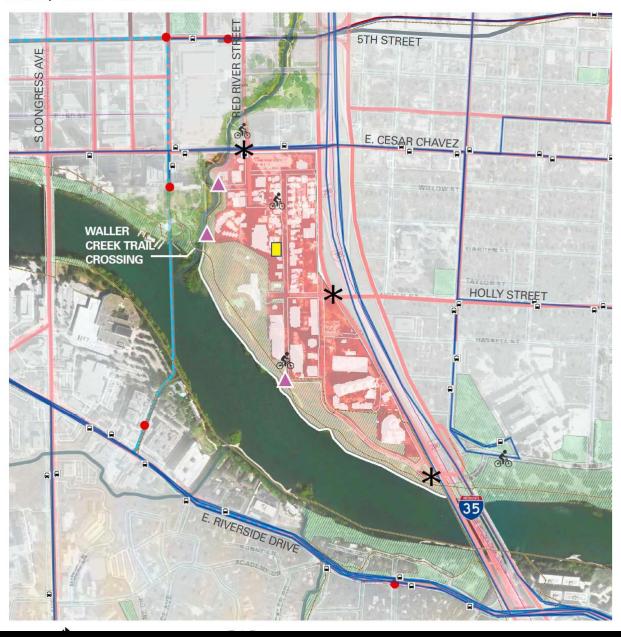
80 Rainey

Design Commission

December 13, 2021

Rainey Street Sub-District



rainey street historic district + associated architecture

80 Rainey project site

major pedestrian + vehicular gateways

major trail access

----- trails

existing bus routes

existing bus stops

existing rail

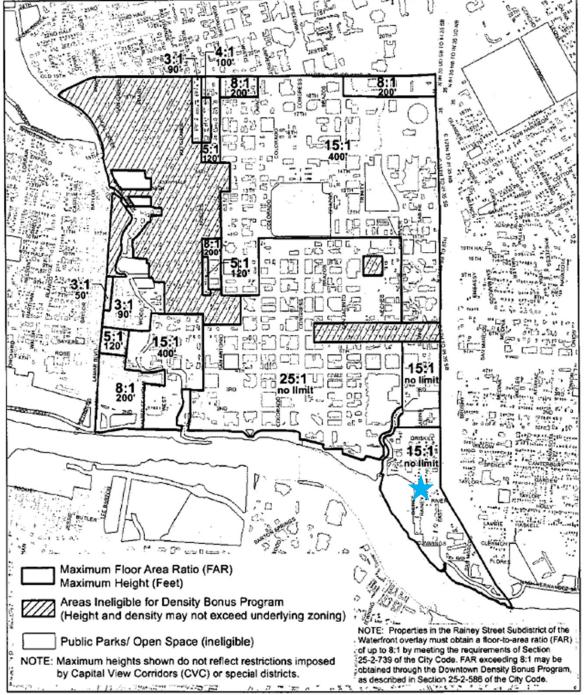
proposed rail

proposed rail stops

parks

bicycle rental docks

major arterials

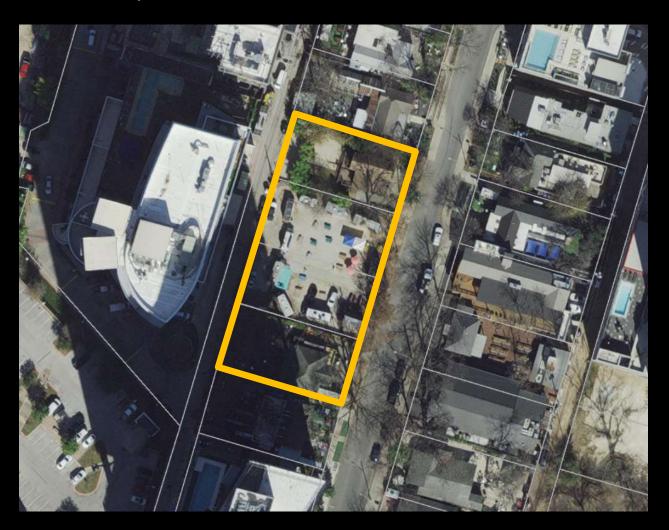


Downtown Density Bonus Program - Eligibility, Floor Area Ratio (FAR) and Height Map Figure 2: Page 1



Current Use

Food truck lot, bar and small office.



Zoning

Central Business District (CBD)



Property Facts

Address: 78-84 Rainey Street

Lot Size: 0.66 acres / 28,814 square feet

Rainey Street Entitled Height: 40 feet

DDBP Allowable Height: Unlimited

Proposed Height: 546 feet / 49 floors

CBD Zoning Entitled FAR: 8:1

DDBP Allowable FAR: 15:1

Proposed DDBP FAR: 20:1

Project Facts and Bonus Area Benefit

564,979 Total Project Gross Square Feet (GSF)

Rainey Street Density Bonus Area Below 8:1 FAR:

Net Residential Floor Area Within 8:1 FAR	=	230,512 NSF	
Density Bonus Affordable Set-Aside		X 5%	
Total Required Affordable Square Feet	=	9,797 NSF	

9,797 SF (18 units) will be set aside as affordable for-lease residential units at 80% MFI, in order to exceed the 40 feet maximum height limit per the Rainey Street Subdistrict regulations.

Downtown Density Bonus Area Between 8:1 to 15:1 FAR:

Total GSF Bonus Area Per DDBP (8:1 to 15:1)	=	201,698 GSF
Green Building Community Benefit Area	=	(57,628) GSF
Total Density Bonus FIL Area Between 8:1 & 15:1 FAR	=	144,070 GSF
Total Density Bonus FIL Area Between 8:1 & 15:1 FAR	=	144,070 GSF
Rainey DDBP Fee per SF		X \$5
Total Density Bonus FIL Contribution Between 8:1 & 15:1 FAR	=	\$720,350

Project Facts and Bonus Area Benefit

564,979 Total Project Gross Square Feet (GSF)

Downtown Density Bonus Area Above 15:1 FAR:

Total GSF Bonus Area Per DDBP (Above 15:1)	=	132,769 GSF
Additional Affordable Housing Benefit Area	=	(66,385) GSF
Total Density Bonus FIL Area Above 15:1 FAR	=	66,385 GSF
Total Density Bonus FIL Area Above 15:1 FAR	=	66,385 GSF
Rainey DDBP Fee per SF		X \$5
Total Density Bonus FIL Contribution Above 15:1 FAR	=	\$331,923
Gross Residential Floor Area Above 15:1 FAR	=	66,385 NSF
Density Bonus Additional Affordable Set-Aside		X 5%
Total Additional Affordable Square Feet	=	3,319 NSF

3,319 SF (5 units) will be set aside as affordable for-lease residential units at 80% MFI, in order to exceed the 40 feet maximum height limit per the Rainey Street Subdistrict regulations.

Total Bonus Area Community Benefit

On-Site Affordable Square Feet:

Total Density Bonus Area Below 8:1 FAR	=	9,797 SF
Total Density Bonus Area Above 15:1 FAR	=	3,319 SF
Total On-Site Affordable Square Feet	=	16,435 SF

16,435 SF (23 units) will be set aside as affordable for-lease residential units at 80% MFI, in order to exceed the 40 feet maximum height limit per the Rainey Street Subdistrict regulations.

Fee In-Lieu:

Total Density Bonus FIL Between 8:1 & 15:1 FAR	=	\$720,350
Total Density Bonus FIL Above 15:1 FAR	=	\$331,923
Total Affordable Housing Trust Fund Contribution	=	\$1,052,273

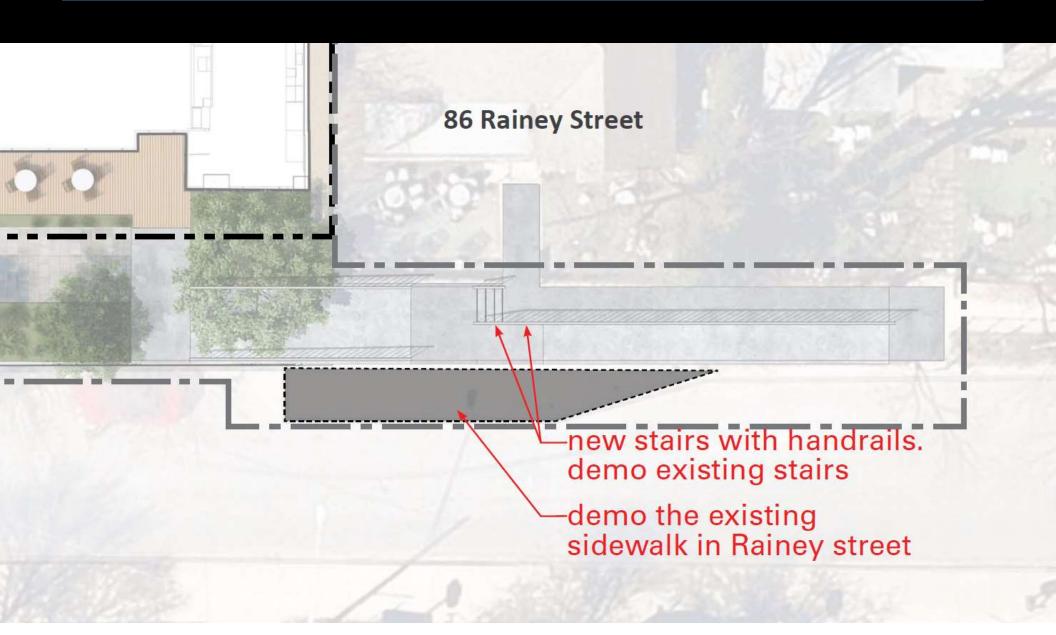
Gatekeeper Requirements

- 1. 2-Star AE Green Building
 - Project plans to achieve 3-Star AE Green Building Status
- 2. Great Streets Compliance
 - Project plans to provide adjacent property Great Streets enhancements at 86 Rainey Street
- 3. Substantial Compliance with Downtown Design Guidelines
 - Project received substantial compliance letter from Working Group on November 1, 2021

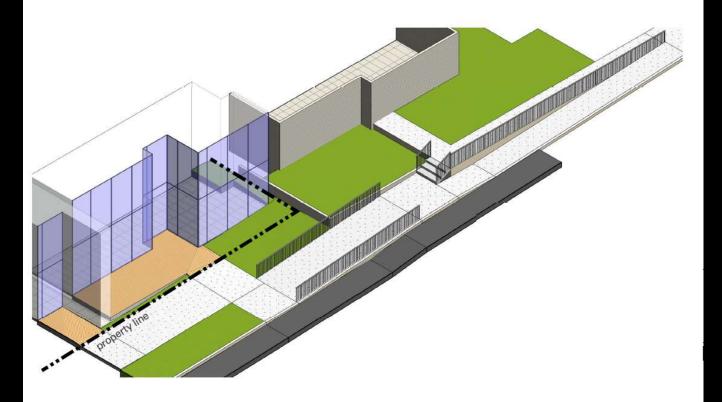




Adjacent Great Streets Enhancements



Streetscape Extension - 86 Rainey





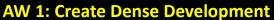




Area Wide Guidelines

AW.1	Create dense development	$\overline{\checkmark}$
AW.2	Create mixed-use development	\checkmark
AW.3	Limit development which closes Downtown streets	V
AW.4	Buffer neighborhood edges	\checkmark
AW.5	Incorporate civic art in both public and private development	$\overline{\checkmark}$
AW.6	Protect important public views	\checkmark
AW.7	Avoid historical misinterpretations	$\overline{\checkmark}$
AW.8	Respect adjacent historic buildings	\checkmark
AW.9	Acknowledge that rooftops are seen from other buildings and the street	$\overline{\checkmark}$
AW.10	Avoid the development of theme environments	\checkmark
AW.11	Recycle existing building stock	\checkmark





AW 2: Create Mixed-Use Development

AW 3: Limit Development Which Closes Downtown Streets

AW 4: Buffer Neighborhood Edges

AW 5: Incorporate Civic Art in Public and Private Development

AW 6: Protect Important Public Views



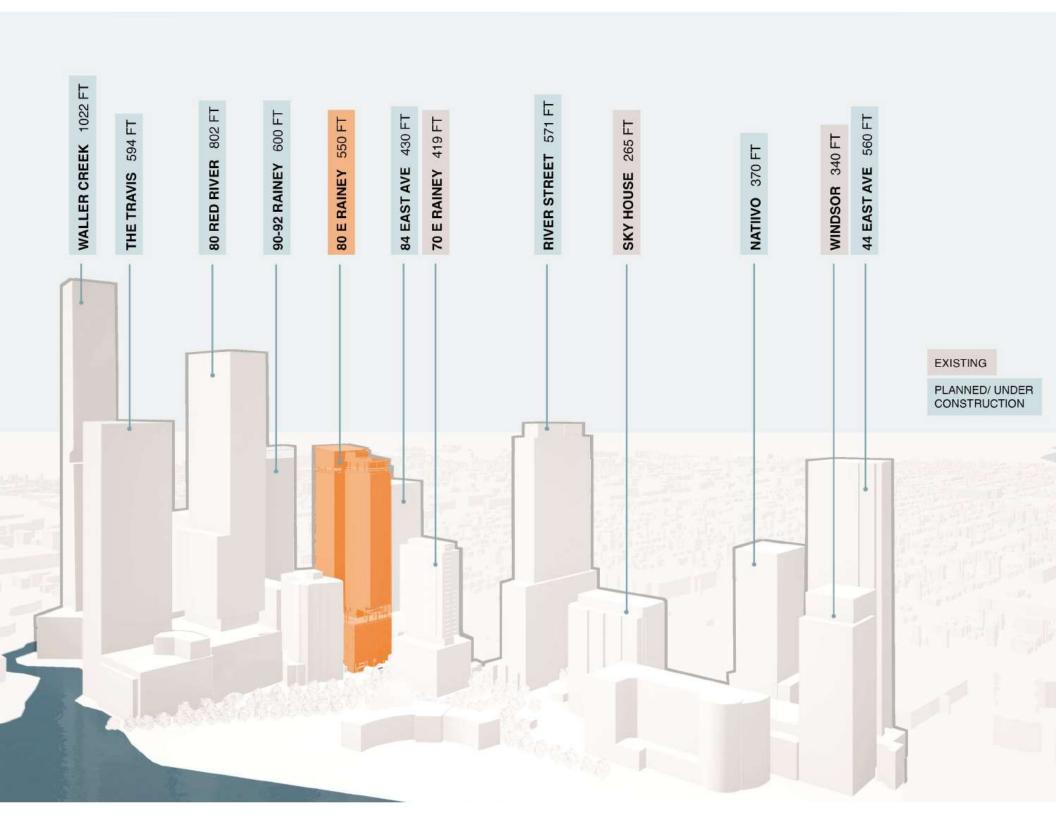
AW 7: Avoid Historical Misinterpretations

AW 8: Respect Adjacent Historic Buildings

AW 9: Acknowledge that Rooftops are Seen from Other Buildings

and the Street

AW 10: Avoid The Development of Theme Environments





AW 1: Create Dense Development

AW 2: Create Mixed-Use Development

AW 3: Limit Development Which Closes Downtown Streets

AW 4: Buffer Neighborhood Edges

AW 5: Incorporate Civic Art in Public and Private Development

AW 6: Protect Important Public Views

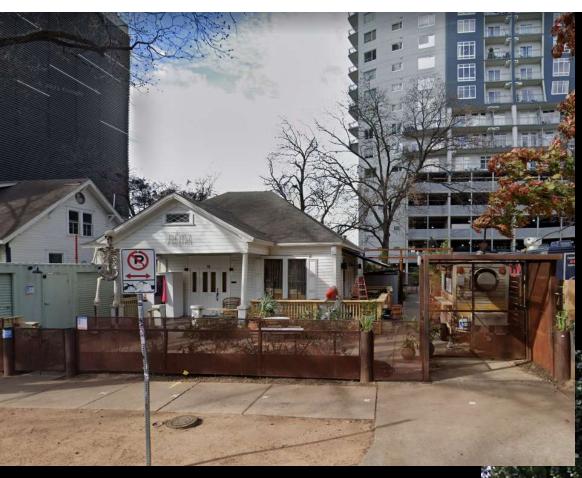
AW 7: Avoid Historical Misinterpretations

AW 8: Respect Adjacent Historic Buildings

AW 9: Acknowledge that Rooftops are Seen from Other Buildings

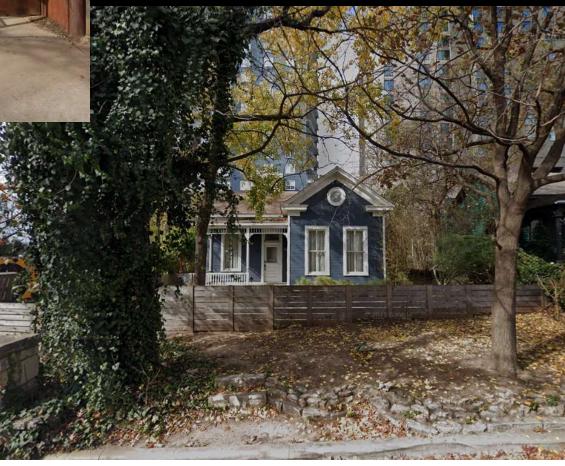
and the Street

AW 10: Avoid The Development of Theme Environments



< 78 Rainey

84 Rainey >



Art Features

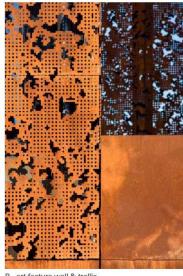












B - art feature wall & trellis

C - mural wall

AW 1: Create Dense Development

AW 2: Create Mixed-Use Development

AW 3: Limit Development Which Closes Downtown Streets

AW 4: Buffer Neighborhood Edges

AW 5: Incorporate Civic Art in Public and Private Development

AW 6: Protect Important Public Views

AW 7: Avoid Historical Misinterpretations

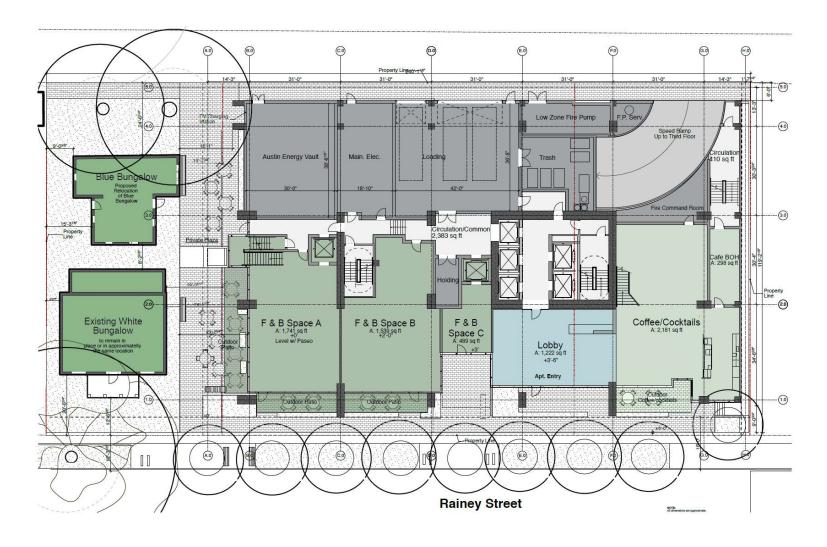
AW 8: Respect Adjacent Historic Buildings

AW 9: Acknowledge that Rooftops are Seen from Other Buildings

and the Street

AW 10: Avoid The Development of Theme Environments

Conceptual 1st Floor Plan









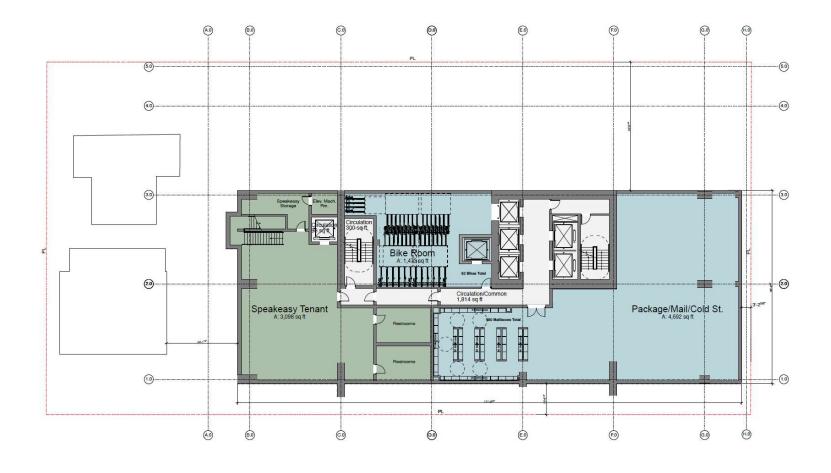
PAPPAGEORGE HAYMES



80 rainey

density bonus package The information shown is based of the best information available an subject to change without notice.

Conceptual Basement Plan











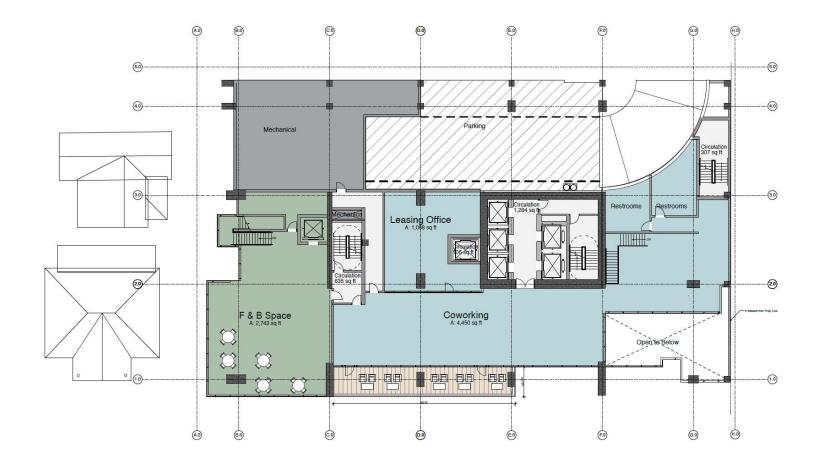


80 rainey

density bonus package

The information shown is based the best information available an subject to change without notice

Conceptual 2nd Floor Plan









PAPPAGEORGE HAYMES



80 rainey

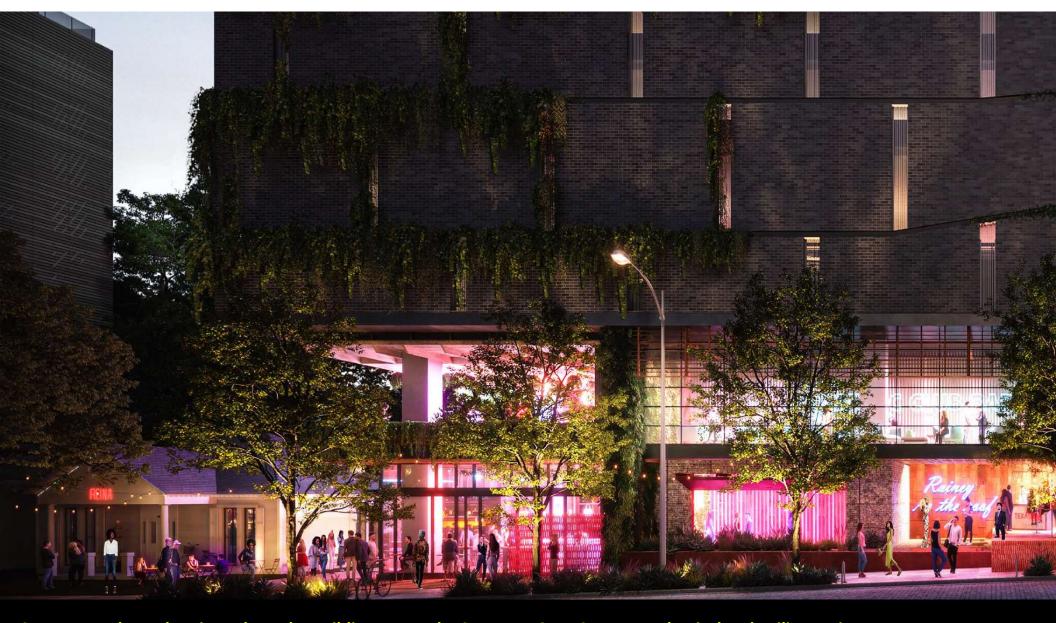
density bonus package

The information shown is based of the best information available an subject to change without notice

Public Streetscape Guidelines

PS.1	Protect the pedestrian where the building meets the street	$\overline{\checkmark}$
PS.2	Minimize curb cuts	\checkmark
PS.3	Create the potential for two-way streets	\checkmark
PS.4	Reinforce pedestrian activity	\checkmark
PS.5	Enhance key transit stops	N/A
PS.6	Enhance the streetscape	\checkmark
PS.7	Avoid conflicts between pedestrian and utility equipment	\checkmark
PS.8	Install street trees	\checkmark
PS.9	Provide pedestrian-scaled lighting	$\overline{\checkmark}$
PS.10	Provide protection from cars/promote curbside parking	\checkmark
PS.11	Screen mechanical and utility equipment	$\overline{\checkmark}$
PS.12	Provide generous street-level windows	$\overline{\checkmark}$
PS.13	Install pedestrian-friendly materials at street level	$\overline{\checkmark}$





PS 1: Protect the Pedestrian Where the Building Meets the Street

PS 2: Minimize Curb Cuts

PS 4: Reinforce Pedestrian Activity

PS 6: Enhance the Streetscape

PS 7: Avoid Conflicts Between Pedestrians and Utility Equipment

PS 9: Provide Pedestrian-Scale Lighting

PS 10: Provide Protection From Cars/Promote Curbside Parking

PS 11: Screen Mechanical and Utility Equipment

PS 12: Provide Generous Street-level Windows

PS 13: Install Pedestrian-friendly Materials at Street Level



PS 1: Protect the Pedestrian Where the Building Meets the Street

PS 2: Minimize Curb Cuts

PS 4: Reinforce Pedestrian Activity

PS 6: Enhance the Streetscape

PS 7: Avoid Conflicts Between Pedestrians and Utility Equipment

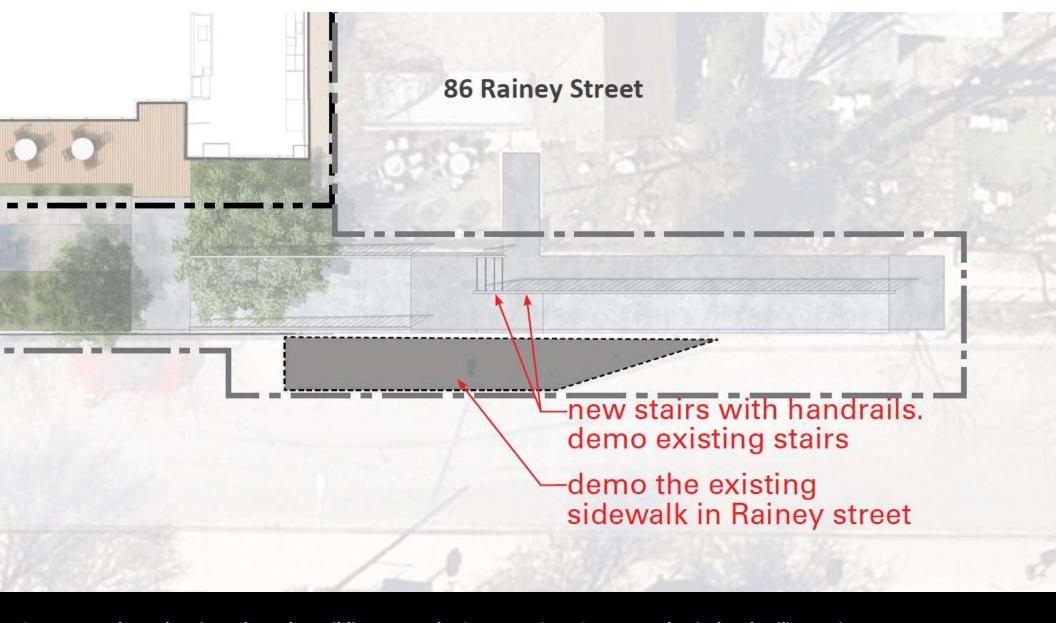
PS 9: Provide Pedestrian-Scale Lighting

PS 10: Provide Protection From Cars/Promote Curbside Parking

PS 11: Screen Mechanical and Utility Equipment

PS 12: Provide Generous Street-level Windows

PS 13: Install Pedestrian-friendly Materials at Street Level



PS 1: Protect the Pedestrian Where the Building Meets the Street

PS 2: Minimize Curb Cuts

PS 4: Reinforce Pedestrian Activity

PS 6: Enhance the Streetscape

PS 7: Avoid Conflicts Between Pedestrians and Utility Equipment

PS 9: Provide Pedestrian-Scale Lighting

PS 10: Provide Protection From Cars/Promote Curbside Parking

PS 11: Screen Mechanical and Utility Equipment

PS 12: Provide Generous Street-level Windows

PS 13: Install Pedestrian-friendly Materials at Street Level





Human Experience Vignette - Public Realm









PAPPAGEORGE DRENNER HAYMES



80 rainey

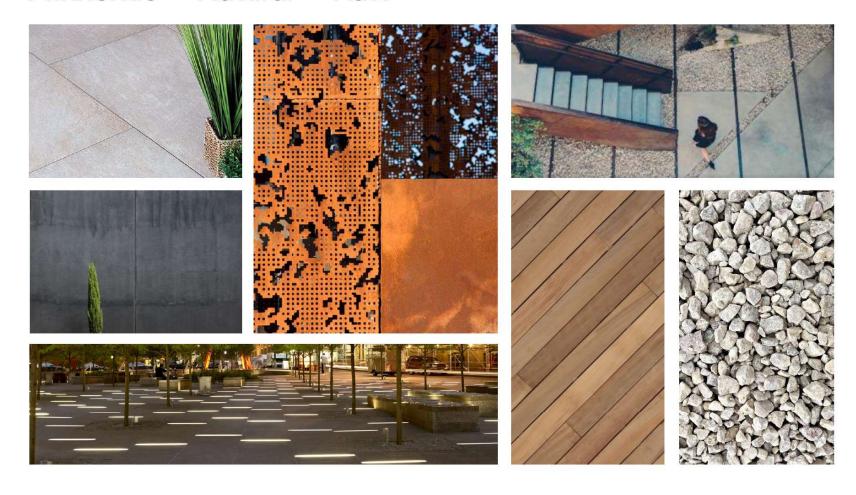
density bonus package



Plazas and Open Space Guidelines

PZ.1	Treat the four squares with special consideration	N/A
PZ.2	Contribute to an open space network	\checkmark
PZ.3	Emphasize connections to parks and greenways	N/A
PZ.4	Incorporate open space into residential development	$\overline{\checkmark}$
PZ.5	Develop green roofs	No
PZ.6	Provide plazas in high use areas	N/A
PZ.7	Determine plaza function, size, and activity	N/A
PZ.8	Respond to the microclimate in plaza design	N/A
PZ.9	Consider views, circulation, boundaries, and subspaces	N/A
PZ.10	Provide an appropriate amount of plaza seating	N/A
PZ.11	Provide visual and spatial complexity in public spaces	$\overline{\checkmark}$
PZ.12	Use plants to enliven urban spaces	
PZ.13	Provide interactive civic art and fountains in plazas	$\overline{\checkmark}$
PZ.14	Provide food service for plaza participants	N/A
D7 15	Increase safety in plazas through wayfinding, lighting, and	NI/A
PZ.15	visibility	N/A
PZ.16	Consider plaza operations and maintenance	N/A

Authentic • Natural • Raw



















Art Features

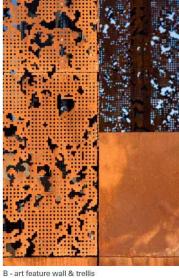








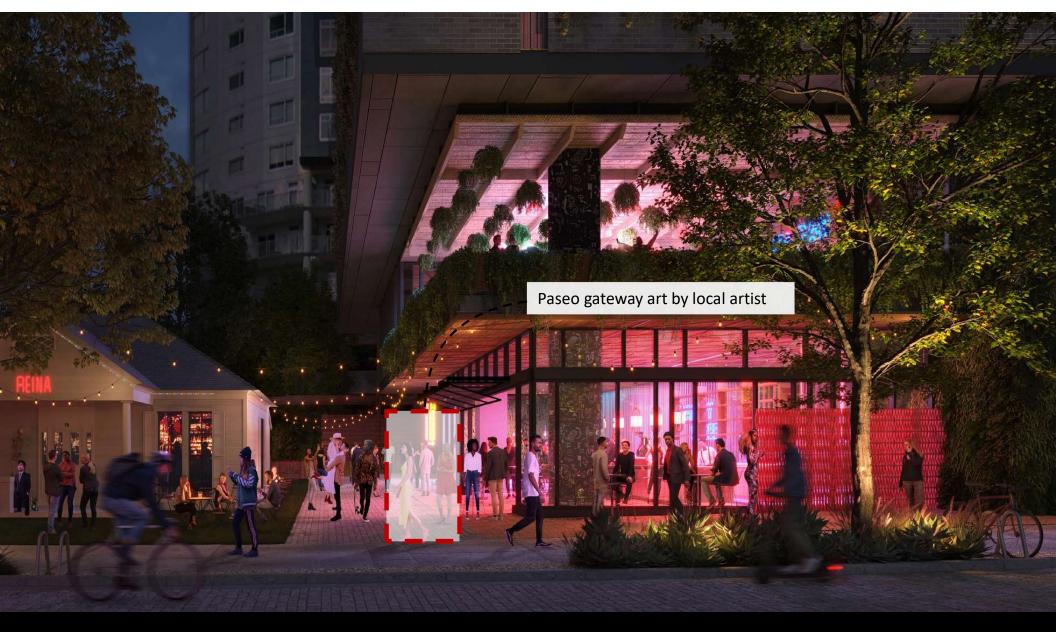






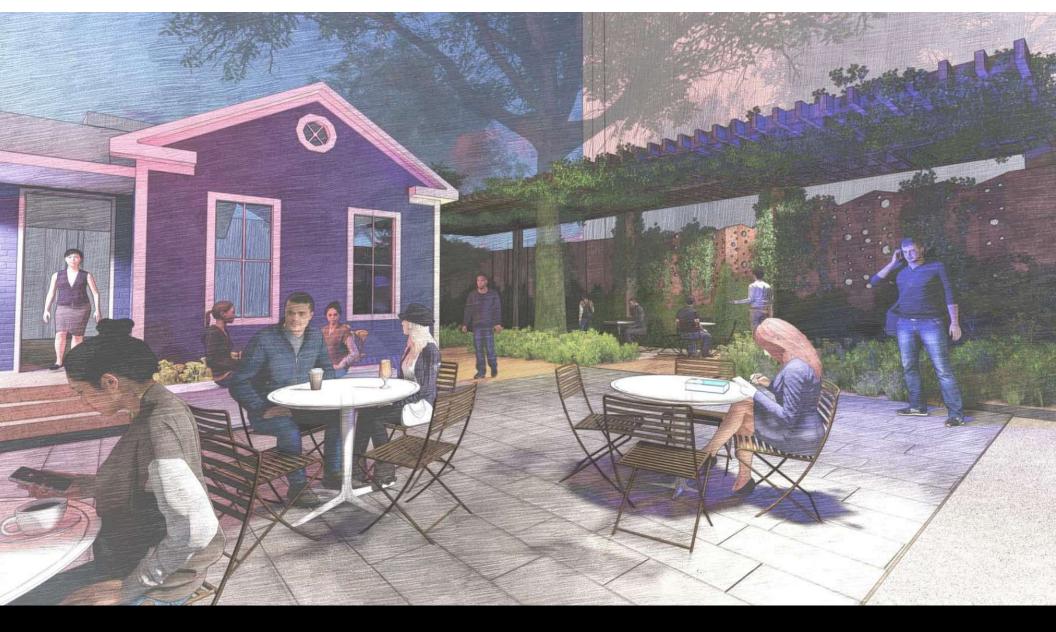
C - mural wall

- **PZ 11: Provide Visual and Spatial Complexity in Public Spaces**
- **PZ 12: Use Plants to Enliven Urban Spaces**
- **PZ 13: Provide Interactive Civic Art and Fountains**



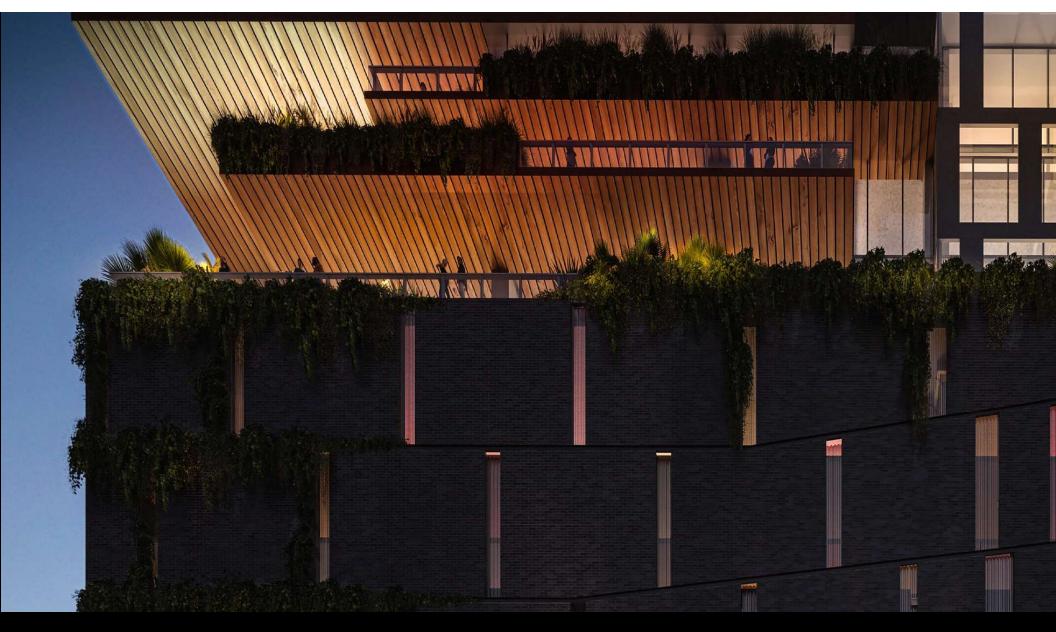
PZ 11: Provide Visual and Spatial Complexity in Public Spaces

PZ 12: Use Plants to Enliven Urban Spaces



PZ 11: Provide Visual and Spatial Complexity in Public Spaces

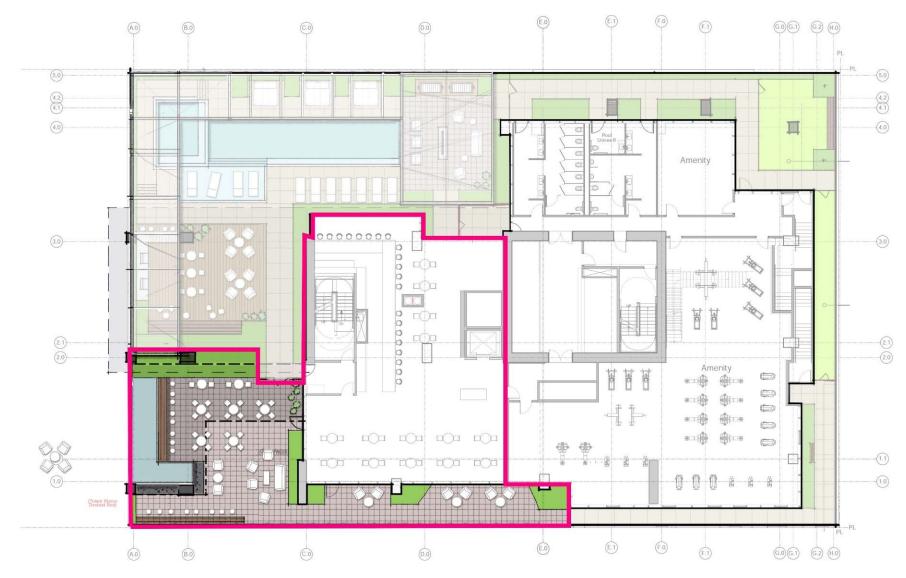
PZ 12: Use Plants to Enliven Urban Spaces



PZ 4: Incorporate open space into residential development

PZ 11: Provide Visual and Spatial Complexity in Public Spaces

PZ 12: Use Plants to Enliven Urban Spaces



Conceptual 11th Floor

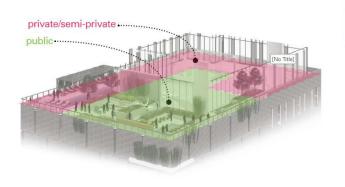
PZ 4: Incorporate open space into residential development

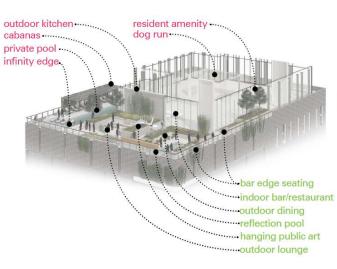
PZ 11: Provide Visual and Spatial Complexity in Public Spaces

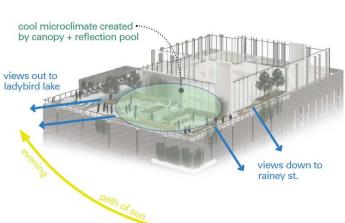
PZ 12: Use Plants to Enliven Urban Spaces

Level 11 Publicly Accessible Bar / Restaurant

public/private







climate/context













PAPPAGEORGE DRENNER HAYMES

program

80 rainey

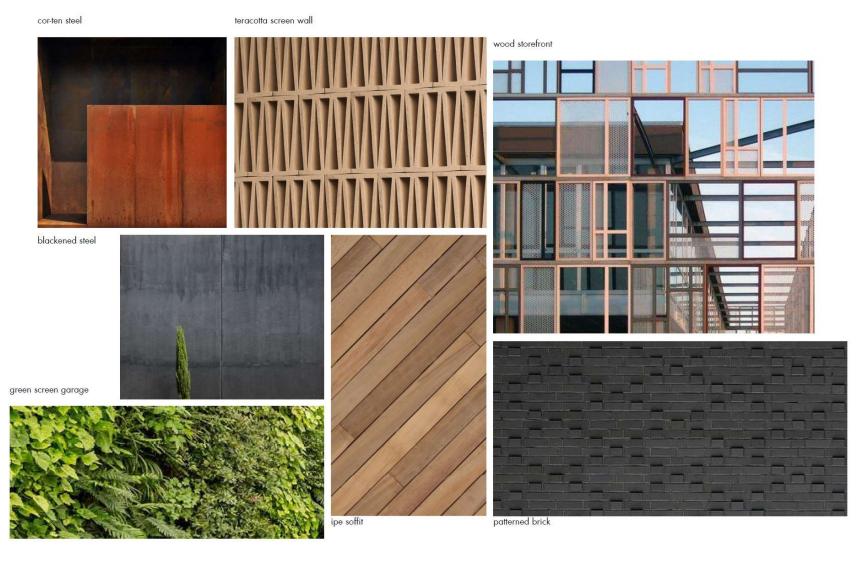
density bonus package

The information shown is based on the best information available and is subject to change without notice.

Building Guidelines

B.1	Build to the street	\checkmark
B.2	Provide multi-tenant, pedestrian-oriented, development at the street level	\checkmark
B.3	Accentuate primary entrances	$\overline{\checkmark}$
B.4	Encourage the inclusion of local character	
B.5	Control on-site parking	$\overline{\checkmark}$
B.6	Create quality construction	\checkmark
B.7	Create buildings with human scale	$\overline{\checkmark}$

Material Board - Building







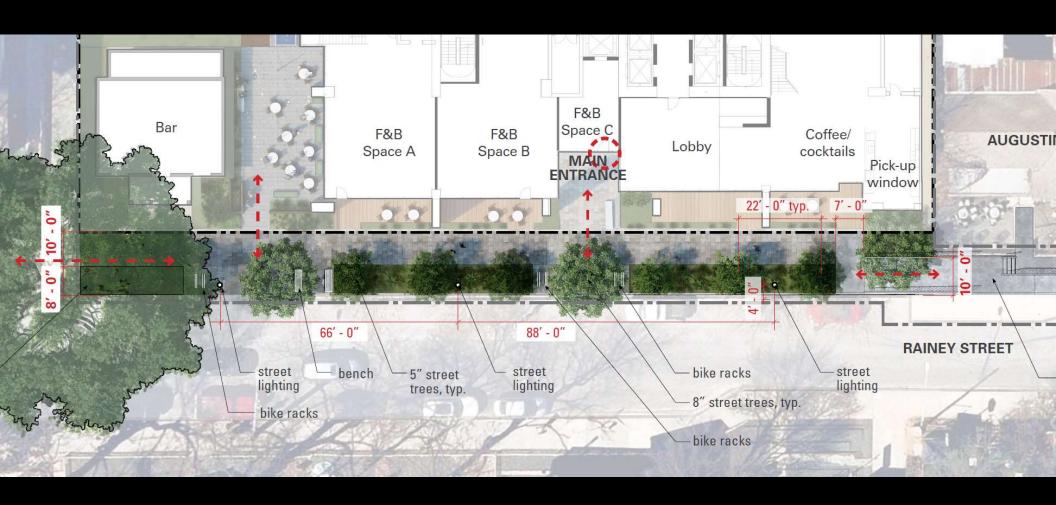


PAPPAGEORGE DRENNER HAYMES GROUP



80 rainey

density bonus package



- **B 1: Build to the Street**
- **B 2: Provide Multi-tenant, Pedestrian-Oriented Development at** the Street Level
- **B 3: Accentuate Primary Entrances**
- **B 4: Encourage Inclusion of Local Character**

- **B 5: Control On-Site Parking**
- **B 6: Create Quality Construction**
- **B 7: Create Buildings with Human Scale**



- **B 1: Build to the Street**
- B 2: Provide Multi-tenant, Pedestrian-Oriented Development at the Street Level
- **B 3: Accentuate Primary Entrances**
- **B 4: Encourage Inclusion of Local Character**

- **B 5: Control On-Site Parking**
- **B 6: Create Quality Construction**
- **B 7: Create Buildings with Human Scale**









