

TASK 4.2

Zoning Recommendations

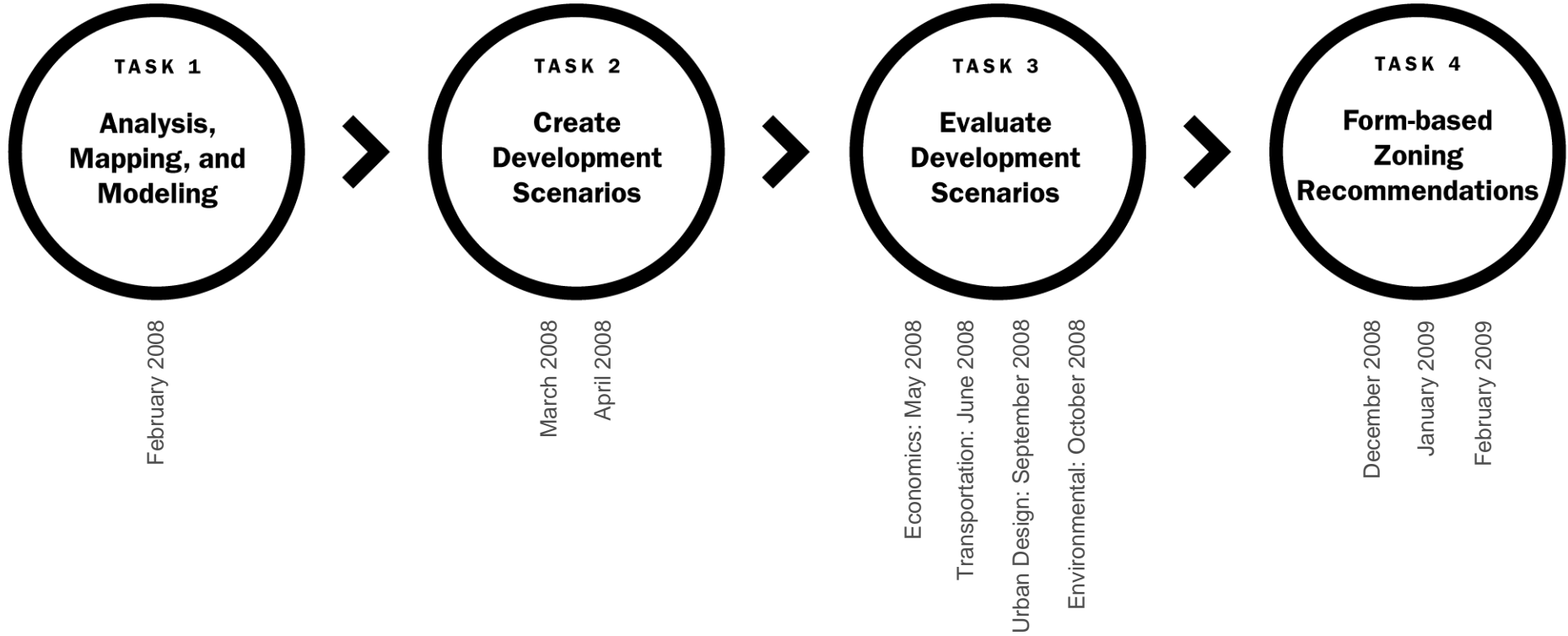
1: Project Summary and Recommendations

2: Existing Zoning

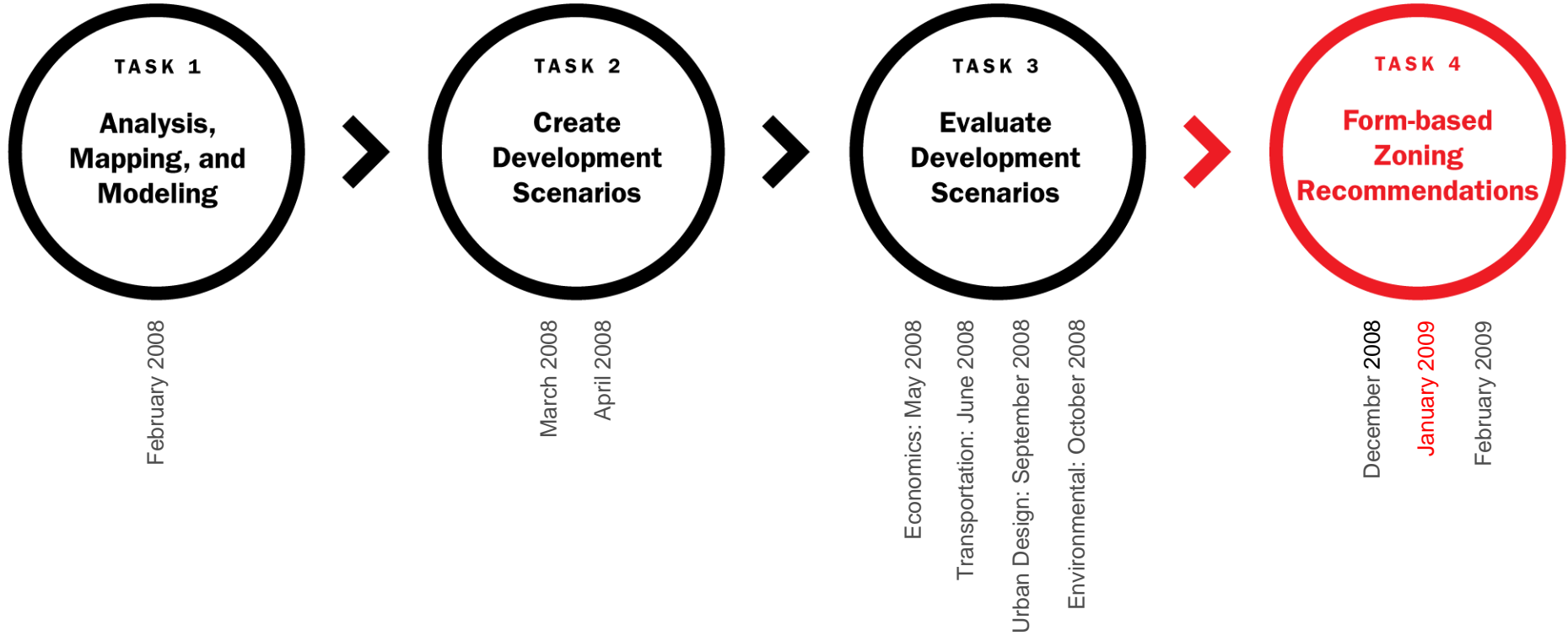
3: Proposed Zoning

4: Density and Public Benefit





Project Timeline



Project Timeline

TASK 4.2

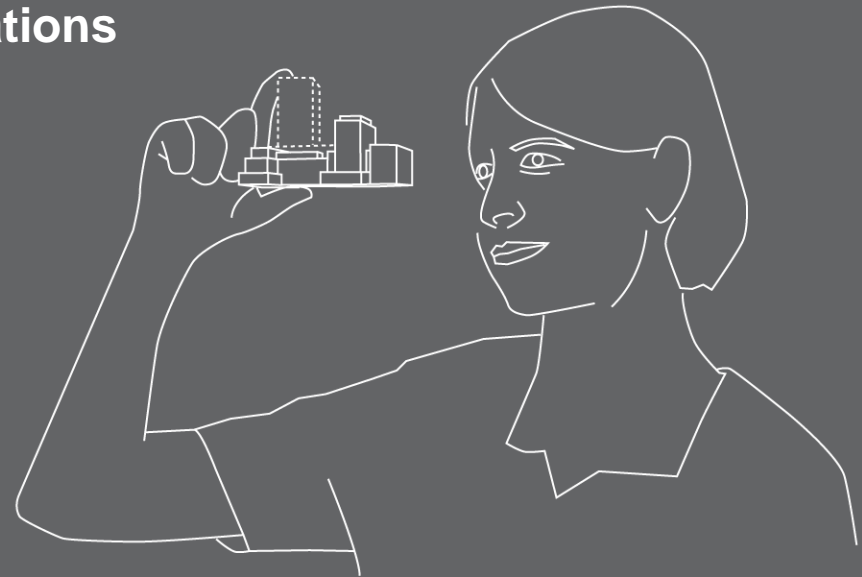
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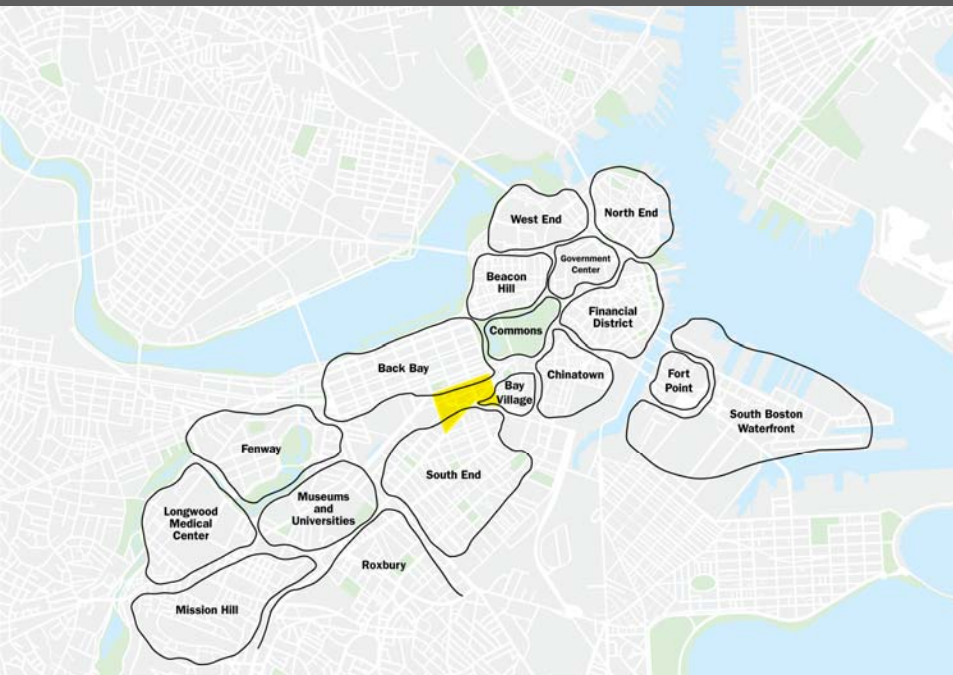
The Stuart Street Study Area offers opportunities for sustainable, mixed-use, urban growth.

Recommendation

Encourage urban growth
in the Study Area in
order to:

01 Create

a new, vibrant, mixed-use district that connects and protects established, existing neighborhoods and districts

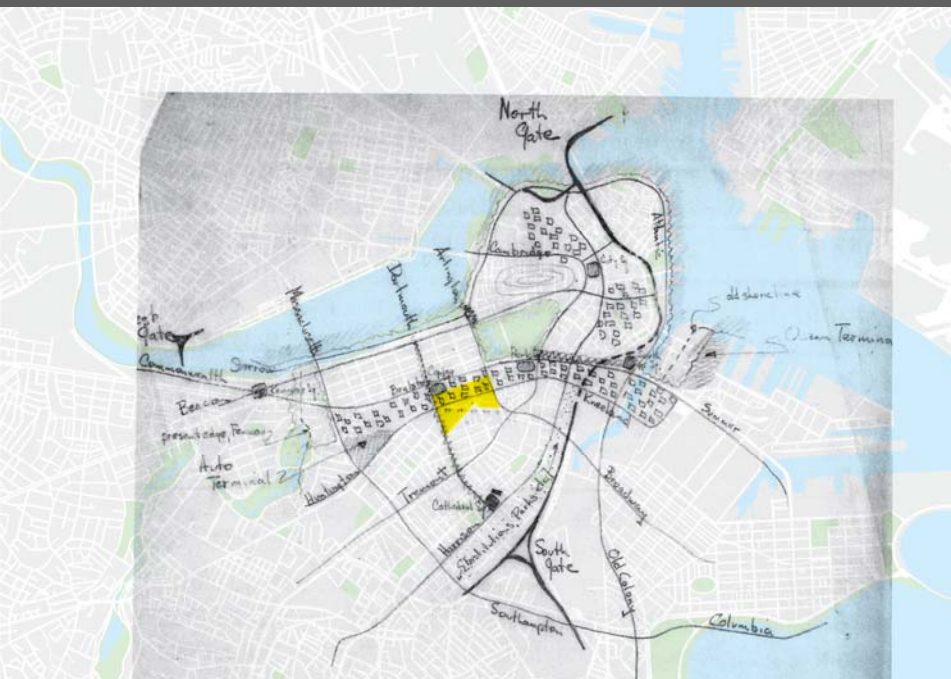


02 Reinforce

the imageability of Boston's urban form at the city-scale



City of Boston building heights



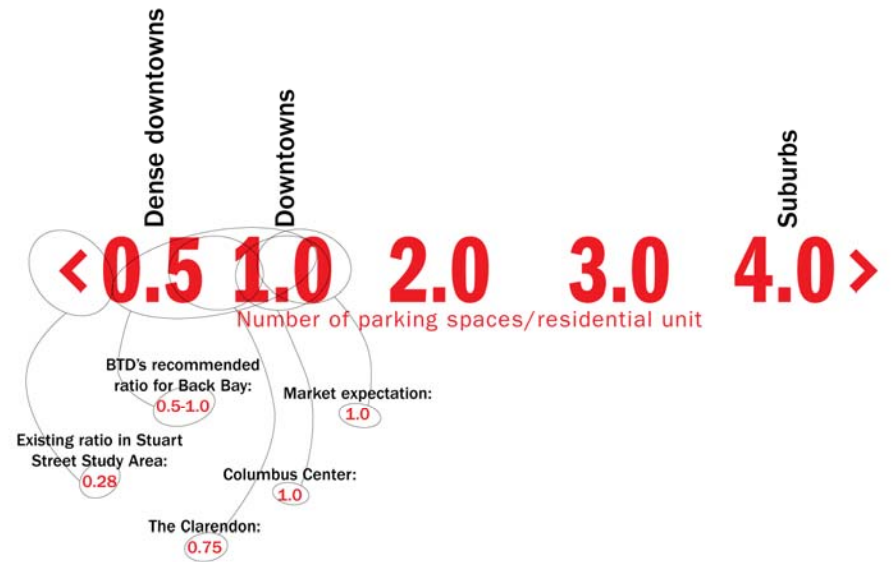
High Spine concept sketch by Kevin Lynch



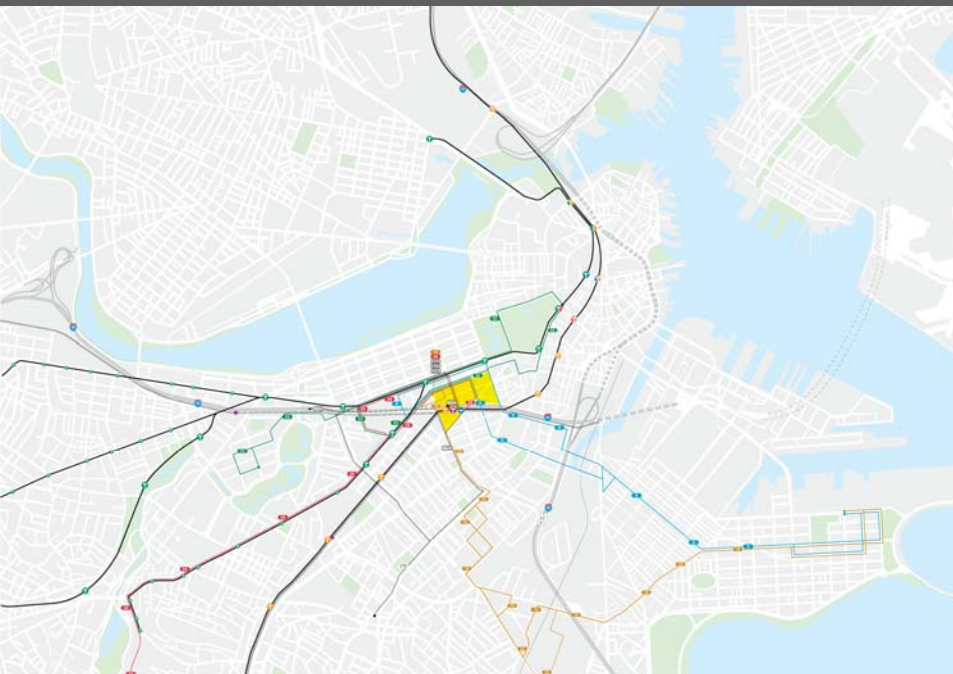
Study area photograph from Prudential Tower

03 Leverage

existing transportation and urban infrastructure to reduce energy consumption and improve air quality



Maximum parking allowances: Residential



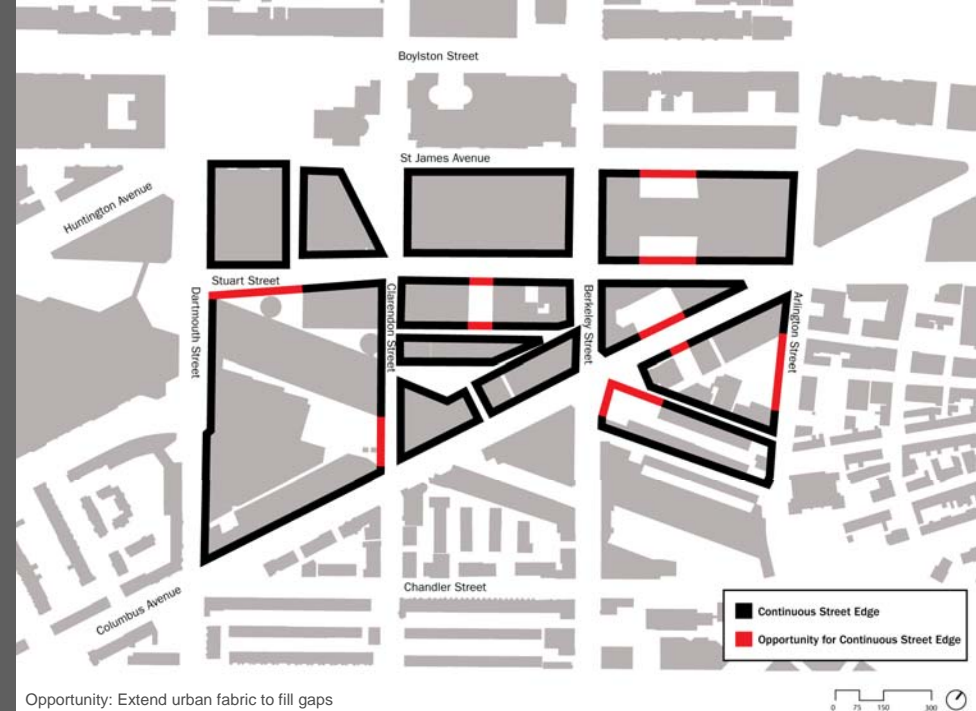
Transit connections between Study Area and City of Boston



Back Bay MBTA station

04 Enhance

the district's urban realm and pedestrian experience by building on the publicly accessible, human-scaled pedestrian environments adjacent to the study area



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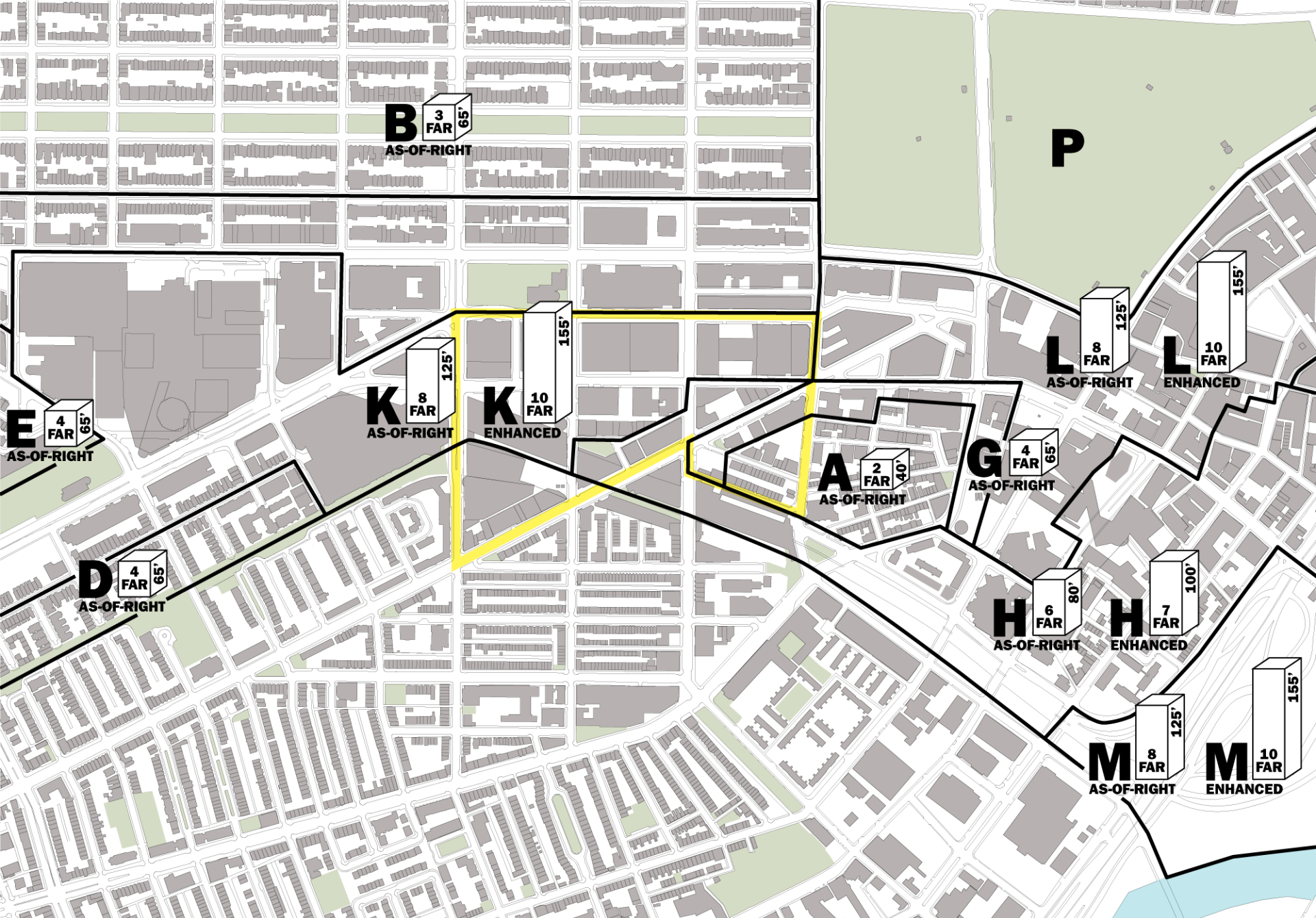
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1987: Downtown IPOD Subdistricts Established

Source: Boston Zoning Code Article 27 and Article 27D

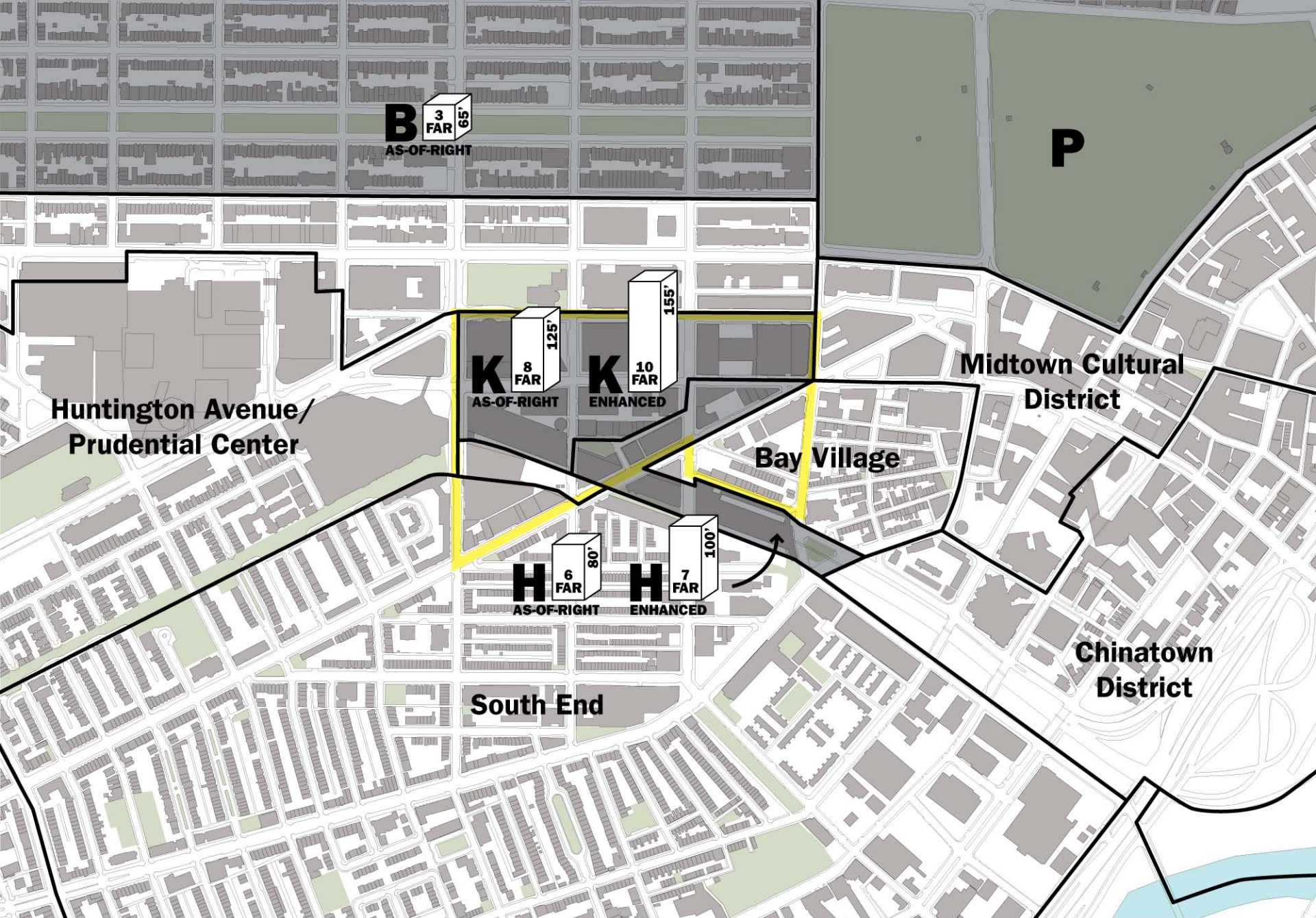




1990's and 2000's: Zoning Districts Replace IPOD Subdistricts

Source: Boston Zoning Code

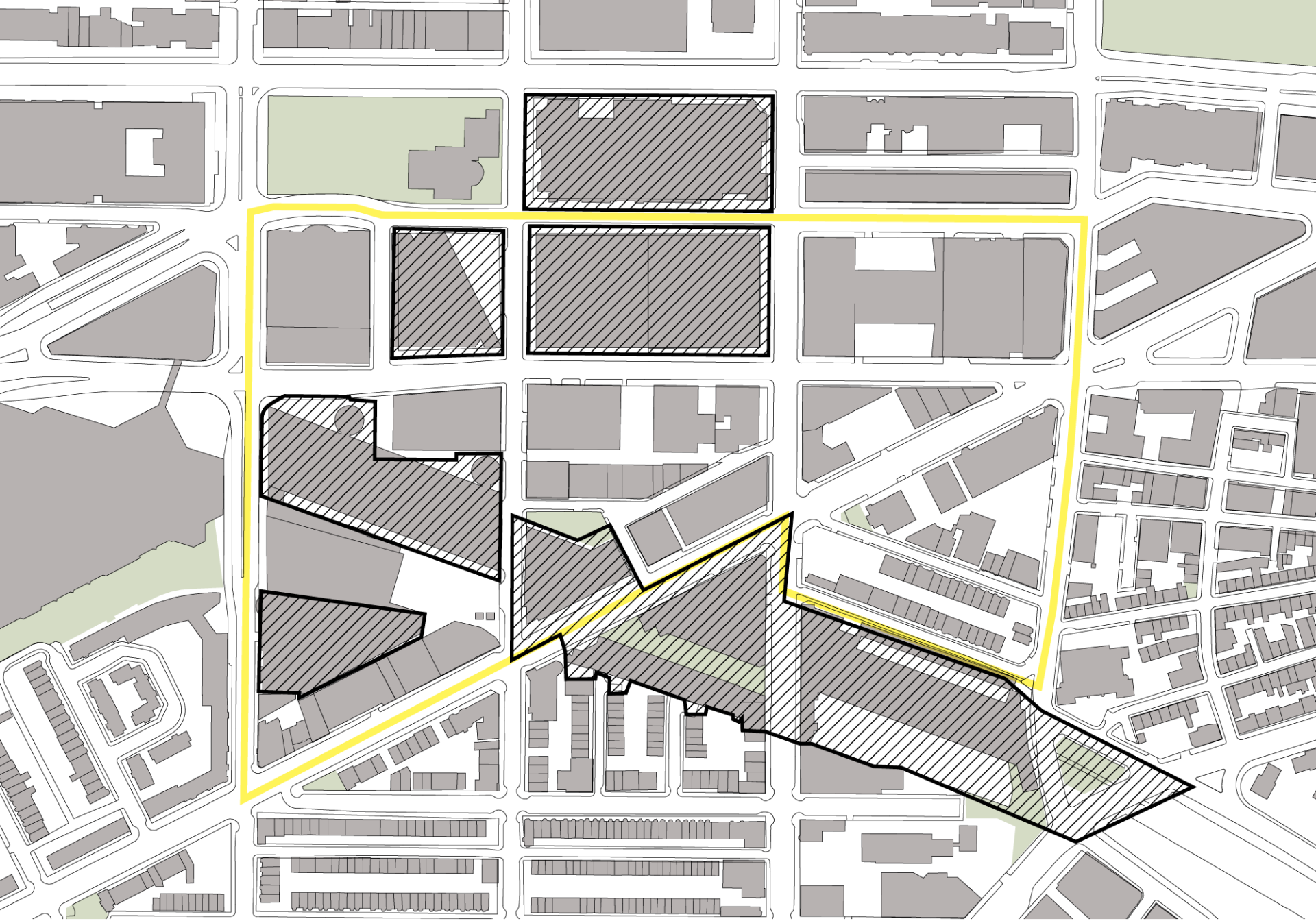




Today: Pockets of IPOD Subdistricts Remain

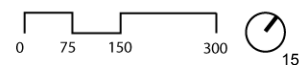
Source: Boston Zoning Code

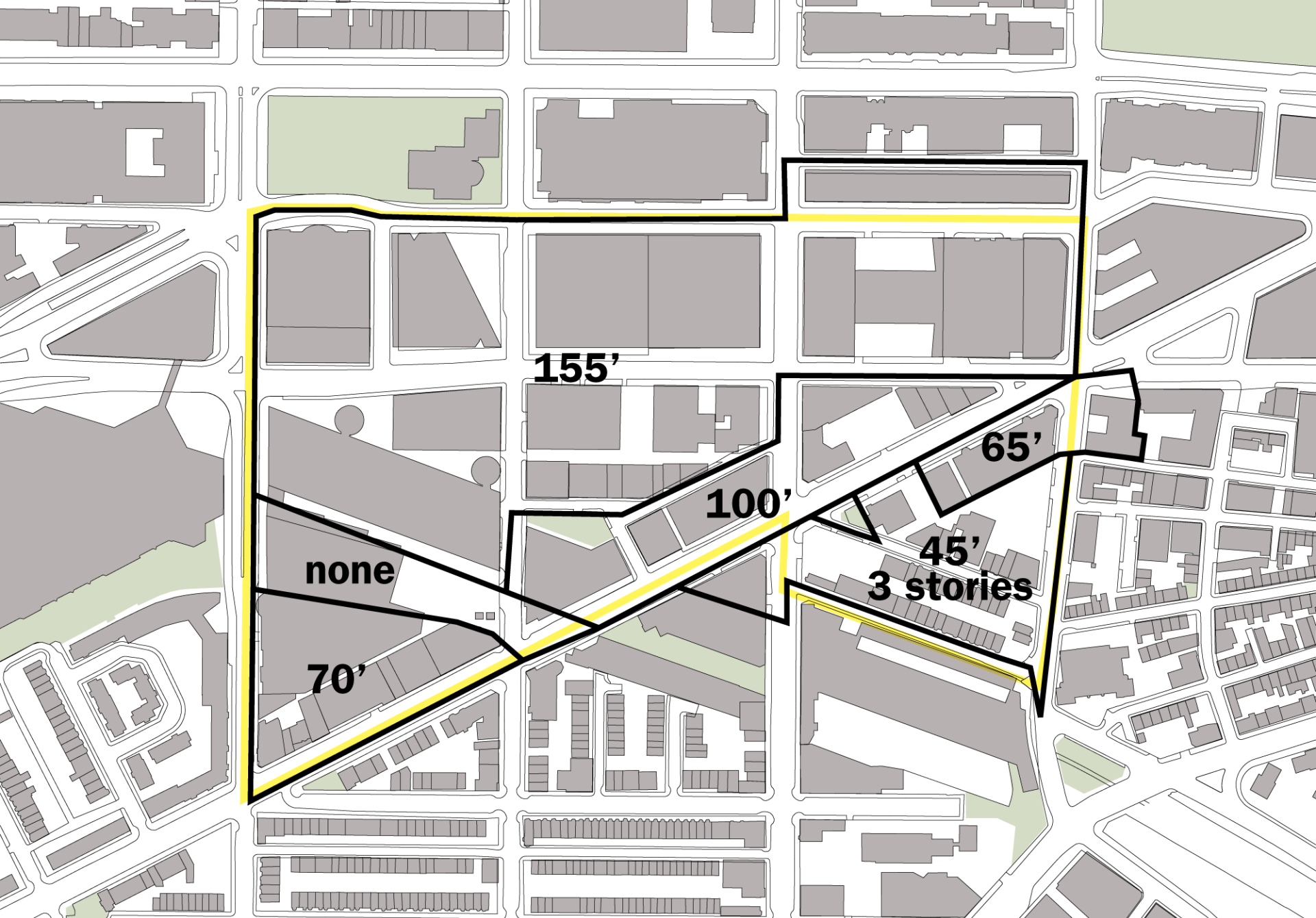




Planned Development Areas

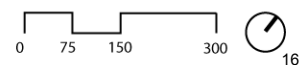
Source: Boston Zoning Code

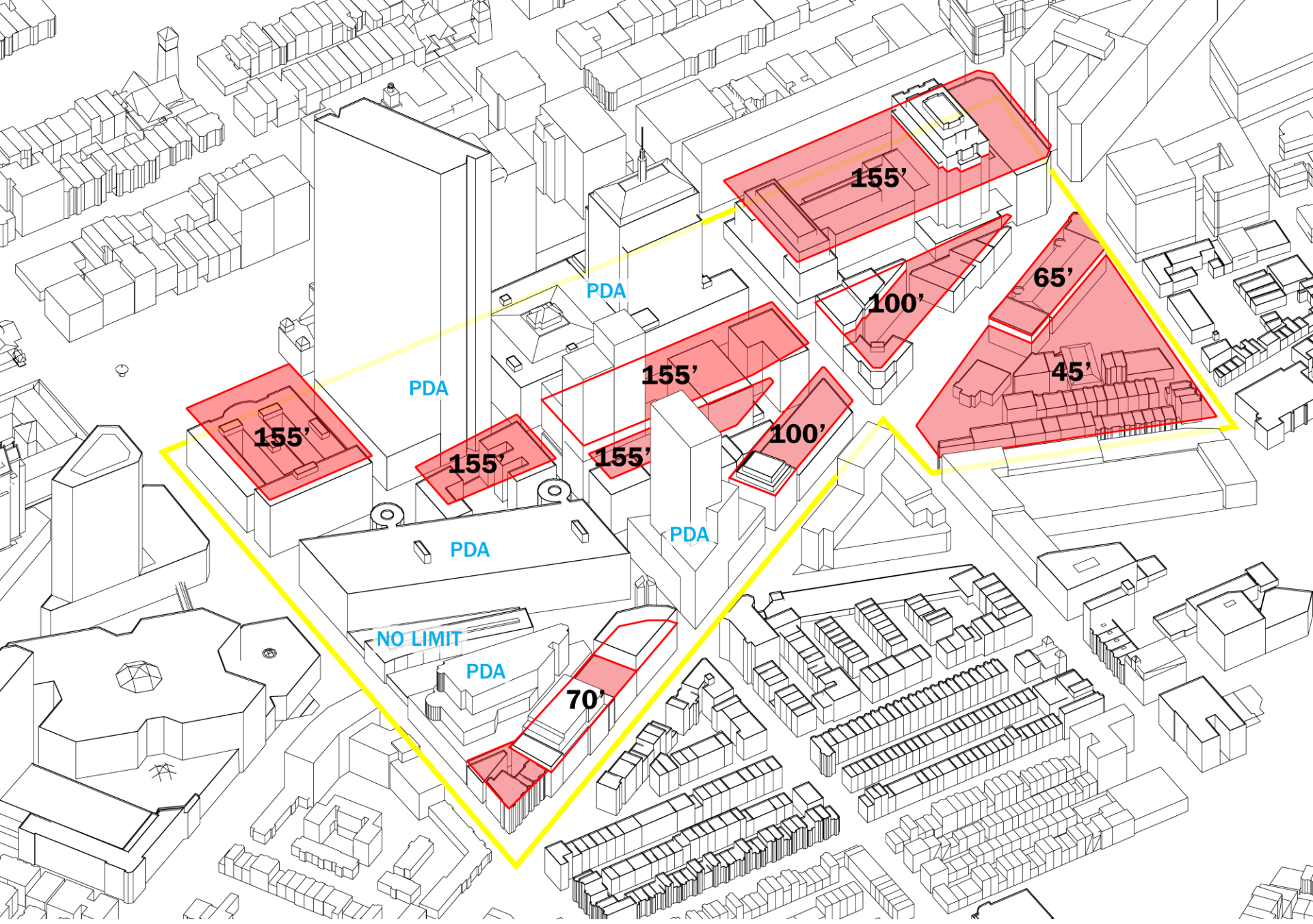




Maximum Allowable Heights

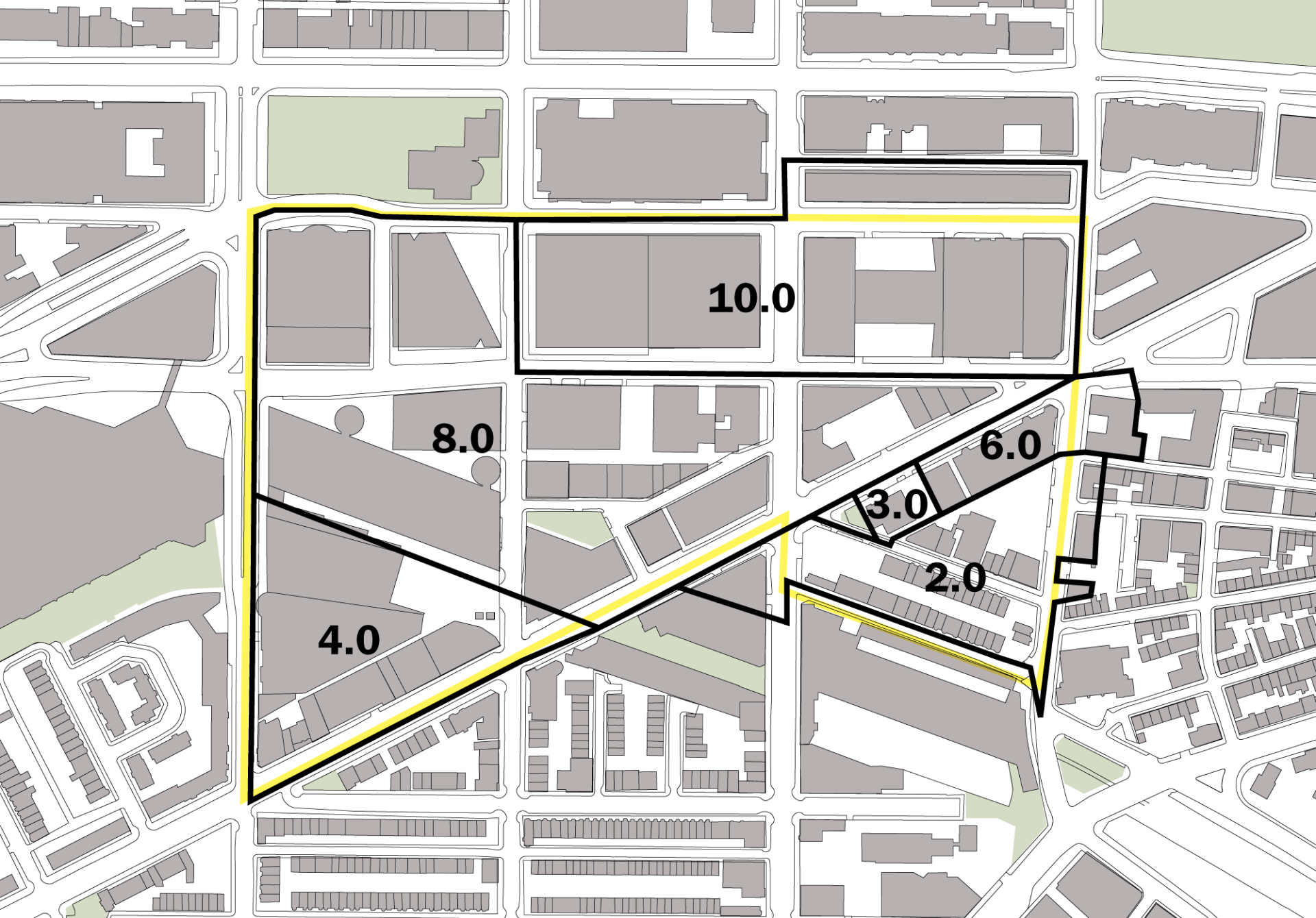
Source: Boston Zoning Code; Based on base zoning and IPOD where applicable (PDA heights are not included)





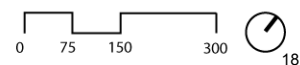
Maximum Allowable Heights

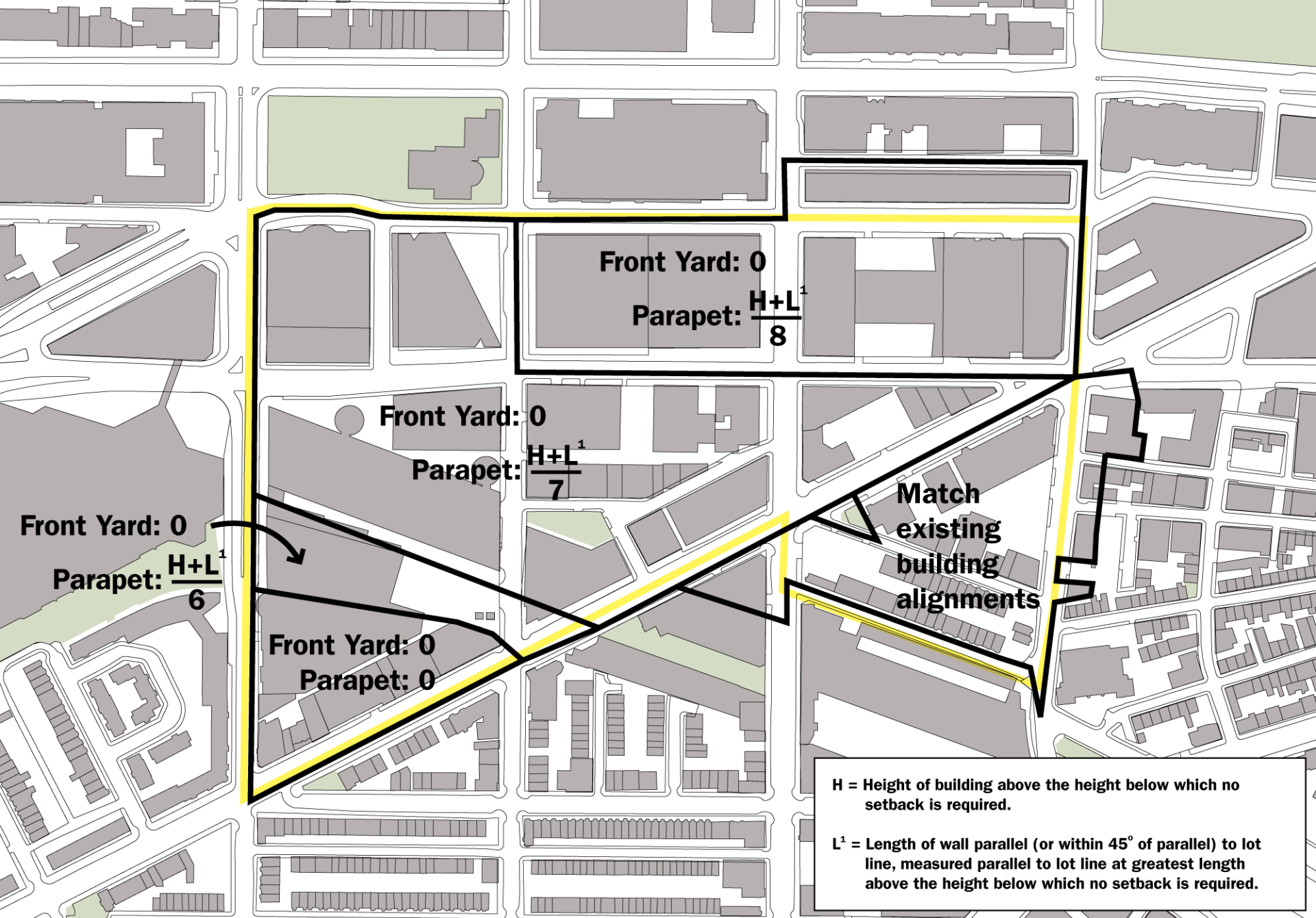
Source: Boston Zoning Code; Based on base zoning and IPOD where applicable



Maximum Allowable FAR

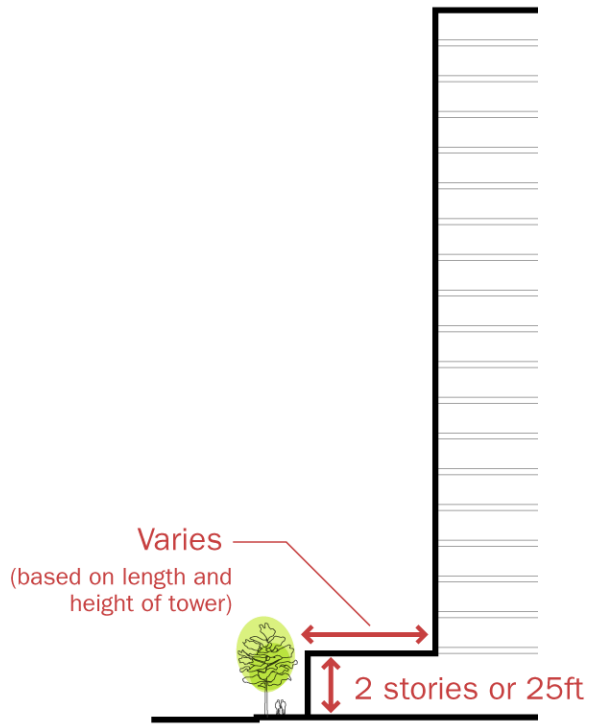
Source: Boston Zoning Code; Based on base zoning and IPOD where applicable (PDAs not included)





Minimum Setback

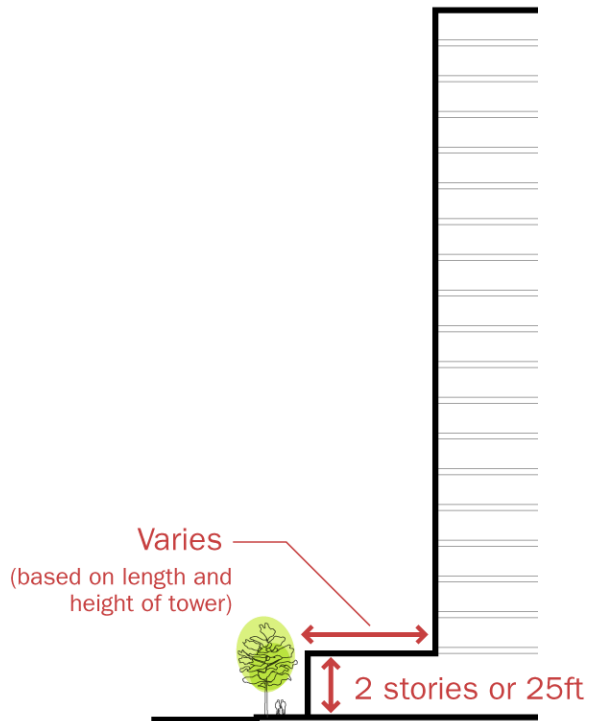
Source: Boston Zoning Code; Based on base zoning and IPOD where applicable (PDAs not included)



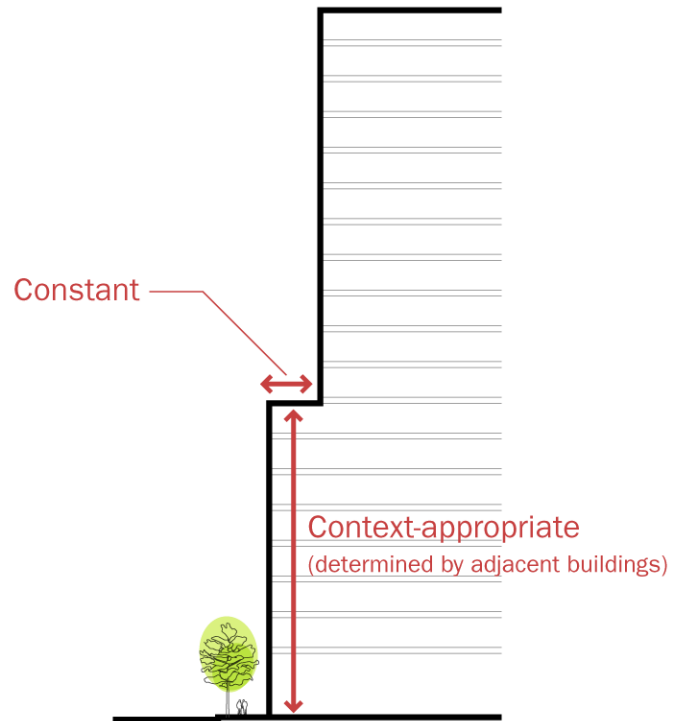
Existing Plinth

Minimum Setback

Source: Boston Zoning Code



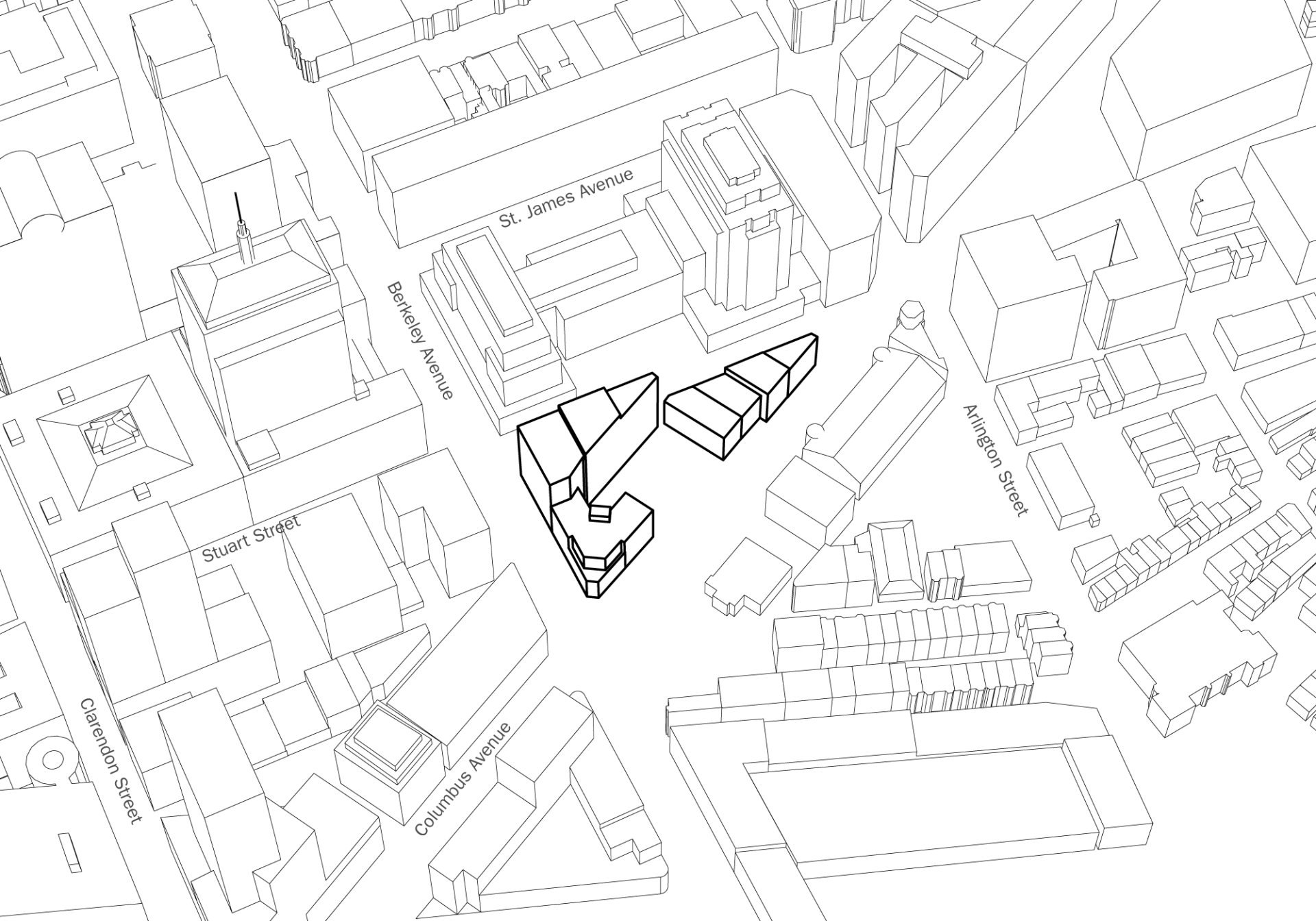
Existing Plinth



Recommended Street Wall

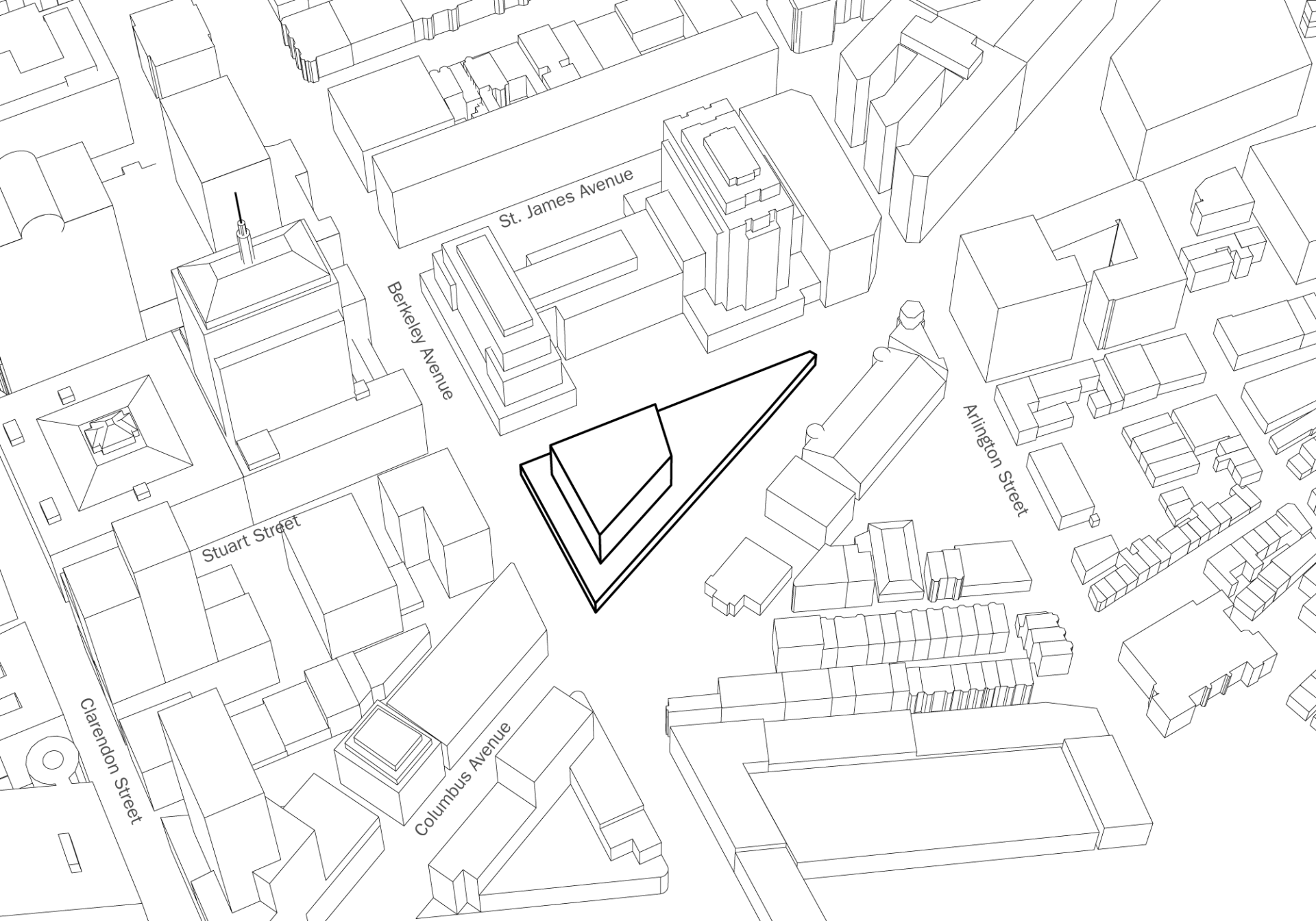
Minimum Setback

Source: Boston Zoning Code

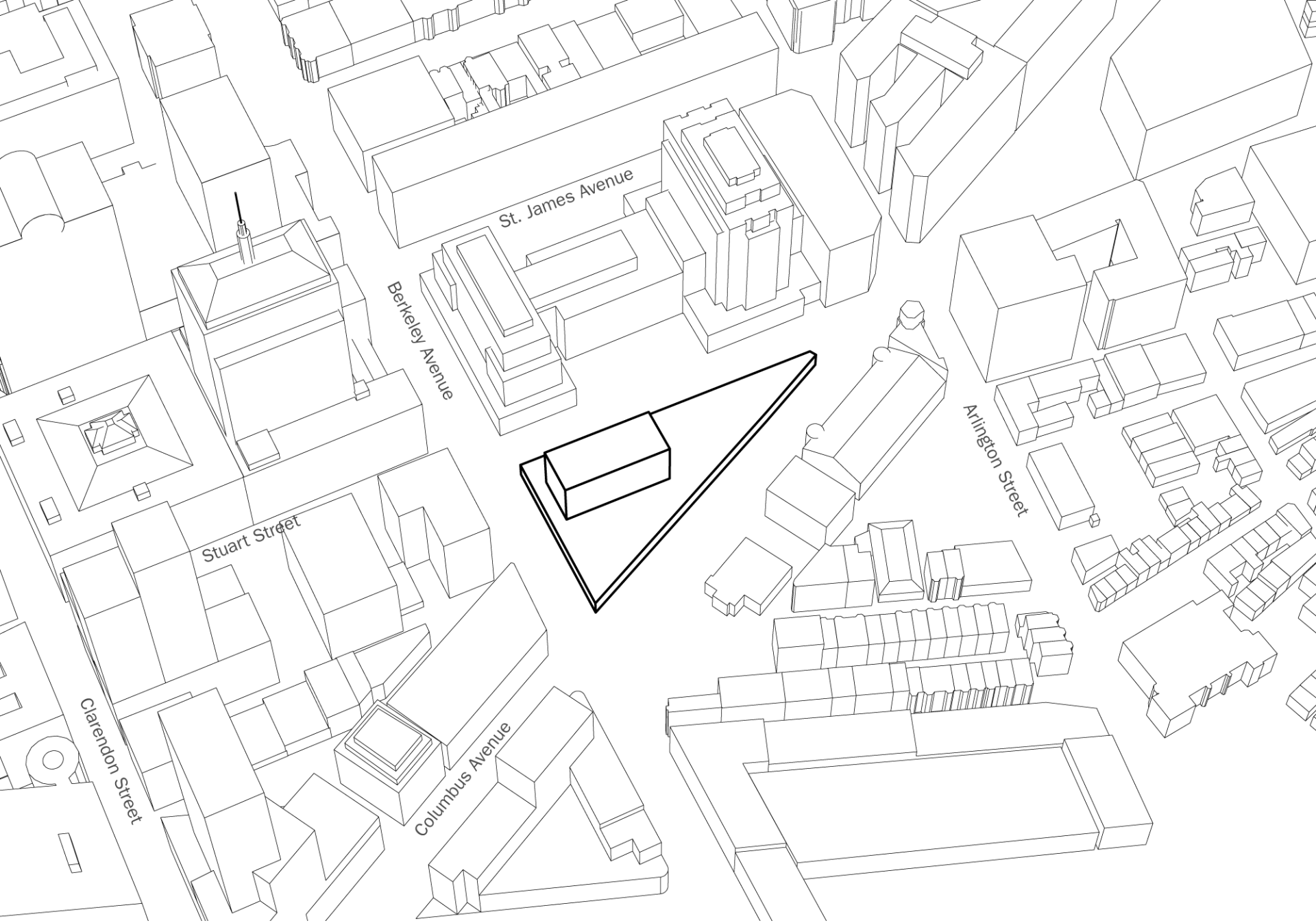


Existing Condition

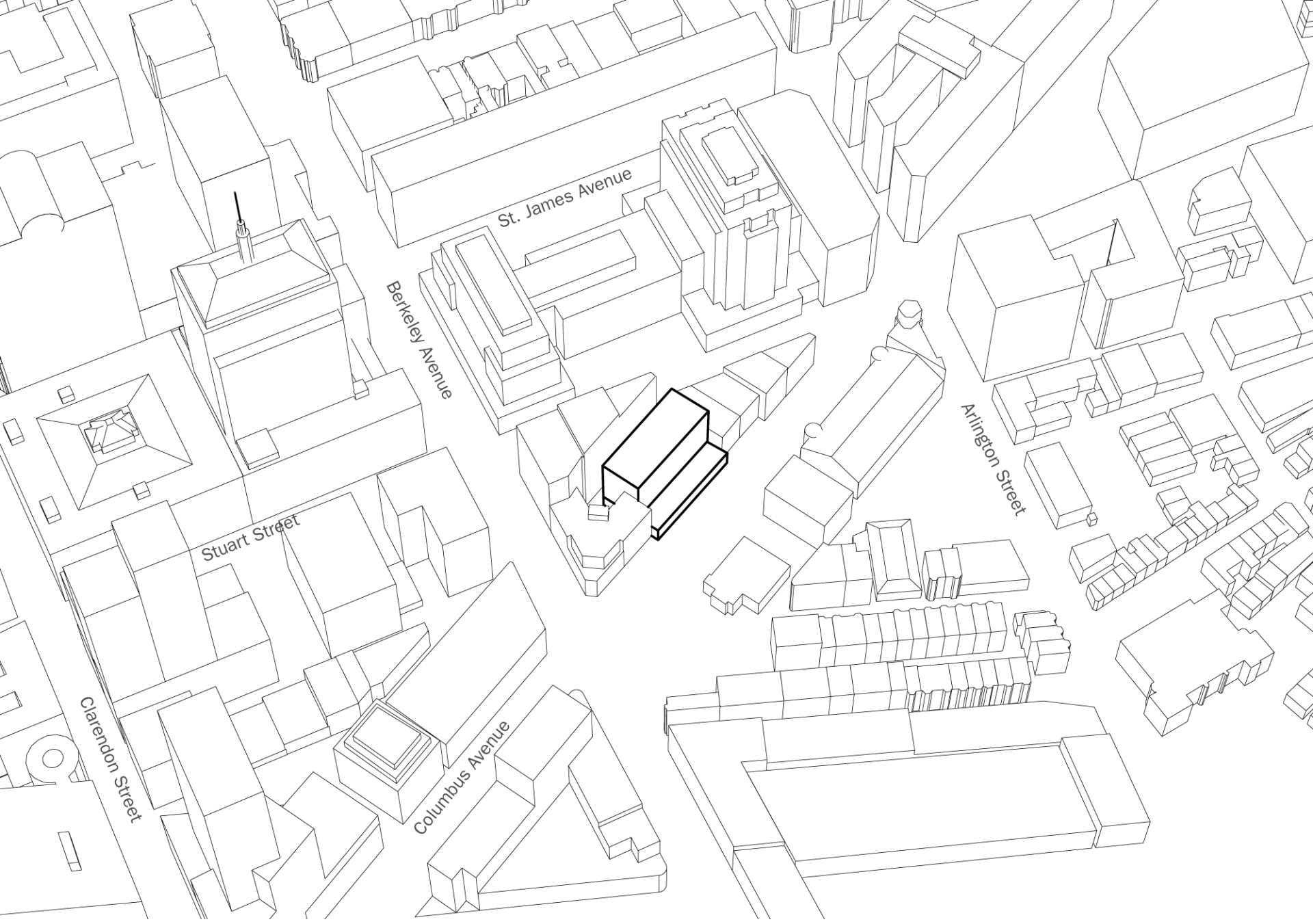
Source: BRA 3D model and field verification



Existing Code Build-out Scenario



Existing Code Build-out Scenario



Existing Code Build-out Scenario

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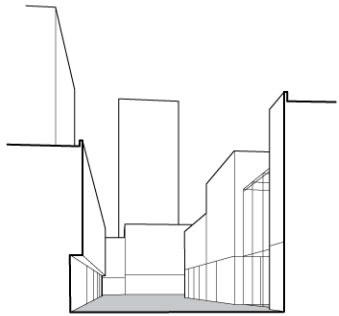
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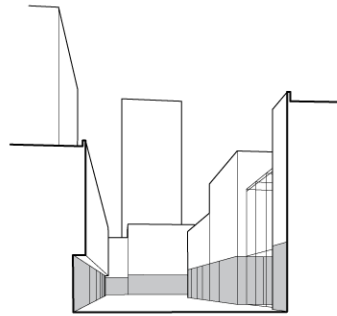
3: Proposed Zoning

4: Density and Public Benefit

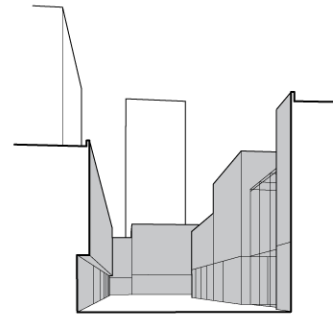




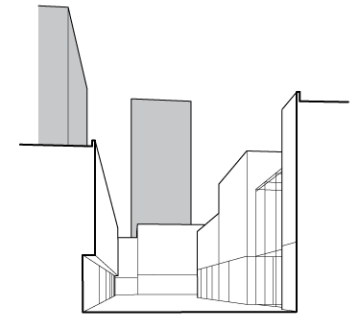
Street



Ground Floor



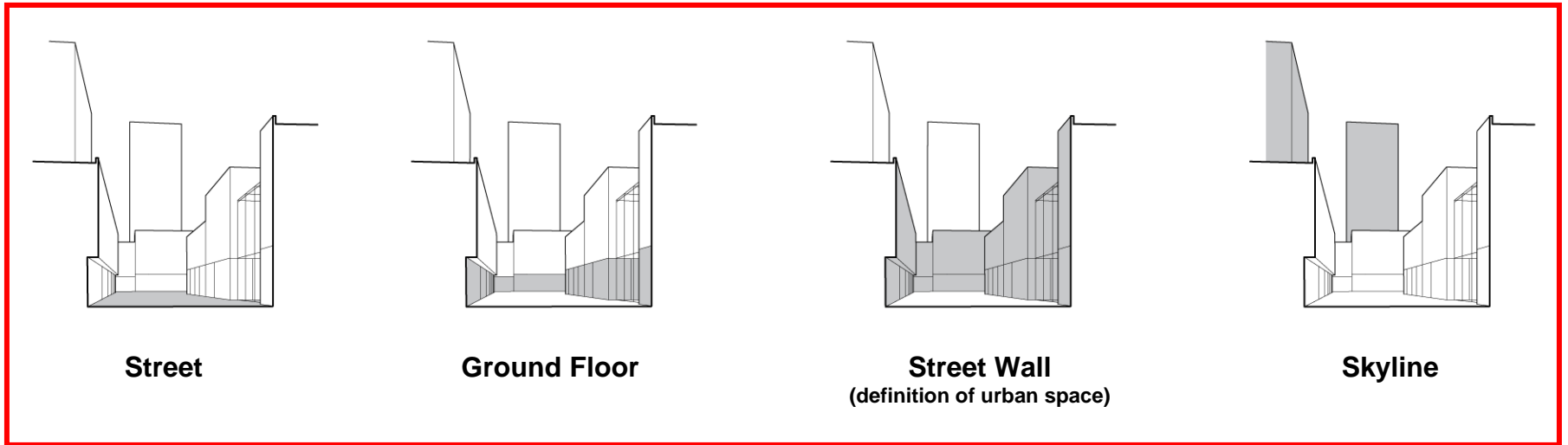
Street Wall
(definition of urban space)



Skyline

***Rigid form-based code strategies
ensure high-quality urban realm***

***Flexible code strategies
enable economic viability
and architectural creativity***



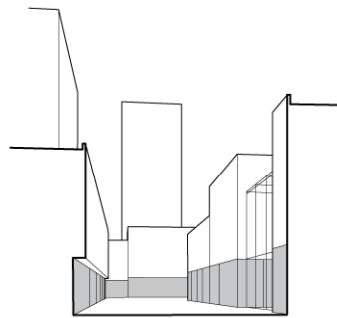
Performance standards mitigate environmental impacts and ensure sustainable architecture

Recommendation

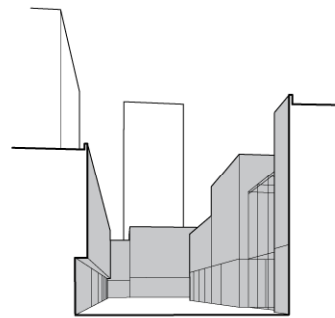
Use rigid form-based code principles to ensure a high-quality public realm



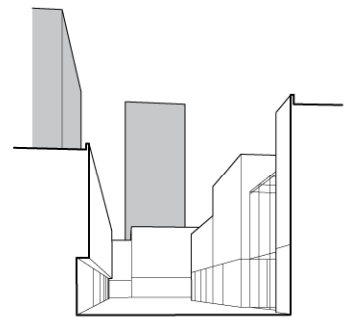
Street



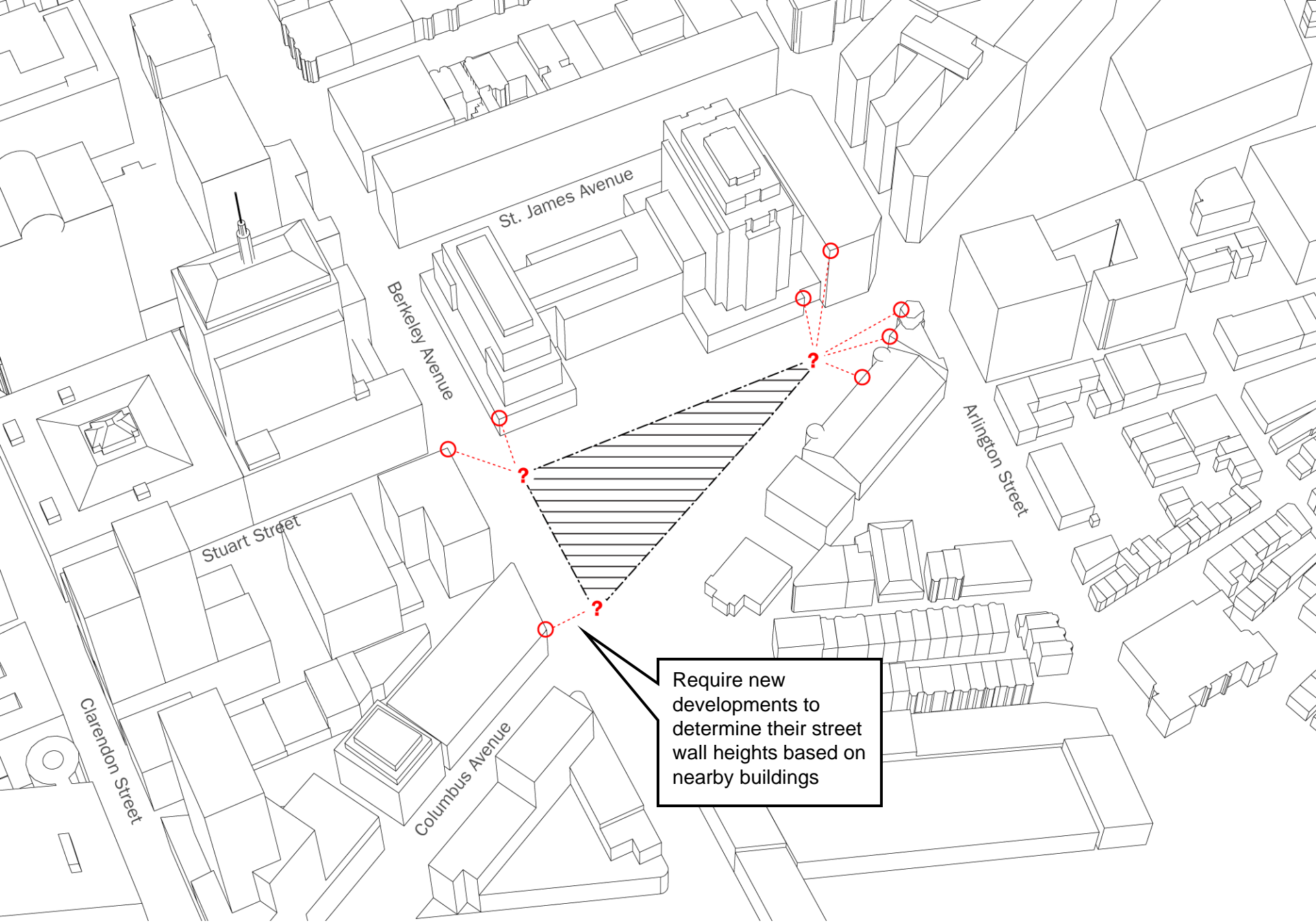
Ground Floor



Street Wall
(definition of urban space)

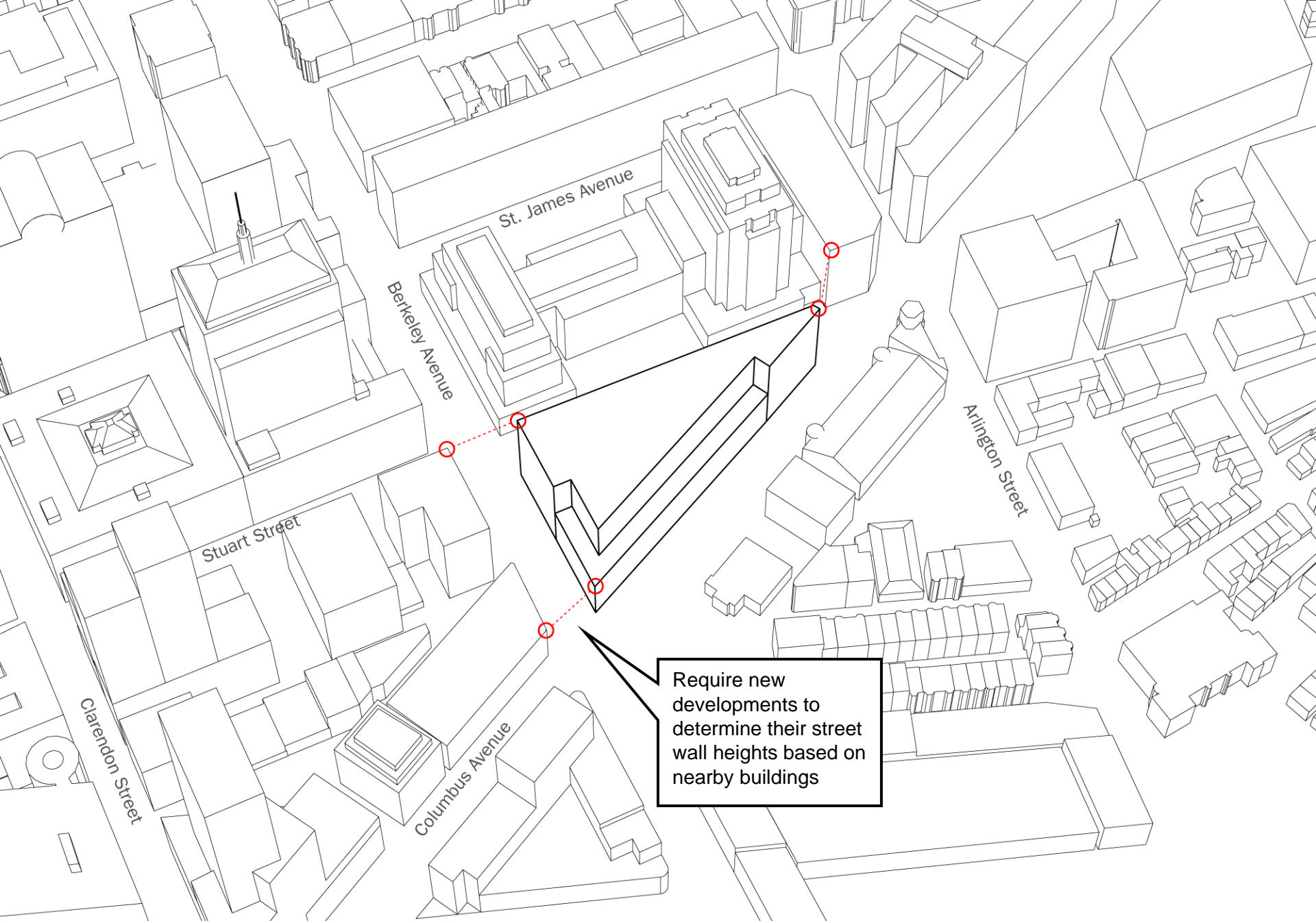


Skyline



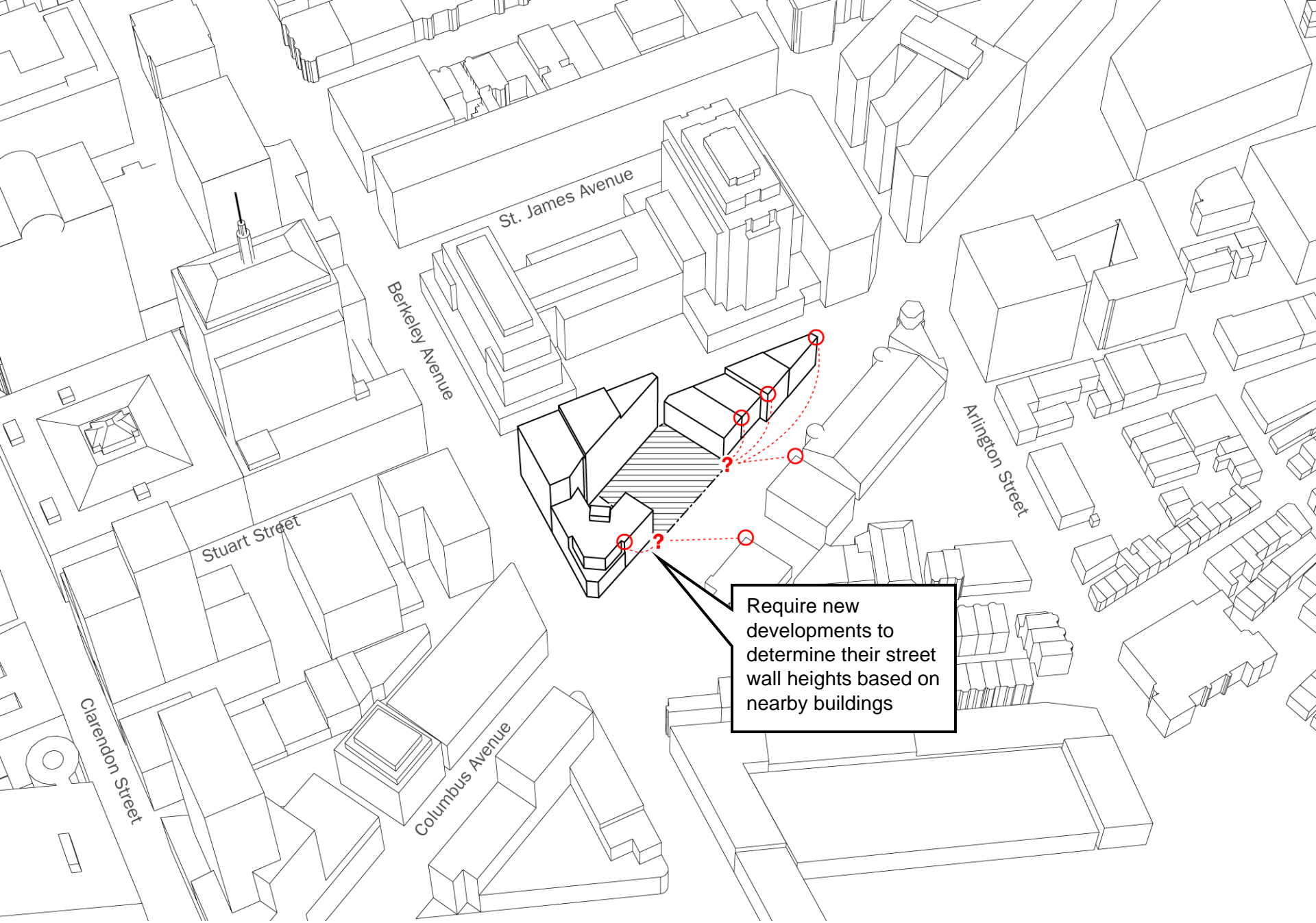
Require new developments to determine their street wall heights based on nearby buildings

Establish street wall height based on nearby buildings



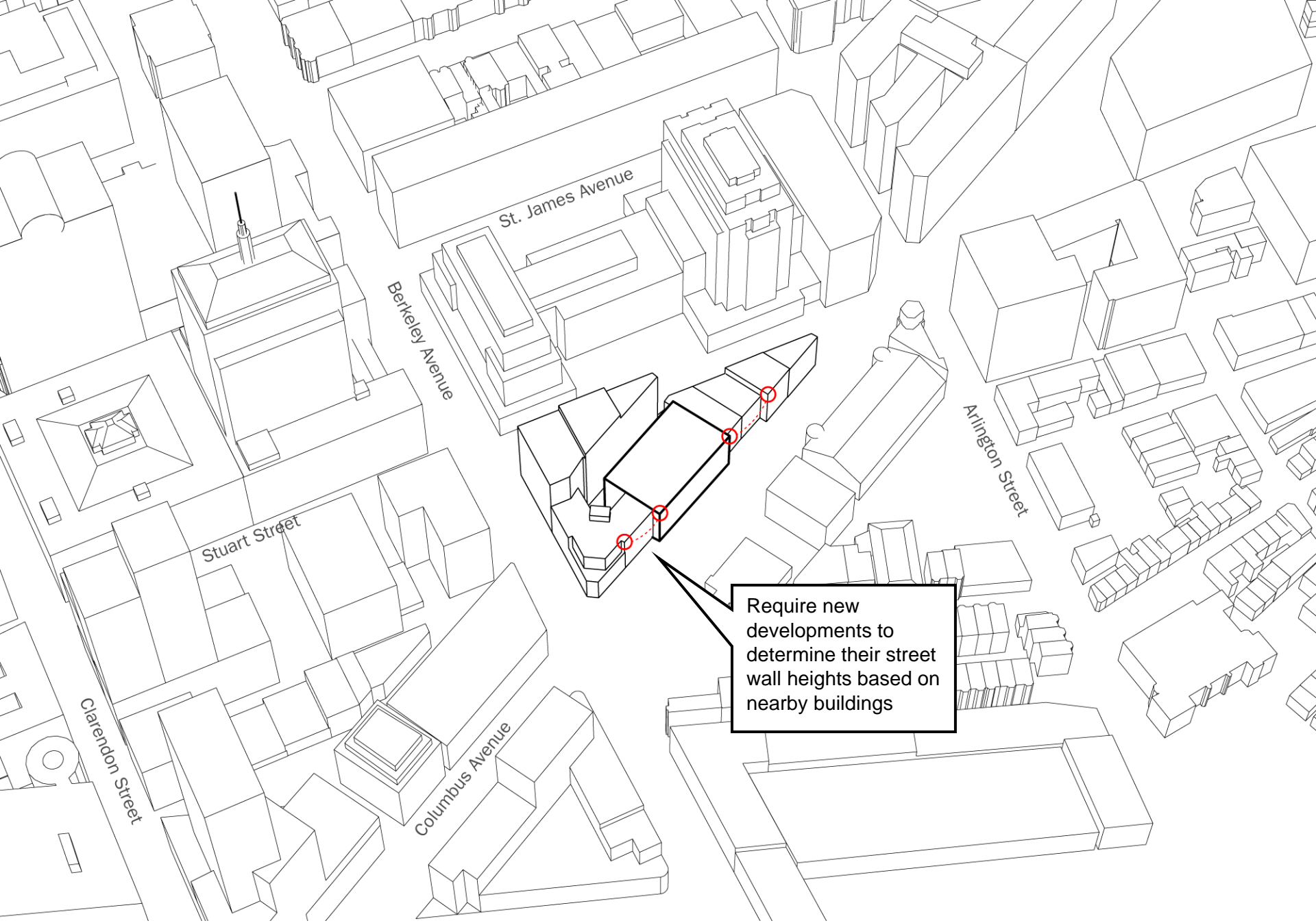
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Establish street wall height based on nearby buildings



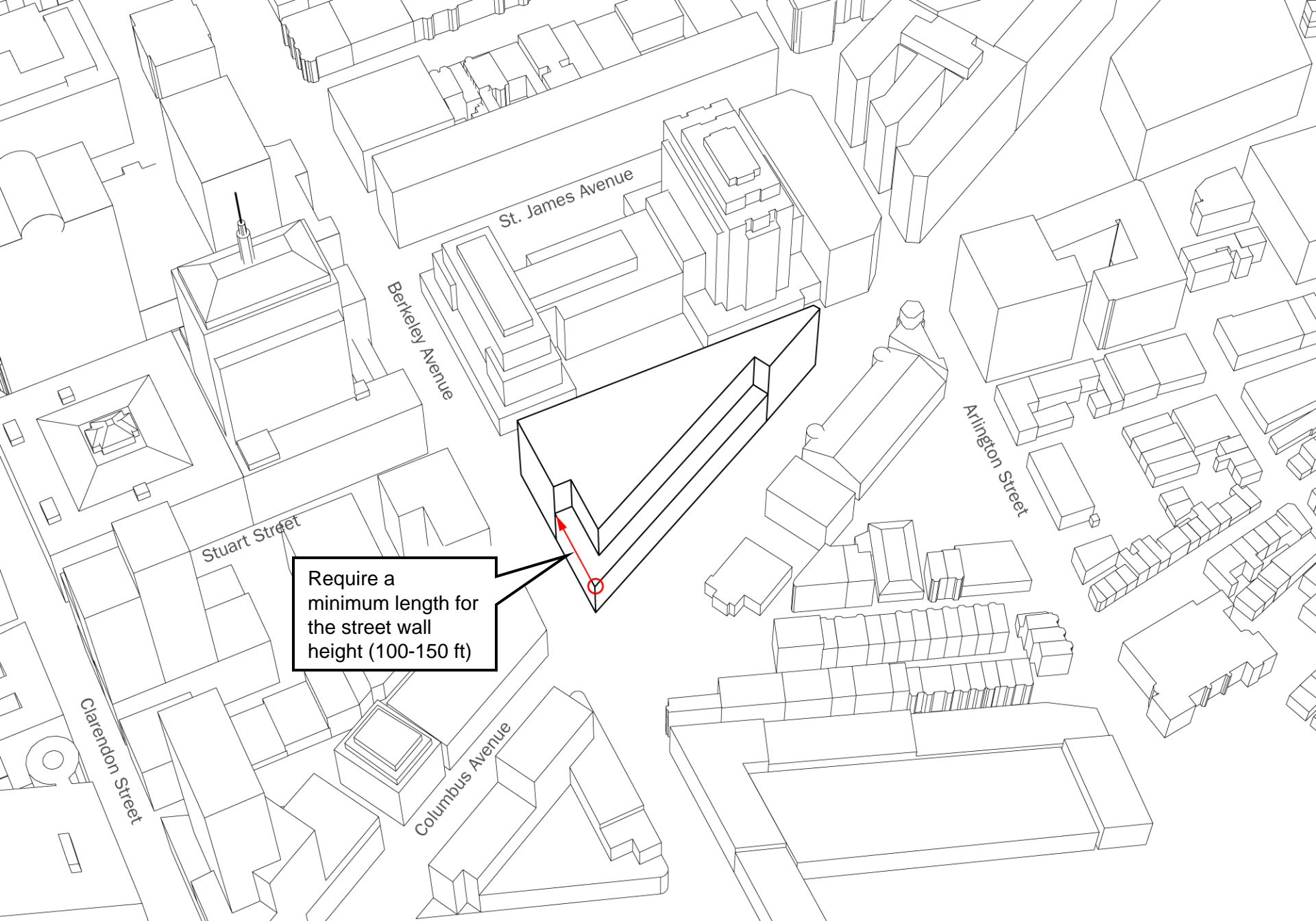
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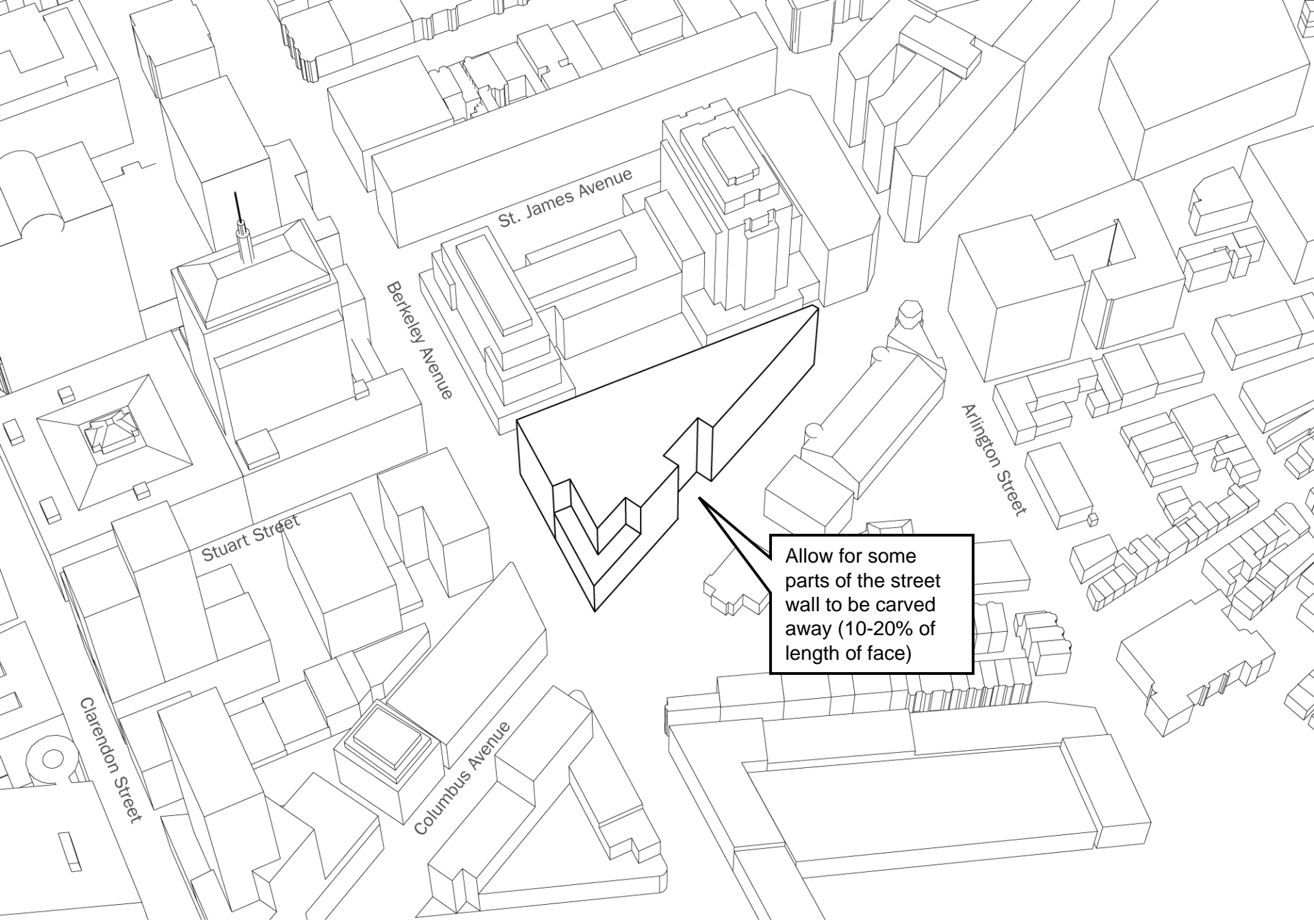
Require new developments to determine their street wall heights based on nearby buildings

Establish street wall height based on nearby buildings



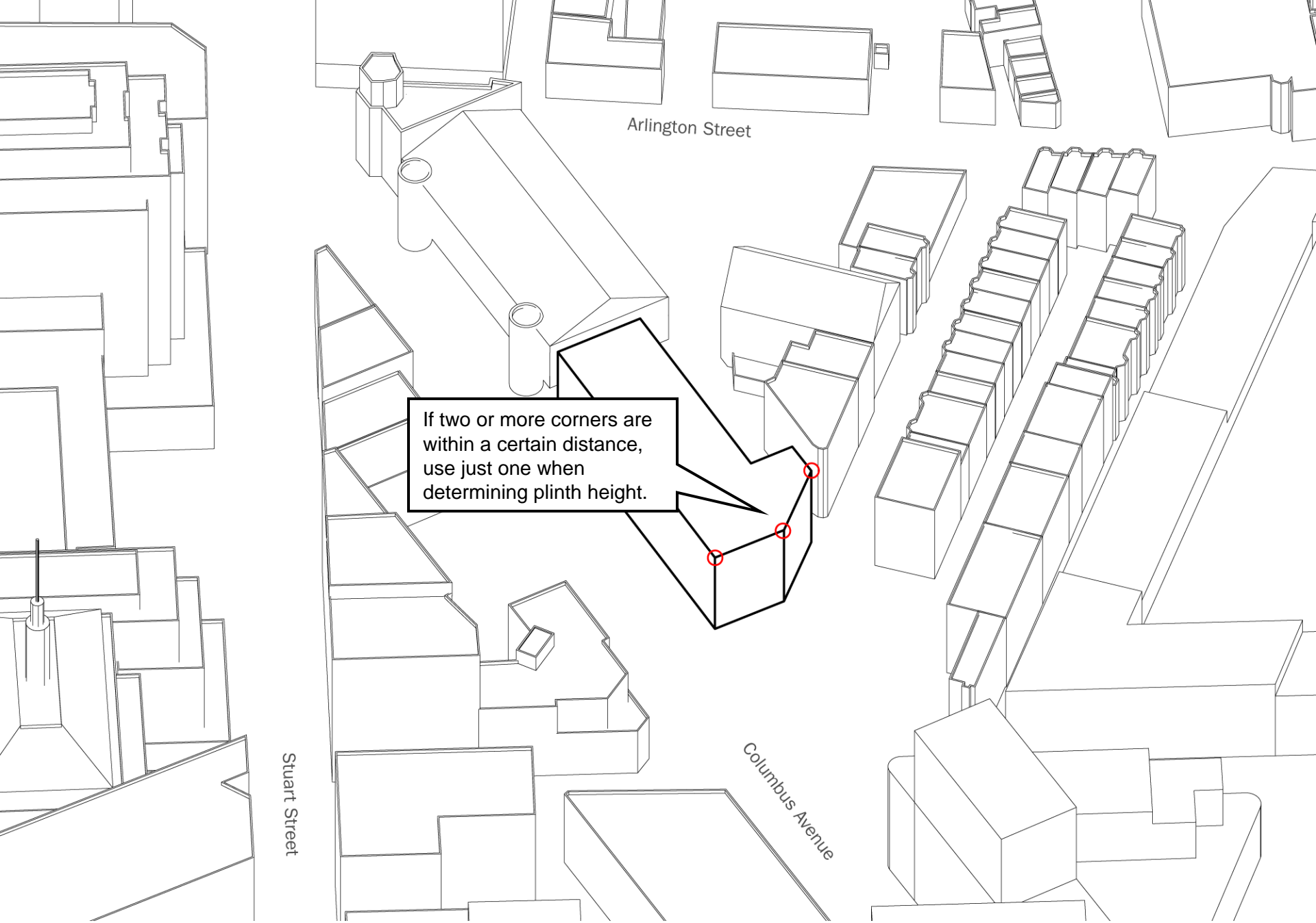
Require a minimum length for the street wall height (100-150 ft)

Establish street wall height based on nearby buildings



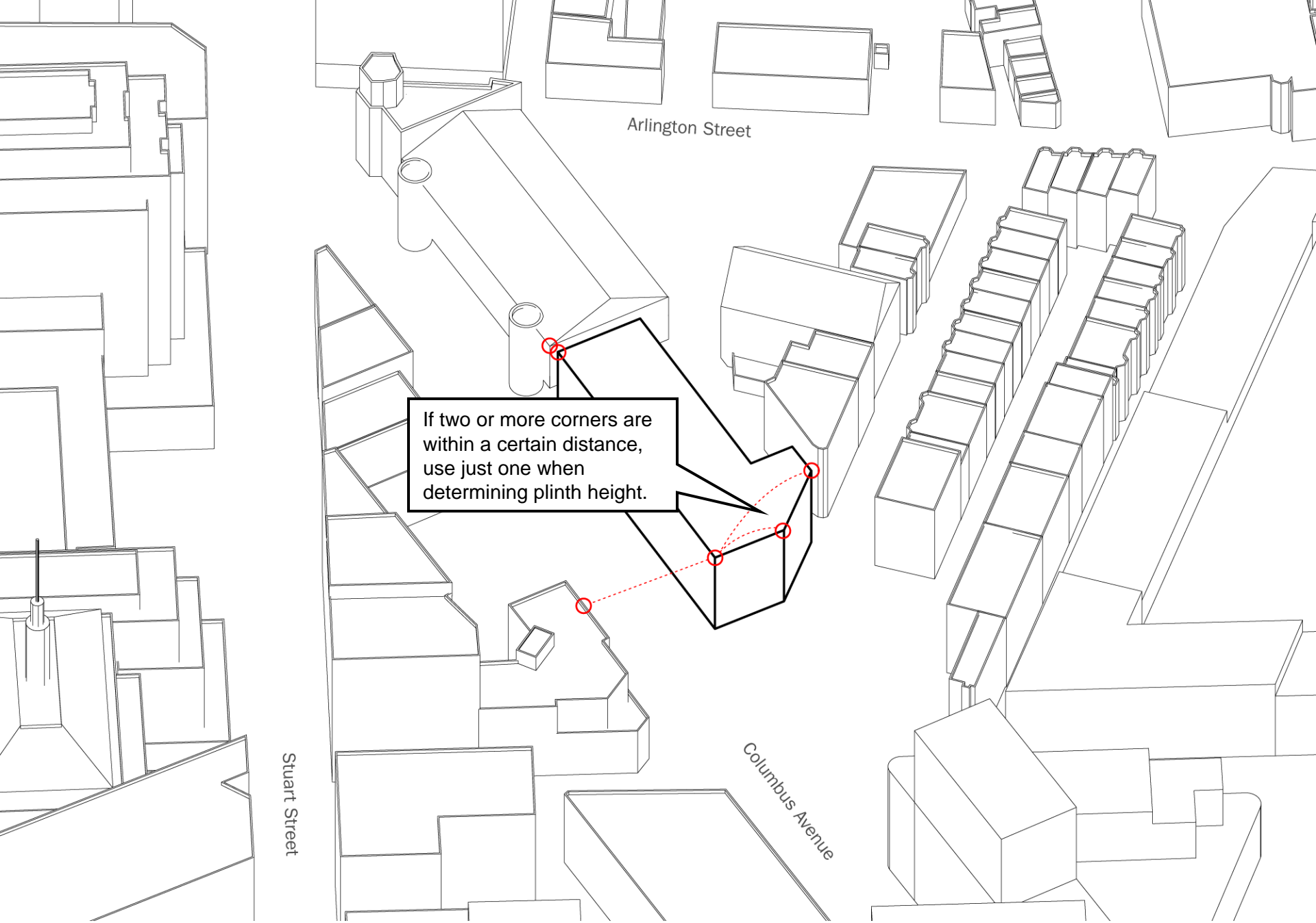
Allow for some parts of the street wall to be carved away (10-20% of length of face)

Street wall must fill majority of lot frontage



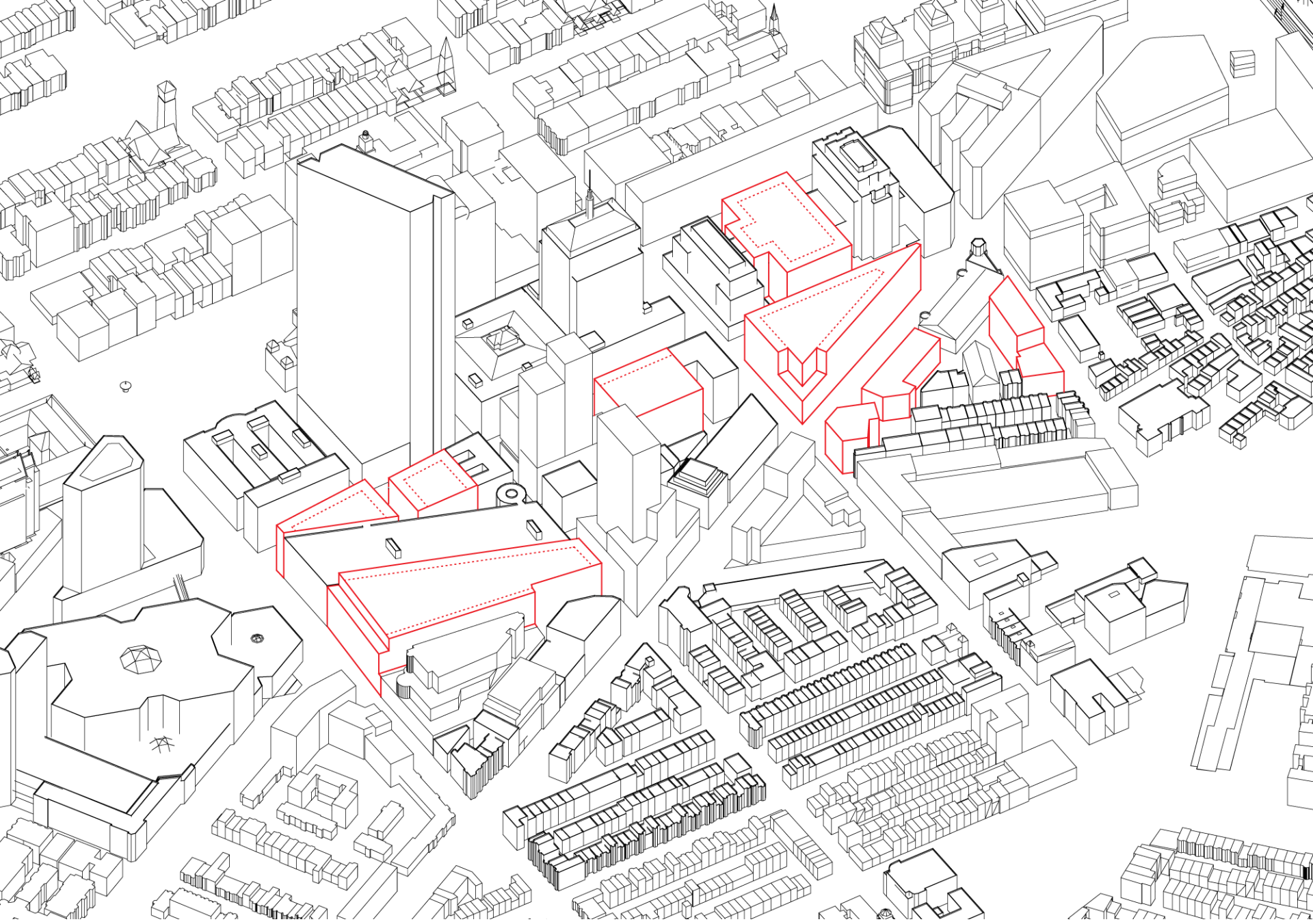
If two or more corners are within a certain distance, use just one when determining plinth height.

Simplifying the street wall height



If two or more corners are within a certain distance, use just one when determining plinth height.

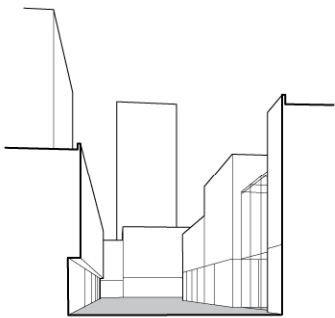
Simplifying the street wall height



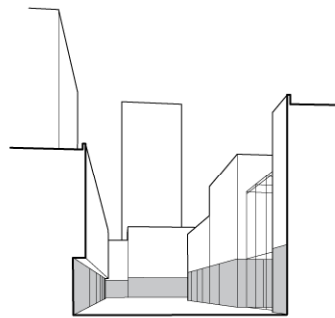
Build-out of street walls on development sites

Recommendation

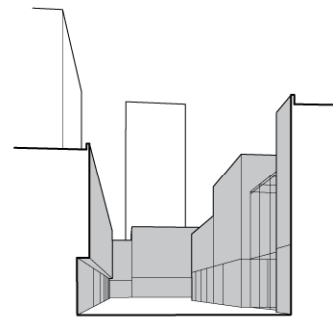
Use flexible code strategies to enable economic viability and architectural creativity



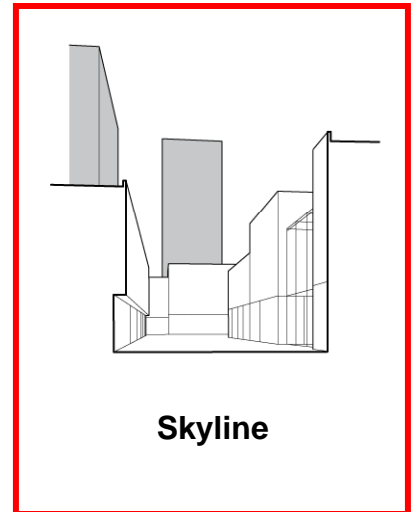
Street



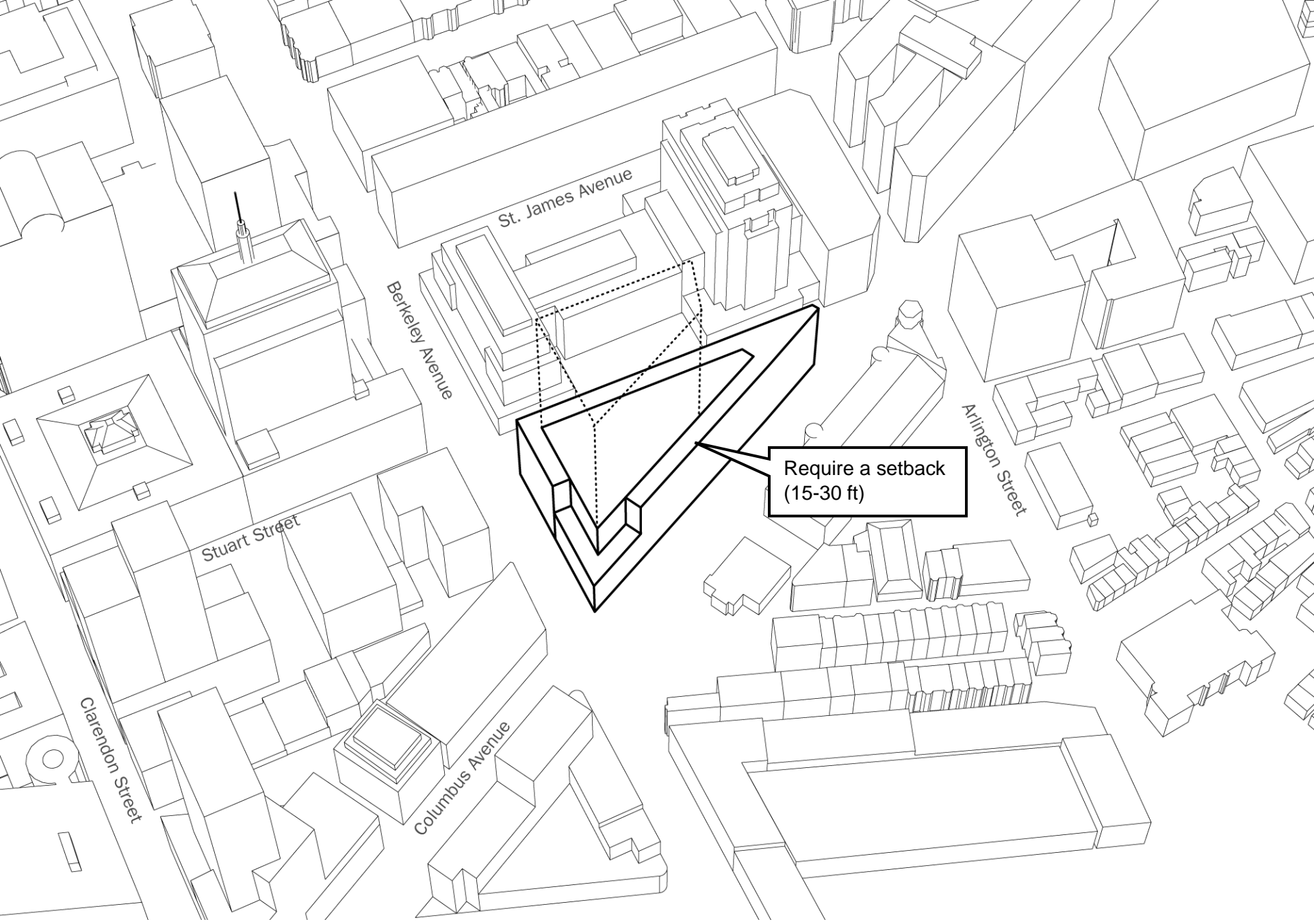
Ground Floor



Street Wall
(definition of urban space)

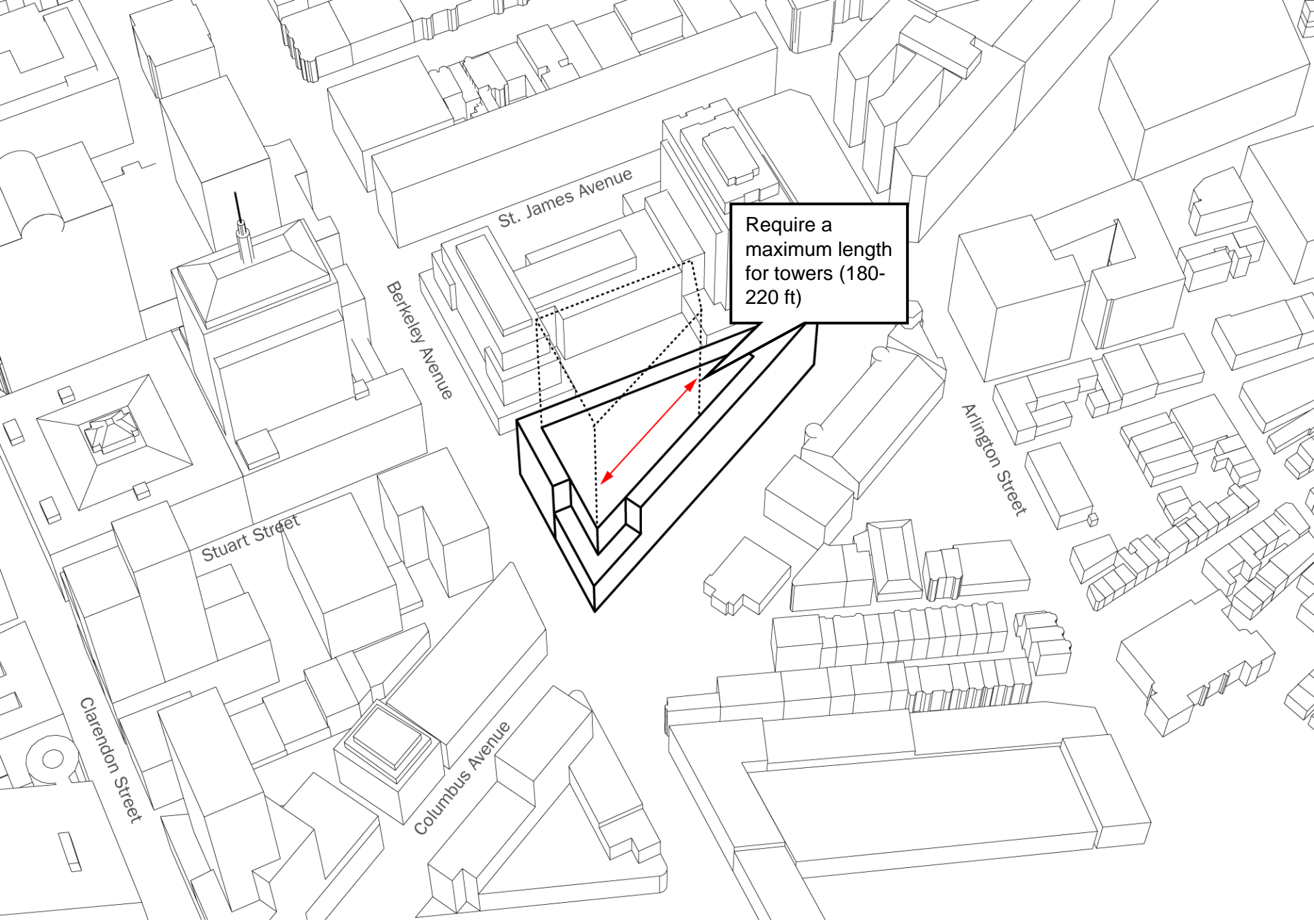


Skyline



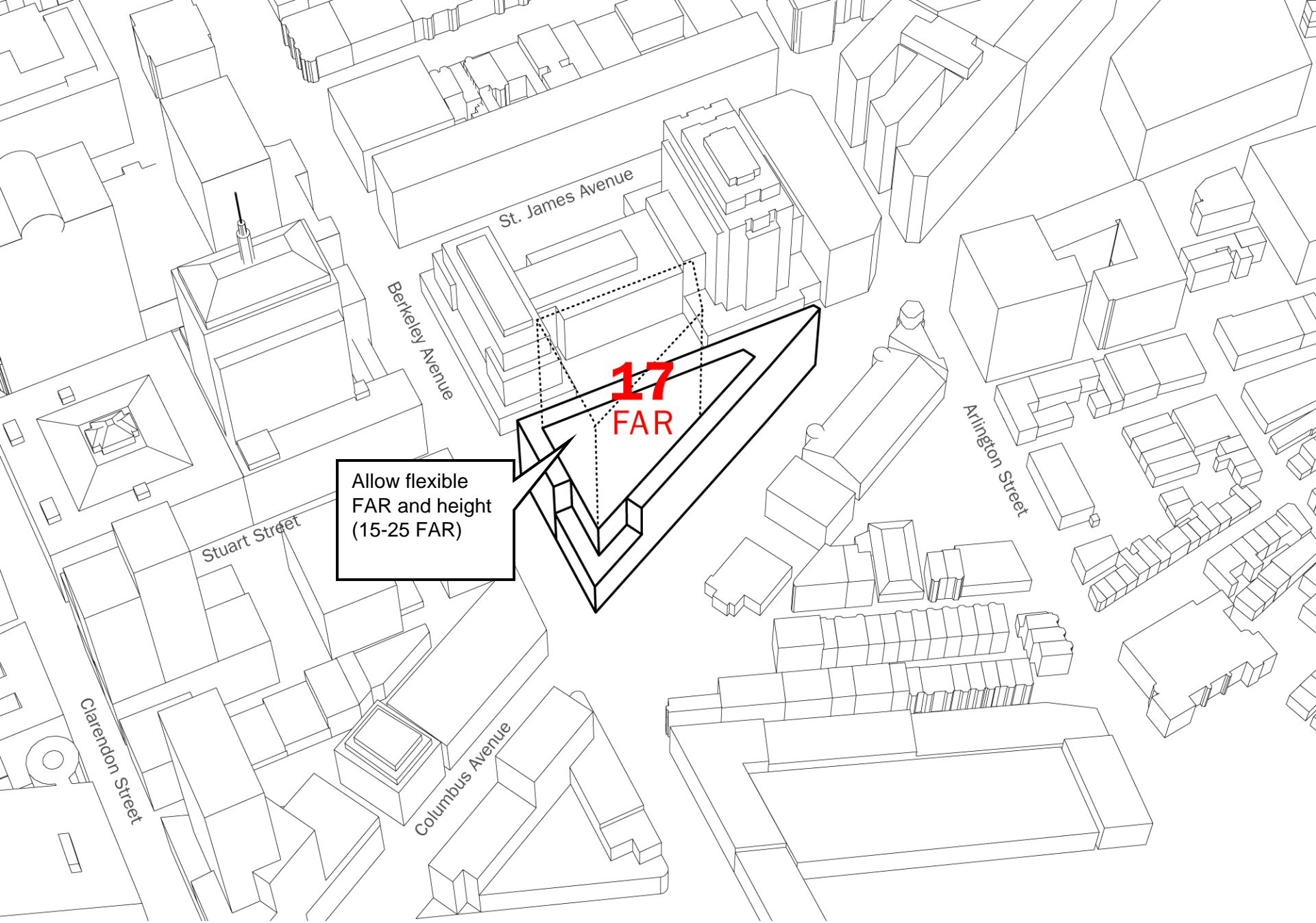
Require a setback
(15-30 ft)

Require deep setbacks to help mitigate wind, shadow and urban design impacts



Require a maximum length for towers (180-220 ft)

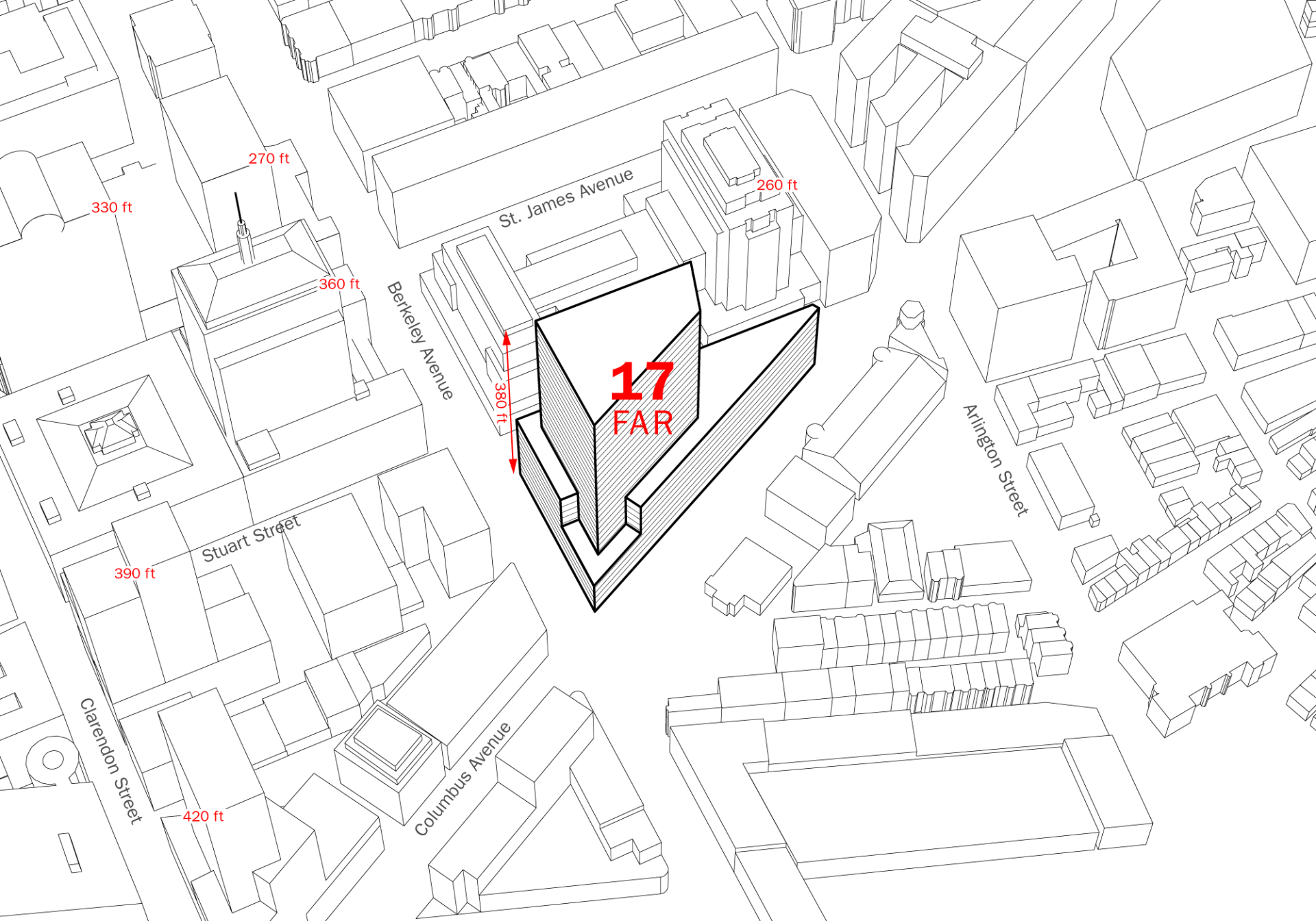
Limit length of towers to mitigate wind, shadow and urban design impacts



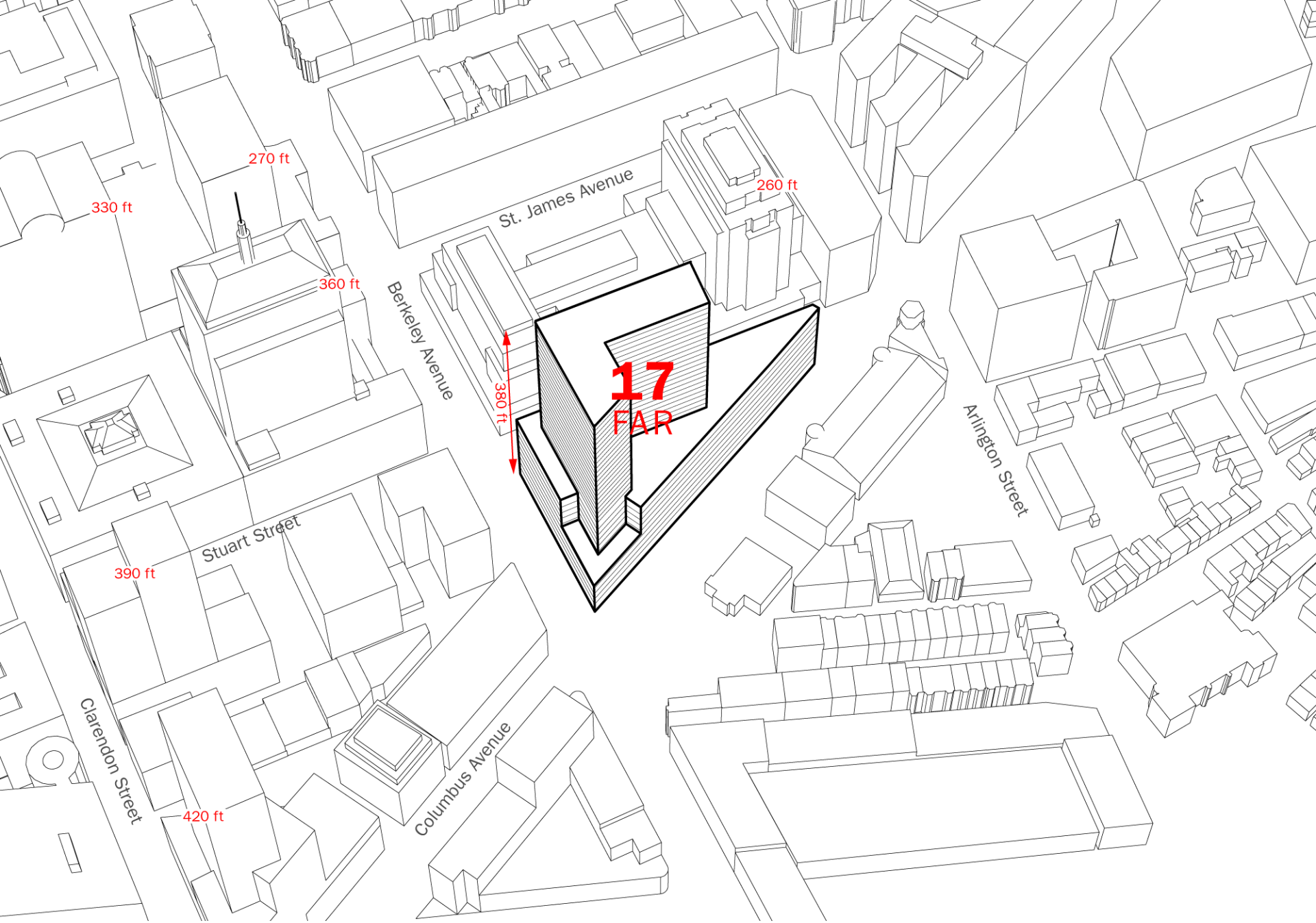
17
FAR

Allow flexible
FAR and height
(15-25 FAR)

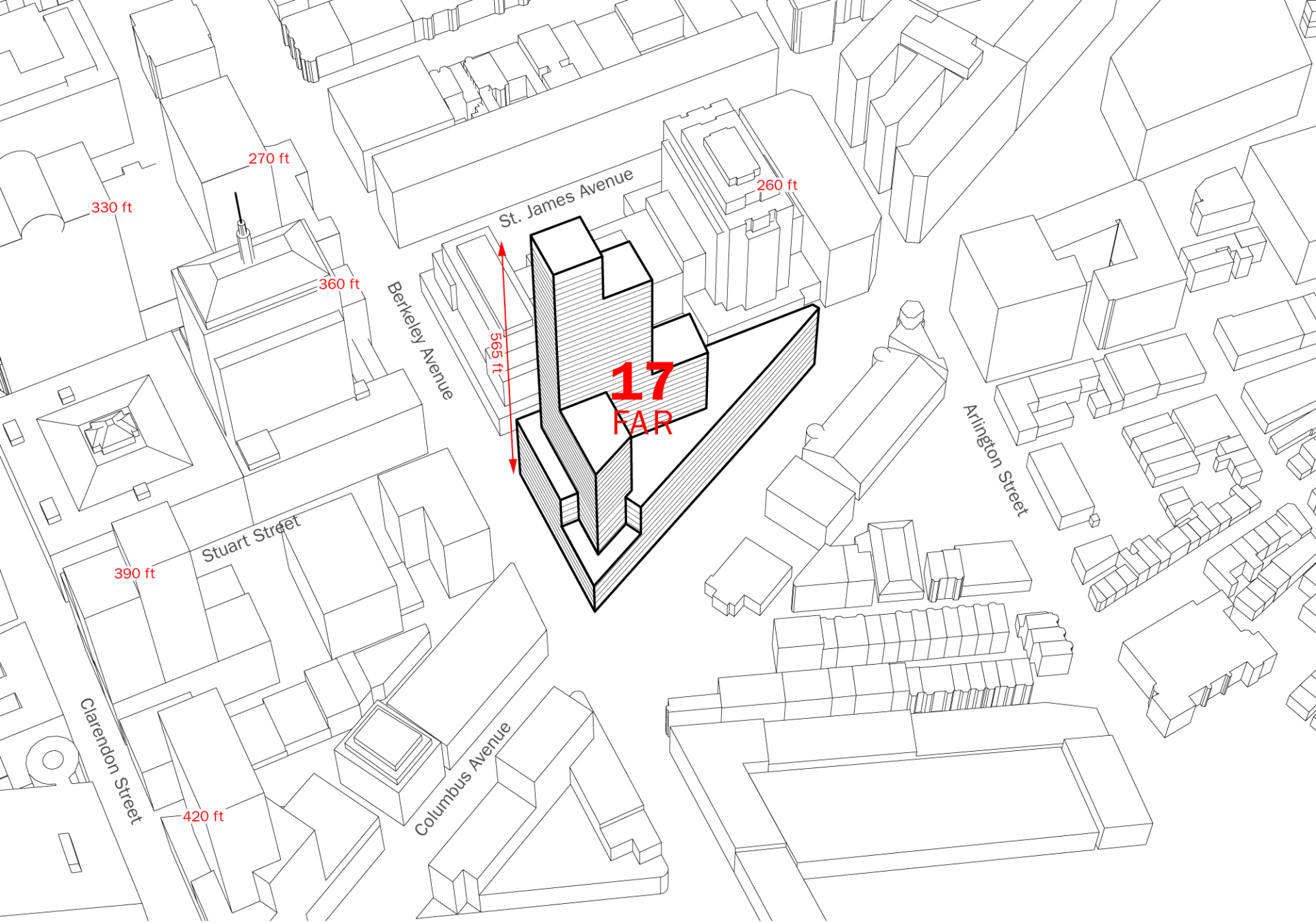
Create flexible height and FAR requirements



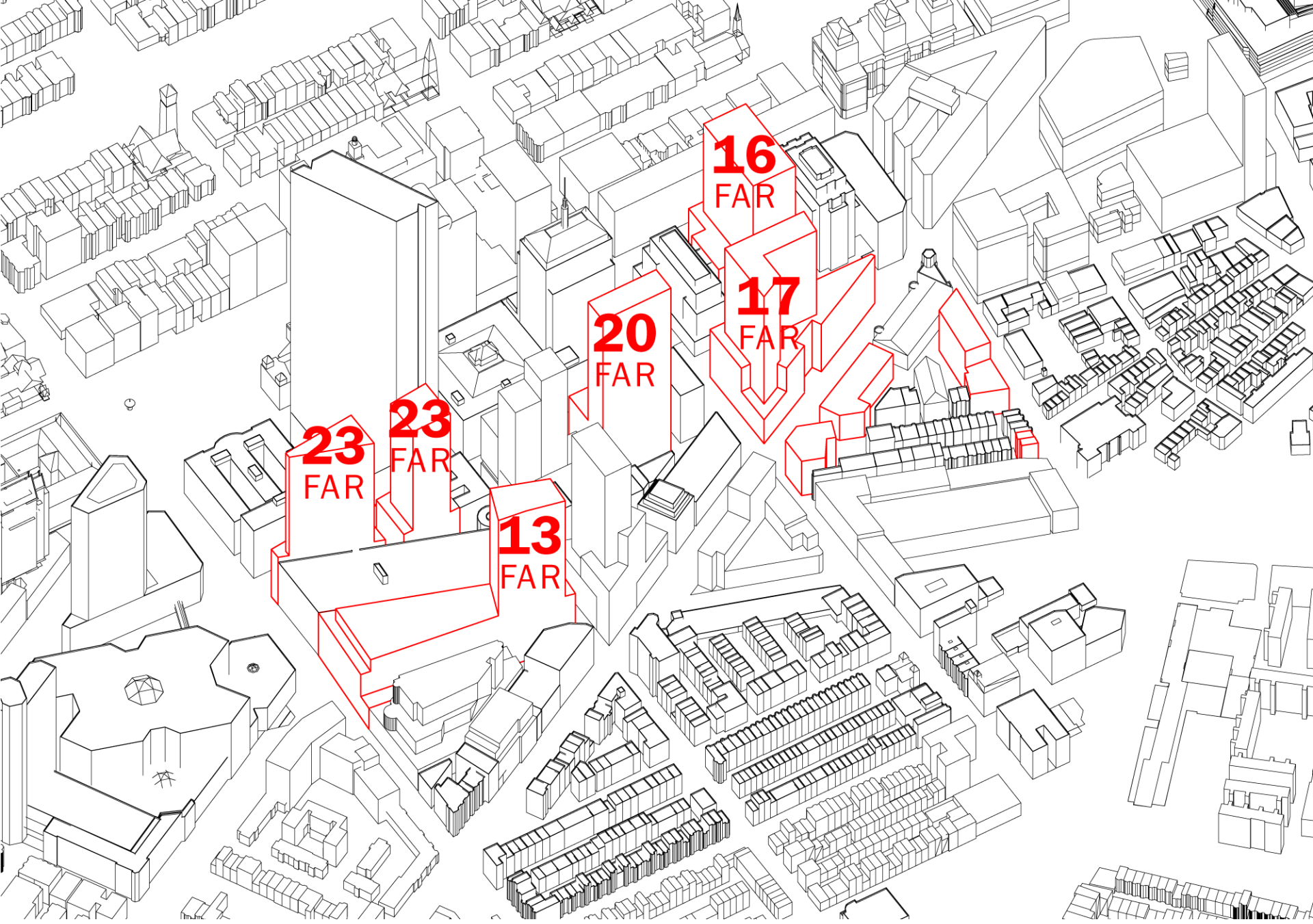
Create flexible height and FAR requirements



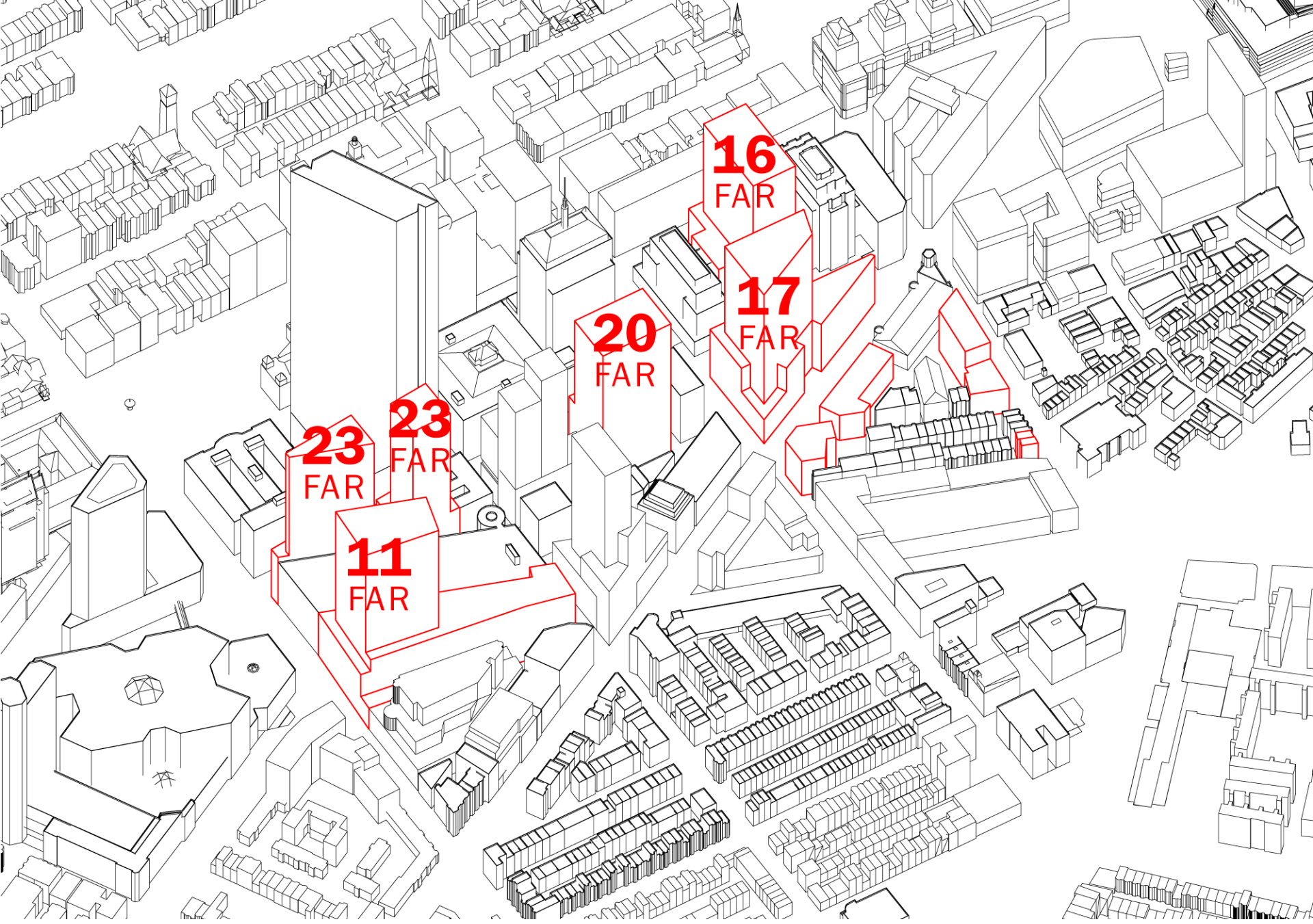
Create flexible height and FAR requirements



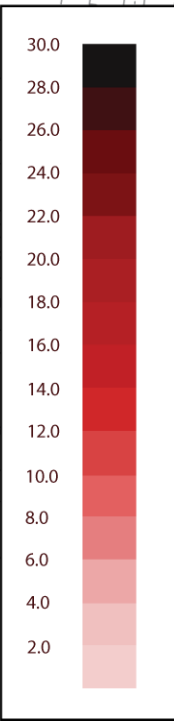
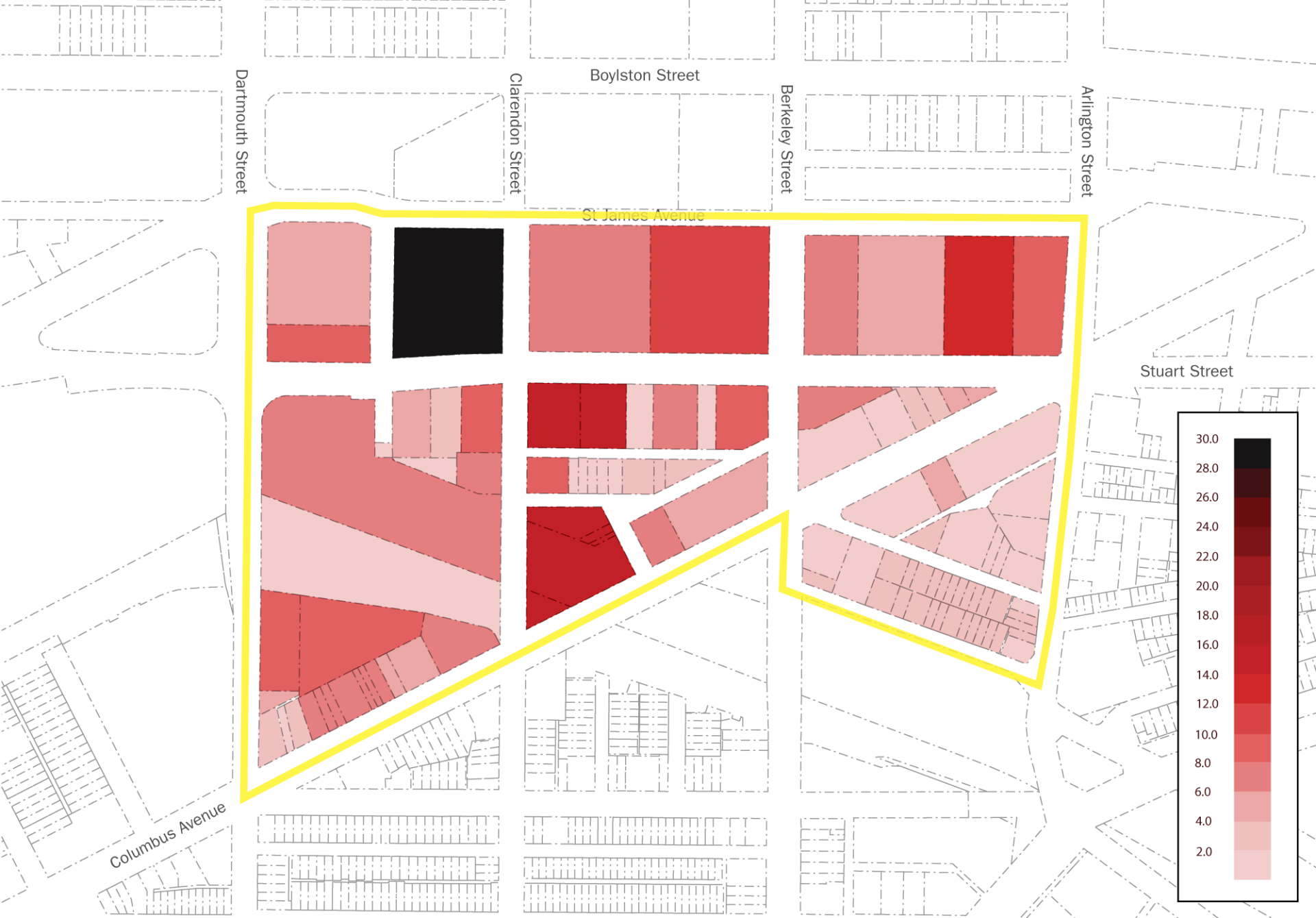
Create flexible height and FAR requirements



Scenario Density for High-rise Projects (Floor-Area-Ratio)

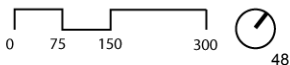


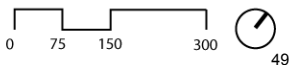
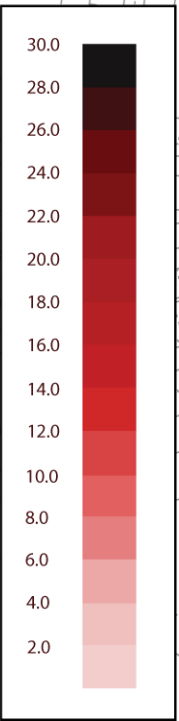
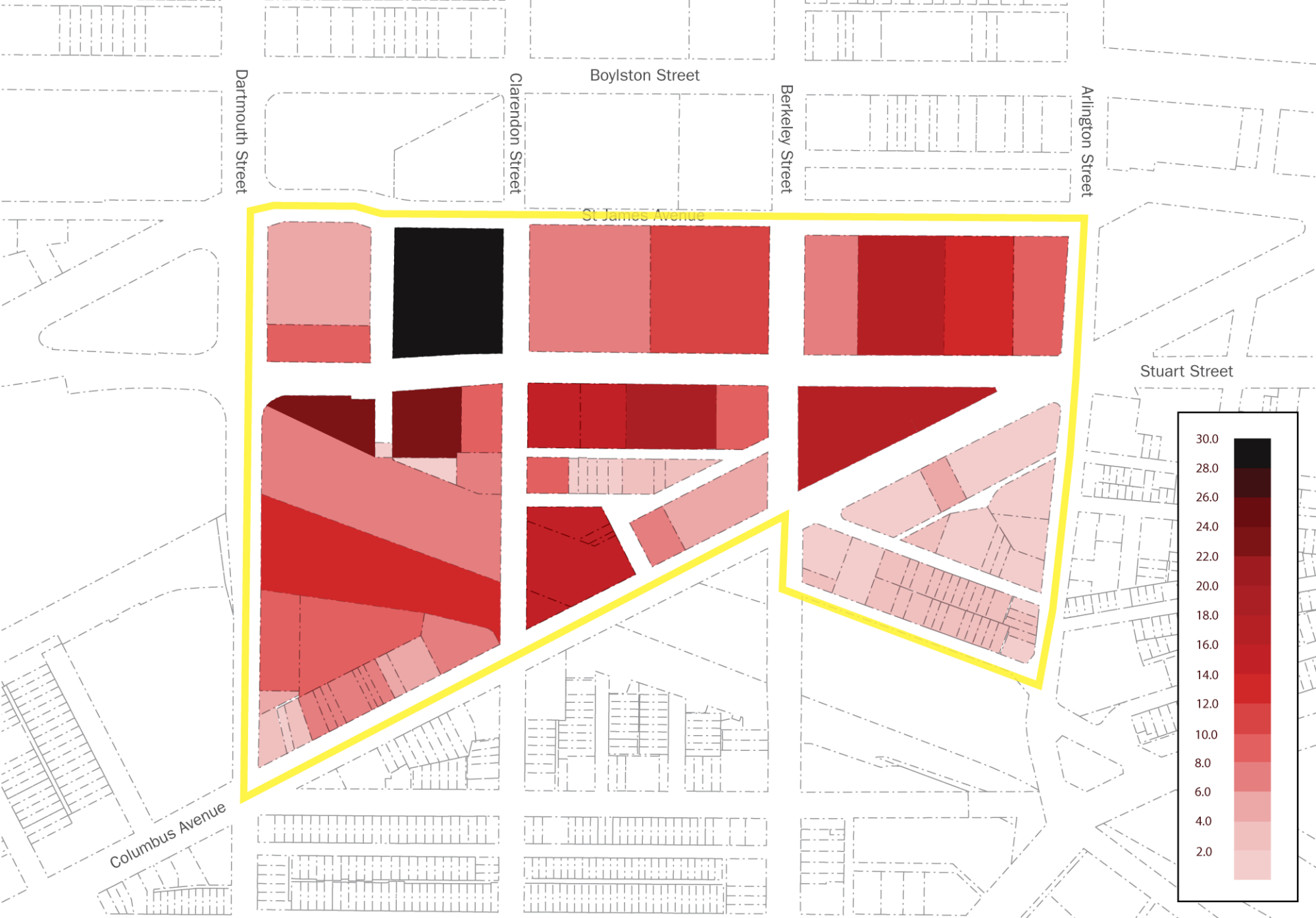
Scenario Density for High-rise Projects (Floor-Area-Ratio)



Existing Density (Floor-Area-Ratio)

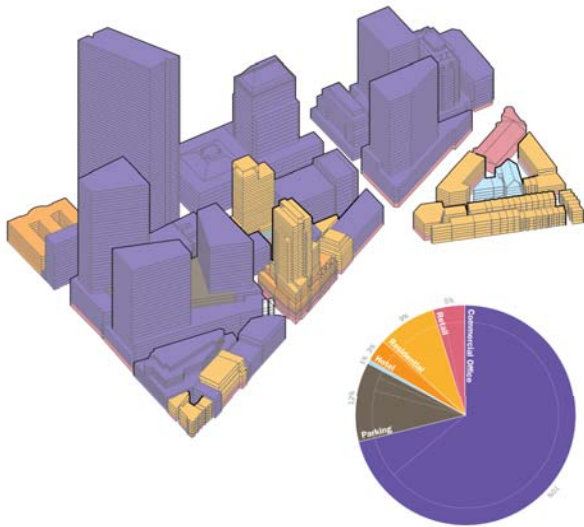
Source: Drawing and calculations by Utile, Parcel Data from BRA, FAR calculations based on building footprint (BRA), digital model (BRA) and number of stories (Live Local and site observations)





Scenario Density for High-rise Projects (Floor-Area-Ratio)

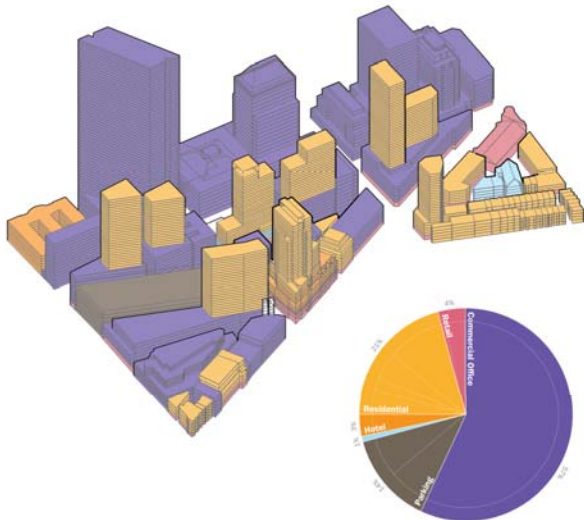
Source: Drawing and calculations by Utile, Parcel Data from BRA, FAR calculations based on building footprint (BRA), digital model (BRA) and number of stories (Live Local and site observations)



Scenario A
Commercial-oriented
13,469,662 gsf
MXI 9*

Additional 3,850,000 GSF

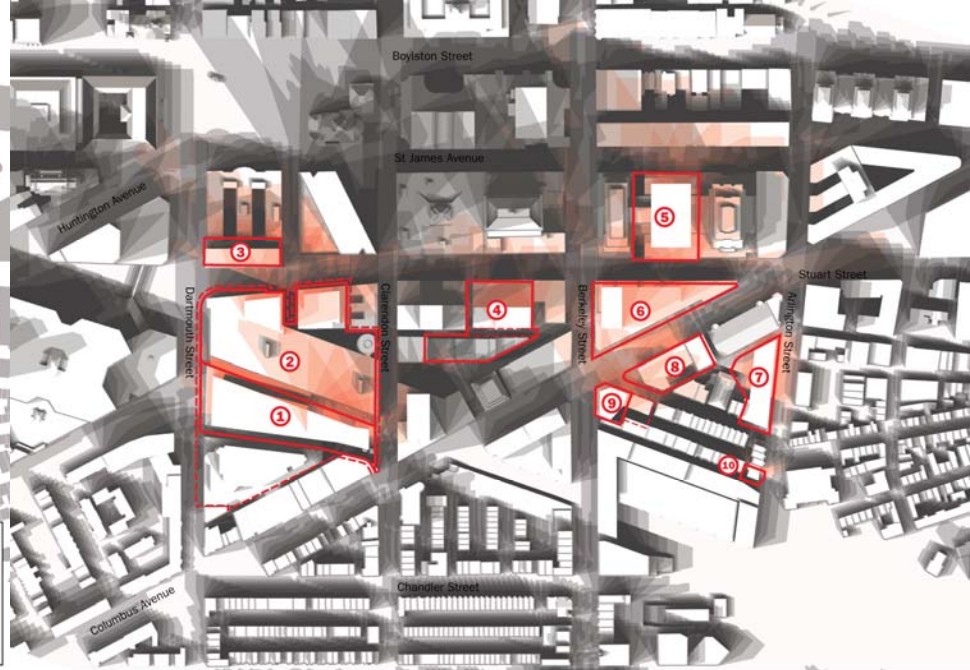
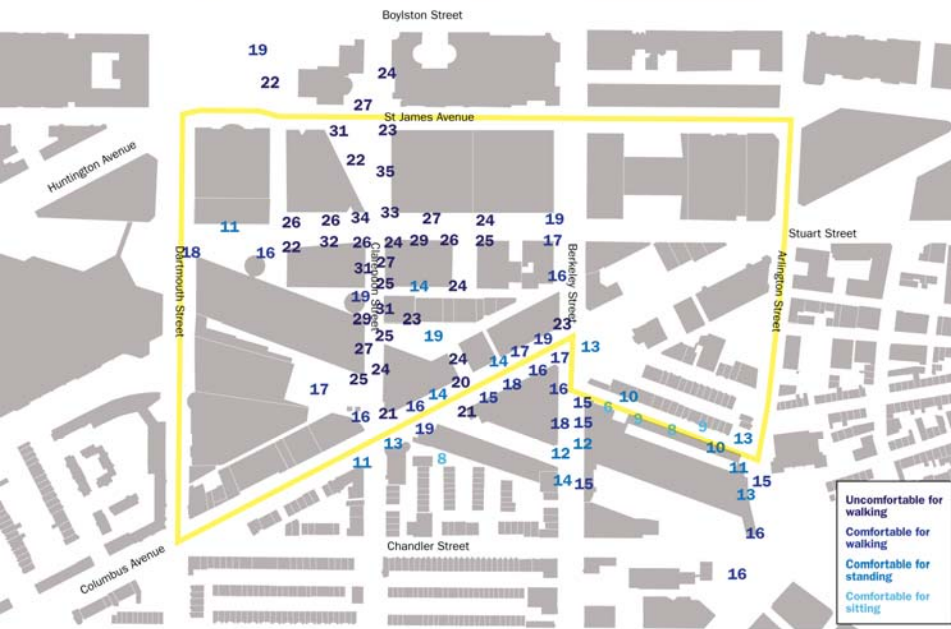
existing GSF for the Study Area is about 9,600,000 (including the Clarendon and approved Columbus Center tower)



Scenario B
Residential-oriented
12,646,225 gsf
MXI 21*

Additional 3,025,000 GSF

existing GSF for the Study Area is about 9,600,000 (including the Clarendon and approved Columbus Center tower)



Stuart Street Planning Study
Planning - Level Trip Generation Comparison

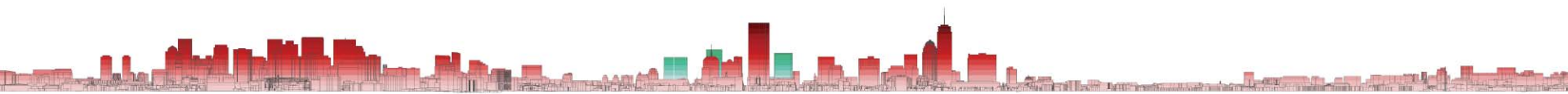
DRAFT



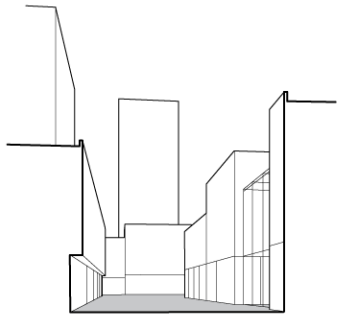
Program Summary	Existing (Proposed Parcels)	Remaining Existing	TOTAL Existing	Scenario A	Scenario B
U Club (sf)	92,090	85,817	177,907	0	0
Day Care (sf)	30,746	0	30,746	0	0
Fire station (sf)	13,294	0	13,294	0	0
Commercial Office (sf)	755,226	5,388,355	6,141,581	4,760,931	2,227,449
Retail (sf)	30,991	291,632	322,623	336,762	278,588
Residential (units)	0	898	898	202	1,753
Hotel (units)	0	717	717	0	0
Person Trip Generation	Existing (Proposed Parcels)	Remaining Existing	TOTAL Existing	Scenario A	Scenario B
Daily	19,030	104,689	123,719	82,143	57,919
AM Peak Hour	2,049	11,535	13,584	9,432	5,560
PM Peak Hour	2,424	12,536	14,960	10,213	6,540
Auto Trip Generation*	Existing (Proposed Parcels)*	Remaining Existing*	TOTAL Existing*	Scenario A*	Scenario B*
Daily	4,099	23,180	27,278	18,838	11,710
AM Peak Hour	407	2,301	2,708	1,919	1,040
PM Peak Hour	474	2,468	2,942	2,052	1,201



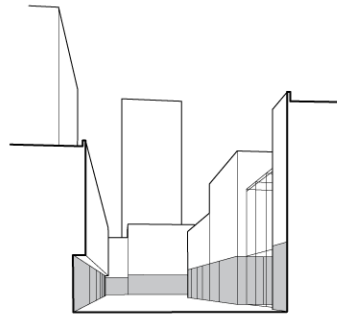
Supporting additional density



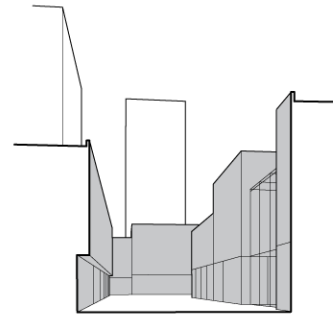
Skyline view south from Charles River



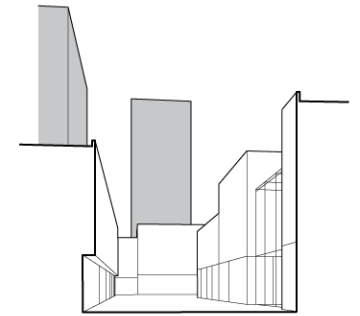
Street



Ground Floor



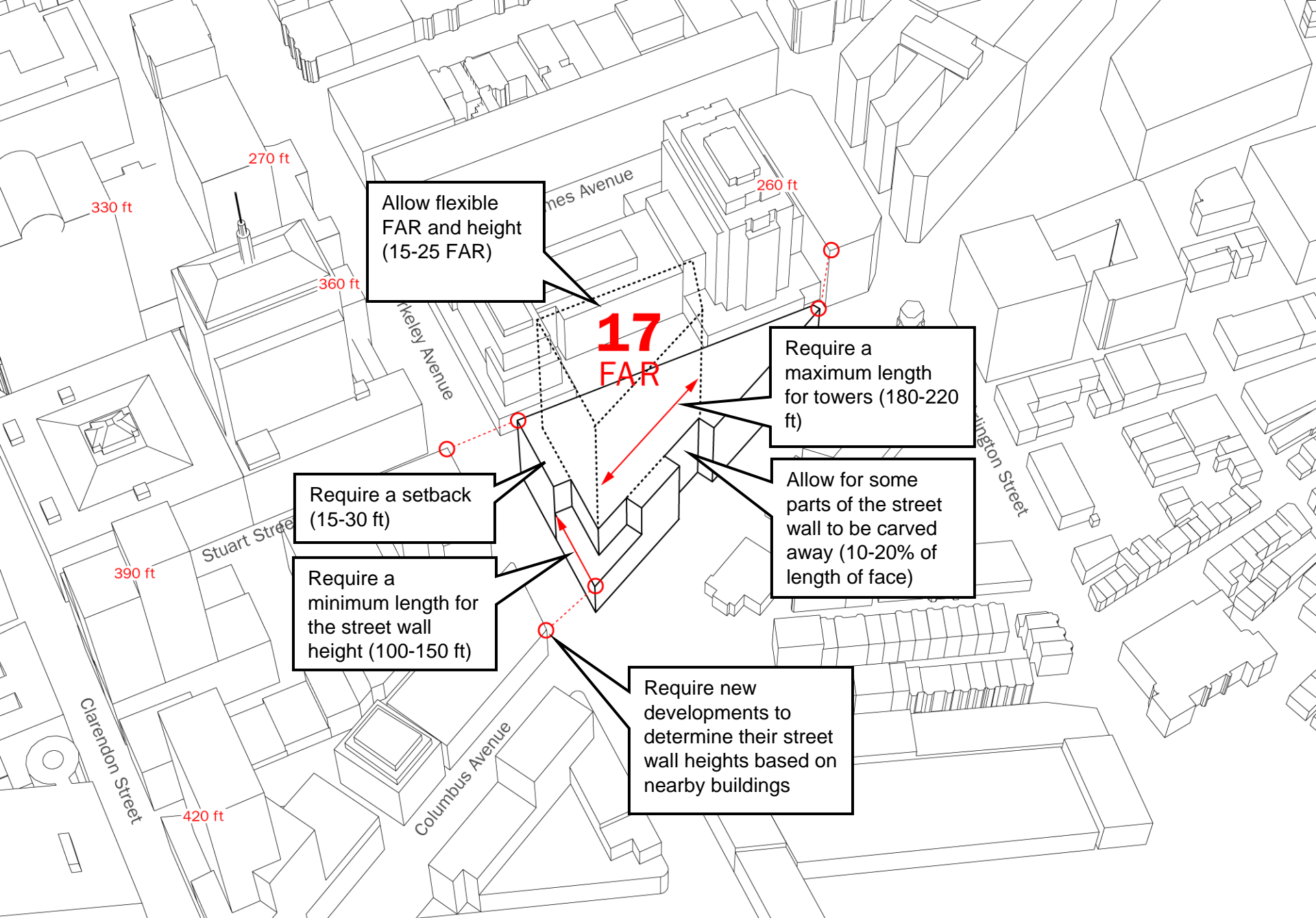
Street Wall
(definition of urban space)



Skyline

Rigid form-based code strategies ensure high-quality urban realm

Flexible code strategies enable economic viability and architectural creativity



Summary of form-based code recommendations

TASK 4.2

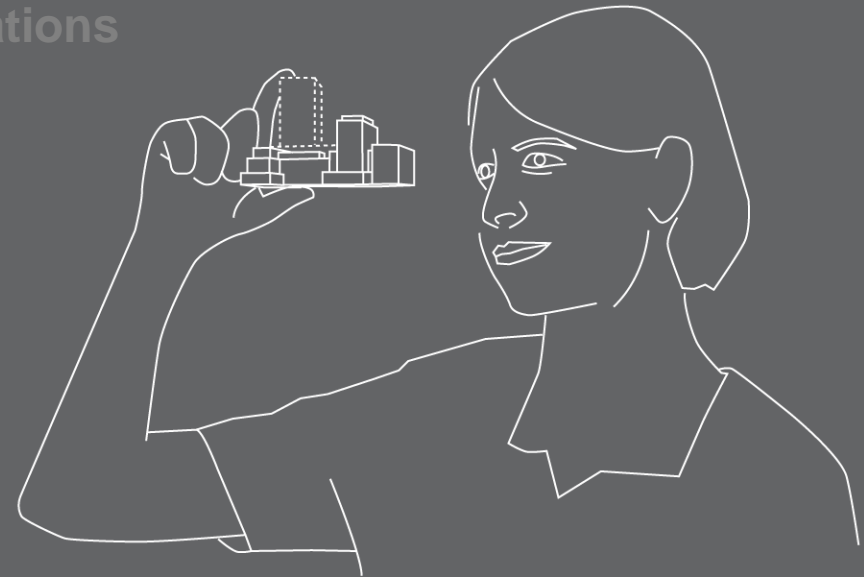
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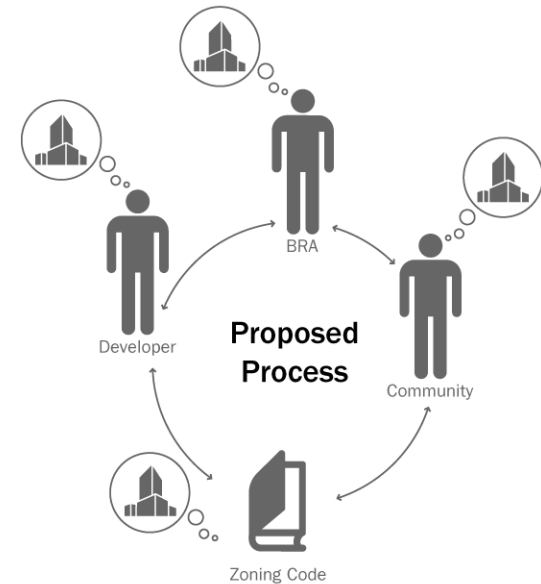
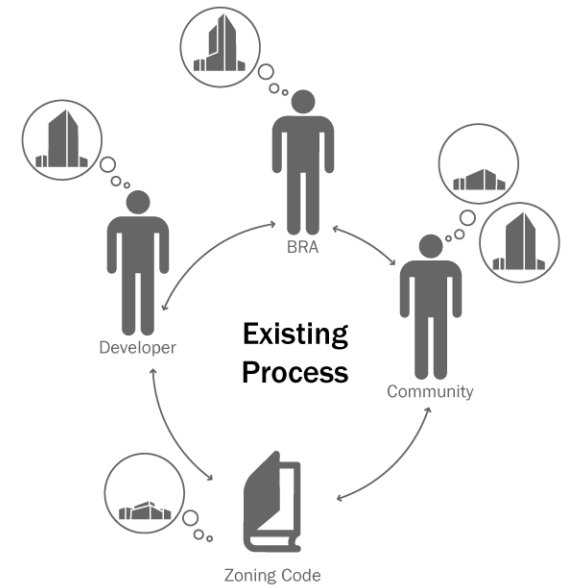


Recommendation

Encourage additional height and density in exchange for **public benefits:**

Public Benefit:

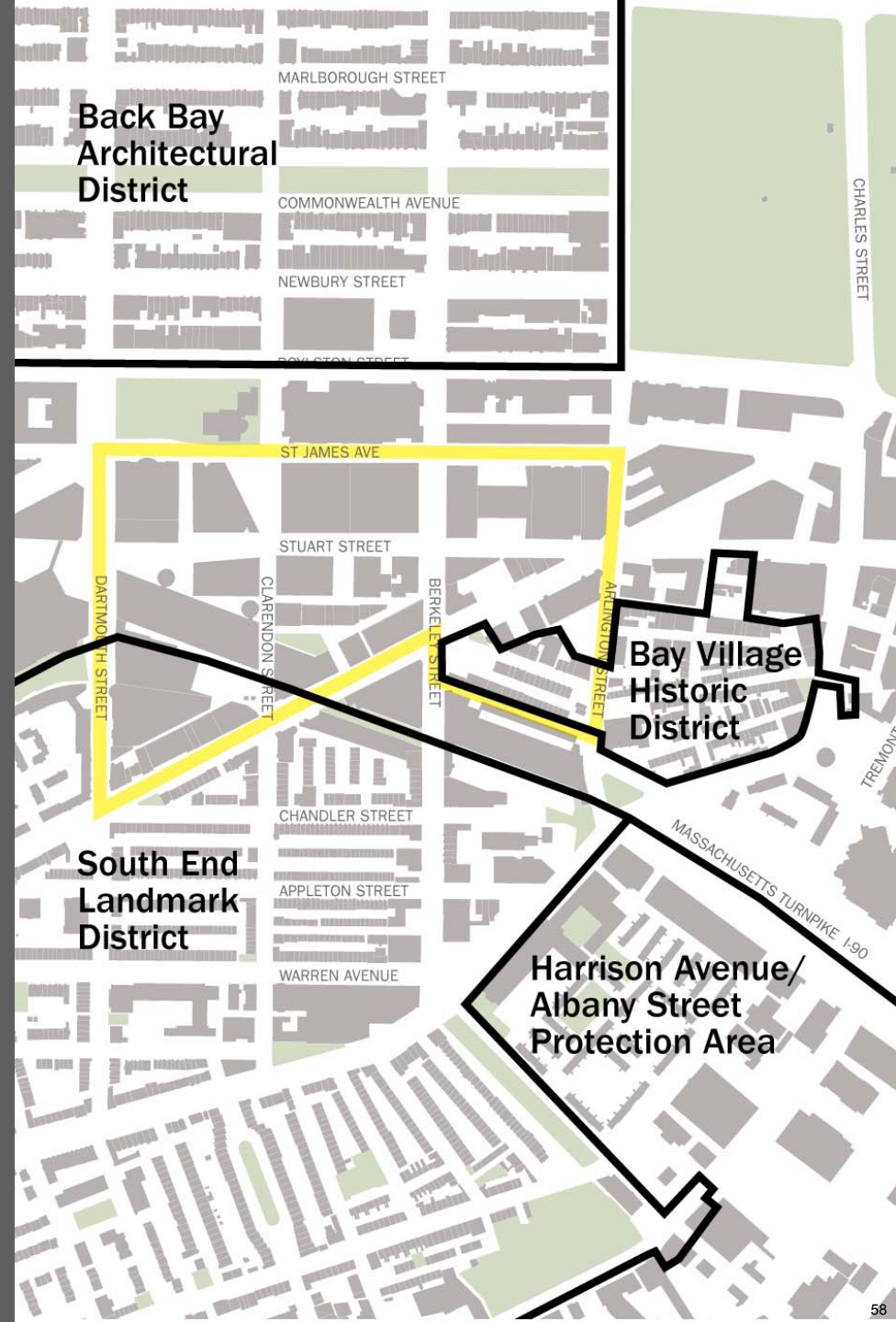
Create more certainty in the development, permitting and approvals processes



Public Benefit:

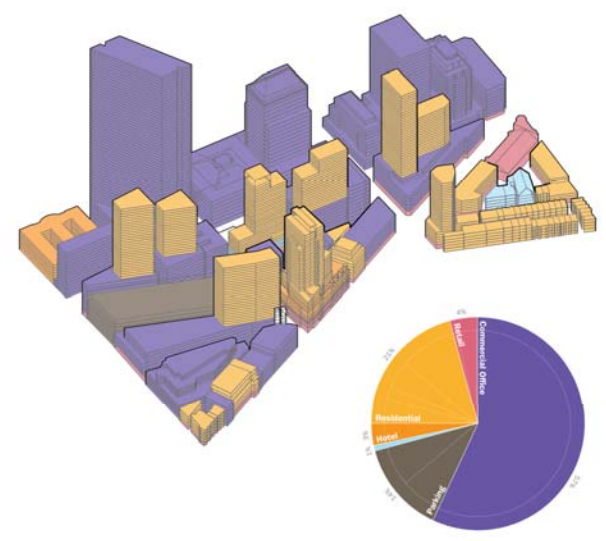
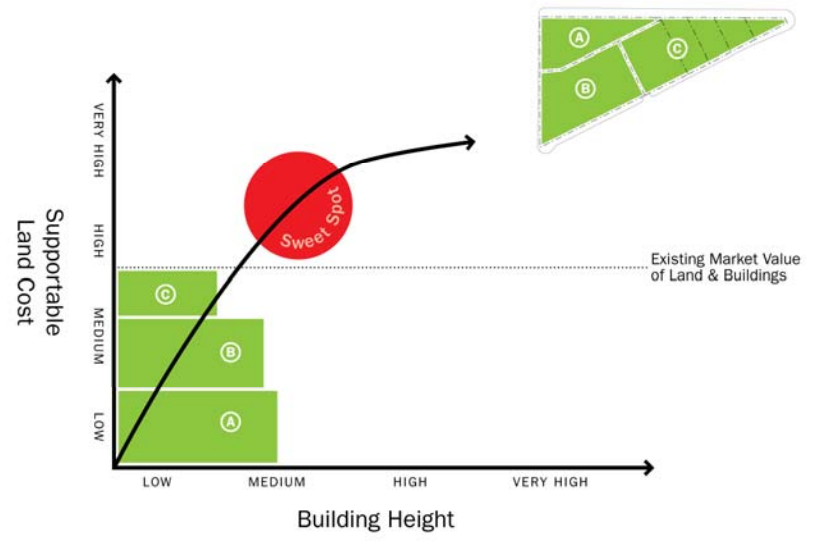
Preserve and protect adjacent neighborhoods

Back Bay
Bay Village
South End



Public Benefit:

Provide an area for urban growth and economic vitality



Public Benefit:

Improve the district's urban design, public realm and environmental sustainability

