

PROJECT PROFILE

San Ramon City Hall - San Ramon, California | Rmax Thermasheath®-3



Project Description

The modern, 45,000 sf San Ramon City Hall is one of the first showpieces in a number of upcoming community features revitalizing the downtown area.

The city of San Ramon plans to create a public setting that goes beyond just retail options. The new City Center will include a variety of features, including high-quality retail, hotel, cinema, restaurants, and residential space, along with the library renovation and the construction of this new City Hall. At the heart of this redevelopment would be a large piazza—open to the sky and lined with trees—for a variety of public festivities. These efforts will bring about a new destination option in the Bay Area beyond San Francisco and Silicon Valley.

Rmax worked with distribution partner IDI to provide an efficient option for increasing the thermal performance of this project. Thermasheath®-3 provides a high R-value continuous insulation with minimal impact on a building's footprint. With a manufacturing facility located 194 miles away in Fernley, NV, the material helped achieve additional LEED credits as well. Rmax is looking forward to working with their distributor as well as the contractors and architects in providing thermal solutions as San Ramon continues its City Center project.

Rmax Thermasheath®-3

Thermasheath®-3 is manufactured with reinforced aluminum foil facers on each side, offering a cost effective way to increase a building's thermal efficiency.



Why Rmax Thermasheath®-3

Thermasheath®-3 is ENERGY STAR approved and one of the thinnest profile insulations available in today's market.

This lightweight and easy to install insulation delivers optimal flexibility in design and efficiency.

Architect

Korth Sunseri Hagey Architects

General Contractor

Sunset Development Company

Installer

Premium Insulation

Distributor

IDI Distributors



Location: San Ramon, California

Insulation: 2" TSX-8510

Project Completion: Opened April 2016