

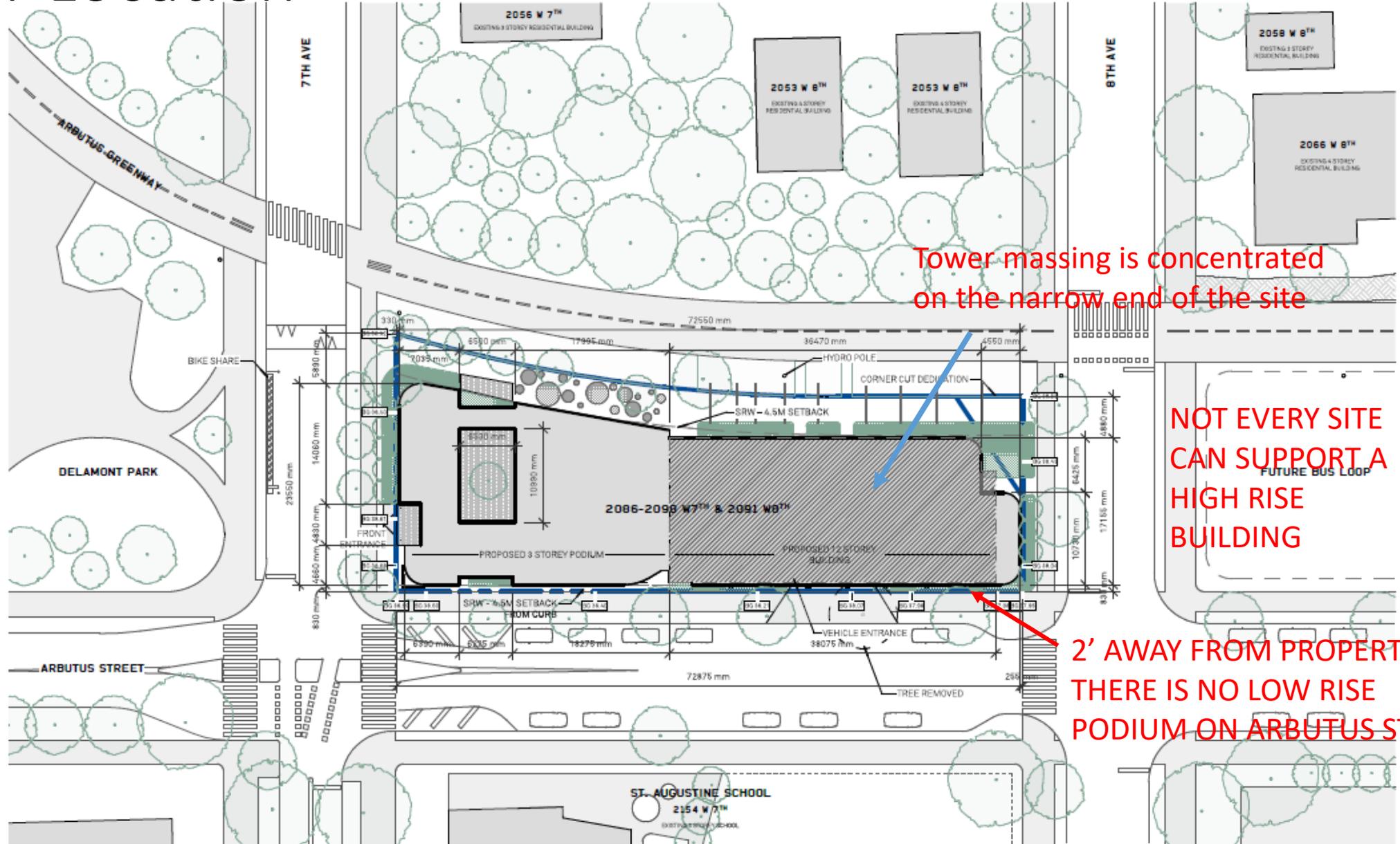


Well established physical fabric in the neighborhood

- The physical form of the neighborhood gives the human scale and fine grain, and access to Daylight
- This form has been established by the zoning provisions stable for many years

Neighborhood Fabric

Tower Location



Tower massing is concentrated on the narrow end of the site

NOT EVERY SITE CAN SUPPORT A HIGH RISE BUILDING

2' AWAY FROM PROPERTY LINE THERE IS NO LOW RISE PODIUM ON ARBUS STREET

Width of the Arbutus Street



TOWER SITE ALONG ARBUTUS STREET

Essentially, a the street at this point is 2 Lane Road with a parking lane in some places each side, not a designed busy high street

Width of Sidewalk



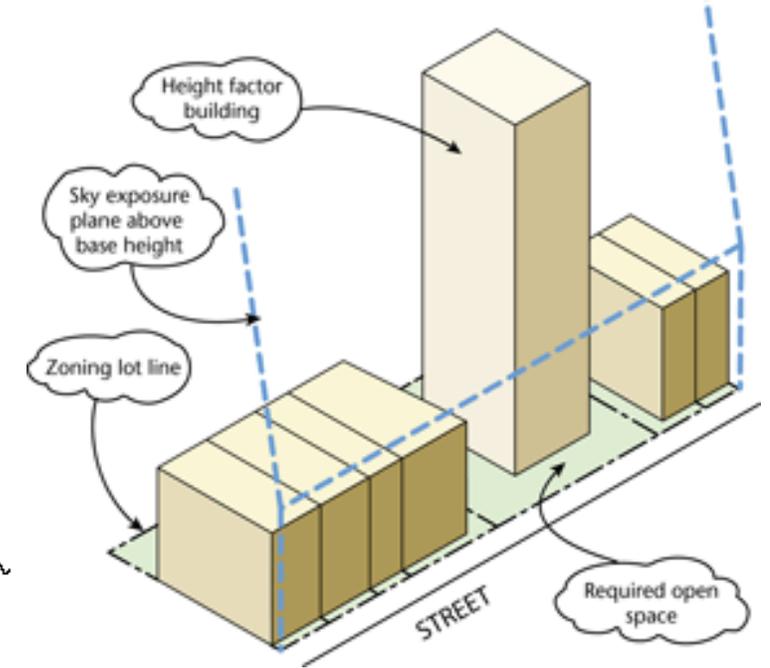
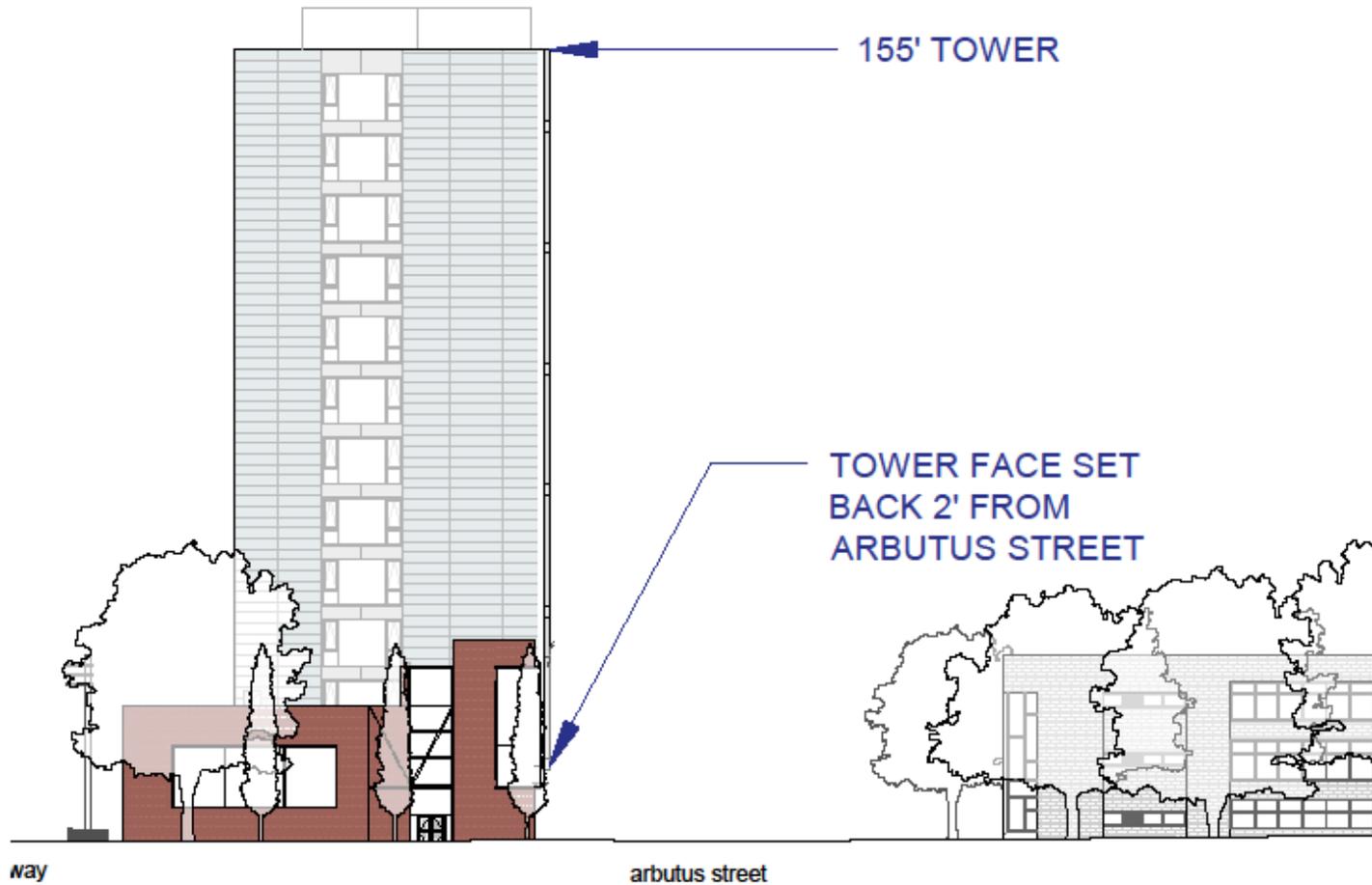
6 Feet Residential Sidewalk



3 feet planting strip,
including curb width

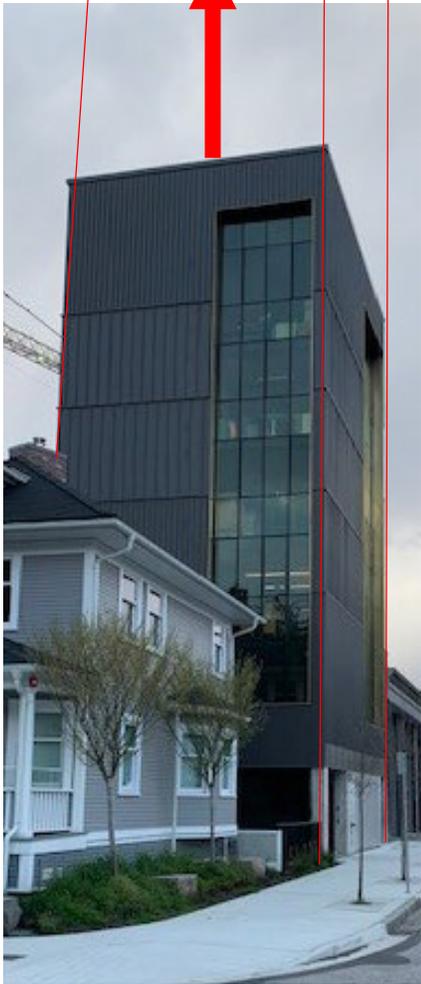
Yellow fence line is approximately
where the 155 feet tower face will be

Vertical Tower Face without Buffer Zone

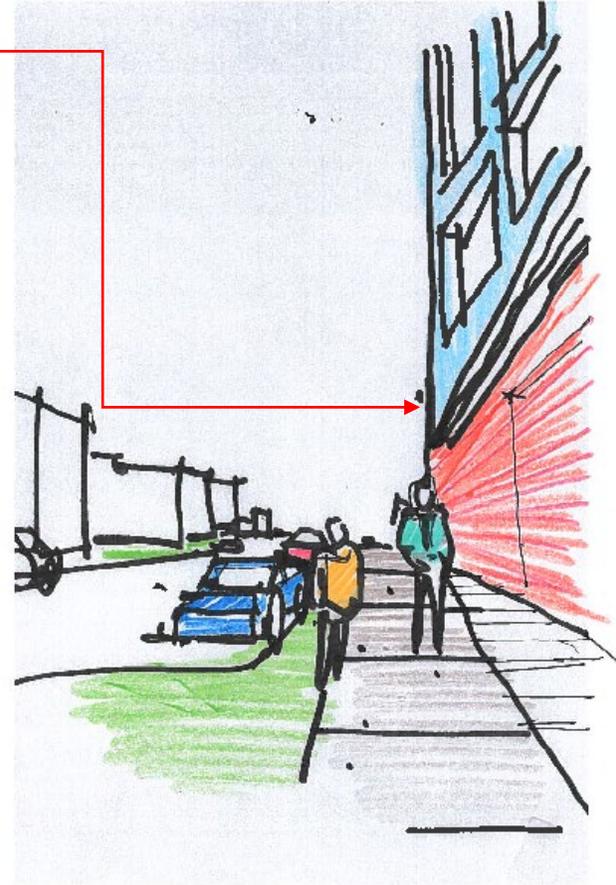


Basic tenant of good urban, civic design is that taller the building the more it has to be set back away, affording more open space

Imagine this but 2.5 x taller



And much wider



Proposed Condition:

The full 155' height of the building is experienced 2 feet from the sidewalk

Approximately 60 feet tall building tight to the sidewalk

It's actually cantilevered toward the sidewalk, The opposite of setting the tower away from the sidewalk

The sidewalk shown here is 14 feet wide

This is the Proposed Tower

Massing Analysis
of 155' Tower



Massing in the context of Site



View from the south

The proposed tower is 4x taller than everything around it



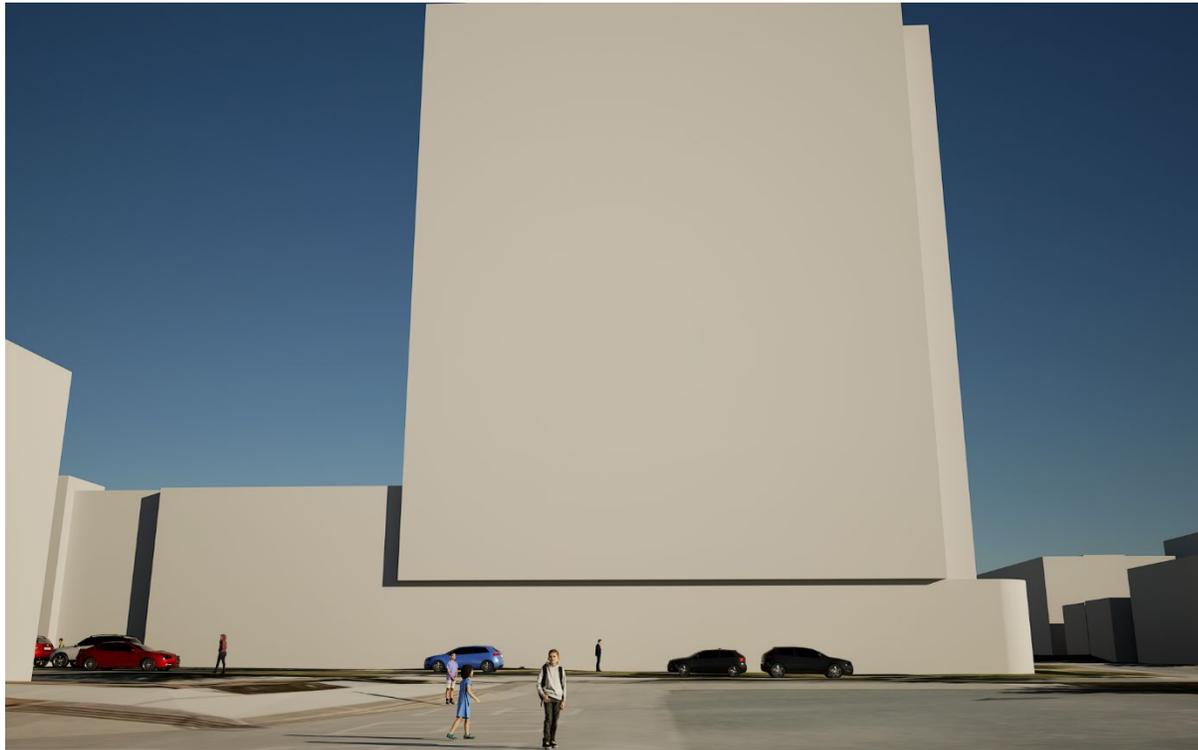
View from the east



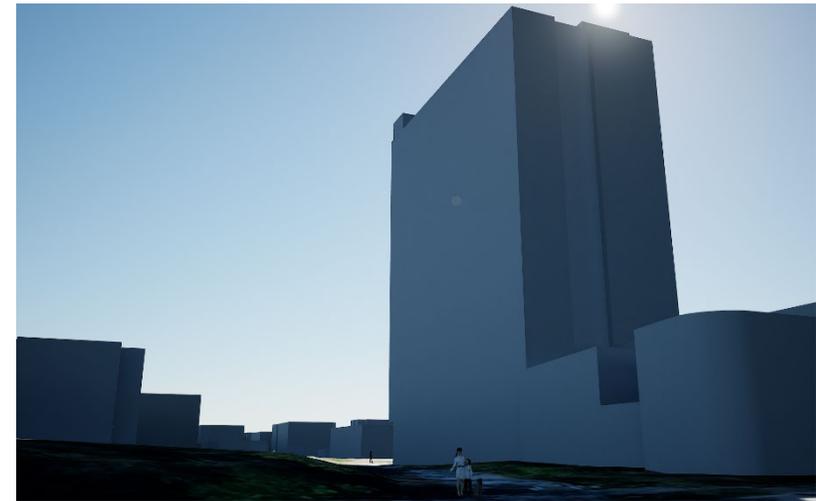
View from the 8th Avenue and Greenway

With the exception of the podium gesture to Delamont Park to the north, there is no relief from the impacts of the height and massing

What the kids see



From the school yard



From the greenway

The reason why the tower is so fearsome in appearance is that it's not set back away from the street. There is no podium to mitigate the pedestrian scale and no front yard to allow for a buffer

Front Yard Setbacks Provide for Buffer



Should you wish to add height and density to the existing neighbourhood structure and fabric, you **MUST** respect and provide the buffers that mitigate the impacts of height and building mass

Notice the ratio of front yard to building height

This is what's required in the Neighbourhood...even with modest heights



This allows light to the streets, and forms the physical fabric of the Neighbourhood

As a criteria of rezoning, the interests of the neighbourhood to maintain this buffer to the public realm must be respected



More Examples from the surrounding area

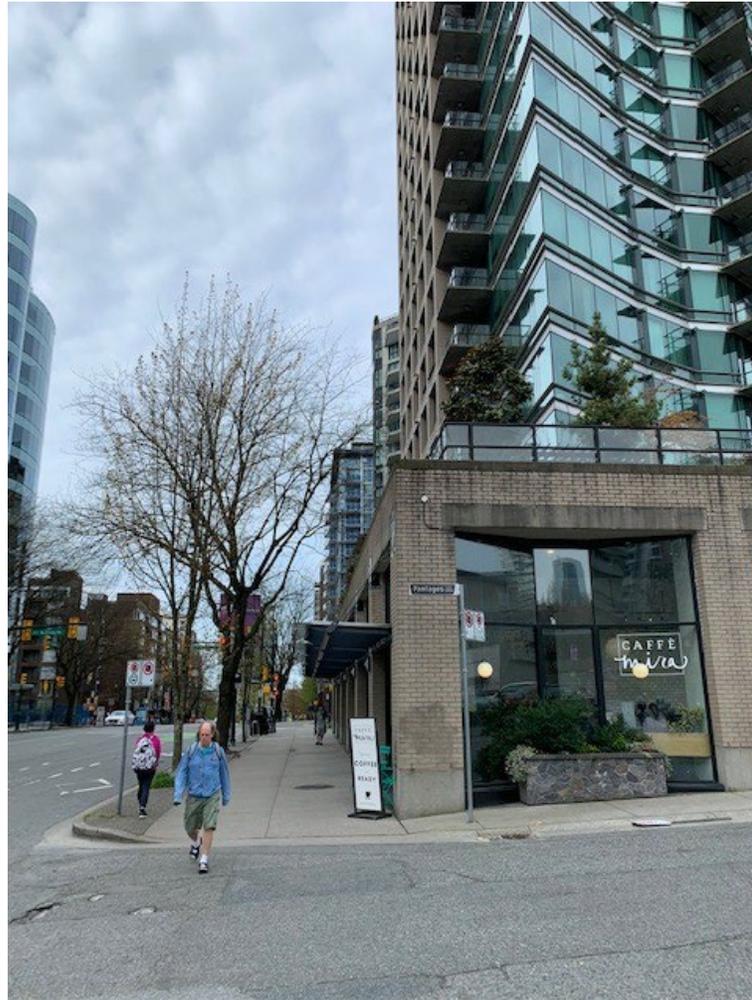
When there is a tall building in an established residential neighborhood, the City requires a generous setback

This is basic a basic planning requirement in the City's Zoning Bylaw provisions, and most all city zoning bylaws

As a Rezoning Criteria, this is a typical demand



If not a setback, then a podium to mitigate



Tall buildings are required to be set back from the sidewalk, leaving a low-rise podium to present a human scale to the public realm

This is true even for areas with wider sidewalks and many tall buildings

Residential tower developments are required to provide relief of massing and shadowing effects to the street

This is the Proposed Tower



Massing Analysis of 155' Tower

- This shows that the proposed building is too tall and too large for the site.
- The narrowness allows for no opportunity to recess the building or to provide an intervening human scale podium
- Not every site in the city is suitable for high rise development

Much better at 4 and 5 stories

- The staff report mentions that only 50% will be for supportive housing and the rest for the next tier of rental income housing
- If the goal is to house the most in need then only 65 of the 129 units may be provided
- If the those units are disperse throughout the site, instead of being concentrated at the narrow portion of the site, then the height issue and the buffer to the massing issue as well as the shadowing issues are address

