

Cowboy Partners Mixed-Use Development

Millcreek, Utah

Project Concept

July 29, 2024

Cowboy Partners Mixed-Use Development

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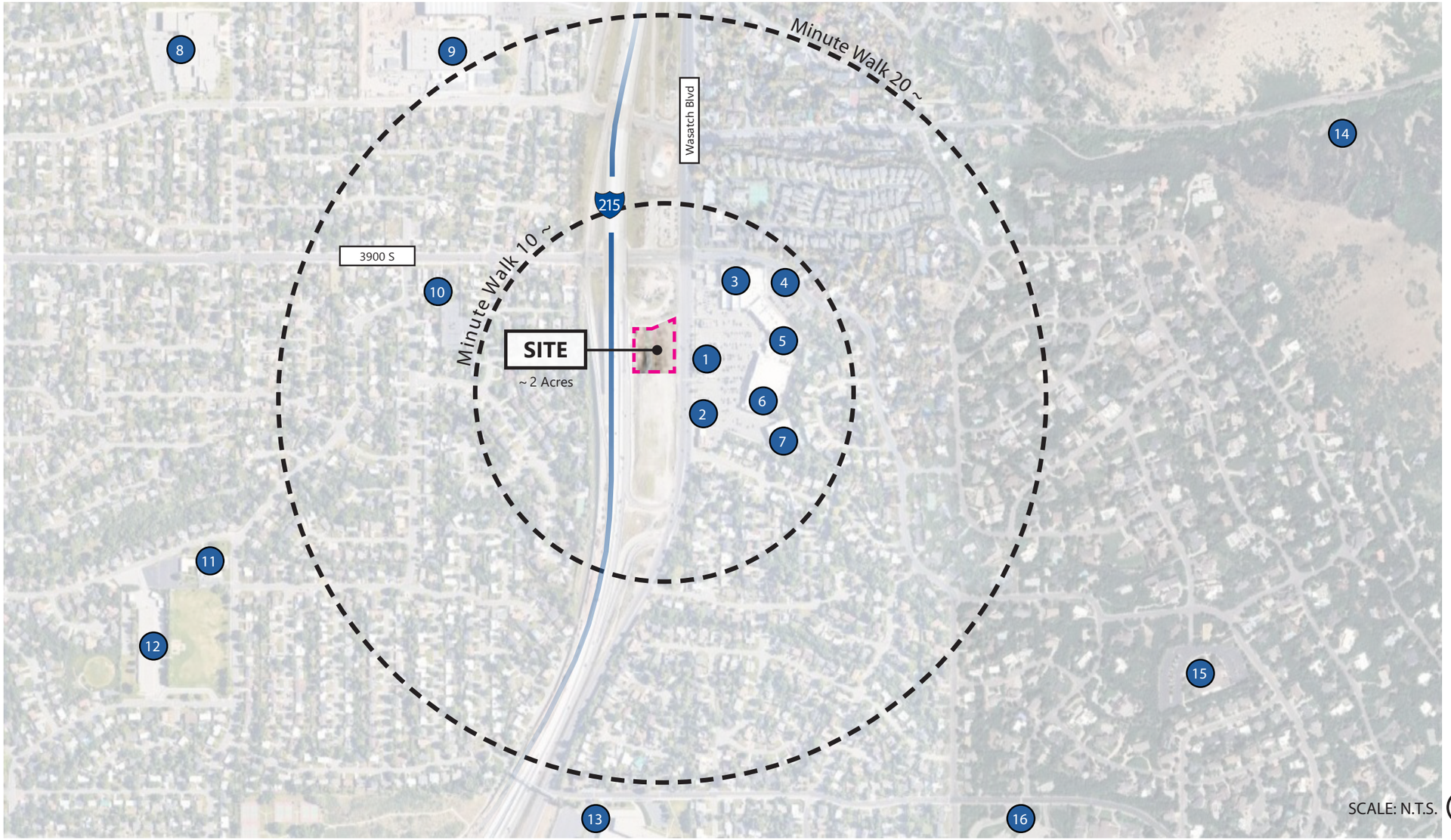


01
Background

SITE CONTEXT
ZONING
EXISTING CONTEXT

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SITE CONTEXT
Site Location



1. Beaumont Bakery & Cafe
2. Chevron Gas Station
3. Olympus Hills Shopping Center
4. Unified Fire Authority Station
5. Rawtopia Living Cuisine
6. Handel's Homemade Ice Cream
7. Olympus Hills Bowling Lanes
8. Wasatch Junior High School
9. Skyline High School
10. Mt Olympus Presbyterian Church
11. The Church of Jesus Christ of Latter-day Saints
12. Morningside Elementary School
13. Churchill Junior High
14. Millcreek Canyon
15. The Church of Jesus Christ of Latter-day Saints
16. Oakridge Elementary School

SITE CONTEXT

Aerial View West - Existing Site



SITE CONTEXT

Aerial View East - Existing Site



SITE CONTEXT
Existing Site



VIEW OF SITE FROM NORTH END



VIEW OF SITE FROM EAST END



VIEW OF SITE FROM SOUTH END

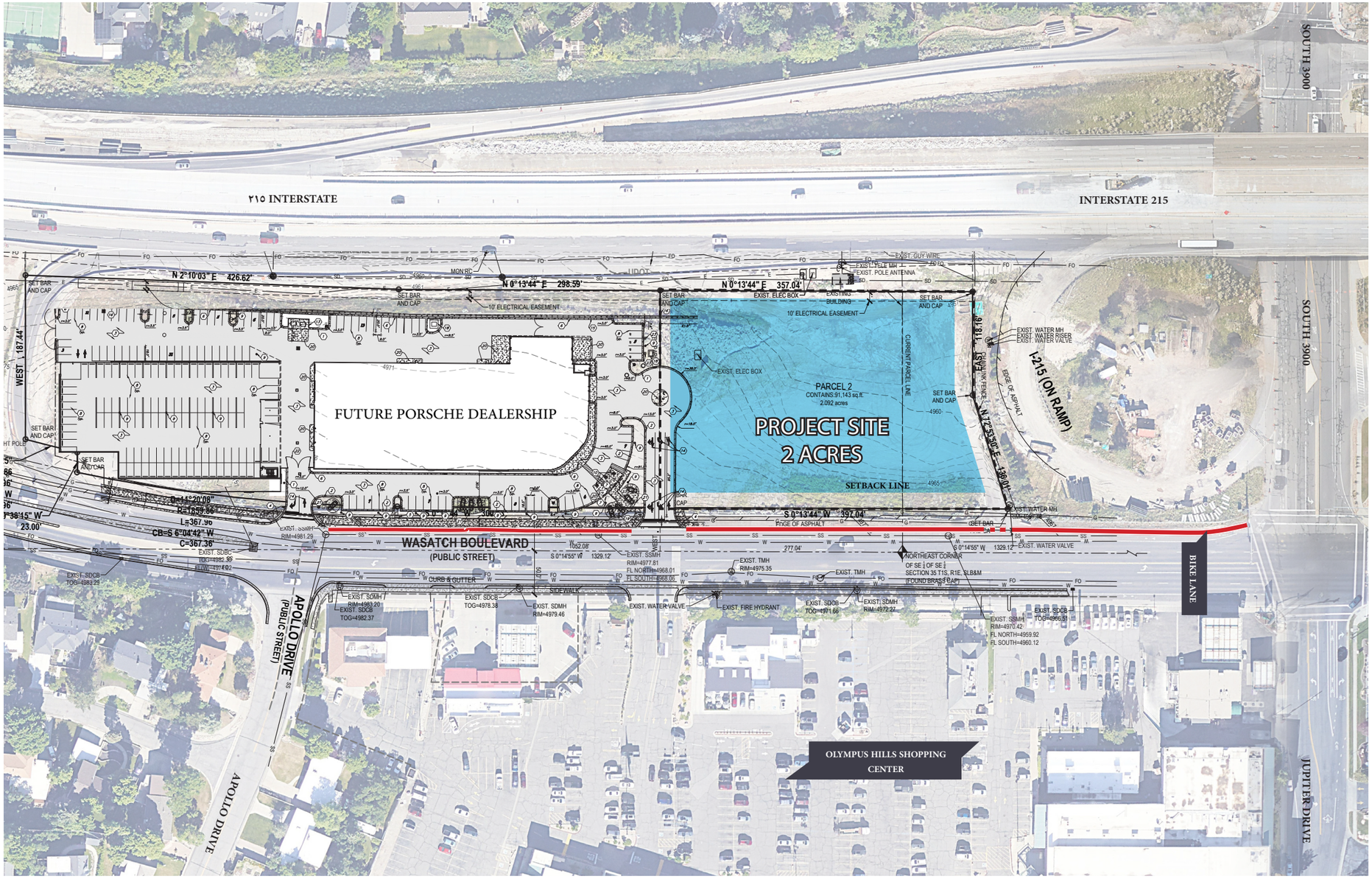


VIEW OF SITE FROM WEST END

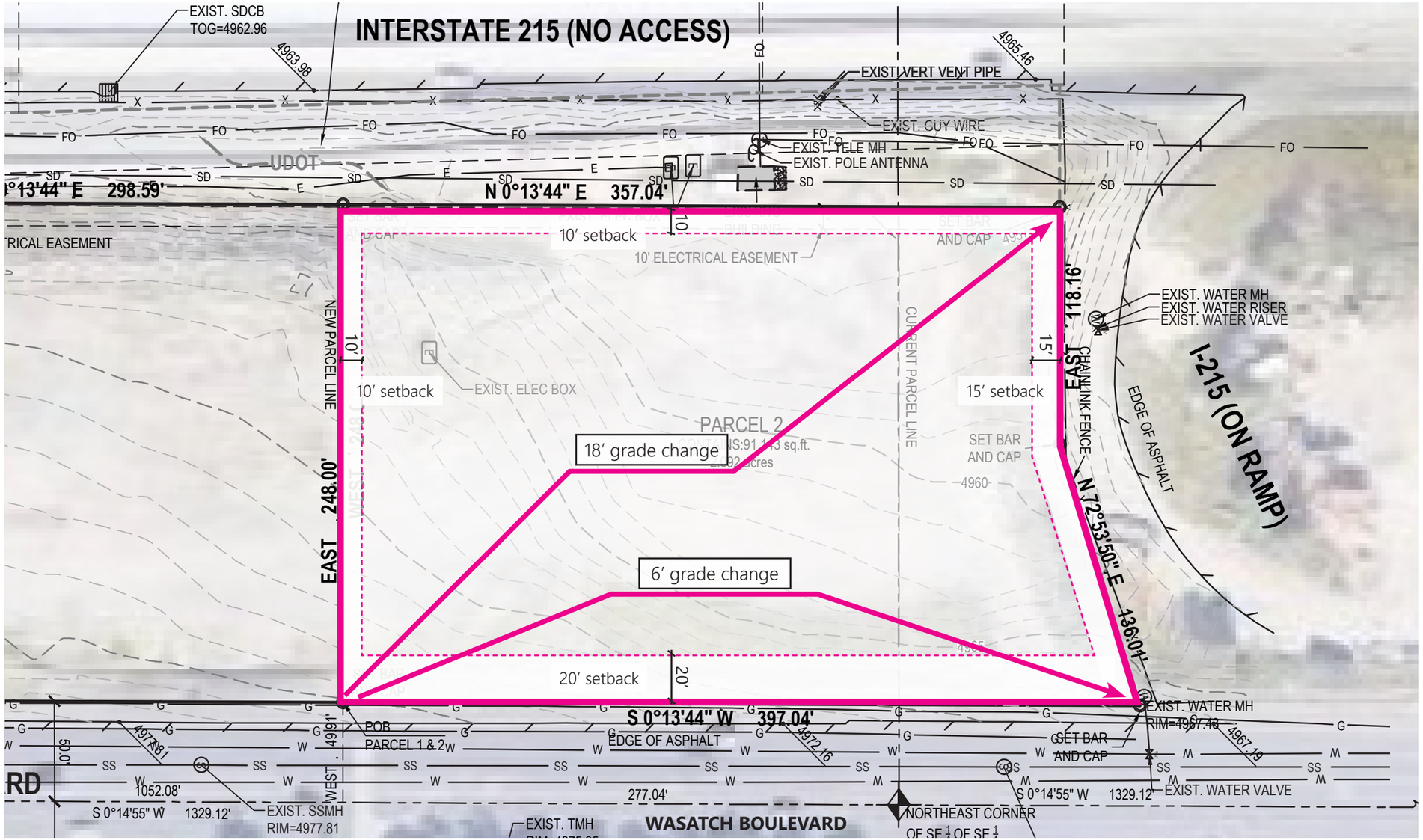
SITE CONTEXT
Site Location



SITE CONTEXT
Site Plan



SITE CONTEXT
Zoning



SITE ZONING REQUIREMENTS

Setbacks as noted to the left
Height limit of 42' from the Northeast corner of the lot

20' Setback from Wasatch Blvd.
10' Setback from interior lots and sides
10' Setback from rear proerty line

PROPOSED PROGRAM

Min. Restaurant 1,500 sf with 300 sf of outdoor seating
Min. Restaurant + Retail 3,000 sf
Open Space 10,000 sf
Residential Units
Office Space

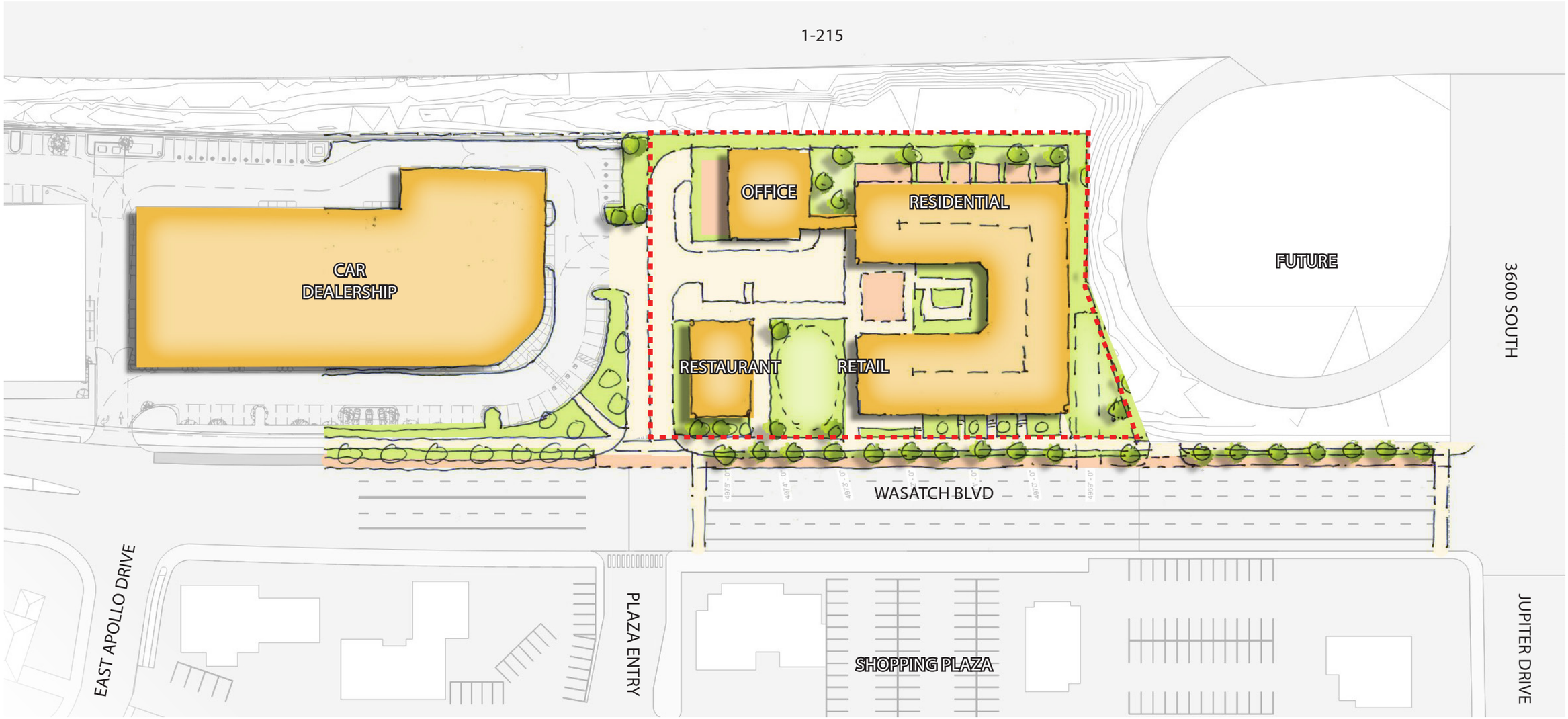


02
PROJECT CONCEPT

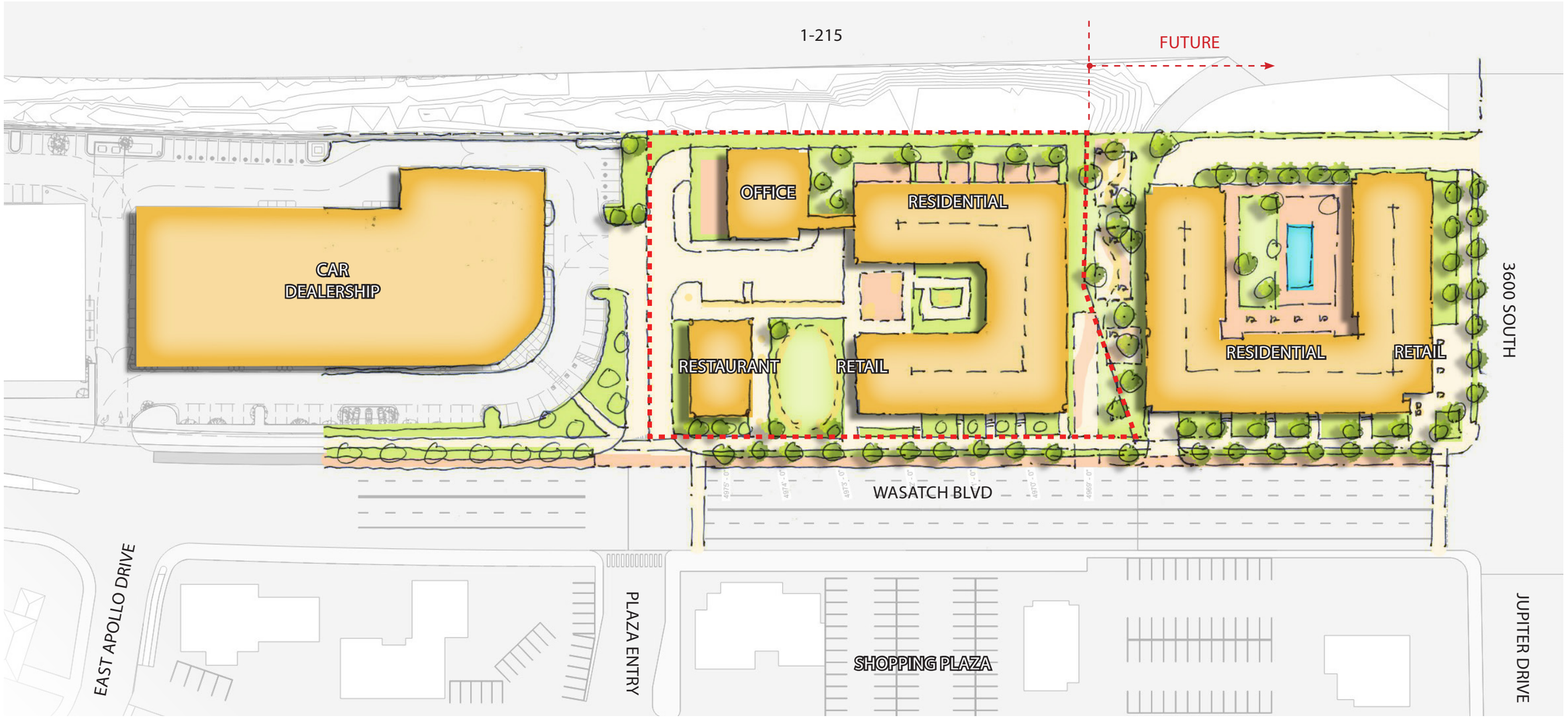
SITE PLAN
MASTER PLAN CONCEPTS
PROJECT SECTION
PROJECT PLANS & MASSING
PROJECT AREAS

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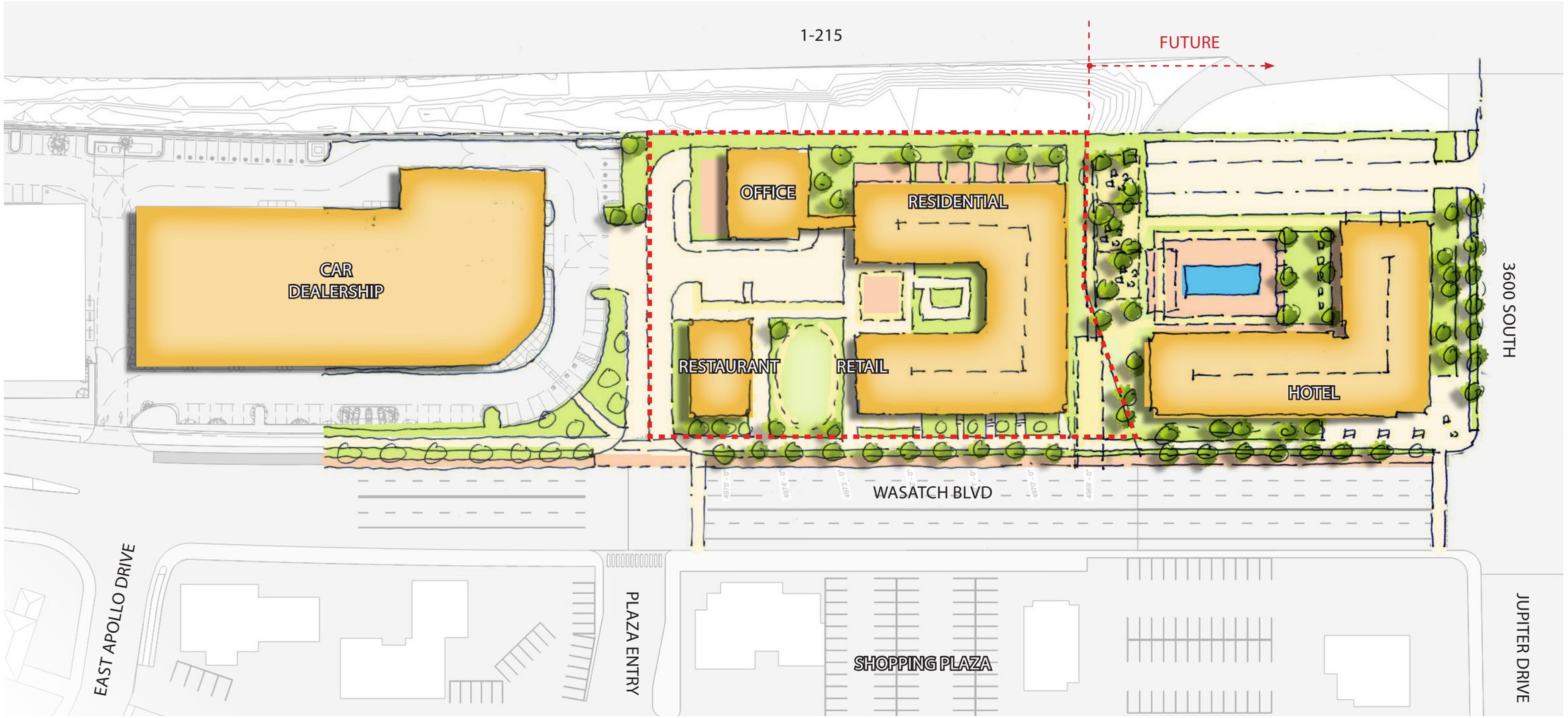
CONCEPT
SITE PLAN



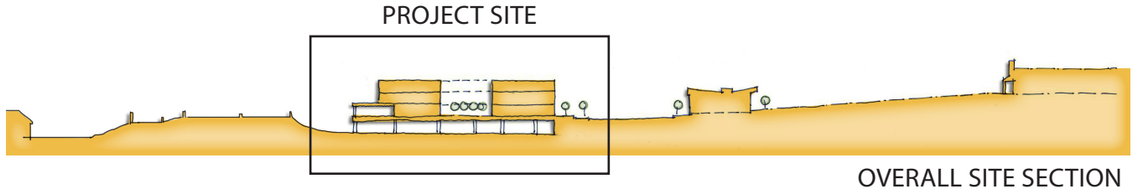
CONCEPT
MASTER PLAN CONCEPT - RESIDENTIAL OPTION



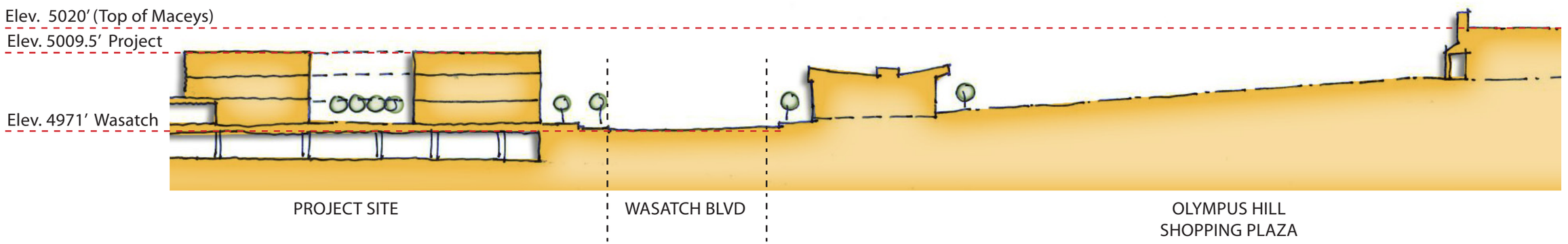
CONCEPT
MASTER PLAN CONCEPT - HOTEL OPTION

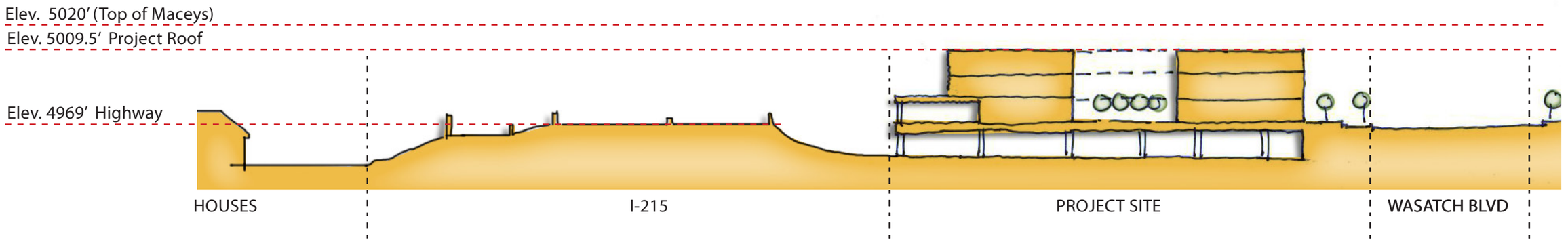


CONCEPT
SITE SECTION



OVERALL SITE SECTION





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CONCEPT
CONCEPT VISION











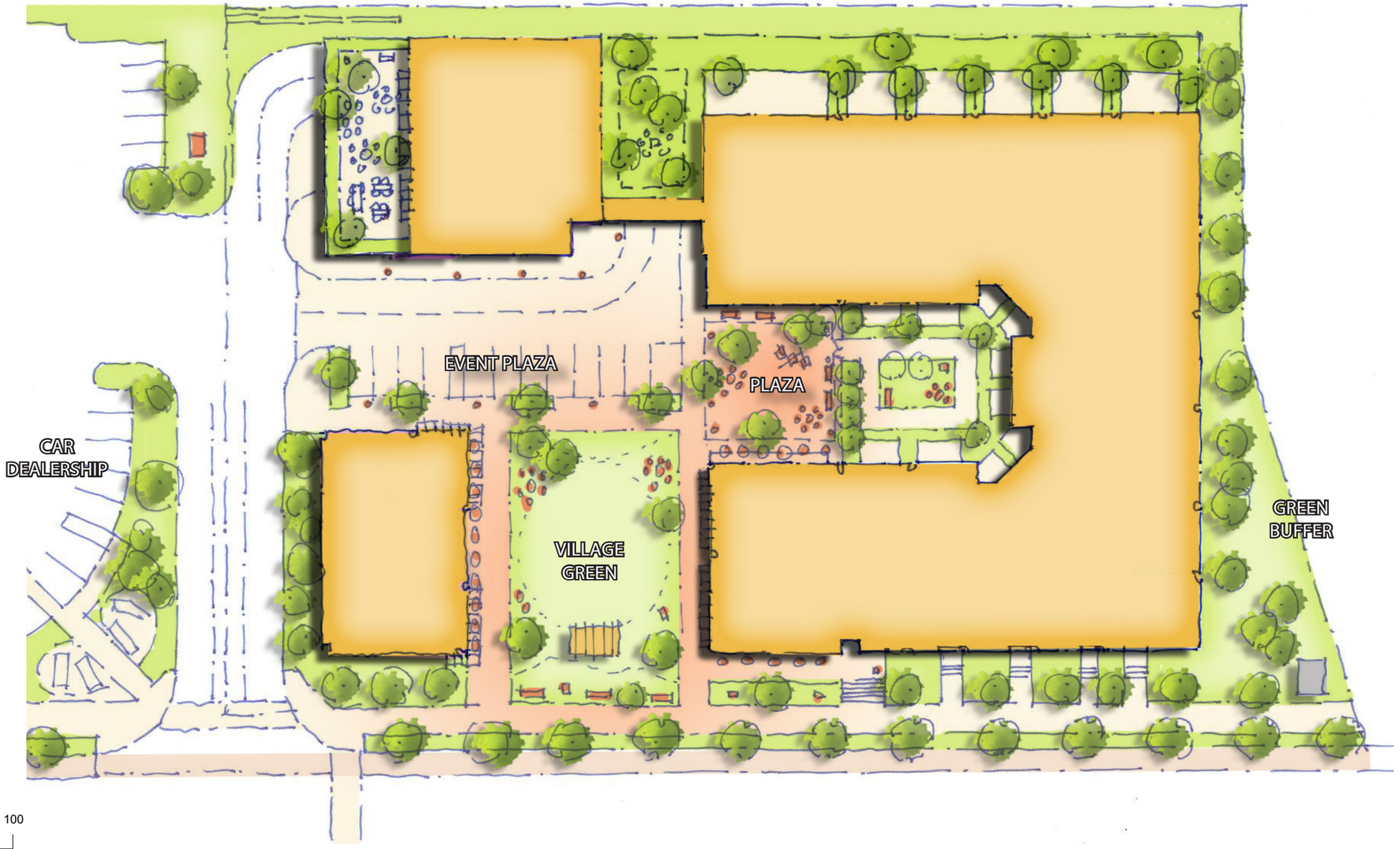




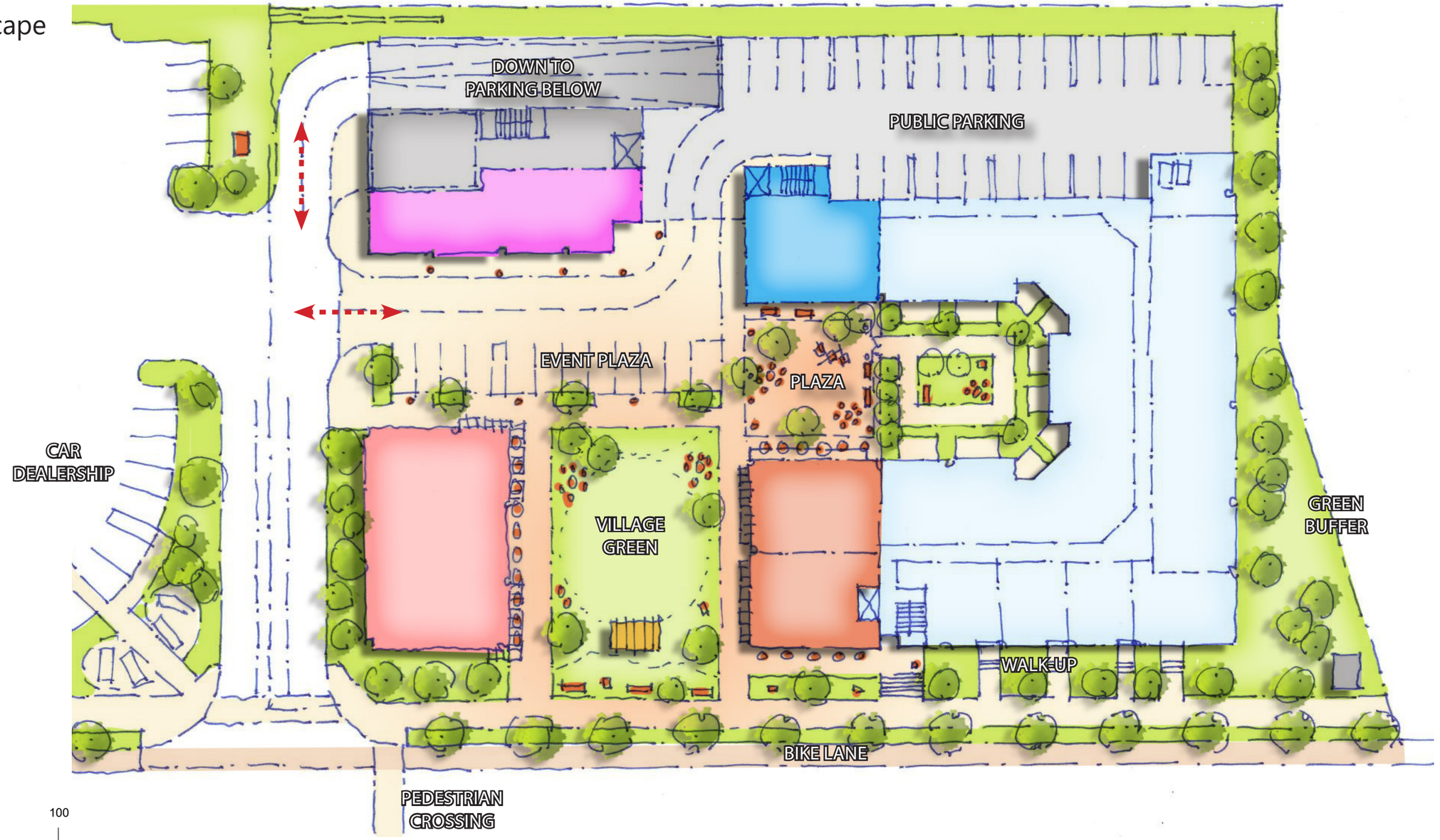


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Concept
Site Plan



Concept
Ground Plan & Landscape



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Concept

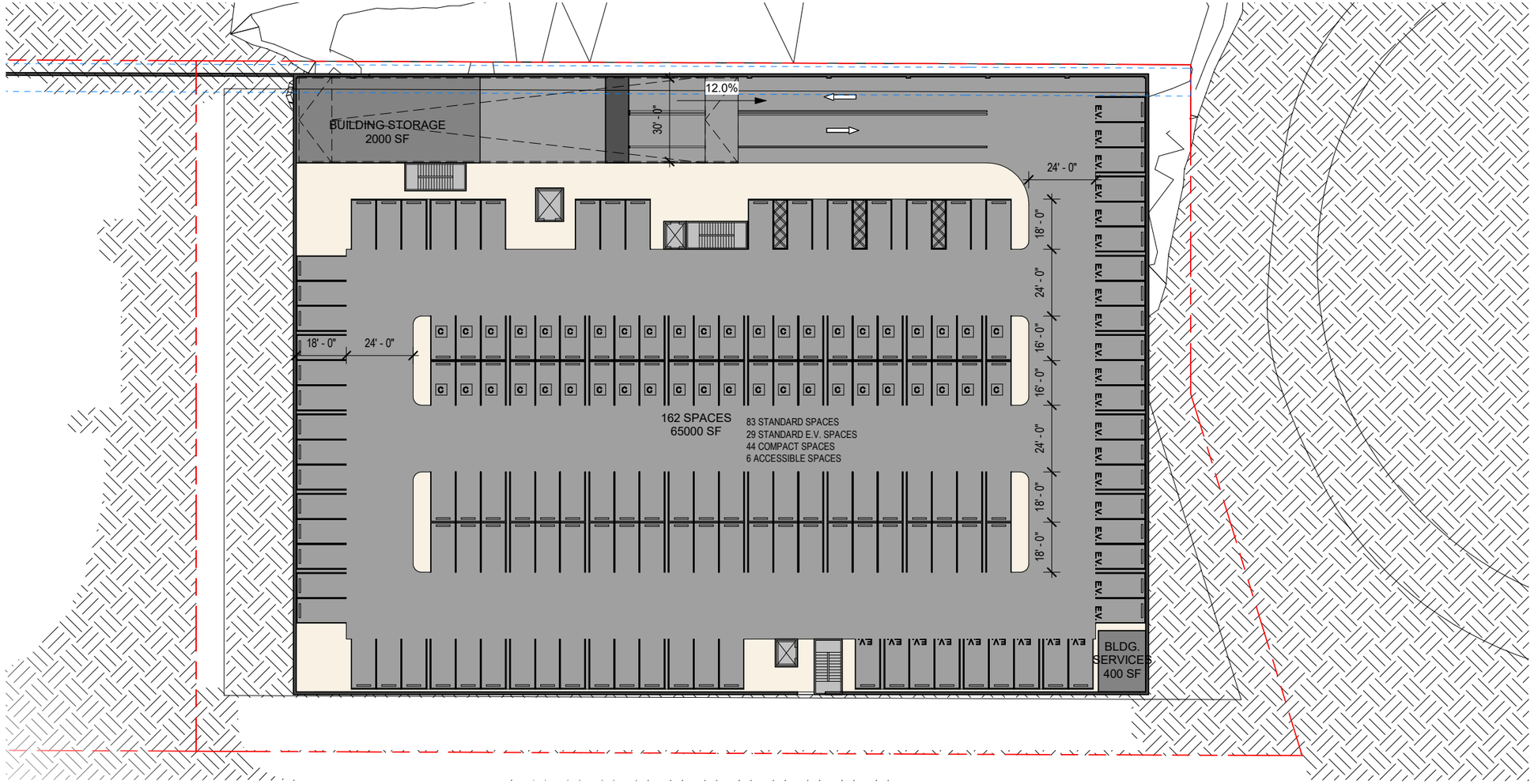
10,000 SF Open Space Concept

Plaza can be turned into pedestrain plaza for food truck events, farmers market, or larger community events.

Artificial turf village green with stage for multi-use events and play. Green area approximately 55’ x 70’ (3,850sf) plus stage.



CONCEPT
BASEMENT PARKING PLAN

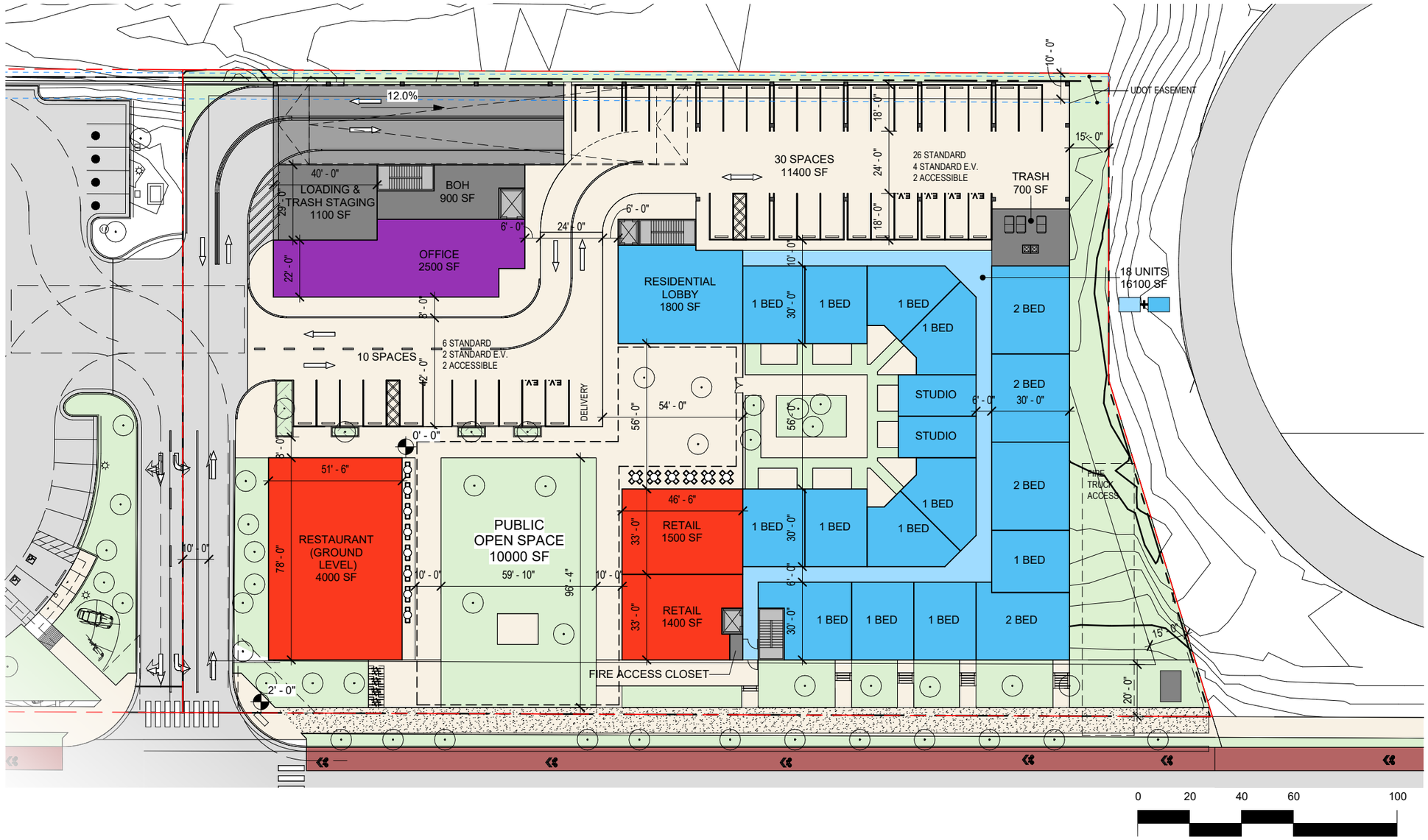


APARTMENTS
AMENITIES / CIRCULATION
OFFICE SPACE
GREEN SPACE
RESTAURANT / RETAIL
PARKING

0 20 40 60 100

N

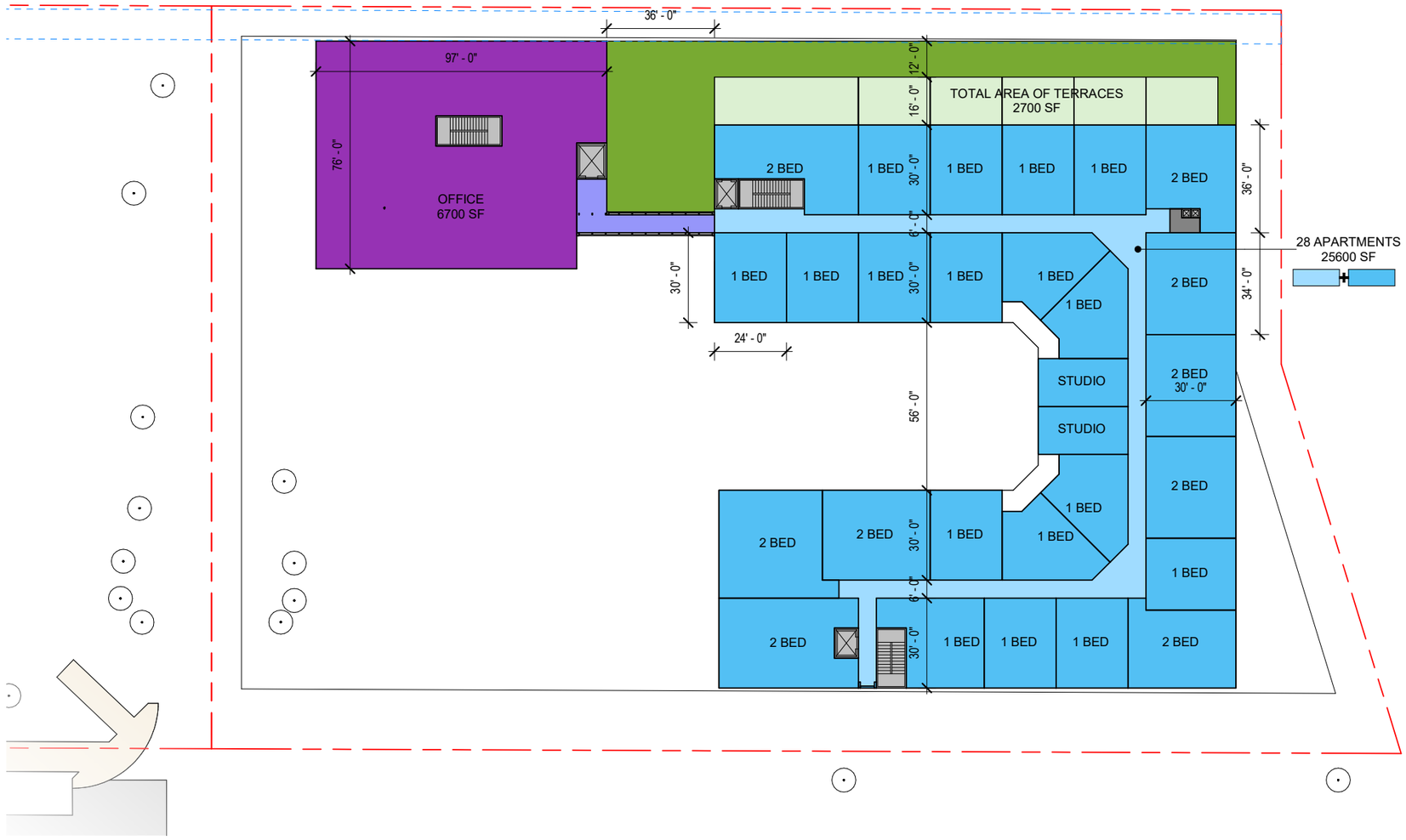
CONCEPT
FIRST FLOOR PLAN



18 UNITS

- APARTMENTS
- AMENITIES / CIRCULATION
- OFFICE SPACE
- GREEN SPACE
- RESTAURANT / RETAIL
- PARKING

CONCEPT
SECOND FLOOR PLAN



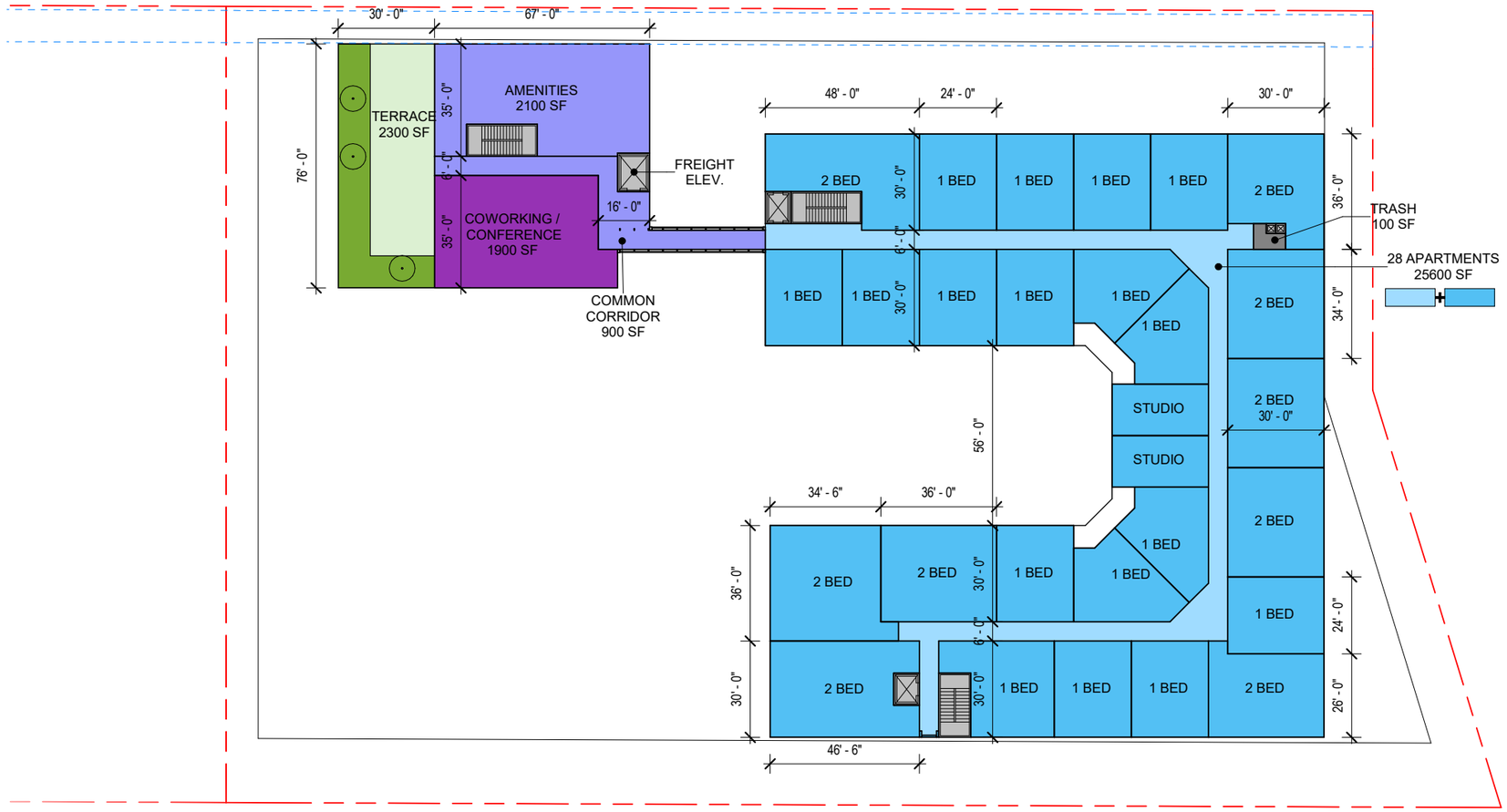
28 UNITS

- APARTMENTS
- AMENITIES / CIRCULATION
- OFFICE SPACE
- GREEN SPACE
- RESTAURANT / RETAIL
- PARKING

0 20 40 60 100

N

CONCEPT
THIRD FLOOR PLAN



28 UNITS

- APARTMENTS
- AMENITIES / CIRCULATION
- OFFICE SPACE
- GREEN SPACE
- RESTAURANT / RETAIL
- PARKING

0 20 40 60 100

N

CONCEPT
AREA SUMMARY

SCHEME 3

Level	Function	Level Height	Retail	Restaurant	Circulation	BOH	Vertical Circulation*	Lobby & Amenities	Office Area	Unit Area	GFA Total	Studio	1 Bed	2 Bed	Total Units	Average Unit Area	Roof Terrace & Balconies	Building Parking Area	Parking Count
Level 03	Residential	12			3,200 sf	60 sf		2,300 sf	2,100 sf	23,750 sf	31,410 sf	2	17	9	28	848 sf	2,600 sf		
Level 02	Residential	11.5			3,100 sf	60 sf			6,900 sf	23,000 sf	33,060 sf	2	17	9	28	821 sf	2,900 sf		
Level 01	Ground Level	13	3,000 sf	4,000 sf	2,170 sf	1,600 sf	920 sf	2,300 sf	2,500 sf	13,720 sf	30,210 sf	2	12	4	18	762 sf		10,760 sf	36
Level 00	Parking Garage	16				400 sf		2,000 sf			2,400 sf							64,700 sf	167

Totals	Height Above Level 01	Retail Total Area	Restaurant Total Area		BOH Total	Vertical Circulation Total	Amenity Total	Office Area Total	Unit Total Area	Total GFA (N.I.C. Garages)	Total Studios	Total 1 Bed	Total 2 Bed	Total Units	Total Beds		Total Parking Area	Total Parking Spaces	Total Parking Spaces Allotted to Apartments	Total Parking Allotted to Retail & Office
	36.5	3,000 sf	4,000 sf	8,470 sf	2,120 sf	920 sf	6,600 sf	11,500 sf	60,470 sf	97,080 sf	6	46	22	74	96		75,460 sf	203	153	50

*Area of Stair and Elevator Towers on One Level

	Studio %	1 Bed %	2 Bed %		Average Unit Area		Parking / Unit N.I.C. Retail & Office	2.07
Units: Feet, Square Feet	8.1%	62.2%	29.7%		817 sf	Parking Per Unit & Bed based on Total Spaces minus Required Retail and Office Spaces.	Parking / Bed N.I.C. Retail & Office	1.60

For Reference: Typical Unit Dimensions (Varies)	Depth	Width	Area
Studio	30	16	480 sf
1 Bed	30	24	720 sf
2 Bed	30	34	1,020 sf

Efficiency			
Program	**Area**	**Leasable Factor**	**Leasable Area**
Apartment Units	60,470 sf	100%	60,470 sf
Office Area	11,500 sf	95%	10,925 sf
Retail & Restaurant	7,000 sf	100%	7,000 sf
Total GLA			**78,395 sf**
Efficiency (GLA divided by GFA)			80.8%

Minimum Parking Requirements	Assumptions	Required Parking
Restaurant (1 per 150 sf of seating area)	Seating area 40%	11
Retail Sales & Shopping (1 per 300 sf gross up to 20k sf, then 1 per 1000 sf)		10
Apartments (1 per studio, 1.25 per 1 bed, 2 per 2+bed, 0.25 per unit for visitors)		126
Office (1 per 400 sf for the first 20k sf, then 1 space per 1000 sf)		29

Comparison of Required and Provided Parking	Counts
Total Required Parking	176
Total Provided Parking	203

Takeoffs of Provided Spaces	Counts
Standard Spaces Provided	136
Accessible Spaces Provided	7
Compact Spaces Provided (May count toward up to 20% of required total)	60
EV Spaces (20% of required spaces must be provided with infrastructure for Level-2 Charging)	35



03
EXTERIOR DESIGN

ARCHITECTURAL CHARACTER

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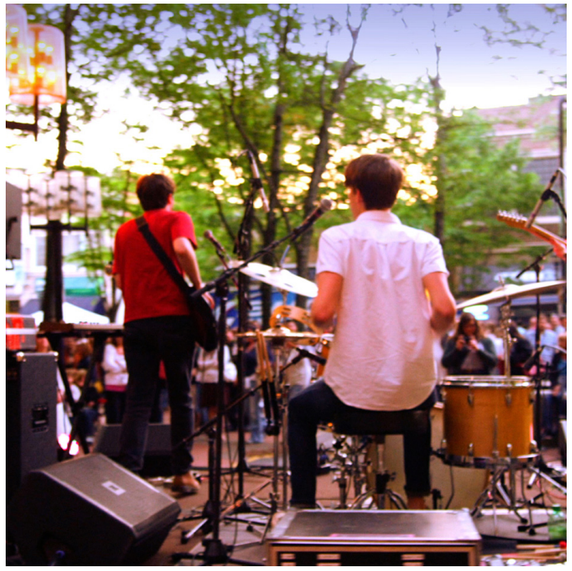
ARCHITECTURAL CHARACTER

OPEN SPACE

MULTI-USE GREEN SPACES, FLEXIBLE SEATING, SEASONAL EVENTS & FESTIVALS,
FARMERS MARKETS, LAWN GAMES, FLEXIBLE SEATING, SHADING ELEMENTS,
FOOD TRUCKS, ART, SWINGS, SUMMER MOVIES











ARCHITECTURAL CHARACTER

OPEN SPACE











ARCHITECTURAL CHARACTER

NEIGHBORHOOD RESTAURANT

SIGNATURE RESTAURANT, DESTINATION DINING, OUTDOOR SEATING, OPEN & TRANSPARENT FACADE, LOCAL CHARACTER, ONE OF A KIND, AUTHENTIC











ARCHITECTURAL CHARACTER

OFFICE & RESIDENTIAL

MODERN DESIGN, NATURAL MATERIALS, WALK UP ENTRY, SIDEWALKS, LANDSCAPED COURT, BALCONIES, LARGER WINDOWS, SUN SHADES, LARGER WINDOWS, SUSTAINABLE FEATURES

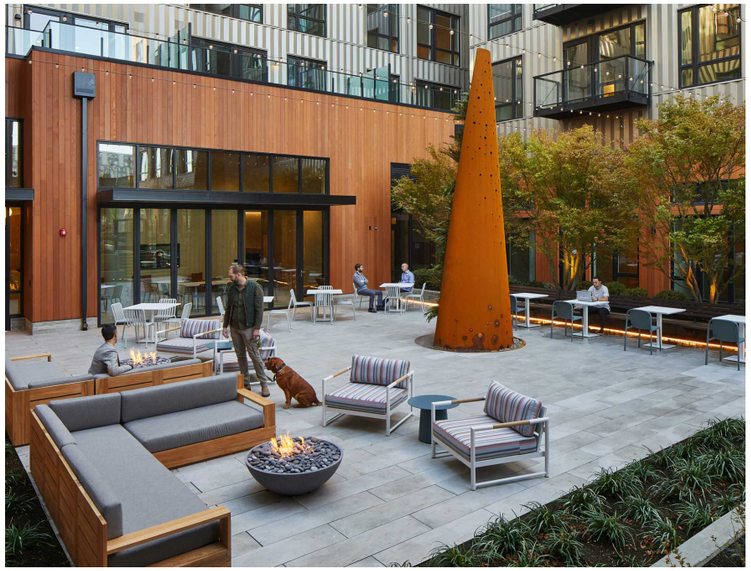












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ARCHITECTURAL CHARACTER

NEIGHBORHOOD RETAIL

ACTIVE FACADE, ENGAGING WITH STREET, WELCOMING, SEATING, SENSE OF PLACE, NATURAL MATERIALS, PEDESTRIAN SCALED











ARCHITECTURAL CHARACTER
EXTERIOR LIGHTING

LIGHTING APPROACH

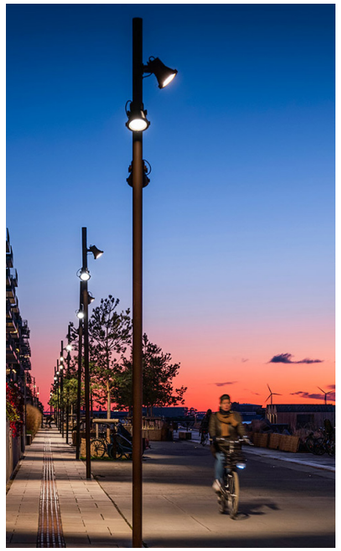
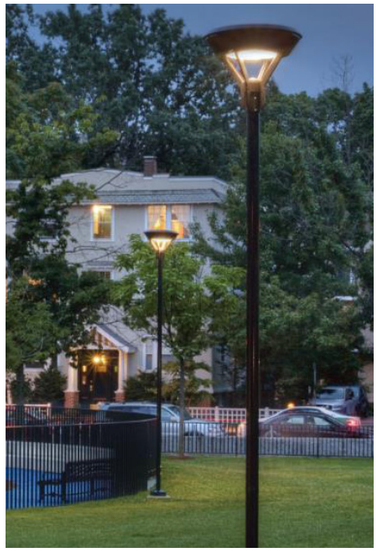
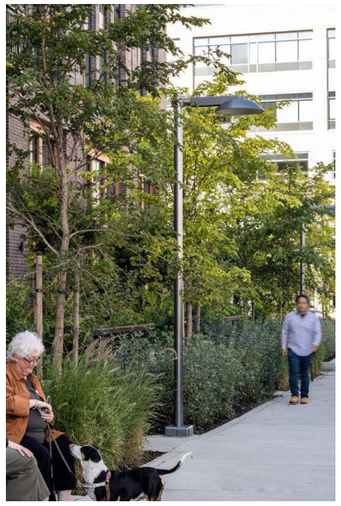
Lighting design plays a critical role in ensuring the success of the site by catering to various activities and uses. It considers how residents and visitors will interact with the buildings and open spaces, as well as the overall lighting intensity in these areas. The lighting design will create layers of light suited to urban environments, fostering a safe and inviting atmosphere.

A diverse range of lighting types will be employed, including ambient and safety lighting using pole or wall-mounted fixtures, wayfinding lights, street furniture illumination, tree lighting, and accent landscape lighting. Festive and seasonal lighting, such as string lights, may also be incorporated. All ambient lighting fixtures will utilize Dark Sky lighting to minimize light pollution, and the entire site will feature energy-efficient LED lighting.

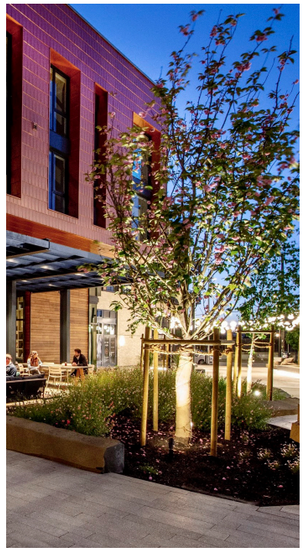
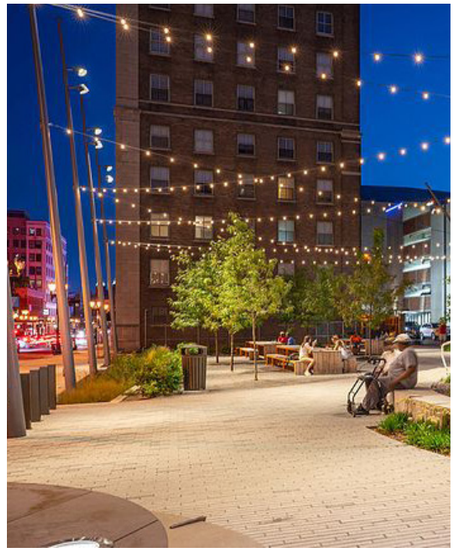
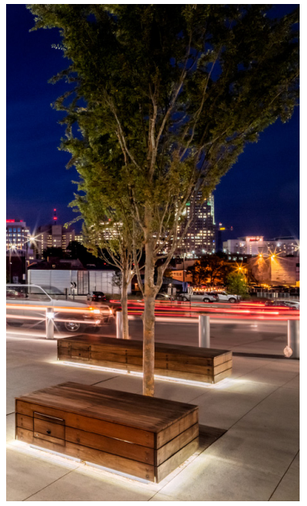
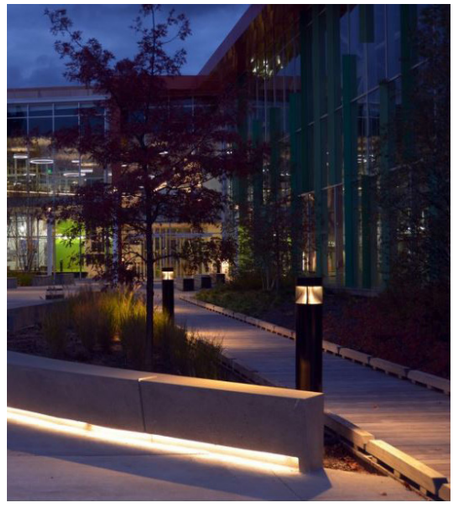
The lighting images provided are for reference only. A detailed lighting design will be developed in conjunction with the building's design.

LIGHTING

Ambient Lighting - Pole Lighting


Accent & Landscape Lighting

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ARCHITECTURAL CHARACTER

EXTERIOR SIGNAGE

SIGNAGE APPROACH

Signage is essential for site identification, wayfinding, and tenant identification in the mixed-use project. A variety of signage types will be used to clearly identify the various tenants.

Exterior signs are crucial to a building's visual identity, providing clear and prominent identification for businesses and guiding visitors effectively. These signs, whether illuminated or non-illuminated, will be strategically placed to maximize visibility and enhance the structure's overall aesthetic appeal.

Storefront signs are the most important element of retail storefront design. They will reflect the retailers' style and creativity, utilizing high-quality materials that complement the overall storefront design. Each component of storefront signage contributes to the store's look and character, enhancing the overall feel of the streetscape.

The signage images provided are for reference only. A detailed signage package will be developed in conjunction with the building's design.

SIGNAGE

















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THANK YOU



Proposed Code Modifications

VCSD Approved, however:

Phase II is subject to a development agreement, which we treat like a rezone. This could be an amendment to the existing Development Agreement.

Process for approval outlined in MKZ 19.62 and 19.62A

Development standards are established for: height, materials, minimum retail area, restaurant uses, façade articulation, landscaping, streetscape, signs.

Development Agreement Approval Process

Neighborhood Outreach Meetings – June 4, 13, 20

Preliminary Community Council Discussions – July

Joint Planning Commission / City Council Meeting – July 29



Informal Community Council Recommendation – August

Application Due – August 9

Community Council Formal Recommendations - September

Planning Commission Public Hearing – September 18

City Council Meetings and Approval – October

Millcreek Code Update Update

MILLCREEK
TOGETHER
CODE UPDATE

WE ARE ALMOST DONE!

October – Community Notice and Open Houses

November- Planning Commission Consideration

December – City Council Consideration and Decision

January 1 – Effective Date

WE ARE ALMOST DONE!

Code	PC	City Council	Adopted?
Landscape Standards	X	X	Yes
Subdivisions	X	X	Yes
Parking and Mobility	X	X	Yes
Forestry Recreation Estate Zone	X	X	Yes
Mobile Homes/Tiny Homes	X	X	
R-1 Zone / RCOZ Consolidation	X	X	Partial
Medium Density Residential Zones	X	X	
Multifamily Residential	X	X	
Commercial Zones	X	X	
CCOZ	X		
Sensitive Lands	X		

WE ARE ALMOST DONE!

Code	PC	City Council	Adopted?
Light Industrial and Mixed Development Zones	X	X	
Application Procedures	X	X	
Wireless Telecommunications	X	X	
Building Height in General	X		
Affordable Housing Incentives	X		
Lots on a Private ROW	X		
Reasonable Accommodations and Residential Facilities for Persons with a Disability			
Accessory Dwelling Units			
Accessory Buildings in General			
Fencing and Walls			

WE ARE ALMOST DONE!

Code	PC	City Council	Adopted?
Sensitive Lands	X		
Home Businesses and Temporary Uses			
Recodification			