



Sunnyvale

475 N. Fair Oaks Ave &
585-595 Columbia Ave.
File # 2019-7415

Cindy Hom

City Council, July 28, 2020

Background

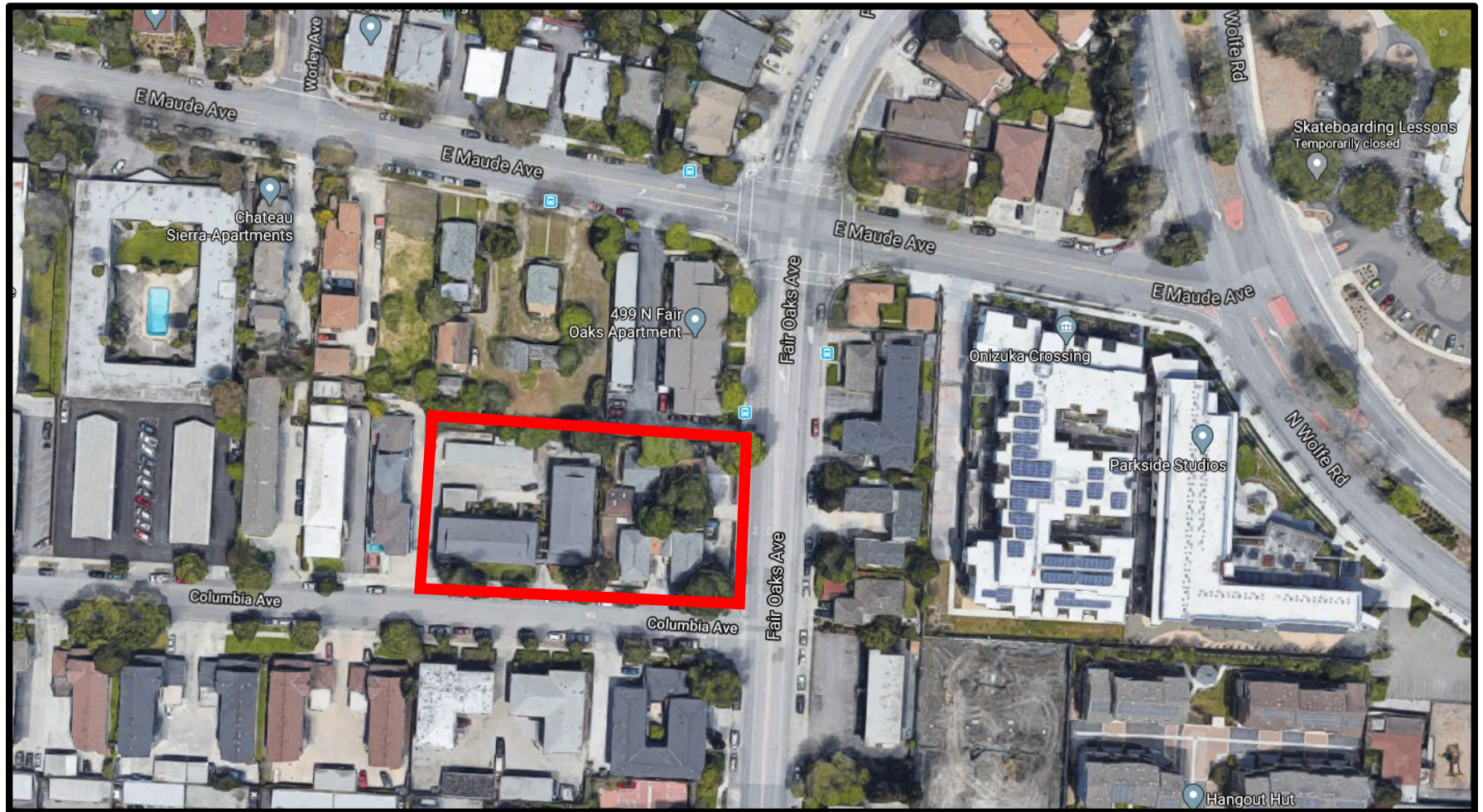
Project:

- ◆ 18 townhouse units
- ◆ Four buildings
- ◆ Three stories

Requested Permits:

- ◆ Rezone 3 of 4 lots to add PD
- ◆ Tentative Parcel Map
- ◆ Special Development Permit
 - Three requested deviations

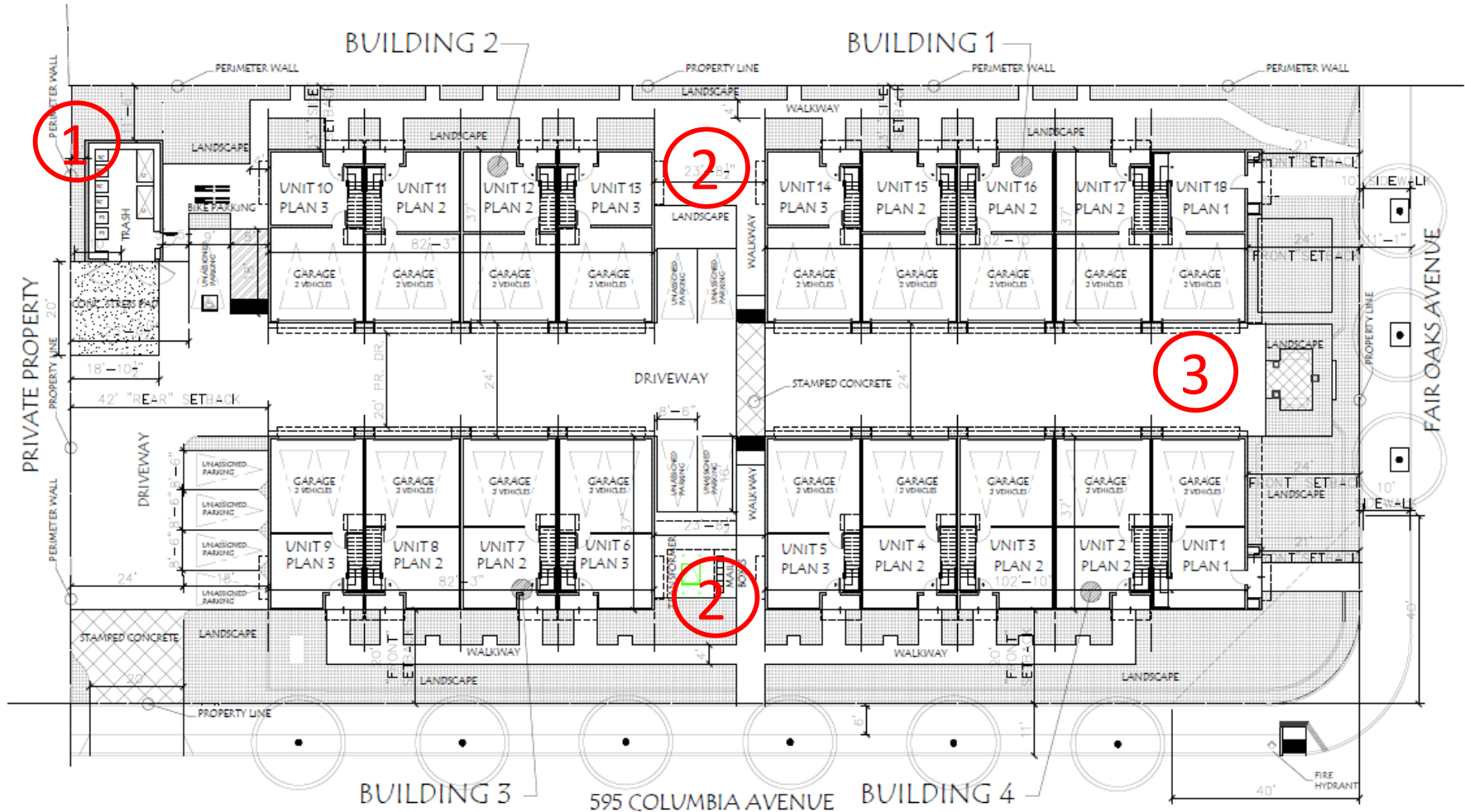
Site Context



Rezoning Map



Proposed Site Plan



Deviations: 1. Reduced Rear Setback

2. Reduced Building Separation

3. Exceed Max. Distance between Trash Facility and Farthest Residential Unit

Requested Deviations

Development Standard	Required	Proposed
1. Rear Setback	20'	Trash Enclosure = 3' Residential Buildings = 42'
2. Min. Separation Between Buildings	26'	23'-8"
3. Max. Distance Between Trash Enclosure and Residential Unit	150'	243' Average – 212'

Architectural Elevation



SOUTH ELEVATION - COLUMBIA AVE.

Architectural Perspective



VIEW FROM FAIR OAKS



① EXTERIOR LIGHT
GLOBAL ELECTRIC 44230



② EXTERIOR DOOR
MASONITE HD ENTRY DOORS



③ EXTERIOR GARAGE DOOR
CHI GARAGE DOOR

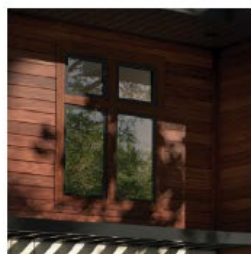


③1 STUCCO SCORE LINE

NOTE: 1/4 INCH THICK
ALUMINUM REVEAL



④ EXTERIOR SLIDING DOOR
MILGARD TRINSIC SERIES



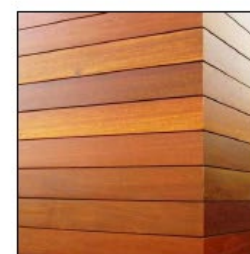
⑤ EXTERIOR WINDOWS
MILGARD TRINSIC SERIES



⑥ EXTERIOR WINDOWS
3\"/>



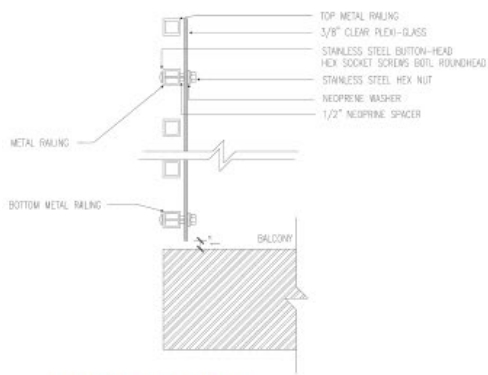
⑦ EXTERIOR PARAPET TRIM
8\"/>



⑧ CEMENT BOARD



⑨ METAL AWNING



⑩ RAILING WITH PLEXI DETAIL



Planning Commission Review

August 27, 2020

- Recommended Approval with minor modifications:
 - Increase Fence Height to 8 feet near trash enclosure
 - Provide minimum 30 24-inch box Replacement trees
 - Prioritize use of native species
 - Window frames, doors and garage door to be dark bronze
 - Work with staff to save large Italian Stone Pine
(at the corner of N Fair Oaks and Columbia)

Staff Recommendation

- ◆ Introduce Ordinance to Rezone 3 lots to R-3/PD
- ◆ Approve the Special Development Permit
 - 18 townhome units
 - Approve requested deviations
 - Include PC recommended modifications
- ◆ Approve Vesting Tentative Map