pedestrian and central public plaza gathering space

Arrangement of public spaces

- Connector: multi-layered public space: roof top gardens, elevated walkways, viewing platforms, and retail
- Collector: surface-oriented central public space: town square surrounded by network of pedestrian paths and retail

Central or decentralized public space

- Connector: central public space
- Collector: many smaller public spaces scattered throughout the town center

Building function and form

- Connector: building function (program / use) is derived from building form (shape of structure): expressive
- Collector: building form (shape of structure) is derived from building function (program / use): experiential

Structure of the new Molbak's store

- Connector: Molbak's anchor tenant with small shops in 3 buildings
- Collector: Molbak's anchor tenant in 1 building

Mixed-use options for new Molbak's store

- Connector: mixed-use garden center buildings with housing above
- Collector: garden center featuring demonstration gardens and farm to table restaurants functioning

Life activities supported by the town center

- Connector: activity options for a diverse community including civic and visitor events
- Collector: opportunities to highlight entrepreneurs: craft beers & wines, farmers & artisan markets, and "makers"

Garden center and identity

- Connector: iconic form such as a "garden" tower with retail, civic and residential functions in one central taller building
- Collector: multiple buildings surrounding town square featuring live/work residential, mixed-use retail & residential, & "outdoor" markets

Urban planning

- Connector: curving streets and pathways with shorter sight lines
- Collector: diagonal streets and pathways with longer sight lines

Geometry of architecture and landscape features

- Connector: curving buildings and landscape forms
- Collector: rectangular and terraced building forms with diagonal landscape features

Density and building height

- Connector: consolidated density with taller buildings
- Collector: dispersed density with lower buildings



General Preferences:

Sustainable and resilient features

- Solar energy- solar PV panels for net zero energy
- Rainwater collection- treat and reuse for landscape features before releasing and entering creek
- Centralized recycling- zero waste
- Sustainable building materials
- Support local economy: craft beers & wines, farmers & artisan markets, and "makers"
- Alternative modes of transportation: biking, trolley, walking
- Beauty: feature local artists' (makers) work
- Community: provide opportunities for community events

Parking options

- Primary parking in central underground structure: pedestrians and bikes have priority over cars
- Primary parking in central above ground parking structure: pedestrians and bikes have priority over cars
- Surface parking in front of retail buildings: cars have greater priority over pedestrians

Where do you live?

- Woodinville
- Bothell
- Kirkland
- Redmond
- Bellevue
- Seattle
- Other _____

Woodinville 2035
For each alternative check the design alternatives that appeal to you the most

GREEN FUTURES RE-IMAGINE LA

| Preferences per Scheme | Check Box | Design Feature |
|--|--------------------------|--|
| Pedestrian and bike activity | | |
| Connector | <input type="checkbox"/> | pedestrian oriented streets with cafe seating, gardens, and tree lined bike corridor |
| Collector | <input type="checkbox"/> | urban village pedestrian and central public plaza gathering space |
| Arrangement of public spaces | | |
| Connector | <input type="checkbox"/> | multi-layered public space: roof top gardens, elevated walkways, viewing platforms, and retail |
| Collector | <input type="checkbox"/> | surface-oriented central public space: town square surrounded by network of pedestrian paths and retail |
| Central or decentralized public space | | |
| Connector | <input type="checkbox"/> | central public space |
| Collector | <input type="checkbox"/> | many smaller public spaces scattered throughout the town center |
| Building function and form | | |
| Connector | <input type="checkbox"/> | building function (program / use) is derived from building form (shape of structure); expressive |
| Collector | <input type="checkbox"/> | building form (shape of structure) is derived from building function (program / use); experiential |
| Structure of the new Molbak's store | | |
| Connector | <input type="checkbox"/> | Molbak's anchor tenant with small shops in 3 buildings |
| Collector | <input type="checkbox"/> | Molbak's anchor tenant in 1 building |
| Mixed-use options for new Molbak's store | | |
| Connector | <input type="checkbox"/> | mixed-use garden center buildings with housing above |
| Collector | <input type="checkbox"/> | garden center featuring demonstration gardens and farm to table restaurants functioning as inspiration for gardeners and "foodies" |
| Life activities supported by the town center | | |
| Connector | <input type="checkbox"/> | activity options for a diverse community including civic and visitor events |
| Collector | <input type="checkbox"/> | opportunities to highlight entrepreneurs; craft beers & wines, farmers & artisan markets, and "makers" |
| Garden center and identity | | |
| Connector | <input type="checkbox"/> | iconic form such as a "garden" tower with retail, civic and residential functions in one central taller building |
| Collector | <input type="checkbox"/> | multiple buildings surrounding town square featuring live/work residential, mixed-use retail & residential, & "outdoor" markets |
| Urban planning | | |
| Connector | <input type="checkbox"/> | curving streets and pathways with shorter sightlines |
| Collector | <input type="checkbox"/> | diagonal streets and pathways with longer sightlines |
| Geometry of architecture and landscape features | | |
| Connector | <input type="checkbox"/> | curving buildings and landscape forms |
| Collector | <input type="checkbox"/> | rectangular and terraced building forms with diagonal landscape features |
| Density and building height | | |
| Connector | <input type="checkbox"/> | consolidated density with taller buildings |
| Collector | <input type="checkbox"/> | dispersed density with lower buildings |
| General Preferences | Check Box | Design Feature |
| Sustainable and resilient features | | |
| <input type="checkbox"/> | <input type="checkbox"/> | solar energy- solar PV panels for net zero energy |
| <input type="checkbox"/> | <input type="checkbox"/> | rainwater collection- treat and reuse for landscape features before releasing and entering creek |
| <input type="checkbox"/> | <input type="checkbox"/> | centralized recycling- zero waste |
| <input type="checkbox"/> | <input type="checkbox"/> | sustainable building materials |
| <input type="checkbox"/> | <input type="checkbox"/> | support local economy: craft beers & wines, farmers & artisan markets, and "makers" |
| <input type="checkbox"/> | <input type="checkbox"/> | alternative modes of transportation: biking, trolley, walking |
| <input type="checkbox"/> | <input type="checkbox"/> | beauty: feature local artists' (makers) work |
| <input type="checkbox"/> | <input type="checkbox"/> | community: provide opportunities for community events |
| Parking options | | |
| <input type="checkbox"/> | <input type="checkbox"/> | primary parking in central underground structure: pedestrians and bikes have priority over cars |
| <input type="checkbox"/> | <input type="checkbox"/> | primary parking in central above ground parking structure: pedestrians and bikes have priority over cars |
| <input type="checkbox"/> | <input type="checkbox"/> | surface parking in front of retail buildings: cars have greater priority over pedestrians |
| Where do you live? | | |
| <input type="checkbox"/> | <input type="checkbox"/> | Woodinville |
| <input type="checkbox"/> | <input type="checkbox"/> | Bothell |
| <input type="checkbox"/> | <input type="checkbox"/> | Kirkland |
| <input type="checkbox"/> | <input type="checkbox"/> | Redmond |
| <input type="checkbox"/> | <input type="checkbox"/> | Bellevue |

Figure 9: Comment Card



6.3 Feedback & Analysis

Comment Cards Results

The comment cards are essentially a list of the salient features or potential opportunities that have been explored by the two design alternatives for the Town Center of Woodinville. This system allows the users to select one feature they like from each of the two alternatives, or select both if they would prefer to have a specific feature that resonates in both.

Some of the parameters which were used to gauge the views of the audience included:

- Arrangement of public spaces
- Pedestrian and bike activity
- Function and form
- Structure of the new Molbak's store
- The kind of life in the town center
- Garden center
- Treatment of storm water
- Parking arrangement
- Geometry of architecture and landscape architecture
- Density

The results derived from the comment card clearly indicate a lack of bias towards one single alternative, but rather highlights the need of certain basic characteristics for the town center.

Some of the clearly identifiable features that were preferred are the need for decentralized surface-oriented public spaces with a central focal point that are connected by a fluid network of paths. A clear focus on a live-work and entrepreneurial spirit were advocated for, as was as a focus on housing accommodations and the garden center.



Figure 10: Pedestrian and bike activity

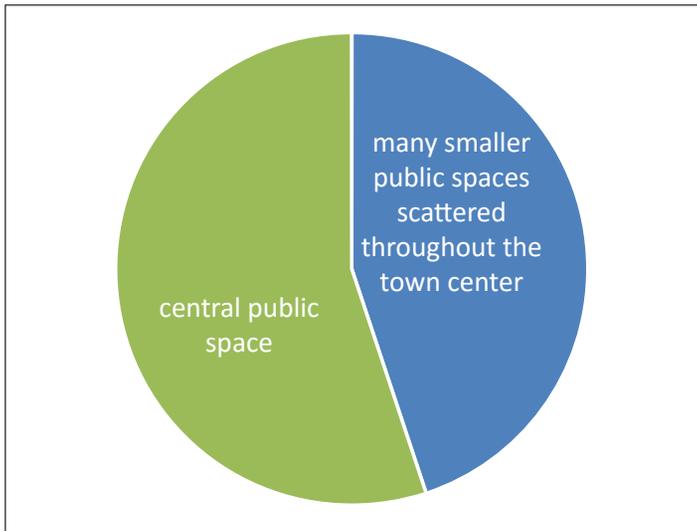


Figure 11: Central or decentralized public space

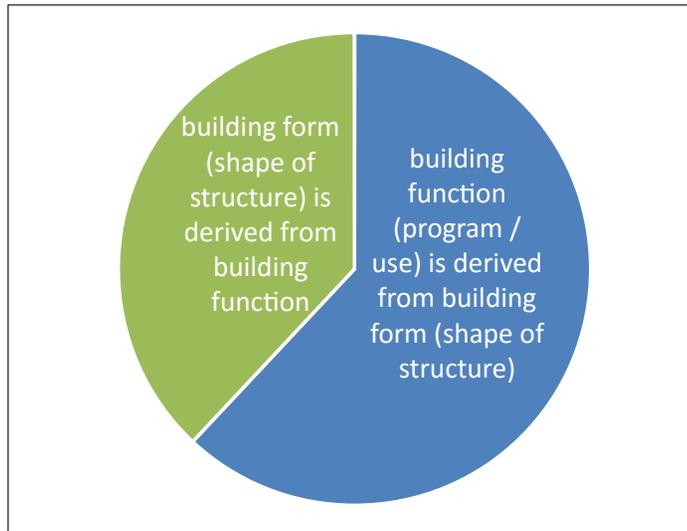


Figure 12: Building function and form

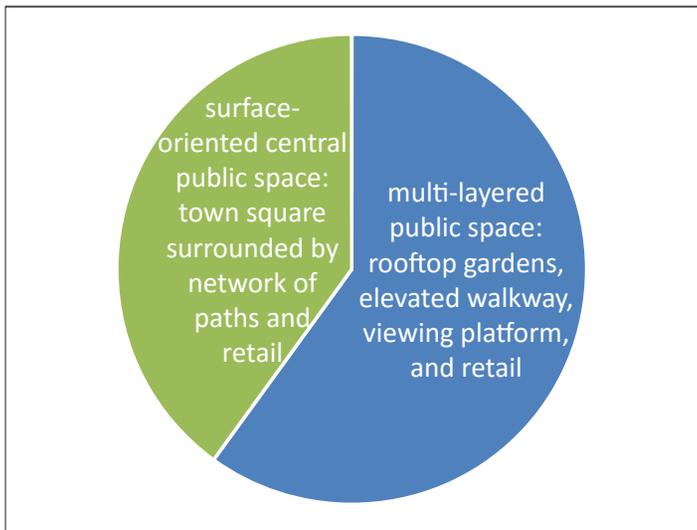


Figure 13: Arrangement of public spaces

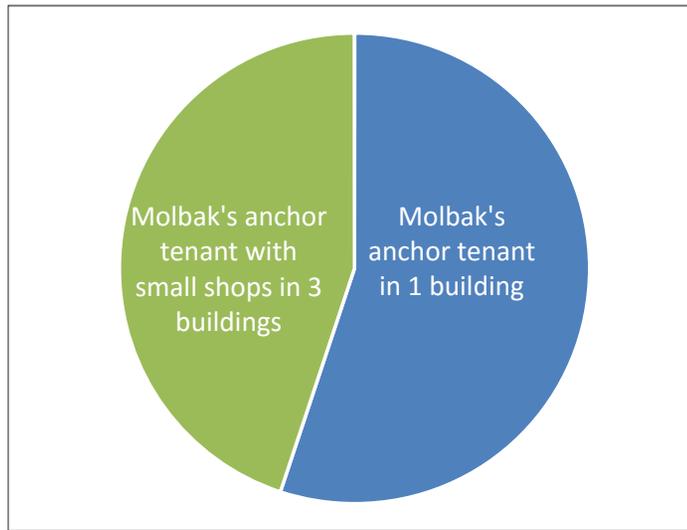


Figure 14: Structure of the new Molbak's store





6.2 Feedback & Analysis

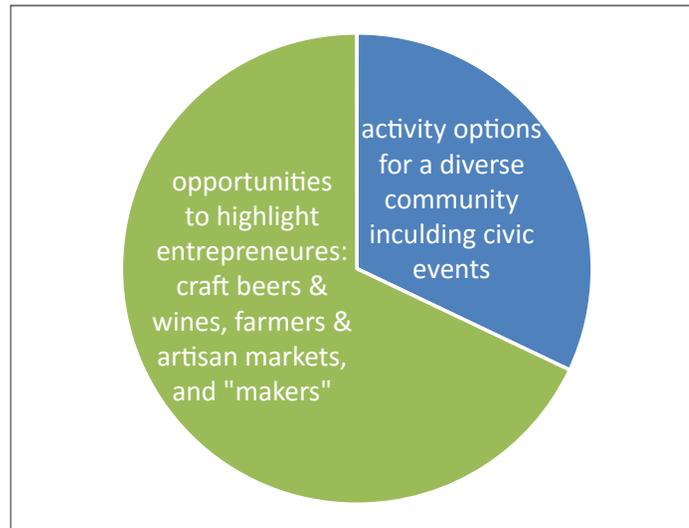


Figure 15: Life activities supported by the town center

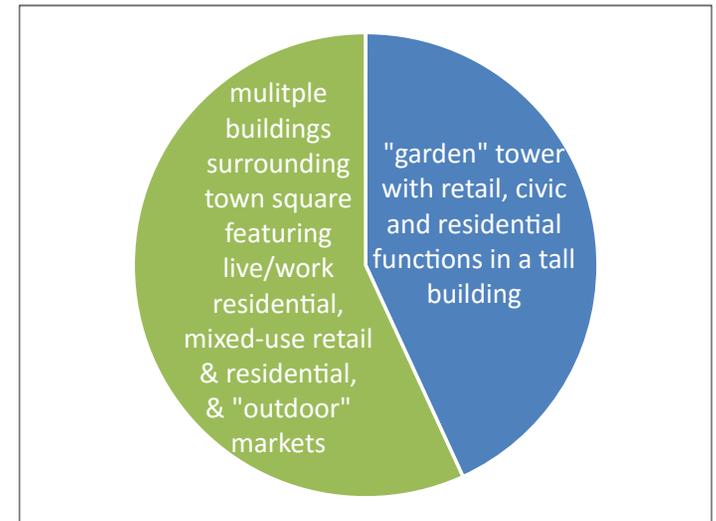


Figure 16: Garden center and identity

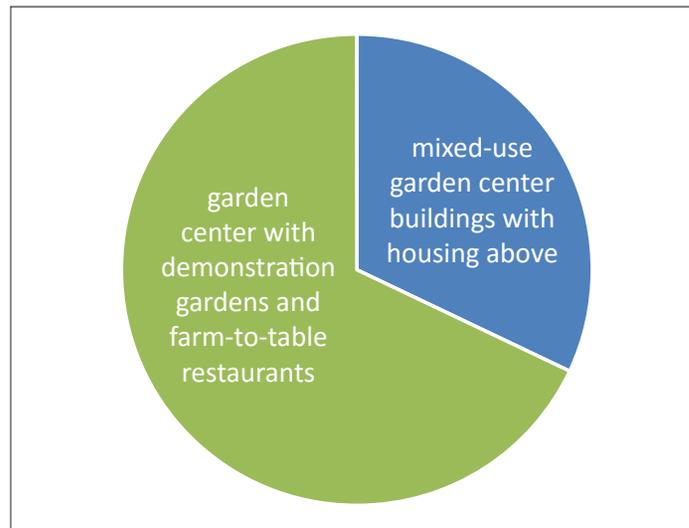


Figure 17: Mixed-use options for new Molbak's store

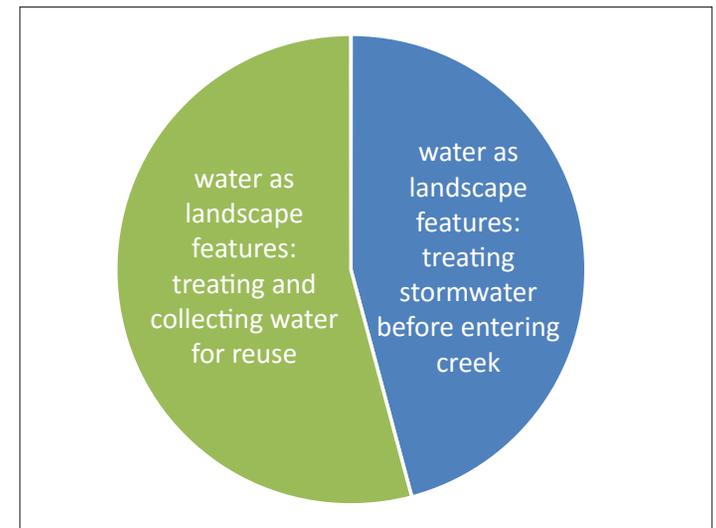


Figure 18: Stormwater treatment

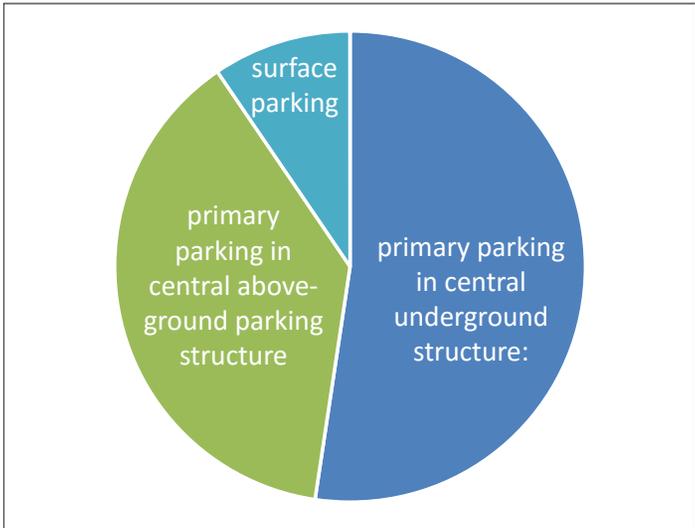


Figure 19: Parking options

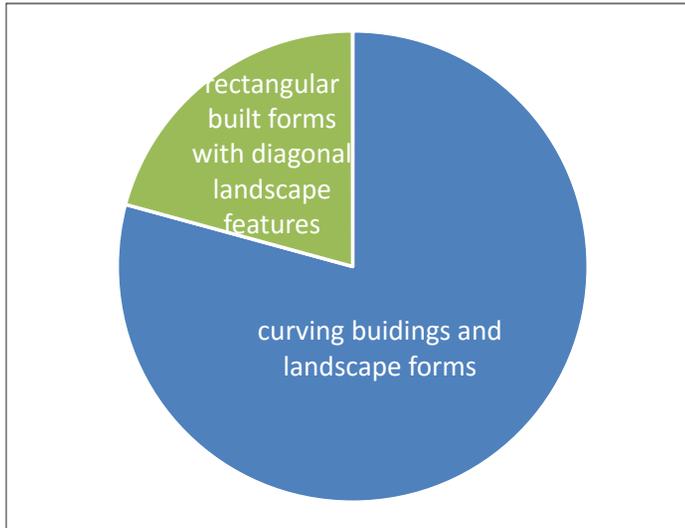


Figure 20: Geometry of architecture and landscape features

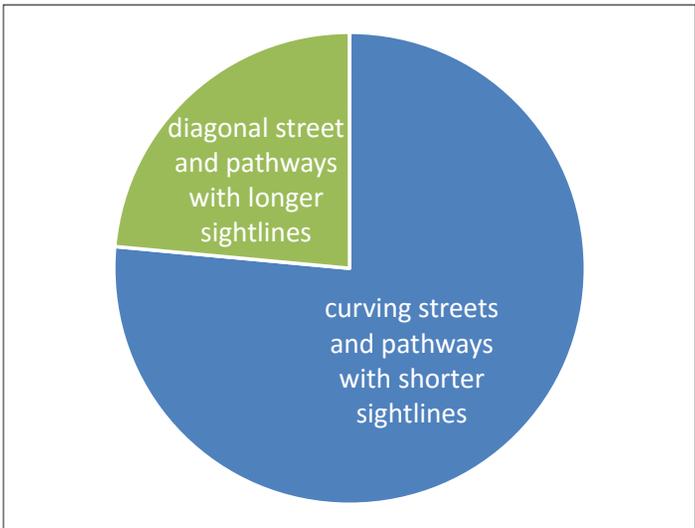


Figure 21: Urban planning

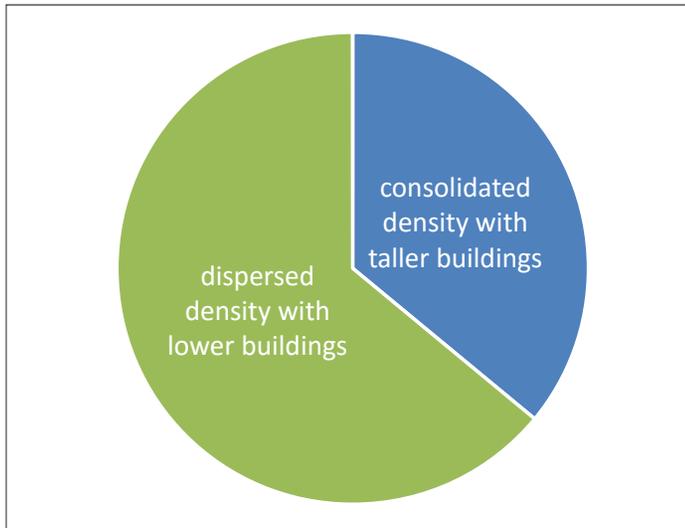
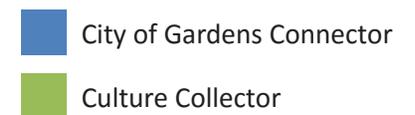


Figure 22: Density and building height



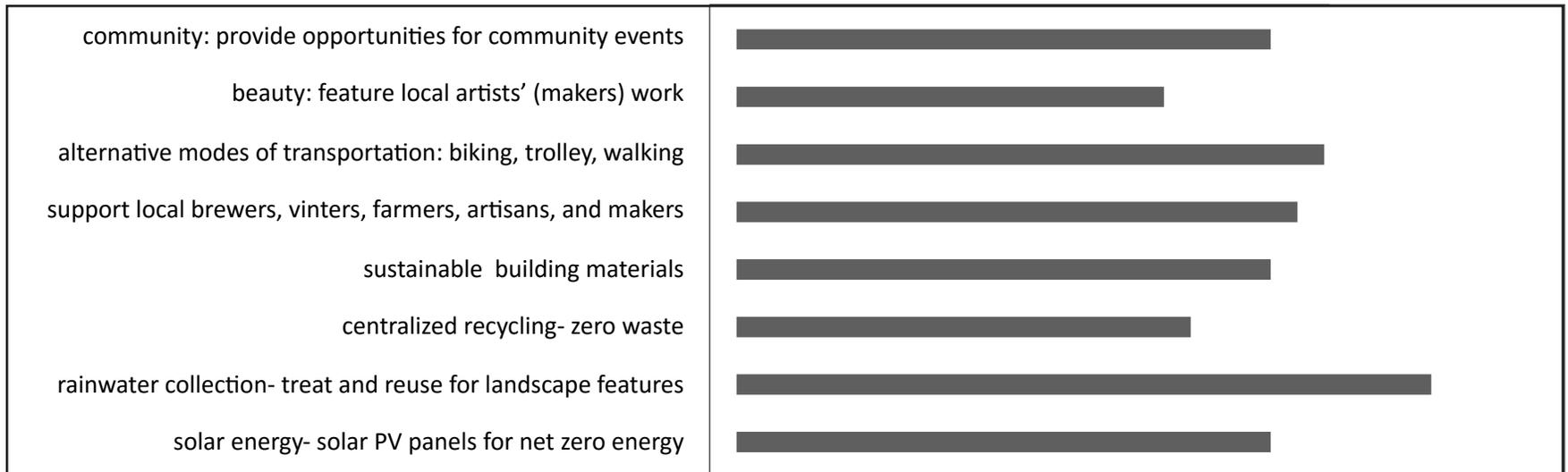


Figure 23: Sustainable and Resilient Features

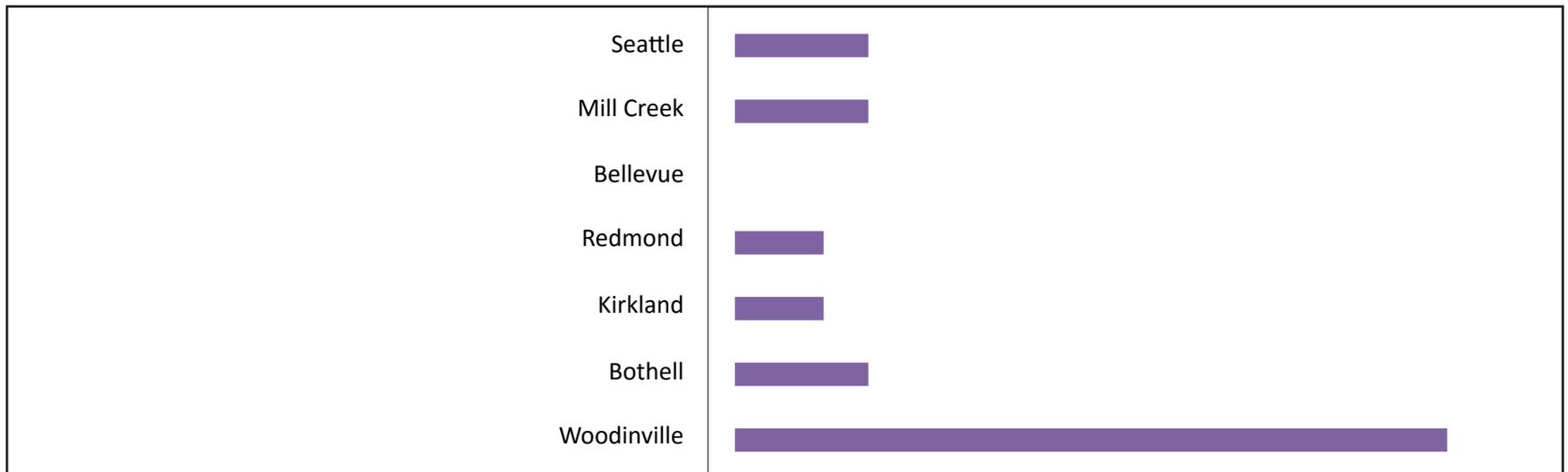


Figure 24: Survey Respondent's Town of Residence



Analysis: Feasibility Study

A study was conducted by Baylis Architects in 2008 to understand the feasibility of constructing a mixed-use development on the Molbak’s Garden + Home site. The feasibility proposal included 4 stories of residential apartments on top of a single story of retail and a single level of underground parking, as well as a restaurant and office buildings along Woodin Creek.

As the comparison in Figure 25 demonstrates, Green Futures Labs Teams' proposals include competitive square footage for residential, retail, and office. In addition, each scheme proposes open space and dedicated nursery space. This spatial diversity is accomplished by increasing density via height or massing in some parts of the site and strategically carving out pockets of open space for public, civic, and ecological use.

| FEASIBILITY STUDY | | CONNECTOR | | COLLECTOR | |
|--------------------------------------|----------------|--------------|----------------|--------------|------------------|
| Residential | 560,200 | Residential | 434,000 | Residential | 600,000 |
| Retail | 146,800 | Retail | 122,300 | Retail | 180,000 |
| Office | 40,000 | Office | 65,350 | Office | 100,000 |
| | | Molbak’s | 94,000 | Molbak’s | 100,000 |
| | | Hotel | 38,300 | Hotel | 80,000 |
| TOTAL | 747,000 | TOTAL | 753,950 | TOTAL | 1,060,000 |
| Parking | 1,900 | Parking | 1,160 | Parking | 950 |
| | | Open Space | 270,000 | Open Space | 200,000 |
| | | Nursery | 63,100 | Nursery | 80,000 |
| <i>- all areas in Ft²</i> | | | | | |

Figure 25: Feasibility Study: Baylis Study | Connector Scheme | Collector Scheme

6.3 Woodinville 2035: Project Summary





6.3 Woodinville 2035: Project Summary

Woodinville 2035 Summary

Molbak's Garden + Home Center (Molbak's) has been part of the Woodinville community for nearly 60 years. During this time, the area surrounding Molbak's has developed and changed substantially. At this time, the physical infrastructure of the store is aging and significant reinvestment will be needed for the future. The company would like to make this investment as part of a thoughtful master plan for the site and downtown district. Like many eastside communities, Woodinville's population is expected to grow significantly over the next 20 years. Thoughtful planning is necessary to enhance, protect, and preserve the unique qualities of this rural area while accommodating new residences, businesses, and services. Cities like Woodinville have an opportunity to evolve into sustainable urban villages, designed to create vibrant, pedestrian friendly town centers for its citizens as well as leverage the best sustainable development practices to create thriving natural and built environments. Employing a collaborative approach to apply the best global thinking can best inform planning and design that leads to a world-class, sustainable, vibrant, and authentically local community.

Last year, Molbak's engaged the University of Washington Green Futures Lab (GFL) in a year-long process that included UW students, City representatives, local professionals and business leaders and Molbak's customers and staff. The project culminated with several design options and recommendations for the City, Molbak's, and the public to consider. The goal for this project was to imagine a vital and compelling future for

downtown Woodinville. Looking forward, Molbak's wants to create a new store that will complement Woodinville's future downtown design while continuing to meet its core customer desires to create compelling outdoor and indoor living spaces. Molbak's is also considering expansion opportunities beyond its current location. To this end, Molbak's management team is partnering with the UW Bothell School of Business and its retail management program along with the UW Green Futures Lab to brainstorm and assess potential future business model(s) for Molbak's. The Molbak site presents an unparalleled opportunity to create a unique civic heart that builds upon Sammamish Valley heritage while providing innovative and exciting commercial, residential, and public spaces.

The purpose of this work is to present background information on the City of Woodinville, identify opportunities for innovative design using best practices from global examples, and ultimately consolidate these ideas into two distinct alternatives for consideration by Molbak's and the citizens of Woodinville. There are three Volumes to the work:

- **Volume 1:** Chapter 1. Background Report and Chapter 2. Advisory Committee Listening Session
- **Volume 2:** Chapter 3. Community Design Charrette and Chapter 4. Refinement and Analysis
- **Volume 3:** Chapter 5. Envisioning a World-Class Town Center and Chapter 6. Looking Forward

The following pages give a brief summary of the information found in each of the three Volumes.



1.0 Background Report

1.1 HISTORY PAST AND PRESENT

Over the years, the wineries of Woodinville have created a solid destination-based tourism, drawing people into the area on a regular basis. The Woodinville CBD could leverage this established pattern of tourism by offering additional options for entertainment, lodging, recreation, and cultural events in the town center, expanding a visitor's experience into a weekend visit with an overnight stay in boutique hotels. As new services and entertainment options are created, so too are employment opportunities appealing to a wide range of professionals, from young professionals to families to retired 'second' career professionals. With increased employment and service opportunities, housing demand also increases, creating the need for vibrant, sustainable redevelopment in the CBD. In other words, entertainment (winery tourism) is a catalyst to spur economic growth and vitality in the town center.

1.2 TRANSPORTATION

Increasingly regional gridlock suggests the importance of possible future expansion of the light rail network as well as the redevelopment of the Eastside Rail Corridor. The conversion of this freight rail to a commuter system would have vast implications for Woodinville to make the region highly accessible from Seattle and the greater Eastside. Taken together, these two opportunities to improve transportation have the potential to create a multi-modal network connecting Woodinville, a growing "edge city" to Seattle.

1.3 LAND USE AND ZONING

The Comprehensive Plan and Design Guidelines encourage new retail and pedestrian activity to enhance the downtown experience for citizens. Along with street improvements, new 4-5 story mixed-use developments (residential, retail and commercial uses) designed to attract new residents to the downtown area would create an opportunity to reduce vehicle dependence and lead to a more pedestrian-oriented and bike-friendly environment. Businesses that tend to increase the quality of the pedestrian experience include: small artisan shops, specialty retail and boutiques, specialty restaurants, recreational shops (bike, running, boating, hiking, fishing etc.), and incubator businesses or tech startups. Woodinville is known for its wineries and craft breweries so small tasting shops in the CBD would leverage the existing business draw to the region and reaffirm a small urban village pedestrian experience. A revitalized town center would complement the existing development with an authentic "main street" experience, supporting local "Makers" (vintners, craft beer makers and others). New places to stay overnight, new eating and entertainment experiences along with new residential units could catalyze economic and social vitality in the CBD.

1.4 NATURAL ENVIRONMENT

The City's goals for stormwater management may provide opportunities for an integrated green stormwater infrastructure (GSI) design and open space features. This is particularly true for Woodin Creek, which could be celebrated as a water feature in the new town center



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development. Leveraging redevelopment to address city and community goals using a systems approach (a holistic approach integrating land use, sustainable building design, multi-modal transportation options, green stormwater infrastructure, native landscaping, wayfinding, public and social spaces, and renewable energy opportunities) is often regarded as a win-win revitalization strategy. Linking parks with new green streets and pathways in this way offers multiple benefits. In addition to ecological functions (stormwater runoff) and habitat protection (birds and bees), preserving mature habitat, reconstructing and creating new habitat offers an opportunity for visual delight, beauty, shade, and a sense of place for human enjoyment.

1.5 BUILT ENVIRONMENT

Recommendations for the CBD that support the Comprehensive Plan include using a systems approach to:

- Integrate sustainable neighborhood design (green streets, sustainable buildings, pedestrian oriented) to draw people into the town center
- Increase density and residential population to support a lively and vibrant city center and increase economic base
- Highlight a regional identity that works synergistically with the winery/brewery district, shopping mall district and walkable town center
- Identify and highlight a City of Woodinville landmark to create greater visibility
- Promote residential and business opportunities to increase tourism

Improvements to promote connectivity between streets, districts, and surrounding areas could create better access to parks, tourist destinations and recreational opportunities. For example, the path from the City Hall to the Sammamish River and Burke-Gilman trail system is indistinct, passes through multiple parking lots and is difficult to find/follow. The trail is an asset that could be celebrated as a defining feature in the heart of town. A vibrant walkable and bikable down town streetscape that favors people over cars could include:

- An expanded range of street types that are inviting for all users
- Improvements to increase a sense of identity and wayfinding
- Greater beauty and aesthetic improvements
- Well defined street character and a sense of place
- Improved safety for bicycle and pedestrian use

The public art program could be leveraged and promoted in the CBD as a wayfinding device to create a sense of place in the town center. The public art program could be a tourism and cultural amenity to be harnessed for sightseeing, starting in the town center and moving outward toward the river and other locations.

1.6 SUSTAINABLE DEVELOPMENT

The City of Woodinville does not delineate specific sustainability goals for its Central Business District or the rest of the city, however several documents do imply an underlying value for sustainable design and development.



One example is the City’s stormwater guidelines, which are based on King County’s 2009 Surface Water Design Manual. Woodinville’s design guidelines also imply a focus on thoughtful architecture in terms of the pedestrian’s experience, especially in the CBD. Design measures focus on ground floor retail, human scale (awnings) and pedestrian amenities. For example, the Downtown Little Bear Creek Corridor Master Plan highlights a pedestrian focus. The design guidelines also encourage LEED certified buildings however no certification is required. When considering sustainability, redevelopment, and revitalization simultaneously, the UW GFL team recommends the tenets of authors McLennan and Leinberger, in articles which are summarized below.

Density and Sustainability author Jason McLennan believes that there should be limits to the density of our cities and to the heights of the buildings in which the majority of humanity lives. He believes that there is a “sweet spot” that results in the kind of urbanity that best meets our needs and should guide our long-term vision of the cities of tomorrow. This sweet spot tends to be in the four-to-eight-story height range at densities between 30 and 100 dwelling units/acre. McLennan states that there needs to be enough density to allow for a car-free lifestyle in an urban space that is walkable and resilient. The built environment that falls within the “sweet spot” of height (assuming an urban fabric and not isolated buildings in the landscape) results in the best mix of energy efficiency while retaining a fundamental human-to-nature connection.

12 Steps to Redevelopment author Christopher B. Leinberger enumerates 12 steps to small town revitalization. The first six steps focus on how to build the necessary infrastructure, both “hard” and “soft,” for turning around a downtown, and define the public and non-profit sector roles and organizations required to kick off the revitalization process. The next six steps are the means by which a viable private real estate sector can be re-introduced to a downtown that may not have had a private sector building permit in many years.

Step 1. Capture the Vision: Determining whether the intention for a long-term effort is present in the community requires the mining of the most important asset a downtown revitalization has.

Step 2. Develop a Strategic Plan: Building upon the vision outlined in Step 1, creating walkable urbanism that encompasses many individual strategies. i.e. Employment, Marketing, Housing, Social Values and etc.

Step 3. Forge a Healthy Private/Public Partnership: The key to the public sector’s successful involvement in downtown redevelopment is to avoid making it overly political.

Step 4. Make the Right Thing Easy: Rather than reform the existing zoning codes, it is generally best to throw them out and start from scratch, putting in place a new code that will make it easy to produce the density and walkability a downtown needs to thrive.



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Step 5. Establish Business Improvement Districts and Other Non-Profits: One of the leading ways the private/public process is implemented is through various non-profits, business improvement districts (BID). There are over 1400 BIDs in the country, and establishing a BID is crucial to the successful revitalization.

Step 6. Create a Catalytic Development Company: The catalytic development firm demonstrates to the rest of the development community and their investors that downtown development can make economic sense.

Step 7. Create an Urban Entertainment District: Walkable urbanism starts with urban entertainment venues and retail that are within walking distance of one another. It must be in place before households can be enticed to move downtown.

Step 8. Develop a Rental Housing Market: The initial urban pioneers looking to live within walking distance of the urban entertainment growing in downtown will tend to be young, often students and their 20's.

Step 9. Pioneer an Affordability Strategy: The values will be some of the highest in the metropolitan area, meaning only the well-to-do can live downtown. To address this issue, an affordability strategy must be developed early-on in the revitalization process.

Step 10. Focus on For-Sale Housing: Having an established for-sale housing market is the ultimate test of whether the downtown has achieved critical mass. Given the size of

the for-sale housing market, it is crucial to the success of a downtown turnaround.

Step 11. Develop a Local-Serving Retail Strategy: The urban areas are required to be under-retailed, since the structure of retail has changed considerably over the past several decades and local-serving retail is a “follower” real estate product.

Step 12. Re-create a Strong Office Market: It will be a tremendous benefit for city revenues and the employment prospects of other downtown and city residents.

1.7 CASE STUDIES

Chapter 1 concludes with a look at case studies and exemplars from around the world.

MFO Park, Zurich- This case is relevant to the legacy of the Molbak's Garden + Home Center because the design of the public space is may be closely associated to the nursery space within MG+H. The vertical layout of MFO Park can provide an example of what the retail nursery environment could be like to visitors of the new town center. The garden legacy and identity is an opportunity that could be leveraged through demonstration gardens that serve as wayfinding devices, public art, stormwater collection, habitat promotion, public plazas, informal gathering spaces, beauty, discovery, and delight.

Western Harbor, Malmö, Sweden- Malmö was an industrial and manufacturing port city located on the



Öresund Sound, suffering from soil contamination and an economic decline in the 1980s. This case is an example of a city district with a variety of public spaces, innovative sustainable design and infrastructure, and a mix of building uses. There are ample opportunities to explore the district with formal and informal parks, plazas, play grounds, and pathways to explore. Boats, bikes and pedestrians mix throughout the site while cars are kept to distinct areas at the perimeter of the site. To revitalize the city, planners sought to make Malmö more sustainable, focusing on mixed-use, energy efficient development and green space. Key points include:

- Today it is a vibrant city comprised of a residential and business district that runs on 100% renewable energy.
- Sustainability features include green roofs, energy efficient homes, innovative stormwater infrastructure, a bicycle and pedestrian friendly street network, and reliable public transit.
- Malmö is famously known for its Turning Torso, a 54 story residential building, a stark contrast from the surrounding developments, which serve as a landmark for residents and visitors.
- The boardwalk provides an inviting urban experience enhanced by the natural environment.

Greenfire Campus, Seattle, WA- Greenfire is a sustainable mixed-use residential and commercial development located in the Seattle neighborhood of Ballard. This development provides an example of how sustainable design and profitability can coexist in a mixed-use project.

- 50% of the campus is green space, 25% residential, and 25% commercial.
- The design is focused on a mixed use model providing office spaces, shared amenities, communal gathering areas and gardens where residents can grow their own produce and plants.
- Greenfire’s sustainability goals include cost-effective low energy infrastructure to demonstrate how green buildings can be profitable and functional while reducing their carbon footprint.
- Sustainability features include a ground source heating system, rain gardens, passive cooling, green roofs, and locally sourced recycled materials such as countertops made from recycled bottles.
- The energy efficient ground source heating and cooling system provides the campus with 33% energy savings in comparison to standard systems.
- This development serves as an excellent example of thoughtful design focused on enhancing community while providing a responsible sustainable building model that could be a great fit for the new town center and Molbak’s property.

Bahnstadt, Heidelberg, Germany- Bahnstadt is a comprehensive sustainable neighborhood developed with a systems approach focused on providing a vibrant, inspiring environment using Passive House building technology and 100% renewable energy. This case emphasizes diverse needs for energy and water conservation, habitat protection and the needs of people served in the district. This case study provides an



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interesting model and opportunity for the MG+H site, particularly with the presence of the Woodin Creek Village residential community, downtown retail, Woodin Creek ecosystem, 21 Acres, and Molbak's Garden + Home Center that is in need of a new infrastructure.

- The development is meant to support a variety of activities: residential, workspace, leisure, and education while facilitating efficient and renewable energy systems. It represents another life, space, buildings model.
- It is a mixed use district expected to house 5,000 people and provide work spaces for 7,000. The dwelling units are made to suit a diverse group of people from students, families, singles, to seniors.
- The transportation network is focused on bicycles and rail access, with Bahnstadt having added accessibility to the main train station.
- City grants and subsidies allow for sustainable development opportunities in the form of low carbon buildings and "smart meters" that measure energy consumption more accurately.
- Stormwater is treated as an asset and is used as a water feature throughout the site.
- Habitat is meticulously restored as the project develops, including to increase the lizard population.

2.0 Advisory Committee Listening Session

The GFL held a listening session with respected community leaders in the fall of 2015, at Molbak's Garden + Home Center, focused on the future of Woodinville's town center within the region and more specifically, how opportunities in the town center might enhance future development that would benefit residents, business owners and visitors alike. This listening session was the first step in gathering public input to help shape a vision for Woodinville that will be beneficial to all stakeholders. It is important to note that many of the people at this first session were representatives of Woodinville businesses.

During the listening session at Molbak's, the participants were presented with an instant-polling slide show that was designed to determine their preferences for potential activities, spaces, amenities, and buildings in the town center 20 years into the future. The instant polling revealed an overall desire to develop an intense and lively mixed-use town center. Those that were considered top priorities are:

- Pedestrian oriented public space with public gathering and play areas
- Integrated sustainable infrastructure for both public spaces and buildings
- Intensity and liveliness in the new development from mixed-use residential and retail buildings
- To bring people into and out of the area, create a multi-modal transportation infrastructure



2.2 TRANSPORTATION AND CONTEXT

The advisory group participants were asked to draw lines and write comments illustrating the routes they use to get in and out of downtown Woodinville. The results of these mapping activities show that people rely heavily on motorized transportation. The wineries are a big draw for both residents and out of town visitors and could be a defining characteristic of the area, creating an additional traffic burden. In addition, Molbak's Garden + Home brings in many people from the surrounding region. The Sammamish River Trail, Burke-Gilman Trail and Wilmot Gateway Park are an important asset for drawing in people using alternative modes of transportation (cycling, hiking, and walking). Increased biking and pedestrian connections are recommended for Woodinville 2035. Woodinville Vision 2035 should consider providing safe infrastructure for multiple modes of transportation such as:

- Adding more east /west connections to the Burke-Gilman Trail with better lighting
- E-bike network
- Bike supporting amenities, facilities, benches, bike stands, and destinations
- Protected bike lanes including a bike lane on Winery Hill
- Landscaped sidewalks, and tree lined streets

2.3 AMENITIES

The preferred amenities selected by the group leaned more towards retail (bookstore, more coffee shops, gift shops and restaurants), but suggestions for services like

office space, hotels, and wineries were also listed. There was a focus on small artisan "Maker" shops and incubator businesses. The major consensus among the participants was the need or interest in an indoor and outdoor meeting or gathering space in the town center. More outdoor seating, public plazas, and playgrounds in general were cited as desirable amenities. A variety of housing types were identified including: semi-detached garden apartments (2 stories) and multi-unit housing in the form of condominiums/apartments (2-3 stories), live/work, rental apartments, row houses, efficiency apartments/ studios, and 5-6 story multi-unit housing.

2.4 LIFE. SPACE. BUILDINGS

Life, Space, Buildings is a method of designing new urban areas developed by Gehl Architects in Copenhagen, Denmark and adapted by the Green Futures Lab. The Life, Space, Buildings program accounts for human scale and mobility and prioritizes the street level experience for pedestrians in the city. Advisory group members at the listening session identified a central plaza as an important feature and then surrounding this central plaza with "Life" activities like wine tasting, artisan and specialty retail, boutiques, restaurants, pubs, coffee shops, and a theater or symphony hall. Many of the comments that focused on "Space" included a need for outdoor meeting and gathering spaces and covered spaces that allow people to be outside but sheltered from the rain. Tying these desires with the hope to enhance retail amenities illustrates an interest in street cafes and walk up shops where these gathering spaces could be located. When considering



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“Buildings” potential retail locations were identified along the proposed streets of 135th, Garden Way, 173rd, and 175th. Inside this group of streets, members marked a “town center” or plaza that could support various amenities and social activities. Residential buildings were identified on the southern half of the map off 173rd and 171st. Participants indicated a trail running along 171st, a roundabout at the intersection of 171st, and the proposed Garden Way extension.

Comments also suggested specific things they would like to see such as innovation/tech startups, landscaped social spaces, and thoughtful designs that cater to shopping experiences like Healdsburg, CA, Bryant Park in NY, University Village in Seattle, or Madison Park in Seattle. Participants contributed statements or words that represent the Central Business District or Woodinville identity in general:

- Northwest character building design
- Green and sustainable
- Unique and different than other communities
- Integrated living opportunities
- Destination experiences
- Local and authentic

The instant polling revealed an overall desire to develop an intense and lively mixed-use town center.

- Pedestrian oriented public space was shown to be a priority with public gathering and play areas
- Integrate sustainable infrastructure with the public spaces and the buildings
- Support the intensity and liveliness of the new development with mixed-use residential and retail
- Bring people into and out of the area with multi-modal transportation infrastructure

Targeted strategies proposed by the Advisory Group at the listening session include:

- More social gathering spaces for all people
- Greater local and regional based retail
- Economic focus
- More opportunities for destination tourism and entertainment
- Increased residential opportunities
- Greater connectivity for recreational activities from surrounding parks (9 Wilmot Park and Sammamish River Trail to Central Business District)
- Enhanced mixed-modal transportation infrastructure
- Promote authentic identity and a sense of place



3.0 Design Charrette

Over 70 participants including design professionals, community members, city staff/leaders, artists, developers, university faculty, and UW GFL students were divided into six design teams and tasked to explore a range of possibilities to create a new vision for Woodinville's town center and to connect it to its dynamic context. The objective of this phase of the project was to create 20-year visions for the Woodinville town center by applying concepts and criteria from three overarching sustainable design frame-works:

- Living Communities Initiative (ILFI: see Vol. 2, pp. 10 & 11)
- LEED Campus (USGBC: Vol. 2, pp. 38 & 39)
- One Planet Living (Bioregional: see Vol. 2, pp. 66 & 67)

The goals for the charrette included:

1. Develop diverse ideas for uses and built forms that could be refined into visionary yet viable design alternatives for the town center.
2. Incorporate information and ideas previously offered by the advisory panel of community leaders and background research completed by the GFL team (see Chapters 1 & 2, Vol. 1).
3. Identify the desired qualities of a highly sustainable built environment that will inform development guidelines for the town center.
4. Cultivate a design identity that is demonstrative of an authentic Woodinville town center.



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ILFI Framework Scorecard, Table 1

To attain the goals and imperative of the ILFI program, the team conceived of a multilayered plan to integrate the objectives artfully:

1. PLACE: Preserve the winery culture and enhance existing trails and bus lines to connect the town center to the winery districts
2. WATER: Create an integrated rainwater and stormwater collection and treatment system
3. ENERGY: Use solar panels as a source of efficient energy and promote energy conservation
4. HEALTH & HAPPINESS: Create gathering spaces, enhance access to different recreational walking & biking trails
5. MATERIALS: Use sustainable materials such as permeable paving across the site
6. EQUITY: Provide resources that could be used by everyone, also consider ADA during the design process
7. BEAUTY: Create a city of gardens; express the experience of landscape through integrated design

3.1 LIVING COMMUNITY CHALLENGE

Table 1, "CITY OF GARDENS"

The ideas generated by Table Team 1 focused on ways to bring landscape into the site, create experience of sustainable life, and preserve the unique character and culture of Woodinville. The site is envisioned as place for visitors but also a place to live, featuring an integrated aesthetic for Woodinville. Key concepts are as follows:

- Transportation alternatives
- Experience of the landscape
- Sustainable architecture
- Sustainable infrastructure
- Contain urban density

Identity: The team proposed the title 'City of Gardens' as a way to indicate a cultural identity as well as the integrated landscape experience being envisioned (for greater detail see Chapter 3.1, Vol. 2, pp. 14 & 15). Careful considerations were first given to the kind of life that could preserve the current culture but also redefine the town center by bringing a new sustainable and vibrant life style activities through the spaces and buildings located in the town center.

Life, Space, Buildings: Elements included

| Life | Space | Buildings |
|--------------------------------------|---------------------------------------|---------------------------------------|
| Nightlife | Event/Concert Space | 3~5 stories mixed use |
| Local goods | Artisan Commons and Civic Corridor | Solar panels/green roof |
| Lively streets and plazas | Environmental corridor | Sustainable architecture |
| Civic activities + social activities | Pedestrian network –parks+ amenities | District heating and waste management |
| | Green streets, Bike lanes | Housing options |
| | Meandering path - <u>Woodin</u> Creek | |
| | Public art | |

Quick Win: Each team was asked to create a "Quick Win" simple solution that is both easy to organize and fun to implement. Generally, a quick win acts as a catalyst toward a future visioning process. This team proposed a "Green Street Planting Day" and a "Pop-up Market" Day.



3.1 ILFI

Table 2, “SOLE TO SOUL”

The concepts generated by Table Team 2 seek to preserve the existing wine culture and make the site “super-connected” and “super-productive” serving as the center of Woodinville. Key strategies within the conversation are as follows:

- Economically Viable
- Maintain a regional presence
- Encourage wine tasting in the S. and N. Wine Districts
- Support daytime users and weekend users
- Encourage professional businesses to locate in the town center
- Continue to provide a place for residents to gather
- Provide options for cultural entertainment events
- Visible and flexible infrastructure – future oriented
- Keep historical context - agriculture
- Make the space productive and increase the variety of productivity
- Education about Winery Business statewide
- Provide affordable Housing

Identity: The team generated the title ‘Sole to Soul’, as a way to indicate the integrated opportunities for recreation and productivity of the region (for greater detail see Chapter 3.1, Vol. 2, pp. 14 & 15). A “Tour of Woodinville” might include be implement as both a “Quick Win” and as a repeating summer event including: bike connections to the Sammamish River / Burke- Gilman Trails, North and South Winery Districts, transit station, loop trail for Warehouse - Woodin Creek - River Trail - Winery Districts; and finally, ‘Farmers Market’ to ‘21 Acres’.

Life, Space, Buildings: Results show careful consideration to cultural opportunities.

| Life | Space | Buildings |
|----------------------|--------------------------------|------------------------------|
| Live-work life style | Event Space / Concert Space | 3-5 stories mixed use |
| Sustainable life | Adventure Playground | Solar panels |
| Bike friendly | P-patch & Green buffers | Green roofs & green walls |
| | Water play plaza | Kiosks (information centers) |
| | Meandering path and Public art | |

Quick Win: The Quick Wins proposed by this team are “Connector Events: Sammamish River & Burke-Gilman Trails to the Vineyards and town center tours” and “Visitor Center Information Kiosks for local wine businesses”.

ILFI Framework Scorecard, Table 2

To attain the goals and imperative of the ILFI program, the team conceived of an integrated plan to:

1. PLACE: Make decisions to preserve the winery culture and create supper-connected and supper-productive place for people
2. WATER: Value water features as the most important element within the site, which could provide both recreational and ecological functions
3. ENERGY: Use solar panels as a source of efficient energy and promote energy conservation
4. HEALTH & HAPPINESS: Create playgrounds for children and provide easy access to biking and walking trails
5. MATERIALS: Use sustainable materials for site and building development
6. EQUITY: Provide resources that could be used by everyone, also consider ADA during the design process
7. BEAUTY: Create interesting interactive water features, art installations, and green spaces



6.3 Woodinville 2035: Project Summary

LEED Framework Scorecard, Table 3

To attain the goals of the LEED program the team chose to:

1. Provide bicycle facilities
2. Reduced parking footprint
3. Promote green vehicles
4. Restore and protect habitat
5. Develop strategies for stormwater management
6. Reduce pollution and water use
7. Advance energy metering
8. Enhance solid waste management
9. Protect access to daylight, solar energy and views

3.2 LEED

Table 3, “GARDEN TO MARKET: A Green Destination”

The ideas generated by Table Team 3 focused on ways to promote sustainable life, and preserve the unique character and culture of Woodinville. Key concepts are as follows:

- Promote sustainable living with a fully integrated and highly walkable development
- Create a truly lively/active pedestrian district: Park once and adapt retail to deliver heavy goods
- Support sustainability objectives such as: Locally grown food and demonstration “Maker” events
- Preserve Pacific Northwest woodland character of the region
- Ensure that development is economically sustainable

Identity: The team generated the title ‘Garden to Market’, as a way to indicate opportunities for multiple identities: Entrepreneurial spirit; Wineries, Molbak’s tourist destinations; Close to Seattle yet small town character; Rural agricultural history; Unique friendly home town feel, village spirit; Farmer & Business, Bring Farmers into Market; Preserve community + Allow tourism; View of Mt. Rainier; Art community, art gallery; Small business, affordable housing; Connect rural and urban; Boutique restaurant; Cooking school; Farm to table: touch, feel, smell; Craft, all about winery experience; Education; Maintain residential capacity; and finally Pedestrian friendly. Connecting the different districts of Woodinville, using multi-modal transportation choices, is a key component in achieving these goals.

Life, Space, Buildings: Results show careful consideration to rural commerce opportunities.

Quick Win: This team proposed “Launch Events” for their Quick Win such as: Molbak’s garden show with music and food trucks and “Pop-up- Huts” using de constructed and re purposed greenhouse structures from the Molbak’s nursery as kiosks to promote and sell the work of local Makers and Producers.



LEED - Table 3 "Life, Space, Buildings" Elements

| Life | Space | Buildings |
|---|--|--|
| Seating, children's play, play areas Plaza, courtyard gathering plaza, gathering entrance Art gallery, art walks, outdoor cinema, music, film Shopping, garden plant shopping Walking, bicycle, trails, dog walking, bike shop/rental Theater, cultural center/ events Water (stormwater) features Environment Education Indoor market, farmers market Loop business with food, restaurant, and coffee houses Preserve and enhance views Roof top and rotating gardens, Landscaped open spaces | Plaza: Village Center Pedestrian: main corridor connecting from NE to SW Connection to park, residential neighborhoods and transit Park for play, gathering, dogs Bike lanes | 2-3 stories mixed-use buildings including both office /commercial and residential / commercial Green roofs and solar panels |



6.3 Woodinville 2035: Project Summary

LEED Framework Scorecard, Table 4

To attain the goals of the LEED program, the team put its major focus on LEED categories for:

1. "Site"—redevelopment and preserving open space
2. "Transportation"—enhance multi-modal forms of transportation
3. "Compact Development" to preserve gardens and agriculture

3.2 LEED

Table 4, "GARDEN TO VINE- A Network for the Region"

The ideas generated by Table Team 4 focused on ways to connect community assets currently disconnected; bring together wine, agriculture, and residential neighborhoods and create an urban lifestyle in one integrated town center design. Key concepts include:

- Grow an urban core with pedestrian access as a defining quality
- Provide a community for all age groups and nurturing social capital
- Project should be designed to evolve over time

Identity: The team generated the title 'Garden to Vine' as a way to highlight and connect to a history of agriculture as it has evolved over time into a sophisticated business of wine production, tasting and education to express a "Cultivator" Identity.

Life, Space, Buildings: Results show careful consideration to cultural opportunities.

| Life | Space | Buildings |
|-------------------------------------|--|------------------------------|
| Food bonanza | Open air eating | 2 to 5 story buildings |
| Gardening | Community gardens | Green Roofs |
| Walking | Pedestrian connections | Office and Retail |
| Shopping | Skate parks | Residential and Retail |
| Dog amenities | Skating as part of multi-modal transit | Townhomes- "Village Concept" |
| Access to water | Local, artisan retail | Parking and Retail |
| Experiential learning opportunities | Canine friendly parks | Parking at periphery |
| "Cultivator" Identity | Demonstration gardens | |
| | Splash parks | |
| | Public/private parking district | |
| | "Identity" Streets | |

Quick Win: This Quick Win scenario paints a temporary path through the existing Molbak's site. The path will reflect the proposed circulation that is planned for the new town center. Along this path, various performances and public participatory activities will take place. These "pop-up" events will suggest the life and activities anticipated in the future town center of Woodinville. Activities include: music, craft wine and beer tasting, hay bale model village, pumpkin catapult, harvest festival, grape stomp, and outdoor theater.



3.3 ONE PLANET LIVING

Table 5, “WOODINVILLE MARKET DISTRICT”

The ideas generated by Table Team 5 focused on ways to capture the feel of a small town yet provide an urban shopping area with a particular focus on sustainable modes of transportation that contribute to a healthy and active lifestyle.

To achieve this goal, the focus of Table 5 was on pedestrian and bike green streets that were open to cars only during certain hours of the day. Key concepts are as follows:

- Enhance recreational trails
- Promote local economy and identity – horticulture and agriculture – City of Gardens
- Provide personal meeting places (small gathering social spaces)
- Develop sustainable strategies for energy, water, food and transportation
- Create an adaptive space strategy – car curfew where pedestrians and bikes have sole use at certain times of day
- Extend existing and develop new transportation options- transit stations, light rail, bike, safe sidewalks and crosswalks
- Design Single Family cottages and a central plaza as “outdoor living room”

Identity: Table Team 5 conceived "Woodinville Market District" to capture the feel of a small town in the located in the middle of an urban shopping area. A concern for residents of Woodinville is they typically go to Bothell or Redmond for their groceries, so better connections to food is very important. The idea of healthy living generated a farm to table concept for local eateries and a “farm trail” that connected farmlands with pedestrian/bike trails. The key goals include: Pedestrian and cyclist focus with roads that cater to those modes rather than the automobile; Public space and community gathering spaces, and honoring the agricultural history with locally sourced food. There was also a goal to draw a younger demographic so focusing on the technology industry and start-up businesses was important.

Life, Space, Buildings: Results show careful consideration to cultural opportunities.

Quick Win: The biggest concern was finding a quick win that educated the residents and Molbak’s customers that Molbak’s really wasn’t going anywhere but that the layout of the building and site would change. Because Molbak’s is a garden center this team thought it would be appropriate to plant some eye catching flowers along 175th to enhance the streetscape and potentially showcase Jens’ childhood tractor to capture the history of the store. An idea generated from the group was to take the life, space, building diagram created by the table and paint it throughout the Molbak’s Garden + Home store.



6.3 Woodinville 2035: Project Summary

OPL - Table 5 "Life, Space, Buildings" Elements

| Life | Space | Buildings |
|--|--|--|
| Active, recreational lifestyle | Dog Park | Design Single Family cottages |
| Local commerce | Active public spaces with interactive art | Sustainable infrastructures- water, energy, waste |
| Urban shopping experience | Public community meeting place | Promotes multi-modal transit and an active lifestyle |
| Bike emphasis | Has vibrant, open diverse local spaces for public gathering preferably multi-use | Walkable & transportation hub |
| Small meeting and gathering spaces | Use local artists to create a gallery wall throughout the Molbak's property | Enable young families to live locally but work in other cities without depending on cars |
| Central plaza as "outdoor living room" for meeting and greeting | Series of connected outdoor spaces | housing that is affordable |
| Adaptive space- car curfew | | |
| Integrate transportation options in, <u>through</u> , and around Woodinville | | |

OPL Framework Scorecard, Table 5

To attain the goals of the OPL program, the team conceived of an integrated plan to encourage sustainable behavior and transition from a very auto centric environment to a more pedestrian / bike friendly community:

1. Health and Happiness - Bike and pedestrian oriented streets and alleyways within the Town Center and open spaces for various outdoor activities
2. Equity and Local Economy - Presence of affordable and diverse housing options with a focus on start-up businesses, tourism, and local wineries / breweries
3. Culture and Community - Gathering spaces for both large and intimate meetings while respecting the agricultural identity by creating an urban farm trail
4. Land Use and Wildlife - Daylighting Woodin Creek as much as possible throughout the town center
5. Sustainable Water - All buildings to collect rainwater and green spaces throughout the town center will help with the treatment of surface water runoff
6. Local and Sustainable Food - Local eateries to focus on farm to table style cuisine and presence of healthy food grocery store will help with organic diets
7. Sustainable Materials - All buildings will be made with locally sourced timber and renewable materials
8. Sustainable Transport - Focus on bike and pedestrian activity with reduction in automobiles while parking garage will be converted to more retail, office and garden space
9. Zero Waste - Focus on waste reduction in terms of composting and only reusable materials
10. Zero Carbon - All buildings will be energy efficient with nearly all buildings having solar panels to provide their own energy source



3.3 OPL

Table 6, “IT’S IN THE VINE”

The ideas that were generated by Table Team 6 revolved around the central idea of converting Woodinville into a designated “productive” district, the different aspects are as follows:

- Food District
- Meeting Space District
- Garden Experience District
- Sprouts District
- Mash-up District

Identity: Table Team 6 came up with the title ‘It’s In The Vine’, a clever pun on the word Vine (Wine) to recognize the importance of wine in the region as well as reflecting on the word ‘vine’ to indicate an association with the Molbak’s Garden + Home Center. Key elements of the concept include:

- New Garden Way branch of Woodin Creek
- Wine-Vine Trail connecting the Warehouse and West Valley Winery Districts with Molbak’s as the center point. Shuttle options between these two districts will also promote tourism
- Remote parking hubs at North and South to facilitate more walkability in the area, also promote more shopping by walking
- Pedestrian oriented development along NE 175th St. to complement development along Garden Way creating a major hub at the intersection near the NE corner of the Molbak's site
- Connect Burke-Gilman Trail to Gateway District to promote bike trails going up to Warehouse Wine District.
- Developing "e-connectivity" to supplement the increased walkability in the area to create a mesh network through information posts / kiosks
- Trail system improvements ecology and connectivity along the Sammamish River Trail System
- Create employment opportunities associated not only with wine industry but also for manufacturing, professional consultants, tech developers, and local retail businesses
- Walkability to improve health and happiness

Life, Space, Buildings: Results show careful consideration to creating designated “productive” districts.

Quick Win: The Quick Win catalyst created to spur development for the future chosen by Table Team 6 was to create a light projection display on the Union 76 sign; to sponsor a mushroom festival demonstration showcasing industrial food waste as resource for growing food and to host a pie festival featuring local produce.



6.3 Woodinville 2035: Project Summary

OPL - Table 6 "Life, Space, Buildings" Elements

| Life | Space | Buildings |
|--|---|---|
| Access to good quality grocery Improved public transit system Trail system for recreation Promotion of crafts Outdoor play areas Public restrooms Picnic areas Farmer's market Gathering spaces Cafes Dog park Romantic creek side walk Hotel or service apartments Outdoor spaces for festivals Improve disabled access | Phased development to allow local businesses to grow and generate the density that can supplement future residential and commercial developments. PHASE 1 (NE) - garden center PHASE 2 (NW) - hospitality center PHASE 3 (SE) - live-work area PHASE 4 (SW) - productivity farms and business offices | Decentralized development to allow separate phases to develop independently into zones Develop mixed use spaces with street access around the garden center with hydroponic agriculture in the roof Locate residential development along south Garden Way and include a central green area Locate retail, offices and hotels along western edge of property surrounding by green pockets Predominantly 2-3 story mixed-use development with some single-story commercial establishments |

OPL Framework Scorecard, Table 6

To attain the goals of the OPL program, the team conceived of an integrated plan to encourage:

1. Health and Happiness - Common human-scale gathering spaces are immersed in nature and have a fun element
2. Equity and Local Economy - Attracting more local business and jobs by increasing density and encouraging an inter-generational presence
3. Culture and Community - Focus on agrotourism with emphasis on beer, wine, food as a wayfinding tools to tell the story of the culture
4. Land Use and Wildlife - Improve function and education of natural systems through urban and rural design elements
5. Sustainable Water - Enhance water management, including industrial water, from streets and rainwater harvesting
6. Local and Sustainable Food - Integrate food production through community as a means to promote personal health
7. Sustainable Materials - Minimize carbon footprint of materials especially transport and use of local materials
8. Sustainable Transport - Improve parking apparatus, bus routes, bike sharing and walkability through recreational trails
9. Zero Waste - Reuse/reduce of waste from homes and industries
10. Zero Carbon - Promote/provide energy efficient built infrastructure relying on renewable technology



3.4 CONCLUSIONS

Under the overarching theme of sustainability, major themes taken from all 6 teams at the Design Charrette suggest a wide range of opportunities to create a livable, experiential, active, and revitalized town center. These concepts and opportunities include: **Livable, Experiential, Active, and Revitalized.**

Livability Opportunities

Position Woodinville in the region as a “livable city on the edge” (10 miles from Seattle) by incorporating:

- Housing affordability (young and old)
- Day care and senior care programs
- Youth programs- computer camp
- Incubator businesses & micro businesses
- Startup business office space
- Retail growth and sophistication
- Experiential retail

Experiential Opportunities:

Position in the market as an authentic producer by showcasing local production:

- Agriculture- 21 Acres, others in the valley
- Horticulture- Molbak’s Garden & Home
- Makers- Wineries & Breweries (Chateau Ste. Michelle, Red Hook, others)

Create events to showcase new and existing producers:

- Cultural education center in culinary arts and horticulture
- Demonstration gardens (food and landscape)
- Demonstration wine and beer making school

- Demonstration cooking- pie making, bread making
- Cooking with local produce
- Making Artisan cheeses
- Organic Farmer’s Markets to showcase Woodinville offerings
- Artisan restaurants farm to table
- Artisan businesses- cheese, wine, beer...
- Local coffee roasting-like Storyville Coffee
- Home focused woodworking and metalworking school, Cape Cod Adirondack chairs, etc.
- Sustainable living and development education
- Include Woodinville wood construction innovation

Activity Opportunities:

Position in promoting Experiential Tourism and Recreation promoting regional resources:

- Tourism & Entertainment- Concerts, Wine tasting
- Restaurants & culinary arts
- Open space
- Recreation- Biking
- Entertainment - music, night life and festivals
- Bike trail connectivity- Burke Gilman, WV wine & brewery loop, Bothell to Redmond corridor
- Providing Programs for boutique hotels, event venues, music and wine festivals, etc.



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Revitalization Opportunities:

Promote catalyst opportunities for development:

- Molbak's Property 17 acres in center of town
- Sustainable public open space supported by mixed-use development
- Program space for the above activities and opportunities – entertainment
- “Greenest Town Center in the World” goal
- Human scale massing and open space relationships
- 12 Step Redevelopment Plan
- Density and Sustainability goals- hit the sweet spot

Feature themes of Collecting & Connecting

- **Collecting**- medium density mixed-use surrounding open, shared space
- **Connecting**- higher density mixed use with open space on multiple levels
- Iconic feature/ landmark for each scheme
- **Collector**- Molbak's store as demonstration garden
- **Connector**- Tower as vertical garden, or other iconic landmark to assist with identity, way-finding and place-making

4.0 Refinement & Analysis

The UW GFL team was tasked with the refinement and analysis of the design ideas generated at the charrette. The culmination of these ideas were synthesized into three alternatives, based on each of the sustainability frameworks.

These were then developed into two alternative, visionary design schemes highlighting possibilities for Woodinville to create the “Greenest Town Center” and presented back to the public in an Open House Forum on June 15th, 2016. The Open House was an opportunity for the public to share their preferences from each alternative. The results of synthesized alternatives are reported in Chapter 5. The following concept explorations form the background for the final alternatives.

4.1 CONCEPT EXPLORATION: ILFI

Big Ideas of Living Community Challenge Framework Hybrid

The ILFI hybrid seeks to create a network of connections throughout the City of Woodinville and surround areas. This Hybrid “City of Gardens” concept proposes a central public green space in the commercial area, a landmark building as the unique identity of town center, satellite community gardens and trails to make connections. To highlight the town identity, the City of Gardens proposes to leverage multiple sustainable design strategies such as vertical gardens, green roofs, and green stormwater infrastructure elements in and on the landscape and buildings.



Goals

- Establish a plaza and pedestrian commons as the central public space to encourage the community
- Make Molbak's a super-connective and multi-activity "hot spot" to attract both residents and tourists
- Develop sustainable architecture and green infrastructure to make the town center a sustainable place
- Encourage art programs and events, integrating the cultural identity and aesthetics of Woodinville

Connections

Create city-wide bike trails which join together and celebrate the town center as the place to be thus encouraging a healthy and sustainable lifestyle throughout the town.

Identity – Connecting

Emphasize the experience of a multi-dimensional landscape integrating all aspects of life, space, and building concepts not only as "ground-scapes" but also as "roof-scapes". Connect the town center to the surrounding areas with multi-modal trails, pathways, and green streets.

Key Development Concepts

- Molbak's is developed as the iconic landmark structure that is a sculptural building made of timber
- A café is designed as a "staircase" allowing transitions from "ground-scape to roof-scape."
- The central public open space highlights integrated

stormwater features as a wayfinding device.

- The bike paths & pedestrian walkways connect with recreational activities such as skate parks.
- Satellite spaces include libraries, galleries, business incubator spaces, and a boutique hotel.
- Green Streets are proposed for a variety designated uses: car-oriented, pedestrian oriented, and bike oriented.

Key Sustainability Concepts

Compact development, open space, and multi-modal connections are the focus of this design.

4.2 CONCEPT EXPLORATION: LEED

Big Ideas of LEED Framework Hybrid

The LEED hybrid "Garden to Market" seeks to attract Woodinville's existing culture into one central space, developing a central campus of buildings and systems that encourage local commerce through a program of retail, housing, hospitality, and Molbak's as a central icon.

Hybrid Ideas generated by LEED Tables Teams

The plan is evocative of European Villages. Clustered buildings, narrow walking streets, and compact development are focused around a central public open space. Parking and vehicular traffic is located outside the town center district.

Goals

This hybrid scheme "Garden to Market Village" references a goal of becoming an attraction for local commerce. The



6.3 Woodinville 2035: Project Summary

idea is to bring in the local agriculture products, wine and craft industries into a central public space. This is manifested in the design which is composed of a series of buildings ringing a public square with parking kept to the periphery of the town center.

Connections

Connections are meant to be metaphorical in that the commerce from local businesses, agriculture, horticulture, craft vintners and breweries are brought into the town square and market hall retail spaces.

Identity- Collecting

The identity for this hybrid scheme celebrates local commerce by providing space to showcase the goods and services of small businesses, entrepreneurs, and “Makers” of the region.

Key Development Concepts

- Strong urban design to anchor Molbak’s as the anchor business
- Low traffic streets to encourage a pedestrian friendly streetscape
- Market Hall and farmer’s market
- Market Square and central public open space
- Alternative housing options
- Community productive gardens
- Pedestrian focused streets

Key Sustainability Concepts

Centralized development showcasing the “whole” – space to work, to make, to relax, to enjoy entertainment, and to reside.

4.3 CONCEPT EXPLORATION: ONE PLANET LIVING

Big Ideas of OPL Framework Hybrid

The OPL hybrid seeks to create a Molbak’s Garden + Home Center where Molbak’s would be the primary (and largest) tenant in a collection of stores with 100,000 sq. ft. of retail. From the sidewalk, Molbak’s would be the central tenant, and then flanking Molbak’s on either side would be collection of boutique stores and cafes that complement Molbak’s product offerings and broaden the customer appeal (e.g. clothing boutique, cafes, tasting room, bakery, bicycle shop, yoga studio, etc.).

Hybrid Ideas generated by OPL Tables Teams

The plan combines ideas from the WOODINVILLE MARKET DISTRICT and IT’S IN THE VINE to create a small town yet urban shopping experience with focus on sustainable modes of transportation to foster a healthy and active lifestyle and as a designated tourist district using food and wine as key cultural elements.

Goals

- Pedestrian and bicyclist focus
- Public space and community gathering spaces
- Honor agricultural history with local food
- Draw younger demographic through tech industry



and startup businesses

- Tourist destination
- Make food the language of the community - Integrate food production into communities
- Facilitate startup businesses
- Promote multi-modal transit corridors and manage parking strategies

Connections

Connections are both literal and figural including:

- Farm-to-Table - Connect agriculture to town center through pedestrian/bike trails
- Effective Transit System - Improve rail connections to and from Woodinville town center
- Connecting Daily Life - Create pedestrian connections between residential community and their daily essentials such as grocery, shopping malls and transit routes
- Molbak's as Pivot Point - Pedestrian oriented development in Molbak's with parking hubs outside the site
- Wine-Vine Trail - Connect two wine districts through shuttle bus to promote tourism

Identity- Destination Tourism

The identity for this hybrid scheme is the Woodinville Market District showcasing local commerce.

Key Development Concepts

- Narrow streets lined with small open spaces and greenery to maintain spirit of garden center
- Streets meet at a central plaza
- Amenities focused around wine and food and supported by social spaces and healthy grocery
- Art galleries and libraries as essential additions
- Parking separate from site or pushed to the periphery
- Hotels on site to facilitate overnight visitors
- Garden center as one single building and peripheral development around it
- Mix of housing characters interspersed with retail and offices
- Predominantly 2-3 storied mixed-use development

Key Sustainability Concepts

Focus on urban agriculture, integrating food production into community p-patches and community gardens.



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5.0 Envisioning a World-Class Town Center

5.1 COLLECT AND CONNECT

Woodinville as an Edge City

Woodinville embodies a rural town spirit, yet is located in close proximity to Seattle, a major urban center. The town center is situated 10 miles east of Seattle in the heart of the Sammamish Valley farm lands. Like other edge cities in the region, Woodinville is expected to incur significant population growth over the next 20 years. The challenge is to move forward and embrace growth in a thoughtful and authentic way unique to Woodinville. This new type of urbanism spurred by growth seeks to build on the rural quality and specific locality of this particular region of King County.

Woodinville's Local Connections

The city of Woodinville is known for its agriculture and wine industry. The Connector and Collector design alternatives aim to highlight existing regional opportunities and link local resources through pedestrian-centric design. This planning approach places Molbak's at the heart of the project as a beloved retailer of 60 years located on a property of 17 acres in the center of the downtown core. Additionally, the project seeks to provide opportunities for small local businesses and artisan shops to showcase their goods in the town center. Providing a place for cultural events and entertainment is seen as a catalyst for re-development and essential for drawing residents and visitors alike into the town center.

Woodinville and Sustainability

Sustainability goals provide the framework and form the foundation on which the design alternatives were generated for Woodinville. These goals are derived from three, high reaching, beyond code, state-of-the-art design standards described below. One Planet Living (OPL) is an initiative of Bioregional and its partners that aims to make truly sustainable living a reality. OPL uses ecological footprinting and carbon footprinting as its headline indicators. It is based on ten guiding principles of sustainability as a framework that aims to plan, deliver and communicate sustainable development to foster green, circular economies. The Living Community Challenge by the International Living Futures Institute (ILFI) embraces the concept of community building as a new model of urban design through seven principles or petals that encompasses the 20 imperatives of the challenge. Leadership in Energy and Environmental Design (LEED) is one of the most popular green building certification programs used worldwide. Developed by the non-profit U.S. Green Building Council it includes a set of rating systems for the design, construction, operation, and maintenance of green buildings, homes, and neighborhoods that aims to help building owners be environmentally responsible and use resources efficiently.

The two alternative visions presented in Volume 3 seek to create a unique urban experience built on Woodinville's identity as a community and best practices in sustainable redevelopment. The results demonstrate an urban quality of life that blends the best of Seattle with the best of Woodinville - a metropolitan city with a rural town.



5.2 ALTERNATIVE 1: CITY OF GARDENS CONNECTOR

The design for this alternative creates a town center for Woodinville that highlights the existing identity of the town as a hub for horticulture, agriculture and wine. This town center spurs a healthy and active lifestyle through increased focus on walking, running and biking pathways, with circulation that leads to surrounding businesses and tourist destinations.

Connector Big Ideas

The Big Design Idea focuses on two concepts - centralization and decentralization, reaching out and connecting to the Wine Districts on the north and south, 21 Acres Farm to the south and the Sammamish River Trail to the west. This scheme centralizes retail, office, and housing density into a main tower and surrounded by clusters of buildings. This approach opens up more land for sunlight, green space, and public plazas rather than spreading building density across the site in many low-rise buildings with little public space or sunlight between buildings. The idea of a main tower provides the city of Woodinville with a landmark for the town center.

Connector Goals

The goal is to create a sustainable, liveable, and economically viable town center in the heart of downtown Woodinville. Elements necessary to achieve this goal include:

- **Central public space** - as the focal point of the site
- **Pedestrian-friendly design** - to reduce vehicular activity in the town center area
- **Bike-friendly design** - Bike trails will provide access

to Woodinville's agriculture, wine culture, local commerce and entertainment venues to and through the Sammamish River Trail and the North and South Wine Districts

- **Iconic tower** - the residential tower, designed as a vertical garden, will create an iconic form by which the town of Woodinville will be known
- **Multi-layered activity** - provide activities on multiple levels instead of being predominantly surface-oriented.
- **Sustainable architecture and green infrastructure**- create a resilient and healthy town center using beyond code development standards, renewable energy strategies and state of the art green stormwater infrastructure. All of these sustainability measures can be leveraged to promote wayfinding throughout the town center
- **Create connections with Woodin Creek** - Restore Woodin Creek's ecological function to highlight the connection between a resilient ecosystem and sustainable water features
- **Establish cultural identity** - establish a new identity for Woodinville informed by local site, social, environmental, and economic opportunities for sustainable redevelopment
- **Gardens to create identity with agricultural past** - reflect Woodinville's agricultural past through green open spaces and gardens
- **Molbak's as the hinge point for the town center** - In 2016, Molbak's Garden + Home Center celebrated 60 years of serving the needs of Woodinville's residents and edge city visitors. As a



6.3 Woodinville 2035: Project Summary

beloved family owned business, designing a future City of Gardens is both authentic and relevant in planning the new town center

Connector Objectives

The three key objectives of this design alternative are:

- GREEN OPEN SPACES - Focus on human-scaled development offering high quality public green open spaces and public plazas in primary locations to promote interactions among professionals, business people, families, residents and visitors alike
- AN ICON - Develop an iconic tower to act as a beacon signaling the life and activities that Woodinville has to offer but also incorporates elements of its horticultural and agricultural past as a mixed-use residential "garden tower"
- URBAN AGRICULTURE - Combine the agricultural history of the region with state of the art contemporary practices in sustainability. Focus on resilient, renewable systems such as locally grown food to market to table businesses (urban agriculture), renewable solar energy, clean water treatment, and green roof technologies

Connector Sustainability Goals

The City of Gardens Connector scheme uses the following best practices from three beyond code development standards - LEED, OPL, and ILFI - to create a state-of-the-art resilient city:

- LEED - Focus on sustainable modes of transportation by utilizing the central location of the site and putting greater emphasis on water, energy, atmosphere and the indoor environment as well as laying emphasis on the materials and resources utilized
- One Planet Living - Achieve a truly sustainable way of living to promote health and happiness as well as equity and local economy through improved pedestrian and bike connectivity as well as focusing on the agricultural community and the existing culture of Woodinville and adopting an approach towards sustainable methods of treating water and waste
- Living Community Challenge - Develop a strategy to create more open space, target more human scale design, increase the focus on urban agriculture, emphasize human powered living, and finally, place a greater emphasis on beauty, thought, architectural elements, landscape features and potential views of the valley

Overview of the Connector Scheme

The design for the City of Gardens encourages an experiential exploration of a variety of garden spaces on multiple levels. On the ground level there are public plazas and open space and green streets for pedestrian and bike use. The roof level incorporates green roofs, demonstration gardens, and patios. The site features an iconic garden tower, providing views of rich agricultural valleys and mountains beyond.



The plan overview highlights a clear demarcation of land use patterns. The site carefully articulates pedestrian and bike corridors along with vehicular roads to create a sense of discovery along fluid circulation patterns and curved geometries in the building forms. Each building houses a mix of retail, residential, office, entertainment, or civic activities centered around a variety of green open spaces and water features. The circulation network connects to the surrounding area amenities:

- BIKE LIFE CORRIDOR connects to Sammamish River and Burke-Gilman Trails (bike and pedestrian)
- CULTURAL COMMONS connects to 21 Acres and both North and South Wine Districts (multi-modal)
- NE 175th and 173rd connect to the regional transportation network (green streets)
- COMMERCIAL COMMONS and 135th Ave NE provide internal circulation streets and paths for the town center block (car free)

The iconic garden tower (retail, residential, civic uses) anchors the development and is situated on the eastern edge of the main outdoor gathering space and public plaza. Molbak's is located in several mixed-use retail/residential buildings between NE 175th and the main outdoor green space with full southern exposure. A small cafe is central to the green open space and retail areas. Several two story office buildings function as a portal into the site from the Bike Life Corridor. Two multi-family mixed-use buildings are located on the southern edge of the town center with a brew pub to the east. Small-scale townhomes are located along Woodin Creek.

Parking has been conceived as underground on a single level with multiple entry points. This not only allows the town center to be given a car-free status but also enhances the importance of active and healthy lifestyle by promoting bike and pedestrian oriented activities.

Connector Life, Space, Buildings

LIFE: Woodinville has a long and rich history built on commerce connected to the greater Seattle region. Along with wood products from the timber industry, Woodinville has maintained a strong connection to farming and agriculture in the surrounding fertile valley. Couple this history with Molbak's 60 years of nursery / garden activity to current market trends in locally grown food to table artisan shops and it makes sense to provide demonstration gardens of all types throughout the town center. Woodinville's town center is the focal point of agrotourism and this design emphasizes the potential opportunity to create a vibrant nightlife. This nightlife is meant to augment the successful summer concert series at the Chateau Ste. Michelle Winery.

Entertainment and recreational activities, both day and night, provide an opportunity for boutique hotels, vacation rentals, and in-home stay business opportunities.

SPACE: The public plaza and open space resides in the heart of the downtown center design. Multiple, fluid and flowing pedestrian pathways move in, around and over the multi-leveled plaza. The focal point of the plaza is a



6.3 Woodinville 2035: Project Summary

large water fountain inspiring child's play and delight for adults. A cafe with outdoor dining borders the main plaza walkway to the north while retail and a farm-to-table rooftop restaurant are located to the south. Molbak's demonstration garden and nursery are located north and east of the cafe. The centrally situated green open space is intentionally designed to provide a significant area for various outdoor activities and opportunities for relaxation. This space is intended to be utilized by working professionals, visiting tourists, shoppers, local residents, children, and families to relax on the grass, eat lunch, listen to music, read a book, toss a frisbee, or play games. The area is surrounded on all sides by pedestrian walkways backed by the garden center, office buildings, small retail, and mixed-use residential buildings.

BUILDINGS: Molbak's Garden + Home is the hinge point for the new design, but rather than opting for a single building, this proposal explores the idea of Molbak's as an anchor tenant spread across three adjacent locations. The split into three locations mirrors the business model of Molbak's with an interior garden space, a covered outdoor retail space and an open outdoor retail space. The three-part store creates an opportunity for demonstration gardens highlighting state-of-the-art garden practices, plants and horticulture techniques that may change with the seasons. In other words, the store itself becomes a park and an urban garden for customers to explore and experience in multiple buildings on multiple levels.

Landmark: The 14 story iconic garden tower is the focal point of the design proposal. There are three key considerations with respect to the tower structure.

1. Conceived as a "garden tower", it provides an iconic form highlighting the garden, woodland, and agricultural history of the region
2. The tower concept preserves open space by consolidating density in an urban core building
3. The residential building hits the "sweet spot" range while also serving as an iconic form. According to Jason McLennan, in his article on Density and Sustainability (2009), there needs to be enough density to allow for a car-free lifestyle in an urban space that is walkable and resilient. The built environment should also fall within the "sweet spot" of height for the best mix of energy efficiency while retaining a fundamental human-to-nature connection - ideally 4 to 8 stories but not more than 14 stories (see page 60 Vol. 1)

The design of the tower is derived from the idea of urban agriculture in the overall design by opting for a garden tower in the residential apartments. The mixed-use tower also incorporates a library at the ground level and a hotel at the top three floors. Situated at the intersection of the Bike Life Corridor and the Cultural Commons the building is centrally located as well as highly accessible by cars, bike and pedestrian traffic.



Other buildings and uses: The design of the office and live-work buildings is intended to be modern, built of sustainable materials, use sustainable technologies and ideally suited for entrepreneurial start-up firms. A centrally located rooftop restaurant is situated at the mezzanine floor of the iconic garden tower offering stunning views of the Woodinville town center and views to the farmland valley and mountains to the southeast. A partially underground, daylight activity center doubles up as a community center and is accessed from the multi-level central public plaza. A public library is located at the base of the iconic garden tower and its central location enables easy accessibility by car, bike or foot. Townhomes are proposed to be a state-of-the-art "Green Community" the cluster of townhomes in the southern portion of the site is situated across from Woodin Creek.

Connector Sustainable Strategies

Solar + Water: The key sustainable strategies proposed for solar energy are inspired by the Zero Energy Building Cluster in Sonnenschiff, Freiburg where an entire village is powered by using solar energy that the amount produced is more than four times energy that it consumes. A sustainable drainage and water treatment system has been proposed consisting of rain gardens and bio-retention ponds where the storm water is treated before entering the Woodin Creek. This green stormwater infrastructure is inspired by Bo01 housing in Malmö, Sweden.

Connector Quick Win

Any major visioning project, such as the 20-year vision for Woodinville's town center, requires a series of quick wins to not just celebrate small steps in achieving the larger goal but also bring together the citizens of Woodinville promoting communal harmony and interaction. For the Woodinville Vision 2035 town center some of the key quick wins that could be implemented are wine festivals, pie festivals and/or mushroom festivals. This design provides ample outdoor spaces of varying sizes that can be utilized for gathering a large group of people to celebrate a World Class Sustainable Town Center.

City of Gardens Connector Scheme Area Program in Square Feet

| | |
|-------------|---------|
| Residential | 434,000 |
| Retail | 122,300 |
| Office | 65,350 |
| Molbak's | 94,000 |
| Hotel | 38,300 |
| TOTAL | 753,950 |
| Parking | 1,160 |
| Open Space | 270,000 |
| Nursery | 63,100 |



6.3 Woodinville 2035: Project Summary

5.3 ALTERNATIVE 2: CULTURE COLLECTOR

The Culture Collector provides a space for Woodinville residents and visitors to gather and experience the riches of the region-- horticulture, agriculture, local wine and craft beer-- as well as showcase the existing businesses and amenities as a tourist destination. The spaces within the design intend to spur the local economy and celebrate the local "Makers" of the larger community of Woodinville.

Collector Big Ideas

Conceived as a "town within a town" the Culture Collector design provides a central location for Woodinville to gather and socialize. Designed as an urban center full of activity, this development scheme offers a rich mix of land uses with a dense concentration of residential, business, retail, and live-work or "maker-space". The Collector concept supports the small town lifestyle of Woodinville by offering space in the town center to showcase local commerce, arts, wine, music, gardening, and agriculture. The Molbak's property is a large enough land parcel to allow for a higher concentration of buildings surrounding a large public open space connected to a variety of architectural elements, landscape features, and transportation corridors.

Collector Goals

Building upon an existing urban infill feasibility study, Molbak's proposes to work with the City and citizens of Woodinville to create a new town center in the heart of Woodinville's Central Business District reflecting an authentic town identity. The Collector design pushes the boundaries of existing zoning regulations in anticipation of a highly livable urban place.

- Expand on the urban core with pedestrian access as a defining quality, both filling out and pushing beyond the current urban zoning for the mutual benefit of residents, business owners, and tourists alike in the Central Business District (CBD). Create small scale quick win projects that evolve over time into a World Class Town Center.
- Showcase best practices in sustainable urban design providing both functions and programs that benefit various aspects of the natural and built environments, the local economy and the people of Woodinville.
- Showcase the "Makers" in the area, including, craft winery and breweries, farm-to-table craft eateries, jazz and music events, timber and forest products, urban horticulture and agriculture education centers and demonstration gardens.

Collector Objectives

The chief objective of the Culture Collector design scheme is to bring existing cultural activities, known throughout the region, in commerce (wineries/ breweries), agriculture (farm-to-table, 21 Acres), horticulture (Molbak's Garden + Home), entertainment (Ste. Michelle concerts) and recreation (biking and walking the Sammamish River Trail) into the town center. By providing a central venue to collect, consolidate and showcase these activities as the "Makers" of Woodinville, this development scheme will enhance and activate the downtown core in the heart of Woodinville.



Collector Sustainability Goals

Sustainable design initiatives are at the core of the Collector project. Through multiple sustainability frameworks the design proposes to use a range of approaches throughout this development, including:

- Leadership in Energy and Environmental Design (LEED)
- One Planet Living (OPL)
- Living Building Challenge by the International Living Future Institute (ILFI)

These beyond code design standards seek to provide better care for natural environments, social structures, local economies, urban livability, housing affordability, local food networks, construction practices and many other criteria.

This project looks to Copenhagen, Denmark; Malmö, Sweden; and Hammarby, Sweden as successful examples of people centered, compact, sustainable urban design. The Culture Collector scheme seeks to illustrate the importance of a well-designed network of integrated streets, public plazas, connecting walkways, and buildings to create a sense of place for local residents, businesses and visitors alike.

Overview of the Collector Scheme

The Culture Collector project is centrally located in the heart of Woodinville on 17 acres, currently owned by Molbak's Garden + Home Center. The new urban design and use of building forms seek to infill Molbak's site with a more concentrated development and thoughtful

placement of density to promote a higher level of activity within the Central Business District of Woodinville. This alternative will create: an urban entertainment district where venues and retail are within walking distance of one another; to develop a rental housing market catering to young people; to pioneer an affordability strategy to change the thinking that only the well-to-do can live in downtown; to focus on for-sale housing; and to develop a locally-serving retail strategy.

The Collector plan fills out the entire property of Molbak's in downtown Woodinville. This layout establishes itself within the center of the Central Business District and is bordered by surrounding parks, Woodin Creek, housing and retail. The Collector is conceptualized as a ring of buildings around a central open space.

Walking and biking streets provide a core design element at the intersection of the public and private realms. These public spaces prioritize the movement of people over cars. In this human scaled development, people are encouraged to explore and experience the town center as their place to call home, to find entertainment, to engage in conversation, to be intrigued by the goods and services of the region, to be educated by the Maker's processes, and to work in an active and lively town center.

The Collector also seeks to connect out to the greater Woodinville community by looking past the urban form and into the surrounding region as a whole. The Collector is designed to link the built environment (vehicular traffic,



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pedestrian flows, and bike circulation) to existing trails, such as the Sammamish River and Burke-Gilman trail systems connecting bike trails from Seattle to Woodinville. In addition, the Collector seeks to enhance the natural environment by updating the existing stormwater treatment system to a state-of-the-art green stormwater infrastructure connecting, holding, and treating site surface water before releasing into Woodin Creek and the Sammamish River.

Collector Life, Space, Buildings

LIFE: A key component in the redevelopment of a new town center is to create an Urban Entertainment District with an active and lively street life both night and day (see Vol. 1, p. 63). Urban entertainment venues and retail that are in walking distance of each other form the catalyst for residential development. Taken together this mix of uses spurs the vibrant use of public space and a rich array of diverse activities. Woodinville is particularly well situated in that there is an existing retail culture of farm-to-table, wine and craft beer, artisan shops, garden and home center, as well as live music.

SPACE: The Collector scheme is defined by a central public plaza (Maker's Square) surrounded and enclosed by mixed-use buildings. All streets in the town center (pedestrian, bike and vehicular) lead to this central square creating a hub of activity. The street layout also enhances view corridors to promote wayfinding and to allow sunlight to penetrate the buildings and spaces along the routes.

Buildings: The Culture Collector envisions Molbak's as a central anchor tenant facing both 175th as an urban edge and Market Square featuring a landscaped terraced building form, thus Molbak's roof becomes part of the landscape and encourages the public to experience demonstration gardens and various retail departments located at various levels.

Landmark: Architecture firm SPARK designed Homefarm to incorporate food security and elder care challenges in one building. The architecture combines urban retirement housing with vertical urban farming into a live-farm typology that's beautiful, productive, and empowering for its residents. In addition to its aquaponic vertical farming system, Homefarm also includes a roof garden, fruits and vegetable marketplace, and biomass power plant. Although Molbak's is not intended to provide retirement housing, the same mixing of garden and architecture could be applied to retail space to create a notable landmark for the town center.

Other Buildings: Numerous terraced buildings enhance the sense of collection. The Collector scheme incorporates terraced/ stepped building forms in the architecture, particularly for apartment housing where rings are dispersed to all sides of the site of the central open space. Here housing is dispersed to all side of the site, with the intent of collecting views/sunlight from the south while simultaneously looking down onto the central green spaces, Molbak's, and the Market Hall. Growth and re-development of a town center is often spurred



into action by a rental housing market aimed at young “urban pioneers” looking to live within walking distance of the urban entertainment district (Vol. 1, p.. 63). Market Square is designed to be just such a destination entertainment hub.

The Market Hall and Market Square are essential to the Collector design concept as the venue to showcase Woodinville's commerce and local-serving retail strategy. The market hall typology itself has historically played a large role in the life and culture of the cities. As public markets, these halls create opportunities for social and economic activity and often act as a catalyst for the development of rental and for-sale housing, local businesses, cafes, hotels, entertainment venues and nightlife. The Woodinville Market Hall is designed to be visually open to the street and Market Square with glass roofs and sliding glass or moveable walls. The public and local vendors are able to experience as part of the landscape. Because the rental spaces are typically small and flexible spaces, the Market Hall is an excellent venue for small vendors, local producers, and artisan makers to display their goods to the community for sale.

The Collector scheme concentrates cars in two above ground central parking structures. These structures are integrated with their urban/rural context with minimal visual impact due to their "vertical garden" design elements and location of retail on the ground level. The central location of the garage at the edge of the Molbak's property and 175th street, encourages patrons to park

once and walk to their shopping destinations. Walkability is one of the key assets of a vibrant town center (getting people out of their cars) and the parking structure facilitates this concept.

Live-Work, Artist Housing, and Maker-Space: The Collector provides spaces for artist/ craftsmen or other small business to locate in the center of Woodinville. These spaces manifest as housing above storefront spaces, allowing the residents to stay in a central location without commuting. The Live-work, Artist Housing, and Maker-space building programs are intended to further encourage an entrepreneurial and craft culture and showcase cottage and craft industries to residents and visitors.

Urban Hotel: By creating a hospitality component, downtown Woodinville can be activated at all times of day and night to help increase tourist activity. While lodging is provided in the greater Woodinville area, there are no small urban boutique hotels offering a unique get-away experience and none are located in the center of town where the entertainment district is proposed. A new hotel in this regard will complement the proposed wine and culture center, Market Hall, restaurants, cafes and night life.

Collector Quick Wins

A quick win for the Culture Collector could combine a Molbak's sponsored garden party on Garden Way. The garden party would feature a series of food trucks housed in de-constructed and re-purposed green house roofs signifying that Molbak's may be on the move, but is still



6.3 Woodinville 2035: Project Summary

committed to building community in the process. Drawings, an interactive slide show, and timeline could be set up to display the future urban planning process and models that will be considered over the next 10 years.

Collector Sustainable Strategies

The Collector scheme aims to embrace the sustainability design frameworks and strategies listed in the sustainability goals. The design seeks to follow in the footsteps of projects such as The Bullitt Center in Seattle, Washington (International Living Future Institute), Grow Community on Bainbridge Island, Washington (One Planet Living), and the Bill & Melinda Gates Foundation, Seattle, Washington (LEED).

Culture Collector Scheme Area Program in Square Feet

| | |
|-------------|-----------|
| Residential | 600,000 |
| Retail | 180,000 |
| Office | 100,000 |
| Molbak's | 100,000 |
| Hotel | 80,000 |
| TOTAL | 1,060,000 |
| | |
| Parking | 950 |
| Open Space | 200,000 |
| Nursery | 80,000 |

5.4 CONCLUSIONS

City of Gardens Connector:

The City of Gardens Connector design scheme seeks to provide links to the various economic, environmental, and social opportunities in Woodinville by proposing a vibrant town center that aims to reach out and connect to the surrounding region. The design for this alternative creates a town center for Woodinville that highlights the existing identity of the town as a hub for horticulture, agriculture and wine. This town center is intended to spur a healthy and active lifestyle through an increased focus on walking, running and biking pathways including circulation paths that lead to surrounding businesses and tourist destinations. This "Garden" identity features a landmark tower that is central to the design.

Culture Collector:

The Culture Collector provides a space for Woodinville residents and visitors to gather and experience the riches of the region - horticulture, agriculture, local "Makers" and artist, local wine and craft beer - as well as showcase the existing businesses and amenities as a tourist destination. This "Makers" identity is featured as a landmark "town within a town" and the Culture Collector design provides a central location for Woodinville to gather and socialize. Designed as an urban center full of activity, this development scheme offers a rich mix of land uses with a dense concentration of residential, business, retail, and live-work or maker-space.



6.0 Refined Design Alternatives

6.1 PRESENTATION

On June 15, 2016, the Connector and Collector Schemes were presented at Molbak's Garden + Home. The presentation included renderings, diagrams, and explanation of each scheme by students from the University of Washington, as well as a display of posters. Images from the presentation and additional details on each scheme are recorded in Chapter 5 of this volume.

6.2 FEEDBACK AND ANALYSIS

Feedback was gathered both at and after the June 15th Presentation. This feedback was assessed to identify popular elements from each the Collector and Connector Schemes. Upon analyzing this feedback, some elements of each scheme were clearly favored: These include the "Collector" scheme's central public space and the "Collector" scheme's curvilinear forms. Mixed-use buildings and opportunities to foster entrepreneurial activity were encouraged in each scheme. Other elements garnered a divided response: Feedback was evenly mixed on whether parking should be above or below ground, and on whether Molbak's should be centered in one building, or divided into smaller shops.

The public feedback process will continue as Molbak's determines the next steps in planning and development. Presentation posters, feedback cards and results are included in sections 6.1 and 6.2 of this volume.

6.3 WOODINVILLE 2035: PROJECT SUMMARY

The purpose of this document is to identify opportunities for innovative design using best practices from global examples. Employing a collaborative approach in the application of innovative ideas for the design of a sustainable, vibrant, local community, the GFL's process included: UW students, City representatives, local professionals and business leaders and Molbak's customers and staff.

Looking forward, Molbak's intends to promote a new town center and to create a new store that will complement Woodinville's future downtown design while continuing to meet its core mission to help customers create compelling outdoor and indoor living spaces. Molbak's property presents an unparalleled opportunity to create a unique civic heart that builds upon Sammamish Valley heritage while providing innovative and exciting commercial, residential, and public spaces.

This is the final volume of a three volume set and serves as the concluding report for the project, capturing community aspirations over the past year and providing inspiration to spark community ideas in the future as they continue the process to envision their own world-class Town Center for Woodinville.



6.3 Woodinville 2035: Project Summary

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