

848 Seymour Street

Urban Design Panel

December 07, 2022



Rezoning Intent

Paul Y Construction and Forme Development are submitting to the City of Vancouver this rezoning application for a new lifestyle hotel in Downtown Vancouver at 848 Seymour Street.

The site is situated within the DD zoning district, and lies within the Central Business District Shoulder (C3) area. The proposed rezoning supports the Metro Core Jobs & Economy Land Use Plan by transforming an existing mid-block surface parking lot into much needed hotel rooms for Metro Vancouver.

This proposal is highly beneficial to the City of Vancouver in delivering valuable, sustainable, and urgently needed hotel rooms downtown.

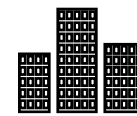
The project promotes and builds upon the City's goals, increases jobs in Metro Vancouver, and improves the public realm while introducing an architecturally progressive landmark to the City.



The Need for Hotel

At 30-storeys tall (317 ft) this development would bring 393 hotel rooms to downtown Vancouver, while respecting relevant view cones.

Situated within the cultural, entertainment, and shopping centre of Metro Vancouver, it is in a prime location for visitors and tourists to the City. At a time when the city is in the midst of a hotel crisis, 848 Seymour will help a tourist industry that suffers from a substantial lack of supply and variety. This major development will bring jobs to local construction and hospitality sectors, while providing needed accommodations to support tourism and business travel.



Density on a Modest Site

Placing appropriate density on this empty site contributes to the urban fabric of the city.

Locating much needed hotel rooms within downtown Vancouver, in such an important location, demands certain density in order to make the project viable and a success for the City. This is a challenging and tight urban building site, as such design considerations have been given to site access, building setbacks, and building separation requirements.



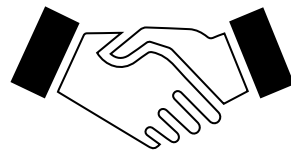
Activate the Public Realm

The project provides a meaningful improvement to the urban realm of Downtown Vancouver.

The project proposes a meaningful improvement to the urban realm of Downtown Vancouver. The form infills the existing fabric of Seymour Street with a highly visible and activated podium design. The intention is to draw both guests and locals to the mid-block site, and extend the vibrancy of nearby Robson Street with a transparent and inviting hotel presence.

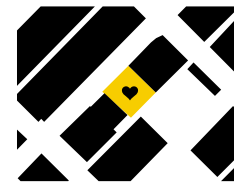
Project Goals

Support CoV's Economic and Planning Goals



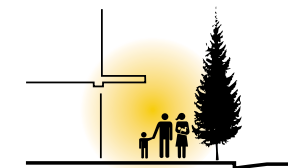
Support immediate and long term City of Vancouver policies in the tourism and economic sectors, specifically the Metro Core Jobs and Economy Land Use Plan, City Core 2050 Vision, and the Interim Hotel Development Policy.

Optimize Valuable Land in Downtown Vancouver



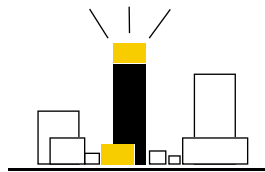
Transform and densify an underdeveloped existing surface parking lot into a valuable contributor to the City's tourism and job industry in the heart of downtown Vancouver.

Enhance the Public Realm



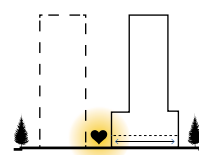
Create a continuous street front where it's currently interrupted. Frontage along Seymour will be activated by hotel amenities with an architecture that promotes transparency and inclusivity.

Celebrate Place



Create a new Vancouver landmark in downtown through high calibre planning, programming, and architecture.

Activate the Lane



Activate the lane with a drop-off zone for hotel guests improving safety and usability.

Showcase a New Model



Provide more choice and supply in Vancouver's hotel market with both economical micro-hotel rooms and traditional rooms.

Site Context

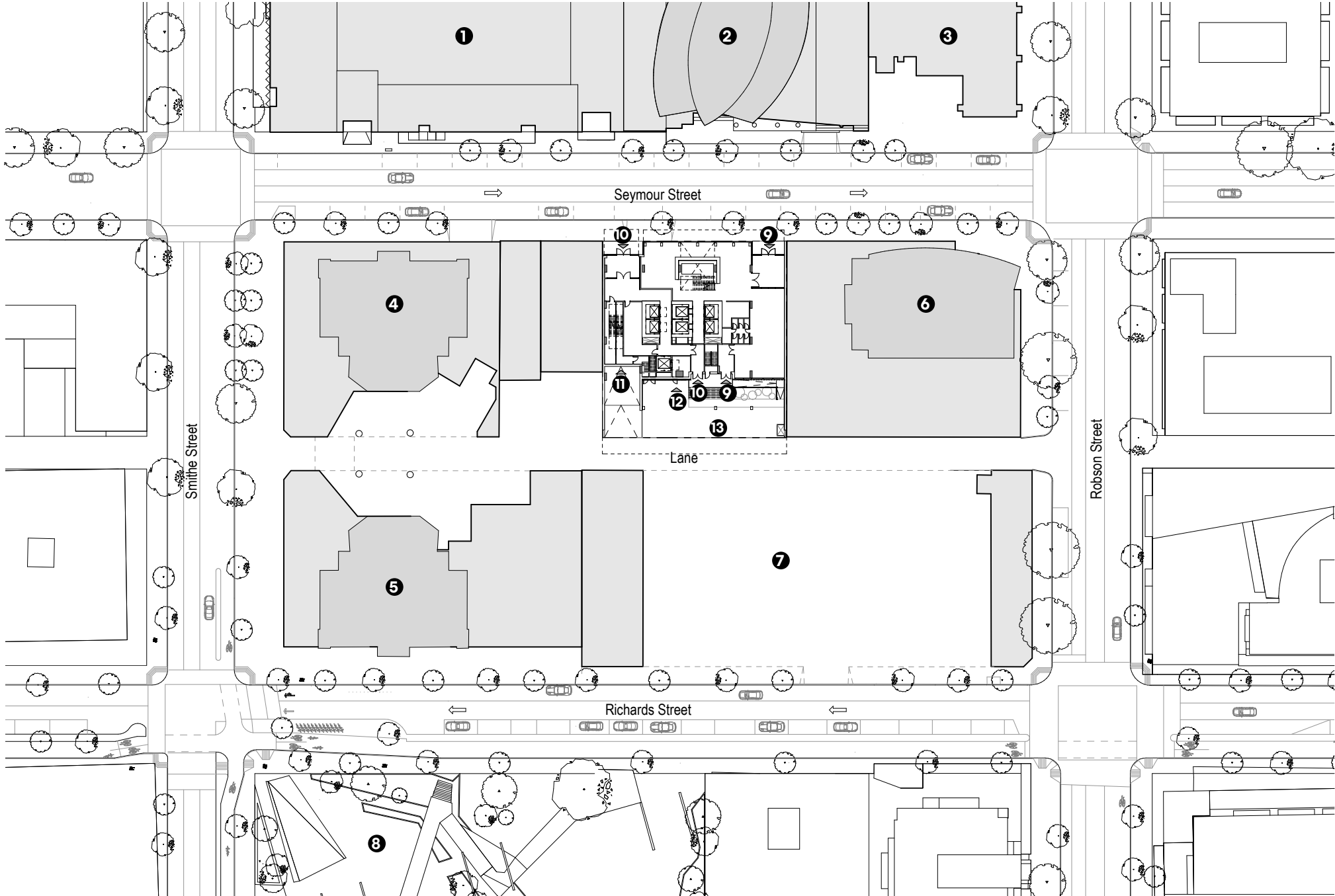
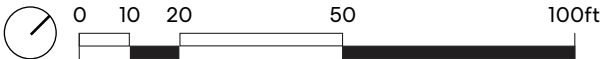
Context Plan

- 1. The Orpheum
- 2. The Capitol Residences
- 3. Future Development
- 4. Vita
- 5. Dolce
- 6. L'aria
- 7. Parking Lot
- 8. Park
- 9. Hotel 1 Entry
- 10. Hotel 2 Entry
- 11. Parkade Entry
- 12. Service Entry
- 13. Passenger Drop Off

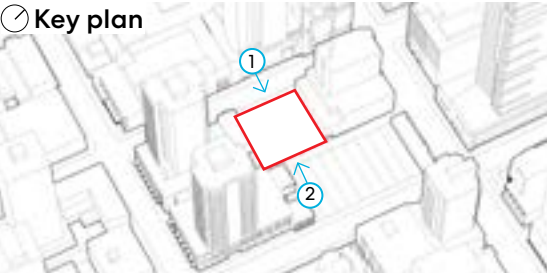


Key Plan

- Existing Hotels
- Recently Approved Hotel Projects

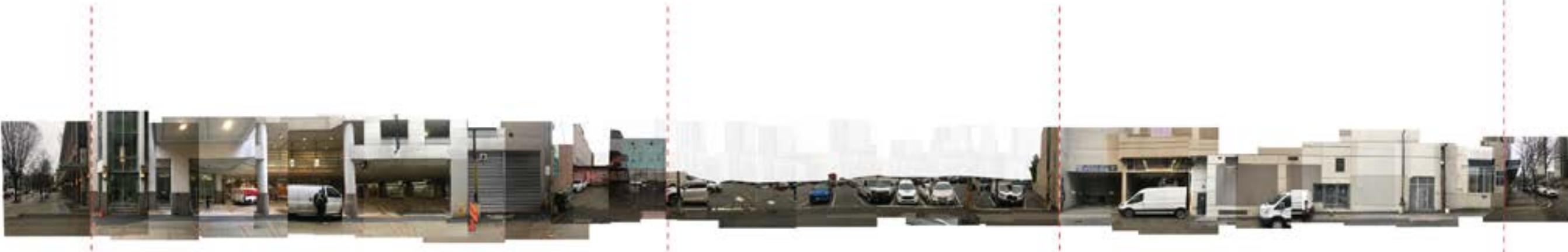


Site Context



Robson St. L'Aria Site Hollywood North Vita Smithe St.

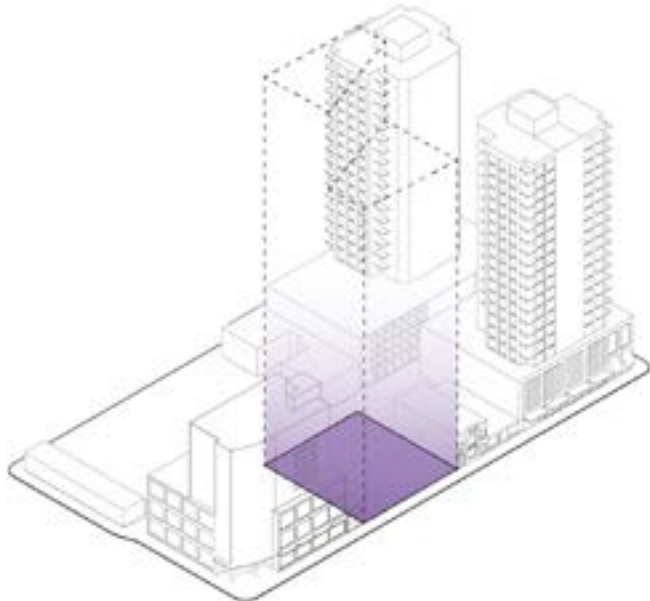
1. Elevation from Seymour St.



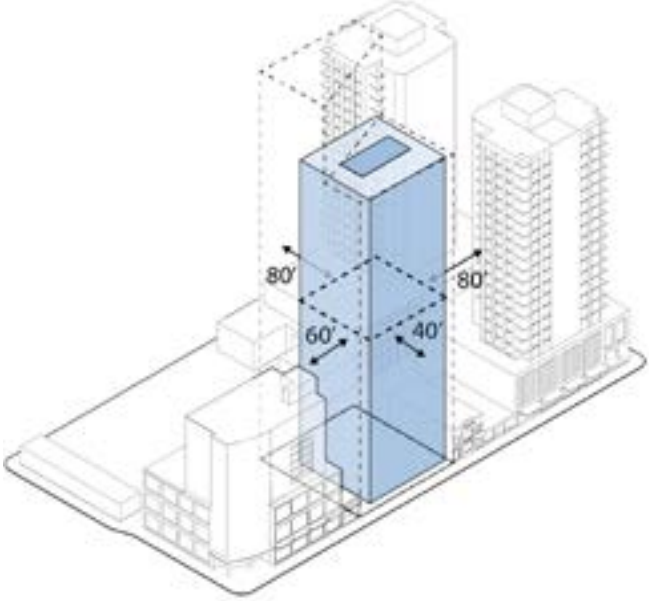
Laneway - Smithe St. Vita Hollywood North Site L'Aria Laneway - Robson St.

2. Elevation from Laneway

Massing



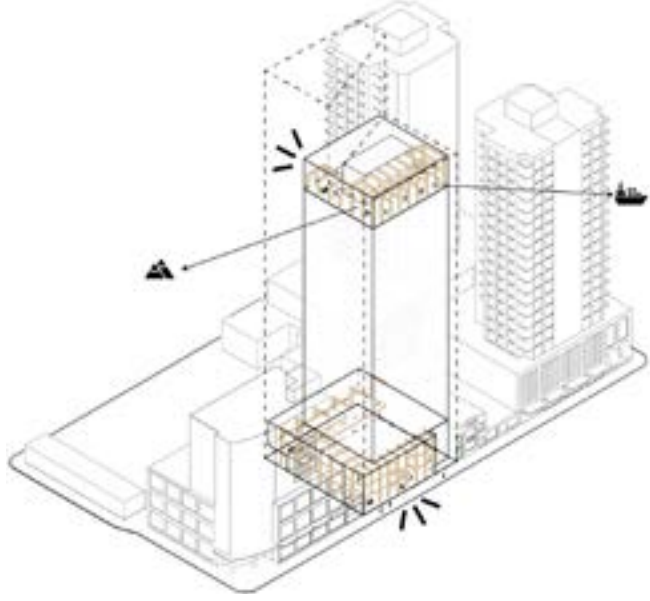
Repair
Take an infill site and add density appropriate to its surroundings and downtown context.



Condense
The massing form responds to required setbacks while providing minimum sized hotel units.



Activate
Provide active edges along both Seymour Street and the lane to draw people through the site.



Invite
Highlight the public realm through the introduction of "City Room" and "Skyroom" amenities.



Unify
A facade grid motif responds to the program, from a wide "City Room", to hotel units, to a dense "Skyroom".



Showcase
A material change welcomes the public into amenity spaces, while displaying them on the facade.

Podium Expression



“City Room” podium from Seymour St.

Continuous Weather Protection



Hotel 2 - Short Term stay
Lobby entry from North (Robson St.)



Hotel 1 - Long Term stay
Lobby entry from South (Smithe St.)

Laneway Enhancement



Passenger arrival area
From Laneway

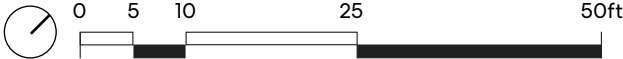
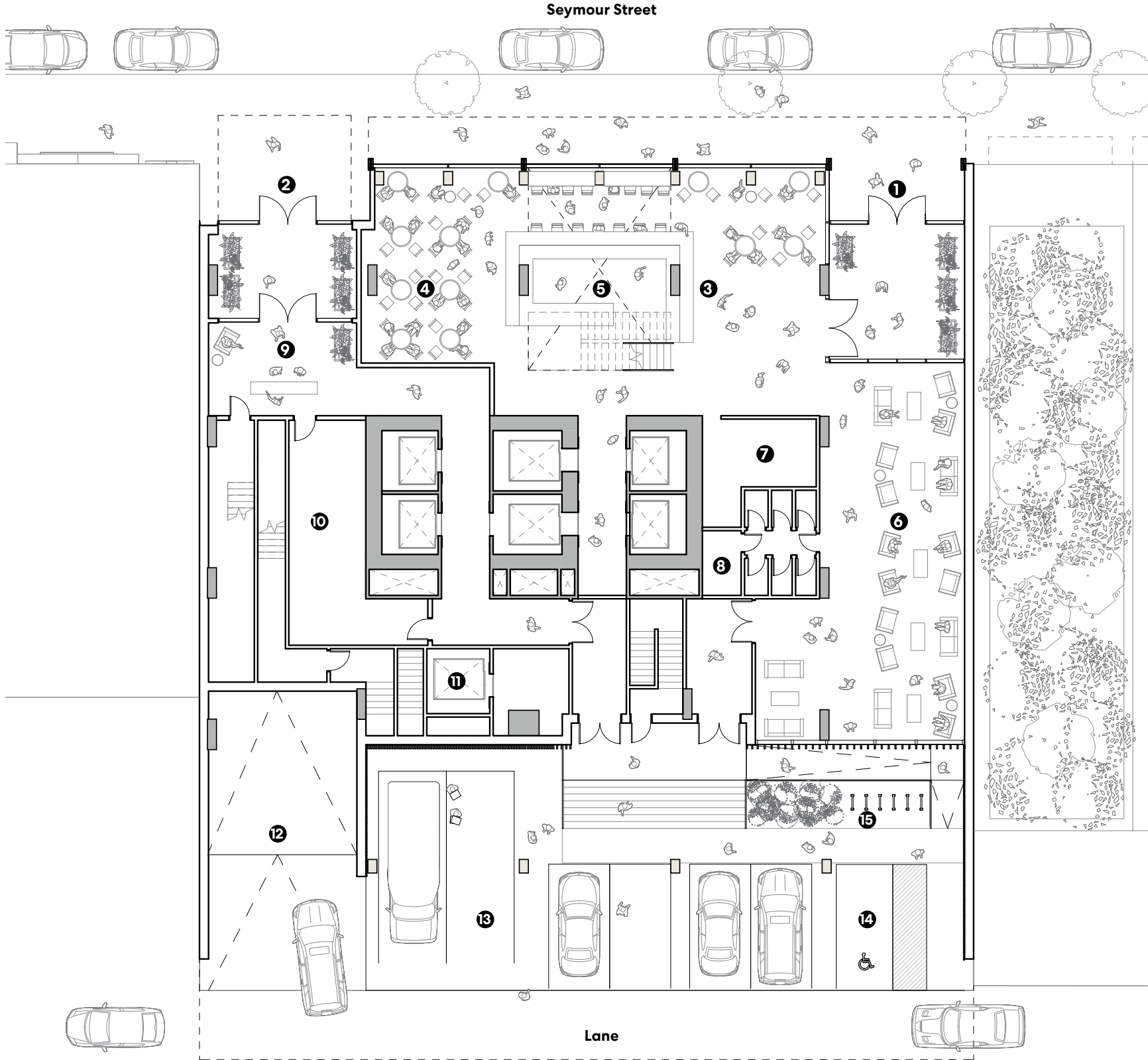


Passenger drop off area
From Laneway

Activated Edges

“City Room” Level 01 Floor Plan

- 1. Hotel 1 Entry
- 2. Hotel 2 Entry
- 3. Hotel 1 Check-in
- 4. Hotel 1 Bar
- 5. Atrium (triple height space)
- 6. Hotel 1 Lounge
- 7. Hotel 1 Back of House (F&B)
- 8. Hotel 1 Washrooms
- 9. Hotel 2 Jump Lobby
- 10. Hotel 2 Back of House
- 11. Service Elevator
- 12. Parkade Entry
- 13. Loading
- 14. Passenger Drop off
- 15. Bike parking



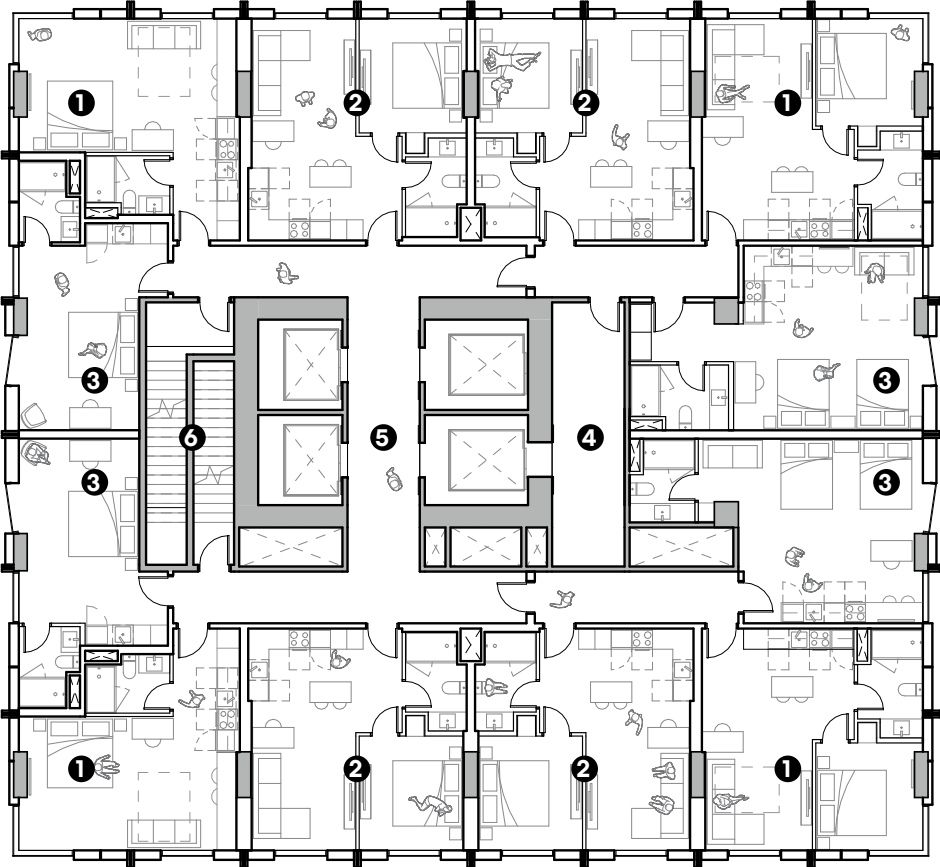
Tower Unit Expression

Hotel Tower Typical Floor Plans

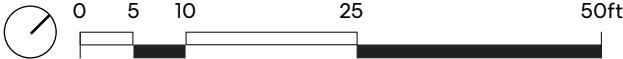
- 1. Standard Corner Room
- 2. Standard Hotel Room
- 3. Atypical Hotel Room
- 4. Back of House
- 5. Elevator Lobby
- 6. Exit Stairs



Hotel 1—short term stay
Levels 4-17



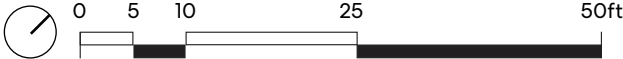
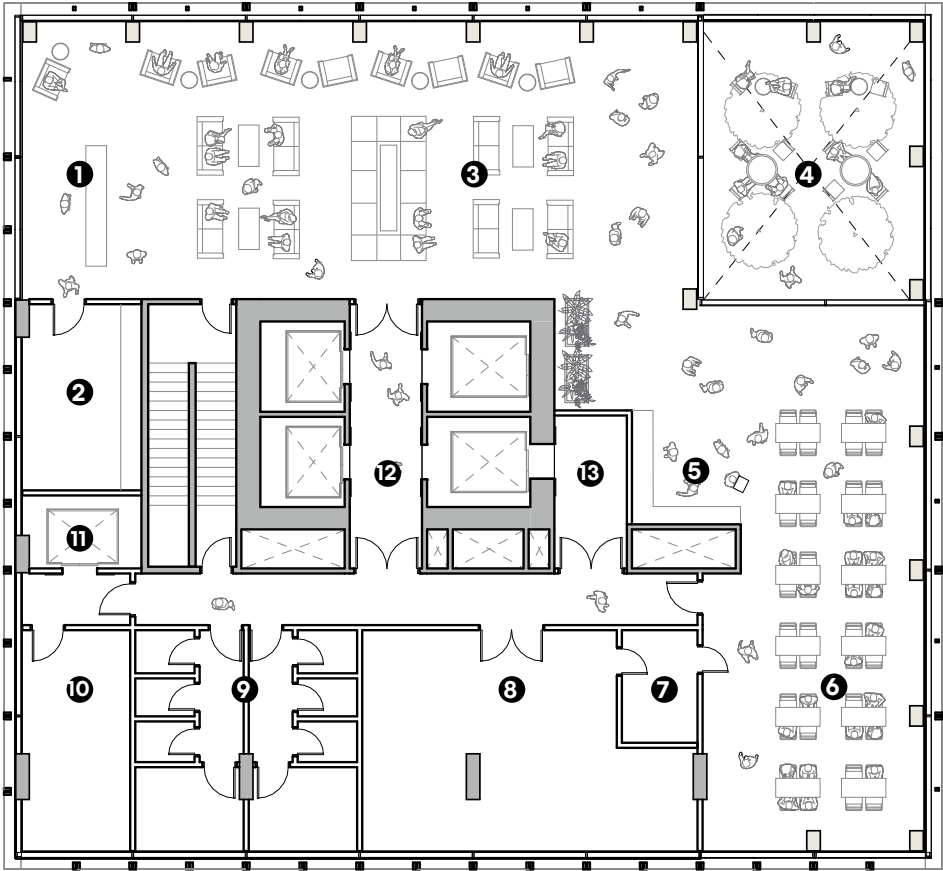
Hotel 2—long term stay
Levels 18-28



Rooftop “Skyroom”

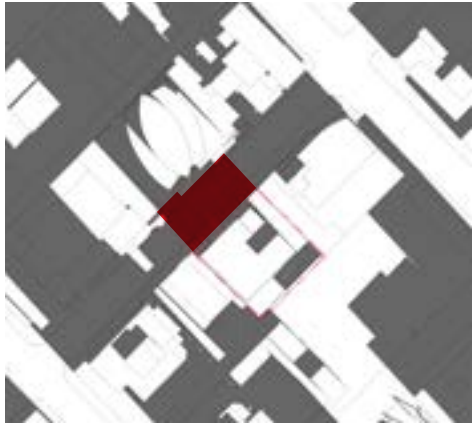
“Skyroom” Level 29 Floor Plan

- 1. Reception
- 2. Luggage Storage
- 3. Lounge
- 4. Outdoor Terrace (double height)
- 5. Market
- 6. Dining / Event Space
- 7. Back of House (F&B)
- 8. Kitchen (F&B)
- 9. Washrooms
- 10. Office
- 11. Lift (to L30 only)
- 12. Elevator Lobby
- 13. Back of House

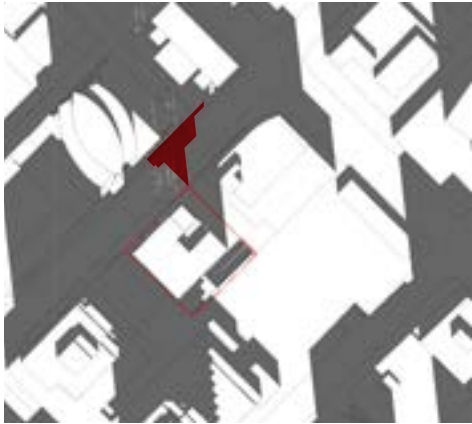


Shadow Study

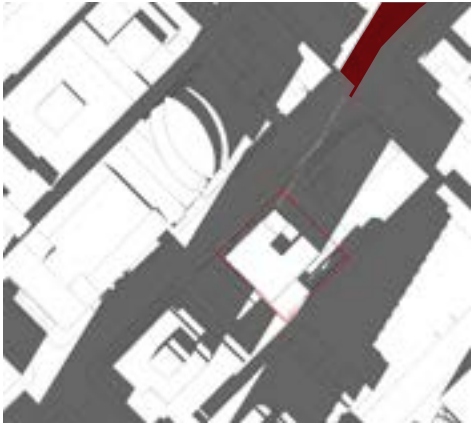
Shadows are shown between 10am and 4pm on the Spring Equinox, Summer Solstice, and Fall Equinox.



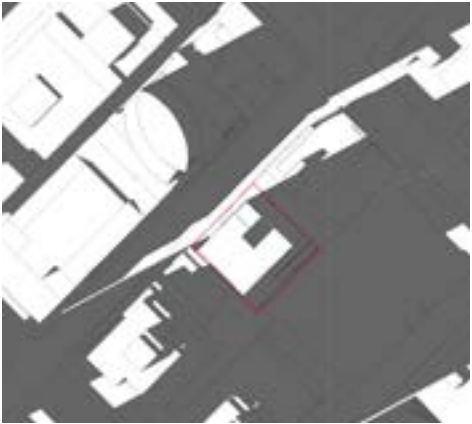
Spring Equinox March 20 10am



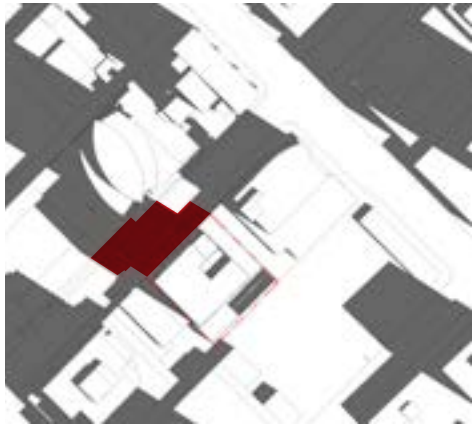
12pm



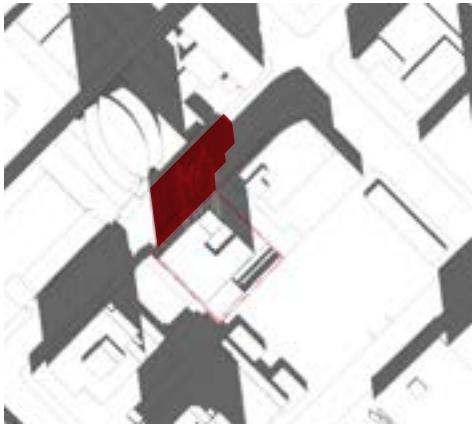
2pm



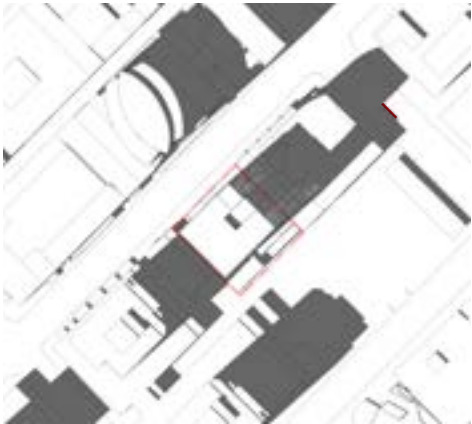
4pm



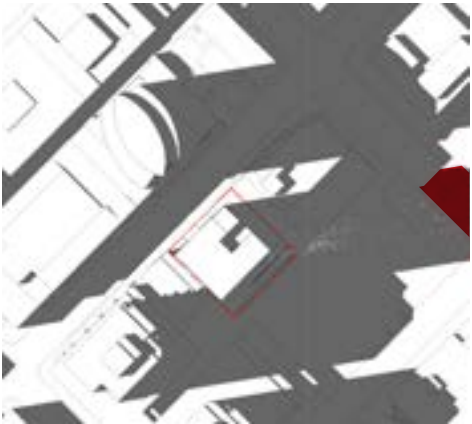
Summer Solstice June 20 10am



12pm



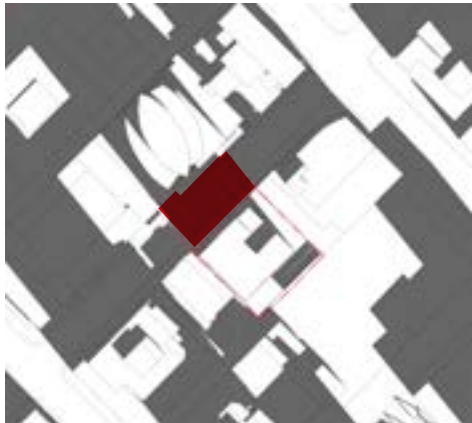
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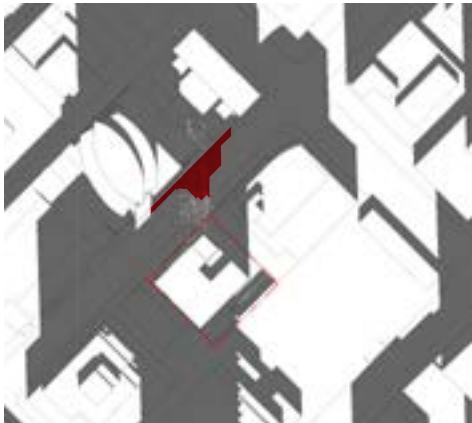
4pm

Legend

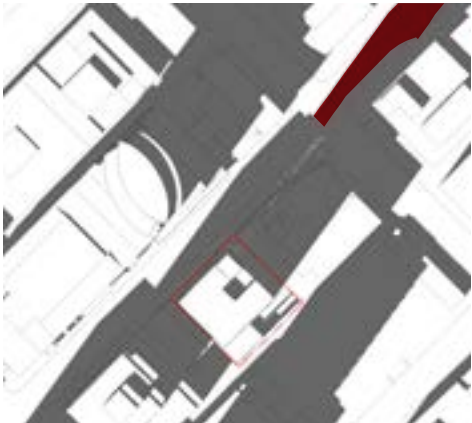
- Existing Shadows
- Site
- Additional Shadows from Proposed Building



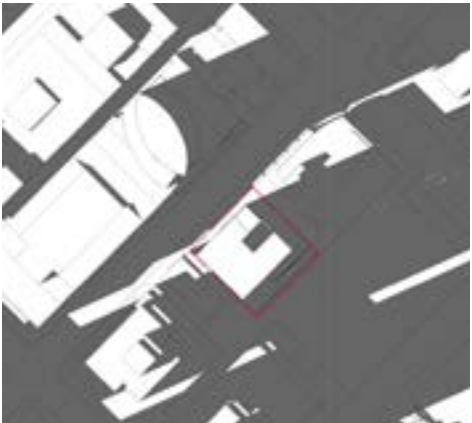
Fall Equinox September 20 10am



12pm



2pm

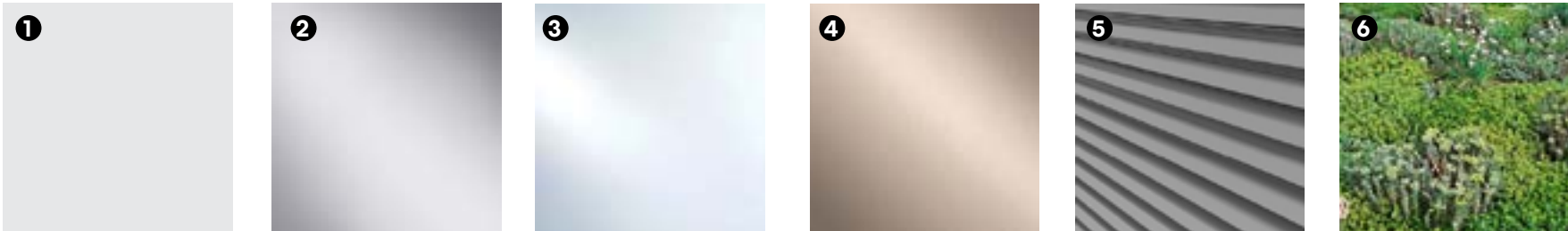
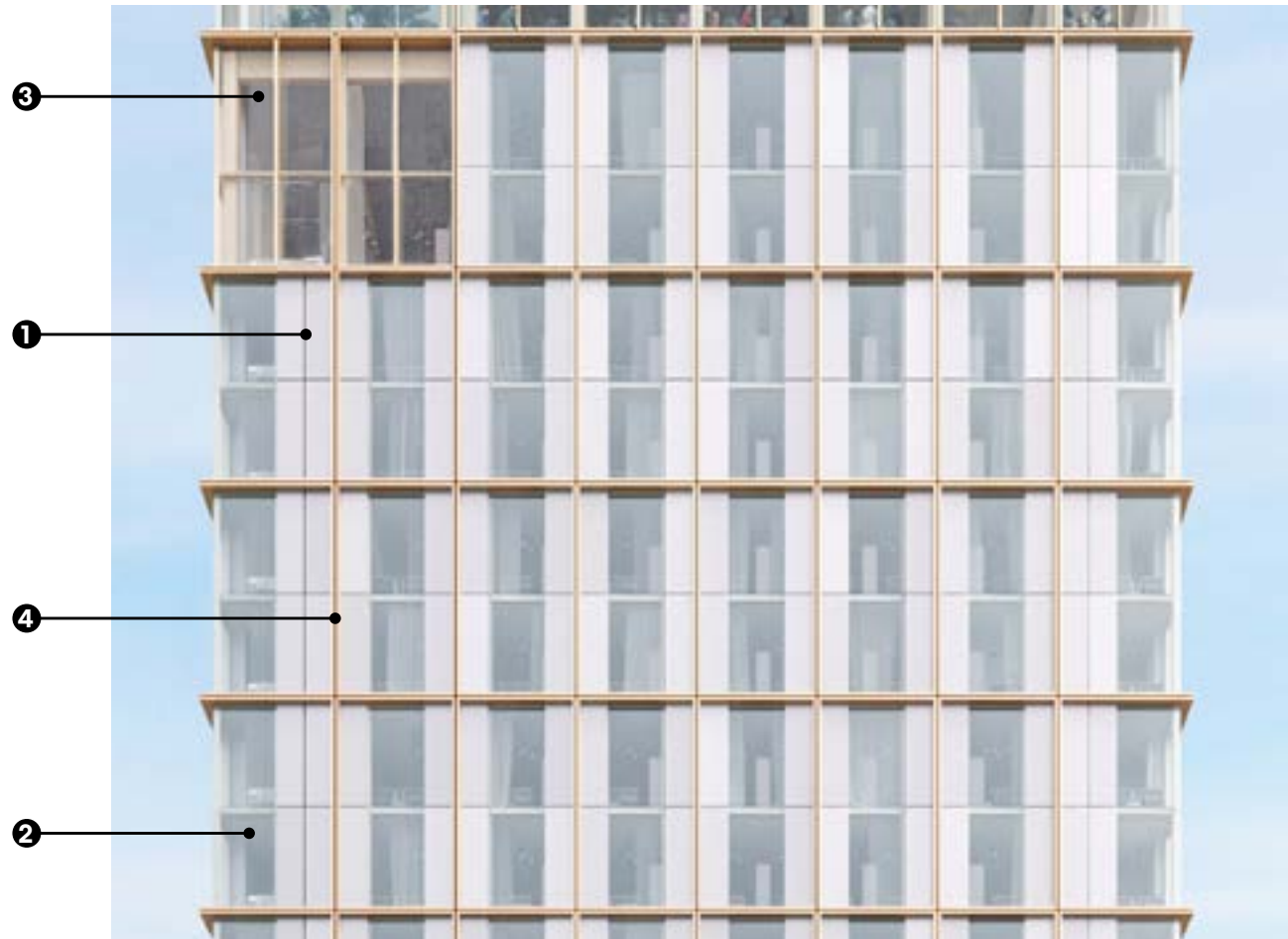


4pm

Materials

Materials

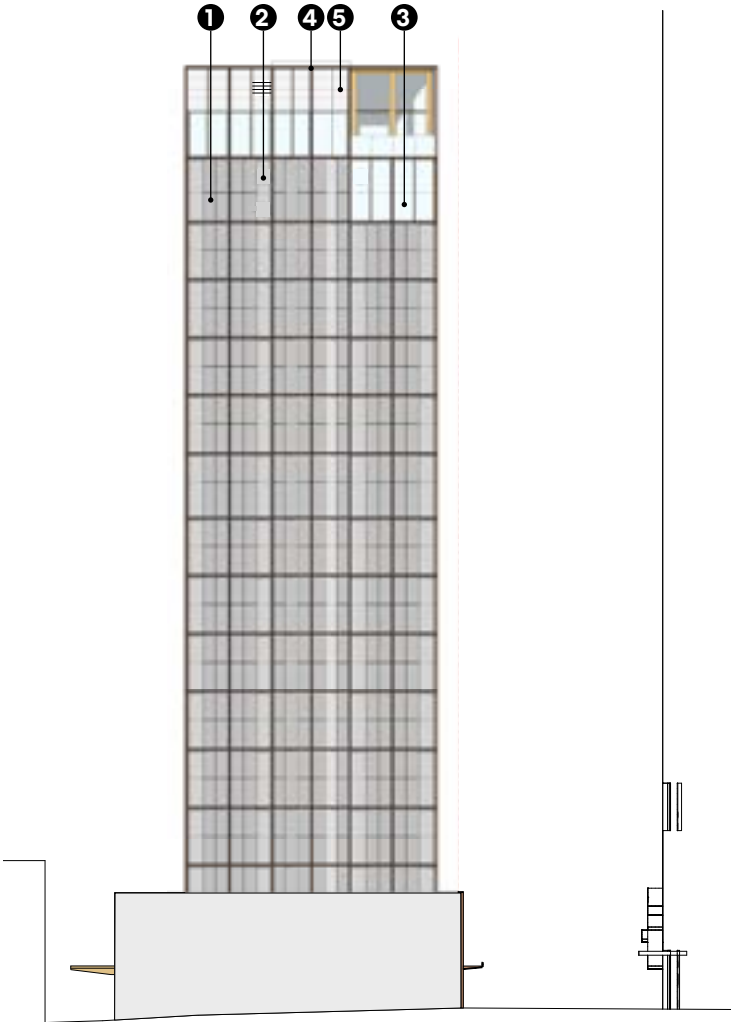
- 1. Grey opaque panel
- 2. Silver tinted glass
- 3. Clear glass
- 4. Metal Frame
- 5. Louvers
- 6. Green roof planting



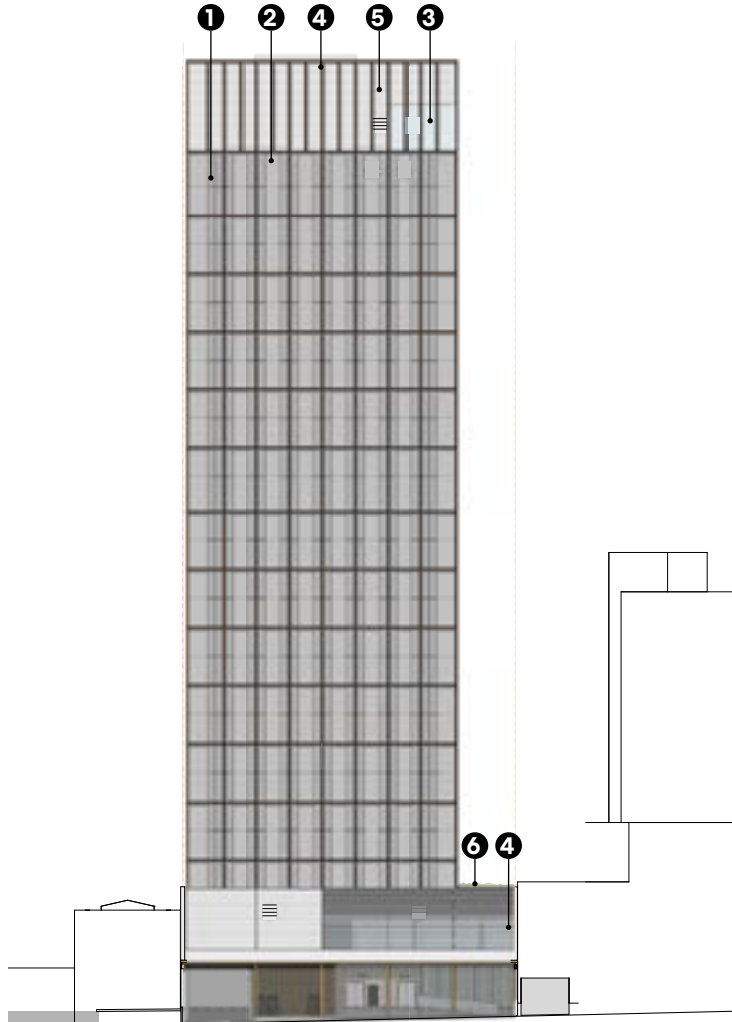
Elevations

Materials

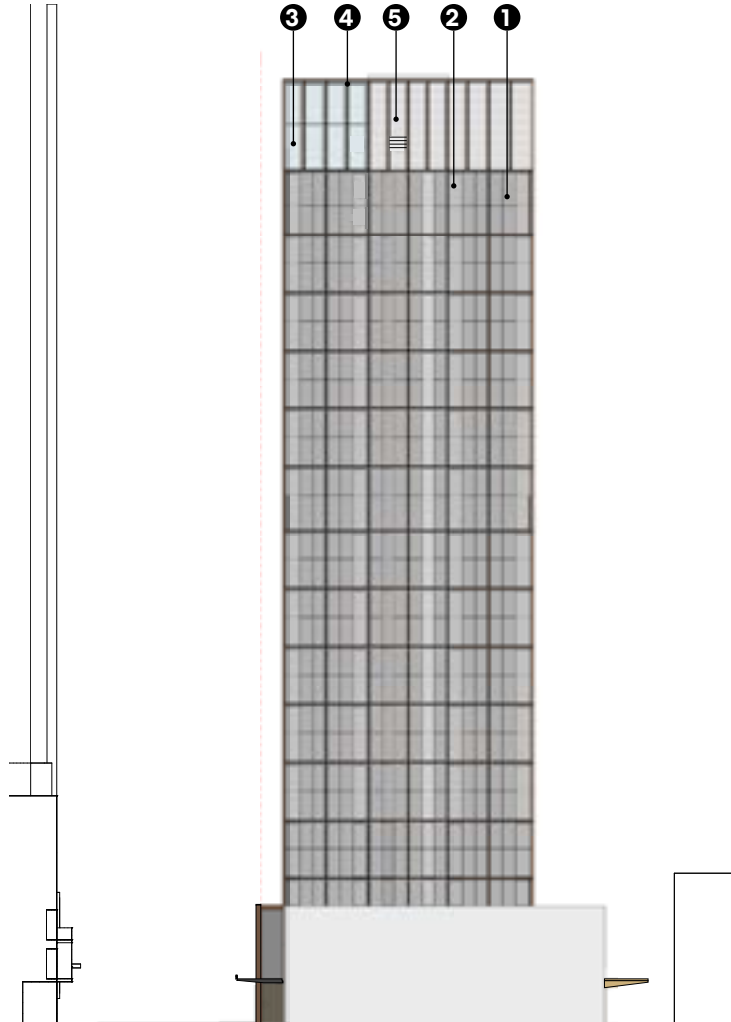
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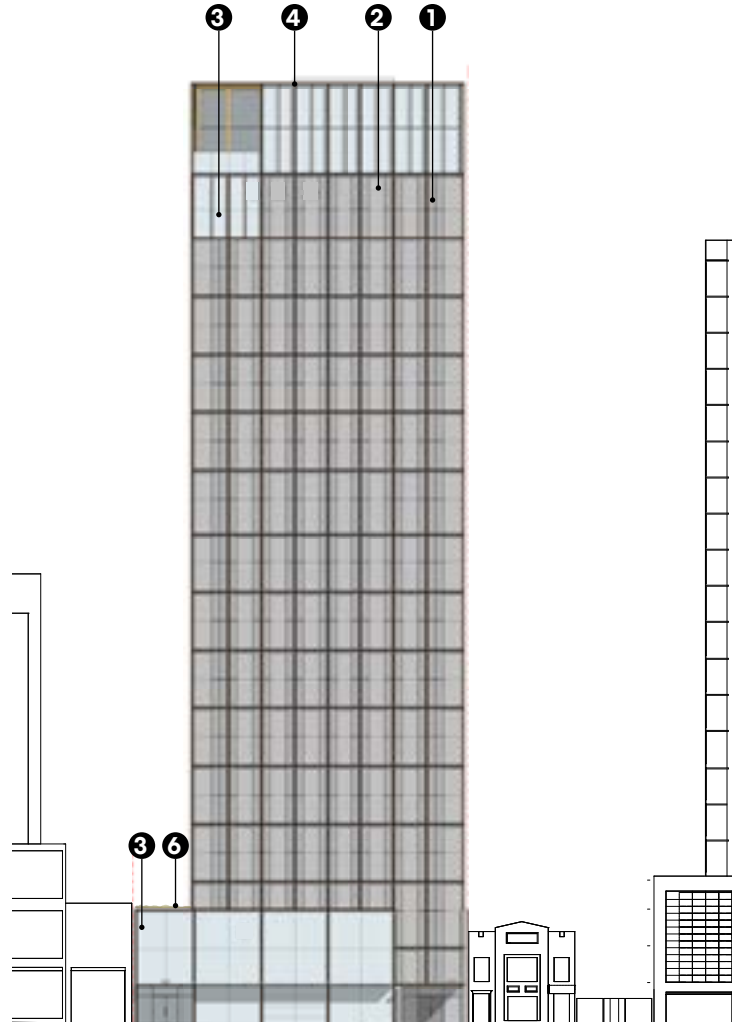
North



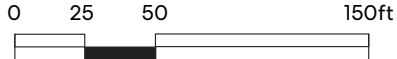
East



South



West



Sections



- Legend**
- Hotel 1 - short term
 - Hotel 2 - long term
 - Amenity
 - Parkade

