

Workshop 2

Mountain View
R3 Standards

November 16, 2020



Welcome!

- **Please submit questions via the Q&A feature.**

Questions will be addressed at the end of the presentation.

- **Interpretación en Español disponible.**

Cuando haga clic en el icono que aparece en su pantalla, seleccione Español para escuchar la reunion de esta noche en Español. Si la interpretación no es suficiente, puede solicitar una aclaración cuando hagamos una pausa. Para hacerlo, puede hacer clic en el icono "Raise Hand" para expresar su pregunta o solicitar una traducción.



- **To comment via phone, please dial *9 to "Raise Your Hand".**

- **After the Webinar, we will participate in a group discussion.**

To join a Breakout Room, please download Zoom desktop application at www.zoom.us



Introduction

- **Introductions**
- **Agenda**
- **Overview of the R3 project**



Workshop 2 Agenda

3 minutes – **Summary of R3 issues**

10 minutes - **Summary of Workshop 1 Input and Discussion**

20 minutes - **Character Areas and Degree of Change – Break for questions mid-way**

25 minutes - **Breakout Rooms**

20 minutes - **Reporting from Breakout Rooms**

10 minutes - **Summary of Workshop 2 Input and Discussion**

5 minutes - **Next Steps**



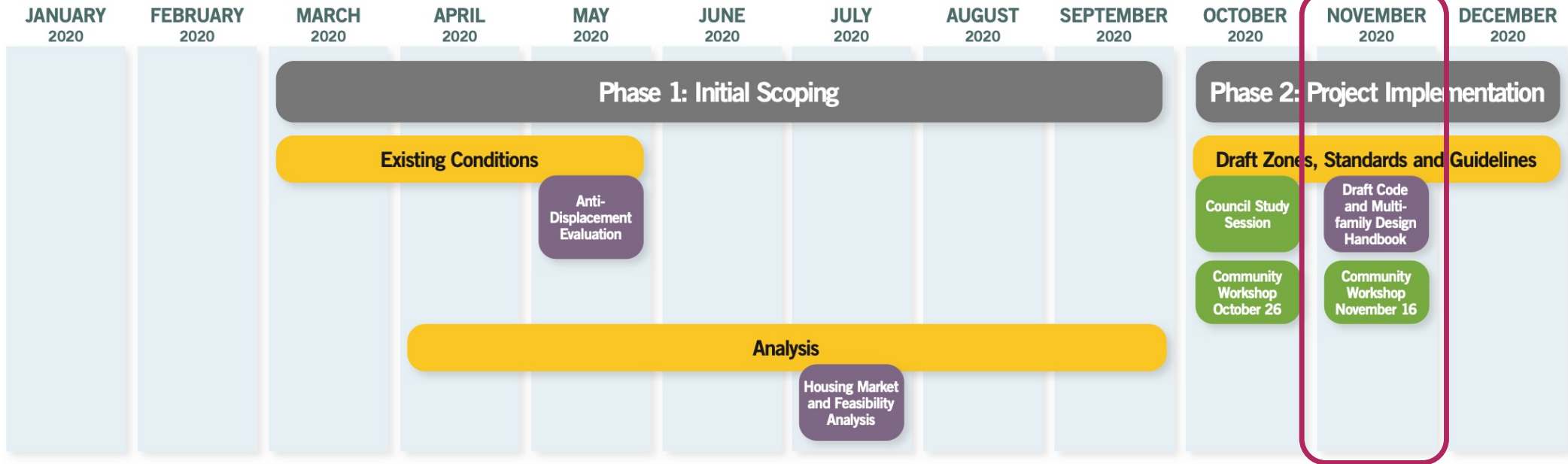
What is the R3 Project about?

- **City Council goal to incentivize stacked flat development**
- **2 key issues to address to accomplish the Council's goal**

Numerical standards in R3

Better Multi-Family design

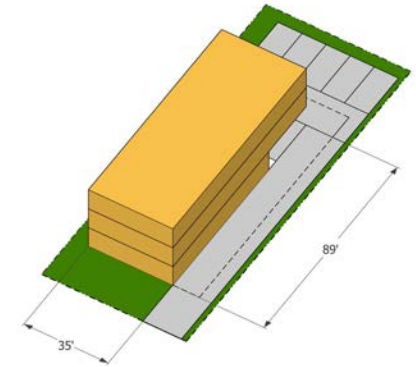
- **This is why the City has chosen to go with a Form-Based approach**



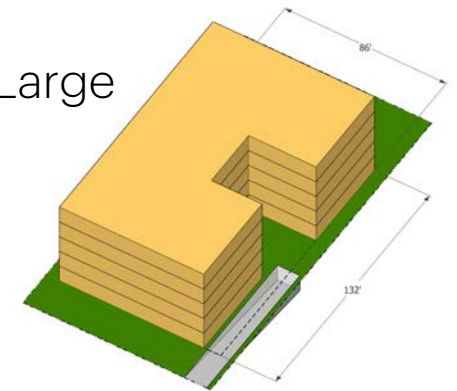
Summary of R3 Issues

- **5 different lot types/sizes in several different contexts, regulated through one zone**
- **Allowed Density too low**
- **Allowed Height too low**
- **Setbacks, Lot Coverage, and FAR too limiting**
- **Parking requirement too high**
- **Open Space requirement too high**

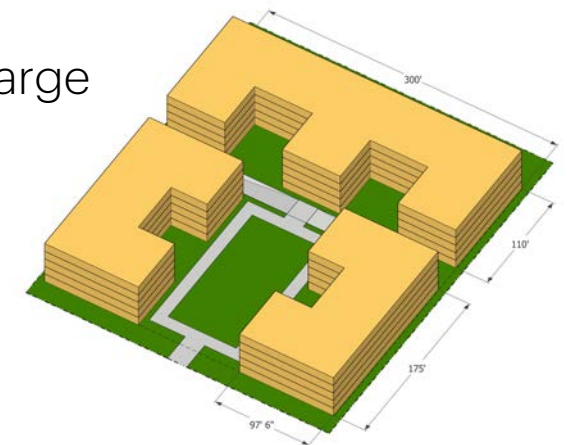
Small



Medium to Large



Extra Large



Workshop 1 Live Polling Results

- **Tallied votes from the 6 questions**



Reporting on Workshop 1 Questions

1) What do you think about the type of change needed in the R3 standards to achieve market feasibility? Select only one

- a) Acceptable with context-sensitive design **47%**
- b) Only acceptable if it produces more and varied housing choices **27%**
- c) Only acceptable in certain locations **19%**
- d) Not acceptable **7%**

Reporting on Workshop 1 Questions

2) In addition to the key standards that need to be addressed in this update of the R3, are there any that weren't mentioned but need to be included?

Pick all that apply

a) New trees along streetscape **60%**

b) Tree preservation 40%

c) Carshare 25%

d) Architectural style (e.g., Art Deco, Mid-Century Modern) 39%

e) Better sidewalks/walkability/streetscapes **81%**

f) More/better transit options **61%**

Three clear priorities



Reporting on Workshop 1 Questions

3) Changes to parking standards are going to be necessary. Which of the following best describes your outlook on parking? Select only one

- a) Support less parking for all developments along with unbundling of parking from each unit **38%**
- b) Support less parking for all developments (1 space per unit) and less within short walking distance of transit 18%
- c) Support less parking (<1 space per unit) only when within short walking distance of transit 14%
- d) Do not support less parking than what is currently required 30%



Reporting on Workshop 1 Questions

4) There are several different character areas and adjacencies in the R3. How aware were you of this prior to this workshop? Select only one

- a) Highly aware 29%
- b) Somewhat aware 39%
- c) Not aware 32%

Fairly even distribution



Reporting on Workshop 1 Questions

5) What areas of the R3 would you prioritize for change? Select only one

a) House-Scale Multi-Family 29%

b) Block-Scale Multi-Family 38%

c) Mixed Residential/Civic 28%

3% added 'all of the above'

1% added 'none of the above'

Fairly even distribution

Reporting on Workshop 1 Questions

6) In addition to needing more housing choices, what should the R3 prioritize? Select all that apply

- a) Better streetscape 36%
- b) Better massing/scale 37%
- c) Better ground floor design along sidewalk 43%
- d) Better architecture 35%

Fairly even distribution

Workshop 1 Breakout Rooms: Main Themes

- **Parking.** Use a variety of methods (car-stackers, podium, etc.) to allow density without reducing parking.
- **Context-Sensitive Development.** Calibrate Building Character + Building Scale to reflect existing, but support taller buildings as appropriate.
- **Housing Variety.** Use a variety of small and large Housing Types to achieve desired densities.
- **Transit.** Improve options for transit where increasing densities, or focus increased densities near existing and planned transit infrastructure.
- **Walkability.** Promote through shade trees, pedestrian-friendly buildings, frontages, and de-emphasizing or hiding parking.



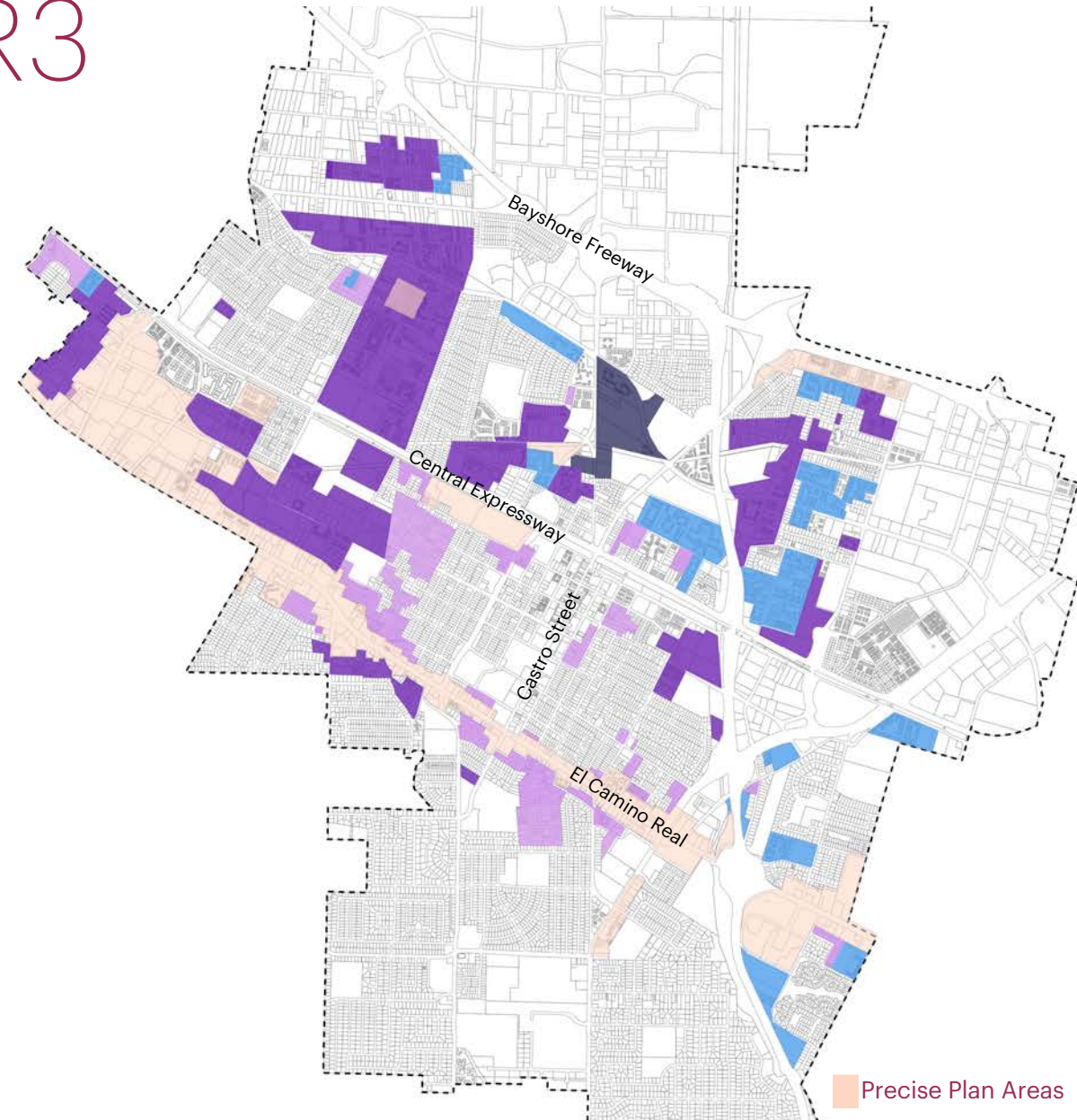
Physical Character and Degree of Change

Review types of physical character in R3 areas

Review allowed R3 residential development types and identify new standards

Character Areas in R3

-  **1 - Multifamily Neighborhood
Mostly House-Scale Buildings**
-  **2 - Multifamily Neighborhood
Mostly Block-Scale Buildings**
-  **3 - Mix Residential/Civic**
-  **4 - Other**

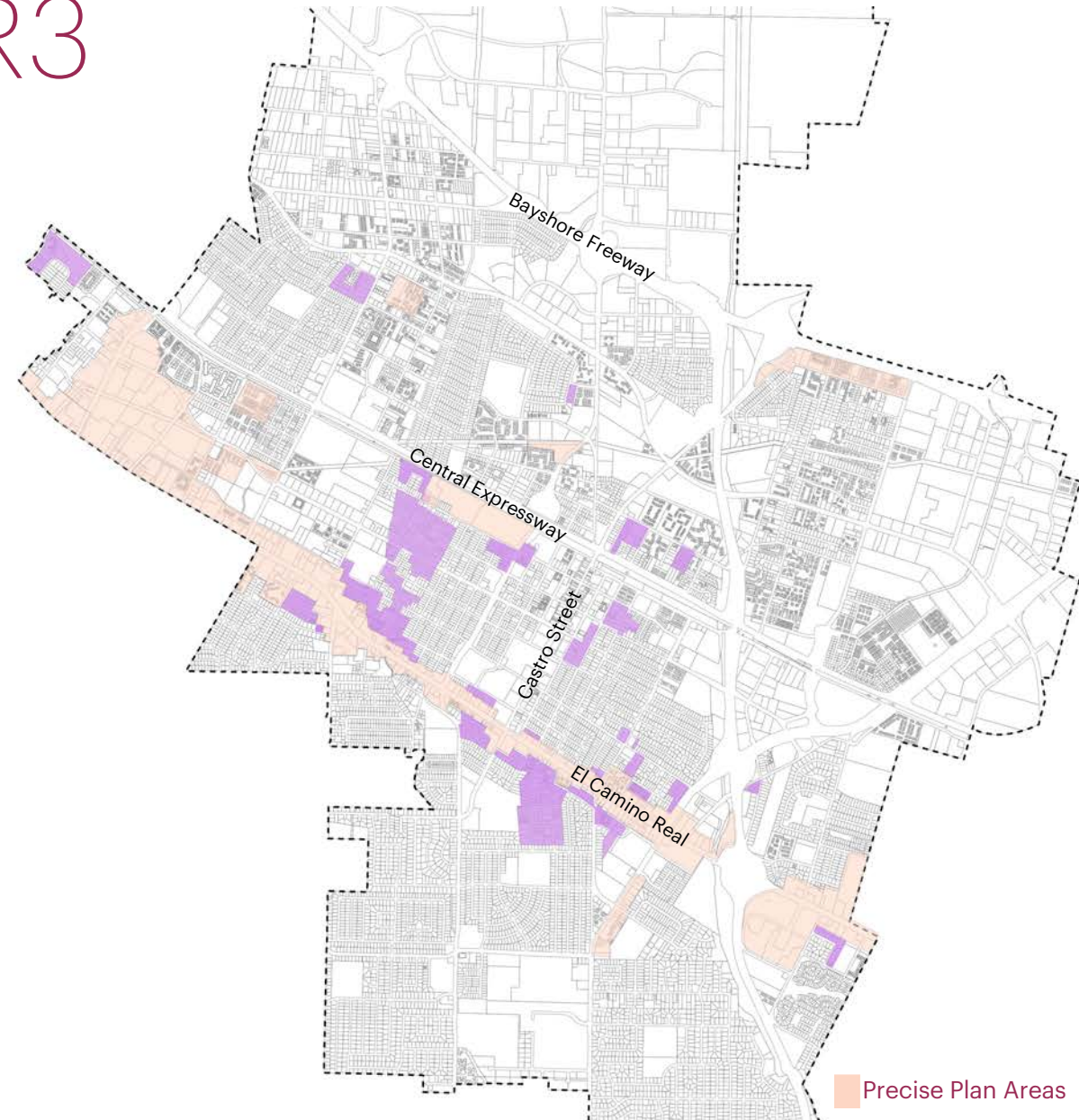


Character Areas in R3

1 - Multifamily Neighborhood Mostly House-Scale Buildings

Existing Conditions:

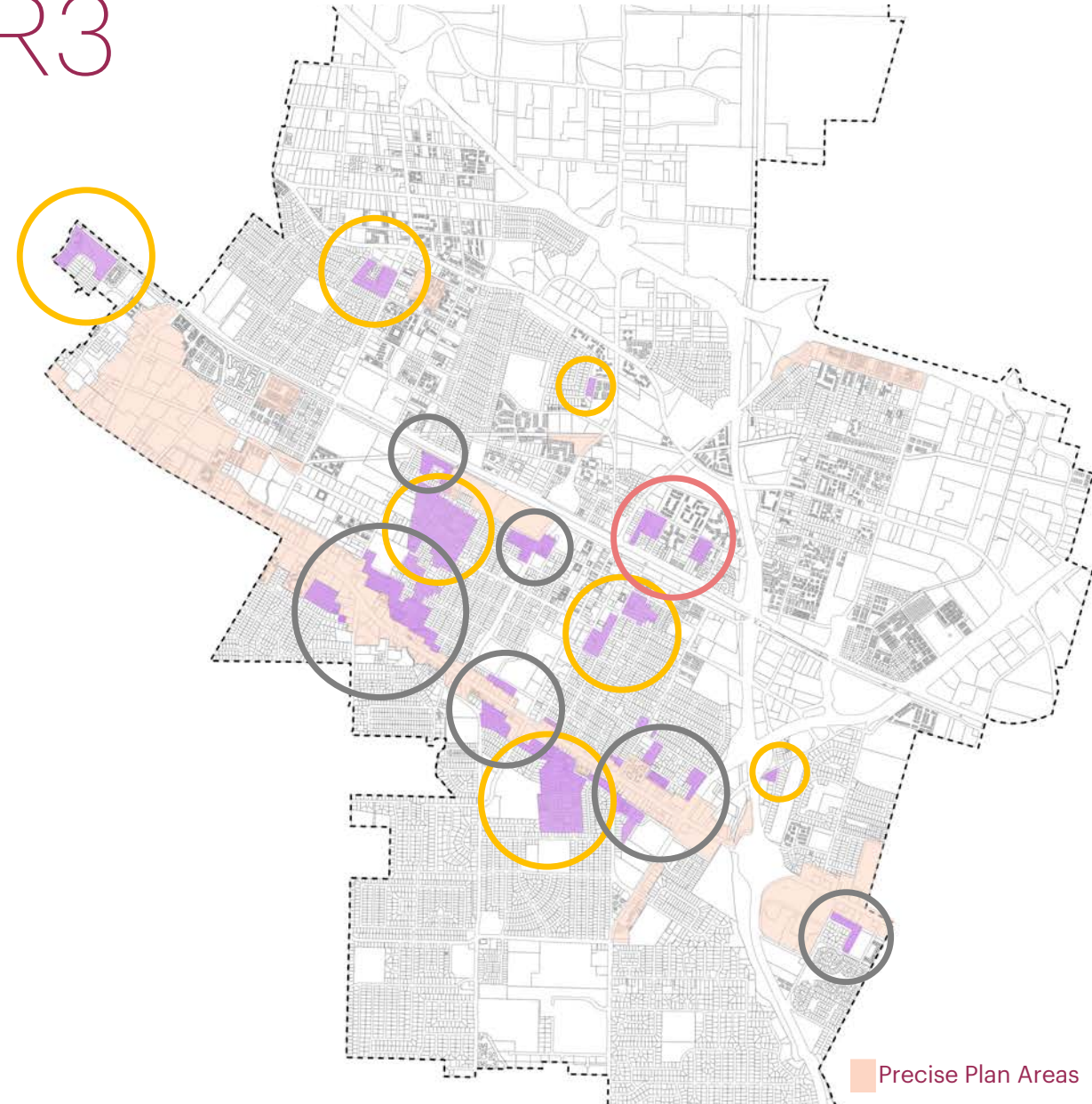
- Height: *1 to 3 stories*
- Setbacks: *Medium-to-Large*
- Scale: *Mostly detached buildings*
- Lot Widths: *Small-to-Large*



Character Areas in R3

1 - Multifamily Neighborhood Mostly House-Scale Buildings

- Adjacent to Single-Family
- Adjacent to One and Two Family
- Adjacent to Precise Plan Areas

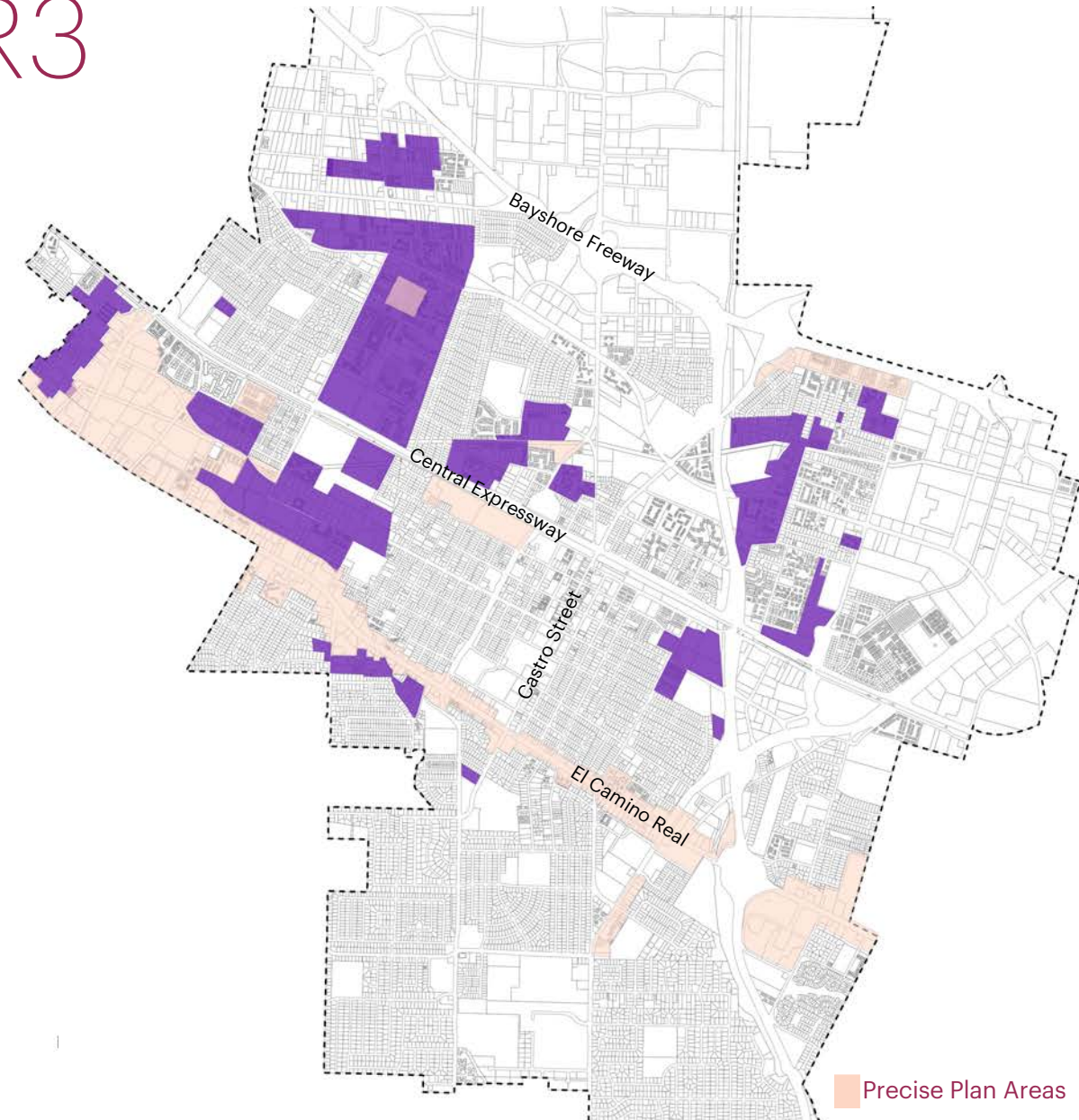


Character Areas in R3

2 - Multifamily Neighborhood Mostly Block-Scale Buildings

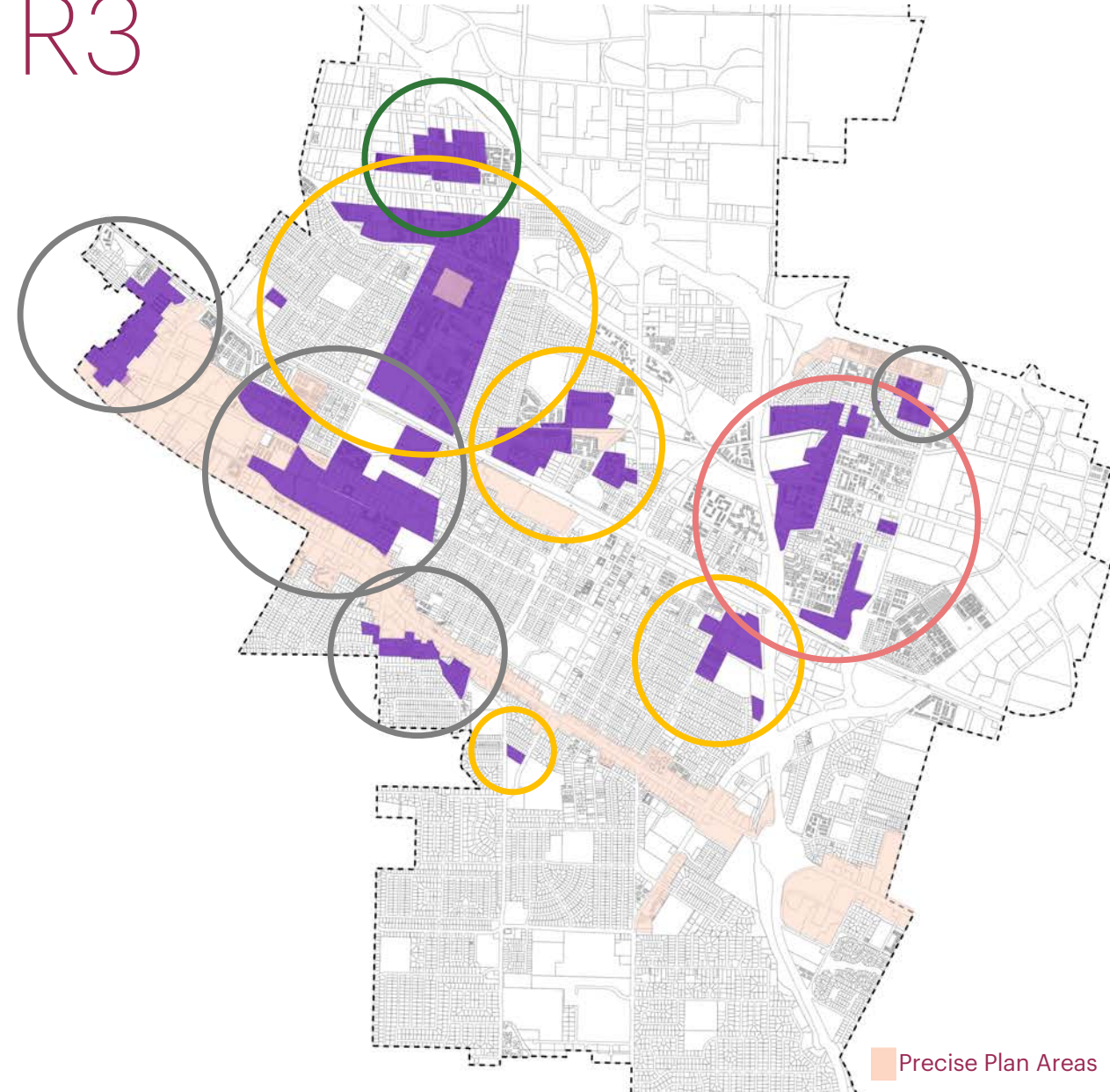
Existing Conditions:

- Height: 2 to 4 stories
- Setbacks: *Medium*
- Scale: *Mostly detached buildings*
- Lot Widths: *Medium-to-Outlier*



Character Areas in R3

- 2 - Multifamily Neighborhood**
Mostly Block-Scale Buildings
- Adjacent to Single-Family
- Adjacent to One and Two Family
- Adjacent to Precise Plan Areas
- Adjacent to General Industrial/Commercial

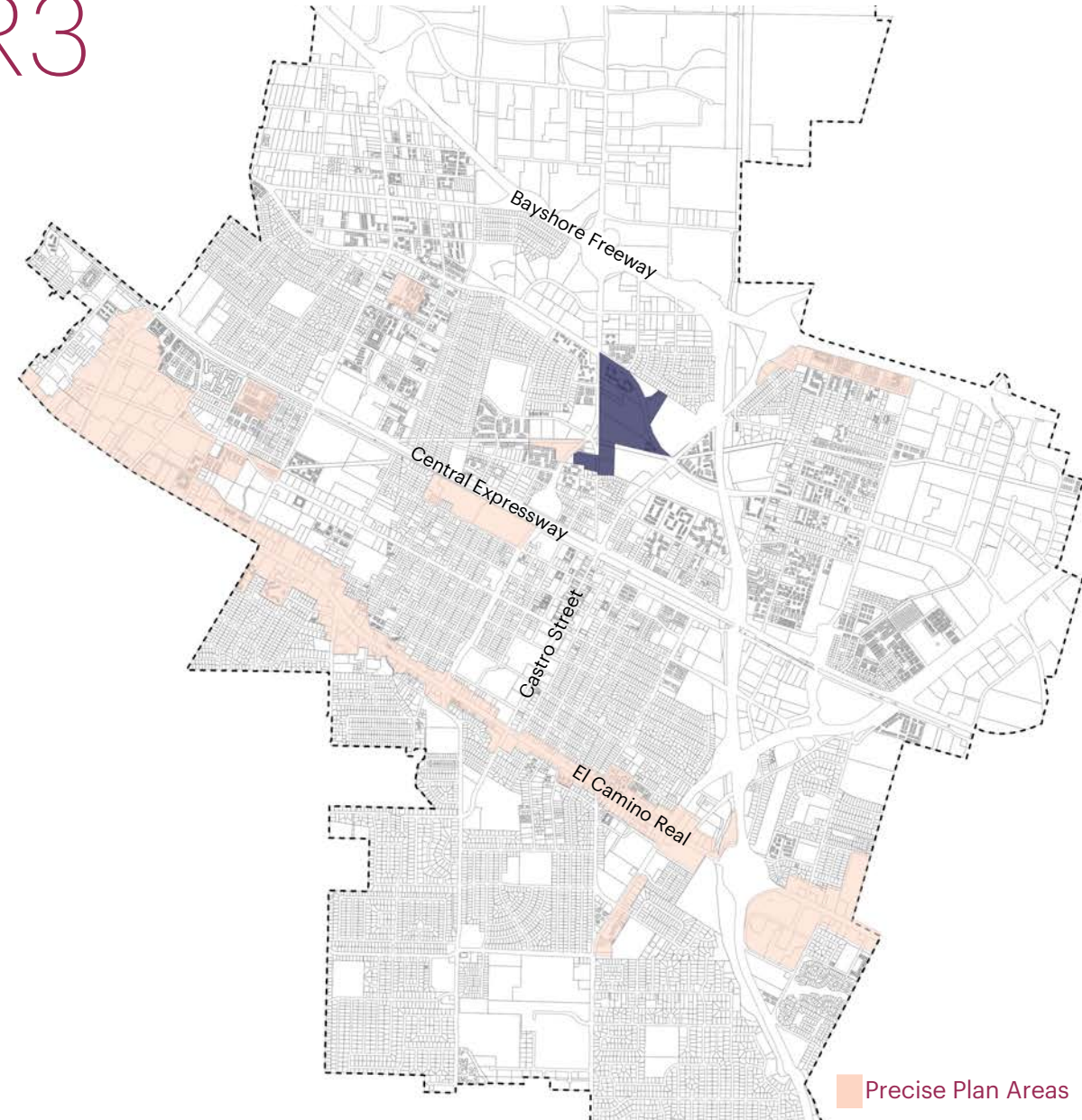


Character Areas in R3

3 - Mix Residential/Civic

Existing Conditions:

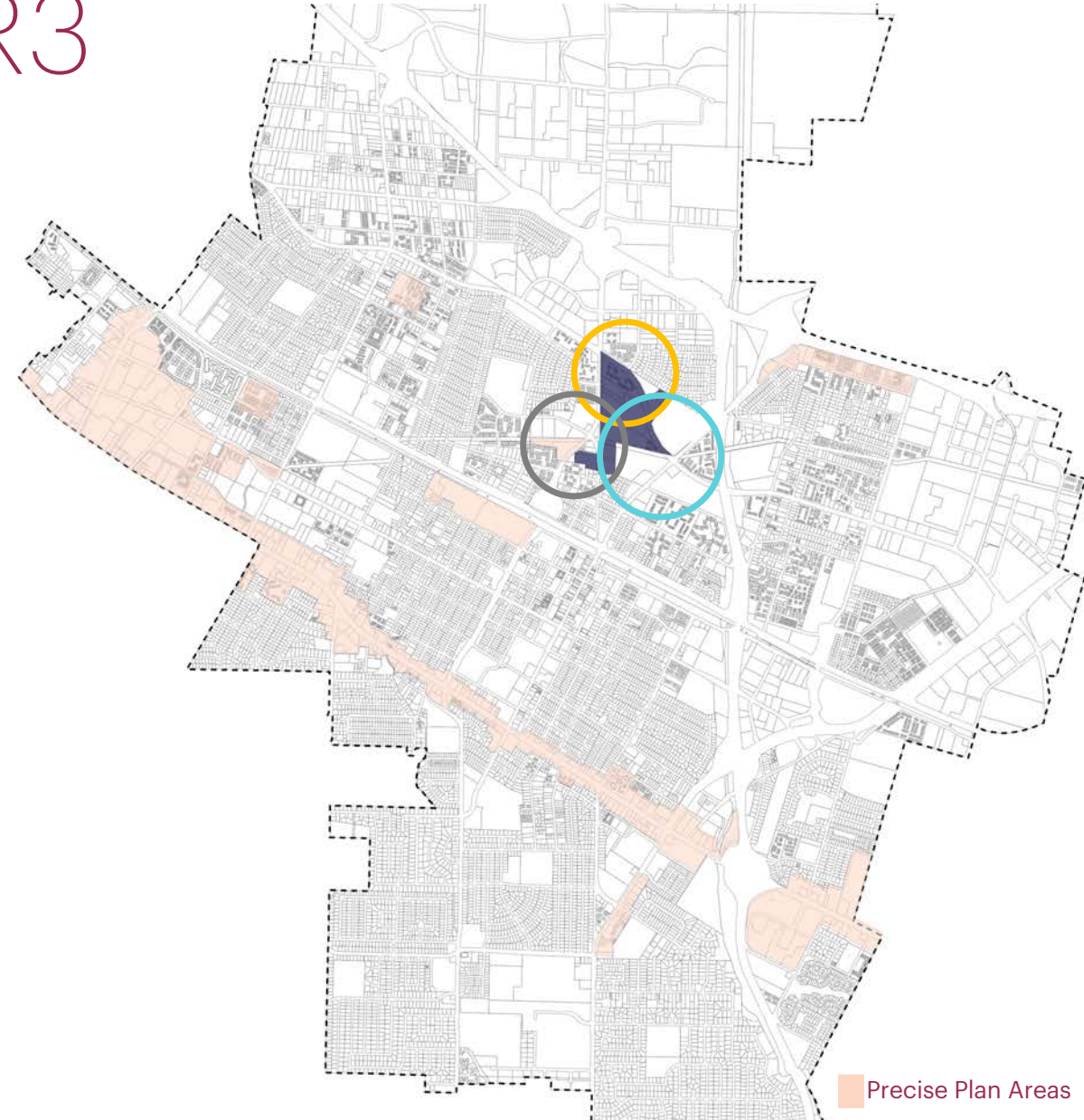
- Height: *2 stories*
- Setbacks: *Medium-to-Large*
- Scale: *Mostly detached buildings*
- Lot Widths: *Large-to-Outlier*



Character Areas in R3

3 - Mix Residential/Civic

- Adjacent to Single-Family
- Adjacent to Precise Plan Areas
- Adjacent to Mobile Home



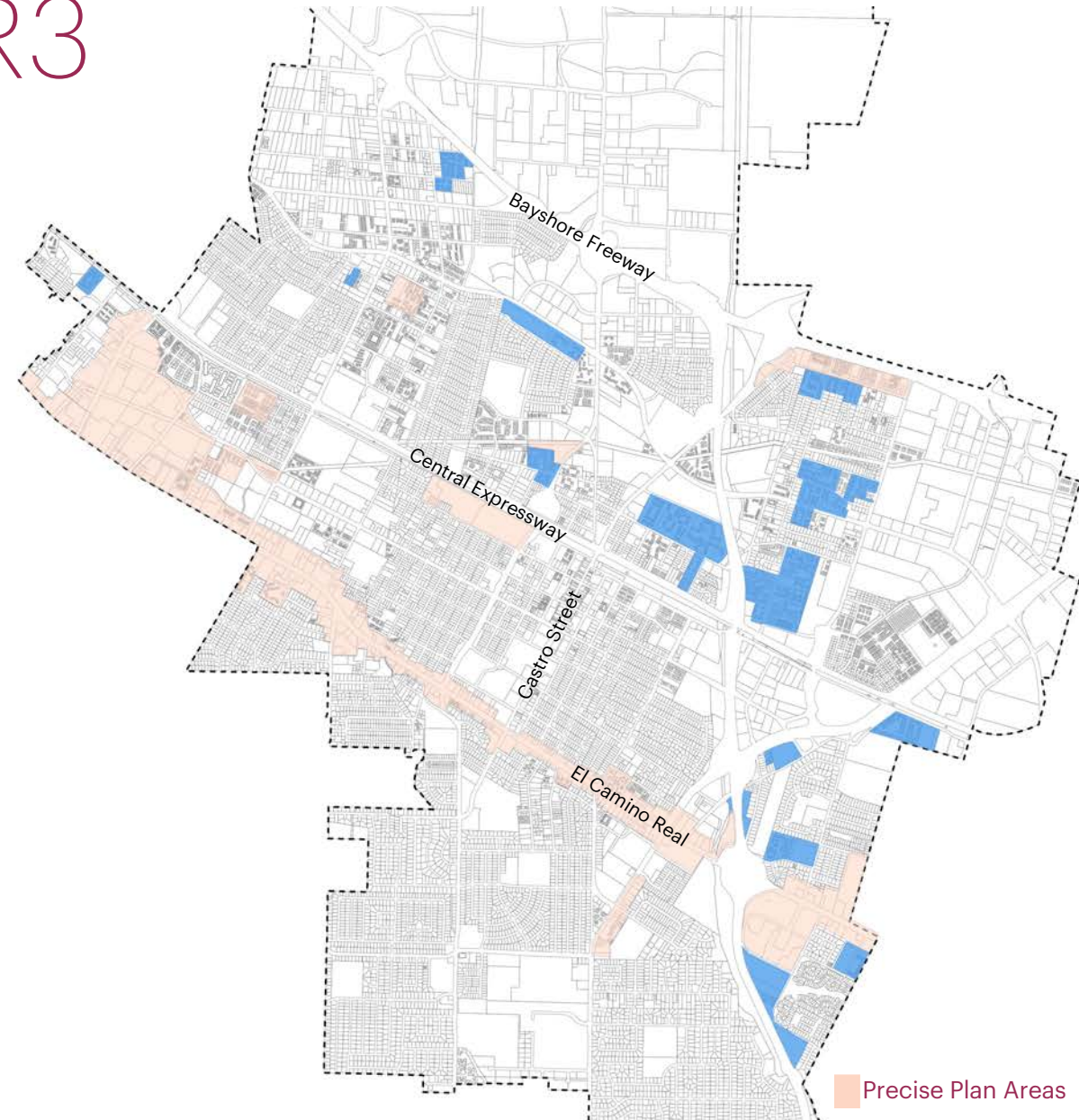
Character Areas in R3

4 - Other

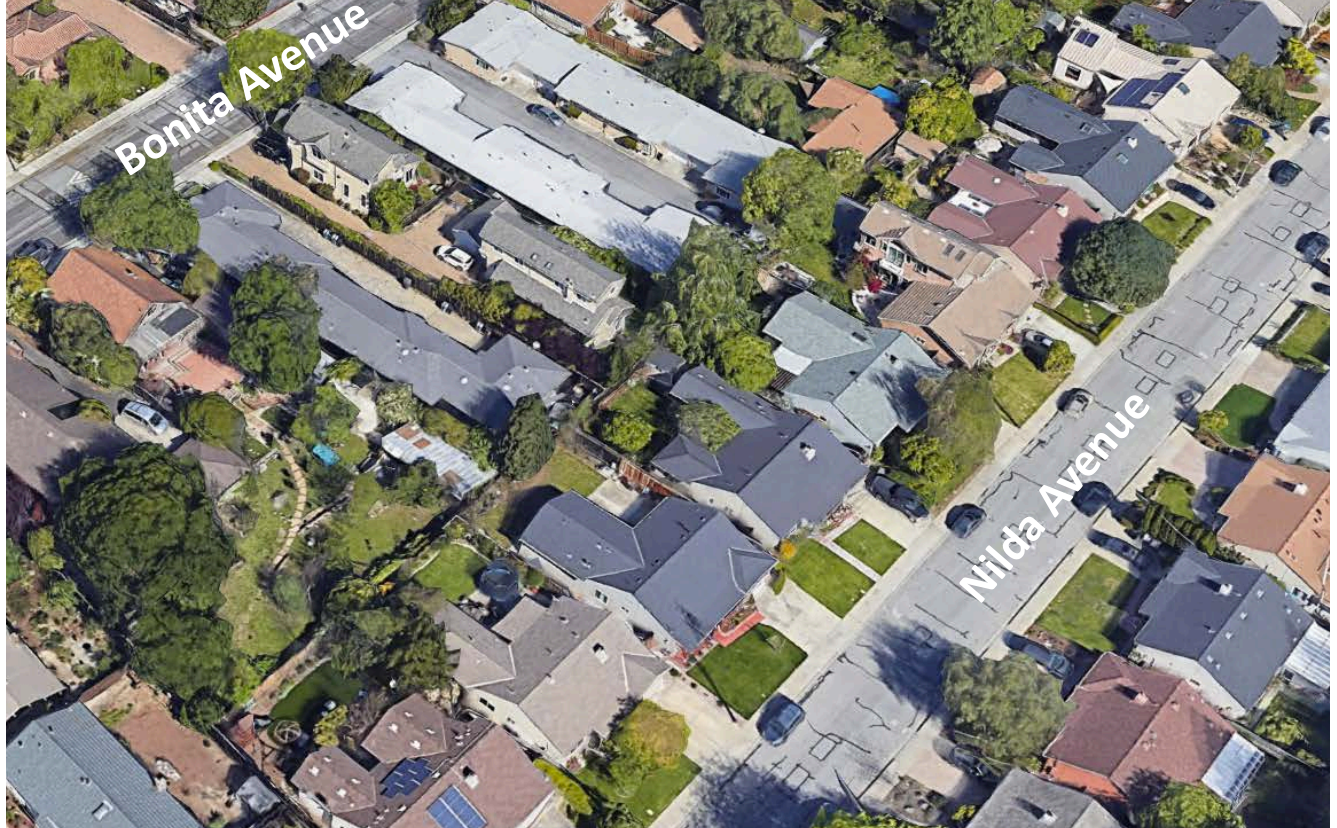
Existing Conditions:*

- Height: 2 stories
- Setbacks: Medium-to-Large
- Scale: Mostly detached buildings
- Lot Widths: Large-to-Outlier

***Condominium Projects.** Many of the 5,648 R3 parcels are part of a condominium and for the purposes of this analysis are not expected to redevelop.



1 - Multifamily Neighborhoods, Mostly House-Scale Buildings



Area B

Multifamily Neighborhoods, Mostly House-Scale Buildings

Existing Conditions:

Height: *Mostly 2 stories*

Setbacks: *Mostly Large*

Lot Width: *Small-to-Medium*

Streetscape: *Mostly Side Yards and Parking Lot*

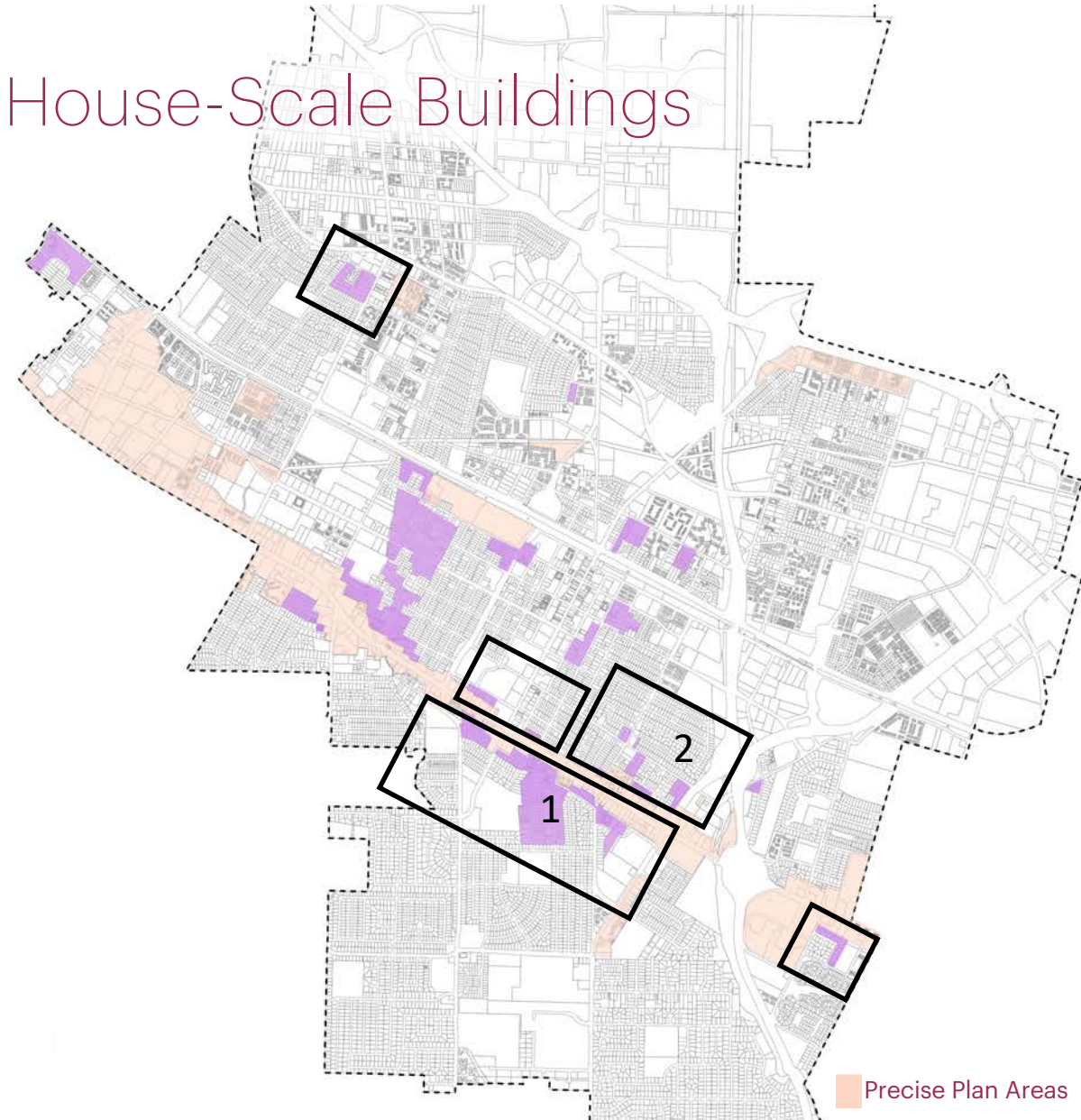
Examples:



1) South of El Camino Real



2) North of El Camino Real



Small Lot 1

(Test S2)

Existing R3 Standards



Density	Allowed Units	Parking On-site	Open Space On-Site
24 max	5 max		55%
10 du/acre	2 units	4 sp (2:1)	5,548 sf

Standards that Reflect Market Feasibility

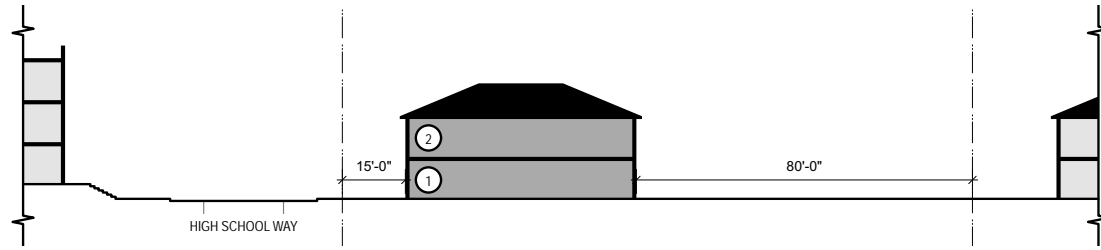


39 du/acre	8 units	8 sp (1:1)	2,293 sf (roof decks)
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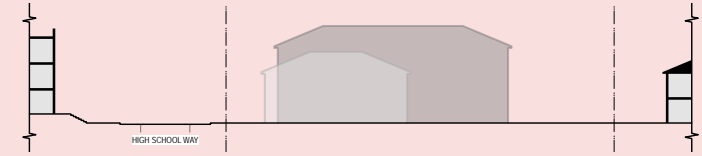
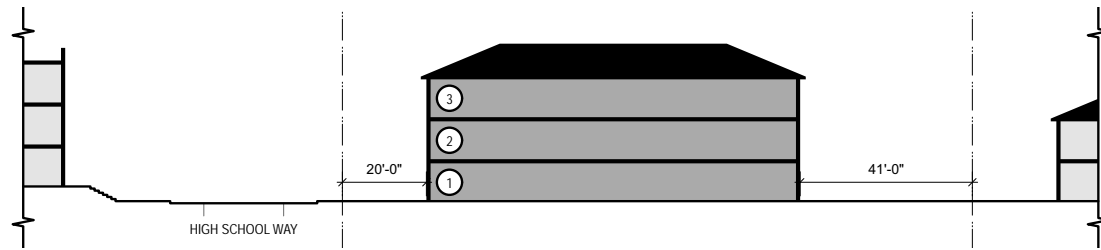
Small Lot 1

(Test S2)

Existing R3 Standards



Standards that Reflect Market Feasibility



Comparison



Area A

Multifamily Neighborhoods, Mostly House-Scale Buildings

Existing Conditions:

Height: *Up to 2 stories*

Setbacks: *Mostly Medium*

Lot Width: *Mostly Medium*

Streetscape: *Mostly Front Yards*

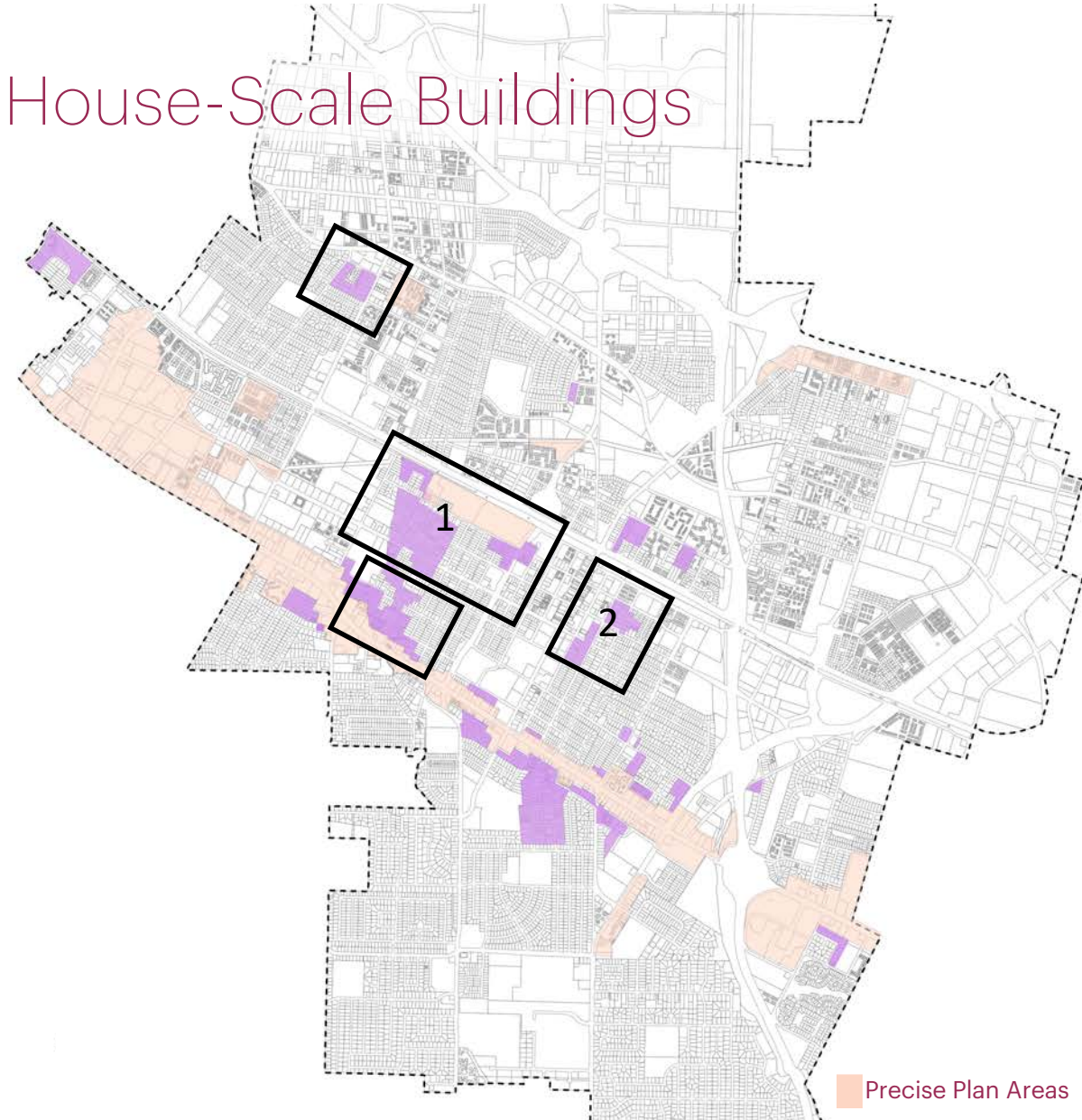
Examples:



1) Along Villa St.



2) Along View St.



Medium Lot 1

(Test M2)

Existing R3 Standards



Standards that Reflect Market Feasibility



Density	Allowed Units	Parking On-site	Open Space On-Site
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31 max	9 max		55%
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11 du/acre	3 units	6 sp (2:1)	9,905 sf
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153 du/acre	44 units	44 sp (1:1)	1,944 sf (roof decks)
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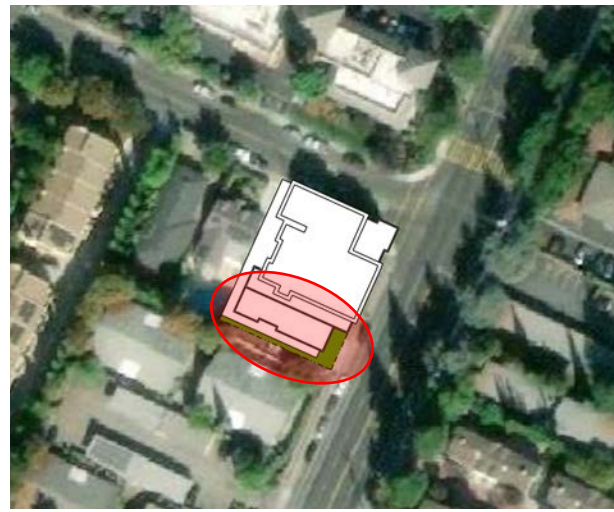
Medium Lot 1

(Test M2, reduced massing on side)

Existing R3 Standards



Standards that Reflect Market Feasibility

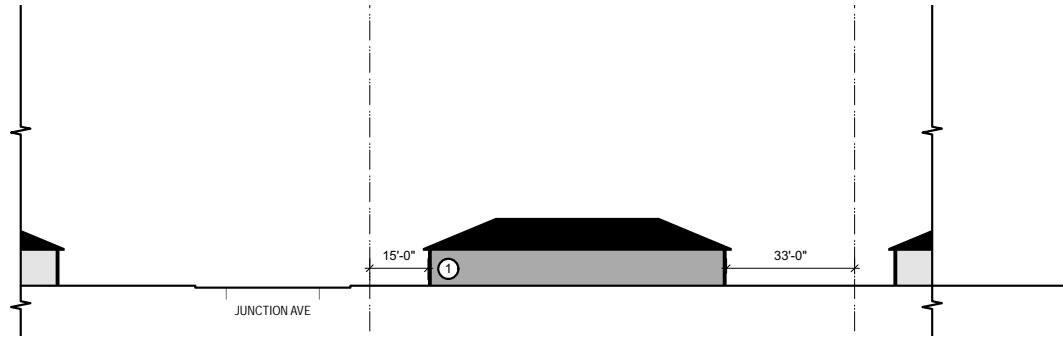


Density	Allowed Units	Parking On-site	Open Space On-Site
31 max	9 max		55%
11 du/acre	3 units	6 sp (2:1)	9,905 sf
153 du/acre	44 units	44 sp (1:1)	1,944 sf (roof decks)

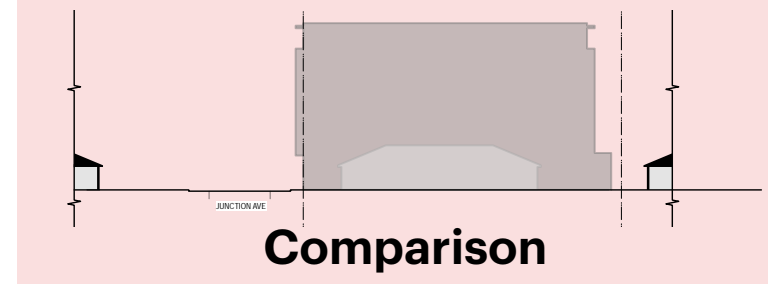
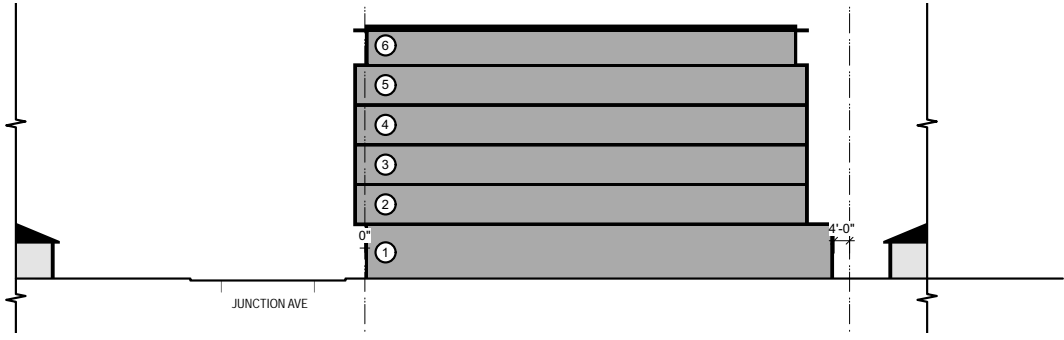
Medium Lot 1

(Test M2)

Existing R3 Standards



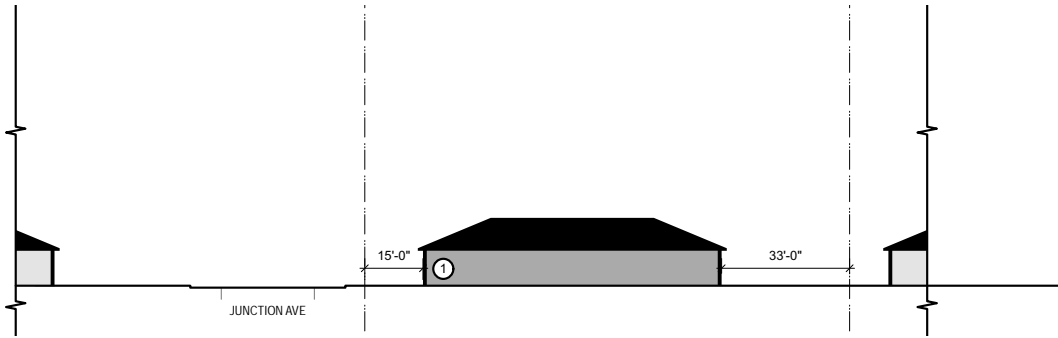
Standards that Reflect Market Feasibility



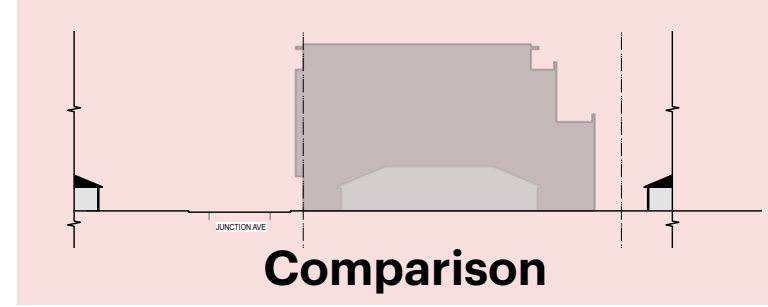
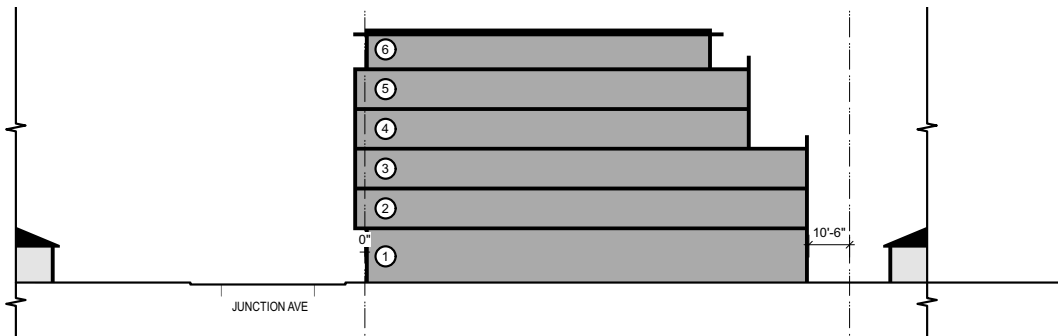
Medium Lot 1

(Test M2, scale transition)

Existing R3 Standards



Standards that Reflect Market Feasibility





Break for Some Questions

A few more areas to review but are there questions at this point?

2 - Multifamily Neighborhoods, Mostly Block-Scale Buildings



Area E

Multifamily Neighborhoods, Mostly Block-Scale Buildings

Existing Conditions:

Height: *Mostly 2 stories, up to 3 stories*

Setbacks: *Mostly Medium*

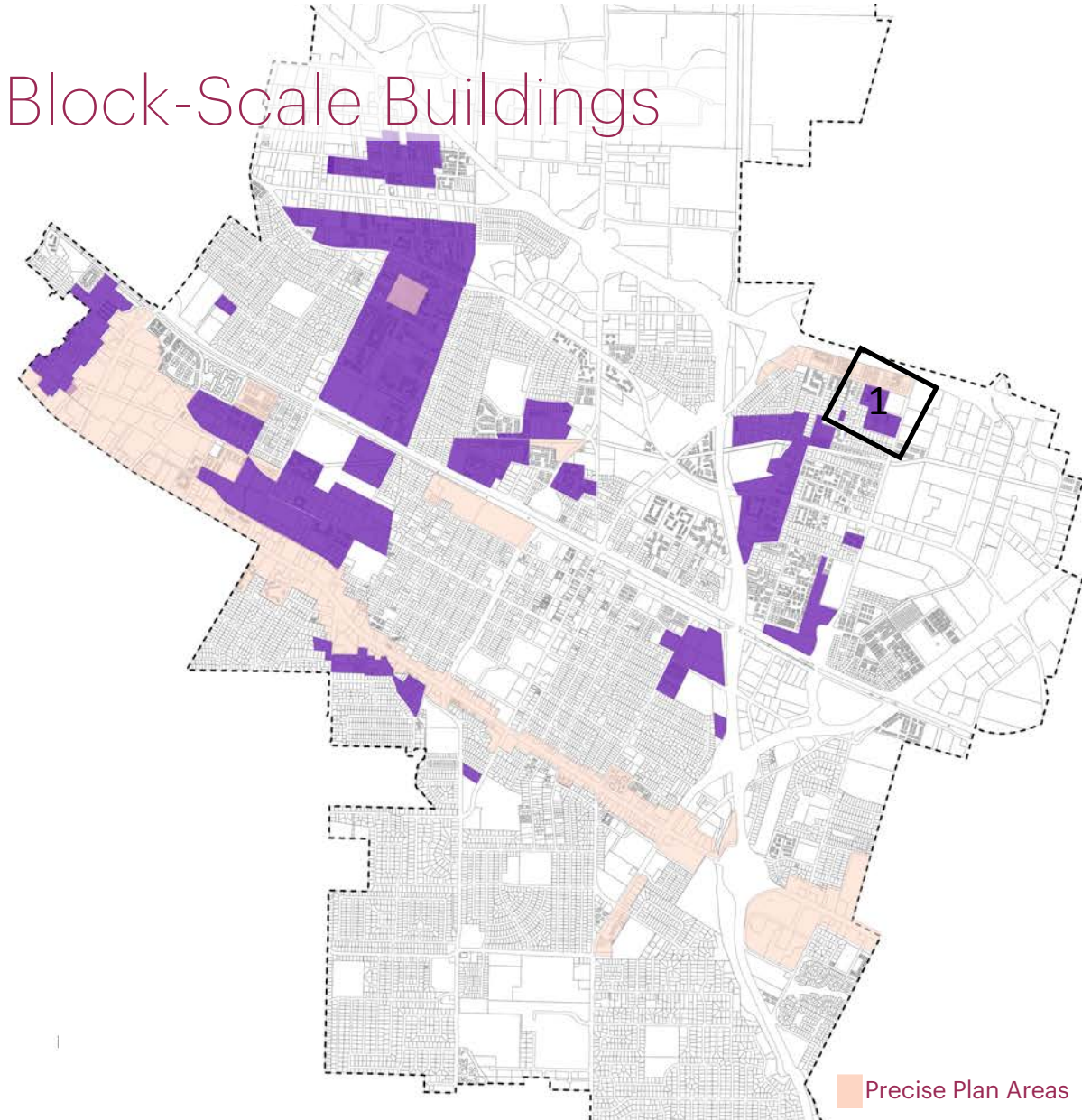
Lot Width: *Small-to-Medium*

Streetscape: *Mostly Front Yards*

Examples:



1) Along N. Whisman Rd.



Area F

Multifamily Neighborhoods, Mostly Block-Scale Buildings

Existing Conditions:

Height: *Mostly 2 stories*

Setbacks: *Mostly Medium*

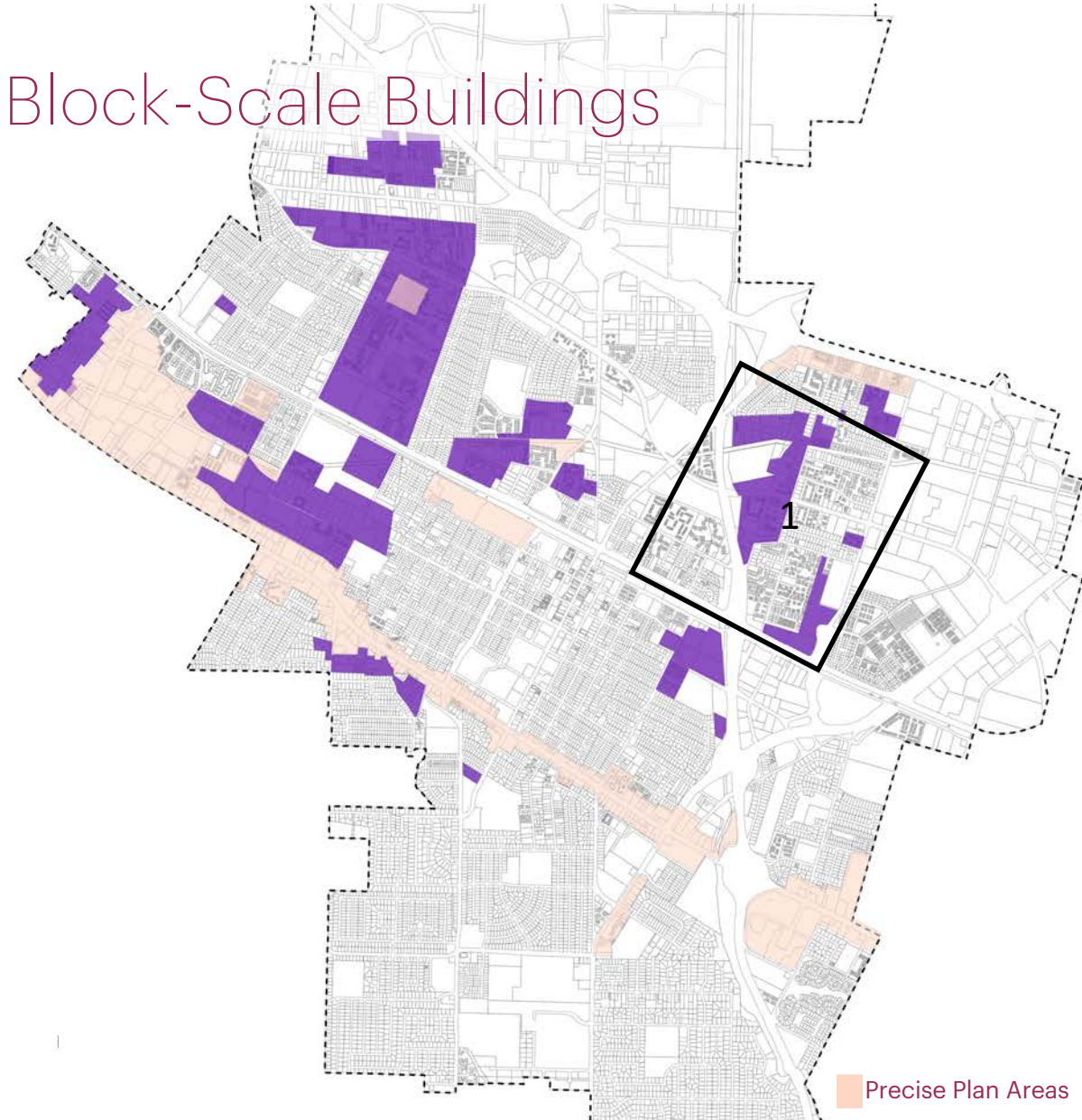
Lot Width: *Mostly Medium*

Streetscape: *Mix Frontage*

Examples:



1) Along Easy St.



Large Lot 2 (Test L2)

Existing R3 Standards



Density	Allowed Units	Parking On-site	Open Space On-Site
36 max	9 max		55%
11 du/acre	5 units	11 sp (2:1)	11,150 sf

Standards that Reflect Market Feasibility



147 du/acre	64 units	64 sp (1:1)	8,290 sf (roof decks)
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Large Lot 2

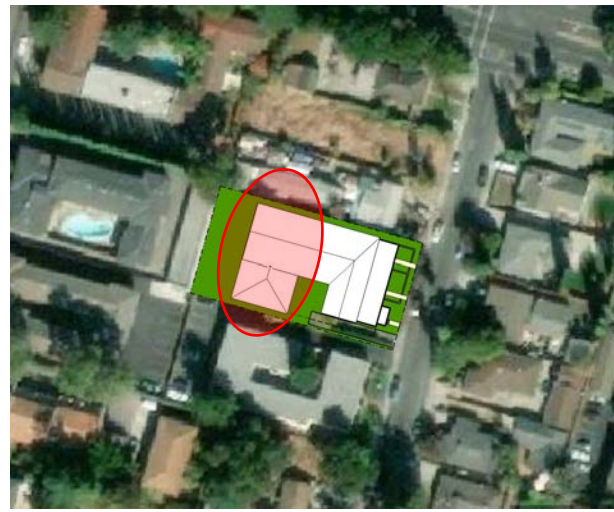
(Test L2, 5th story stepback, rear massing 4 stories)

Existing R3 Standards



Density	Allowed Units	Parking On-site	Open Space On-Site
36 max	9 max		55%
11 du/acre	5 units	11 sp (2:1)	11,150 sf

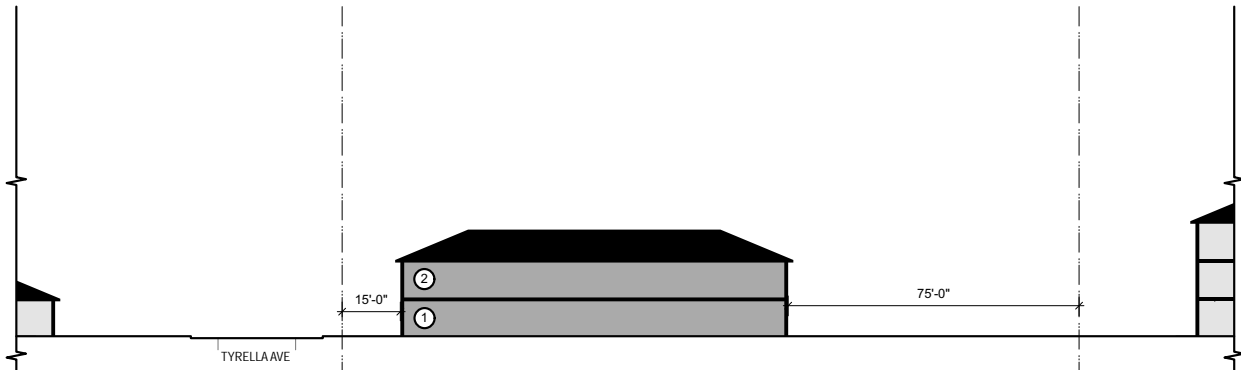
Standards that Reflect Market Feasibility



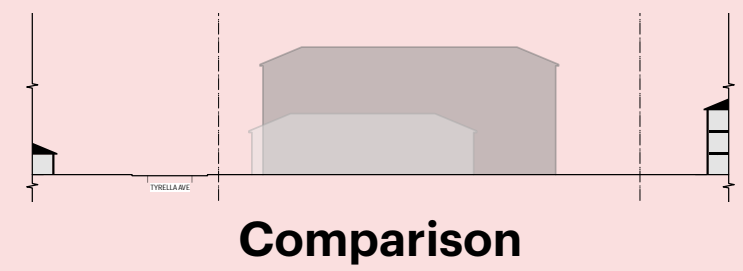
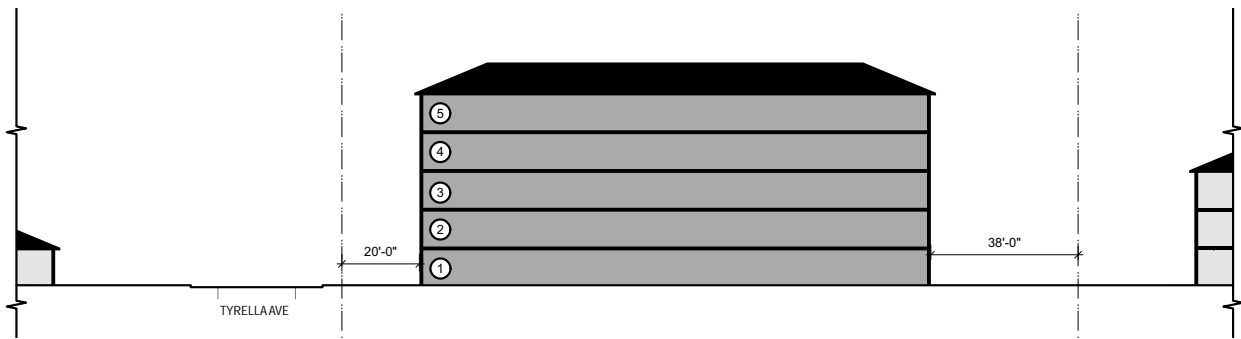
147 du/acre	64 units	64 sp (1:1)	8,290 sf (roof decks)
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Large Lot 2 (Test L2)

Existing R3
Standards



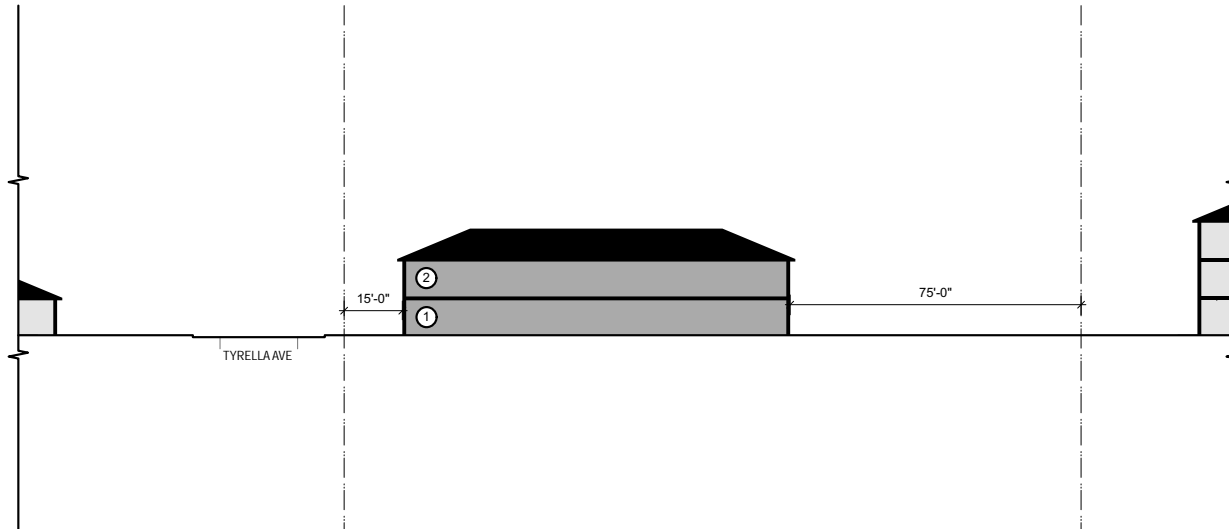
Standards
that Reflect
Market Feasibility



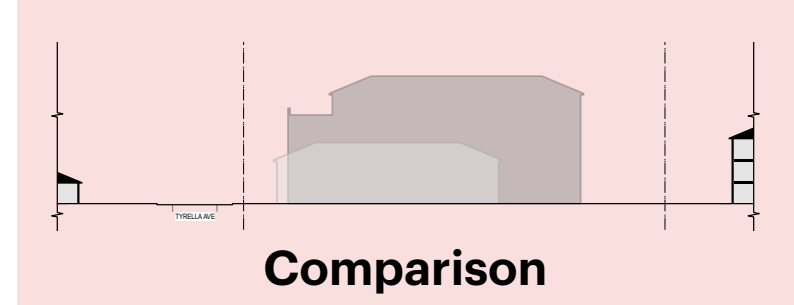
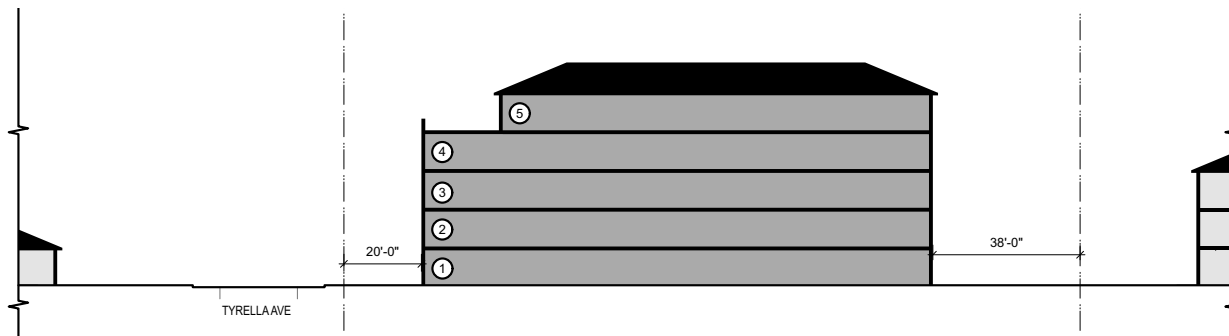
Large Lot 2

(Test L2, scale transition)

Existing R3 Standards



Standards that Reflect Market Feasibility



Area G

Multifamily Neighborhoods, Mostly Block-Scale Buildings

Existing Conditions:

Height: *Mostly 2 stories, up to 3 stories*

Setbacks: *Mostly Medium*

Lot Width: *Mostly Medium-to-Large*

Streetscape: *Mostly Front Yards*

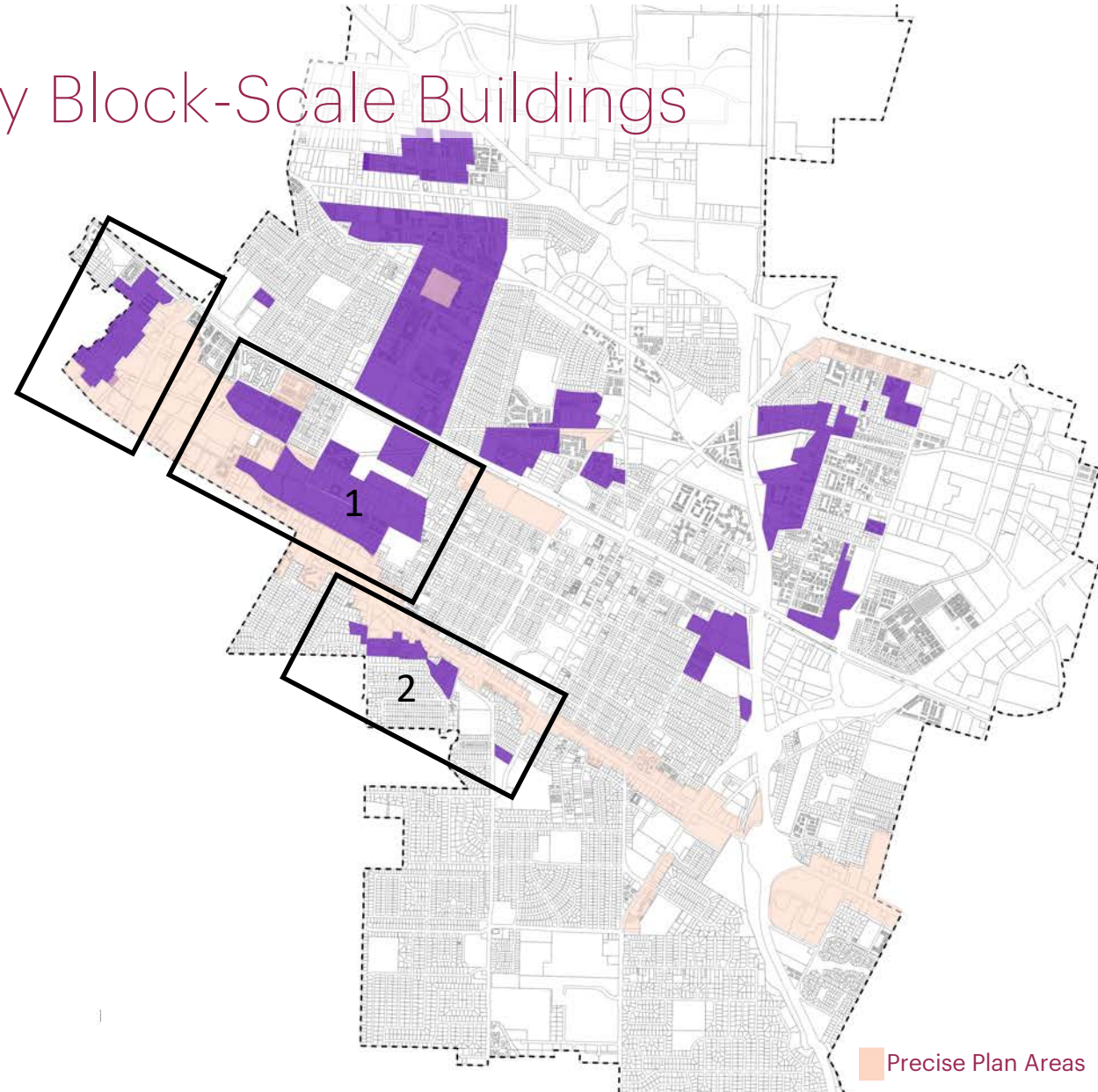
Examples:



1) Along California St.



2) Parallel to El Camino Real



Extra Large Lot 2

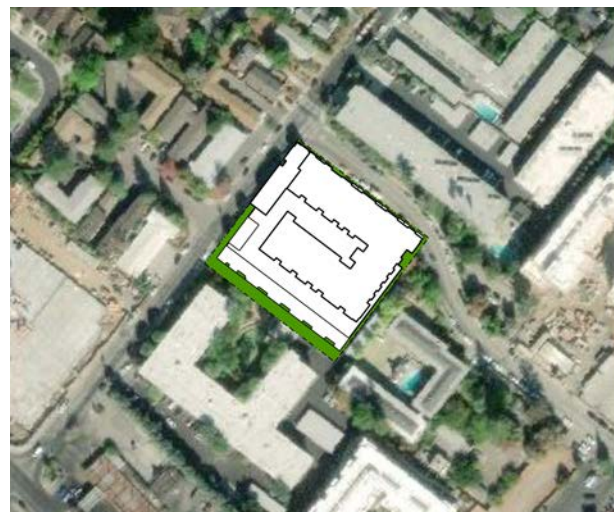
(Test XL3)

Existing R3 Standards



Density	Allowed Units	Parking On-site	Open Space On-Site
49 max	85 max		55%
16 du/acre	27 units	55 sp (2:1)	45,354 sf

Standards that Reflect Market Feasibility



107 du/acre	183 units	173 sp (0.95:1)	20,533 sf (roof deck, podium courtyard, balconies)
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Extra Large Lot 2

(Test XL3, 5th story stepback along front/corner)

Existing R3 Standards

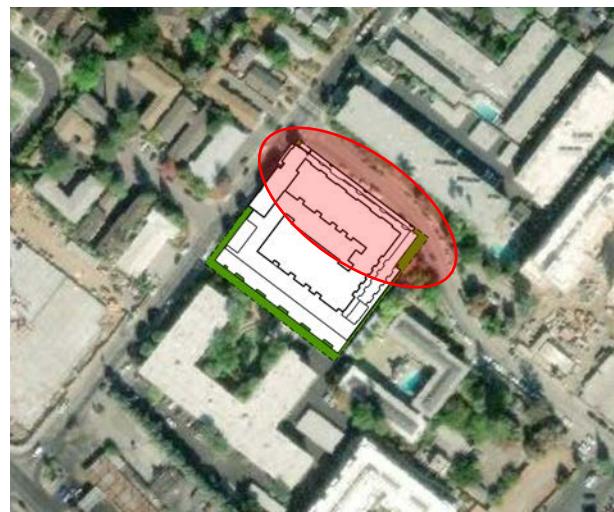


Density	Allowed Units	Parking On-site	Open Space On-Site
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49 max	85 max		55%
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16 du/acre	27 units	55 sp (2:1)	45,354 sf
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Standards that Reflect Market Feasibility



107 du/acre	183 units	173 sp (0.95:1)	20,533 sf (roof deck, podium courtyard, balconies)
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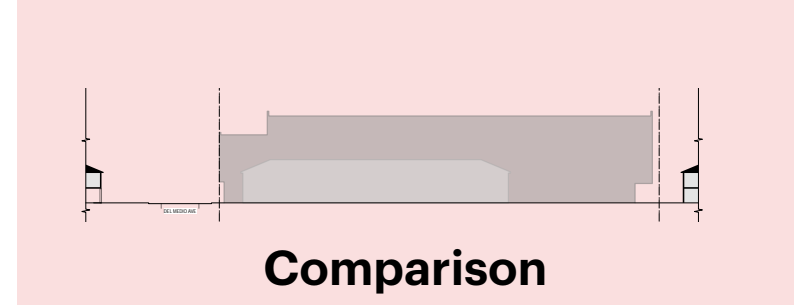
Extra Large Lot 2

(Test XL3)

Existing R3 Standards



Standards that Reflect Market Feasibility



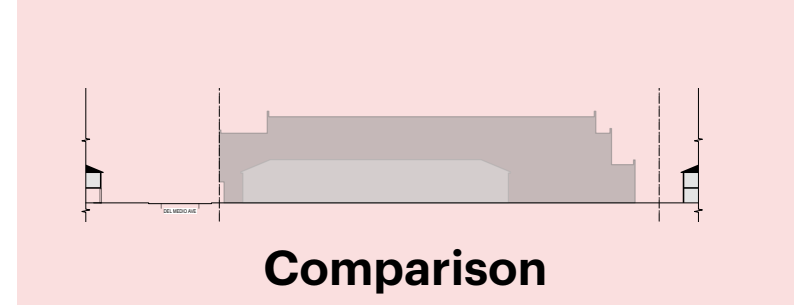
Extra Large Lot 2

(Test XL3, 5th story stepback)

Existing R3 Standards



Standards that Reflect Market Feasibility



Area H

Multifamily Neighborhoods, Mostly Block-Scale Buildings

Existing Conditions:

Height: *Mostly 2 stories, up to 3 stories*

Setbacks: *Mostly Large*

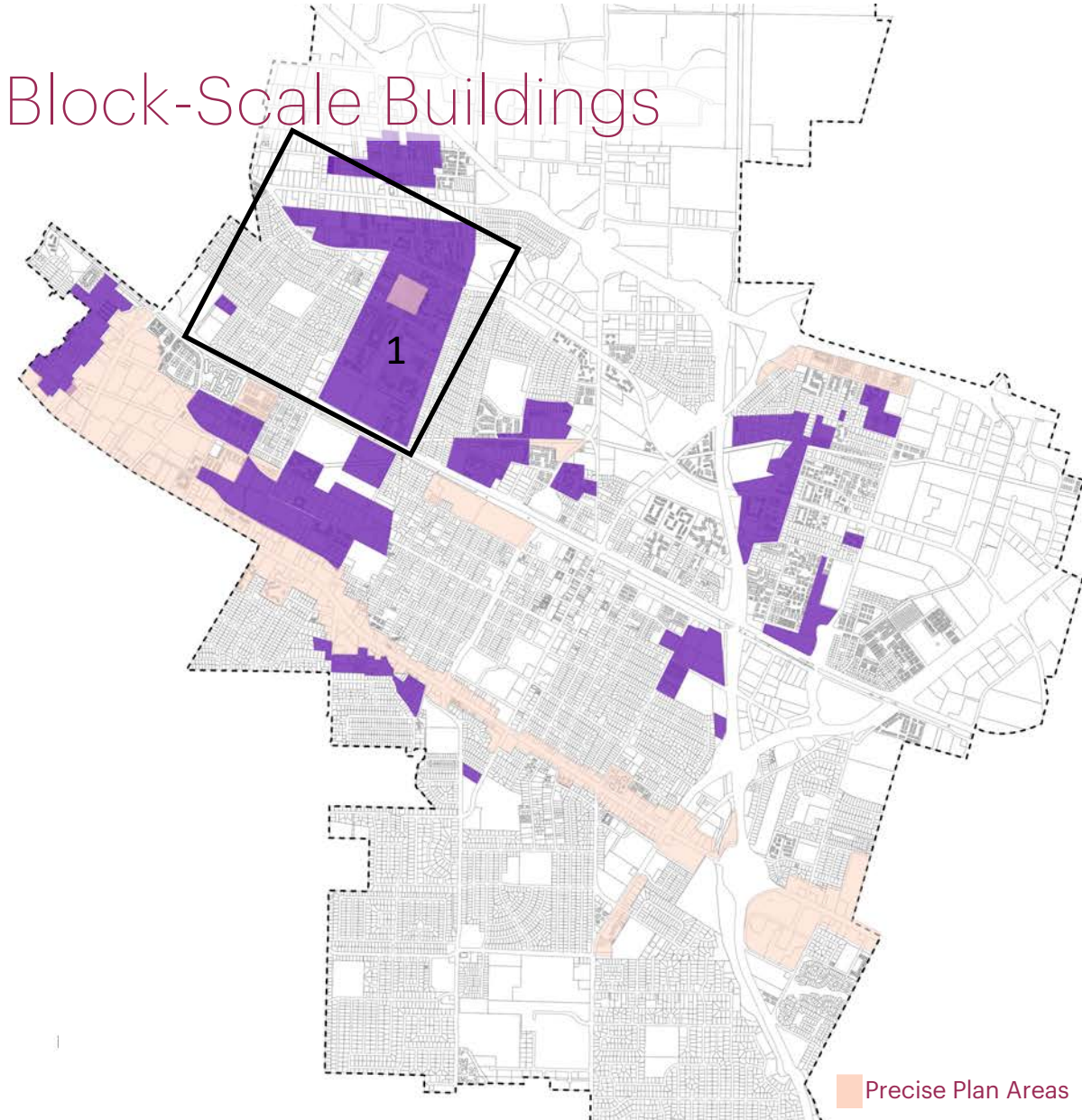
Lot Width: *Mostly Large*

Streetscape: *Mostly Front Yards*

Examples:



1) Along Sierra Vista Ave.



Area J – Mix/Unclear Pattern

Multifamily Neighborhoods, Mostly Block-Scale Buildings

Existing Conditions:

Height: *Mostly 2, up to 3 stories*

Setbacks: *Mostly Medium-to-Large*

Lot Width: *Mostly Medium*

Streetscape: *Front Yards and Parking*

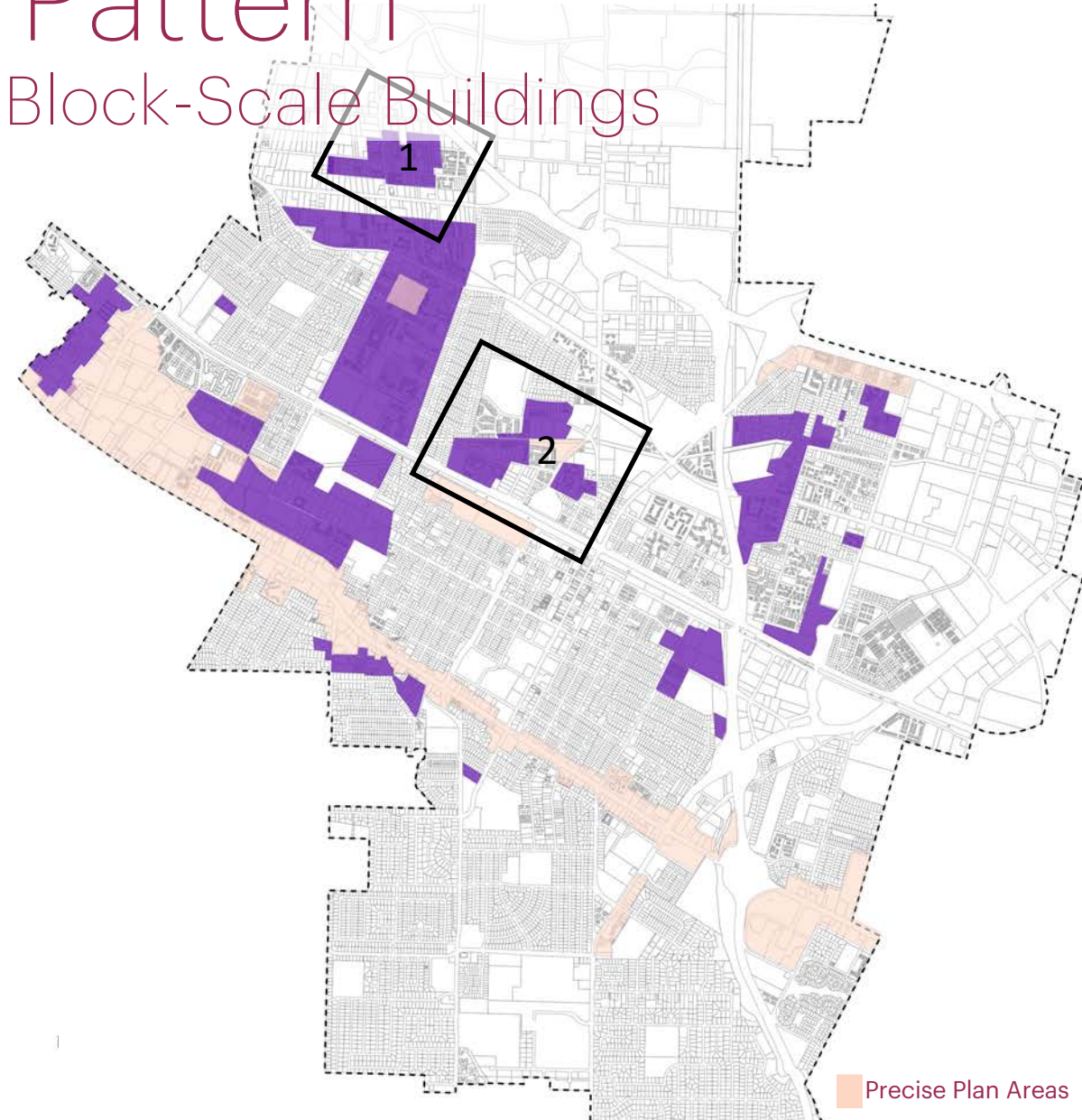
Examples:



1) Along Rengstorff Ave.



2) Along Wright Ave.



Medium Lot 2

(Test M2)

Existing R3 Standards



Density	Allowed Units	Parking On-site	Open Space On-Site
31 max	9 max		55%
11 du/acre	3 units	6 sp (2:1)	9,905 sf

Standards that Reflect Market Feasibility



153 du/acre	44 units	44 sp (1:1)	1,944 sf (roof decks)
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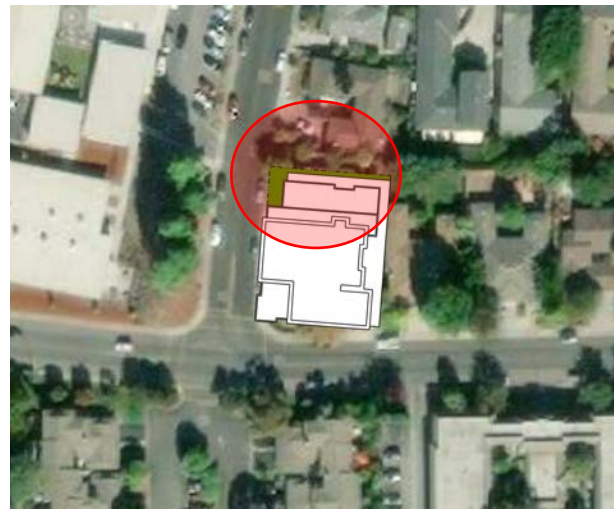
Medium Lot 2

(Test M2, setback & max 3 stories along side street)

Existing R3 Standards



Standards that Reflect Market Feasibility

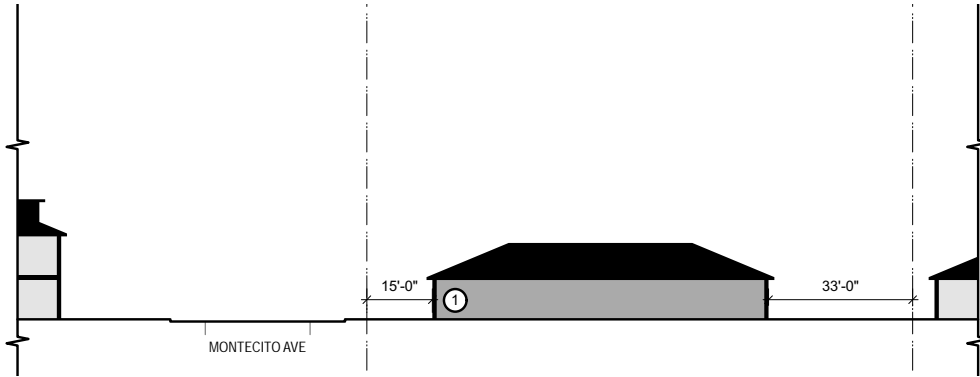


Density	Allowed Units	Parking On-site	Open Space On-Site
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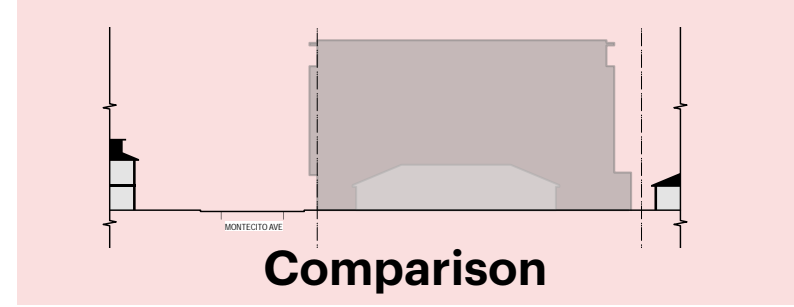
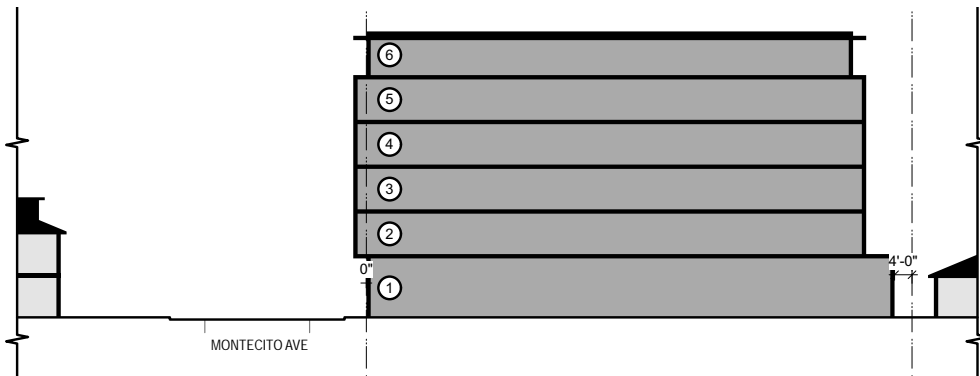
Medium Lot 2

(Test M2)

Existing R3 Standards



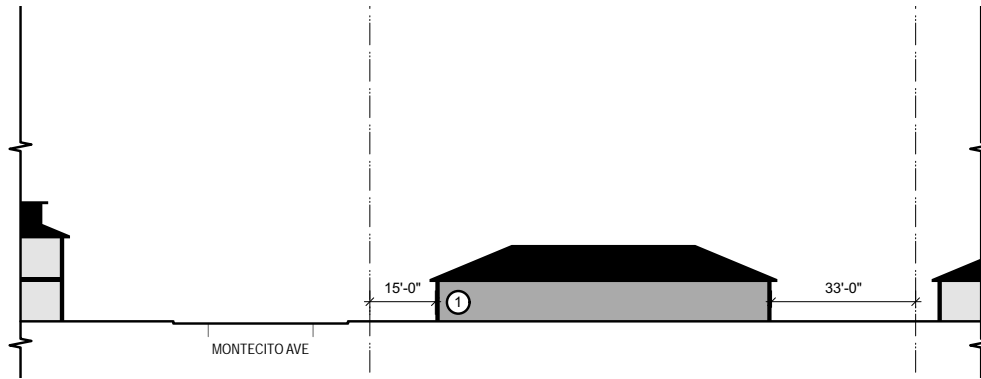
Standards that Reflect Market Feasibility



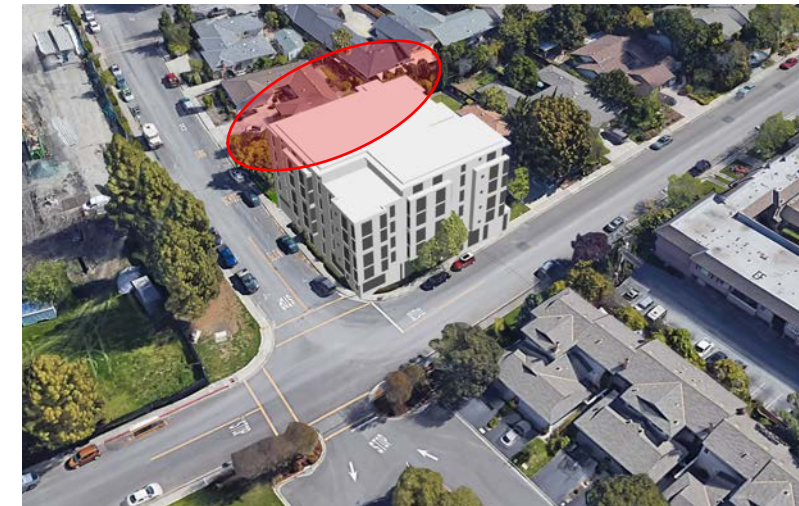
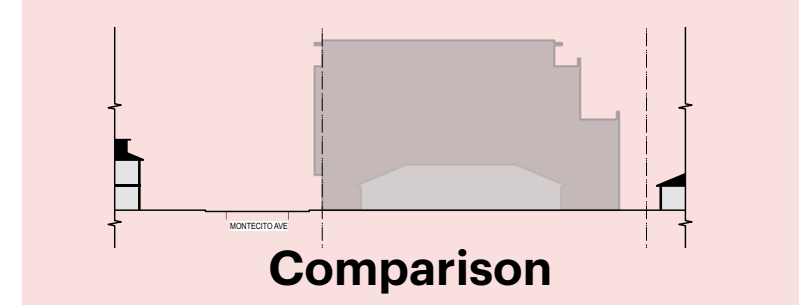
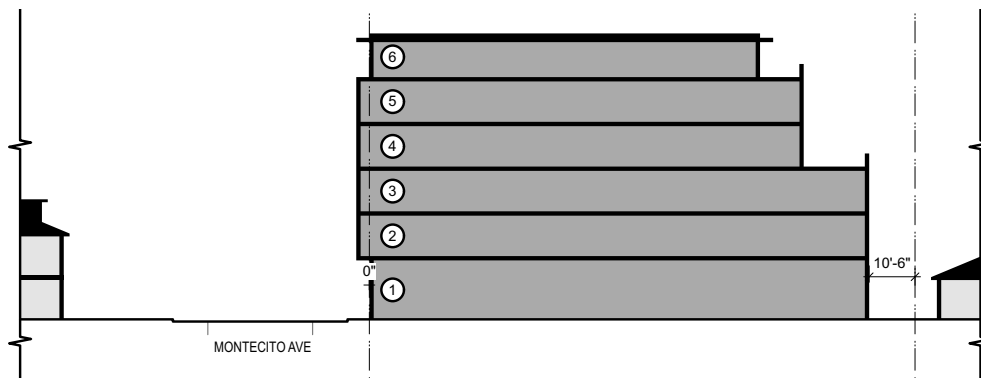
Medium Lot 2

(Test M2, scale transition)

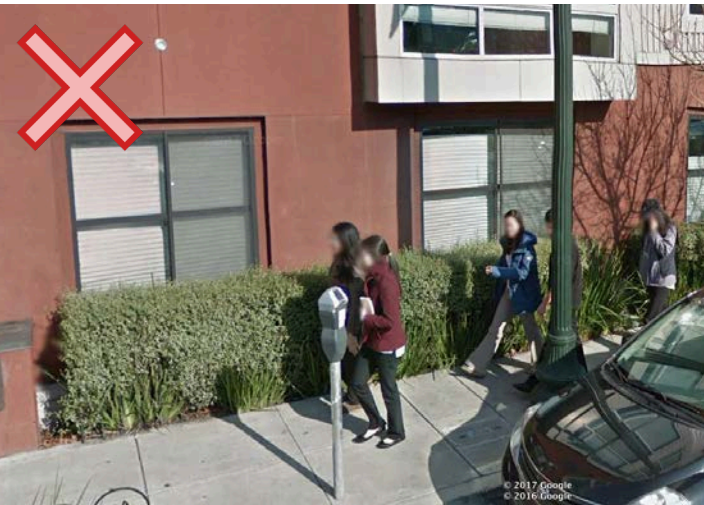
Existing R3 Standards



Standards that Reflect Market Feasibility



Ground floor Frontage is Important



Ground floor bedrooms are at the front, causing a closed-off ground floor



Shear walls along frontage reduce openings along streetscape.



Ground floor bedrooms are not at front of building

Building enters directly from sidewalk



Ground floor bedrooms might be near front but now elevated for privacy from sidewalk

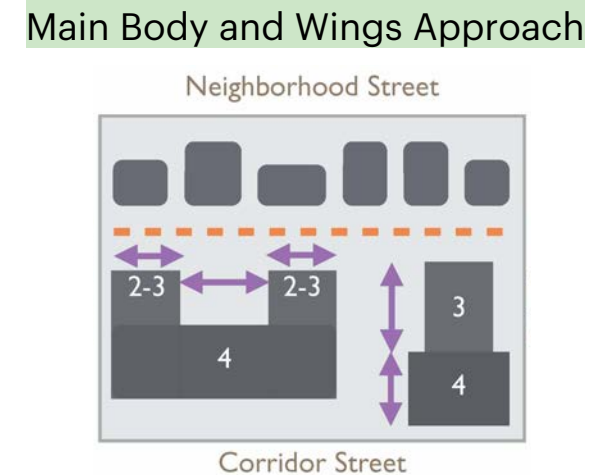
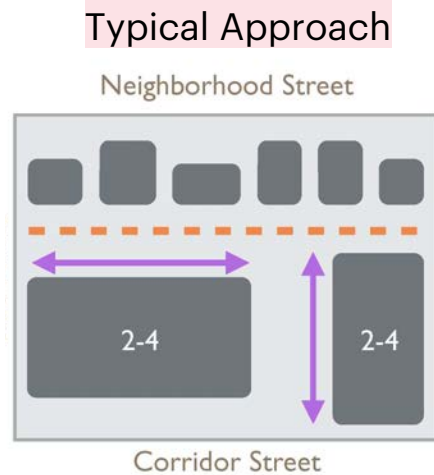
Building enters directly from sidewalk

Massing Strategies



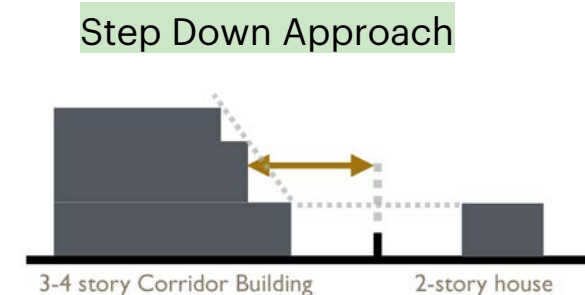
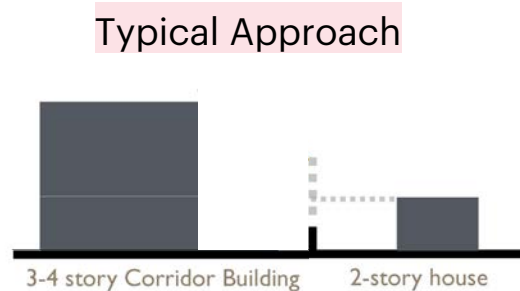
Building steps down from 6-stories to 3-stories, but it has no articulation towards 1-story neighbors

GOAL: Stepping down depends on adjacent scale/size



Building is 3 stories taller than its neighbors

GOAL: Transitions must also have complementary form





Break for Some Questions

Before we move to the next section are there questions at this point?



Breakout Room Activity

www.mountainview.gov/r3

See you in a minute in the next meeting!

Discussion Points:

- **Physical Character and Degree of Change**
- **Transitions**
- **Building Size**



Breakout Room Activity

Welcome back!

Breakout Room Activity

Reporting out from Breakout Rooms

- **Reporting from each Breakout Room**
- **Summary of feedback and comments**

Next Steps and Thank you!

