

Union Wharf
Baltimore, Maryland
Residential Architecture

Union Wharf brings upscale apartment living to Baltimore's historic Fells Point neighborhood. The L-shaped property is located on a former industrial site that was once home to a cement factory tucked into a busy seaport with a rich history of ship building. The building draws from the site's history and material palette. The masonry piers, exposed concrete, and steel structure recall the cement factory it replaced, and resonate with the nearby restored warehouses. Reclaimed wood harkens back to the ship building and piers that formerly occupied the site.





ALICEANNA ST

LANCASTER ST

THAMES ST

S ANN ST

S WOLFE ST

BELL ST

EXISTING WAREHOUSE

PROMENADE

UNION WHARF

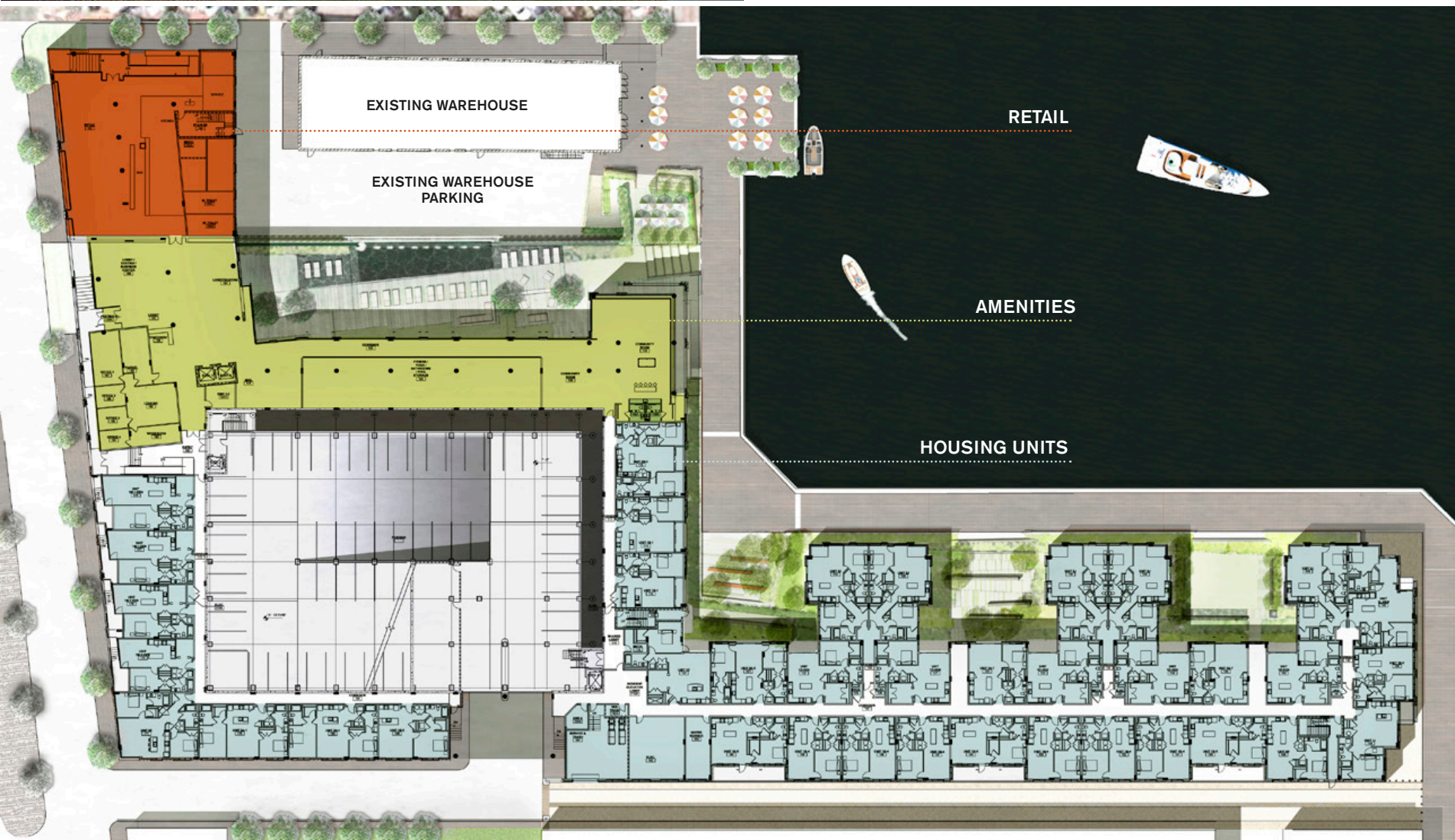


SITE PLAN + CONTEXT



GROUND FLOOR PLAN

Union Wharf was planned to gain maximum density, while remaining sensitive to the issues of building height and parking. Offering 281 apartments wrapped around a 473 space parking garage, the building rises to 40 feet and then steps back to respect the neighborhood's row-house scale and create unique balconies with unparalleled views of the harbor and city. A multi-layered site wall blocks views into the adjacent parking lot and slides into the lobby, connecting the interior and exterior spaces.





VIEW ALONG PROMENADE



LOBBY ENTRY

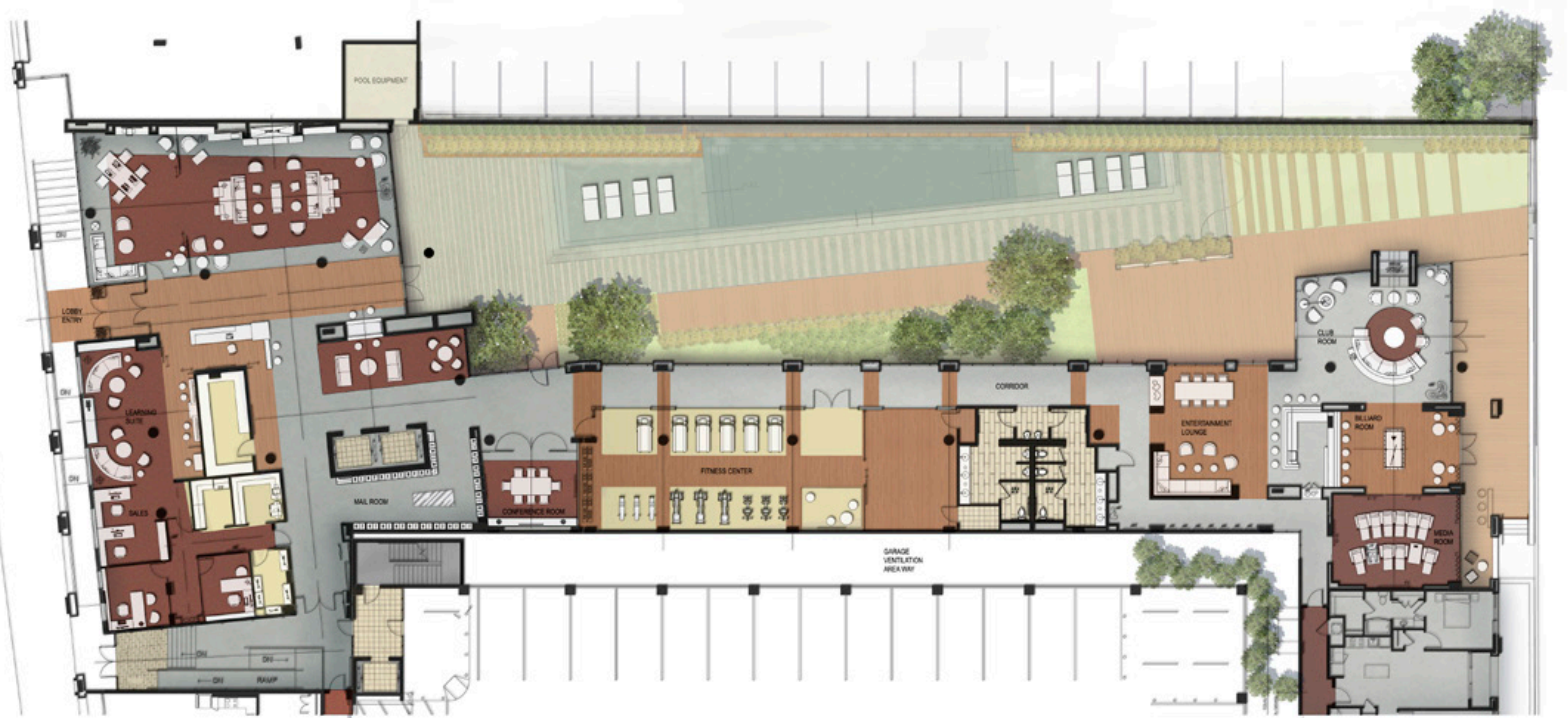


LOOKING NORTH ON SOUTH WOLFE STREET



WOLFE STREET FACADE LOOKING SOUTH

The interior amenity spaces are shaped around providing immediate and continual views of the harbor and the 150' infinity edge pool that dominates the courtyard. The leasing center, mail room, conference room, and fitness center all become part of a sequence that culminates at the two-story club room, promenade access and views of the harbor. Polished concrete floors and reclaimed wood used throughout the ground floor carry the post-industrial loft theme in the building.



YOGA STUDIO



AMENITY CORRIDOR



LOUNGE



VIEW OF POOL COURTYARD AND CLUBROOM.





CLUB ROOM BAR



LOBBY LIVING ROOM



RESIDENTIAL UNIT

