Attachment 4

R3 Design Handbook

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City of Mountain View

City of Mountain View

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Introduction

The R3 Design Handbook is a visual representation of the intented outcomes generated by the updated R3 Zone Standards.

This Handbook reflects the R3 zone standards, which are intended to generate pedestrian-oriented buildings, streetscapes, and public spaces that improve the sense of place across the various neighborhoods where the R3 zone occurs. The standards are applied through sub-districts that promote distinct but complementary physical character across the R3-zoned parcels. The sub-districts in the R3 zone include R3-A, R3-B, R3-C, and R3-D.

Guiding Principles

Five guiding principles informed the update to the R3 standards.

1. Housing that provides opportunities for a variety of unit sizes, configurations, amenities and costs, allowing residents to find homes that work best for them.
2. Pedestrian-friendly neighborhoods with comfortable sidewalks, new paths through large blocks (where feasible), easily accessible building entrances, and frontages with appeal and interest.
3. Commercial appropriate to the character of a residential district, that improves access to daily goods and supports neighborhood identity.
4. Context-sensitive buildings address character, shadow, privacy and other impacts to surrounding homes.
5. Public-facing landscaped open areas that support tree canopy, and reduce the visual impact of taller buildings.

Key Concepts and Terms

Walkable Neighborhoods

Walkable neighborhoods are places where a resident can access most daily needs within a ½ mile, or a 5 to 10 minute walk. These environments allow automobiles but, because of the proximity to food, services, and shopping, don't require one for every trip.

"Walkable" does not mean recreational walking on a path or trail, but rather walking to a destination—like work, services, a coffee shop, restaurant, bar, entertainment, or other amenity.

Proximity to neighborhood retail, open space, and civic buildings helps to support walkable neighborhoods.

"House-Scale"

House-scale buildings are those that match the size and scale of a typical house, in terms of width, depth, height, and architectural details. House-scale buildings are typically a maximum 2.5 stories tall, such as single-family houses, duplexes, triplexes, fourplexes, small multiplexes, cottage courts, and courtyard buildings. Building widths of these types range from 25 feet to 75 feet overall, including wings. House-scale buildings fit best in low-intensity residential zones.


6 Units

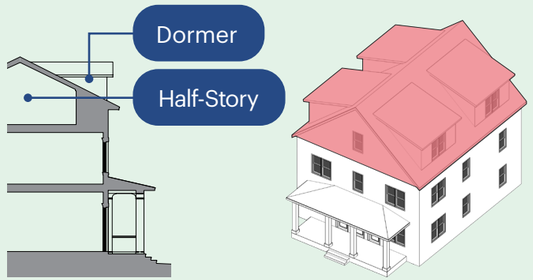
"Block-Scale"

The footprint of a block-scale building occupies most of, if not all of, a city block; or, when multiple buildings are arranged together along a street, appear as long as most or all of a block. Examples include mixed-use buildings, large multiplexes, and townhouses. Block-scale buildings are most appropriate in downtowns, centers, moderate-to-high-intensity neighborhoods, and along major corridors.


24 Units

Half-Story

A half-story is an occupiable floor that is contained under the roof volume or a basement that is partially above grade.



1

GUIDING PRINCIPLE

Housing that provides opportunities for a variety of unit sizes, configurations, amenities and costs, allowing residents to find homes that work best for them.

2

GUIDING PRINCIPLE

Pedestrian-friendly neighborhoods with comfortable sidewalks, new paths through large blocks (where feasible), easily accessible entrances, and frontages with appeal and interest.

3

GUIDING PRINCIPLE

Commercial appropriate to the character of a residential district, that improves access to daily goods and supports neighborhood identity.

4

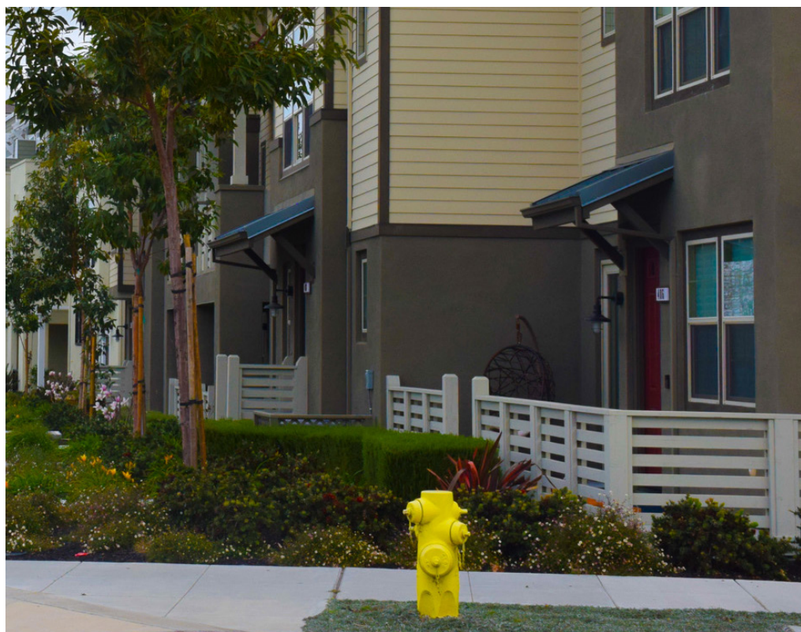
GUIDING PRINCIPLE

Context sensitive buildings address character, shadow, privacy and other impacts to surrounding homes.

5

GUIDING PRINCIPLE

Public-facing landscaped open areas that support tree canopy, and reduce the visual impact of taller buildings.



R3 Zone Sub-Districts

EXPECTED OUTCOMES

R3-A

is a ***walkable neighborhood*** environment of detached buildings up to 2.5 stories, small building footprints, and ***low-intensity housing choices***.

R3-A

Building Height. Buildings are house-scale in footprint and height with pitched or flat roofs contributing to a low-intensity neighborhood feel.

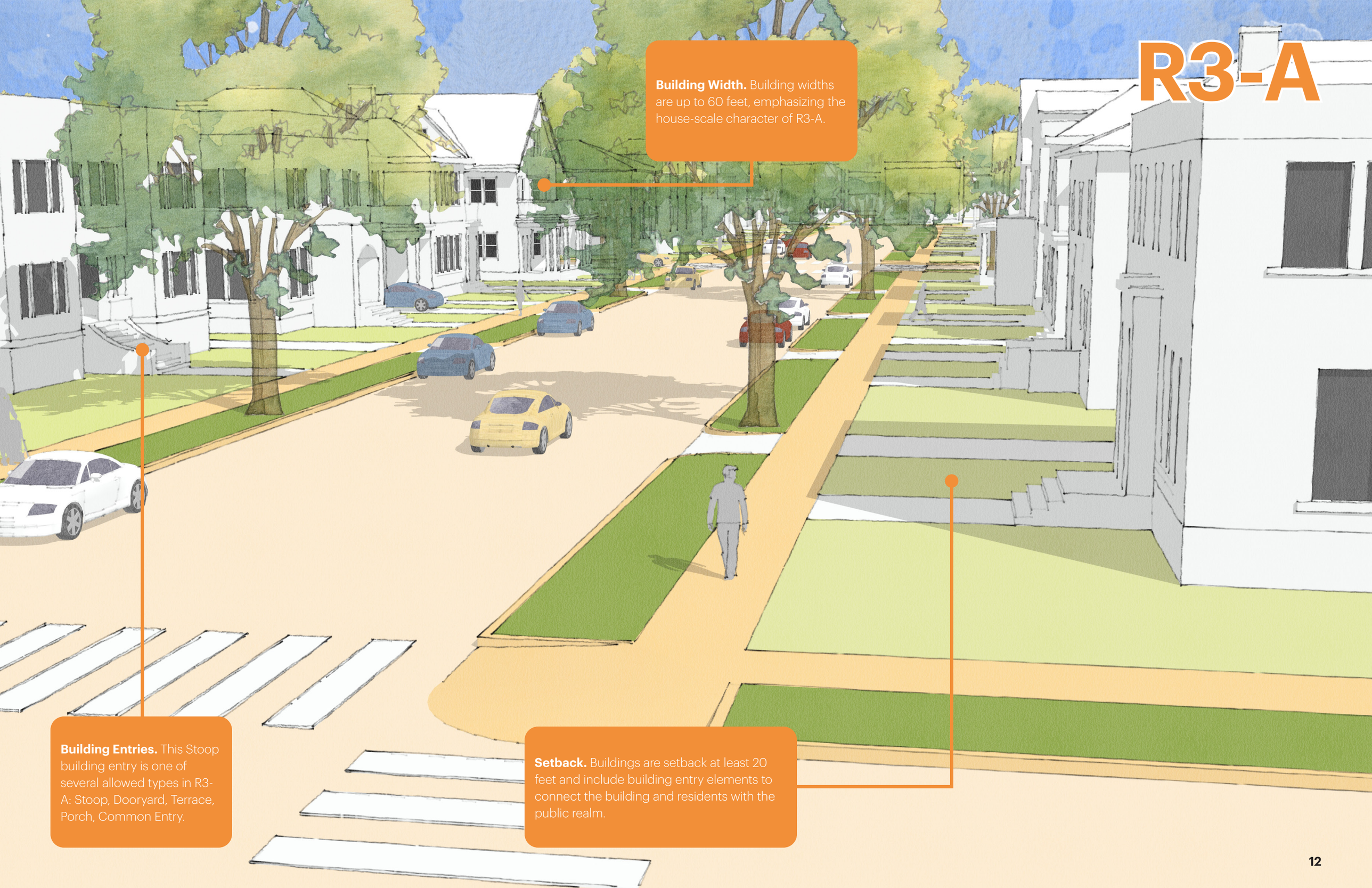
Open Space. Rear yards provide outdoor shared space.

Parking Location. Parking is located away from the front of the lots to emphasize pedestrian-oriented buildings.

Setback. Buildings are setback at least 20 feet and include building entry elements such as this Porch.

Building Entries. Buildings are entered through a variety of building entry types such as this shared Stoop, adding identity to each building and a direct connection to the public realm.

R3-A



Building Width. Building widths are up to 60 feet, emphasizing the house-scale character of R3-A.

Building Entries. This Stoop building entry is one of several allowed types in R3-A: Stoop, Dooryard, Terrace, Porch, Common Entry.

Setback. Buildings are setback at least 20 feet and include building entry elements to connect the building and residents with the public realm.

R3-A

Building Height. A third story is allowed when completely under a pitched roof up to 35 feet.

Building Entries. Porches are one of 5 allowed buidling entry types in R3-A, providing a variety of entry elements along the streetscape.

Parking Setback. Parking is located away from the front of buildings to reinforce a more pedestrian-oriented streetscape.

R3-B

is a ***walkable neighborhood*** environment of detached buildings up to 3 stories, medium building footprints, and ***low-to-moderate-intensity housing choices***.

R3-B

Building Height. Buildings are up to 3 stories with a flat or pitched roof.

Building Entries. New buildings include at least one building entry type such as the Dooryard shown here or a Terrace, Porch, or Stoop. Some buildings include more than one building entry type. Each building entry type directly connects the residents with the streetscape while providing visual interest and activity.

Buildings. Buildings are setback at least 15 feet, detached from other buildings, and up to 100 feet wide, reflecting the low-to-medium intensity of R3-B.

R3-B

Buildings. Buildings are up to 100 feet wide and detached reflecting a low-to-medium intensity and scale.

Building Design. At certain horizontal lengths and heights, facades must include massing features to visually break down the building's overall massing. This example does not require massing features due to its shorter length and number of allowed stories.

Setback. Buildings are setback at least 15 feet making room for a variety of building entry types along the streetscape (dooryard shown).

R3-B

Building Height. Buildings are up to 3 stories and have a flat or pitched roof.

Building Entries. Building entry elements connect the residents and the building to the streetscape providing walkability and visual variety.

Projecting Elements. Elements such as bay windows and balconies are allowed to encroach into required setbacks to maximize the interior floor space while creating a visually interesting streetscape consistent with the R3-B character.

R3-B

Parking Location. Parking is accommodated in ways that do not detract from the streetscape. Allowed parking locations are a certain distance from the front of the lot and building. This example shows parking in the rear of a lot.

Open Space. Shared on-site open space is at the rear of buildings with access on corner lots to the adjacent streetscape.

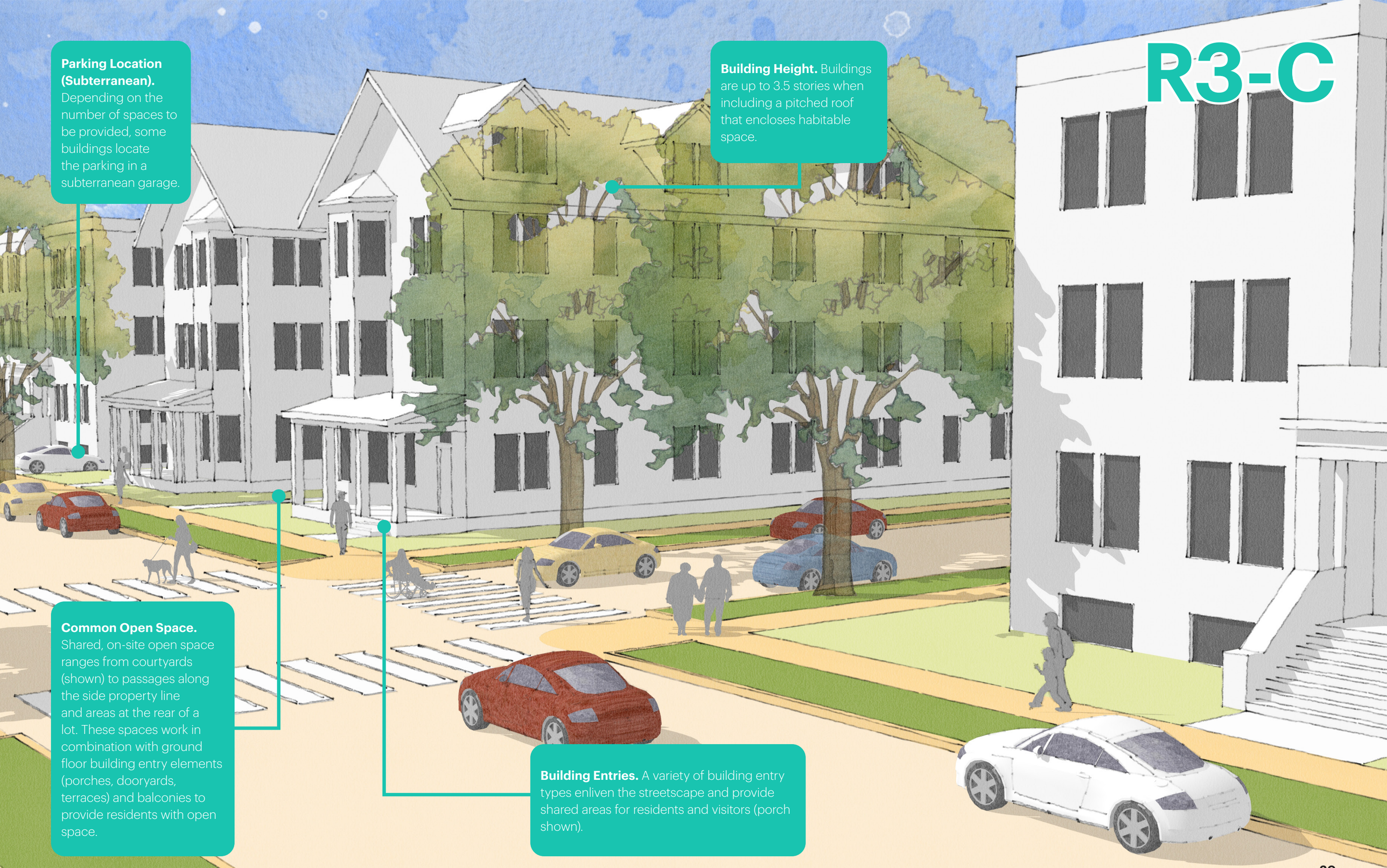
Setback. Buildings are setback at least 10 feet along side streets making room for a variety of building entry types along the streetscape (covered stoops shown).

Building Entries. New buildings include a variety of building entries such as the Dooryard shown here or a Porch, a Terrace, or a Stoop. These elements enhance the building entry by providing some space in front and alongside the entry for visitors or residents to use. These spaces also provide for interaction with pedestrians and cyclists along the streetscape.

R3-C

is a ***walkable neighborhood*** environment of detached buildings up to 3.5 stories, medium-to-large building footprints, and ***moderate-intensity housing choices***.

R3-C



Parking Location (Subterranean). Depending on the number of spaces to be provided, some buildings locate the parking in a subterranean garage.

Building Height. Buildings are up to 3.5 stories when including a pitched roof that encloses habitable space.

Common Open Space. Shared, on-site open space ranges from courtyards (shown) to passages along the side property line and areas at the rear of a lot. These spaces work in combination with ground floor building entry elements (porches, dooryards, terraces) and balconies to provide residents with open space.

Building Entries. A variety of building entry types enliven the streetscape and provide shared areas for residents and visitors (porch shown).

R3-C

Building Width. Buildings are up to 120 feet wide and detached to reflect a moderate intensity and physical character.

Building Height. When buildings include a pitched roof, the space beneath can be habitable space, adding more housing to the area.

Shared On-Site Open Space. Courtyard buildings provide a shared central space for residents and visitors while contributing to the pattern of moderate building widths along the streetscape.

Setbacks. Although buildings are larger in R3-C than in R3-B and R3-A, buildings are setback at least 15 feet to reflect a moderate intensity. Buildings connect to the streetscape through a variety of building entry elements (dooryards, terraces, stoops, and porches).

R3-C

Building Height. Buildings are up to 3.5 stories when including a pitched roof that encloses habitable space.

Building Entries. New buildings include a variety of building entries such as the Porch shown here. These elements enhance the building entry by providing some space in front and alongside the entry for visitors or residents to use. These spaces also provide for interaction with pedestrians and cyclists along the streetscape.

Setbacks. Although buildings are larger in R3-C than in R3-B and R3-A, buildings are setback at least 15 feet to reflect a moderate intensity. Buildings connect to the streetscape through a variety of building entry elements (dooryards, terraces, stoops, and porches).

R3-D

is a ***walkable neighborhood*** environment of attached and detached buildings up to 6 stories, large building footprints, and ***high-intensity housing choices***.

R3-D

Massing Features. At certain horizontal lengths, facades must include massing features to visually break down the building's overall massing. This example recesses a portion of the wall for visual interest and variety.

Building Height. Buildings are up to 6 stories, depending on the actual location (see General Plan Land Use Map).

Building Entries. New buildings include a variety of building entries such as the Dooryard shown here or a Terrace or a Stoop. These elements enhance the building entry by providing some space in front and alongside the entry for visitors or residents to use. These spaces also provide for interaction with pedestrians and cyclists along the streetscape.

Publicly Accessible Open Space. Pedestrians can enjoy a plaza at the street corner and a green space with a fountain and benches, adding amenities and interest to the streetscape.

Building Design. Buildings are designed to visually organize facades into three parts: base, middle, and top. The ground floor is designed with lots of windows for visibility out to the streetscape and interaction with pedestrians.

R3-D

Massing Features. At certain horizontal lengths, facades must include massing features to visually break down the building's overall massing. This example recesses a portion of the wall for visual interest and variety.

Open Space. Open space is provided through a combination of shared courtyards, passages, balconies, and building entry elements.

Building Entries. New buildings include a variety of building entries such as the Dooryard shown here. These elements enhance the building entry by providing some space in front and alongside the entry for visitors or residents to use. These elements also provide a pedestrian-oriented and scaled ground floor along the streetscape.

Parking Location. Buildings are designed to locate parking at least 30 feet behind ground floor units or behind the building to emphasize a pedestrian-oriented streetscape.

R3-D

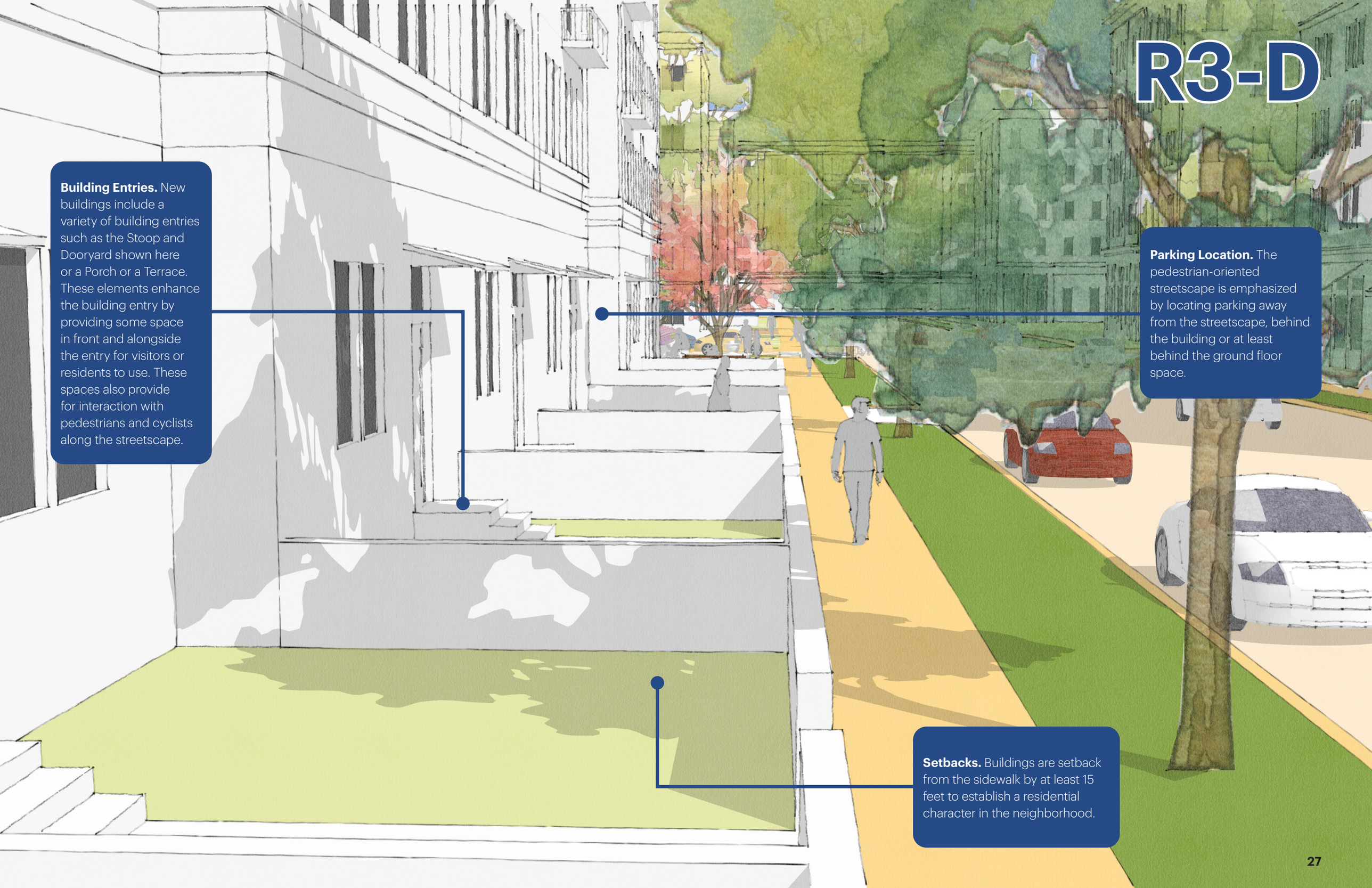
Building Design. Building facades are designed to express three distinct but complementary parts: a base, middle, and top. The base can consist of one or more stories. The middle consists of the most stories. The top can consist of a prominent feature such as a cornice, part of a story, or multiple stories. This approach provides for creativity and visual interest.

Pedestrian Connection. Some blocks include pedestrian passages to a public open space or through the block to another street, increasing the circulation network for pedestrians and cyclists.

Massing Features. Buildings over 3 stories and over 80 feet long must include massing features. One of the allowed features is a projection of at least 3 feet for at least 10 horizontal feet as shown here.

Building Entries. Buildings are designed to activate the streetscape. Depending on the location, ground floor non-residential space is allowed along with the corresponding building entry type such as the shopfronts shown here. The ground floor is designed with lots of windows for visibility out to the streetscape and interaction with pedestrians.

R3-D



Building Entries. New buildings include a variety of building entries such as the Stoop and Dooryard shown here or a Porch or a Terrace. These elements enhance the building entry by providing some space in front and alongside the entry for visitors or residents to use. These spaces also provide for interaction with pedestrians and cyclists along the streetscape.

Parking Location. The pedestrian-oriented streetscape is emphasized by locating parking away from the streetscape, behind the building or at least behind the ground floor space.

Setbacks. Buildings are setback from the sidewalk by at least 15 feet to establish a residential character in the neighborhood.

R3-D

Large-Canopy Trees. Trees along all streetscapes provide shade, visual interest and a transition in scale between pedestrians and 4 to 6 story buildings.

Building Entries. Pedestrian Passages, like other streetscapes, are lined with ground floor building or unit entries, enlivening the space.

Public Access Easement. Depending on the size or location of a project, a Pedestrian Passage is required to provide access to a public open space and/or access through the block to another street. This increases the circulation network for pedestrians and cyclists.

R3-D

Building Entries. The ground floor along the publicly accessible open space must have building and/or unit entries to ensure pedestrian activity. The ground floor is allowed to be residential or non-residential.

Open Space. Fifteen (15) percent of the project site must be provided as open space. Open space may be located for use by the general public as the plaza shown here.