



VIA COCONUT

Mixed Use Development

VIA COCONUT ESTERO PLANNED DEVELOPMENT

PLANNING, ZONING & DESIGN BOARD
AUGUST 10, 2021

PROJECT TEAM



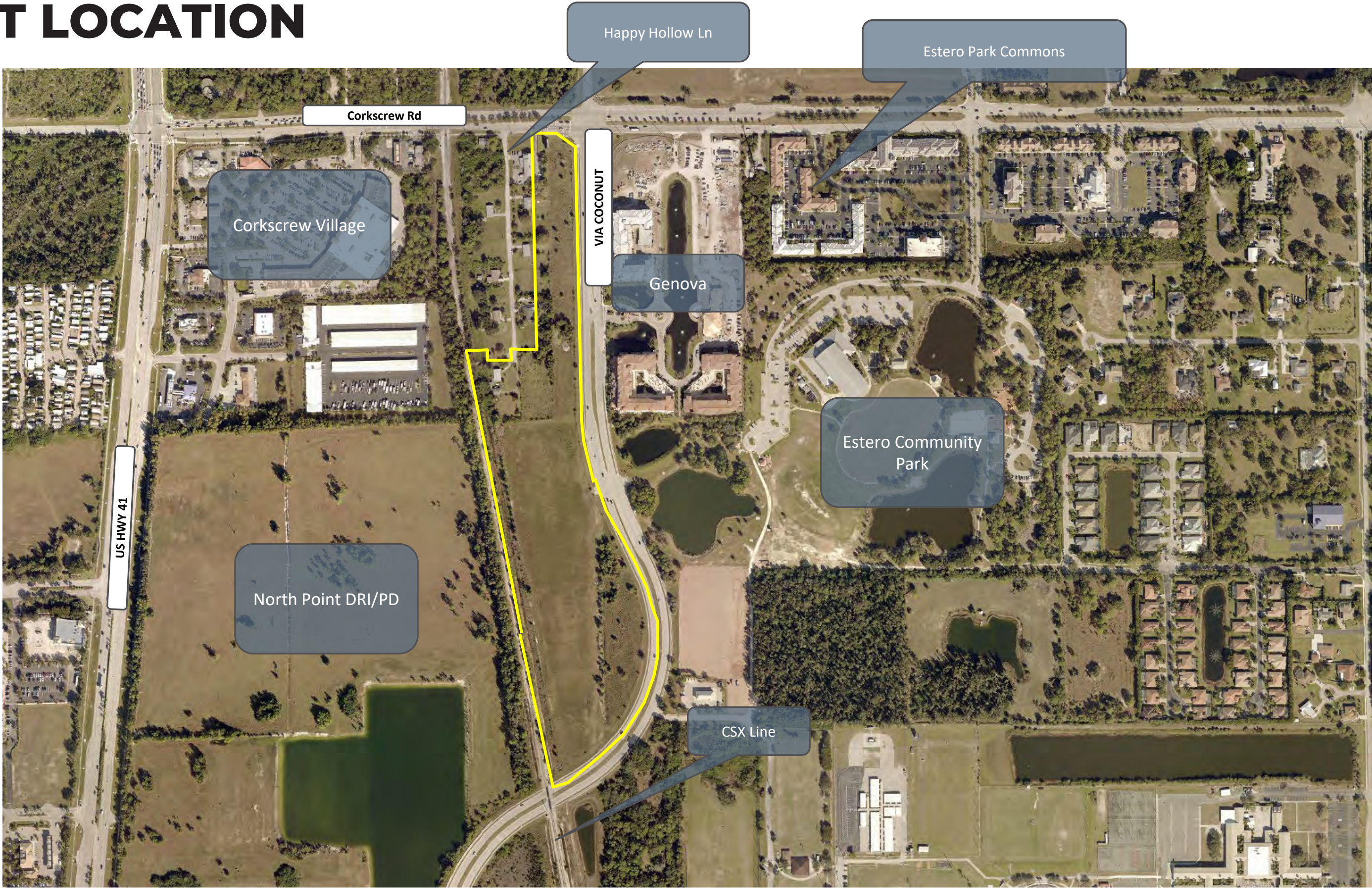
PROJECT TEAM

- **KELLY KENEFICK** – Estero 5, LLC (Applicant)/Royal Properties (Developer)
- **RICH YOVANOVICH, ESQ.** – Land Use Attorney
- **STACY ELLIS HEWITT, AICP & ALEXIS CRESPO, AICP** – Land Planners
- **MATTHEW KRAGH, AIA & MARK MCLEAN** - Architects
- **CHRISTIAN ANDREA, RLA, ASLA** – Landscape Architect
- **D. BRENT ADDISON, P.E.** – Civil Engineer
- **TED TREESH** – Transportation Planner
- **TYLER KING** – Dex Bender Environmental Consulting

PRESENTATION OUTLINE

- **REQUEST OVERVIEW** – Rich Yovanovich, Esq.
- **ESTERO 5, LLC VISION** – Kelly Kenefick
- **VIA COCONUT VISION & BUILT FORM** – Matt Kragh, AIA
- **LANDSCAPE ARCHITECTURE** – Christian Andrea, PLA
- **PLANNING OVERVIEW & CONCLUSIONS** – Alexis Crespo, AICP

PROJECT LOCATION



REQUEST SUMMARY OUTLINE

- Rezone ±20.19 acres in Village Center FLU from the Agriculture (AG) District to the Estero Planned Development (EPD) District
- Tier 3 project
 - 330 Multi-family apartment units (16.4 units per acre) 29,600 square feet of commercial use
 - Church or other uses such as 30 Townhomes (17.8 units per acre)
 - Public Amenities
- +/- 1-acre donation to the Village of Estero
- Proposed building heights vary throughout the development with a maximum height of 4 stories or 59 feet
- Companion vacation of 66-foot-wide right-of-way



8 Day Letter Summary

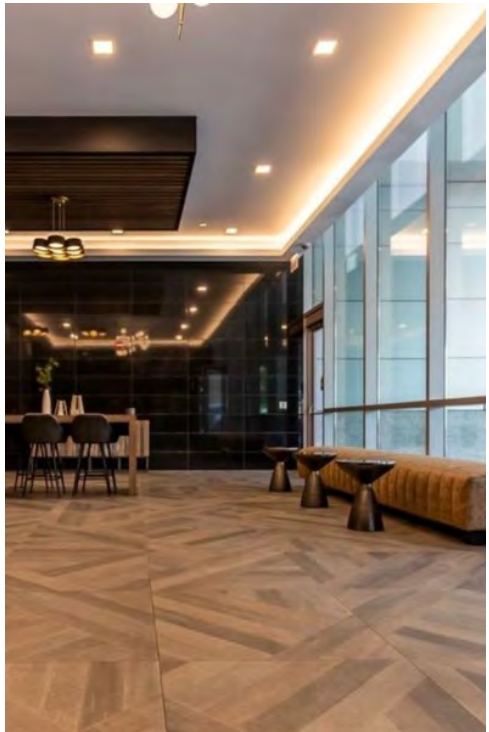
- Schedule of uses – revisions to bar and consumption on premises uses
- Newly proposed condition relating to outdoor seating and consumption on premises
- Urban design recommendations, except agreement for townhomes as alternative to church
- Modifications to phasing outlined in staff report condition 14

ROYAL PROPERTIES VISION

KELLY KENEFICK
Estero 5, LLC/Royal Properties



Royal Properties



ARCHITECTURE & SITE DESIGN

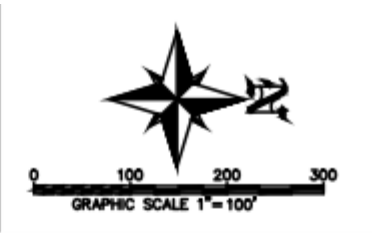
MATTHEW KRAGH, AIA
MHK Architecture and Planning

MASTER CONCEPT PLAN

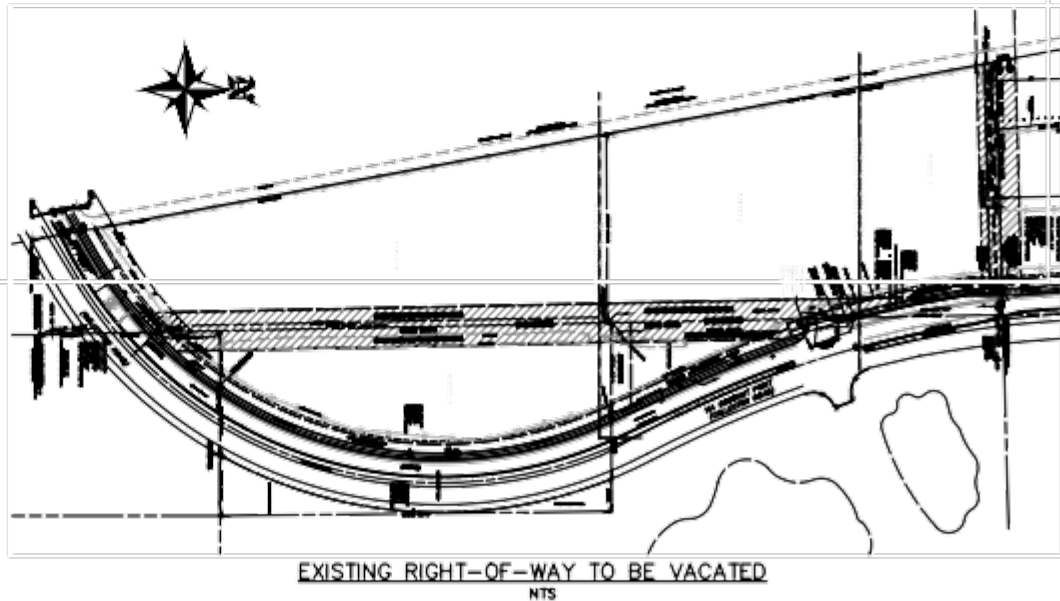
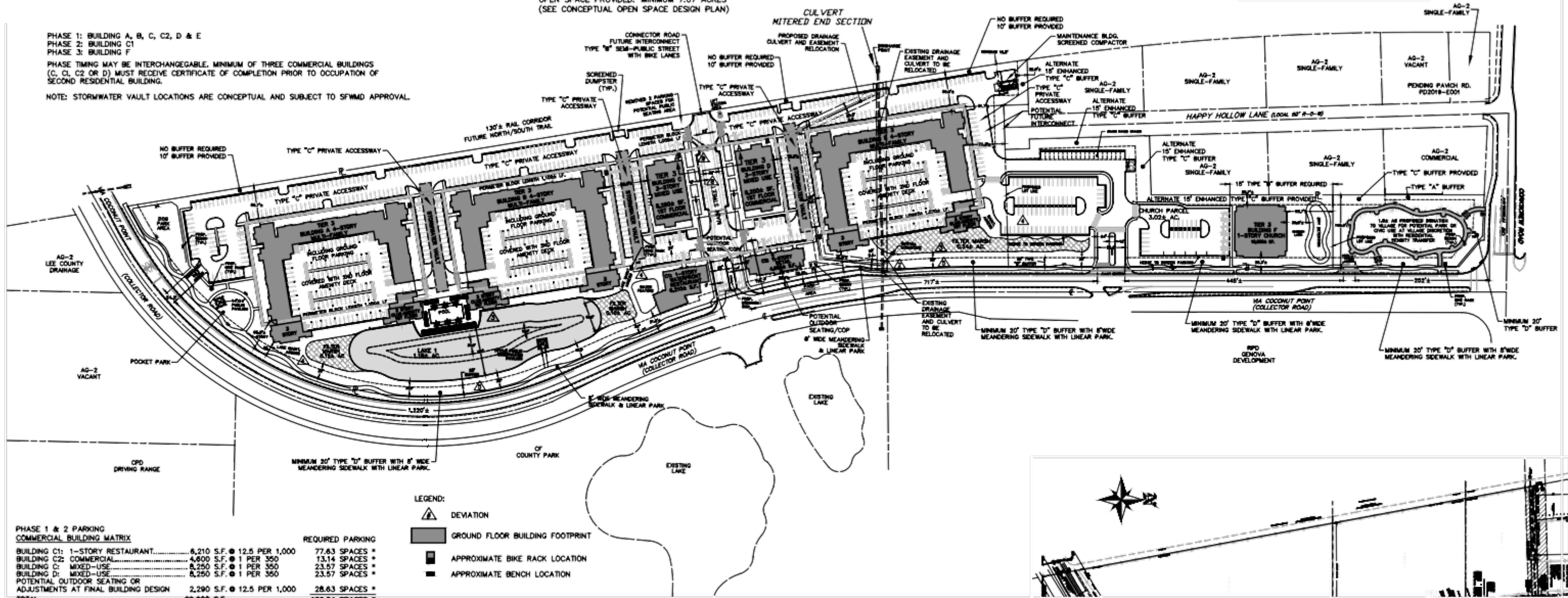
LAND DEVELOPMENT AREAS:

TOTAL PROJECT AREA:	879,667± SF.	20.19± AC.
PHASE 1 & 2 MIXED USE AREA:	704,581± SF.	16.17± AC.
PHASE 3 CHURCH AREA:	131,520± SF.	3.02± AC.
DONATION AREA:	43,565± SF.	1.0± AC.

OPEN SPACE REQUIRED: 35% OR 7.07 ACRES
OPEN SPACE PROVIDED: MINIMUM 7.07 ACRES
(SEE CONCEPTUAL OPEN SPACE DESIGN PLAN)



PHASE 1: BUILDING A, B, C, C2, D & E
PHASE 2: BUILDING C1
PHASE 3: BUILDING F
PHASE TIMING MAY BE INTERCHANGEABLE. MINIMUM OF THREE COMMERCIAL BUILDINGS
(C, C1, C2 OR D) MUST RECEIVE CERTIFICATE OF COMPLETION PRIOR TO OCCUPATION OF
SECOND BUILDING.
NOTE: STORMWATER VAULT LOCATIONS ARE CONCEPTUAL AND SUBJECT TO SFWMMD APPROVAL.



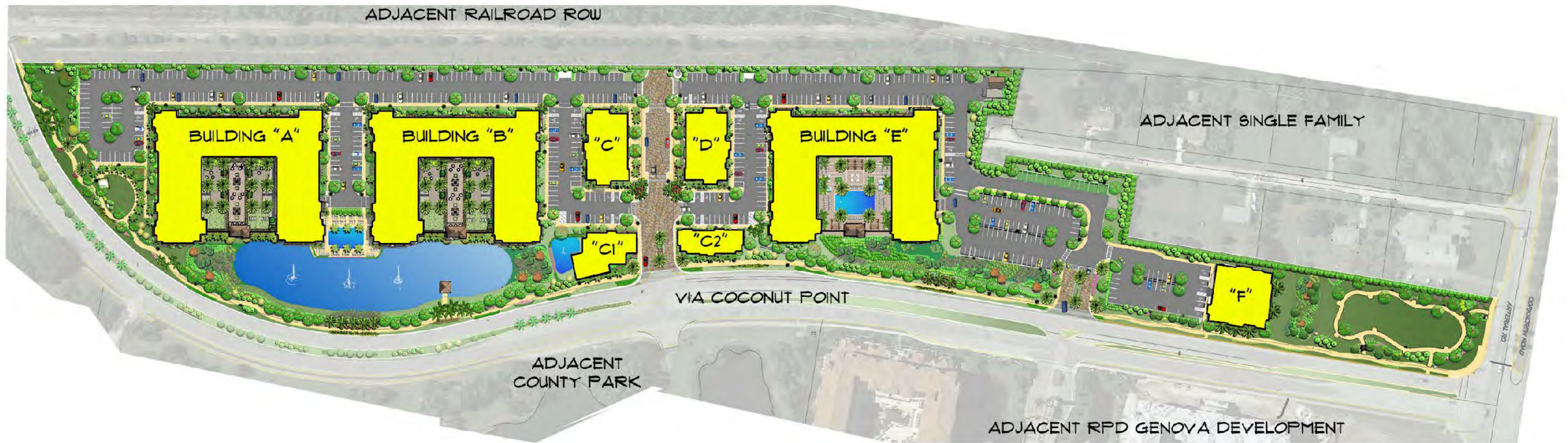
VIA COCONUT

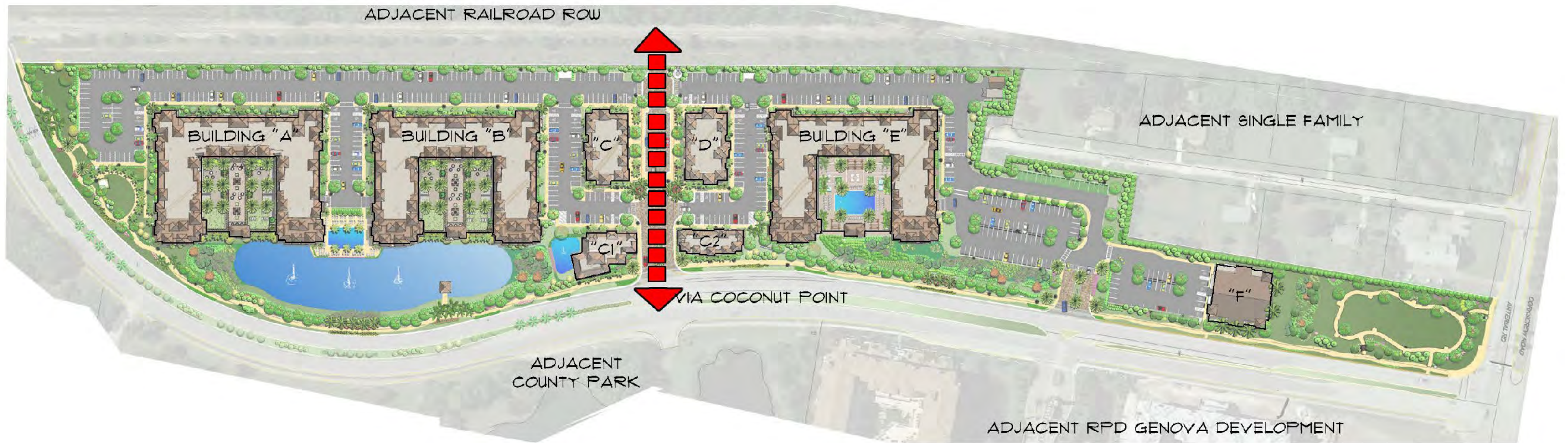
Mixed Use Development



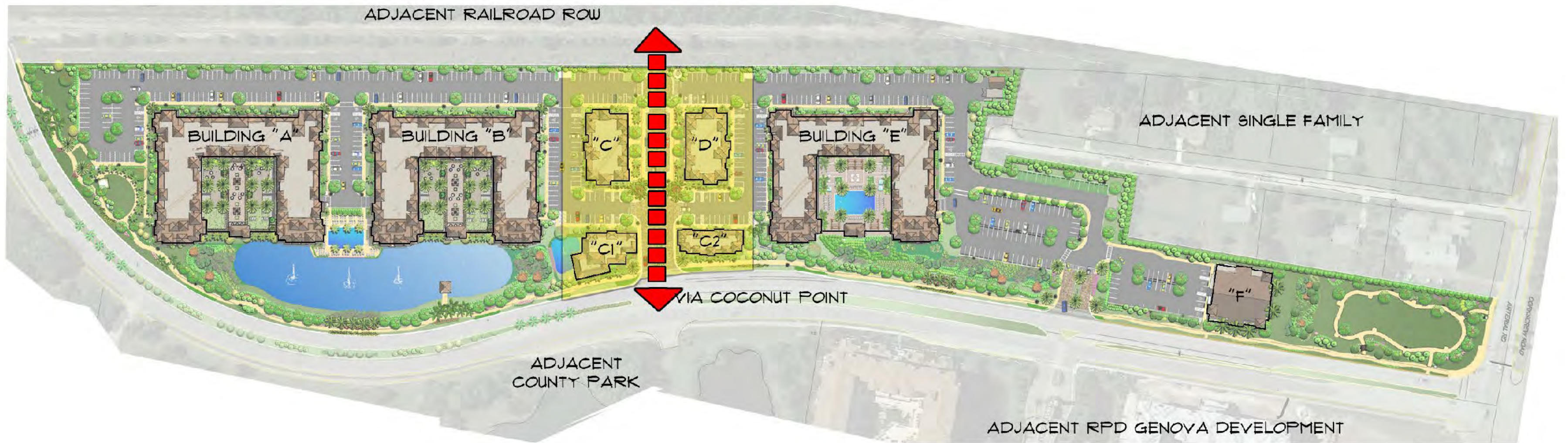
VILLAGE OF ESTERO

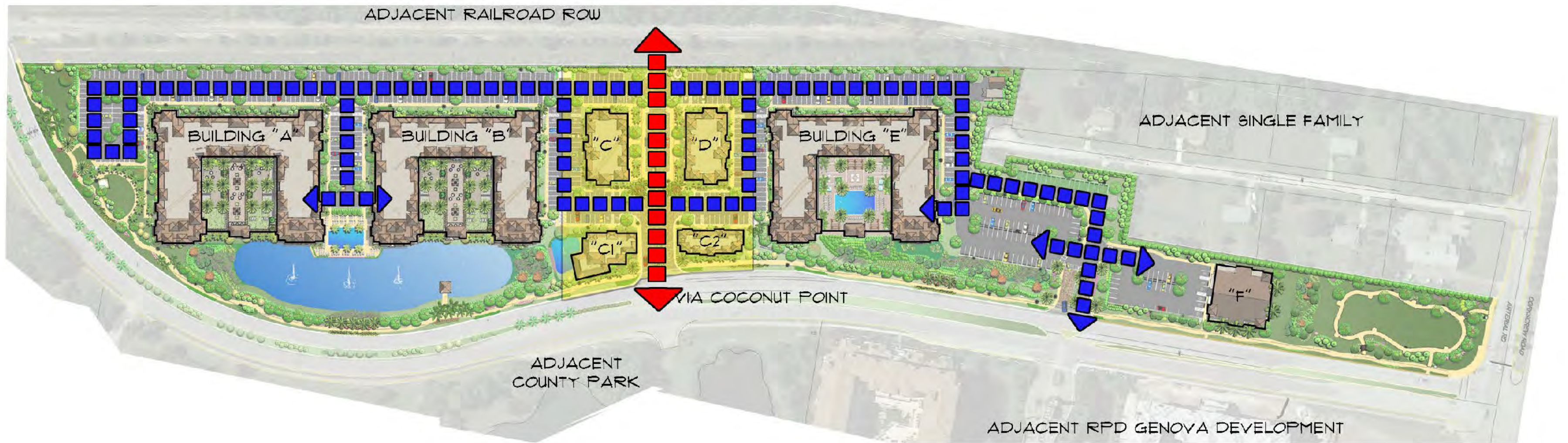


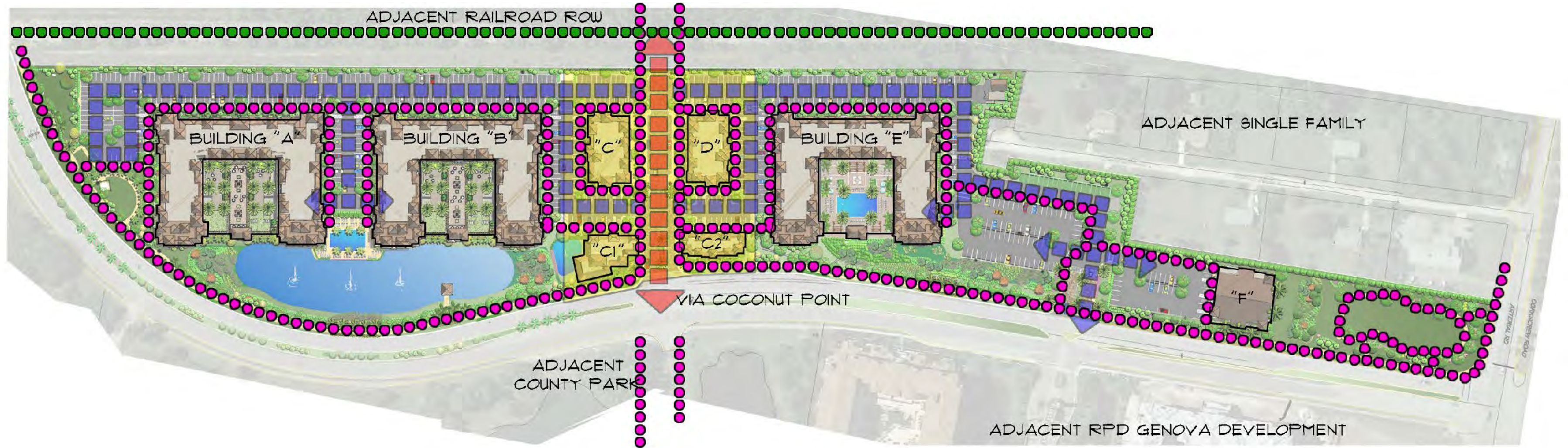


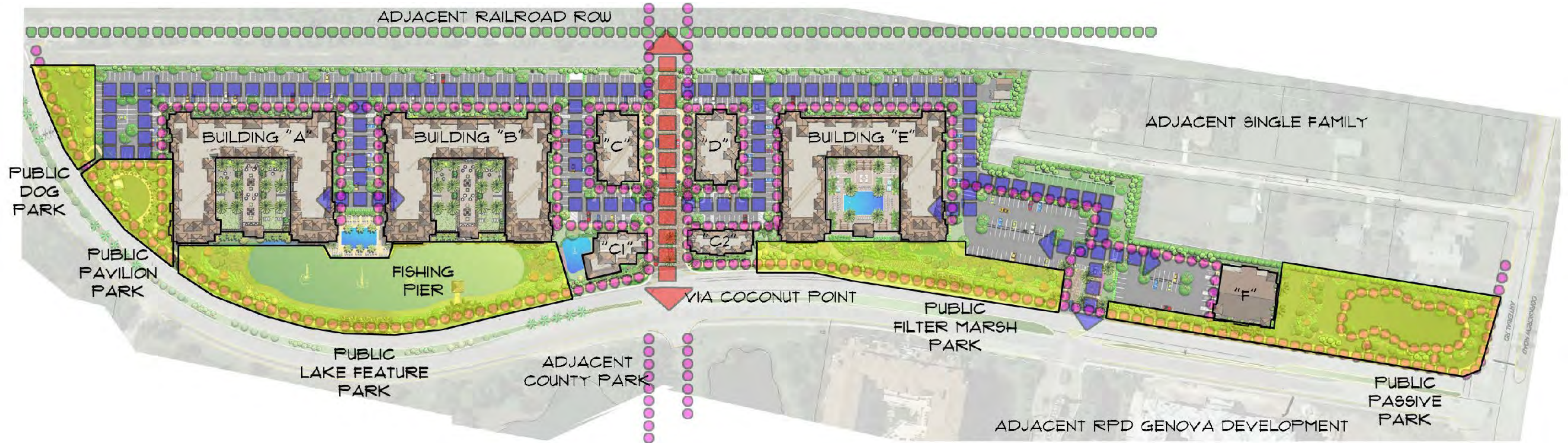


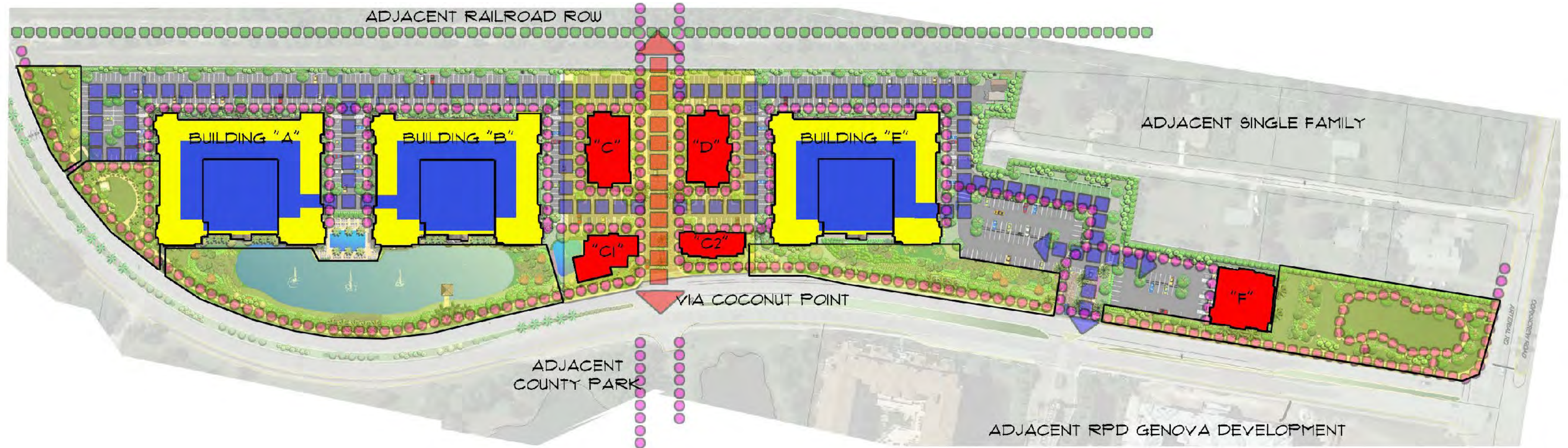


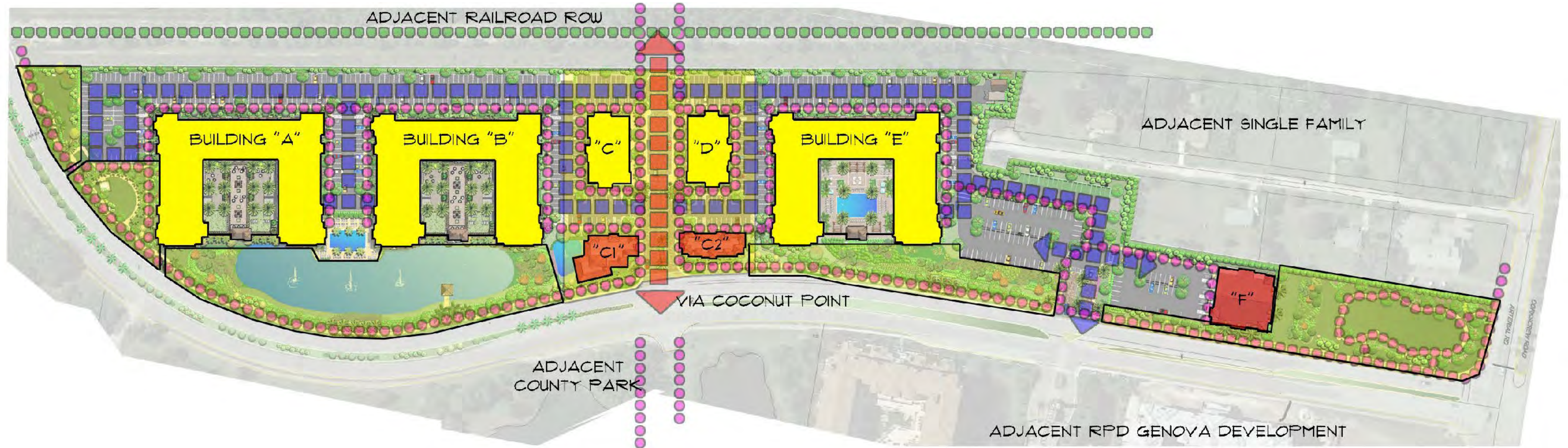


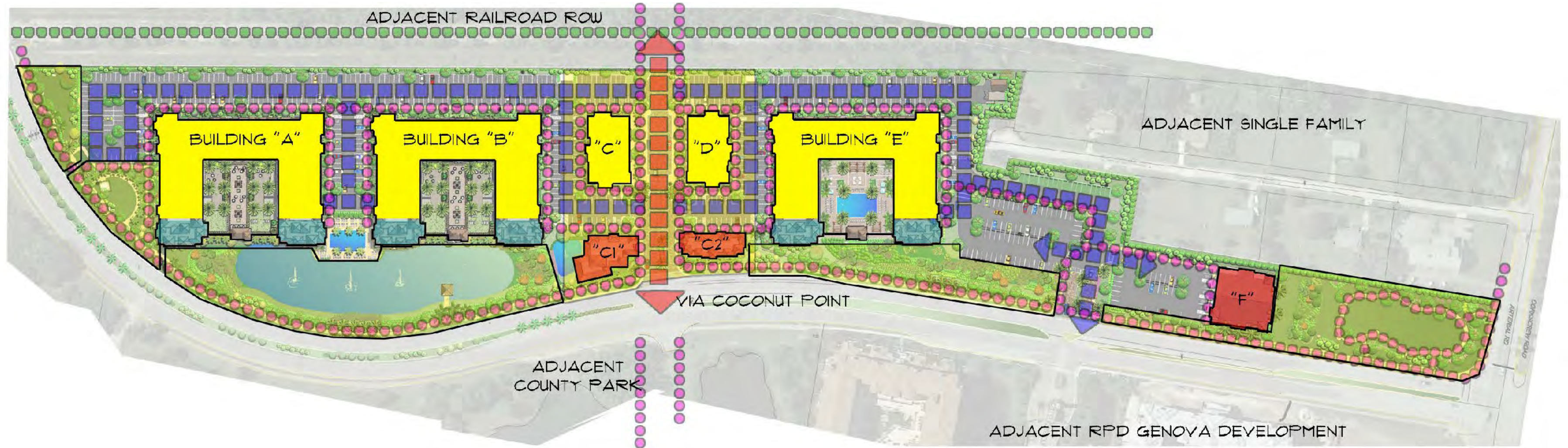














BUILDING A

PROJECT KEY MAP



BUILDING A SECTIONAL DIAGRAM
NOT TO SCALE



PROJECT KEY MAP



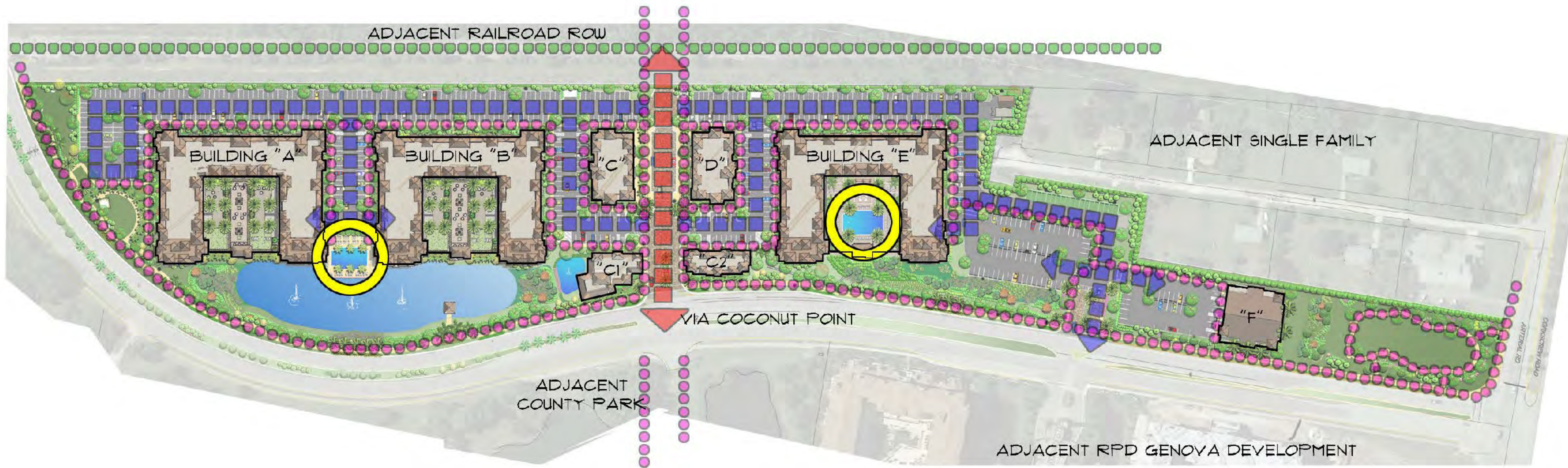
BUILDING B SECTIONAL DIAGRAM
NOT TO SCALE

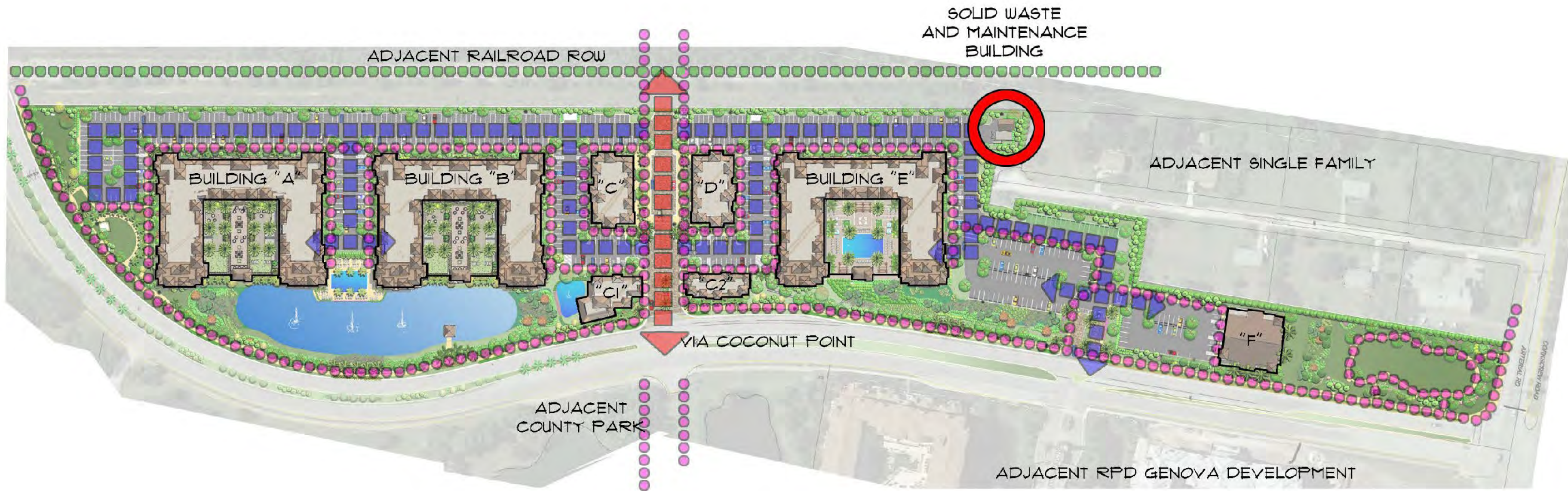


PROJECT KEY MAP



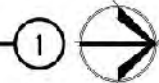
BUILDING E SECTIONAL DIAGRAM
NOT TO SCALE

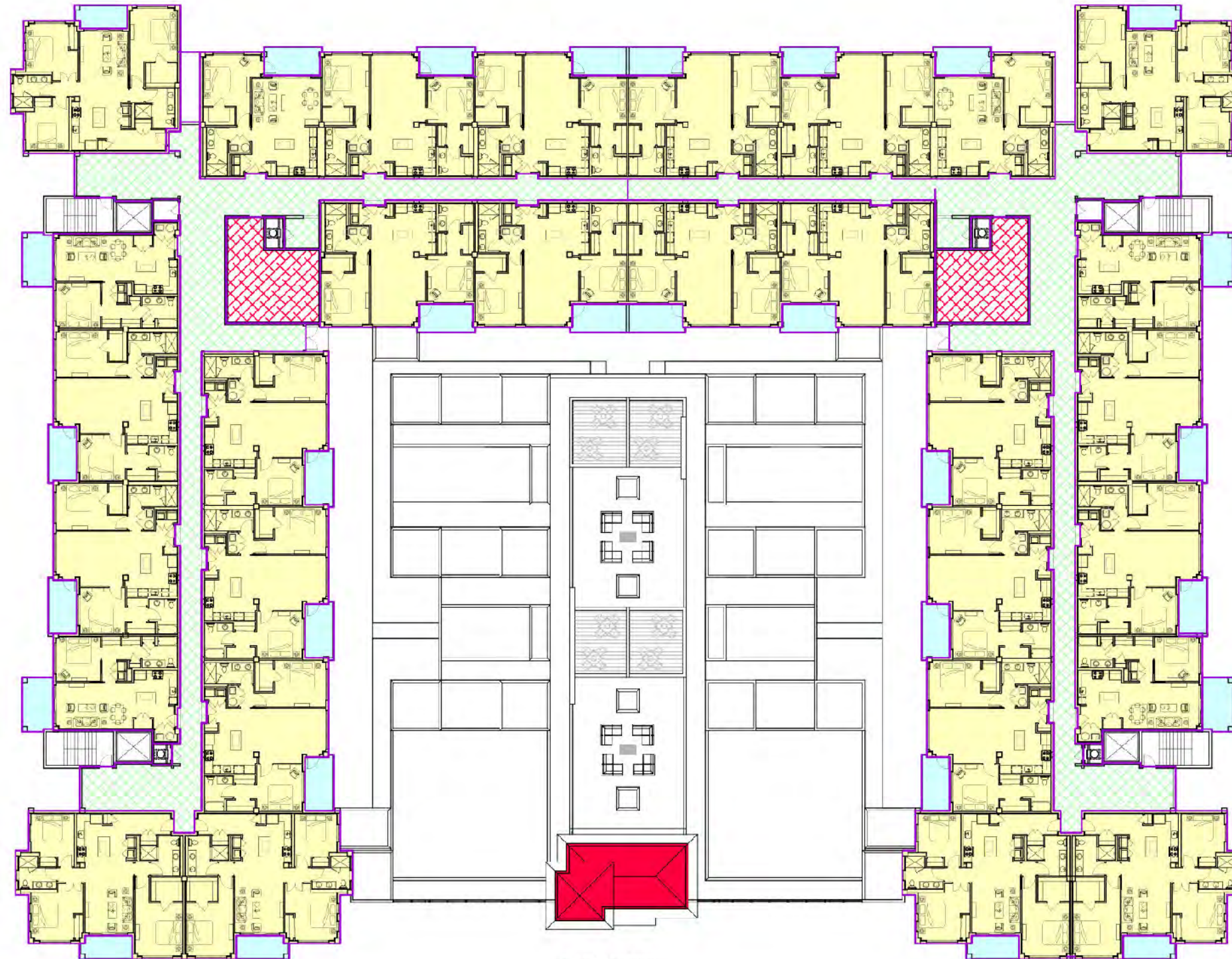






GROUND FLOOR PLAN
SCALE: 1/16" = 1'-0"





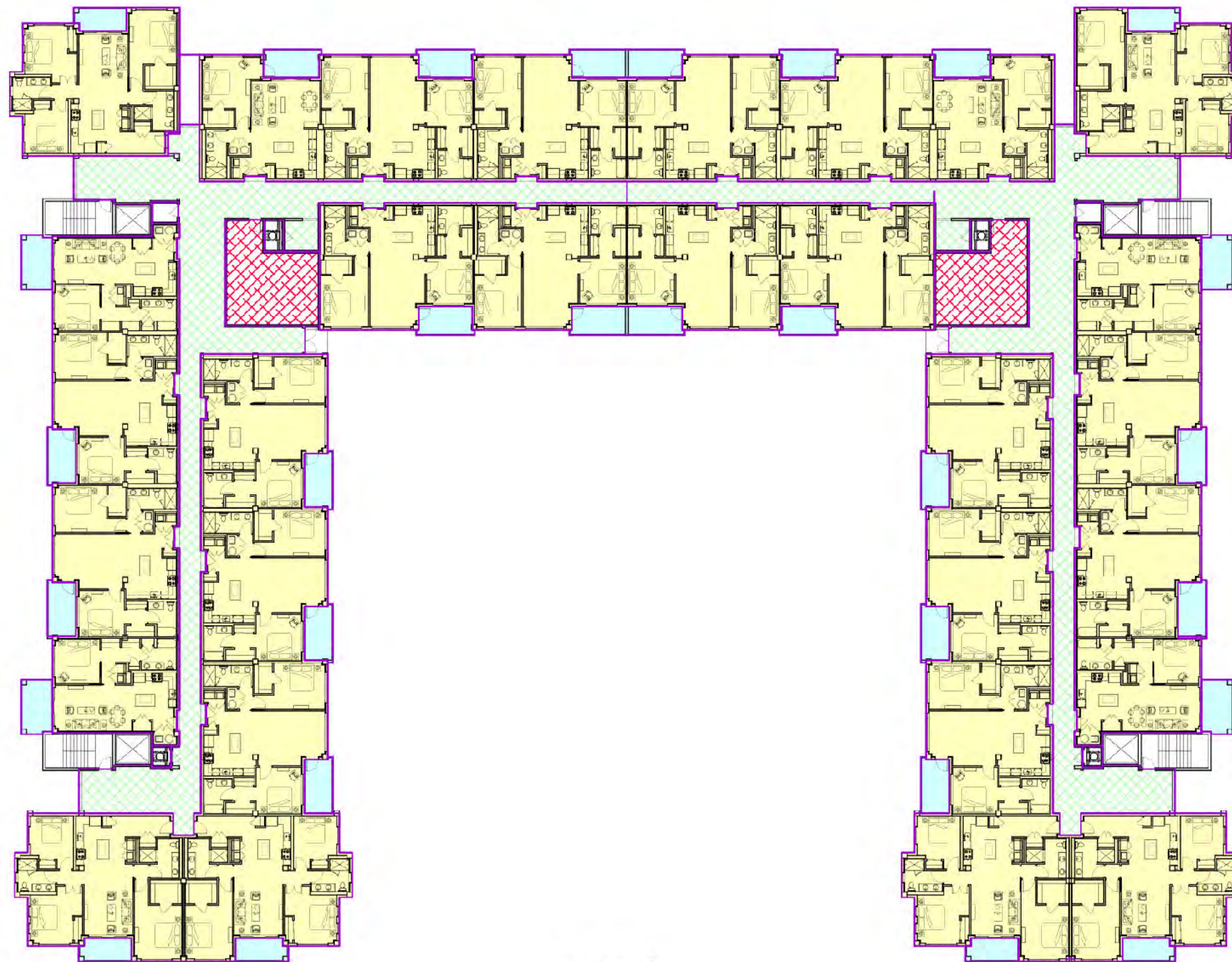
BUILDING "A", "B" & "E"		
FBC (OUTSIDE OF WALL A/C)	35,236	
STAIRS, LOBBY & CORRIDORS	5,851	
BALCONIES	2,306	
DECK AREA	895	
TRASH AND MECHANICAL	1,800	
TOTAL SECOND FLOOR	45,195	

NOTE:
THIS PLAN TAKEOFF REPRESENTS
SQUARE FOOTAGES FOR BUILDING "A", "B" & "E"
BUILDING "B" IS A MIRROR IMAGE OF "A" & "E"

BUILDING(S):
"A" - "B" - "E"
2ND FLOOR

2ND FLOOR PLAN ①
SCALE 1/16" = 1'-0"



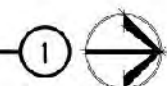


BUILDING "A", "B" & "E"		
	FBC (OUTSIDE OF WALL A/C)	35,726
	STAIRS, LOBBY & CORRIDORS	5,837
	BALCONIES	2,986
	TRASH AND MECHANICAL	1,265
	TOTAL 3RD FLOOR	45,814

NOTE:
THIS PLAN TAKEOFF REPRESENTS
SQUARE FOOTAGES FOR BUILDING "A", "B" & "E"
BUILDING "B" IS A MIRROR IMAGE OF "A" & "E"

BUILDING(S):
"A" - "B" - "E"
3RD FLOOR

3RD FLOOR PLAN
SCALE 1/16" = 1'-0"



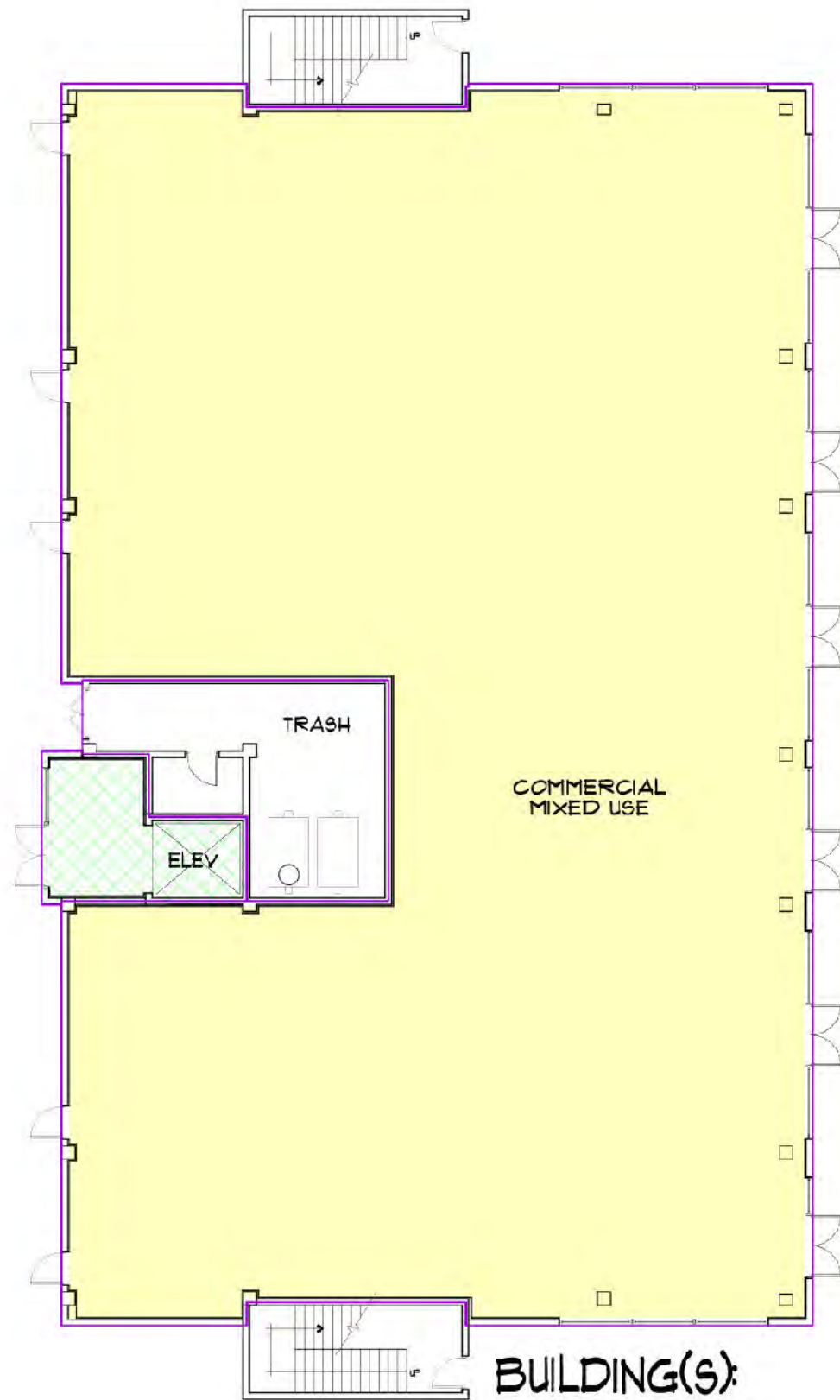


BUILDING "A", "B" & "E"	
PEC (OUTSIDE OF WALL A/C)	79,565
STAIRS, LOBBY & CORRIDORS	5,815
BALCONIES	2,672
TRASH AND MECHANICAL	1,095
TOTAL 4TH FLOOR	89,147

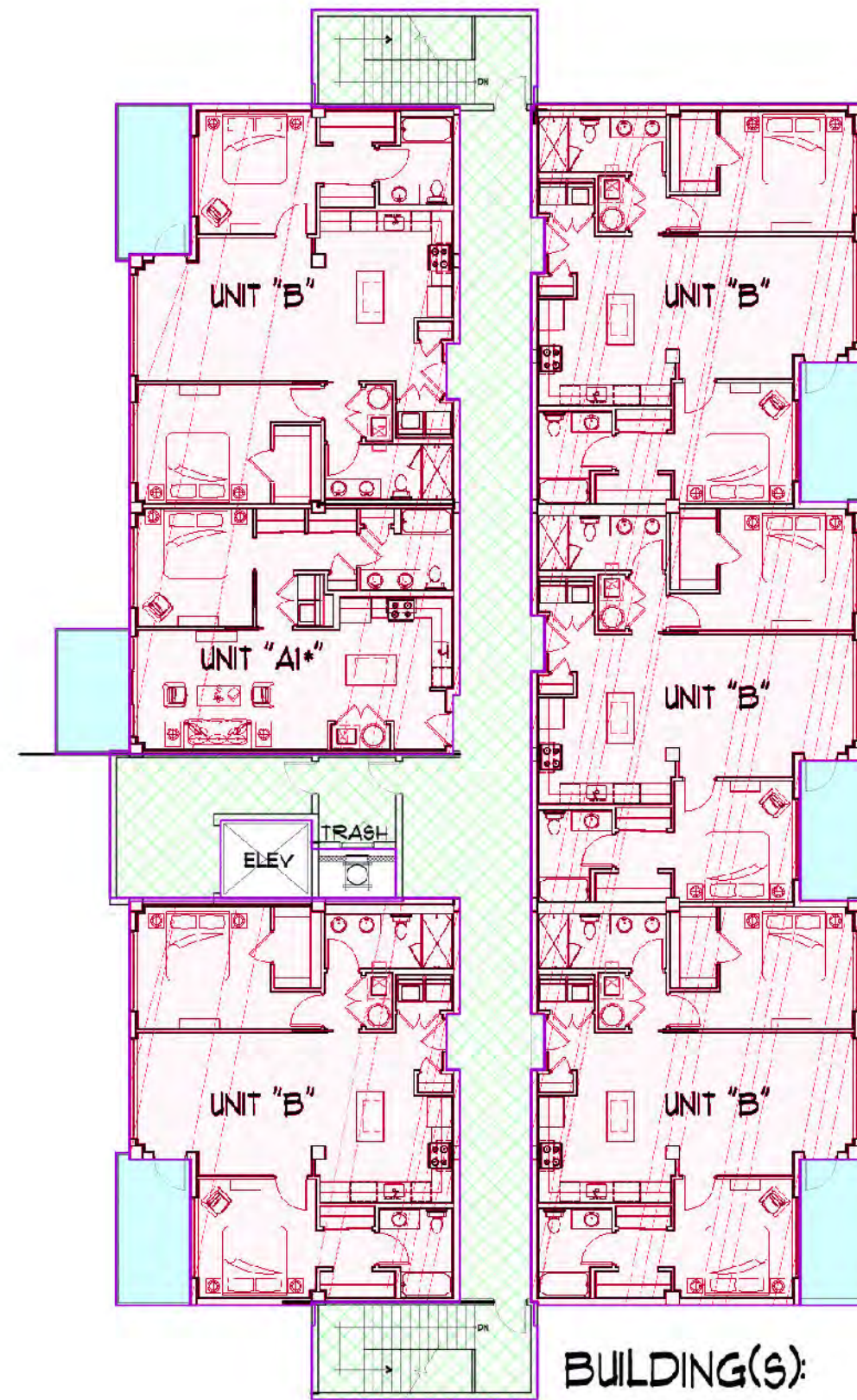
NOTE:
THIS PLAN TAKEOFF REPRESENTS
SQUARE FOOTAGES FOR BUILDING "A", "B" & "E"
BUILDING "B" IS A MIRROR IMAGE OF "A" & "E"

BUILDING(S):
"A" - "B" - "E"
4TH FLOOR

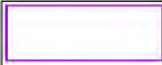





4TH FLOOR PLAN
SCALE 1/16" = 1'-0"




BUILDING(S):
"C" & "D"
GROUND FLOOR

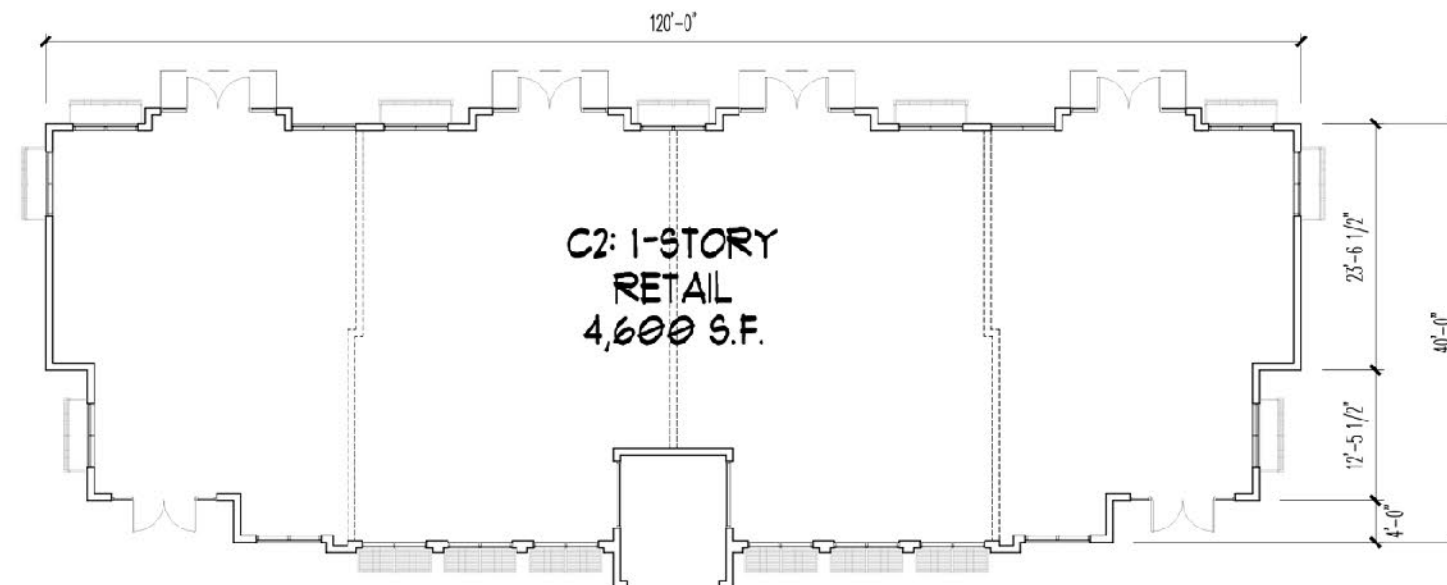
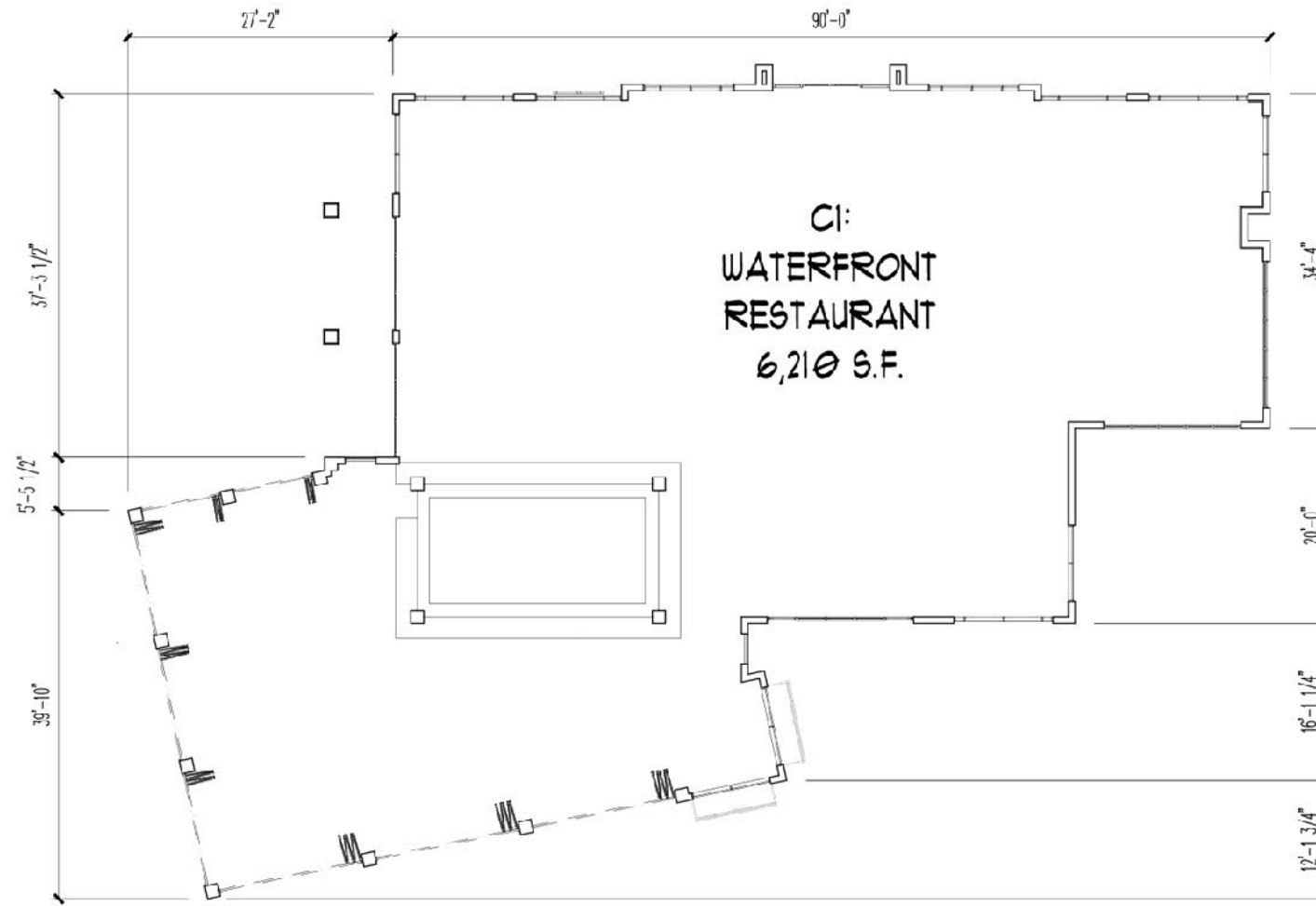
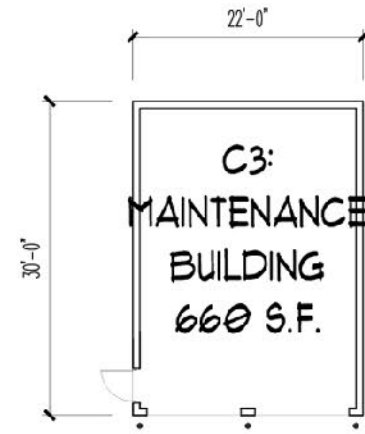


BUILDING(S):
"C" & "D"
2ND & 3RD FLOOR(S)

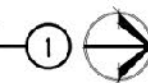
COMMERCIAL MIXED USE		
	1ST FLR. FBC (OUTSIDE OF WALL A/C)	8,322
	1ST FLR. LEASEABLE SPACE (NOT IN TOTAL)	7,987
	1ST & 2ND STAIRS, LOBBY AND CORRIDORS	1,911
	3RD STAIRS, LOBBY AND CORRIDORS (NOT SHOWN)	1,911
	TRASH AND STORAGE	484
	2ND FLR. LIVING A/C SPACE	6,811
	2ND FLR. BALCONIES	619
	3RD FLR. LIVING A/C SPACE (NOT SHOWN)	6,811
	3RD FLR. BALCONIES (NOT SHOWN)	619
	TOTAL UNDER ROOF	27,488
	TOTAL U/R BOTH "C" & "D"	54,976

NOTE:
THIS PLAN TAKEOFF REPRESENTS
SQUARE FOOTAGES FOR BUILDING "C" & "D"
BUILDING "D" IS A MIRROR IMAGE OF "C"

MIXED USE BUILDINGS "C" AND "D" ① 
SCALE: 1/8" = 1'-0"



3 OUT BUILDINGS - MAINTENANCE SHED - RETAIL - RESTAURANT
SCALE: 1/8" = 1'-0"









02.3 | BUILDING DESIGN DETAILS

Building Height Determination

Land Development Code | Village of Estero, Florida

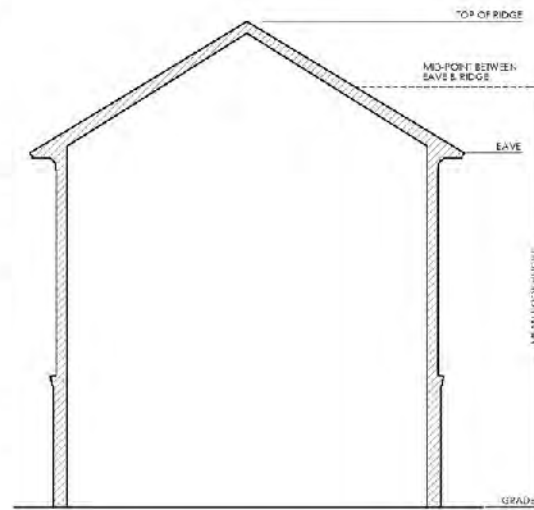
SEC. 33-229. MAXIMUM HEIGHT.

Buildings outside of the Interstate Highway Interchange Areas are limited to a maximum of three stories or 45 feet, whichever is less, in height. Elements that enhance visibility, create focal points or amenities, such as turrets, sculpture, clock tower and corner accentuating rooflines, may exceed the maximum height limitations with an approved variance or deviation.

Sec. 34-2171. Measurement.

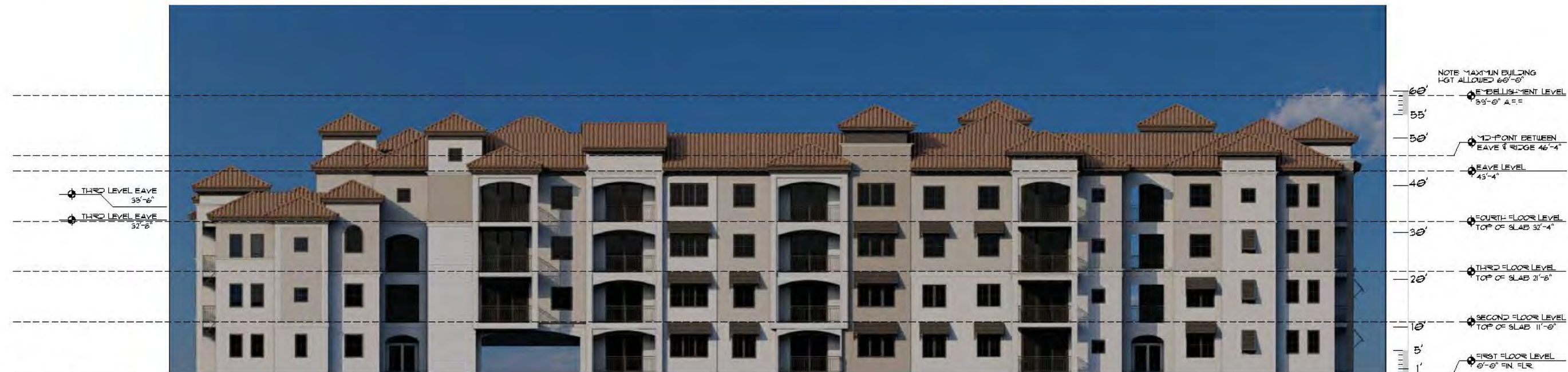
(a) Except as provided in this subdivision, the height of a building or structure is measured as the vertical distance from grade* to the highest point of the roof surface of a flat or Bermuda roof, to the deck line of a mansard roof, and to the mean height level between eaves and ridge of gable, hip and gambrel roofs, and to the highest point of any other structure (excluding fences and walls).

*For purposes of this subdivision, grade is the average elevation of the street or streets abutting the property measured along the centerline of the streets, at the points of intersection of the streets with the side lot lines (as extended) and the midpoint of the lot frontage. (1) In areas within the Coastal Building Zone and other flood prone areas (as defined in Chapter 6 Articles III and IV of the LDC), height of a building is the vertical distance from the minimum required flood elevation to the highest point of the roof surface of a flat or Bermuda roof, to the deck line of a mansard roof, to the mean height level between eaves and ridge of gable, hip and gambrel roofs. (2) Fences, walls, and buffers are measured in accordance with section 34-1744 and section 10-416

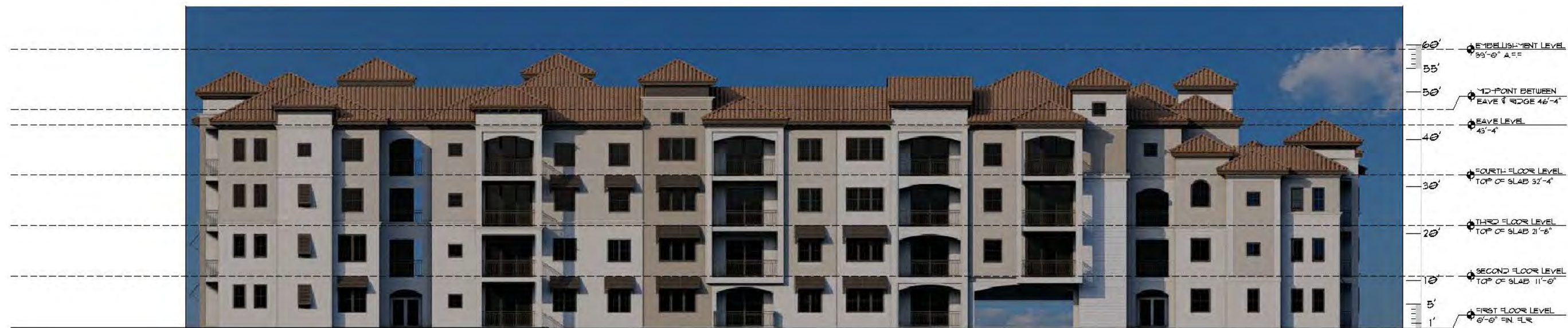


02.3 | BUILDING DESIGN DETAILS

Building Elevations: Buildings A, B and E



South Elevation



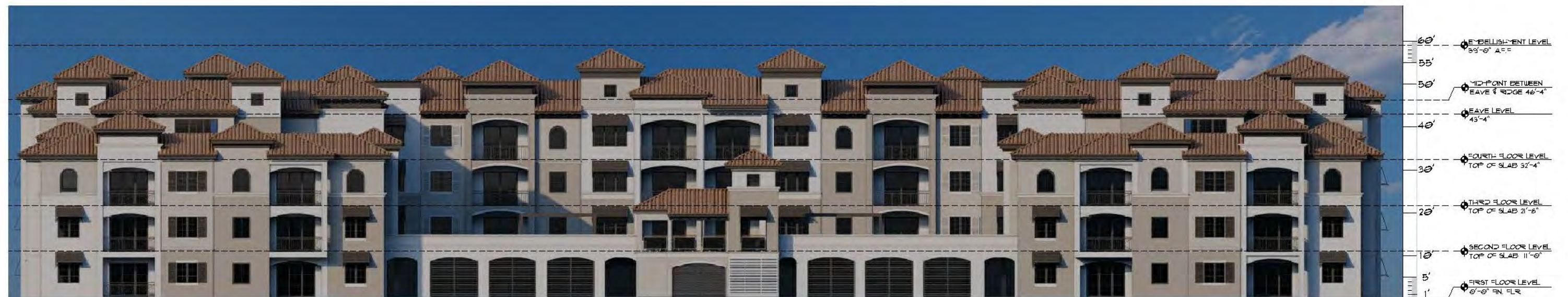
North Elevation

02.3 | BUILDING DESIGN DETAILS

Building Elevations: Buildings A, B and E



West Elevation



East Elevation

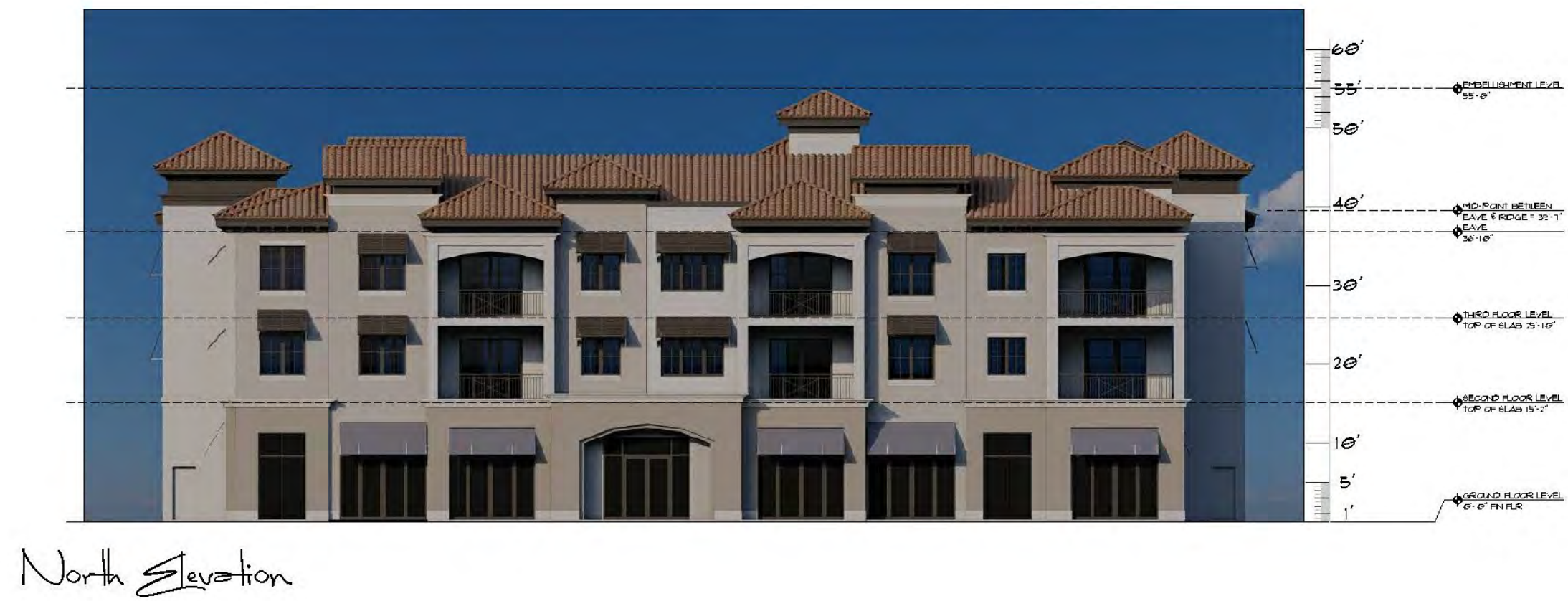
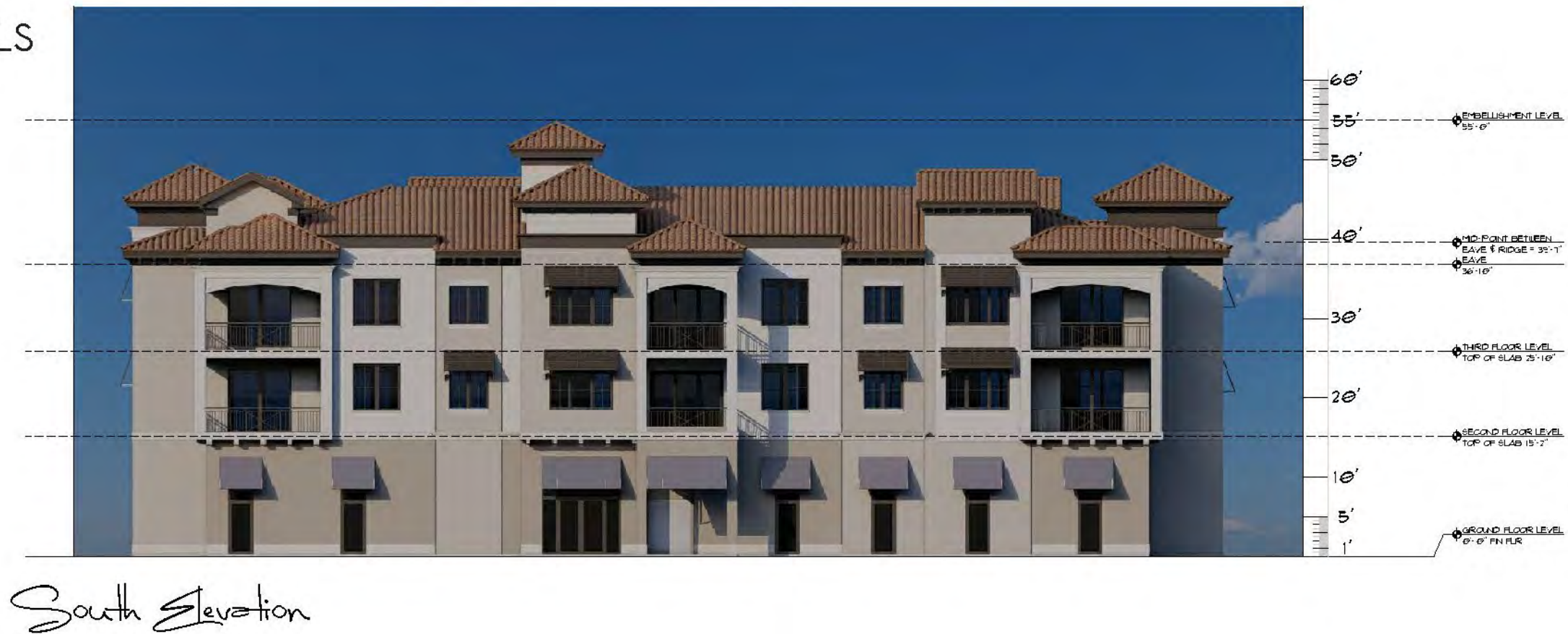
02.3 | BUILDING DESIGN DETAILS

Building Elevations: Buildings C and D



02.3 | BUILDING DESIGN DETAILS

Building Elevations: Buildings C and D

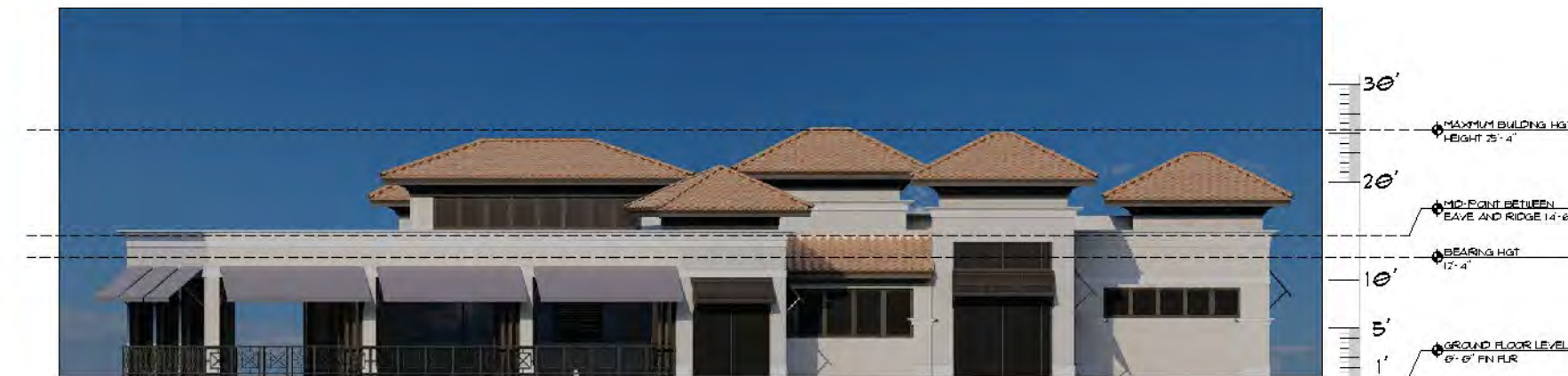


02.3 | BUILDING DESIGN DETAILS

Building Elevations: Building C1



West Elevation



East Elevation



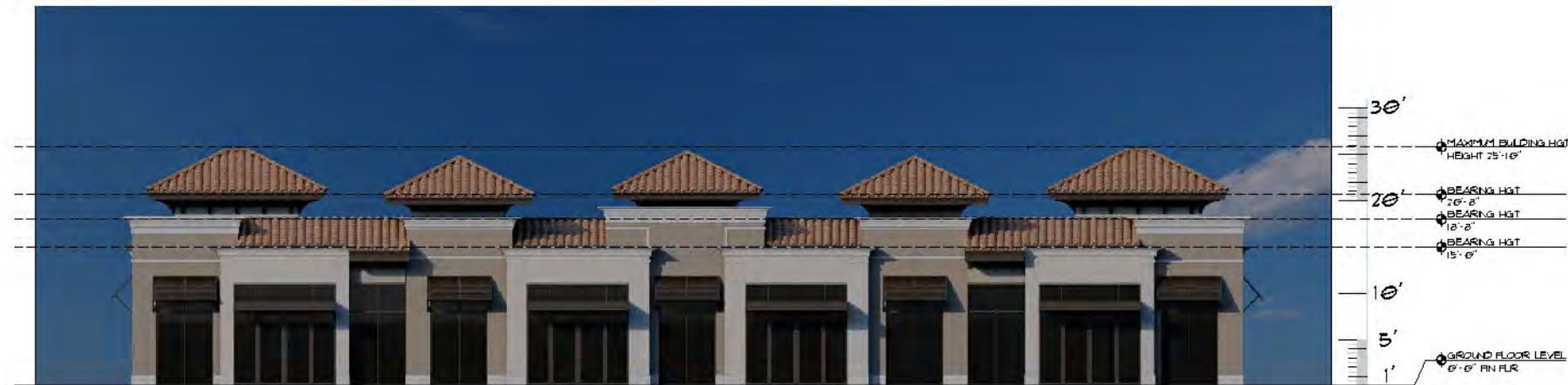
South Elevation



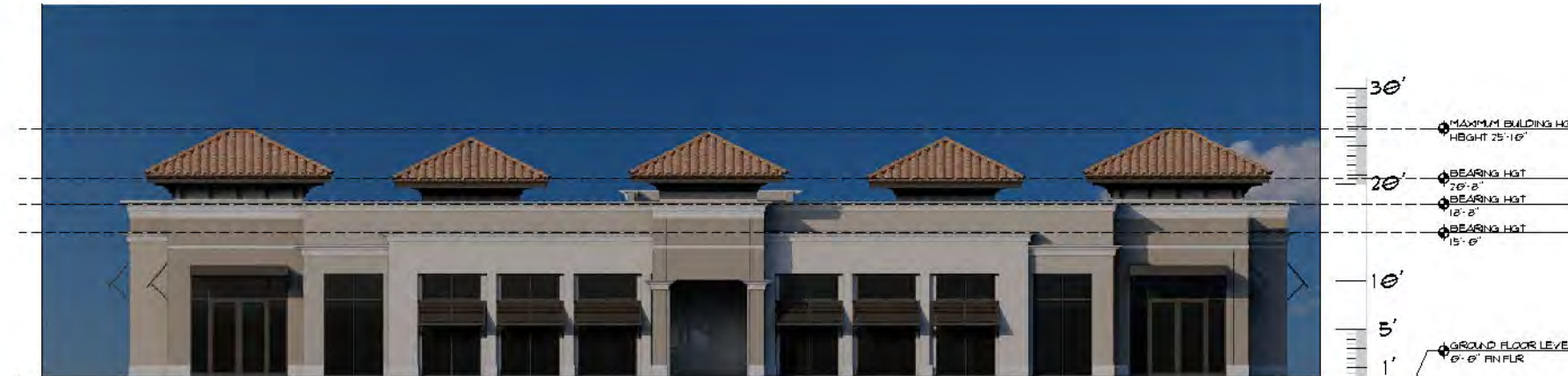
North Elevation

02.3 | BUILDING DESIGN DETAILS

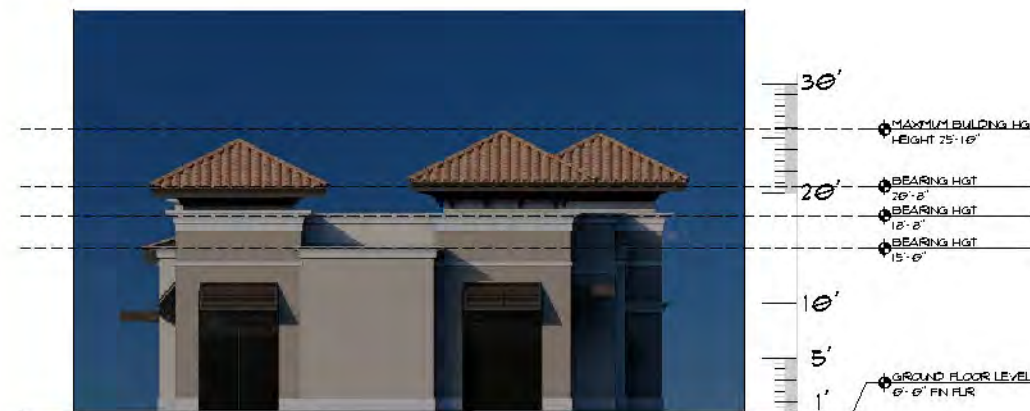
Building Elevations: Building C2



West Elevation



East Elevation

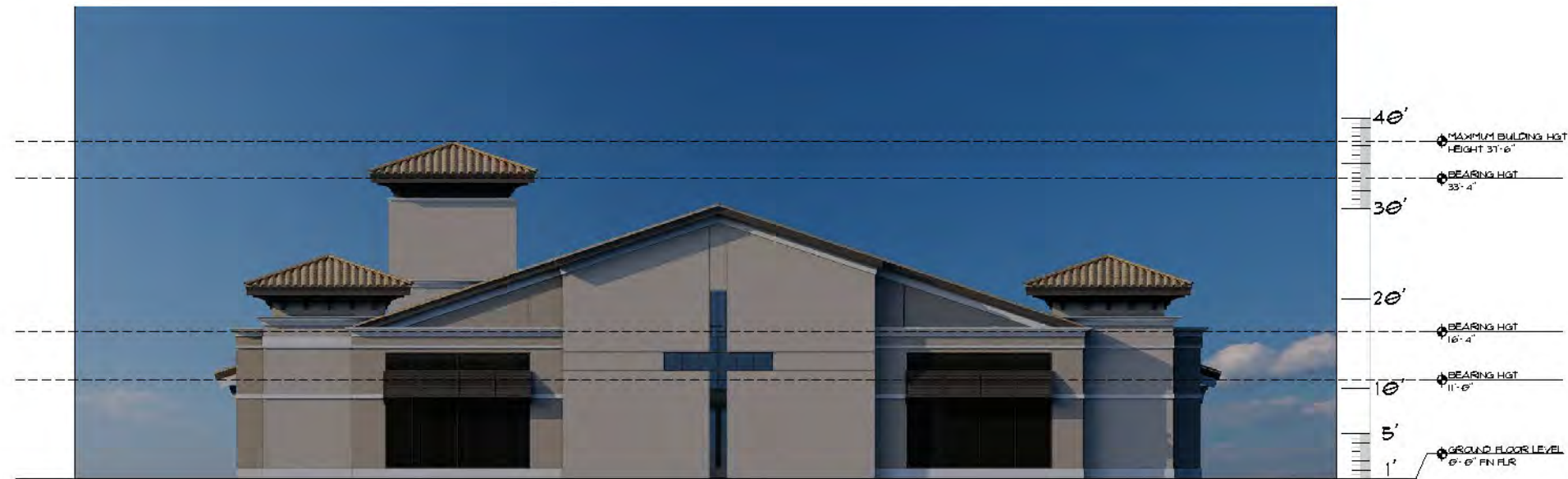


02.3 | BUILDING DESIGN DETAILS

Building Elevations: Building F



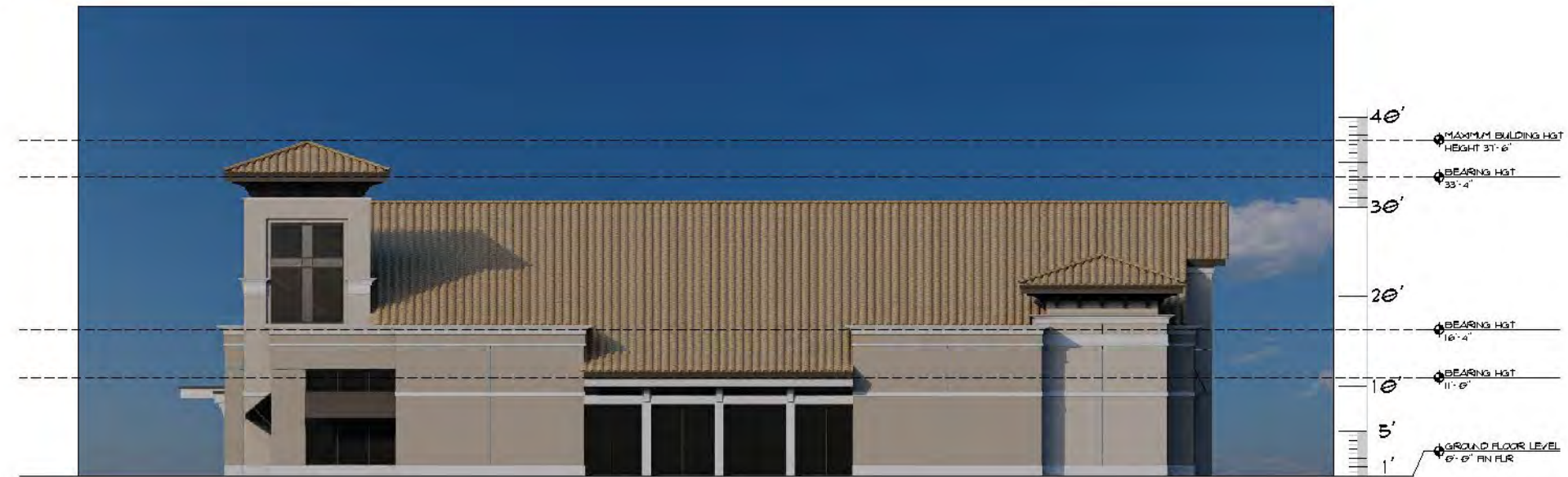
South Elevation



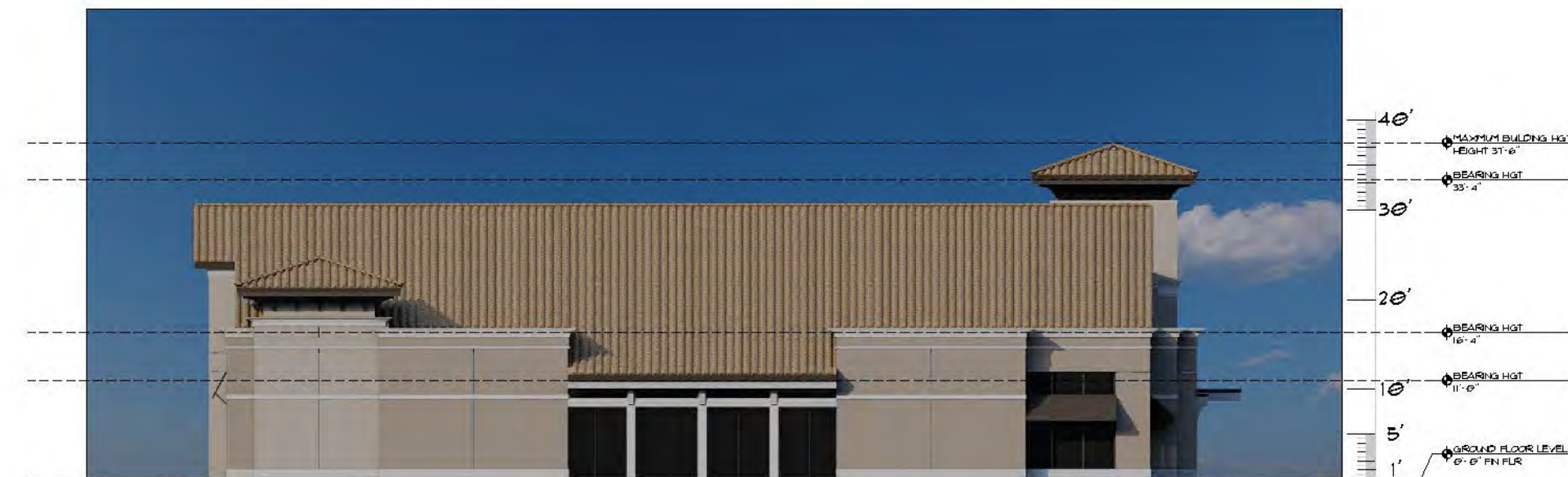
North Elevation

02.3 | BUILDING DESIGN DETAILS

Building Elevations: Building F



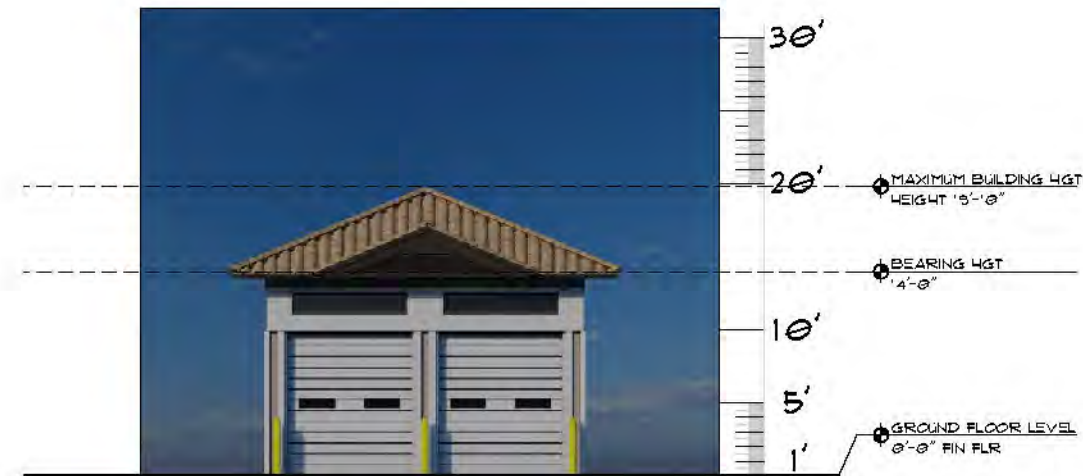
East Elevation



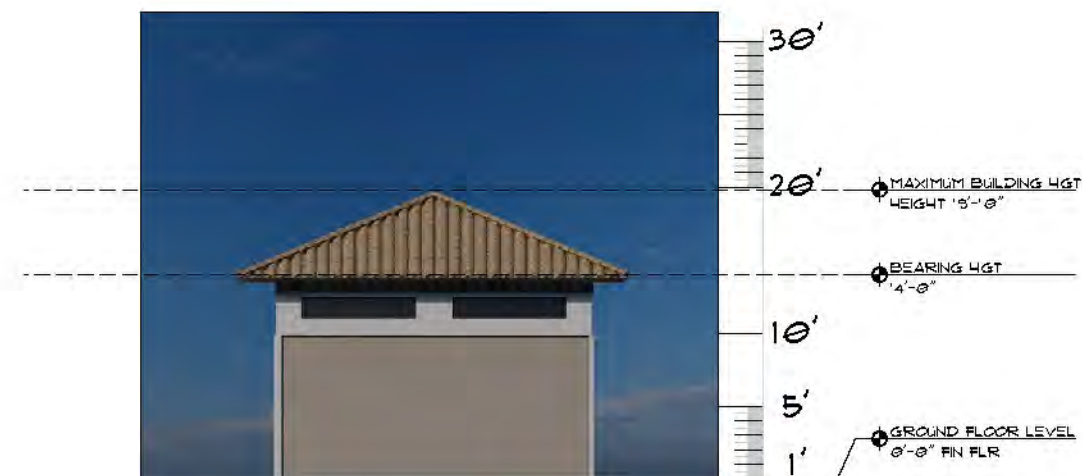
West Elevation

02.3 | BUILDING DESIGN DETAILS

Building Elevations: Maintenance Building



South Elevation



North Elevation



East Elevation



West Elevation

02.3 | BUILDING DESIGN DETAILS

Monument Sign

DESCRIPTION:

New, double faced monument sign with backlit metal logo, lettering, and address numerals internally illuminated. LED lighting to match brand colors. Metal lettering to be mounted to with 1-1/2" standoffs.

Monument to be constructed of C.M.U. with a stucco finish.



ISOMETRIC VIEW



ELEVATION VIEW



ELEVATION VIEW

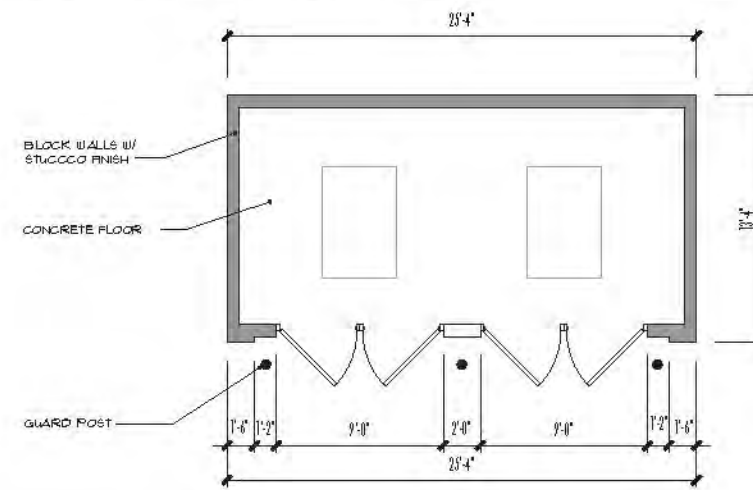
02.3 | BUILDING DESIGN DETAILS

Equipment Screening and Enclosures

DESCRIPTION:

Enclosures are to be three sided structures constructed of CMU with three coat finish. Gates are to be welded, multi-slat .938 tongue and groove gate system (not see-through).

DUMPSTER ENCLOSURE



BLOCK WALL
STUCCO FINISH
PAINTED AS ALL
COMPLEX BLDGS.

EXT. DOORS

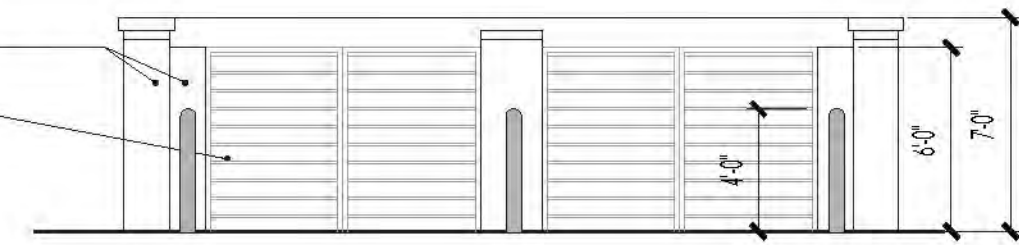
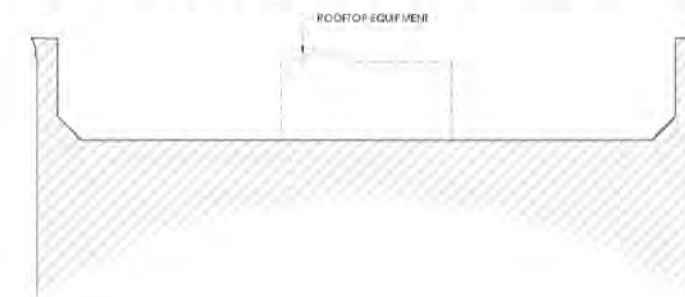


ILLUSTRATION FOR REFERENCE ONLY

ROOFTOP EQUIPMENT SCREENING



02.3 | BUILDING DESIGN DETAILS

Materials and Color Palette

SEC. 33-334. BUILDING COLOR.

(a) The colors for commercial structures must be neutral, warm earth tones or subdued pastels. Where applicable, commercial buildings may use brightly colored trims, cornices, or columns that may be reinforced to create a special effect or setting. However, these contrasts must create a harmonious impact, complementing the principal structure as well as existing surrounding building structures.

(b) Brighter colors can be utilized to create focal points of interest in locations including on doors, windows and architectural details. Buildings should not exceed three colors on one architectural detail in composite. Contrasting accent colors of any wall, awning or other feature must be limited to no more than ten percent of the total area for any single facade.



WALL PAINT

SW 7512
Pavilion Beige
Interior / Exterior
Location Number: 250-C4

SW 9109
Natural Linen
Interior / Exterior
Location Number: 205-C1

SW 7035
Aesthetic White
Interior / Exterior
Location Number: 259-C4

METAL TRIM

ROOF TILES

Roof
3645 Capistrano Sunrise Blend















02.1 | ARCHITECTURAL STYLE

The proposed development provides Architectural Diversity and High-Quality Development consistent with LDC Section 33-517. The variety of architecture and landscaping is of the highest quality and the variety of uses include unifying and compatible features throughout the site, which features are also compatible and cohesive with the Village Center Area and neighboring developments.

The architecture of Via Coconut will be a Mediterranean underlying design with coastal inspired architectural flavor. We feel it will be refreshing to the Village of Estero while being contextual to its neighboring Mediterranean and Old Florida designed properties. The massing of the buildings is well articulated while respecting the human scale and character of the community.

Varying rooflines, depictions of materials and the creating of light, mass and shadow are key components to this design. The buildings include three-story stepped back elements from the remaining 4-story building masses. This massing change is stepped back from the perimeter lake and linear park creating a delicate footprint along the street frontage on Via Coconut.

Additionally, the bulk of the development's parking is concealed within the first level of the building with units wrapping around the perimeter. This creates a centralized lower massing element with an elevated amenity deck as an amenity to the users. The architecture and public spaces are designed under the standards of the Village Center Area and share characteristics of neighboring properties that help generate a sense of connectivity and cohesive framework in the Village Center Area.

The material palette consists of subtle flavors of Mediterranean architecture including an orange to off red barrel concrete roof tiles, contrasting simple beige and cream colors in the stucco walls, bronze railing, painted eave corbels, sections of stucco for texture as well a mixture of these colors. These texture, colors and details will create a cinematic experience through the neighborhood.

We feel the project represents the highest of quality and appropriateness of our coastal environment while maintaining the Village's desire to present a Mediterranean community theme, delicately fitting into the surrounding context of the community.

02.1 | ARCHITECTURAL STYLE

Design Features

The architecture of Via Coconut fits under the category of Mediterranean architecture that are deemed acceptable by Village standards. The development's architecture is influenced by the neighboring community's Mediterranean style. The buildings include clean lines with timeless stucco textures and stepped towers with timeless corbels. The buildings also include a simple, three-toned color pallets. The rooflines are simplified by hipped roof configurations and vertical roof plane changes giving the buildings a sense of well-proportioned massing. The building includes large windows with dark bronze aluminum finishes. The architectural style fits nicely within the framework of the existing Mediterranean influence of the community.

The proposed Via Coconut development compliments and blends with the adjacent Genova condominium development which is in the Mediterranean style as well as the proposed new Pavich building adjacently North of this site which is Old Florida style.

The development incorporates the following façade treatments:

- Each building contains a clearly defined entryway with stepped building massing to help identify the building entrance.
- The buildings include a wide variety of varying rooflines, pitches and roof shapes. The primary roof is a concrete barrel roof system with varying perimeter undulating hip roof lines and hip roof tower elements.
- The mixed-use oriented structures along the main street entrance-way include transparent display windows and provide visibility into the building's interior.
- The project consistently includes large overhangs and functional awning features.
- The buildings consistently include well-articulated building massing and avoid the use of blank wall areas. The building includes appropriate ornamentation with a variety of building materials including flat concrete roof tiles, architectural brackets and a mixture of smooth and scored stucco applications.
- The buildings has several well-articulated roof parapets and tower elements creating a variety of vertical roof plane changes.



02.1 | ARCHITECTURAL STYLE

Design Features

Each commercial and mixed-use structure within the development includes large display windows at the street level on all commercial street frontages. The building colors for Via Coconut are in the soft and neutral range including earth tones. The trim colors are contrasting dark bronze to help transition the softness of the building walls to the roof color.

The anticipated construction materials are as follows:

- Buildings walls: concrete block construction, with a smooth stucco finish, painted with soft colors, off white.
- Stone veneer (light beige) in some areas.
- Interior finishes: Stucco walls painted, ceramic tile for restrooms and ceramic tile with carpet for floors.
- Building A, B, and C will provide 4 elevators each tower. (manufacturer by Kone or Schindler elevators)
- Buildings C and D will have one elevator each building. (manufacturer by Kone or Schindler elevators)
- Stairways: Cast in place concrete
- All building lighting will enhance entrances and main features of buildings points.
- Slabs: Concrete slabs, post tension reinforced concrete.
- Storefront and windows: Dark bronze aluminum storefront.
- Hand rails: Dark bronze aluminum
- Awnings: Frame dark bronze
- Brackets: Prefabricated, with dark bronze finish
- Roof system: The structure will be with prefabricated trusses, and tile roof system
- Circulation sidewalks and paths: Concrete and concrete tiles







VIEW OF BUILDING "A" AT VIA COCONUT POINT

PROJECT KEY MAP























LANDSCAPE ARCHITECTURE

CHRISTIAN ANDREA, PLA Architectural Land Design

03.1 | LANDSCAPE PLAN

Landscape Features

- **INTERWEAVING PUBLIC ROW AND VIA COCONUT MPD FRONTAGE**
integrating Via Coconut Point Road ROWs with Via Coconut MPD's linear park, 8' sidewalk and landscaping to create seamless ROW and inviting street-side environment.
- **ENHANCED LANDSCAPE BUFFERING ALONG VIA COCONUT**
enhanced 14-18' trees, enhanced hedge shrub 36" at installation, additional ground covers with additional shrub layers
- **FILTER MARSHES**
along 8' sidewalk within linear park with variety of grasses and aquatic plants including seasonal plantings (Red Maples, Bald Cypress, etc.)
- **LABEL PLANTINGS**
for educational purposes
- **CANTILEVERED PLANTERS**
along part of deck and building to conceal seasonal fluctuation of lake
- **ENHANCED PERIMETER BUFFER PLANTINGS**
with additional tree and shrub plantings exceeding code
- **ENHANCED INTERNAL LANDSCAPING**
with oversized 14' tall canopy trees in islands
- **INCREASED PLANT SIZES**
for the buildings for key areas
- **MEDIAN PLANTINGS**
to emulate median plantings to the north
- **FLOWERING TREES AND SEASONAL PLANTINGS**
- **LARGE SPECIMEN PALMS**
at entry and in select areas; Date palms or Royal Palms
- **ENHANCEMENTS TO LANDSCAPE**
trees along rail corridor and desirable north/south trail along the west where no buffer is required and enhancements to north buffer to Happy Hollow Lane residential
- **STREET TREES**
per plan to blend with proposed plantings for adjacent Genova development



03.1 | OVERALL LANDSCAPE PLAN



LEGEND

- (A) ENTRY
 - A1. Pavers
 - A2. Signage
- (B) WATER FEATURE
 - B1. Fountain
 - B2. Littoral Plantings
 - B3. Lake
 - B4. Water Feature
- (C) MARSH / FILTER POND
 - C1. Littoral plantings/ Grasses
 - C2. Cypress Maple Trees
- (D) FISHING PIER
 - D1. Stocked lake for Fishing
 - D2. Educational Informational Placques
- (E) MEDIAN LANDSCAPE
- (F) FLOWERING TREES
- (G) MEANDERING PATHWAY
 - G1. Benches
 - G2. 8' Wide Concrete Path
- (H) AMENITY DECK
 - H1. Fire pit
 - H2. Trellis
 - H3. Speciman Planting
 - H4. Pool
- (I) ENHANCED LANDSCAPE BUFFER
 - I1. Mature Plantings
 - I2. Variety of Species
 - I3. Label Plantings for education purposes
- (J) DOG PARK
 - J1. Perimeter Fence
- (K) POCKET PARK (with shade structure)
- (L) RESORT STYLE POOL DECK
- (M) VIA COCONUT BUFFER PLANTINGS
 - Enhanced Plantings 14'-18' Trees
 - Hedge Shrub 36" at Installation
 - Additional Groundcovers and shrub layers
- (N) ENHANCED PERIMETER BUFFER PLANTINGS
 - Additional tree and shrub plantings exceeding code
- (O) CANOPY TREES
 - Oversized Canopy trees in Islands 14' tall
- (P) SPECIMAN PALM TREES
 - P1. Royal Palms/ Date Palms 12'-14' ct
- (Q) BENCHES/ BIKE RACKS
 - Q1. Bike Racks
 - Q2. Benches
- (R) ART
 - Art/Sculpture
- (S) PARK
 - S1. 8' Pathway
 - S2. Trellis
- (T) POTENTIAL PUBLIC SEATING AREA
- (U) CONCEPTUAL SITE LIGHTING
- (V) 8' WALL (15' from Property Line)

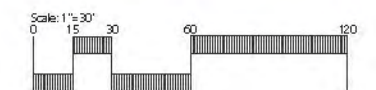
03.1 | LANDSCAPE PLAN



KEY MAP

LEGEND

- (A) ENTRY
 - A1. Pavers
 - A2. Signage
- (B) WATER FEATURE
 - B1. Fountain
 - B2. Littoral Plantings
 - B3. Lake
 - B4. Water Feature
- (C) MARSH / FILTER POND
 - C1. Littoral plantings/ Grasses
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- (D) FISHING PIER
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- (Q) BENCHES/ BIKE RACKS
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- (T) POTENTIAL PUBLIC SEATING AREA
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- (V) 8" WALL (15' from Property Line)



03.1 | LANDSCAPE PLAN



KEY MAP



03.1 | LANDSCAPE PLAN



KEY MAP



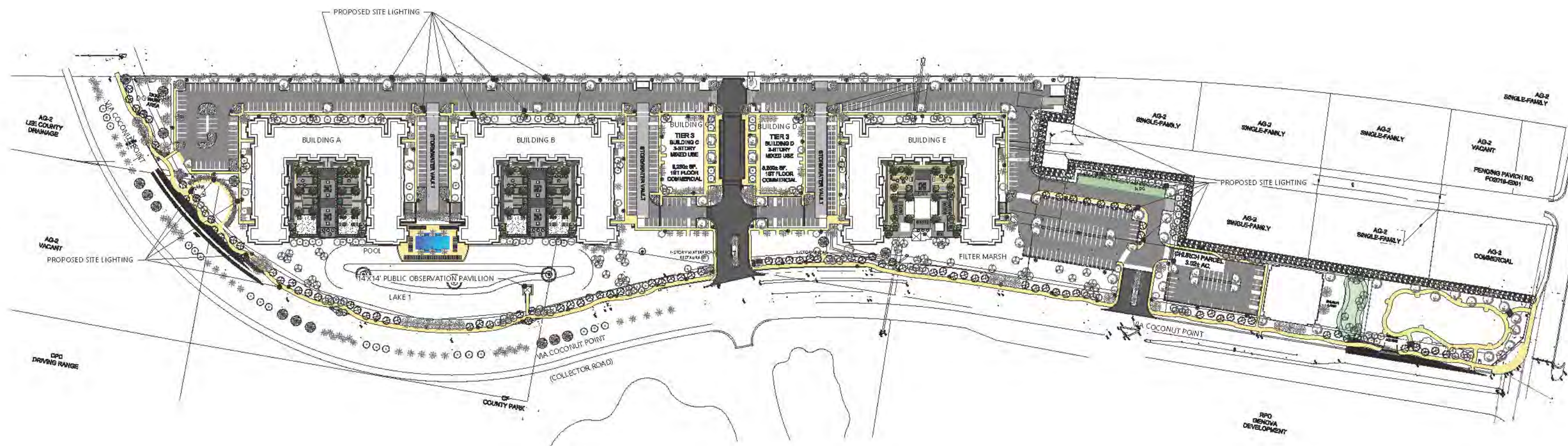
03.1 | LANDSCAPE PLAN



KEY MAP



03.2 | SITE LIGHTING

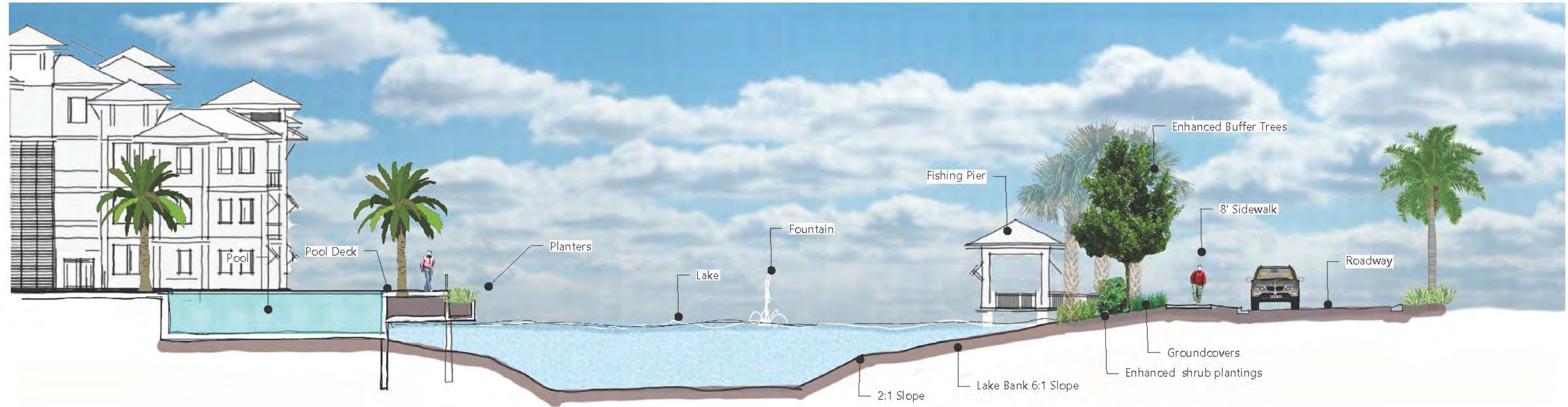


SITE LIGHTING LEGEND



















































SYMBOL	QTY.	SPEC.
	103	20' GLNA GALLEONNAIRE POLE LIGHT -mounted to 20' pole -solid state LED -to be installed with cut off shields for neighboring properties

Quantities and locations shown are conceptual

03.3 | FEATURE LAKE AND POOL DECK SECTION











03.4 | PLANTING PALETTE

											
<u>Quercus virginiana</u> Live Oak	<u>Ilex cassine</u> Dahoon Holly	<u>Conocarpus erectus</u> Green Buttonwood	<u>Swietenia mahogany</u> Mahogany	<u>Buddleia buxifolia</u> Shady Lady Black Olive	<u>Coccoloba diversiflora</u> Pigeon Plum	<u>Phoenix sylvestris</u> Sylvester Palm	<u>Ptychosperma elegans</u> Alexander Palm	<u>Adonia merrillii</u> Christmas Palm	<u>Roystonea elata</u> Florida Royal Palm	<u>Sabal palmetto</u> Sabal Palm	
											
<u>Vacthia montgomeryana</u> Montgomery Palm	<u>Bismarckia nobilis</u> Bismarck Palm	<u>Phoenix canariensis</u> Canary Is. Date Palm	<u>Cassia surattensis</u> Clauca Cassia	<u>Bursera simaruba</u> Gumbo Limbo	<u>Phoenix sylvestris</u> Sylvester Palm	<u>Ligustrum lucidum</u> Glossy Privet Tree	<u>Elaeagnus argentea</u> Japanese Silverberry	<u>Mussaenda</u> Pink/Peach Mussaenda	<u>Phoenix roebelenii</u> Pygmy Date Palm	<u>Livistona chinensis</u> Chinese Fan Palm	
											
<u>Chrysobalanus icaco</u> Cocoplum	<u>Conocarpus erectus</u> Green Buttonwood	<u>Myricanthus fragrans</u> Simpson's Stopper	<u>Muhlenbergia capillaris</u> Muhly Grass	<u>Dianella ensifolia</u> White Variegated Flax Lily	<u>Clusia guineensis</u> Small Leaf Clusia	<u>Zamia floridana</u> Coontie	<u>Ixora spp.</u> Nona Grant Ixora	<u>Viburnum awabuki</u> Awabuki	<u>Schefflera arboricola</u> Dwarf Schefflera	<u>Schefflera arboricola</u> Variegated Schefflera	<u>Carissa</u> Emerald Blanket
											
<u>Asparagus densiflorus</u> Foxtail Fern	<u>Jasminum sambac</u> Wax Jasmine	<u>Liriodendron 'EG'</u> Liriodendron Evergreen Giant	<u>Arachis glabrata</u> Perennial Peanut	<u>Ficus microcarpa</u> Green Gem Ficus	<u>Ruellia brittoniana</u> Mexican Bluebell	<u>Plumbago capensis</u> Plumbago	<u>Bougainvillea spp.</u> Dwarf Bougainvillea	<u>Bougainvillea spp.</u> Silhouette Bougainvillea	<u>Bougainvillea spp.</u> Silhouette Bougainvillea	<u>Philodendron 'Xanadu'</u> Xanadu Philodendron	<u>Bromelia mowilliamsii</u> McWilliams Bromeliad
											
<u>Philodendron spp. 'BM'</u> Burle Marx Philodendron	<u>Philodendron 'RC'</u> Red Congo Philodendron	<u>Alpinia zerumbet</u> Green Ginger	<u>Alpinia zerumbet 'var'</u> Variegated Ginger	<u>Codiaeum variegatum</u> Croton	<u>Codiaeum variegatum 'GD'</u> Gold Dust Croton	<u>Conocarpus erectus ser.</u> Silver Buttonwood	<u>Tripsacum dactyloides</u> Half-a-Halcyon Grass	<u>Allamanda</u> Dwarf shrub Allamanda	<u>Quercus virginiana</u> Live Oak	<u>Bromelia mowilliamsii</u> McWilliams Bromeliad	<u>Bromelia neoregelia</u> Bromeliad Super Fireball

PROPOSED FILTER MARSH PLANT PALETTE

Plants shown are conceptual in nature. Additional plantings may be used.

							
<i>Conocarpus erectus</i> Green Buttonwood	<i>Myricanthus fragrans</i> Simpson's Stopper	<i>Muhlenbergia capillaris</i> Muhly Grass	<i>Pontaderia cordata</i> Pickerel Weed	<i>Spartina bakeri</i> Spartina	<i>Tripsacum dactyloides</i> Fakahatchee Grass	<i>Taxodium distichum</i> Bald Cypress	<i>Acer rubrum</i> Red Maple (green)

PLANNING OVERVIEW

ALEXIS CRESPO, AICP
Waldrop Engineering

STACY HEWITT
Banks Engineering

STAFF REPORT

- Staff Recommendation of APPROVAL
- Consistent with the Comprehensive Plan & LDC
- Provides the public benefits consistent with Tier 3 densities
- 22 Conditions of approval
- Applicant in agreement with all conditions except for minor changes in “8 Day” Letter
- Approval of all deviations (except those withdrawn)



Outdoor Seating & COP

- Condition 4.a. Schedule of Uses:
 - Bar (limited to two within the planned development ~~indoor only and accessory to a restaurant~~. Outdoor COP will comply with Condition 22. ~~require a public hearing at PZDB~~)
 - Consumption on Premises (~~limited to indoor only in conjunction with a restaurant~~ outdoor COP will comply with Condition 22. ~~require a public hearing at the PZDB~~)

Outdoor Seating & COP

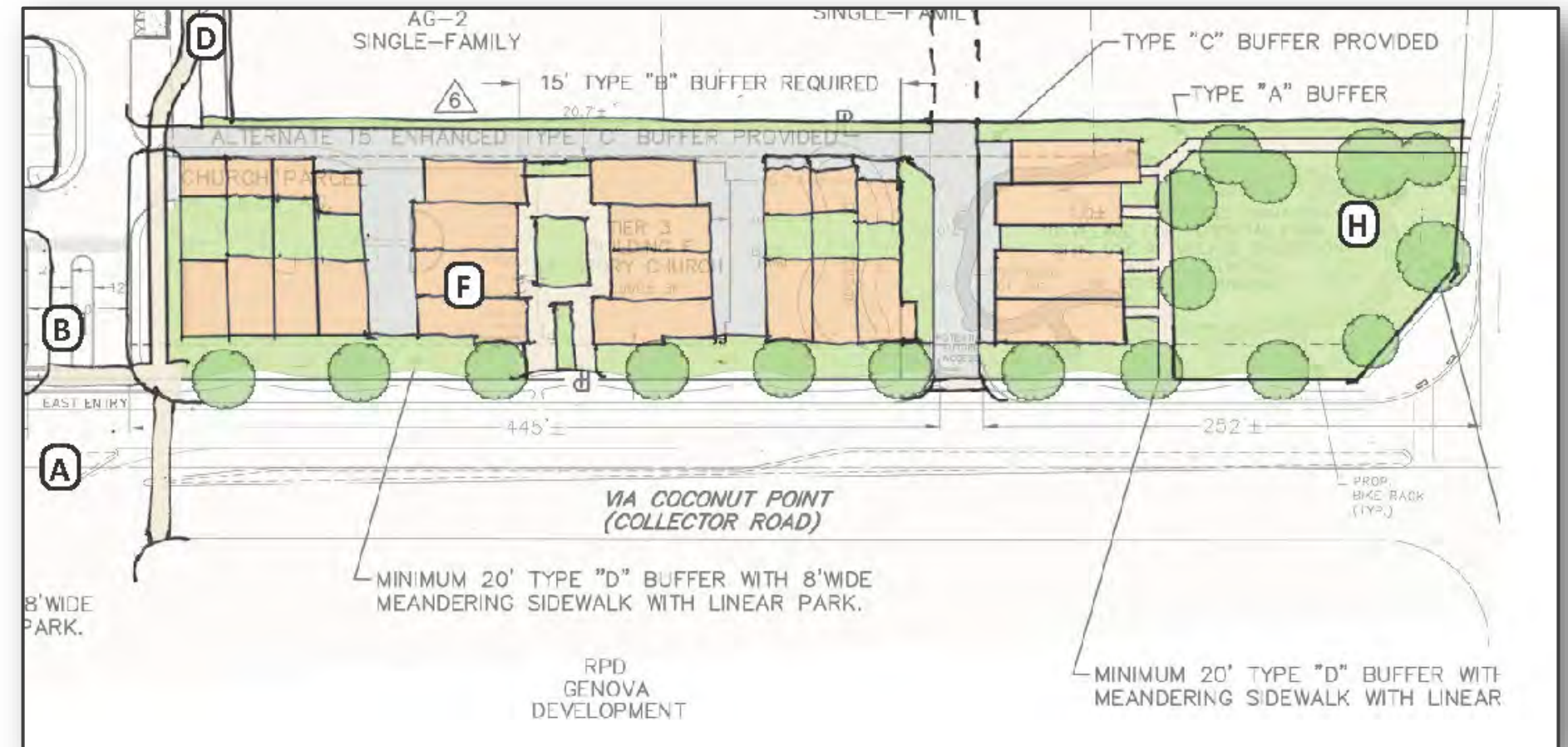
- Proposed New Condition: Condition 22. Outdoor seating in conjunction with consumption on premises is permitted in locations shown on the master concept plan and at the restaurant building C1 abutting the water feature and Via Coconut. Prior to local development order approval for any outdoor seating areas in conjunction with consumption on premises must demonstrate the following:
 - a. The development order site plan must show the proposed location and square footage of the outdoor seating area in compliance with above locations.
 - b. Outdoor Consumption on Premises is limited to 10 a.m. to 11 p.m. Sunday through Thursday, and 10 a.m. to 12 am., Friday and Saturday.
 - c. The site plan must identify noise mitigation measures, including building orientation, perimeter plantings, water fountains, and/or other sound reducing materials to ensure the development will be in compliance with the County Noise Ordinance, as amended.
 - d. The site plan must demonstrate that outdoor noise activity including, but not limited to music, live entertainment, or other activities that utilize amplified speaker systems or similar sound systems, are designed and installed to direct noise internal to the project along Main Street, and/or towards the Via Coconut right-of-way. Nothing in this condition will preclude compliance with the Noise Control Ordinance internal to the PD.
 - e. For the purposes of this condition, outdoor seating shall be defined as roofed or non-roofed areas of a restaurant, bar, clubhouse, recreational facility or mixed use building which are not enclosed.
 - f. This approval does not prohibit the owner from obtaining a Temporary Use Permit, or a special event permit.

Outdoor Seating & COP



Urban Design Comments

- Agree to townhomes as alternative to church
- Pattern Book & Architectural Design addresses input from Staff, Community Stakeholders, PZDB members & Village Council
- Request of recommendation of approval for Pattern Book as proposed



Phasing Condition 14

14. Project Phasing

The project will be phased to ensure that commercial uses are developed concurrently with residential uses to ensure the mixed use nature of the development.

Phasing is as follows and may be interchangeable:

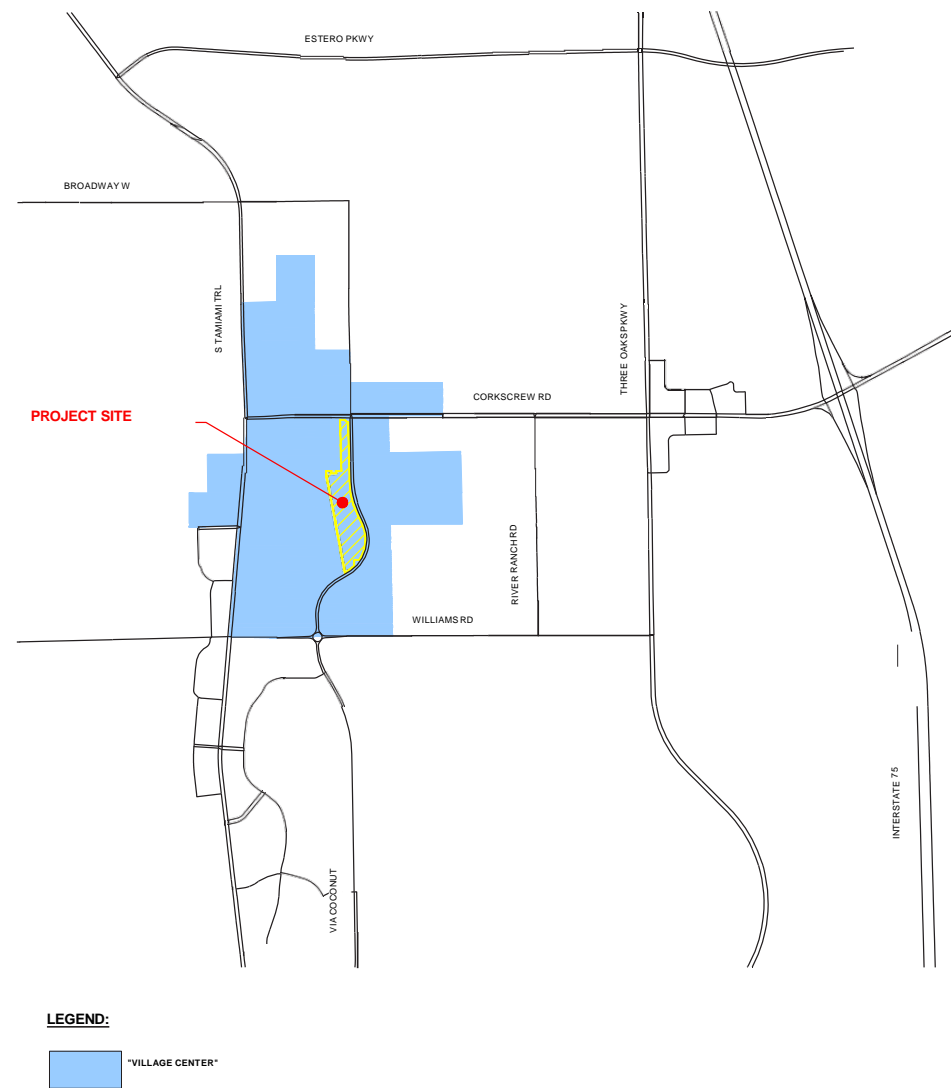
Phase 1: Building A, B, C, C2, D & E

Phase 2: Building C1

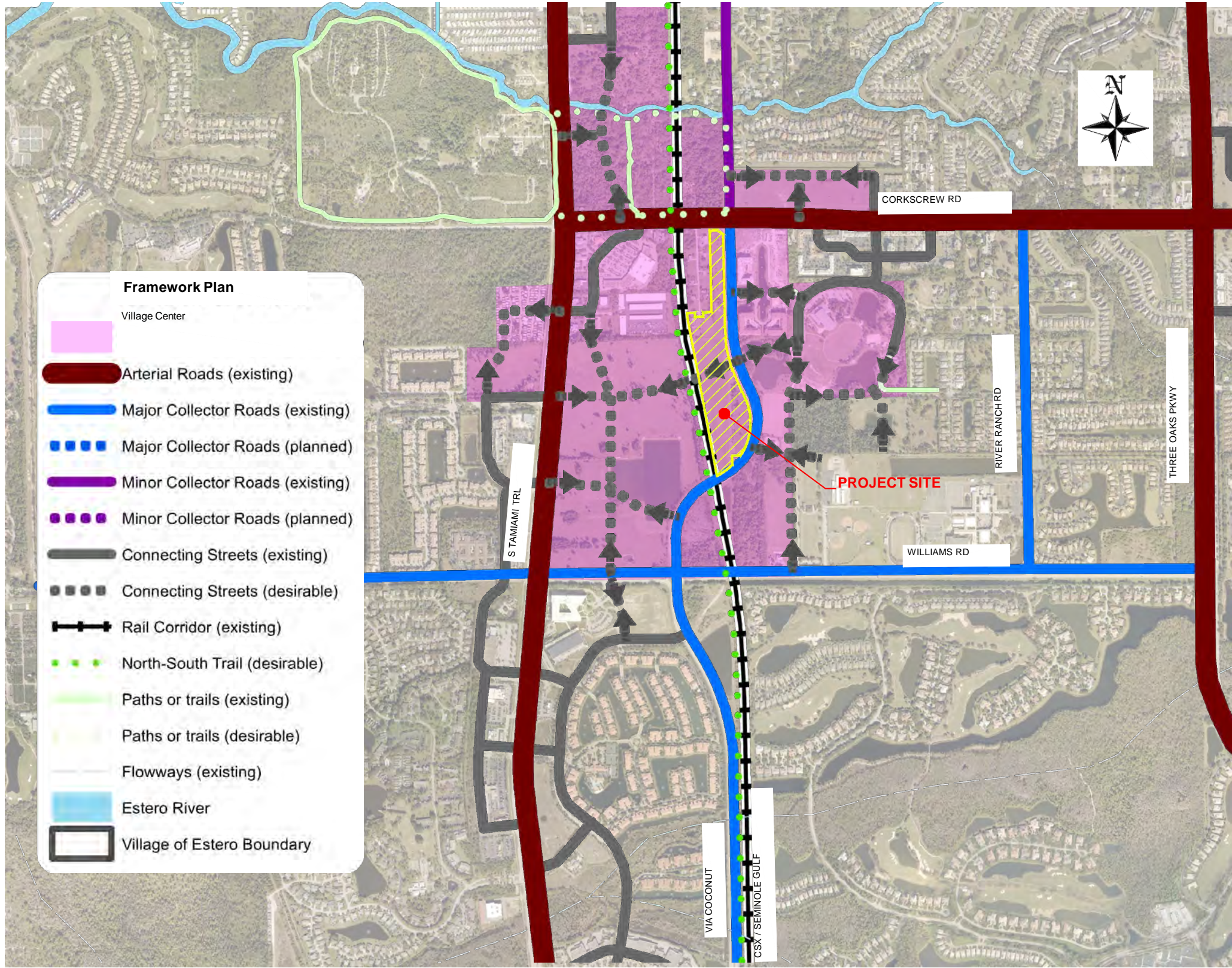
Phase 3: Building F or Townhomes

A minimum of three commercial buildings (C, C1, C2 or D) must receive a certificate of compliance prior to issuance of a certificate of compliance for a second residential building. A permit for the third residential building will not be issued until 75–25% of the square footage of the commercial buildings is occupied by non-residential establishments.

SITE LOCATION AND CONNECTIVITY



VILLAGE CENTER CONNECTIVITY MAP



COMPREHENSIVE PLAN COMPLIANCE

- ✓FLU Policy 1.1.1 – Unique Character & Quality of Life
- ✓FLU Policy 1.2.10 - Village Center & Tier 3 Density Standards
- ✓FLU Policy 1.3.10 – Removal of Billboard
- ✓FLU Policy 1.5.1 – Minor Commercial Standards
- ✓FLU Policy 1.9.1 & 2 – Mixed Use Development Form & Standards
- ✓FLU Policy 1.12.1 – Corridor Conscious Development Standards
- ✓TRA Policy 1.2.4 – Connectivity



LDC SEC. 3-707.B – GENERAL CRITERIA

- ✓ Accessibility
- ✓ Village Center Goals
- ✓ Minimum Standards
- ✓ Connected Street Network
- ✓ Street Design
- ✓ Lots & Blocks
- ✓ Visual Edge
- ✓ Architecture
- ✓ Quality of Buildings



LDC SEC. 3-707.0 – TIER 3 CRITERIA

■ Greater Mix Of Uses

- ✓ Vertically integrated mixed-use buildings
- ✓ Tier 3 achieved through EPD rezone
- ✓ Acreage occupied non-residential uses contribute to density calculation
- ✓ No maximum FAR

■ Gathering Places

- ✓ Mandatory Publicly Accessible Gathering Place
- ✓ Outdoor Parks, Religious Institutions, Civic Spaces, Businesses, Pedestrian/Passive Amenities
- ✓ One Primary Publicly Accessible Open Space/"Third Place"



PUBLIC BENEFITS & ENHANCEMENTS

SOCIAL VITALITY

- 1. MAIN STREET DESIGN
- 2. PLACE OF WORSHIP
- 3. ±1-ACRE LAND DONATION TO VILLAGE
- 4. LINEAR PARK
- 5. PUBLIC LAKE OBSERVATION PAVILION/FISHING PIER
- 6. PUBLIC PARK BENCH AREAS
- 7. PUBLIC LAWN AREA WITH PAVILION
- 8. PUBLIC DOG PARK
- 9. VERTICAL AND HORIZONTAL MIXED-USE DEVELOPMENT
- 10.STREET FRONT SHOPS
- 11. UPSCALE WATERFRONT RESTAURANT
- 12.NOT AGE-RESTRICTED. DIVERSE HOUSING

CONNECTIVITY

- 13.DESIRABLE CONNECTOR STREET
- 14. 8’ PUBLIC MEANDERING SIDEWALK ALONG VIA COCONUT POINT
- 15.BIKE LANES ON MAIN STREET
- 16.PROMOTE WALKABILITY WITH INTERCONNECTED SIDEWALKS
- 17.MIXED-USE PEDESTRIAN SHED
- 18.NON-GATED COMMUNITY

BUILT FORM

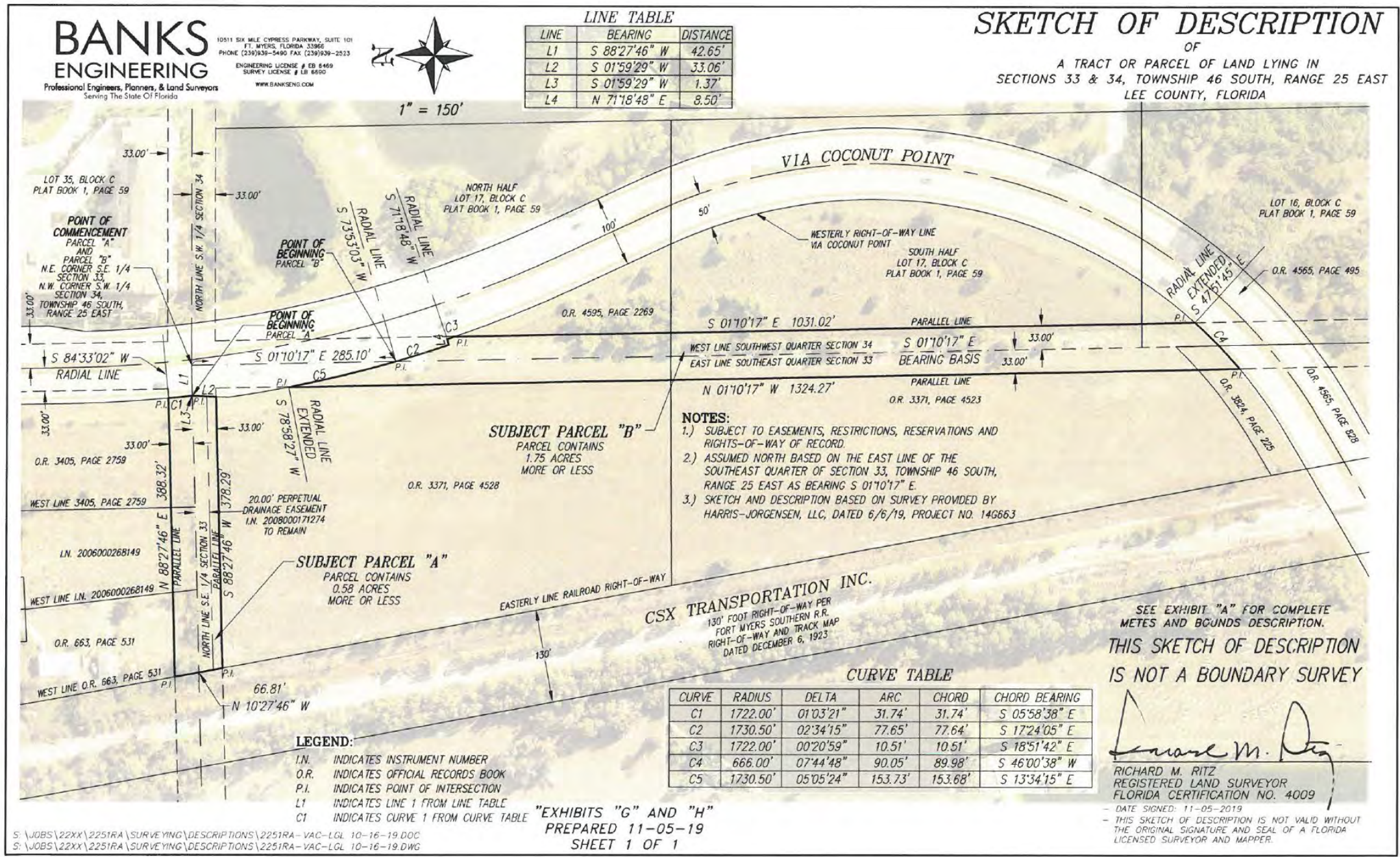
- 19.EXCEPTIONAL DESIGN
- 20.SCREENED PARKING
- 21.VARYING BUILDING HEIGHTS
- 22.360-DEGREE URBAN LOOK
- 23.ENTRY PAVERS AND LANDSCAPED SIGNAGE
- 24. SCULPTURE FEATURES
- 25.ON-STREET PARKING
- 26.STREET FURNITURE
- 27.BEST PRACTICES FOR COMPACT SURFACE WATER MANAGEMENT DESIGN
- 28.BEST PRACTICES FOR BLOCK LENGTHS
- 29.LAKE AND WATER FEATURES
- 30.FOUNTAINS

LANDSCAPE

- 31.INTERWEAVING PUBLIC ROW AND VIA COCONUT MPD FRONTAGE
- 32.ENHANCED LANDSCAPE BUFFERING ALONG VIA COCONUT FILTER MARSHES
- 33.LABEL PLANTINGS
- 34.CANTILEVERED PLANTERS
- 35.ENHANCED PERIMETER BUFFER PLANTINGS
- 36.ENHANCED INTERNAL LANDSCAPING
- 37.INCREASED PLANT SIZES
- 38.MEDIAN PLANTING
- 39.FLOWERING TREES
- 40.LARGE SPECIMEN PALMS
- 41.ENHANCEMENTS TO LANDSCAPE.
- 43.STREET TREES

RIGHT-OF-WAY VACATION

- 66 foot wide extending in a north-south direction in the southeastern portion of the site
- Easement is platted (Plat Book 1, Page 59) in the Public Records.
- The road right-of-way is no longer needed due to construction of Via Coconut Point
- Obtained required letters of no objection



COMMUNITY ENGAGEMENT

- Required P&Z Public Information Meeting January 21, 2020
- Design Review Board Pattern Book hearing January 22, 2020
- Additional community meeting conducted on February 12, 2020
- Stakeholder engagement throughout design and zoning review process
- No public opposition upon removal of hotel use
- Broad support from adjacent property owners and community/business leaders



CONCLUSIONS

- Quality mixed use development in form of Estero PD consistent with Village Center FLU
- Lower density, intensity and height than allowed by the LDC & Comprehensive Plan
- Significant public benefits exceeding Tier 3 criteria
- Consistent with LDC review criteria and Comprehensive Plan
- Broad community support
- Staff Recommendation of **APPROVAL**
- In agreement with all conditions with minor exceptions in 8 Day Letter
- Request PZDB Recommendation of **APPROVAL** with proposed changes in 8 Day Letter



VIA COCONUT

Mixed Use Development

VIA COCONUT ESTERO PLANNED DEVELOPMENT

PLANNING, ZONING & DESIGN BOARD
AUGUST 10, 2021

PROJECT TEAM

