



**BMC** INVESTMENTS

# Project Details

- 232 Units
- 16,302 square feet of high-end retail
- \$85 million total cost
- 12 stories (140') along Steele, 8 stories (95') along Adams
- 314 parking spaces:
- Amenities:
  - Rooftop pool
  - Fitness center and spa
  - Clubhouse
  - Theater / media room
  - 24 hour concierge
  - Landscaped courtyards throughout
  - Bike sharing program / repair shop
  - Dog Wash / Spa

# Design Process

- First Step: Met with Cherry Creek East Neighborhood Association to discuss their needs:
  - Wide, well landscaped, covered, lit, heated walks and pedestrian areas
  - Sufficient parking
  - Architecture that fit into context and character of Cherry Creek East while raising the bar for typical apartment community architecture
  - Traffic – a plan that did not put traffic strains into a particular area within the CCE neighborhood
- Second Step: Met with other stakeholders to discuss their needs (City Council, CCNA, adjacent property owners, City Planners, Mayor's Office, etc.)
- Third Step: Put together a top-notch project team, who were best suited to execute addressing the above issues
- Fourth Step: Created an iterative and collaborative process with CCE and other stakeholders throughout the design and planning stages
- Fifth Step: Created a plan that addressed the above issues

# Timeline

- December 3<sup>rd</sup>, 2012: Formal Site Plan Submittal
- March 15<sup>th</sup>, 2013: Site Plan Approval conditioned on MEP approval
- March 27<sup>th</sup>, 2013: Commence marketing for project financing
- April, 2013: Anticipated MEP approval  
75% Construction Drawing set completion  
Submit for demolition, foundation, excavation and shoring permits
- May, 2013: Submit for full building permits  
Xcel Energy to commence electrical and gas relocations  
100% Construction Drawing set completion  
Enter into GMP with Contractor
- June, 2013: Finalize financing  
Commence construction
- December, 2014: Project Completion

# Site Plan



# Renderings





# Renderings



# Renderings





# Renderings



# Renderings



# Renderings





# Renderings

