## WOODINVILLE VISION 2035 | TOWN CENTER | VOLUME 2 GREEN FUTURES RESEARCH + DESIGN LAB | UNIVERSITY OF WASHINGTON

## Design Charrette





## **Refinement and Analysis**

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## **3.0 Design Charrette**



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## **3.0 Introduction**





# ONE



## Background

Woodinville is poised for change with a planned transition of the current Molbak 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 over arching sustainable design frameworks:

> Living Communities Initiative (ILFI) LEED Campus (USGBC) One Planet Living (Bio regional)

Over 70 participants including design professionals, community members, city staff/leaders, artists, developers, university faculty, and 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.

## **Charrette Goals**

1. Develop diverse ideas for uses and built form that can be refined into visionary yet viable design alternatives for the town center

2. Incorporate and build from 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

5. Enjoy working together!



### **Participants**

The design charrette drew a variety of participants, including:

Adam Paul Amrhein Ana Seivert Annegret Nautsch Brian Ross Casey Riske Craig Johnson Dave Witt David L. Bergen Doaa **Elizabeth Powers** Erin Childs Gina Esther Kim Grace Li Bergman Greg Fazzio Greg Lill Harold Moniz Heather Bunn Heli Ojamaa Jacob Kucharski Jake LaBarre James Greene Janie Bube Jason Gover Jason King

Jeff Calvert Jena Gerry Jenny Ngo Jens Molbak Jesus Mendoza Jiaxi Guo Jiaxi Xu John B. Hughes Jon Adams Jon Lakefish Jonathan Davis Jordan Lewis Julie Kouhia Julie Kriegh Kevin Van Meter Kurt Koegel Kyle Kinney Laure Heland Lee Copeland Leona G Himmelspach Lesley Bain Lori Belknap Marisa Hagney Marja Preston

Mark Carlson Matt Anderson Melanie Davies Mike Stevens Nancy Rottle Nora Daley-Peng Paulette Bauman Pike Oliver Rishabh Ukil Robin Croen Shuyi Gao

Sierra Druley Stephen Antupit Stephen Yabroff Sue Costa Paschke Sue Jensen Susan Jones TJ Bandrowski Will Wheaton William W. McLeod Xinchang Yoonshin Kwak



Figure 1: Charrette Participants

## Agenda

9:00 Presentation & Getting settled
10:00 Breakout Introductions, Sustainability Concepts
10:30 Goal Setting + Identity
11:00 Context Connections
12:00 Lunch
12:30 Life
1:00 Space
2:00 Building
3:30 Quick Win Proposal
4:00 Identity, Scorecard Check, Presentation

- 4:30 Drinks and Gallery Walk
- 5:00 Reporting Back Session
- 5:30 Photograph, Take-down, Socialize
- 6:00 End of Charrette

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## 3.1 ILFI Framework





## 3.1 ILFI Framework



### Background

The "Living Building Challenge" (LBC) is a "beyond code" building standard that may be well known in the Puget Sound region from the construction and operation of the Bullitt Center in Seattle's Capitol Hill neighborhood, but there is another sustainability program issued by the International Living Future Institute (ILFI) that expands the scope of sustainability beyond a single building— the "Living Community Challenge" (LCC).

The program emphasizes that when planners and developers create master plans - whether for planned residential developments, mixed-use urban centers, educational campuses, or other community-developing centers that they should be considering a wide variety of criteria to create sustainable communities at a larger scale. The ILFI categorizes these criteria through seven performance areas, otherwise referred to as 'Petals': 'Place,' 'Water,' 'Energy,' 'Health and Happiness,' 'Materials,' 'Equity,' and 'Beauty'. Each of these performance areas is further divided among twenty 'Imperatives' that provide measurable sustainability goals (illustrated in the diagram on the adjacent page).

The ILFI offers two different levels of certification to planners and developers as a means to promote the benefits that these measures bring to a community-Living Community Certification and Petal Community Certification. The former requires that a community meet all 20 requirements among all 7 Petals, with compliance based on actual performance as opposed to theoretical design performance. Recognizing that master plans can take several years or longer to come to fruition (and may evolve over time), ILFI also provides a Living Community Masterplan Compliance Certification that aids planners and developers in establishing critical elements to meet the intent of the Living Community Challenge during the conceptual design phases.

The Petal Community Certification requires that a community meet all of the requirements among at least three Petals, one of which must be Water, Energy, or Materials Petal.

The checklist provides the criteria included in each imperative of the Living Community Challenge. For additional information on specific criteria, the Living Community Challenge<sup>SM</sup> 1.0 Standard produced by the International Living Future Institute<sup>SM</sup> acts as a handy reference.

- http://living-future.org/



## The 20 Imperatives of the Living Community Challenge

	LIVING COMMUNITY CHALLENGE	LIVING BUILDING CHALLENGE 3.0	
PLACE			01. LIMITS TO GROWTH
		SCALE JUMPING	02. URBAN AGRICULTURE
		SCALE JUMPING	03. HABITAT EXCHANGE
			04. HUMAN POWERED LIVING
WATER		SCALE JUMPING	05. NET POSITIVE WATER
ENERGY		SCALE JUMPING	06. NET POSITIVE ENERGY
HEALTH & HAPPINESS			07. CIVILIZED ENVIRONMENT
			08. HEALTHY NEIGHBORHOOD DESIGN
			09. BIOPHILIC ENVIRONMENT
			10. RESILIENT COMMUNITY CONNECTIONS
MATERIALS			11. LIVING MATERIALS PLAN
		SCALE JUMPING	12. EMBODIED CARBON FOOTPRINT
			13. NET POSITIVE WASTE
EQUITY			14. HUMAN SCALE + HUMANE PLACES
			15. UNIVERSAL ACCESS TO NATURE & PLACE
			16. UNIVERSAL ACCESS TO COMMUNITY SERVICES
		SCALE JUMPING	17. EQUITABLE INVESTMENT
			18. JUST ORGANIZATIONS
BEAUTY			19. BEAUTY + SPIRIT

Figure 2: Framework for the Living Community Challenge

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## 3.1 ILFI, Table 1: City of Gardens







### Identity

## **"CITY OF GARDENS"**

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

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

The team proposed the title 'City of Gardens', as a way to indicate the integrated landscape experience being envisioned.

## **Goals & Imperatives**

#### 1. Limit of Growth

- Preserve green space buffer
- Preserve riparian zone of Woodin Creek
- Historic agrarian boundaries respected

#### 2. Urban Agriculture

- Green streets
- Green roofs
- Educational garden
  - Molbak's nursery "pods" scattered throughout site

#### 3. Habitat Exchange

- Green buffer around creek
- Green stormwater infrastructure (bioswale)
- Green roofs
- Off-site land trust arrangements

#### 4. Human Powered Living

- Pedestrian focused, walkable downtown
- Bike hub & trail network
- Human-scale

#### 5. Net Positive Water

- Green infrastructure
- Grey water management
- Permeable hardscape and daylit surface water management

#### 6. Net Positive Energy

- Solar
- District heating



#### 7. Civilized Environment

- Connectivity between spaces / activities
- Flexible public spaces
- Activities catering to mixed demographics

#### 8. Health Neighborhood Design

- Dense, walkable development
- Accessible social spaces
- Access to food
- Integrated natural environment

#### 9. Biophilic Environment

- Green streets, urban tree canopy, habitat
- Green spaces + roof gardens
- Connection to Woodin Creek

#### **10. Resilient Community Connections**

- Teaching gardens & relationships to school
- Multi-modal access around downtown
- Wildlife connections

#### 11. Living Materials Plan

- Use local materials as much as possible
- Sustainable/recycled materials where possible

#### **12. Embodied Footprints**

- Sustainable architecture design practices
- Use salvaged/ reclaimed materials
- Use local sources for materials

#### 13. Net Positive Waste

- Recycle site materials
- Central waste to energy plant
- Stormwater management
- Compost program tied to urban agriculture

#### 14. Human Scale / Human Places

- Lower building space
- Hierarchy of spaces
- Flexible spaces
- Pedestrian focus / activated streets

#### **15. Universal Access to Nature Place**

- Green spaces throughout
- Green corridor buffering creek and tieing into train network

#### **16. Community Services**

- School, library, playground
- Open venues
- Garden centers
- Public transit
- District heating & waste management
- Civic center / performance venue
- Central bike parking hub

#### 17. Equitable Investment

• TBD - outside partnerships

#### 18. Just Organization

• TBD - outside partnerships

#### 19. Beauty and Spirit

- Public art space
- Event / concert space
- Play grounds

#### 20. Inspiration and Education

- School
- Educational agriculture space
- Library
- Civic center





### **Connection Goals**

This exercise asked the participants to think about regional context in relation to Woodinville's central business district. Issues of connectivity were addressed.

#### Connections

It is important to connect the site to existing resources and create systems of green infrastructures, as well as celebrate the idea of a livable and sustainable city.

The following list enumerates these connections:

- 1. Create shuttle lanes to connect Woodinville High School and Town Center
- 2. Create bike lanes connect to Woodinville Sports Fields and Town Center
- 3. Create a green corridor to incorporate trails and bike lanes along Woodin Creek, and connect it with the Sammamish River trail: The team decided to embrace the existing natural resources of Woodin Creek, creating a green corridor along the water in combination with the Sammamish River Trail and Burke-Gilman Trail serving as an integrated walkable, recreational, and ecological system.
- 4. Create bike lanes to connect the Town Center, 21 Acres and Sammamish River trail

### **Connections Sketches**





Figure 3: Table 1 Connections Sketches

![](_page_16_Picture_0.jpeg)

## Mapping Context & Connections

![](_page_16_Figure_2.jpeg)

P

![](_page_17_Picture_0.jpeg)

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## **Results for Life. Space. Buildings.**

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.

## Life

- Nightlife
- Local goods
- Lively streets and plazas
- Civic activities tied in with social activities

### Space

- Event/Concert Space
- Artisan Commons
- Civic Corridor
- Environmental corridor
- Pedestrian network
- Green streets
- Meandering path along daylit stream
- Public art

## **Buildings**

- 3~5 stories mixed use
- Buildings with solar panels/green roof
- Sustainable architecture
- District heating and waste management
- Cottages and larger housing options

![](_page_17_Picture_25.jpeg)

![](_page_17_Picture_26.jpeg)

Figure 5: Table 1 Charrette Mapping Exercise

![](_page_18_Picture_0.jpeg)

## City of Gardens: Town Center Map

![](_page_18_Figure_2.jpeg)

Figure 6: Table 1 Town Center Map

![](_page_19_Picture_0.jpeg)

![](_page_19_Picture_2.jpeg)

## **Quick Wins**

The quick wins are simple solutions that are both easy to organize and is fun to implement. Generally a quick win acts as a catalyst toward a future visioning process. Some of the quick wins that were developed by the team include:

### One Day Event

- Garden/tree/street planting day\*
- Pop-up market\*
- Organized exercise event (race)
- Pop-up pocket plaza
- Bike event
- Hack-a-thon

#### **Permanent Build**

- Festival/parade
- Stormwater test site
- Educational walk
- Lighting/signage
- Sustainable infrastructure pilot project
- Enhance creek buffer
- Build up key corners
- District heating pilot project
- Build up civic corridor
- Wine/art walk

#### \*Selected Quick Win

## **Concept Sketch**

![](_page_19_Figure_25.jpeg)

Figure 7: Table 1 "Quick Win" Concept Sketch

![](_page_20_Picture_0.jpeg)

![](_page_20_Picture_1.jpeg)

Figure 8: Pop-up Market

![](_page_20_Picture_3.jpeg)

Figure 9: Bike Event

![](_page_20_Picture_5.jpeg)

Figure 10: Tree Planting Day

![](_page_20_Picture_7.jpeg)

Figure 11: Hack-a-thon

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![](_page_21_Picture_2.jpeg)

### **Framework Scorecard**

To work toward the imperatives of ILFI, the team conceived of a multilayered plan to integrate these objectives in an artful way.

## **Multi-layered Plan Objectives**

![](_page_21_Picture_6.jpeg)

Preserve the winery culture and enhance existing trails and bus lines to connect the town center to the winery districts

![](_page_21_Picture_8.jpeg)

Create an integrated rain water and stormwater collection and treatment system

![](_page_21_Picture_10.jpeg)

Use solar panels as a source of efficient energy and promote energy conservation

![](_page_21_Picture_12.jpeg)

Create gathering spaces, enhance access to different walking (or biking) trails for recreation

![](_page_21_Picture_14.jpeg)

Use sustainable materials such as permeable paving across the site

![](_page_21_Figure_16.jpeg)

Provide resources that could be used by everyone, also consider ADA during the design process

![](_page_21_Picture_18.jpeg)

Create a city of gardens and express the experience of landscape through integrated design aesthetics for Woodinville

![](_page_22_Picture_0.jpeg)

## Scorecard: Table 1

PLACE	<ul> <li>5 01. LIMITS TO GROWTH         <ul> <li>On-site landscape must be designed so that as it matures and evolves it increasingly emulates the functionality of indigenous ecosystems with regard to density.</li> <li>4 02. URBAN AGRICULTURE</li></ul></li></ul>	MATERIAL	<ul> <li><b>11. LIVING MATERIALS PLAN</b>         Community must meet the imperatives of the Living Building Challenge 3.0 for all community facilities, common infrastructure and landscape that the community controls and is in charge of developing.     </li> <li><b>12. EMBODIED CARBON FOOTPRINT</b>         The community must account for the total embodied carbon impact from the construction of community of all community infrastructure and community-owned facilities through a one-time carbon offset within the project boundary.     </li> <li><b>13. NET POSITIVE WASTE</b>         The community must strive to reduce or eliminate the production of waste during design, construction, operation and end of life in order to conserve natural resources and to find ways to integrate waste back into either an industrial loop or natural nutrient loop.     </li> </ul>
WATER Č	<b>4 05. NET POSITIVE WATER</b> Community water use and release must work in harmony with the natural water flows of the community and its surroundings	EQUITY	<ul> <li>14. HUMAN SCALE + HUMANE PLACES         The project must be designed to create human-scaled rather than automobile-scaled places, so that the experience brings out the best in humanity and promotes culture and interaction.     </li> <li>15. UNIVERSAL ACCESS TO NATURE &amp; PLACE         All primary transportation, roads and non-building infrastructure must be equally accessible to all members of the public along with access to fresh air, sunlight and     </li> </ul>
ENERGY	5 06. NET POSITIVE ENERGY 105% of the community's energy needs must be supplied by community-generated renewable energy on a net annual basis, including all energy for water and waste conveyance.		<ul> <li>natural waterways while diminishing any audible noise.</li> <li>16. UNIVERSAL ACCESS TO COMMUNITY SERVICES Community must incorporate access to basic community services and amenities that support the health, dignity and rights of all people includes places to shop, work, learn and congregate.</li> <li>17. EQUITABLE INVESTMENT For every dollar of project cost, the community must set aside and donate half a cent to a choosing or contribute to the Living Entire Environment</li> </ul>
HEALTH AND HAPPINESS	<ul> <li>5 07. CIVILIZED ENVIRONMENT The community must provide frequent social connections between people and plan for the ongoing connectivity that creates a civilized environment.</li> <li>5 08. HEALTHY NEIGHBORHOOD DESIGN The community must incorporate design features and strategies to promote and</li> </ul>		<ul> <li>A 18. JUST ORGANIZATIONS</li> <li>The community must help to create a more just, equitable society through the transparent disclosure of the business practices of the major organizations involved in construction the community.</li> </ul>
	<ul> <li>optimize the health and well-being of its residents.</li> <li><b>09. BIOPHILIC ENVIRONMENT</b> <ul> <li>The community must be designed to include elements that nurture the innate human/nature connection.</li> <li><b>10. RESILIENT COMMUNITY CONNECTIONS</b></li></ul></li></ul>	BEAUTY	<ul> <li><b>19. BEAUTY + SPIRIT</b> <ul> <li>The community must contain a meaningful integration of public art and design features on every block, street and plaza intended solely for human delight and the celebration of culture, spirit and place appropriate to its function.</li> </ul> </li> <li><b>20. INSPIRATION + EDUCATION</b> <ul> <li>Education materials about the design and operation of the community must be provided to share the intent of and motivate others within the community to make change.</li> </ul> </li> </ul>

Figure 12: Table 1 Sustainability Score Card; 1 = Low Priority; 5 = High Priority\*

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## 3.1 ILFI, Table 2: Soul to Soul

![](_page_24_Picture_1.jpeg)

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![](_page_25_Picture_2.jpeg)

## Identity

## "SOLE to SOUL"

'Live' - 'Work' - 'Play' in Productive Place and Productive Center"

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
- Give reasons for people to come South Wine District for tourists and North Wine District for tasting wine
- Support daytime users and weekend users
- Bring more professional businesses to town center
- Continue to provide a place for residents to gather
- More cultural entertainment events
- Flexible infrastructure
- Visible infrastructure
- Keep historical context agriculture
- Make Woodinville productive
- Education about Winery Business statewide
- Increase variety of productivity
- Affordable Housing

The team generated the title 'Sole to Soul', as a way to indicate the integrated opportunities for recreation and productivity of the region.

## **Goals & Imperatives**

#### 1. Limits to Growth

- Preserve green space buffer
- Preserve riparian zone of Woodin Creek

#### 2. Urban Agriculture

- Nursery
- Green walls
- P-patch
- Green roofs
- Educational garden

#### 3. Habitat Exchange

- Green buffer
- Green stormwater infrastructure (bioswale)

#### 4. Human Powered Living

- Bike corridor
- Walkable development

#### 5. Net Positive Water

- Green infrastructure
- Grey water management
- Drought resistant plants

#### 6. Net Positive Energy

- Solar
- Exchange heat between units (retail housing)
- Algae walls

#### 7. Civilized Environment

- Connectivity between spaces / activities
- Flexible public spaces
- Wine!

![](_page_26_Picture_0.jpeg)

#### 8. Healthy Neighborhood Design

- Dense, walkable development
- Accessible social spaces
- Access to food

#### 9. Biophilic Environment

- Green walls
- Green spaces + roof gardens
- Green habitat
- Connection to Woodin Creek

#### **10. Resilient Community Connections**

- Molbak -> community gathering space
- Building an podiums mitigates flooding risk
- Information kiosk

#### 11. Living Materials Plan

• Use local materials as much as possible

#### **12. Embodied Footprints**

- Lower buildings
- Passive buildings / less heating + cooling
- More wood / less steel and concrete
- Use salvaged/ reclaimed materials
- Use local sources for materials

#### 13. Net Positive Waste

- Recycle site materials
- Keeping soil
- Stormwater management

#### 14. Human Scale / Human Places

- Lower building space
- Hierarchy of spaces
- Flexible spaces

#### 15. Universal Access to Nature Place

- Green walls / spaces throughout
- **16. Community Services**
- School
- Playground
- Open venues

#### 17. Equitable Investment

- 21 acres
- Network eco-building guide
- Hope link
- Children's hospital
- Friends of youth

#### 18. Just Organization

- Public engagement process
- Wage equality
- Sustainable business practices

#### 19. Beauty and Spirit

- Public art space
- Art service building
- Event / concert space
- Play grounds
- Interactive water feature
- Green walls

#### 20. Inspiration and Education

- School
- Educational agriculture space
- Info kiosk

![](_page_27_Picture_0.jpeg)

![](_page_27_Picture_2.jpeg)

## **Connection Goals**

This exercise asked the participants to think about regional context in relation to Woodinville's central business district. Issues of connectivity were addressed.

### Connections

It is important to embrace the existing natural and cultural resources in the surrounding area and create multifunctional corridors to connect to surrounding areas beyond the CBD. Recommended connections include:

- 1. Connect to Sammamish River Trail & Soccer Fields Connect the site to existing green space or corridor
- 2. Connect North and South Winery Districts Create a city-wide bike trail and bus line to enhance the relationship between the North and South Winery Districts and existing transit station, making the city a convenient and unique place to live
- 3. Warehouse Woodin Creek Sammamish River Trail -Winery Districts

Create a citywide green corridor, connecting the winery business to Woodinville town center

4. Connect 'Farmers Market' to '21 Acres' Connect two of the most productive agricultural businesses in the surrounding area

## "Tour de Woodinville" Connections Sketch

![](_page_27_Picture_13.jpeg)

Figure 13: Table 2 Connections Sketch

![](_page_28_Picture_0.jpeg)

## Mapping Context & Connections

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Figure 14: Table 2 Connections Map

![](_page_29_Picture_0.jpeg)

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## **Results for Life. Space. Buildings.**

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 lifestyle.

### Life

- Live-work life style
- Sustainable life

## Space

- Event Space / Concert Space
- Adventure Playground
- P-patch (community garden)
- Water play plaza (connected to Woodin Creek)
- Meandering path
- Public art
- Green buffer

## Buildings

- 3-5 stories mixed use
- Buildings with solar panels / green roof / green wall
- Kiosks (information center)

![](_page_29_Picture_20.jpeg)

![](_page_29_Picture_21.jpeg)

Figure 15: Table 2 Charrette Mapping Exercise

![](_page_30_Picture_0.jpeg)

## Soul to Soul: Town Center Map

![](_page_30_Figure_2.jpeg)

Figure 16: Table 2 Town Center Map

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![](_page_31_Picture_2.jpeg)

### **Quick Wins**

The quick wins are simple solutions that are both easy to organize and have a fun to implement. Generally a quick win acts as a catalyst toward a future visioning process. Some of the quick wins that were developed by the team can include:

#### One Day Event

- Instant Community Event
- Connector Events : Burke / Vineyards Town Tour / Shuttles\*
- Bike "Pedal Pub"
- Bike Race

#### Permanent Build

- Gorilla Garden
- Visitor Center Kiosk for Wine\*
- Wine Maze
- Start the P-Patch
- Lighted/Marked Park; Path Ways for Events

#### \*Selected Quick Win

![](_page_32_Picture_0.jpeg)

![](_page_32_Picture_1.jpeg)

Figure 17: Visitor Center Kiosk for Wine

![](_page_32_Picture_3.jpeg)

Figure 18: Town Tour

![](_page_32_Picture_5.jpeg)

Figure 19: Lighted/Marked Park

![](_page_32_Picture_7.jpeg)

Figure 20: Guerilla Garden

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![](_page_33_Picture_2.jpeg)

## **Framework Scorecard**

To work toward the imperatives of ILFI, the team conceived of a multilayered plan to integrate these objectives in an artful way.

## **Multi-layered Plan Objectives**

![](_page_33_Picture_6.jpeg)

Make decisions to preserve the winery culture and create supper-connected and supper-productive place for people

![](_page_33_Picture_8.jpeg)

Use sustainable materials for site and building development

Provide resources that could be used

by everyone, also consider ADA during

![](_page_33_Picture_10.jpeg)

Value water features as the most important element within the site, which could provide both recreational and ecological functions

![](_page_33_Picture_12.jpeg)

Use solar panels as a source of efficient energy and promote energy conservation

![](_page_33_Picture_14.jpeg)

Create playgrounds for children and provide easy access to biking and walking trails

![](_page_33_Picture_16.jpeg)

the design process

![](_page_33_Picture_18.jpeg)

Create interesting interactive water features, art installations, and green space for people

![](_page_34_Picture_0.jpeg)

## Scorecard Table 2

PLACE	<ul> <li>4 01. LIMITS TO GROWTH         <ul> <li>On-site landscape must be designed so that as it matures and evolves it increasingly emulates the functionality of indigenous ecosystems with regard to density.</li> <li>4 02. URBAN AGRICULTURE                  <ul></ul></li></ul></li></ul>	MATERIAL	<ul> <li><b>11. LIVING MATERIALS PLAN</b> <ul> <li>Community must meet the imperatives of the Living Building Challenge 3.0 for all community facilities, common infrastructure and landscape that the community controls and is in charge of developing.</li> <li><b>12. EMBODIED CARBON FOOTPRINT</b>             The community must account for the total embodied carbon impact from the construction of community of all community infrastructure and community-owned facilities through a one-time carbon offset within the project boundary.         </li> </ul> <b>4 13. NET POSITIVE WASTE</b> <ul> <li>The community must strive to reduce or eliminate the production of waste during design, construction, operation and end of life in order to conserve natural resources and to find ways to integrate waste back into either an industrial loop or natural nutrient loop.</li> </ul></li></ul>
WATER	5 <b>05. NET POSITIVE WATER</b> Community water use and release must work in harmony with the natural water flows of the community and its surroundings	EQUITY	<ul> <li>14. HUMAN SCALE + HUMANE PLACES         The project must be designed to create human-scaled rather than automobile-scaled places, so that the experience brings out the best in humanity and promotes culture and interaction.     </li> <li>15. UNIVERSAL ACCESS TO NATURE &amp; PLACE         All primary transportation, roads and non-building infrastructure must be equally accessible to all members of the public along with access to fresh air, sunlight and     </li> </ul>
ENERGY	5 06. NET POSITIVE ENERGY 105% of the community's energy needs must be supplied by community-generated renewable energy on a net annual basis, including all energy for water and waste conveyance.		<ul> <li>natural waterways while diminishing any audible noise.</li> <li>16. UNIVERSAL ACCESS TO COMMUNITY SERVICES         Community must incorporate access to basic community services and amenities that support the health, dignity and rights of all people includes places to shop, work, learn and congregate.     </li> <li>17. EQUITABLE INVESTMENT         For every dollar of project cost, the community must set aside and donate half a cent to a charity of its choosing or contribute to the Living Future Equity Exchange     </li> </ul>
HEALTH AND HADDINESS	<ul> <li>5 07. CIVILIZED ENVIRONMENT         The community must provide frequent social connections between people and plan for the ongoing connectivity that creates a civilized environment.         </li> <li>5 08. HEALTHY NEIGHBORHOOD DESIGN         The community must incorporate design features and strategies to promote and     </li> </ul>		Program, which directly funds renewable infrastructure for charitable enterprises. <b>18. JUST ORGANIZATIONS</b> The community must help to create a more just, equitable society through the transparent disclosure of the business practices of the major organizations involved in construction the community.
	<ul> <li>optimize the health and well-being of its residents.</li> <li><b>99. BIOPHILIC ENVIRONMENT</b> <ul> <li>The community must be designed to include elements that nurture the innate human/nature connection.</li> <li><b>10. RESILIENT COMMUNITY CONNECTIONS</b>             Community must incorporate design features, strategies and community-based programs to ensure resilience through infrastructure, community resources and social interacions in order to weather disruptions or disasters of any type.</li></ul></li></ul>	BEAUTY	<ul> <li><b>19. BEAUTY + SPIRIT</b> <ul> <li>The community must contain a meaningful integration of public art and design features on every block, street and plaza intended solely for human delight and the celebration of culture, spirit and place appropriate to its function.</li> </ul> </li> <li><b>20. INSPIRATION + EDUCATION</b> <ul> <li>Education materials about the design and operation of the community must be provided to share the intent of and motivate others within the community to make change.</li> </ul> </li> </ul>

Figure 21: Table 2 Sustainability Score Card; 1 = Low Priority; 5 = High Priority\*

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## **3.2 LEED Framework**





## **3.2 LEED Framework**



### Background

LEED stands for Leadership in Energy and Environmental Design. LEED was developed by the US Green Building Council to provide metrics and third-party verification to motivate developers and builders to build greener, more energy efficient buildings. LEED is a points-based certification system. The more points your project scores, the higher the rating it earns. There are four tiers: certified, silver, gold, and platinum.

LEED was intended to provide motivation and reward to developers for investing more up-front on building projects that will yield long-range savings due to energy and resource efficiency, less waste production, and longer lifespan of quality materials. Many states also offer tax breaks and other incentives to LEED buildings, and buyers and renters are often willing to pay a premium for to occupy them.

Originally focused only on individual new commercial buildings, in recent years, LEED has developed new variations to consider homes, commercial interiors, remodels, and existing building operations and maintenance, as well as multi-building developments---Group, Neighborhood Development, and Campus. LEED Campus: The campus program focuses on "a master site" an area with a defined boundary that is held by the same owner, developer or property manager. Campuses are not eligible for LEED certification on their own. Instead, LEED Campus program allows individually certifiable buildings to gain some of their LEED certification points from features that are employed on the larger master-site level while earning the rest of their points for features of the individual building. Campus features like bicycle parking, water-efficient landscaping, renewable energy production, waste management can give each campus building a head start on their points totals.

LEED ND (Neighborhood Development): Neighborhoods can earn certification in one of two ways, either for their "plan" or for the full "built project."

Requirements and points-- Some features are required for LEED certification. The rest are chosen from a menu of optional features worth varying point values. When all required elements are satisfied, the total point value of optional elements included determines whether the project qualifies for LEED certification and at which level.

- http://www.usgbc.org





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# **3.2 LEED, Table 3: Garden to Market Village**







### Identity

## A "Garden to Market" Village

### **A Green Destination**

The Woodinville 2035 plan seeks to become an icon of sustainable development and a model for forward-thinking town planning in the 21st Century. The ideal of the "Garden to Market Village" is to empower Woodinville's local industry and culture to be represented in a lively and connected urban center: A new green destination that promotes the Woodinville spirit!

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

## **Goals & Imperatives**

**1**. To attain the vision of sustainable living the team planned a town center that works for community and visitors:

- Fully integrated
- Highly walkable

#### 2. Create a truly lively/active pedestrian district:

- Park once
- Retail adapts to deliver heavy goods

#### 3. Sustainability

- Grown locally
- Teaching/demonstrating how it is done
- Style/nature/ local materials

### 4. Preserve Northwest woodland character

5. Economically sustainable



## Woodinville Character, Opportunities, & Wishes

- Entrepreneurial spirit
- Wineries, Molbak's tourist destinations
- Close to city/ 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
- Outlet
- Maintain residential capacity
- Pedestrian friendly





### Connections

- Connect to three Winery Districts
- Connect to city center (city hall)
- Park&Ride needs more parking, so more people can park and walk to the town center
- More parking at grocery, which is at a walking distance from Molbak's, so people can walk to town center when they finish grocery shopping
- Connect to agriculture, (21 Acres)
- More convenient public transit to Molbak's
- Gateway attractions for people who come from highway
- Provide hotels for visitors
- Preserve view corridor to Mt. Rainier
- Bike lane along streams
- Preserve Streams
- Connect between urban and suburban residents

## Context / Connections Sketch



Figure 23: Table 3 Connections Sketch



# Mapping Context & Connections









## Life.Space.Buildings.

### Life

- Seating, children's play area
- 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/ food, restaurant, coffee house
- Preserve and enhance views
- Roof top garden, rotating garden, open space

## Space

- Plaza: Village Center
- Pedestrian: main corridor connecting from NE to SW
- Connection to park, residential, transit
- Park for play, gathering, dogs
- Bike lane

## **Buildings**

- 2-3 stories mixed-use buildings including both office/commercial and residential/commercial
- Green roofs and solar panels





Figure 25: Table 3 Charrette Mapping Exercise





Figure 26: Table 3 Town Center Map





## **Quick Wins**

Quick Win- Each team was asked to create a "Quick Win" simple solution that is both easy to organize and is fun to implement. Generally, a quick win acts as a catalyst toward a future visioning process.

- Outdoor market
- Festivals
- Performers
- Food trucks
- Parklets/ P-patch along 175th
- Molbak's Outdoor sale, like "REI garage sale"
- Molbak's agriculture lab
- Temporary plant structures

### "Launch Events"

This team proposed "Launch Events" 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.



Figure 27: Colorful Molbak's Display



Figure 28: Pop-Up / Launch Event



the QUICK WINS SLOGAN - OUTDOOR MARKET - FESTIVALS - PERFORMERS WHDEE? OPEN SPACE Website . social media FOOD TRUCKS PARKLETS/Peapatch along 1757/Peapatch - VOLUNTEER PLANTING/ RESTORATION

Figure 29: Table 3 "Quick Wins" Charrette Sheet





### **Framework Scorecard**

The tables below list the prerequisites and credits that can be used as a framework for setting up campus-wide management practices for LEED Campus for Building Design and Construction.

- LEED for Neighborhood Development 15 Location **High Priority Site** 2 **Bicycle Facilities** 1 **Reduced Parking Footprint** 1 Green Vehicles 1 Site Management 1 Site Development: Protect or restore 2 Habitat Joint use of facilities 1 Rainwater Management 2 Heat Island Reduction 2 Light Pollution Reduction 1 Site Improvement Plan 1 **Outdoor Water Use Reduction** 2 Cooling Tower Water Use 3
- Enhanced Refrigerant Management 1 Advanced energy metering 2 Solid Waste Management 2 Purchasing Lamps 1 Facility maintenance and renovation 2 Interior lighting 2 Daylight and quality views 4 Innovation in Design 5

Figure 30: Leed Campus Categories and Credits



Category	Prerequisites	Credits	Poin	ts
Location & Transportation	None	LEED for Neighborhood     Development Location	15	15
		High Priority Site		0
		Bicycle Facilities		1
		<ul><li>Reduced Parking Footprint</li><li>Green Vehicles</li></ul>		1
	Environmental Site	Site Management	1	1
Sustainable Sites	Assessment	• Site Development: Protect or restore Habitat	2	2
		<ul> <li>Joint use of facilities</li> </ul>	1	1
		Rainwater Management	2	1
		Heat Island Reduction	2	2
		Light Pollution Reduction	1	1
		Site Improvement Plan	1	1
Water Efficiency	Indoor Water Use Reduction	Outdoor Water Use     Reduction	2	2
	Building level water metering	Cooling Tower Water Use	3	0
Energy & Atmosphere	Fundamental Commissioning and Verification	<ul> <li>Enhanced Refrigerant Management</li> </ul>	1	1
	Fundamental Refrigerator Management	Advanced energy metering	2	2
Materials and	Storage and Collection of	Solid Waste Management	2	2
Resources	Recyclables	Purchasing Lamps	1	1
	Construction and Demolition Waste Managenent Plan	<ul> <li>Facility maintenance and renovation</li> </ul>	2	0
Indoor Environmental	Environmental Tobacco	Interior lighting	2	2
Uuality	Smoke Control	Daylight and quality views	4	4
Innovation	None	Innovation in Design	5	5
		Total Points Achieved		46

## **Scorecard Table 3**

up campus-w	ide management practices for LE	ED Campus for Building Design a	vork for setting nd Construction.
Sugar and		Tean	1#3
Category	Prerequisites	Credits	Points
Location & Transportation	None	LEED for Neighborhood Development Location	15 @ 15
A second and a second	B+Bw/bike accommoda 1e.parking	<ul> <li>High Priority Site</li> <li>Bicycle Facilities - hew</li> <li>Reduced Parking Footprint</li> <li>Green Vehicles</li> </ul>	2回日日 11日日
Sustainable Sites	Environmental Site Assessment	<ul> <li>Site Management</li> <li>Site Development: Protect or restore Habitat</li> </ul>	1 @1 2 Q
	grh roof,	<ul> <li>Joint use of facilities</li> <li>Rainwater Management 95% Content</li> <li>Heat Island Reduction</li> <li>Light Pollution Reduction</li> <li>Site Improvement Plan</li> </ul>	1 2 2 1 1 1 1 1 1
Water Efficiency	Indoor Water Use Reduction Building level water metering	<ul> <li>Outdoor Water Use Reduction</li> <li>Cooling Tower Water Use</li> </ul>	2 <b>2</b> 3 D 2
Energy & Atmosphere	Fundamental Commissioning and Verification	Enhanced Refrigerant     Management	1 1 2
	Fundamental Refrigerator Management	<ul> <li>Advanced energy metering</li> </ul>	2 2 -
Materials and Resources	Storage and Collection of Recyclables Construction and Demolition Waste Managenent Plan	<ul> <li>Solid Waste Management green Purchasing Lamps</li> <li>Facility maintenance and renovation</li> </ul>	2 <b>2</b> 1 <b>2</b> 2 <b>5</b>
G Indoor Environmental Quality	Environmental Tobacco Smoke Control	<ul><li>Interior lighting</li><li>Daylight and quality views</li></ul>	2 2 6 4 4 6
Innovation	None MOLBAK'S	Innovation in Design	5 5 5

Figure 31: Table 3 Sustainability Score Card\*

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## 3.2 LEED, Table 4: Garden to Vine







## Identity

## A "Garden and Vine"

### Providing 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, residential neighborhoods; and create an urban lifestyle in one integrated town center design. Key concepts are as follows:

- 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

## **Goals & Imperatives**

- 1. Create a place that is connected to the region
- 2. Create a place that is a nice place to live, work, and visit
- 3. Create a place that is intuitive, walkable and authentic: <u>Identifiably Woodinville</u>
- Create a place that supports life-long learning providing an Incubator based on the ethos of Molbak's Garden + Home: Seeds, growing, cultivating.

## Woodinville Character, Opportunities, & Wishes

- Less Commuting
- More employers beyond retail
- Mixed Use
- Pedestrian Oriented Center
- Tame 175th
- Traffic Calming
- Structured parking at periphery
- Encourages walking/biking in CBD
- Good experience for locals and visitors



### Pacon<sup>®</sup> Easel Pad

TABLEY GOALS-"OUR GOALS FOR WV2035 ARE TO CREATE A PLACE THAT ... FIND CENTER UNDESTANDABLE STRUCTURE VIS(BILITY STATING OBBURTUNITIES STAY CATTON, MIX-OF-USES INTU IT VE WALKABLE CONVERTORS-BURKE-GILMAN AVTHENTIGTY-VINEYARDS FARM LIFE-LONG LEARNING-ACTIVE BINDER (ACTIVITIES, LIFESTYLE)

Figure 32: Table 4 Goals Sheet





Figure 33: Table 4 Charrette Group





### **Connection Goals**

This exercise asked the participants of table 4 to think about regional context in relation to Woodinville's central business district. Issues of connectivity were addressed.

### Connections

Participants cited several important connections based on existing assets in the area. These assets included the winery districts, the Burke-Gilman and Sammamish River Trail, Woodin Creek, 21 Acres Farm, and other farmlands.

The following list elaborates on these connections:

- 1. Connect the winery districts: It was generally agreed upon that the CBD would benefit if there were better multi-modal connections going through the CBD. Bike lanes, shuttles/buses, and pedestrian corridors
- 2. It was considered beneficial to implement green corridors north/south and east/west through the CBD for better connections to the Sammamish River and the farmlands
- 3. Enhanced bicycle connections: North/south and Sammamish River Trails
- 4. Enhance and restore Woodin Creek

### Parking on the Perimeter

In the interest of making the area pedestrian friendly and to further the ethos of resilience, it was decided that a parking district should be constructed. This would encourage both residents and visitors to park once and walk while in the area.

### A Rich Mix of Uses

Building further on the ethos of resilience, the area was envisioned to be a place where families could work and live while pursuing opportunities for growth in an atmosphere that cultivates life long learning.

## **Things to Consider**

The results of these activities show the wineries are a major asset for the residents and a big draw for out of town visitors and is a defining characteristic of the area. Connecting the wineries via multi-modal corridors through the Molbak's site could be a major benefit to the proposed Woodinville 2035.

Increased biking and pedestrian connections should be planned in Woodinville 2035. The participants suggested putting parking at the periphery of the CBD. Possibly a parking district. This would encourage residents and visitors to choose other forms of transportation while in the area.





Figure 34: Table 4 Charrette Mapping Exercise





## **Results for Life. Space. Buildings.**

### Life

- Food bonanza
- Gardening
- Walking
- Shopping
- Dog amenities
- Access to water
- Experiential learning opportunities
- "Cultivator" Identity

## Space

- Open air eating
- Community gardens
- Pedestrian connections
- Skate parks
- Skating as part of multi-modal transit
- Local, artisan retail
- Canine friendly infrastructure/spaces
- Demonstration gardens
- Splash parks
- Parking at periphery
- Public/private parking district
- Identity Streets

## Buildings

- 2-5 story buildings
- Green Roofs
- Office and Retail
- Residential and Retail
- Townhouses "Village Concept"
- Parking and Retail
- Parking at periphery











## **Quick Wins**

### "Paint, Plant, Play, Perform"

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.



Figure 36: Table 4 "Quick Win One" Concept Sketch





Figure 37: "Quick Win Two" Concept Sketch





## Framework Scorecard Table 4

The tables below list the prerequisites and credits that can be used as a framework for setting up campus-wide management practices for LEED Campus for Building Design and Construction.

15

2

1

1

1

1

2

1

2

2

1 1

2 3

- LEED for Neighborhood Development Location
- **High Priority Site**
- **Bicycle Facilities**
- **Reduced Parking Footprint**
- Green Vehicles
- Site Management
- Site Development: Protect or restore Habitat
- Joint use of facilities
- Rainwater Management
- Heat Island Reduction
- Light Pollution Reduction
- Site Improvement Plan
- **Outdoor Water Use Reduction**
- Cooling Tower Water Use

- Enhanced Refrigerant Management Advanced energy metering
- Solid Waste Management
  - Purchasing Lamps
    - Facility maintenance and renovation

1

2

2

1

2

2

4

5

- Interior lighting
  - Daylight and quality views

Innovation in Design

Figure 38: Leed Campus Categories and Credits



Category	Prerequisites	Credits	Poin	ts
Location & Transportation	None	LEED for Neighborhood     Development Location	15	15
		High Priority Site	2	1
		Bicycle Facilities	1	1
		Reduced Parking Footprint	1	1
		Green Vehicles	1	0
Custainable Citer	Environmental Site	Site Management	1	1
Sustainable Sites	Assessment	Site Development: Protect     or restore Habitat	2	1
		• Joint use of facilities	1	1
		Rainwater Management	2	1
		Heat Island Reduction	2	2
		Light Pollution Reduction	1	0
		Site Improvement Plan	1	1
Water Efficiency	Indoor Water Use Reduction	Outdoor Water Use     Reduction	2	2
	Building level water metering	Cooling Tower Water Use	3	0
Energy & Atmosphere	Fundamental Commissioning and Verification	<ul> <li>Enhanced Refrigerant Management</li> </ul>	1	1
	Fundamental Refrigerator Management	Advanced energy metering	2	1
Materials and	Storage and Collection of	Solid Waste Management	2	2
Resources	Recyclables	Purchasing Lamps	1	1
	Construction and Demolition Waste Managenent Plan	Facility maintenance and renovation	2	1
Indoor Environmental	Environmental Tobacco	Interior lighting	2	1
Uuality	Smoke Control	• Daylight and quality views	4	4
Innovation	None	Innovation in Design	5	5
		Total Points Achieved		43

## Scorecard Table 4

up campus-wide	e management practices for LEED	Campus for Building Design an	d Construction.
Category	Prerequisites	Credits	Points
D Location & Transportation	None	<ul> <li>LEED for Neighborhood</li> <li>Development Location</li> <li>High Priority Site</li> </ul>	15 2
		<ul> <li>Bicycle Facilities</li> <li>Reduced Parking Footprint</li> <li>Green Vehicles</li> </ul>	
Sustainable Sites	Environmental Site Assessment	<ul> <li>Site Management</li> <li>Site Development: Protect or restore Habitat</li> </ul>	1 1 2 1
		<ul> <li>Joint use of facilities</li> <li>Rainwater Management</li> <li>Heat Island Reduction</li> </ul>	1 1 2 1 2 <b>2</b>
		Light Pollution Reduction     Site Improvement Plan	
Water Efficiency	Indoor Water Use Reduction Building level water metering	<ul> <li>Outdoor Water Use Reduction</li> <li>Cooling Tower Water Use</li> </ul>	2 <b>2</b> 3 D
Energy & Atmosphere	Fundamental Commissioning and Verification	Enhanced Refrigerant     Management	1
	Fundamental Refrigerator Management	Advanced energy metering	2 1
Materials and Resources	Storage and Collection of Recyclables	Solid Waste Management     Purchasing Lamps	2 2
	Construction and Demolition Waste Managenent Plan	Facility maintenance and renovation	2 1
Indoor Environmental     Quality	Environmental Tobacco Smoke Control	<ul><li>Interior lighting</li><li>Daylight and quality views</li></ul>	2 [ 4 4
	None	Innovation in Design	5 5

Figure 39: Table 4 Sustainability Score Card\*

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## **3.3 One Planet Living Framework**





# **3.3 One Planet Living Framework**



### Background

One Planet Living is an initiative by Bio regional International and its partners to make the concept of sustainable living a reality. The concept of One Planet Living (OPL) is centered on the idea that we all occupy one single planet and use its resources. OPL strives to achieve regional economies that are self-sufficient and utilize local, renewable, and waste resources thereby nurturing a happy and healthy living atmosphere.

The concept of OPL builds on sustainability initiatives over the past few decades, but specifically grew out of the BedZED eco-village in south London. The impact of this specific project led OPL to conclude that to achieve sustainability an approach was required that was easy, attractive, and affordable for people everywhere to lead sustainable lifestyles. This was not restricted to just green buildings, but wider infrastructure and products and services as well, offering a holistic approach to form a simple and clear story that can be understood by people.

The methodical and step-by-step approach taken by OPL is key to its success. Much of OPL's efforts involves working collaboratively with partners who embrace their philosophy. This shared concern fosters a creative thinking process to co-develop and nurture ideas with a view towards considering environmental limits while achieving design solutions. This unique framework allows a structured approach towards practical implementation of the project in an effective manner, both for short-term and long-term projects. One of the key aspects of OPL is ongoing research into such collaborative projects and evaluating the results to adapt or amend their approach. The success of a project is key in its ongoing work and outreach to a wider audience to attain maximum impact. The effectiveness of the approach enables further dialogue and shared learning with policy-makers and practitioners allowing OPL to influence future practices on an international level.

OPL is structured around ten principles that aim to take this idea to sustainable living. The principles are rooted in the science and metrics of ecological and carbon footprinting to structure thinking and inform holistic action. Together, the principles provide a framework to help organizations and project teams examine the sustainability challenges faced, develop appropriate solutions, and communicate the actions being taken to key stakeholders such as colleagues, the supply chain, clients, customers, and local and national government.

- http://www.bioregional.com/oneplanetliving/



One Planet Living uses a calculator based on a set of questions to estimate carbon and ecological footprints. The calculator is aimed at offering a personalized view of our footprint and how it impacts quality of life. It also shows that reducing our environmental impact to a sustainable level is possible. The calculator is based around ten principles and explores the philosophy of OPL through the lens of these key principles.

- 1. Health and happiness
- 2. Equity and local economy
- 3. Culture and community
- 4. Land use and wildlife
- 5. Sustainable water
- 6. Local and sustainable food
- 7. Sustainable materials
- 8. Sustainable transport
- 9. Zero waste
- 10. Zero carbon



Figure 40: One Planet Living Principles

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## 3.3 OPL, Table 5: Woodinville Market District





# 3.3 OPL, Table 5



## Identity

## "Woodinville Market District"

Table 5 conceived the name "Woodinville Market District" to capture the feel of a small town yet urban shopping area with a particular focus on sustainable transportation modes that contribute to a healthy and active lifestyle.

## **Goals & Imperatives**

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 also important.

#### 1. Health and Happiness

- Running Trail (extended connection from Sammamish River Trail)
- Space for physical healthy activities
- Local activities for seniors

#### 2. Equity and Local Economy

- Leisure destination
- More employment opportunities
- Technology start-up hub
- Enables local businesses to thrive
- Has a variety of housing options including affordable options

#### 3. Culture and Community

- A destination for both locals and tourists
- City of Gardens
- Protect the character of Woodinville
- Honor the traditions of Woodinville
- A place to be
- Personal meeting places (more intimate social spaces)



#### 4. Landuse and Wildlife

- One Planet education
- Ecology education

#### 5. Sustainable Water

- Water as feature
- Use rainwater as main feature
- Horticultural playground for children

#### 6. Local and Sustainable Food

- Focus on local sustainable food options... urban agriculture?
- Create p-patches within local community
- Value add to food
- Food production
- Farming

#### 7. Sustainable Materials

#### 8. Sustainable Transport

- Promotes multi modal transit and an active lifestyle
- Walkable & transportation hub
- Enable young families to live locally but work in other cities without depending on cars
- Zero Cars
- Bike Share
- Should roads be extended through site?
- Connection to Bellevue and Seattle

#### 9. Public Space

- Local Park
- Dog Park
- Active public spaces with interactive art
- Public community meeting place
- Has vibrant, open diverse local spaces for public gathering preferably multi-use
- Use local artists to create a gallery wall throughout the Molbak's property
- Series of connected outdoor spaces
- 9. Zero Waste

#### 10. Zero Carbon

#### 11. Streetscape

- Adaptive space- car curfew, promote active lifestyle
- Pedestrian & bike friendly- not just on the roadway
- Activating spaces (more pedestrian traffic)



# 3.3 OPL, Table 5



### Connections

The main focus during the connections exercise for the group was on connecting agricultural uses to the Town Center. The idea of farm to table for local eateries and a "farm trail" that connected farm lands with pedestrian/bike trails. 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. Tables also suggested that the Eastside Rail Corridor and the active rail line are barriers for residents and school kids in the north to get to the Town Center in any way other than by car. So they expressed that the city should explore how to improve this connection. The active rail line also passes very close to the park and ride north of the Town Center so members of the group thought this would be a great place for a transit station for future light rail, reducing the need for people from Seattle to travel by car.

- Create a new transit station with a hotel on top, across from the park and ride off 140th for light rail on the active section of rail
- Create a light rail connection that would connect the north to the winery district in the south via the active and inactive rail corridor
- Bike and pedestrian connection to Town Center
- Potential re-route of bus service that runs along 175th to 171st due to new residential community at Woodin Creek Village
- Create crosswalks to get from park and ride to apartments across the street
- Improve pedestrian crossings and connections from shopping mall parking lot to actual stores



Figure 41: Table 5 Charrette Exercise


# Mapping Context & **Connections**









### **Results for Life. Space. Buildings.**

The focus of Table 5 was on pedestrian and bike green streets that were open to cars only during certain hours of the day. The team referred to this as having a car curfew. These little streets would be lined with small open spaces and greenery to maintain the spirit of Molbak's Garden + Home. The pedestrian and bike focused streets would also connect at a central Italian inspired plaza. The amenities desired were nightlife (dancing, wine tasting, brew pubs, and eateries), social spaces (coffee shops), healthy grocery, art galleries, and a library all on the first floor with either multifamily residential or office space over them. Having art, culture, and open space for an active lifestyle was extremely important for the group. There was an overall desire for the Town Center to have a young and vibrant feel to it, so start up hubs for creative business ventures were essential and live/work spaces were important as well.

There are two large, 4-story, parking structures on the site and that is primarily because Woodinville is still a suburban/rural city with limited transportation options that bring people to the Town Center location. The group modeled the idea of the parking structures off the University Village concept where parking is to the perimeter of the site and people park their cars but the rest of their time is spent walking through the area from shop to shop. As transportation access improves and as the Town Center draws in more of a crowd that doesn't rely on cars more retail or office space can take over sections of the garages, as was done in University Village. Because the Town Center lies between the winery districts the group also felt it was important to have hotels on the site to encourage tourism that stays in Woodinville for the night and doesn't simply do a day trip.

- Car Curfew streets, bike and pedestrian scaled.
- Central Plaza
- Single Family cottages to minimize intense development around Woodin Creek
- Parking structures that could be re purposed into retail similar to Seattle's University Village





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### **Quick Wins**

The quick wins are simple solutions that are both easy to organize and have a fun element attached to them. Generally a quick win acts as a catalyst towards a future envisioning process. Some of the quick wins that were developed by the team involved:

- Start the "farm to trail" now
- Urban trail markers to local farms and to promote walkable/active lifestyle
- Creating a park/public space around the creek & Garden Way- water play, benches, dog area
- Offer section of Molbak's property for a community garden
- Free fix your bike opportunity-advertise on the trail and at Woodinville Bikes
- Paint your street concept Seattle has to paint a connection between DeYoung Farmer's Market and Molbak's
- Line 175th with eye catching planting or showcasing Jens' tractor
- Educate people about OPL
- Disperse the rumor that Molbak's is moving.
- Painting future site layout/outline through Molbak's on the floor/property

Table 5 decided to take several quick win strategies from the list above and combine them as they really are fairly achievable ideas. The biggest concern was finding a quick win that educated the residents and Molbak's customers that Molbak's really isn't going anywhere but that the layout of the building and site would change. The group proposed setting aside a place in the store where the design charrette ideas could be showcased as well as the One Planet Living sustainability frame. This could create a lot of buzz and excitement about the changes and possibly get more people interested in contributing toward the public process once the town center plan becomes more of a reality. Not only is the education piece important but having some visual change to the streetscape and the Molbak's property is important for generating some excitement. Because Molbak's is a garden center, they 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. Another 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. This would highlight where the new plaza would be located (right at the heart of the current store) along with some other open and green spaces painted out on the floor. This way customers could explore and envision the potential new spaces being created by this town center.





Figure 44: Table 5 "Quick Win" Concept Sketch



Figure 45: Charrette Table 5





### **Framework Scorecard**

For this exercise the table established a scorecard range from 0-5 where '0' is a low score or noncompliance and 5 is a perfect score. The table team graded themselves "5's" across all elements because much of the design has the potential to encourage sustainable behavior and transition from a very auto centric environment to a more pedestrian / bike friendly community.



Bike and pedestrian oriented streets and alleyways within the Town Center and open spaces for various outdoor activities



Local eateries to focus on farm to table style cuisine and presence of healthy food grocery store will help with organic diets



All buildings will be made with locally sourced timber and renewable materials



Focus on bike and pedestrian activity with reduction in automobiles while parking garage will be converted to more retail, office and garden space



Focus on waste reduction in terms of composting and only reusable materials



All buildings will be energy efficient with nearly all buildings having solar panels to provide their own energy source

Presence of affordable and diverse housing options with a focus on start up businesses, tourism, and local wineries / breweries

More community gathering spaces for both large and intimate meetings while respecting the agricultural identity by creating an urban farm trail

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All buildings to collect rainwater and green spaces throughout the town center will help with treatment of surface water runoff

Daylighting Woodin Creek as much as

possible throughout the Town Center

Figure 46: One Planet Living Principles





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# 3.3 OPL, Table 6: It's in the Vine







## Identity

## "It's in the Vine"

The ideas that were generated revolved around the central idea of converting Woodinville into a designated district. The different aspects are as follows:

- Food District
- Meeting Space District
- Garden Experience District
- Sprouts District
- Mashup District

The team 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.

### **Goals & Imperatives**

To attain the vision of sustainable living the team decided on the goals along the lines of the ten principles of One Planet Living. This methodology allowed the participants to not just have a sustainable framework to work upon but also delve deeper into specific concerns.

#### 1. Health and Happiness

- Share common outdoor spaces
- Provide to healthy food
- Gather together for relief from stress
- Build an identity through a variety of spaces
- Open space for immersion in nature
- Mix with different people for interaction
- Offer fun and surprise elements

#### 2. Equity and Local Economy

- Create more local jobs
- Attract more businesses through rental control
- Support affordability in housing
- Increase density to attract more people
- "Shared economy," catch trends that are already happening
- Design for inter-generational living to support everybody
- Incubate new businesses

### 4. Culture and Community

- Highlight beer + wine + spirits as key cultural elements
- Establish food as a shared "language of the community"
- Promote agrotourism to sustain hospitality sector
- Tell the story of community and culture via wayfinding



#### 5. Landuse and Wildlife

- Integrate urban and rural areas
- Improve function, education and human experience of natural systems

#### 6. Sustainable Water

- Implement industrial uses to reduce or close the loop of water
- Manage surface water

#### 7. Sustainable Food

- Integrate food production into community and individuals
- Promote community and personal health these are indicators for happiness

#### 8. Sustainable Materials

• Minimize the footprint of materials

#### 9. Sustainable Transport

- Make transit a viable option
- Manage parking
- Increase connectivity for walking: attractive, safe paths

#### 10. Zero Waste

- Recycle waste
- Reuse materials

#### 11. Zero Carbon

• Achieve zero carbon through implementation of policies that support it



#### Figure 48: Table 6 Charrette Mapping Exercise





### **Connection Goals**

This exercise asked the participants of Table Team 4 to think about regional context in relation to Woodinville's central business district. Issues of connectivity were addressed.

### Connections

The different connections that were considered involved connecting the Warehouse and West Valley Winery Districts with Molbak's Garden + Home as a pivot point. Other considerations that were made so as to nurture this connection are discussed below:

- New Garden Way branch of Woodin Creek
- Wine-Vine Trail connecting the Warehouse and West Valley Winery Districts with the 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



Figure 49: Table 6 Charrette Exercise



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### **Results for Life. Space. Buildings.**

Careful considerations were first given as to the kind of life that can be nurtured in Woodinville in the future before developing the nature of spaces that could be provided to benefit that life and finally the type and arrangement of buildings that would be required to sustain that life and space.

### Life

- 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

### Space

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) - offices with farm

### **Buildings**

Decentralized development to allow separate phases to develop independently into separate zones

Develop mixed use spaces with street access around the garden center with hydroponic agriculture in the roof

Locate residential development along Garden Way and south part of site around 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







### **Quick Wins**

The quick wins are simple solutions that both easy to organize and have a fun element attached to them. Generally a quick win acts as a catalyst towards a future envisioning process. Some of the quick wins that were developed by the team involved:-

- Food we grow
- Pie fest\*
- Breakfast
- Savory
- Dessert
- Water to Steam (Punk) (Funk) to Functional
- Union 76 sign light projection\*
- Wind power + steam power + water power
- People power(ed) cycling; rally in situ with spirits; Molbak's rewards
- Sponsor a mushroom festival demonstration showcasing industrial food waste as resource for growing food\*
- Fish markets
- Sprouts hydrophobic stencilling full color, street stencil discovery party
- Pool party with beer garden in shipping containers with steam chambers
- Seedling giveaway with wine and beer, part of R&B fest; "seed to soul"



Figure 52: Table 6 "Quick Wins" Sketch

\*Selected Quick Wins





Figure 53: Pie Fest

Figure 54: Mushroom Festival





### **Framework Scorecard**

To attain the principles of One Planet Living, the participants decided to tackle each principle separately and come up with solutions that can be utilized to attain the principles. In the end, the team deliberated on how they fared and graded themselves by using different emoticons to gauge the different moods.







Integrate food production through community and individuals as a means to promote personal health



Minimize carbon footprint of materials especially transport and use of local materials



Improve parking apparatus, bus routes, bike sharing and promote walkability through recreational trails



Reuse/reduce of waste from homes and also industries



Promote/provide energy efficient built infrastructure relying on renewable technology





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Figure 56: Table 6 Sustainability Score Card\*, GFL

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# **3.4 Conclusions**





# **3.4 Conclusions**





### Conclusions

Under the over arching 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:

#### Liveable, Experiential, Active, and Revitalized.

### Livable

Position in the region as a "livable" city on the edge

#### **Edge Cities:**

- Woodinville
- Bothell
- Edmonds
- Redmond
- Kirkland
- Issaquah

#### Livability Opportunities:

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

### **Experiential**

Position in the market as an authentic producer

#### **Local Production:**

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

### **Experiential Opportunities:**

- 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, metal fire bowls, etc..
- Sustainable living and development education
- Including Woodinville wood construction innovation



### Active

Position in promoting Experiential Tourism and Recreation

#### **Regional Resources:**

- Tourism & Entertainment- Concerts, Wine tasting
- Restaurants & culinary arts
- Open space
- Recreation- Biking

#### **Activity Opportunities:**

- Entertainment
- Music, night life and Festivals
- Bike trail connectivity
- Burke Gilman, Woodinville wine & brewery loop, Bothell to Redmond corridor
- Providing Programming Space (boutique hotels, event venues, music and wine festivals, etc. )

### Revitalized

Catalyst in development- Collecting & Connecting

#### **Revitalization Opportunities:**

- Molbak's Property 17 acres in center of town
- Sustainable public open space supported by mixed use development
- Provide programing space for the above activities and opportunities
- "Greenest Town Center in the World" goal

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

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# **3.5 Figures & Sources**





# **3.5 Figures & Sources**

### **Figures & Sources**

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\*"Sustainability Score Cards" are one way for Green Futures Lab Teams to evaluate their ideas as compared to the standards of various sustainability frameworks. These "Score Cards" are not affiliated with the project evaluation processes used by International Living Futures Institute, LEED, or One Planet Living.

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# 4.0 Refinement & Analysis



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# **4.0 Contents**



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### 4.1 Concept Exploration: ILFI

Big Ideas of ILFI Tables Hybrid Ideas Centralization + Decentralization Goals Connections Identity Molbak's Cafe / Restaurant Public Outdoor Space Active Space Live, Work, Play Microspatial Amenities Blue & Green Street Sections Sustainability: ILFI

## 4.2 Concept Exploration: LEED

Overview The Garden to Market Village Table 3 Table 4 Site Analysis Garden to Market Village The Strong Urban Corner Low Traffic Streets Farmers Market Square The Outdoor Room Town Homes Community Gardens Molbak's Upper and Lower Levels Street Sections Sustainability: LEED

### 4.3 Concept Exploration: OPL

Goals Identity Connections Life. Space. Building Street Sections Sustainability: OPL Quick Wins

### **4.4 Conclusions**

### 4.5 Figures & Sources



# **4.0 Introduction**

### Background

The GFL team was tasked with the refinement and analysis of the design ideas generated from the charrette. The analysis took the form of identifying:

- Big Ideas
- Hybrid Ideas for each Sustainability Framework
- Goals,
- Connections
- Identity
- Life, Space Building Concepts
- Site Planning
- Street Sections
- Sustainability Goals
- Quick Wins

The culmination of these ideas were synthesized into three alternatives, representing each sustainability framework, presented in this section.

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 Volume 3, Chapter 5.



Figure 1: Woodinville Aerial View



Figure 2: Advisory Committee Listening Session



Figure 3: Design Charrette Exercise

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# 4.1 Concept Exploration: ILFI





# 4.1 Concept Exploration: ILFI

## **Big Ideas of ILFI Tables**

# City of Gardens:

This concept proposes a central public green space in the commercial area, a residential a landmark tower as the unique identity of town center, create satellite community gardens to make connections, and facilitate sustainable design.

### Sole to Soul:

This concept emphasizes the connection between Woodinville Sports Field and town center by proposing a "BIKE LIFE CORRIDOR" between them. The bike corridor is a means to invite people to a central space with a focus on commercial and cultural activities. To direct visitors north and south a COMMERCIAL and CULTURAL COMMONS was proposed.






DECENTRALIZATION

### Hybrid Ideas

"Green" + "Blue" + "Commons": Proposing layers of green public space, water features and common space as the main structure of town center.



#### "Centralization + Decentralization"

Proposing central space as main attraction, but also other focal points as satellites to it.

Figure 5: Hybrid Concept Diagram



# Goals

- Establish a plaza and commons as the central public space to encourage the community and form identification
- Make the town center a pedestrian-oriented area
- Make Molbak's a superconnective and multi-activity hot spot that could attract both citizens and tourists
- Develop sustainable architecture and green infrastructure to make the town center a sustainable place to live
- Restore the ecology of Woodin Creek
- Encourage art programs and events, integrating the cultural identity and aesthetic of Woodinville



Public Space





**Pedestrian Oriented** 

Local Hot Spot



**Sustainability** 



Woodin Creek



Arts & Culture





### Connections

- Create city-wide bike trails which join together and celebrate the town center as the place to be, and also connect with Sammamish River Trail, encouraging healthy and sustainable lifestyle throughout the town
- 2. Create a green corridor incorporating trails and bike lanes along Woodin Creek and connect it with Sammamish River Trail
- Connect North and South Winery Districts with shuttle/ tour bus to facilitate the winery business and make the town center a superconvenient place to live
- Connect the town center to main cultural commons in surrounding area and create a strong connection to Woodinville Sports Fields and Sammamish River Trail with new bike lanes



# Identity

- Emphasize Experience of Landscape
- Consider an Integrated Aesthetic of Woodinville
- Focus on Green Infrastructure and Sustainable Architecture
- Celebrate Water Features on site
- Make the Town Center a Destination for both Community and Tourists
- Encourage entrepreneurs and incubator start-up business Provide Transportation Alternatives
- Foster Variety and Productivity



Figure 7: River Daylighting and Urban Recreation Space



Figure 8: Living Buildings, Living Communities



Figure 9: Water Treatment Through Parks and Gardens



Figure 10: Cyclists on the Sammamish River Trail







### **Town Center Plan**

The Town Center Plan explores the hybrid ideas generated under the sustainability framework of the ILFI standards. In the pages that follow, each district will be explored in depth showing the development potential and international case study precedents for each district.





Figure 12: ILFI Town Center Plan





Figure 12: Green City Master Plan



Figure 13: Indoor Garden



Figure 14: Natural Materials



Figure 15: Innovative Garden Pavilion



Figure 16: Landmark Cultural Pavilion



# Molbak's

Molbak's in this model is 100,000 sq. ft. of a retail / business development built around a large central plaza or commons to encourage community activity. The plaza itself could demonstrate the difference that plants, gardens and structures can make to the environment (fountains, seating, restaurants, etc.) and part of Molbak's plant retail business could spill out into the plaza so that there is blending of the lines between retail and public open space.





# Cafe / Restaurant

A sustainable cafe and restaurant host space for eating indoors and outside, as well as green roofs with stairways, ramps, or bridges connecting upper and lower levels.



Figure 17: Cultural Center



Figure 18: Gathering and Event Space



Figure 19: Streetside Cafe



Figure 20: Seasonal Festivities





Figure 21: Water Feature



Figure 22: Public Lawn



### Public Outdoor Space

Public outdoor areas include a common green space, and water features integrated with on site rain gardens and water collection, and seating.



Figure 23: Play Space



Figure 24: Water Collection and Park Space





# **Active Space**

Public and commercial spaces - such as climbing walls, basketball courts, and bike or skate parks - encourage an active and healthy lifestyle.



Figure 25: Skate Park



Figure 26: Community Center and Ball Court



Figure 27: Education and Activity Center



Figure 28: Re-Purposed Materials





Figure 29: Landmark Library



Figure 30: Light-Filled Reading Room



## Live, Work, Play

Spaces such as libraries, galleries, business incubator space, and a boutique hotel encourage entrepreneurship and civic engagement while inviting tourists to experience Woodinville as a cultural center.



Figure 31: Activated Alleyways



Figure 32: Co-Working Space





# Microspatial Amenities

Features such as pocket parks, reading nooks, and bike parking will be interspersed throughout the site.



Figure 33: Multi-Modal Streets



Figure 34: Micro-Spatial Fun





Figure 35: Rooftop Exercise Track with Community Space at Ground Level





Figure 36: Green Balconies



Figure 37: Rooftop Farm and CSA



Figure 38: Indoor-Outdoor Public Park



### **Blue & Green**

Woodin Creek offers a unique opportunity to celebrate water and community. Woodin creek will be daylit and highlighted as it runs through the site.

Vegetation will be cultivated through vertical greening of walls, rooftops, and balconies.



Figure 39: Affordable Housing + Community



Figure 40: Model Communities Use 100% Sustainable Energy



### **Street Sections**

### NE 175th St.

- Car-oriented
- Street amenities in front of Molbak's
- Swales
- PCC Parking



# NE 173rd St.

- Car-oriented
- New road proposed
- Street amenities on sidewalk
- Bike lane
- PCC Parking





- Bike lane + Pedestrian way + Pocket Park
- New road proposed ٠
- Street amenities
- Swales ٠







# Sustainability: ILFI

With ILFI's imperatives in mind, the team applied key sustainability initiatives and programmatic features envisioned by Charrette Tables 1 and 2 to ILFI's seven petals:

### **Multi-layered Plan Objectives**



Enhance connectivity and productivity; focus on the region's winery culture; increase access to transit and trails; foster entrepreneurship



Integrate water collection, public space, and water treatment; relate recreation to education and ecological function



Use solar panels as a source of efficient energy and promote energy conservation



Create gathering spaces, play spaces, and increased access to walking and cycling trails



Use sustainable materials for both hardscape and buildings; feature permeable paving and local materials



BEAU

Provide resources that could be used by everyone, also consider ADA during the design process

Enhance experience of landscape in the city; build upon Woodinville's unique character to create interactive public space



# Sustainability: ILFI Imperatives

PLACE	<ul> <li>3 01. LIMITS TO GROWTH         <ul> <li>On-site landscape must be designed so that as it matures and evolves it increasingly emulates the functionality of indigenous ecosystems with regard to density.</li> <li>5 02. URBAN AGRICULTURE</li></ul></li></ul>	MATERIAL	<ul> <li><b>11. LIVING MATERIALS PLAN</b> <ul> <li>Community must meet the imperatives of the Living Building Challenge 3.0 for all community facilities, common infrastructure and landscape that the community controls and is in charge of developing.</li> <li><b>12. EMBODIED CARBON FOOTPRINT</b>             The community must account for the total embodied carbon impact from the construction of community of all community infrastructure and community-owned facilities through a one-time carbon offset within the project boundary.         </li> </ul> </li> <li><b>13. NET POSITIVE WASTE</b>     The community must strive to reduce or eliminate the production of waste during design, construction, operation and end of life in order to conserve natural resources and to find ways to integrate waste back into either an industrial loop or natural nutrient loop.     </li> </ul>
WATER	5 <b>05. NET POSITIVE WATER</b> Community water use and release must work in harmony with the natural water flows of the community and its surroundings	EQUITY	<ul> <li>14. HUMAN SCALE + HUMANE PLACES         The project must be designed to create human-scaled rather than automobile-scaled places, so that the experience brings out the best in humanity and promotes culture and interaction.     </li> <li>15. UNIVERSAL ACCESS TO NATURE &amp; PLACE         All primary transportation, roads and non-building infrastructure must be equally accessible to all members of the public along with access to fresh air, sunlight and     </li> </ul>
ENERGY	96. NET POSITIVE ENERGY 105% of the community's energy needs must be supplied by community-generated renewable energy on a net annual basis, including all energy for water and waste conveyance.		<ul> <li>natural waterways while diminishing any audible noise.</li> <li>16. UNIVERSAL ACCESS TO COMMUNITY SERVICES Community must incorporate access to basic community services and amenities that support the health, dignity and rights of all people includes places to shop, work, learn and congregate.</li> <li>17. EQUITABLE INVESTMENT For every dollar of project cost, the community must set aside and donate half a cent to a charging of project cost, the community must set aside and donate half a</li> </ul>
HEALTH AND HAPPINESS	<ul> <li>5 07. CIVILIZED ENVIRONMENT The community must provide frequent social connections between people and plan for the ongoing connectivity that creates a civilized environment.</li> <li>5 08. HEALTHY NEIGHBORHOOD DESIGN The community must incorporate design features and strategies to promote and</li> </ul>		<ul> <li>Program, which directly funds renewable infrastructure for charitable enterprises.</li> <li><b>18. JUST ORGANIZATIONS</b></li> <li>The community must help to create a more just, equitable society through the transparent disclosure of the business practices of the major organizations involved in construction the community.</li> </ul>
	<ul> <li>optimize the fealth and well-being of its residents.</li> <li><b>09. BIOPHILIC ENVIRONMENT</b> <ul> <li>The community must be designed to include elements that nurture the innate human/nature connection.</li> <li><b>10. RESILIENT COMMUNITY CONNECTIONS</b>             Community must incorporate design features, strategies and community-based programs to ensure resilience through infrastructure, community resources and social interacions in order to weather disruptions or disasters of any type.</li></ul></li></ul>	BEAUTY	<ul> <li><b>19. BEAUTY + SPIRIT</b>         The community must contain a meaningful integration of public art and design features on every block, street and plaza intended solely for human delight and the celebration of culture, spirit and place appropriate to its function.     </li> <li><b>20. INSPIRATION + EDUCATION</b>         Education materials about the design and operation of the community must be provided to share the intent of and motivate others within the community to make change.     </li> </ul>

Figure 41: ILFI Concept Sustainability Score Card; 1 = Low Priority; 5 = High Priority\*

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### The Garden to Market Village

The idea of the "Garden to Market Village" was first explored in the January 31st design charrette. The concept draws unique qualities of Woodinville together in one location. Charrette participants observed that local wine districts, shopping, gardens, parks and trails could benefit from increased inter connectivity, as much of Woodinville is dispersed across the Sammamish Valley. The Garden to Market Village connects people and goods in a central town center or campus format, featuring Molbak's Garden + Home as a central gathering point. This scheme was derived from a hybrid of ideas generated by LEED Charrette Tables 3 and 4 (see chapter 2 of this volume for background on the charrette).

### Identity

Ultimately the scheme is called the "Garden to Market Village," which references a goal of becoming a attraction for local commerce. The idea is to bring 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 that form a public square.

### **Overview Map**

This overview demonstrates potential building massing for the following primary spaces:

- 1. Molbak's Garden + Home
- 2. Live/Work Housing
- 3. Community Garden
- 4. Apartments over Retail
- 5. Town Homes
- 6. Cultural Center
- 7. Office over Retail
- 8. Parking Garage
- 9. Park





Figure 42: LEED Concept Overview Map



### Table 3

The plan here is wider and open with more green spaces between buildings. A parking ring surrounds the town center providing a decentralized parking plan to accommodate vehicle parking and encourage walking into the town center for both residents and visitors (Figure 43).

### Table 4

This plan is more evocative of European villages. Clustered buildings, narrow walking streets, compact development are focused around a central public open space (Figure 44).









### **Site Analysis**

#### **Molbak's Property**

This drawing shows where Molbak's is located within Woodinville

#### Parking and Building Density

These figure ground studies (Figure 45) show an ample amount of existing parking lots that could be seen as opportunities for new compact development.



Molbak's Property Boundary

Existing Structures



**Existing Parking Areas** 



Figure 45: Figure-Ground Studies Investigate Nearby Parking Areas



# Mapping Context & Connections





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#### Garden to Market Village

The plan depicts a ring configuration with new buildings surrounding a public square. Land uses include: A hotel, play-fields, wineries, community gardens, town housing, parking garages, office spaces and Molbak's. The buildings are intended to provide a diverse and layered network of spaces between buildings, accessed by walking streets with an emphasis on pedestrian use over automobile use.





Figure 48: Clusters of Urban Density Define a Public Square



Figure 49: Historic Urban Corner



Figure 50: Multi-Modal Low Traffic Street



### **Key Concepts**

#### The Strong Urban Corner

These buildings and spaces are intended to anchor the Molbak development and further define a main-street presence on 175th St. (Figure 49)

#### **Low Traffic Streets**

These spaces between buildings are essential to providing access for services, parking, and goods to business/urban housing, while also providing a pedestrian friendly streetscape. (Figure 50)



# Farmers Market Square

This hardscaped plaza is intended for farmer's markets that need close connection to the streetscape and parking. The square is defined by office and housing buildings on each side (Figures 51 and 52).

# The Outdoor Room

A central green space is defined by buildings in the town center, creating a gathering location that is set back from the street yet still easily accessible by all sides of the Molbak development. The space is intended for summer concerts, urban play, and sports. It is important to note that Molbak's Garden + Home Center defines the north side of the Outdoor Room and thus could easily contribute to events in this space (Figures 53 and 54).



Figure 51: Farmer's Market Square



Figure 53: The Outdoor Room



Figure 53: Public Market



Figure 54: Park with Architectural Installation





Figure 55: Community Gardens



Figure 56: Expansive Community Gardens



Figure 57: Cottages



Figure 58: Clusters of Housing and Garden Space

### **Community Gardens**

The community gardens are located at the south end of the Molbak development, close to the residents at the urban core but also within reach of 21 Acres (Figures 55 and 56).

### Cottages

Lower density housing located to the south of the Molbak's development provide a more suburban alternative for families to live close to the downtown core (Figures 57 and 58).





### **Density + Connectivity**

The site plan is evocative of European villages. It provides a close-knit cluster of buildings, creates walking streets, and favors densely populated blocks of buildings. In addition, these dense clusters are connected by a central park and gathering space.

# Molbak's Upper and Lower Levels

Molbak's Garden + Home is a versatile landmark. The building's ground and second floors feature the Molbak's anchor store flanked by smaller local retailers. Upper levels of housing form a terrace atop the anchor store.



Figure 59: Density + Connectivity





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# Street Sections: Walking Streets

Walking streets crisscross the site encouraging a sense of exploration and discovery, prioritizing people over cars. More than thruways, these streets are safe, unique and can become destinations.









(Figure not to scale)

**Street Sections:** 

Molbak's is located along the main arterial, 175th Street, and holds the north edge of the central public plaza. Commercial strips such as 175th can be designed as grand boulevards, safe for walking and cycling and allowing for both through and local traffic.





# Sustainability: LEED

The tables below list the prerequisites and credits that can be used as a framework for setting up campus-wide management practices for LEED Campus for Building Design and Construction.

- LEED for Neighborhood Development 15 Location **High Priority Site** 2 **Bicycle Facilities** 1 1 **Reduced Parking Footprint** Green Vehicles 1 Site Management 1 Site Development: Protect or restore 2 Habitat Joint use of facilities 1 Rainwater Management 2 Heat Island Reduction 2 Light Pollution Reduction 1 Site Improvement Plan 1 **Outdoor Water Use Reduction** 2 Cooling Tower Water Use 3
- Enhanced Refrigerant Management 1 Advanced energy metering 2 Solid Waste Management 2 Purchasing Lamps 1 Facility maintenance and renovation 2 Interior lighting 2 Daylight and quality views 4 Innovation in Design 5

Figure 61: Leed Campus Categories and Credits



#### LEED CAMPUS NEW CONSTRUCTION (LEED CAMPUS BD + C)

The tables below list the prerequisites and credits that can be used as a framework for setting up campus-wide management practices for LEED Campus for Building Design and Construction.

Category	Prerequisites None	Credits	Points	
Location & Transportation		LEED for Neighborhood     Development Location	15	1
		High Priority Site	1	1
		Bicycle Facilities	1	1
		Reduced Parking Footprint	1	1
		Green Vehicles	1	(
	Environmental Site	Site Management	1	[1
Sustainable Sites	Assessment	Site Development: Protect     or restore Habitat	2	1
		<ul> <li>Joint use of facilities</li> </ul>	1	[1
		Rainwater Management	2	
		Heat Island Reduction	2	[
		Light Pollution Reduction	1	(
		Site Improvement Plan	1	Ľ
Water Efficiency	Indoor Water Use Reduction Building level water metering	Outdoor Water Use     Reduction	2	
		Cooling Tower Water Use	3	1
Energy & Atmosphere	Fundamental Commissioning and Verification	<ul> <li>Enhanced Refrigerant Management</li> <li>Advanced energy metering</li> </ul>	1	1
	Fundamental Refrigerator Management		2	2
Materials and	Storage and Collection of Recyclables	Solid Waste Management	2	[2
Resources		Purchasing Lamps	1	[1
	Construction and Demolition Waste Managenent Plan	Facility maintenance and renovation	2	Ē
Indoor Environmental	Environmental Tobacco	Interior lighting	2	[
🗾 Quality	Smoke Control	<ul> <li>Daylight and quality views</li> </ul>	4	4
Innovation	None	Innovation in Design	5	5
urea http://fmlipk.com/art-1 /ht	a honofite of load computed	Total Points Achieved		4

Figure 62: LEED Concept Sustainability Score Card\*

## Sustainability: Leed Scorecard

The team built upon ideas from Charrette Tables 3 and 4, as well as the standards set forth by "LEED Campus for Building Design and Construction," to develop a sustainable plan for Woodinville's Town Center.

Strengths of this scheme include: Access by bicycle and transit, rainwater management, focus on daylight and views from terraced buildings, design innovation through a rich balance of density and public open space and integration of public, ecological, commercial and residential spaces.

Together, these elements provide a strong foundation for community, commerce, and ecology to thrive as Woodinville grows.

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"In this concept, Molbak's would be the primary (and largest) tenant in a collection of stores and would have 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.).

Molbak's could take some of its product categories and spin them off into their own boutique retail spaces, e.g. stores might include a Molbak's Design Studio for landscape and interior décor, an outdoor living with furniture and accessories, a clothing and accessories shop, etc." - Julie Kouhia

#### Goals

- Pedestrian and bicyclist focus
- Public space and community gathering spaces
- Honoring agricultural history with local food
- Drawing younger demographic through tech industry and startup businesses
- Active public meeting spaces
- Leisure destination serving wine tourism
- Make food as the language of the community
- Promote agritourism
- Facilitate startup businesses
- Integrate food production into communities
- Promote multi-modal transit corridors
- Manage parking apparatus

### Identity

WOODINVILLE MARKET DISTRICT: Small town yet urban shopping area with focus on sustainable modes of transportation to foster a healthy and active lifestyle

IT'S IN THE VINE: Converting Woodinville into a designated tourist district using food and wine as key cultural elements





#### **Connections**

• FARM-TO-TABLE : Connect agriculture to town center through pedestrian/bike trails

• EFFECTIVE TRANSIT SYSTEM : Improve rail connections to and from Woodinville town center

• CONNECT 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 : Prioritize pedestrian-oriented development in the Molbak's site with parking hubs outside the site

 WINE-VINE TRAIL : Connect two wine districts through shuttle bus to promote tourism

Figure 63: OPL Concept Connections Map

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2,000

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1.000









Figure 65: Retail, Molbak's and Residential Mixed-Use



Figure 66: Rooftop Gardens



Figure 67: Public Plaza



Figure 68: Integrating Community Gardens



Figure 69: Choreographed Retail Experience



### Life. Space. Buildings.

- Narrow streets lined with small open spaces and greenery to maintain spirit of garden center
- Streets meet at a central plaza (Italian inspired)
- 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
- Decentralized and phased development schemes
- Garden center as one single building and peripheral development around it
- Mix of housing characters interspersed with retail and offices
- Predominantly 2-3 storied mixeduse development with some single storied commercial development













#### **Overview**

'The hybrid concept explores distinct zoning for different functional uses such as separate areas for Molbak's Garden + Home, residential areas, entertainment areas, and offices. At the same time, it offers an arrangement that also creates ample pockets of green as well as generous open public spaces.

### Street Sections NE 173rd St. and 135th Ave NE

Using 135th Ave NE and NE 175th Streets as two roads that cuts across the site in opposing directions thereby assisting the creation of different zones within the larger site.





### Sustainability: OPL

To attain the principles of One Planet Living, the potential strategies include:



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Water as feature, Using rainwater, Horticultural playground for children, Surface water management



Focus on urban agriculture, Integrating food production into community (p-patches and community gardens, Access to healthy food



Usage of sustainable materials



More pedestrian and bike-friendly, Promoting multi-modal transit, Enabling effective mass transit system, Managing parking apparatus



Recycling of waste, Reusing of materials



Implementing policies that support it

Figure 72: One Planet Living Principles



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Destination for locals and tourists, Protecting character and tradition of area – wine as key cultural element, Making food as the language of the community, More intimate social spaces, Promoting agrotourism

Leisure destination, More local

existing trends

employment opportunities, Technology

startup hub, Variety of housing options, Rental control and increased density to

attract more people, Catching onto already



Ecology education and human experience of natural systems, Integration of urban and rural





Figure 73: Mushroom Festival



Figure 74: Pie Festival



Figure 75: Wine Festival



### Quick Wins: Seasonal Festivals

The "Quick Wins" from Charrette Tables 5 and 6 included festivals that celebrate the Sammamish Region's farm and artisan cultures. These festivals could happen throughout the year according to the season, offering vibrant opportunities for locals and tourists to engage with Woodinville's Town Center.

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## **4.4 Conclusions**





# **4.4 Conclusions**







#### Conclusions

Building on the themes of the charrette and inspired by sustainability frameworks from International Living Futures Institute, LEED, and One Planet Living, these three concept explorations have further investigated ways that Woodinville's town center can be "Liveable, Experiential, Active, and Revitalized."

### **Opportunities & Connections**

#### LIVEABLE

Position Woodinville in the region as a "World-Class City" by implementing an innovative development plan over time:

- Affordable and community-focused housing
- Balconies and "layers" of green space (Figure 80)
- Variations on housing form:
  - Dense mixed-use urban space (Figure 76)
  - Off-site housing clusters + shared open space (Figure 77)
- Community gardens
- Day care and senior care programs
- Youth programs and safe public space for youth
- Business incubation & micro businesses
- Co-working and startup office space
- Architecturally significant public library and reading rooms

#### EXPERIENTIAL

Provide an authentic and unique experience to residents and visitors alike:

- Central public plaza
- Cultural Center / Visitor center
- Micro-spatial interventions (playful installations, reading nooks, micro-climates)
- Activated corners

- Landmarks and Pavilions
  - "Collector Pavilion"- Molbak's store as demonstration garden
  - "Connector Tower" vertical garden or iconic landmark to assist with way-finding and place-making
- Enhance existing local business (21-acres, Molbak's, Storyville Coffee, nearby wineries and breweries, etc.)
- Indoor gardens: summer shade and off-season greenery
- Outdoor "rooms" for gathering and relaxing
- Parking out-of-sight to protect multi-modal and activated street use
- Creative use of parking (an above ground lot can also be an art installation)
- Farm-to table restaurants
- Farmer's and artisan markets
- Experiential retail integrated with ecology
- Pop-up shops and events
- Regional tours
- Festive lighting of public park space
- Boutique hotels
- Cultural education center in culinary arts & horticulture (demonstration cooking breads, cheeses, local produce)
- Massing and open space relationships 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



Figure 76: Dense, Environmentally Responsive Residences



Figure 77: "Climate Neutral District" - 100% Renewable Energy



# **4.4 Conclusions**







#### ACTIVE

Position in promoting Experiential Tourism and Recreation promoting regional resources:

- Alternative / creative spaces for recreation (Figure 78)
- Gathering spaces for public and private events
- Bicycle trail connectivity
- Burke Gilman, Woodinville wine & brewery loop, Bothell to Redmond corridor
- Promote tourism unique to Woodinville
- Seasonal festivals celebrate local production
- Education and activity centers
- Demonstration gardens
- Rooftop exercise facilities
- Emphasize regional connectivity
- Promote opportunities for regional transit
- Multi-modal streets
- Events that celebrate activity and arts (cycling, dance, marathon)
- Activated Streets (cafe's, market space, "woonerfs")
- Tourism & Entertainment- Concerts, Wine tasting
- Events to showcase new and existing producers
- Open park / lawn space for activity
- Night life and night markets

#### REVITALIZED

Woodinville's future development can both enhance and benefit from ecological function:

- Over arching and unifying goals:
  - "Greenest Town Center in the World"
  - "A model community operating on 100% sustainable energy"
- Daylight Woodin Creek as it runs through town
- Public water features for play and ecological function
- Water treatment through parks and gardens
- Living and regenerative parks (utilize permaculture; rehabilitate species)
- Master planning for long-term urban and ecological goals (Figure 79)
- Mindful use of materials (natural, local, sustainable, beautiful)
- Creative/re-purposed materials
- Rooftop gardens and farms
- Sustainable living and development education
- Connect community and ecology (tree planting day, community cleanup)
- Sustainable public open space supported by mixed use development
- Programing space for the aforementioned activities and opportunities
- Leaving space open (e.g. interstitial space, wild greenery, art installations, or space for artist residency)





Figure 78: Landmark Plaza and Public Recreation Space



Figure 79: Master Planning for Ecology and Community



Figure 80: Terraced Garden Towers

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### **4.5 Figures & Sources**





## **4.5 Figures & Sources**

#### **Figures & Sources**

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\*"Sustainability Score Cards" are one way for Green Futures Lab Teams to evaluate their ideas as compared to the standards of various sustainability frameworks. These "Score Cards" are not affiliated with the project evaluation processes used by International Living Futures Institute, LEED, or One Planet Living.



