

Proposed Design

3.8 | Character Area 05 / Apartments

- Block Type 1**
5 Storeys split-level
- Block Type 2**
4 Storeys



MATERIALITY



1 Pale buff brick



2 Charcoal timber cladding



3 Dark snapper head brick detail



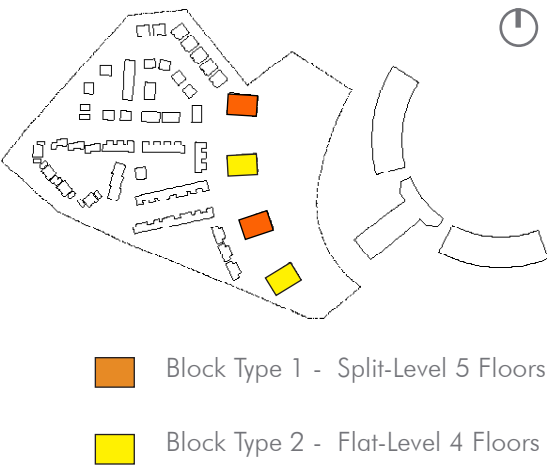
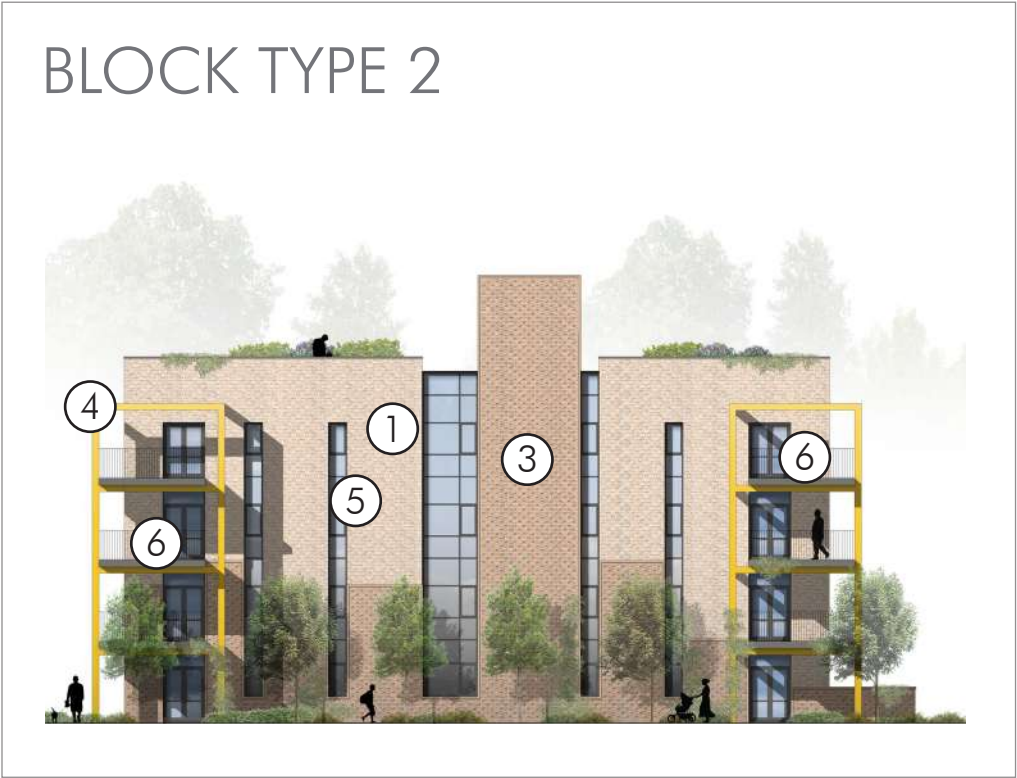
4 Ageas yellow steel frame



5 All windows & door casements to be powder coated aluminium

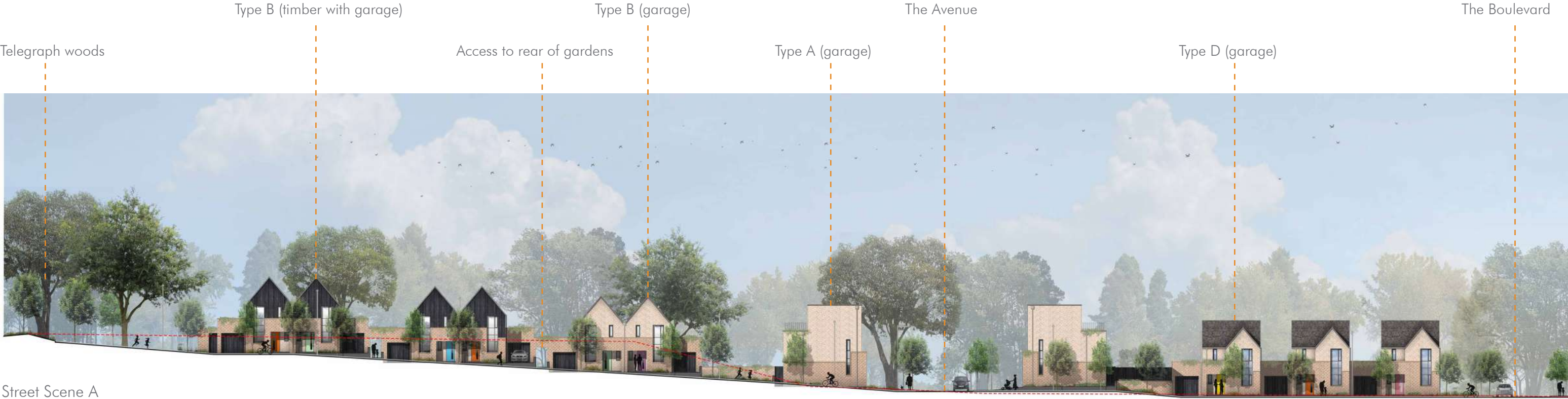
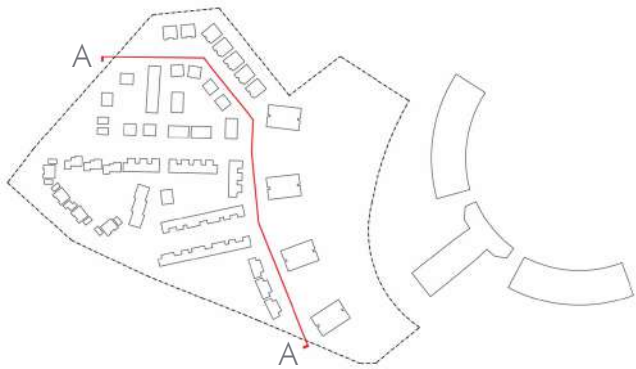


6 Steel balcony railing



Proposed Design

3.8 | Character Area 05 / Street Scenes & Materiality





MATERIALITY



1 Buff brick

2 Snapper head buff brick detail

3 Charcoal timber vertical cladding

4 Assorted colour front doors

5 Galvanised rainwater pipes

6 All windows & door casements to be powder coated aluminium



Type E (triple terrace)

Type B

Type B

Type B

Type B (timber)

The Mews

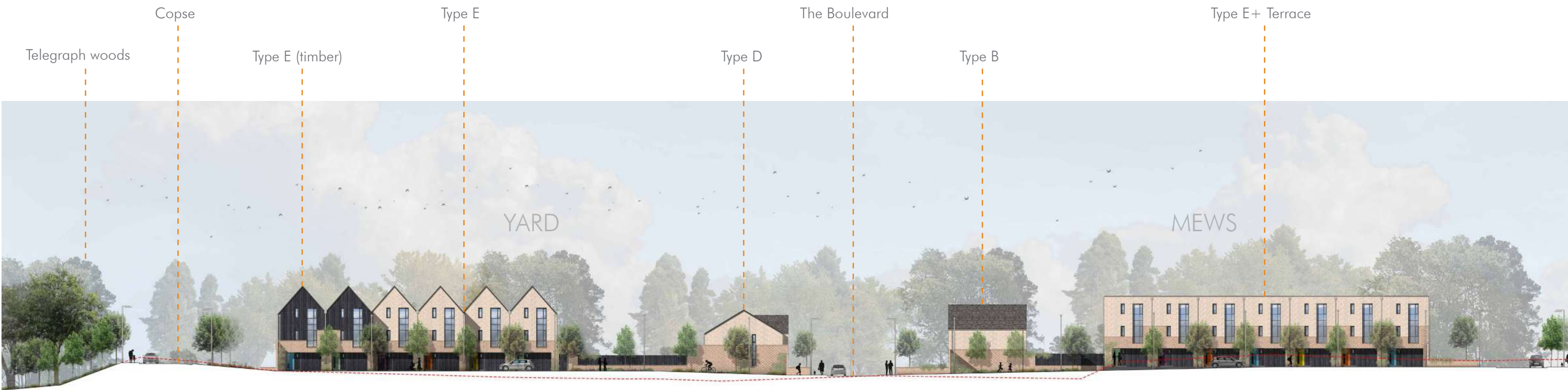
Type E+

Type A (timber)

Telegraph Woods

Proposed Design

3.8 | Character Area 05 / Street Scenes



Street Scene C



Apartment Block Type 1

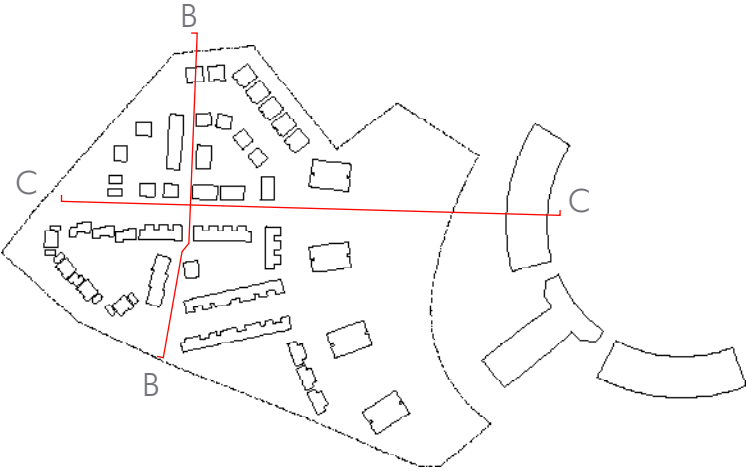
Arrival Roundabout

Culvert

Ageas Bowl Stadium

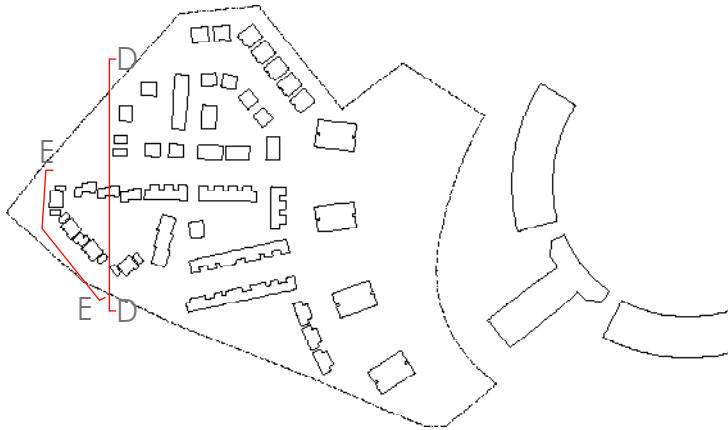
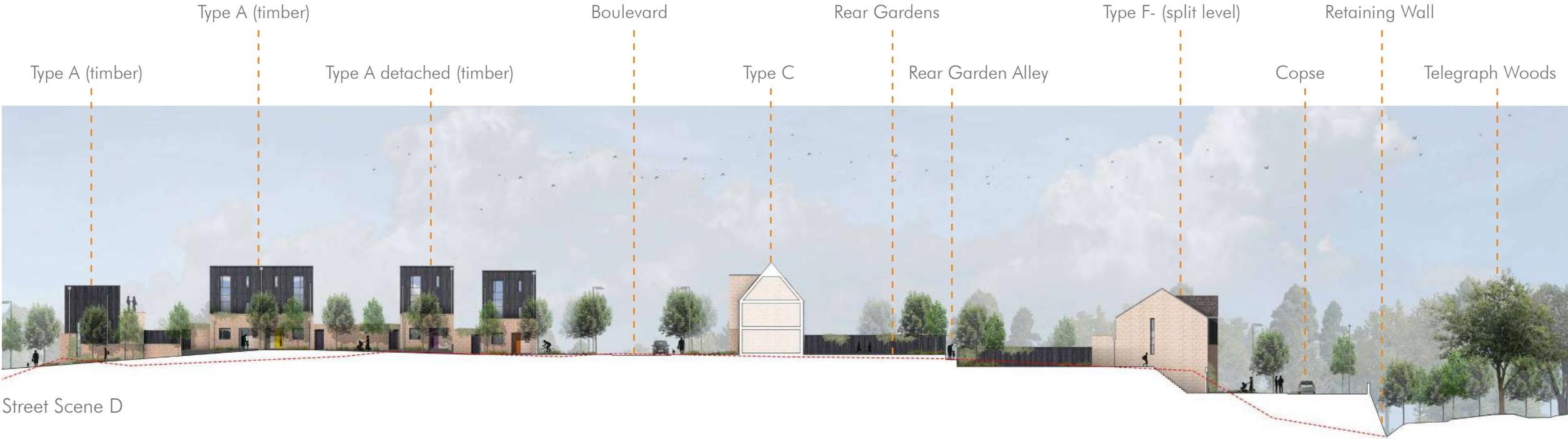


Type F+ (split level)



Proposed Design

3.8 | Character Area 05 / Street Scenes



Proposed Design

3.9 | Character Area 05 / External Lighting

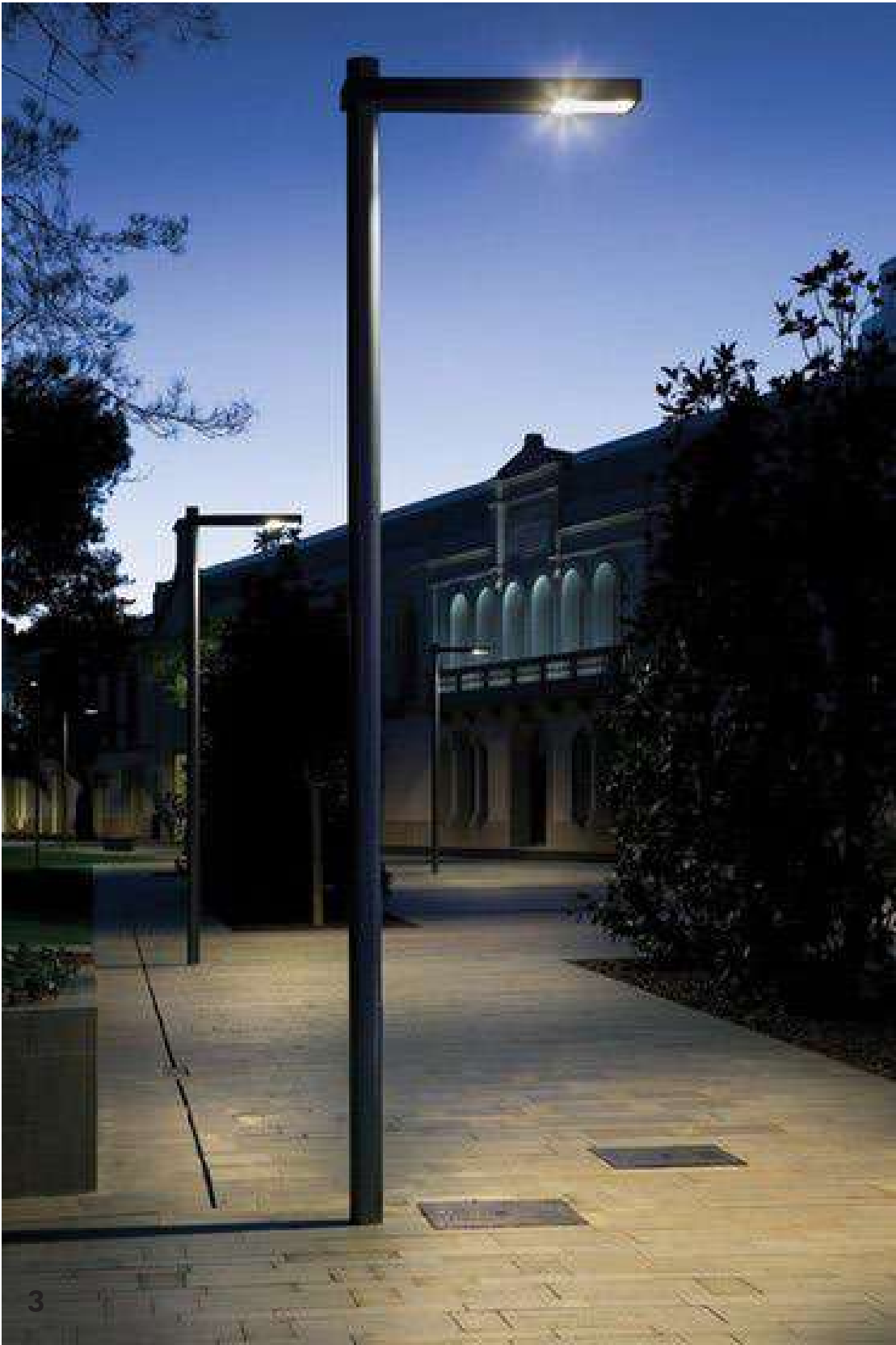
External Lighting

External street lighting for residential areas is often selected for security reasons, it's important to ensure that lighting is designed in a manner to ensure all areas are well-lit and reduce the impact of criminal activity whilst ensuring street lighting doesn't effect individual dwellings by over glare.

Whilst we cannot control residents adding light fittings to their own properties, we can control the design and locaiton of lighting to reduce the need for additional external lighting and reduce energy consumed.

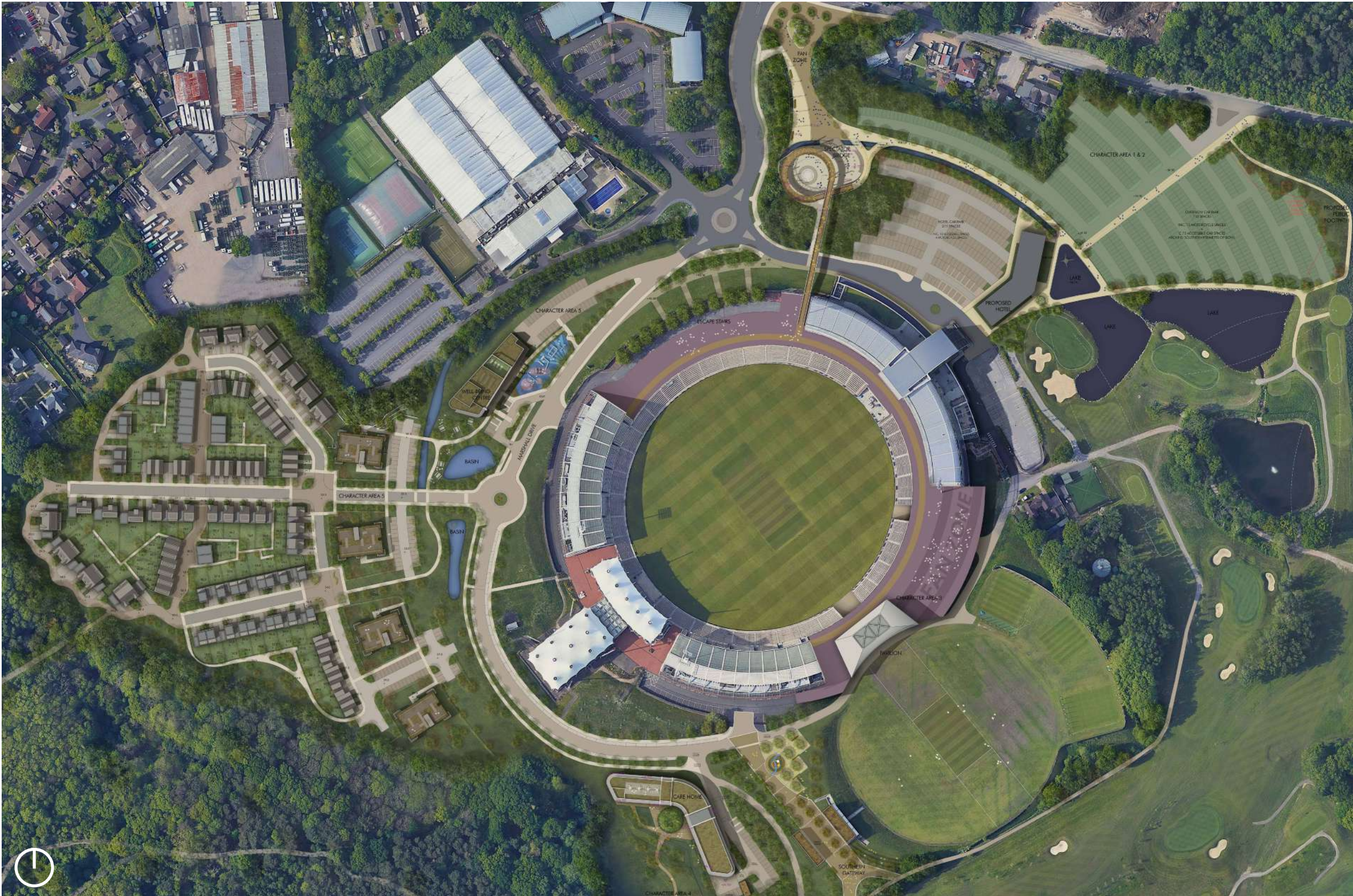
External street lighting is intended to be directed towards the area it is intended to illuminate to avoid light pollution and unnecessary glare to pedestrians. When assessing the lighting requirements to residential areas, a simple contour diagram should be produced to analyse to appropriate angle and projection of light.

- 1 Well-being centre entrance path lighting
- 2 Wayfinder lighting along mews and perimeters paths.
- 3 General external lighting to residential area



Proposed Design

3.10 | Final Masterplan



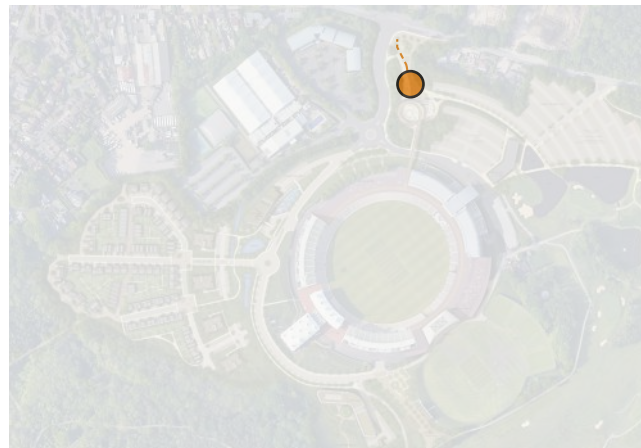
Not to scale

Proposed Design

3.11 | CGI Visuals

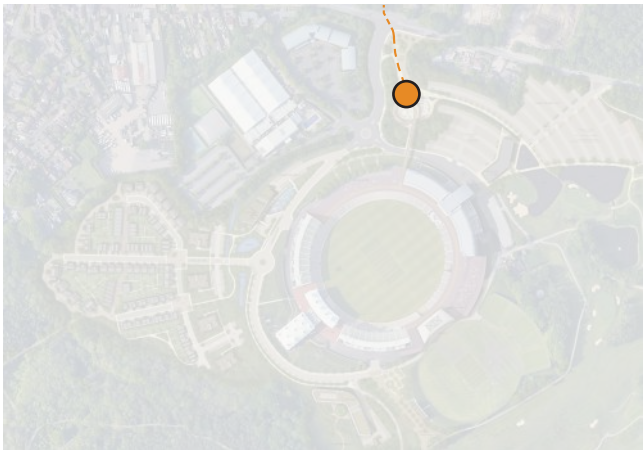
Character Area 01

01 - The arrival.



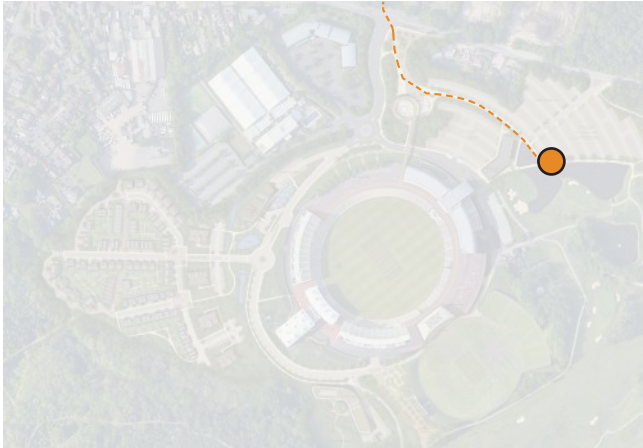
Proposed Design

Character Area 01
02 - View underneath the ramp.



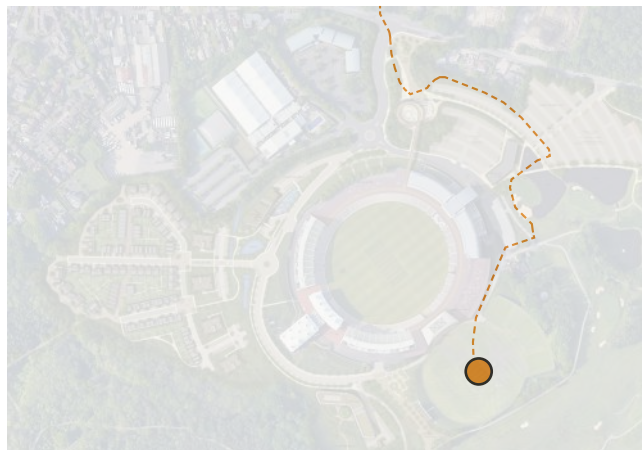
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Character Area 01
03 - View towards proposed hotel.



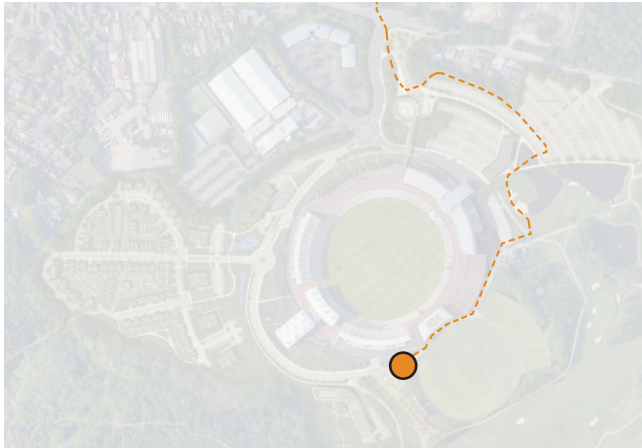
Character Area 03

04 - The pavilion from the training ground



Proposed Design

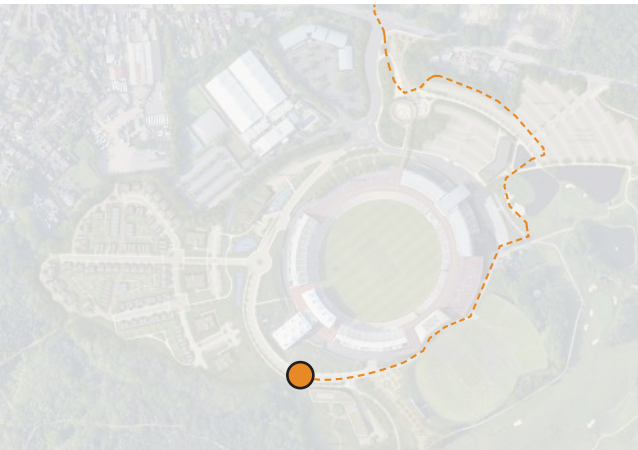
Character Area 04
05 - View to the southern gateway.



Proposed Design

Character Area 03

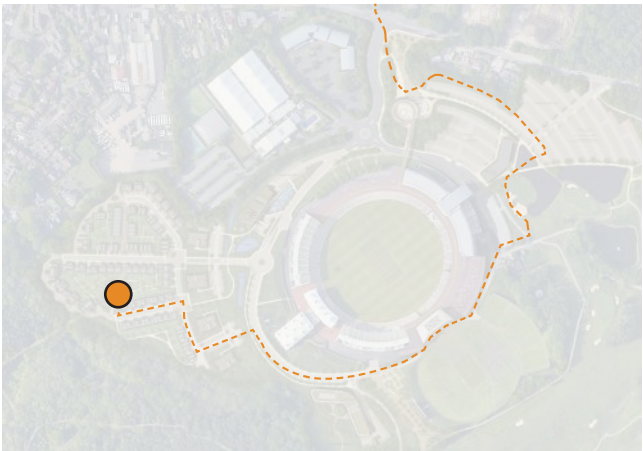
06 - Residential interface to stadium



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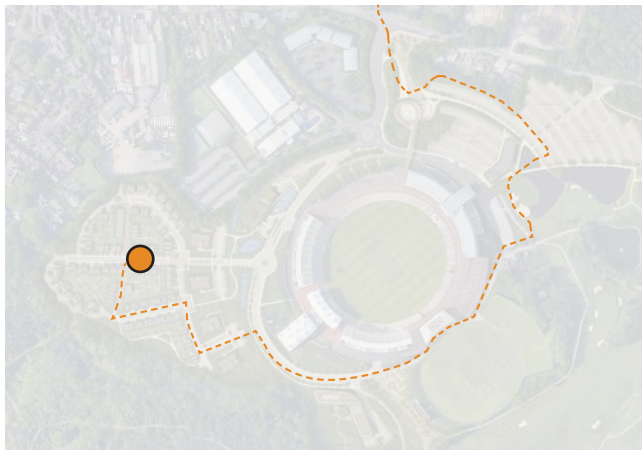
Character Area 05

07 - Within the mews street.



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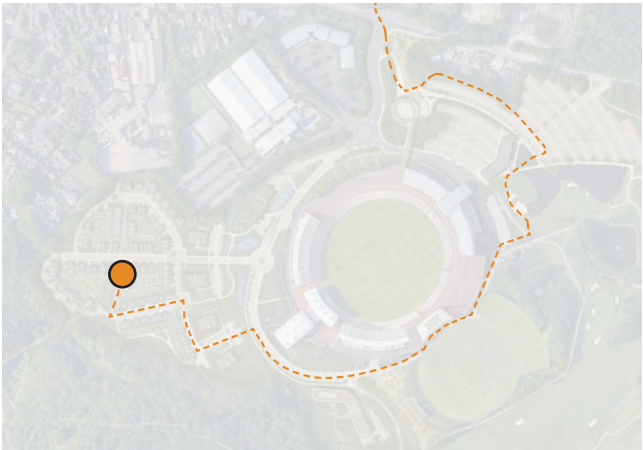
Character Area 05
08 - Looking towards the stadium.



Proposed Design

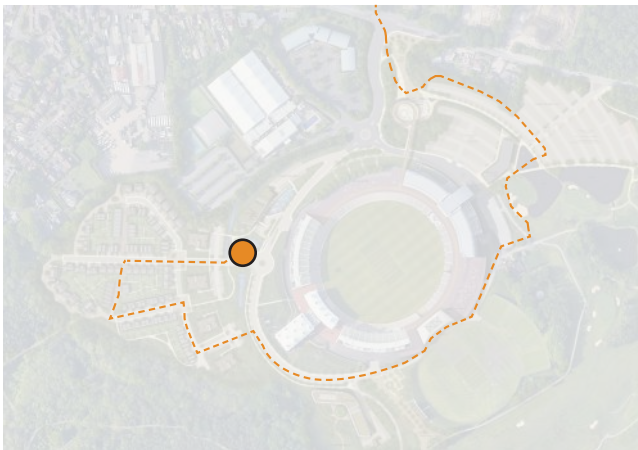
Character Area 05

09 - A peak into the Mews.



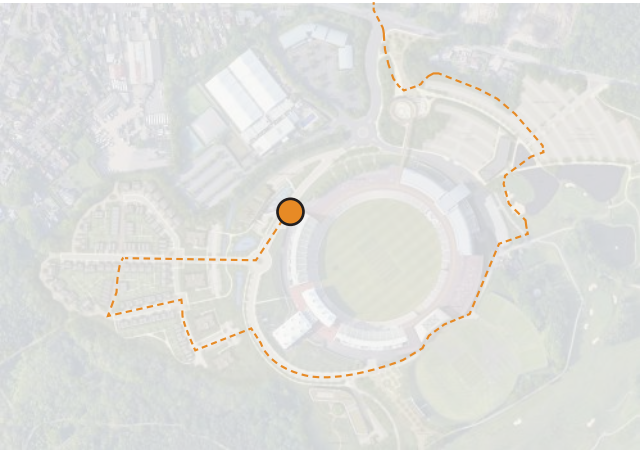
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Character Area 05
10 - Looking back at the residential area.



Proposed Design

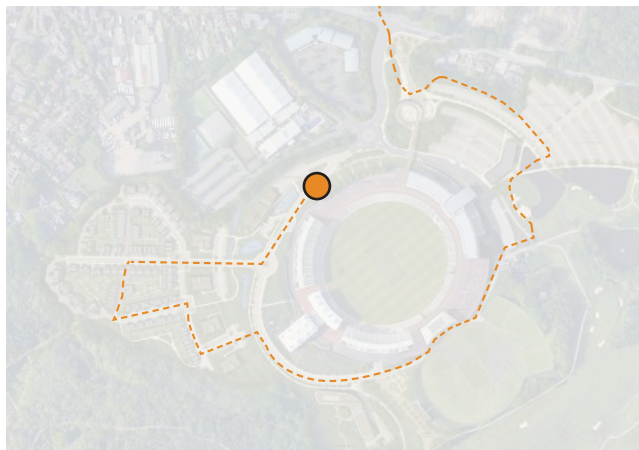
Character Area 05
11 - The well-being centre.



Proposed Design

Character Area 05

12 - Overview of the residential and stadium interface.



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