



## Mixed-Use and Multi-Family Objective Design Standards (ODS) Community Outreach Summary and Meeting Minutes

Below is a list of the community outreach and events coordinated by city staff and the consultants for the Mixed-use and Multi-Family Objective Design Standards project that occurred between October 2022 and February 2025. Corresponding summaries and meeting minutes are attached. In addition to these meetings and events, staff also actively collaborated with developers and architects and solicited input and feedback from the public at various stages of the project.

To encourage maximum participation and community awareness, staff conducted robust community outreach prior to all community workshops, surveys, study sessions, and events. This included social media posts on the City's Facebook, NextDoor, Instagram, and Twitter (X) accounts, targeted postcards, and publications in the City's Spotlight Newsletter, the Good Living Newsletter and San Carlos's E-notify (email) communication list.

**Table 1: Major Outreach Events for Mixed-Use and Multi-Family ODS**

Event Name		Date
1	City Council Study Session	February 10, 2025
2	Community Corner Open House	January 30, 2025
3	Community Meeting (Greater East San Carlos Neighborhood)	November 13, 2024
4	Planning and Transportation Commission Study Session #2	June 17, 2024
5	Stakeholder Meeting	May 21, 2024
6	Planning and Transportation Commission Study Session #1	November 20, 2023
7	Community Workshop	April 26, 2023
8	Community Survey	March 10, 2023
9	Community Workshop	October 19, 2022
10	Stakeholder Meeting	October 6, 2022



**San Carlos City Council/Successor Agency to the  
Redevelopment Agency/Housing Authority Regular Meeting  
Council Chambers, City Hall  
600 Elm Street, San Carlos, CA 94070  
February 10, 2025 7:00 PM**

**MINUTES**

**ROLL CALL**

City Council Present: John Dugan, Councilmember  
Sara McDowell, Mayor  
Adam Rak, Councilmember  
Pranita Venkatesh, Vice Mayor  
Neil Layton, Councilmember

Staff Present: Nil Blackburn, Assistant City Manager  
Lauren Burd, Recreation Supervisor  
Rendell Bustos, Senior Planner  
Rucha Dande, Principal Planner  
Sajuti Haque, Economic Development & Housing Manager  
Steven Machida, Public Works Director  
Jeff Maltbie, City Manager  
Andrea Mardesich, Assistant Community Development Director  
Rebecca Mendenhall, Administrative Services Director  
Crystal Mui, City Clerk  
Mark Myers, Police Captain  
Lisa Porras, Planning Manager  
Laura Richstone, Senior Planner  
Gregory Rubens, City Attorney  
Al Savay, Community Development Director

**1. CALL TO ORDER**

Mayor McDowell called the meeting to order at 7:00 PM.

**2. ASSEMBLY BILL 2449 TELECONFERENCE REQUESTS**

None.

**3. PLEDGE OF ALLEGIANCE**

Mayor McDowell led the Pledge of Allegiance.

**4. CHANGES TO THE ORDER OF THE AGENDA**

None.

**5. REPORT FROM CLOSED SESSION**

None.

## 6. PRESENTATIONS

- a. Present a Proclamation Recognizing February as American Heart Month.

Mayor McDowell presented a proclamation to Molly St. Clair, Senior Development Director at American Heart Association, recognizing American Heart Month.

Ms. St. Clair expressed her gratitude to the Council for passing a strong tobacco retail license and for recognizing American Heart Month.

- b. Receive an Annual Report from the San Carlos Library.

Francis Hebert, San Carlos Library Branch Manager, presented statistics and accomplishments from the past year for the San Mateo County Library. He then turned the presentation over to Manny Serrano, the San Carlos Library's Community Technology Specialist, who focused on San Carlos Library's accomplishments and community outreach efforts. Mr. Hebert and Mr. Serrano responded to Council questions.

Council requested a status update on the Makerspace Project. Mr. Herbert confirmed it will be provided offline.

## 7. COUNCIL COMMUNICATIONS AND ANNOUNCEMENTS

Councilmember Layton provided an update on the Airport Roundtable meeting he recently attended, including information on air traffic control staffing at the San Carlos airport.

Mayor McDowell thanked everyone for their participation in the Week of the Family and the Community Foundation of San Carlos' Gala.

## 8. PUBLIC COMMENT

Susan Rose, resident and Week of the Family President, provided an update on Week of the Family's activities and the community's participation. She thanked their committee, involved foundations and the City for their support.

Sonia Elkes, resident, spoke about the Week of the Family Bike Fair and Fun Ride. She thanked Mayor McDowell and Councilmember Dugan for their participation and acknowledged community members who provided support.

## 9. CONSENT CALENDAR

Councilmember Rak pulled Item d- Facility Use Agreement, from the Consent Calendar for a separate discussion.

<b>MOTION:</b>	Adopt City Council Consent Calendar items 'a' through 'c' and 'e' and 'f'.
<b>MOVER:</b>	Layton
<b>SECONDER:</b>	Rak
<b>AYES:</b>	Rak, Dugan, Layton, Venkatesh, McDowell
<b>NAYS:</b>	None
<b>RESULT:</b>	Motion Passed 5 – 0

- a. Motion to Waive Reading of All Ordinances.
- b. Approve the January 13, 2025 City Council Regular Meeting Minutes.

- c. Adopt a Resolution Authorizing the City Manager to Execute a Two- Year Professional Services Agreement with Flock Group Inc. for Flock Safety Automatic License Plate Recognition (ALPR) Cameras/Licenses in the Amount of \$147,000 and Authorizing the Approval of the Use of Prior Year Savings from the Law Enforcement Services Agreement with the San Mateo County Sheriff's Office in the Amount of \$147,000 for this Service. **Resolution 2025-007**
- d. Adopt a Resolution Approving a Facility Use Agreement Between Starbucks Corporation and Tesla Inc. Related to the Ground Lease Agreement between the City of San Carlos and San Carlos Properties, LLC, Pertaining to the City-Owned Property at 505 Skyway Road (APN 046-250-020) for the Purposes of Installing Eight Electric Vehicle Chargers.

Item was pulled from the Consent Calendar for separate discussion.

- e. Adopt a Resolution Authorizing the City Manager to Execute a Primary Grant Agreement with the San Mateo County Transportation Authority for Measures A and/or W Funding. **Resolution 2025-008**
  - f. Adopt a Resolution Authorizing the City Manager to Execute an Agreement for Professional Services with Kingston Media for Video Services for the City Centennial (C2309) in the Amount of \$104,500 and Authorizing the Expenditure of Contingency of \$10,000 for a Total Contract Amount Not to Exceed \$114,500. **Resolution 2025-009**
- 9d. Adopt a Resolution Approving a Facility Use Agreement Between Starbucks Corporation and Tesla Inc. Related to the Ground Lease Agreement between the City of San Carlos and San Carlos Properties, LLC, Pertaining to the City-Owned Property at 505 Skyway Road (APN 046-250-020) for the Purposes of Installing Eight Electric Vehicle Chargers.

Councilmember Rak expressed concern about the extent of redactions in the proposed agreement.

City Attorney Greg Rubens and Principal Planner Rucha Dande responded to Council questions.

Council directed staff to revise the agreement, limiting redactions to proprietary information only, and to bring it back for further consideration and approval.

## 10. STUDY SESSION

- a. Receive a Presentation and Provide Staff with Direction on the Objective Design Standards (ODS) for Future Residential Development in the Mixed-Use (MU) and Multi-Family (RM) Zoning Districts.

Principal Planner Rucha Dande opened the item with background on the Objective Design Standards and an overview of their community outreach efforts. She then turned the presentation over to Rick Williams, Principal Architect with VMWP, who presented the key recommended updates.

Ms. Dande, Mr. Williams, Assistant Community Development Director Andrea Mardesich, Planning Manager Lisa Porras and City Manager Jeff Maltbie responded to Council questions and requests for clarification.

### Public Comment

- David Tuzman, resident, spoke in support of more housing in the City.
- Winston Wyckoff, resident, raised a question about the developments' impact on neighbors' solar roofs.



- Caroline, resident, provided input on the proposed amendments.

At the Mayor's request, Mr. Williams responded to questions raised during public comments.

Council provided the following feedback to staff:

- Encourage retail and commercial development in the downtown area, along El Camino Real and Laurel Street.
- Include a summary of the State's density bonus waivers and concessions in future staff reports for orientation.
- Conduct further study on setbacks, including an analysis of different setback distances (15', 20') and their impact on housing unit capacity.
- Consider a 20' rear setback for projects along East San Carlos Avenue.
- Council supports making El Camino Real 100% residential on the first floor, with a preference to mandate activated first-floor uses on Laurel Street outside the specific plan boundary—pending legal review.
- Emphasize ornamentation requirements to enhance articulation and avoid "cookie-cutter" designs.
- Continue incorporating survey data in decision-making.
- Council supports eliminating the maximum floor area ratio for residential development.

Council recessed at 9:53 PM and reconvened the meeting at 10:00 PM.

- Receive a Presentation and Provide Direction to Staff on the Design and Layout of Key Features for Improvements to the 700 Block of Laurel Street and Harrington Park (Phase 1 Downtown Implementation Component).

Planning Manager Lisa Porras commenced the item with a review of the project and introduced James Stickley, Principal-in-Charge Consultant, to present on the proposed design layout for the 700 block of Laurel Street and Harrington Park.

<b>MOTION:</b>	At 10:24 PM, Extend the Meeting to 11:15 PM.
<b>MOVER:</b>	Rak
<b>SECONDER:</b>	Dugan
<b>AYES:</b>	Layton, Venkatesh, Rak, Dugan, McDowell
<b>NAYS:</b>	None
<b>RESULT:</b>	Motion Passed 5 – 0

Mr. Stickley, City Manager Jeff Maltbie and City Attorney Greg Rubens responded to Council's questions.

#### Public Comment

- Karen Molinari, resident, voiced support for the downtown updates to increase businesses in the downtown.
- Caroline, resident, spoke in support of having sinks outside of restrooms.

Council provided the following feedback:

- Ensure the stage is large enough to accommodate at least an average-size band.
- Emphasize the pavilion as the focal piece, incorporating a natural, organic aesthetic.
- Integrate natural elements into the water feature and ensure a fluid design around it.
- Begin informing the public about the planned placement of memorial bricks.

- Retain newspaper boxes in the downtown area.
- Explore the addition of a gateway or structure by the alleyway.
- Include a water refill station and/or drinking fountain.
- Install diaper changing stations in the restrooms.
- Provide backless seating for flexible seating options and additional seating around the fountain.
- Add bike parking on the alley side of Harrington Park.
- Ensure the space remains accessible and navigable, even during performances and large gatherings.

#### 11. AGENDA SETTING

None.

#### 12. ADJOURNMENT

The meeting adjourned at 11:07 PM.



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Crystal Mui,  
City Clerk

## San Carlos RM/MU ODS

### Community Meeting - Meeting Notes

November 13, 2024 @ 7:00pm via Zoom

Team	Attendees
City of San Carlos	Rucha Dande
Good City Company	Nick Hamilton, Lisa Costa-Sanders
VMWP	John Doyle, Rick Williams, Jia Xu

#### Notes

1. Sam Herzberg asked several questions. The first is about strategies for the City of San Carlos to promote condos and townhouses. The second is about long-term issues (trash, noise, setbacks for large buildings) existed since the East Side General Plan and Zoning update. Third is about the size of landscape buffer trees.

Response: The proposed ODS will be applicable to townhomes in RM districts and are proposed to be easy to use for developers and residents thus encouraging townhouse development type. Current zoning min and max density requirements do make it challenging for larger townhomes to be built while smaller townhomes are generally encouraged. ODS does not proposed to discourage townhome development. Buffer trees will be 25' on center to allow trees to have enough room to mature.

2. Scot brought up concerns that with trees 25' on center to be mature over 10-20 years, the privacy of single-family properties will be undermined. Scot suggested that a penalty could be introduced, for example if 80% of property should be screened from single family houses in 5 years and 100% should be screened in 10 years. There need to be standards to protect single family homes behind multi-family developments.

Response: The consultant team will consult with the City Arborist and city staff to come up with an appropriate screening strategy.

3. Christina lives in a single-family home adjacent to MU-NB-120 zone. The industrial area in MU-NB-120 will be changed to multi-family residential area. She wanted to know if the section discussed here will apply to that area, and if there is a separate meeting that will discuss the design standards for this area. She mentioned that she was in the Northeast Area Specific Plan meeting last week and was told to come to this meeting to talk about design standards.

Response: There is an easement zone buffer that cannot be built on that is between the single-family homes and the future mixed-use districts in the Northeast Area Specific Plan. When the Northeast Area Specific Plan will be adopted, there will be standards for setbacks and landscaping in that area. We are working together to ensure the standards are consistent. We can provide info on future meetings for Northeast Area Specific Plan. City is currently doing research on the limitations on the easement within that interface area and they may or may not restrict development.

4. Joe Gotelli voiced concerns over parking in the south end of Laurel. The neighborhood is already dealing with commercial overflow, with the added density from multi-family developments, how is the city dealing with the parking problem? Joe asked under what circumstances are developers able to get around with these standards and how much they can stray from these standards. Joe also had comments on the type of trees for street vs for privacy. In the end, Joe asked another question about how many parking spots are required under the current code for a 100-unit development.

Response: The ODS does not change current parking standards. There are ways developers can get around parking standards which is governed by the State Law. For example, developers can apply for waivers and concessions for projects proposing below market rate housing units to benefit from the State Density Bonus Law.

Next Planning Commission meeting on Monday (Nov 18) will have a study session about parking ordinance reform. It is encouraged for residents with questions about future parking standards to attend this meeting.

5. Jennifer Rosse mentioned the importance of having guidelines to ensure there's actually screening happening between single-family properties and tall multi-family buildings. She asked if any resident groups were met with to develop these draft standards. And she had the following requests for the design standards. The 35' height limit should be ensured along Old County Road. MU-NB-120 area should also be covered in the ODS, rather than

being a side process. The standards should be consolidated into one place and be easy to access.

Response: The project's outreach process began in 2022. Staff conducted a city-wide survey and multiple planning commission study sessions. Staff did not meet directly with any residents before this ongoing community meeting which is focused towards the residents of the Greater East San Carlos neighborhood. Staff is happy to set up working sessions to answer any questions moving forward.

6. John Zeh has a 50' wide 7,700 sf lot and he wanted to build a single-family house with ADU on the adjoining parcel. He wanted to know if there was a possibility of getting around the minimum density requirement.

Response: Staff will reach out to John separately to further discuss this issue.

7. Caroline lives on Montgomery Street. She confirmed if only 1.7% of residences are affected by the setback change for new construction abutting their property. She strongly suggests not changing the setback rule as the current setback is already not enough. She said that privacy for single-family home residents would be non-existent and it would hurt residents more than it would benefit anyone else.

Response: We are still accepting feedback and comments. It's possible the rear setback could be larger than 15'-0, and there are other recommendations that staff can bring forward such as not allowing balconies in the rear for future development adjacent to the single-family zoning districts.

8. Ken Hayes from Hayes Group Architects asked questions about parking. Is the requirement for parking facility access from "side street or alley when possible" flexible? The language is subjective and discretionary. It's better if it's flexible rather than to prescribe.

Response: It's typical for cities to have the desire for parking access from side streets or alleys. The city wants the front of the building to be on El Camino Real or Laurel and be commercial-oriented rather. We will look into refining the ODS for objective language.

9. Patty Marsters mentioned the 35' height limit on East El Camino Real. The building shown in the picture is too large. She raised concern that max height is not guaranteed because there are ways to get around that build higher, ie. density bonus law. Residents had problems with height for a long time.

Response: ODS doesn't proposed to change any height limits in current zoning.

10. Christina raised concerns about the disconnection between the Northeast Area Specific Plan and San Carlos ODS. Clarity is needed for these areas.

Response: A separate meeting could be arranged to answer the questions.

11. Anna Axiaq has lived on Hall Street for 17 years. She seconded concerns about setbacks and heights. She asked about the possibility of planting bigger and faster-growing trees. And she agreed that privacy of single-family properties along Montgomery Street should be protected.

Response: We will talk with arborists to come up with solutions to address screening.

12. Dimitri mentioned the past agreements about 35' max height, significant setbacks, and a 10' green buffer zone along East San Carlos Ave. and Old County Road. He voiced frustration over discrepancies between discussions and documentation, and the city's history with planting trees. He was frustrated by the online materials posted in draft form – makes the draft ODS inaccessible for viewers and should be posted without markups.

Response: Staff mentioned the maximum height limit is not proposed to be changed similarly the landscape requirements are not proposed to be reduced. For other items encouraged to reach out to [planning@cityofsancarlos.org](mailto:planning@cityofsancarlos.org).

13. Jennifer Rosse raised concerns again that it's worrisome that developers' perspective is taken into account before residents. She thinks the city should listen more to residents' comments, care more about this community, and keep characters in the neighborhood.

14. Eric Vignola lives on Montgomery Street. His concerns are aligned with previous comments. He said shading and sunlight exposure should be taken into consideration.

15. Caroline also raised concern over sunlight shading. She asked again why requirements need to be changed to only 1% of residents and why not find the 1% somewhere else.

16. Answers in the chat box:

Table 18.18.050-B92) Buffer Yards contains the regulation that requires 10 ft next to single family. This is in the Landscape Standards of San Carlos Zoning Ordinance.

Please contact [AdvancePlanning@cityofsancarlos.org](mailto:AdvancePlanning@cityofsancarlos.org) so we can clarify the proposed development standards for the new housing contemplated in the northeast area. And please sign up here to follow the process <https://www.sancarlosnortheastplan.com/>



San Carlos City Planning and Transportation Commission  
Regular Meeting  
Council Chambers, City Hall  
600 Elm Street, San Carlos, CA 94070  
June 17, 2024 7:00 PM

APPROVED MINUTES

**Summary Document #3**

1. CALL TO ORDER – Call to order at 7:00 pm
2. ASSEMBLY BILL 2449 TELECONFERENCE REQUESTS - None
3. PLEDGE OF ALLEGIANCE

4. ROLL CALL

Commissioners Present:

Ellen Garvey (Acting Chair)  
Janet Castaneda  
David Roof

Commissioners Absent

Jim Iacoponi, Chair  
Kristen Clements, Vice Chair

Staff Present:

Andrea Mardesich, Assistant Community Development Director  
Lisa Porras, Planning Manager  
Rucha Dande, Principal Planner  
Akanksha Chopra, Associate Planner  
Lisa Costa Sanders, Consultant Principal Planner  
Greg Rubens, City Attorney

**5. APPROVAL OF MINUTES**

- a Approval of the June 3, 2024 Planning and Transportation Commission (PTC) Meeting Minutes.

<b>MOTION:</b>	Approve the Minutes from the Planning and Transportation Commission Meeting of June 3, 2024.
<b>MOVER:</b>	Ellen Garvey
<b>SECONDER:</b>	Janet Castaneda
<b>AYES:</b>	Roof, Garvey, Castaneda
<b>NAYS:</b>	None
<b>ABSENT:</b>	Kristen Clements, Jim Iacoponi
<b>RESULT:</b>	Motion Passed 3 – 0 – 2

6. PUBLIC HEARING

- a. 642 Quarry Road (APN:046-041-038) – Public Hearing to Consider approving the Design Review Modification, to modify the design of an approved but not yet built life science research and development buildings.



Lisa Costa Sanders, Consultant Principal Planner and Applicant Rex Crabb from OTJ Architects presented the item.

Commissioners asked clarifying questions.

City staff and Consultant Team addressed the Commission's inquiries.

### Public Comment

Nels Delander (in-person), representative of Carpenters Local 217, emphasized that workers on this project should receive fair wages, proper training through apprenticeships, and healthcare benefits.

Debbie Baldocchi (via Zoom), a San Carlos resident, sought the Commissioners' perspectives on the parking lot structure before and after the proposed design changes.

<b>MOTION:</b>	Close Public Comment
<b>MOVER:</b>	Janet Castaneda
<b>SECONDER:</b>	David Roof
<b>AYES:</b>	Roof, Castaneda, Garvey
<b>NAYS:</b>	None
<b>ABSENT:</b>	Kristen Clements, Jim Iacoponi
<b>RESULT:</b>	Motion Passed 3 – 0 – 2

### Commission Comment

Commissioner Garvey invited the applicant to respond to the caller's question regarding the art wall on parking lot structure.

The Commission was supportive of the design changes and liked the simplified design and planter boxes.

<b>MOTION:</b>	Approve the request for Design Review Modification, for the construction of construction of two research and development life science buildings, one 215,022 square feet and one 192,650 square feet, (both buildings with six floors), and one parking garage with nine floors above grade and one subsurface level at 642 Quarry Road based on the findings and for the reasons incorporated in the staff report and subsequent attachments.
<b>MOVER:</b>	David Roof
<b>SECONDER:</b>	Janet Castaneda
<b>AYES:</b>	Roof, Castaneda, Garvey
<b>NAYS:</b>	None
<b>ABSENT:</b>	Kristen Clements, Jim Iacoponi
<b>RESULT:</b>	Motion Passed 3 – 0 – 2

Commissioner Garvey stated that The Planning and Transportation Commission's action will be final unless appealed to the City Council within 10 days of the date of action. The deadline to file an appeal is 5:00 p.m. on Thursday, June 27, 2024.

- b. Scoping Meeting for the 2045 General Plan Reset Environmental Impact Report (EIR).

Akanksha Chopra, Associate Planner and Terri McCracken, Consultant Associate Principal from PlaceWorks presented the item.

### Public Comment

Debbie Baldocchi (via Zoom) expressed her concerns about the numerous life science developments and requested that the EIR address hazardous materials, including biohazards, water quality and soil. She emphasized the need for the City to consider the energy and water usage and the risks associated with the concentrated use of biosafety labs.

<b>MOTION:</b>	Close Public Comment
<b>MOVER:</b>	Ellen Garvey
<b>SECONDER:</b>	Janet Castaneda
<b>AYES:</b>	Roof, Castaneda, Garvey
<b>NAYS:</b>	None
<b>ABSENT:</b>	Kristen Clements, Jim Iacoponi
<b>RESULT:</b>	Motion Passed 3 – 0 – 2

Greg Rubens clarified that the public comment period was for the evening only. He stated that there is still the public comment period for the scoping of the EIR and the public still has the opportunity to communicate with staff and provide input.

Commissioners asked clarifying questions.

Commissioner Garvey requested that the EIR thoroughly evaluate developments near creeks, especially in the Northeast area.

Commissioner Roof emphasized the need for review of wildfire related impacts with respect to potential congestion and evacuation from potential new development in San Carlos.

City staff and consultant addressed the Commission's inquiries.

## 7. NEW BUSINESS

- a. Consider Authorizing a Planning and Transportation Commission Summer Recess and Cancellation of the July 1, 2024 and July 15, 2024 Regular Meetings.

### Public Comment

Debbie Baldocchi (via Zoom) thanked the Commission for their hard work throughout the year and supported the motion.

<b>MOTION:</b>	Approve a summer recess and authorizes cancellation of the July 1, 2024 and July 15, 2024 Regular Meetings.
<b>MOVER:</b>	Janet Castaneda
<b>SECONDER:</b>	Ellen Garvey
<b>AYES:</b>	Roof, Castaneda, Garvey
<b>NAYS:</b>	None
<b>ABSENT:</b>	Kristen Clements, Jim Iacoponi
<b>RESULT:</b>	Motion Passed 3 – 0 – 2

## 8. STUDY SESSION

- a. Study Session on Objective Design Standards for Multifamily (RM) and Mixed use (MU) Development Types.

Rucha Dande, Principal Planner and Rick Williams, Consultant Principal Architect and Urban Designer from Van Meter Williams Pollack presented the item.

### Public Comment

Debbie Baldocchi (via Zoom) commented that the Multi-family Objective Design Standards process seems to be undoing the height restrictions, setbacks, and step backs established for single-family homes in the Housing Element. She urged City Staff to be meticulous when making required findings, particularly concerning sites with pre-existing restrictions, such as 1785 San Carlos Avenue due to its proximity to the creek.

Debbie Baldocchi also mentioned that the Greater East Side San Carlos neighborhood spoke in great numbers about step backs and setbacks for multifamily buildings facing their single-family homes. She asked if all their input would be disregarded and replaced by new standards that are less favorable to single-family homeowners.

Lisa Porras, Planning Manager addressed the public comment on the Housing Element.

Rick Williams followed up on the public comment

### Commission Comment

Commissioners asked clarifying questions.

Commissioner Roof emphasized the need for proposed changes and implications to be openly discussed with the public.

Commissioner Garvey echoed Commissioner Roof's comment, stating the importance of making information available to the community for review and comment. She emphasized the need to invite the community to stay engaged with the subject through various outreach tools.

Commissioner Castaneda mentioned that while the market suggests a demand for larger units, there is also a trend in many areas towards smaller units. She urged City Staff to keep this in mind.

City staff and consultant addressed the Commission's inquiries.

## 9. REPORTS, CORRESPONDENCE AND GENERAL INFORMATION

### a. Report on Recent City Council Actions

Andrea Mardesich, Assistant Community Development Director shared that the City Council provided feedback to staff on the Downtown Streetscape Plan and authorized to move forward with some technical studies. She also shared that the Council approved the mid-year budget.

### b. Planning and Transportation Commission comments or reports

Commissioner Garvey noted that the evening was Commissioner Roof's last meeting and thanked him for his service.

### c. Correspondence - None

### d. Planning Staff comments, reports, and updates on current projects

Andrea Mardesich provided the following updates.

- There will be no meetings in July.
- Staff is determining if there is a quorum for the August 5, Planning and Transportation Commission (PTC) meeting.
- Thanked Commissioner Roof for his 6 years of service in PTC and Residential Design Review Committee.

## 10. PUBLIC COMMENTS

Debbie Baldocchi (via Zoom) thanked Commissioner Roof for representing the community.

## 11. ADJOURNMENT – The meeting was adjourned at 9:31 pm



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Andrea Mardesich, Assistant  
Community Development Director

July 2, 2024

San Carlos Mixed-Use and Multi-Family Objective Design Standards

**Preliminary Recommendations for Mixed-Use and Multi-Family ODS after PTC Working Session**

This memo includes a summary of the recent Planning and Transportation Commission (PTC) working session, a preliminary list of recommendations for the refinement of the Multifamily ODS and zoning code, and a list of questions to the City for further input as the project moves into its later stages. A series of next steps are included at the end of this memo as well. The various recommendations included build upon VMWP's work with the City from the following:

- Analysis and evaluation of the existing zoning code
- Review of the previous draft of Multifamily ODS along with stakeholder and city commentary
- Preliminary test-fits conducted on three representative downtown sites using current zoning standards
- Insights from previous and recent stakeholder meetings
- Input received from the June 17<sup>th</sup> PTC study session
- Staff input from regular project meetings including analysis of recent projects in downtown San Carlos and community feedback

**What We Heard (PTC Working Session - June 17, 2024)**

**Concern for Multifamily ODS Negating Previous Zoning Controls:**

- Will the new ODS change height limits, setbacks, and stepbacks established in the Housing Element? If constraints to achieving Housing Element numbers are found in projects, then the City can amend its zoning ordinance to maximize housing in San Carlos
- Want certainty about zoning controls especially near single family areas, less concern along ECR
- Dramatic changes in height limits, setbacks, and stepbacks are not anticipated
- Important to have this process be open and transparent for community especially if certain controls like heights are increased

**FAR as a Limiting Factor for Certain Development Sites:**

- Height limits will not be increased substantively, as they are not a significant limiting factor
- FAR may not be the optimal zoning control to limit building envelope size especially on small sites, might still be considered to apply on larger sites
- Idea of a sliding scale applied to FAR limits depending on site size and location was received favorably by the PTC

**Unit Types and the Market:**

- Desire to allow for variety of units including small units, which PTC mentioned is a viable development type
- Do not let the ODS dictate unit sizes, should allow for both small units and family mixes

**State Density Bonus Exceptions:**

- Important to reference in the ODS, but not spell out as it keeps changing
- City website can keep State Density Bonus law updated
- Full disclosure in the zoning code on associated height bonuses allowed beyond the zoning height limit

**Height Limits:**

- Overall building height is not a limiting factor to development and will not likely change significantly in the zoning
- There may be nuanced height increases or language changes such as changing rear height limit from 30' to 3 stories to allow for ground floors greater than 10'

**Parking:**

- Define the term "podium parking" in the zoning if possible
- Important to provide flexibility in parking as automobile use may change over time
- Parking requirements are not a zoning development constraint on sites within a half mile of major transit as the state law requires no parking in those areas (AB 2097)

**Stepbacks:**

- PTC agrees with reducing amount of stepbacks and the 10'-deep stepbacks from the previous draft ODS
- Consider factoring in site location in regard to stepback requirements
- VMWP to consider optimal fire access strategies and provide fire access section diagrams illustrating ladder angle with optimal stepbacks

**Ground Floor Uses:**

- PTC likes idea of allowing other active uses such as workspaces, fitness rooms, resident commons, lobbies, etc. beyond just retail for ground floor
- Provide list of allowable active ground floor uses
- Active space better than empty retail space

**Building Design:**

- ODS should not try to cover every development scenario since there is an alternate design application path without ODS through the PTC, more subjective, but can potentially allow for more unconventional design approaches, providing a pressure-relief valve from the ODS document
- PTC likes the diversity of building styles throughout San Carlos, do not want homogeneity, understand that a variety of buildings from object buildings to background buildings is what makes a place successful
- PTC likes referencing traditional styles and materials in contemporary ways
- ODS should provide guidance on achieving consistency within each development rather than arbitrary variation that may result in confusing design
- ODS should define various architectural element requirements rather than style

**Preliminary Recommendations**

**Density and Unit Types:**

- Ensure that building design controls and required density ranges allow for both small units and family mixes
- Reference the State Density Bonus in the ODS, and direct users to the City's website with current SDB requirements and its application to development in San Carlos
- Consider including SDB height bonuses allowed beyond the zoning height limit in the ODS

**FAR (Optional Recommendations):**

- Consider removing above-grade podium parking from FAR calculations in order to allow more housing
- Consider removing the FAR limit altogether from residential zoning districts
- Consider applying a sliding scale to FAR limits depending on site size and location (higher for smaller sites and lower for larger sites)

**Parking:**

- Define the term "podium parking" in the zoning
- Create language that provides flexibility in parking requirements
- Consider removing parking minimums as the market is the main factor informing parking counts

**Building Height Limits:**

- Adjust language related to rear setbacks and stepbacks to allow 3 stories instead of 30' in order to accommodate ground floors greater than 10'
- Consider changing 5-story height limits to 6-story height limits to capitalize on Type III construction benefits
- Use overall building height and number of stories rather than specific story heights

**Stepbacks:**

- Reduce any 10' minimum stepbacks to  $\pm 6'$

**Ground floor uses:**

- Create a list of allowable active ground floor uses acceptable in lieu of retail
- Reduce any 15' ground floor height minimums to 12' or 13' minimum

**Building Design:**

- ODS does not need to cover every development scenario since there is an alternate design application path
- Do not dictate building style, rather define various important architectural elements
- Provide guidance on achieving consistency within each development rather than arbitrary variation that may result in confusing design
- Focus key design elements and more stringent material standards on public street-facing facades

**Next steps:**

- Finalize and test the recommendations (such as the potential for a sliding scale FAR) through refined test-fits on the same three sites tested earlier in the project
- Develop a preliminary architectural element list and standards for staff review
- Begin drafting ODS language and diagrams for inclusion in the zoning code

## San Carlos Objective Design Standards for MU / RM Zones

### Stakeholder Roundtable - Meeting Notes

May 21, 2024 @ 10:00am via Zoom

Team	Attendees
City of San Carlos	Rucha Dande, Deanna Skaggs
Good City Company	Nick Hamilton, Lisa Costa Sanders
VMWP	John Doyle, Rick Williams, Jia Xu
Developers	Jonathan Stone (Prometheus Real Estate Group), Bob Sauvagean (RYS Architects), Nizam Ahmed (RYS Architects), Richard Norris (SummerHill)

#### Notes

##### **State Density Bonus:**

- Clarify how SDB ties into the ODS at least in a paragraph
- Describe waivers, concessions and the differences (waivers unlimited re. design standards, only 1-4 concessions)
- Concern that unlimited waivers effectively negate the ODS, projects with 10+ waivers were cited
- Do not quote SDB as it changes over time
- Larger sites benefit more from density bonus

##### **Flexibility in the ODS:**

- Cast a wide net in language and topics in the ODS to account for various development types
- Flexibility important to allow good development and accommodate future differences in the market (ie. parking demand / parking requirements)
- Needs to provide for a range of unit types

##### **Development Market:**

- Typical larger developers go for larger sites and at least 1:1 parking ratio, possibly less if close to transit
- Smaller investors / developers go for smaller sites using larger units or townhomes

##### **Density:**

- On very small sites, density minimum difficult to achieve beyond small studios



- Small buildings with unit count above a certain threshold can trigger multiple stairs and elevators making building less cost-effective

**Height:**

- Most affordable developers use density bonus to achieve viable height beyond zoning limit
- Zoning code heights should also list heights allowed by density bonus
- Fire departments might suggest lower tree heights, certain tree species to maintain ladder access for medium / tall buildings (could be covered in ODS)

**FAR:**

- Typical larger developers go for larger sites and at least 1:1 parking ratio, possibly less if close to transit
- Podium parking counted as FAR is inhibiting
- FAR difficult to achieve on small sites - if used as a metric, consider applying FAR as a sliding scale depending on site size

**Parking:**

- Leave flexibility in parking requirements - future parking demand may change, always site-dependent
- Parking heavily dictates the building footprint - needs careful consideration in the ODS
- Development projects in the past that have 2:1 near transit have underutilized parking spaces
- Condo projects need at least 1:1 parking ratio

**Stepbacks:**

- More costly to lay out units with multiple stepbacks - lack of stacking, varying unit types
- 5' more appealing and viable than 10' stepbacks
- Wedding cake stepback effect can preclude otherwise good design
- Very small sites (1/10th acre or less) are severely inhibited by 4th floor stepbacks

**Mixed-Use:**

- Commercial use is challenging to fit into housing, especially as currently tough to underwrite "token retail"
- Consider counting office as active frontage on ground floor
- Active frontages can be provided using resident common space, lobbies, etc., not necessarily retail space
- Concern for 15' minimum ground floor height - added cost just for a token retail space
- Additional commercial parking requirements and trash requirements take up valuable space

**Building Design:**

- Careful to not limit good design with overly prescriptive standards - maintain flexibility
- Variety of standards describing building elements should be provided
- Account for elements such as street-facing courtyards that satisfy the design intent of breaking up the massing, but don't necessarily fit into a traditional category in the ODS
- Main concern should be street-facing public facades - don't ask for too much, ie. requiring more expensive recessed windows in the courtyards
- Less prescriptive on changing roof forms - expensive and can make for incohesive facade
- Material standards can vary from more durable ground-floor materials to other upper floor materials, ie. foam, aluminum
- Building projections limited to 10' width prove challenging for a project that might have living room bay windows - ODS should accommodate wider projections

**Next Steps**

- Articulate analysis and recommendations based on Stakeholder meeting, test-fits, zoning analysis, previous ODS analysis
- Begin prepping material for PTC (Planning and Transportation Committee) meeting
- PTC on June 17, but material needs to be completed between June 3-12
- Next team check-in on Tuesday, May 28



San Carlos City Planning and Transportation Commission  
Regular Meeting  
Council Chambers, City Hall  
600 Elm Street, San Carlos, CA 94070  
November 20, 2023 7:00 PM

MINUTES

**Summary Document #5**

1. CALL TO ORDER – Call to order at 7:02pm
2. ASSEMBLY BILL 2449 TELECONFERENCE REQUESTS - None
3. PLEDGE OF ALLEGIANCE

4. ROLL CALL

Commissioners Present:

Jim Iacoponi, Chair  
Kristen Clements, Vice Chair  
Ellen Garvey  
Janet Castaneda  
David Roof

Commissioners Absent: None

Staff Present:

Lisa Porras, Planning Manager  
Rucha Dande, Senior Planner  
Ralph Robinson, Consultant, Associate Planner

5. APPROVAL OF MINUTES

- a. Approval of the November 6, 2023 Planning and Transportation Commission (PTC) Meeting Minutes will be postponed to the next PTC Meeting.

6. PUBLIC HEARING

- a. 549 and 575 Prospect Street (APNs: 050-034-150; 050-034-120) – Public Hearing to consider approving the Design Review, Conditional Use Permit (CUP), Protected Tree Removal Permit, and Vesting Tentative Map to construct two new four-unit townhouse buildings.

Ralph Robinson, Consultant Associate Planner, and the applicant, Huan Fang, Project Manager of the property, presented the item.

Commissioners asked clarifying questions.

Commissioner Roof wanted to know the type of screening for the trash enclosure between the building and the street. He shared his concern that it may be unsightly from the street level.

Vice Chair Clements wanted to know what features of the design would inhibit noise from traveling between neighbors and if there is any landscaping that would help absorb the noise. She also wanted to know if the trees will be screening most of the buildings.

Commissioner Garvey wanted to know if there is other lighting besides the LED lights. She also wanted to know if the buildings have solar on the roof or will be solar ready.

Chair Iacoponi wanted to know where the front doors are located. Also, he referenced the 575 Prospect property and commented that he did not expect to see a cement panel as he viewed cement as an unfinished façade.

Commissioner Roof asked about the tree protection zone related to the redwood tree on 575 Prospect.

Commissioner Castaneda wanted to know how close the properties are from the rear to the 549 Prospect property line. She also wanted to know if there is any landscaping in the rear.

Chair Iacoponi wanted to know what color is painted on the cement façade on 575 Prospect property.

### **Public Comment**

Robert Stein (in person) resident of 565 Prospect wanted to know the type and height of fencing that would be put in place by the project. He also shared his concern about the 150-foot redwood tree behind the property that might get damaged during grading. Lastly, he shared his concern that there is no lightning on the streets.

James Layton (in person) resident of 543 Prospect wanted to make sure the left side of the 549 Prospect property has the required setback. He shared that he is concerned about the noise and a neighborly fence may not address the noise, and wanted to know if there are other options to reduce the noise. Lastly, he shared his concern about lighting and the palm tree on the south side of the property.

Saul (Zoom) resident of 557 Prospect is concerned that the project's balconies and garages are facing his bedroom. He also shared his concern that there would be a lack of parking on the street. Lastly Saul shared that the new developments would block the sun for his solar panels and block the sun for the three small homes next to the developments.

Ostap Korkuna (Zoom) resident of 578 Cedar Street shared that he would like to have access to the tree projection plan to make sure it is followed in the best possible way.

<b>MOTION:</b>	Close Public Comment
<b>MOVER:</b>	Ellen Garvey
<b>SECONDER:</b>	David Roof
<b>AYES:</b>	Castaneda, Garvey, Roof, Clements, Iacoponi
<b>NAYS:</b>	None
<b>ABSENT:</b>	None
<b>RESULT:</b>	Motion Passed 5 – 0 – 0

### **Commissioner Comment**

Commissioner Roof was supportive of the project. He noted that RM59 allows taller buildings to be inside a neighborhood next to single family homes, so these types of situations are inevitable. Additionally, he shared his concern with the trash enclosure and that the protection of the redwood tree was not called out more specifically.

Commissioner Castaneda is in favor of the project but shared similar concerns as Commissioner Roof, specifically the redwood tree. She also shared the same concerns of the public comment on the side fence and wondered if it could be taller.

Commissioner Castaneda suggested to Staff that in the future when there is development of similar configuration next to single family homes to have balconies and garages facing the street and not overlooking the properties next door.

Commissioner Garvey shared her various likings of the project such as lighting, setbacks met, the design and replacement trees that have canopy. She echoed her fellow commissioners for Staff and applicant to make sure the redwood tree mentioned is protected.

Vice Chair Clements commended and appreciated the neighbors' comments. She shared that this is a good location for a higher density project as it is only a 12-minute walk to downtown and Caltrain. She shared her appreciation for the down slope parking and one parking space being available. Vice Chair Clements agreed with Robert Stein that taller fencing would seem more appropriate in the interface and in the future look into LED streetlights.

Chair Iacoponi shared that he liked the idea of one parking space for each unit. He suggested including the neighbors during the preconstruction meeting to review the tree and tree protection plan.

The Commission supported adding a condition to make the preconstruction meeting open to any concerned neighbors.

Chair Iacoponi shared his concern on balcony lights shining on neighbors at night and stated that further enhancement is required between Staff and the applicant for improving the trash enclosure and spacing of that area.

Vice Chair Clements wanted to know the fence height and material used for 579 Prospect. She suggested the fence be as high as possible to increase privacy.

Lisa Porras, Planning Manager summarized the Condition of Approval requested by the Commission.

<b>MOTION:</b>	Grant approval for Design Review, Conditional Use Permit, Vesting Tentative Map, and Protected Tree Removal Permit to allow the construction of one new building with four townhouses at 549 Prospect Street (APN 050-034-150) for the reasons incorporated in the staff report and with the conditions in the Draft Conditional Use Permit/Code Compliance Certificate and Draft Vesting Tentative Map Certificate with the two additional conditions; raise the perimeter fence to the maximum height allowed and revise trash enclosure design at direction of Staff to reduce visibility from the street.
<b>MOVER:</b>	David Roof
<b>SECONDER:</b>	Kristen Clements
<b>AYES:</b>	Castaneda, Garvey, Roof, Clements, Iacoponi
<b>NAYS:</b>	None
<b>ABSENT:</b>	None
<b>RESULT:</b>	Motion Passed 5 – 0 – 0

<b>MOTION:</b>	Grant approval for Design Review, Conditional Use Permit, Vesting Tentative Map, and Protected Tree Removal Permit to allow the construction of one new building with four townhouses at 575 Prospect Street (APN 050-034-150) for the reasons incorporated in the staff report and with the conditions in the Draft
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	Conditional Use Permit with amendments regarding preconstruction meeting and lattice/Code Compliance Certificate, and Draft Vesting Tentative Map Certificate with two additional conditions; interested neighbors will be invited to the preconstruction meeting to review the protection plan for the redwood tree on the neighboring property and the height of the perimeter fence is to be raised to the maximum allowed height.
<b>MOVER:</b>	Jim Iacoponi
<b>SECONDER:</b>	Kristen Clements
<b>AYES:</b>	Castaneda, Garvey, Roof, Clements, Iacoponi
<b>NAYS:</b>	None
<b>ABSENT:</b>	None
<b>RESULT:</b>	Motion Passed 5 – 0 – 0

Chair Iacoponi stated that the Planning and Transportation Commission's decision will be final unless appealed to the City Council within 10 days of the date of action. He stated that the deadline to file an appeal is at 5pm Thursday November 30<sup>th</sup> 2023.

## 7. STUDY SESSION

- a. Study Session on Draft Objective Design Standards (ODS) for Multi-family (RM) and Mixed-use (MU) Development Types.

Rucha Dande, Senior Planner and Rishi Dhody, Project Manager from MIG presented the item. Mukul Malhotra, Principal from MIG was also in attendance.

Commissioners asked clarifying questions.

Vice Chair Clements wanted to know the logic behind having one articulation standard for multi-family and a different standard for mixed-use. She shared her frame of mind on cost implications versus what looks good.

Commissioner Castaneda had a question on the process related to neighbor/ community comments. She felt that even though applicants meet the ODS and no change is required there is still benefit to having the public comments passed on.

Commissioner Roof wanted to know if the discretionary entitlements would go through the Planning and Transportation Commission for review and wanted to know how the ODS will help gain time savings in the review process.

Commissioner Garvey commented that she hoped there would be room on the roof for solar panels.

Chair Iacoponi had questions on the proposed reduced setback.

Commissioner Roof wanted to know if the proposed changes be incorporated in the PTC review process. He also had a question on projects leveraging the density bonus concession to build additional height. Lastly, Commissioner Roof wanted to know who reviews the concessions.

Vice Chair Clements had questions about the step back changes. She shared that the step backs would affect the building envelope and in turn affect the number of units being built. Vice Chair Clements commented that the City needs to be thoughtful about not damaging basic feasibility when trying to create additional distance from buildings.

Commissioner Garvey had a question about roof top open space requirements for buildings with over 100 units. In addition, she wanted to know how big a 200 feet maximum length of a single building is and if there are any in San Carlos with that length.

Commissioner Roof wanted to know if the standards for articulation have been applied by other cities and do they produce the outcome the City would want to see.

Commissioner Castaneda proposed that when a step back is provided, that should account as part of an articulation and massing, and there is no need for another requirement in addition to the existing step back.

Rucha Dande, Senior Planner and the Consultant team clarified the Commissioners' questions.

### **Public Comment**

David Tuzman (in-person) suggested removing massing requirement, eliminating the front setbacks, and lastly, he shared that the ODS is an opportunity to reduce design review timeline.

<b>MOTION:</b>	Close Public Comment
<b>MOVER:</b>	Kristen Clements
<b>SECONDER:</b>	Jim Iacoponi
<b>AYES:</b>	Castaneda, Garvey, Roof, Clements, Iacoponi
<b>NAYS:</b>	None
<b>ABSENT:</b>	None
<b>RESULT:</b>	Motion Passed 5 – 0 – 0

### **Commissioner Comment**

Chair Iacoponi thanked the public for sharing their feedback.

Commissioner Garvey shared that she appreciated the renderings and photographs in the packet which helped illustrate all the points. She further shared her appreciations of the benefits of the landscaping requirement.

Commissioner Roof shared that he is overall supportive of the ODS. He commented that in the new compliance review process, the public comment has no bearing and that seemed ingenuine. Lastly, he wanted clarification on the tree height requirement in a single frontage.

Commissioner Castaneda shared that she is happy to see that the review process will be shortened. She added that it is important for public comments to be passed on because developers may read it. Commissioner Castanada commented that she wanted to reduce the number of required colors and elements to allow for more choice and designs.

Commissioner Castaneda stated that balconies should face the street and not their neighbors whenever possible.

Vice Chair Clements shared that the massing change requirement could be lessened slightly so it is not so busy in the small lots. She added that from a cost perspective having a large menu of articulation options is preferred. Vice Chair Clements stated she was unclear why there is a difference in distance between mixed-use and multi-family. Lastly, she shared her appreciation of various proposed standards.

Chair Iacoponi echoed the public comment and recommended making the plane change optional and allow another visual way to break up the homogeneity. He also shared his various likings of

the ODS. Lastly, Chair Iacoponi asked Staff to consider showing the public how their comments received from the survey were factored in the recommendations and if not, why not factored in. Chair Iacoponi also suggested staff to present top five theme of comments for multi-family and similarly for mixed-use development types.

Vice Chair Clements commented that certain locations in the City are appropriate for Zero Lot Line developments such as along El Camino.

Rucha Dande, Senior Planner stated that she has all the feedback she needed and clarified a few points.

## 8. REPORTS, CORRESPONDENCE AND GENERAL INFORMATION

### a. Report on Recent City Council Actions

Lisa Porras, Planning Manager, shared that at the last City Council meeting the Single Family ODS were formally adopted. She also shared that the Council voted to add some acreage to some of the City's existing parks.

### b. Planning and Transportation Commission comments or reports

Chair Iacoponi wished the City Staff a Happy Thanksgiving.

### c. Correspondence – None

### d. Planning Staff comments, reports, and updates on current projects

Lisa Porras gave the following updates.

The next Planning and Transportation Commission (PTC) meeting is on December 4, with one agenda item going forward, 99 Devonshire.

Currently there is no item on the agenda for the December 18 meeting and the meeting could be cancelled.

The January 2 meeting will be cancelled.

The first meeting for the PTC will be on Tuesday, January 16.

There are two civic engagement events planned for the Downtown Specific Plan, the first is the virtual workshop on December 6 from 6 pm to 7:30 pm and on December 9, the City will host an in-person workshop in the former Living Room space in downtown. The in-person event will be from 10 am to 3 pm with one presentation starting at 10:30am and another one at 1:30 pm.

## 9. PUBLIC COMMENTS – None

ADJOURNMENT – The meeting was adjourned at 10:00pm

  
\_\_\_\_\_  
Lisa Porras, Planning Manager





# Community Workshop #3

Meeting Summary, April 26, 2023

**Summary Document #6**



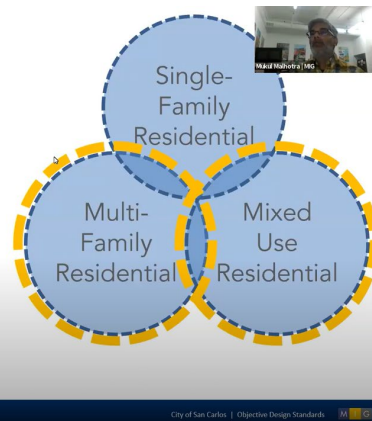
# Introduction

The third community workshop occurred on April 26, 2023 from 6:00 - 7:30 PM.

- The virtual workshop was held via Zoom and included an interactive discussion.
- 3 people attended.
- The meeting was recorded and posted on the project webpage:  
[www.cityofsancarlos.org/designstandards](http://www.cityofsancarlos.org/designstandards)

## AGENDA

- Welcome and Introductions
- Project Goals and Process
- Emerging Objective Design Standards
- Interactive Discussion (Public Input)
  - Key Questions
- Next Steps



The slide is titled 'Other Details' and 'Landscaping and Materials'. It features a 3D architectural rendering of a building with landscaping. Handwritten notes in black ink are overlaid on the rendering: 'NEED SIDEWALKS FOR IT' with an arrow pointing to the sidewalk area, 'YES TO GETTING PROPOSED BACK FOR THE DRIVEWAY DRIVEWAY' with an arrow pointing to the driveway area, and 'AREA UP FOR SIDEWALK' with an arrow pointing to the sidewalk area. A small photo of a 'Photo good examples but should not do it' is shown in the top right. The slide also includes a list of landscaping and materials: '50 percent of ground floor open spaces shall consist of pervious surfaces and planting.', 'Driveways should not impact the pedestrian environment and shall be not more than 20 feet in width and provide a clear and safe pedestrian pathway.', 'Trees in setbacks', 'Integrate one or more of green stormwater elements: Pervious surfaces, Stormwater Planters, Rainwater barrels, Cisterns, Green roofs'. At the bottom, there is a section titled 'What do you like about the different landscaping elements? And are there other elements that should be considered?' with a grid of checkboxes for various elements: 'Screens are screens in San Carlos encourage screens that are not too high for screens in density', 'Burlington Castro Street Mountain View are good examples to check', 'Planter walls blocks the building', 'More connections show existing landscaping and open to new ideas'. A small video feed of a participant is visible in the top right corner of the slide area.

# Overview

The purpose of the Community Workshop was to provide an overview of the project goals, share the project process, share the emerging objective design standards, and have an interactive discussion about the character of San Carlos related to Multi-Family and Mixed-Use residential development.

- The City team included:
  - Andrea Mardesich
  - Rucha Dande
  - Meghan Riddlespurger
  - Lisa Porras
  - Megan Wooley-Ousdahl
- The consultant team from MIG included:
  - Mukul Malhotra
  - Rishi Dhody
  - CJ Davis



The following pages summarize what the community shared.

# Development Standards – Transitional Standards

- MIG presented additional standards to support the current transitional standards in the Housing Element.
- Support for the ideas of having **trees**
- Review if there are any **conflicting** standards with the **Housing Element Plan**.






# Development Standards – Open Space

- MIG presented additional standards for open spaces to support the current transitional standards in the Housing Element.
- Support for **open spaces**, and **courtyards** that are open to the public.


**Development Standards**

**Open Space**

- **Passive amenities**
  - Open lawn area
  - Barbecue
  - Water fountain
  - Seating areas
- **Active Amenities**
  - Sports court
  - Fitness areas
  - Play areas
  - Community garden



Nice open spaces, courtyards open to public.



# Site Planning – Site Design

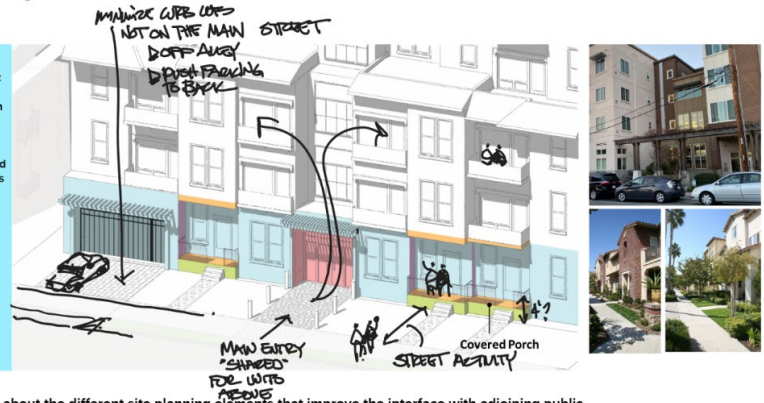
The workshop attendees were asked the following questions: What do you like about the different site planning elements that improve the interface with adjoining public street? And are there other elements that should be considered?

- Limit the amount of **curb cuts** to one for driveways in multi-family developments to create more space for **on-street parking**.
- Create more **flexibility** for porch sizes.
- Avoid **cookie cutter** designs.
- Place entrances to **garages** behind buildings.
- Provide a **buffered landscape** with trees every 15 feet.

## Site Planning

### Site Design

- Orientation – Facing the street
- Direct pedestrian connections to the sidewalk
- Prominent shared entrance that has a canopy, roof, trellis or other architectural elements
- Ground floor units may have individual entrances



What do you like about the different site planning elements that improve the interface with adjoining public street? And are there other elements that should be considered?

Porch sizes - less specific information with regards to size.	We want to be forward thinking in terms of design.	Not be cookie cutter	Maintain specific character of San Carlos and be open thinking	MF - Just have 1 curb cut for driveways	Buffer - Landscaping with trees every 15 feet	Need higher stoops to allow for privacy.
Curb cuts takes away from on-street parking.	More inviting environment, less concerning with less curb cuts.	Garage entrance also looks dull and boring. So avoid it. Stuck it behind is preferable.	Building along/across City Hall has better parking entry.	Avoid parking fronting on to the street. Place it behind.	Facade along Walnut Street with parking garage is bad.	Allow for units on the ground floor instead of parking.

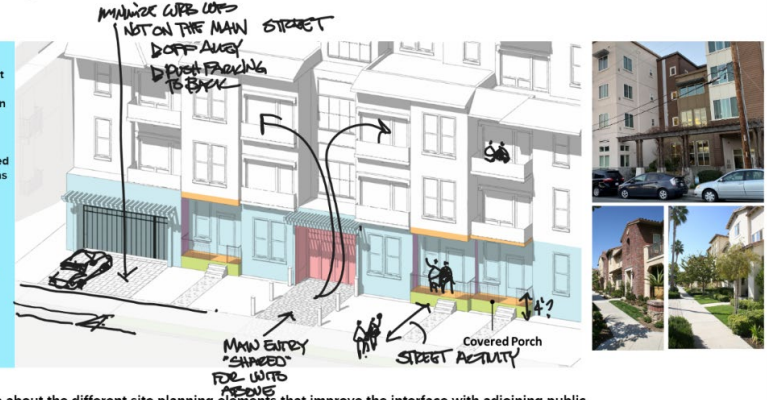
# Site Planning – Site Design (Continued)

- Place stoops higher to allow for **privacy**.
- Avoid garage **fronting** on the street and place it **behind** the building.
- Allow for **units** on the **ground floor** instead of parking.

## Site Planning

### Site Design

- Orientation – Facing the street
- Direct pedestrian connections to the sidewalk
- Prominent shared entrance that has a canopy, roof, trellis or other architectural elements
- Ground floor units may have individual entrances



What do you like about the different site planning elements that improve the interface with adjoining public street? And are there other elements that should be considered?

Porch sizes - less specific information with regards to size.	We want to be forward thinking in terms of design.	Not be cookie cutter	Maintain specific character of San Carlos and be open thinking	MF - Just have 1 curb cut for driveways	Buffer - Landscaping with trees every 15 feet	Need higher stoops to allow for privacy.
Curb cuts takes away from on-street parking.	More inviting environment, less concerning with less curb cuts.	Garage entrance also looks dull and boring. So avoid it. Stuck it behind is preferable.	Building along/across City Hall has better parking entry.	Avoid parking fronting on to the street. Place it behind.	Facade along Walnut Street with parking garage is bad.	Allow for units on the ground floor instead of parking.

# Building Design – Massing & Articulation

The workshop attendees were asked the following questions: What do you like about the different elements that help break down the mass of the building? And are there other elements that should be considered?

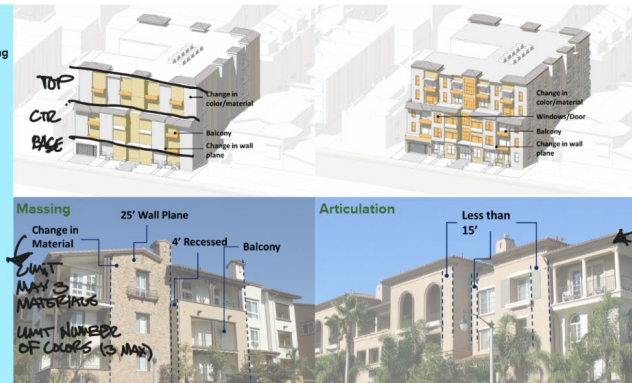
- Review examples from other cities:
  - San Mateo's ODS.
  - Transit Village.
- Limit the number of **materials** and **colors** that can be used to a maximum of 3.
- Consider **monochrome** color styles as appropriate.
- Support for the change in **massing**.
- Support for the use of **trellis** to create **shade**.

## Building Design

### Massing & Articulation

Building mass will incorporate one or more of the following elements to break the overall mass:

- Change in building wall plane
- Windows and Doors
- 2 or more materials or colors
- Balcony



What do you like about the different elements that help break down the mass of the building? And are there other elements that should be considered?

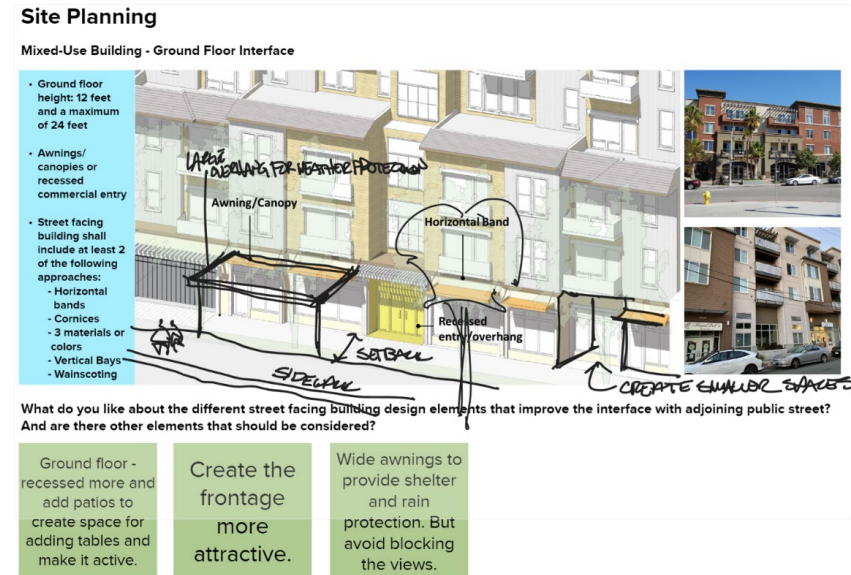
San Mateo - review their progress on ODS. Good ideas and standards.	Ideas like - Base, middle and top for high buildings	Dont go overboard. Limit the materials/ colors to 1,2 or max 3.	Sometimes monochrome building come out very well.	Transit Village - Good example to look at	Change in wall plane is good. Like trellis and shades.	Good design does not have too many materials/colors - Despite - Do we want to reject bldgs because they have too many colors/ materials?
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# Building Design– Mixed-Use building – Ground Floor Interface

The workshop attendees were asked the following questions: What do you like about the different street facing building design elements that improve the interface with adjoining public street? And are there other elements that should be considered?

- Encourage options to **widen** the **sidewalks** to cater for increase in density.
- Avoid **blocking** buildings with planter walls.
- Make communities more **inviting**, **welcoming**, and **open** to each other, but still address **privacy** and **security**.
- Encourage more **open spaces**.
- Look at **Burlingame**, **Castro Street**, and **Mountain View** for good examples.



## Other Comments

- Create **more** objective standards.
- Create **less** prescriptive standards.
- **Limit** the size of **big buildings**.
- **Define** the **minimum** set of standards that encourages **good design**.

### Other Comments

Create more  
objective  
standards

Concerned  
about too  
prescriptive  
standards.

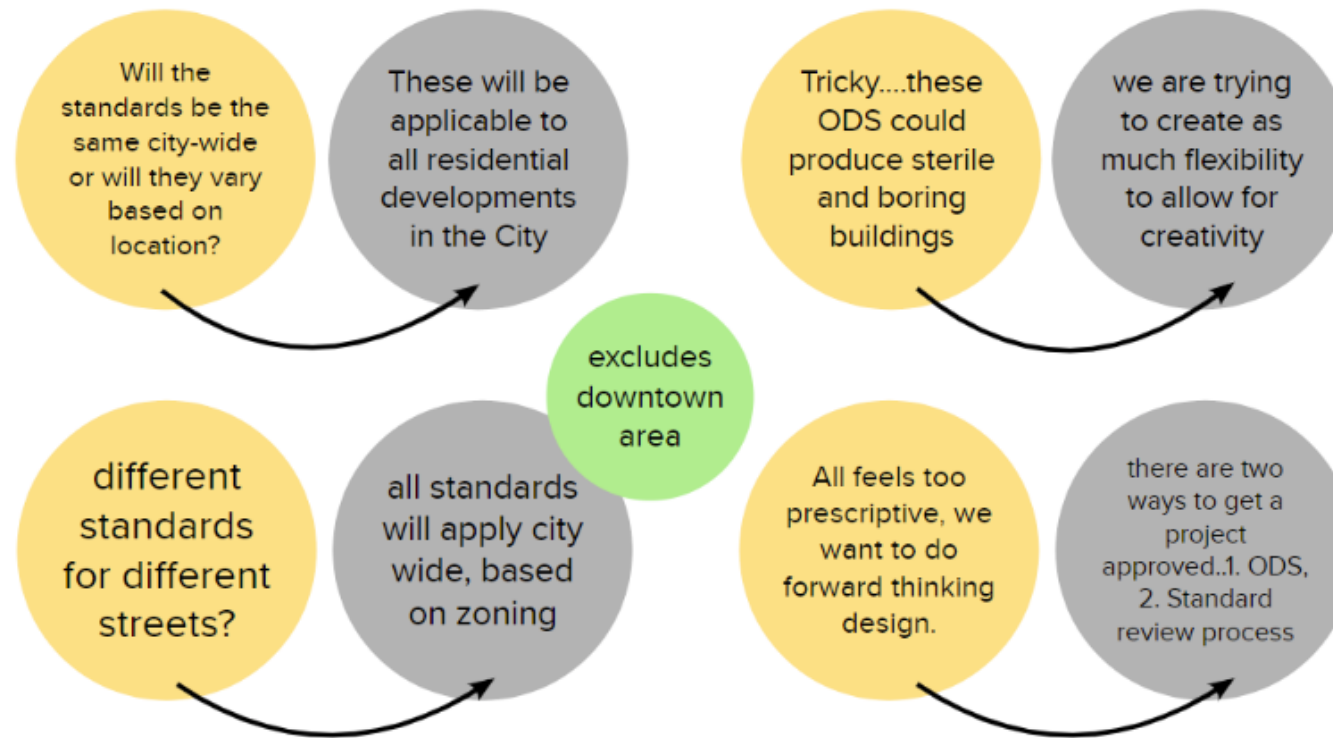
Character -  
big buildings -  
residents  
don't be  
happy about

But there is a  
necessity of  
adding more  
housing

Spanish style  
architecture are  
getting more in the  
downtown which  
are nice. Walnut  
and Cherry

Defining the  
minimum set of  
standards - that  
encourages  
good design.

## Questions and Answers



## Next Steps

- **Planning Commission Study Session #1** – Jun 27, 2023
- Planning Commission **Recommendation to City Council** – Sep, 2023
- **City Council Adoption** – Fall 2023



*Project Website - [www.cityofsancarlos.org/designstandards](http://www.cityofsancarlos.org/designstandards)*



*City contact - [planning@cityofsancarlos.org](mailto:planning@cityofsancarlos.org)*



# OBJECTIVE DESIGN STANDARDS COMMUNITY SURVEY RESULTS

Response summary and analysis  
of results from 420 participants

March 20, 2023

[cityofsancarlos.org/designstandards](https://cityofsancarlos.org/designstandards)

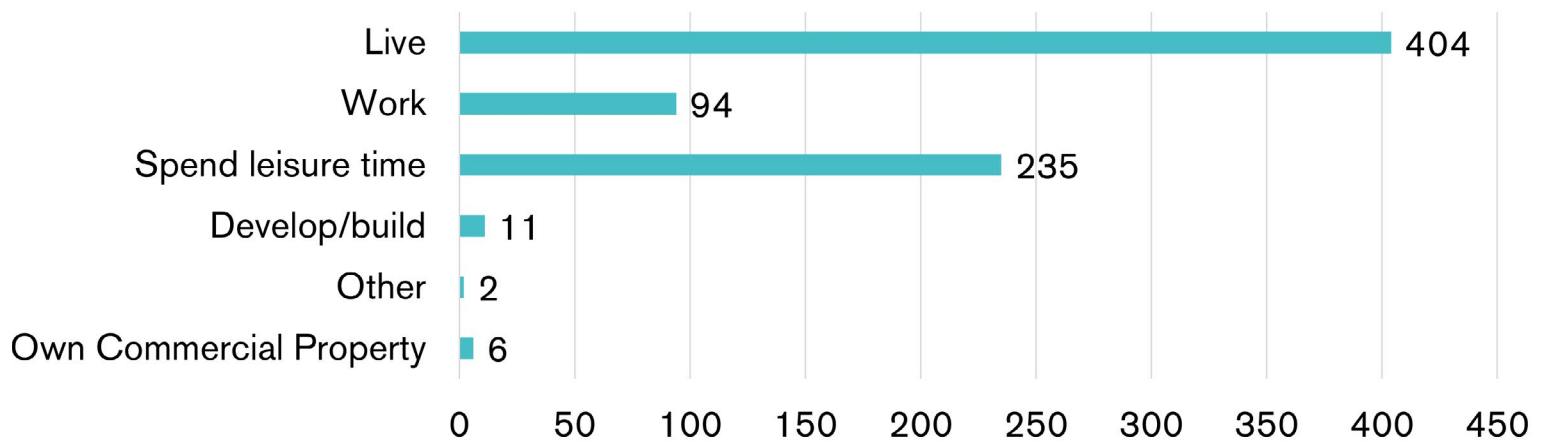
**CITY of  
GOOD  
LIVING**  
SAN CARLOS



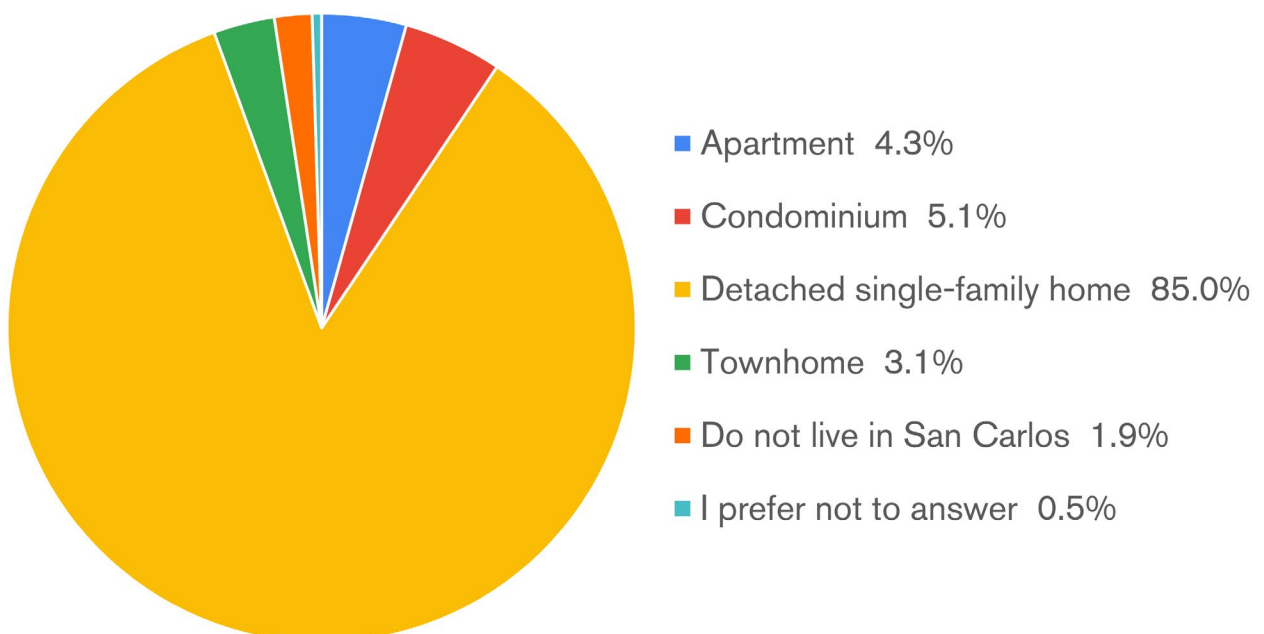
CITY OF SAN CARLOS

# RESPONDER DEMOGRAPHICS

Currently, you \_\_\_\_\_ in San Carlos (check all that apply):

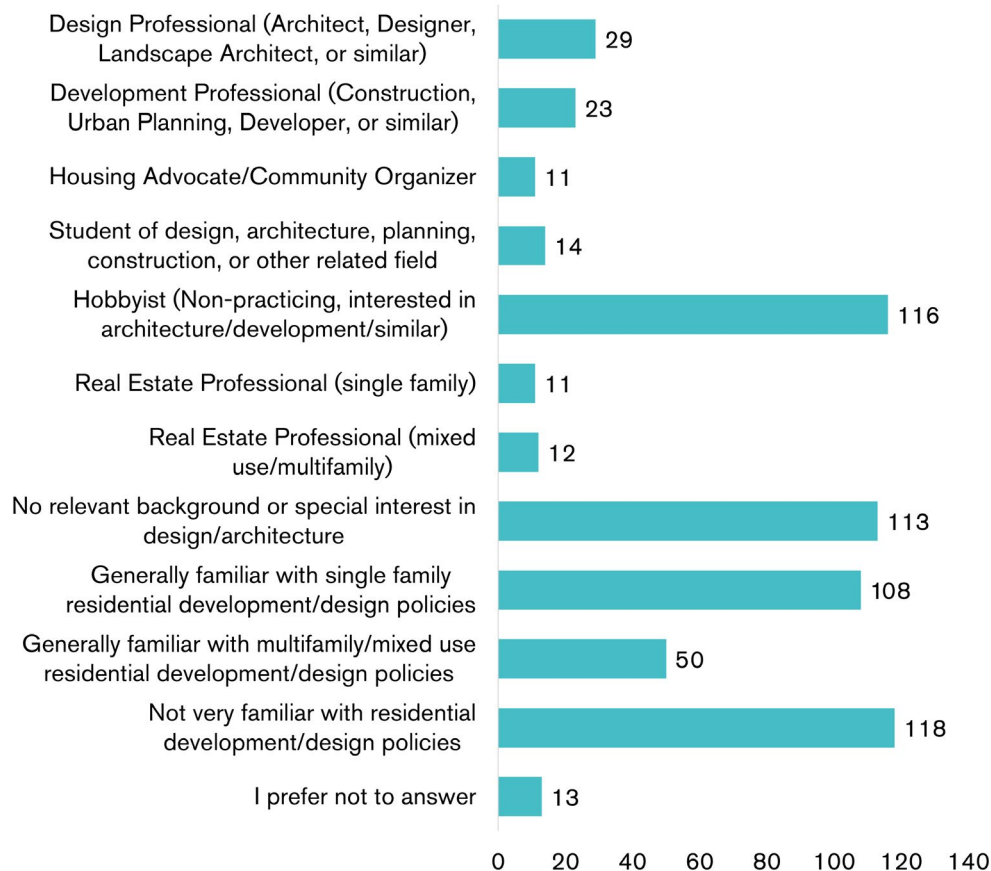


If you live in San Carlos, what type of home do you live in?





## What is your background or familiarity in residential building/site design, urban planning, or architecture? (check all that apply):

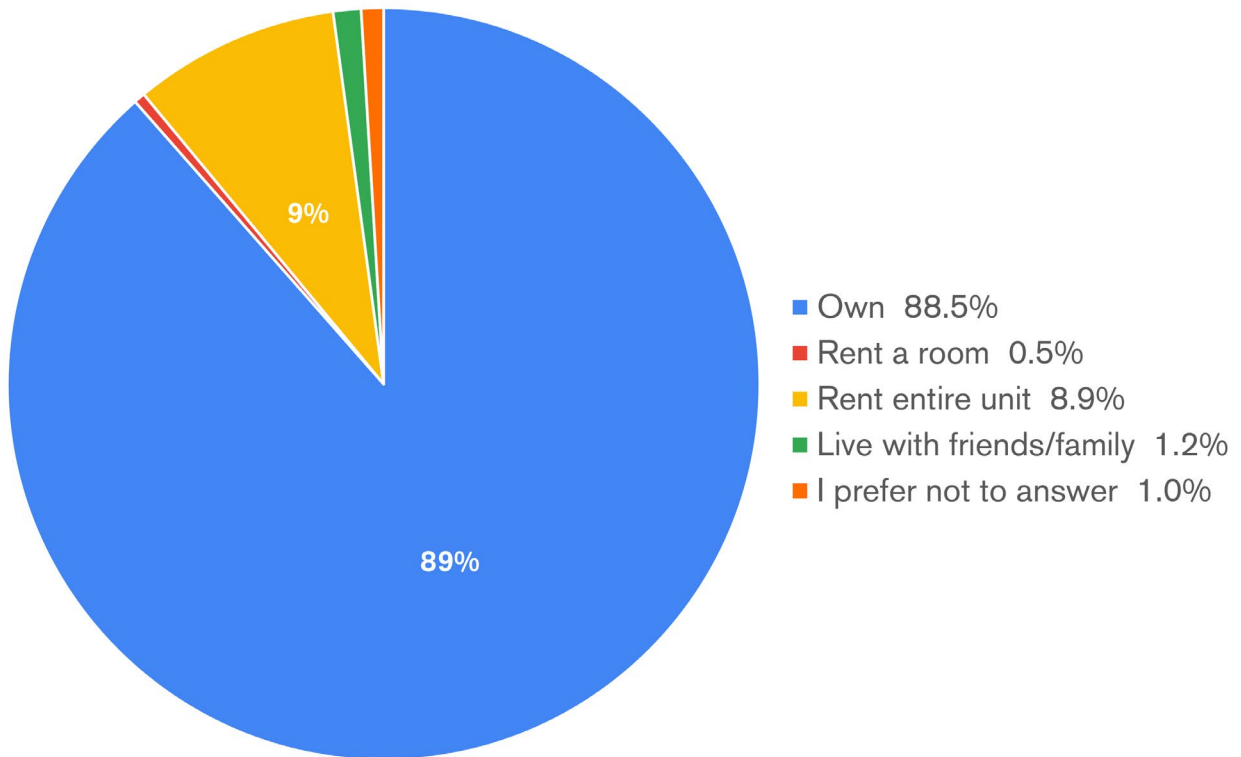


## Other responses:

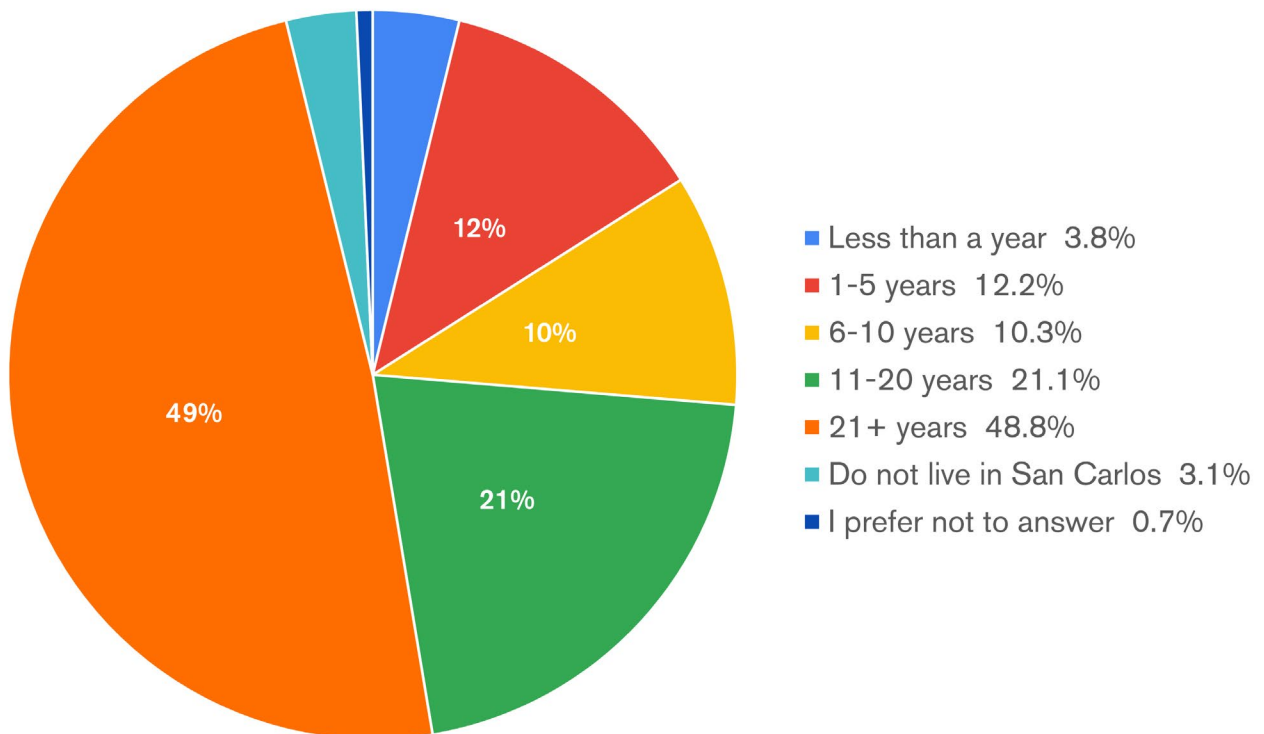
Background in art and art history  
 Economist with knowledge of cutting edge academic research on housing and urban topics  
 Formerly worked in real estate rehabilitation and development  
 General Residential Building Contractor 34 years  
 Construction Project Manager  
 Built a new home in San Carlos and see all the ADUs coming up  
 Owns multiple homes in San Carlos and has renovated or remodeled nearly all.  
 Attorney with some real estate background  
 Homeowner with lots of remodel experience  
 I am a civil & environmental engineer  
 Worked with an architect to approve a 2nd story addition. Was approved, but i didnt go through with it.

We worked with our designers and builders to build a new home here in 2015. We are also designing on the north coast with intent to build. We have been involved in combatting egregious development here in our neighborhood.  
 I worked in construction of residential homes/ included design  
 Land use attorney  
 Retired Fire Division Chief Officer  
 structural design professional, residential construction  
 Victim of planning department (1999)  
 Commerical Real Estate Operations (Shopping Centers - Construction, Design Cirteria, Operating Management, ESG, and Sourcing)  
 I'm not a design professional but work for an urban design firm

## In your current home, do you:

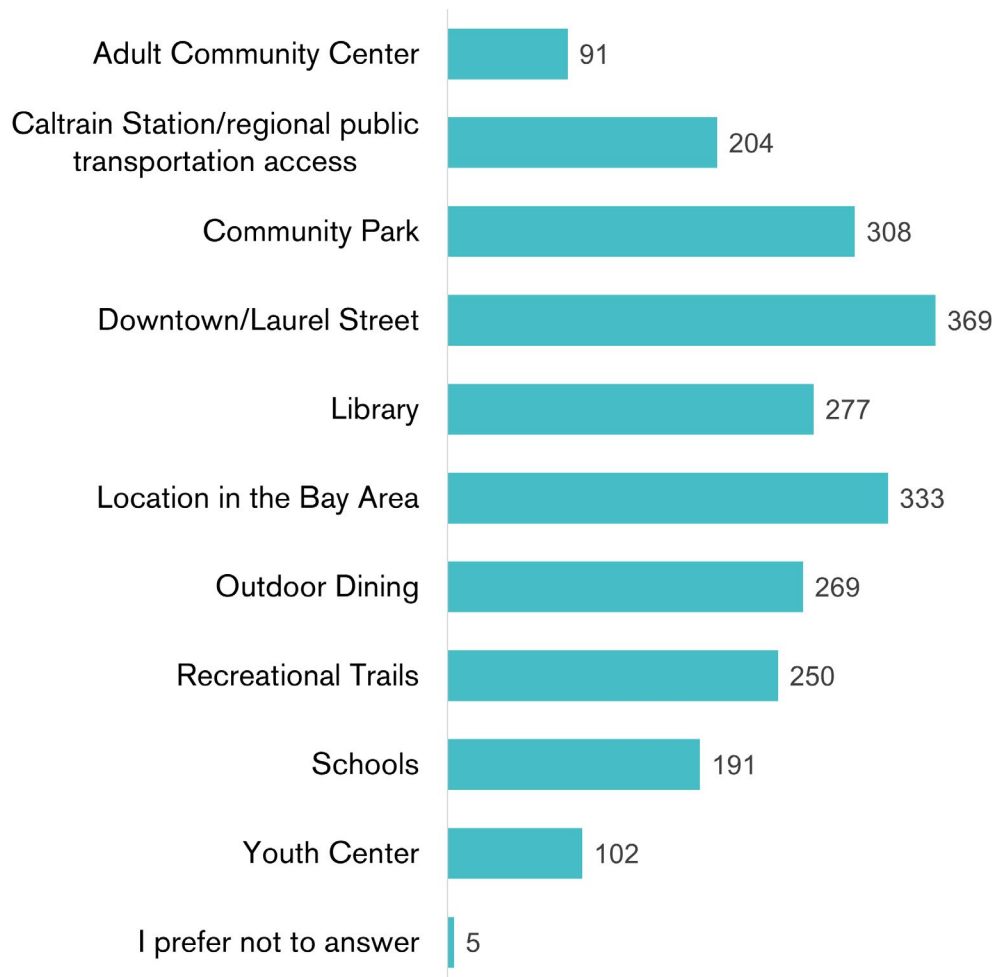


## How long have you lived in San Carlos?





## What are your favorite community amenities in the city? (check all that apply):

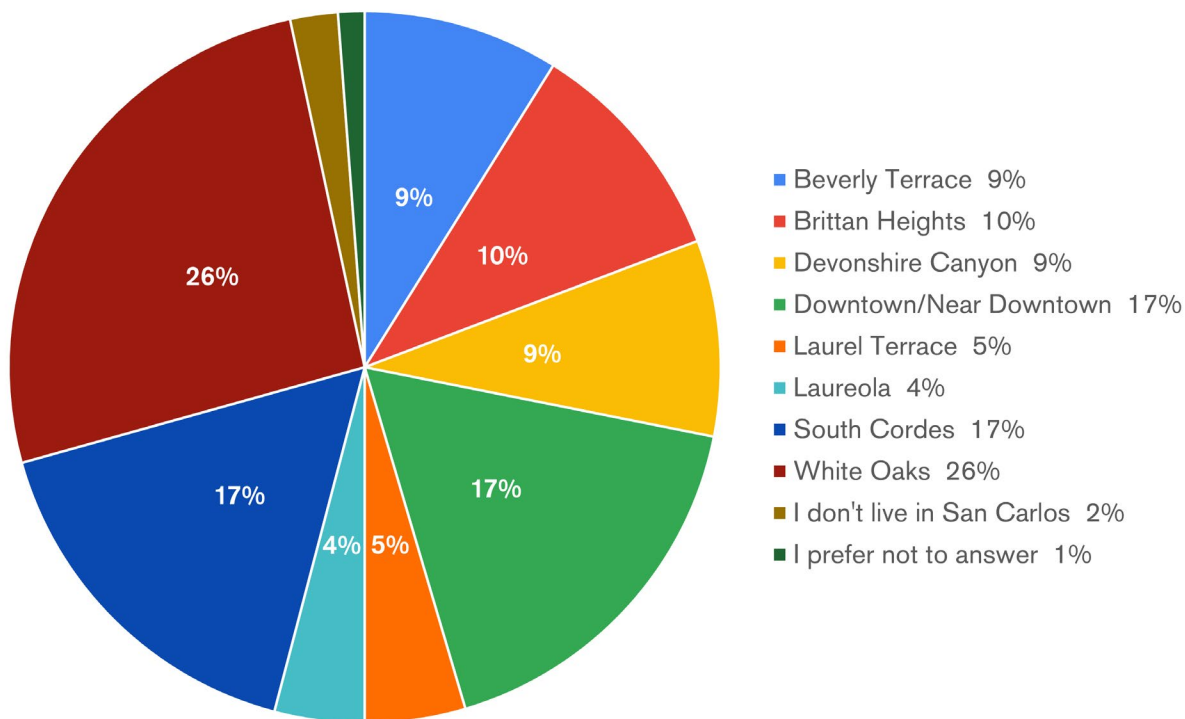
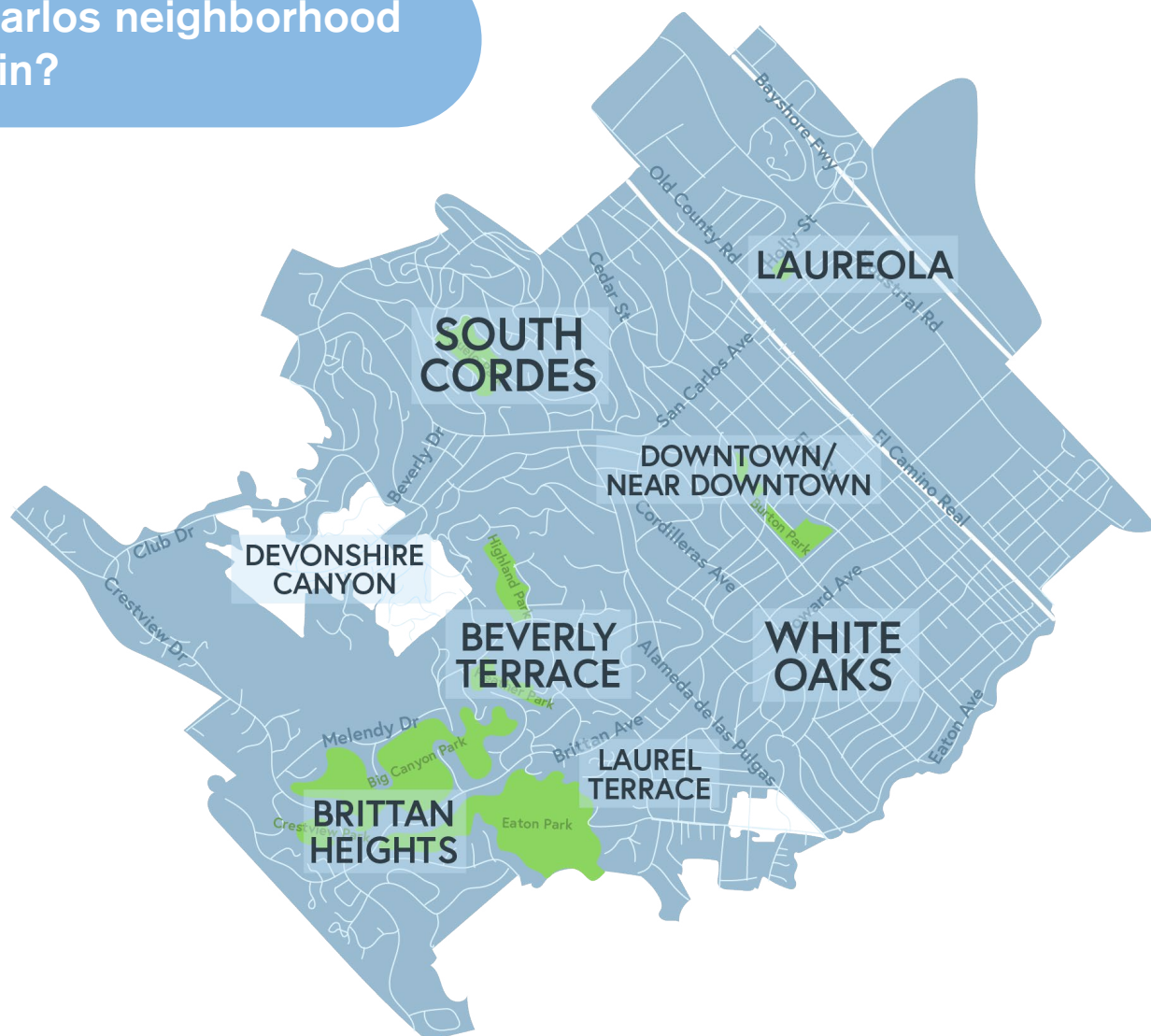


### Other responses:

Museum  
 small town atmosphere  
 dog friendly areas (more areas needed)  
 Bike paths  
 Family oriented neighborhood feel  
 Hometown Days  
 I used to love Laurel St., but with COVID  
 and the street cut off now, I am not hap-  
 py with it since I have limited mobility  
 Hometown Days  
 Art&Wine Festival

Farmer's Market  
 neighbors  
 Public Safety - Sheriff's Office  
 Sense of community  
 dog parks & trails  
 the library is very important to me  
 Athletic fields  
 dog parks  
 trails and parks for dogs  
 small town community feel and  
 cohesiveness

## What San Carlos neighborhood do you live in?



# RESPONDER ANALYSIS

The Objective Design Standards survey was opened to the public in the last week of January 2023 and closed March 10, 2023. In total, 420 responses were received.

The most represented response group was 20-year+ San Carlos residents who own and live in detached single-family residences. Over 2/3 of the survey respondents have lived in San Carlos for at least 6 years.

While most questions resulted in responses with clear majorities, respondents represented neighborhoods across San Carlos relatively equally. The most represented neighborhoods by response rate were White Oaks, Downtown/ Near Downtown, and South Cordes.

The majority of respondents live and spend leisure time in San Carlos, and nearly 1/4 work in the city. Respondents indicated that they enjoy a wide variety of community amenities, with nearly every respondent selecting multiple favorites. Most respondents said that Downtown and Laurel Street are a favorite feature, followed by San Carlos' convenient location in the Bay Area, and the city's many public parks.

Experts and technicians of urban planning, architecture, construction, and related fields responded to the survey, representing a wide variety of professions that deal with design standards at each point in the process of residential development.

However, the majority of respondents indicated that they are non-practicing hobbyists without experience or much familiarity specific to regulation of residential design standards.

# MIXED USE

Mixed use zoning districts allow varying levels of residential density mixed with commercial. Mixed use developments usually take the form of walkable street-oriented buildings containing ground-level retail or commercial uses, with housing on the floors above. Other building forms are also possible.

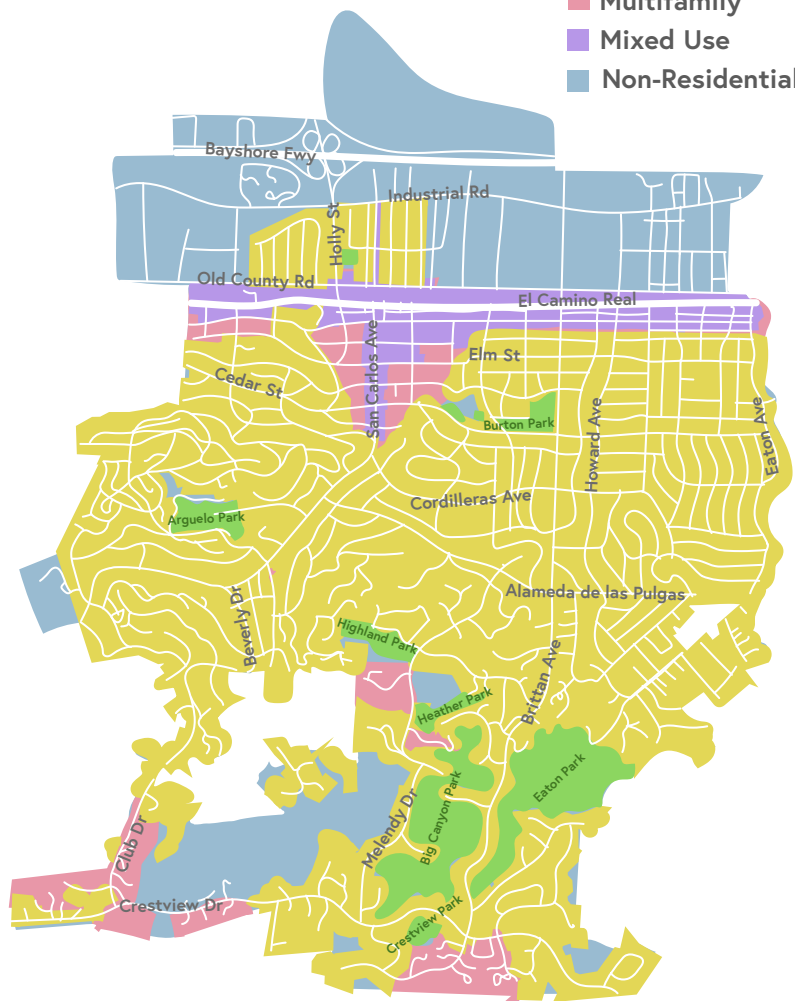
Mixed use zoning in San Carlos is located along and adjacent to central corridors well served by public transportation: Laurel Street, El Camino Real, and San Carlos Avenue. Clustering housing near public transit hubs reduces reliance on cars and promotes more foot traffic in the City core.

Mixed use zoning makes up 5.3% of the total land area of San Carlos, but accommodates more housing than low density zoning districts.

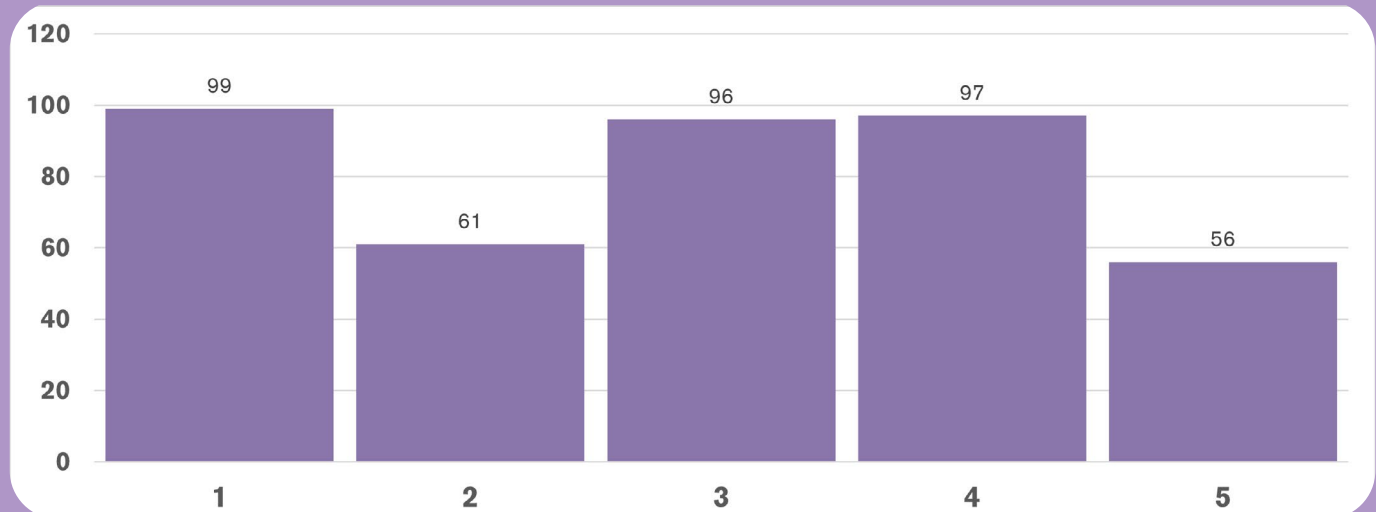
## City of San Carlos Residential Zoning Districts

Parcel boundaries are approximated

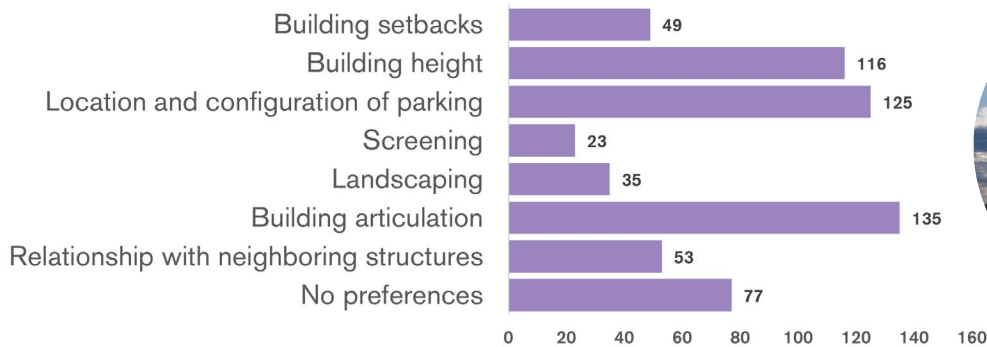
- Single Family
- Multifamily
- Mixed Use
- Non-Residential



How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?







## MOST APPEALING CHARACTERISTICS

absolutely none

assume underground parking

Balconies on various floors. Roof top plantings. Apparent ground level business or some other nonresidential activity.

Big windows

Density !

Don't know the site context.

don't like it at all

Don't mind this modern architecture and like mix of roof-top balcony/ deck and individual balconies.

For downtown mixed-use this is very efficient and provides a lot of needed housing

For non residential areas it's ok

Glad that it's in a commercial area, not on the west of El Camino area.

good visibility into the ground floor retail is appealing

hard to tell from the picture, but I'm assuming that public parking is under the building

I am presuming that there is at least one underground parking space per unit.

I appreciate how many units are likely in the building

I don't find it appealing. It fits well in a more urban area. I also don't think the schools can sustain a big population growth. We already have to switch during elementary school which is unusual, we have no school bus service thus clogging roads at pickup, etc, etc.

it is a handsome building for a dense urban setting.

It looks like a lot of families could live there, that's great!

just basic design, nothing exciting, providing places for people to live, with few exciting features, like balconies

Large box

like the accessibility

look at all those homes! beautiful

Looks like under ground/building parking.

Lots of glass

lots of housing

Max bldg on lot. Needs setback, landscaping. cannot see adjacent bldgs.

mixed materials

mixed use- built in retail higher density. i lived in a place like this in SF. Loved the building

mixed use businesses below residences

mixed use is smart as long as it is close to downtown.

modern design & city life

Modern looking building, should not be any higher.

More modern design works better for mixed and commercial use buildings

NA

Nice airy feel.

Nice colors

Nice new construction

None. Looks industrial.

Nothing

Nothing is appealing

only appealing aspect is the units; we need them

Shops on the first floor, very dense housing.

The building has no character in the design

The facade is interesting, with the upper story setbacks and lots of windows. The ground floor facade is different from higher floors - visual interest.

There isn't much to like about this building

there's nothing appealing about this building

This is a stack and pack complex that has no place in our community

This is just your basic apartment building. Google design is okay because who gives a heck, it's an apartment building. All apartment buildings look dumb after 20 years. The only thing I would do is remove one floor or make it less bulky. Right now it looks like the merchandise mart in chicago.

This is really ugly and severe. Looks like a barracade wall.

This is unappealing

This was a piece of garbage before, and it's a piece of garbage now. Note that they actually did cut this building, but they inexplicably cut it on the diagonal. What the hell is this? One of those 1980s paintings of the women who look like they're made out of neon?

THIS WHAT SHOULD HAVE BEEN BUILT ON EAST SIDE VS STUPID BIOLABS!!!!

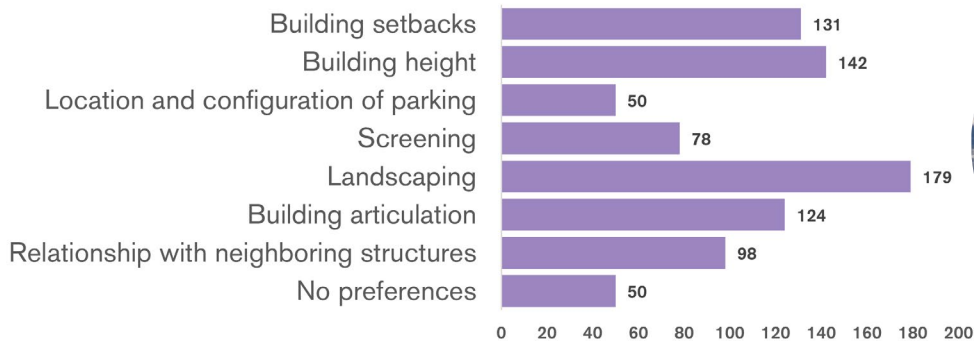
Too big, cold looking

too boxy

Ugly box, industrial

Ugly urban. Terrible design

upper floor setback is nice, with greenery showing; public/retail space on first floor is nice



## SUGGESTED IMPROVEMENTS

A bit too blocky  
 add balconies  
 additional Commercial continuity on the ground floor  
 Allow only in a highly urbanized area because its a wall of building.  
 big City architecture, too tall, limit it to 3 stories  
 building facade is cold and modern would not match San Carlos  
 Building is too tall.  
 curious about parking  
 Design way too busy  
 Dislike the blank wall with no windows on the right side ground floor.  
 Could use more street trees, or street furniture at the ground level.  
 Doesn't belong in our city  
 ensure sufficient parking for residents and businesses; cap height at 4 stories  
 ensure that all units have access to 2 parking spaces  
 fenestration looks commercial; not residential; the ground floor is not human scale, the ground floor has parking along one side of it - not good or engaging  
 FOR THE LOVE OF GOD, NO MORE BIOLABS, BUILD SOME HOUSING!!!!  
 Girth  
 Ground floor retail is not the best use/design now  
 Height is too tall; four stories maximum.  
 Horrible in every way  
 I am presuming there is underground parking.  
 I assume this has below grade or internal parking  
 I don't like the glass/steel design - not appropriate for San Carlos  
 I would fix every goddamn thing about this I would put it on Wheels and truck it out to Redwood City or maybe fremont, or maybe sunnyvale. For some strange reason, I cannot click on setbacks, so I would also extend the sidewalks out 10 ft.  
 I wouldn't build it.  
 Is this an office building or supposed to be where people live? Very plain, basic, doesn't look inviting.  
 it is too big and tall for San Carlos; we are losing our identity  
 it is too big for san carlos  
 it needs a pull-in driveway for uber rides and deliveries  
 Kind of sterile, blocky  
 Like corner location and design.  
 Limit the height  
 looks like there is a dead wall at sidewalk level on the right? i.e., no windows, doors, etc. should strive to minimize that.  
 Looks rather gargantuan. If it was two properties split in half, might be more palatable. Hope it has dedicated bike parking in the garage.

Make it less bulky. Maybe two apartment buildings with a small Gap in the middle, or one of those apartment buildings that have a centralized Lobby and maybe a 10 to 15 ft gap between the buildings  
 make it less of a massive block of building. Use less glass especially at the floor of every level. Need more articulation at street level with shorter distances between openings for pedestrians. More landscaping.  
 Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels  
 more landscaped outdoor space on at least 2 sides  
 More of the front ground floor should be appealing to pedestrians. Half the front, here, is a wall or garage. Not interesting to walk past.  
 More street trees  
 More usable outdoor space.  
 Need to insure 2 parking spaces per unit off street  
 needs street parking for neighbors and landscaping  
 Needs to communicate with the outside world  
 No amenities to those outside - seating, grass, anything.  
 Not allow it. It doesn't look like residential on the top.  
 Not in San Carlos character  
 Not interested in such modern, high density housing  
 Other building materials  
 San Carlos should have a 3-4 story max!!!, should get smaller as go up not the other way around, needs more trees!  
 Setback from street and better landscaping. More articulation of top of building to avoid sense of long flat roof. Reduce or relocate large garage entrance. It kills street life and overpowers the ground level facade.  
 Smaller scale, too many cold looking windows  
 The exterior looks like any other cookie cutter complex. Doesn't fit in with the small town concept of San Carlos.  
 the ground floor lobby/retail looks wasteful  
 This building is ugly. The articulation is poor. The first floor appears to be squashed. Where do you park?  
 too big for San Carlos, does not fit into the environment  
 Too big! No parking not identified; ugly  
 Too large. We do not need or want high density housing  
 Too tall. This isn't Manhattan.  
 ugly  
 Ugly  
 Uninteresting geometric design. Where is the parking? Similar to many new San Carlos development the is disproportionate to street width, we live in a moderate climate but the windows don't appear to open so residents would need to use energy to get the fresh air a window could provide for free

## ADDITIONAL DESIGN COMMENTS

3 story limit, some setback; zero set back is not exciting. Not interested to see this in San Carlos!

6 stories is too high for San Carlos. I would request a 4 story limit for all areas in San Carlos

600 ft. Setback from single family homes.

A box with no design elements or redeeming architecture. Simply a functional structure that looks like it was designed to achieve minimum cost.

a nice looking mixed structure

Add building setback with public green space

Add more green. Less floors...

Adding a little setback and modest landscaping would help this design for me. I think it's pretty good for what it is. The amount of glass makes it feel lighter (not as heavy) but it's a little bland, sterile.

Adequate underground rainwater removal system, underground utilities

Appreciate the airiness of the structure; doesn't look hulking or like a fortress despite its size. Ground floor looks very inviting

Attractively modern appearance

Basically no landscaping, no sign of solar, and no sign of parking - is it underground? Otherwise, beautiful modern building would fit in nicely in San Carlos, as long as they are not all side by side.

Beautiful

Boring, but could be worse.

Building height is too high. Lack of setbacks on upper floors creates too much visual mass. Lack of articulation creates blocky, high mass feel. Repetitive design elements on each floor makes this feel like a cheap apartment block. Should require increasing setbacks for third floor and above (with setbacks increasing for each additional floor). Should require varied design elements and articulation on each floor to give building more custom look with units accentuated versus one monolithic block.

Building is blocky, but glass ground floor invites you in building is too blockish.

Building looks bland

clear entry? signage - is that retail on the bottom? Again- new buildings should have a drop off driveway for uber and deliveries

Depends on where this is set. This is an extremely large building. We also need to consider traffic congestion when looking at adding such large structures

Design should not just be a box

do not like the design

Don't build it

Don't care for the blocky window design, but do like the use of different materials to soften the look. Do like the rooftop setback and what looks like a terrace garden

Far too high-density--only appropriate adjacent to CalTrain with fewer stories, more open space and landscaping and integrated (underground) parking. **DON'T REPLICATE REDWOOD CITY OVER-DEVELOPMENT!**

Feels really sterile, please add some ornamentation. Add a breezeway leading to a central courtyard. No one will use those balconies.

For a building of its size (it feels big for San Carlos, in my opinion), I find the articulation works pretty well (combining both articulation in space as well as material utilization). However, for a building of its size, it would be nice to have more sidewalk space and greenery/ landscaping compared to the size of the street next to it. Lower height would also be nice (cap at 3 stories) along with smaller overall footprint.

Glad the colors are fairly muted.

Good for urban corridors only. If compatible with similar adjacent structures in height and scope.

Good for urban, not for San Carlos. Blocky, looms over street

Good use of space

great for by train station! or near HWY 101; often lower retail goes empty!

have parking for commercial use customers

Have to make sure it has bike parking in the garage. Want to see bike lanes in front of it. Like the accessibility for wheelchair / mobility challenged. Would like to see more green in the landscaping. Would like to break the structure in half - too much continuous wall.

High density - lacks setbacks - parking straightforward - varied exterior surface is nice

higher building height would be better

Holy crap, this is a monstrosity. (This is where you say, "Tell me how you really feel, Kate.") There are a couple things I think about when I look at this building. 1. From far away, it's boring. 2. As a pedestrian walking on the sidewalk, it feels boring, too. The sidewalk feels very exposed. There's no landscaping to speak of. Three wimpy trees for that entire building? Travesty. Give me some planters. No outside seating. The shop window is nice, but only if the shop does something awesome with it -- and there are no guarantees that that will





## ADDITIONAL DESIGN COMMENTS



happen.

The garage doors are an ominous black hole of doom... Why is there no decent lighting or architectural interest there? It doesn't have to be that way...

Hope the ground floor retail space is occupied and thriving, that is the challenge.

How can this be affordable?

i can't see common landscaping here. is there a courtyard? Is there parking under. If this is close to El Camino or even within 1/2 a mile of it, i would say it's close to dense public transit and skip the parking requirements. It feels like parking requirements often kill dense multi-family units. i've seen studies about LA about how parking requirements reduce the number of units by 20%. I would imagine we'd attract many more developers and improve traffic at local businesses on Laurel street if we had dense units like this.

I design and build many projects like this. This design works very well in downtown core areas where the massing allows integrating into the community. The amount of housing this can provide is welcome. The articulation is well down. Cities need to understand that the margins on rental are not large so every requirement can limit what gets built. Mixed-use should not be a requirement, but an option.

I know we have to build high density housing and this building accomplishes that. Where structures of this height are planned it should not be allowed next to a single family home or cause a neighbor to have their house fully shaded. This type of housing belongs along El Camino, Industrial and Old County road areas and no further than the east side of Laurel Street. There is a high density building at the corner of White Oak and Walnut Streets. This is the maximum height a high density building should be allowed in relationship to single family homes. But, it needs modifications. The city planning commission should have made two changes though, one, required more parking onsite and required more second/ third setback to prevent shading to the single family homes next to the tall building.

I like that several trees were fit in front as well as what looks like greenery built into the upper story. I like the design and mix of materials across the building. I like that there are several balconies built in. I like the ground-floor glass.

I like the density but it does look flat and blocky. Breaking the mass vertically would help. Glad there are some trees. Street level design could be improved for pedestrian interest.

I like the mix of ground floor retail with living space above. This design, however, leaves half the ground floor as a wall or garage or something blank. This greatly reduces the appeal to the people walking by.

I like the modern look with various, but tonally-linked building surfaces, I love the outdoor patios, both from an aesthetic and functional point of view, I like the rooftop area, and love the rooftop plantings.

I love the modern look, but not at the cost of building one of these in the middle of the Laureola neighborhood. It doesn't match the neighborhood. If housing density is such an issue, stop building Life Science centers and build more residential housing that looks like this.

I prefer a more historic design vernacular, but this is a good version of a modern design for our town. I assume there is underground parking.

I put this as a "3" because it's really modernist. I like that but am also aware that there is some good mid-century architecture here in the Bay that should remain dominant in my opinion.

I think this structure is a bit sterile looking; and it's quite large. If I think about new construction of this kind of housing, I think it would be best located east of ECR, since it is so out of scale and character with current structures

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

If it provides more affordable housing, it is fine.

Increase setback from street to increase pedestrian interaction with potential cafes and restaurants.

Insure ADA compliance and good sound proofing of units

Is there underground parking? Add solar panels, green house roof gardens, water catchments and storage.

"It is a glass box. Too modern and no homey style. Its just a box.

"

It is a simple design with a variation of surface treatments to break up the monotony between the balconies. If the balconies were off-set and the floorplans varied from a cookie-cutter floor plan the visual appeal would rise up a few notches.

It is important to offer the pedestrian a pleasant sidewalk experience. The idea is to increase pedestrian mobility in more dense areas.

It's a giant box with a decent amount of glass.

It's ugly. Just a large box.

## ADDITIONAL DESIGN COMMENTS

It'd be nice to know if the "block" is hollow in the center- a courtyard, light filled?

It's a big block, though attractively done with varied surfaces on the facade. It would be nice to have some sort of set-back area, like a cutout on the corner with a plaza and seating, so it wasn't just a big block.

"It's a giant Lego brick with windows. Can't tell parking situation or communal space offerings. Not enough trees around means no privacy from street.

Best part is that it has balconies. Every unit built in CA should have balconies. No residents on first floor is smart."

It's a little bland looking and a little run-of-the-mill....

It's fine depending on site context.

It's just a big building.

It's too big and "corporate" looking, doesn't fit the vibe of San Carlos, has no character, needs more plant/trees. Should have off street parking for 2+ cars.

Lacking trees or other green space because building is too close to sidewalks. Even though it's a huge box, the use of different materials helps a bit. Showing a corner lot is biasing the overall look of this building. Assume parking is underground. My assumption is also not enough parking for the residents. Safe to assume that even if located near train that residents will have multiple personal vehicles.

Less Lego blocks, more design

Let's not start looking like Redwood City

Life inside a 'box' - not welcoming

Looks isolated from its environment.

Looks like all the other newer apartment complexes.

Looks like retail on the ground floor with apartments above. Nice modern look.

Looks ok. I like the under building parking to keep cars off the street.

Looks too flat vertically. Nice that it has windowed spaces on ground floor.

Looks very block-like without much style.

Lots of a ritual room to mask what is actually a very big box. Needs to be less monolithic and look less "corporate"

Lower height improve building articulations and setbacks

Make sure parking spaces are enough.

Make the building even taller so we can house more people!

Make the building heighten to allow for more efficient use of land.

Modern multi-family dwellings help preserve neighborhood character while increasing diversity  
modern soul-less design, good for offices/warehouses/  
apt complexes

More drought tolerant landscaping, and a less boxy appearance would improve the building. Provide off street parking.

More green scaping with trees between building and street and / or wider sidewalks to enable outdoor seating for shops/restaurants

More greenspace (trees, public parklet) preferred  
more landscaped space on at least 1-2 sides

Need more of this

Needs break up of surfaces and heights.

needs more landscaping; too tall

Needs more space for pedestrians and kids at ground level. Maybe recess the ground-level floor, so it's further from the street.

Needs some square footage allocated to landscaping or green space

No building over 3 stories

Not a cookie cutter design. Interesting lines, balconies, garage, retail are all pluses.

Not clear where the parking area is. The building looks like a glass box - no character.

Not suitable near single family homes

Only in old county way or downtown. Must have sufficient parking. For those new condos built by train station, people are parking on the street where the left turn to holly is. This is a major no and creates congestion.

Parking should definitely be underground or hidden from the street view, so this is great. Make sure developers do this, even if underground parking is more costly than on-street parking. I also like the combination of uses and the "articulation" which puts a lot of window out onto the street. However, the building is too tall and seems too boxy and modern to fit within San Carlos or other small towns. It is practically encroaching on the street and I'm surprised there is even a sidewalk outside it. At the very least it should be more set back, or, better yet, limited to 2 stories if it were put into San Carlos.



## ADDITIONAL DESIGN COMMENTS



And please add some landscaping!

Parts of this building are too flat, like a jail building, too much of a square box, too tall

Plans should have been amended during the initial talks with the bldg dept

Pleasant looking.

Please don't build these. They will completely destroy the cultural landscape of the city and ruin everything that makes San Carlos special.

Pretty much a box that is very uninteresting.

Put these only on big streets in el cerrito. New builds can capture and retain water onsite.

Reducing to 3 or 4 stories instead of 5 would be better. These look like the monstrosities in RWC.

Remember that Gulag in North Korea that that contractor and that's so called architect were being locked up in? These guys too. And I say guys because no self-respecting woman would ever design a piece of junk like this

Remove some of the bulk by making a space in the middle of the building, like what they do in San Francisco, where large buildings are effectively cut in half with the gap between them with a centralized connected lobby. Such bulk is out of proportion with the city in general

Require all new construction of this kind to achieve a minimum standard of LEED Platinum. Look at the scorecard and use that to set your design standards... LEED is the path to ensuring community preservation, transportation, etc.

See above.

Severe design accents its huge size. Not a plus.

Simple design but seems functional. Balconies for each unit is great and looks like there might be a rooftop garden or patio. Like businesses being on the first floor. Could use more trees around it to help it blend in more. Buildings this big don't feel special and always have people moving in/out. No sense of community within.

Since I wouldn't build it, I have no further comments.

Since most of the "mixed use" buildings in San Carlos have vacant retail space at the bottom, I think that's a clear message, it just doesn't work for our town.

Smaller in height and size

smaller with character; San Carlos is not and should be acting like a big city; we are small and need to act like it - similar to Menlo Park

start over.

Take off two of the storeys.

Tear it down

The building is nice, but I wouldn't want too much of this in San Carlos

The Building is quite wide. That may not be a problem but there is this tendency to build these super wide buildings covering entire city blocks with many hundreds of units in them. I think it would be more appealing to break up the building into two separate ones with room for the same number of people. That creates more diversity of style and results in fewer shopping mall sized apartment behemoths.

The building needs to have a bit more character. The style of Hacienda Gardens fits better than this modern design.

The facade has a lot of visual interest. You almost forget it's a big box.

The ground floor is not human scale- divide into smaller storefronts at the bottom and add more architectural character and articulation.

The kinds of multi-layered facades are springing up like weeds in all of our slightly progressive cities. It's appeal was interesting 20 years ago but it really looks like a first-year architect's design.

The other downtown Mixt used to have more of a Spanish look to them, or at least modern farmhouse

The southern California 1+4 type design allows for high density with low construction costs. It just seems cheap and bland w/o any character. I appreciate that we need high density housing, but I think we should push for something better than this. This is an impersonal and generic design that has no character.

The surface areas are too uniform, despite efforts. Five+ stories creates a "closed in" feeling around it. There is minimal landscaping and shallow setback.

The whole bldg set back from the road, with landscaping in between.

these types of structures look cheaply made - while they look OK now in 15-20 years they will look awful and outdated

This building is too boxy and has no charm to it. First floor should be made available to retail. It needs significant landscaping and greenery and trees.

This building is ugly. Start over completely.

This building would not fit into a neighborhood in San Carlos. It needs trees, shrubs, set backs from the street. It is too high and would look down on the small houses of San Carlos causing a lack of privacy.

This does not fit with the aesthetic of our town at all.

This example maximizes FAR but is too massive for San



## ADDITIONAL DESIGN COMMENTS

Carlos. SC just started getting into four story buildings. This one is six including what looks like a penthouse level.

This is a massive box, with insufficient parking for tenants.

This is better than a box with windows, but not by much.

This is quite large and I hope is not next to a sfr neighborhood. The design is simple yet slightly boring. Appreciate the balconies for each unit, but glass railing is a terrible choice for safety, privacy and cleaning. More landscaping around it would help disguise it's size and give some privacy from the street. Hope the roof has some communal outdoor space. Hope there's at least one parking space per bedroom and per unit.

This looks like a department store.

This looks like a standard live/work building. Would encourage expanded commercial frontage and presence around the structure to add to street activation. Not very well lit outside of window frontage areas.

This looks too large for most of San Carlos.

This sort of structure will always look like an office building. Not much soul. Without a landscape context it's boxy character is especially offensive. It shows little sensitivity to the neighborhood. If the indoor space on street level is a warm and inviting public space, that would help (library/cafe)

this too big for san carlos

This town is looking like a small city that's lost it's charm

Tolerably bland. Not enough information on the site to understand the context. Please provide more site context including the surrounding block, #of units and parking spaces, etc.

too flat

too large

Too large for San Carlos but looks nice

Too large, no warmth, no relation with surroundings no landscaping

too many developments are being built with little or no parking. no matter how much you wish people would use public transportation, it just isn't feasible

Too many larger buildings in this once charming town

Too many stories and towers over side walk. Color combination is not appealing.

Too modern of a design for a San Carlos multi family building. A more articulated and traditional design e.g. Wheeler Plaza would be much better (but see answer below).

Too stark No trees or garden planters

Ugh

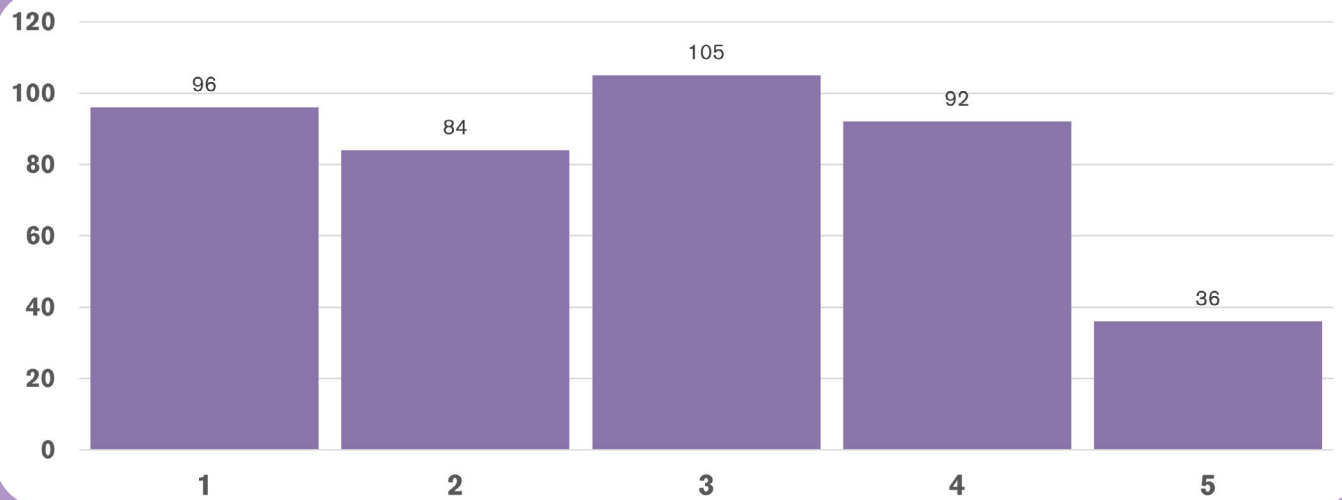
very modern, more appropriate for an bigger city setting

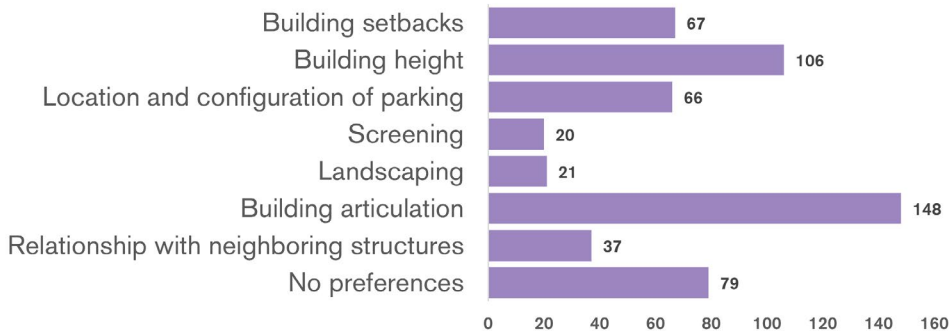
We have too many structures like this now....you are making us into a big city

Would generally like to see something to help the neighborhood. Benches, retail in bottom (depending on location), health club, something.



How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?





## MOST APPEALING CHARACTERISTICS

A structure this size can only be on El Camino or within 1 block of downtown Laurel St.

AGAIN, NO MORE BIOLABS, ENTIRE EAST SIDE SHOULD HAVE BEEN HOUSING!!!

Architecture is more appealing to the eye  
assume underground parking

Awful

balconies on lower floors is nicely done

Beautiful design

Better than the last one, but not by much.

better than the previous

Big windows

Do not know site context.

For downtown mixed-use this is very efficient and provides a lot of needed housing

Great mix of materials.

Hard to show relationship to neighbors

Hate all the mixed materials and colors

I don't find it appealing. It fits well in a more urban area. I also don't think the schools can sustain a big population growth. We already have to switch during elementary school which is unusual, we have no school bus service thus clogging roads at pickup, etc, etc.

It looks like a lot of families could live there!

mixed materials

mixed use, pedestrian scale of some of the articulation along the street (even tho' it appears disjointed).

more interesting tiered facade than the previous

NA

Nice building - too tall!

Nice looking apartments.

No trees?

none!

Not a lot to say about this one, big corner lot with no and not that interesting of architecture.

Nothing

nothing is appealing

Nothing is appealing about this

Oh! Go away go away go away go away. This is like one of those nightmares in the movies where you wake up and it turns out you're still asleep. And then the slasher comes at you. Then you wake up and you think you're done. But it's still a dream, so then the slasher comes after. Then you wake up. And you think you're up. But you're really still in another slasher movie dream. And then you wake up. And then this time it's real and the slader gets you.

Retail in bottom floor

That be a [REDACTED]

The design is interesting but too tall.

The red brick work is nice.

This one looks better

Too large

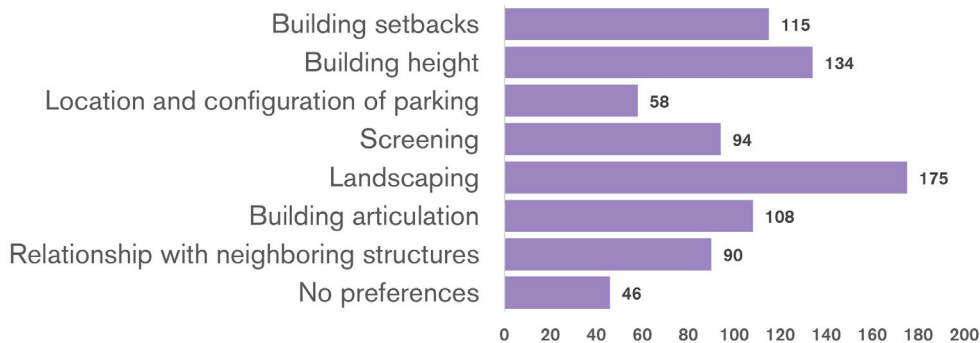
Ugh! This screams MILPITAS! Why would anyone even consider building such garbage and trash in this city? It's not a Google home, it's just stupid. It's sort of like if Homer Simpson tried to build a Google home.

ugly and too boxy

variety in the grey & white part helps visually break up the mass

Variety of materials and colors on the facade. Easy to find parking.

Visually interesting



## SUGGESTED IMPROVEMENTS

1st floor retail only an asset if business are relevant to residents. Current mixed use building retail space in San Carlos has high vacancy rate. Much more parking needed for business, esp. on the curb.

a hodge podge of materials and poor design

again, it's hard to tell, but try to minimize dead walls at street level

All of the above. This is truly ugly.

Also ugly, though not quite as bad

Architects need to try again

as mentioned- it needs a drop off driveway for uber and deliveries and a bigger setback

Bike parking, table or benches

Boxy, but has some nice brickwork for curb appeal.

City dweller

Color scheme. I don't get the one used. This building is too tall. Zero landscaping.

don't see the parking

ensure that all units have access to 2 parking spaces

Generally love brick but don't like the design mix of this one.

Ground floor retail is not the best use/design now

ground floor uses the brick - no brick on upper stories; its too choppy; the design focuses on vertical breaks. Should have horizontal breaks showing differences in stories. Too much is going on here. Simplicity is the key. Look at Paris!

Height is too tall; four stories maximum.

Hey I heard City Council voted for more BioLabs,...NO, NO, NO, NO, NO!!! Where the heck are all the BioLabs workers going to live?!?!? Entire Kelley Moore site could be housing or at least mixed use. The entire East side could have been an amazing mixed use new addition to the city vs endless BioLabs,...total planning/zoning fail.

I assume this has below grade or internal parking

I don't like the architecture, esp. the brick.

I find the mixture of styles and articulation on this building to be unnecessary and noisy. I think

I hope there are ground floor shops and restaurants in this design

I wish this wasn't on at such a major traffic intersection. not very pedestrian friendly

I wouldn't build it in San Carlos.

In such a structure, there is no relationship to the neighborhood. If you notice, this looks like it's built in the middle of nowhere. Two expressways between two soul less South Bay communities. Yuck! Less tall, not such divergent mis-matched colors and construction. looks like a traffic nightmare

looks like the biggest building around taking up whole block could be opportunities for walkways through to the other side. But looks like cars are prioritized and walking not so much.

More defined streetscape.

More usable outdoor space

needs traffic calming. 30mph streets shouldn't exist for safety of bikes and peds.

None.

not an efficient use of space as the first example

Odd looking and not a consistent appearance.

Only allow in highly urbanized area. Wall of building

Outdoor spaces lacking

Overly busy with the brick, gray tower and walls, and white windows

Parking not indicated. Same potential issues as previously indicated

Please stop trolling me with these awful designs! Once again, put this damn thing on Wheeler and truck it either to Fremont or Daly City or Milpitas! Maybe San Jose, but they would probably vomit it back up and send it back to you.

Proportion / color too heavy. Do like variation. In materials. San Carlos should stay with Wheeler Plaza and El Camino Mediterranean styles. Need more landscaping. Small outdoor communal space for residents.

reduce the size

reduce to 5 stories

San Carlos should have a 3-4 story max!!!, more trees, get rid of the red brick!

Setback from street and better landscaping. More articulation of top of building to avoid sense of long flat roof

Smaller footprint

Street trees!

Tear it down

That is an aesthetically unappealing hodge podge.

The ground floor retail (is it retail?) is so recessed that businesses won't be identifiable to passersby without large additional signage.

These types of building need to be separate from single family homes.

This is copycat architecture.

This street is disgusting - want a bicycle lane, a raised crosswalk, a bus stop in front. Street lights make a surprising amount of light pollution - prefer roundabout. Want bicycle parking (garage) and bike lane.

Too big. No more than 3 total stories

too much density

Too tall, no landscaping.

too urban

Top of building is nice, but bottom structures look weird

Towers over other structures: too big; too close to sidewalk; no landscaping; ugly

Way too complex visual impact. Mixed materials - too many

What a goofy, inconsistent design!

Where's the parking? Underneath? I hope there's enough. It is BIG. That's a lot of traffic, people, etc in one spot but very efficient.





## ADDITIONAL DESIGN COMMENTS

\*ideally\*, we'd have taller buildings on smaller parcels, which would naturally create more variety and mitigate the "fast casual architecture" vibe. but that's not really something to be done through the design standards. this one is certainly better than nothing. let's try to encourage variety by avoiding overly prescriptive design standards.

5 stories is too high for San Carlos. I would request a 4 story limit for all areas in San Carlos

600 ft. Setback from single family homes.

7 stories getting very tall for this area. Although different use of materials (nice brick) I don't appreciate the overall look of this building. If it's for residential use, I would like to see more balconies for residents to have some outside space. The building set back is right at the sidewalk which doesn't leave room for trees or other green space. Doesn't really fit into the historic feel of downtown San Carlos. Yet, unfortunately, this design isn't modern enough to look futuristic or innovative so it just reads boxy and/or cookie cutter. This is second least favorite design.

A little tall for my preference, but may be necessary to accommodate growth.

A little to high-rise for San Carlos. No greenery.

A mishmash of blocks. Why the brick? It doesn't really make sense. I feel like this design will get dated fast. There's no cohesive style to the building.

Add green space

Add more floors.

Adequate underground rainwater removal system, underground utilities

Again depends on setting - I like the first option better than this one already typed too much sorry.

also awful.

Alter the design

Another box building.

Another Lego block structure, at least this one uses 3-4 colors of Legos. If people are going to imitate Danish design, they should at least study in Denmark where it's done well.

Another modern box. All square corners and little landscaping.

Architecturally more appealing the previous large building. Color pallet is more appealing. San Carlos should look a buildings in other areas of the world such a Singapore where plants (landscaping) are incorporated into the exterior of the budling. This would visually improve the building , provide calming spaces for people living in high density buildings and help in a small way with climate change. Overall a significant improvement to the massive building that looked more like "public housing structures" in other areas of the USA.

Architecture is too busy

Awful

Back to the drawing board

Better and like the mixed use, but still feels too big for the town. should have off street parking for 2+ cars.

Better but still not great. Still need more visual interest.

Big box. Zero landscaping. We Need Trees!

Bigger living spaces means more traffic, congestion and water usage

Blend the different levels and not have such contrasting materials and colors. Very busy. No landscaping. Needs green - balconies or roof.

Building is boxy and sterile. It has no charm. It needs significant landscaping and greenery and trees

Building looks cheaply made and not in character with other San Carlos structures

Business floor at the bottom

Change out red brick for stone/tile/wood veneer, too tall

Clumsy facing.

Could benefit from developed landscaping, and a lower height.

Different articulation of lower two floors from upper floors plus setback on upper floors helps break up mass nicely. Varied design elements, particularly having some prominent windows and variance in design horizontally and vertically creates more visual diversity.

Don't build it

Even though the articulation is decent, what makes this building extremely unappealing is that this building looks like two different buildings smooshed into one: one part is the brown section on the bottom; and the other part is the dark grey/white section on the top. These two sections don't match at all and it looks weird.

Far too high-density--only appropriate adjacent to CalTrain with fewer stories, more open space and landscaping and integrated (underground) parking. **DON'T REPLICATE REDWOOD CITY OVER-DEVELOPMENT!**

Front design with mixed materials is really really ugly. Way too many stories.

Generally pleasing

good example of unattractive modern design; Hovers over sidewalk

Great

higher building height would be better

Horrible uninspired "modern" design. Not sure where something like this would belong.

I don't like how heavy it appears on the bottom of the building.

I like the mixed use that doesn't look gigantic.

I like the variety of levels and materials.

I like this more than the previous one because it's not as monolithic. It has variety and tries to mimic classic mid-century.

I would like to see much more greenery and ideally trees fit in. I don't love the boxy white design, and especially not with what looks like red brick fascade.

I would tear the goddamn thing down and start all over

I wouldn't build it in San Carlos.

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

If it's facing a street a more generous setback is needed; and landscaping that feels more protective, this would be an unpleasant place to walk.

In my opinion, this just feels too big for San Carlos; I can't think of anything in our city that has this kind of scale (Trestles is close, but it's only 3 stories and the buildings are broken up into smaller units with a lot more articulation - overall, I wasn't a big fan of Trestles



## ADDITIONAL DESIGN COMMENTS

but I feel it works better than this approach for San Carlos). This building takes up the entire block and there is no public or open space aside from the very narrow sidewalk. This design feels like what is happening in Redwood City - it's losing the human scale and feeling of accessibility along El Camino (just south of Jefferson).

In San Carlos, limit to 3 stories. Maybe a pent house on the top in addition to 3 stories. This is a more interesting layout, architecture.

introduce design elements so it doesn't look like a block--this is relevant to all these pictures.

Is ok if it has underground parking.

Is there any landscaping or outdoor space(s)? Dynamic in design but poor in function if there aren't any outdoor spaces. I again like there being businesses on the first floor. Buildings this big don't feel special and always have people moving in/out. No sense of community within.

It is missing a functional rooftop with terraces and landscaping.

It's a little more dynamic in design with the layering. Slightly smaller windows allow for some needed privacy. Can't tell parking situation or communal space offerings. No trees around means no privacy from street. No balconies brought the overall score lower. No residents on the first floor is smart.

It's a mess - looks thrown together

It's just another big building - out of character with San Carlos.

It's more interesting than the example above it although it seems a bit chaotic. Unclear where parking might be. It feels like it looms over the street a little less - I'm a bit influenced by the image. Speeding cars, large road, it appears there's not much around

i've seen this in SF. The staggered height. It promotes daylight.

Kudos to the design for having a lot of street-facing windows...and possibly balconies, on the second floor? That is great and I'd keep that. However, beyond that, again this design seems "out-of-place" in the neighborhood and would fit even less in San Carlos. There is no landscaping/screening to comment on, which is an indication this should be fixed. At the same time, the parking is invisible... which I'd like to think is a sign that it is underground or out-of-sight, but hard to comment without labels.

Looks like all the other apartment complexes developed 10 years ago.

Lower height improve building articulations and setbacks

Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels

Mixed materials are nice, six stories is tall, building extends too long - maybe a break in the wall?

Mixture of materials is jarringly unattractive. As depicted, it looks as if it is sitting on a busy road not near walkable attractions. Can't see anyone wanting to live in a building like that.

More landscaping, less high, incorporating more setbacks with patios and gardens. Again this looks like a block- no style

More space allocated for outdoor access for dwellings plus some green space

Needs more green space for humans. Maybe make it taller, so it leaves more space for walking and playgrounds at street level.

Needs parking for visitors and residents. Building is unattractive (yes, that is subjective)

Nice

Nice looking apartments. Fine for mixed use Zoning. Should Be

allowed and encouraged along El Camino and San Carlos Ave and Laurel and Old County. Fill in the main thoroughfares as much as possible.

No

No changes. This is a bit modern for San Carlos but could still work in the downtown area. Appears to be a high quality design.

No high density housing

NO MORE BIOLABS!!!! Build affordable housing on the empty space opening up all over the East side.

No.

none

Not all multi unit buildings need ground level retail. San Carlos has a lot of vacant retail and office space already. We need residential units much more than more commercial space.

not clear where parking is or what's around it. But street trees at a minimum sb added

Not clear where the designated parking area is.

Not suitable near single family homes

Oh! Where to start? I'm really at a loss to figure out where to start. Maybe I'll start like Richard Nixon. I was born in the house that my father built.

Owner developer need a lot of help/direction before getting approval for this venture

Provide off street parking. Add drought tolerant landscaping.

Really like the articulation!

Reasonable break up of the visual mass both vertically and horizontally. No trees to soften the street level appearance. Some variation of the roofline but still pretty flat. Street level appearance is fine but would be better with sunshades to attract pedestrian traffic.

require adequate off-street parking based on bedrooms

Same as before: Hope the ground floor retail space is occupied and thriving, that is the challenge.

Same comment as above

San Carlos has lost its charm with so many large new buildings see above

See above. Not sure where the space for this will be, but it should match the neighborhood that it's going to.

See pedestrian experience, above.

Seems like a structure that could benefit from green screening plants that climb the walls, and could look especially nice on the masonry.

Send it to Bakmut and let the Ruskies have at it.... OMG!

Should have trees in front to help reduce heat island issues

Similar comments to above

Similar thoughts to previous building

style is eye catching and unique, not just a boxy block

The brick facade is trying to make this structure look less cheap, but it's just a mess of rectangles. This look is going to age poorly. It's an impersonal design that doesn't fit with the local history. This is the



# ADDITIONAL DESIGN COMMENTS

multi-use equivalent of a strip mall.

The Building is quite wide. That may not be a problem but there is this tendency to build these super wide buildings covering entire city blocks with many hundreds of units in them. I think it would be more appealing to break up the building into two separate ones with room for the same number of people. That creates more diversity of style and results in fewer shopping mall sized apartment behemoths.

There is also nothing next to the building. It would be an eye sore by itself

The design is too linear, and I question whether the corner is useful space. Are those residences? If so how efficient would the heating and cooling be with those huge windows and high ceilings?

The exterior design is a bit old. But this is still a building built in recent years.

The general effect is it is visually trying too hard. I have no idea how you'd articulate that in your standards. Also, it is too close to the street - it needs intermediate landscaping.

The mass of this building is broken up into the brick foreground and the grey and white background. Looks more interesting, as well as having some variety on the textures on the grey and white blocks.

The outside facade doesn't seem to fit the City of San Carlos

The trim colors make this huge development look too busy.

There are aspects of the design of this building that I like, but it is too tall. It seems to be all about density to the exclusion of balance of the design. For instance, there could be more massing of the structure on the corner and reduced height away from the corner.

Think the building would look better if the areas above the red brick were balconies or terraces. A bit more greenery around the building would be nice. And the white areas are bit too boxy and modern.

This building looks one story taller than the prior one; however, the articulations and setbacks on the structure make it seem slightly less massive. As with the prior building (and the next), some setbacks or a public space to break up the block would be nice.

This building looks unbalanced to me.

This complex is not much better than the previous box and in some ways worse: chunkier, more awkward in its design. At least its facades are sort of graduated in height, which is a tiny relief.

This is a massive box, with insufficient parking for tenants.

This is also large and I hope is not next to a neighborhood. Really like the brick covered/bottom design and style. Above that it's blah. Every unit needs a balcony, more trees surrounding the building to help hide its monstrous size and a communal rooftop patio/garden/pet space. Hope there's at least one parking space per bedroom and per unit.

This is another big box made better with setbacks and articulation. Wish there were

More trees or planters — stark on street level.

This is just as appealing as the one above. Blending different design elements into a downtown area look much better than a "cookie cutter" type downtown that looks like a master development. This building articulates, not only the building facades, but also heights, windows, setbacks, and decks.

This street is disgusting - want a bicycle lane, a raised crosswalk (so cars drive over a speed bump that is the crosswalk), a bus stop in front. Street lights make a surprising amount of light

pollution - prefer roundabout. Want bicycle parking (garage) and bike lane.

This structure would also be best suited for east of ECR because of its size. The architectural design does make it less sterile looking, especially when compared with the previous structure

Too big and blocky. Meh

Too big, ugly design and what are those rust-colored structures?....looks like a fortress...very bad.

too big, unattractive configuration

Too blocky, dense, infilled. Too close to street

too large

Too many colors, feels chaotic. The articulation also feels random and chaotic.

too massive for San Carlos

Too massive for San Carlos. Ugly building that has no setbacks, trees and landscaping.

Too tall and massive, it takes up a whole block.

Too tall and unfit for San Carlos

too tall; kind of ugly design; needs more greenery

Ugly building.

Ugly color combo. Looks busy. An eyesore.

Upper floors are stepped back/articulated which is good, but ground floor could be more inviting

usually those are very unlike other ones nearby

wider sidewalks with trees would be nice

a little monstrous but ok

Very corporate. Would be nice to use finishes that look like they weren't purchased from "Home Depot"

very urban

Virtually identical to almost all multi-family residential complexes in our region and across U.S. metro areas. Nothing distinguishes the building. It is a box with flourishes glued on to give it texture and variation. The building lacks what I consider to be an essential feature: decks / balconies to provide outdoor access for every unit.

We are not Redwood City... please don't fill up the space near downtown with tall buildings.

What an absolutely disjointed mess. Monotonous (again) for the pedestrian. Sidewalk feels acceptably large and buffered from the street. In some ways, the facade is trying to be interesting, but it just ends up looking confused. The material changes don't mesh very well. The differing heights on the brick portions of the facade are weird. The tall stacked corner unit, which probably should be a focal point, loses its emphasis because of the dark material choice. This sort of building just makes me sad.

What are the brown structures - very disconcerting.

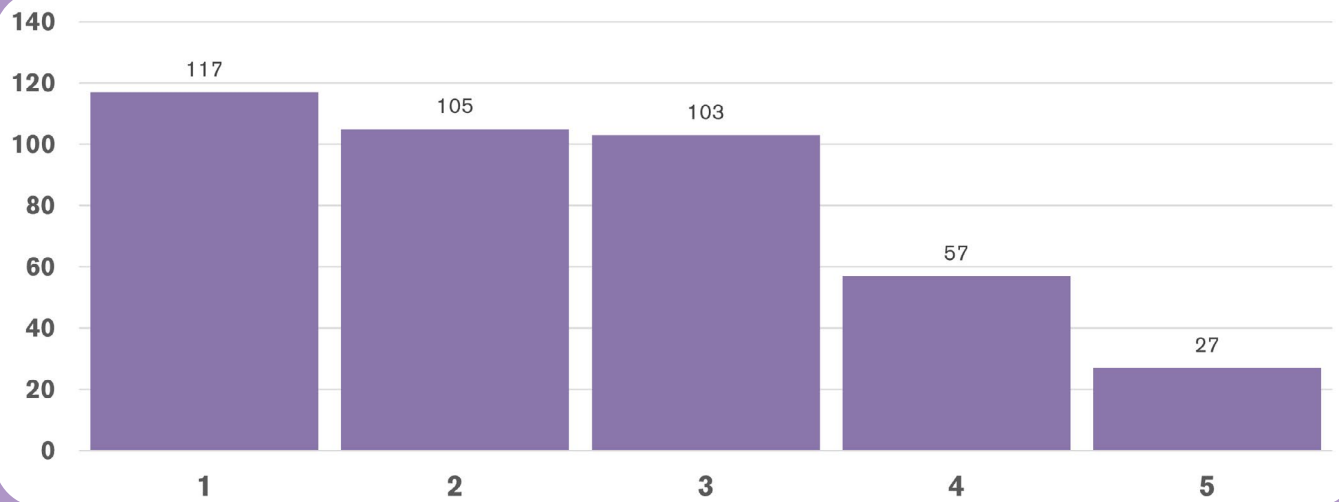
Where are the trees to cover the sidewalks? Where is the color in the landscape? Looks very Urban.

where's the parking? ugly building. too high

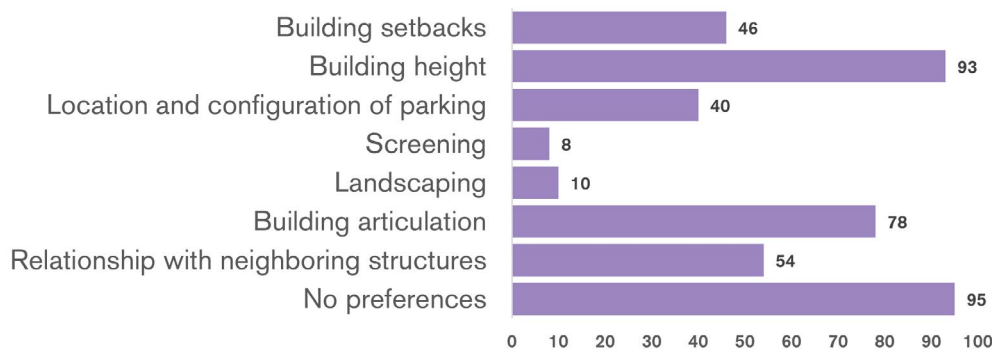
Wide streets isolate the building - what is its relationship to the neighborhood?



How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?







## MOST APPEALING CHARACTERISTICS

### Addition of housing

As mentioned before it kind of works. But I hate the fact that the architect thinks he's Frank Lloyd wright. But he's really not, he's Frank Lloyd wrong

assume underground parking

Bike parking

Boring no character

Building materials

Color schemes. But building itself is very plain, noOutdoor access/porches. Landscaping. Solar.

corner balconies act as a setback, upper floor in lighter tone decreases large massing

Even worse than the last

Finally seeing some bike parking

ground floor looks good. the form and consistent use of materials on base is good

Ground floor retail

Hey should we build another Biolab or housing with this once in a lifetime opportunity at these gigantic industrial sites opening up on the East side? Well the City, State, Nation has a crisis with housing all all kinds so,...lets build another BioLab

I don't find it appealing. It fits well in a more urban area. I also don't think the schools can sustain a big population growth. We already have to switch during elementary school which is unusual, we have no school bus service thus clogging roads at pickup, etc, etc.

I like the mixed use retail on the bottom

I love the mixed use. Townhomes and apartments above and business at street level.

I shouldn't have to worry about banging into building when I get out of my car. Could this get possibly any closer? Further, it's a bit on the bulky side, maybe remove one floor and trim it down. Or as previously mentioned, splitting it in two. However, it should be noted that except for the size and the bulk and the being exactly two and a half feet from the street, the design is relatively Pleasant and would last quite a while before looking stupid. It's kind of like if Oracle Park were an apartment building.

It serves a purpose in an urban environment

just another box

Large city bldg. not very attractive but it works-utilitarian

like the corner deck articulation

mixed use. retail at the bottom

NA

Nice massing, strong presence, good use of the lot. I like the corner balconies.

no characteristics that I find appealing

None

not appealing

Nothing

Please do not build this in San Carlos!

presence of retail on the ground floor

previous is better, more varied, this is back to bland

Proximity to theCVS

Retail in bottom; bike parking

Smaller building, better scale.

Straightforward multi-unit, multi-story building. Not overly complicated, unlike previous structure

Target, big box commerce, and drug stores will increase theft.

The colors are more muted and blended than previous.

the mid-level signage is visually fun.

The mixture of exterior materials and the scale of this building helps with its appeal.

the storefronts are actually useful; most buildings like this have empty stores or businesses I'd never visit

The tripartite façade provides some pedestrian scale at the street level. Retail level awnings are a great opportunity for accent colors, which this building needs.

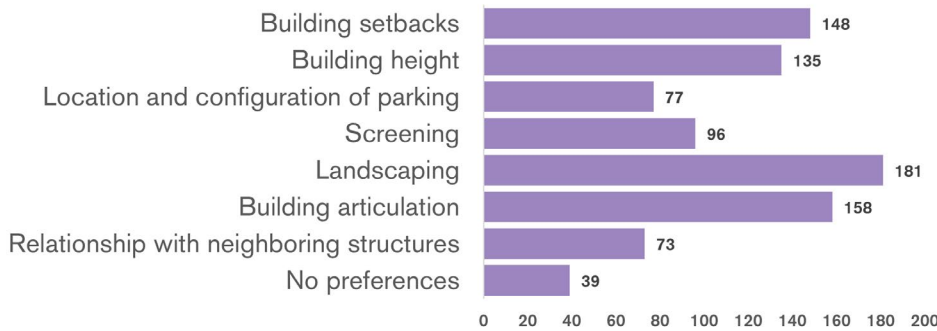
There is some variety of materials.

This type of building does not belong in San Carlos.

too high and no character

Totally dislike it.

Ugly box all the way to sidewalk, no pedestrian space.



## SUGGESTED IMPROVEMENTS

4 floors would be easier for walking (or biking) all the time. Looks like it is in a bigger city with no open space.

A structure like this can only be on Laurel St, Industrial, Old County or El Camino

Advertising

As mentioned before I would cut back the bulk in the height, and I would take away the Architects degree. And send them to Idaho to work with all those Google guys who are working remotely. Those that didn't move to San Carlos and build those god-awful Google homes.

Back to the drawing board; needs a complete re-do

Bigger windows. An open public space.

change red brick veneer, setback levels, this is too boxy, add trees

City style

Continuity of materials and colors- all stucco or stone/stucco same color

do homes and businesses really go together? are shops required to close by 10pm?

does not represent san carlos small town feeling

ensure that all units have access to 2 parking spaces

ensure the windows can be opened to allow in fresh air

Ground floor retail is not the best use/design now

Height is too tall; four stories maximum.

I would take a chainsaw and cut this goddamn building in half.

Improve architectural interest.

include real balconies and access for sunlight

It is not necessary to build something like this in San Carlos.

It's too tall and blocky.

just plain awful, might as well be in bad part of Queens

Living above a Target? I don't think so

Looks like it belongs in a big city. The commercial level is unattractive, and should have window elevations more in keeping with the residential floors

make much smaller

Needs communal spaces

Needs parking for visitors and residents. Building is unattractive (yes, that is subjective)

needs street trees; why have the upper story pop with a

different color; should be same throughout with scoring to identify horizontal story demarcation

None.

Not in favor of this mixed use west of El Camino in San Carlos. We have enough over sized bldgs on the west side.

Not well lit.

OK

raised crosswalk, protected bike parking in the garage. bike lane

Reduce/limit signage to retail level only

Revised zoning to allow high density new housing on the East side vs more ridiculous Biolabs. I'm sure the current residents on the East side would like having,...let's see, a local elementary school perhaps or a new park? Nah,...another Biolab for sure.

Same answer as above....terrible idea

set back upper floor a bit.

Solar Only allow in highly urbanized areas. Wall of building...

Street level spaces are very bland structurally

Street trees!

style & color look very urban (more than San Carlos is for sure)

Tear it down

The same negatives as previously stated. A minor improvement in visual interest.

the store signs are so blatant.

This building has zero landscaping.

This like other examples in survey are hopeless - start over!

too big - no nearby parking

too big city's

Too boxy

Too tall, right on the street, no landscaping

Too urban

too urban

Ugly, towers over other buildings; looks squished

where's the parking? building design is not welcoming

wider sidewalks with benches and trees

wish it was taller

Would be nice to have setbacks large enough to landscape or use for outdoor dining or displays. Add articulation to flat roof.

## ADDITIONAL DESIGN COMMENTS

5 stories is too high for San Carlos. I would request a 4 story limit for all areas in San Carlos

A little to high-rise for San Carlos. No greenery.

Add balconies for residents and a roof-top garden with seating

add zeroscaping

Addition of balconies

Adequate underground rainwater removal system, underground utilities

Again, another candidate for the east side of ECR; I do like the idea of mixed use, with retail on the lower floor. Given the congestion on the east west corridors (Holly, Brittany, Howard) having convenient shops in larger residential structures would be critical.

Again, feels too much like a big city downtown. should have off street parking for 2+ cars.

Again, it has no garden. No setback is very much a block with no style.

already typed too much sorry.

Also looks like a massive city building, very unappealing

Appreciate retail space on the bottom floor and residential above, but this looks like a bad box design. Again, lacking green space and/or trees. This is the design I like the least. Not a fan and really hope San Carlos can avoid adding more of these to our city.

Awful

Back to the drawing board; needs a complete re-do. Carmel has terrific standards; emulate those as the whole town "fits" together

Basic inoffensive structure that's not trying to make a dramatic statement. It would be nice if there was more of setback to allow larger sidewalks.

Blocky, boring, unappealing.

Boring

Boring big box. Seriously, their only concessions to design were to add a corner balcony and change the materials on a couple floors?!? I could design this -- and I'm no architect. Also, this feels very urban to me, not really San Carlos' vibe. I like the utility of ground floor retail, but does it really have to LOOK so utilitarian. Ugh. There's no landscape elements, other than the bike racks... which are great, but not enough. The lighting is light polluting. The sidewalk is so tiny between the building and the street that it's practically claustrophobic.

Boxy, where is parking, hopefully we can avoid big box chains (except for Trader Joes), not aesthetically pleasing.

Building is blocky and corner ground floor is not inviting or good for pedestrians

Building is quite unattractive. Ground floor style is not in line with upper floors. Mixed use gives a messy / big-city look.

By no, you must certainly be seeing a theme. Yes, I'm a crotchety old 60 year old, but so what? In my day, buildings

were nice, or so we thought. And guess what, I actually lived next door to North Dewolf. When your neighbor's Furnishings are in the San Carlos history museum, you have full time and full-fledged City cred. Talk to me sometime and I will tell you about the only memory he had from World War II was that they replaced terracotta sewers with steel sewers

Cut in half! Cut the outer 5 ft! Maybe trim off the top floor.

Don't build it here.

driveway or lane for deliveries and uber. Don't want to see chain stores on Laurel Street

Even though this building is also a giant box, it seems better integrated into the municipal surroundings. The commercial businesses at street level make it seem more natural, weirdly. The traditional brick also helps this structure look more like an original multi-unit apartment building in a historical city than the others in this section of the survey.

Far too high-density--only appropriate adjacent to CalTrain with fewer stories, more open space and landscaping and integrated (underground) parking. **DON'T REPLICATE REDWOOD CITY OVER-DEVELOPMENT!**

Feels like it is too close to the street, more setback?

Feels too boxy

Fits the high density street corner location but maxes the site. Very urban with ground floor retail which designers like but sometimes is not liked by the market, who want easy access and parking - and residents above prefer peace and quiet.

flat facade, no definition, very unappealing.

For what it is, it is good. I like the height of the first floor in relation to the floors in the middle. And the top floor's color harkens to the first floor's color - very nice. All examples are just too close to the street.

Ground floor retail is awesome

Higher

higher building height would be better

I do not think that each category should have the same design items. For example, a multi use building such as this would not be expected to have a setback, unless the street allowed for a parkway between the sidewalk and the street. This building is more appropriate for San Carlos, minus the signage which should be less obvious.

I hate "now leasing" banners, let's outlaw those.

I like having the Target Store so convenient.

I like retail coverage of (almost) the entire ground floor. The materials used are good quality. The design is cohesive and appealing. The corner balconies give some nice variety. I'd like some more landscaping. Perhaps a few planters and some street trees.

I like that it's smaller than the first two both in height and



## ADDITIONAL DESIGN COMMENTS



quantity of units.

The brick makes it feel like it's been there forever. Business on the bottom is a plus. No outdoor space(s) is a big negative.

I wouldn't want a target in San Carlos.

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

It is only OK - nothing special.

It's ugly, looms over the street, and has no screening or landscaping at all. Yuck.

It's just a boring square building, looks like a cheap hotel. We can do better than this.

It's ok if it has underground parking.

It's too blocky and lacks enough space for pedestrians along the street.

lacks any character

Like mixed-use in general but building designs should accommodate restaurants and social spaces in preference to retail for the most part

Limit the building height

Looks like a huge, cheap square. Need greater setback from sidewalk, and setbacks on 3rd floor and above. Need varied design elements for lower versus upper floors to deemphasize upper floors as well as to break up visual mass.

Looks like an updated version of depressing Bronx Apartment Building. The faux railing balconies look like a cheap way to imply space without delivering anything beyond what must be a terrifying view from your open livingroom window.

Looks like it belongs on Howard St., mid market in SF

Looks like it would be in the Tenderloin, not San Carlos!!!

Looks like plain low-income housing, unfriendly.

Love retail ground level

Lower by one floor for our town.

Lower height improve building articulations and setbacks

Lower height, more interesting articulation, greater setbacks, develop a landscaping plan.

Make is less like a gigantic block.

Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels

Minimize the signage at retail level, very ugly; San cross should have 3-4 story max!!

Mixed use - but is it too loud for the tenants

Mixed use is acceptable on El Camino nowhere else

Mixed use is fine, but no Target, and not so large

More classic design style. Appealing to have a store like Target on bottom. Can't tell what parking situation is. No landscaping and no balconies mean it could feel claustrophobic and detached from the world. Easily improved with balconies, some green space and a rooftop garden/patio.

Needs more setback - almost no sidewalk; would be great to add landscaping, trees for screening, and more space for people on the ground besides what little is left just to navigate around the structure.

Overall, the size feels more appropriate to San Carlos than the other designs presented, though (and it would be nice to cap the height at 3 stories).

No apparent off street parking and no access to green space or outdoor access for dwellings

No commercial signs that would shine into units.

No issues

No landscaping, no green anything, too close to street. Trees hello

not appealing

Not clear where the designated parking area is.

Not great

Not suitable near single family homes

Not sure where parking would be if there is a Target or some retailer as large as Target downstairs.

Not very inviting.

Nothing for San Carlos

Ooh, Target downstairs? Handy!

Pedestrian environment is sterile.

Plain and forgettable. Adequate for commercial mix updated existing structure/location

Poor design, very little thought put into this. Would not fit in with San Carlos at all.

Poorly designed

Provide off street parking and drought tolerant landscaping.

Really like the corner balconies.

Red awning/windows and sign counter the intended style. Imagine the sign on at night too. If you lived next to the sign you would be irritated by it.

Retail below is ok but it is still a square box.

Same comment as above

See pedestrian experience, above.

Seems like some landscaping and lighting would warm this building up but its design is overall very nice.

Should have trees to reduce heat island effects

signage is garish. Too much and too bright.

Stop building Biolabs and start building new housing, schools, parks on the East side.

Street trees would greatly help, between road and sidewalk.

Terrible

The architectural style is bland but I do like the concept of mixed-use with living space above retail.



## ADDITIONAL DESIGN COMMENTS

The balconies break up the big box feeling. Would be nice if there was more greenery, trees along the street. And terraces would be nice.

The brick and other more traditional touches make the building fit in better

The building again is ugly and looks like every other new mixed use building. The developers was trying to get the most bang for their buck. The architecture is generic and soulless.

the building is 'top heavy', therefore looms over the street

The facade is too flat and blocky. No trees to soften the street level appearance. The roofline is too flat. More street level interest would help such as sun shades.

The full bike rack tells me that this is a safe place for people who will and bike. The sidewalks are pretty small though, and there is a clear lack of greenery. The building is a boring cube, but it's fine.

The only benefit this has compared to previous designs is that the whole project seems to be "smaller"...so it is a little easier to imagine it in a neighborhood or city like San Carlos. However, it is still much too large (keep it to 2-3 stories max!). I don't like the fake balconies on the left side, although if these were real balconies that would help with the articulation point. Again, there is no screening/landscaping which should be mandatory...and would also help with the setback issue by forcing there to be some green space.

The residential levels don't seem to blend in well with the bottom floor retail.

The structure looks like a boring early 20th century Manhattan building with a few updates.

The wall with the leasing sign isn't evenly balanced with the other visible side. Needs more greenery.

These look like tenements.

This building is designed for a larger city.

This building is very blocky and barely disguised. Some landscaping or setbacks would help.

This building looks to be pressed too fully to the perimeter, up against the sidewalks. There should be more visibility for pedestrians at the corner. There should be space for greenery mixed in.

This design it too "boxy" and does not have enough articulation or changes of design elements.

This is a concrete box. Ugly. It needs significant landscaping and greenery and trees.

This is a massive box, with insufficient parking for tenants.

This is better than the previous two. The contrasting colors around windows give it more visual interest and makes it feel less monolithic.

This is for a big city, not a small town

This is too urban of a design for San Carlos.

This looks decent, could be in Boston for instance.

Hard to beat red brick

This looks like a street corner in a run down part of San Francisco

This might as well be a blocky midcentury apartment building, to which they have made superficial attempts at visual interest. Easy but unremarkable.

This one has no character. Boxy and looks like a dormitory but at least it has thriving retail.

This one is good for density but i sort of feel like many would fight this because it kills daylight. Some of the tapered buildings are a good transition into cities like ours. Honestly YIMBY if somebody wants to build it power to them. Build more housing.

This one is not bad. I wish it had more articulation, but it is miles better than the chaos of the last building. I don't love it, but I would be fine with it.

This one looks much more manageable in size and design. Again, every unit needs it's own balcony, more trees surrounding and a rooftop communal garden/patio/ pet space. Hope there's at least one parking space per bedroom and per unit.

too big; doesn't fit with San Carlos charm

too blocky in style. too unoriginal...many buildings look like this these days.

too large

too massive for san carlos

Too massive for San Carlos. Needs trees to soften the large building. Too many floors and would not fit into San Carlos city.

too urban

ugly design; no greenery - San Carlos buildings need some green

Using the ground floor for businesses is a good idea. Street parking is not the answer here.

Very nice throwback to brick buildings of the past.

Very nice use of masonry finishes. No ugly fire escapes

Very ordinary building

Want to see more green, want a raised crosswalk (so cars drive over speed bump that is the crosswalk). Want to see a bike lane in front.

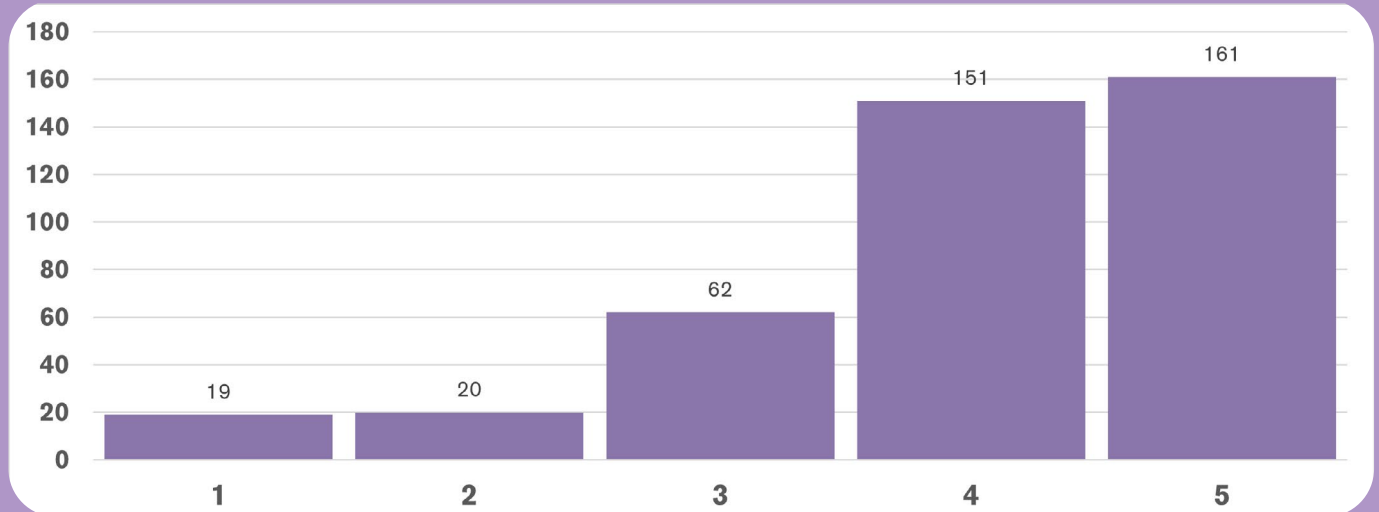
Way too urban for SC. Where are the trees? Where is the parking?

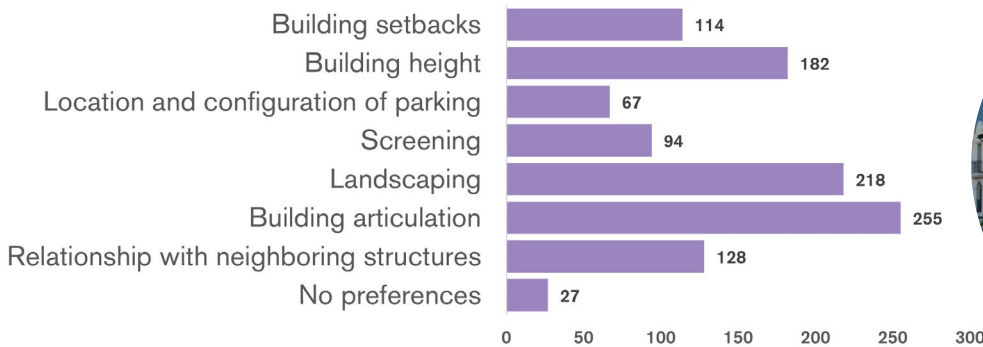
Where appropriate as it downtown San Carlos the inclusion of retail in the building structure is very appropriate. This would keep the street more alive as well as provide shopping for specific items residents of the building may want to buy. I would suggest one story shorter would cut down on the overall mass. This type of structure should never be allowed to be next door to residential town house or single family home, in fact all of the high density multi-family structures (massive ones) should be restricted from sharing lot lines with THs and SFHs.

Where is the landscaping or community space for tenants to enjoy the outside? What does this offer the community besides more commercial retail? How does this support Social Impact and the Community?



How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?





## MOST APPEALING CHARACTERISTICS

Amenities, balconies, outdoor space.

architectural style

architecture

At least the faux adobe has some cultural ties to our region.

Attractive design; bright/clean looking

balconies and patios

Beautiful design

Better than previous design, but still not appealing to me.

California-Spanish architecture

consistent and interesting style - not an architectural hodgepodge

Consistent architectural style.

crosswalk is moving in the right direction, at least it's different texture / color, but would be better if it was raised. like seeing some green.

Enough sidewalk space allows for outdoor dining or relaxation.

Good height to street width relationship.

ground floor uses good; but no demarcation of ground level/first story. Why aren't you asking about windows and fenestration - these are key aspects of good building design.

Historic look of the exterior. The arches are nice.

I feel like this more complicated facades allow bigger units and more variety. You can appeal to somebody who wants more space but doesn't necessarily need/want a single family home. Super kudos (as always) for the added in ground floor retail.

I left it before, and I love it now. If I love it so much, why don't I marry it? Well then, I think I will

I like the varied engagement at street level, trees, etc.

It looks like it belongs in San Carlos

It's more visually consistent with my image of San Carlos.

Know this bldg parking garage exit is NO deep enough

looks like wheeler plaza but with more plants and affordable units.

Looks the best for downtown out of the others above.

lots of visual variety. looks like there's enough room to have outdoor dining under some of the archways. has any landscaping at all.

much better, looks like we're in California

much more appealing design

NA

Nicely done!

No preferences

No preferences, Looks like Wheeler plaza = great as long as, rumors Google bought out the whole thing are not true,...likely only a few affordable units,...Bummer.

none

Of the high density units, this is the most attractive

Overall design fits the history of the bay area better than modern designs

Proportion good.

Really nice articulation. It makes me think that the interiors are not just boxes.

Seems like each unit may have more privacy?

Some communication with neighbors and outdoors

Spanish style architecture

Spanish style very attractive

Street level appeal and apparent street level businesses.

style

Style

style fits with San Carlos downtown area

The building fits with the character of San Carlos

The design helps softens the height issue

The Spanish style is appealing but the building is quite large.

This design is more in line with the town of San Carlos and it's charm

This has a somewhat Spanish look and fits in better

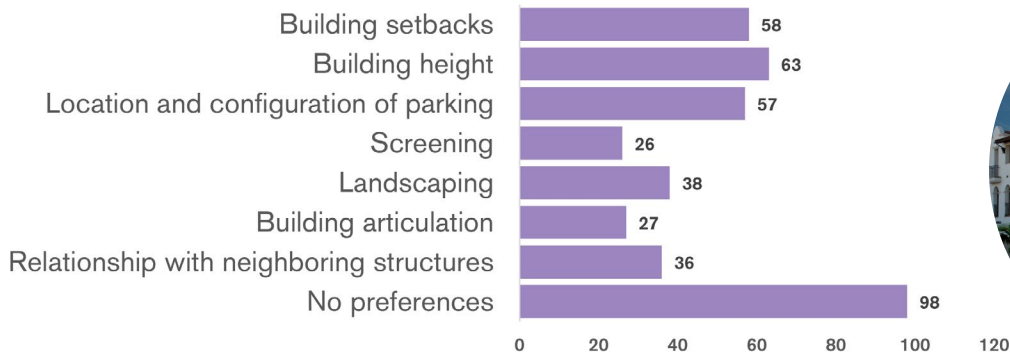
This is an interesting building with nice details, nice greenery surrounding all area, no hideous signage

This looks like something current in San Carlos.

tile roof is nice because so much of the roof surface shows

Trees, interesting, classic

Well this is a little busy, it is a very classic design that fits super well within the original design of San Carlos. Original design is important, because Decades of families moved here precisely because of designs like this. Even if people don't live in a home like this, they like driving by and pretending they are in San Diego or some Mexico or something like that. Also notice that it is essentially only three stories tall.



## SUGGESTED IMPROVEMENTS

“calming” of some of the elevations, a bit too hectic again, too dense

An open public space

Can only be within 2 blocks of downtown or on Industrial or Old County Rd.

Could be taller and more dense

ensure that all units have access to 2 parking spaces

ensure there is ground-floor retail

Get rid of the retail on the ground level

Great ratio of affordable units,...if City funded/owned = units for local Fire, Police, Teachers, Admins like new bldg behind Bianchini's market

I assume this has below grade or internal parking

I like it. Spanish style seems to be better at “humanizing” building than some other styles

I wouldn't change a heck of a lot. At some point you have to give in and say yeah go ahead and make big buildings. But at least you can make them look nice.

On the topic of big buildings, you know those two big apartment buildings being built on San Carlos and Chestnut or whatever I've never been able to remember the names of those stupid tree streets. The mission style one and the one that looks like a stupid Google home on steroids. Guess which one will look incredibly stupid in 5 to 10 years

Inadequate driveway entrance depth-arriving and departing.

Keep residential separate from commercial.

keep up the good work, this is what we need

need wider sidewalks

no changes

No changes.

No parking

none. I like it the way it is

OK

Okay for multistory

pedestrian safety

so much articulation and facade space wasted instead of living space and more units

Solar!!

Solar. Only allow in highly urbanized area. Wall of building.

Tear it down

This picture gives no information about neighboring structures.

Too large

Too large of a complex

too urban

want the crosswalk to go one step further and be raised, so cars drive over a speedbump that is the crosswalk. don't see bike parking or bike lane. prefer roundabout instead of streetlight for light pollution.

Where is the parking?

Where is the parking?

Where is the solar, where is the parking?



## ADDITIONAL DESIGN COMMENTS

Adequate underground rainwater removal system, underground utilities

All looking like affordable housing already typed too much sorry.

Appreciate that builder picked an architectural style and tried to be true to that style. I'd still like to see more set back to allow for larger trees. Also appreciate the building height of this building (not being more than 4 stories) so that it fits more naturally into the existing structures. It looks less like a box when compared with the other presented in this survey. By far my favorite design for multi-family dwellings. Looks like it belongs on San Carlos Ave along side of the historic Drake building.

At least its not legos, but it's very white. A not very great imitation of Spanish architecture

Authentic design to San Carlos; same with landscaping; looks like it "fits"

Bell or beeper that goes off is truly annoying especially late evening until morning esp for neighborhood

Bigger setbacks allow for outdoor dining, activity on the street

City council needs to be stopped/voted out to get housing build on East side vs more Biolabs

Classic design with interest. Balconies and mature trees help add function and curb appeal. Trees also help screen from the street. Stores on bottom give security to residents. Can't tell what the parking situation is. Chimneys/fireplaces add great charm.

Cool "California Mission" sorts of echoes to me- appealing Cosmetic adjustments

Could be taller

Does a good job of visually breaking up a large building to make it appear to be several individual units. Third floor and above should be setback from first two floors. Great variance and use of multiple design elements (mixed materials, outdoor spaces, varied window size/shape, balconies, and unique setbacks for balcony spaces).

Don't like faux mediterranean design

Finally an example that matches the vibe of the city. Multi-unit housing styles should match the style and charm of the city: craftsman, Spanish-style, mission-style, modern farmhouse, modern minimalism, 1940's/1950's suburban. Please no more 1980's tacky-tack or cubic nightmares like the new hotel across from CVS on El Camino.

Fits in very well with other SC structures

For high density, it's OK.

Get rid of the retail on the ground level; doesn't seem to work for San Carlos

Good design

Good use sidewalk landscaping to complement structure

Great but a little gaudy

Great design with great articulation of massing vertically and horizontally. The variations at the top of the facade do a great job of varying the massing. Good street level engagement with open tables, trees, and sun shades.

Has a more character, still needs more trees/plants. should have off street parking for 2+ cars.

higher building height would be better

Hood for busy streets with mixed use

I can't see any off-street parking, that should be mandated. Otherwise it looks great.

I like how different parts are multiple levels. Makes it look less gigantic.

I like that this is more historic, with arches, and not like a gigantic block barcade

I like the idea of coordinating with the Richardson Romanesque Revival architecture of our train station for our downtown buildings, and this is the closest of the options shown. I would prefer sandstone to white stucco.

I like the mission style and trees. A 4th story would be good.

I like the outdoor terraces, the various rooflines, and that the design references local styles from the last 3 centuries

I like the styling on this building. It's much more interesting than the glass boxes.

I love the trees and like the setbacks. I don't love the style (is it contemporary spanish?)

I love this. It would fit in somewhere like Madrid or something.

I really appreciate the effort to design something that honors the Spanish style characteristic of California's architectural history.

I simply don't like the architectural style of the arches and think it could/should be taller

I would build it taller, more units.

I would change existing multi-story developments in San Carlos to match the one above, but in no way should existing single-floor lots be expanded to multi-story developments even if they do look like the ones above. I do like the screening and setback which allows for tables (maybe for people sitting outside of the ground-floor retail?) and the Spanish-style architecture fits with San Carlos' image and history.

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

It has an old California look reflects the history of the state. I think it looks fine

It is big, but white color and design suggest traditional Spanish mission style, good for San Carlos.

Its mission inspired which has a historical connection. However, all of these larger complexes ruin the view for single-family homes.

like the mixed-use, greenery, interesting architecture.

Looks like a clean, but welcoming mixed use space.

Looks like a thriving community mix of retail and living space.

Love the architecture design keeping with what San Carlos looked like years ago

love the spanish revival style of new architecture

Love the unifying color and humanizing curves. Looks like



## ADDITIONAL DESIGN COMMENTS

housing, not an office building.

Lower height improve building articulations and setbacks

Lower profile, contoured height, windows and archways are appealing to the streetscape

Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels

Missionary style—Very characteristic of the history of San Carlos

more in line with San Carlos architecture and style

More thoughtful design than putting up a giant box with hundreds of rooms. Looks like a welcoming place to live, shop and eat. Fits in with the style of downtown San Carlos better than what was recently built at the transit village and along San Carlos Ave. Hope there's at least one parking space per bedroom and per unit along with a balcony per unit. Good amount of surrounding landscaping. Also looks private enough to live above all the hustle of what's happening below.

Needs off street parking

Nice

Nice design

Nice landscape , attractive building. Provide off street parking.

Nice looking building

None

None remember that old apartment building near the old folks home on San Carlos boulevard? The one that looked like it was somewhere in Spain or Mexico or San Diego or something like that except that it looked like it was riddled with termites and dry rot? That place was awesome, and this is well in that spirit

Not a huge fan of the psuedo-spanish style, but this is well done.

Not clear where the designated parking area is.

Not really. You got to give him at some point and if I'm going to give in to something, I may as well give it to something that pays tribute to the history of San Carlos

Not very efficient use of the land. More boxy building would allow more units.

Now we're talking! This has so much more variation and visual interest. It's the kind of structure that looks like it belongs in a specific place, rather than a generic box with windows.

Obviously, this is a large building, but they've done a good job keeping faithful to a consistent architectural style, with the tile roofs, balconies, chimneys, and awnings. I like the retail on the ground floor and the landscaping. The only change I'd make is to move the retail to the sidewalk instead of hiding it under the arches. I think hiding it this way, makes it hard to find/discover the businesses within.

Of all the large residential structures shown, this one appeals to me most because it harkens back to the architectural styles popular in SC. It is also more visually interesting than the blocky structures shown above.

Of the designs presented, this feels like it fits best with San Carlos to me. The

building is only 3 stories tall, with a lot of articulation, so that it doesn't feel imposing. Another key difference in this image, though, is that the size of the street is also not overwhelming (it's very small compared to the other designs shown), and therefore maintains a human scale and a feeling of accessibility and walkability (as indicated by the figures added to the image foreground to help point this out, I assume!).

Oh, thank God. A building I wouldn't mind living near. Good architectural detailing, a pedestrian-friendly ground floor. It's clearly big, but it doesn't feel monotonous or like the architect phoned it in. Would be an asset to the community.

Overly complex mission/spanish-style design. Curved chimney unattractive. Looks like pastiche of mission/spanish, italian, et al designs

Palm trees are dumb. High maintenance and not locally native. Not sure about those curvy thing? Fireplaces?

positives: more interesting design, not too tall, good amount of green

Really beautiful use of setbacks and varied style elements from a design style that is native to SC.

require adequate off-street parking based on bedrooms

see above, otherwise this is acceptable

See answer two above.

See pedestrian experience, above.

seems great, what's not to love.

Size is too large for my taste. Needs some relief

Spanish style seems to be better at "humanizing" a larger building than some other styles. Transit Village and the building across from City Hall are good examples of well scaled and appealing buildings.

Styling is nice, reminiscent of historical architectures in San Carlos. Needs more space and landscaping. Only appropriate for downtown areas.

Stylistic design, plenty of landscaping. Not much shown for site or parking etc. How can people provide input on those attributes when there is no information provided?

Stylistically attractive and interesting

TAKE A LOOK AT: [https://en.wikipedia.org/wiki/Kentlands,\\_Gaithersburg,\\_Maryland](https://en.wikipedia.org/wiki/Kentlands,_Gaithersburg,_Maryland) A new commercial mixed use area should feel like it was developed naturally. See this website of an example of how it was done well aesthetically. The facades feel like a unified design. It looks like it was a number of smaller homes and shops that were built separate from each other in the same era even though it was an entirely planned development. The result is a "pedestrian small town feel to the entire community" No big ugly looming commercial concrete boxes for the most part. It looks like a street of colonial townhomes even though it is commercial in nature.

Terrible

The dynamic angles and different window sizes makes it look well-planned, charming and create privacy. Well inserted balconies and restaurants/business on the bottom. Doesn't look out of place. Lots of trees around are appealing.

The exterior design of this property is the most esthetically appealing, of all the downtown properties that received approval. I wish more of this type of design was approved for



## ADDITIONAL DESIGN COMMENTS

Laurel Street. The rest of what I have seen are massive box buildings that have no relationship to each other or what our original city had intended. BORING.

The only improvement I'd make is the large white wall space on the right side of the building. If the developer was trying to build in screening, it's nice that they thought of this, but it just looks odd and unappealing to have a large white space.

The roof is wasted space that could be used for solar panels. Solar panels should be planned everywhere to create car charging stations, at least. Rooftop food gardens should also be a part of our future urban culture.

The simple color scheme is appealing. Building crenelation is also appealing. Not sure where to park here or if the building has parking.

The small white towers with triangles on top are unnecessary. Too much!

the Spanish design suits our downtown area. Beautiful!

The Spanish Mission style fits well with the history and surrounding structures. It's warm and welcoming. A greater amount of setback would be useful to allow outside dining without impeding sidewalk pedestrian flow.

The style fits into the "Spanish influence" of the historical background of San Carlos

This appears to be a good mix of traditional Spanish style with modern "feel"

This architecture is far more appealing than all of the others, it has style and looks more organic. The height is also smaller, 3 to 4 floors rather than 5.

This building has some architectural interest. It has a common Californian look but more updated. It is interesting and pleasing.

This building is better because it is more interesting but it is still too massive for San Carlos. Too many floors.

this design fits esthetically with San Carlos

This design is very well done with so many boxes checked. Articulation of facades and height, desks, etc. Not every developer will be able to build something like this, however. This design is very expensive to complete.

This development looks great...a model project for San Carlos

This downtown is looking more like Redwood City with its oversized buildings

This Hacienda style is better. It fits the style of homes in San Carlos

This is a beautiful building, great landscaping, good height, just needs underground parking.

This is a very nice building. Doesn't read "residential" in architectural style but looks like it could house a good number of units. I like the mix of awnings, window styles, and other minor articulation elements and details.

this is lovely actually, thanks for this one

This is nice looking, interesting articulation, assuming parking is underground, could be taller if necessary, storefronts nicely decorated with arches. Looks nice.

This is really lovely. The Juliet balconies and the actual balconies combination is great. The various roof lines, trees along the street and other details are wonderful. Great use

of the space and it LOOKS good. Not your typical box building.

This is so much better and more in keeping with the style of architecture in San Carlos

This is the best design for high density housing as long as it does not share a lot line with a SFH or TH. This type of building is a good design for San Carlos Ave and the east side of Laurel street and El Camino. The Spanish design works well with the community feel of San Carlos. Per my previous comment, greenery used on the exterior of the building would be a vast improvement.

This is the historic style, done well. The building my is very elaborate and that is fun. Generous greenery and walkability make this an appealing place to live.

This is traditional, so in that way not that interesting; however, it takes good aspects of traditional architecture, and I appreciate that. There's a lot of articulation and visual variety and interest. The arches along the street level make the building feel more open to the street, and the trees are very nice. A public space would be the best thing to add.

This last one is great! It reflects San Carlos is roots in the Spanish style. The architecture and landscaping is visually interesting. A+

This one is the best (isn't it already in San Carlos?) The architecture is attractive but not too fussy. The trees on the parkway are nice and the stores don't have garish signage.

Very cool building. Like the details, interest created by the lines.

Very creative design, would fit perfectly in downtown San Carlos

Very nice, but again, how much space are we talking about to make a structure like this work for the surrounding area?

Very nice. Lots of visual interest and space for people walking.

Want a raised crosswalk, want bike parking (garage / sheltered / protected from theft), want bike lane. Like the landscaping / greenery. Prefer roundabout instead of streetlight for light pollution and idling pollution. Old spanish aesthetic isn't personally my preference.

Well, this is the Wheeler Plaza building of course, which I see all the time. It's fit in very well in the downtown.

Where is the parking? Where can you wait for delivery or uber ?

where's the parking?

While I always wish for architecture to progress rather than repeat, what's nice about this traditional design is the articulation. There's movement, rhythm, and relationship at street level via the arches. The trees and shrubs soften it.

Would be nice to increase setback a little

Would be okay in commercial area but not near single family homes

Yes, love the classic design and the variety in levels and living areas.

You have my answer.



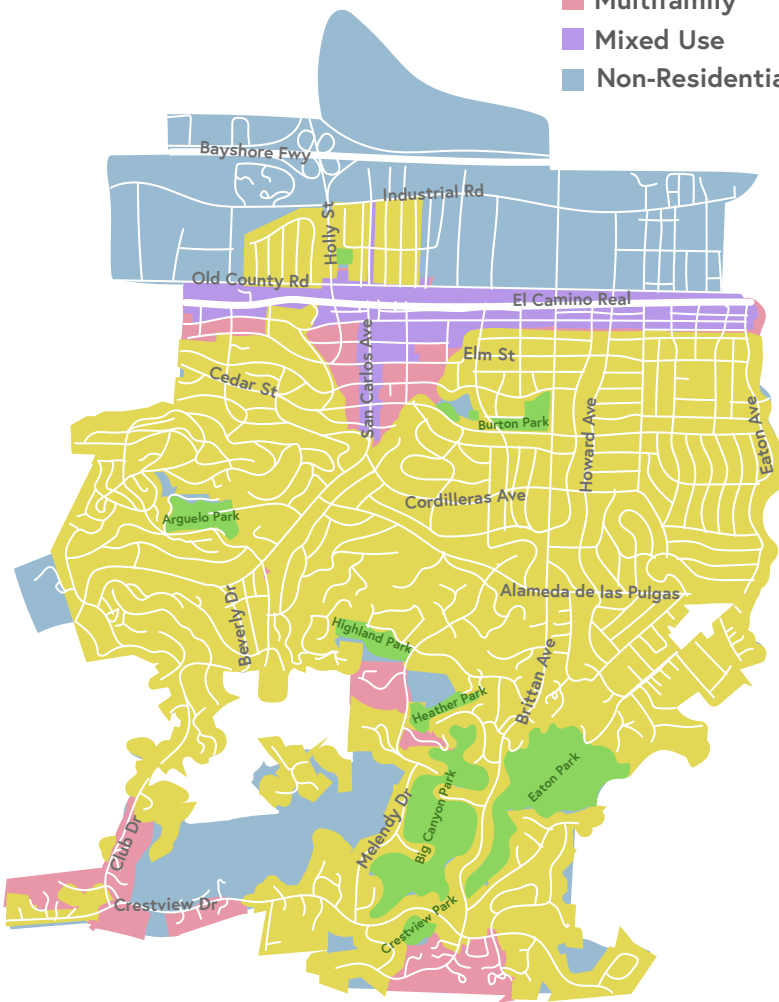


# MULTIFAMILY

## City of San Carlos Residential Zoning Districts

Parcel boundaries are approximated

- Single Family
- Multifamily
- Mixed Use
- Non-Residential



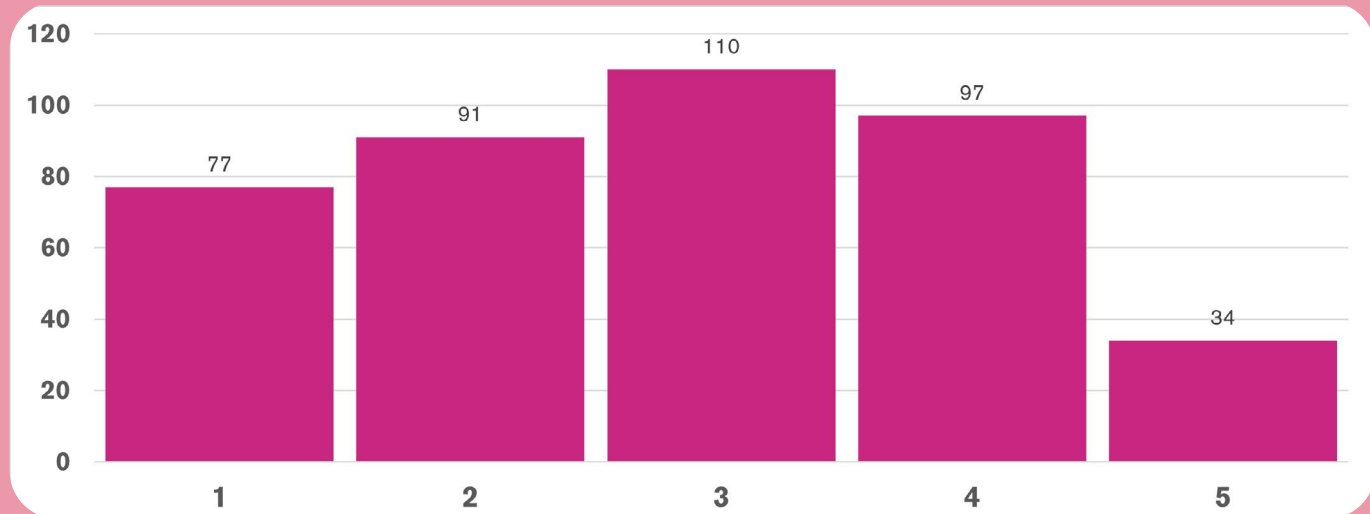
Multifamily zoning districts allow much greater numbers of housing units per acre than single family zoning districts. Developments in multifamily districts typically take the form of entirely residential multi-story buildings sometimes oriented around open space areas or shared amenities.

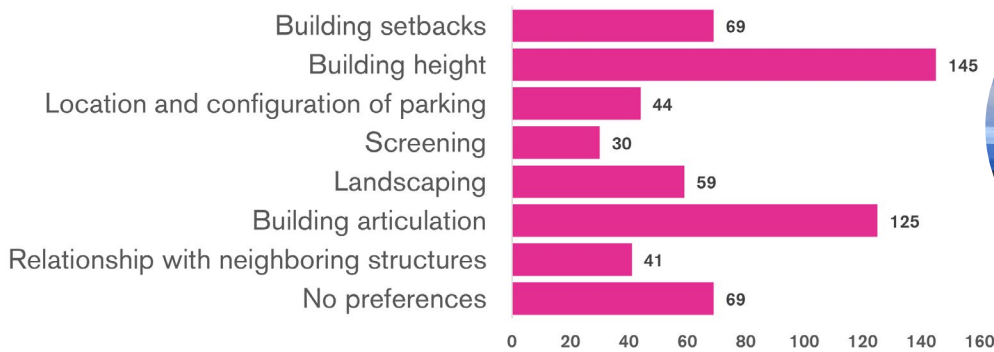
Most multifamily zoning in San Carlos can be found along and adjacent to Laurel Street, El Camino Real, and San Carlos Avenue.

Multifamily zoning makes up 5% of the total land area of San Carlos, but it can accommodate more housing

than low density zoning districts. Denser concentrations of housing in a smaller area means many more units can be served by fewer utilities (water, sewer, waste collection, etc.).

How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?





## MOST APPEALING CHARACTERISTICS

Again do not know site context.

density

Good mix of elevation, design colors and balconies.

Hideous to even consider

I think the parking bulb-outs make this feel like a safe street to walk on.

it looks like a lot of families could live there!

love the street-level units with doors that open to the sidewalk

NA

natural colors-keep it limited to three colors, interesting details and depth of different areas

Nice looking building that instantly tells you these are people's homes and not offices.

Nice townhome needs more setback

no character...just more boxes

t would be helpful to know how many units are here.

The style here is no style,...generic block,...if this had retail on the bottom, much better

No! No! No! No! No! No! No!

none

Not a bad design for multi tenant

Nothing is appealing.

Nothing; it's ugly

OK

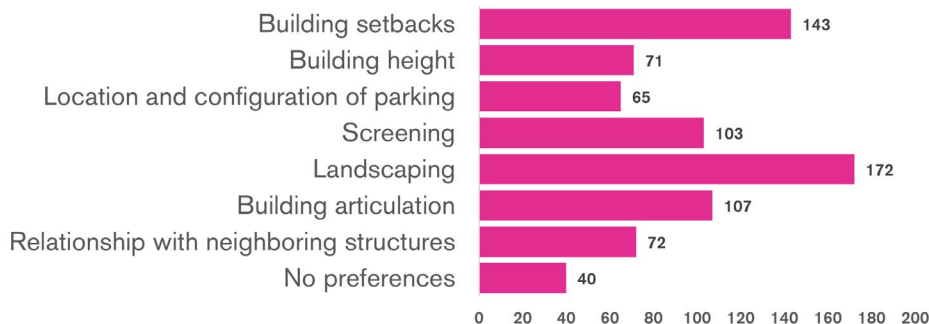
Pretty common looking - so so.

Reduce articulation. Too much going on for such a small development

Stop it! Stop at! Stop it! Stop it! You're burning out my eyes, now I've got to go spend a lot of money and see an ophthalmologist. I think it's burned my retinas. I am going to sue you for eye damage

This ugly design will look so dated in 10 years

Varying color scheme helps the otherwise boring facades



## SUGGESTED IMPROVEMENTS

Against multi family housing

architecture

Benches

boxy, boring design; large developer type project look

Build it taller, more units.

building next door looks only one story. wouldn't like heavy metal awnings to fall on anyone.

Color

Color scheme could be better. Replace the tan with something else.

ensure that all units have access to 2 parking spaces  
entries are not attractive

Hide the a/c units

I assume this has below grade or internal parking

I don't love what look like sidewalk-level heat pumps?  
can those go somewhere else?

I wouldn't build it.

Improve streetscape

It feels very cramped on the property. Too close to street, too narrow sidewalk. Flat facade.

its modern mishmosh vomit - no actual architectural style

its too chopped up. Simplicity. Too scared of density creates chopped up ugly buildings.

Massing is incohesive, design seems unintentional.

more trees, keep door colors the same as one of the other colors already used

Needs a little more space for effective landscaping.  
Perhaps when landscaping matures, it will be OK.

needs negative space- a little park area

needs porches and benches

No apparent common spaces

Obligatory expensive cars parked outside everywhere  
as the least expensive one of these units in San Carlos would likely be ~\$3K/month for a Studio,...you know,... for the Biolab workers

Parking?

Repetition of similar designs, style

Seems fussy, although at least horizontal bands are consistent across entire structure

shape is too irregular - seems haphazard design

Solar

Start all over

Tear it down

Terrible colors. Need to go with another style entirely. All of these choices look the same

tetris game went wrong with this one

the carpark should have a bike lane adjacent to the houses, with no curb to hop the bike over. want bike garage here.

there is too much going on with this building. The different heights and layouts. Trying to be modern without a good aesthetic

This is horrible and design is ugly

This is unbalanced

Too boxy

too urban

Ugly

Ugly, doesn't fit San Carlos aesthetic; needs parking

Unsure of security and privacy of ground floor units.

use more Mediterranean materials; less stark

Utilities are in the front of the building and by the entrances.

What a piece of garbage. Send it back to milpitas.

Where is the parking?

Where is the parking?

Where will I start? No, this isn't a rhetorical question, I'm actually asking you, where do I start?

wider doorways and walkways



## ADDITIONAL DESIGN COMMENTS

"low watering" landscaping

3-stories maximum for multi-family. More space and landscaping. Onsite (underground) parking needed. Use architecture and styling that fits in better.

Adequate underground rainwater removal system

Again - just looks like a cheaply made modern structure that will not stand the test of time and does not fit with other SC structures

all 'systems' (AC units, mailboxes etc.) are on the face of the building which is struggling to look like a unified building as it is.

"All three designs are from same vendor with little distinction so hard to compare them meaningfully.

Designs do not seem structurally friendly to solar installation which is a meaningful concern and likely to be required/regulated"

already typed too much sorry.

Are there any outdoor spaces? A few balconies but hope they all have one if there's no outdoor space. Looks like hotel and not like a home. Bottom units are too close to the sidewalk/street.

Articulation could be better. Whatever structure is on the near corner is ugly and should be elsewhere or hidden better. The corner is where people interact with two connecting communities and should not have a blank walk bldg needs to be set back a lot. needs landscaping.

Change widows to exterior doors with balconies. Add a parking garage with 2.5 spaces per unit to accommodate residents and guests.

Close to the sidewalk with minimal landscape

Concern about parking.

Consider a screening or partial wall around ground floor.

Could be taller to allow for more units. Should add more trees

Could be worse... The mechanical should be hidden. Passersby shouldn't look at AC units -- and they're noisy. I'm assuming that black box are the mailboxes. Too big. Should be distributed among the units. They have an attempt at good articulation going, but they didn't take it far enough. Especially that double-stack on the middle of the left side. No building should ever be painted baby shit brown. That color should be outlawed. All parents probably get PTSD just looking at the building. There should be planting between the sidewalk and the street, just to make the sidewalk a little more inviting. And, there should be more trees. One's not enough.

Create more outdoor space

Create outdoor space and housing people can gain equity and grow into; not a condo like in a big city  
curious about parking? Really don't like that there's no trees, green space and

very few balconies. Not sure what style you'd call this. Looks over built and out of scale for the site.

Desperately needs some air and curves, plant bougainvillea or something.

Don't build it

Don't like the design; 3 stories only if mixed use or commercial

Even more green space - with tiny privacy wall - in front of each unit

Even though I generally like some articulation, this building seems to have just a little bit too much.

Fancy

Front of building with patios is nice, but patios should be raised above sidewalk. Street side of building has to many visible utilities

Good break up of massing vertically and horizontally.

Good design but it does not fit as well as Spanish design building. The modern design doe not fit well with the community theme and could be improved dramatically. Just think if years ago planners required commercial building and high density housing to have a Spanish theme, more along the lines of the Drake building (a bit more modernized), can you imagine what a wonderful place downtown SC would be on both Laurel and San Carlos Avenues? San Carlos would definitely been top peninsula attraction. A good example of a vibrant downtown would be Santa Cruz.

higher building height would be better

Holy crap! I don't think there's enough ink in the world to say. On the other hand, this is a phone with a digital screen, so I don't think has anything to do with this

I can't tell how the parking is configured, but should strive to minimize land area (and street real estate) devoted to parking. fewer spots, if any. underground would be nice. :) very common in Europe.

I feel like I'm saying the same thing with all of these. Parking and match to the neighborhood

I find the articulation to be excessive. I think a more natural or traditional architectural style would create a more appealing building.

I like the consistency and transitional/contemporary look of this.

I like the multiple decks and variation in color and design.

"I notice these examples are all from the same builder, whereas the others are not. If this architectural style is going to be the basis for your design guidelines this of a huge missed opportunity to have something nicer, because frankly, the example on this page are awful. I want as much multifamily housing as we can fit into the area, but if it looks like this, I will be sad.

Specifically about this: Chaotic articulation. Too many different design elements; there are at least 10 different window designs. There are four different doors. There are seven different style of eaves/awnings. There are five different roof heights. Air conditioners are strewn around unthoughtfully."

I want to give this a 5 but it's just too bulky.



# ADDITIONAL DESIGN COMMENTS



I would track down the architect or so-called architect in the contractor who built this monstrosity, and send them to the North Korean gulag oh come on what the hell is it work near units like these in bay meadows. it feels like a vibrant community. it's hip and up and coming. I wouldn't build it.

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

IF in an urban corridor like El Camino, great or downtown but not in single family zoned areas!!

Improve with bike racks, outside play space for kids is there off street parking?

It feels dense. Maybe a bit more set back would help or deeper balconies, more depth in design. Again, where is the parking, why don't we see any solar?

It looks like blocks on top of blocks and is unappealing color. Landscaping could soften the look and provide screening.

it needs parking for guests, uber and deliveries

It's boxy, plain and well ugly.

It's a mess. I wouldn't know what it was if I had been told

It's hard to evaluate "Location and configuration of parking", and "Relationship to neighboring structures" in a number of examples since not enough of either is shown to make a value judgement so I tend to leave those alone.

It's kind of busy looking, but does get multiple levels in without looking huge.

It's OK if there is off street parking.

Just another high density building.

Kind of hulking and mismatched design. Services (air conditioning, mail boxes, etc.) right on the street are ugly.

Landscaping is boring. More mature trees are needed.

Less articulation than other examples. Looks crowded.

"Location of mail box location should not be right on the street

A mandatory interior lobby location or screened from street view would be better as a standard"

Looks blocky and massive

Looks great

Looks like a hotel, not a home. Lots of design going on but not much function. Where are the balconies? Where is the communal outdoor space? Hope there's at least one parking space per bedroom and per unit. Bottom units look like anyone could walk right in from the street. Natural tones are appreciated.

Looks like all the other townhomes in Redwood City.

Looks like El Camino just North of Whipple... attractive

Looks like it would be scary at night, would need a lot of outside lighting; units at the front look to close to the street... seems unsafe, unprotected.

Looks like this is from Redwood Shores so it would fit into the strip multi-family design scheme. This doesn't belong in San Carlos but fits into others geographically.

Lower height improve building articulations and setbacks

Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels  
Messy!

More efficient use of the building footprint would add more occupancy.

Move electrical and HVAC utilities from the front entrances

Multi family units increase traffic and noise. I like the small town feel of San Carlos

Need parking, landscaping and trees.

Need to go with another style entirely. All of these choices look the same

Needs more landscaping and off street parking

Needs more setback - sidewalk feels very narrow and entryways feel too close to the street. Adding more greenery and landscaping would help. Articulation is OK but building feels "chunky" compared to the other designs on this page.

needs parking

Nice low rise modern development. Would fit in well at the edge of downtown.

No

No parking

no strong opinion; nice variation of shapes and shades

Not aesthetically pleasing. Unbalanced. Odd shape. Built to the edge of the property. Crowded. Too many people packed into too small area.

not bad.

Not clear where the designated parking area is.

Not sure about parking but like the lighting actually, which highlights the details and dimensional qualities of the building. Also seems to offer sense of separation between units which suggest greater privacy.

Quality use of a constricted lot to maximize character townhomes.

Remove air conditioners to less visible area. (roof) Horizontal balcony too prominent

remove parking from street frontage

require adequate off-street parking based on bedrooms

retail lower/residence upper

see above, plus some balconies

See pedestrian experience, above.

Setback from sidewalk should be greater. Tree wells should be required along entire length of building to provide screening. Good use of articulation and setbacks to deemphasize third floor and make entryways more prominent.

Setback is not enough and encroaches on the sidewalks. This is commuter dormitory. It's a bunch of ugly boxes.

Should not be near single family homes

Start all over

Sterile pedestrian environment.



## ADDITIONAL DESIGN COMMENTS

Still flat roofed boxes.

Stop building so many big new bu

Street trees would greatly help.

That be some ugly sh\*t. These aren't real places are they?

The building is ugly and looks like someone randomly piled blocks. The color is bad, multiple shades of brown are boring and ugly.

The building is well-designed in terms of windows/various features towards the street, but it is much too tall and much too big for the lot. Have the building be set back more to allow for better landscaping/screening, perhaps some benches or tables.

The building looks nice not boring, but I would build it taller.

The car park should have a bike lane closest to the houses, and dedicated bike parking.

The faux balcony design element makes it look "cheap" and simultaneously recognizing how nice it would be to have a balcony there, but no, not for you! Figure out another way to break up the faces of the building.

The front doors are too close to the street. Very little room for trees and other landscaping. Monolithic look is not neighbor-friendly.

The landscape is attractive, however, deeper set back would provide room for more landscaping. Provide off street parking.

This building is disgraceful to be on this survey

This building provides enough setbacks and positioning to make it an interesting structure. It's modern but fits today's environment. I would like to see more townhouse types of homes, instead of just condos.

This design is boxy, but at least it's not a single 4 sided cube, there's some variation in the shape. The color scheme is also very handsome. However the fake non-balconies and fake window divisions make it look cheap.

This design looks like dormitories.

This is better with a less block like structure at the top. Still needs to be further from the street with additional landscaping and patios

This is still pretty blocky -- scant articulation -- and the colors are drab. Basically no setbacks and basically no landscaping. Blah.

This is ugly. Monotonous. Barely disguised blockiness, and the colors are dull, and there's no setback for front entrances -- feels very exposed. At least the parking is hidden somewhere.

This is unbalanced.  
Boxy. Ugly. The articulation makes

no sense. Also needs more trees.

This looks like a parking garage. Don't like the style

This structure has little architectural style and looks like a box

This structure is quite blocky and without much visual interest.

This structure looks a bit dead, and has a strange massing and mix of materials. Ground level does not feel friendly to pedestrians or occupants. It looks like this is next to a surface parking lot which is a poor use of the lot. Tiny trees.

Too blocky with too many different materials and colors. The horizontal railings look severe.

Too boxy & too busy

Too close to street.

Too little green space. Too much concrete. Too fortress-like because it lacks pedestrian passageways.

Too many design elements

Too many different surfaces with not enough context. No historical building-style references, bland.

Too massive for San Carlos. Ugly architecture and no trees and greenery.

Too much design going on. Not enough balconies. Security of bottom floor units in question. Little to no landscaping is a missed opportunity for screening and curb appeal. Overall height is no overwhelming. Can't tell if there's parking.

Too tall and too monolithic. It's an imposing monstrosity of a building with few appealing features.

Ugh. Big, blocky and modern

Ugly and too close to street

unappealing; looks like a hospital, not a residential building

Units look like they have some privacy. Could be improved with more greenery. Like the uniform look but not cookie cutter.

Well done multi-family design. The screening needs to be more mature from the start. The articulation is excellent. It appears that the mailboxes are right out from which I would prefer to be internal. The height and brow articulations are well done. Some of the higher large window could use some screening if located next to a single family residence.

While this is better than a box, like previous photos, it still feels boxy. The mailbox location and look makes it seem very industrial, not residential.

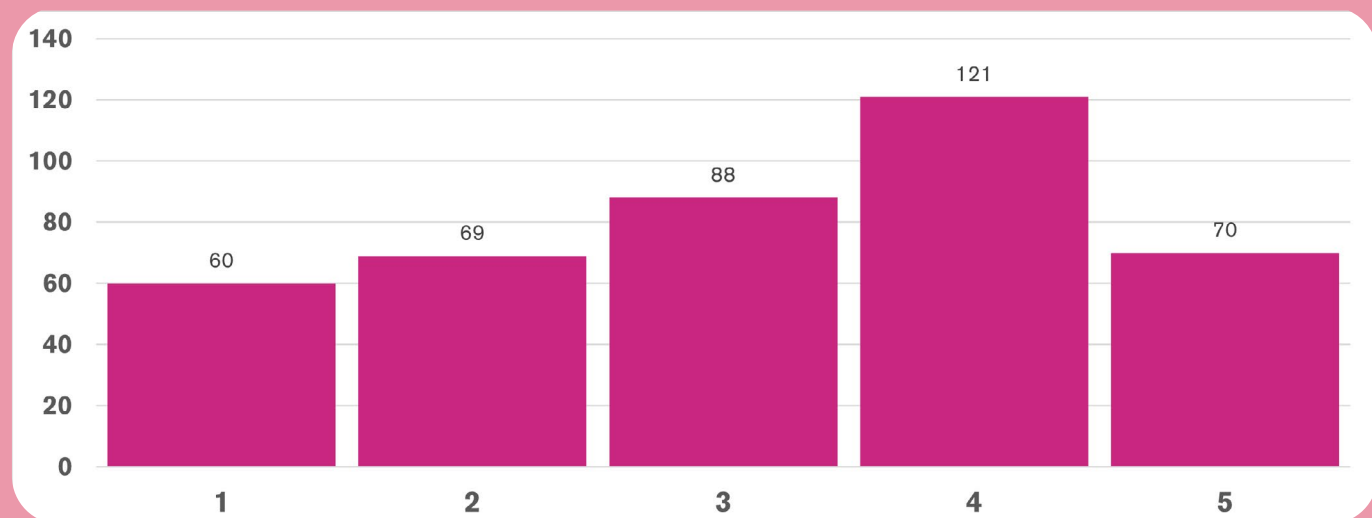
With proper setbacks this is a good buffer from single family to high density housing.

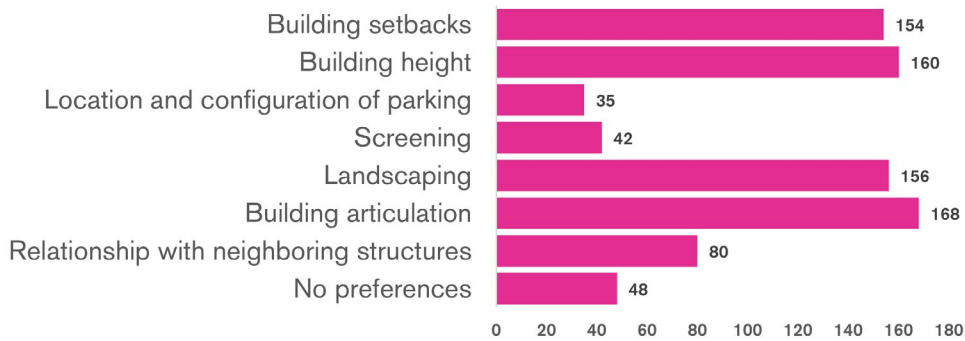
Would like to see more setback and "front yard" type feel. should have off street parking for 2+ cars.

Yuck!! Doesn't belong in San Carlos!!



How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?





## MOST APPEALING CHARACTERISTICS

a bike boulevard makes for easy access by bike, and nice separation from car traffic.

Color

Development appears walkable.

Doesn't appear as massive as some of the others.

Has a better look for multi family housing.

Hi, I'm a block,...there used to be a neighborhood here, but because my city built Biolabs instead of homes on available land, this ugly monstrosity is now where a bunch of single family homes used to be because the single family homes became unaffordable for everyone when all the high paid Biolab workers moved in and drove up prices in San Carlos even further.

I am not sure what type of development this is.

Interesting details and varied levels

Interesting smaller proportions,. Communal space outdoors?

It appears that the parking is to the side

It has more contour lines than a box type of construction

It looks like a lot of families should be there

it's new and clean and looks like most windows get sun

like that the building won't look like one giant monolith

NA

nice separation between units - allows more light; nice variety

No

none

Nothing; back to the drawing board

Oh come on! Now you're just trolling me! This weird ass garbage looks that it was built by somebody with multiple personalities. It is the Sybil of structures. And you remember what her sadistic mother did to her? It's sort of like that

Remember that stuff about the slasher nightmare? This is kind of it. I thought I had woken up, but apparently not. Here comes the slasher.

Same as last comment.

Screening

Slightly better but looks like container ship boxes.

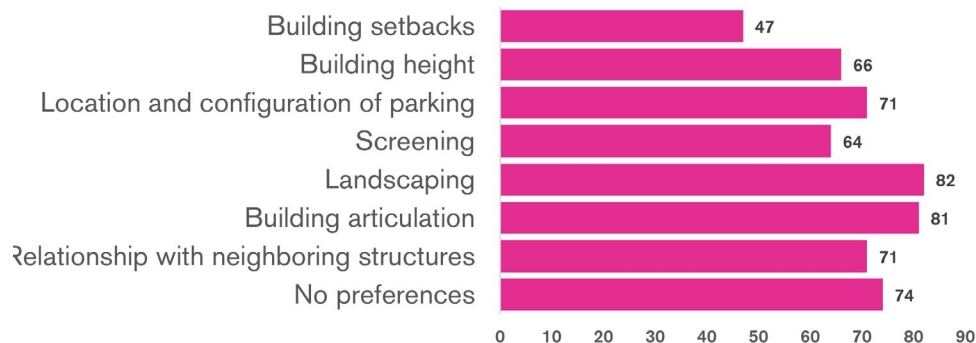
Some-what open airy feeling to the design

the open space and landscaping is nice while allowing greater density

This is an innovative, airy, attractive design.

Ugly

Ugly and non conforming



## SUGGESTED IMPROVEMENTS

A little too busy for me. It does help visitors find their way around

A terrible mix of styles and lines. Visually noisy and will not age well.

Addresses the concerns of the design above

Again, parking!

Asian style very not on character

bike garage access from this boulevard would be great

Build it taller, more units.

Can't comment since I don't know what it is.

decide on all-over design compatability.

ensure that all units have access to 2 parking spaces

Everything; back to the drawing board

get rid of the red color

has a prefab look to it, but this makes it likely affordable

Has a very flat feel in the roof lines, the pink section doesn't match the other two sections

I don't love the corridor design

I like the attempt at differentiating the 3 structures within the complex but don't like the varying rooflines. Does not appear well screened between buildings.

Improved streetscape

include off-street parking

It looks like it was just thrown together

it needs parking for guests, uber and deliveries

Jesus H, what the hell is this?

Just hire KB, Lennar, Tripointe to come in and bulldoze San Carlos and turn it into Las Vegas sprawl. Faster, Less expensive for the City,...more housing for Biolab workers.

Kind of okay

Landscaping is boring. No mature trees shown.

Left and middle buildings need different paint colors.

Looks like a bunch of different looks were stuck together to hide that it's one building. Busy as a result.

looks like a hotel

More continuity of style from one unit to next

more space in between and more outside space; more parking

more trees please

Much too busy. Too much articulation for a small project

No information provided on parking

Not so high

parking, parking...

require adequate off-street parking based on bedrooms

Seems like there's a lot of empty space that could be filled

Solar

Swing set and basketball hoop

the 3rd story on the unit in the middle is disproportionate to structure

There's no intuitive indication of where to park and the three very different architectural styles is confusing and unattractive.

This is appalling

too busy

Too generic

too urban

use more Mediterranean materials; less stark

Visually messy. Terrible colors

Where is parking located?

Wider doorways and walkways

You know the giant foot at the beginning of my Monty python? The one that crushes the guy? I would take that giant foot and I would crush these



## ADDITIONAL DESIGN COMMENTS

Add benches, bike racks or kids play space

Add more height if it is in an already multi-family. Keep it limited to 2 stories if it is being built on a lot that used to be zoned for single family.

Additional open space between the units

Adequate underground rainwater removal system  
already typed too much sorry.

Asymmetrical, ugly.

Better on the set back, should have off street parking for 2+ cars.

better use of this space; sometimes attached is better, than having a view of someones window right across; not my favorite design.

bike garage access from this boulevard would be great

Building on right does not fit concept. Street trees are needed.

Can only be in downtown area. Structures like absolutely this cannot be built in R-1, single family residential neighborhoods.

Can't comment.

Didn't I just tell you that question mark maybe I would have a volcano explode and leave a mound of volcanic ash on these, so that people 2,000 years from now can dig it up and think it's Pompeii

Does not belong here

esthetically appealing design

Good

Good used of varied design/architecture for different units to create the feel of a single family neighborhood. Appropriate height with third floor minimized and setback, and not present on most of development. Nice use of articulation to make each unit look unique and separate. Great sidewalk setback with space for landscaping.

I can't see any off-street parking in the photo, that should be required

I can't tell if we are looking at one or three different buildings. Very chaotic look. But nice landscaping

I don't like how the development looks inconsistent - unappealing visually. Chunky.

I find the building articulation and inconsistent setbacks to be excessive. I think following a more traditional architectural style would create a more appealing building. Sticking to the peak building height without returning to the first story would look more appealing.

I like that there isn't much visible parking or garage space.

I like the structure on the right side, but the other two look like offices. Landscaping and setback are nice but needs more trees/vegetation for screening and warmth. Hope the windows between buildings aren't lined up to look into each other's bathrooms/bedrooms/etc.

I like the variety evoking multiple structures to fit the neighborhood

I love this project.

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

In my opinion, this is a bit better than the design before it since there is a little more space between buildings and "room to breathe" for pedestrians or even drivers. However, the height could be reduced and the building could be set back more. Essentially, the design seems to have 3-story homes and of course we would have a 3-story monstrous home be more set back than the design above. Parking is not visible which I take would mean it is behind and tucked between buildings, etc., which is great.

Interior walkways, between buildings, seem narrow and unsafe

is there off street parking?

It feels a little sterile, but it very well might look fabulous in a few years when the landscaping takes hold and grows. Also, I don't love the center unit popping up to its third story in a manner that seems unbalanced with the left-hand only 2 stories and the right-hand gabled roofs. I would prefer to see the heights and design styles more coordinated.

It's OK if there is off street parking.

Jarring to the eye. Blocky

like it.

Like the windows between units, could be taller to allow for more units

Like unit variations, but it's on verge of being a hot mess. Consistent landscaping would knit it together

Like: color, variety, articulation and visual interest. Separations between structures help too -- not so blocky.

Looks "busy" - not sure about mixing flat and angled and colors

Looks like all the other townhomes in Redwood City.

Looks like the structure would have good light in the units, clever idea.

looks more warm and inviting than most multi family unit buildings

Lose the boxy top floor structure. Redesign to achieve more consistency vs. the disintegrated current design.

Lower height improve building articulations and setbacks

Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels

May make this take, but it's nice

Mixing building styles helps with breaking up the mass of the building.

Mixture of architectural styles is not appealing



# ADDITIONAL DESIGN COMMENTS



More trees and screening.

Multi family homes should not be where single family homes are. Should only allow for two stories, like a house unless located in downtown area.

Need to go with another style entirely. All of these choices look the same

Need to understand site context.

needs benches and other places to gather

needs parking

Needs parking and a little too spread out.

Needs parking, on-property parking, trees.

Nice privacy between neighbors with higher windows letting light in but keeping privacy, different living areas breaking up the indoor and outdoor spaces. Good use of space.

Nice to have a little green space in front of each unit. Again, reoccurring theme - not enough trees and not enough space allocated for larger trees. Trees increase property value and provide many valuable habitats for wildlife. Can appreciate that the building designs are varied so that it doesn't just look like a stucco box. If the intent is mixed styles living harmoniously together, then would even like to see other building materials mixed in- teak siding and shingles etc.

No

No

No changes. It's a fun design and very appealing

No overarching comprehensive design aesthetic. Clashing designs.

none

Not clear where the designated parking area is.

Not so much setback on second floor.

Not sure where the parking is?

Of the various plans presented in this section, this one stands out as having the most appeal to me because there is greater visual variety in the structure.

Parking unclear from photo

Parking. Landscaping. Trees. But the variety and setback between buildings adds to its appeal.

Possibly a bit too busy a design trying to make individual units look separate

Residential should be capped at 2 stories

Rooflines are incongruous, pitched roof that is linked to flat roofs looks terrible.

Same as other responses - cheap looking structure that does not fit other SC architecture

Same comments as above. Articulation is chaotic, complex has no sense of visual cohesion. 15 different window designs. 3 different roofs. Materials look cheap, especially the line on the left hand building. The tiny windows would make the interiors awful. The paint colors don't go together.

Same. Not for SC

See answer from previous 5 structures lol

See pedestrian experience, above.

start from scratch here, sorry

Start over

Still too boxy

That box in the middle top sticks up/out. Not coherent w/ neighboring structures

That box thing on top is .... too boxy.

The building looks awkward, too many different styles

The change in design of the roof lines helps. I am not a fan of the colors, but that should not be a city or community option. This is a less dense multi-family so it works well in a community like San Carlos. Minimizing the 3rd story is appealing. Some of the higher large window could use some screening if located next to a single family residence.

The units have some character. They tie together well. The articulation is good. The sidewalk is buffered by planting. It's interesting, thoughtful design. It feels modern, but not too terribly trendy. The materials choices and changes are good. I like the passageways between units. I'd live there.

The variety of the units is nice and has more character.

There appears to be more landscaping here then in the previous example and it looks attractive. Provide off street parking.

These structures next to each other seem unbalanced compared to building one or two larger structures on the site, but the smaller scale intention is appreciated, and mix of styles works well for that purpose.

These type of tall, tightly packed structures appeal to me less than a single building.

Think the left building is a bit boxy, but new paint colors would fix that for me. Also, a roof top terrace/community shared space would look nice and add some greenery to the building.

think we need to make our multi family at least 2 storeys and this seems mixed 2 and 3 level

This building seems to be having an identity crisis. It's trying to look like multiple different designs as the same time and failing at all of them.

This high density building would keep San Carlos as the community we all like to live in. The setback is great and I assume parking has been added so each unit has two spaces. Again trying to stay away from looking to modern is key. Color palette on this building is pleasing to the eye.

This is a little better. Space between buildings. The peaked roof on the right is great. the flat roofs are boring.

This is big but has relief and variety. Varying colors and textures, lots of little things going on here but it's not too much.

This is hideous

This is just a jumbled mess. It looks like it was designed by a



## ADDITIONAL DESIGN COMMENTS

builder, not an architect.

This is much better than the first. Dividing it into multiple buildings makes it more open and less closed off to the surrounding neighborhood. Front doors are set back farther from the street.

This is much better, nice use of depth and space in the design.

This is much better. More visual interest to the buildings, more setbacks, and landscaping that, when mature, should help a lot.

This looks like it was meant to be three separate buildings that somehow got squashed together.

This looks like medical or office buildings. Zero warmth or charm. It is an improvement from a large, box-like building. Landscape will grow nicely and provide more privacy. The idea was there with separating the buildings but the design leaves much to be desired. Hope there's at least one parking space per bedroom and per unit.

This multi unit building is actually quite appealing. The open walkways, the variation in heights and roof shapes and the thoughtful windows somehow work together. It feels much more "humane" than the other buildings in this section of the survey.

"This one's better. I like how the buildings are different from one another. It's still the architecture is still a little bit to generic for my taste. It's also missing larger trees for screening.

It's going to take decades for those little trees to grow and mature."

Those huge windows up top resemble the Eye of Sauron.

Too busy

Too busy - too many different colors

Too busy with too many elements. Clash in design

Too many conflicting architectural details and colors. Busy eyesore. Very little greenery or vegetation.

Too modern, too blocky, too many horizontal planes, and too many mis-matched styles and colors.

Too much wasted space in the setbacks. Good lighting spaces for windows instead of electric lights.

"Two floor construction seems less imposing than the 3 story above.

"

Ugly! Too modern, sticks out like a sore thumb. Does not complement San Carlos aesthetic

Unsure of security and privacy of ground floor units. Consider fencing, gate or partial wall around property.

Very attractive design. I see that there is potentially lots of light and visual interest.

Very cool. Suggests the structure of a single family home while offering multiple units and sense of separation. The lighting and landscaping is great.

Very high quality design. Not too modern. Not a fan of the tan but that's minor.

Very nice. Welcoming and walkable.

"what a mess of an architecture style - big windows, small windows, narrow, wide

bunch of colors

so many surfaces and angles

so noisy

"front yard" is as bare as Mars"

Where is parking? This is nice architecture because there is space between units, but that defeats the multifamily condensed housing purpose.

Where is the parking?

why must these all be so random looking? It's like a Franken-home

Windows that are within 20 feet of each other equals zero privacy or noise cancellation. Overall height is no overwhelming. Can't tell if there's parking. Setback allows for more landscaping which creates curb appeal, privacy and a place for pets to use.

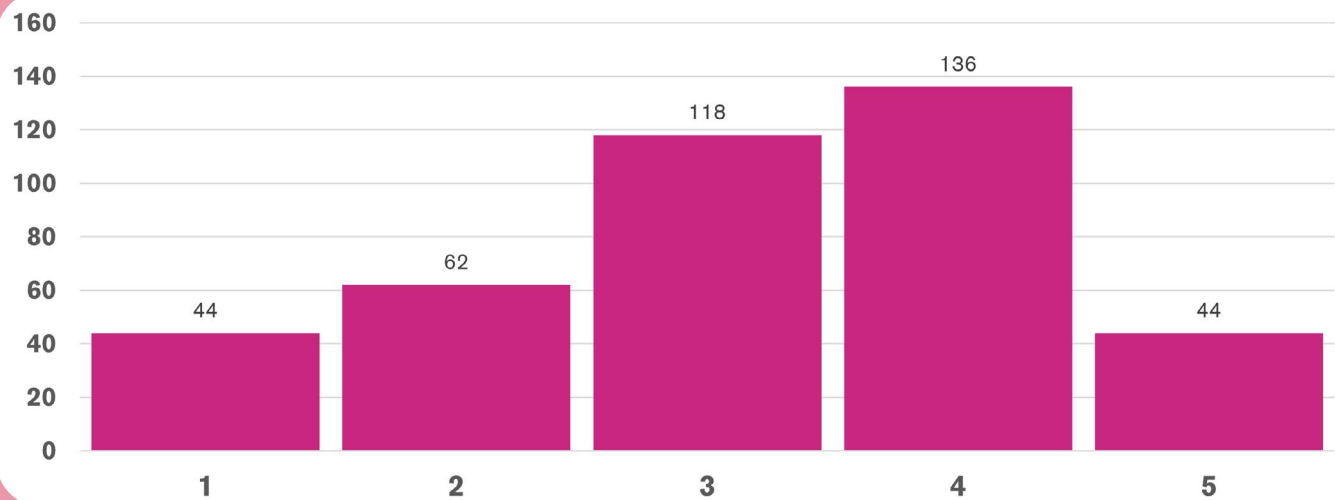
With the setback, landscaping, and articulation, the building feels quite welcoming and approachable.

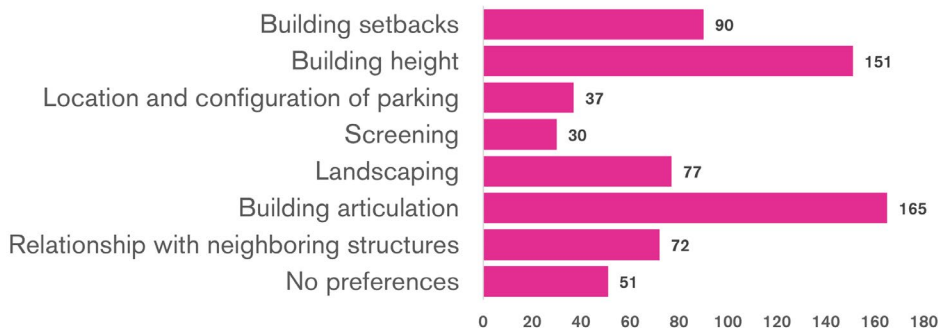
Would not be suitable in neighborhoods with single family homes

Yuck!



How appealing do you consider the design of the development shown in the following image, where 1 means least appealing and 5 means most appealing?





## MOST APPEALING CHARACTERISTICS

3 story ok

abundant fenestration

Big windows

Building design is VERY boxy. Many squares, very 'busy' design

curious about parking?

doesn't fit San Carlos

God help you if you come home drunk from the Biolab and try to figure out which home is yours.

Ground floor with street-facing entries creates sense of residential use. Like the matching gables.

It looks like a lot of families could live there

lots of windows

Love design of this building but hard to tell about relationship to neighboring building to the right.

NA

nice large balconies

none

One of the best for apartments

Same as last, but this should NOT be considered for replacement of single family houses.

The design has a great deal of visual interest - not flat face; lots of windows. I like the extensions of the roofs, over terraces or rooms? (Left and right side of the building)

The tripartite design articulating the three levels is very comfortable.

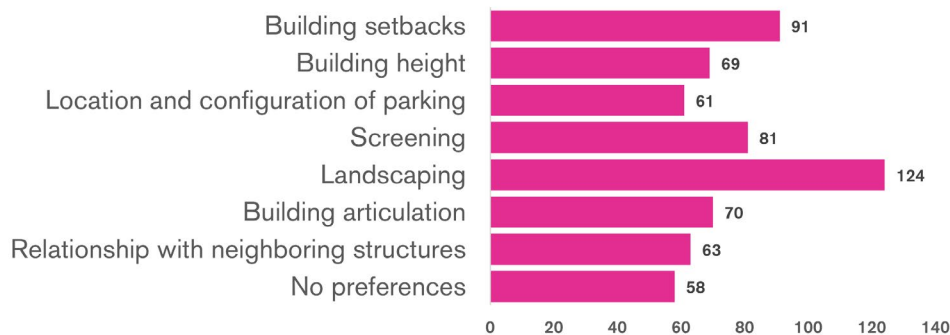
This one is better than others presented

Ugly

What is it?

While this building is a bit busy, if they said we had to build something or I would get ejected from the town, I would take something like this

You know, I said I thought I like this before, but I have changed my mind. Biltmore those mission style things. I do not want to see this. If you want, you can buy me some very fancy sunglasses that I can put on when I walk past



## SUGGESTED IMPROVEMENTS

Build a design more in keeping with the area history.

building looks like it's too big for the land it sits on

Deny permit

don't like the way the road comes up to the sidewalk.

need dedicated bike infrastructure in this case. also want bike garage

ensure that all units have access to 2 parking spaces

green space

I assume this has below grade or internal parking

I can't take it anymore..... too much hard to like stuff

I don't see any onsite parking ... a must!

It is a stacked design lacking some articulation

Look! Looks like some kid stacked up a bunch of blocks.

However, it's sort of works. So meh, I guess so

Looks like multi level which is not senior citizen friendly.

Need to go with another style entirely. All of these choices look the same

None.

Not so high

parking, people do drive and will continue to drive cars

Parking?

Reduce articulation. Too much going on for such a small development

require adequate off-street parking based on bedrooms

Scale it down. Looks like too much of everything

Solar. Allow only in highly urbanized areas.

the base should be one color/material. the upper stories then have a different color perhaps the same throughout the upper stories; with articulation used horizontally,

scoring, architectural motifs etc.

The front windows turn every resident into a reality show.

The main problem with all these designs is affordability/density. Single or pre kid partnered professionals typically prefer condos over townhomes, when ready for kids they typically want a house. Building higher density multi floor condos n East side and keeping lot sizes/home small in the West side and allowing owners to subdivide bigger lots on West side to build more single family homes, (SB9) would help.

The metal roofing used at the awnings seems out-of-place. Not sure if it is used elsewhere on the building exterior.

There is something about this design that is "in your face" a bit. It could be the step-back of each level.

This building is massive and the design is boring. The design on either side of the central axis is the same.

This is inoffensive but boring.

This project is too too heavy. The prior one makes it more appealing than this one. Of course, the number of units would probably dictate the size.

too urban

use more Mediterranean materials; less stark; create shade

What is it?

Where is the parking?

Wider doorways and walkways

Wider sidewalk

Yuck, I am starting to wonder if my aesthetic skills are slipping, how did I ever say I like this piece of nonsense?



## ADDITIONAL DESIGN COMMENTS

A good example of how to use space without being too monolithic or bulky.

Add more landscaping and provide off street parking.

Adequate underground rainwater removal system

Again, this one's just OK. It needs better landscaping and larger trees for screening.

All of these large buildings need to be separate from single family home areas and have ample parking regardless of their association with mass transit which is rarely utilized.

Also attractive!

Also kind of okay

Always like to see trees (I see 2 tiny ones which of course will grow). Blocky design but offers some porches and sense of separation.

Better streetscape

bldg too close to front of lot. add landscaping

Boxy. Unappealing.

Buildings should be limited to no more than 2 stories beyond Laurel Street and El Camino. You lose sitelines, views, and taller buildings cast shadows into pedestrian areas.

Can only be in downtown area. Structures like absolutely this cannot be built in R-1, single family residential neighborhoods.

Could be taller to allow for more units

Does not belong here. If that were near me I would move

don't like the way the road comes up to the sidewalk. need dedicated bike infrastructure in this case. also want bike garage

don't understand this layout. Am I looking across their parking lot, off the public street to the left?

First floor should be slightly raised above sidewalk for privacy

Great design and function. The set backs for the bottom unit front doors create more privacy and security. Color choices break up the look in a good way. Landscaping is small, but at least it's there. Love that each unit has a balcony. Hope there's at least one parking space per bedroom and per unit.

Has nice muted colors, and nice peaked roofs at the top. Nice inviting porches and decks.

higher building height would be better

I am not an architect, builder, etc,...I am passionate about California building more housing. I am familiar with many zoning topics as I recently read the San Carlos Zoning rules as I looked into splitting my lot to build two homes as my kids are now adults living in San Diego. It blows my mind that San Carlos has wasted the once in a lifetime opportunity to build housing on all the industrial sites that opened up on the East side. An entire second downtown with housing, parks, homes, schools could have been built. Instead of high density housing we get endless high density Biolabs. Yes I know Prop 13/Tax revenue has a lot to do with it, but saying zoning prevents housing is 100% garbage,...the City control/can change zoning. Another ridiculous example is the new Hotel over by Holly that also could have been housing. Palo Alto

went through this in the 60's when the South side of town, (south of Embarcadero) was converted from mostly industrial, (a huge Dairy was there, similar in size to Kelley Moore site) to housing and a shopping center to address then growing need for,...gasp,...housing. Current San Carlos is a convenient excuse to not build more housing. This design survey is GREAT and appreciated,...but heavily restricting design rules will just drive up prices further,...not looking for Venice Beach level of anything goes.

I do not see the value of this survey at all. Are you planning to use respondent's collective opinions to define objective design standards? Many of the pictures do not show neighboring structures or location of parking making it impossible to evaluate several of the criteria. Also it would have been better to use real buildings in San Carlos as the candidates, and the photos should all be taken from the same angles, same lighting, in order to eliminate the artistic bias from the subjects.

I don't see any off-street parking

I like that the building design is cohesive and not split up into various designs

I like the overall design of these buildings, but the windows are so large that everyone walking on the street can see everything inside of each of these homes and it feels like too much invasion of privacy and too much exposure.

I like the symmetry

I like the symmetry of the design

I like this best of the options, it has good symmetry and is self-consistent. I like the colors too.

I would ask the guy who built the mission style building to build a building that encircles this one so that no one knows this one exists.

I would lower the height and also have the building be set back more. I think it is a great plan to increase for San Carlos to meet the housing crisis by building extra homes, etc., but these homes and units don't need to be giant 3-story buildings with giant apartments in terms of square footage. Rather, having small 1-2 bedroom apartments and studios would solve the issue and keep things more affordable...and also avoid 3-story monstrosities like the one above!

Ideal: No dwelling units on the bottom floor, incorporated basement parking, small mom & pop shops such as cafes and restaurants, require a little more of a setback so outdoor seating and planting of green native plants is possible.

IF in an urban corridor and compatible with adjacent design, quite acceptable

im guessing that the parking is that black space in the front. Functional but if possible put somewhere else and landscape the 'black'

Imposing, feels overgrown for the space.

In all the designs presented, parking is







## ADDITIONAL DESIGN COMMENTS

curious. I'm assuming underground, however, must allocate more than one spot per unit as even if placed near a train station residents will have multiple cars and our current el camino parking cannot sustain current business and additional residents. Even though balconies are wood, the rest of the building doesn't conform to any particular architectural style and appears box like.

Insure 2.5 parking spaces per unit, including street parking is there off street parking?

It is cohesive and it looks like there's a fair amount of natural light available to residents.

It's OK if there is off street parking.

It's really ugly, but if this what's got to be done, then do it this way please no, if you are talking about that place where Black Mountain used to be, don't even think about it

It's right on the street and appears massive.

Kind of "blah" and too corporate

Like how each unit appears independent from rest of building with patios/balconies and varying elevations.

Like the height, not too high-rise, and looks residential. Good balconies and arch interest.

like the incorporation of outdoor decks/spaces on all levels

Lines up well with neighboring structure. Seems well lit and walkable. Could be taller to make use of the site.

Looks like a design that will age well. First floor units are too close to the sidewalk/street and offer zero privacy. Really like the corner balconies. More trees would help blend it in with the neighborhood.

Looks like it would be a good place to live, although not as private and possibly noisy based on proximity of living spaces.

Looks like the apartments in San Mateo.

Looks nice and appropriate for the neighbors

Looks so bulky. Ugly. Parking?

Looks very cookie cutter

Lower height - it's very imposing. More variation in the structure - it's rather uniform. Needs landscaping and deeper setbacks

Lower height improve building articulations and setbacks

Make it look less like a hotel

Make sure there is option to park Bike and micromobility devices indoors, and there are built in ramps along edges of steps to push up strollers, bikes and micromobility riding wheels

Matt want more separation between the structures but is nice more parking and outside space; dwellings people can buy and stay in for long time

More set backs.

Need greenery. Like the uniform but not cookie cutter look. Unsure on 3 story vs 2. Don't want san carlos to turn into high rise town.

need much more multifamily zoned

needs benches and other places to gather

Needs better setback, more trees/plant. should have off street parking for 2+ cars.

needs green space, needs a driveway for pick-up, uber, deliveries, drop offs

needs parking

Nice

Nice Architecture. Achieves fill in. Where is parking?

Nice design and good function. Has balconies but none are side by side creating privacy. Mature landscaping would help with privacy also while also adding curb appeal. More screening is needed for the bottom floor units. Good height, natural colors and good articulation. Can't tell what the parking situation is.

No. Single design across entire structure. Not fussy

None

Not clear where the designated parking area is.

Not suitable near single family homes

Of the three choices in this category, this one is my second choice: it is not as visually appealing as the previous structure, but it has somewhat more variety than the first one.

Off street parking

Ok looking building

Probably the best out of 3 not great choices. Need to go with another style entirely. All of these choices look the same and the colors are dark and depressing.

Ranked this 3 like the last one, but I like this better.

Revoke architect's licence

Seems to have no amenities for the area like bike racks, benches or other things to make the neighborhood better.

Sidewalk is right up against the street and it would be nice to have more space separating pedestrians from cars.

Slightly better. At least it has some roof ridges to keep the eye moving around the structure.

sorry - got bored. no offense but this is a boring survey and no one knows what articulation is anyways. it would have been better to do comparisons and used less repetitive questions. but thanks for trying!

The articulation is well done and thoughtful. The drought tolerant landscaping looks good but could be more mature. Some of the higher large window could use some screening if located next to a single family residence.

The bilateral symmetry pulls together the markedly different levels, nice. The airy balconies add spaciousness and make the building feel less imposing.

The outside porch areas facing the street are not used by most residents except as perhaps for storage or houseplants. Most people would prefer more floor space, actual storage, solar panel car charging stations and roof gardens, I am sure.

The sun shades, balconies, and setbacks do a good job of

## ADDITIONAL DESIGN COMMENTS

breaking up the mass of the building.

The variation in roof lines and the porches and balconies make it a better fit in a residential neighborhood. The setback of the front doors from the street also helps. Needs trees.

There was an attempt at articulation, but the mirror image here is just boring and makes the building feel too cookie-cutter. It could be worse, though -- so points for the attempt. There needs to be trees. The sidewalk should be buffered from the street with planting. I'd still live here, but not as happily as the second example.

These look better than the first and have more variation in the design.

These look to be a good way to get larger residences in a small area.

"they all feel the same and are pretty bad

would be great to have different company projects

this one - the last - is the best of the three and a little calmer/more coherent"

This building has too many floors and would not fit into the character of San Carlos.

This has a consistent design language. It's pretty bland, though. Another bunch of boxes in offset stacks. There's nothing to tie the design to the area or to let someone know that this is a structure in San Carlos vs. Tampa.

This is a good concept and execution, except for parking that we can not see here, but must be somewhere.

This is a good looking multi unit building with large windows and friendly balconies. If it's situated on a relatively large property so there could be proportional setbacks it would be a handsome addition to the community.

This is a middle-ground design between the first and second. It disguises the boxiness better, with some variety. Colors are still blah.

This is good. Doesn't feel as dense as the earlier block. It feels close to the street. And, there's no sign of parking?

This might be the only example on this page that is tolerable to look at. The overwrought articulation is stripped back by the facts that: 1. The building is symmetrical. 2. The color palette is more limited and cohesive. 3. The windows on each level are roughly the same size.

This one looks balanced, and the units have a walkway before the front doors...better privacy and protection. Good lighting.

This third one is similar to the first in many ways, including the dull brown coloring, but they took the time to create more visual variety and interest. So it's much better design-wise.

This unit is on the cusp of being a massive block like some of the largest buildings earlier in the survey. By attempting to squeeze in more units the building is on the verge of ruining the character of San Carlos. The awnings do break the building up. Colors look great but be careful not to allow it to be built next to SFHs or THs. It would ruin the property value of adjacent buildings and that could lead to multi million dollar lawsuits against the city.

Too "monolithic " design. Looks more commercial than domestic

Too busy

too busy and commercial looking.

Too dense, not enough parking, landscaping, open space.

Too many people can live in structures like this, leading to congestion and changing the quiet small town feel.

Too much visual mass and vertical height. Third story should have set maximum coverage of overall structure to less than 40%. Third story should require greater setback. Good use of varied window sizes and shapes, but singular design across entire building makes this feel too much like an apartment block. Need articulation of different units/sections using different materials, architecture, setbacks, and other design elements to visually break up this large of a building.

Top story doesn't fit the rest... looks clumsy.

towers over sidewalk.

unappealing in the same ways as the previous examples

Vary up the design. The building is a mirror image about its central axis. Where is the playfulness of design?

Very nice. Could be taller and remain just as nice.

Very pleasant design

Well balanced, but needs more greenery and trees.

What is it?

While this looks to be a mirror image style building, it is well done. The various balconies look good and the use of space is nice. It does not look like a giant box. It is nice to look at.

Yay missing middle





# Community Workshop #2

Meeting Summary, October 19, 2022 Summary Document #8





# Introduction

The second community workshop occurred on October 19, 2022 from 6:00 - 8:00 PM.

- The workshop was held via Zoom and included an interactive discussion.
- 29 people attended.
- The meeting was recorded and posted on the project webpage:  
[www.cityofsancarlos.org/designstandards](http://www.cityofsancarlos.org/designstandards)

**Emerging Design Elements of San Carlos Neighborhoods**

Common Open Space

We don't see any open spaces in the graphic.

Balconies/open spaces for units

Pocket park/ small open spaces for neighborhoods

Roof top decks - creates noise.

**INTRODUCTIONS**

- Which of the following best describes your connection to San Carlos?
- What neighborhood do you live in?
- How long have you lived in San Carlos?

City of San Carlos | Objective Design Standards

# Overview

The purpose of the Community Workshop was to provide an overview of the project goals, share the project process, explain what objective design standards are, and have an interactive discussion about the character of San Carlos related to Multi-Family and Mixed-Use residential development.

- The City team included:
  - Andrea Mardesich
  - Rucha Dande
  - Meghan Riddlespurger
  - Lisa Costa Sanders
- The consultant team from MIG included:
  - Laura Stetson
  - Rishi Dhody
  - CJ Davis



The following pages summarize what the community shared.

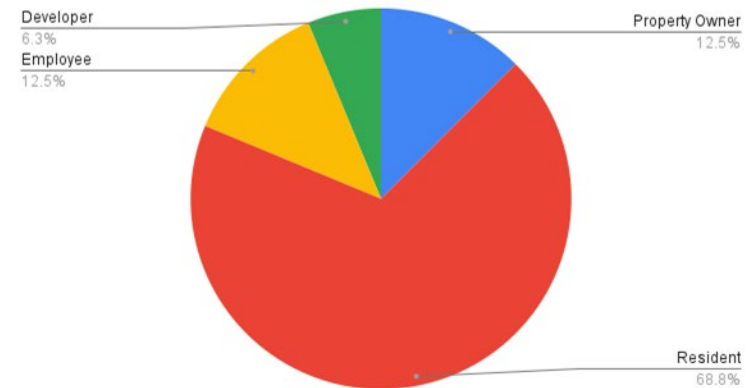


# Zoom Poll

The workshop began with introductions to the project and included a short Zoom polling exercise which asked the following questions:

- Question #1 – Which of the best describes your connection to San Carlos:
  - Resident
  - Employee
  - Developer
  - Property Owner

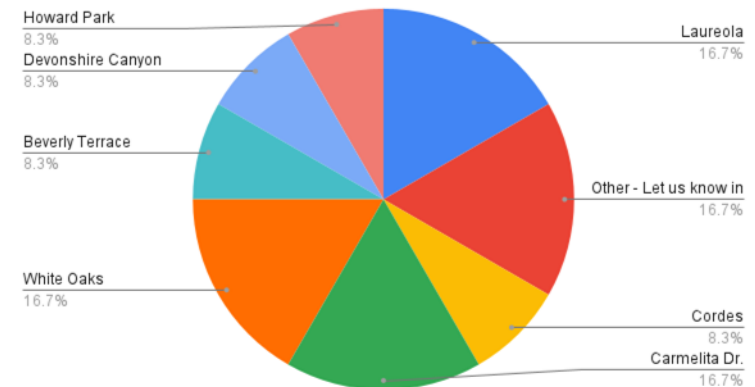
More than **68% of the participants** attending the workshop are **residents** in the City of San Carlos.



# Zoom Poll

- Question #2 – What neighborhood do you live in:
  - Laureola
  - White Oaks
  - Cordes
  - Howard Park
  - Carmelita Drive
  - Beverly Terrace
  - Devonshire Canyon
  - Brittan Heights
  - White Oaks
  - Alder Manor

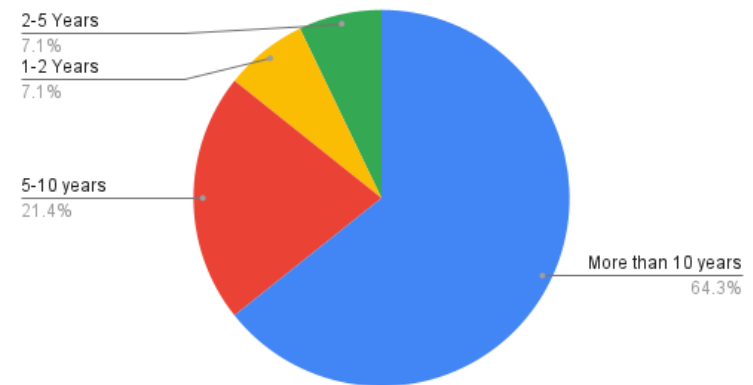
Most people attending the workshop live in the **White Oaks, Laureola and Carmelita Dr** neighborhoods.



# Zoom Poll

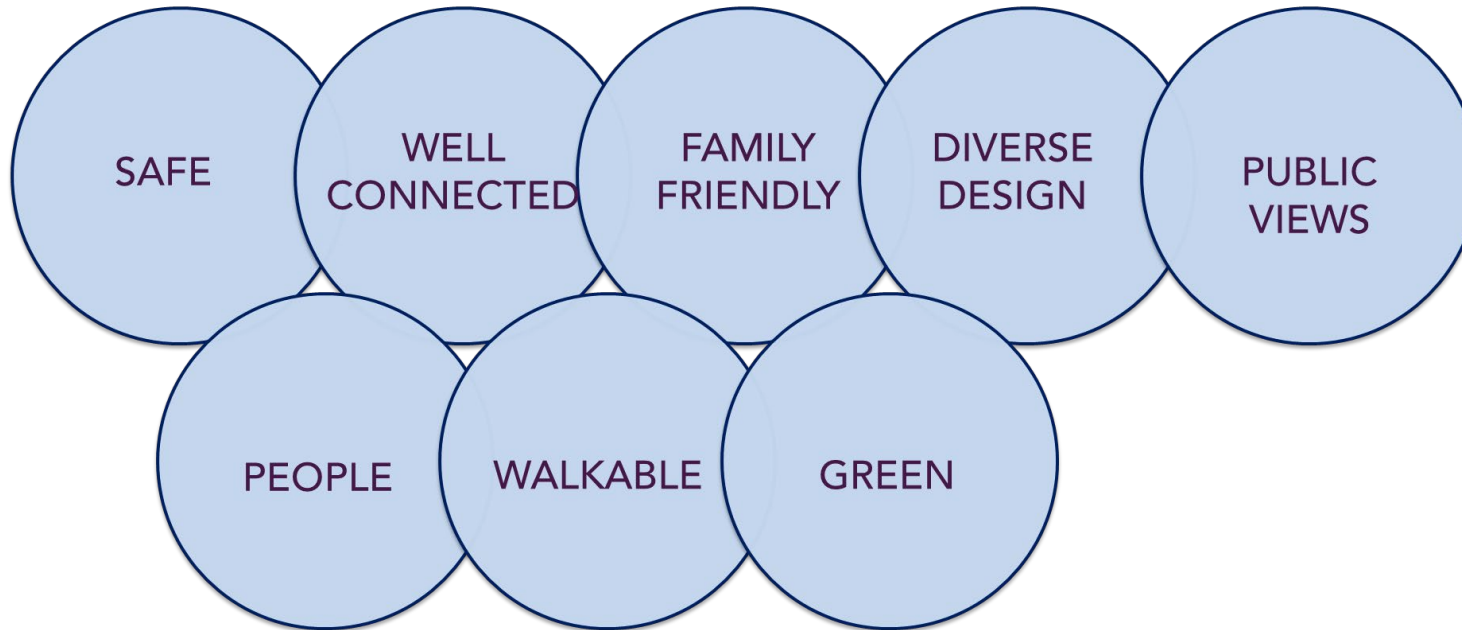
- Question #3 – How long have you lived in San Carlos:
  - 1-2 Years
  - 2-5 Years
  - 5-10 Years
  - More than 10 Years

More than **64% of the participants** have lived in the City of San Carlos for **more than ten years**.



# Overarching Elements of Neighborhoods

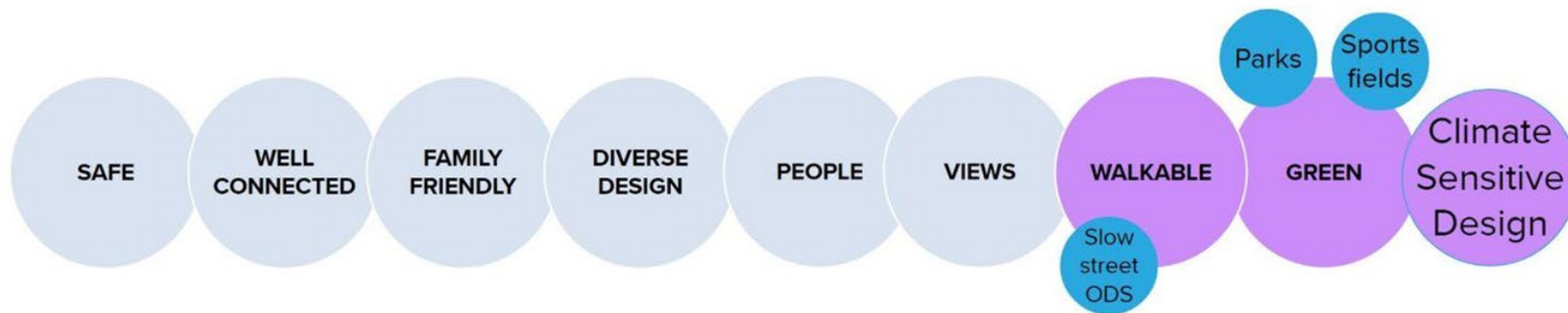
The MIG consultant team presented the “overarching elements of neighborhoods” which was affirmed by the community.



# Overarching Elements of Neighborhoods

In addition, the community provided some additional “overarching elements of neighborhoods” such as:

- **Walkable**
- **Green Open Spaces**
- **Climate Sensitive Design**

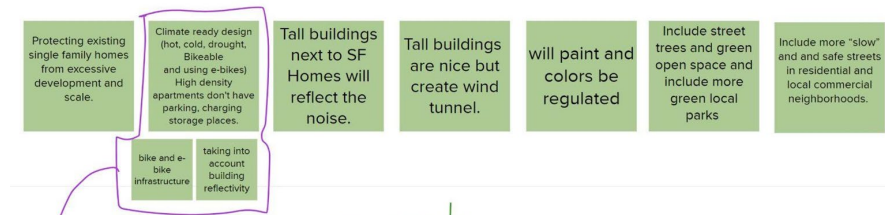




# Overarching Elements of Neighborhoods

The workshop attendees were asked the following question: What are the overarching elements that contribute to the character of San Carlos' neighborhoods?

- Maintain the **character of the neighborhood**
- Create **climate-sensitive** designs
- Increase **context-sensitive** design
- Minimize **wind tunnel effects**
- Increase **green space** and landscaping
- Improve streets for **safety**



# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Street Interface – Multi-family**”?

Participants said:

- Provide **wide sidewalks** for comfort.
- Ensure **fewer garages** face the street and parking remains in the back.
- Encourage **street furniture and bike parking**.
- Reduce **heat island** effects.



Wider sidewalks makes it comfortable.

Kids walking to school. Sidewalks need to make people comfortable.

Fewer garages make you engage with the community and enhances the neighborhood..

New designs have parking in the back reduces interaction.

Street furniture, add bike parking/charging. Allow people to meet outside

Love your design elements... many of them can help REDUCE HEAT ISLAND effects in urban and hot environments like San Carlos will have in future. It'd be great to call those elements out more explicitly.

# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Street Interface - Mixed-Use**”?

Participants said:

- Provide areas for **delivery trucks**.
- Maintain standards for **placement of driveways and parking**.
- Maintain **setbacks and stepping back** upper levels.



I appreciate the indicated setbacks on this graphic. Too many current buildings were allowed to build up against the sidewalk. I agree with necessity for “stair stepping” the roof line heights in neighborhoods bordering single family homes.

Address standards for placement of driveways and parking.

Delivery truck spots.

On-street delivery needs to be addressed in ODS.

# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Front Setbacks and Landscaping**”?

Participants said:

- Include **trees** in new developments.
- Ensure new **trees** are types that will **grow tall**.
- Include **landscaping and setbacks** on sides and rear as well.



Not just front setbacks, need setbacks on all sides. The city needs to enforce landscaping. Careful with balconies that overlook next door single family homes.

What about setbacks behind the building? I am very concerned that people in a tall building behind my property will see me down below and shadow down my house. I will just see a massive building.

Trees around tall buildings should be a species which will grow tall enough to mask much of the height & bulk of the building as well as create a great ambience in the neighborhood.

Trees need to be enforced by the City for new developments.

Side Setbacks on the sides are important.

It isn't feasible when the BDC is asking and judging paint colors. I like green space too but many single family houses were built with very little outdoor space and maybe that's why public green space is important. Since school yards are the site of many soccer and other sports practices and games, the approval of housing on school sites may end up taking away sports fields.



# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Entrances and Balconies**”?

Participants said:

- Ensure **noise ordinance** is enforced.
- Place **balconies** on front and not sides
- Use **noise dampening**.
- Place **windows** only where they do not face other buildings.
- Provide **landscaping** that **screens**, and ensure it is **maintained**.



Minimize balconies and large windows on sides of buildings that face single family, apartments, townhomes and apartments.

Have specific noise ordinances in General plan that prohibit noise above 57 Ddb from roof decks and balconies. Use noise dampening materials on roof and balconies.

Balconies are nice but not when they look into adjoining houses

Balconies/open spaces for units

Noise elements (decibels) should be enforced/ applied for decks and balconies.

Balconies preferred more than roof top decks.

Need strict ordinance in General Plan. See Draft Noise Element Policy NOI-15B. Its set at 65 Ldn, but does not apply to decks and balconies. How will law enforcement enforce noise complaints.

Balconies on the front are better than sides. Front balconies are welcoming and street facing to allow interaction. The sides need to be landscaped to provide privacy. How do you enforce?

I'm concerned about the placement of balconies and windows that face nearby buildings.

Balconies create welcoming facade. Sides provide visual privacy for surrounding neighborhoods. Need to be well landscaped.

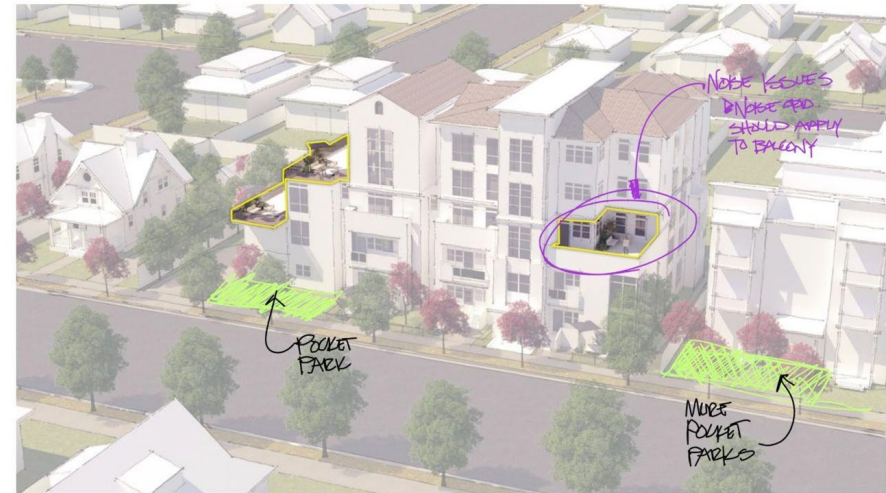


# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Common Open Space**”?

Participants said:

- Create more **open spaces**.
- Encourage **deck landscaping**.
- Increase the percentage of **landscape requirements**.
- Include **pocket parks** and balconies.



Decks should be landscaped so both sides have privacy

Open space needs to be a part of the design, at a higher percentage per unit, and a part of the premises in multi family construction, even if it reduces the number of units built. Parks are nice but who maintains them? Make the builders factor them into their building.

We don't see any open spaces in the graphic.

Balconies/open spaces for units

Pocket parks/ small open spaces for neighborhoods.

Roof top decks - creates noise.

# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Building Shape, Size, and Articulation**”?

Participants said:

- Maintain a **walkable**, small-town feel.
- Ensure buildings do **not tower over** nearby homes.
- Promote **solar roofs**.
- Encourage good **transitions**.
- **Reduce balconies** near neighbors.



Small-town feel that is walkable without the “shadow effect” of every tall building/multi-family development blocking sunlight on surrounding streets/sidewalks...

Roofs - ensuring we are promoting using solar on our buildings. Allow for the building of “green roofs.” I assume what is a green roof could change. Currently I think of it as solar or even using some kind of earth on the roof itself

Height of buildings that tower over homes nearby.

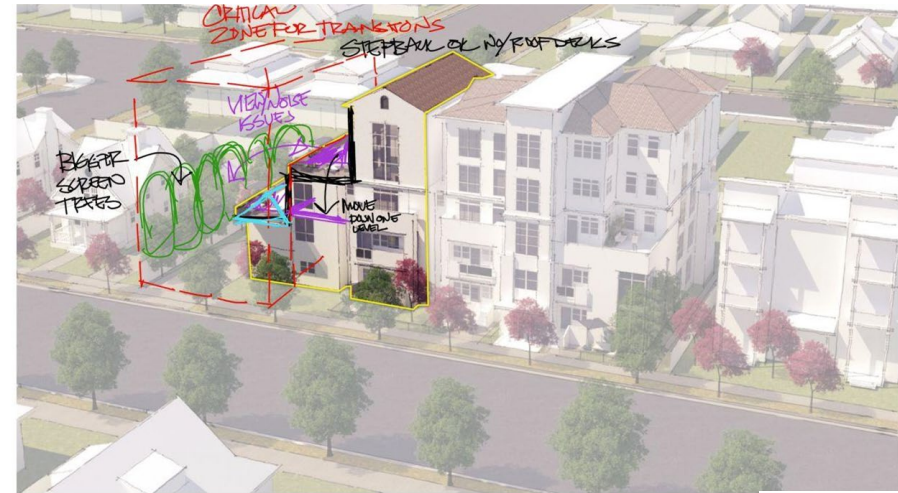
Better transition design. Problem is putting the balconies out there will be looking down upon the house next door.

# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Transition to Adjoining Developments**”?

Participants said:

- Provide **landscape** in the step down.
- Provide **sunlight** to backyards.
- Ensure buildings don’t look **too high next to single family**.
- Enforce **tree sizes**.
- Provide **glazing for birds** and blinds for **light pollution**.



Better transition design. Problem is putting the balconies out there will be looking down upon the house next door.	Limitations for how tall the transition should be.	Include size of the trees. Enforce the trees.	Transition between single family most important.	Does that building step back towards the buildings behind it? That building is too big for East San Carlos and Old County next to SFR	Address what is also behind the building. 5 stories are too tall for 2 stories. It does not provide sunlight. Backyards don't grow well because of height of the building.	Landscape needs to be in the step down.
Does that building step back towards the buildings behind it? That building is too big for East San Carlos and Old County next to SFR	405 Industrial - Glazing so birds don't hit, and blinds to prevent light pollution. Light facing downside.	Transition to adjoining - Stepbacks and trees is critical to make it successful.	1st terrace - roof 2nd Terrace - needs to be down by 1 floor and have some kind of glazing to reduce reflection.	Looks quite high next to single-family.	Looks completely flat - which will create noise issue.	



# Emerging Design Elements of Neighborhoods

The MIG team presented the “emerging design elements of neighborhoods” and asked the following question: What are the overarching design elements that contribute to the character of housing in terms of “**Materials and Colors**”?

Participants said:

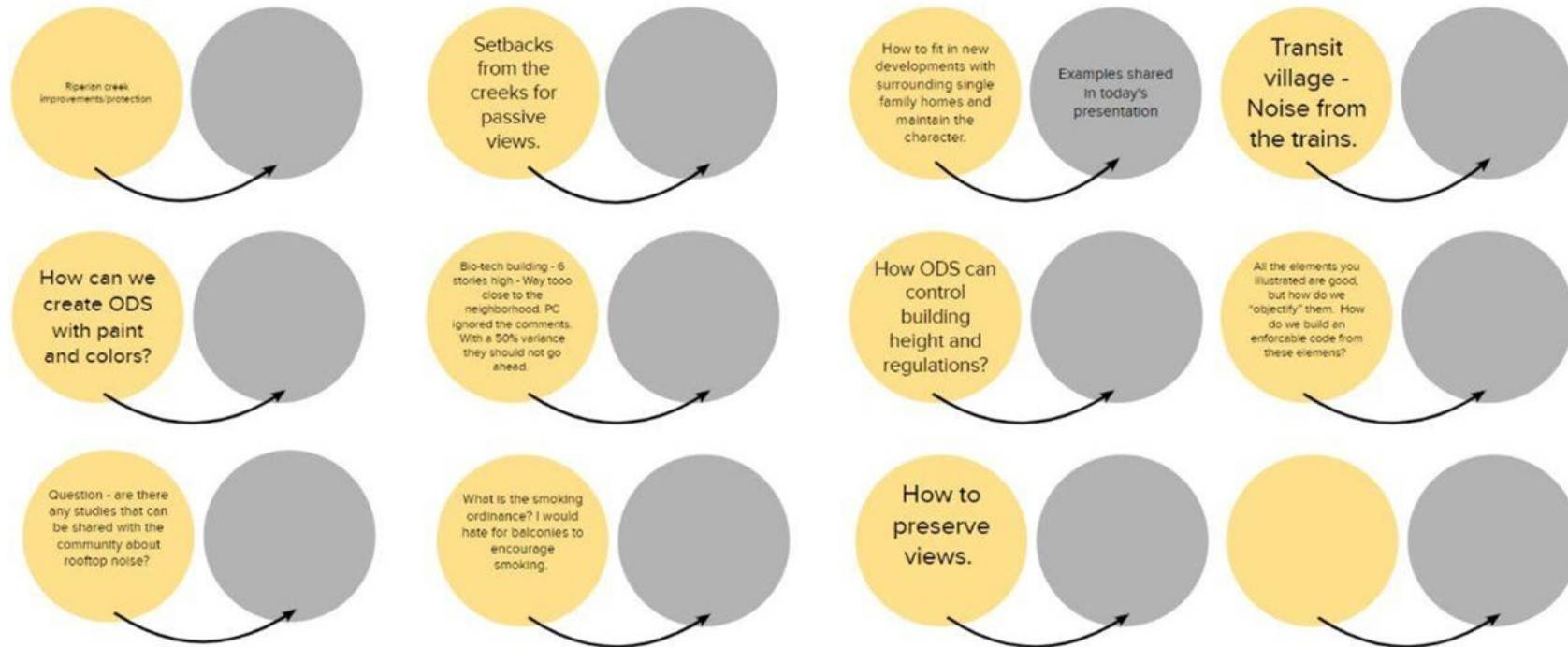
- Set **reflectivity standards** to reduce heat islands.
- Include **colors** that houses can choose from.



Earlier RDRC told what the house color could be but City does not has it anymore as part of the GP update.

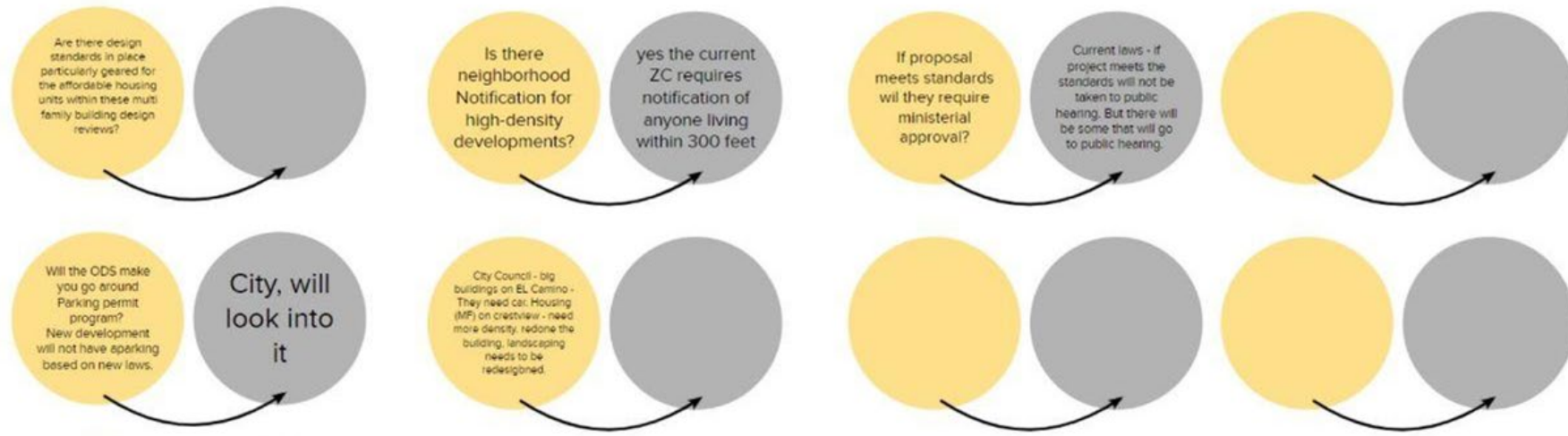
Setting reflectivity standards. Reduce heat islands, reducing roof space can make measurable difference.

# General Questions and Comments





# General Questions and Comments



# Next Steps

- On-going Community Engagement (Oct-Dec, 2022)
  - Stakeholder Meetings
  - Planning Commission / Residential Design Review Committee Study Session
- Summarize Existing Conditions (Sep-Nov, 2022)
  - Existing Reports
  - Emerging Vision and Community Feedback
  - Existing Standards
- Community Survey (Nov, 2022)
- Develop Emerging Design Standards (Nov-Dec, 2022)



*Project Website - [www.cityofsancarlos.org/designstandards](http://www.cityofsancarlos.org/designstandards)*



*City contact - [planning@cityofsancarlos.org](mailto:planning@cityofsancarlos.org)*



# Agenda & Summary

## The City of San Carlos – Objective Design Standards

### Stakeholder Meeting #2

### Multi-family and Mixed-use Development Projects

Date: **10/6/2022**

Time: **12:00 PM – 1:00 PM**

Location: **Virtual (Zoom)**

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#### Participants

- Jonathan Ennis
- Elaine Breeze
- Sean Gibson
- Laura Stetson (MIG)
- Mukul Malhotra (MIG)
- Rishi Dhody (MIG)
- Steven Davidovas (MIG)

#### Notes:

❖ **What standards have worked best in the past to achieve design objectives?**

- Setbacks and other standards break the mass of very large buildings (over 300 feet).
- Daylight plane standards have been helpful in other cities that have that standard.

❖ **Which standards constrain creative design?**

- Mathematical based guidelines instead of form based
- Mixed-use zoning standards are restrictive and overly constrained. Makes building nearly impossible.
- Articulation, massing, step-back requirements are often “overkill.”
- Specific architectural styles should not be dictated.
- Prescriptive window requirements on the ground floor (specific).
- Not enough detail about actual window treatments
- Limitations on style
- Current FAR calculation that includes structured parking makes it difficult to yield allowed densities.
- The way San Carlos measures height is counterproductive to getting projects built.
- 66 Walnut example – density bonus difficulties because they had to add another floor. Would be difficult to meet the minimums. Increase in density but not heights or other constraints make it impossible or very difficult to meet requirements within cost parameters.

- Maximum setback requirements are hard to meet sometimes because of the utility company requirements for above-ground vaults.

❖ **What are the challenges that developers or the community face during the approval process?**

- Challenging to engage the community based on the current standards and guidelines; designs may be meeting the mathematical-based densities and zoning standards but community does not like the “form.” (This may be attributable in part to developers’ desire to create larger units.)
- Encourage the city to refrain from all discretionary aesthetic or “character” based requests. It is difficult enough to make projects pencil, and every request adds to bottom-line and longer costs (e.g., HOA fees); additional project costs reduce affordability.
- Styles – most of the community tends to like traditional styles. If a style is selected as a choice, it should become a good example of it.
- Buildings which meet the basic requirements and are not designed well are being approved.
- Tree difficulties: there is a disconnect between planning and fire department. Fire department wants maximum six-foot-tall trees if a building only has one street frontage (due to fire aerial apparatus requirement).
- Utility companies do not let designers or developers have any say in where transformers, connections go. Transformer rooms do not allow windows, can cause conflicts with design standards, and are not in the control of designer or developer.
- Some design review happens too late in the project; if it is done it should be done early.
- Required changes in the design based on planning staff direction or community uproar after many years of initial work lead to redesign and project delays.

❖ **How can current standards be improved and incorporated into the objective design standards to streamline the approval process better?**

- Form-based guidelines are preferred.
  - Provide the most flexibility and make it clear to everyone what is possible (for neighbors and developers).
  - Less interpretation needed and more clarity provided.
- Standards should be as simple as possible.
- It is important to define the goals of the ODS (ex. production of housing vs. preservation of “community character”)
- Balance high-quality design with flexibility.
- Expand the kit of parts that architects and developers can use to build great projects instead of tying their hands.
- Provide a toolkit for producing a high-quality pedestrian and livability experience without the possibility of arbitrary “I think it would look nice” type comments.
- Would like standards that consider the context and in general “good quality” materials and design.
- Give multiple options in terms of standards such as: provide window recess or at least three materials.
- Allow for zero setbacks on the first two floors.

- Would support graywater laundry to landscape (recycled water).
- All electric (EV charging).
- Allow rooftop decks.
- Native plants and features.
- Walk and bike support.
- Fully describe and provide standards for what is to be expected at the pedestrian level.
- Lower reflectivity on exterior colors, as this can help with toning down large projects in an objective way for neighbors.

❖ **What are the unique values and characteristics of San Carlos you would like incorporated into the objective design standards?**

- Protecting and providing quality buildings.
- Some measures of proportionality and beauty should be maintained.
- Diversity in product types is more important than “design aesthetic” from a subjective point of view. Creating more housing is more important than meeting building “quality.”
- Shift in lifestyles is required, and this will guide design: more mode shift and from suburban to urban.

❖ **Which communities have you worked in that have guidelines or standards that create great projects?**

- San Jose
  - Design process is reasonably efficient and not onerous, and good examples of built projects.
  - Recently adopted design standards and easy to work with (except for a few difficult landscape requirements which would prohibitively increase cost such as soil and tree size requirements).
- Sunnyvale
- Petaluma
  - FBC – good to work with from an architect’s perspective.
- San Francisco
  - Good standard for measuring building heights