

Alton Estate Regeneration
Hybrid Application

DESIGN CODE

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May 2019

ALTON GREEN

ROEHAMPTON SW15



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Open Space sections
Built Environment sections

For further detailed breakdown of figures, please refer to the Planning Statement

0 Introduction

Vision for the Regeneration of the Estate

Blending this iconic post-war estate with placemaking and streetscape lessons that have been learnt since its creation, our site-wide vision is to re-invigorate the Estate; developing buildings and spaces that take inspiration from, and enhance, the impressive parkland setting. This vision is for a modern estate, rich in character and life that reconnects with Roehampton Village, Richmond Park and surrounding Listed Buildings that made the estate one of the best examples of its time for public housing, and an early example of a truly mixed-use development. It is these principles that underpin our vision.



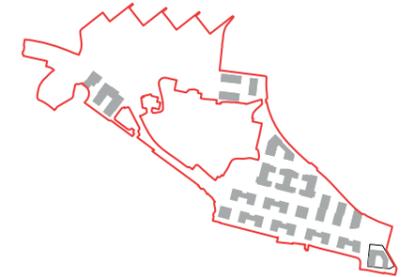
1103

Homes



9572sqm (GIA)

Non-Residential Uses



12.5 ha

Site Area



80493 .sqm

Publicly Accessible
Open Space

(including play area)



7657 .sqm

Play Provision

(all forms pf play)



7198 .sqm

Communal Amenity
Space



2249

Cycle Spaces

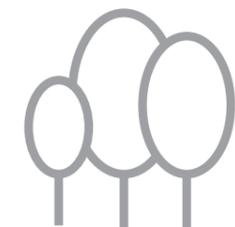
2100 Residential Spaces
39 Community Spaces
10 Office Spaces



551

Parking Spaces

544 Residential Undercroft Spaces
7 Class D Undercroft Spaces



770

Proposed New Trees

For further detailed breakdown of figures, please refer to the Planning Statement

Document Context

Alton Estate Regeneration - Background

Through the Alton Area Masterplan (2014) and the subsequent Roehampton Supplementary Planning Document (2015), the London Borough of Wandsworth has set out their strategic objectives for the regeneration of the Alton Estate in collaboration with Redrow to:

- Create a mixed and balanced sustainable community
- Improve the quality of retail, service and community facilities
- Adopt a place-making approach
- Conserve and enhance existing heritage assets
- Enhance connections, making them more attractive, convenient and usable
- Upgrade the existing landscape and open spaces

This document should be read alongside the Design and Access Statement, the Landscape and Public Realm Design Statement, the Parameter Plans and Planning Drawings submitted as part of the hybrid application for development within the Alton West Estate (referred to as 'site area' or 'intervention area'). The document should also be considered in relation to existing housing standards and guidance, for example the London Plan and Mayor's Housing SPG.

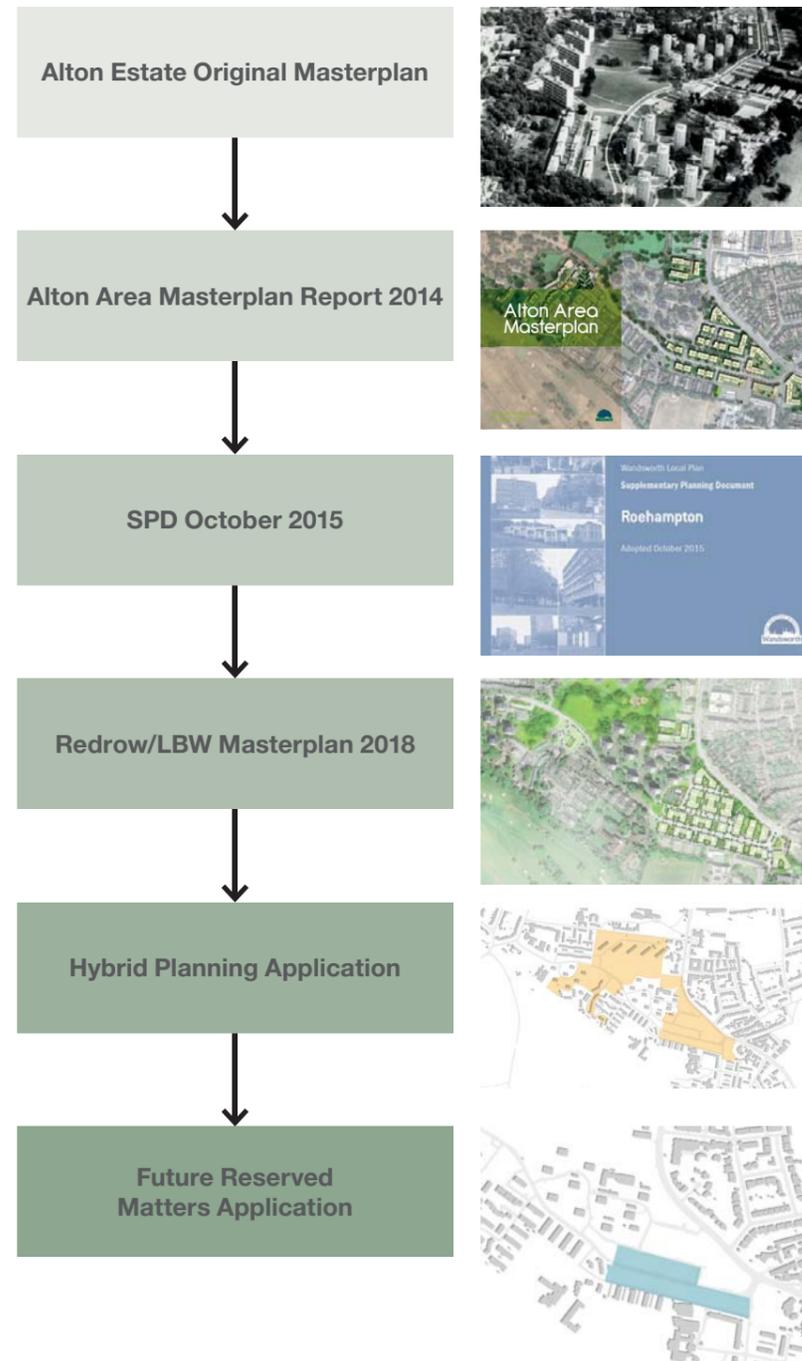
The Design Code sets out the fundamental parameters of the masterplan, which will ensure the future delivery of a high quality, coherent mixed-use neighbourhood. It also allows for a degree of architectural diversity as well as an integrated landscape and public realm strategy.

For the purposes of consistency, the Design Code will cover both outline and detailed development plots. Future outline plots will follow the design ethos and standards of quality as those of the detailed plots. The Design Code builds on the previous work undertaken in the Alton AAP and Roehampton SPD documents.

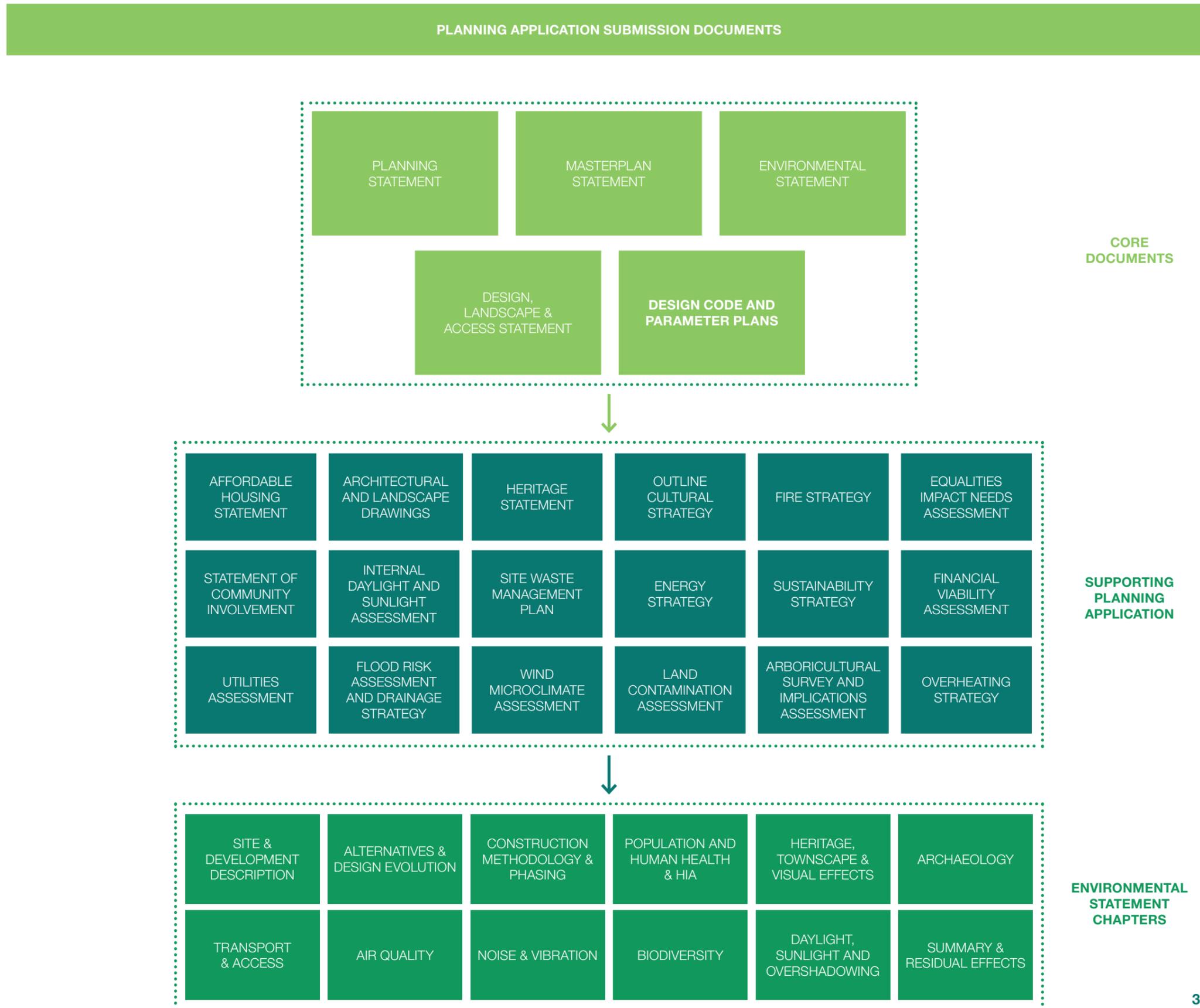
The purpose of the Design Code:

- Provide robust and tested guidance to inform the development of future Reserved Matters Applications
- Ensure high quality design of buildings and public realm
- Define the character of the physical environment and the requirements placed on proposed buildings to support that character
- Outline standards for building types and open spaces
- Describe an expected architectural approach and material treatment

Project Timeline



Document Context



Site Area - Definitions

The masterplan proposals have been informed by the key deliverables described as part of the four intervention areas set out as part of the Roehampton SPD.

The most effective delivery mechanism for this is a hybrid planning application. The division between the detailed and outline elements of the application can be seen on this drawing.

The extension and refurbishment proposals for the Minstead Garden bungalows are to come forward as a separate planning and listed building consent application.



Orange square icon Detailed application

Green square icon Outline application

Red square icon Site Area

How to Use the Design Code

The Design Code gives design principles to inform future development and maintain design quality and to convey how these principles are used in practice.

In terms of guidance to future designers of building plots, there are two types of design code which sit alongside the Parameter Plans - 'mandatory' and 'advisory' codes. This is done to provide clear rules for certain design principles yet allow for flexibility and avoid being overly prescriptive on others.

'Mandatory' codes

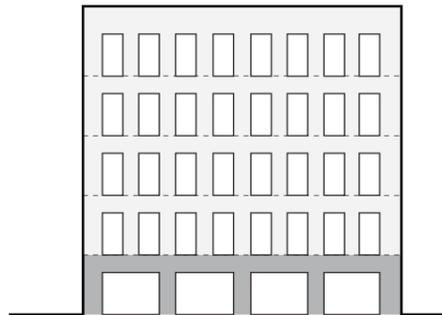
'The applicant **must**



E.g. Parapet lines **must** be rectilinear

'Advisory' codes

'The applicant should



E.g. 'The applicant should distinguish between residential and commercial uses in the elevation treatment'

Structure of the Design Code

The Design Code is set out in three main chapters, existing context, emerging context and future development.

1 ALTON ESTATE - EXISTING CONTEXT (descriptive)

- A full description of existing and emerging context for development within and around the site area is set out in the Design and Access Statement.
- This chapter of the Design Code summarises the existing context for development focusing on the existing Alton Estate and immediate surroundings but also extending to the wider context including Roehampton, nearby centres and Richmond Park.
- Understanding the context for development is critical to the development of the Design Codes to ensure high quality and appropriate development for the area.
- The content of this chapter is illustrative and it does not set prescriptive rules for future development of the outline plots. The chapter topics are structured to ensure consistency with later chapters.

2 SITE AREA - EMERGING CONTEXT (descriptive)

- The Design and Access statement describes the overall vision, masterplan and supporting principles for development within the site area. The site area is the area that is the subject of the hybrid planning application and comprises blocks for which detailed and outline planning consent is being sought.
- The areas for which outline planning consent has been sought for will be the subject of later reserved matters applications in respect of access, layout, appearance, scale and landscaping.
- The contents of this chapter describes the existing condition as it stands today as well as the future condition post-development.
- The content of the chapter is illustrative and it does not set any prescriptive rules for future development of the outline plots. The masterplan provides the framework for detailed design proposals and preparation of the Design Code which will guide the development of the remaining areas.

3 OUTLINE APPLICATION AREA - FUTURE DEVELOPMENT (prescriptive)

This chapter prescribes specific rules for future development within the outline application area in the form of a Design Code. The guidance is broken down into two tiers:

- 1) Mandatory design requirements which to which development must comply with.
- 2) Advisory codes which should be taken into account in the preparation of development proposals.

- The objective is to ensure a high design quality in accordance with the overall masterplan and urban design principles and will integrate with the development of the wider Site area for which detailed planning consent is being sought. Advisory principles act as guidance in order to deliver high quality proposals in the future.
- The Design Code is reflected in the parameter plans which accompany the planning application.
- This chapter does not contain information relating to the detailed application area (other than for illustrating context) as this will be covered in the Design & Access Statement of the detailed planning application elements.



1 Alton Estate (West) - Existing Context

1.1 Public realm and open space

1.1.1 Wider Context Integration

Overview

The value of these parks and access to open space brings numerous benefits to the residents and local people who use them, creating a peaceful atmosphere and providing contact with nature. Parks and open space can also become the focal point for social activities as well as educational and cultural opportunities. The Alton Estate in Roehampton is set within Downshire Field and conveniently located between Richmond Park and Putney Heath, providing existing and future residents with easy access to large open expanses of parkland and ancient woodland.

Challenges

Connectivity and integration within the surrounding context is a fundamental challenge with the Alton Estate. Although there is significant green space there is poor legibility at the key entrances to the site which deters people from using the estates network of streets to gain access to Downshire Field or further beyond to Richmond Park.

Vision

A key concept of the masterplan proposal is to create more legible and accessible routes between the blocks. The existing pedestrian network, including desire lines, must be respected and enhanced to ensure the masterplan principles of permeability are applied and access to the surrounding communities is improved upon.

Key:

- | | | | |
|---|---------------------------------|---|---------------------|
|  | Site Boundary |  | Private Recreation |
|  | Masterplan Area |  | Woodland |
|  | Major road |  | Sports / Recreation |
|  | Train Line |  | Play |
|  | Strategic Green Links |  | Golf Course |
|  | Future Richmond park connection | | |
|  | Public Open Green Space | | |
|  | Existing Waterbody | | |



Diagram: Existing open space and context to the proposed development

1 Alton Estate (West) - Existing Context

1.1 Public realm and open space

1.1.2 Existing Open Space

- Analysis of the existing amenity space has been carried out and reveals a large proportion of the existing Alton Estate is valuable open amenity space for residents.
- The areas below have been identified in accordance with the London Borough of Wandsworth's Open Space Study (2006).
- The masterplan looks to protect and enhance the amount of amenity space in the intervention area.



Key:

- Site Boundary
- Existing Public Amenity Space = 77105²
- Existing Alton Green Activity Centre (Public amenity space) = 2100m²
- Existing Downshire Field Play Space (Public amenity space) = 987m²
- Existing private communal amenity space = 2382m²

TOTAL Existing Combined Space Across Site
(Public, Communal & Private Green Space) = 82574m²

1 Alton Estate (West) - Existing Context

1.1 Public Realm and open Space

1.1.3 Existing Play Provision

The site currently has 2 existing playgrounds, Downshire Field and Alton Activity Centre, it also includes an existing MUGA behind the existing Youth Centre which is required to be removed to facilitate the proposed development. Downshire Field play space provides for ages 0-11, but is hidden, poorly connected to the surrounding landscape and does not include equipment deemed suitable for the naturalistic setting.

Alton Activity Centre is a community asset located in the heart of the estate for ages 0-11, but has the potential to offer ages 12+ youth play. The centre includes equipment and surfacing requiring extensive refurbishment. The centre's opening hours are currently limited which provides issues with access for local children.

Analysis of the existing play offer in the local area highlights a deficiency in the play provision for the various age groups within the intervention area:

- For under 5s there is no doorstep play provision in the surrounding area. Downshire Field is located within the site which has an expanse of lawn.
- For ages 0-11 there is some play provision in the surrounding area that is within an acceptable walking distance. Richmond Park and Putney Heath are located just over 400m away from the boundary of the site which has an expanse of lawn. Alton Playground located off Bessborough Road is on the 400mm maximum distance south from the site. While this is an acceptable distance it would involve children having to travel along very busy roads to get to these facilities.
- Ages 12+ are well provided within the local area in terms of open space. There are playing fields immediately adjacent to the site in Roehampton Recreation Centre (for University Students), with further facilities of play areas and sports courts located in Roehampton Playing Fields. Existing MUGA's are located behind the youth facility and at Witley Point.

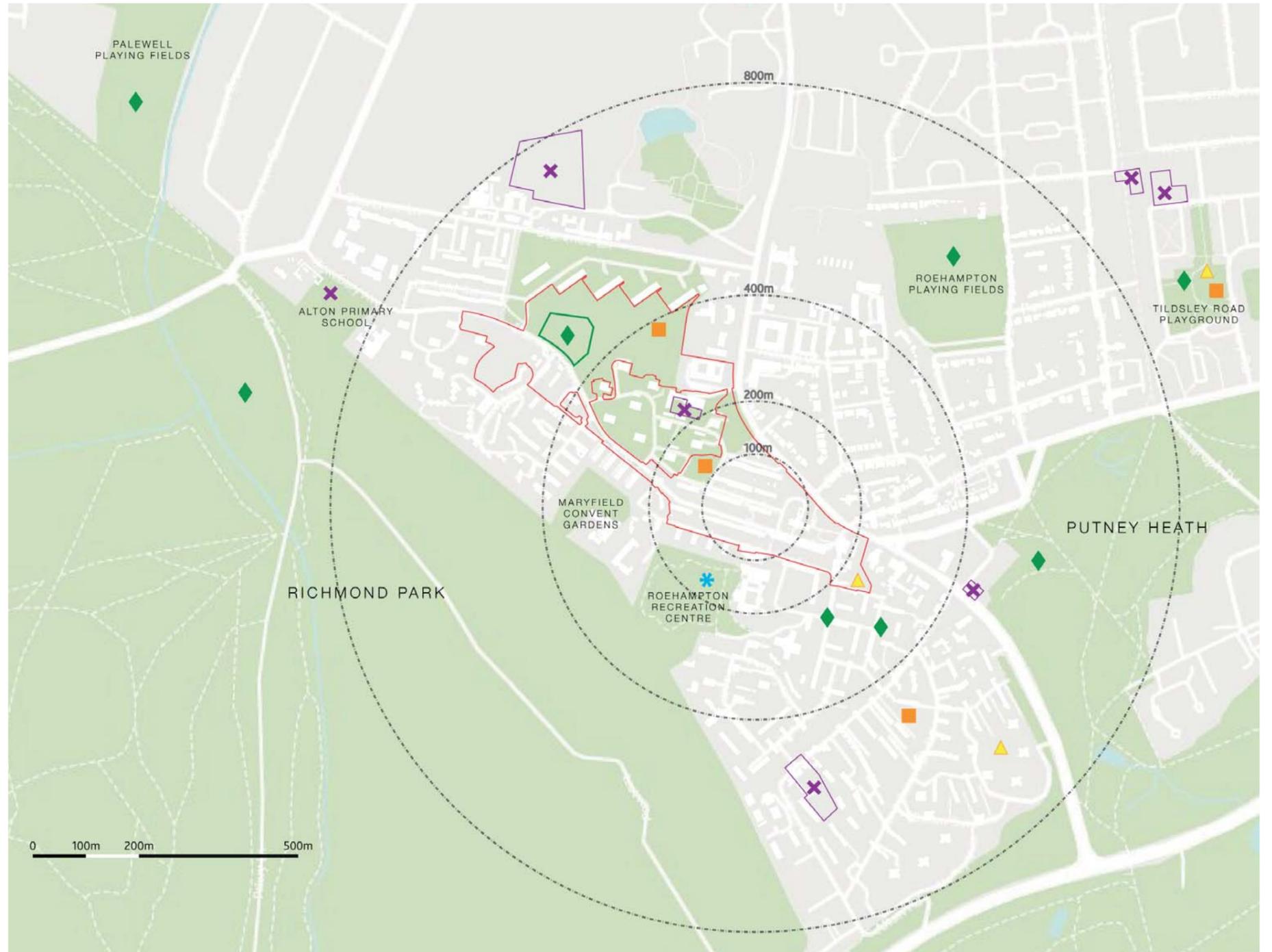
SPG B4: Where should the new provision be located?

4.37 In assessing the needs arising from new development, it will be important to identify existing play facilities within the identified distance bands. This will determine whether there will be potential for enhancing existing provision to accommodate the additional needs arising from the proposed development as an alternative to new provision.

	Maximum walking distance from residential unit (taking into account barriers)
Under 5's	100m
5-11 year olds	400m
12+ years	800m

Key

- Doorstep play (0-4 years old)
- Local play (0-11 years old)
- ▲ Youth play (12+ years old)
- ◆ Open lawn areas (All ages)
- ✕ School playground & sport facilities
- Council-led Activity Centre



1 Alton Estate (West) - Existing Context

1.1 Public realm and open space

1.1.4 Constraints

Constraints

- Single access and entrance to estate.
- Access and through routes to surrounding areas blocked off.
- Surrounded by self-contained uses (golf course, school, university, hospital).
- Biggest centre of activity on the edge of estate does not draw visitors in.
- Lack of connectivity, integral loop roads leading back to single dead-end spine road.
- Downshire Field not well overlooked. Attracts anti-social behaviour.
- There are poorly defined spaces that are frequently not overlooked and lack any positive active frontages.
- Residential units frequently overlook refuse and service areas, external stairways and alleyways, and the presence of these concealed inactive areas provide opportunities for antisocial behaviour.



Key:

	Site Boundary		Roehampton Lane- Busy Main Road
	Busy Main Road		Heavy Traffic Junction - Does not draw visitors into the Estate
	Severe Level Change		Closed Off Play Space
	Mosaic School Entrance		Lack of Connections through to Richmond Park
	Bus Interchange		Lack of outward facing frontage

1 Alton Estate (West) - Existing Context

1.1 Public realm and open space

1.1.5 Opportunities

Opportunities

- Create new public square to transition between Alton Estate East and Roehampton Village.
- Offer new cultural and community facilities to draw in both local and wider audiences.
- Create links with universities, schools, leisure uses to share facilities (gym, leisure centre, start-up business space etc.)
- Existing mature trees to be retained where appropriate to ensure a green buffer is kept to screen Roehampton Lane.
- Topography provides opportunities for maximising view corridors.
- Retaining as much of the public open space as possible and enhancing routes and improving permeability.
- Create pedestrian friendly, green streets.
- Improve and replace poor quality building stock. There is opportunity for the addition of well considered new buildings of high architectural design.
- Future proofed link to Richmond Park
- Improved link connection to Hershams Close

Key:

-  Site Boundary
-  Green Buffer to Screen Roads
-  Key Opportunity Areas
-  Reinvigorated Retail Parade on Both Sides of Danebury Avenue
-  Main Route through site- Cars and Buses
-  Main Route through site- Bikes and Pedestrians
-  Improved Connections
-  Key Views and Sight Lines
-  Improved Frontage to Roehampton Lane



1 Alton Estate (West) - Existing Context

1.2 Built Environment

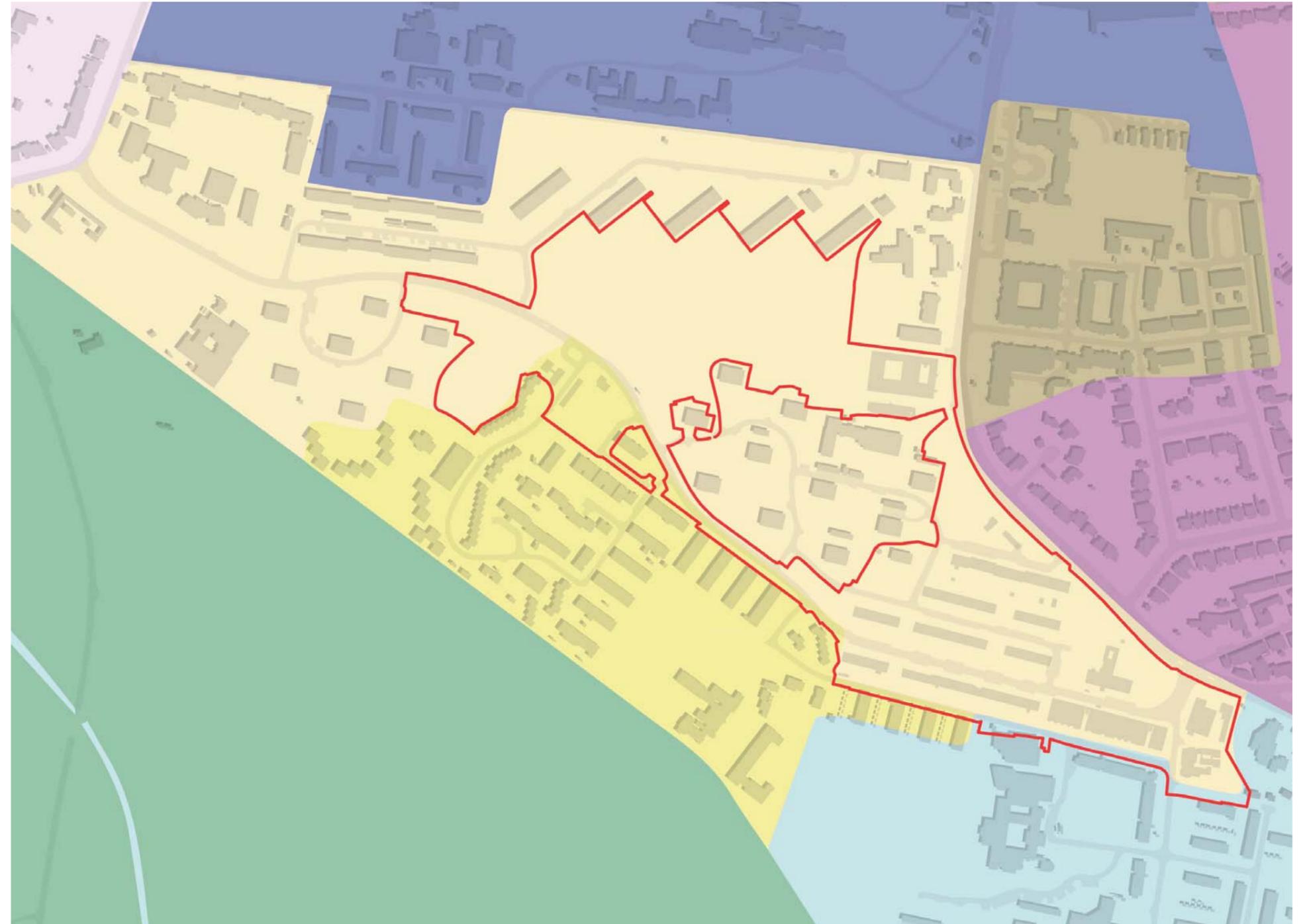
1.2.1 Character Areas

The character areas featured in Volume One Section 2 are in line with the areas identified in Barton Willmore's Townscape and Visual Appraisal. Several Townscape Character Areas (TCAs) have been identified which capture the identity of Roehampton and the wider area. Given the nature of development over time, Roehampton can be described as having clearly distinct areas with different spatial and material qualities. This has influenced the nature of the design proposals for the hybrid application to create a new, distinct area of development.

 Site boundary

Alton Area Character Areas:

-  TCA 1: Richmond Park & Golf Course
Located to the south-west of the site and comprises a golf course, driving range and the largest of London's Royal Parks, Richmond Park which is of national and international importance for wildlife conservation
-  TCA 2: Roehampton Suburbs
To the north-west of the site, this area is typified by predominantly two/three storey large-scale detached residences set amongst a tree-lined backdrop.
-  TCA 3: Roehampton North
Located to the north of the site, comprises areas of recreational space, woodland, and large scale institutional buildings.
-  TCA 4: Alton West
North-eastern parts of the TCA consists of brown brick facades, recessed pitched slate roofing and red brick detailing, surrounded by several 18th century estates. North and west areas of the TCA consist of concrete tower residential blocks.
-  TCA 5: Alton Gardens
The southern parts of the site area are characterised by low rise built forms, comprising generally of one storey bungalows and two storey terraces.
-  TCA 6: Alton East
Located to the south-east of the site this area is comprised of predominantly residential development in the form of slab-blocks, point blocks and low-rise housing. This area differs from the Alton West estate primarily in its materiality, with more references to its traditional context.
-  TCA 7: Queen Mary's Place
To the east of the site consists predominantly of modern three storey residential blocks arranged around a series of landscaped courtyards, set within the grounds of the historic Grade I listed Roehampton House.
-  TCA 8: Roehampton East
Located to the east of the site this area's centre is Roehampton High Street. The vernacular of built form varies across the TCA and features a mix of red brick Gothic Revival terraces and mixes of stock brick and slate roofed terraces.



1 Alton Estate (West) - Existing Context

1.2 Built environment

1.2.2 Townscape, Landmarks and Heritage

Alton West Slab Blocks



Richmond Park & Golf Course



Fig:001

Alton West Point blocks



Downshire House

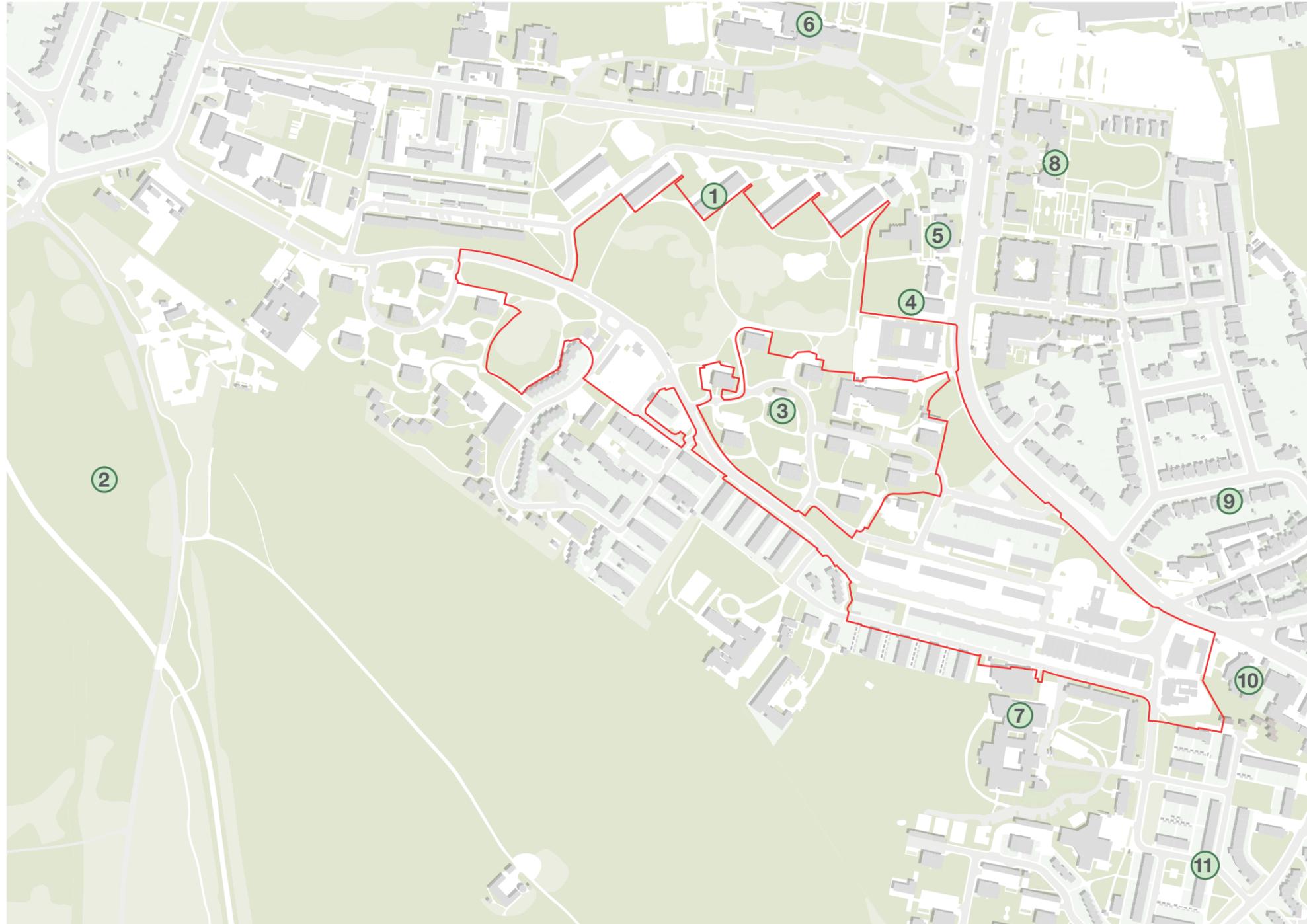


Fig:002

Chadwick Hall



Fig:003



Grove House



Fig:004

Parkstead House



Fig:005

Roehampton House



Fig:006

Roehampton Village



St Joseph's Church



Alton East



Fig:007

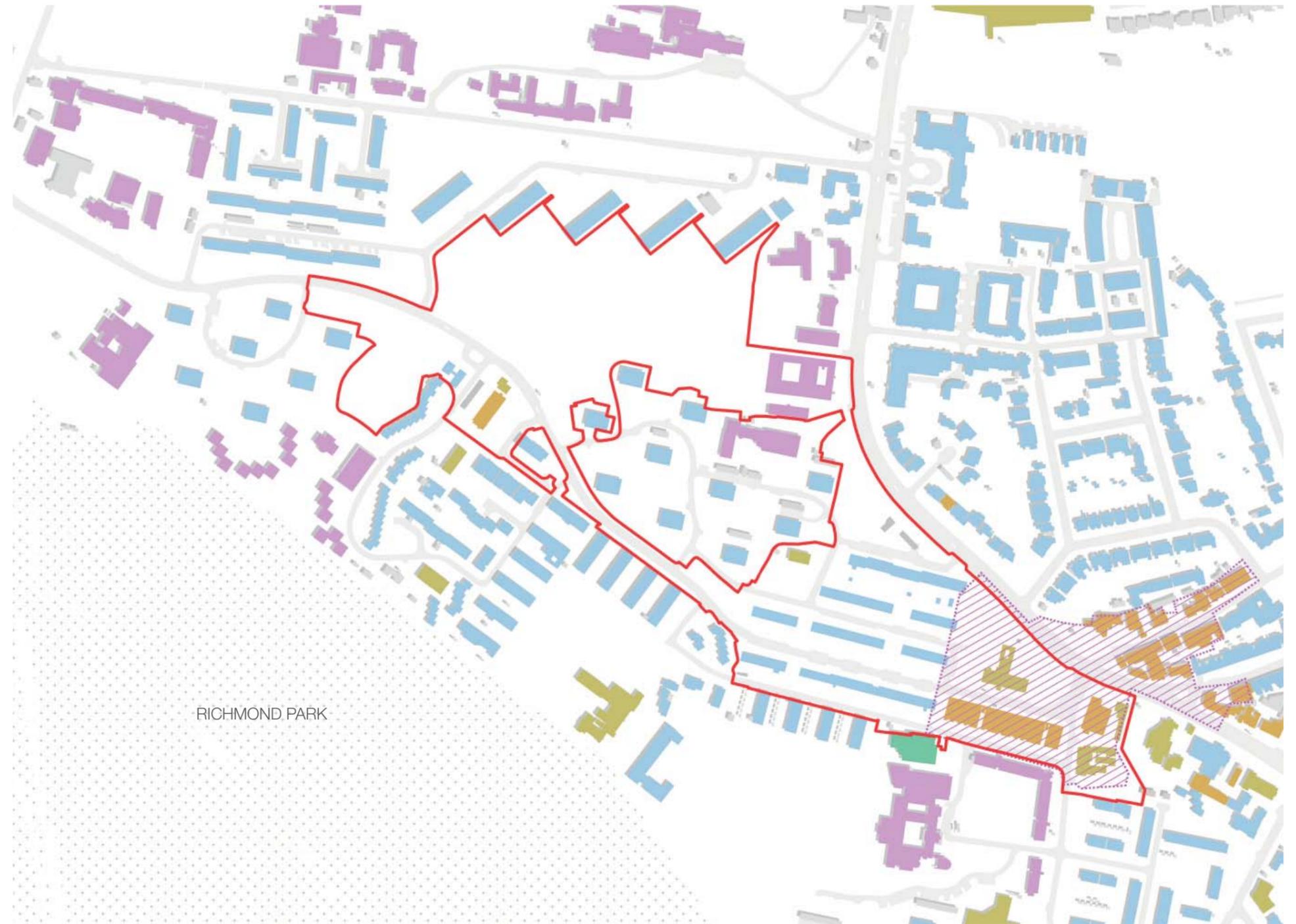
1 Alton Estate (West) - Existing Context

1.2 Built Environment

1.2.3 Mix of Uses

The site area and wider context is predominantly residential in terms of use. However, Roehampton Village forms a cluster of retail and community uses which this development seeks to compliment. The presence of Roehampton University is also notable with a series of educational and student residential buildings along the perimeter of the Alton West estate.

The local Town Centre boundary of Roehampton extends into the site area, indicating the importance of new uses to the local area.



Key:

 Site boundary

 Local Town Centre Boundary

Predominant ground floor uses:

 Educational

 Residential

 Commercial with residential above

 Community

 Leisure

1 Alton Estate (West) - Existing Context

1.2 Built Environment

1.2.4 Built form, age and appearance

The intent of the Alton West Estate was to provide a mixture of housing types, not just high-rise dwellings, but also low-rise flats, family houses and bungalows for older people.

Five basic types were designed to provide a variety of accommodation: Slab Blocks, Point Blocks, Danebury Avenue maisonettes, Terraced houses and the bungalows. The five eleven-storey slab blocks within the Highcliffe neighbourhood (Binley, Winchfield, Charcot, Denmead and Dunbridge Houses) are listed as Grade II*.

There have been a series of additions and adaptations to the original masterplan, some of which have been to the detriment of the wider estate. These have compromised the design intent of the original masterplan and the overall quality of the public realm.

Some of the additions made since the original masterplan was conceived have been successful however, for example the student residences at Chadwick Hall by Henley Halebrown which was shortlisted for the 2018 Stirling Prize.

Key:

-  Site boundary
-  Group 1 - Feature Building - Point Blocks
-  Group 2 - Standard Blocks - Bungalows
-  Group 3 - Low Rise Blocks - Two and Three Storey Terraces
-  Group 4 - Feature Building - Slab Blocks
-  Group 5 - Standard Blocks - Linear Blocks
-  Group 6 - Masterplan Anomalies
-  Group 7 - Village High Street
-  Group 8 - Contemporary Townhouse - Emerald Square



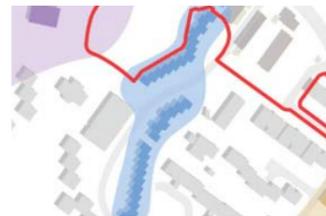
1 Alton Estate (West) - Existing Context

1.2 Built Environment

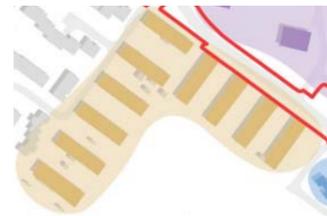
1.2.4 Built form, age and appearance



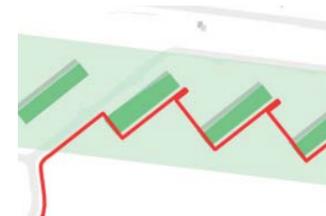
Group 1 - Feature Buildings, Point Blocks



Group 2 - Standard Blocks, Minstead Gardens



Group 3 - Low Rise Blocks, Two and Three Storey Terraces



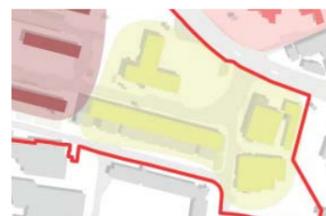
Group 4 - Feature Buildings, Slab Blocks



Fig:008



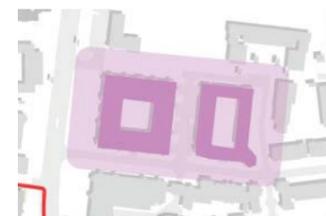
Group 5 - Standard Blocks, Linear Blocks



Group 6 - Masterplan Anomalies



Group 7 - Village High Street



Group 8 - Contemporary Townhouse, Emerald Square

1 Alton Estate (West) - Existing Context

1.2 Built Environment

1.2.5 Building heights

While the wider area of Roehampton is typically characterised by low-rise detached and semi-detached housing, the Alton Estate (both East and West) is comprised of groups of tall buildings set around open green landscape with views to Richmond Park. Typically, the point and slab blocks can be found as bunched together in plan with similar building heights. Tall buildings within the site area include the 11-storey Highcliffe slab blocks and the 12-storey point blocks of Tunworth Crescent and Tangley Grove.

The new development will seek to mediate between these two areas of height. The mid-rise proposals will aim to minimise detrimental impact on heritage assets such as the listed Highcliffe blocks and the conservation area.



Key:

-  Site boundary
-  Clustering of height
-  1-2 storeys
-  3-4 storeys
-  5-8 storeys
-  9 storeys +

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.1 Illustrative Masterplan

The landscape and public realm vision for this prestigious development is founded on providing an accessible, sustainable and characterful setting to complement the design of the proposed architecture and existing built form.

The principal aims are to create a range of external spaces that contribute to the setting and use of the proposed buildings. To improve connections to the wider area, by providing engaging, legible and freely accessible public spaces with improved connectivity to the wider townscape.



Key:

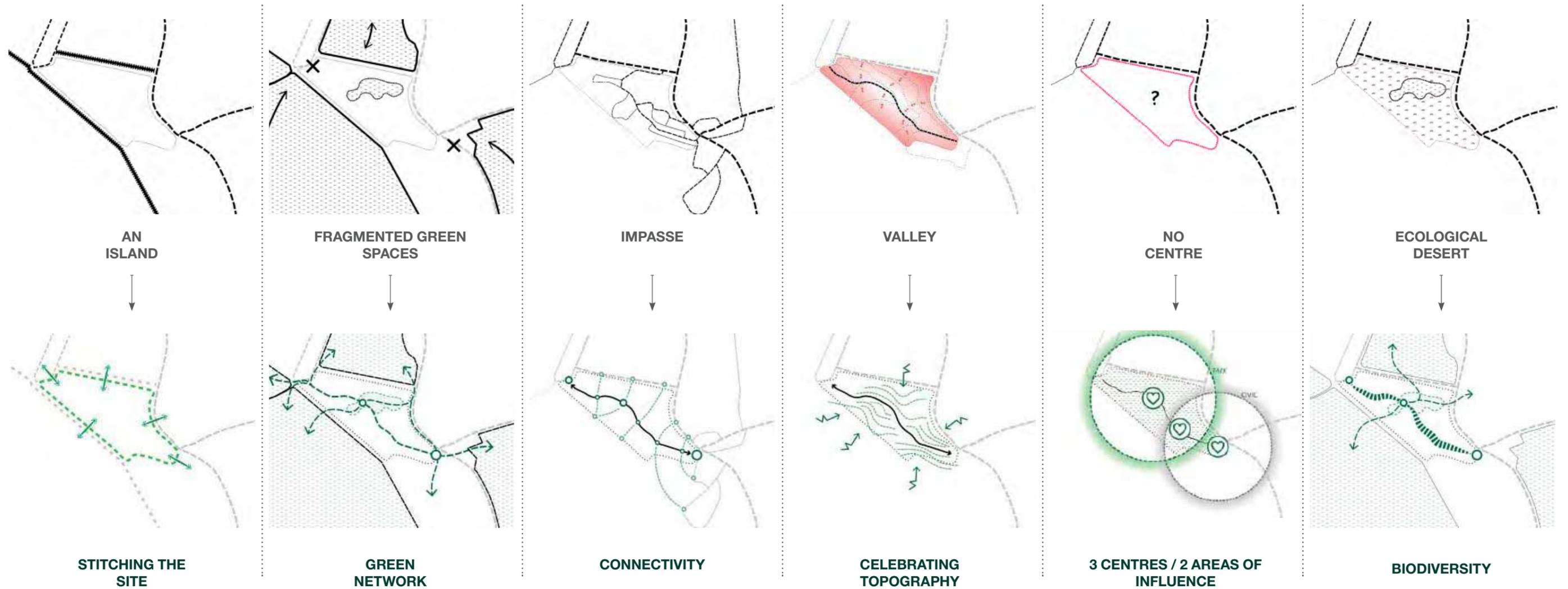
- ① Village Square
- ② Minstead Gardens Bungalows
- ③ Mount Clare
- ④ Roehampton Recreation Centre
- ⑤ Alton Activity Centre
- ⑥ Downshire Field
- ⑦ Portswood Place
- ⑧ Chadwick Hall
- ⑨ Downshire Play Hub
- ⑩ Highcliffe Slabs
- ⑪ Opportunity for future pedestrian / cycle route to Richmond Park

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.2 Landscape Masterplan Vision

These landscape masterplan principles have been developed through analysis of the site constraints and opportunities. Each presents a key design strategy that is a contextual response to the existing site condition:



Create new landscape routes along the boundary that stitch the site back into the surrounding Roehampton area.

Create a network of green infrastructure that permeates throughout the estate and connects to the surrounding green spaces.

Create streets and squares that offer a welcoming and safe connection for pedestrians and vehicles to navigate through the estate.

Create a landscape that utilises the steep topography, that is playful, dramatic and maximises views.

Create 3 centres that act as attractors to the wider area.

Create a rich, verdant landscape that enhances the existing vegetation and improves biodiversity.

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.2 Landscape Masterplan Vision

The masterplan has identified 4 key opportunity areas

1. The Village Square
2. Alton Activity Centre
3. Portswood Place
4. Downshire Field

The landscape strategy frames these opportunity areas within 2 areas of influence, **Parkland Quarter** and **Urban Quarter**.

The character transition from the urban public realm of the Village Square, Library and streetscape will gradually 'soften' and transition to the Parkland landscape of Downshire Field.

This strategic concept informs the design and character of key spaces across the masterplan.



Diagram: Parkland and Urban Quarters of Alton Green Masterplan

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.3 Open Space Descriptions

Public Realm

Public open space
(Parkland & Urban Quarters)

- Public environment
- Pedestrian Green Promenades
- Accessible, open to all
- Flexible & Active
- Legible framework of paths and spaces
- Both Active & Passive recreational opportunities
- Encourage social interaction Incidental & Neighbourhood play
- Balance of hard & soft materials
- Durable & robust



Fig:009



Fig:010



Streetscape

Public open space

- Legible hierarchy of streets
- Traffic calming measures
- Visual communication of user priority
- Incidental play
- Green/planting/trees/SUDS
- Car-parking, cycle stands & street furniture
- Uncluttered



Courtyards

Private, Communal or public

- Domestic environment
- Great lawn area
- Sequence of spaces approach
- Gardens (experiential, sensory etc.)
- Passive recreation (No ball games)
- Doorstep & local play areas
- Social and communal areas
- Defensible landscape (Noise / visual impact)



Play Hubs

Public open space

- Main active play hubs - Alton Activity Centre and Downshire Field
- Play spaces age 0 to 11+
- Space and facilities for informal sport or recreation activity (e.g. table tennis table, Multi-use games area (MUGA), climbing walls or boulders, wheeled sports area)
- Seating areas on the edge of the activity space
- Landscaping and landform
- Youth Spaces
- Social corners: places to hang out, relax and watch others while being next to physical play events.



Fig:011



Fig:012



Fig:013

Precedent image examples describing character of each typology

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.3 Open Space Typologies

The masterplan has been divided into key open space typologies to create a hierarchy that defines use and enhances site legibility:

The streets will link the development and connect to the surrounding communities. Featuring tree lined roads, integrated play and amenity spaces, and Suds features for site water management.

Private courtyards provide amenity spaces for residents to use, as well as green spaces to look out onto, whilst filtering views between units, and increasing passive surveillance.

Play hubs at key locations provide children with the opportunity for doorstep and local equipped play in a safe environment.

Public Realm creates identity becomes the social heart of the development for communities to congregate, socialise and interact through a wide range of events and uses.

KEY

— Site Boundary

- - - - - Pedestrian/Cycle Link

••••• Vehicular Link

Public Realm - Urban

Public Realm - Parkland

Streetscape

Courtyards

Play Hubs



Diagram: Illustrative diagram describing division of open space typologies across Alton Green Masterplan

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.4 Open Space Hierarchy

Central to the masterplan proposals is the creation of a series of key landscape typologies which will come to define Alton Green as a verdant, mixed use development and reinforce the unique sense of place across the wider Roehampton Area.

We have divided the masterplan into the following key landscape typologies:

Public Realm: Featuring the new Village Square, Portswood Place and a series of verdant Pocket Green Squares

Streets: A legible hierarchy of streets that are clearly defined and responsive to their user environment. Commercial streets that are robust and residential streets that are green and use a softer palette of materials.

Courtyards: Each courtyard is unique to its architectural context but must be guided by a set of principles that ensure a variety of scaled spaces are created. Principles of formal and informal design character will inform the design of each courtyard.

Downshire Field: The rolling landscape is home to mature trees, a natural play space as well as important community infrastructure such as Portswood Place and the bus turnaround.

KEY

— Site Boundary

Public Realm - Urban Quarter

The Village Square

Pocket Green Squares

Public Realm - Parkland Quarter

Downshire Field & Meadows

Portswood Place

Bus turn-around

Courtyards

Formal courtyard
Blocks B / C / E / D / F / H / I / J / K

Informal Courtyard
Block A / Q / M / N / O / PPCC

Streets

Commercial Street

Primary Residential Street

Secondary Residential Street

Tertiary Residential Street

Play Hubs

Alton Activity Centre

Downshire Meadows Play Space



Diagram: Illustrative diagram describing heirarchy of open space across Alton Green Masterplan

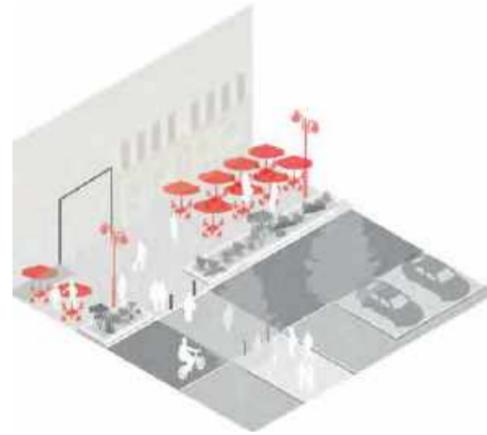
2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.4 Key Open Space Components



The Village Square



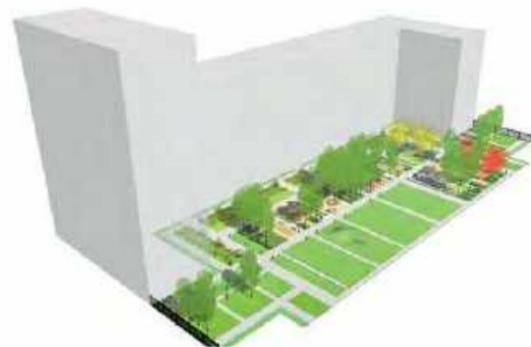
Commercial Streets



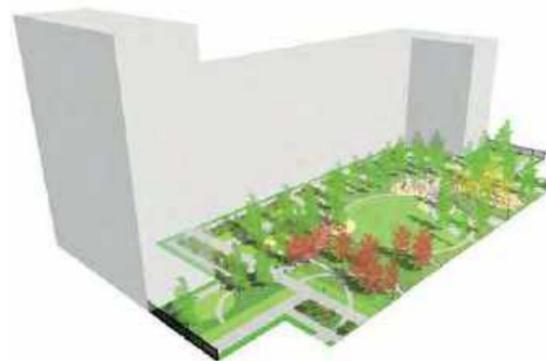
Primary Residential Street



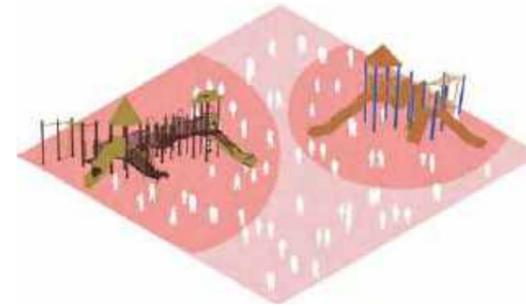
Secondary and Tertiary Residential Streets



Courtyards - Formal



Courtyards - Informal



Public Play Hubs - Downshire Field and Alton Activity Centre



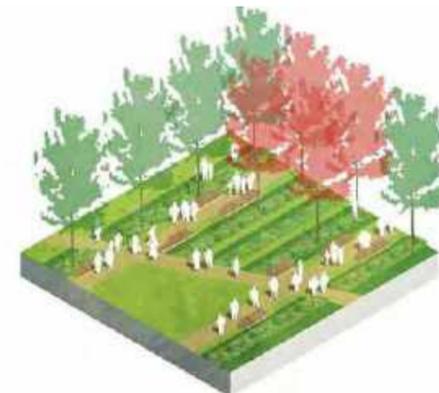
Play and playability in courtyards



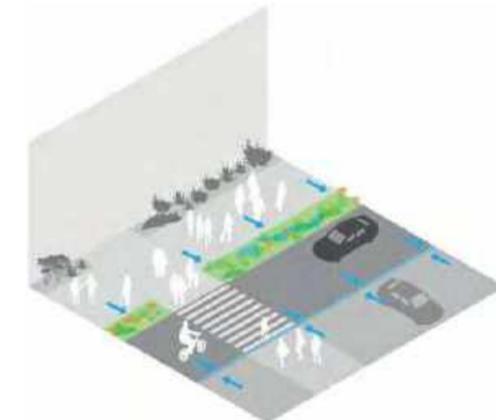
Colour and biodiversity



Green Roofs extensive



Green Roofs Intensive



SUDS and water management

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

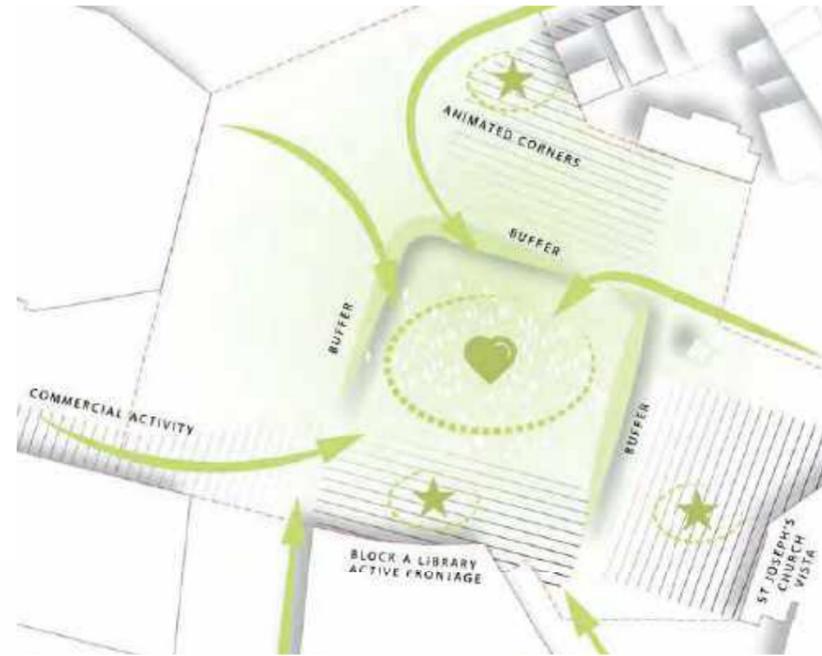
2.1.5 The Village Square & Community Hub

The Village Square

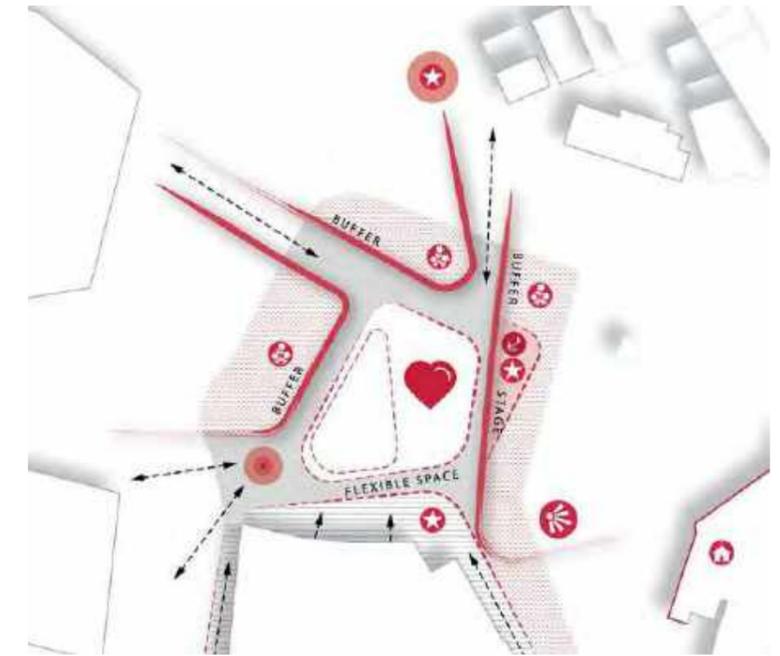
Public open space

- Community hub
- Healthy public environment
- Danebury Avenue 'Green Promenade'
- Accessible and inclusive
- Flexibility for multiple uses
- Both Active & Passive recreational opportunities
- Encourage social interaction
- Balance of Hard & Soft spaces
- Robust materials
- Flexibility for events and seasonal markets/art

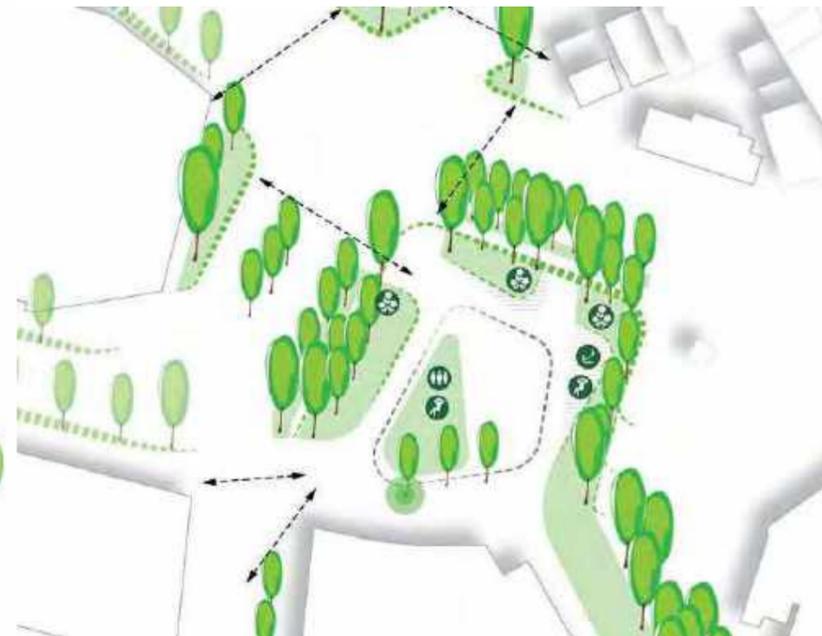
Design Tool box



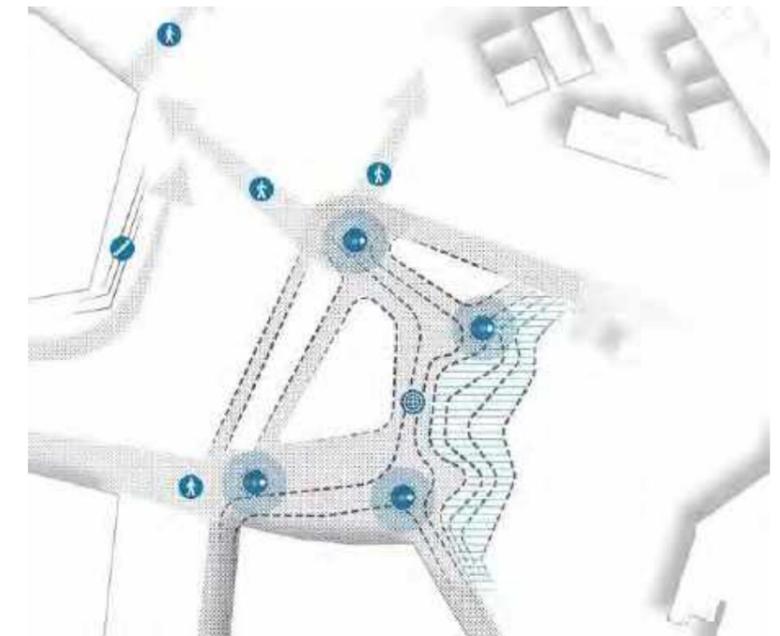
Character



Zoning



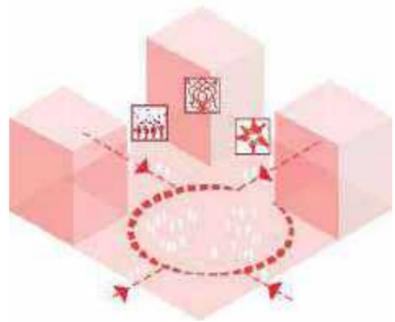
Softworks



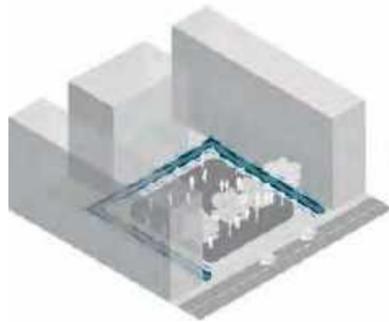
Hardworks

Design Toolbox illustrating ingredients of the village square and community hub

2 Site Area - Emerging Context
 2.1 Open Space and Public Realm
 2.1.5 The Village Square & Community Hub



Focal Point / Wi-Fi Hotspot



Definition /Activation of Edges



Sculptural Play Hub (0-11+)



Hard Flexible Space For Neighbourhood events & Activities



Feature Paving & Furniture



Feature tree planting



Facilitate Art installations, enhance community culture and expression

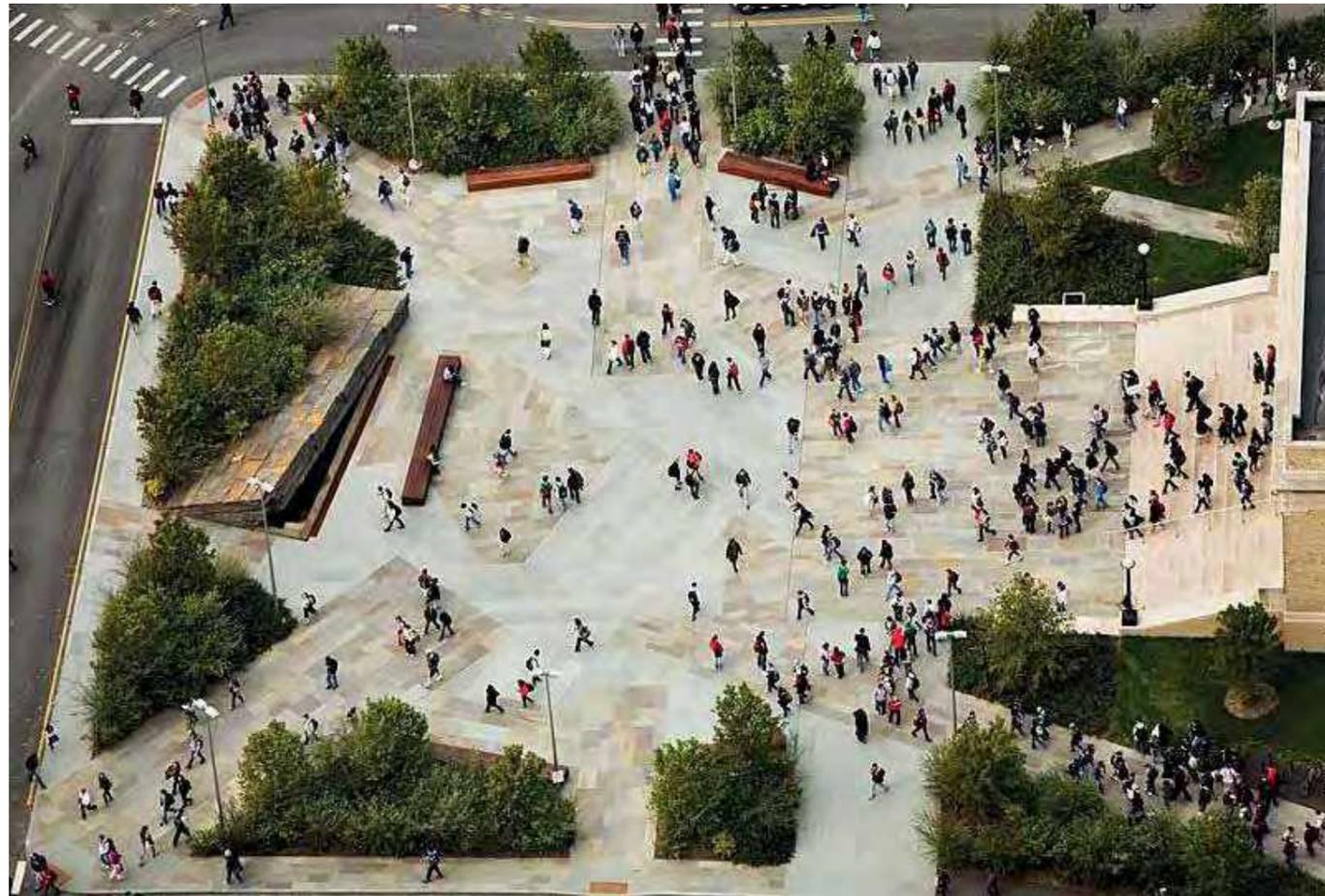


Fig:014



Fig:015



Fig:016



Fig:017



Fig:009

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

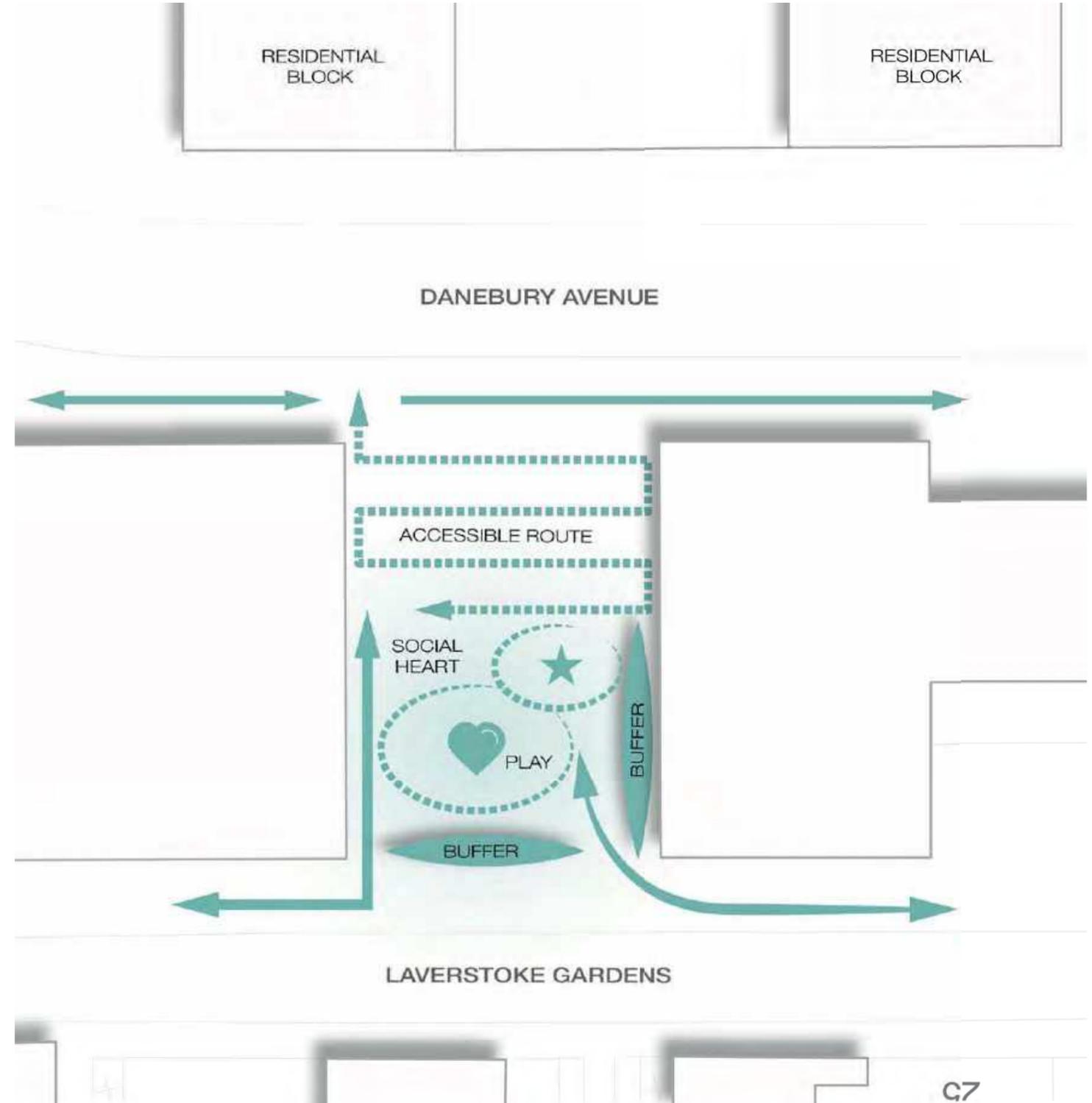
2.1.5 Pocket Green Square

Pocket Green Squares

Public open space

- Green and public
- Social spaces for congregation and relaxation
- Informal and moveable furniture
- Tree planting and sensory gardens for all ages/ lawn areas
- Natural and permeable materials and play
- Seasonal interest and ornamental trees
- Incidental and doorstep play
- Green steps to address level change

Design Tool box



Design Toolbox illustrating ingredients of the Pocket Green Squares

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.5 Pocket Green Square

Key Components



2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.6 Primary, Secondary, Tertiary Streets

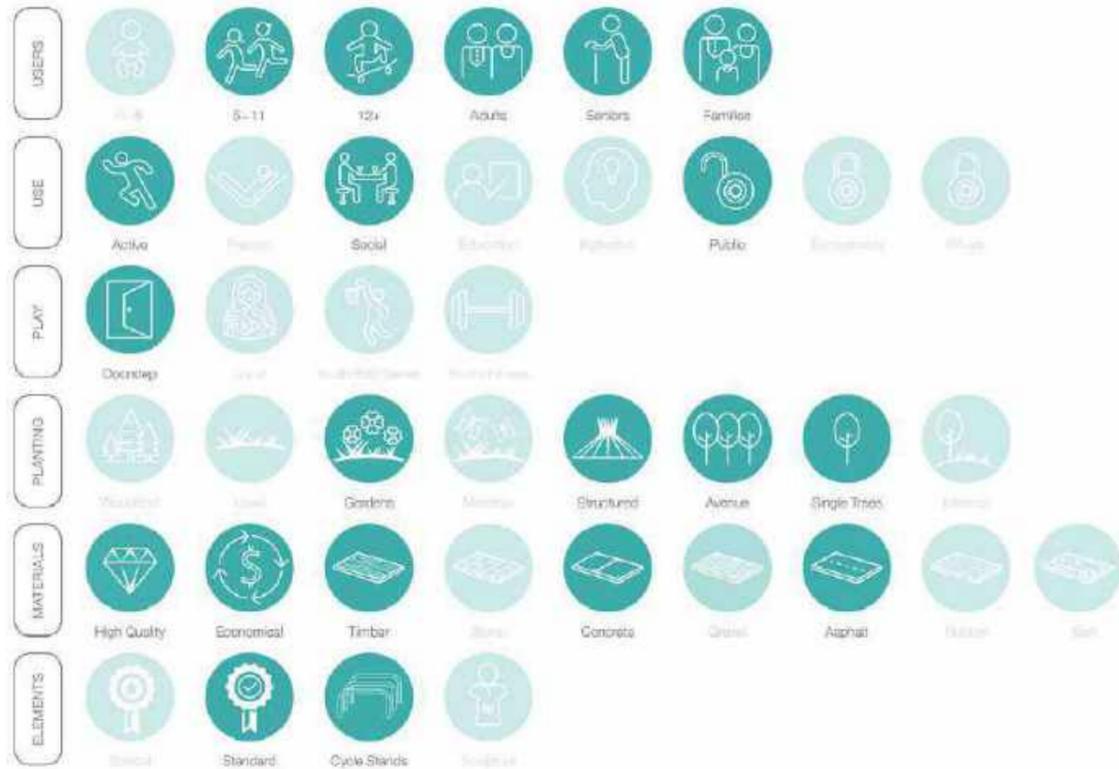
The streetscape design will create a healthy public environment with a clear, legible hierarchy applicable to changes in use from commercial to residential.

All streets will feature a robust palette of materials, traffic calming measures, full height and minimum height kerbs. Where appropriate pedestrian priority surfacing will be introduced to crossing points to enhance visual communication of user priority.

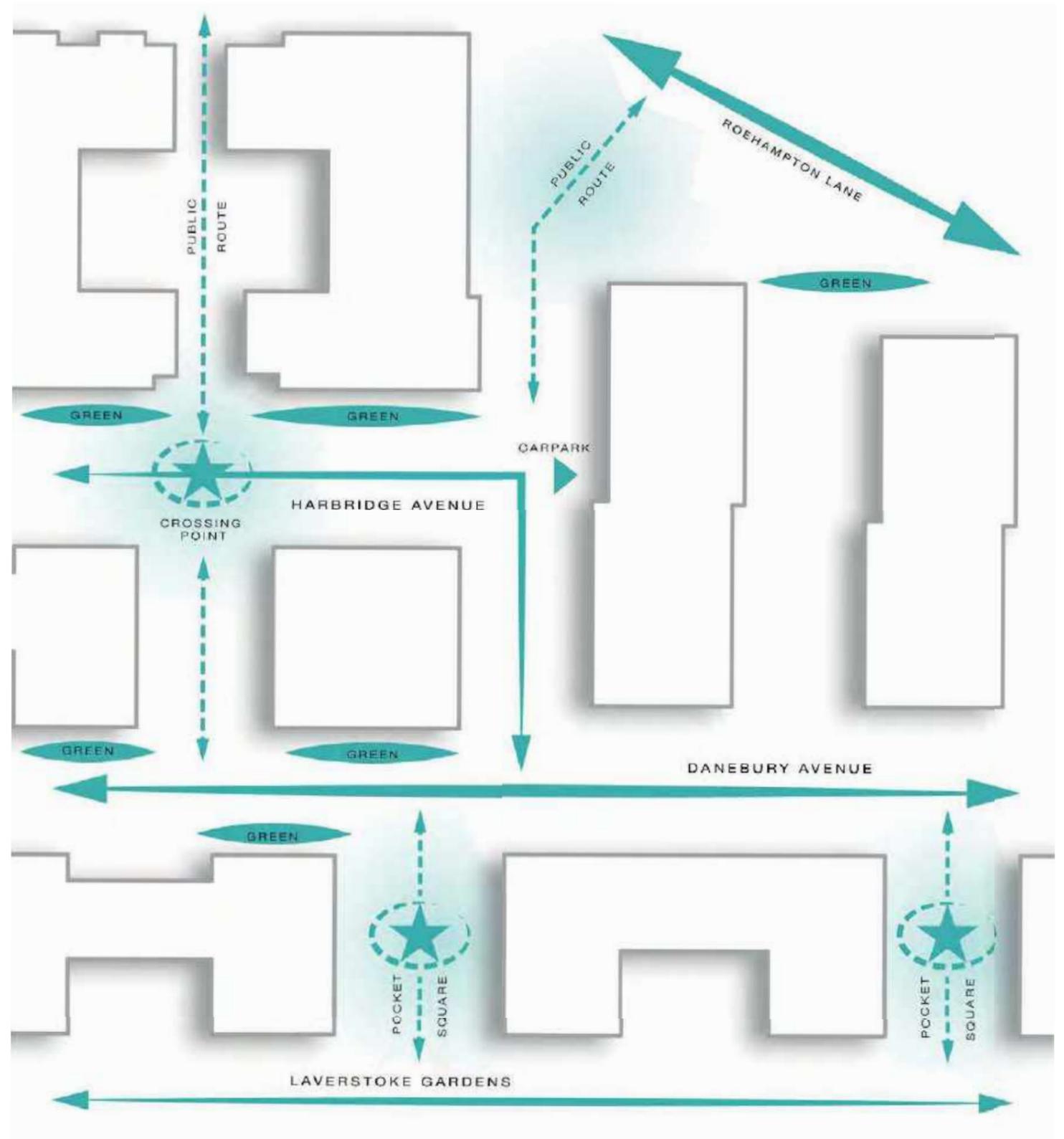
The streets form a key component of the public realm and as such a focus on introducing 'softer' elements such as will feature rain gardens, trees and incidental play in appropriate spaces.

Residential frontages will be protected with planted buffer zones to all g/f windows to enhance security and privacy.

Design Tool box



Design Toolbox illustrating ingredients of the streetscape



2 Site Area - Emerging Context
 2.1 Open Space and Public Realm
 2.1.6 Primary, Secondary, Tertiary Streets

Key Components



Fig:021



Fig:023



Fig:025

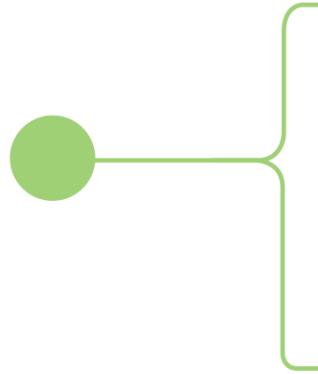
2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.7 Formal Courtyards

Courtyards Formal

Semi-Private open space

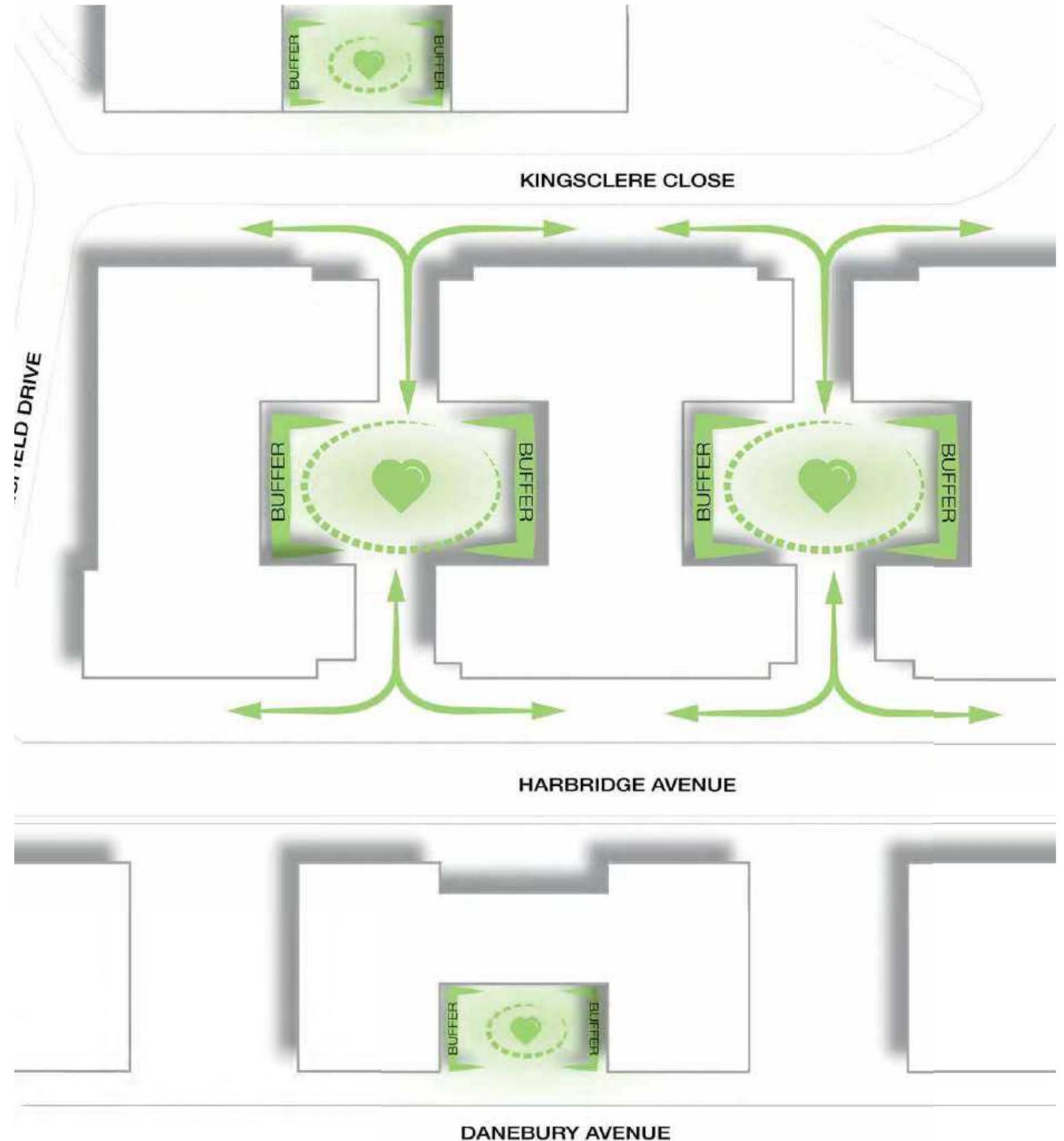


- Domestic environment
- Accessible by all/formal
- Sunny lawn area (where possible)
- Gardens (experiential, sensory etc.)
- Inclusive for a variety of age groups
- Passive recreation (No ball games)
- Doorstep & local play areas
- Social and communal areas
- Defensible landscape (Noise / visual impact)
- Privacy and screening to frontages
- Gated access or public access

Design Tool box



Design Toolbox illustrating ingredients of the Formal Courtyard

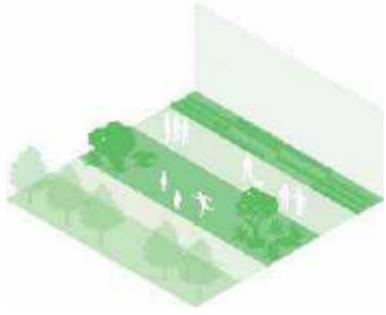


2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.7 Formal Courtyards

Key Components



Defensible Strips and Clear Circulation / Pedestrian Access



Podiums - Raised Beds



Thematic Gardens



Seating Areas



Lawn Areas and Tree planting



Communal Areas



Doorstep Play and equipped play areas



Fig:018



2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.7 Informal Courtyards

Courtyards Informal

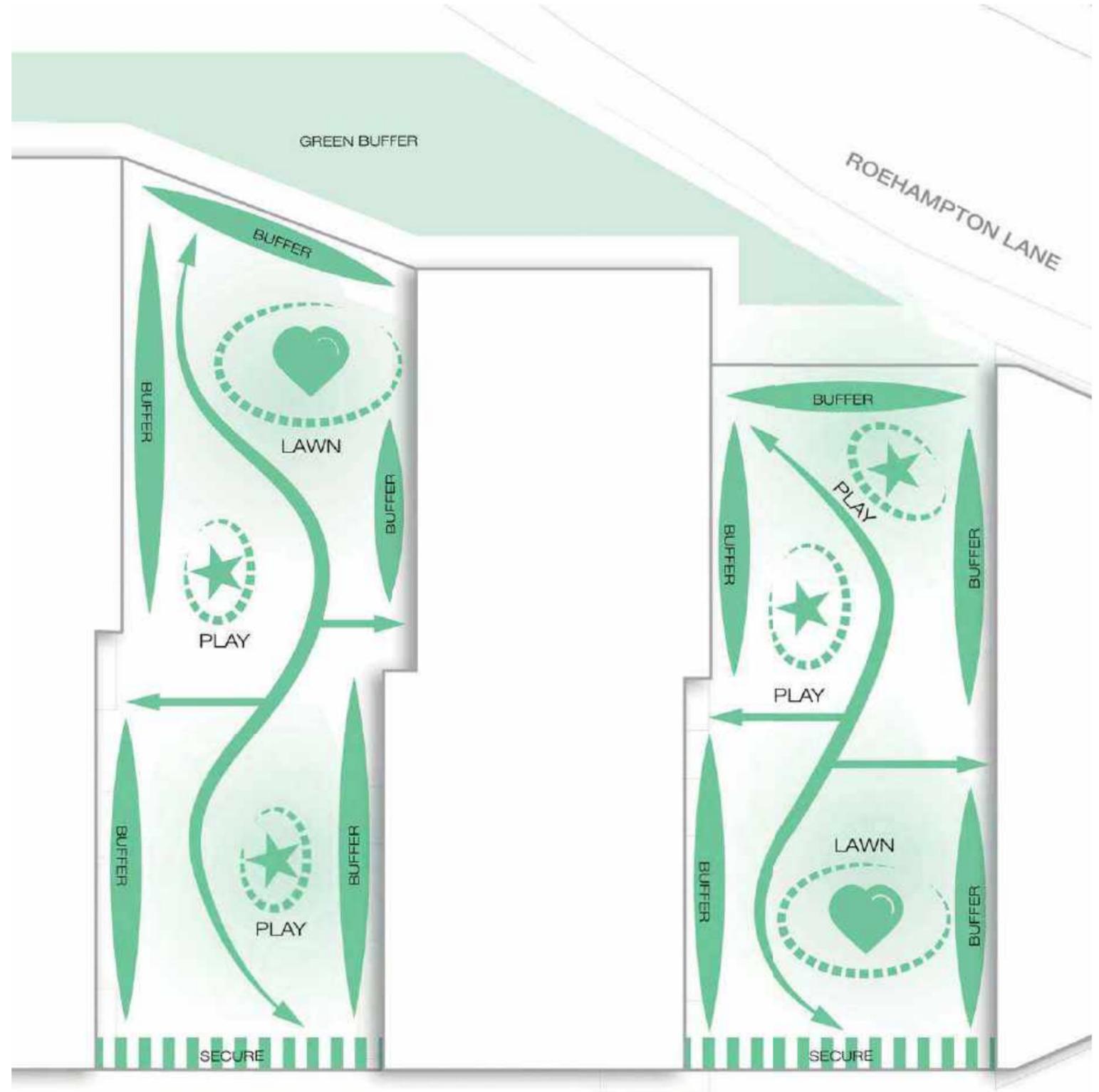
Private open space

- Domestic environment
- Private/gated environment
- Informal character to link the rolling landscape of Downshire Field
- Sunny lawn area (where possible)
- Landform
- Inclusive for a variety of age groups
- Passive recreation (No ball games)
- Natural & interpretive play
- Social and communal areas
- Defensible strips (Noise / visual impact)
- Woodland Gardens and Bosques

Design Tool box



Design Toolbox illustrating ingredients of the Informal Courtyard

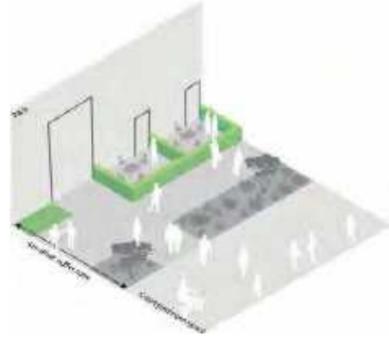


2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.7 Informal Courtyards

Key Components



Private Patios & Clear Circulation



Social Spaces and Seating Areas



Naturalistic Gardens



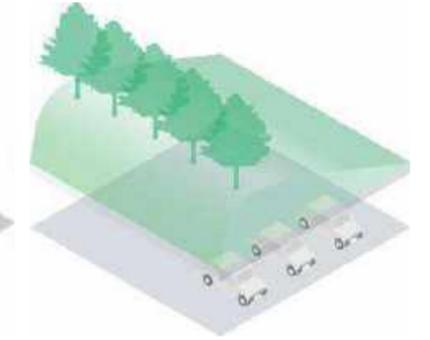
Lawn Areas



Sculptural Landform



Doorstep & Natural Play in Landscape



Podiums - Mounding



Fig:026



Fig:027



Fig:028



Fig:029



Fig:044

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.8 Play Hubs - Alton Activity Centre

Alton Activity Centre

Public open space

- Main active play hub at Alton Activity Centre
- Urban and Sculptural
- Play spaces age 0 to 11+
- Social and communal areas
- Space and facilities for informal sport or recreation activity (e.g. table tennis table, climbing walls or boulders, wheeled sports area)
- Multi-use games area (MUGA), climbing walls or boulders, wheeled sports area
- Seating areas on the edge of the activity space
- Landscaped buffer and seats
- Youth Spaces
- Social corners: places to hang out, relax and watch others while being next to physical play events.

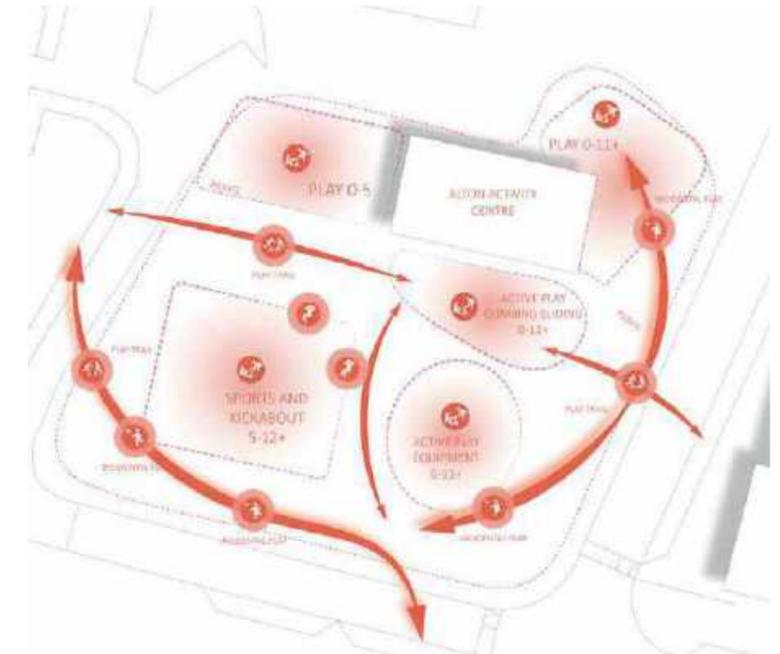
Design Tool box



Character



Softworks



Zoning



Hardworks

Design Toolbox illustrating ingredients of the redesigned Alton Activity Centre

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.8 Play Hubs - Alton Activity Centre

Key Components



Urban Play. Graphic rubber safety surface



Active Sculptural Play - Climbing walls and large equipment



Equipment for 0-11 years old



MUGAs & Informal kick-about areas 12+



Informal skate area/planted buffer



Social Areas For Young People/Adults



Fig.030



Fig.031



Fig.032



Fig.033

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.8 Play Hubs - Downshire Field Play Space

Downshire Field Play Space

Public open space

- Main active play hubs at Downshire Field - Natural/green character
- Play spaces age 0 to 11+
- Social and communal areas
- Equipped Area/multi-functional equipment/ timber
- Informal sport or recreation activity (e.g. table tennis table, gym and trim trails)
- Climbing walls/ boulders, rocks/trunks
- Seating areas on the edge of the activity space
- Landscaping/lawn and landform
- Tree planting
- Natural surfaces: bark/sand
- Tree planting

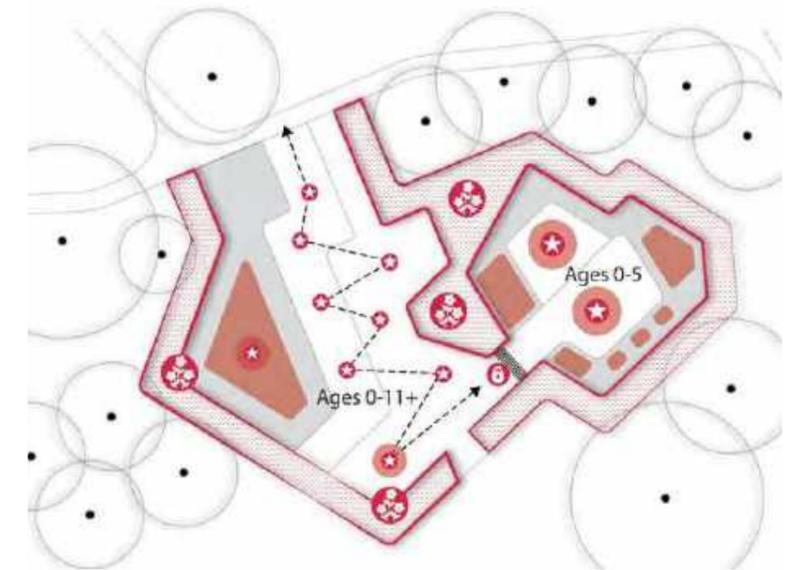
Design Tool box



Design Toolbox illustrating ingredients of the redesigned Downshire Meadows Play Space



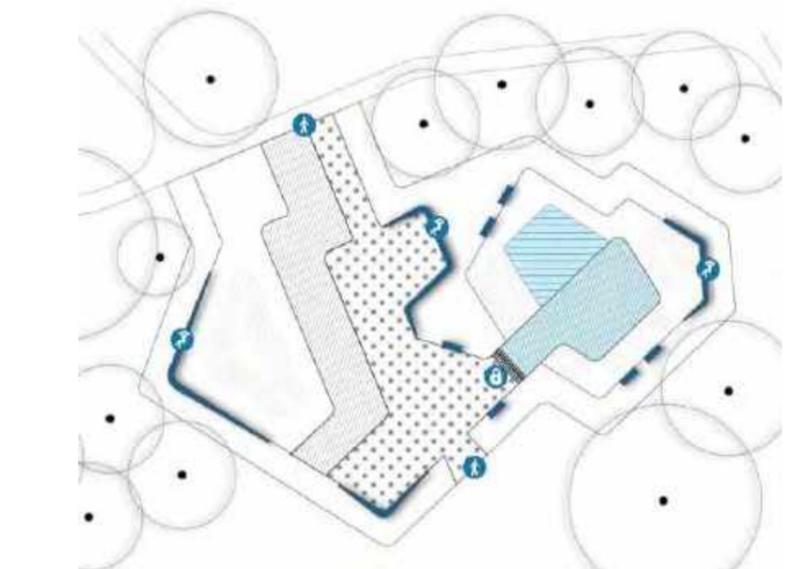
Character



Zoning



Softworks



Hardworks

2 Site Area - Emerging Context
 2.1 Open Space and Public Realm
 2.1.8 Play Hubs - Downshire Field Play Space

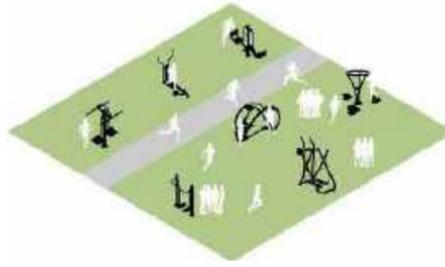
Key Components



Equipped areas in the landscape/parkland setting/landform



Natural Play -Adventure and active play 0-11+



Trim trails/gym equipment



Gardens and seating areas



Natural surfaces (bark/sand)



Incidental play/rock boulders



Fig:034



Fig:035



Fig:036



Fig:037



Fig:038

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.9 Play Strategy

1



Fig:030

BALANCE SOCIAL AND FOCUSED PLAY SPACE

The external space within the new development should ensure people can meet, socialise, contemplate, explore, discover and enjoy as individuals and in groups.

2



Fig:039

PLAY FOR ALL

The young need safe access to play opportunities to meet their development needs and the adults and elderly for socialising, contemplation and well being.

3



Fig:040

DEDICATED AND INCIDENTAL PLAY

Children and young people should play in a variety of public spaces as well as in dedicated provision.

4



Fig:041

PLAY INTEGRATED WITHIN LANDSCAPE

A fundamental role of the landscape is to activate play for everyone. Play integrated within landscape, nature and planting should be promoted in order to create a sensory experience.

5



Fig:042

RISK

Children and young people need to encounter and learn to manage an acceptable level of risk in their play. Barrier free play should be promoted where possible.

6



Fig:043

DIVERSE EXPERIENCES

Children and young people should have access to the widest possible range of play experiences and environments.

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.9 Play Strategy

DOORSTEP PLAYABLE SPACE ●

Description

A play place, close to home, and suitable for younger children. They can be accommodated in smaller areas whilst the other types of space will require larger areas. A landscaped space including engaging play features for young children, and places for carers to sit and talk. Parental/guardian supervision. Age Group: 0-4

Maximum Walking distance from residential unit: 100

Examples of Facilities:

- Landscaping/enclosed gardens
- Informal enclosure/protection (e.g. planting)
- Climbable objects
- Fixed small equipment
- Seating for carers
- Sand and water play (if possible)

Recommended play activities

- Gross motor, spatial and balance practice: climbing, crawling up and down, rocking, sliding, balancing, swinging, fine motor stimulation — nets hills, stairs, rocking elements, slowly spinning elements, slides.
- Elements that promote fine motor skills and language development: parts of different materials that toddlers can manipulate, sand play items, thematic structures.
- When landscaping, consider providing: small hills, different levels and shade (e.g., from fruit trees). Scented plants. There should be a variety of soft-surfaced materials such as sand, grass, rubber and wood chips, as well as hard-surfaced paths for tricycles and walkers.

Location:

- Residential areas including courtyards
- Village Square
- Main Play Hubs. Alton Activity Centre and Downshire Field Play Space
- Pocket Squares



Fig:044



Fig:046



Fig:047

LOCAL/NEIGHBOURHOOD PLAYABLE SPACE ■

Description

Local playable space: a landscaped space with landscaping and equipment so that children up to 10 can play and be physically active and they and their carers can sit and talk. Flexible use. No formal supervision. Active.

Neighbourhood playable space: a more extensive place where children aged up to 10 can play, and where there are some facilities for young people over 11. Adventure type space is often popular.

Age Group: 5-11

Maximum Walking distance from residential unit: 400 m

Examples of Facilities:

- Landscaping to create natural feel, including changes of level
- Fixed equipment integrated into the landscaping, that allows children to swing, slide and climb
- Multi-games/ball walls
- Kick about area/basketball nets
- Seating area away from equipment
- Sand/bark (if possible)

Examples of good play activities

- Gross motor, agility, balance and coordination practice: climbing, crawling, bouncing, rocking, sliding, spinning, balancing, swinging — nets, steeper hills, swings, spring seesaws, spinning elements, slides.
- Social play events
- Fine motor skills practice such as sand and water play
- When landscaping consider using: hard surfaces for ball games, varied activities and different levels and layers of play. Shade and areas where groups of two or three can socialise.

Location:

- Residential areas including courtyards
- Active gardens in courtyard spaces
- Main Play Hubs. Alton Activity Centre and Downshire Field Play Space



Fig:045



Fig:032



Fig:013

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.9 Play Strategy - Proposed

YOUTH/ALL AGES PLAYABLE SPACE ▲

Description

Social, active space for young people aged 12 and over to meet, hang out and take part in informal sport or physical recreational activities. No formal supervision.

Age Group: 11+ and adults/elderly

Maximum Walking distance from residential unit: 200 m

Examples of Facilities:

- Space and facilities for informal sport or recreation activity (e.g. table tennis table, multi-use sports areas (MUSA), multi-use games area (MUGA), climbing walls or boulders, wheeled sports area, skate park or BMX track, traversing wall, exercise trails, outdoor exercise/fitness/gym equipment).
- Kick about area
- Seating areas on the edge of the activity space
- Landscaping
- Outdoor stage
- Youth Shelter
- Social corners: places to hang out, relax and watch others while being next to physical play events.

Location:

- Main Play Hubs. Alton Activity Centre and Downshire Field Play Space
- Adjacent to community facilities
- Residual areas/buffers (e.g. skate areas)



Fig:048



Fig:050



Fig:052

INCIDENTAL PLAYABLE SPACE ◆

Description

It is a space where recreational features such as landscaping or high quality features, public art make it playable. The creation of incidental playable spaces is dependent on the creative use of the spaces to provide enjoyment and discovery for children and young people for example through the creation of landscaping and high quality public art. These spaces can, with good design, be multifunctional offering a range of leisure and recreation opportunities for users of all ages as well as being playable.

Age Group: all ages

Maximum Walking distance from residential unit: NA

Examples of Facilities:

- No formal equipment/no safety surface
- Elements of surprise within the landscape
- Level changes/boulders
- Sculptural elements/art/sensory
- Logs and stepping stones
- Sound devices
- Water features
- Planting/natural elements

Location:

- Courtyard (gardens, defensible strips, lawn)
- Village Square
- Along routes/paths (defensible strips, gardens)
- Homezones/residential streets (defensible strips, gardens)
- Pocket Squares
- Main Play Hubs. Alton Activity Centre and Downshire Field Play Space



Fig:049

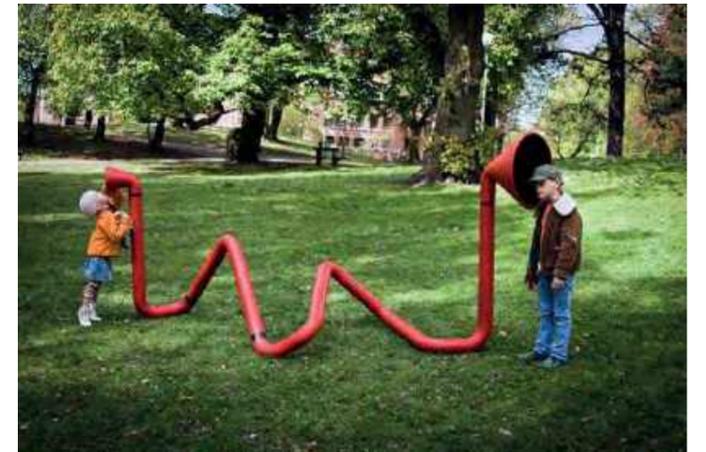


Fig:051



Fig:053

2 Site Area - Emerging Context

2.1 Open Space and Public Realm

2.1.9 Play Strategy - Proposed

Both Downshire Field and Alton Activity Centre were assessed and considered to be located in the correct locations. The two play spaces were considered not fit for purpose with old equipment and surfacing that requires extensive modification to meet the various design guidance and British Standards for play noted above. It is noted that Alton Activity Centre is often not accessible with limited opening hours.

Based on SPG guidance it is assumed the complete redesign of the two existing play hubs is deemed appropriate and can be included as part of the development provision.

Play and playability is a fundamental part of successful placemaking and community shaping. The landscape strategy provides a generous and diverse combination of public and private playable space throughout the Alton Estate.

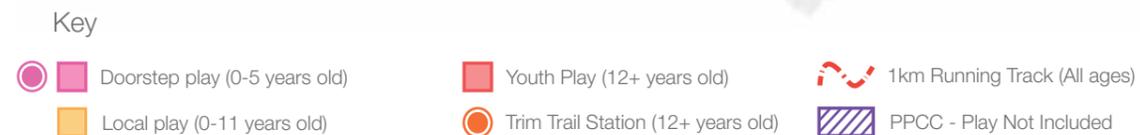
The existing play provision in the application boundary includes Alton Activity Centre and Downshire Field play space. A key part of the landscape strategy is to remodel and redesign these spaces to significantly improve the offer to the new and existing residents of the estate.

Our principles for play across the masterplan are:

- Developing an environment which encourages outdoor play and social interaction.
- Exploring opportunities to introduce natural elements and elements of risk and challenge within play provision while balancing safety and maintenance needs.
- Integration of playability within public realm strategy, recognising that play can take place in a variety of settings and may or may not involve equipment.

The expected child yield and Mayoral SPG Calculator has informed the quantum of space allocated for play outlined below:

	BENCHMARK	BENCHMARK	PROVISION	EXISTING PROVISION
	GLA (10m2/ch)	Roehampton SPD (10m2/ch)	Scheme	Estate
Doorstep Play (0-5 years)	1520 m ²	1520 m ²	1578 m ²	
Local Play (0-11 years)	1231 m ²	1231 m ²	3646 m ² (includes existing re-designed play facilities)	3087m ²
All Ages Play (12+ years)	868 m ²	868 m ²	2433 m ²	
TOTAL	3619 m ²	3619 m ²	7657 m ²	



2 Site Area - Emerging Context

2.2 Built Environment

2.2.1 Character areas

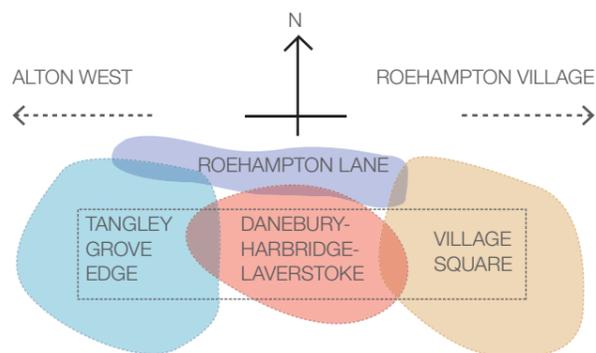
The character areas have been developed as part of the detailed design in order to establish the architectural nature of proposed blocks

These areas have been determined by their relationship to existing context. For example the Tangley Grove edge takes material precedent from the nearby Modernist point blocks, while the treatment of the Roehampton Lane blocks is determined by the proximity of the nearby Village. These proposed character areas are 'new' and complementary to the established character areas of Roehampton described in Chapter 1.

These areas ensure that there is a consistency across future development phases, by establishing boundaries which bridge across both detailed and outline areas.

Key:

-  **Roehampton Lane** - A new line of frontage facing onto the main road, an opportunity for height and a landmark building at the end of the north-south route.
-  **Tangley Grove edge** - Material references to the Alton West point blocks and wider estate, more potential for rectilinear form buildings
-  **Danebury-Harbridge-Laverstoke** - Repairing the frontage of these three streets, creating a coherent centre of the development allowing permeability north-south between blocks as well as re-establishing the existing street network.
-  **Village Square** - Establishing a mixed-use centre which attracts people both within and beyond Roehampton. An opportunity for architectural expression both in building form and materiality.



2 Site Area - Emerging Context

2.2 Built Environment

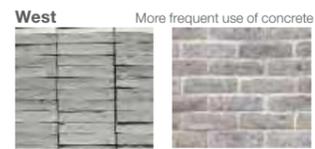
2.2.2 Materiality



Materiality

Create transitional material treatments between Roehampton Village and Alton Estate

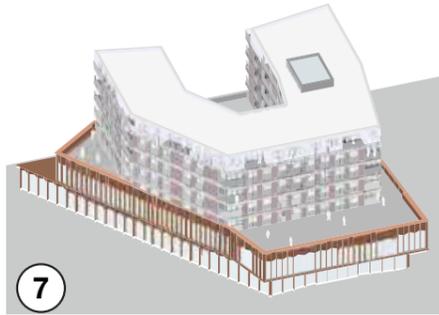
- The proposed site area sits between two areas of contrasting material expression.
- Roehampton Village to the east is predominantly an area of traditional red brick while the Alton West estate is characterised by a palette of grey concrete.
- The new development uses its material palette to mediate between these two contrasting areas.
- The development plots form a material response to this existing context using a general gradation of brick tones from darker red/brown in the east to grey/cream in the west.
- The increasing use of precast elements across the development plots to the west is a direct reflection of the architectural treatment of the Alton West estate and the point blocks specifically.



2 Site Area - Emerging Context

2.2 Built Environment

2.2.3 Landmarks



Landmarks

Create new landmarks to increase legibility and signal special places

Primary Landmarks

- Major Landmarks visible on main routes past Alton West and Roehampton Village
- These are location and character defining buildings for the new development and local area
- Examples Block M, Block O and Block A/Library

Secondary Landmarks

- Locally significant buildings for wayfinding through the development and Estate – often not visible from major routes
- These still play a part in defining the character and identity of sub-character areas within the development – examples being Portswood Place, Block B, Blocks G+H
- Buildings or parts of buildings which terminate views into the development area and provide visual interest to views

Key: the development area and provide visual interest to views

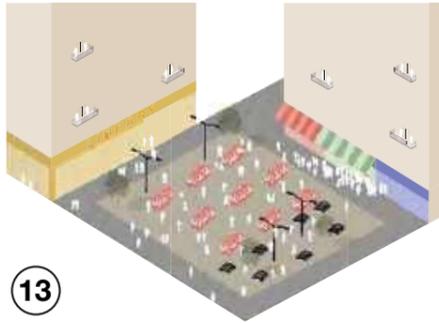
- Site Boundary
- Primary Landmark
- Secondary Landmark
- Primary view
- Secondary view
- Tertiary view
- Outline blocks shown as indicative only



2 Site Area - Emerging Context

2.2 Built Environment

2.2.4 Use Distribution



13

Mix of Uses

Create a local centre through civic and commercial uses

- The development provides new residential programme and a new mix of uses around the Village Square
- The new nursery to the west at Portland Place forms an additional piece of community infrastructure.
- The Village Square forms a commercial and community hub with a new doctor's surgery and library.

Key:



Site Area

Predominant ground floor uses:



Educational



Residential



Commercial with residential above



Community



Leisure

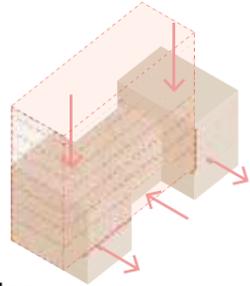


2 Site Area - Emerging Context

2.2 Built Environment

2.2.5 Massing

8



Massing

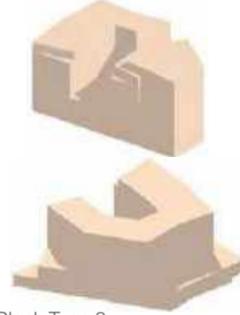
Create a subtly varied townscape between Roehampton village and Alton Estate

- The whole site area is comprised of medium-rise building height.
- This creates a coherent development as one distinct character area.
- Using a consistency of height but variety of building form also provides a way for the existing topography across the development area to express itself.

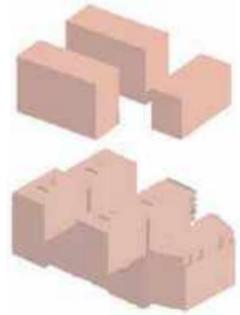
Key:

-  Site Boundary
-  U-shaped Block
-  Linear Block
-  Courtyard Block
-  Pavilion Block
-  Mansion Block
-  a Outline blocks shown as indicative only
-  Storey height

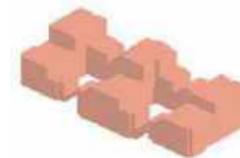
Block Type 1



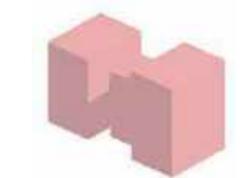
Block Type 2



Block Type 3



Block Type 4



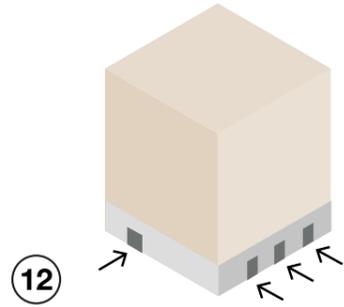
Block Type 4



2 Site Area - Emerging Context

2.2 Built Environment

2.2.6 Entrances



Entrances

Create welcoming places between the street and home



Shared core entrances

- Entrances to be clearly visible with spacious openings and architectural detailing to give a sense of arrival and help with wayfinding across the estate.
- They should provide a platform for the individual character of the building to be expressed.
- Where possible entrances should have a higher floor to ceiling than a standard residential floor, whether it is a part of taller ground floor (1,5 height) or in some cases double height.
- They should use decoration, colour and materiality in order to enhance the visibility and individuality of the entrance and building
- They should either be recessed or include a canopy to provide shelter.



Commercial/Community entrances

- Commercial entrances will generally form a shopfront and will be identified in the overall signage and wayfinding strategy.
- A key principle of the commercial shopfronts is that they are clearly defined as separate from residential entrances.
- This ensures that the mix of uses and the relevant entrances for them can be distinguished by the general public.



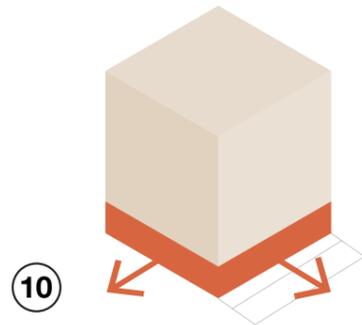
Individual duplex entrances

- Entrances to duplex units are an important element of improving the streetscape
- The entrances should be designed in a way to make it clear that they are front doors to individual homes.
- Entrances should be recessed to provide shelter, and also have elements of decoration or materiality which identifies them as entrances and clearly different to window surrounds etc.
- The treatment of the ground materials should be given particular thought so that it can enhance the articulation of the threshold of the individual homes.

2 Site Area - Emerging Context

2.2 Built Environment

2.2.7 Frontages



Frontages

Create strong frontages that reinforce the open space hierarchy



Fronts and Backs

- Fronts and backs of buildings are clearly legible to aid wayfinding across the site area
- Entrances are clearly identified with architectural detailing and materials



Frontages to the Village Square

- Frontages are designed to address the scale and civic nature of the new square and are composed in a way that is directional - i.e. facing the square



Frontages within the Danebury Commercial Area

- Residential buildings within the Danebury commercial area express their form clearly with the continuation of materials from the upper floors, and be distinct from the adjacent commercial frontages between buildings

2 Site Area - Emerging Context

2.2 Built Environment

2.2.8 Example from the Detailed Application - Block A

Block A

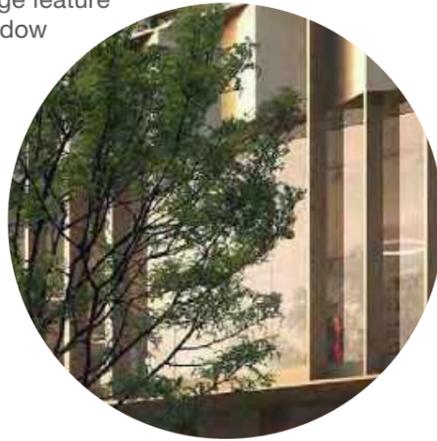
This block is a fundamental element of the Village Square. Usable civic space is provided which is central to the wider regeneration.

As a primary landmark which aids wayfinding to and from the proposed masterplan, Block A is expressed in its building form. Designed as a courtyard block, it is angled in plan to open up routes along Danebury Avenue and face the new Village Square. The lower levels use a treatment of folded metal fins in order to express the community use in contrast to the brick used on upper levels.

Folded metal facade



Large feature window



Feature staircase visible from Village Square



2 Site Area - Emerging Context

2.2 Built Environment

2.2.8 Example from the Detailed Application - Block O

Block O

Given the prominence of this block fronting onto the Village Square, it is classified as a primary landmark building. In this sense it is more expressive in its form and building footprint in order to distinguish it from other blocks. These building elements have been shown to demonstrate how each of these has been considered within the detailed application.

The chamfered form of the block responds to its unique position at the 'prow' of the urban block, in a similar way to the existing pub opposite on Roehampton Lane, also providing a sightline in from Medfield Street

Parapets

- Solid, horizontal parapet line
- Use of high quality materials to frame the top of the building
- Decorative brickwork on reveals and edges



Balconies

- Metal balustrades
- Framing of recessed balcony with brick piers
- Full height doors opening onto amenity space



Frontage

- Variation of material at ground floor
- Continuation of vertical bays



2 Site Area - Emerging Context

2.2 Built Environment

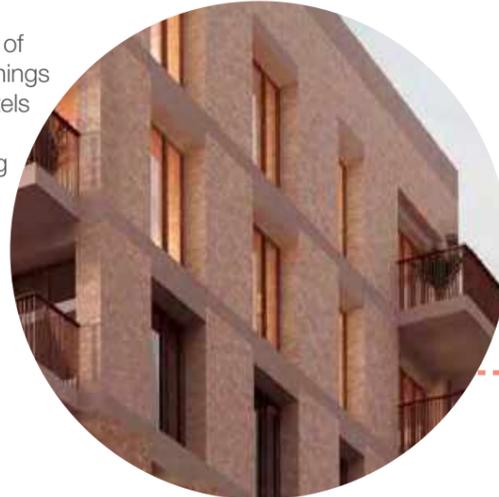
2.2.8 Example from the Detailed Application - Block N

Block N

Designated as a secondary landmark given its location on Roehampton Lane, Block N therefore functions as an example of a building which informs future secondary landmark buildings on outline plots where appropriate. It embodies the design principles outlined in this chapter which go on to inform future phases of the masterplan.

Detailing

- Articulation of window openings with brick lintels
- Horizontal brick banding



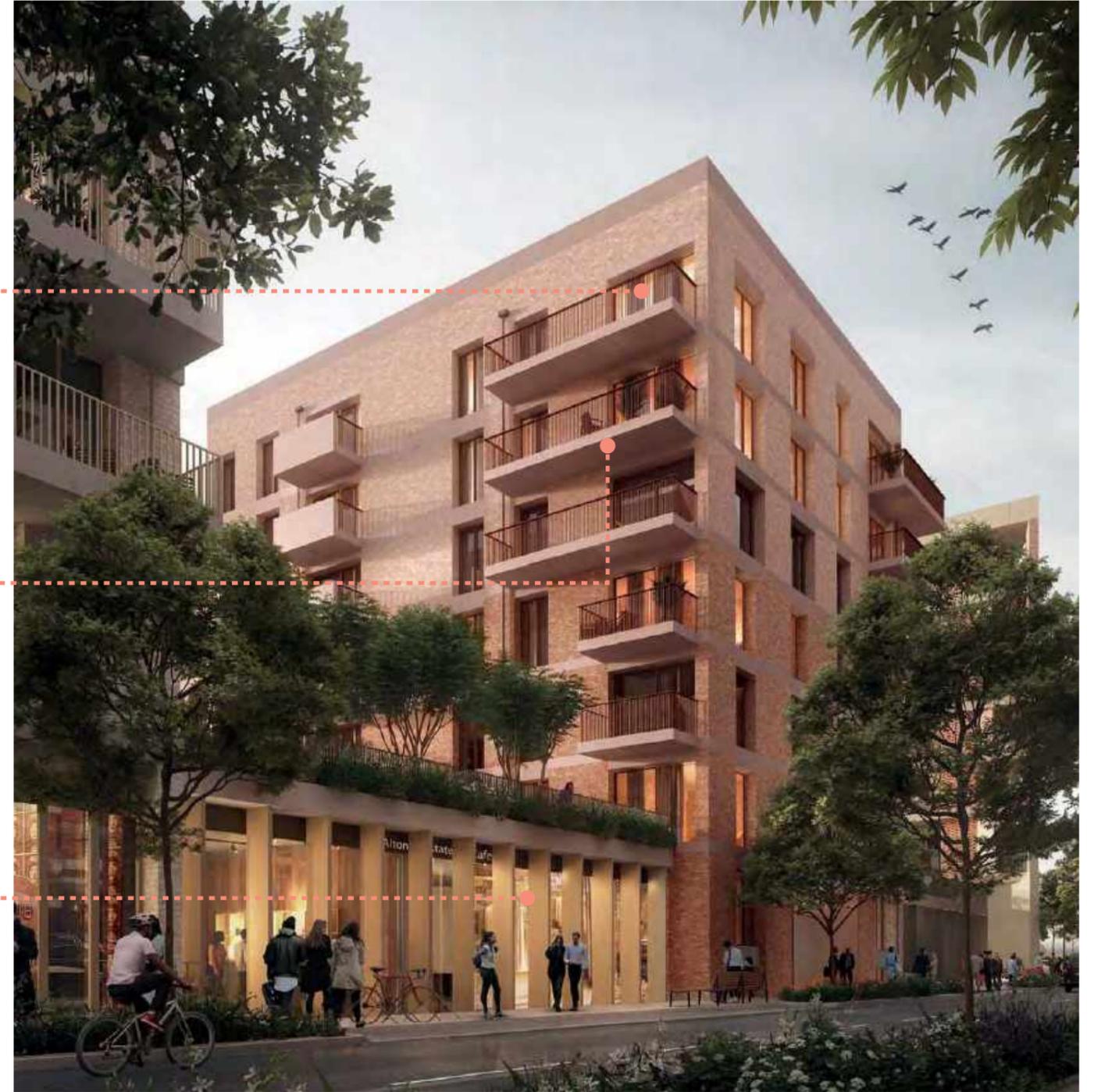
Balconies

- Metal balustrades
- Offset projecting balconies



Frontage

- Expression of double height openings
- Generous glazing for retail frontage



2 Site Area - Emerging Context

2.2 Built Environment

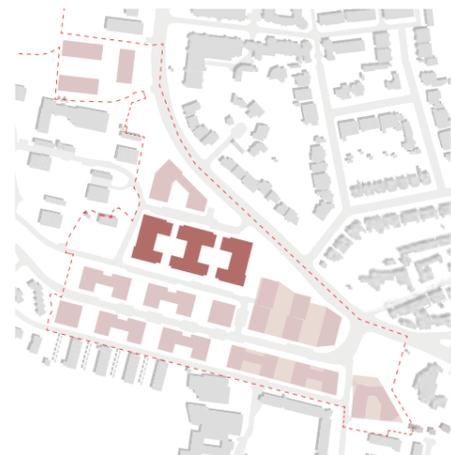
2.2.8 Example from the Detailed Application - Block K

Block K

The arrangement of Blocks K1, K2 and K3 facilitate key pedestrian routes, increasing permeability from Roehampton Lane to the wider masterplan area. The blocks massing is articulated in line with the masterplan principles and Design Code to create variety. Bays are 'pushed' and 'pulled' in order to vary the building frontage and visually break down the block width. The massing of the blocks also steps down at the gateways of the public routes highlighting the key thresholds.

Active frontages are created through the introduction of maisonettes along Harbridge Avenue, Ellisfield Drive and in the courtyards to help address the scale of the street. A clear hierarchy is established in the courtyards where shared and public spaces have been defined.

Material treatments have also been carefully considered in line with the masterplan principles in order to articulate the composition of the blocks and express particular features such as communal entrances.



Parapets

- Solid, horizontal parapet line with metal balustrade behind
- Use of high quality materials to frame the top of the building edges



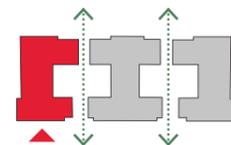
Detailing

- Metal balustrades to projecting balconies
- Full height doors opening onto amenity space
- Articulation of window openings with concrete lintels
- Lighter creamy brick referencing the Alton Estate



Massing

The blocks massing is articulated in line with the masterplan principles and Design Code to create variety. Bays are 'pushed' and 'pulled' in order to vary the building frontage and visually break down the block width.



2 Site Area - Emerging Context

2.2 Built Environment

2.2.8 Example from the Detailed Application - Block M

Block M

Block M is located along Roehampton Lane as a landmark building for the regeneration area when arriving from the north. Alternating projecting balconies are proposed on the corners addressing the north-south route and the approach from the east. Block M has a simple and balanced elevation with a horizontal approach (horizontal banding and openings) and brick detailing applied to the base and top of the block.

Brick is proposed as a main material to relate to existing context of residential terraced houses opposite Roehampton Lane, while precast concrete panels are introduced on the west elevation which directly faces existing point blocks clad in concrete.

Detailing

- Horizontal pre cast band
- Detail of recessed brick applied to the base of the block (horizontal) and to the top of the block (vertical)



Balconies

- Metal balustrades
- Small upstand and projection of balcony precast detail provide depth and richness to the elevation, more generous projecting balconies proposed at the corners to address approach from north and east



Frontage

Single base wraps along the south-east corner of the block becoming a double base along Kingsclere Close.



2 Site Area - Emerging Context

2.2 Built Environment

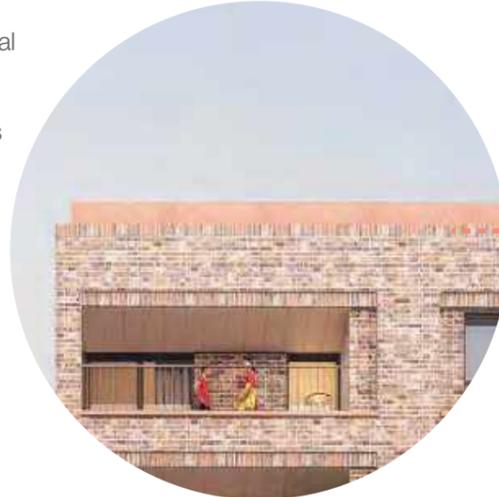
2.2.8 Example from the Detailed Application - Block Q

Block Q

Is located next to Chadwick Hall Student Accommodation and grade II listed Downshire House. Through well ordered elevation and emphasis on high quality detailing Block Q design responds to materiality and understated elegance of those buildings. At the same time care has been taken to articulate the elevations with well-defined framing and generous horizontal openings, drawing upon the character of the nearby point blocks of the Alton Estate.

Parapets

- Solid, horizontal parapet line
- Use of high quality materials to frame the top of the building
- Decorative brickwork on reveals and edges



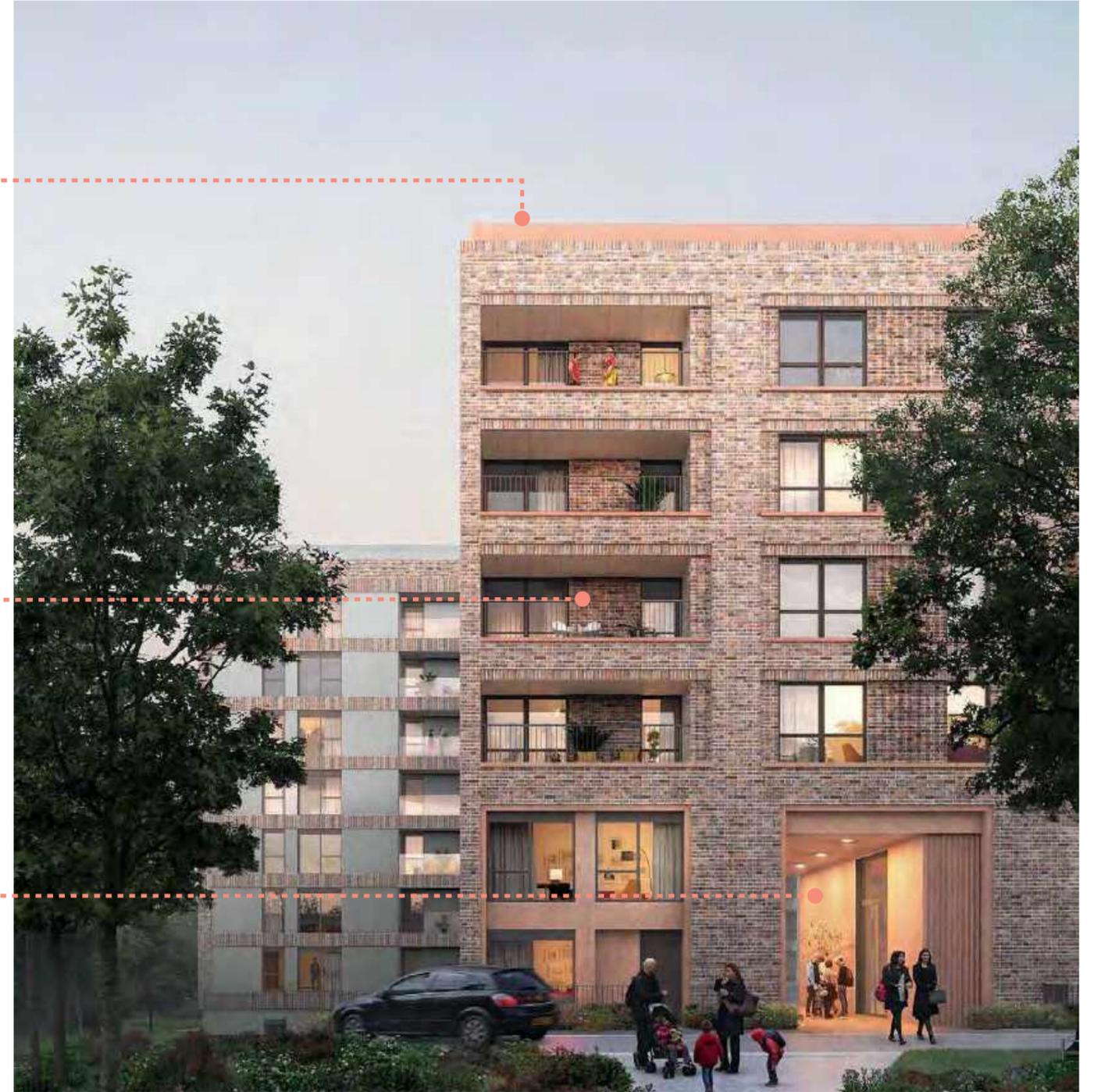
Detailing

- Framing of recessed balcony with brick piers, soldier head detail, pre cast concrete sill and decorative brick (diamond shape) within grid/ balcony recess to emphasis articulation and richness of Roehampton Lane elevation.
- More modern material as grey concrete panel have been proposed on northern and southern block



Frontage

- Variation of material at ground floor and proposed duplex accommodation define double base along Roehampton Lane
- Residential cores accessed through generous and welcoming opening off Roehampton Lane



3 Design Code for Outline Application Area

The purpose of this chapter is to prescribe specific rules for future development within the outline application area in the form of a Design Code.

The guidance is broken down into two types of code:

IDENTIFYING CODES

Example mandatory code:

Code number Code heading

↓ ↓

x.x.x.x [Mandatory code] [explanatory text]

Example advisory code:

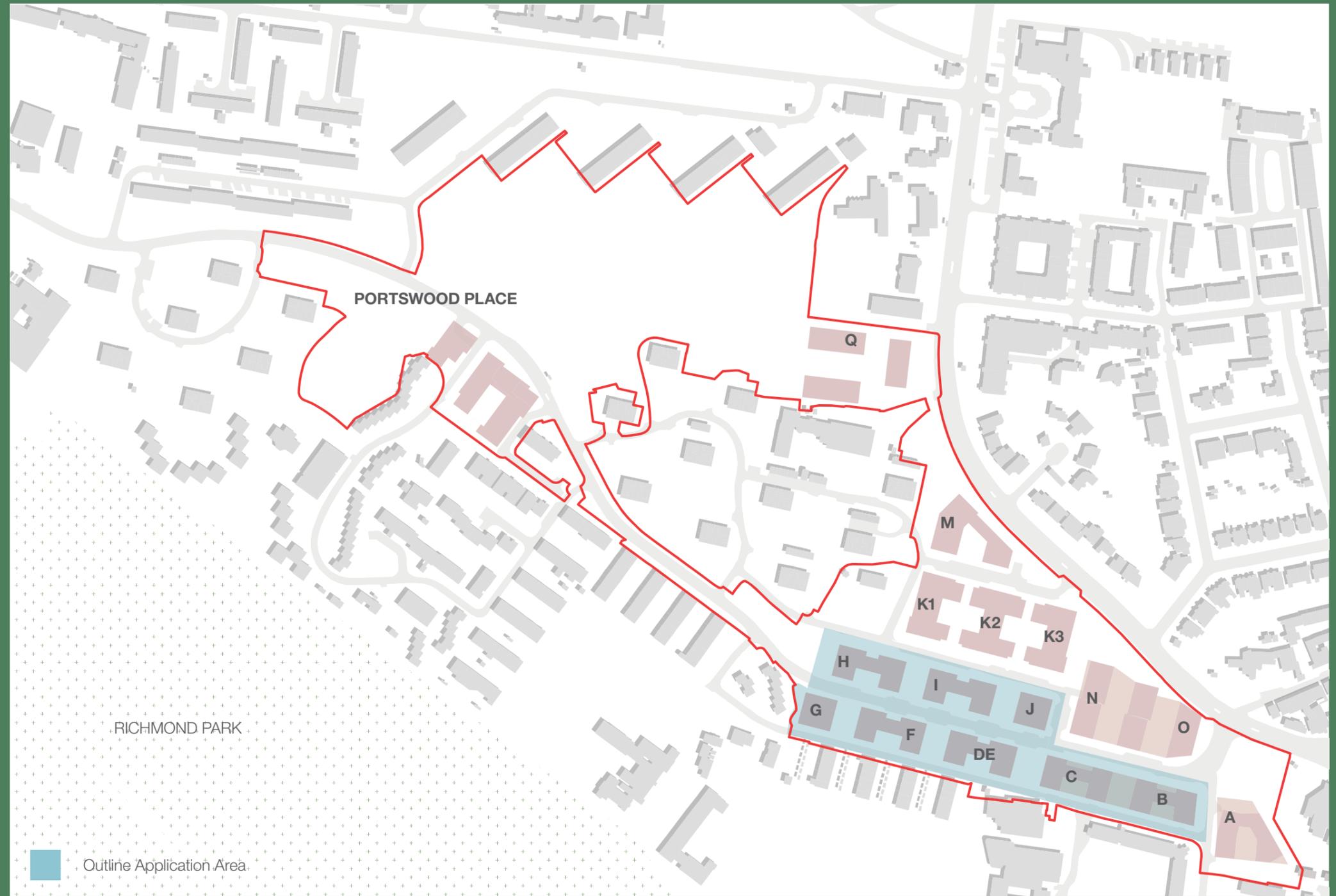
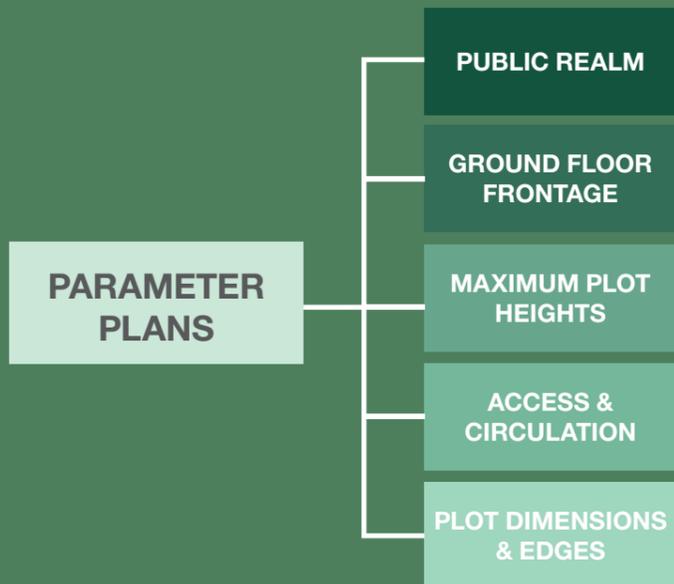
Chapter

Sub-section Code heading

↓ ↓

x.x.x [Advisory code] [explanatory text]

Both advisory and mandatory codes must be taken into account for future development of the outline application area. The codes are expressed both in text form and visual/diagrammatic form. An additional mechanism for the delivery of future reserved matters applications is the set of Parameter Plans which specify important development controls on the following categories:



3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.1 Open Space Hierarchy

INTRODUCTION

The aim of this design code is to outline provisions for creating private and public realm areas that provide valuable outdoor, recreation and relaxation spaces for residents and the wider community, in connection with the natural environment and contextual space around buildings.

Key

--- Outline Application Area

Public Realm and Squares

■ Pocket Green Squares

Streets

■ Commercial Street

■ Primary Residential Street

■ Secondary Residential Street

Courtyards

■ FORMAL
Courtyard Blocks H/I/J/B/C/E/D/F K1/K2/K3



ABOVE: Outline application area open space hierarchy diagram.

3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.2 Streetscape Aims & Principles

INTRODUCTION

The masterplan proposes an 'opening up' of the Alton Estate to the wider Roehampton Area. A key component of this strategy will be the network of streets that create links and connections for pedestrians, cyclists and vehicles to navigate the estate.

A clearly articulated street hierarchy enhances legibility and adds significant value to the residents and users who frequent them. In response to this, the streets and public realm should always adhere to the following design drivers:

MAKE IT WALKABLE

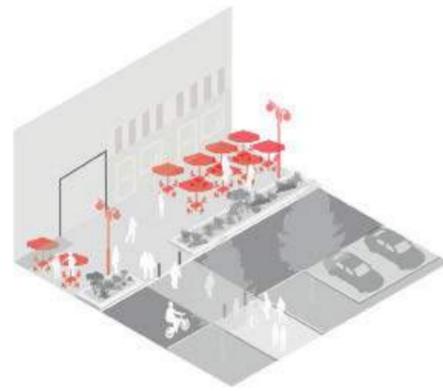
Create a pedestrian friendly environment that encourages residents and visitors to wonder by foot through the estate, creating opportunities for social interaction and building a shared sense of ownership and community spirit.

MAKE IT LEGIBLE

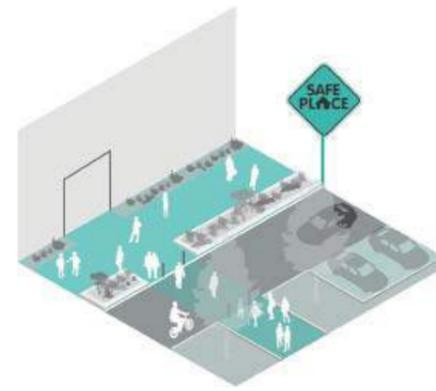
A robust material palette that relates to the building context and user environment. Public and private edges are clearly defined and permeability for natural surveillance is encouraged, creating safer streets for residents and visitors.

MAKE IT GREEN

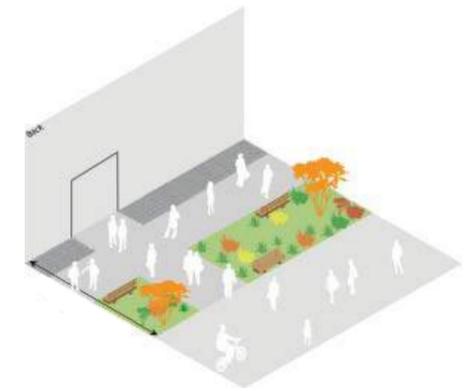
Streets should become 'green links' between the urban centre to the east and the parkland of Downshire Field to the west. Landscape is used to determine public and private space, providing a verdant street planting palette to residential frontages. On residential streets, street trees and pocket gardens with SUDS enhance biodiversity across the masterplan.



WALKABLE



LEGIBLE



GREEN



Fig:055



Fig:056



Fig:024



Fig:057



3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.3 Streets

INTRODUCTION

These are residential streets in which the road space is shared between drivers of motor vehicles and other users, with the wider needs of residents (including people who walk and cycle, and children) in mind.

The aim is to change the way that streets are used and to improve the quality of life in residential streets by making them places for people, not just for traffic. Changes to the layout and treatment of the street should emphasise this change of use, so that motorists perceive that they should give informal priority to other users.

- Robust material and street furniture palette
- Adequate parking provision
- Street tree and SUDS planting
- Privacy zones for ground floor residential frontages.
- Pocket gardens and incidental play



Fig.058

ABOVE: Character images for each street typology.



ABOVE: Street typology location plan

1 COMMERCIAL STREET - DANEBURY AVENUE



ABOVE: Spill out areas free of clutter for pedestrian movement.

3.1.3.4 Character
Maintain free flowing traffic. Retain avenue character and frame views east toward Block A and the Village Square.

3.1.3.5 Servicing
Accommodate bus stops on both sides. Commercial servicing bays (loading/unloading) and bin stores access to be provided.

3.1.3.6 Furniture
Incidental seating outside commercial units to provide opportunities for rest and socialising.

3.1.3.7 Trees
Clear stem street trees to maintain lines of sight to commercial units.

3.1.3.8 SUDS
Permeable block paving to parking bays.

3.1.3.1 Minimum Footpath Width
Must be 3m wide along commercial frontage zone.

3.1.3.2 On Street Parking
Linear parking bays along Danebury Avenue must be 3m minimum width to allow for servicing and delivery.

3.1.3.3 Street Trees & Planting
Min 2m Clear stem street trees. Pedestrian crossing points to be framed by group of 4 trees.

3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.3 Streets

2

PRIMARY RESIDENTIAL STREET - DANEBURY AVENUE



Fig:059



ABOVE: Street trees and planting to residential crossing points.

3.1.3.13 Character

Leafy, avenue character with clear sight lines east toward Block A and the Village Square.

3.1.3.14 Parking

On street parking with island planting to help break up the long lines of parked cars.

3.1.3.15 Play

Incidental seating and play outside along street to provide opportunities for rest and socialising with neighbours.

3.1.3.16 Trees

Combination of grouped clear stems and single clear stem street trees.

3.1.3.17 SUDS

Permeable block paving to parking bays.

3.1.3.9 Minimum Footpath Width

2m footpath along Danebury Avenue.

3.1.3.10 Privacy zone

Minimum 0.5m planted buffer between path and private amenity

3.1.3.11 On Street Parking

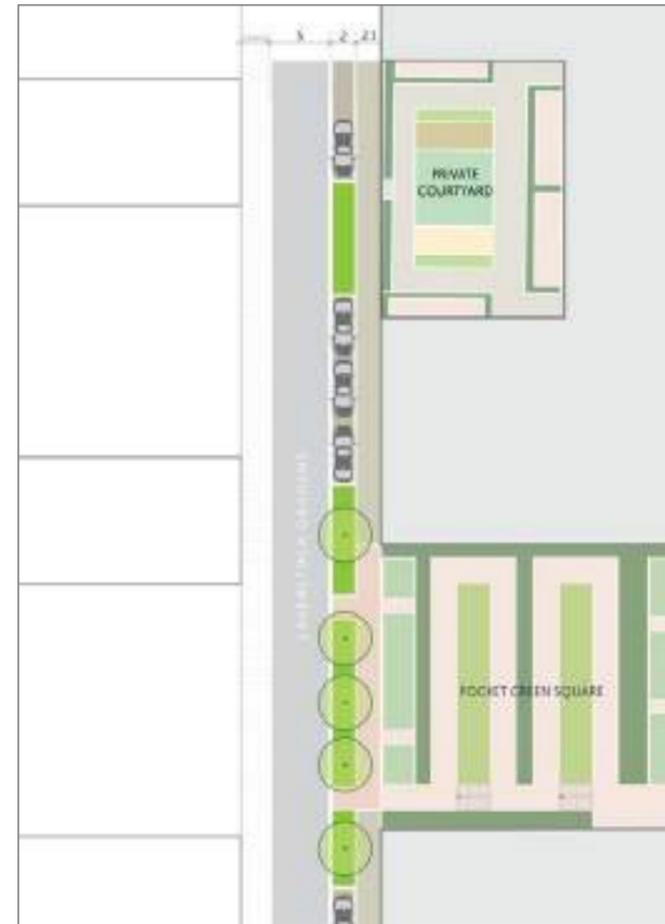
Linear parking bays along Danebury Avenue. 2.7m max... width.

3.1.3.12 Street Trees & Planting

Trees in hard landscape to be single stem. Trees in soft landscape to be grouped in minimum of 3's.

3

SECONDARY RESIDENTIAL STREET - LAVERSTOKE GARDENS



ABOVE: Opportunities to improve biodiversity in the streetscape should always be adhered to.

3.1.3.21 Character

Pocket Square entrances are announced with a change in material across the footpath.

3.1.3.22 Parking

On street parking with island planting to help break up the long lines of parked cars.

3.1.3.23 Trees

Combination of grouped clear stems and single clear stem street trees.

3.1.3.24 SUDS

Permeable block paving to parking bays.

3.1.3.18 Minimum Footpath Width

2m footpath for pedestrians

3.1.3.19 On Street Parking

2m min wide parking bay zone.

3.1.3.20 Street Trees & Planting

Existing mature trees to be retained where possible. All proposed trees to be 2m clear single stem.

3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.4 Courtyards

INTRODUCTION

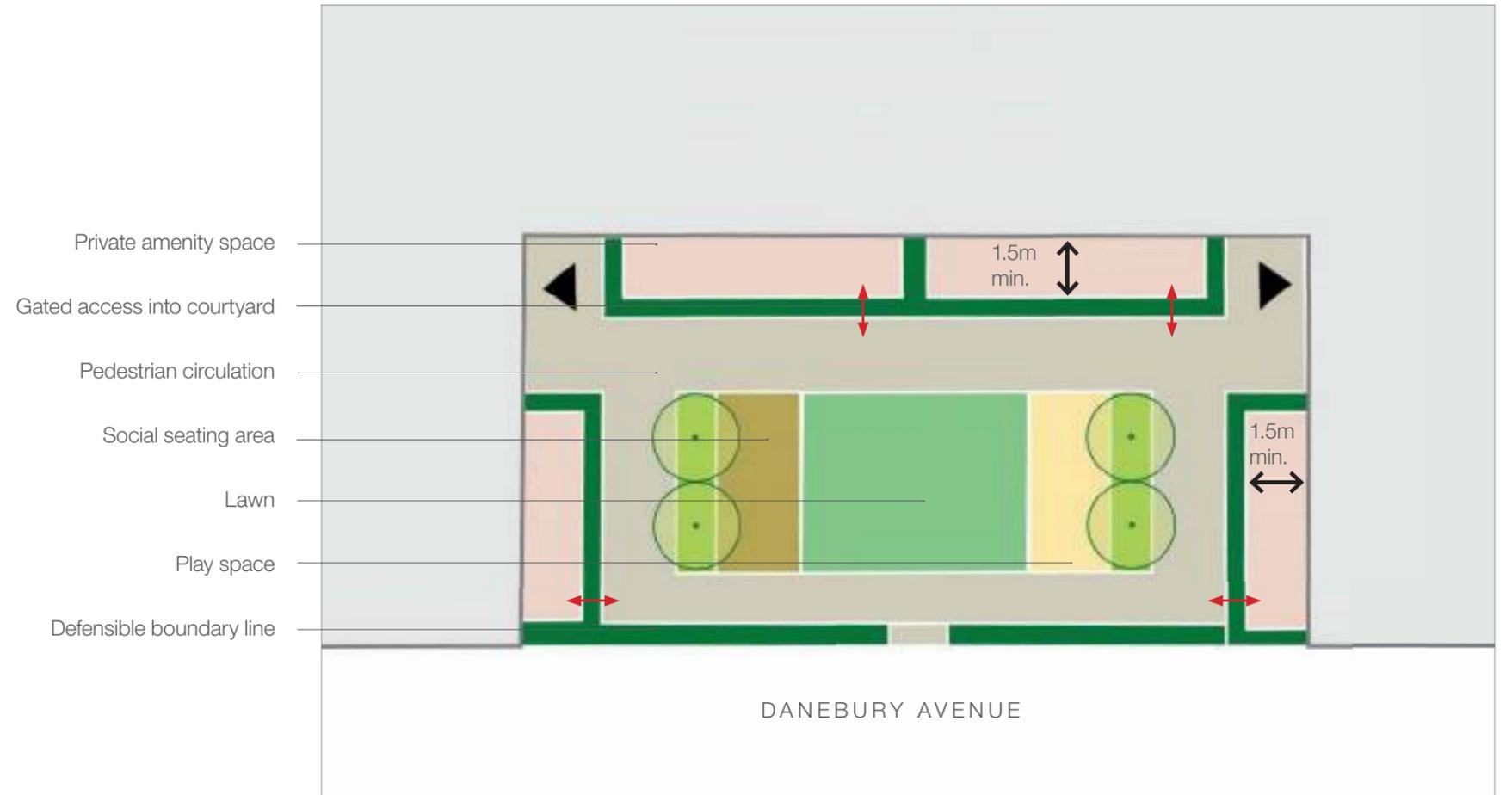
The aim of this design code is to outline provisions for creating a secure communal open space areas that provide valuable outdoor, recreation and relaxation spaces for residents, in connection with the natural environment and contextual space around buildings.

The careful design of a variety of useful spaces within each residential courtyard will contribute to the character and appeal of the development and the well-being of residents. Each project should strive to include:

- Communal, sunlit south-facing contained spaces for residents use
- Enhancement and promotion of social cohesion and congregation
- Visual amenity from upper floors
- Secure and controlled access points
- Gardens and informal social spaces
- Defensible zones and patios
- Biodiverse sustainable and naturalistic areas



ABOVE: Courtyard typology location plan



ABOVE: Spatial principles for Formal courtyard typology within outline application area.



Fig:060

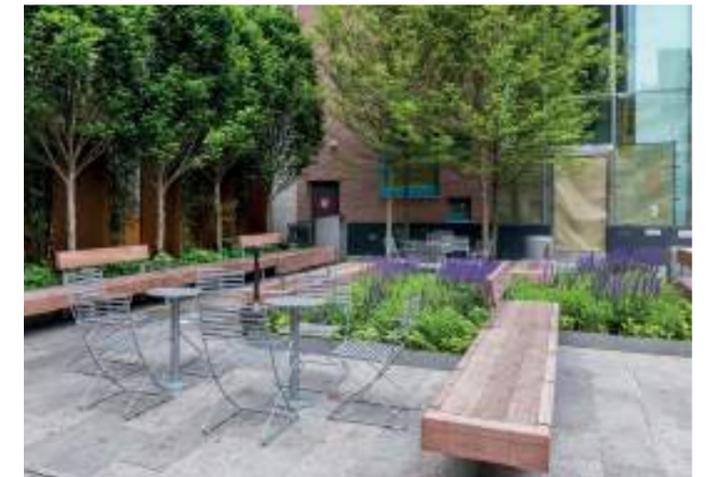


Fig:061

ABOVE: Character images courtyards

3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.4 Courtyards

3.1.4.1 Private Amenity Space

At least 1.5m of private space provided directly outside of residential unit.

3.1.4.2 Access & Circulation

Minimum 1.8m wide footpath to primary routes. Minimum 1.2m wide footpath to secondary courtyard path network

3.1.4.3 Defensible Space

Minimum 0.5m planted buffer between path and private amenity

3.1.4.4 Lawn

An area of communal lawn for residents to sit, relax and play. Centrally located and in the sunniest aspect (where possible)

3.1.4.5 Social Space

Area of grouped seating to create a meeting place social and communal activities.

3.1.4.6 Sensory Play

Colourful planting and natural play features create a soft and playful landscape palette to capture children's imagination.

3.1.4.7 Hardworks

The proposed materials should be selected for their appearance and durability. All hard paved surfaces should be reviewed base on adjacent architectural palette.

3.1.4.8 Softworks

Planting should be selected to enhance biodiversity and provide a good range of different species, with a preference for native stock to ensure robust planting schemes with seasonal variation.



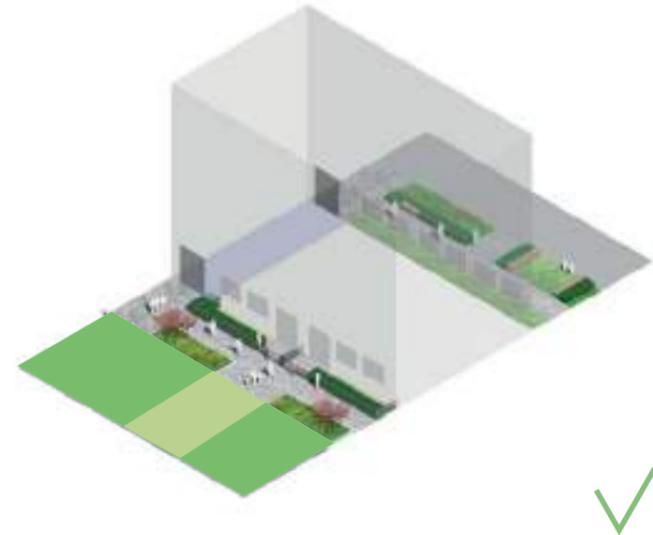
GARDENS AND SEATING AREAS

Informal social spaces for residents

- Feature seats and stools
- Congregation areas/picnic tables
- Multistem feature trees/gardens
- Hard-wearing lawn area
- Active recreation
- Informal relaxation
- Exercise



ABOVE: Character images for each street typology.



DEFENSIBLE STRIPS

Patios and planted buffers to ground floor dwellings

- Robust evergreen planting
- Access gates to communal courtyard
- Privacy and screening
- Seasonal interest



Fig:062



SENSORY PLAY GARDEN

Sensory garden with play elements

- Rich, textural planting
- Doorstep play 0-4/small play equipment
- Sensory planting, scents, textures and colour
- Seating areas
- Small/medium size flowering trees/seasonal interest



3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.5 Pocket Squares

INTRODUCTION

Pocket Squares are open space areas between residential blocks that provide valuable outdoor, recreation, social and relaxation spaces for residents and visitors. Importantly, they provide a significant increase in permeability in the masterplan for pedestrians to navigate N-S through the estate.

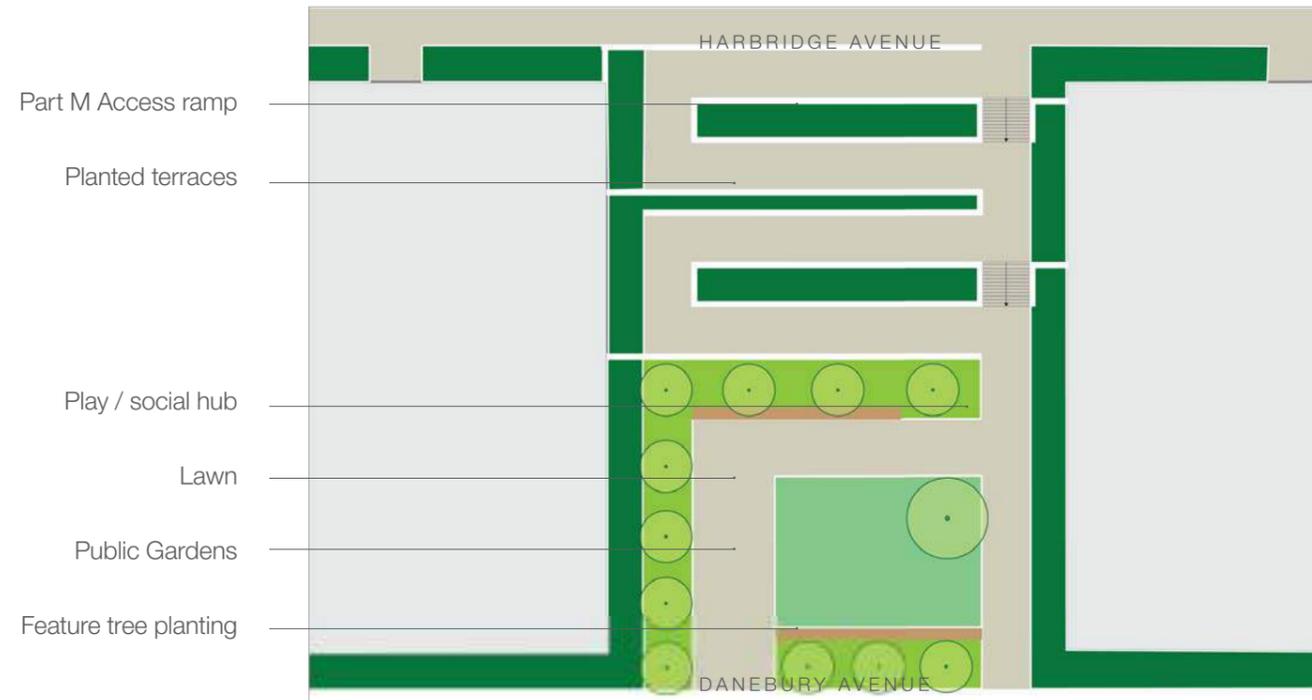
The careful design of the spaces between each residential block will contribute to the character and appeal of the development and the well-being of residents and users.

Each Pocket Square should provide for:

- Communal, flexible spaces for residents use and activity
- Public gardens / lawn
- Activated edges to built forms bounding the plaza
- Clear and convenient access
- Informal social spaces
- Biodiverse sustainable and naturalistic areas
- Feature tree planting
- Art, water features and pavilions



ABOVE: Pocket Square typology location plan



ABOVE: Spatial principles for Pocket Square - Pedestrian accessible



ABOVE: Spatial principles for Pocket Square - Vehicular (to basement car park) accessible

3.1.5.1 Planted terraces

At least 800mm (w) of planting to terraces to provide visual and seasonal interest from street and break up the hard space.

3.1.5.2 Access & Circulation

1.8m footpath to provide clear and accessible navigation around the pocket square.

3.1.5.3 Defensible Space

Min 1m of soft landscaping at the edges of the pocket square adjacent to the buildings to provide privacy to ground floor units.



ABOVE: Character image for pocket square viewed from Danebury Avenue

3 Design Code for Outline Application Area

3.1 Open Space and Public Realm

3.1.5 Pocket Squares

3.1.5.4 Lawn

An area of lawn for people to sit, relax and play. Centrally located and in the sunniest aspect (where possible)

3.1.5.5 Social Hub

Area of grouped seating to create a meeting place social and communal activities.

3.1.5.6 Play

Colourful planting and natural play features create a soft and playful landscape palette to capture children's imagination.

3.1.5.7 Furniture

A family of furniture is to be considered, complementing adjacent landscape and architecture materiality.

3.1.5.8 Hardworks

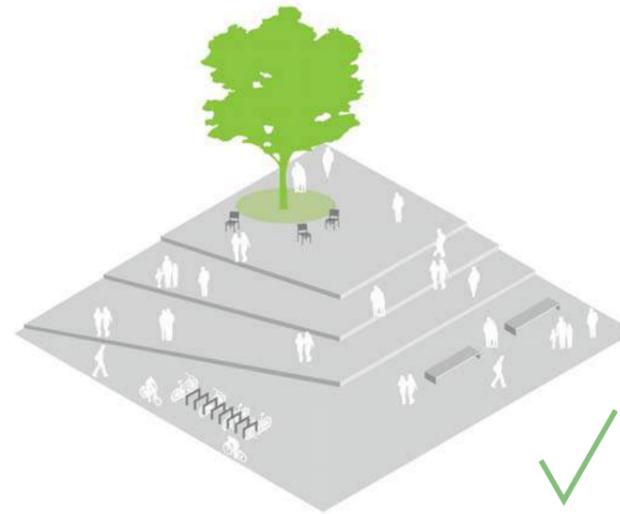
The proposed materials should be selected for their appearance and durability. All hard paved surfaces should be reviewed base on adjacent architectural palette.

3.1.5.9 Softworks

Planting should be selected to enhance biodiversity and provide a good range of different species, with a preference for native stock to ensure robust planting schemes with seasonal variation.

3.1.5.10 Tree Planting

The tree and planting strategy should relate to the different site context, in order to provide a coherent approach throughout all phases of the masterplan.



TERRACING and STEPS

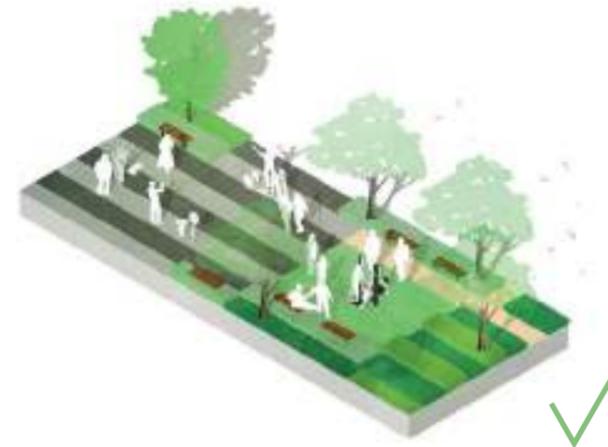
Creating accessible, dynamic gateways from the street to the pocket square.

- Green terraces and steps
- Seating
- Retaining structures



Fig:063

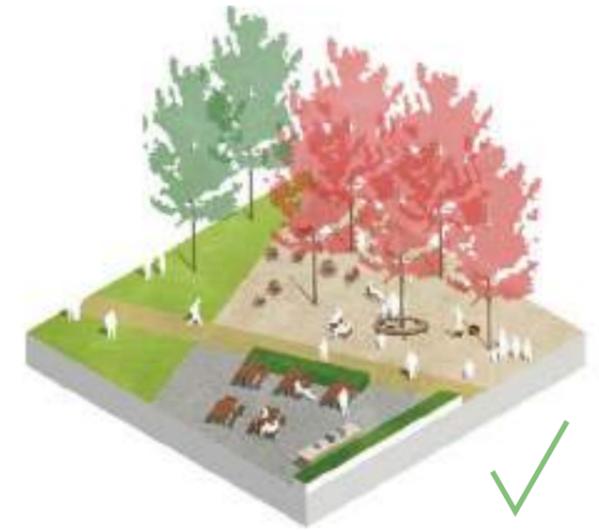
ABOVE: Character images for pocket square.



INFORMAL PLAY POCKETS

Doorstep 0-4 and incidental play pockets

- Small play equipment and incidental elements
- Integration with pocket square
- Parents' / carers' supervision seating areas
- Natural surfaces/rock/logs



SOCIAL HUB

Smaller, more intimate areas for communal activities, congregation and families.

- Natural surfaces (e.g.. self binding gravel and lawn)
- Feature tree planting with seasonal interest
- Understorey planting with colour, scents and variety
- Seats, benches and picnic tables.



Fig:064

3 Design Code for Outline Application Area

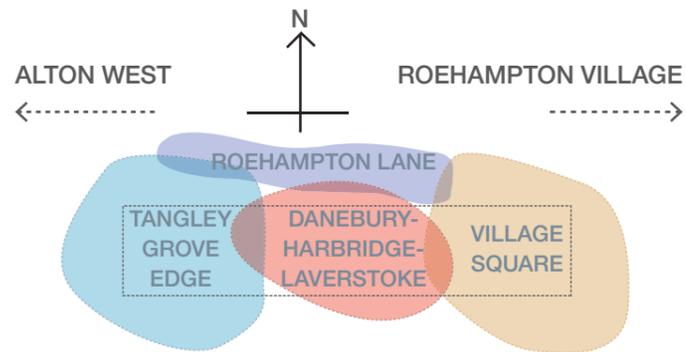
3.2 Building

3.2.1 Character Areas

Character areas are determined by the street hierarchy and relationship to main open spaces.

3.2.1.1 Character Area treatment The treatment of buildings within the outline plots must relate to their respective character area. Further information on these character areas can be found in Chapter 2 of this document.

3.2.1.2 Consistency across the masterplan The character of the outline plots **must** complement the design intent of the detailed plots and form a consistent language across the masterplan area.



 Outline Application Plots

3 Design Code for Outline Application Area

3.2 Building

3.2.2 Material Palette

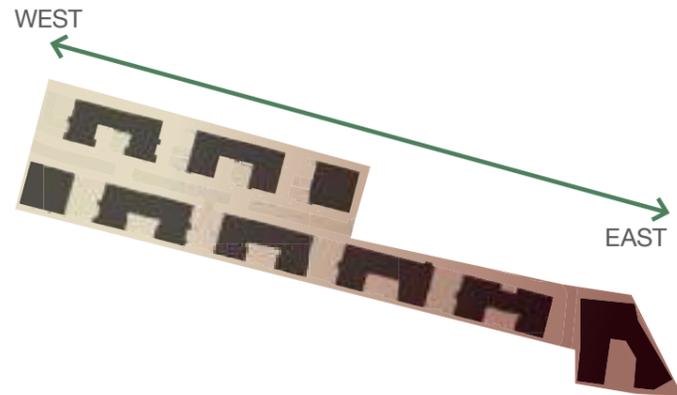


Materiality

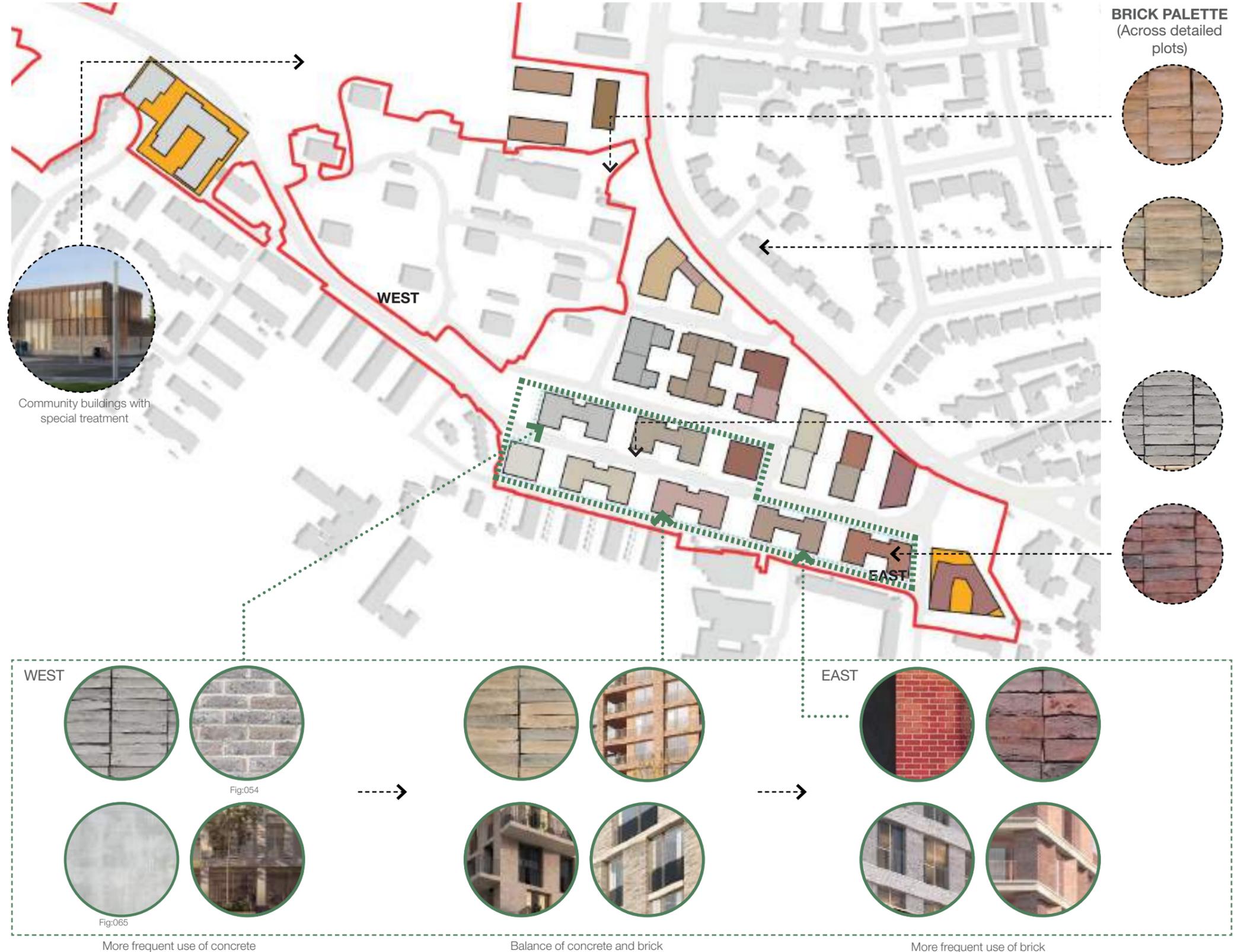
Create transitional material treatments between Roehampton Village and Alton Estate

3.2.2a Material palette Future development should reflect the strategy of the detailed application. This can be summarised as a tendency to use more concrete elements to the west of the site area while using brick more frequently towards the east. This can be rationalised through the contextual references which surround the site area.

Material gradient across outline application plots



-  Detailed application material palette
-  Proposed outline application material palette



3 Design Code for Outline Application Area

3.2 Building

3.2.3 Detail



Detail

Create transitional formal expression in the detail of buildings between Roehampton Village and Alton Estate

3.2.3a Detail The expression of detailed elements across the outline blocks should consider a gradient between the two contextual areas, Alton West and Roehampton Village. In summary, blocks in the west of the site area should generally have facades on a consistent plane with a tendency towards the use of concrete. Conversely, blocks towards Roehampton Village should be generally designed with more decorative bonds with more layering of the facade in order to echo the existing built heritage towards the east of the site area.

ALTON WEST



Modernist treatment of elevations with exposed concrete



Concrete with textured surfaces



Brick with concrete details



Brick with decorative bonds and detailing



ROEHAMPTON VILLAGE



Traditional materials with some ornate detailing



Proposed scheme mediates between existing neighbouring conditions



Landmarks - Primary e.g. Block A



Landmarks - Secondary e.g. Block N

3 Design Code for Outline Application Area

3.2 Building

3.2.4 Landmarks



Landmarks

Create new landmarks to increase legibility and signal special places

3.2.4.1 Landmarks

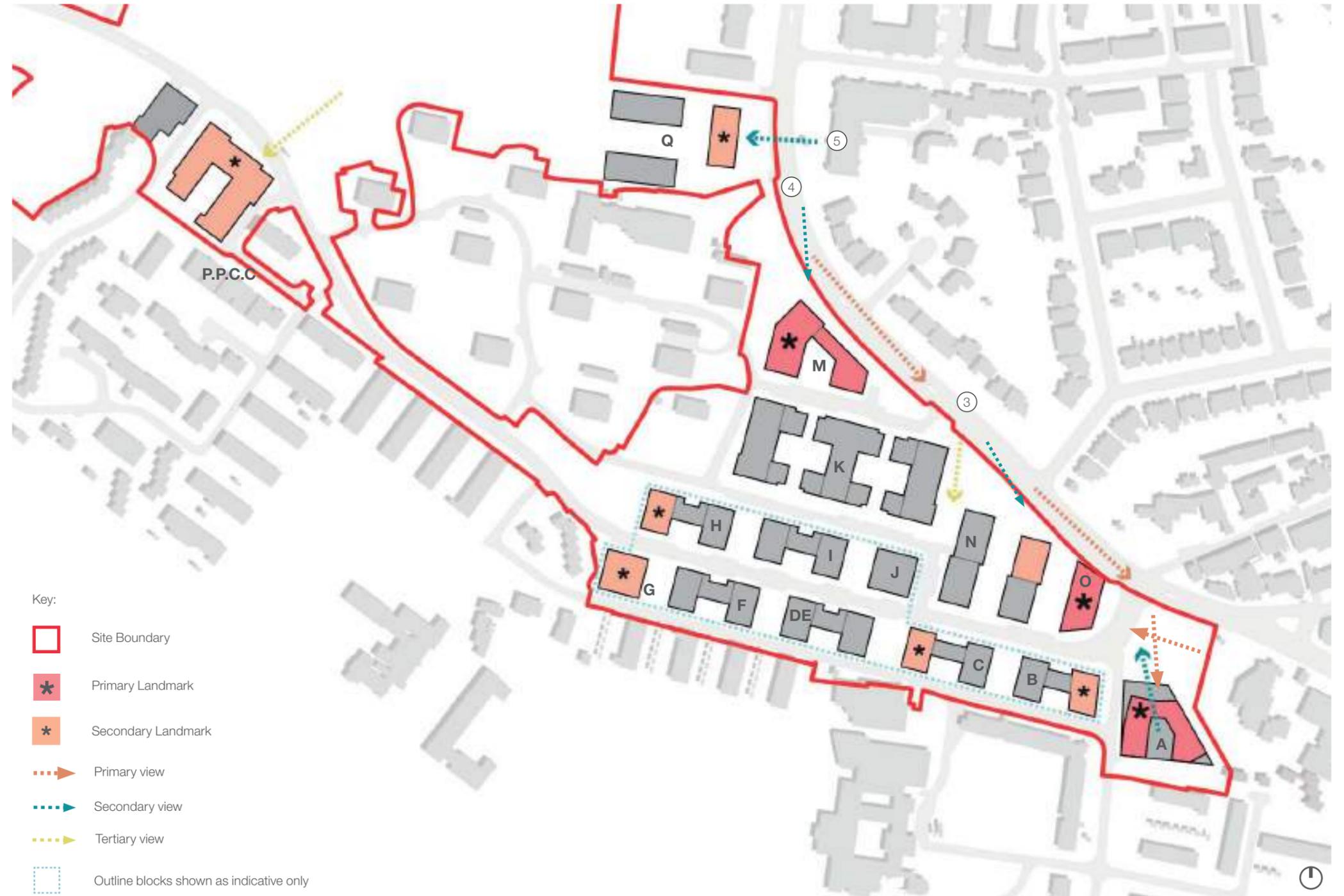
Landmark buildings are those which by nature of their position (e.g. prominent), use (e.g. civic), or height or scale (relative to surroundings) are particularly visible.

Primary landmarks are generally those buildings which are visible from outside the estate and intervention areas and which with are highly visible from major roads (e.g. Roehampton Lane) or terminate views along roads outside the estate or intervention area (Roehampton high street)

Secondary landmarks are those which terminate views within the estate or intervention areas

Buildings designated as either category should be designed in a way which recognises, acknowledges, expresses their relative hierarchy within the masterplan

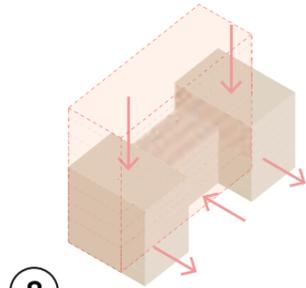
This should be achieved by use of additional height where appropriate (for example on corners), unusual form and geometry of the building form or within elevations, and or special material treatment or decorative or patterned features in the architecture (this could be linked to the Art Strategy), especially where addressing corner views



3 Design Code for Outline Application Area

3.2 Building

3.2.5 Massing



Massing

Create a subtly varied townscape between Roehampton village and Alton Estate

3.2.5.1 Maximum building height

Maximum building heights **must** follow both the A.O.D. and storey height maximums set out in the parameter plans.

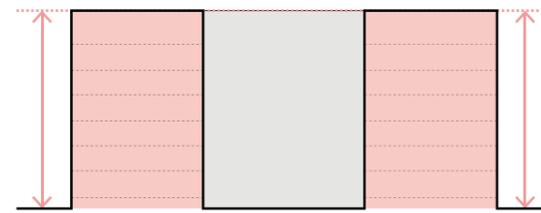
3.2.5.2 Building Length

Continuous building facades (above ground floor level) **must** be no longer than 60m in length.

3.2.5.3 Vertical accents

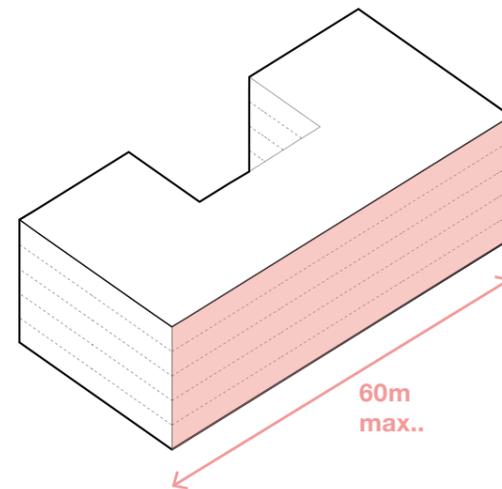
Continuous building facades should be broken in height to create variety in the street wall and create better daylight to streets and courtyards.

3.2.5.4 Articulation Courtyard blocks should be articulated as a series of individual massing elements, with variation in height and building fronts setback where appropriate

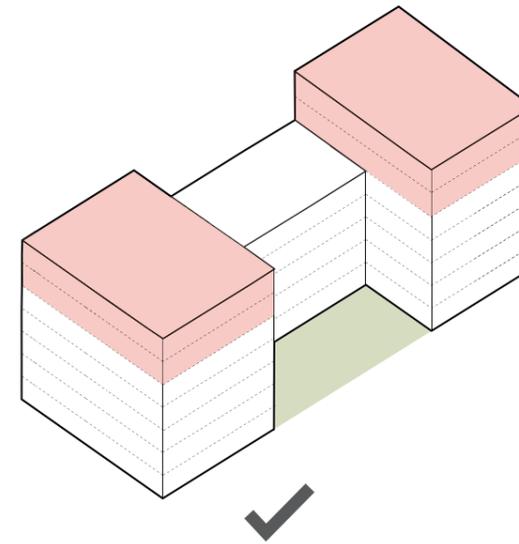


3.2.5.1 Building Height

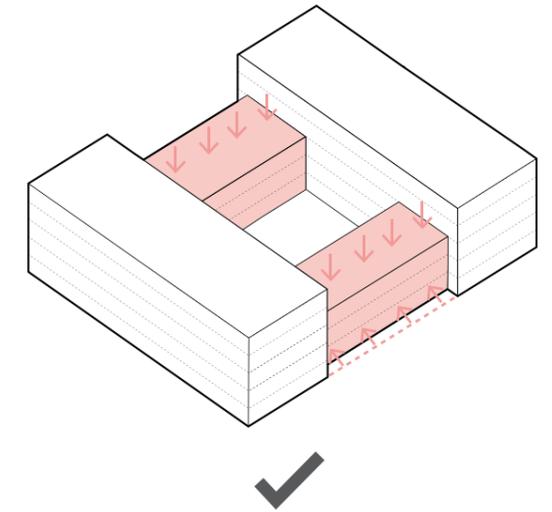
Please also refer to the Parameter Plans included as an appendix in this document



3.2.5.2 Building Length



Vertical accents



Articulation

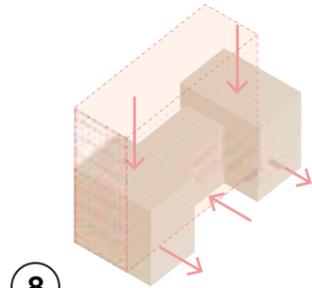


Vertical accents & Articulation

3 Design Code for Outline Application Area

3.2 Building

3.2.6 Widths, Boundaries & Edges



Massing

Create a subtly varied townscape between Roehampton village and Alton Estate

3.2.6.1 Courtyards

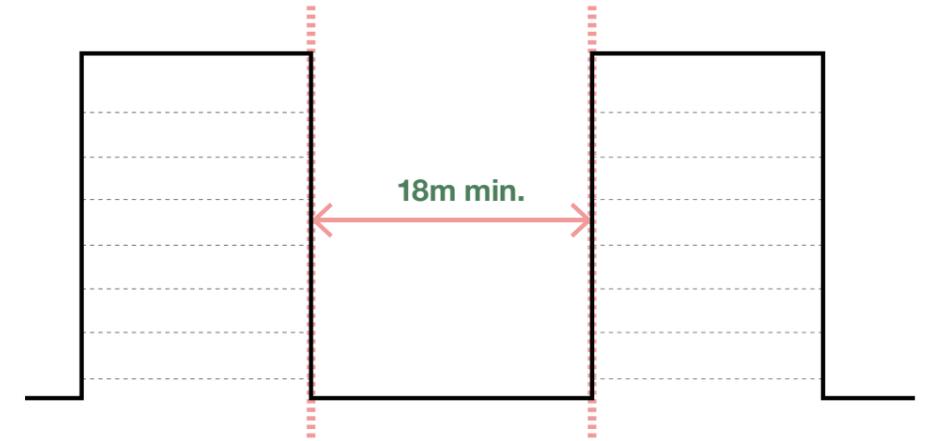
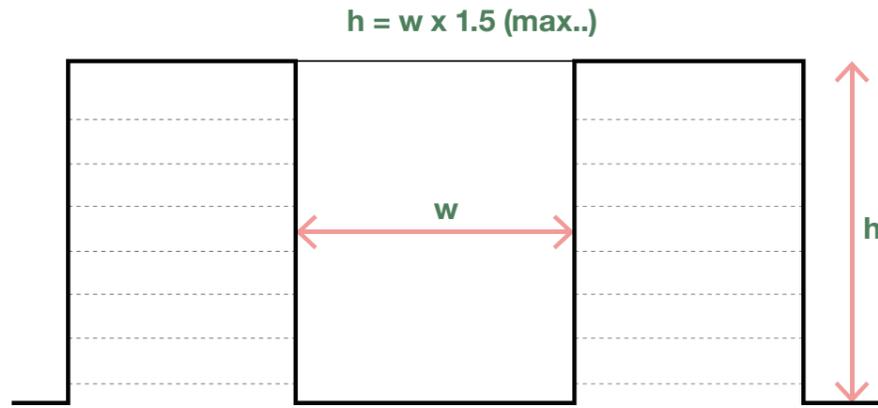
In order to maximise daylight, the height (h) of courtyards **must** be at no more than 1.5 times the predominant width (w).

3.2.6.2 Building-to-building distance

Facing habitable rooms on primary aspect elevations **must** be a minimum of 18m apart. See section 3.2.18 for definition on primary/secondary aspects

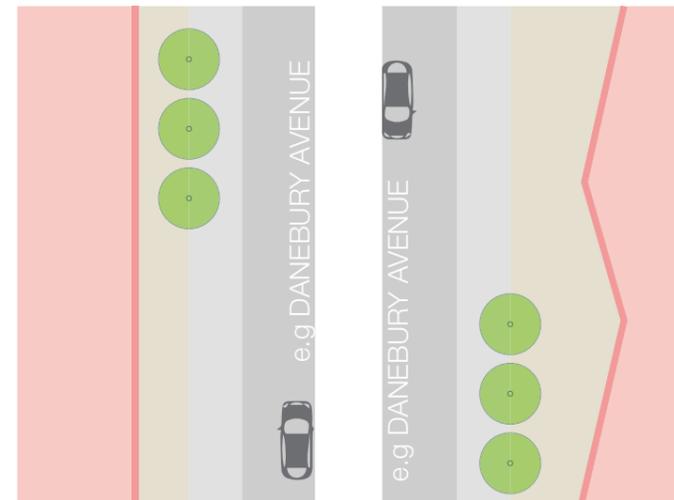
3.2.6.3 Building Line

Building edges should generally be parallel to the street and not create ambiguous and poorly defined public realm with irregular building geometries. Landmark buildings are exceptions.



3.2.6.1 Courtyards

PLAN VIEW



3.2.6.3 Building Line

3.2.6.2 Building-to-building distance

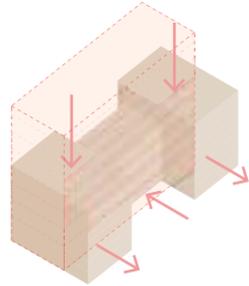


Illustrative example of pedestrian-focused streets with sufficient width to allow for privacy and good levels of daylighting

3 Design Code for Outline Application Area

3.2 Building

3.2.7 Upper level setbacks



8

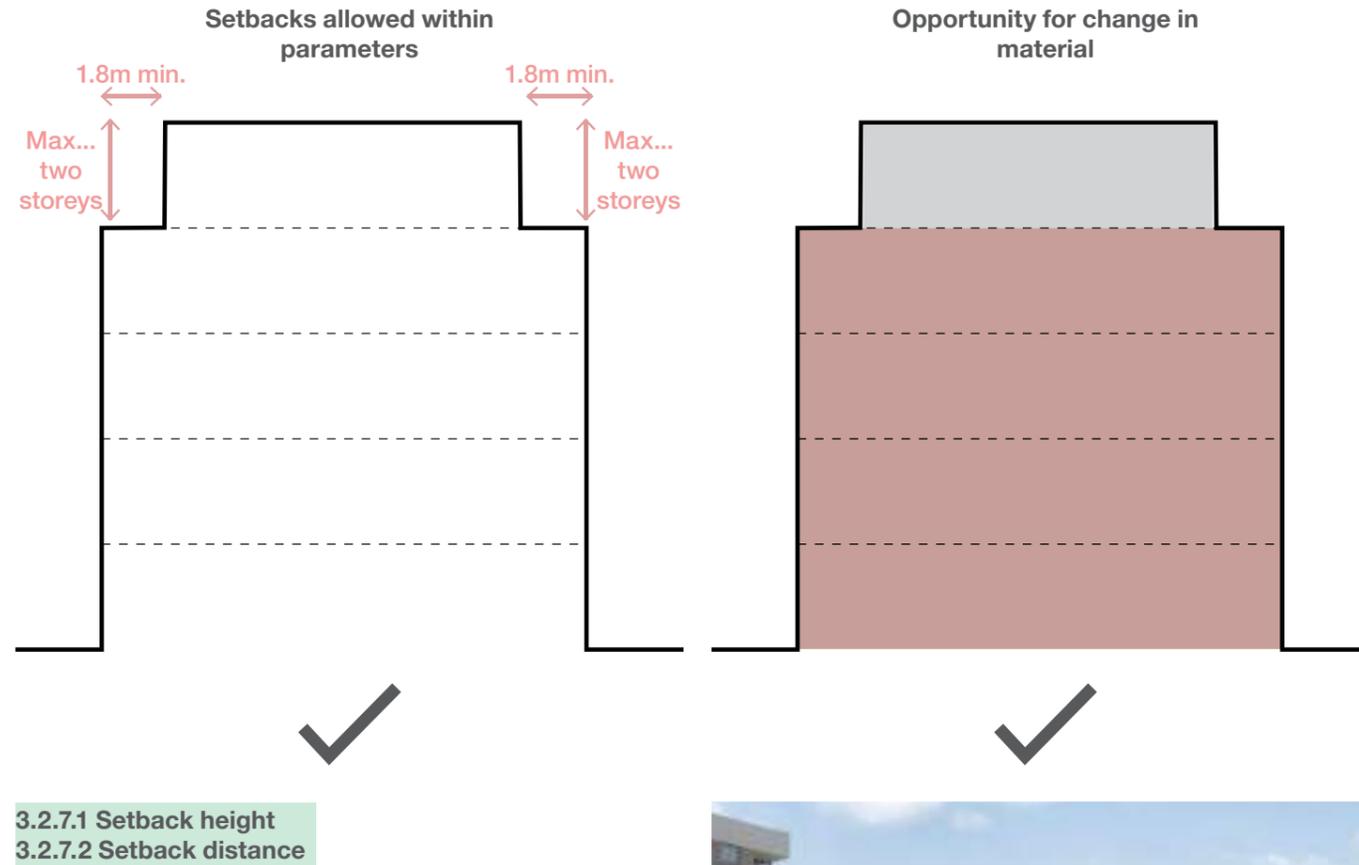
Massing

Create a subtly varied townscape between Roehampton village and Alton Estate

3.2.7.1 Setback height Where buildings have an upper floor setback, these must not be for more than two storeys

3.2.7.2 Setback distance Where upper floor setbacks are provided, these will be a minimum of 1.8m set back from the face of the main facade.

3.2.7a Setbacks Upper floor setbacks can be further expressed with a complementary material.



View across the Village Square indicating setbacks at upper levels with material variation

3 Design Code for Outline Application Area

3.2 Building

3.2.8 Building Types

3.2.8.1 Open Courtyard Block

This typology is one which has been tested in order to assess how it could be used for developing the outline plots. Along with the pavilion block typology (shown in 3.5.2) this is one example of how the outline plots could be developed.

Frontage is provided on both sides of the narrow development plots. Given the level change across the development plots, this would allow for level access into the communal areas on one side of the block while allowing for stepped access via a shared courtyard on the other.

Variety in massing is achieved by articulating its corners. By maintaining a relatively consistent building height datum, the existing changing topography is emphasised.

This block type must be complied with unless otherwise agreed with the Local Authority

3.2.8.2 Courtyards

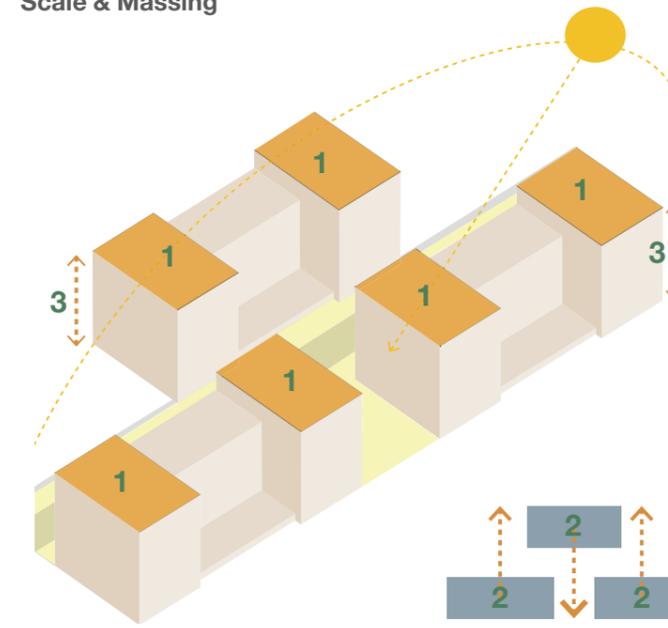
Courtyards to be south facing to maximise sunlight and designed in such a way to ensure partial views from the street to provide visual amenity to the public wherever possible. This is also shown in the Parameter Plans. There should also be direct access linking courtyards to street

Frontage



As shown above, U-shaped blocks allow for breaks in frontage to occur along the street edge where communal amenity space may be located.

Scale & Massing



- 1 Accentuate height on corners
- 2 Offset blocks to allow light into public realm
- 3 Restrict typical blocks to a maximum height datum (6-8 storeys) to ensure sufficient daylight levels at ground

Architectural Precedents



Testing of the Open Courtyard typology in context

3.2.8.ii Pavilion Block

As an alternative to the open courtyard typology, the pavilion block offers frontage on both sides of the development plots. Arranged around a central core with a typical plan of six or seven units, the layout precludes any north-facing single aspect units.

This block type could be used as an alternative to the open courtyard block to create more breaks in the building line, and allow for north-south routes.

A pavilion block arranged around a central core allows for corner units to face in multiple directions and has sufficient depth to create active frontage on both sides of the development plots.

Where this typology is used, adequate amenity provision should be provided within the site layout or on the roof.

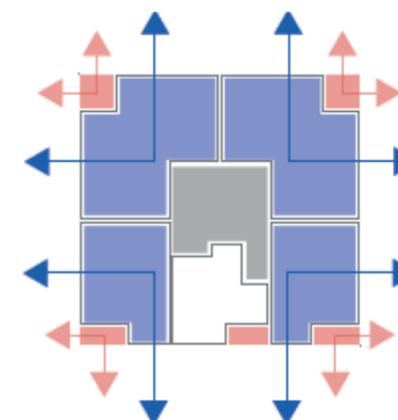


Diagram showing maximised dual aspect corner units

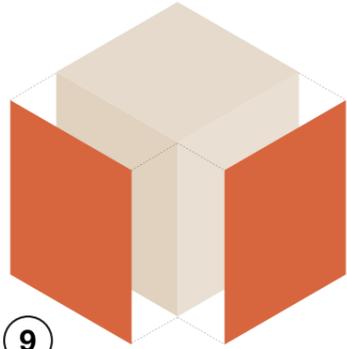


Fig:066

3 Design Code for Outline Application Area

3.2 Building

3.2.9 Window Types



Facades

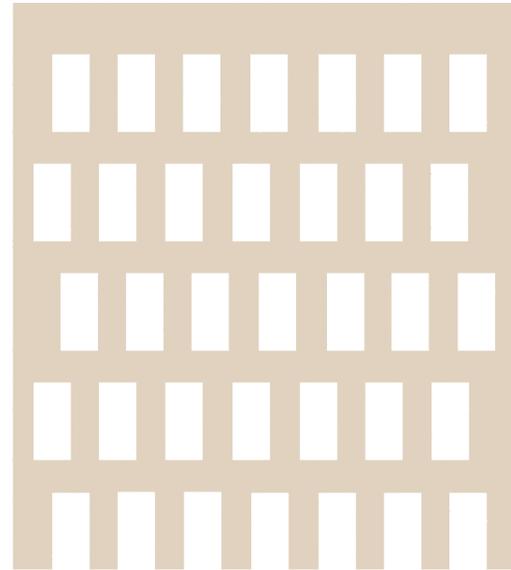
Create a family of varied elevational treatments

3.2.9.1 Composition The composition of openings must be regular either in a grid format or utilising a consistent horizontal sill datum.

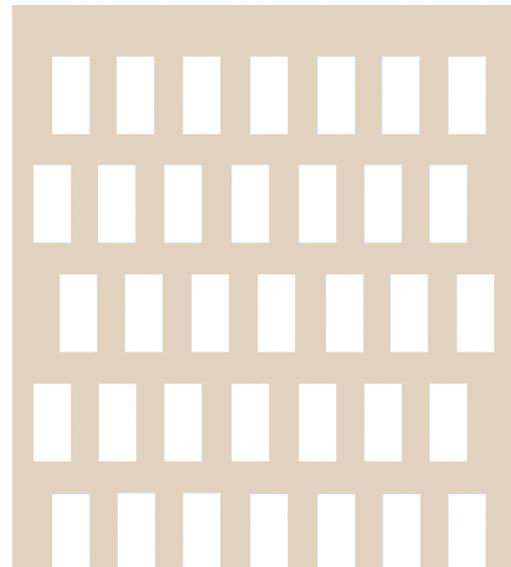
3.2.9a Window treatments Windows should generally be full height however there is flexibility allowed in order to generate more nuanced design proposals.

Windows may be staggered in elevation however they should maintain a clear horizontal datum line at header and sill level.

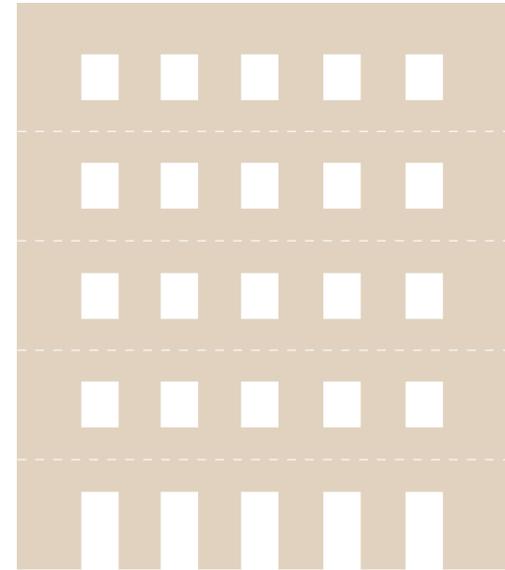
3.2.9b Glazing ratio The minimum ratio of glazed opening to solid wall must be 30% on primary (street-facing) facades, and ensure sufficient daylight internally and passive surveillance to the street.



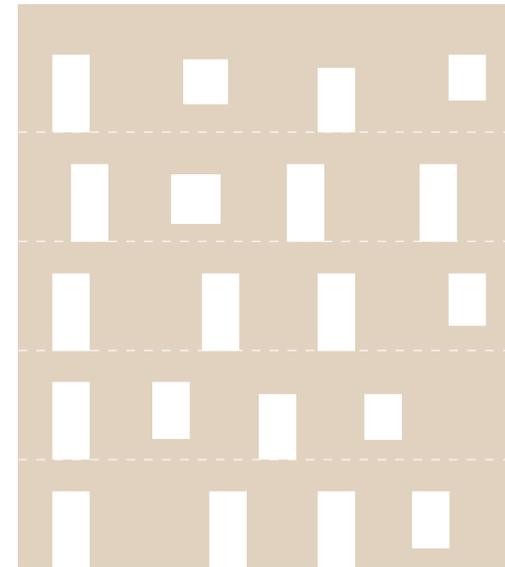
Maintaining horizontal datum line however shifting of window positions permitted



Inadequate level of glazing



Arbitrary arrangement of openings inappropriate



Illustrative example of full-height glazing

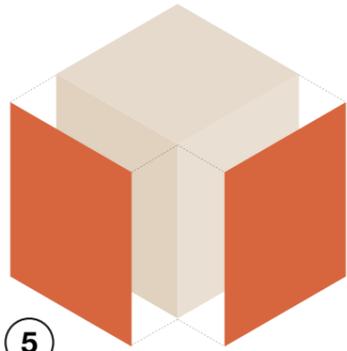


Illustrative example of openings offset in elevation

3 Design Code for Outline Application Area

3.2 Building

3.2.10 Balconies



5 Facades

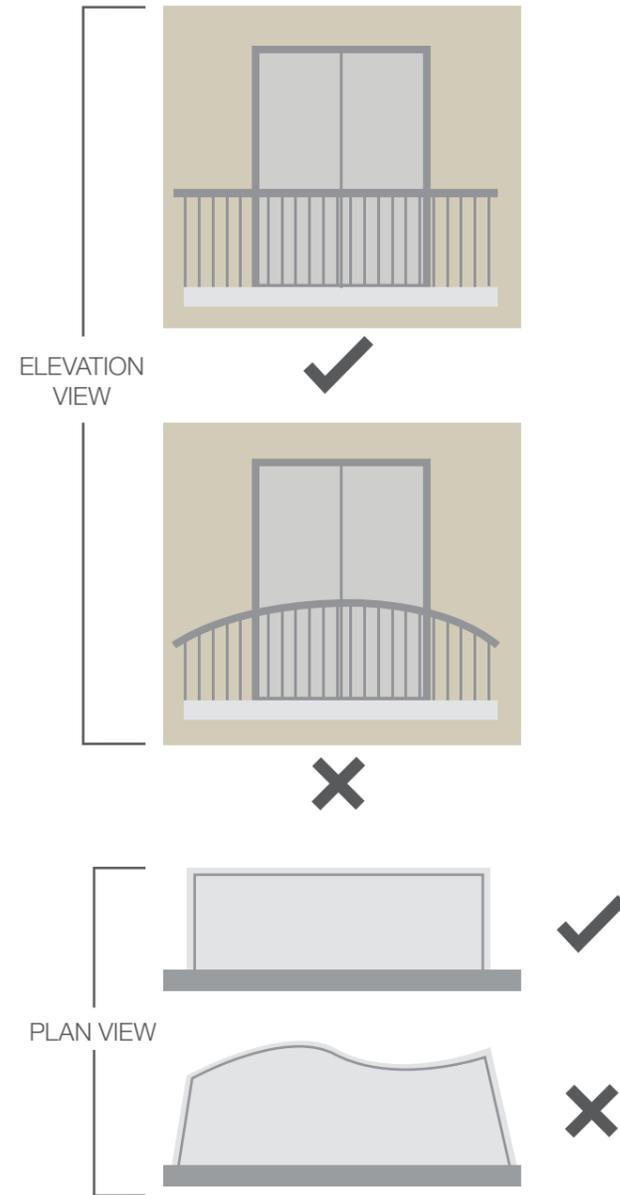
Create a family of varied elevational treatments

3.2.10.1 Balcony design No part of any balcony or balustrade must be curved or inclined in plan or section. This is in line with the wider design approach to maintain a rectilinear treatment to elevations in part as a contextual response to the Alton Estate and its facade design

3.2.10a Balconies Balconies can be projecting, semi-recessed or recessed.

Balcony positioning and design should be considered to prevent overlooking and limit overshadowing to nearby properties.

The street type and open space hierarchy should influence whether balconies are recessed and projecting. Primary and commercial streets should have recessed balconies while balconies to tertiary streets and private courtyards are more likely to be appropriate for projecting balconies.



3.2.10.1 Balcony design

Balcony type



Fig:067
Projecting balconies

Balcony treatments

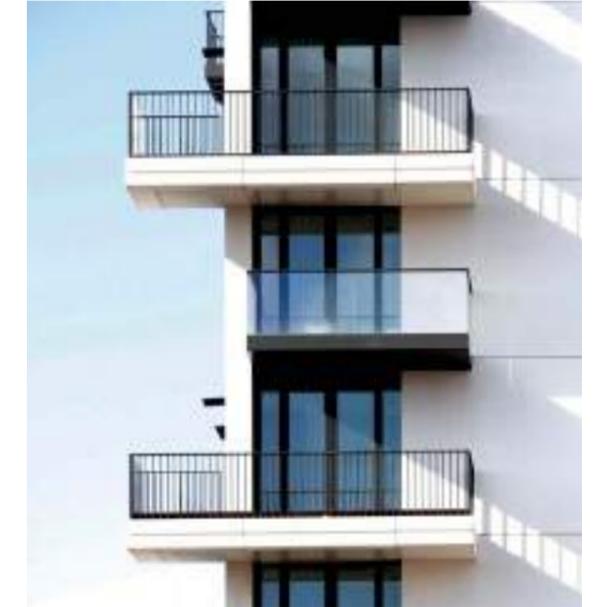
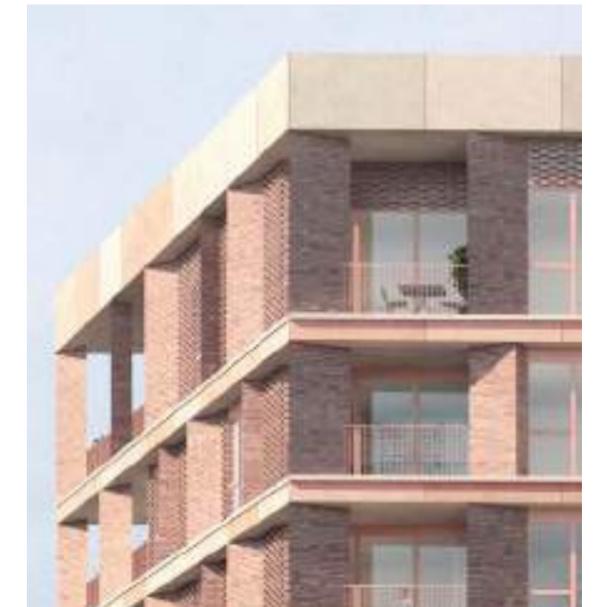


Fig:068
Alternation of solid glazed balustrade and metal railings



Fig:069
Recessed or semi-recessed balconies

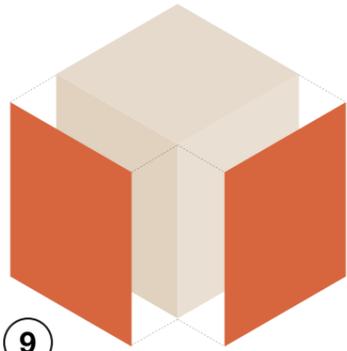


Stacked recessed balconies to Block O

3 Design Code for Outline Application Area

3.2 Building

3.2.11 Roof Lines



9

Facades

Create a family of varied elevational treatments

3.2.11.1 Parapets

Parapets and eaves lines should be straight and horizontal.

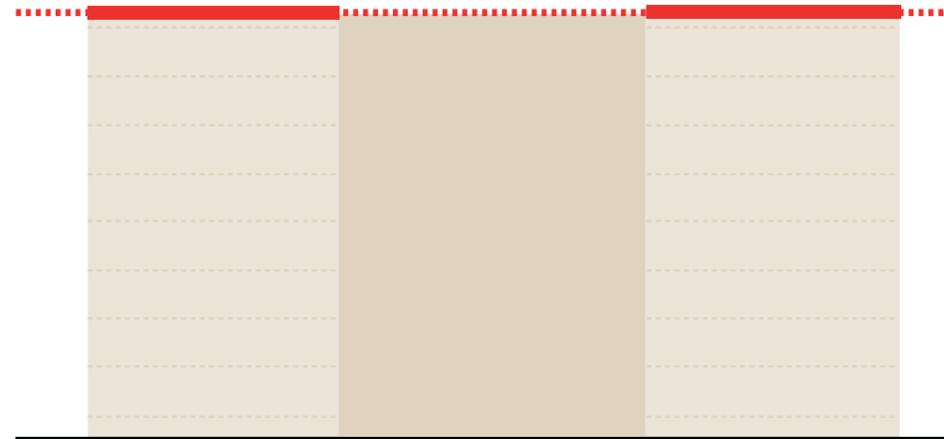


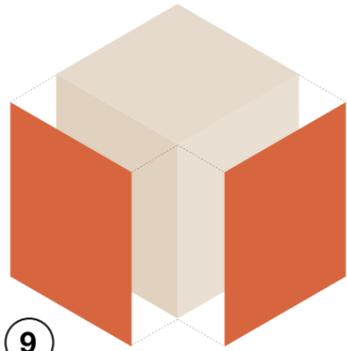
Fig:070



3 Design Code for Outline Application Area

3.2 Building

3.2.12 Roof treatment, plant & services



9

Facades

Create a family of varied elevational treatments

3.2.12.1 Plant equipment Plant equipment must not be visible from surrounding streets excluding particular equipment e.g. flues and TV aerials

3.2.12.2 Parapet treatments All parapets at the top of buildings must have solid parapets. (Intermediate parapets may be visually permeable)

3.2.12.3 Roof type All roofs must be utilised for either: plant equipment, PV or solar panels, biodiversity or resident amenity.

3.2.12a Drainage Future designers should seek to conceal gutters where possible. For guidance the treatment to downpipes, please refer to the detailed application blocks



Fig:071
Shared outdoor rooftop space



Fig:072
Space for water on roof terraces



Amenity space at roof level alongside plant equipment



Fig:073
Controlled roof access



PVs used across a residential development

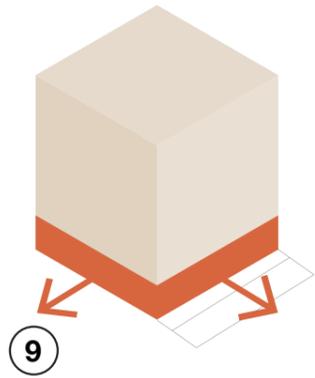


Fig:074
Provision of flora and fauna to encourage biodiversity

3 Design Code for Outline Application Area

3.2 Building

3.2.13 Frontages



Frontages

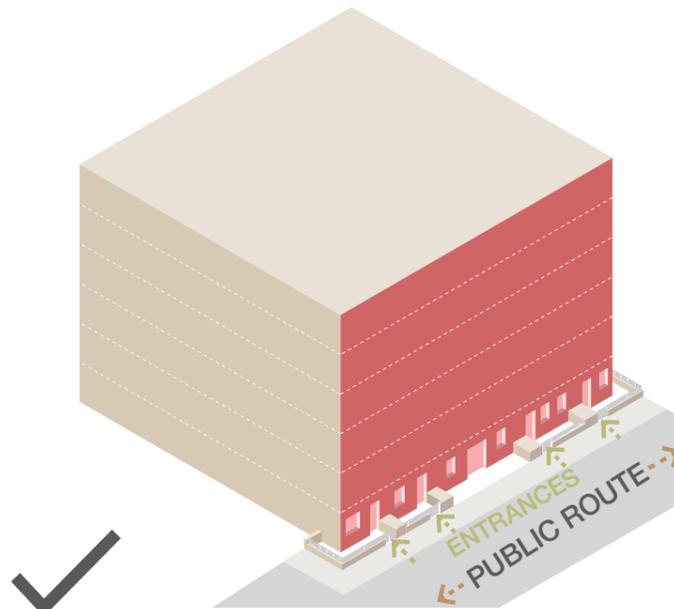
Create strong frontages that reinforce the open space hierarchy

3.2.13.1 Active frontage Residential entrances (both private and communal) and habitable room windows facing the street **must** be provided where possible at ground level along public routes. For more detail refer to privacy options 3.2.14.

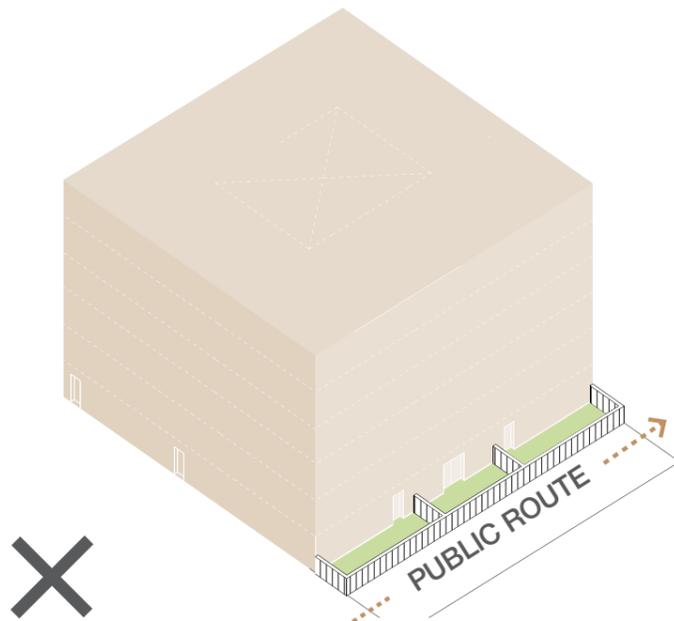
3.2.13.2 Uses Commercial uses must extend along Danebury Avenue and turn the corner onto the east elevation of the outline block as shown in the referenced 'Ground Floor Frontage' Parameter Plan shown on this page

3.2.13a Privacy As a principle, public routes should be fronted by active uses e.g. front entrance doors, kitchen/living/dining spaces.

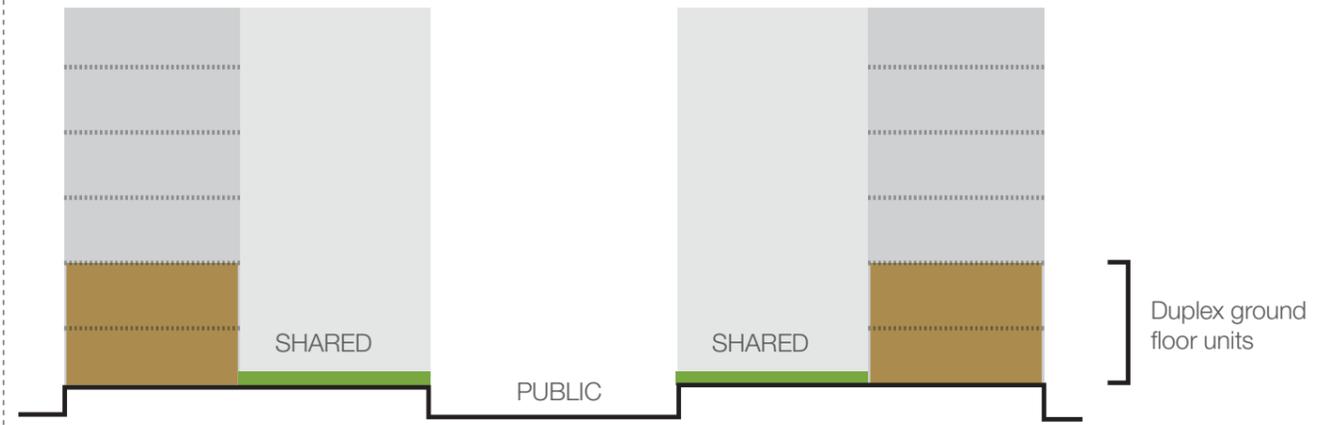
Bedrooms should be allowed to face onto public routes in situations where the finished floor level is sufficiently raised above the ground level of public areas.



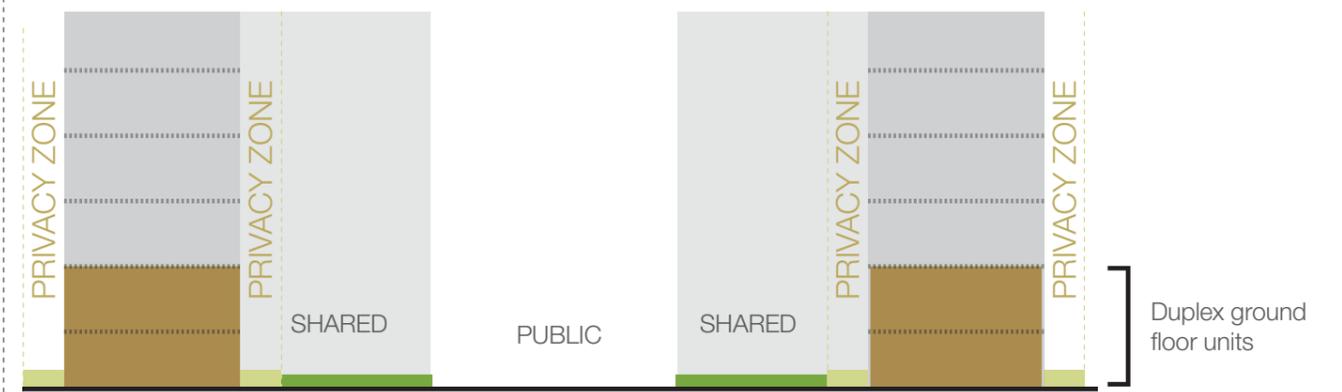
3.2.13.1 Active frontage



3.2.13.2 Blank frontage

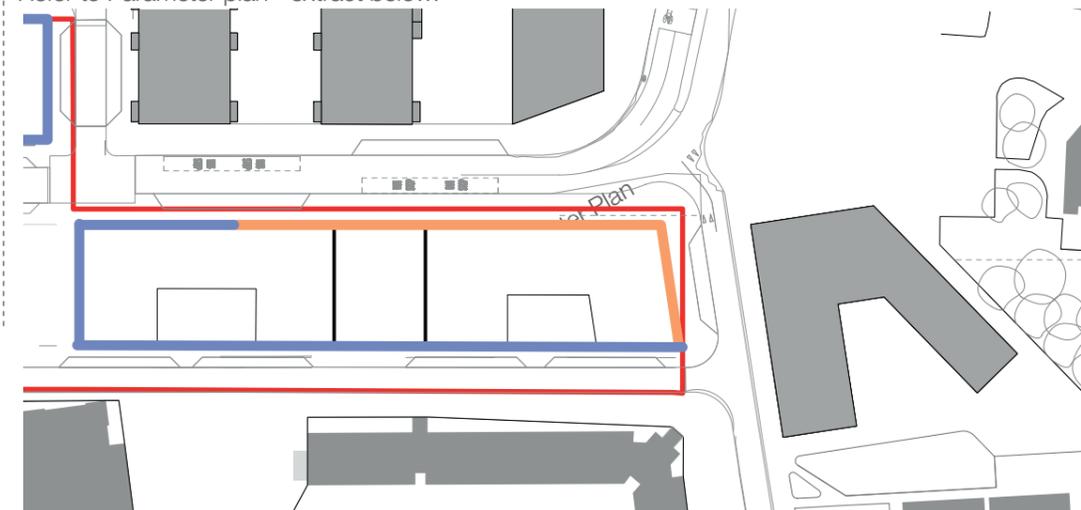


Privacy Option 1 - Privacy created through level change



Privacy Option 2 - Where a level change cannot be achieved, privacy zones must be used at ground level

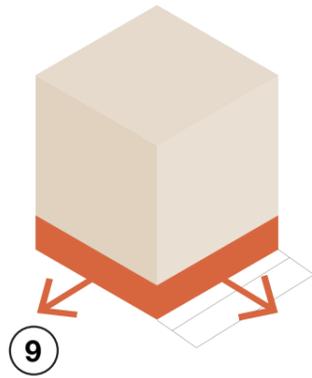
Refer to Parameter plan - extract below:



3 Design Code for Outline Application Area

3.2 Building

3.2.14 Privacy



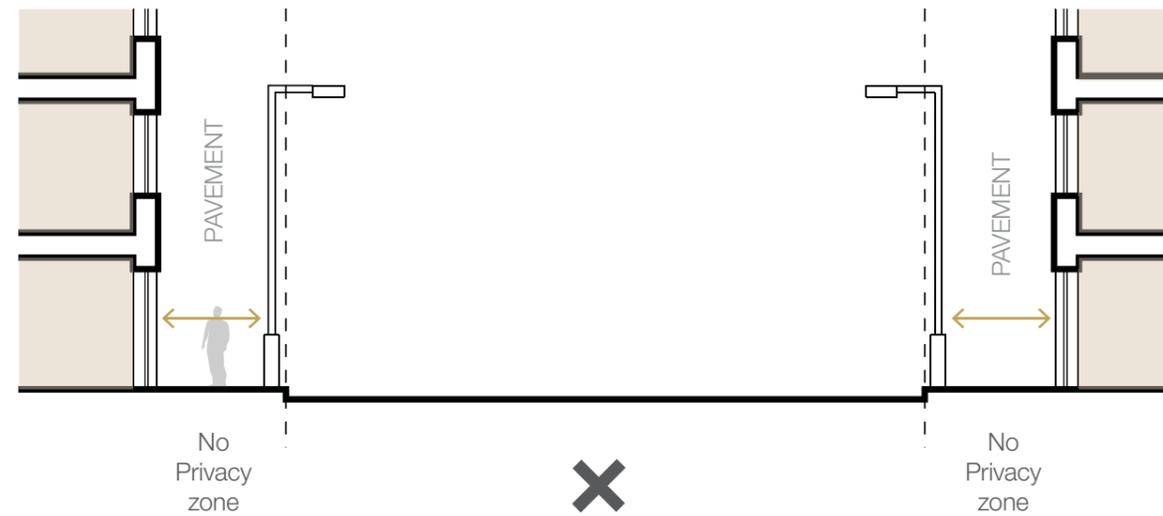
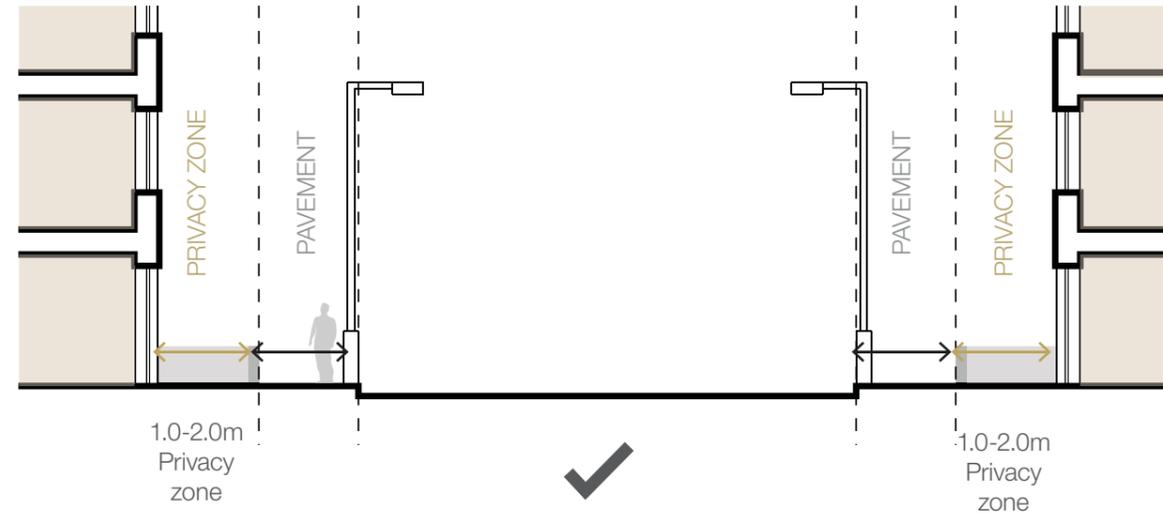
9 Frontages

Create strong frontages that reinforce the open space hierarchy

3.2.14.1 Privacy zone A privacy zone of minimum 1m must be provided to ground floor residential frontages where windows and doors face onto public areas.

3.2.14.2 Privacy Zone Boundaries shall be made of visually permeable material from 0.8m above the internal floor level in order to avoid high solid walls facing onto public routes.

The provision of a privacy zone allows for a threshold between private entrances and the footway. This is to be designed so as to avoid potential seating areas for pedestrians and also avoid high solid walls or fences facing onto the street.



Individual front doors to the street with privacy zone

3.2.14a Ground floor units - Key Design principles

1. Front doors onto streets
2. Deep window reveals allow for privacy and areas of planting
3. Adequate width for pavement
4. Carefully integrated bin stores (if applicable to refuse strategy)
5. Use of visually permeable materials for privacy zones

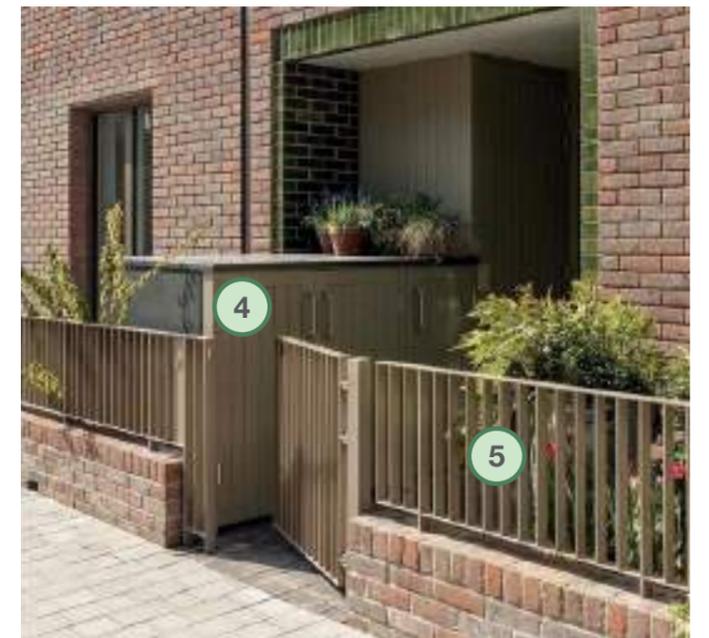
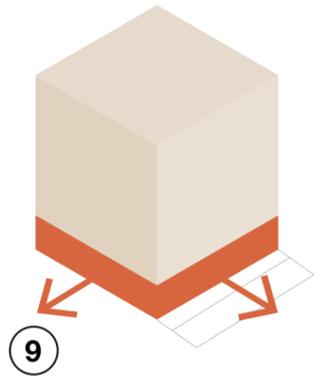


Fig:075

3 Design Code for Outline Application Area

3.2 Building

3.2.15 Bases



Frontages

Create strong frontages that reinforce the open space hierarchy

3.2.15.1 Commercial use material treatment Commercial non-residential ground floors must be in a complementary material to the rest of the building forming an expressed base to the building elevation.

3.2.15.2 Podium Edges Where the edges of podium car parks are exposed through level change or to allow for natural ventilation, these edges should be treated with suitable materials in line with the agreed material palette

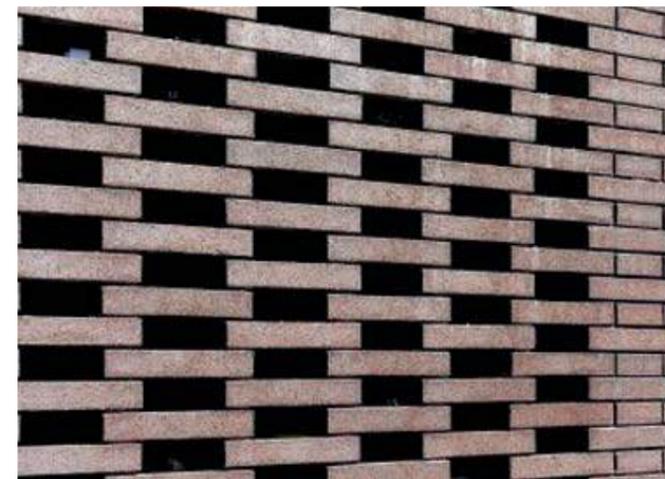
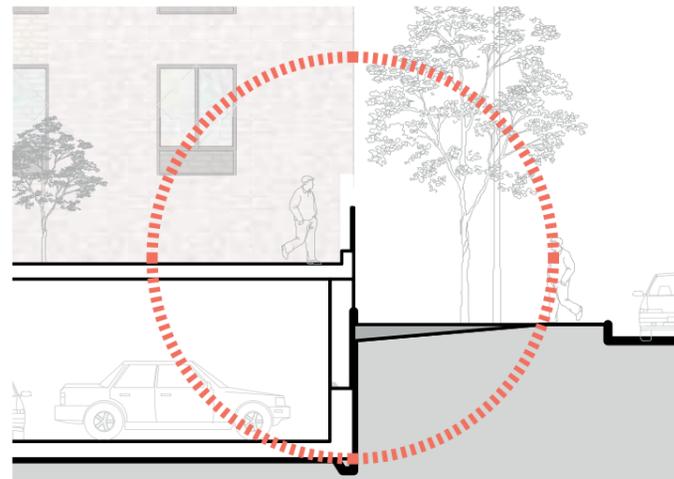
3.2.15.3 Minimum commercial use floor to ceiling height Commercial non-residential ground floor frontage should be a minimum of 4.0 m floor to floor.

3.2.15.4 Podium Edges - Ventilation Large areas of ventilation grills should be avoided.



View along Danebury Avenue

3.2.12.1 Commercial use material treatment



Podium Edges

Fig:076



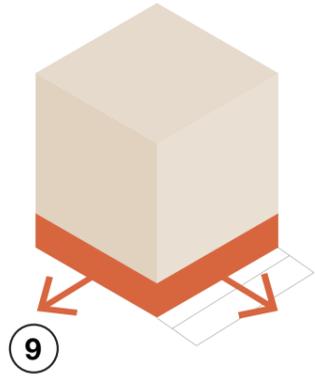
Podium Edges

Fig:077

3 Design Code for Outline Application Area

3.2 Building

3.2.16 Bin stores, plant rooms and cycle stores



Frontages

Create strong frontages that reinforce the open space hierarchy

3.2.16.1 Communal bin stores

Communal bins stores must be:

- Located in a convenient unobtrusive place
- Located as far as practicable from habitable room windows
- Accessible by limited key-holder access
- Provided with good natural or mechanical ventilation
- Designed with sufficient internal circulation

3.2.16.2 Utility meter location All meters must be located internally wherever possible and practical

3.2.16.3 Electrical Services Wires and cables must not be visible and should not be surface mounted on façades

3.2.16.4 Residential Cycle storage Residential Cycle storage must be located in a designated secure area inside residential buildings.



Fig:054



Fig:078



Fig:079



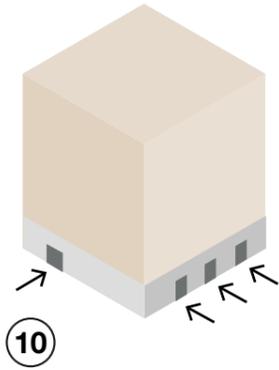
Fig:080



3 Design Code for Outline Application Area

3.2 Building

3.2.17 Entrances & Lobbies



Entrances

Create welcoming places between the street and home

3.2.17.1 Shared residential entrances - Visibility

Communal entrances **must** be clearly visible from the street and should not be recessed excessively from the building edge.

3.2.17.2 Shared residential entrances - Location Where residential entrances are located adjacent to commercial entrances, these **must** be differentiated in their appearance.

3.2.17.3 Shared residential entrances - Distinction Shared residential entrances must be clearly defined and made distinct from private residential entrances

3.2.17.4 Safety through entrance design Residential entrances should also be located away from any vehicle servicing points for other ground floor uses.

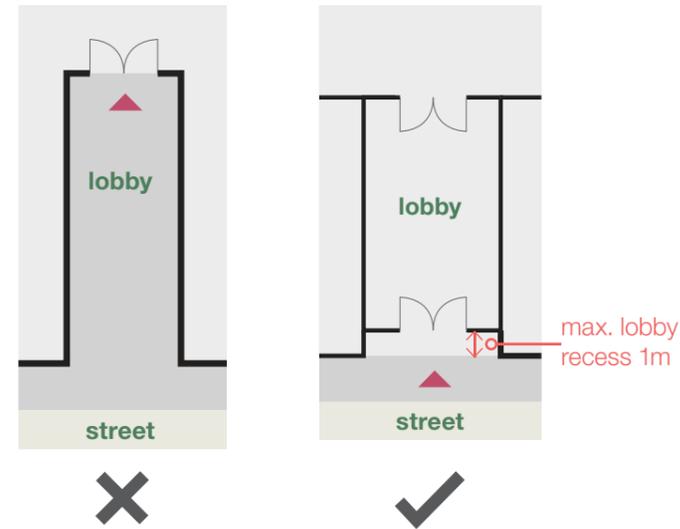
Communal entrances should be situated at street corners where possible with maximum floor to ceiling heights possible.

3.2.17.5 Lobby design

Residential lobbies should be secure yet allow for visibility to and from the communal areas. Social interactions between residents can be encouraged by providing spacious areas for seating.

Double-height entrances can enhance the light and spaciousness of a communal entrance.

Shared residential entrances



Example shared entrance - Block N4

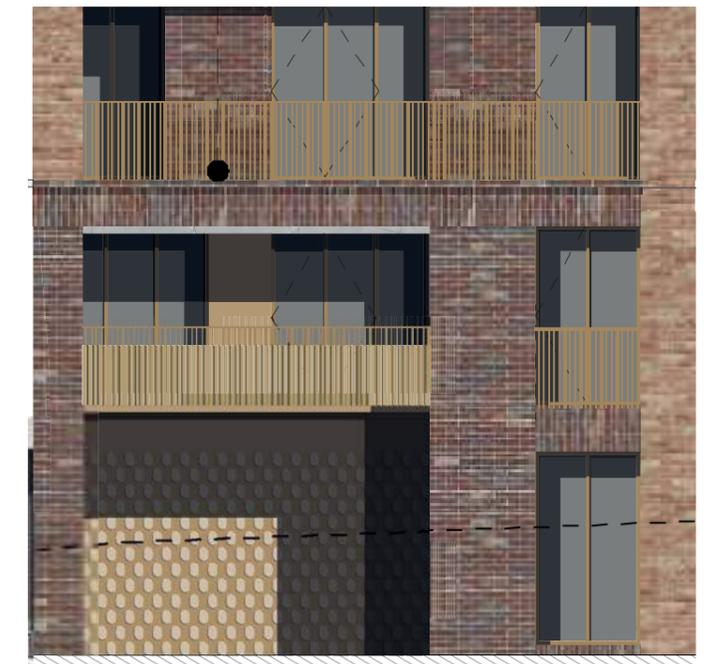
Lobbies & commercial entrances



Example of frontage to Village Square - Block O



Example shared entrance - Building N1



Example shared entrance - Building N3

3 Design Code for Outline Application Area

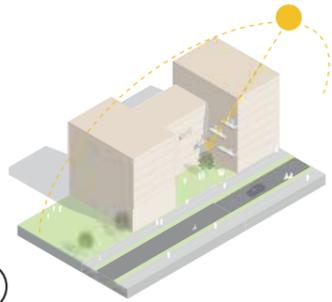
3.2 Building

3.2.18 Residential Quality

11

Orientation

Orient blocks to maximise light to open spaces and internal rooms

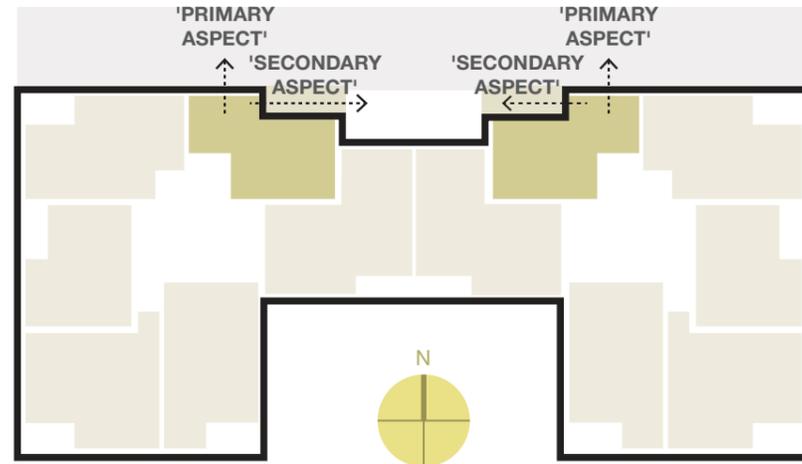


3.2.18.1 Single-aspect unit North facing single aspect units should be avoided and must not exceed 5% of the total unit count across the masterplan as a whole.

3.2.18.2 Mitigating impact of single-aspect units Where units are predominantly north facing, the unit design should offer a secondary aspect. Other mitigation techniques for north-facing single aspect units could include:

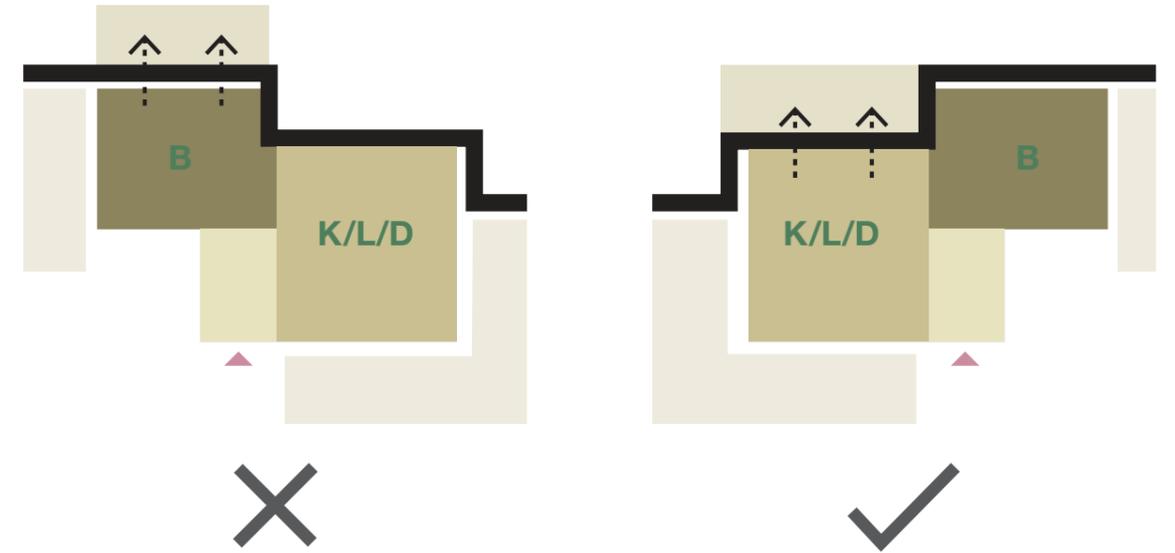
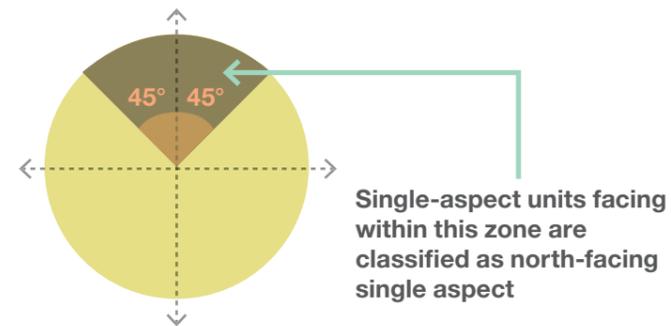
- More spacious living areas
- Increase in size of window openings
- Additional amenity space

3.2.18.3 Access to balconies Primary access to balconies to be from a living space rather than only from a bedroom. Bedrooms may also be allowed to face onto a balcony as shown in the plan opposite. This code does not prevent the provision of second balconies which may be accessed directly from bedrooms.



3.2.18.2 Mitigating impact of single-aspect units

TRUE NORTH



3.2.18.3 Access to balconies



Fig:069
Corner balcony with dual aspect

3 Outline Application Area - Prescriptive of future development Summary of mandatory codes

3.1.3.1 Minimum Footpath Width

Must be 3m wide along commercial frontage zone.

3.1.3.2 On Street Parking

Linear parking bays along Danebury Avenue must be 3m minimum width to allow for servicing and delivery.

3.1.3.3 Street Trees & Planting

Min 2m Clear stem street trees. Pedestrian crossing points to be framed by group of 4 trees.

3.1.3.4 Character

Maintain free flowing traffic. Retain avenue character and frame views east toward Block A and the Village Square.

3.1.3.5 Servicing

Accommodate bus stops on both sides. Commercial servicing bays (loading/unloading) and bin stores access to be provided.

3.1.3.6 Furniture

Incidental seating outside commercial units to provide opportunities for rest and socialising.

3.1.3.7 Trees

Clear stem street trees to maintain lines of sight to commercial units.

3.1.3.8 SUDS

Permeable block paving to parking bay where possible.

3.1.3.9 Minimum Footpath Width

2m footpath along Danebury Avenue.

3.1.3.10 Privacy zone

Minimum 0.5m planted buffer between path and private amenity

3.1.3.11 On Street Parking

Linear parking bays along Danebury Avenue. 2.7m max... width.

3.1.3.12 Street Trees & Planting

Trees in hard landscape to be single stem. Trees in soft landscape to be grouped in minimum of 3's.

3.1.3.13 Character

Leafy, avenue character with clear sight lines east toward Block A and the Village Square.

3.1.3.14 Parking

On street parking with island planting to help break up the long lines of parked cars.

3.1.3.15 Play

Incidental seating and play outside along street to provide

opportunities for rest and socialising with neighbours.

3.1.3.16 Trees

Combination of grouped clear stems and single clear stem street trees.

3.1.3.17 SUDS

Permeable block paving to parking bays where possible.

3.1.3.18 Minimum Footpath Width

2m footpath for pedestrians

3.1.3.19 On Street Parking

2m min wide parking bay zone.

3.1.3.20 Street Trees & Planting

Existing mature trees to be retained where possible. All proposed trees to be 2m clear single stem.

3.1.3.21 Character

Pocket Square entrances are announced with a change in material across the footpath.

3.1.3.22 Parking

On street parking with island planting to help break up the long lines of parked cars.

3.1.3.23 Trees

Combination of grouped clear stems and single clear stem street trees.

3.1.3.24 SUDS

Permeable block paving to parking bays where possible.

3.1.4.1 Private Amenity Space

At least 1.5m of private space provided directly outside of residential unit.

3.1.4.2 Access & Circulation

Minimum 1.8m wide footpath to primary routes. Minimum 1.2m wide footpath to secondary courtyard path network

3.1.4.3 Defensible Space

Minimum 0.5m planted buffer between path and private amenity

3.1.4.4 Lawn

An area of communal lawn for residents to sit, relax and play. Centrally located and in the sunniest aspect (where possible)

3.1.4.5 Social Space

Area of grouped seating to create a meeting place social and communal activities.

3.1.4.6 Sensory Play

Colourful planting and natural play features create a soft and playful landscape palette to capture children's imagination.

3.1.4.7 Hardworks

The proposed materials should be selected for their appearance and durability. All hard paved surfaces should be reviewed base on adjacent architectural palette.

3.1.4.8 Softworks

Planting should be selected to enhance biodiversity and provide a good range of different species, with a preference for native stock to ensure robust planting schemes with seasonal variation.

3.1.5.1 Planted terraces

At least 800mm (w) of planting to terraces to provide visual and seasonal interest from street and break up the hard space.

3.1.5.2 Access & Circulation

1.8m footpath to provide clear and accessible navigation around the pocket square.

3.1.5.3 Defensible Space

Min 1m of soft landscaping at the edges of the pocket square adjacent to the buildings to provide privacy to ground floor units.

3.1.5.4 Lawn

An area of lawn for people to sit, relax and play. Centrally located and in the sunniest aspect (where possible)

3.1.5.5 Social Hub

Area of grouped seating to create a meeting place social and communal activities.

3.1.5.6 Play

Colourful planting and natural play features create a soft and playful landscape palette to capture children's imagination.

3.1.5.7 Furniture

A family of furniture is to be considered, complementing adjacent landscape and architecture materiality.

3.1.5.8 Hardworks

The proposed materials should be selected for their appearance and durability. All hard paved surfaces should be reviewed base on adjacent architectural palette.

3.1.5.9 Softworks

Planting should be selected to enhance biodiversity and provide a good range of different species, with a preference for

native stock to ensure robust planting schemes with seasonal variation.

3.1.5.10 Tree Planting

The tree and planting strategy should relate to the different site context, in order to provide a coherent approach throughout all phases of the masterplan.

3.2.1.1 Character Area treatment The treatment of buildings within the outline plots must relate to their respective character area. Further information on these character areas can be found in Chapter 2 of this document.

3.2.1.2 Consistency across the masterplan The character of the outline plots **must** complement the design intent of the detailed plots and form a consistent language across the masterplan area.

3.2.4.1 Landmarks

Landmark buildings are those which by nature of their position (e.g. prominent), use (e.g. civic), or height or scale (relative to surroundings) are particularly visible.

Primary landmarks are generally those buildings which are visible from outside the estate and intervention areas and which with are highly visible from major roads (e.g. Roehampton Lane) or terminate views along roads outside the estate or intervention area (Roehampton high street)

Secondary landmarks are those which terminate views within the estate or intervention areas

Buildings designated as either category should be designed in a way which recognises, acknowledges, expresses their relative hierarchy within the masterplan

This should be achieved by use of additional height where appropriate (for example on corners), unusual form and geometry of the building form or within elevations, and or special material treatment or decorative or patterned features in the architecture (this could be linked to the Art Strategy), especially where addressing corner views

3.2.5.1 Maximum building height

Maximum building heights **must** follow both the A.O.D. and storey height maximums set out in the parameter plans.

3.2.5.2 Building Length

Continuous building facades (above ground floor level) **must** be no longer than 60m in length.

3 Outline Application Area - Prescriptive of future development Summary of mandatory codes (cont..)

3.2.5.3 Vertical accents

Continuous building facades should be broken in height to create variety in the street wall and create better daylight to streets and courtyards.

3.2.5.4 Articulation Courtyard blocks should be articulated as a series of individual massing elements, with variation in height and building fronts setback where appropriate

3.2.6.1 Courtyards

In order to maximise daylight, the height (h) of courtyards **must** be at no more than 1.5 times the predominant width (w).

3.2.6.2 Building-to-building distance

Facing habitable rooms on primary aspect elevations **must** be a minimum of 18m apart. See section 3.2.18 for definition on primary/secondary aspects

3.2.6.3 Building Line

Building edges should generally be parallel to the street and not create ambiguous and poorly defined public realm with irregular building geometries. Landmark buildings are exceptions.

3.2.7.1 Setback height Where buildings have an upper floor setback, these must not be for more than two storeys

3.2.7.2 Setback distance Where upper floor setbacks are provided, these will be a minimum of 1.8m set back from the face of the main facade.

3.2.8.1 Open Courtyard Block

This typology is one which has been tested in order to assess how it could be used for developing the outline plots. Along with the pavilion block typology (shown in 3.5.2) this is one example of how the outline plots could be developed.

Frontage is provided on both sides of the narrow development plots. Given the level change across the development plots, this would allow for level access into the communal areas on one side of the block while allowing for stepped access via a shared courtyard on the other.

Variety in massing is achieved by articulating its corners. By maintaining a relatively consistent building height datum, the existing changing topography is emphasised.

This block type must be complied with unless otherwise agreed with the Local Authority

3.2.8.2 Courtyards

Courtyards to be south facing to maximise sunlight and designed in such a way to ensure partial views from the street

to provide visual amenity to the public wherever possible. This is also shown in the Parameter Plans. There should also be direct access linking courtyards to street

3.2.8.3 Pavilion Block

As an alternative to the open courtyard typology, the pavilion block offers frontage on both sides of the development plots. Arranged around a central core with a typical plan of six or seven units, the layout precludes any north-facing single aspect units.

This block type could be used as an alternative to the open courtyard block to create more breaks in the building line, and allow for north-south routes.

A pavilion block arranged around a central core allows for corner units to face in multiple directions and has sufficient depth to create active frontage on both sides of the development plots.

Where this typology is used, adequate amenity provision should be provided within the site layout or on the roof.

3.2.9.1 Composition The composition of openings must be regular either in a grid format or utilising a consistent horizontal sill datum.

3.2.10.1 Balcony design No part of any balcony or balustrade must be curved or inclined in plan or section. This is in line with the wider design approach to maintain a rectilinear treatment to elevations in part as a contextual response to the Alton Estate and its facade design

3.2.11.1 Parapets

Parapets and eaves lines should be straight and horizontal.

3.2.12.1 Plant equipment Plant equipment must not be visible from surrounding streets excluding particular equipment e.g. flues and TV aerials

3.2.12.2 Parapet treatments All parapets at the top of buildings must have solid parapets. (Intermediate parapets may be visually permeable)

3.2.12.3 Roof type All roofs must be utilised for either: plant equipment, PV or solar panels, biodiversity or resident amenity.

3.2.13.1 Active frontage Residential entrances (both private and communal) and habitable room windows facing the street **must** be provided where possible at ground level along public routes. For more detail refer to privacy options 3.2.14.

3.2.13.2 Uses Commercial uses must extend along Danebury Avenue and turn the corner onto the east elevation of the outline block as shown in the referenced 'Ground Floor Frontage' Parameter Plan shown on this page

3.2.14.1 Privacy zone A privacy zone of minimum 1m must be provided to ground floor residential frontages where windows and doors face onto public areas.

3.2.14.2 Privacy Zone Boundaries shall be made of visually permeable material from 0.8m above the internal floor level in order to avoid high solid walls facing onto public routes.

The provision of a privacy zone allows for a threshold between private entrances and the footway. This is to be designed so as to avoid potential seating areas for pedestrians and also avoid high solid walls or fences facing onto the street.

3.2.15.1 Commercial use material treatment Commercial non-residential ground floors must be in a complementary material to the rest of the building forming an expressed base to the building elevation.

3.2.15.2 Podium Edges Where the edges of podium car parks are exposed through level change or to allow for natural ventilation, these edges should be treated with suitable materials in line with the agreed material palette

3.2.15.3 Minimum commercial use floor to ceiling height

Commercial non-residential ground floor frontage should be a minimum of 4.0 m floor to floor.

3.2.15.4 Podium Edges

Ventilation Large areas of ventilation grills should be avoided.

3.2.16.1 Communal bin stores

Communal bins stores must be:

- Located in a convenient unobtrusive place
- Located as far as practicable from habitable room windows
- Accessible by limited key-holder access
- Provided with good natural or mechanical ventilation
- Designed with sufficient internal circulation

3.2.16.2 Utility meter location All meters must be located internally wherever possible and practical

3.2.16.3 Electrical Services Wires and cables must not be visible and should not be surface mounted on façades

3.2.16.4 Residential Cycle storage Residential Cycle storage must be located in a designated secure area inside residential buildings.

3.2.17.1 Shared residential entrances - Visibility

Communal entrances **must** be clearly visible from the street and should not be recessed excessively from the building edge.

3.2.17.2 Shared residential entrances - Location Where residential entrances are located adjacent to commercial entrances, these **must** be differentiated in their appearance.

3.2.17.3 Shared residential entrances - Distinction Shared residential entrances must be clearly defined and made distinct from private residential entrances

3.2.17.4 Safety through entrance design Residential entrances should also be located away from any vehicle servicing points for other ground floor uses.

Communal entrances should be situated at street corners where possible with maximum floor to ceiling heights possible.

3.2.17.5 Lobby design

Residential lobbies should be secure yet allow for visibility to and from the communal areas. Social interactions between residents can be encouraged by providing spacious areas for seating.

Double-height entrances can enhance the light and spaciousness of a communal entrance.

3.2.18.1 Single-aspect unit North facing single aspect units should be avoided and must not exceed 5% of the total unit count across the masterplan as a whole.

3.2.18.2 Mitigating impact of single-aspect units Where units are predominantly north facing, the unit design should offer a secondary aspect.

Other mitigation techniques for north-facing single aspect units could include:

- More spacious living areas
- Increase in size of window openings
- Additional amenity space

3.2.18.3 Access to balconies Primary access to balconies to be from a living space rather than only from a bedroom.

Bedrooms may also be allowed to face onto a balcony as shown in the plan opposite. This code does not prevent the provision of second balconies which may be accessed directly from bedrooms.

3 Outline Application Area - Prescriptive of future development Summary of advisory codes

3.2.2a Material palette Future development should reflect the strategy of the detailed application. This can be summarised as a tendency to use more concrete elements to the west of the site area while using brick more frequently towards the east. This can be rationalised through the contextual references which surround the site area.

3.2.3a Detail The expression of detailed elements across the outline blocks should consider a gradient between the two contextual areas, Alton West and Roehampton Village. In summary, blocks in the west of the site area should generally have facades on a consistent plane with a tendency towards the use of concrete. Conversely, blocks towards Roehampton Village should be generally designed with more decorative bonds with more layering of the facade in order to echo the existing built heritage towards the east of the site area.

3.2.7a Setbacks Upper floor setbacks can be further expressed with a complementary material.

3.2.9a Window treatments Windows should generally be full height however there is flexibility allowed in order to generate more nuanced design proposals.

Windows may be staggered in elevation however they should maintain a clear horizontal datum line at header and sill level.

3.2.9b Glazing ratio The minimum ratio of glazed opening to solid wall should be 30% on primary (street-facing) facades, and ensure sufficient daylight internally and passive surveillance to the street.

3.2.10a Balconies Balconies can be projecting, semi-recessed or recessed.

Balcony positioning and design should be considered to prevent overlooking and limit overshadowing to nearby properties.

The street type and open space hierarchy should influence whether balconies are recessed and projecting. Primary and commercial streets should have recessed balconies while balconies to tertiary streets and private courtyards are more likely to be appropriate for projecting balconies.

3.2.12a Drainage Future designers should seek to conceal gutters where possible. For guidance the treatment to downpipes, please refer to the detailed application blocks

3.2.13a Privacy As a principle, public routes should be fronted by active uses e.g. front entrance doors, kitchen/living/dining spaces.

Bedrooms should be allowed to face onto public routes in situations where the finished floor level is sufficiently raised above the ground level of public areas.

3.2.14a Ground floor units - Key Design principles

1. Front doors onto streets
2. Deep window reveals allow for privacy and areas of planting
3. Adequate width for pavement
4. Carefully integrated bin stores (if applicable to refuse strategy)
5. Use of visually permeable materials for privacy zones

Glossary of Terms

Active frontage

Frontage made up of front doors and windows (especially to ground floor habitable rooms) which allows for passive surveillance of streets.

Building Frontage

The solid facade of a building fronting on to a street

Building Height

The distance from pavement to the tallest point of the building height

Building Line

The maximum development extents of a building.

Building-to-building distance

The distance between facing habitable rooms

Communal amenity space

Shared space for residents which is for their private use only.

Dual-aspect unit

A residential dwelling which faces in two directions.

Glazing ratio

The ratio of opening to solid across a given facade.

Parapets

The low wall at roof level along the edge of a building

Podium parking

Car parking which is enclosed, either at ground level or semi-sunken.

Projecting balconies

Balconies designed so that they extend horizontally beyond the building line

Privacy zone

This is defined by the zone between the building frontage of a dwelling and the back of the street pavement. This is to allow for privacy from the street edge.

Private amenity space

Private gardens or balconies.

Set back

The upper part of a building which is recessed from the main building line

Shared residential entrance

The communal residential entrance to a building

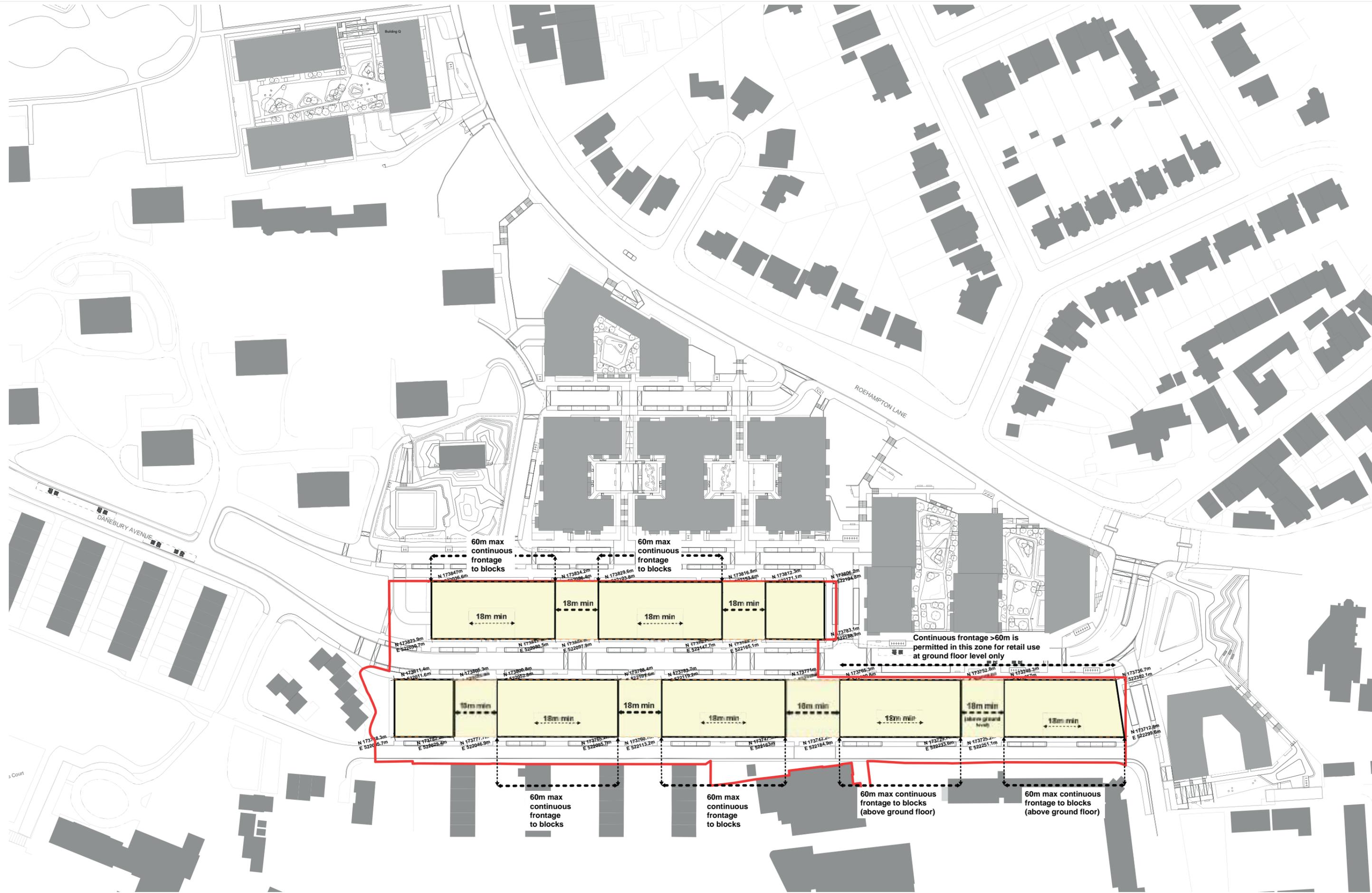
Single-aspect unit

A residential dwelling which only faces in a single direction.

Width of building

The horizontal distance from one side of a building to the other, along a street.

Appendix - Parameter Plans



Revisions	
13.05.2019	P01 Planning Issue

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Key:	
	Outline Planning Application Boundary
	Block extents
	Plot area
	Northing/Easting Co-ordinate position of block corners to be fixed +/- 2m within plot area
	Min. xxm Minimum distances between blocks

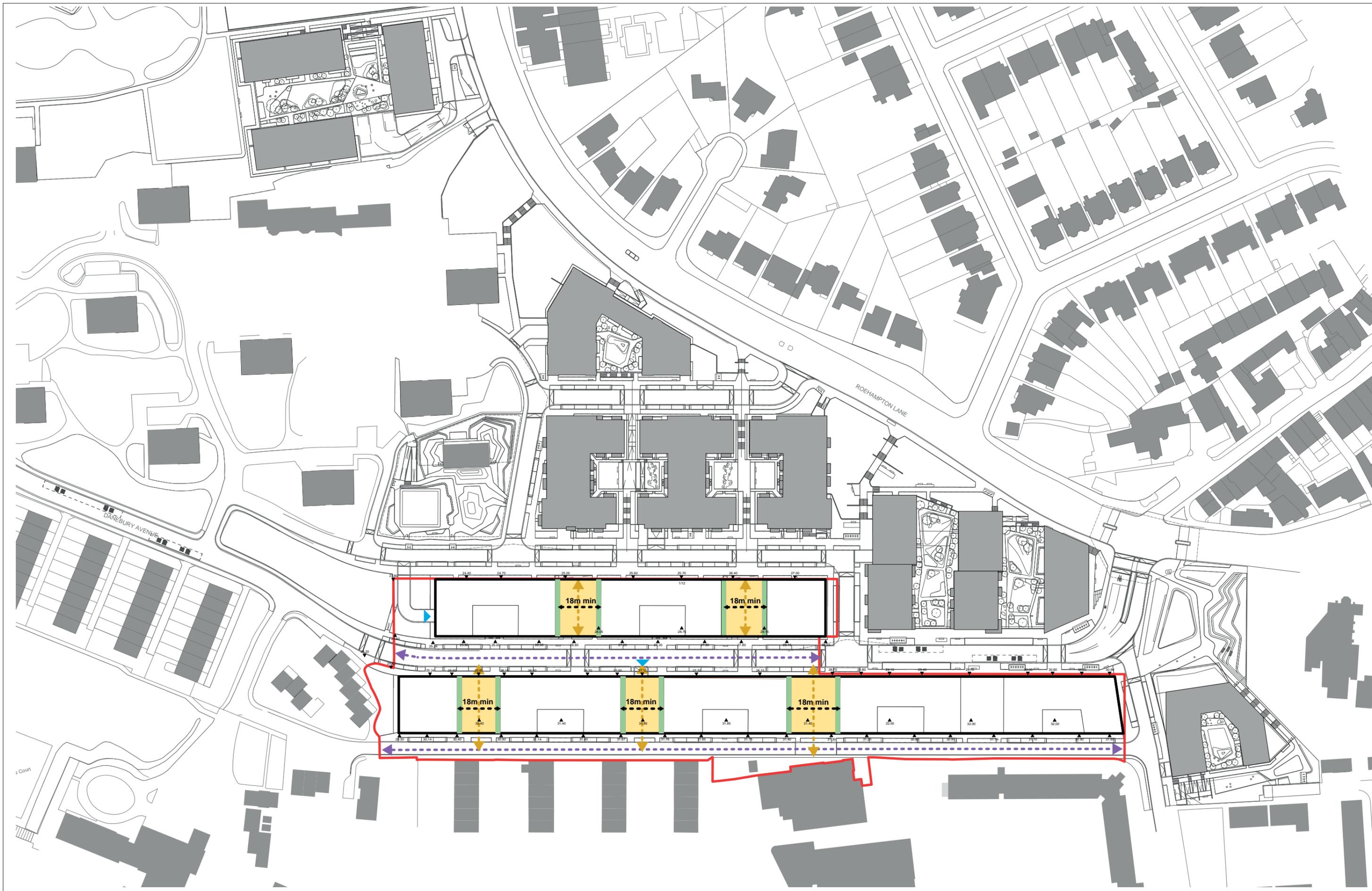
NOTE: This drawing is to be read in conjunction with the Design Code in order to set out maximum block lengths and breaks in building lines

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Job Number	Date	Scale
HB16040	May 2019	1:500 @ A0
Drawn by	Checked by	Status
TF	ABA	Planning
Drawing No. & Revision		
9028-A-Z-M-100-04-0030		

Project	
Alton Estate	Roehampton
Drawing	
Parameter Plan - Developer	Edges

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Revisions	
13.05.2019	P01 Planning Issue

Key:	
	Outline Planning Application Boundary
	Access routes (all modes of transport)
	Public route within designated zone
	Zone for pedestrian links
	Proposed AOD levels
	Location of car park entrance
	Buffer zone required between residential blocks and public routes

NOTE: This drawing is to be read in conjunction with the Design Code in order to set out maximum block lengths and breaks in building lines

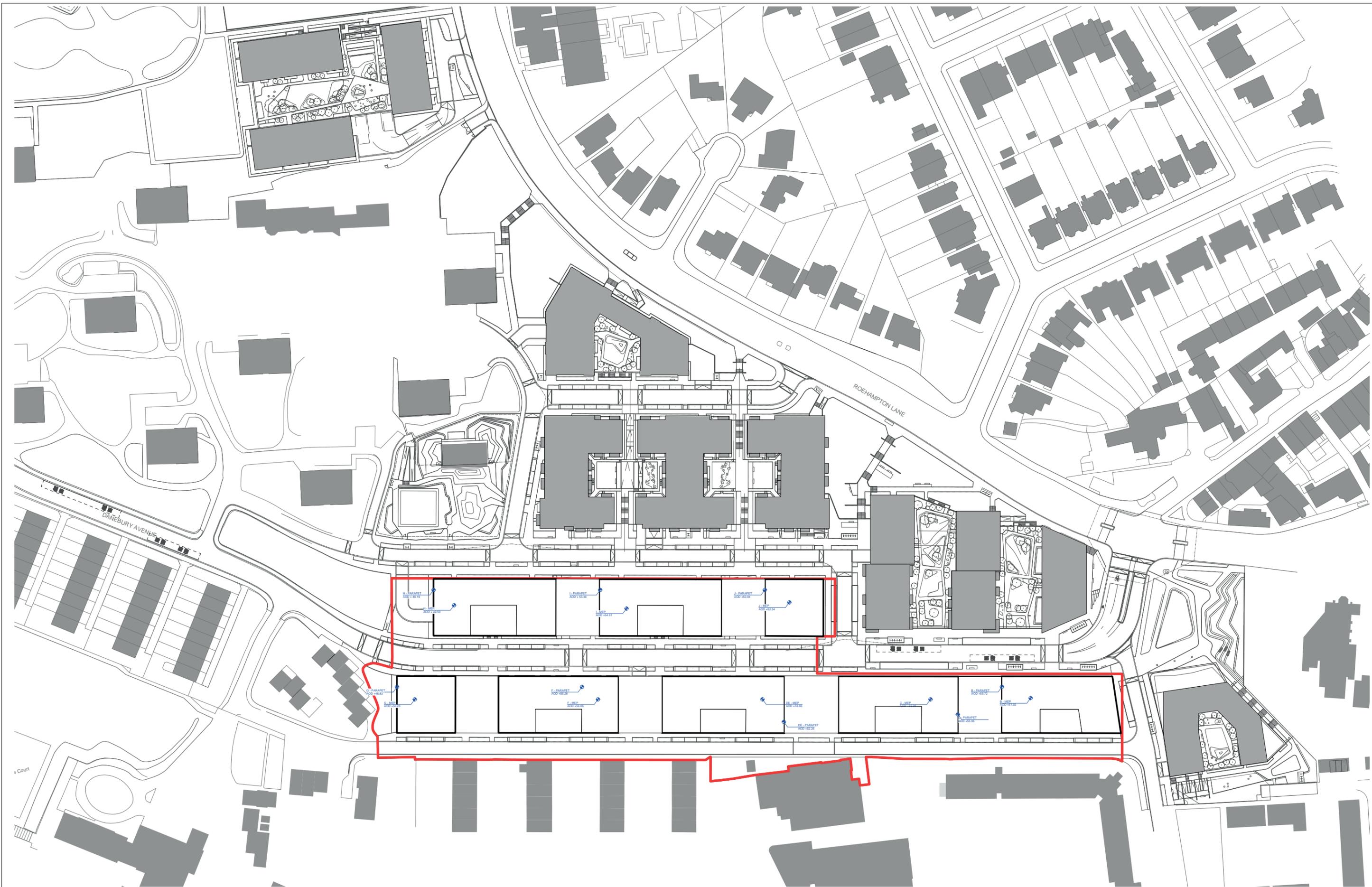
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Job Number	Date	Scale
HB16040	May 2019	1:500 @ A0
Drawn by	Checked by	Status
TF	ABa	Planning
Drawing No. & Revision		
9028-A-Z-M-100-04-0031		

Project	Alton Estate Roehampton
Drawing	Parameter Plan - Access and Circulation

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Revisions	
13.05.2019	P01 Planning Issue

Key:	
	Outline Planning Application Boundary
	G - PARAPET AOD +xxx.xx (m) Maximum parapet height AOD (1m tolerance)
	M - MEP AOD +xxx.xx (m) Maximum MEP height AOD (1m tolerance)

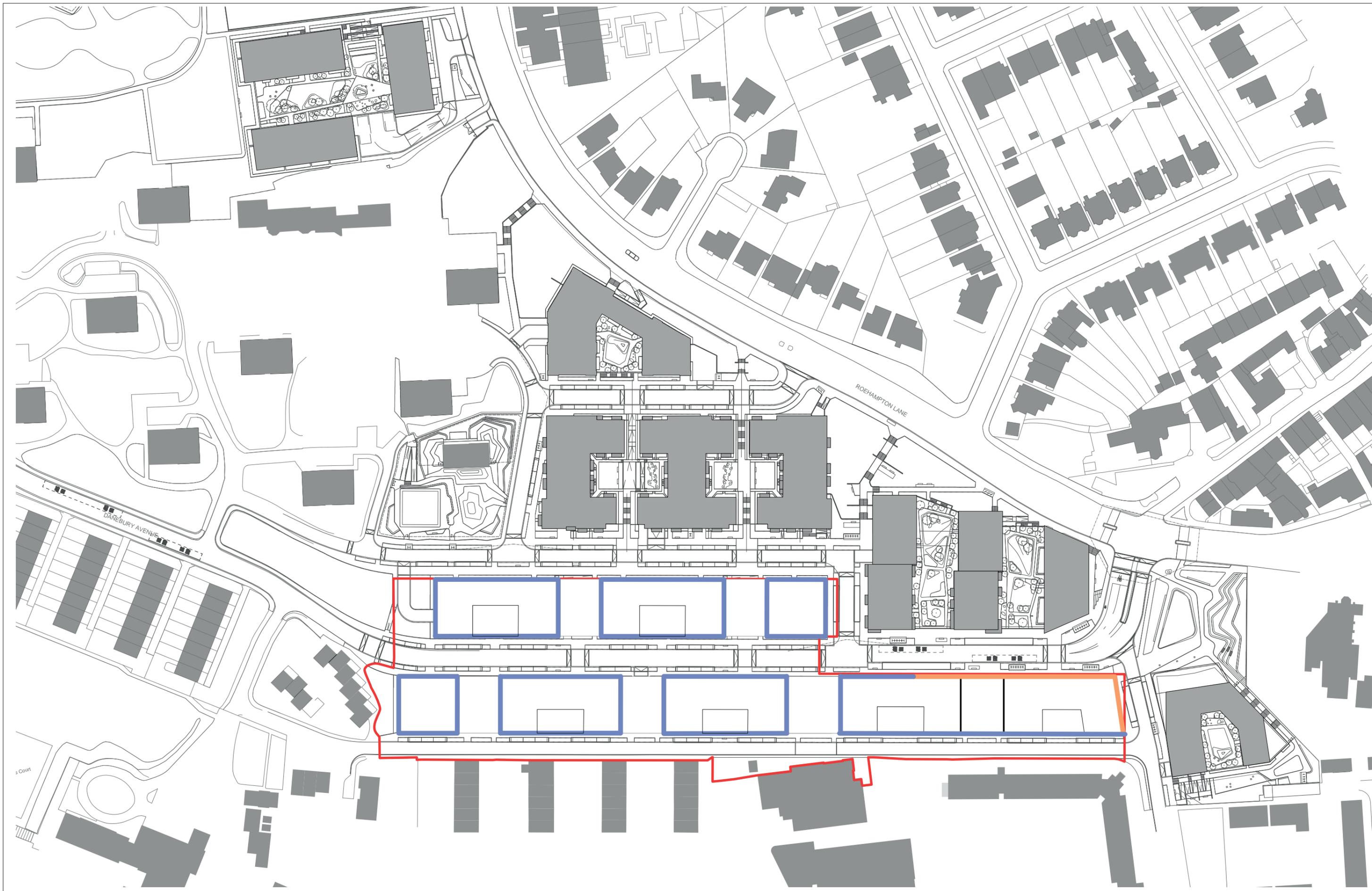
NOTE: This drawing is to be read in conjunction with the Design Code in order to set out maximum block lengths and breaks in building lines including limits in massing.

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Job Number	Date	Scale
HB16040	May 2019	1:500 @ A0
Drawn by	Checked by	Status
TF	ABa	Planning
Drawing No. & Revision		
9028-A-Z-M-100-04-0032		

Project	Alton Estate Roehampton
Drawing	Parameter Plan - Maximum Floor Heights

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Revisions	
13.05.2019	P01 Planning Issue

Key:	
—	Outline Planning Application Boundary
—	Commercial Use frontage
—	Residential Use frontage

NOTE: This drawing is to be read in conjunction with the Design Code in order to set out maximum block lengths and breaks in building lines

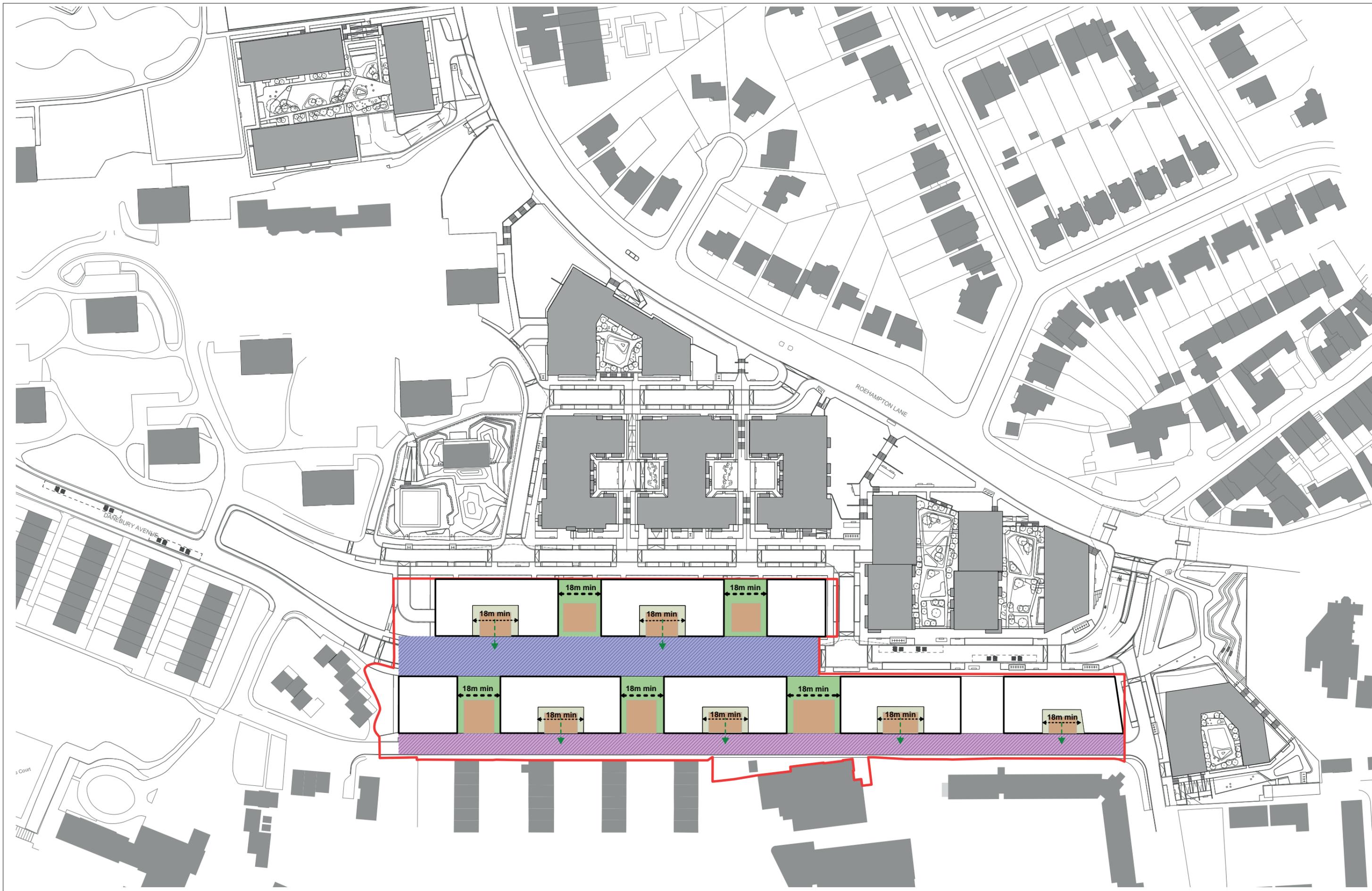
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Job Number	Date	Scale
HB16040	May 2019	1:500 @ A0
Drawn by	Checked by	Status
TF	ABa	Planning
Drawing No. & Revision		
9028-A-Z-M-100-04-0033		

Project	Alton Estate Roehampton
Drawing	Parameter Plan - Ground Floor Frontage

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Revisions	
13.05.2019	P01 Planning Issue

Key:	
	Maximum Building Line extents
	Outline Planning Application Boundary
	Indicating south-facing orientation to courtyards
	Minimum widths of open space
	Indicative location of play/social hub/lawn area
	Public open space
	Private courtyards (must be south-facing)
	Primary Streetscape (refer to the landscape section of the Design Code for relevant design principles)
	Secondary Streetscape (refer to the landscape section of the Design Code for relevant design principles)

NOTE: This drawing is to be read in conjunction with the Design Code in order to set out maximum block lengths and breaks in building lines

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Job Number	Date	Scale
HB16040	May 2019	1:500 @ A0
Drawn by	Checked by	Status
TF	ABa	Planning
Drawing No. & Revision		
9028-A-Z-M-100-04-0034		

Project	Alton Estate Roehampton
Drawing	Parameter Plan - Public Realm

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Appendix - Image Figures

Image Figures

Fig 001 Richmond Park, <https://www.thetrainline.com/nearest-station/richmond-park>

Fig 002 Downshire House, University of Roehampton, <http://londongardenstrust.org/photos/picture.php?/419/category/WND047>

Fig 003 Chadwick Hall, Henley Halebrown, <http://henleyhalebrown.com/works/chadwick-hall/>

Fig 004 Grove House, University of Roehampton, <https://www.roehampton.ac.uk/>

Fig 005 Parkstead House, Roehampton Venues, <https://www.roehamptonvenues.co.uk/place/parkstead-house/>

Fig 006 Roehampton House, Winkworth <https://www.onthemarket.com/details/3173491/>

Fig 007 Alton East, Modern Architecture London, <http://modernarchitecturelondon.com/buildings/alton-east-slab.php>

Fig 008 Contemporary Townhouse. Source: Chestertons <https://www.rightmove.co.uk/property-for-sale/property-70008710.html>

Fig 009 Woolwich Squares, Gustafson Porter + Bowman <http://www.gp-b.com/woolwich-squares>

Fig 010 Woolwich Squares, Gustafson Porter + Bowman <http://www.gp-b.com/woolwich-squares>

Fig 011 Aire de Jeux du grand ensemble, Espace-libre <http://www.espace-libre.fr/projets/aire-de-jeux-du-grand-ensemble.html>

Fig 012 Salamander Playground, Cardinal Hardy <http://www.cardinal-hardy.ca/>

Fig 013 Terra Nova Adventure Play Experience, Hapa Collaborative <https://hapacobo.com/projects/terra-nova-play-environment/>

Fig 014 Bailey Plaza, Michael Van Valkenburgh Associates <http://www.mvvainc.com/project.php?id=25>

Fig 015 Woolwich Squares, Gustafson Porter + Bowman <http://www.gp-b.com/woolwich-squares>

Fig 016 University Campus Park Umeå, Thorbjörn Andersson with Sweco architects <http://www.thorbjorn-andersson.com/>

Fig 017 Source unknown

Fig 018 Rough & Ready bench, Streetlife <https://www.streetlife.nl/en/products/roughready-6-benches>

Fig 019 Lower Sproul Redevelopment, Clay Holden Architects <http://www.clayholden.com/portfolio/uc-berkeley-lower-sproul-redevelopment/>

Fig 020 Wind Pipes, Richter <http://www.richter-spielgeraete.de/catalog-detail/items/9.02400-pfeifenwippe-wind-pipes.html>

Fig 021 Source unknown. Vauban, Freiburg

Fig 022 Avenues Mermoz et Pinel, Gautier Conquet Architectes <http://www.gautierconquet.fr/en/>

Fig 023 Trapèze, AAUPC <http://www.aaupc.fr/>

Fig 024 St Andrews, Bromley-by-Bow, Townshend Landscape Architects <http://townshendla.com/>

Fig 025 St Andrews, Bromley-by-Bow, Townshend Landscape Architects <http://townshendla.com/>

Fig 026 BIGYard, Berlin, Zanderroth architekten, Michael Feser <http://www.zanderroth.de/de/>

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Fig 028 Great Land, Corte <http://www.benvenutiacorte.it/>

Fig 029 Backlit Morus alba Trees, Amy Vonheim <https://www.amyvonheim.com/index>

Fig 030 LEMVIG Skatepark, EFFEKT <https://www.effekt.dk/>

Fig 031 Superkilen, Copenhagen, TOPOTEK + BIG + SUPERFLEX

Fig 032 Täby Torg, Åke Lindmann, Polyform Architects

Fig 033 Monash University Caulfield Campus Green, T.C.L.Taylor Cullity Lethlean www.tcl.net.au

Fig 034 Terra Nova Adventure Play Experience, Hapa Collaborative <https://hapacobo.com/projects/terra-nova-play-environment/>

Fig 035 Emilie Brehm, Normalish

Fig 036 Timber play, www.richter-spielgeraete.de & www.timberplay.com

Fig 037 Source unknown

Fig 038 Source unknown

Fig 039 Superkilen, Copenhagen, TOPOTEK + BIG + SUPERFLEX

Fig 040 Plaza Santa Bárbara, Nieto Sobejano arquitectos <http://www.nietosobejano.com/>

Fig 041 Tumbling bay playground, Queen Elizabeth Olympic Park, Erect <https://www.erecarchitecture.co.uk/projects/timber-lodge-and-tumbling-bay/>

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Fig 045 Riverview Middle School <https://www.playworks.ca/riverview-middle-school>

Fig 046 Source Unknown

Fig 047 Good Beginnings Day Nursery, <http://www.earthscapeplay.com>

Fig 048 BeFitNYC Fitness Festival, www.nycgovparks.org

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Fig 050 Riverview Middle School <https://www.playworks.ca/riverview-middle-school>

Fig 051 Invokated, Karl-Johan Ekeroth <http://pinpin.se/project/invokated/>

Fig 052 Normand Park, Kinnear Landscape Architects <https://kland.co.uk/>

Fig 053 Yorkshire Sculpture Park, Richard Nonas Hold-Fast; Push Through, 2014

Fig 054 Brentford Lock, Morris & Company, <https://morrisandcompany/index.php?p=work/brentford>

Fig 055 St Andrews, Bromley-by-Bow, Townshend Landscape Architects <http://townshendla.com/>

Fig 056 Trafalgar Place Elephant & Castle, Thomas Etchells <http://drmm.co.uk/>

Fig 057 Widemarsh Street, Hereford www.cedstone.co.uk

Fig 058 St Andrews, Bromley-by-Bow, Townshend Landscape Architects <http://townshendla.com/>

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Fig 060 Barrier Park East, Townshend Landscape Architects <http://townshendla.com/projects/barrier-park-east-34/>

Fig 061 Pace University Urban Plaza, Turf Design www.turf-design.com

Fig 062 Trafalgar Place Elephant & Castle, Thomas Etchells <http://drmm.co.uk/>

Fig 063 Source Unknown

Fig 064 Pancras Square, Townshend Landscape Architects, John Sturrock <http://townshendla.com/>

Fig 65 Office Building with Super Market, Wannemacher-Moelle, http://www.wannenmacher-moeller.de/Werner_Brock_Strasse_38_en.html

Fig 066 Silchester Housing, Haworth Tompkins, <http://www.haworthtompkins.com/work/silchester-housing>

Fig 067 Grand Union Studios, AHMM, <https://www.ahmm.co.uk/projectDetails/162/Grand-Union-Studios-The-Ladbroke-Grove>

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Fig 069 Ely Court, Alison Brooks Architects, <http://www.alisonbrooksarchitects.com/project/ely-court/>

Fig 070 Paradise Gardens, Lifschutz Davidson Sandilands, <https://www.lids-uk.com/projects/paradise-gardens>

Fig 071 Sixty SoHo, Tara Bernerd, <http://www.tarabernerd.com/projects/commercial/hotels/60-thompson/>

Fig 072 The Wapping Project, The Wapping Project, <https://thewappingproject.org/>

Fig 073 Green Roofs, Goodman's Field, Fabrik

Fig 074 The Barbican, Nigel Dunnet, <http://www.nigeldunnett.com/barbican/>

Fig 075 Dujardin Mews, Maccreeanor Lavington and KCA, http://www.maccreeanorlavington.com/website/en/project_3097.html

Fig 076 House BVA, dmvA, <http://www.dmv-a-architecten.be/v2/index.php#houses|19>

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Fig 78 Coin Street Neighbourhood Centre, Haworth Tompkins, <http://www.haworthtompkins.com/work/coin-street-neighbourhood-centre>

Fig 079 Two Tiered Bike Stand, Bike Dock Solutions, <https://www.bikedocksolutions.com/product/two-tier-bike-rack-bds>

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