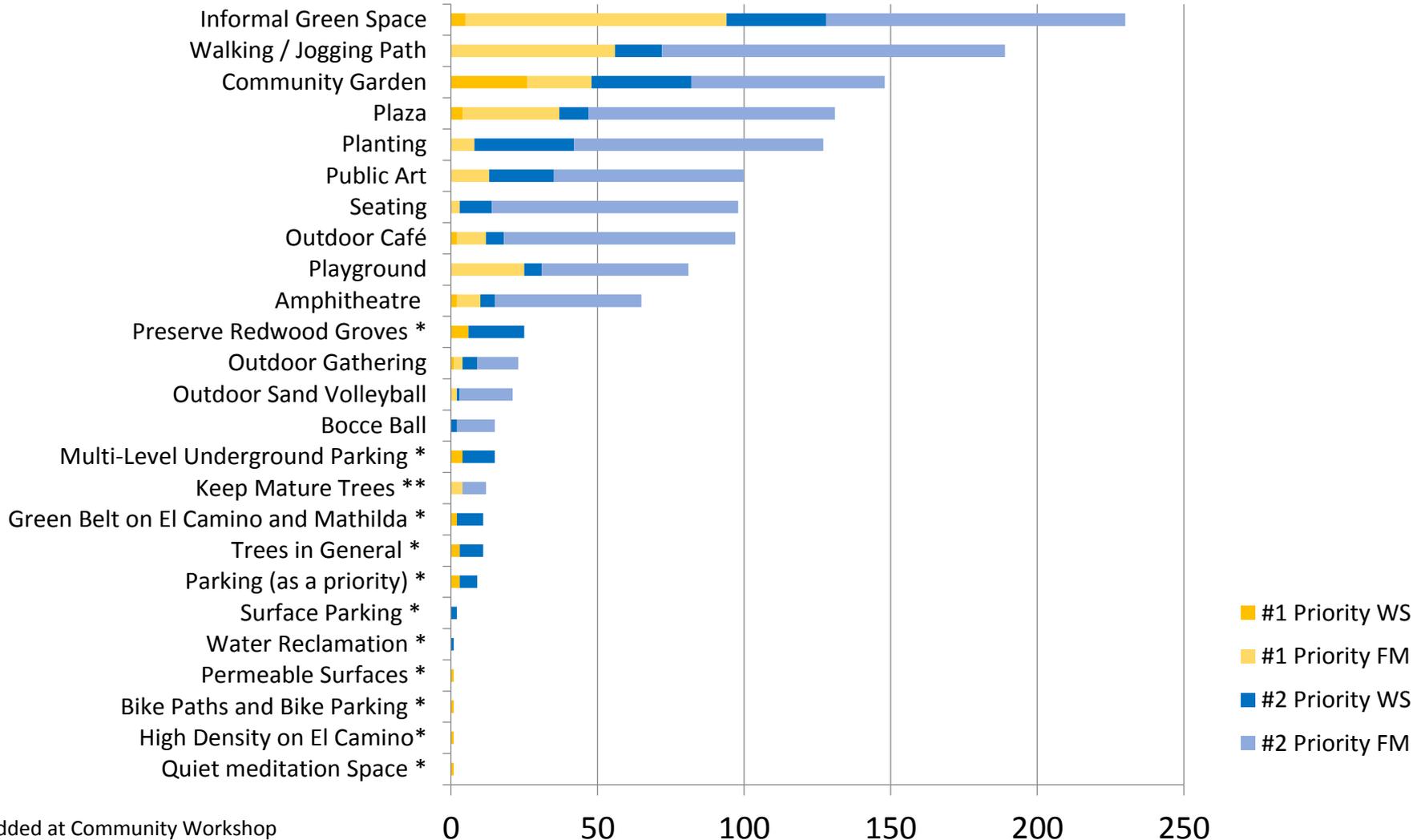




# Reference Packet - 1 of 3



# Exterior Space Priorities



\*= Added at Community Workshop

\*\*= Added at Farmer's Market



# Architectural Space Program Recommendations

Interior	Existing	Proposed	Change
Library	61,000	117,000	92%
Public Safety	45,000	57,000	27%
City Hall	66,000	76,000	15%
<i>City Admin</i>		<i>44,000</i>	
<i>Shared</i>		<i>32,000</i>	
NOVA	15,000	19,000	27%
<b>Total</b>	<b>187,000</b>	<b>269,000</b>	<b>44%</b>



## Site Background

Zoning

Solar & Wind

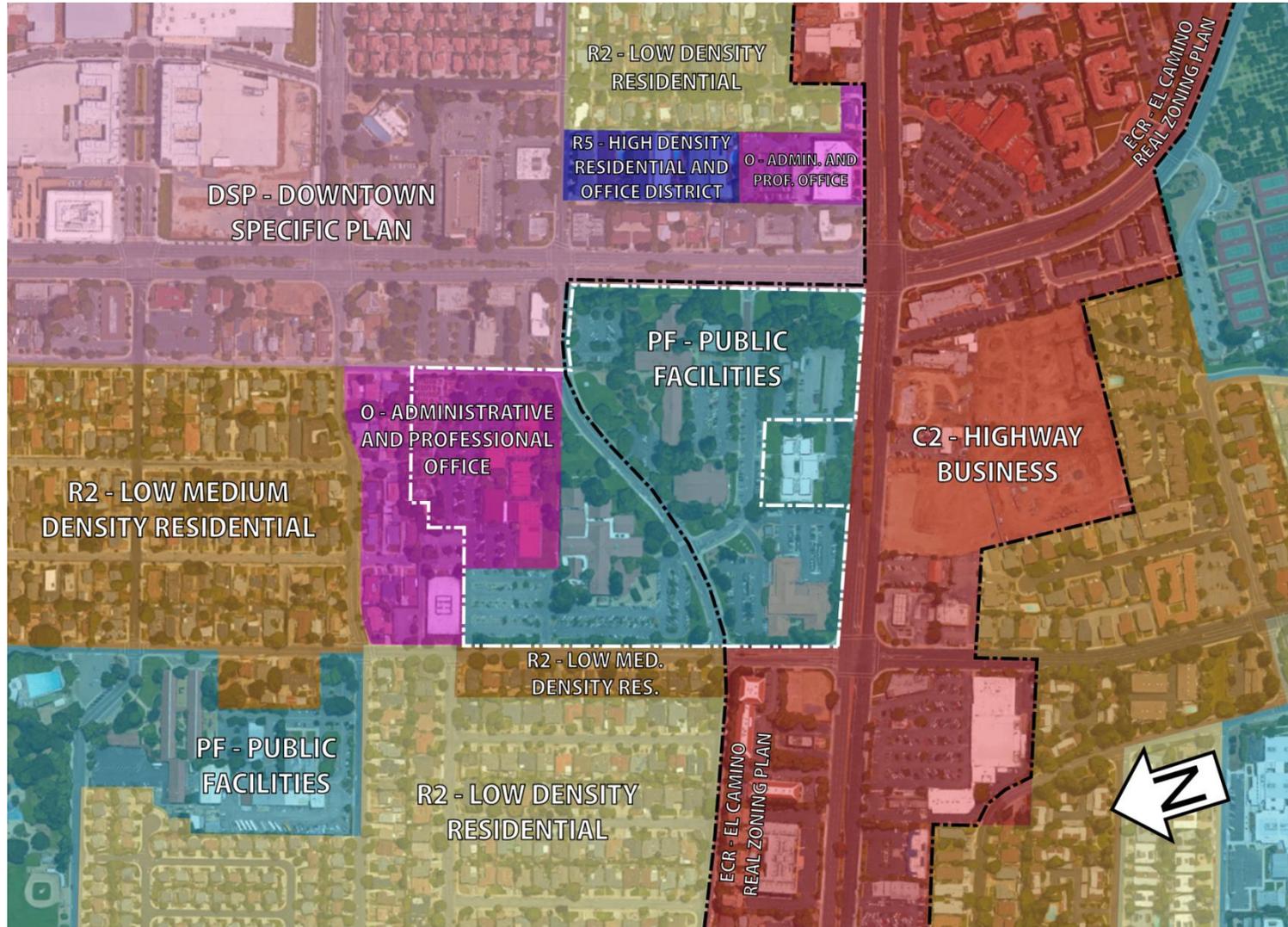
Context

Circulation

Noise



# Site Background - Zoning Information



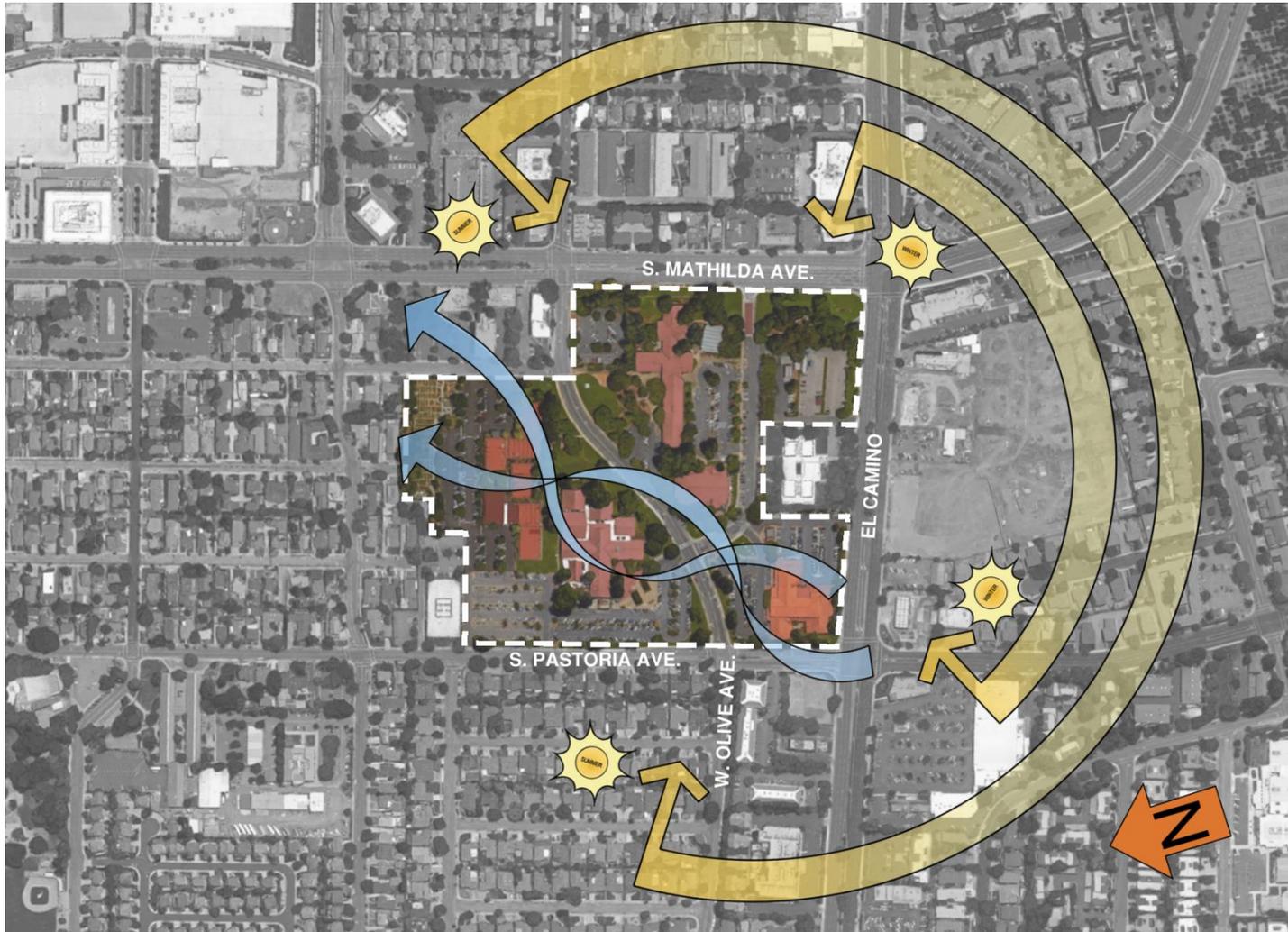


# Site Background - Zoning Information

Zoning	Setback Criteria	Height Criteria
<b>PF</b> Public Facilities	See most restrictive adjacent district criteria	See most restrictive adjacent district criteria
<b>R-0</b> Single-Family Residential	Front: 20' (1 <sup>st</sup> story) 25' (2 <sup>nd</sup> story) Side: 4' (1 <sup>st</sup> story) 7' (2 <sup>nd</sup> story)	30' 2 stories max.
<b>R-2</b> Single-Family Residential	Front: 20' (1 <sup>st</sup> story) 25' (2 <sup>nd</sup> story) Side: 4' (1 <sup>st</sup> story) 7' (2 <sup>nd</sup> story)	30' 2 stories max.
<b>C-2</b> Highway Business	Front: 70' Side: None	40' 2 stories max.
<b>O</b> Administrative and Professional Office	Front: 20' Side: 6' min. 10' total	30' 2 stories max.



# Site Background - Solar and Wind Diagram



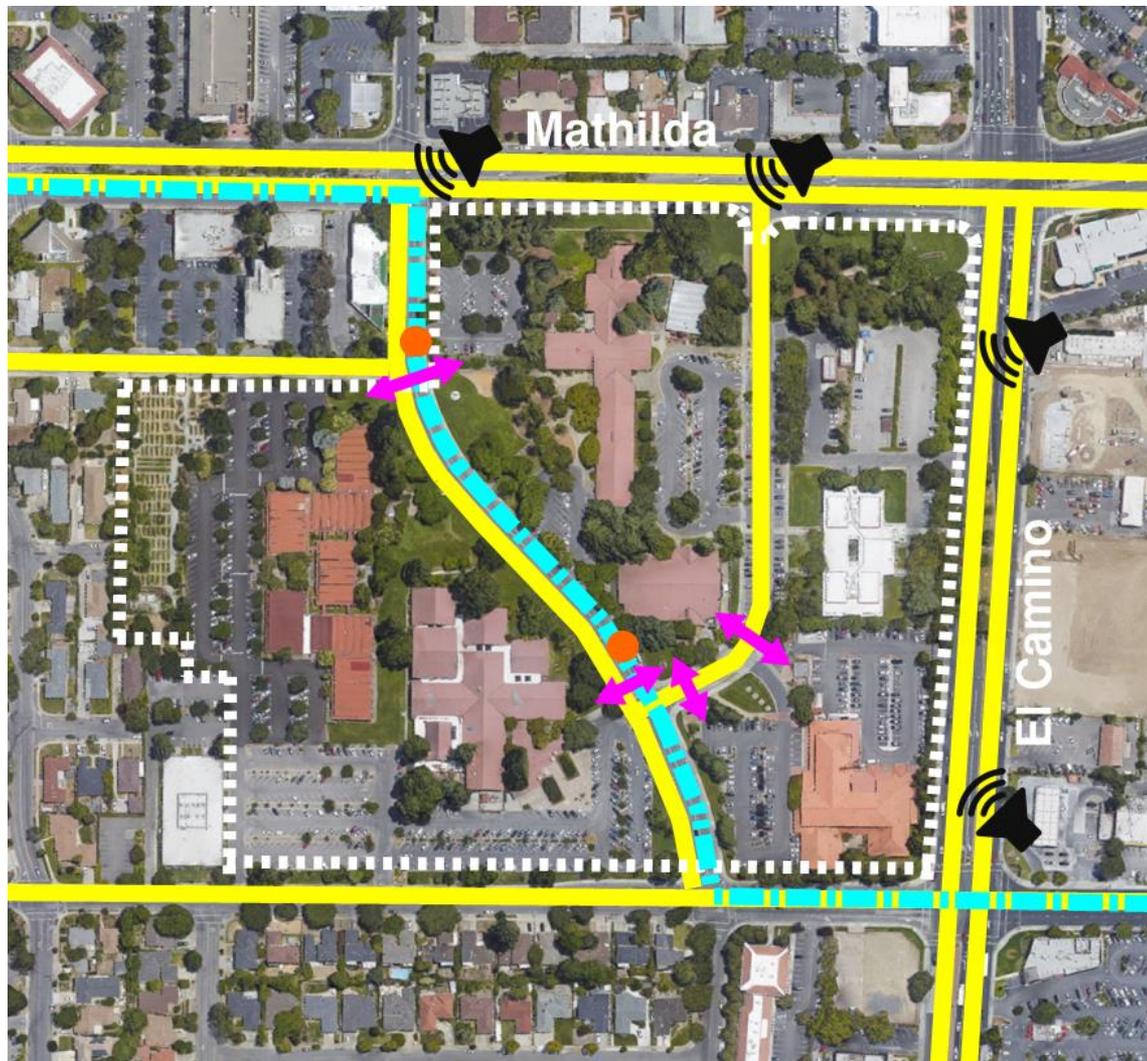


# Site Background - Sunnyvale Context





# Site Background - Circulation



-  Vehicular Path of Travel
-  Pedestrian Path of Travel
-  Bus Line
-  Bus Stop
-  Site Boundary
-  Noise Icon



# Application to Scenarios

	<b>Scenario A</b> Lower Cost to Public	<b>Scenario B</b> Reuse	<b>Scenario C</b> Open/Green Space
<b>Building Footprint</b>	Medium Density	Low Density	High Density
<b>Portion of Site for Sale or Lease</b>	Yes	No	No
<b>Acquire Courthouse Property</b>	No	No	Yes
<b>Public Safety</b>	Keep all On-Site	Keep all On-Site	Move a Portion Off-site
<b>Library</b>	On-Site	On-Site	On-Site
<b>Parking</b>	Maximum of 20% Parking Below Ground	Max of 50% Below Ground	Max of 80% Below Ground