

Village Core

Design Discussion: Roofs and Pedestrian Experience

OZ Architecture

February 22, 2018

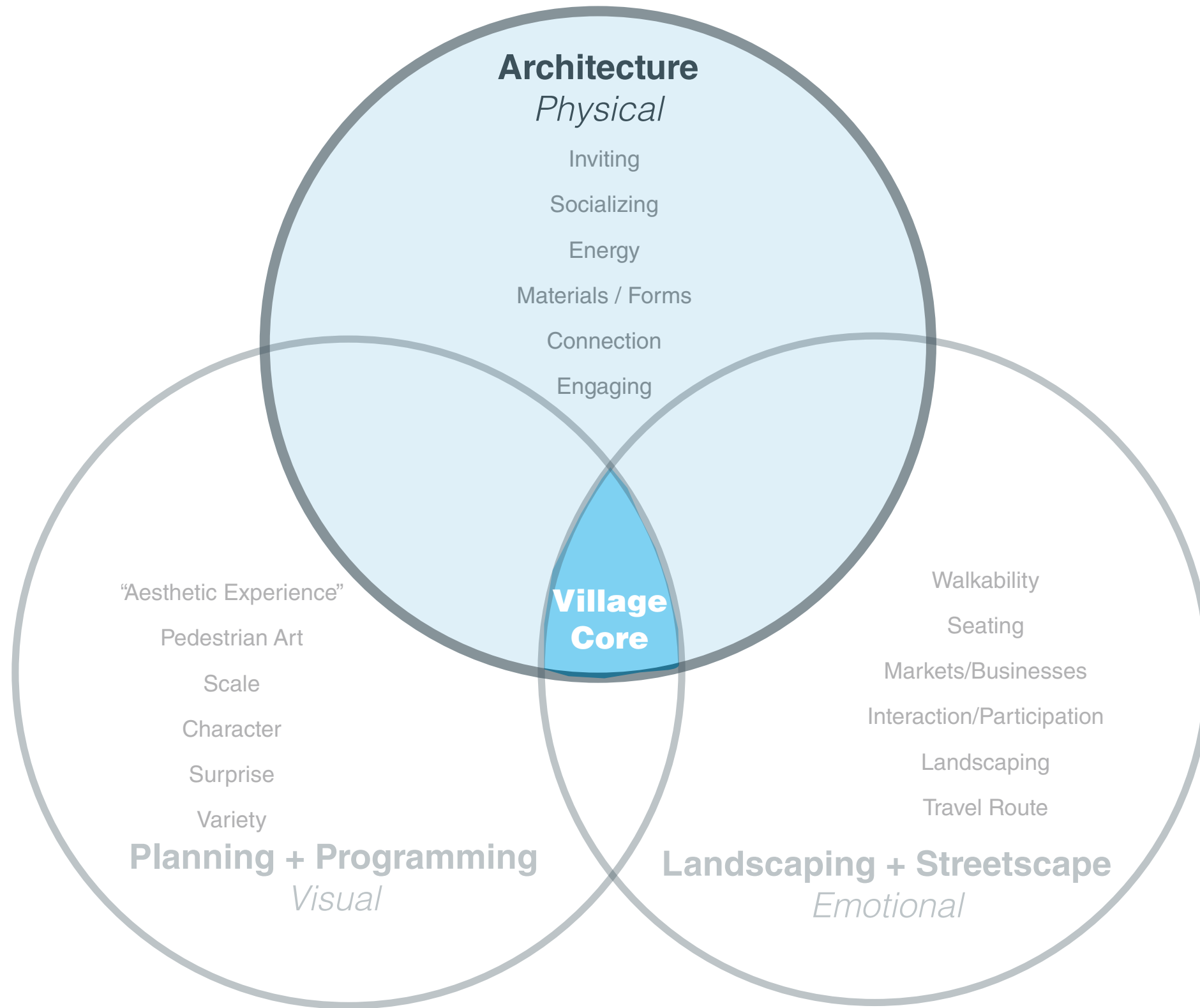


ARCHITECTURE
URBAN DESIGN
INTERIOR DESIGN



What Makes a Great Place

- Sociability
- Access & Linkages
- Uses & Activities
- Comfort & Image



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- 3.4 Pedestrian Experience*
 - Signage, Lighting, Wayfinding, Street Furniture*

Chapter 1 Case Studies

1.1 Regional

Vail
Aspen / Snowmass
Beaver Creek

1.2 National

Park City Utah
Northstar at Tahoe California
Jackson Hole Wyoming

1.3 National

Park City Utah
Northstar at Tahoe California
Jackson Hole Wyoming



1.1 Regional

Case Studies:
Village Core
Vail
Aspen / Snowmass
Beaver Creek





Skiable Acreage:

2,000

of Lifts:

15 Lifts

3 Gondolas

Skier Visits:

420,000 (COMP PLAN 2017)

Main Attributes:

- 4,425 Feet Vertical
- 1972 first ski lift opens
- Village Core construction 1990's
- Conference center
- Convient gondola transportation system
- Beautiful & unique setting
- Connects to Town of Telluride

Village Core





Skiable Acreage:

5,289

of Lifts:

31 Lifts
2 Gondolas

Skier Visits:

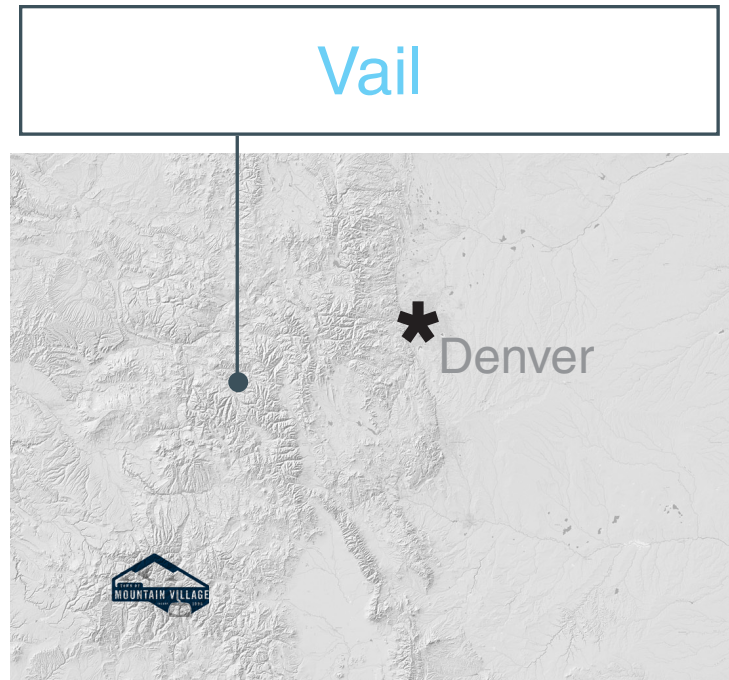
1,634,250 (2014)

Taxable Revenue 2016/17:

\$370m

Main Attributes:

- 3450 Feet Vertical
- Modeled after Bavarian Chalet Village
- Linear Village along the Valley with many "Beaches" (east, center, west)
- Benefits from year-round tourism and large local destination
- Mixes OLD and NEW architypes





Skiable Acreage:
3,362 (snowmass)

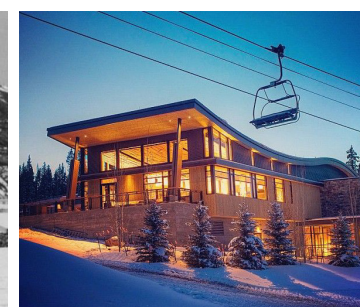
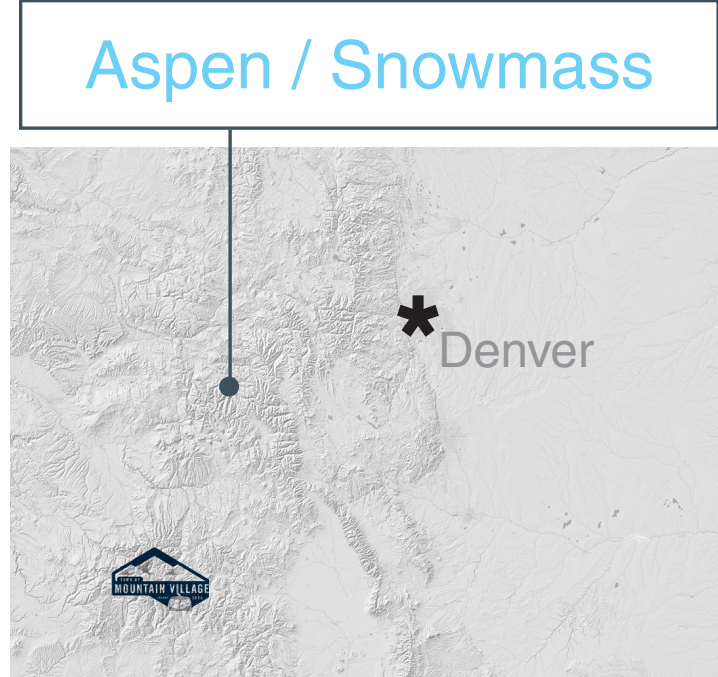
of Lifts:
17 Lifts
2 Gondolas

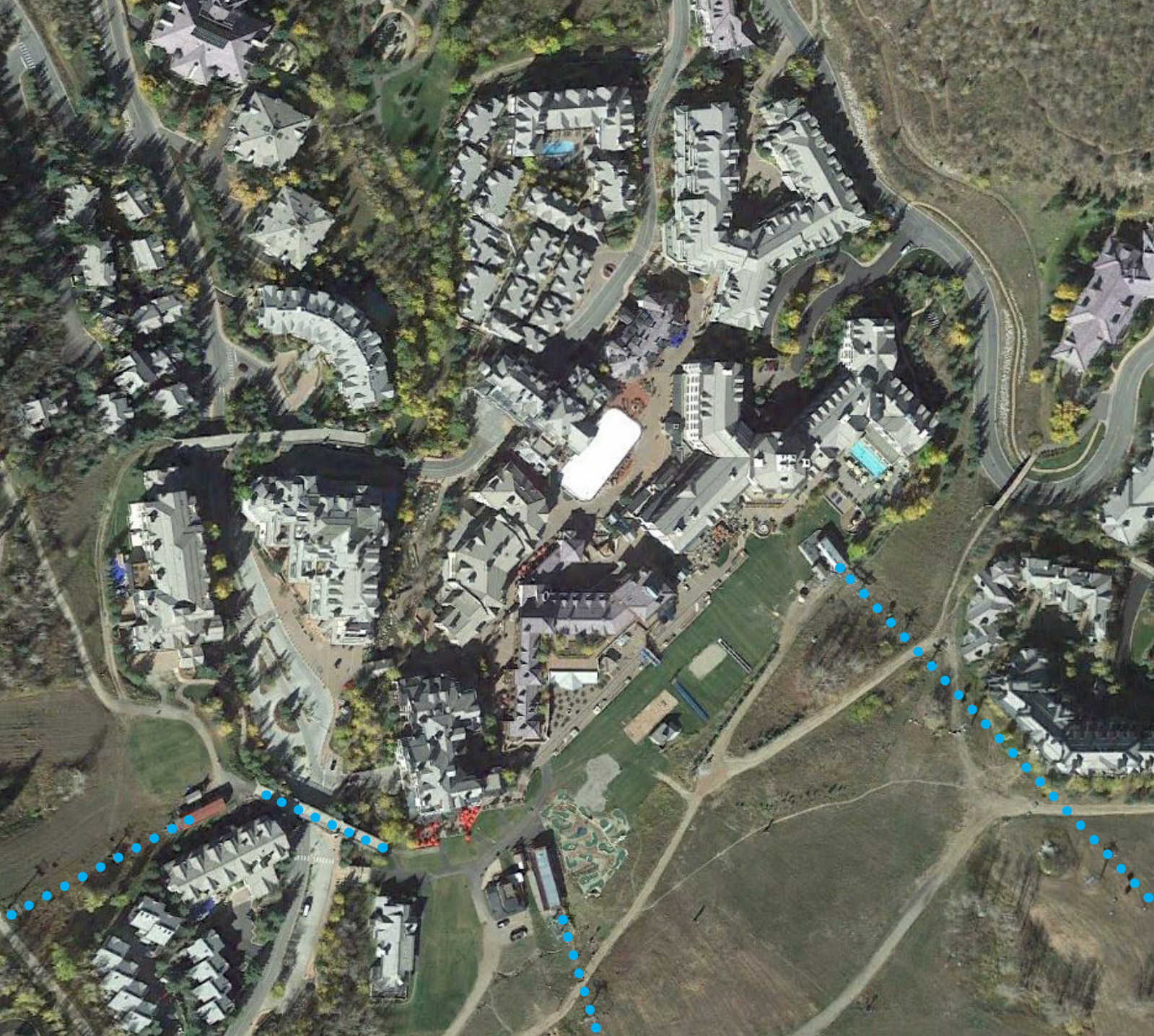
Skier Visits:
732,251 (2014)

Taxable Revenue 2016/17:
\$131m

Main Attributes:

- 4406 Feet Vertical
- 1 of 4 mountains (Aspen Mountain, Aspen Highlands, Buttermilk and Aspen Snowmass)
- 1967 five ski lifts open
- Greatest skiable acreage
- Mountain Contemporary Village growth since 1993
- Mixes OLD and NEW architypes





Skiable Acreage:

1,815

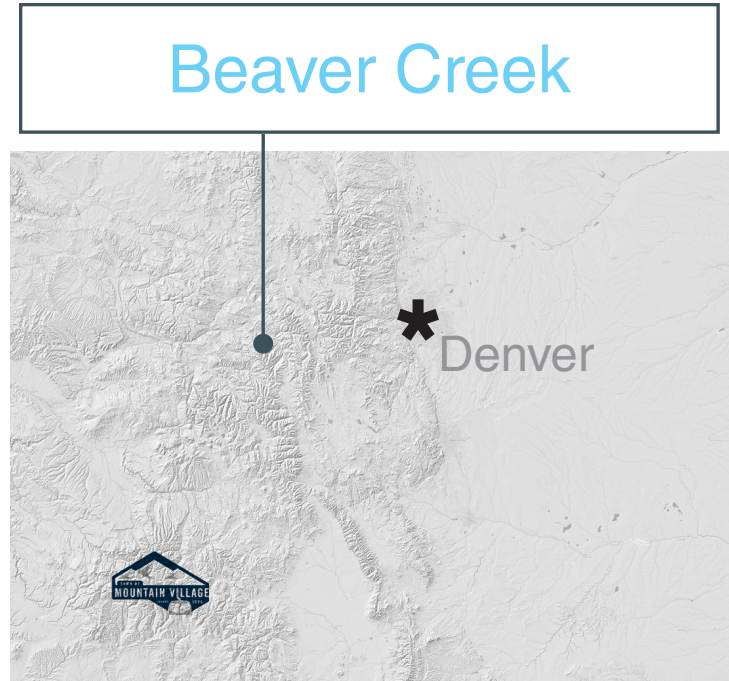
of Lifts:

25 Lifts

2 Gondolas

Skier Visits:

919,000 (2014)



Main Attributes:

- 3340 Feet Vertical
- Part of Bachelor Gulch Village, Arrowhead Village, Beaver Creek Village, and Avon = *Village to Village Experience*
- 1980 marketed first ski lift in Beaver Creek Resort
- Vilar Art Center
- Colorado Mountain Retreat architectural vision
- Similar in scale and feel to Village Core but less unique



1.2 National

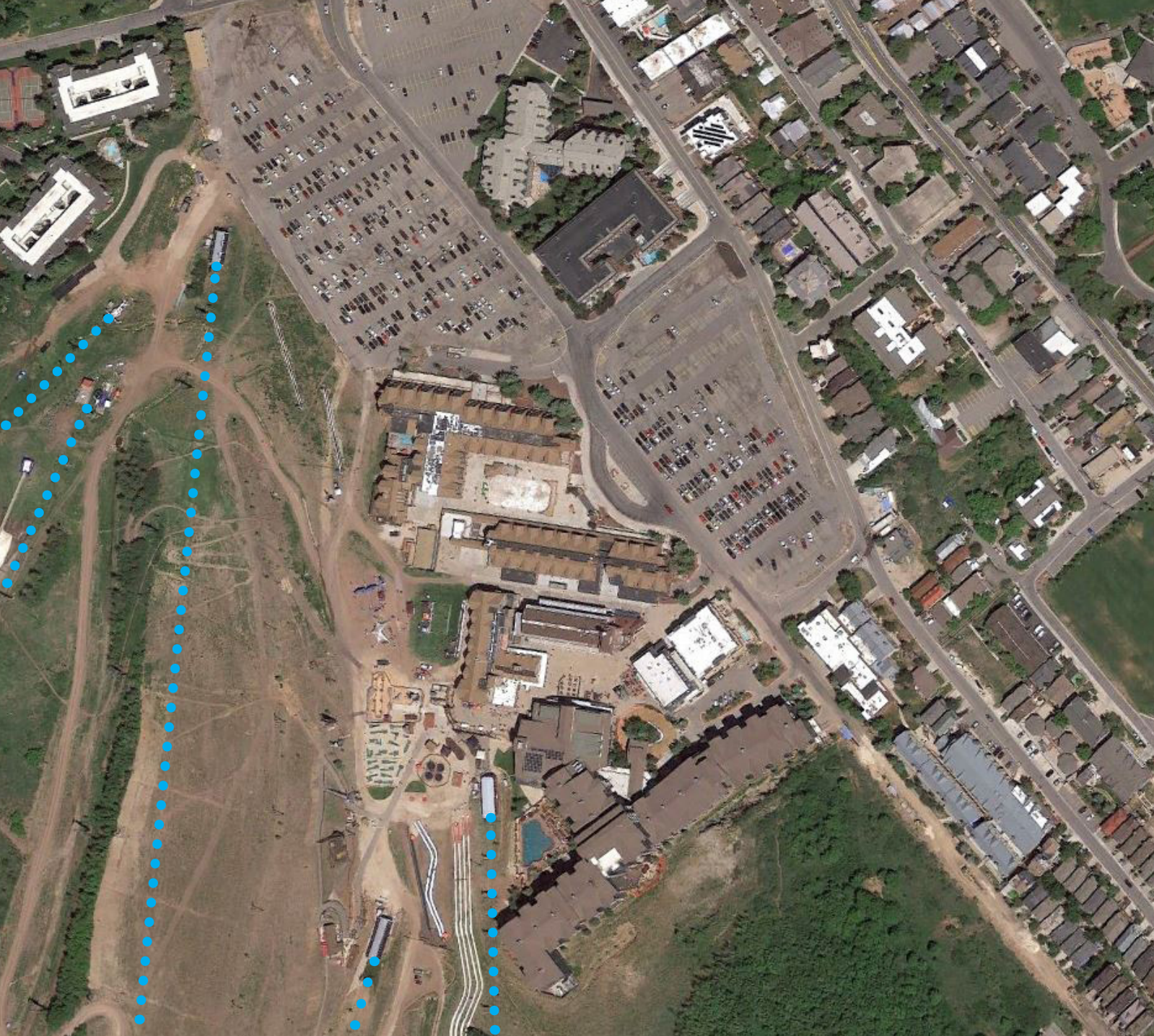
Case Studies:

Park City Utah

Northstar at Tahoe California

Jackson Hole Wyoming





Skiable Acreage:

7,300

of Lifts:

41 Lifts

4 Gondolas

Skier Visits:

1,600,000 (COMP PLAN 2017)

Main Attributes:

- 3200 Feet Vertical
- Largest resort in the US
- 1963 Treasure Mountain opened
- Mining history influenced resort architecture
- Sister resort to Canyons
- Currently under going master planning and visioning

Park City Utah





Skiable Acreage:
3,170 (snowmass)

of Lifts:
20 Lifts
2 Gondolas

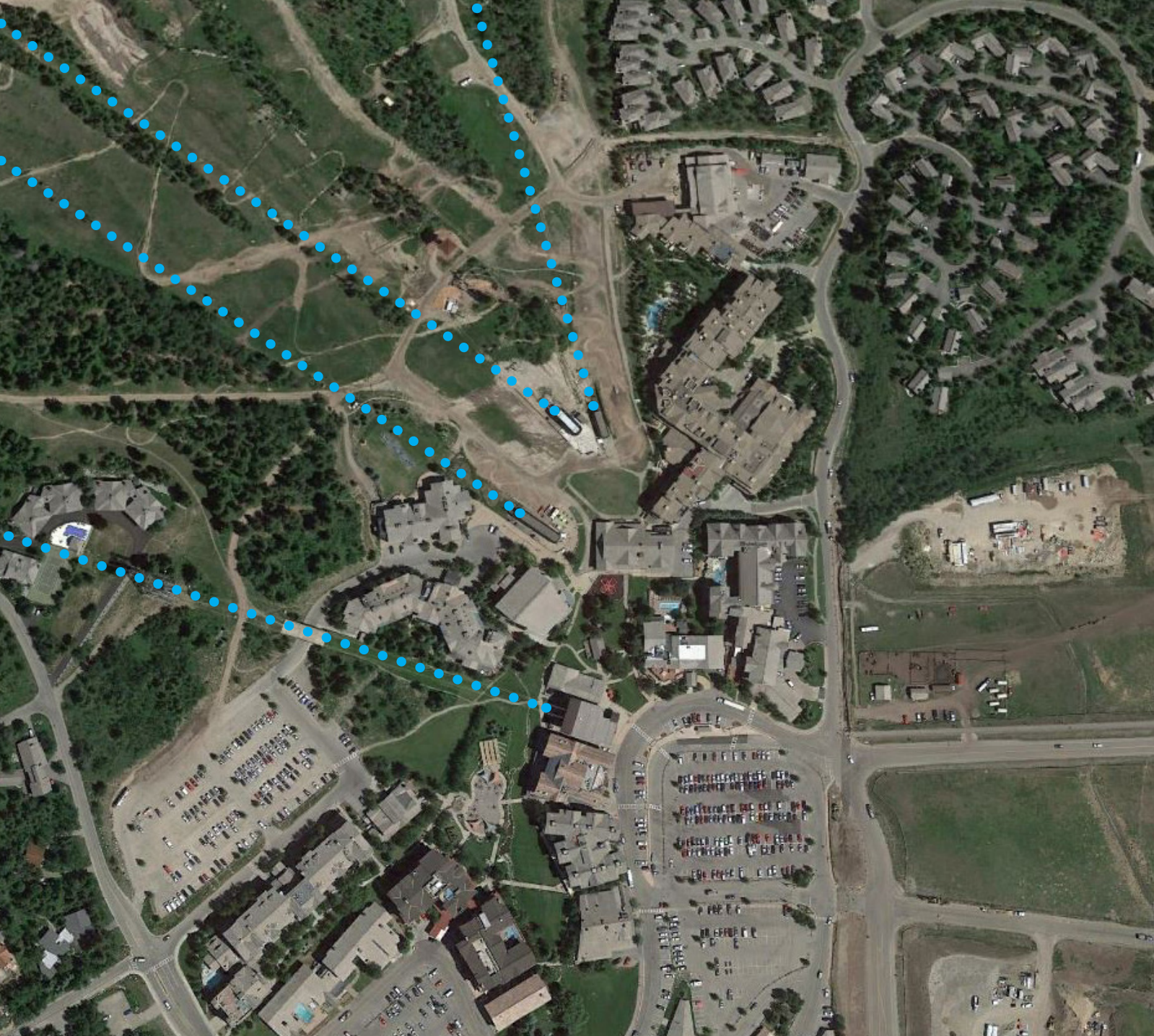
Skier Visits:
737,000 (2014)

Main Attributes:

- 2280 Feet Vertical
- Mountain Refined rooted in Parkitecture
- 1972 opened 5 runs, redesigned current village in 2007/2008
- Pedestrian Village with surface skier lot
- 200 miles from San Francisco

Northstar at Tahoe California



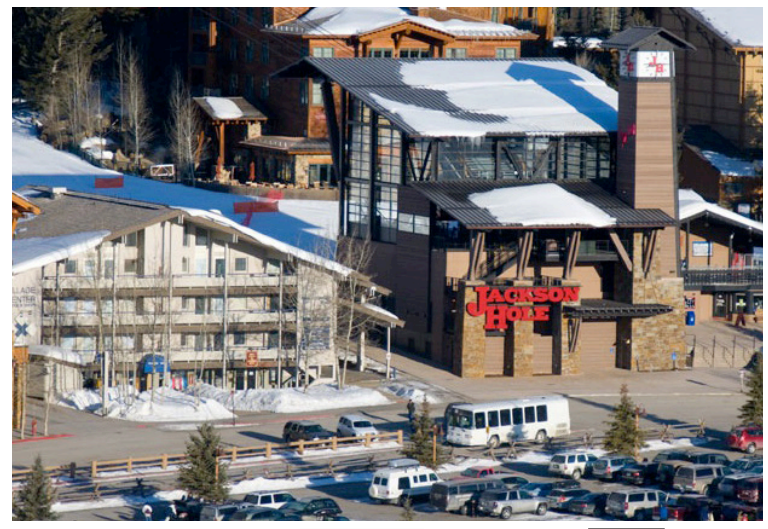
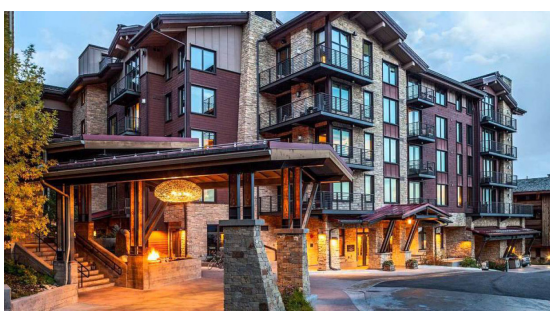


Skiable Acreage:
2,500 (Inbounds/3,000 Backcountry)

of Lifts:
11 Lifts
2 Gondolas
1 Tram

Main Attributes:
 - 4139 Feet Vertical
 - Surface lot serves the base area
 - 1960 marked first ski lift opening
 - Small base area
 - Rustic meets Modern

Jackson Hole Wyoming



1.3 International

Case Studies:

Whistler Canada

Courchevel France

St Moritz Switzerland

Chamonix France





Whistler Canada

Skiable Acreage:

4,757

of Lifts:

19 Lifts

Skier Visits:

544,000 (2014)



Main Attributes:

- 5020 Feet Vertical
- 1965 marked first ski lift opening
- 1975 First Resort Municipality in Canada
- Solar principles oriented village (winter/summer sun)
- French Chateau roof lines
- Pedestrian "winding" street from parking to "beach"





of Lifts:
63 Lifts

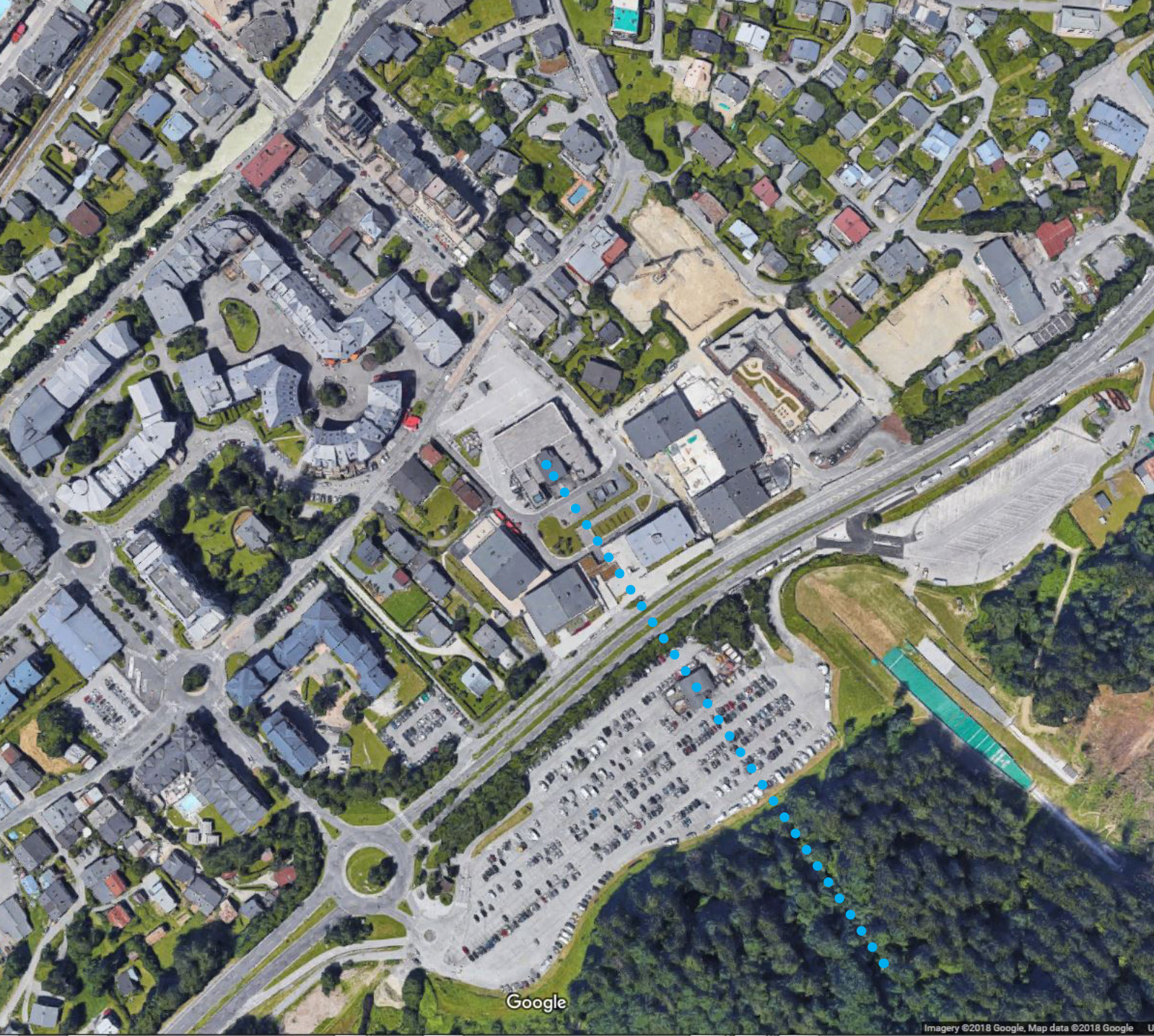
Courchevel France



Main Attributes:

- 4600 Feet Vertical
- 1942 original resort opened
- 4 satellite villages: (Le Praz 1300, Courchevel Village 1550, Moriond 1650, Highest Village 1850)
- Exclusive resort in French Alps
- French Chalet Architecture





Skiable Acreage:
30,000

of Lifts:
69 Lifts

Chamonix France



Main Attributes:

- 9,203 Feet Vertical
- 1924 Olympics Site
- One of the oldest ski resorts in France
- International destination
- Located at the base of Mt. Blanc
- 8,900 residents
- Winding streets in town offer great pedestrian experience





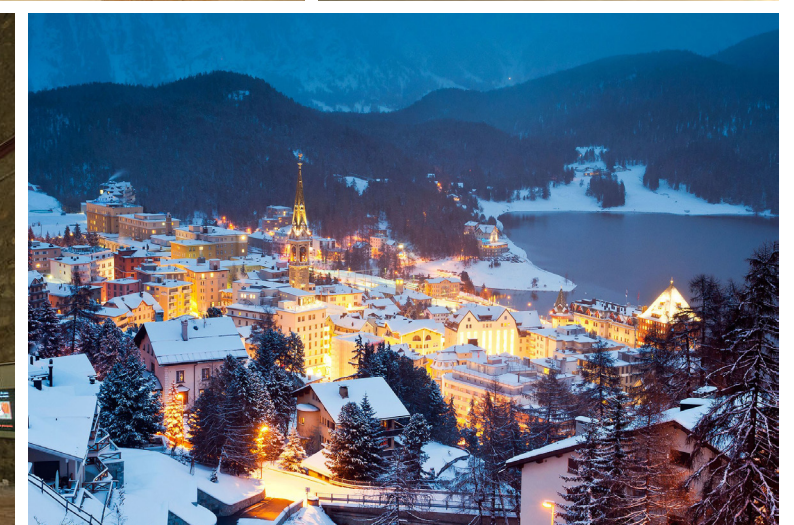
of Lifts:
57 Lifts

St Moritz Switzerland



Main Attributes:

- 5,160 Feet Vertical
- 1928 and 1948 Olympic site
- "Dorf" (village) and "Bad" (spa)
- At 6,090 ft elevation is one of the highest resorts
- Diverse architectural origins make this alpine town unique
- Overlooking Lake St. Moritz
- Heavy stone walls, small window openings



Chapter 2 Village Core Vision

2.1 Styles

- Alpine Chalet
- Timber Mountain
- Refined Mountain

2.2 New Roof Forms

2.3 New Roof Materials

2.4 Refined Village Core

- Identity
- Timeline
- Inspiration



2.1 Styles

Alpine Chalet Architecture

Alpine chalet style is an architectural style of Late Historicism, originally inspired by rural chalets in Switzerland and the Alpine (mountainous) regions of Central Europe. The style refers to traditional building designs characterized by widely projecting roofs and facades richly decorated with wooden balconies and carved ornaments. It spread over Germany, Austria-Hungary and Scandinavia during the Belle Époque era.

Architectural Style:

- 3:12 To 6:12 Gabled Roofs w/ Wide Eaves
- Exposed Construction Beams
- Decorative Carving And Moldings
- Balconies
- Large Windows

Materials:

- Wood Timbers
- Wood Siding
- Stone
- Shingle Roof



2.1 Styles

Timber Mountain Architecture

Timber Mountain style stays true to its natural surroundings typically. Stone and wood are the majority of materials used to capture the essence of mountain living. Gable and hip roofs are used to protect from the winter elements. Large Timbers can be seen throughout exposing and highlighting key structural design features. This style is seen throughout the mountain regions of The United States.

Architectural Style:

Architectural Style:
8:12 To 12:12 Gabled Roofs w/ Wide Eaves
Exposed Construction Beams
Balconies, Raised Decks
Large Windows

Materials:

Wood Timbers
Wood Siding
Stone
Shingle Roof



2.1 Styles

Refined Mountain Architecture

Refined Mountain style keeps certain elements of Timber Mountain, Chalet and other mountainous styles and enhances them through a contemporary lens. The addition of steel, modern roof forms and large expanses of glazing bring a new edge to this mountain style. Exposing connection details and steel beams highlight structural design elements.

Architectural Style:

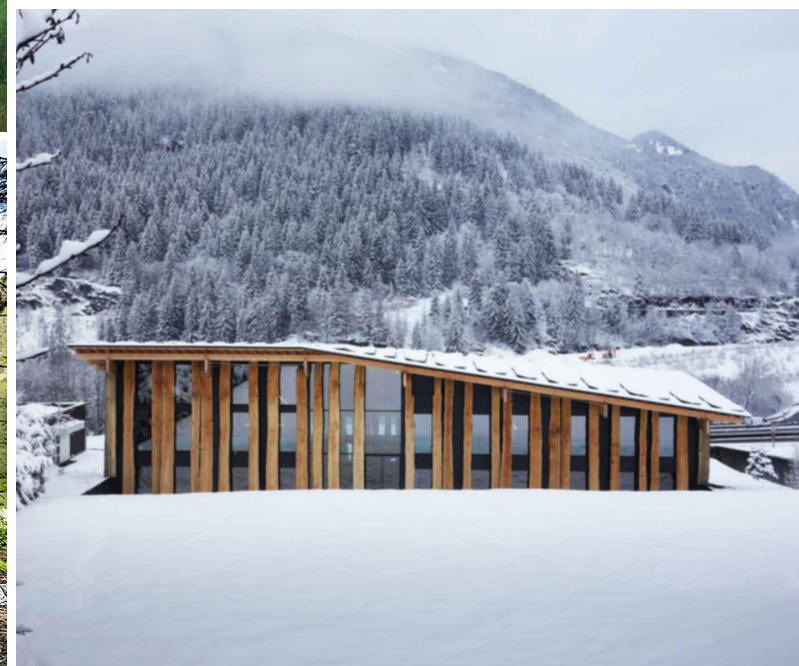
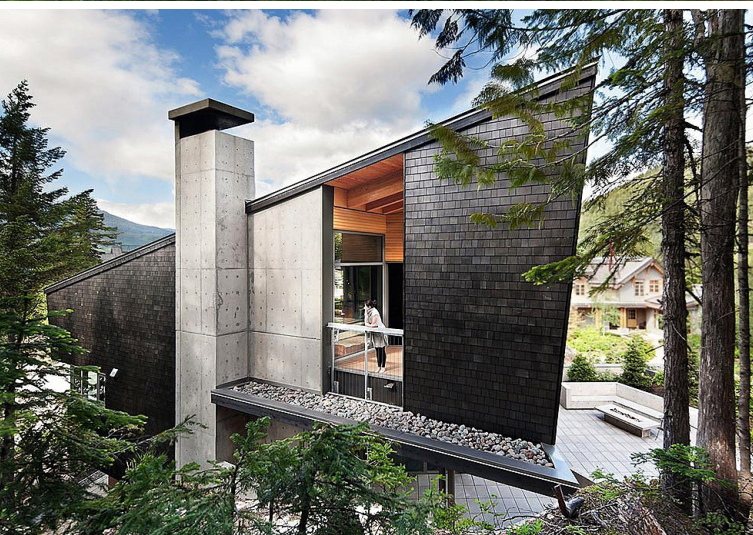
3:12 To 12:12 Gabled Roofs w/ Wide Eaves
Exposed Steel
Modern Forms
Large Windows

Materials:

Steel Structure
Wood Siding
Stone
Metal Roof
Glass



2.2 Roof Forms

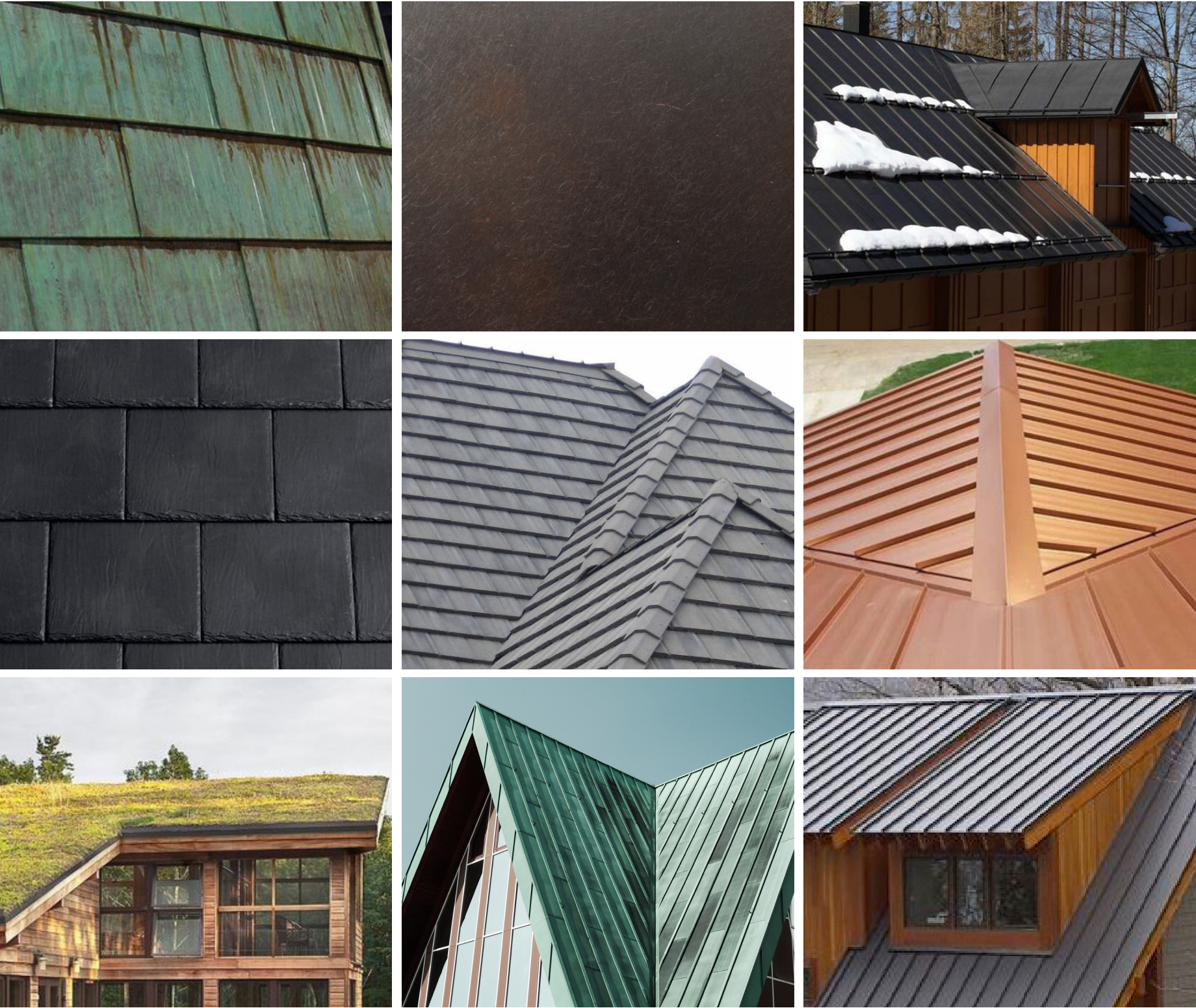


Potential Roof Forms

- Forms:
- Hip
 - Gable
 - Flat
 - Single Sloped
 - Off Center Gable
 - Zero Eave
 - Green Roof
 - 3:12 - 12:12 Slope
 - Dark Rust



2.3 Roof Materials



Potential Roof Materials

Materials: Concrete Roof Tiles
Slate
Metal
Green Roof

Colors: Light Grey
Dark Grey
Copper
Green Rust
Patina
Matte Black
Dark Rust

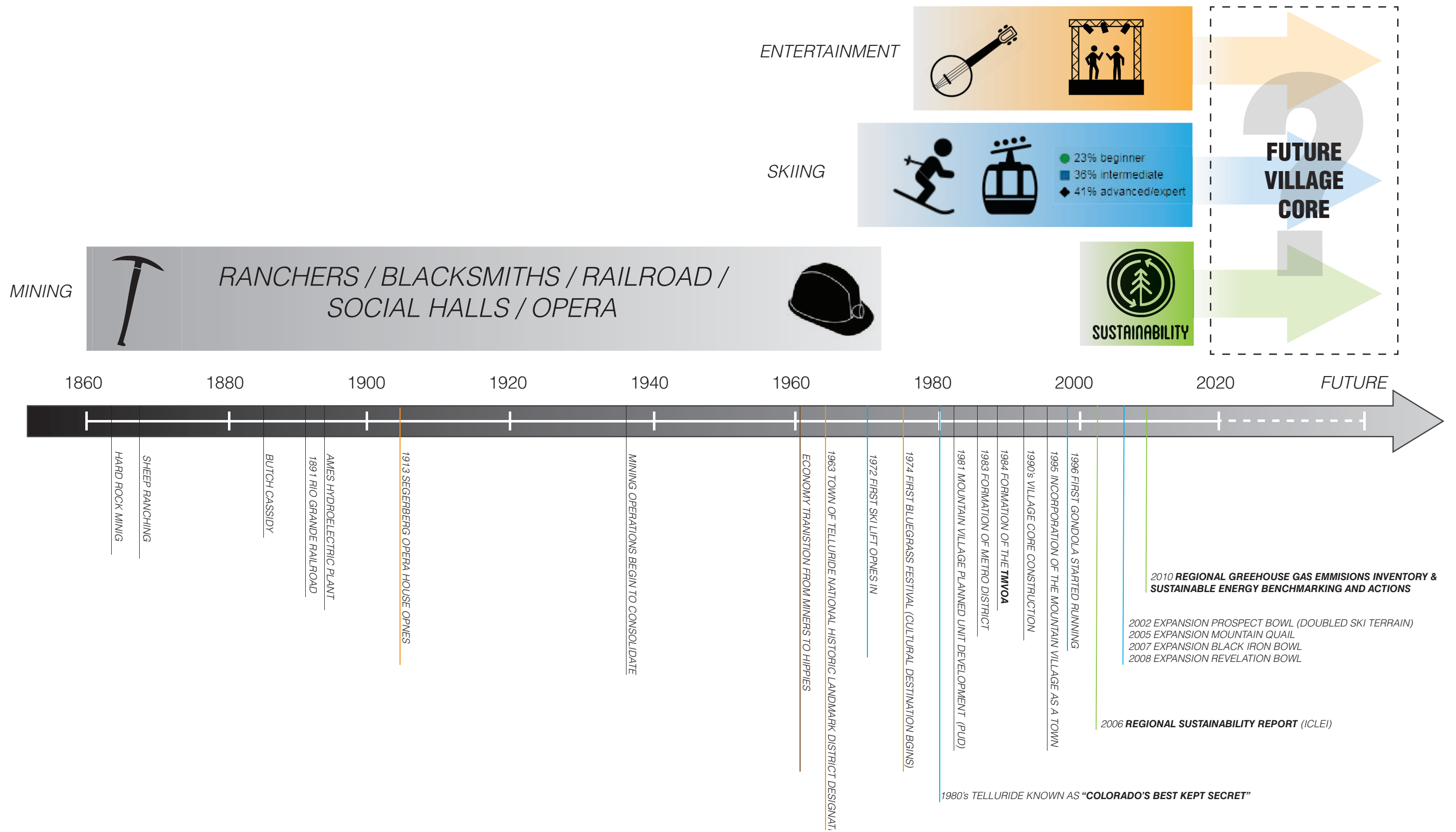
Village Core Identity



Potential

- Identity
- Beauty
- Memorable
- Variety
- Originality
- Developer Interest
- Luxury
- Timeless
- Iconic
- Destination
- History
- Nature

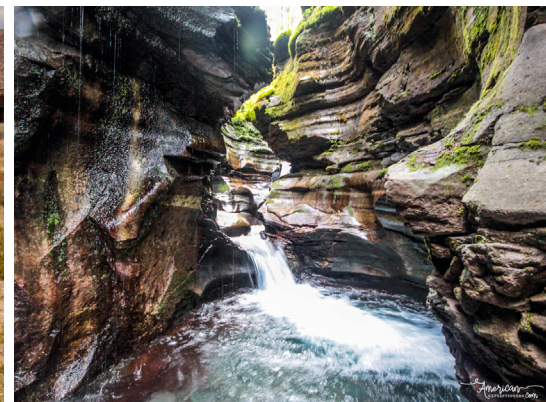
2.4 Village Core



2.4 Village Core

hard work historic wood valley waterfall
details earth craft yellow red
mining/blacksmithing
tools fire originality snow rustic green
charred steel water mountain

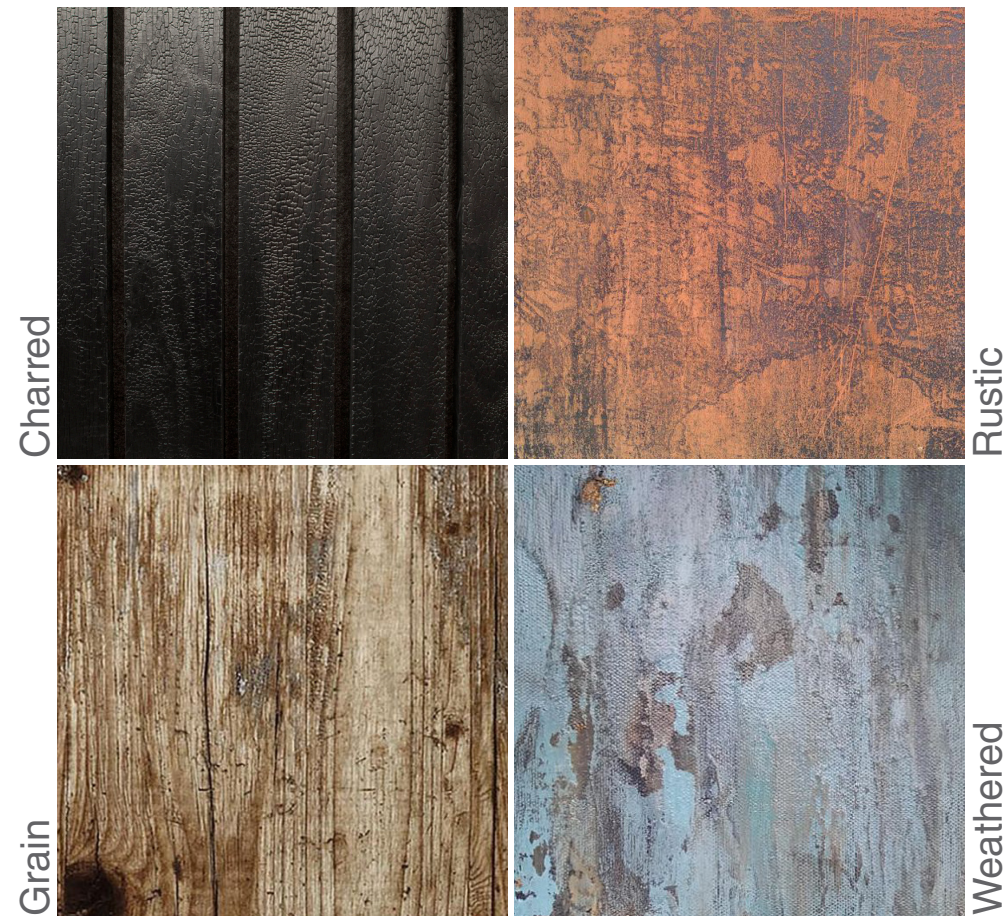
nature



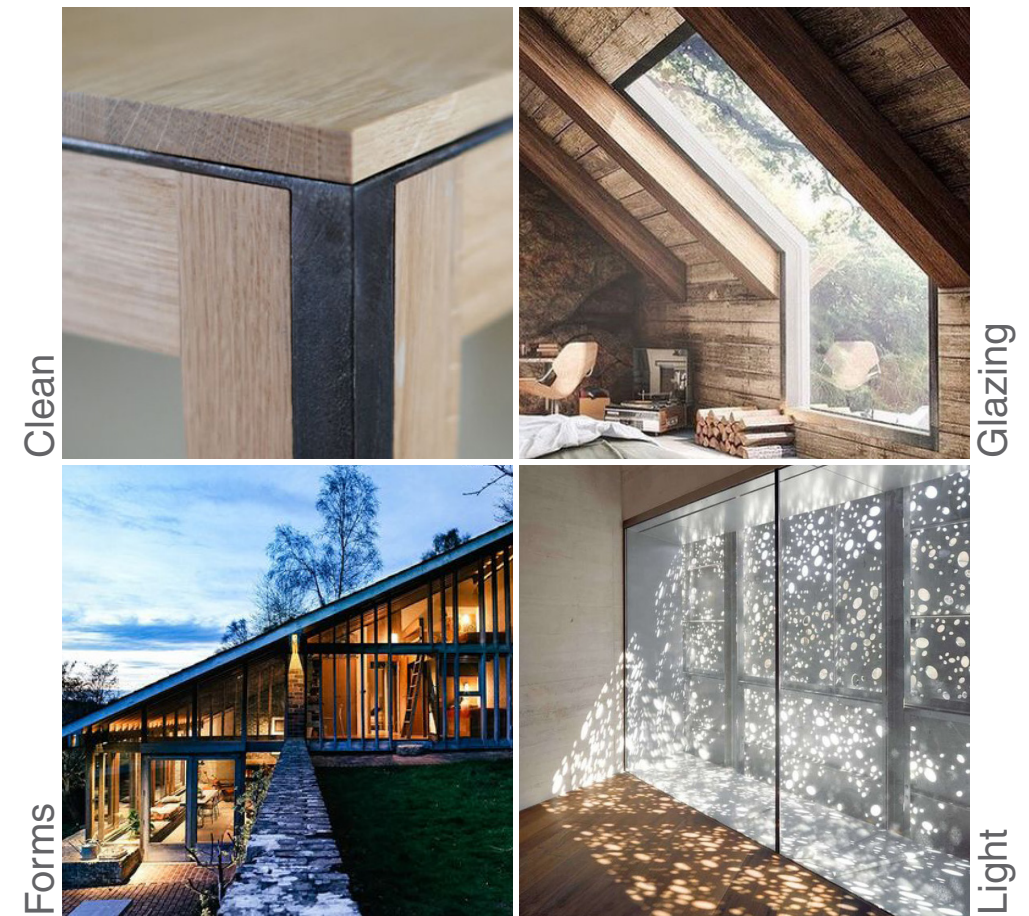
world class skiing isolated
walkability nature-centric
Village Core
peaceful beauty aesthetics
resort family

Refined Concept

Aged Character



Refined Lines

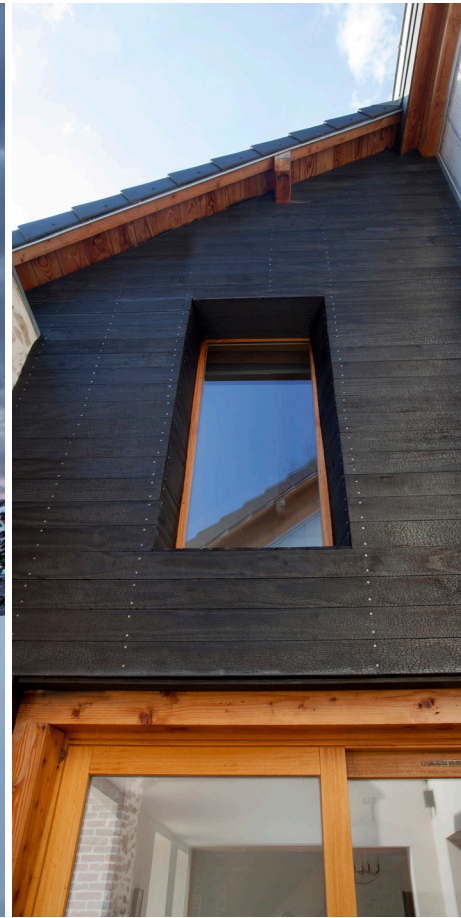


Authenticity

Luxury

2.4 Village Core

Refined Mountain Inspiration



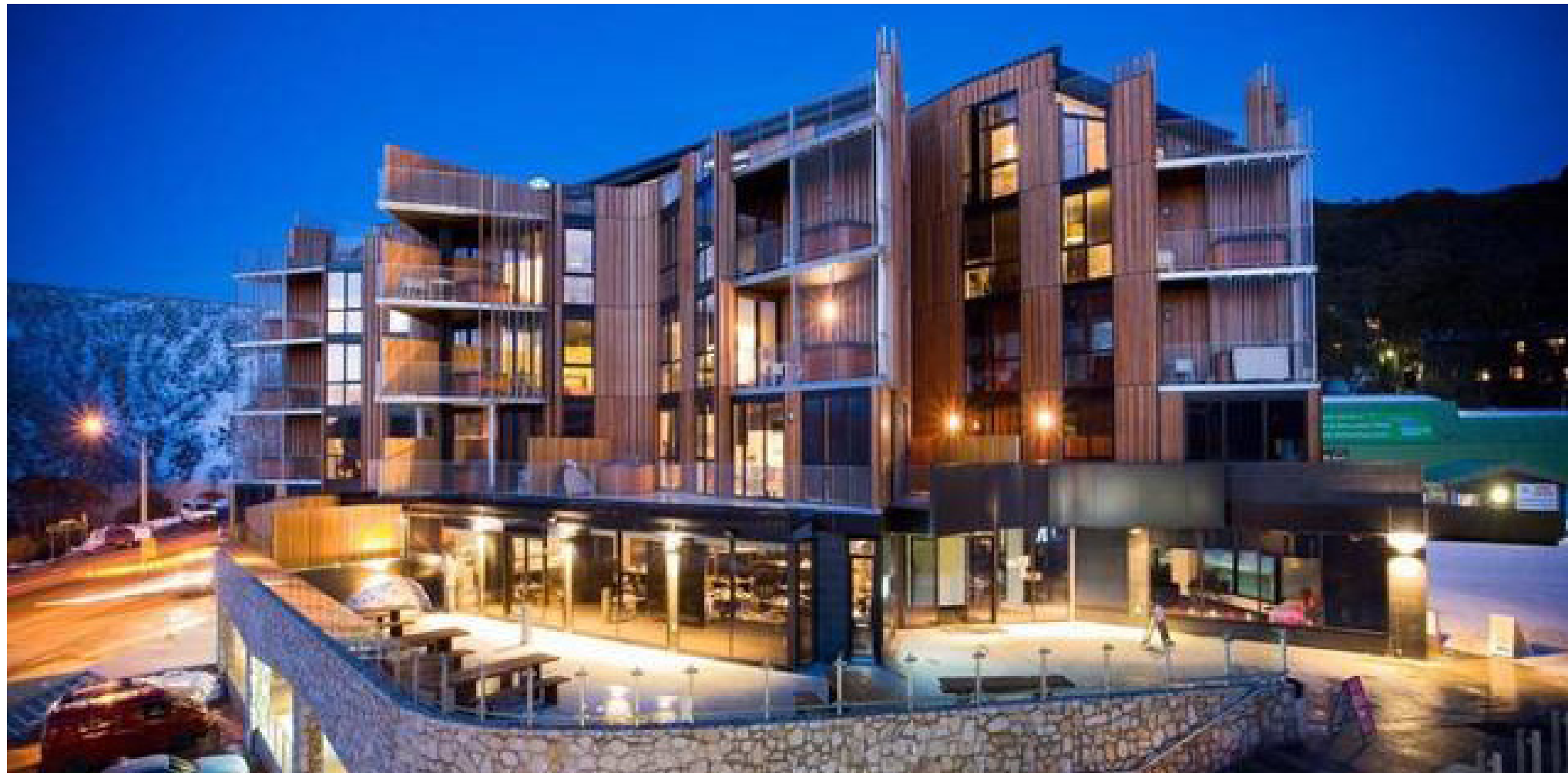
2.5 Village Core

Refined Mountain Inspiration



2.5 Village Core

Refined Mountain Inspiration



Chapter 3 Existing Village Core

- 3.1 Aerial
- 3.2 Mountain Village Architecture
- 3.3 Roof Forms
- 3.4 Roof Materials
- 3.5 Pedestrian Experiences (3 Levels)
 - Signage, Lighting, Wayfinding, Street Furniture







Skiable Acreage:

2,000

of Lifts:

15 Lifts

3 Gondolas

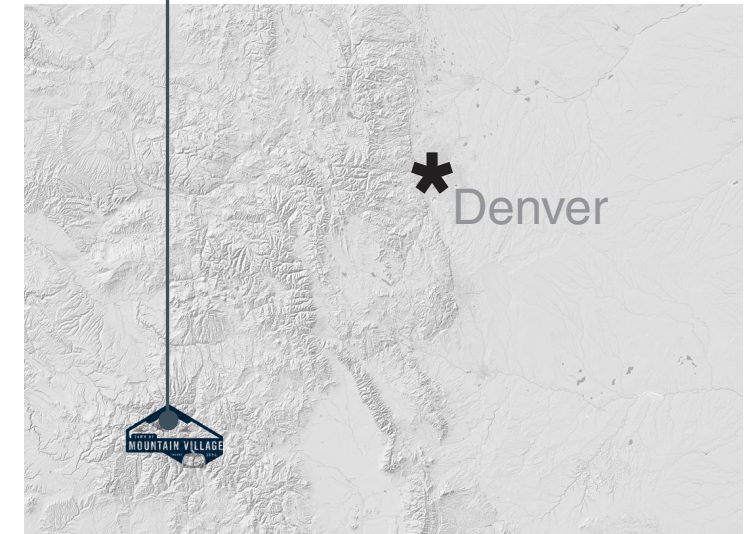
Skier Visits:

420,000 (COMP PLAN 2017)

Main Attributes:

- 4,425 Feet Vertical
- 1972 first ski lift opens
- Village Core construction 1990's
- Conference center
- Convient gondola transportation system
- Beautiful & unique setting
- Connects to Town of Telluride

Village Core



3.1 Architecture

Village Core Architecture

Current Town of Mountain Village Architecture is within the Alpine/ Mountain vernacular. Per the Design Guidelines:

“Design should embrace nature, recall the past, interpret our current time, and move us into the future while respecting the design context of the neighborhood surrounding site. Materials should reflect the natural environment, wood, stone and metal. Colors should blend with nature. Massing is simple in form and steps with the natural topography.”



Architectural Style:
3:12 To 6:12 Gabled Roofs w/ Wide Eaves
Exposed Construction Beams
Mountain Aesthetics

Materials:
Wood Timbers
Stucco
Stone
Concrete Tile Roof
Metal Roof

The Peaks Resort and Spa

Telluride Conference Center

Village Creek

Madeline

Granita

Inn at Lost Creek

Blue Mesa Lodge

Blue Mesa Condos

Belvedere



zone 3

zone 2

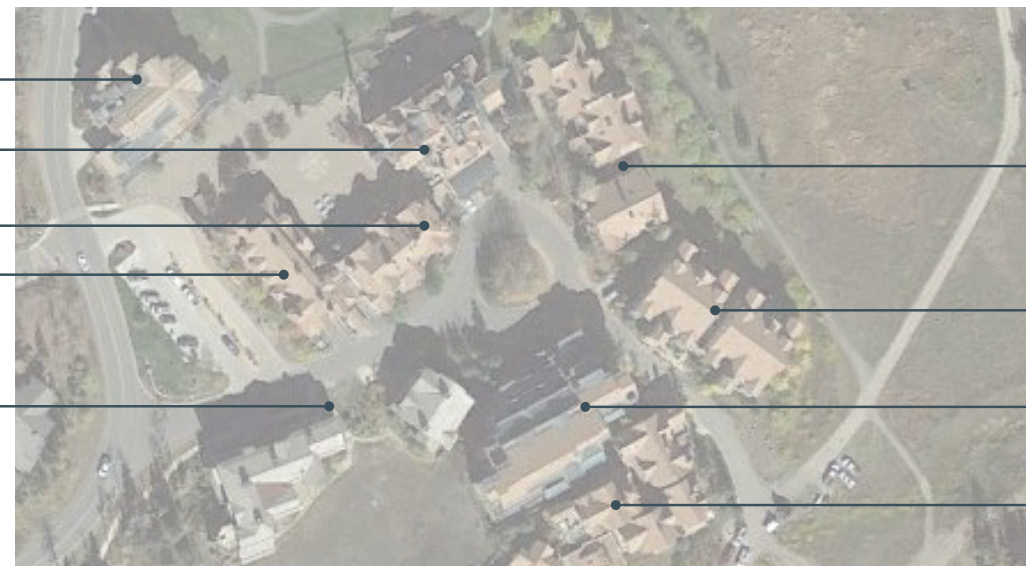
zone 1



Shirana
Westemere
The Palmyra
Pond
Centrum



Conference Plaza
Heritage Plaza
Ice Rink
Arrival Plaza
Skiers Plaza
Le Chamonix
Franz Klammer Lodge
Heritage Crossing
Gondola Plaza
The Plaza Building
Columbia Place



Kayenta
Dakota Place
Lumiere
Telemark

3.2 Roof Forms

Existing Roof Forms

- Hip
- Gable
- Barrel
- 3:12 - 6:12 Slope

Design Guidelines

17.5.6 Building Design

C. Roof Form

1. Roof Design Elements

Composition of multiple forms that emphasize sloped planes, varied ridgelines and vertical offsets

Dormers may be included to add interest and scale to major roof areas...

The DRB may require long ridgelines to be stepped to avoid long spans of unbroken ridges when such elements are not in proportion to the design and scale of the building...

Roof ridgelines shall step with the topography of the site following the stepped foundations.



3.3 Roof Materials

Existing Roof Materials

Materials: Primary - Concrete Roof Tiles
Secondary - Metal Seam/Shingle (Copper)

Colors: Primary - Burnt Sienna
Secondary - Copper Patina

Design Guidelines

17.5.6 Building Design

C. Roof Form 3. Roof Material

All roofing material shall be of a type and quality that will withstand high alpine climate conditions.

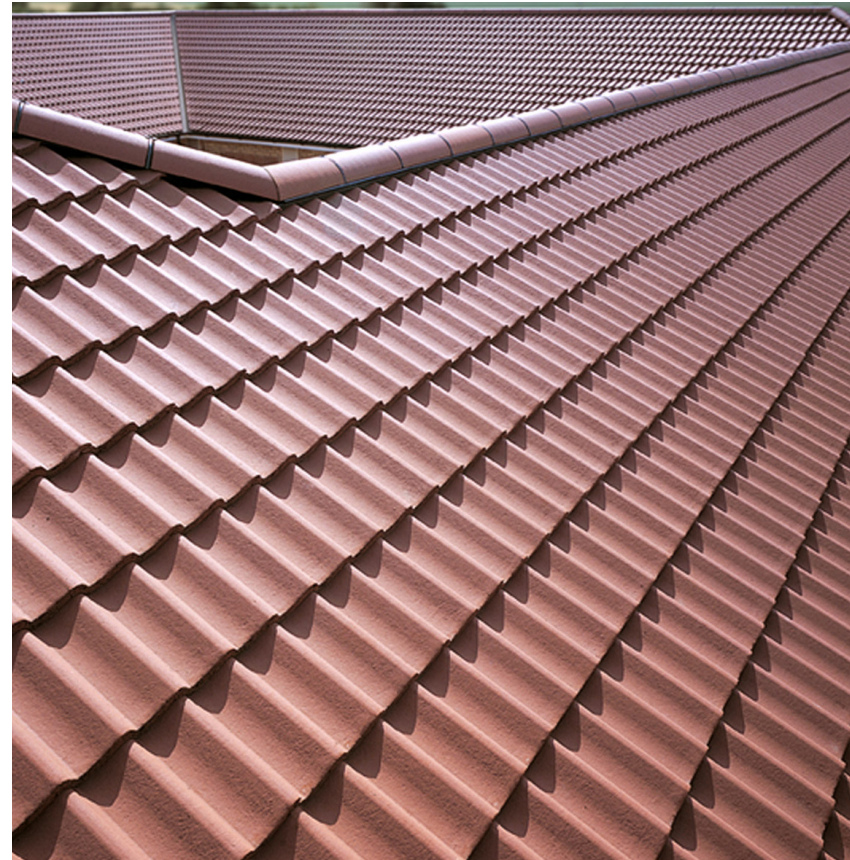
Permitted roof material outside the Village Center include:

- i. Rusted, black or gray standing seam or corrugated metal
- ii. Zinc
- iii. Minimum 1/2" slate
- iv. Synthetic materials that have been approved by the DRB...

Village Center roofing material shall be concrete tile or synthetic materials that emulate concrete tile of the color burnt sienna except for special copper accent roofs that shall require specific approval of the DRB

The following roofing materials may be approved by the DRB...

- i. Copper
- iii. Galvanized corrugated or standing seam metal (not rusted or reflective)
- iii. Synthetic material that accurately emulates wood shake, concrete and slate tile





Title 17 COMMUNITY DEVELOPMENT CODE

17.3.4 Specific Zone District Requirements

H.4. Plaza Level Use Limitations.

a. Limitations:

i. The following are the only uses permitted to be fronting onto the plaza level in a primary plaza area or a primary pedestrian route:

- (a) Retail Stores and establishments;
- (b) Restaurants and bars
- (c) Multi-family or mixed-use entrance areas and lobbies

ii. No offices or dwelling unit shall be operated or located in a plaza level space that is fronting onto a primary plaza area or primary pedestrian route...

17.5.9 Landscaping Regulations

D. General Landscaping Design Requirements

1. Paths and Walkways

b. Village Center and Village Center Subarea Plan Development

i. As the town grows and establishes primary pedestrian circulation systems, it is imperative that all building development relates to proposed or existing exterior pedestrian flows and spaces within the plaza areas. Building frontage shall contain and direct pedestrian circulation in a continuous, uninterrupted sequence.

ii. Semi-Private outdoor spaces, such as restaurant patios and courtyards, shall be located and designed to reinforce pedestrian circulation...

iv. The scale of pedestrian areas shall be kept intimate with great care and attention given to materials and detailing. Special pavers, hardware, fountains and landscaping shall be emphasized. Distance between buildings and widths of public areas all vary with narrow passages leading to courtyards and secondary plazas.

2. Walls, Fences and Gates

a. Walls, fences and gates shall only be used to enclose private spaces, garden areas, dog areas, planting beds or service areas.

3.4 Existing Pedestrian Experience

17.5.12 Lighting Regulations

B. Limited Exterior Lighting: The basic guideline for exterior lighting is for it to be subdued, understated and indirect to minimize the negative impacts to surrounding lots and public rights-of-way. The location of exterior lighting that meets the requirements of this section shall only be allowed at:

1. Buildings where Building Codes require building ingress and egress doors
2. Pedestrian walkways or stairs
3. Plaza areas and other public areas where lighting is required
4. Deck or patio areas...

C. Prohibited Lighting

1. Architectural lighting
2. Landscape lighting...

17.5.13 Sign Regulations

A. Purpose and Intent: The purpose of the Sign Regulation is to preserve the town as a desirable community in which to live, vacation and conduct business and to create a pleasing, visually attractive built environment...

1. Enhance the attractiveness and economic wellbeing of the town as a place to live, vacation and conduct business
2. Address community desire to provide a high quality tourist experience and retain the town's premier status in an increasingly competitive resort market...

17.5.15 Commercial, Ground Level and Plaza Area Design Regulations

A. Plaza Use Design Regulations

1. Purpose and Intent: The exterior surface uses of the plaza areas shall be carefully designed for the enjoyment of the public and outdoor dining and seating areas... and other plaza uses contributing to the character and feel of the plaza areas...

6. Outdoor Dining and Seating Area Standards: The size, quantity and location of the outdoor dining and seating area shall be relative to the size of the business establishment, and its frontage and the immediately adjacent plaza area

B. Storefront Design

1. Storefront Design

a. Commercial frontages shall create an identity for the activity within the commercial space while contributing to a visually exciting and cohesive plaza scene. Individual tenant frontages shall have expressive and imaginative design within the overall architectural context of the associated building...

b. Development and redevelopment within the Village Center shall create pedestrian interest through the articulation of architectural features such as bay windows, balconies, arcades and dormers.

The ground or pedestrian level shall be defined with textural elements and color that strengthen the scale and character of the resort.

c. Window boxes and hanging baskets shall be incorporated into design to add color, life and dimension to building fronts and window definition...

d. Details of the storefront... shall be fabricated from quality materials such as brass, copper, bronze, hardwoods and etched or leaded glass

e. Retail, commercial storefronts shall be clearly distinguishable from upper floors of a building.

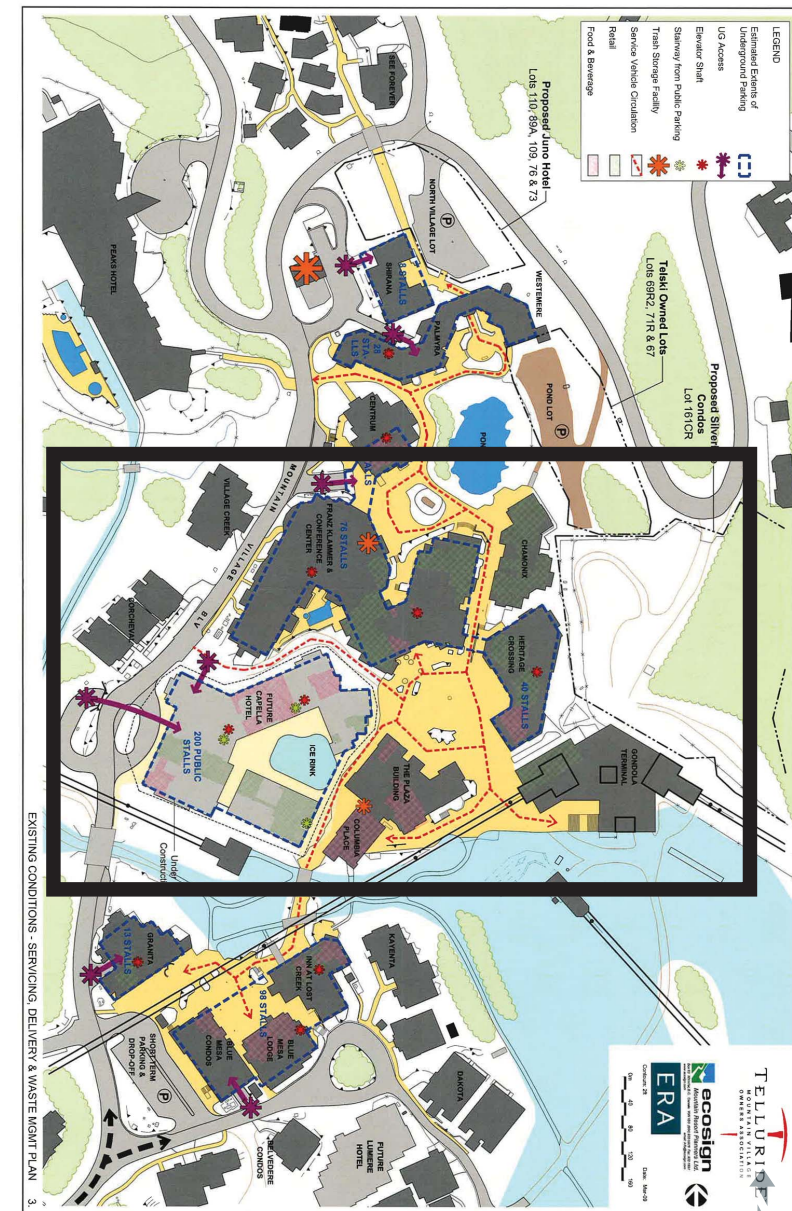
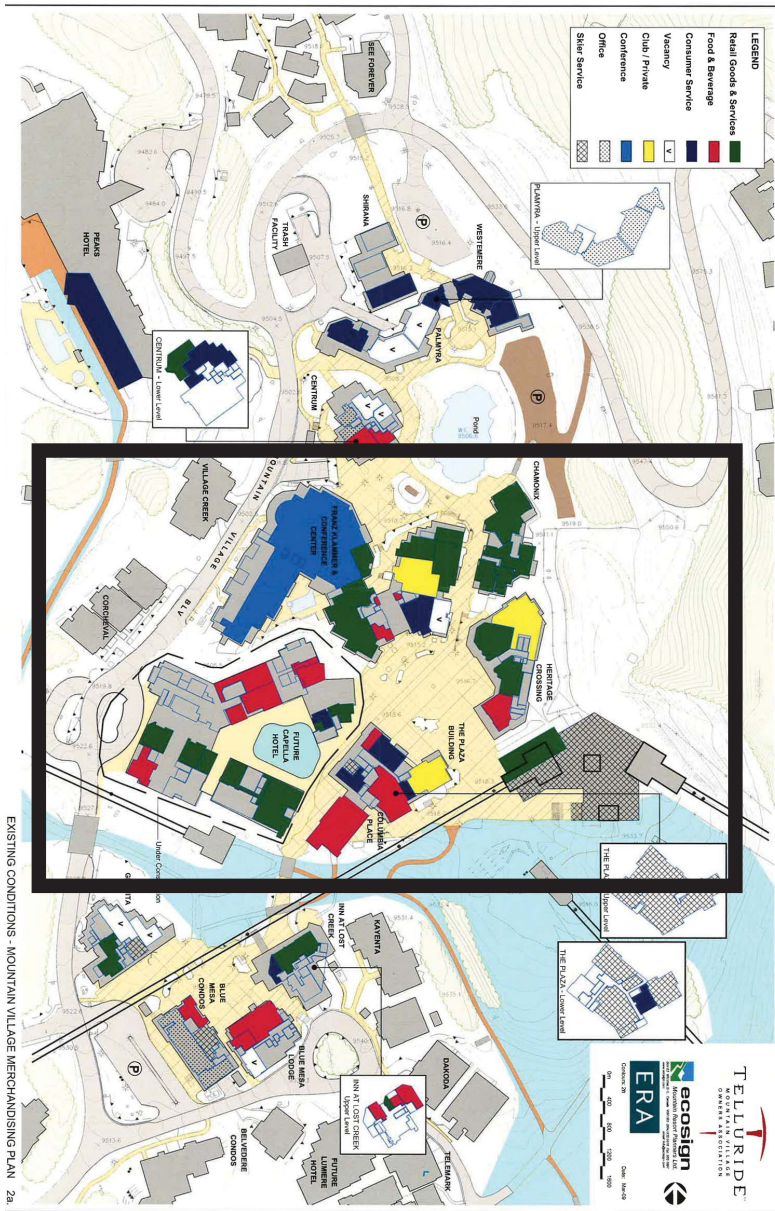
2. Color Selection: While overall building color palettes are encouraged to be muted tones taken from natural surroundings, the storefronts shall use rich and expressive colors that stand out from their background. These storefront facades shall be designed as distinct individual entities that relate to the business and are distinguished by architectural detail and creative application of color.

3.3 Existing Pedestrian Experience



3.3 Existing Pedestrian Experience

TMVOA Phase 1b Village Revitalization Strategy 2008



Pedestrian Experience - Ground Floor Uses

Pedestrian Experience - Circulation

EXISTING CONDITIONS - MERCHANDISING PLAN (2008)

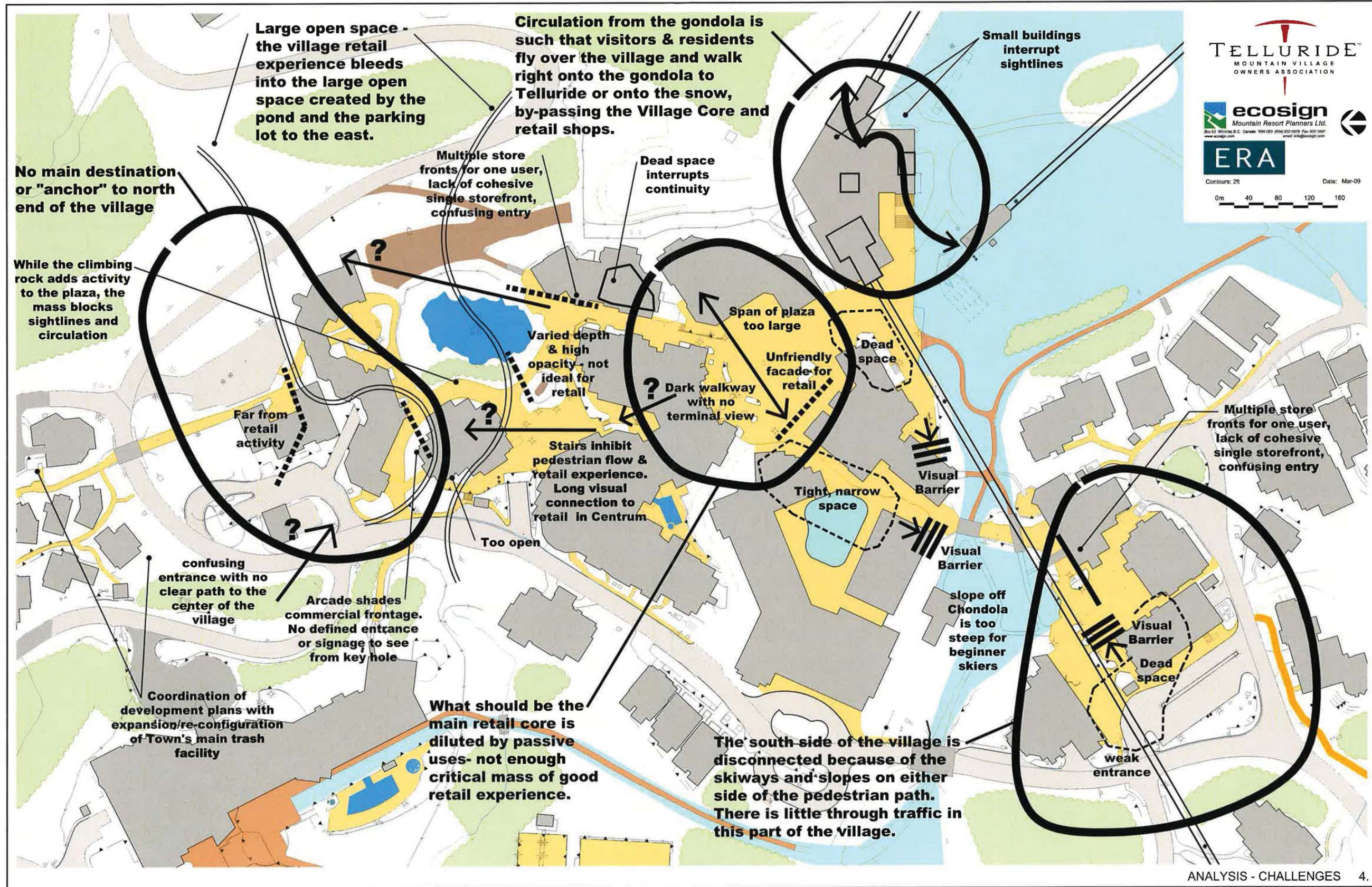
EXISTING CONDITIONS - SERVICE, DELIVERY, WASTE MNGT (2008)

- Food & Beverage
- Retail
- Club/Private
- Concierge Service

- Conference Center

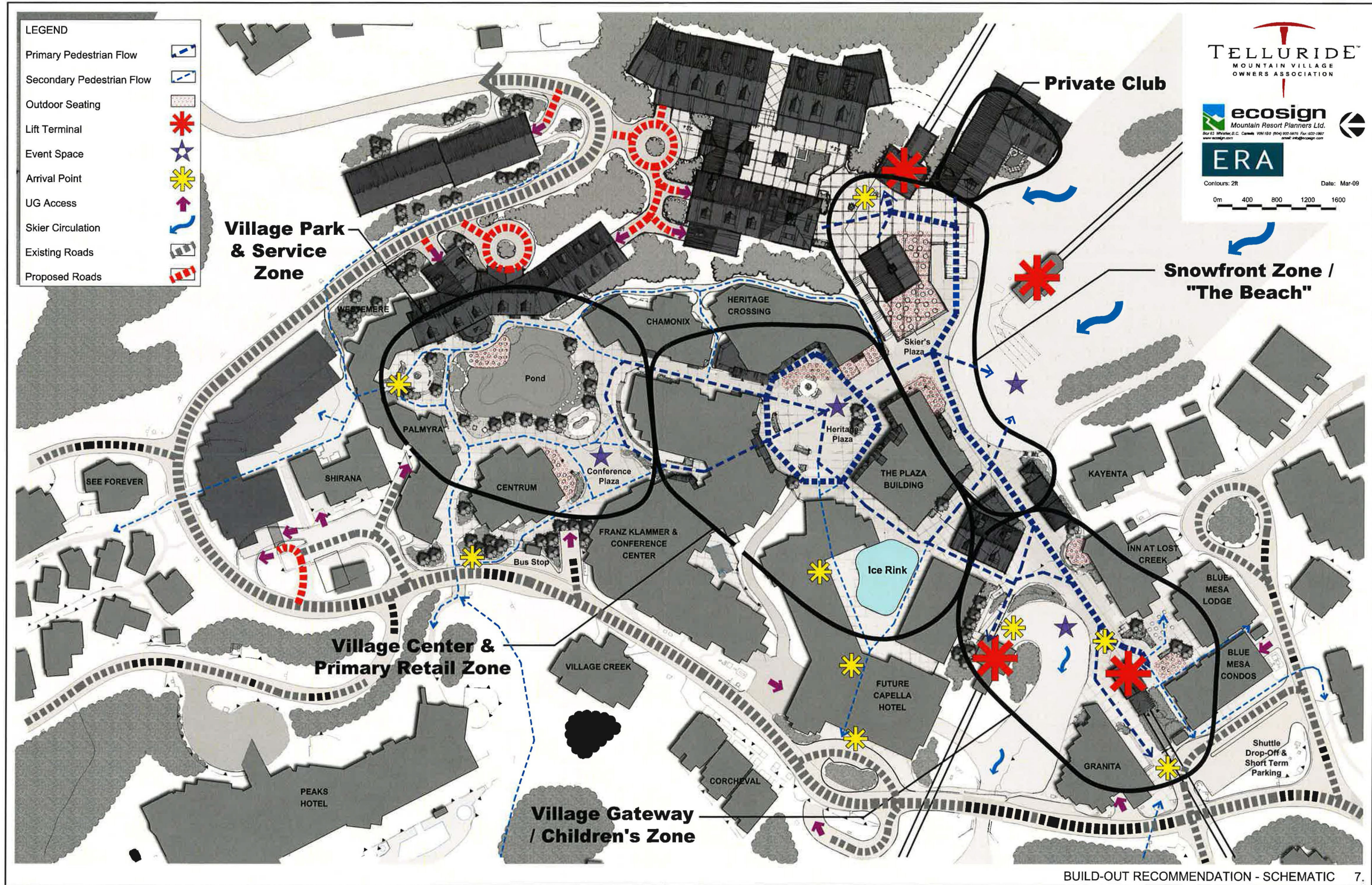
3.3 Existing Pedestrian Experience

Pedestrian Experience - Analysis & Challenges (2008)



3.3 Existing Pedestrian Experience

Pedestrian Experience - Build Out Recommendation - Schematic (2008)



What Makes a Great Place

- Sociability
- Access & Linkages
- Uses & Activities
- Comfort & Image

