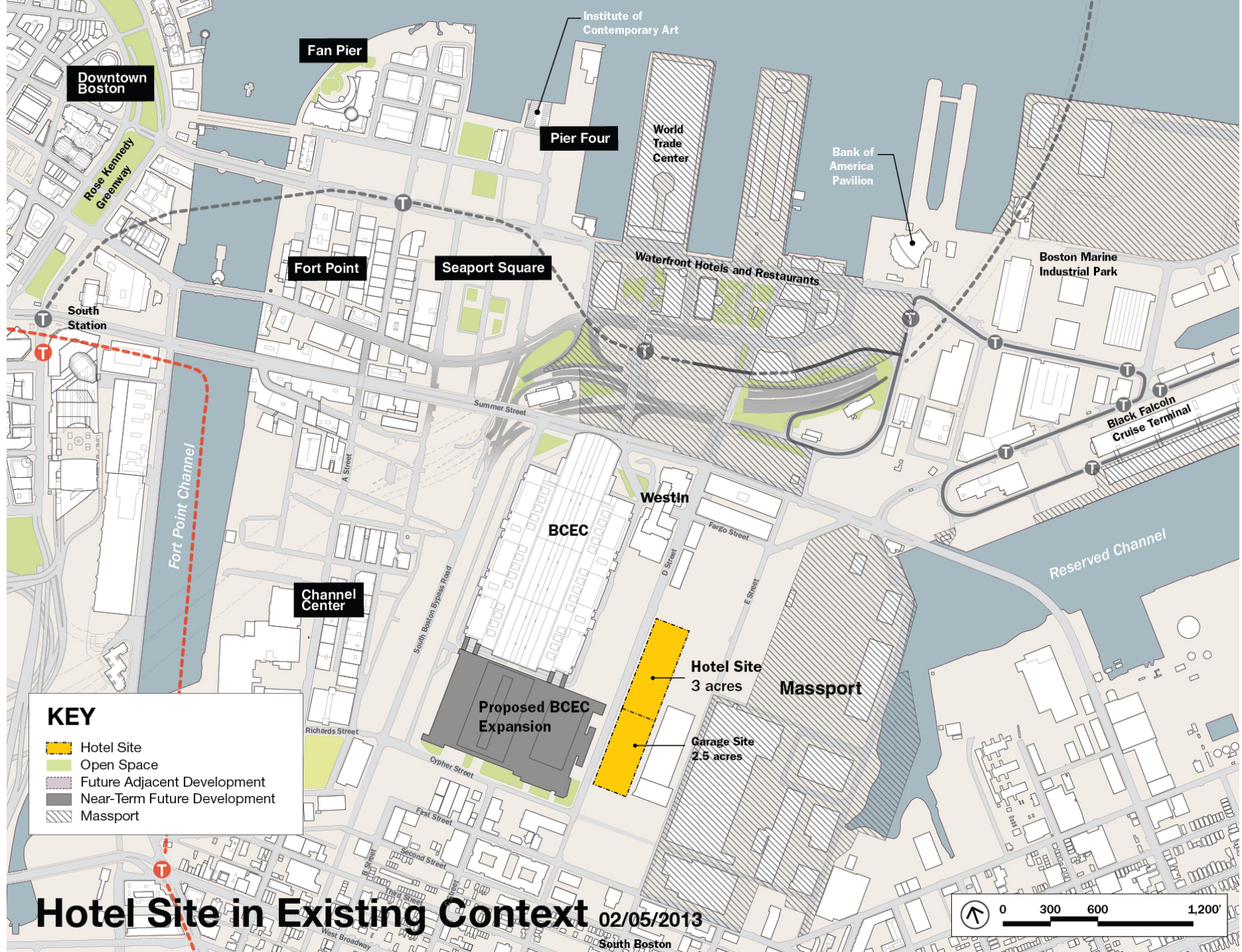


An aerial photograph of Boston, Massachusetts, showing the city's layout, including the harbor, downtown buildings, and the airport. The title is overlaid on the right side of the image in four horizontal bars of different colors: orange, cyan, green, and yellow.

BOSTON CONVENTION AND EXHIBITION CENTER

BCDC Presentation
February 5, 2013



Downtown Boston

Fan Pier

Pier Four

World Trade Center

Bank of America Pavilion

Fort Point

Seaport Square

Waterfront Hotels and Restaurants

Boston Marine Industrial Park

South Station

Black Falcon Cruise Terminal

Fort Point Channel

Summer Street

Westin

BCEC

Reserved Channel

Channel Center

South Boston Bypass Road

Hotel Site
3 acres

Massport

Proposed BCEC Expansion

Garage Site
2.5 acres

Richards Street

Oypher Street

First Street

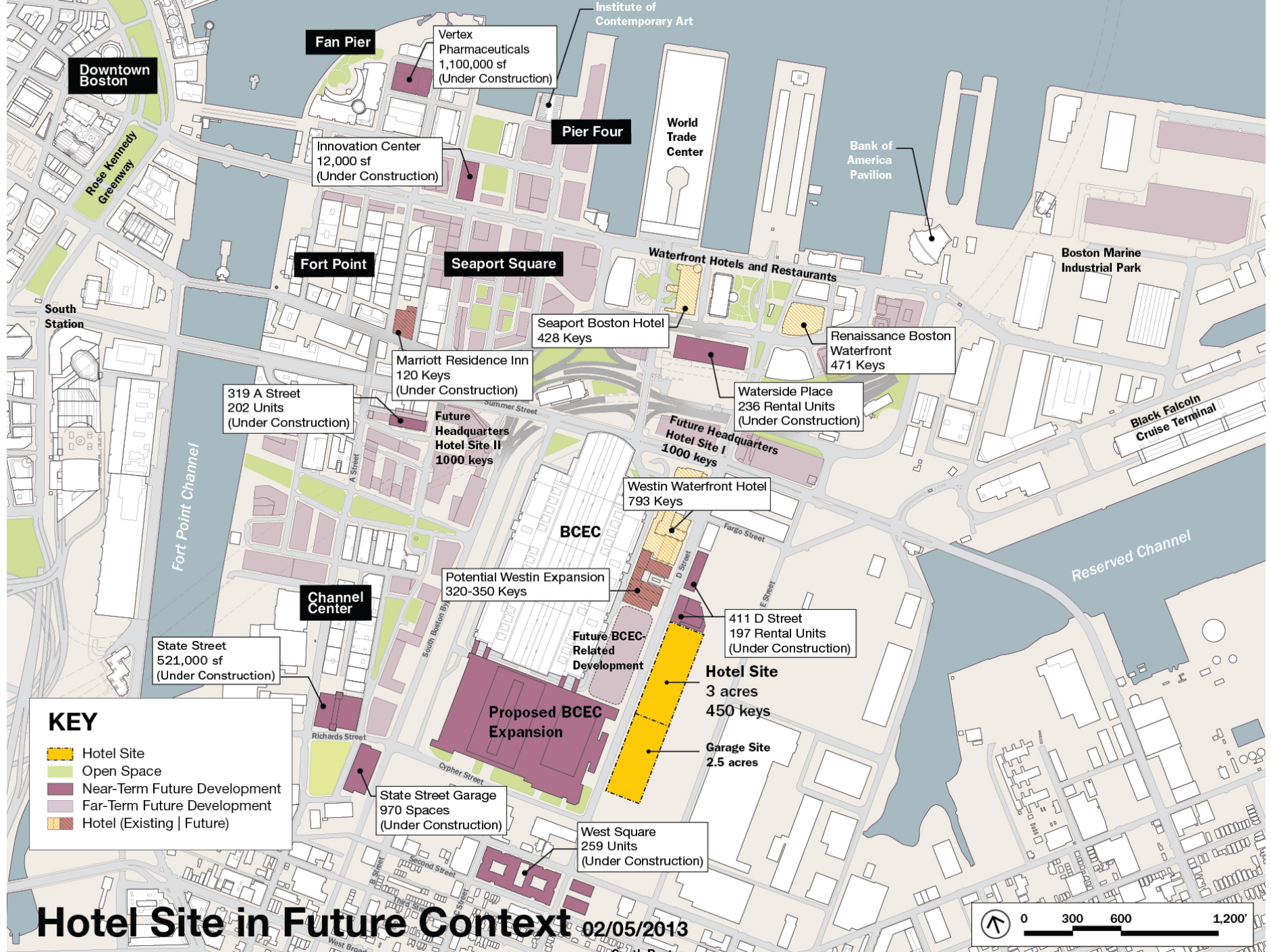
Second Street

Third Street

Fourth Street

West Broadway

South Boston



Downtown Boston

Fan Pier

Vertex Pharmaceuticals
1,100,000 sf
(Under Construction)

Pier Four

Fort Point

Seaport Square

Innovation Center
12,000 sf
(Under Construction)

World Trade Center

Bank of America Pavilion

Boston Marine Industrial Park

South Station

Seaport Boston Hotel
428 Keys

Renaissance Boston Waterfront
471 Keys

319 A Street
202 Units
(Under Construction)

Marriott Residence Inn
120 Keys
(Under Construction)

Waterside Place
236 Rental Units
(Under Construction)

Future Headquarters
Hotel Site II
1000 keys

Future Headquarters
Hotel Site I
1000 keys

Westin Waterfront Hotel
793 Keys

BCEC

Potential Westin Expansion
320-350 Keys

411 D Street
197 Rental Units
(Under Construction)

Channel Center

State Street
521,000 sf
(Under Construction)

Future BCEC-Related Development

Hotel Site
3 acres
450 keys

Garage Site
2.5 acres

Proposed BCEC Expansion

State Street Garage
970 Spaces
(Under Construction)

West Square
259 Units
(Under Construction)

KEY

- Hotel Site
- Open Space
- Near-Term Future Development
- Far-Term Future Development
- Hotel (Existing | Future)

Hotel Site in Future Context 02/05/2013



South Boston

KEY

-  Hotel Area
-  Parking Area
-  Service Road Zone
-  Side Street Zone
-  Potential Future Connections
-  Existing Buildings
-  Near-Term Development
-  BCEC Entrances

Existing BCEC

Proposed BCEC Expansion

Future Development

Future BCEC Event Space

Future BCEC Related Development

Hotel Area
135,448 sf
3.11 acres

Parking Area
107,747 sf
2.47 acres

DHL

411 D Street
Multifamily
Rental Housing

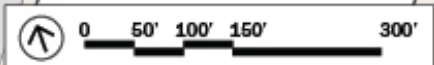
Westin
Expansion

Cypher Street

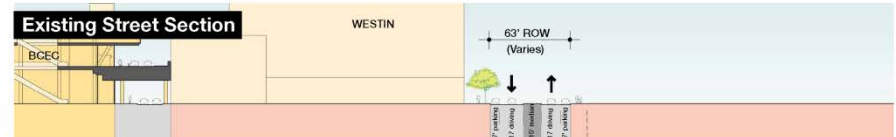
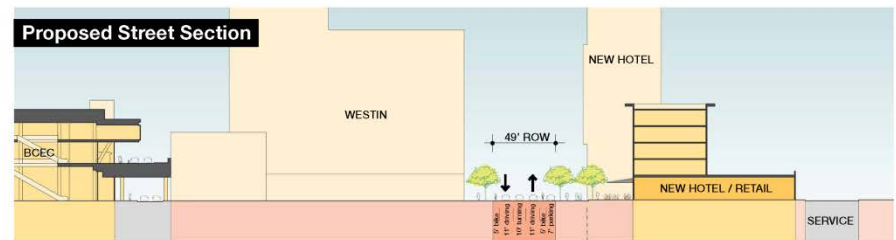
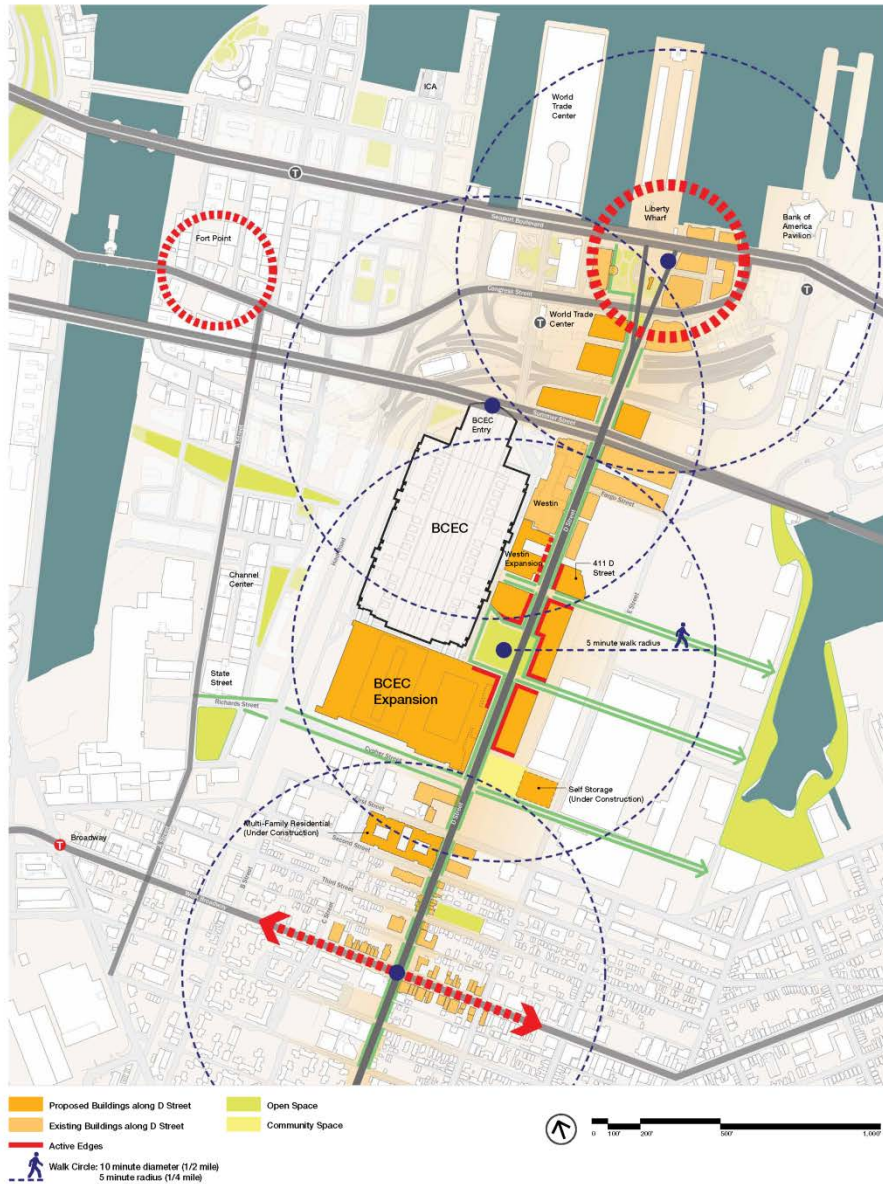
D Street

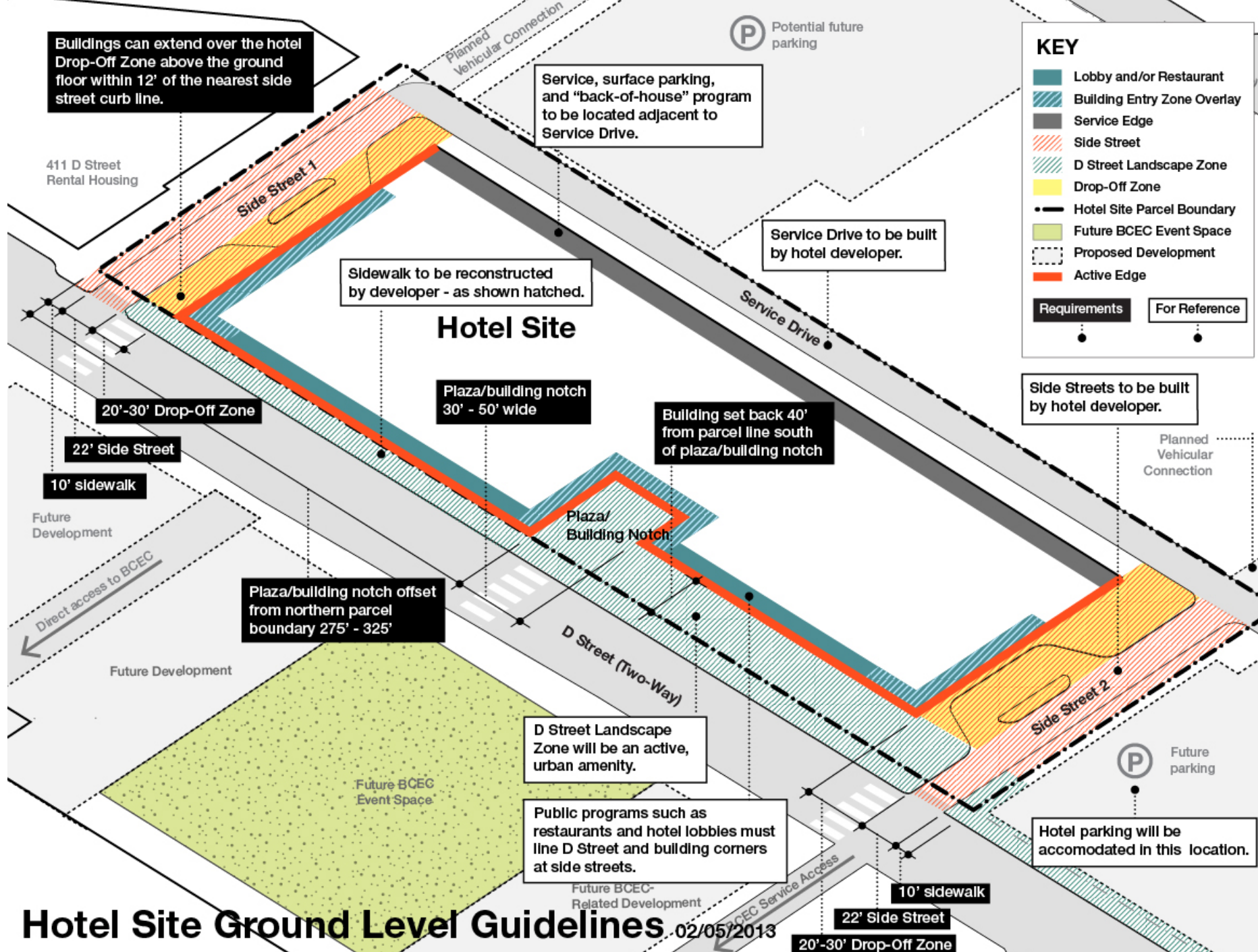
E Street

Hotel and Garage Site Plan Requirements 02/05/2013



D Street Experience





Buildings can extend over the hotel Drop-Off Zone above the ground floor within 12' of the nearest side street curb line.

Service, surface parking, and "back-of-house" program to be located adjacent to Service Drive.

Sidewalk to be reconstructed by developer - as shown hatched.

Service Drive to be built by hotel developer.

Hotel Site

Plaza/building notch 30' - 50' wide

Building set back 40' from parcel line south of plaza/building notch

Side Streets to be built by hotel developer.

Plaza/building notch offset from northern parcel boundary 275' - 325'

D Street Landscape Zone will be an active, urban amenity.

Public programs such as restaurants and hotel lobbies must line D Street and building corners at side streets.

Hotel parking will be accommodated in this location.

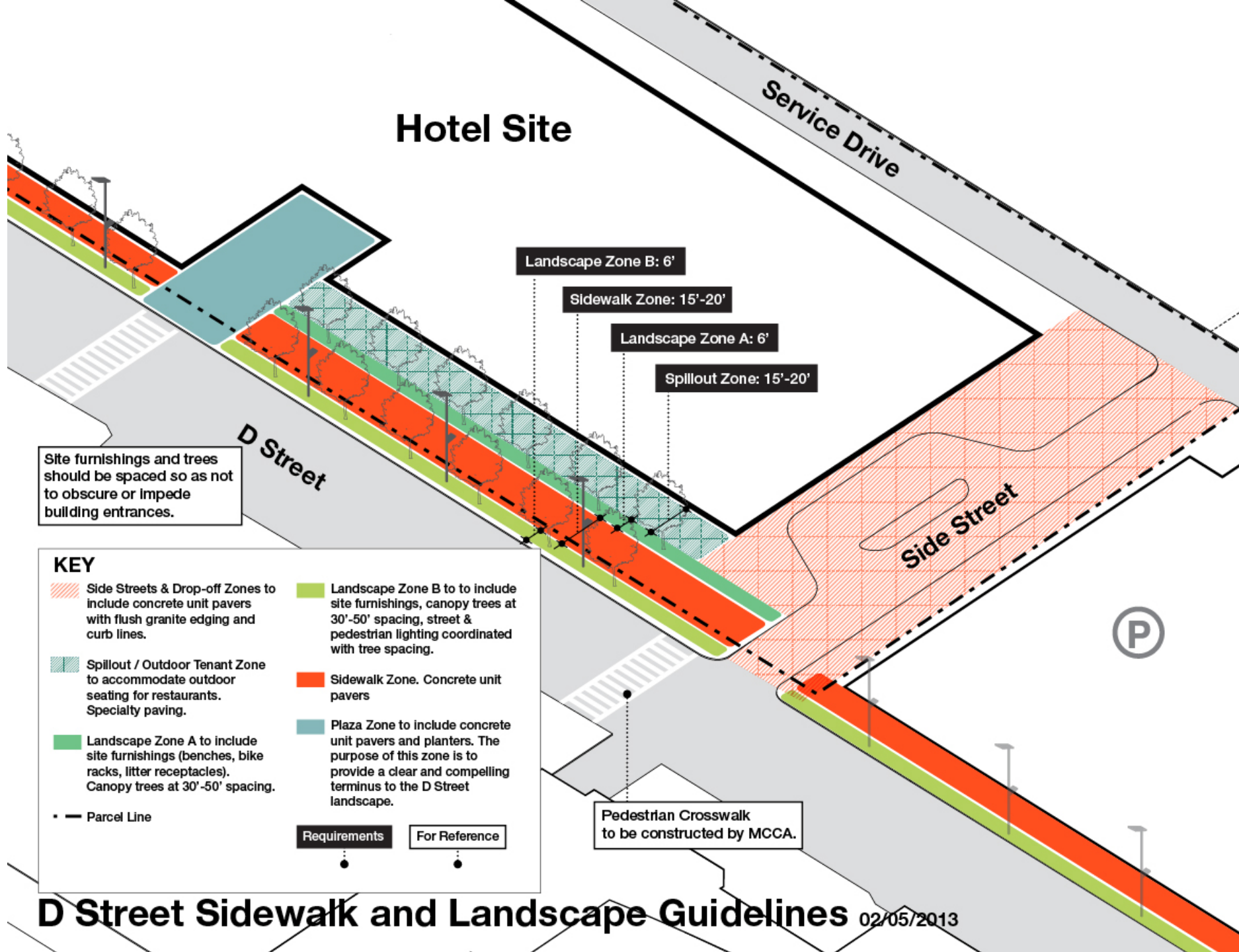
KEY

- Lobby and/or Restaurant
- Building Entry Zone Overlay
- Service Edge
- Side Street
- D Street Landscape Zone
- Drop-Off Zone
- Hotel Site Parcel Boundary
- Future BCEC Event Space
- Proposed Development
- Active Edge

Requirements For Reference

Hotel Site Ground Level Guidelines 02/05/2013

Hotel Site



Landscape Zone B: 6'

Sidewalk Zone: 15'-20'

Landscape Zone A: 6'

Spillover Zone: 15'-20'

Site furnishings and trees should be spaced so as not to obscure or impede building entrances.

KEY

-  Side Streets & Drop-off Zones to include concrete unit pavers with flush granite edging and curb lines.
-  Spillover / Outdoor Tenant Zone to accommodate outdoor seating for restaurants. Specialty paving.
-  Landscape Zone A to include site furnishings (benches, bike racks, litter receptacles). Canopy trees at 30'-50' spacing.
-  Landscape Zone B to include site furnishings, canopy trees at 30'-50' spacing, street & pedestrian lighting coordinated with tree spacing.
-  Sidewalk Zone. Concrete unit pavers
-  Plaza Zone to include concrete unit pavers and planters. The purpose of this zone is to provide a clear and compelling terminus to the D Street landscape.

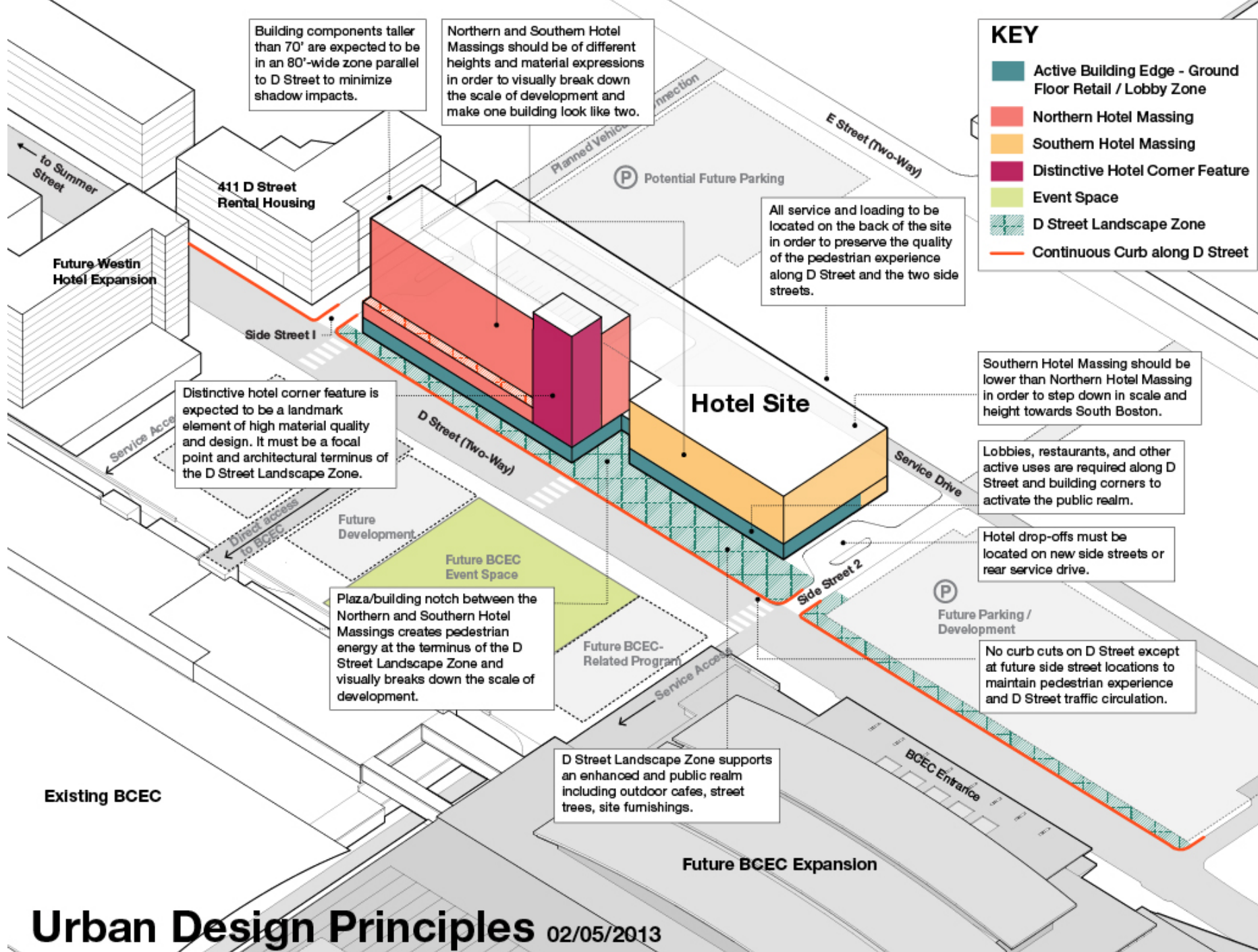
• — Parcel Line

Requirements

For Reference

Pedestrian Crosswalk to be constructed by MCCA.





Building components taller than 70' are expected to be in an 80'-wide zone parallel to D Street to minimize shadow impacts.

Northern and Southern Hotel Massings should be of different heights and material expressions in order to visually break down the scale of development and make one building look like two.

KEY

- Active Building Edge - Ground Floor Retail / Lobby Zone
- Northern Hotel Massing
- Southern Hotel Massing
- Distinctive Hotel Corner Feature
- Event Space
- D Street Landscape Zone
- Continuous Curb along D Street

All service and loading to be located on the back of the site in order to preserve the quality of the pedestrian experience along D Street and the two side streets.

Southern Hotel Massing should be lower than Northern Hotel Massing in order to step down in scale and height towards South Boston.

Distinctive hotel corner feature is expected to be a landmark element of high material quality and design. It must be a focal point and architectural terminus of the D Street Landscape Zone.

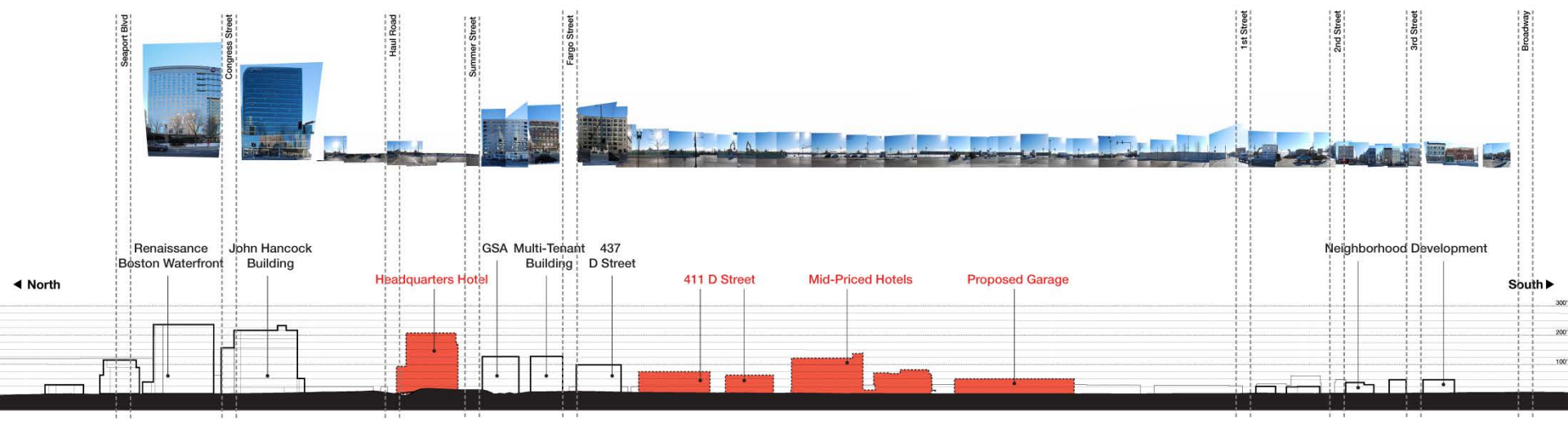
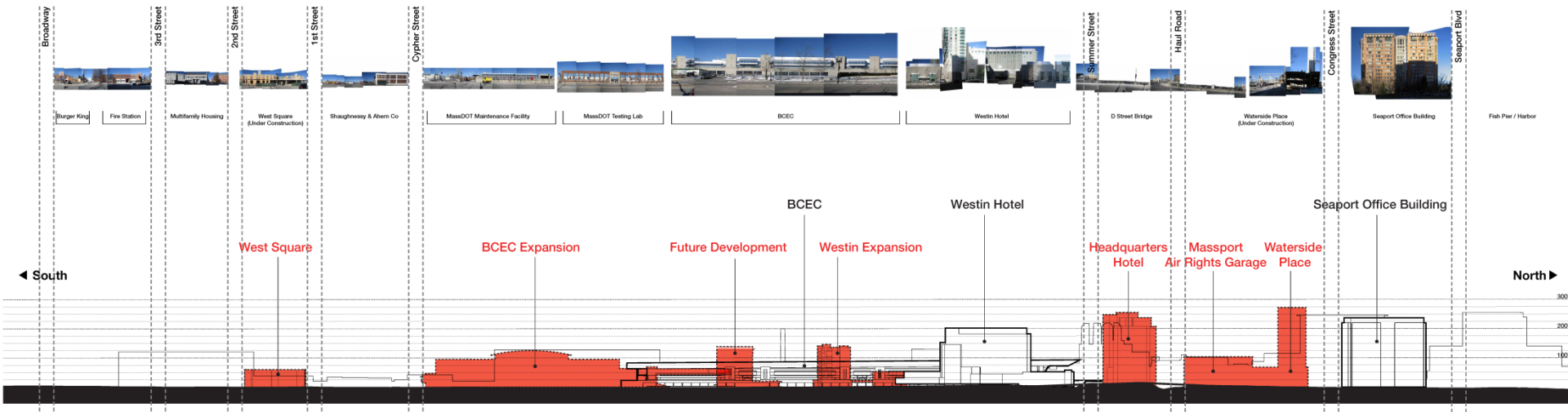
Lobbies, restaurants, and other active uses are required along D Street and building corners to activate the public realm.

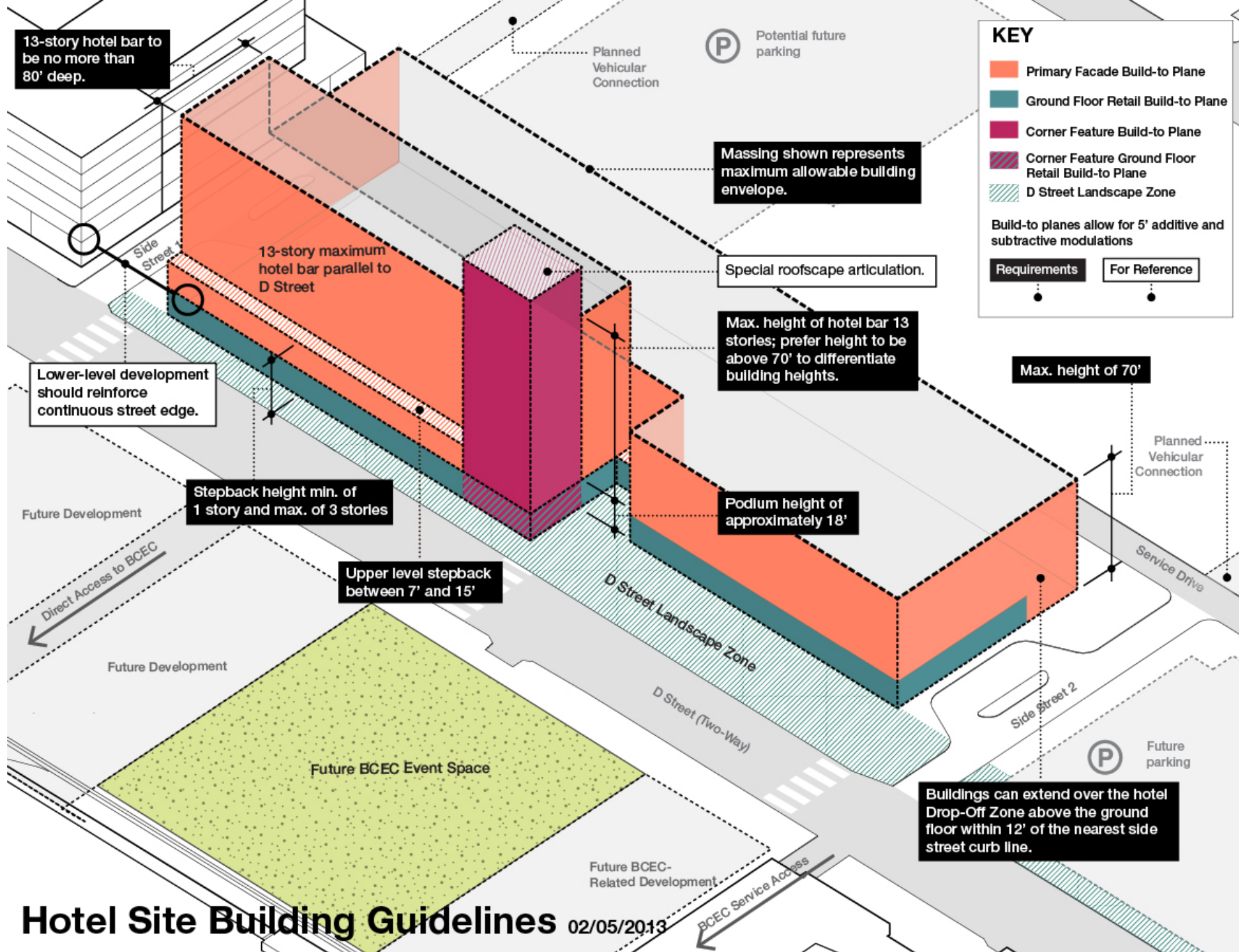
Hotel drop-offs must be located on new side streets or rear service drive.

Plaza/building notch between the Northern and Southern Hotel Massings creates pedestrian energy at the terminus of the D Street Landscape Zone and visually breaks down the scale of development.

No curb cuts on D Street except at future side street locations to maintain pedestrian experience and D Street traffic circulation.

D Street Landscape Zone supports an enhanced and public realm including outdoor cafes, street trees, site furnishings.





13-story hotel bar to be no more than 80' deep.

P Potential future parking

KEY

- Primary Facade Build-to Plane
- Ground Floor Retail Build-to Plane
- Corner Feature Build-to Plane
- Corner Feature Ground Floor Retail Build-to Plane
- D Street Landscape Zone

Build-to planes allow for 5' additive and subtractive modulations

Requirements	For Reference
•	•

Planned Vehicular Connection

Massing shown represents maximum allowable building envelope.

Special roofscape articulation.

Max. height of hotel bar 13 stories; prefer height to be above 70' to differentiate building heights.

Max. height of 70'

Lower-level development should reinforce continuous street edge.

Stepback height min. of 1 story and max. of 3 stories

Podium height of approximately 18'

Upper level stepback between 7' and 15'

Planned Vehicular Connection

Future Development

Direct Access to BCEC

Future Development

Future BCEC Event Space

Future BCEC-Related Development

P Future parking

Buildings can extend over the hotel Drop-Off Zone above the ground floor within 12' of the nearest side street curb line.

Hotel Site Building Guidelines 02/05/2013

BCEC Service Access

Side Street 2

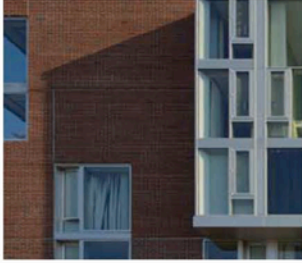
Service Drive

D Street (Two-Way)

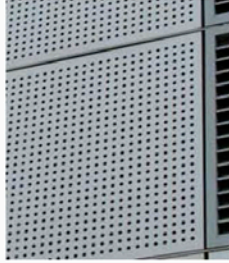
Side Street 1

Primary Facade Material Palette

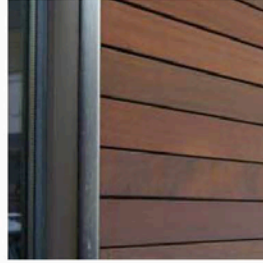
- Primary facade materials should be high-quality, durable, and climate-appropriate for a New England coastal environment. The images below represent a range of materials that meet these requirements.
- Primary facade treatment will differ between the Northern and Southern Hotel Massings.
- To enhance exterior architecture and the guest room environment, a concealed 4 pipe fan coil unit mechanical system for guestrooms is preferred, as opposed to a "through wall" type system. An alternative to a 4 pipe system may be proposed provided the Proposer describes all differences and benefits, including appearance (exterior facade and room interior) and the guest room experience.



Masonry Rainscreen



Metal Panel Rainscreen



Wood Cladding Rainscreen



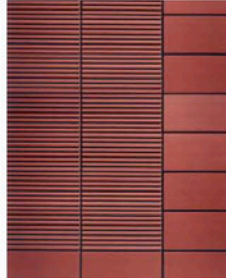
Cast Stone Rainscreen



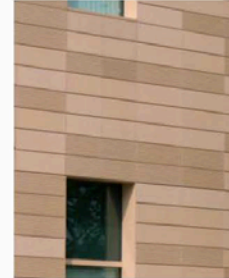
Metal Panel Rainscreen



Masonry Rainscreen



Terracotta Rainscreen



Cast Stone Rainscreen

Ground floor retail facades should form a continuous edge along D Street and building corners at side streets, and must be composed of at least 75% glazing. A robust base material of stone is advised below 18" for weatherability in winter.



Storefront Glazing



Storefront Glazing



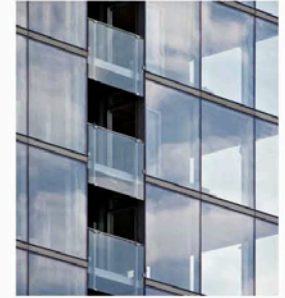
Storefront Glazing



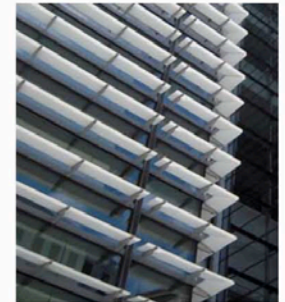
Storefront Glazing

Ground Floor Retail Material Palette

Corner feature materials and architectural design to be at a greater level of detail and quality than the primary facades. This could include a greater percentage of glass and additional detail elements such as sun-shading or architectural roof features.



Curtain Wall Glazing



Feature Detail [Sunscreen]

Corner Feature Material Palette

Rear facade materials above 70' should match the primary facade materials. Rear facade materials below 70' may be less detailed but similar to the primary facade.

Prohibited materials on all facades include EIFS, fiber cement panels, large fields of precast, GFRC panels, or high-pressure laminate panels.

Architectural Material Guidelines

Planting Materials

Trees along D Street to be a single species, large canopy tree planted in a double alley. Trees should be light-leaved and exhibit strong fall color, like Honey Locust (*Gleditsia triacanthos*) or Red Maple (*Acer rubrum*). Planters around trees to be planted with a single species of urban-hardy grasses or groundcover.

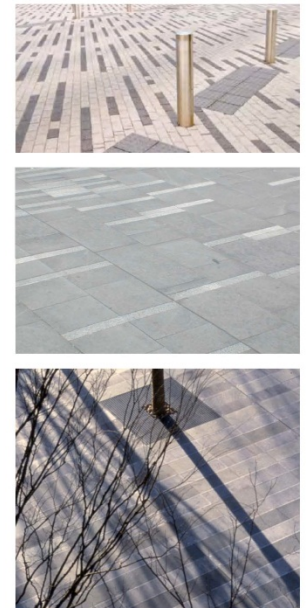


Site furnishings to be contemporary, modern, following clean lines, and made from metal, wood, or stone. Furnishings selected should be from a high-quality provider, such as Landscape Forms or Escofet.



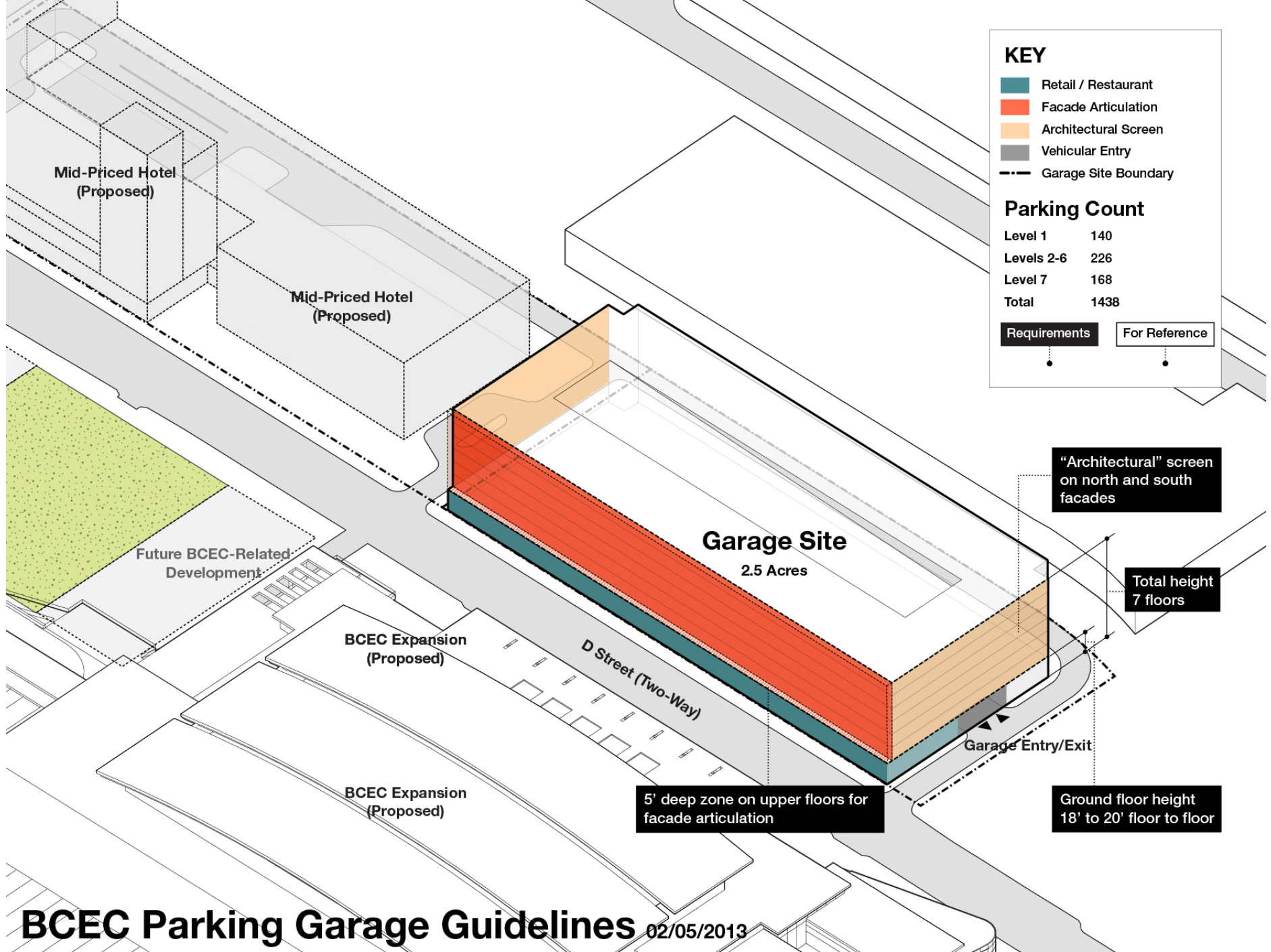
Site Furnishings

Concrete unit pavers, arranged in a dynamic pattern responding to planted areas and building entries. Pavers to be from a high-quality manufacturer, such as Hanover or Stepstone.



Paving

Landscape Material Guidelines



KEY

- Retail / Restaurant
- Facade Articulation
- Architectural Screen
- Vehicular Entry
- Garage Site Boundary

Parking Count

Level 1	140
Levels 2-6	226
Level 7	168
Total	1438

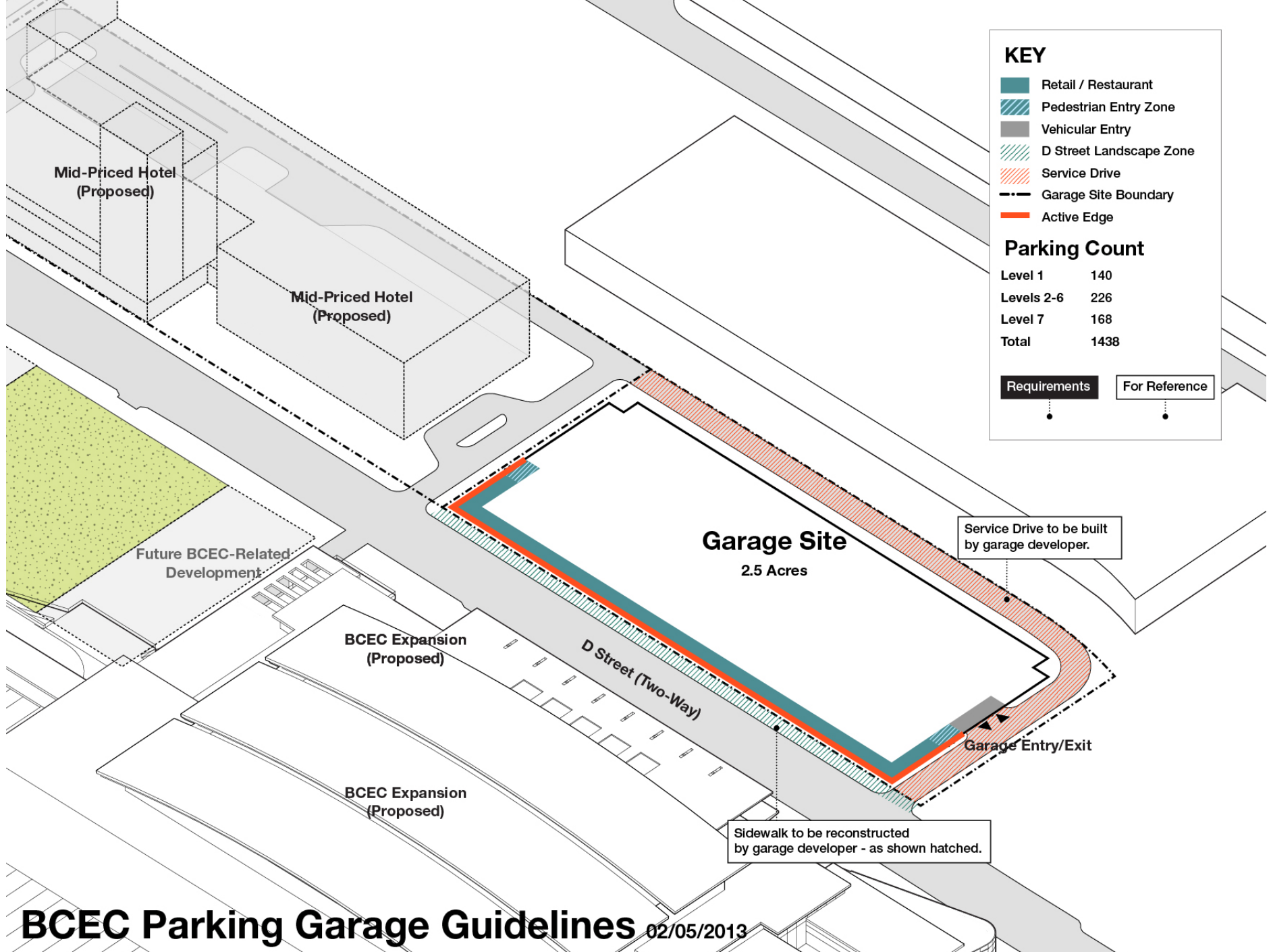
Requirements For Reference

"Architectural" screen on north and south facades

Total height 7 floors

5' deep zone on upper floors for facade articulation

Ground floor height 18' to 20' floor to floor



KEY

- Retail / Restaurant
- Pedestrian Entry Zone
- Vehicular Entry
- D Street Landscape Zone
- Service Drive
- Garage Site Boundary
- Active Edge

Parking Count

Level 1	140
Levels 2-6	226
Level 7	168
Total	1438

Requirements

For Reference

Garage Site
2.5 Acres

Service Drive to be built by garage developer.

Garage Entry/Exit

Sidewalk to be reconstructed by garage developer - as shown hatched.

Mid-Priced Hotel (Proposed)

Mid-Priced Hotel (Proposed)

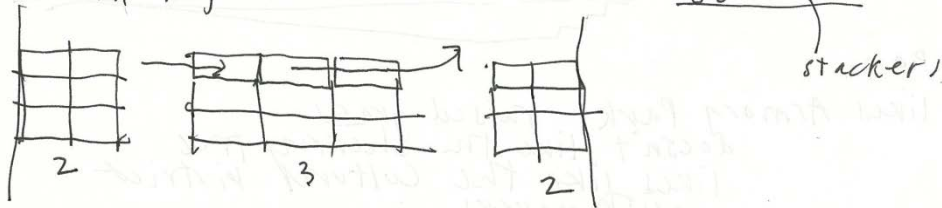
Future BCEC-Related Development

BCEC Expansion (Proposed)

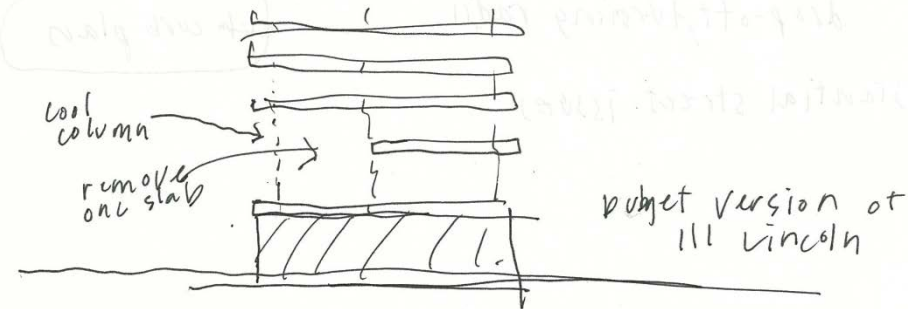
BCEC Expansion (Proposed)

D Street (Two-Way)

Valet parking might affect the section and layout



Howard - views of the water roof deck for a restaurant.

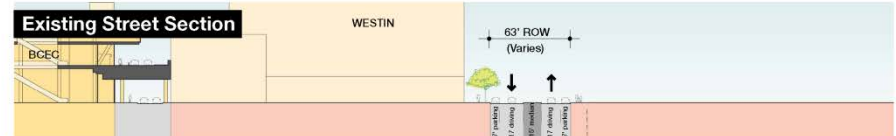
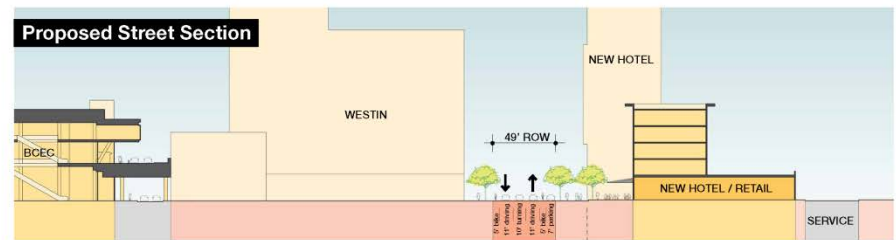
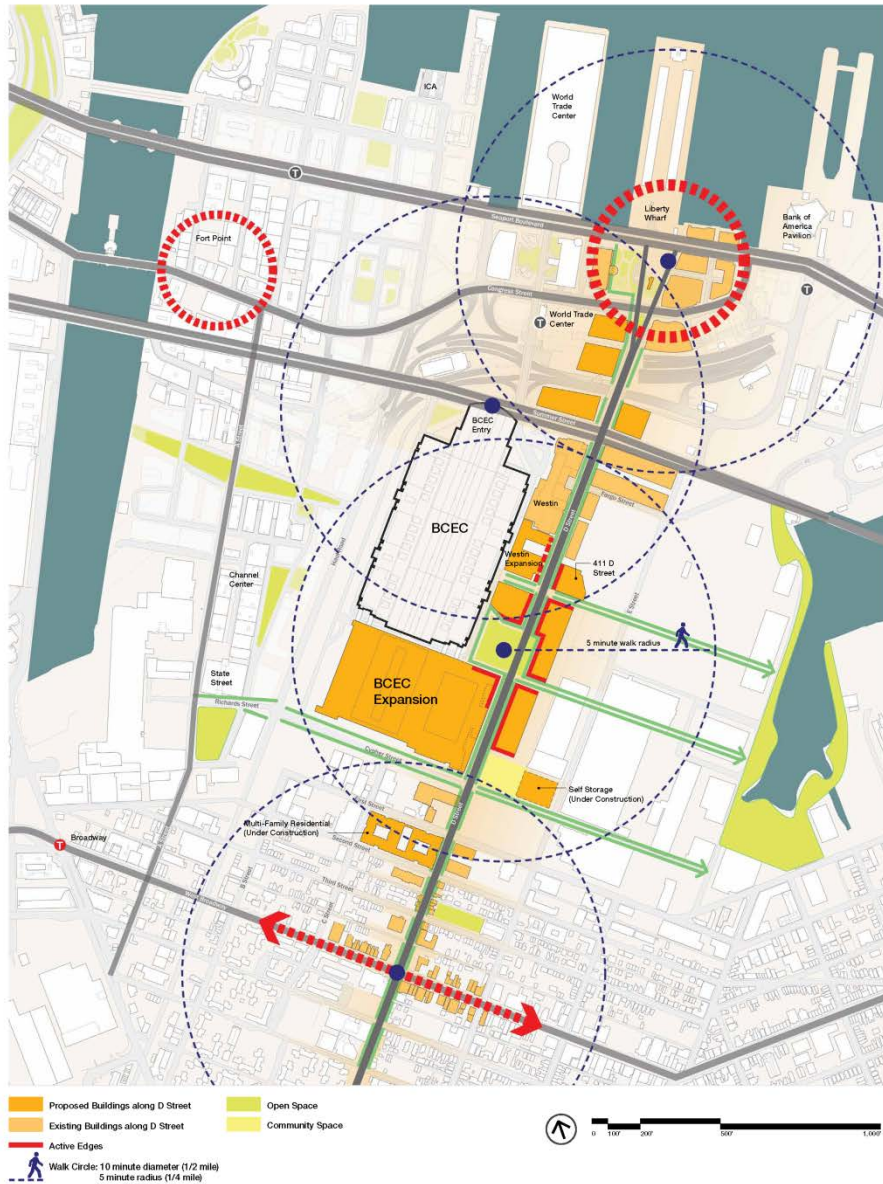


Parking Garage Workshop

Takeaways - Garage Design

December 12, 2012

D Street Experience



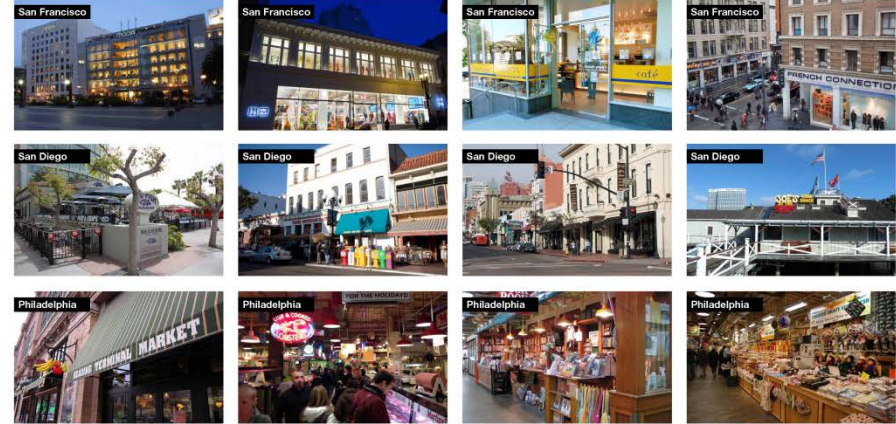
Retail Opportunities



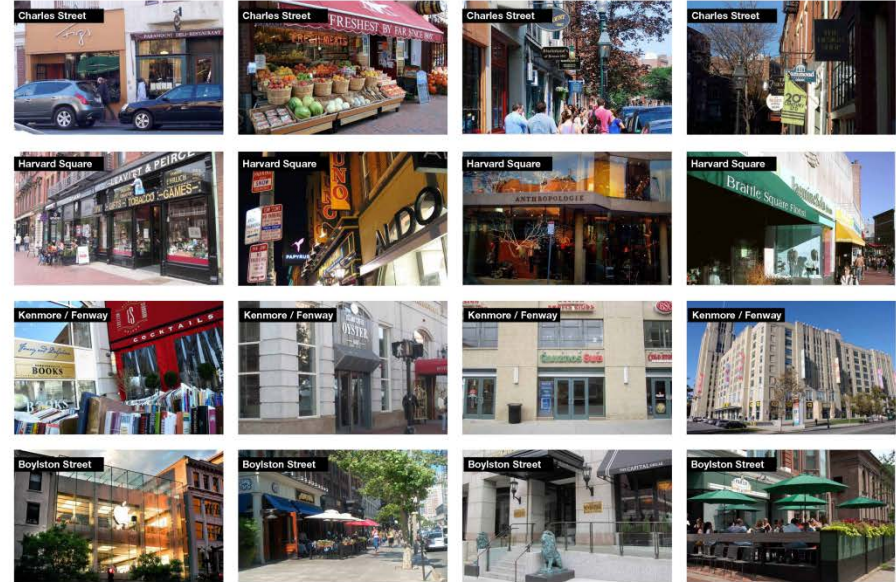
- Direct Control Retail
- Surrounding Retail
- Open Space
- Community Space



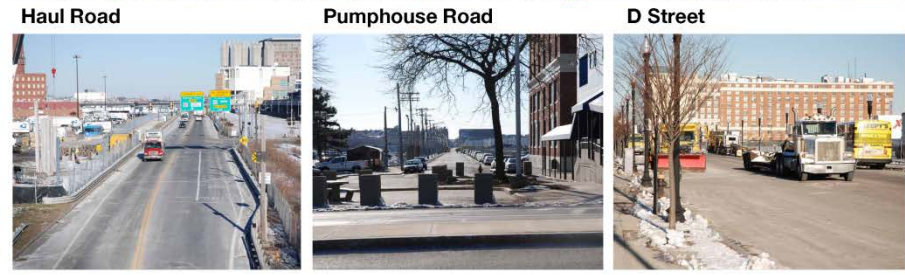
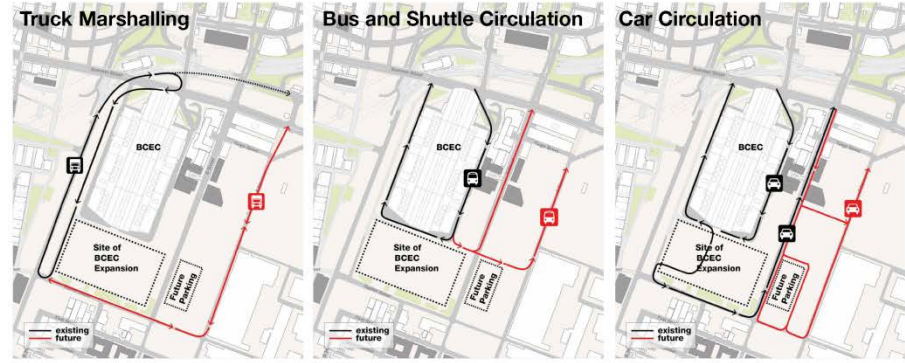
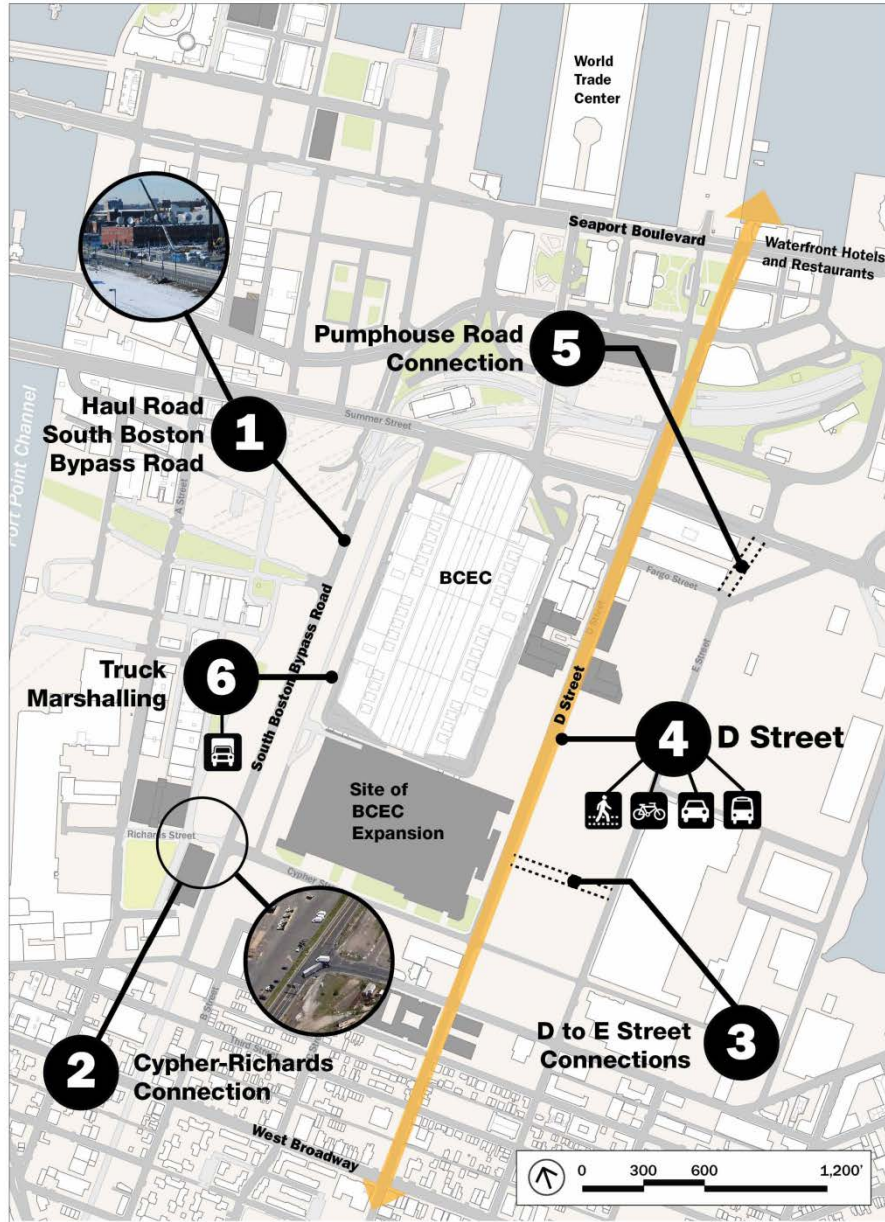
National Convention Center Districts



Boston Area Neighborhoods

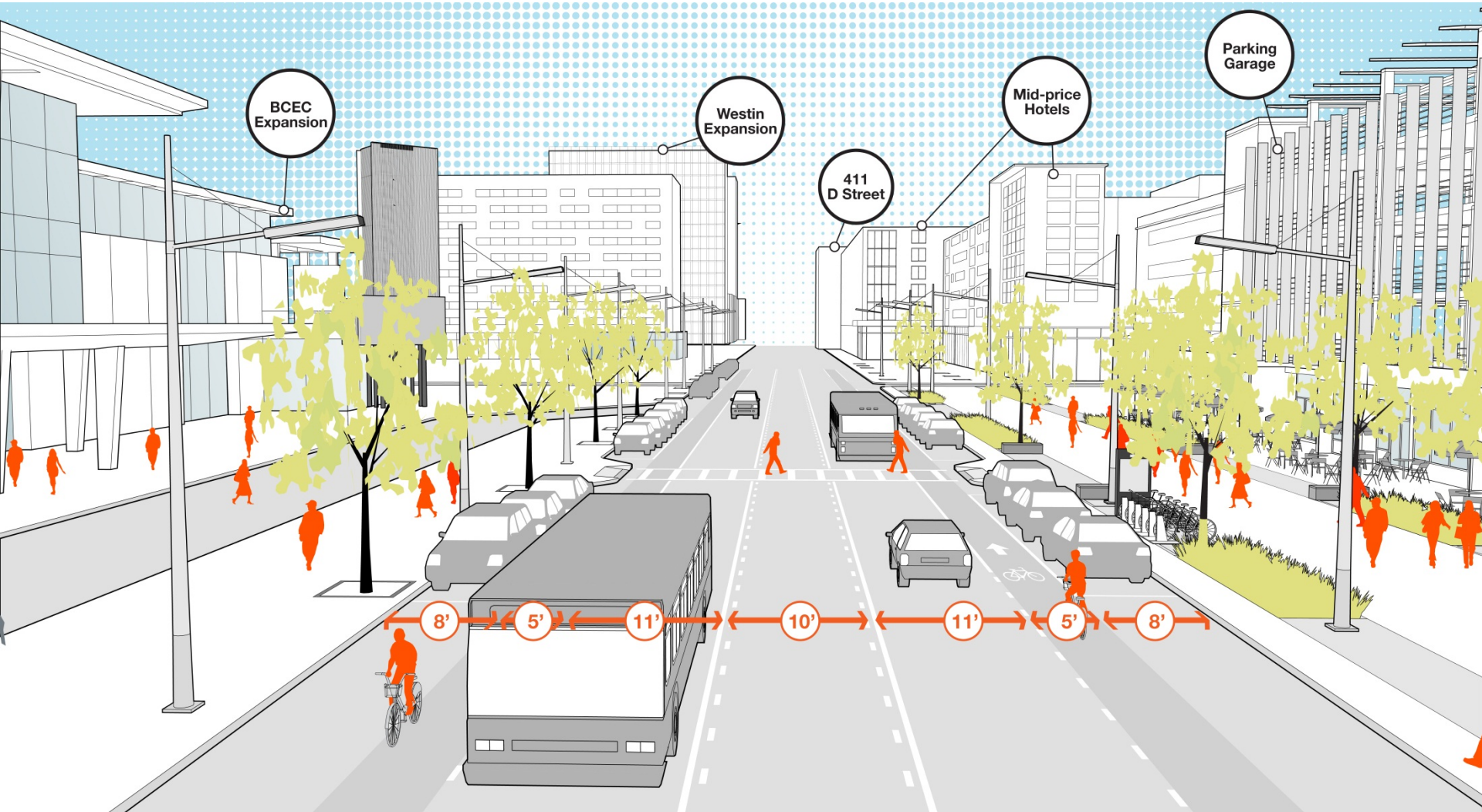


Transportation



Cypher-Richards Intersection (Proposed)





Looking North on D Street