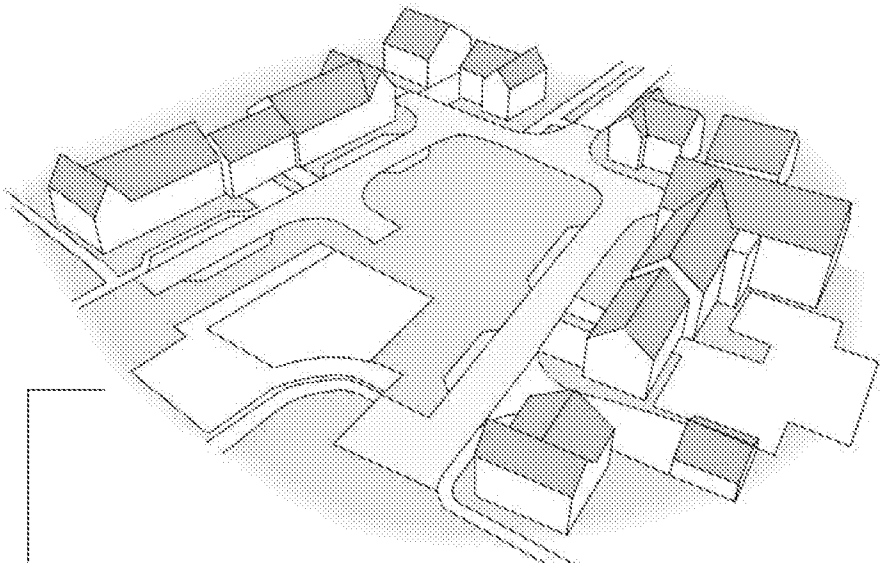


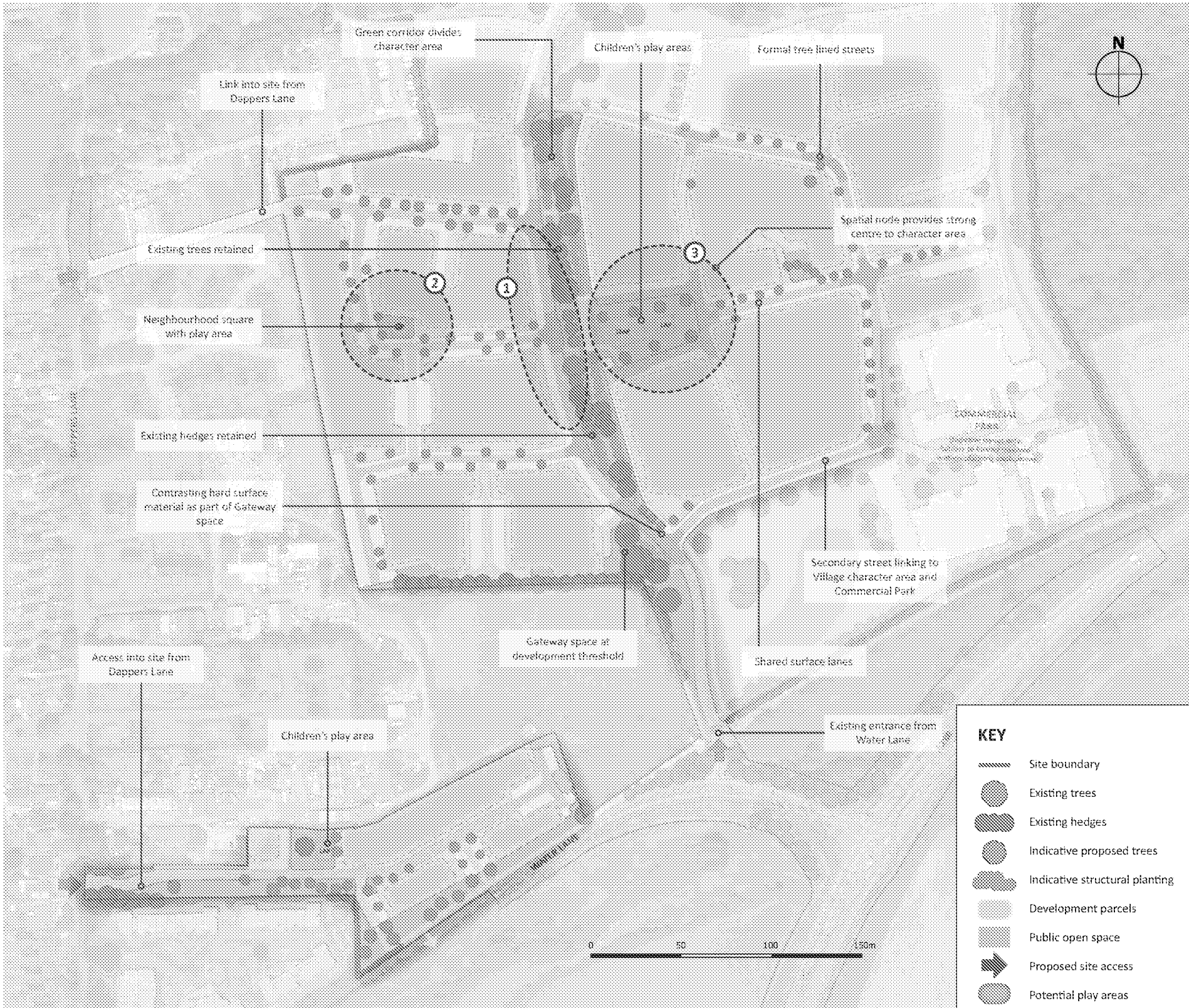
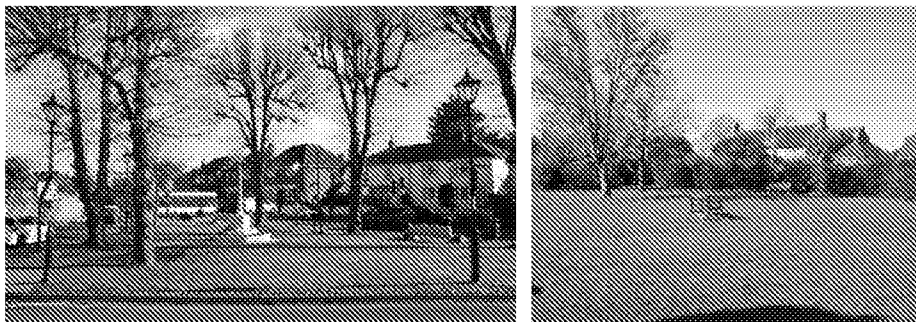
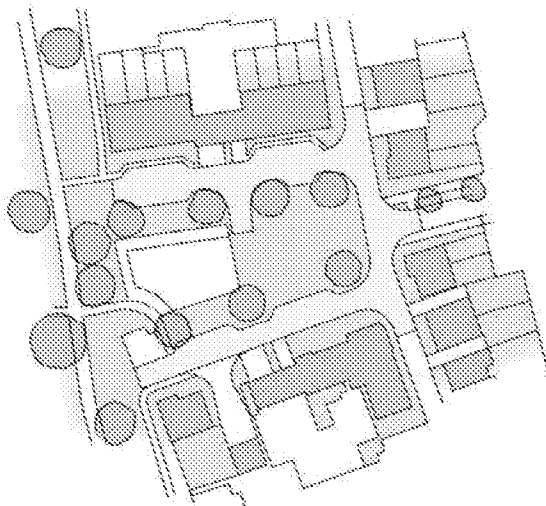
5.0
BUILT FORM

5.3 The Village Character Area



3. Village Green

Short terraces, semi-detached, detached dwellings and an apartment building providing natural surveillance of the play areas on the green. 2 storey high houses with an apartment building of 2.5 stores. A range of materials including render, red brick and red brick with a blue bonded pattern lend variety to the street scene. Visual links to the historic core of Angmering include variation in roof forms and set back distances.



Concept masterplan extract showing key character area features

KEY	
	Site boundary
	Existing trees
	Existing hedges
	Indicative proposed trees
	Indicative structural planting
	Development parcels
	Public open space
	Proposed site access
	Potential play areas
	Potential SuDS
	Community focus space
	Footpaths
	Realigned Public Right of Way
	Existing footpath/cycle route

5.0

BUILT FORM

5.3 Parkland Character Area

The form and arrangement of the Parkland Edge character area is defined by the green infrastructure which has evolved from the sites context and constraints. It contrasts from the Village character area by being more informal and organic in form and more similar to the areas of Angmering Village which have grown away from the historic core. There is a higher proportion of detached and semi-detached homes arranged around a more sinuous street pattern.

The Secondary Avenue creates a very legible form of vehicular distribution network within this character area with radial routes leading to lanes serving small clusters of homes around the perimeter. Similar in form to Greenacres Ring to the north of Water Lane which has a series of streets and closes radiating from it. The housing typologies and form of layout will be similar in character to more recent development in the village to the east and west of Roundstone Lane. Development off Alexander Avenue to the north of the Rugby Club has a similar form and character.

The east-west, ecological green corridor and central Community Green defines its southern edge. This corridor provides clear definition and separation between the two primary character areas. The Linear Park creates a formal green corridor linking from the Community Green to the northern parkland and provides a safe and tranquil, car-free environment with pedestrian and cycleway links. The buildings are located along the Northern Parkland edge in response to the noise contour constraints of traffic noise on the Arundel Road (A27). This links with the ecological corridor at its southern end and the area of public open space to the north.

The Village Street leads into this character area from the south. New homes are arranged around a secondary, tree-lined avenue which leads to a series of shared surface lanes which lead out to the development edges where there will be detached dwellings in more generous plots.

The area is characterised by predominantly detached and semi-detached houses with occasional short terraces and small apartment buildings. Building heights are generally 2 storeys with 1 and 1.5 storey homes along the north-eastern edge forming a frontage to the park edge.

A variety of parking solutions have been adopted within this area of the site including on-curtilage, on-street, shared surface courts and parking courts all designed to reduce the total number of cars on the roads and the visual impact that they will have within this character area.

At the southwest corner of this character area at its interface with 'The Village', a green link between the Primary Avenue and the western boundary provides a western extension to the ecological corridor.

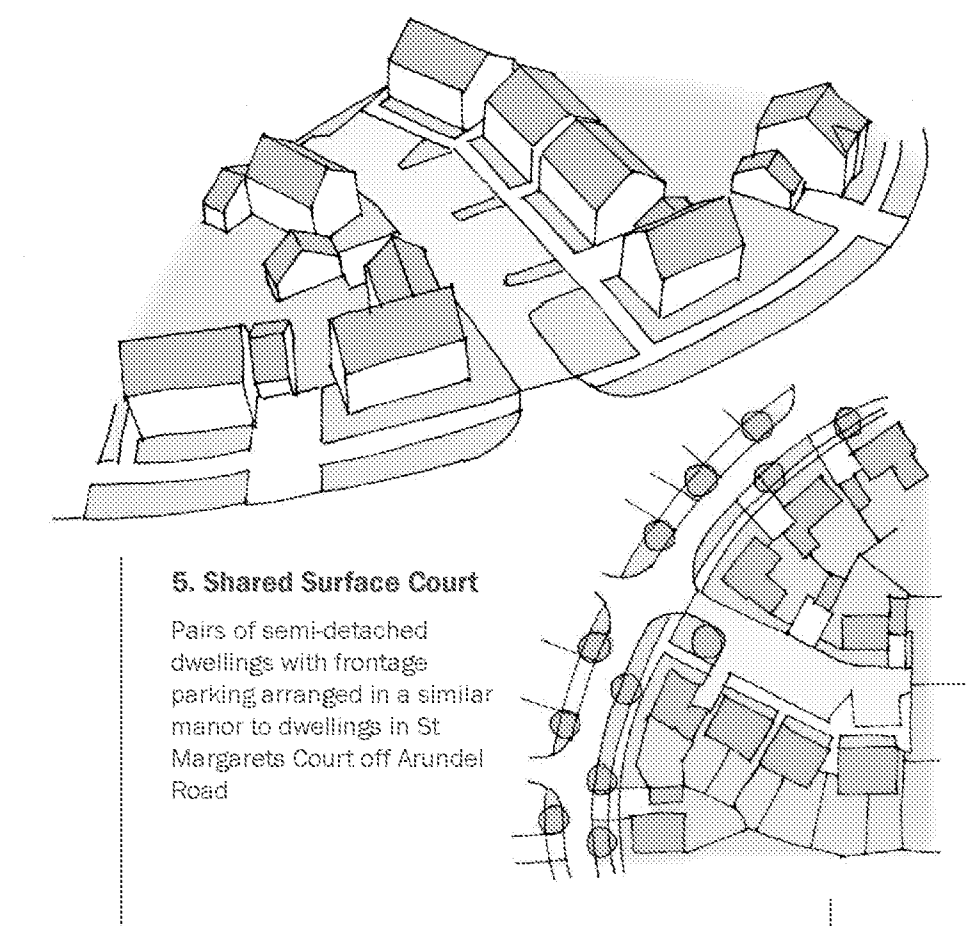
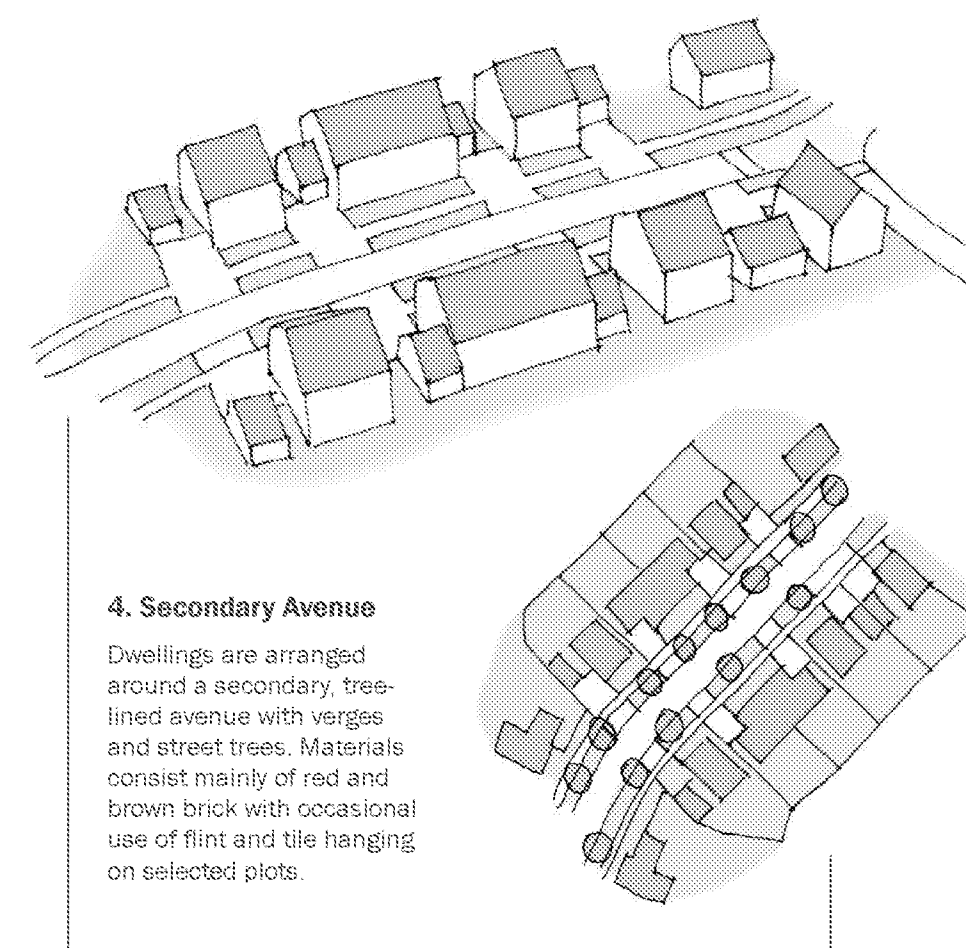


Key Features:

- North-south linear park as focus space
- Tree-lined secondary avenue
- Shared surface lanes radiating out to green edges
- Private drives and green lanes front onto green edges and Linear Park
- Medium to low density of development of 20-35DPH
- Predominantly 2 storey buildings with 1 and 1.5 storeys along northern edge
- Maximum 10 metre ridge height generally
- Maximum 8 metre ridge height on north-eastern edge
- Predominantly detached and semi-detached houses with occasional short terraces and small apartment buildings
- Regular breaks in roof line
- Wall materials – Predominantly stock facing brick with tile hanging and occasional flint with brick quoins and blue brick headers in bonded brickwork on focus and corner turning buildings
- Roof materials – Predominantly plain tiles with slate appearance tiles on apartment and focus buildings
- NEAP, LAP and informal kick-a-bout area within northern park

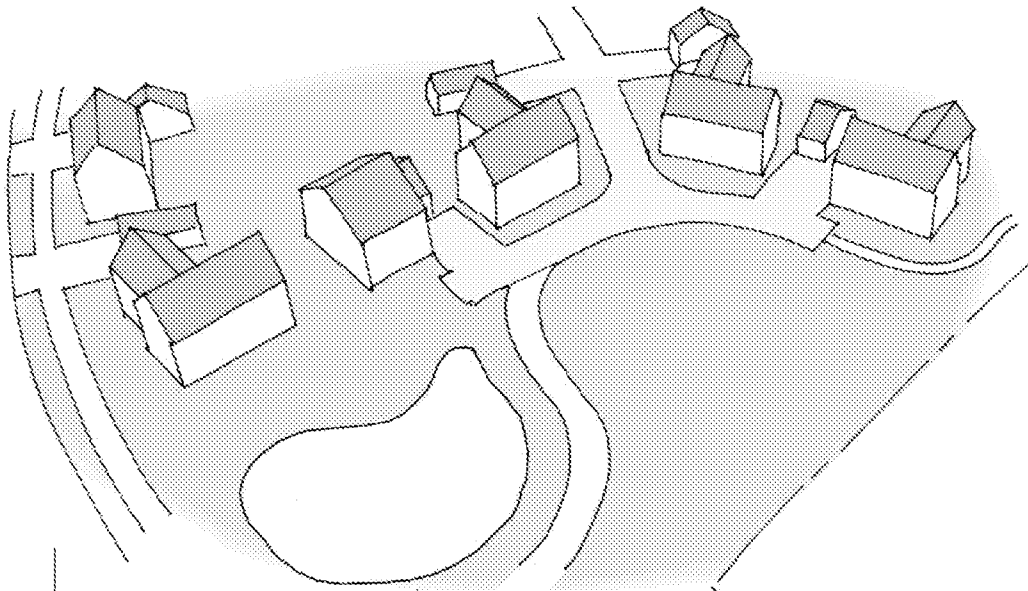


Aerial view of Greenacres Ring



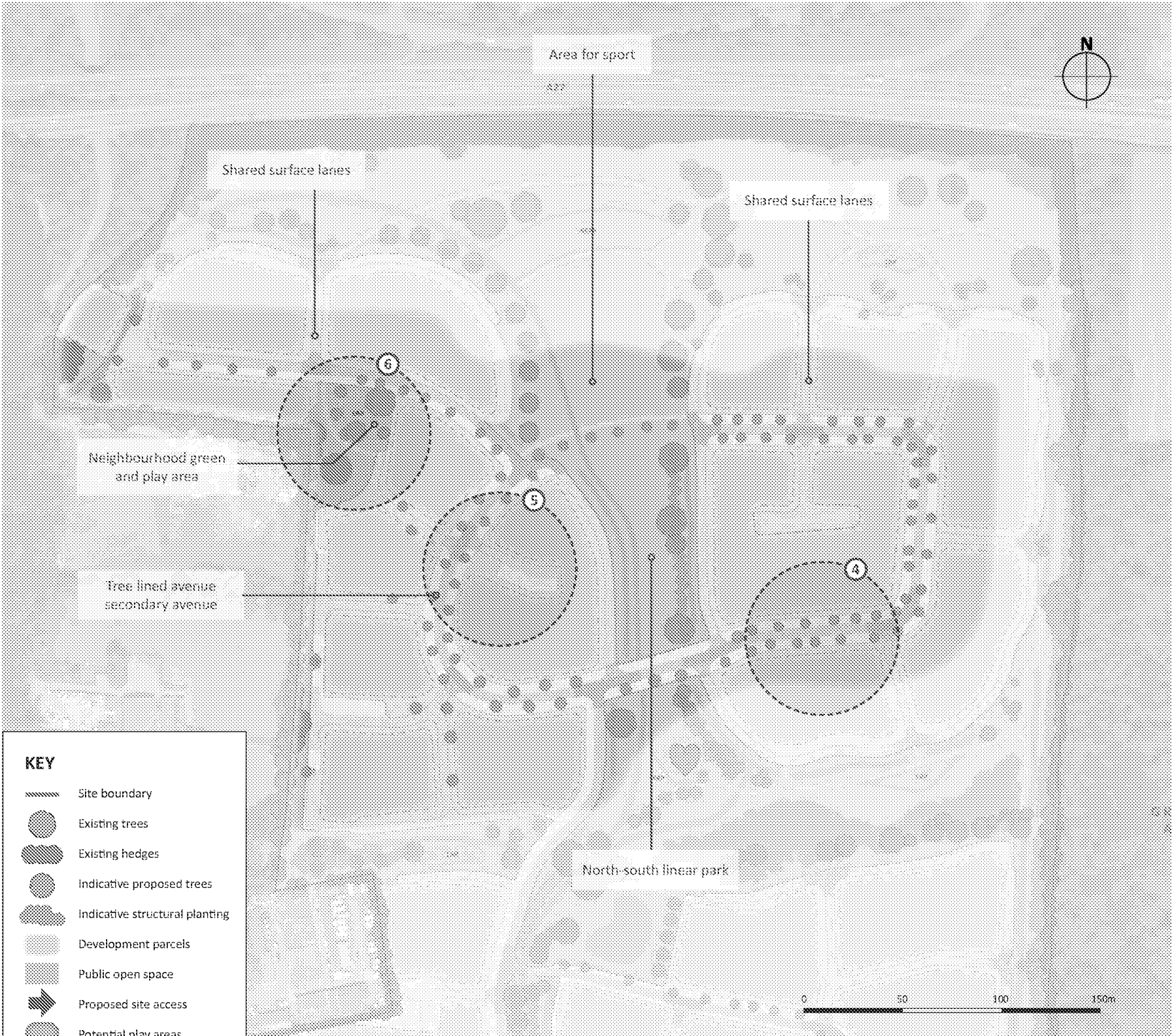
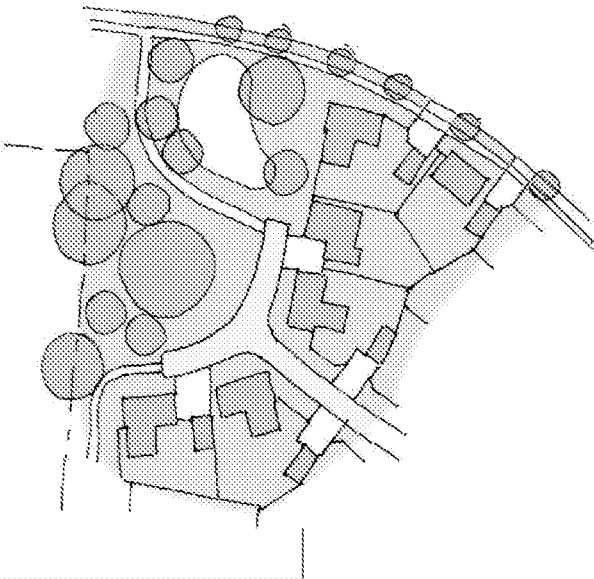
5.0 BUILT FORM

5.4 Parkland Character Area



6. Neighbourhood Green

This small green frames an existing protected Oak tree. The dwellings are arranged on a semi-circular shared surface lane overlooking the green and a small play area. The larger dwellings are less dense in grain to give a more looser more rural feeling to this landscape edge overlooking the western boundary of the site.



Concept masterplan extract showing key character area features

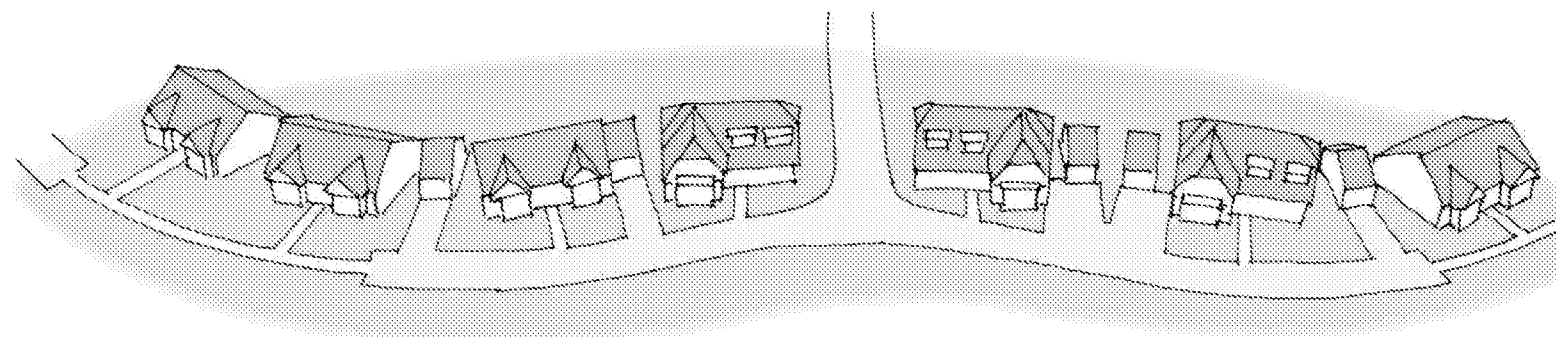
5.5 Woodland Edge Character Area

The Woodland Edge character area forms the eastern edge of the development and creates the transition between the Village character area with the highest density and the ancient woodland to the east and Parkland character area to the north. This character area fronts onto the woodland with an ecological enhancement zone at its centre which incorporates the existing badger setts. It forms an east-west ecological corridor which links the ancient woodland with the open space and north-south tree-lined avenue. The sense of place in this area is created by the green infrastructure and the woodland and ecological enhancement zone which collectively distinguish the appearance of this character area.

Built form is more generally detached and a maximum of 2 storeys in height with some bungalows and 1.5 storey buildings along the northern edge of the Parkland area. The built form, grain and massing will more broken responding to the landscape setting at edge of settlement. The materiality will also reflect this and respond to visual sensitivity with a more neutral palette of darker and more earthy colours such as reddy brown bricks and tile hanging, and black boarding to ensure buildings blend into the landscape backdrop.

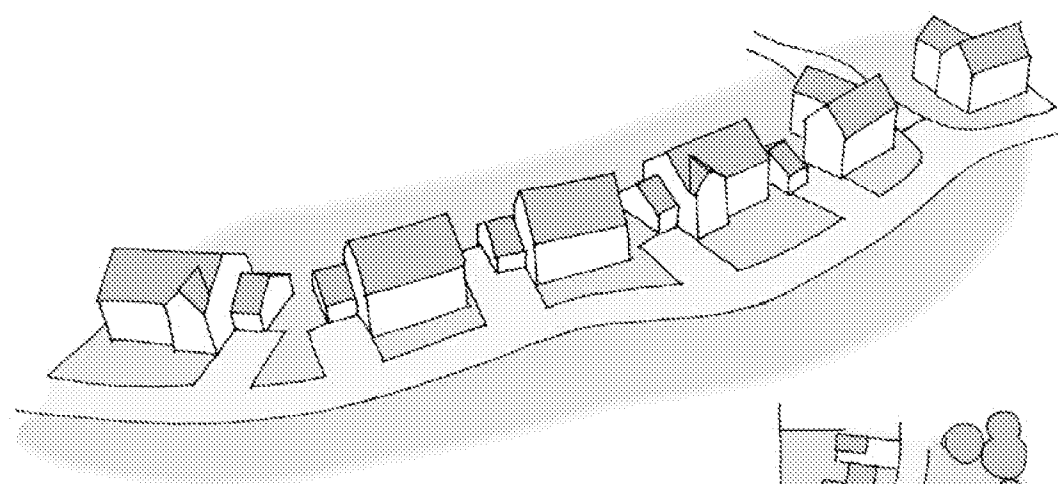
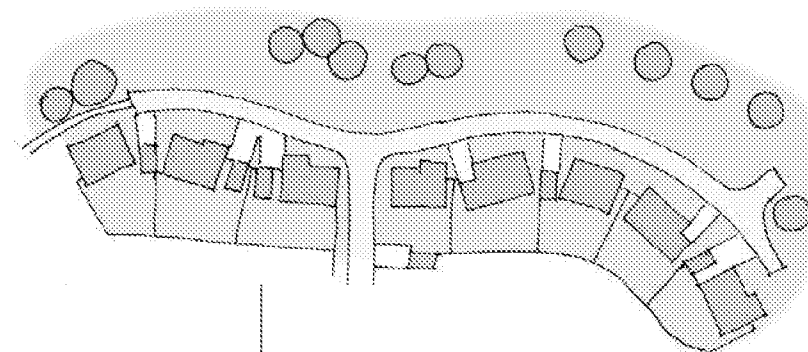
Key features:

- Dwelling frontages along lanes and private drives
- More informal and varied building line
- Lowest density housing of 25-30DPH
- Maximum eaves height - 5.5 metres
- Maximum ridge height - 10 metres
- Generally detached buildings
- Generally 2 storeys in height with occasional single storey dwelling
- On-plot parking generally set back behind building frontage
- Wall materials - Predominantly reddy brown stock facing brick with occasional use of black boarding and plain tile hanging to upper floor levels
- Roof materials - Generally plain tile in reddy brown colour
- Low picket fences to dwelling frontages
- Timber posts along open space edges to protect from vehicle encroachment



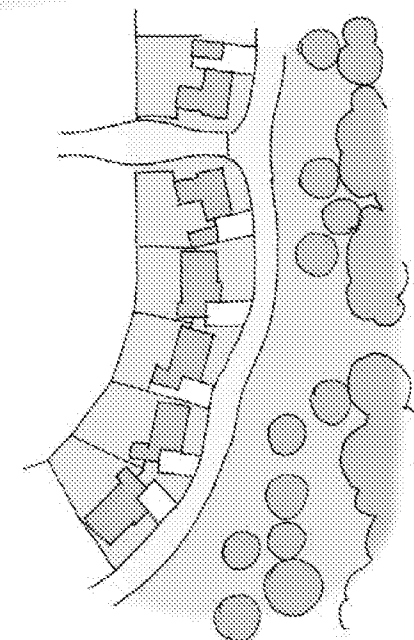
7. Green lanes overlooking northern open space

Accessed via a shared surface lane radiating off the secondary avenue. Dwellings are predominantly 1 and 1.5 storeys on this northern edge with larger front gardens arranged more informally to break up the development edge where it overlooks the open space. This character area is differentiated by the use of tile hanging to gabled bays, barn hips, dark coloured barge boards and red tiles in an earthy tone.



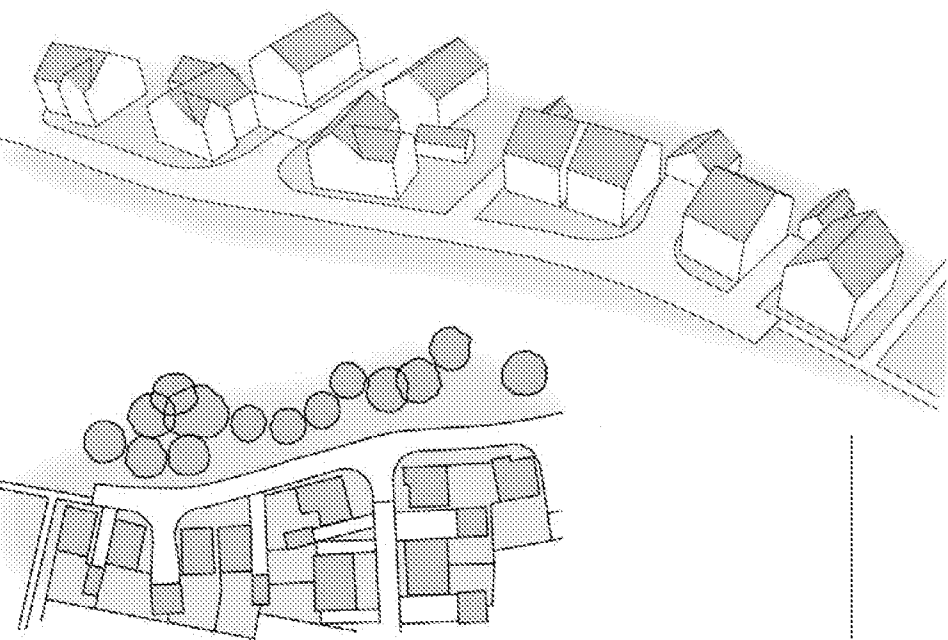
8. Green lanes overlooking the Ancient Woodland

Overlooking the boundary with the Ancient Woodland of Gomme Wood, these dwellings are a maximum of 2 storeys in height. The materials palette responds to the visual sensitivity of this area with a combination of reddy brown bricks and some tile hanging and black boarding applied to help the dwellings blend into the landscape setting. The dwellings provide natural surveillance over the pedestrian routes that follow the perimeter of the open space.



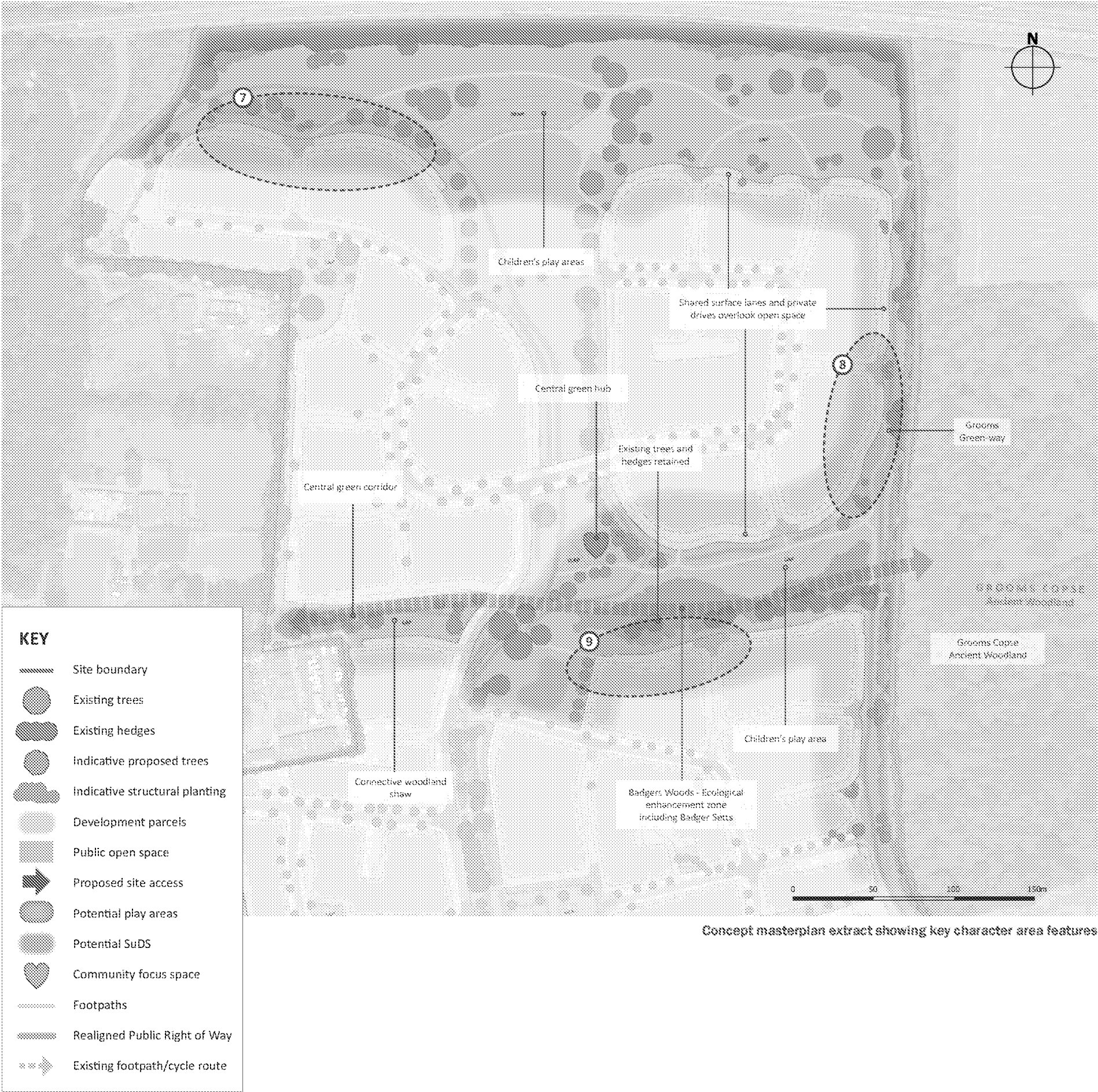
5.0 BUILT FORM

5.5 Woodland Edge Character Area



9. Green lanes overlooking the Green Corridor

These dwellings overlook the Badgers Wood ecological enhancement zone. The materials mirror those used in the northern parts of the Woodland Character area and include reddy brown brick, dark boarding and earthy toned roof tiles in marked contrast to the dwellings in the neighbouring Village character area. The typologies used are typically detached with occasional semi-detached dwellings



Concept masterplan extract showing key character area features

5.0

BUILT FORM

5.6 Commercial Park Character Area

The Commercial Park is located on the south-eastern corner of the site to the east of the Gateway and attenuation basin. The Gateway is the primary vehicular access into the new neighbourhood and forms the threshold at the entrance into the main body of the site. The existing tree line along the Avenue from the entrance junction with Water Lane to the gateway space creates a strong sense of arrival. The buildings which front onto the Gateway together with a combination of retained existing and proposed trees will define the edges of the space as a key spatial event at the development threshold. From this space, the secondary street leads eastwards to the eastern part of the Village character area, Commercial Park and southern woodland edge character area.

To the east of the Gateway the attenuation basin as part of the Sustainable Drainage strategy for the site enables clear views and maintains an open and natural setting.

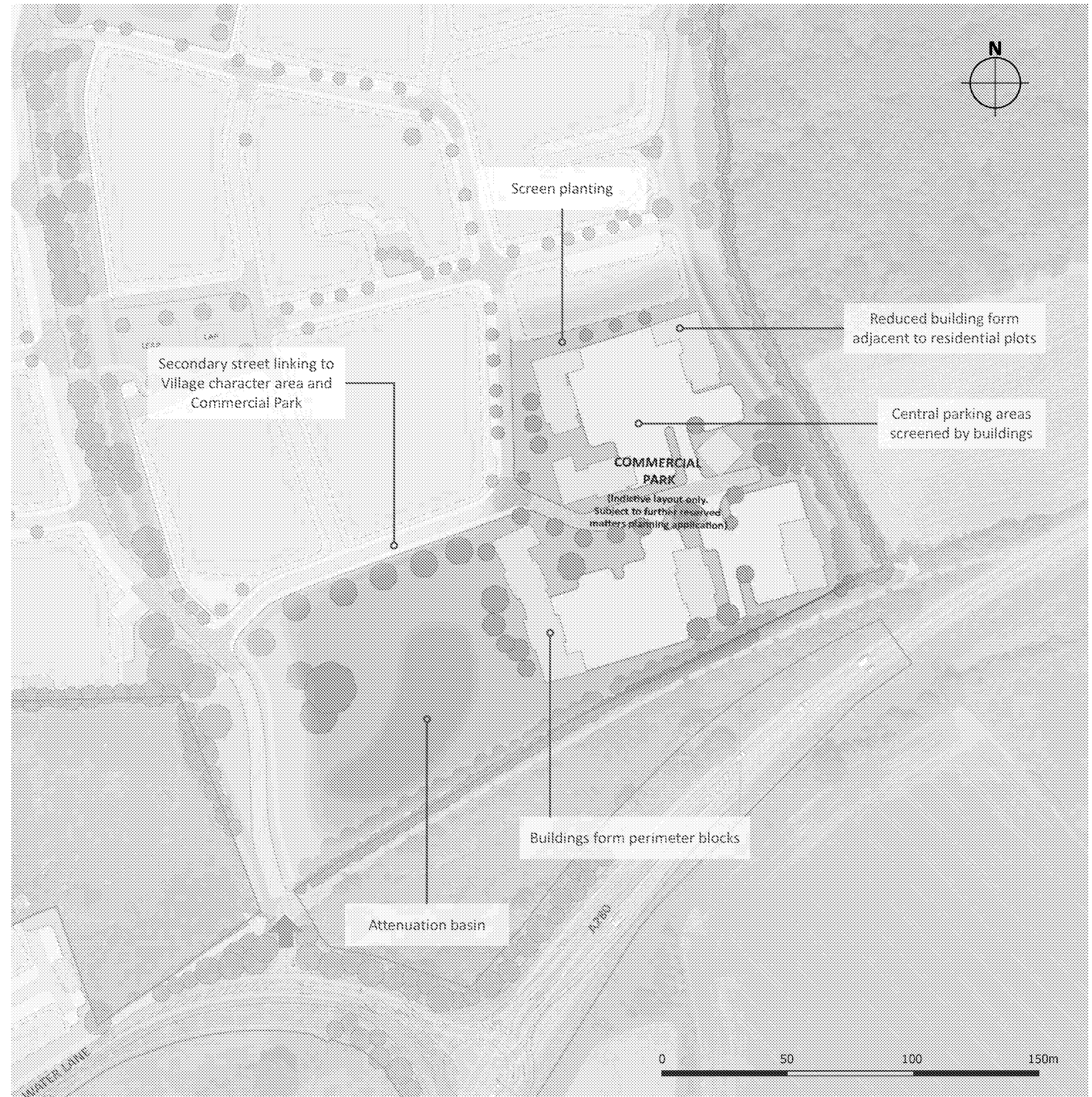
A sense of place is created by the buildings framed within the natural setting. The layout will comprise a number of pavilion buildings arranged to define 'perimeter blocks' with central parking areas to ensure that these are screened by the buildings and do not dominate views from the public realm.

A traditional approach will be taken to the architecture of the commercial buildings with articulated corners and the building form stepped down to integrate with the domestic scale of surrounding residential buildings.

The location of this part of the development is visually sensitive and a maximum height restriction of 12 metres has been approved as part of the outline consent.

Key Features:

- Employment buildings restricted to Use Class B1
- Commercial building maximum 2 storeys in height
- Maximum ridge height – 12 metres
- Commercial buildings step down in height adjacent to residential use
- Variety of building footprints and forms to reduce visual bulk
- Screening planting



5.0

BUILT FORM

5.7 Primary Frontages and Key Grouping Distribution

The primary frontages are located along the most important parts of the street hierarchy including the Village Street, Secondary Street and secondary tree-lined avenues.

Important groups of buildings define spatial events on the primary street network and within the Village character area. There should be a visual coherence to the composition of these groups to ensure that this reinforces the definition of these important events within the street scene. These include the following

- 1 Gateway space at threshold into development
- 2 Node space around LAP in the western part of Village character area
- 3 Pocket green with LEAP and LAP in eastern part of Village character area
- 4 Gateway group on secondary street at interface with Commercial Park
- 5 Spatial node at bend in secondary street at interface between eastern part of Village and Woodland Edge character areas
- 6 Pocket green around LAP at interface between Village and Parkland character areas
- 7 Group around north-west green and LAP in Parkland character area
- 8 Node spaces on secondary tree-lined avenue in eastern part of Parkland character area

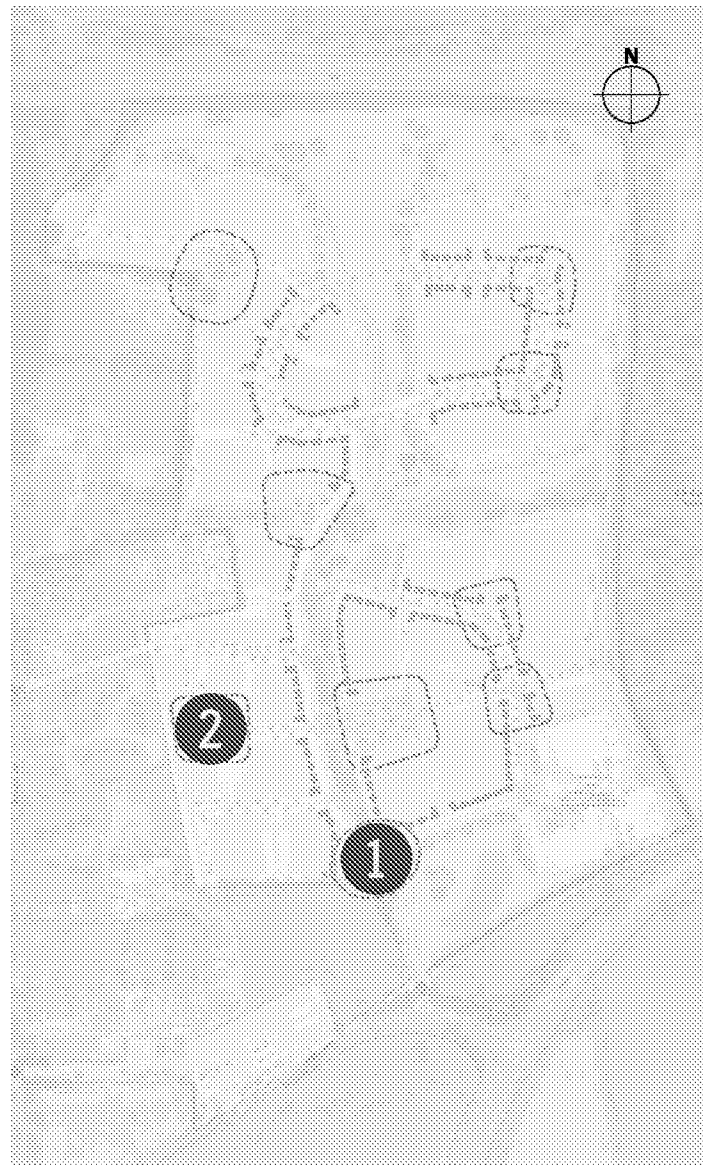


Primary frontages and key groupings diagram ▶

5.0

BUILT FORM

5.8 Key Grouping Descriptions



Keyplan

① Gateway space at threshold into development

Key Points:

- Built form gives loose definition to extent of space
- Corner building at northeast corner of space forms focus when turning eastwards
- Buildings forming frontage to western edge of space set back behind green
- Building line on western edge designed to lead into southern edge of Avenue
- Hard surfacing designed to reinforce from of Gateway space
- Tree planting arranged to assist in defining space

Masterplan



Key grouping aerial view on arrow A

② Node space around LAP in the western part of Village character area

Key Points:

- Building form arranged around square to provide strong definition of space
- Terraced houses on southern and western edges
- Buildings close vistas when moving through space
- Detached houses and linking garden walls define northern and eastern edges
- LAP located in north eastern corner of space
- Frontage parking designed as integral part of space
- Tree planting and hard surfaces reinforce form of space

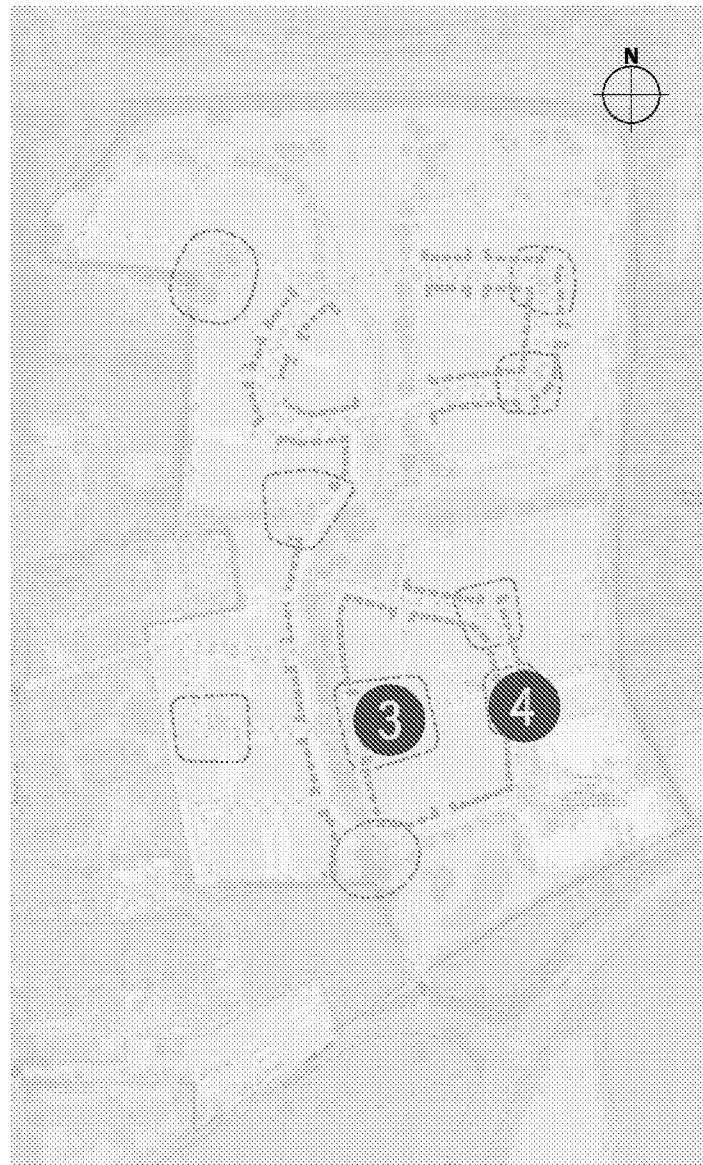
Masterplan



Key grouping aerial view on arrow B

5.0 BUILT FORM

5.8 Key Grouping Descriptions

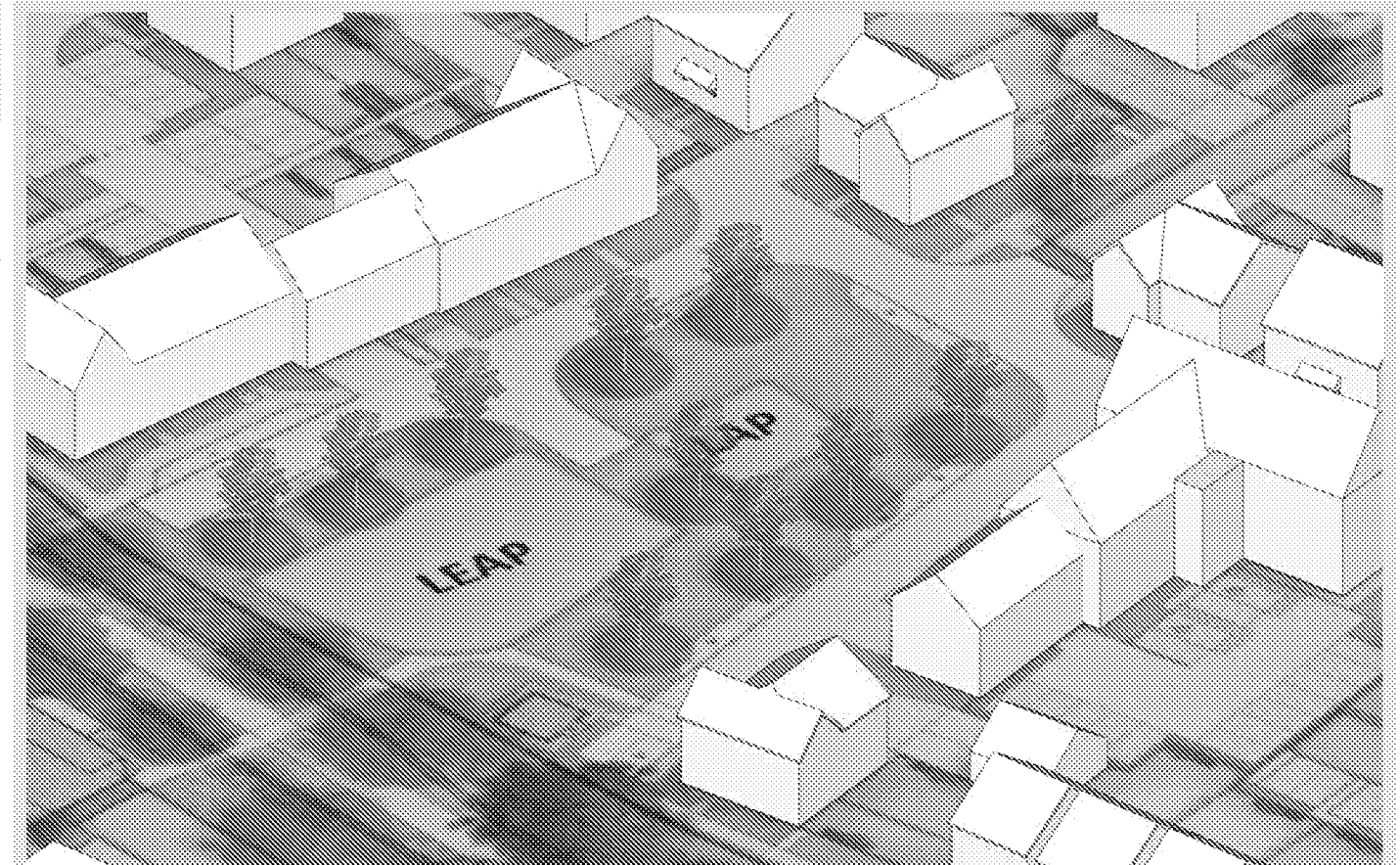
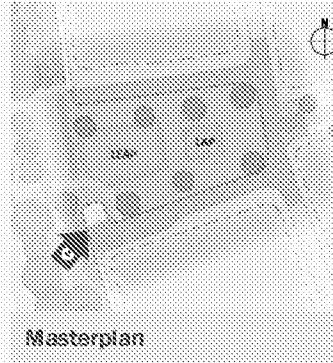


Keyplan

③ Pocket green with LEAP and LAP in eastern part of Village character area

Key Points:

- This space forms a physical, visual and social focus to the Village character area
- Buildings around northern, eastern and southern edges define the extent of the space
- Buildings designed to create gateways at north eastern and south eastern corners
- Corner turning buildings at ends of each frontage
- LEAP and LAP within central green
- Frontage parking designed into perimeter of space
- Tree planting along green corridor defines western edge of space
- Hard surfacing and tree planting to be designed to reinforce the space

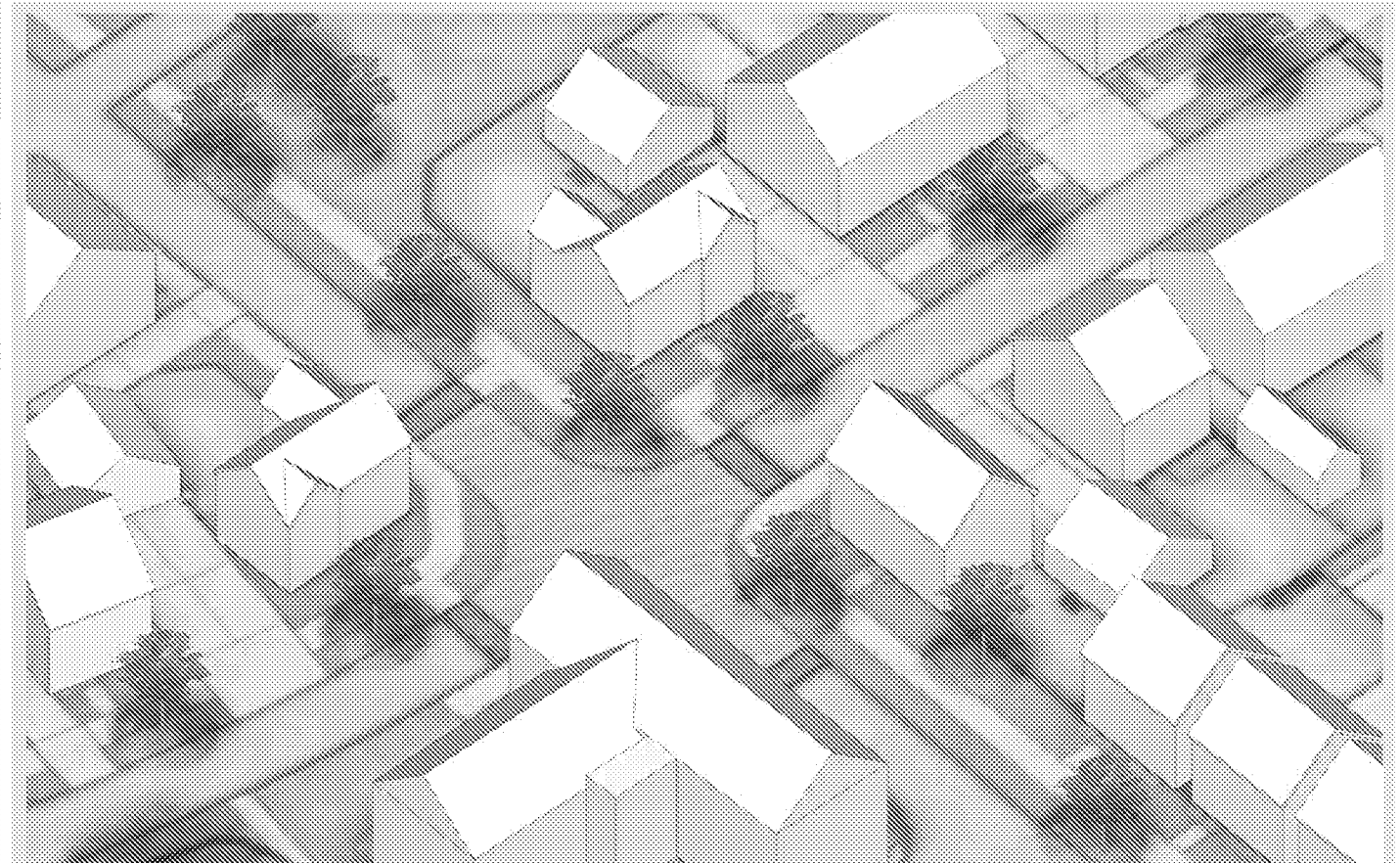
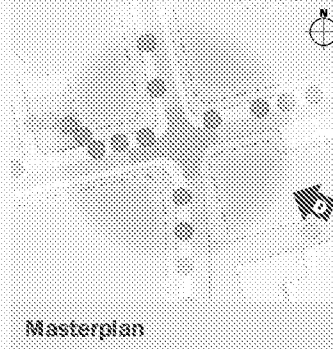


Key grouping aerial view on arrow C

④ Gateway group on secondary street at interface with Commercial Park

Key Points:

- Gateway grouping at interface between eastern edge of Village and Commercial Park
- Corner turning buildings define the space
- Apartment building on north east corner form focus to vista when travelling north
- Houses form secondary gateway into eastern edge of village

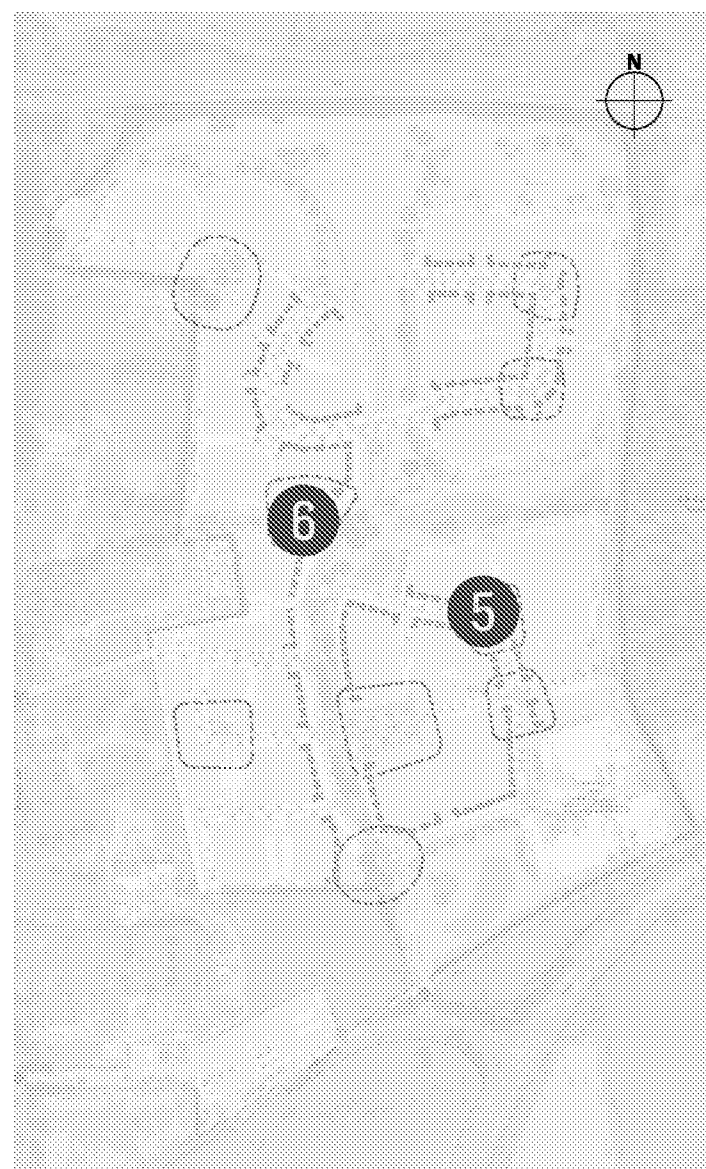


Key grouping aerial view on arrow D

5.0

BUILT FORM

5.8 Key Grouping Descriptions

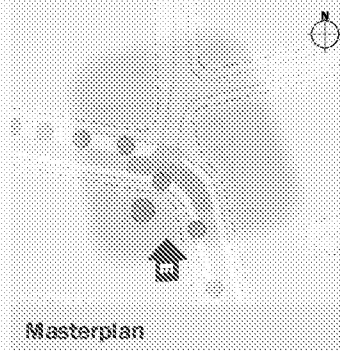


Keyplan

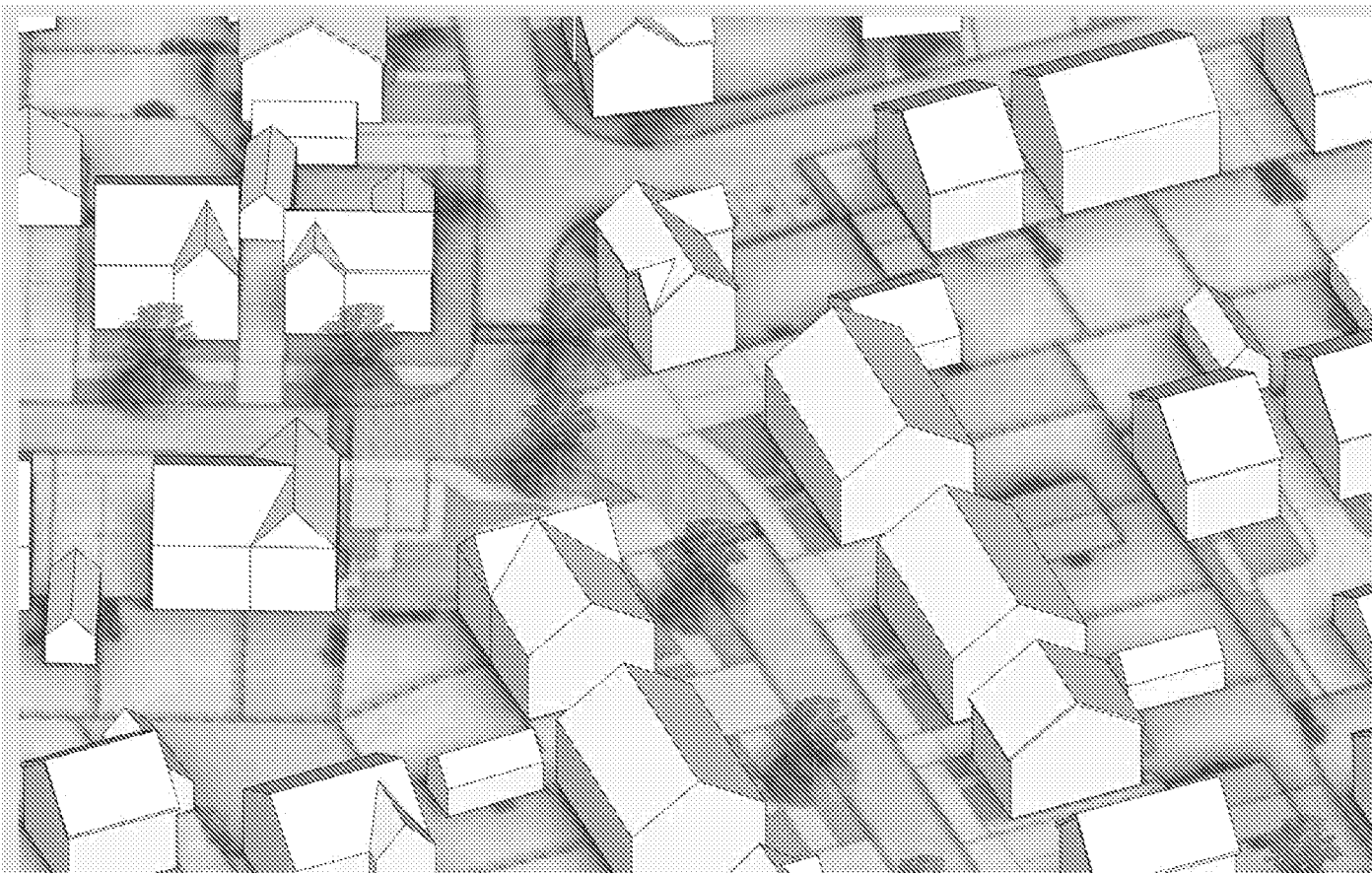
5 Spatial node at bend in secondary street at interface between Village and Woodland Edge

Key Points:

- Buildings to be designed to define spatial event on bend in secondary street
- Buildings designed to emphasise the calming event at junction of streets
- Corner turning gateway buildings lead into Woodland Edge
- Hard surfacing designed to emphasise this key grouping



Masterplan

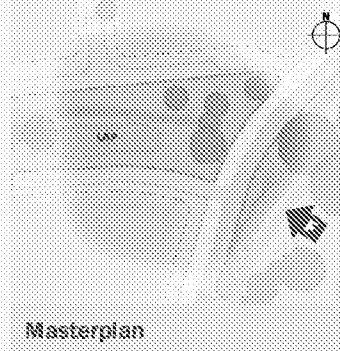


Key grouping aerial view on arrow E

6 Pocket green around LAP at interface between Village and Parkland character areas

Key Points:

- Buildings arranged to define space on east-west green link
- Corner turning buildings on Avenue frontage flank the space
- Terraced houses form enclosure to northern edge
- LAP as focus within central green
- Buildings with linking garden wall define southern edge

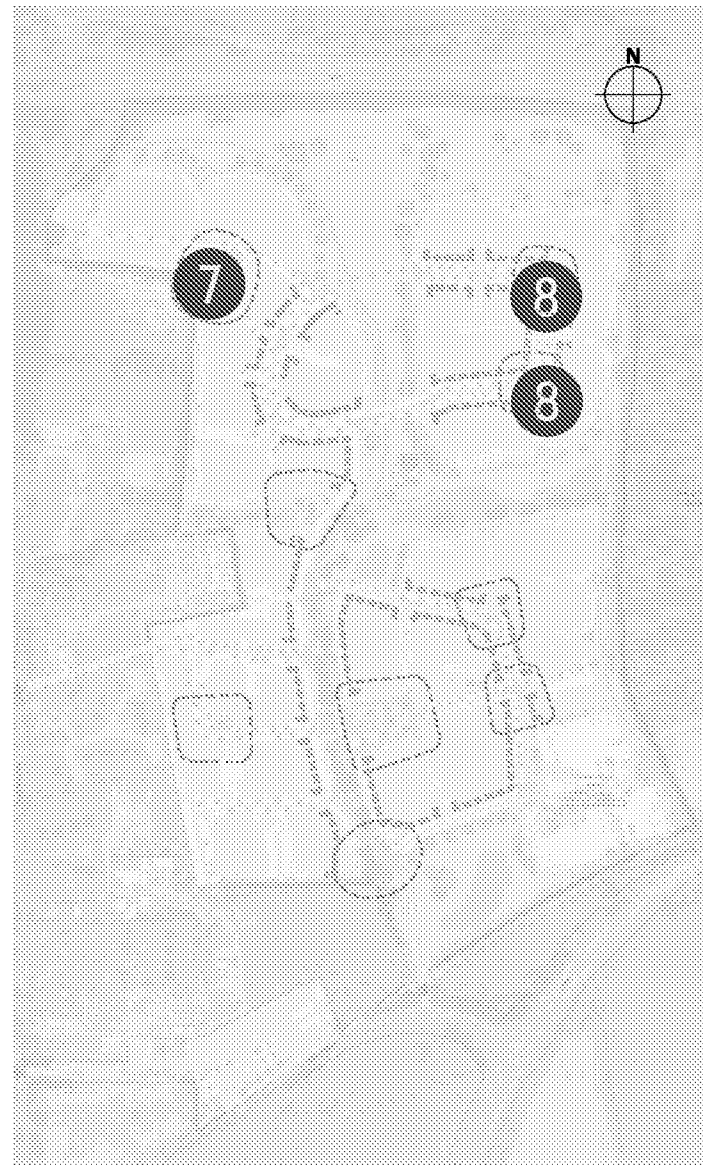


Masterplan



Key grouping aerial view on arrow F

5.8 Key Grouping Descriptions



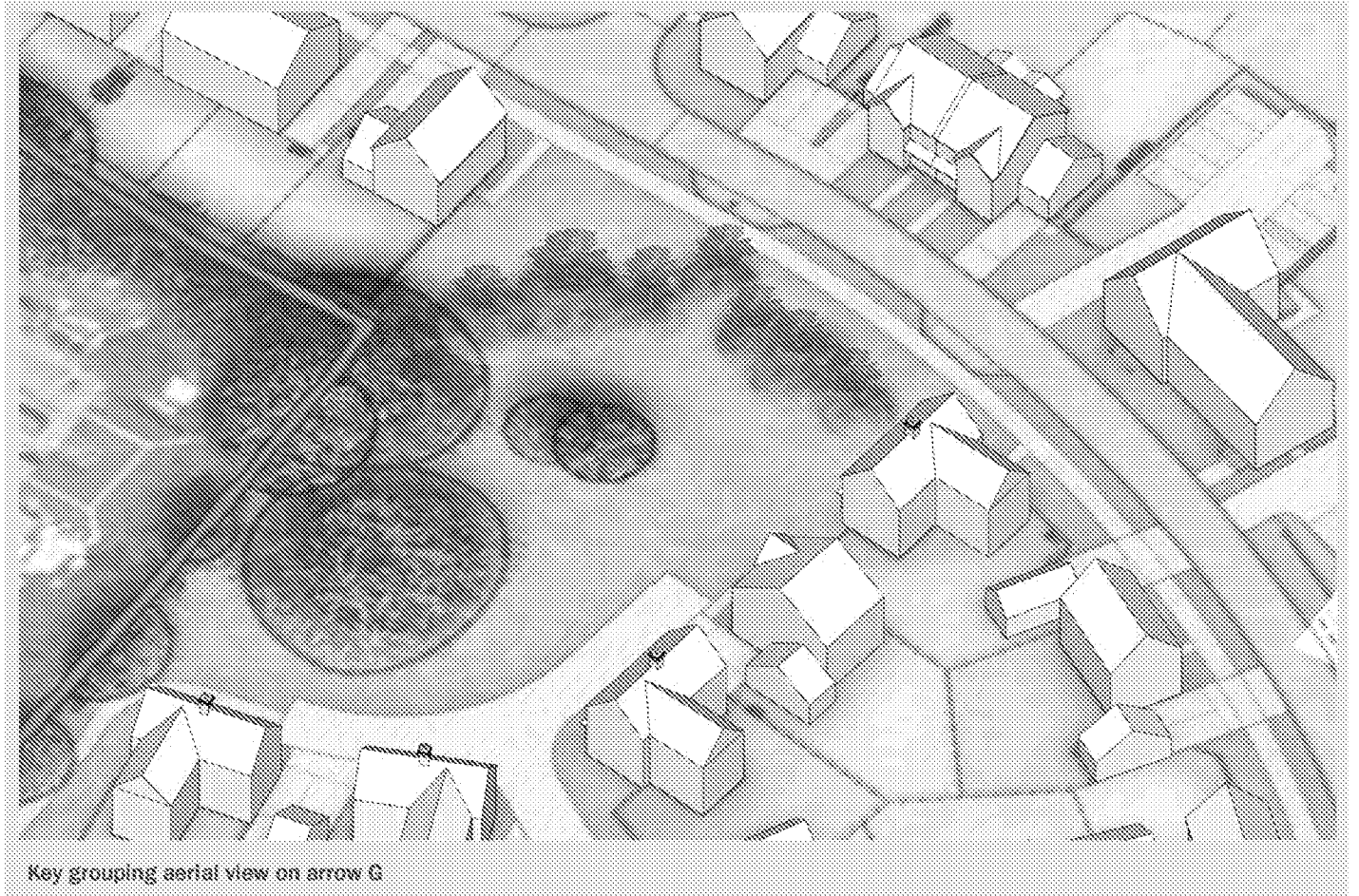
Keyplan

7 Group around LAP on tree-lined secondary avenue in Parkland character area

Key Points:

- Provides focus space within northwest quarter of new neighbourhood
- Retained trees as visual and physical focus to green
- Building frontages frame and define the edges of the space
- Building line consistent around edges of space
- Corner turning buildings at routes in and out of space
- LAP located within northern end of green
- New tree planting to be designed to reinforce the form of the space

Masterplan



Key grouping aerial view on arrow G

8 Node spaces on secondary tree-lined avenue in eastern part of Parkland character area

Key Points:

- Groups defining spaces on bends at eastern end of Secondary Avenue
- Generally detached corner turning buildings arranged around these spaces
- Buildings provide architectural focus to vistas when travelling through spaces
- Gables or gabled bays or similar feature on key focus buildings
- Hard surfacing and tree planting to assist in reinforcing spatial quality defined by building group

Masterplan



Key grouping aerial view on arrow H



Key grouping aerial view on arrow J

BUILT FORM

Frontage character refers to the relationship between the fronts of buildings and the adjacent street or open space. It is defined by a number of factors including the formality or informality of the building alignment, the spacing between buildings, and the parking arrangements. This part of the Design Code focuses on the most prominent edges of development parcels; those that are most critical to ensuring the delivery of a new neighbourhood with a varied but harmonious character.

The purpose of the Frontage Character types is to establish appropriate and coherent patterns of built form along key parcel edges and key internal routes according to their general position and role in the overall structure of the site-wide masterplan. A range of frontage character will be provided within the development with relative degrees of formality and informality appropriate to the respective parts of the scheme. The more urban character of the streets in the Village character area particularly, will generally have a more consistent building line, more continuous building form, smaller gaps between buildings, a shallower front garden or privacy margin. The architectural language, form and massing and fenestration will also have a higher degree of formality. Front garden boundaries where these are present will be in the form of low walls and or railings.

By contrast the frontages to open space edges and woodland will be more informal with a greater variety of dwelling types, wider gaps between buildings and a more varied form, massing and architectural character. Private frontages will be deeper with a softer character with hedge front boundaries.

The respective frontage types are set out below and keyed in to the respective locations on the Design Code masterplan:

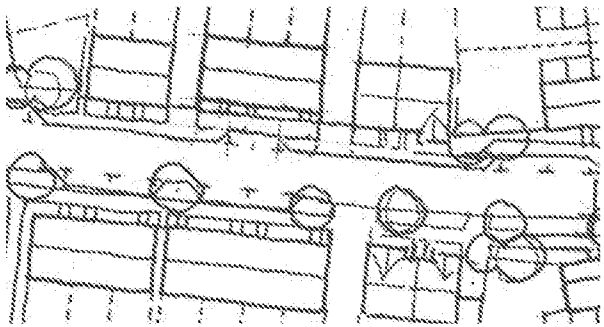
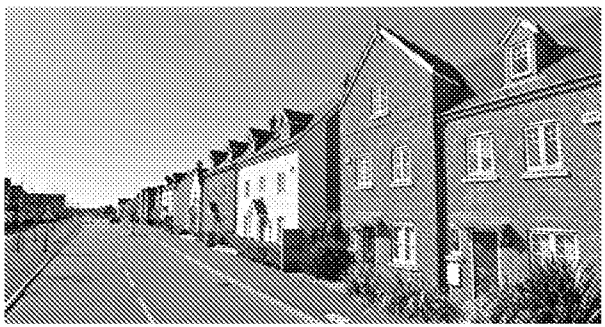
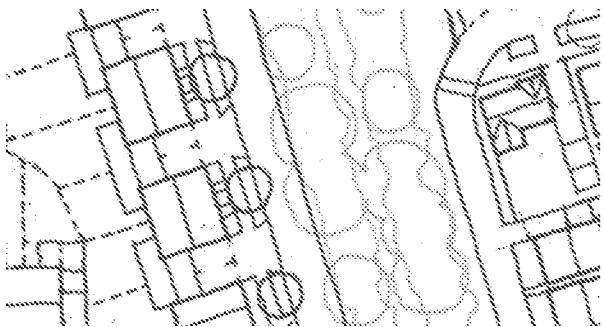
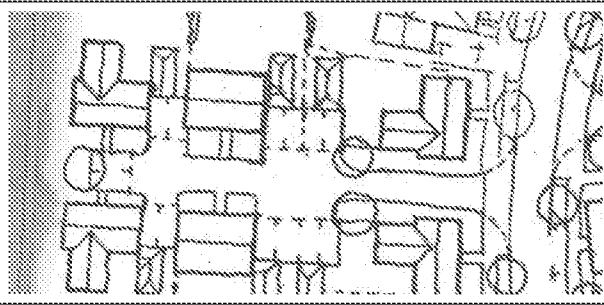
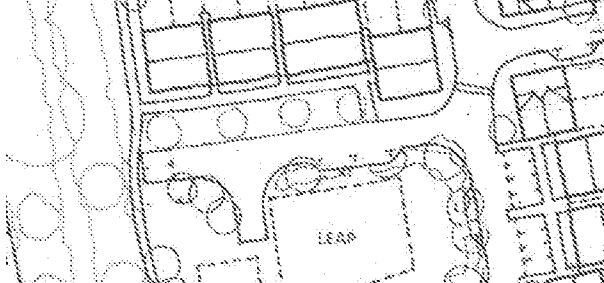
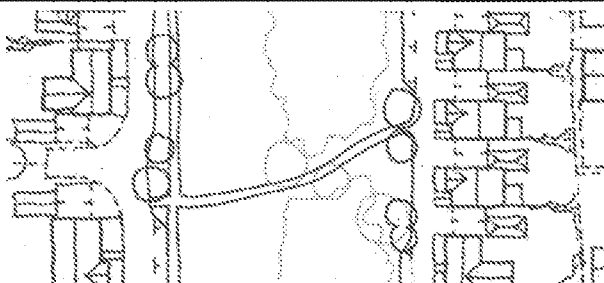
- Village Street
- Formal Street Frontage
- Informal Lane Frontage
- Formal Green Space Frontage
- Informal Green Space Frontage

Frontage types diagram ►



5.0

BUILT FORM

FRONTAGE CHARACTER	PROPOSED LAYOUT	BUILT FORM IMAGE	FRONTAGE AND BOUNDARY TREATMENT	PUBLIC REALM
Formal Street Frontage			• Generally regular building line • Occasional set-backs in building line • Building alignment parallel to street • Instances of more continuous building form • Irregular spaces between buildings • Generally formal composition of building typologies • Defined front garden or privacy margin of varying depth • Metal railings and / or dwarf brick wall where front garden boundary	• Defined footway and carriageway with kerb • Landscaped verge and parallel parking bays
Village Street			• Generally regular building line • More regular spaces between buildings • Defined front garden • Metal railings and / or dwarf brick wall	• Defined footway and carriageway with kerb • Landscaped verge and parallel parking bays
Informal Lane			• More irregular typologies • Occasional examples of staggered and angled building alignment to street • Gaps between buildings vary • Nominal front garden depth • Generally no front garden boundary	• Grass verges and service margins • More informal tree planting
Formal Green Space Frontage			• Generally regular building line • Generally consistent gap between buildings • Building alignment parallel to street • Generally formal composition of typologies	• Perpendicular parking spaces designed into frontage • Grass verge frontages • More informal tree planting
Informal Green Space Frontage			• Varying depths of front gardens • Predominantly detached building typologies • Gaps between buildings for on-plot parking • Building alignment generally parallel to drive	• Grass verge frontages • More informal tree planting

5.0
BUILT FORM

5.10 Key Buildings

To assist with the legibility of the scheme and to create architectural foci to key vistas, the required accent building locations have been identified. The architectural detailing and materiality of these key buildings will need to differentiate these from the more general street elevations around them. A contrasting roof form and colour as well as a different fenestration pattern are other ways in which these key buildings can be differentiated.

The key buildings are often located on corners at junctions of streets and it will be important to ensure that these have active fenestration to both frontages.

Gateway buildings should also be designed in special locations where they identify the transition from one type of environment or character into another. This occurs generally where movement occurs between a more open or green space into a more contained space where buildings create an enhanced sense of enclosure

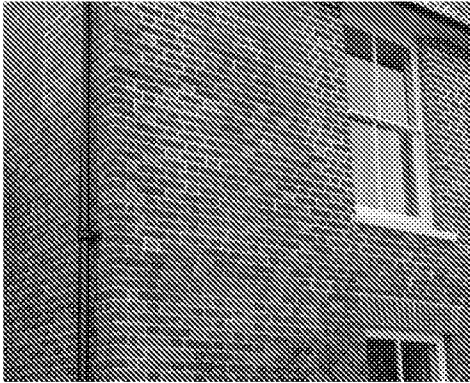
Examples of features found in key buildings:



Gable fronted buildings

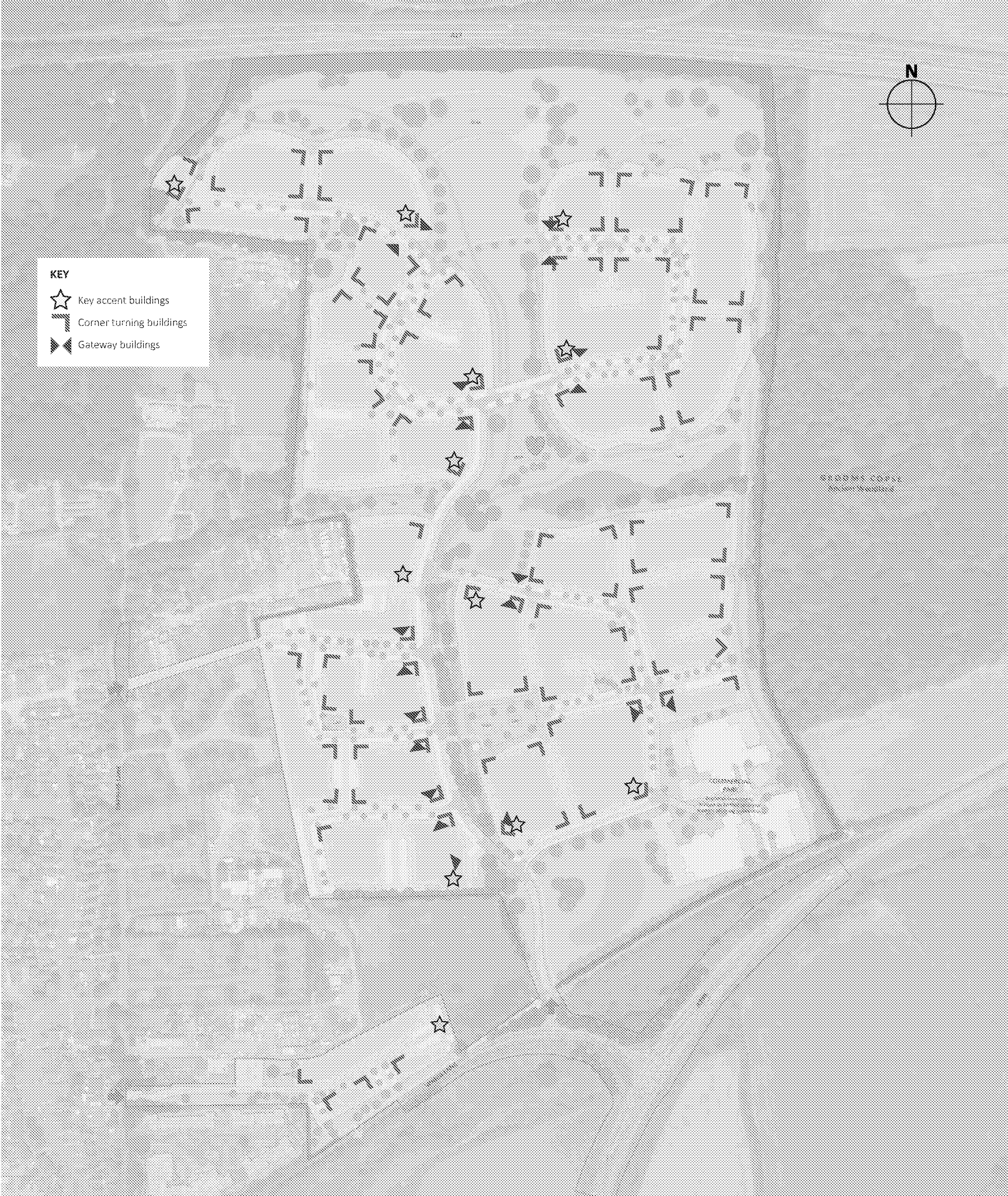


Flint building with brick quoins



Red brick building with blue header 'diaper' pattern

Key buildings diagram ►





Design Code: Section 6.0 Identity

Introduction

The way in which a place is planned within the natural environment and its local context, together with the form and appearance of the buildings and the design of its public spaces all contribute to its identity and the establishment of a sense of place. The design of buildings including the architectural detailing, building elements, elevational composition, materials, detailing and colour palette, will need to be informed by the local character appraisal within Section 1.8 of this Code. The design of the place will also need to enable it to be legible and easy to navigate.

This section demonstrates how the following vision objectives will be met:

- Create an attractive landscape led setting in which to live with a strong sense of place;
- Have regard for and make use of locally available building materials and local building techniques and styles;
- Design new built form that is in harmony with the natural environment;
- Deliver new and useable open space, well related and connected to existing open spaces within the vicinity, and
- Enhance local character, the landscape setting, the Conservation Area, visual amenity and biodiversity.

6.1 Street Scene Principles

Elevational Composition

A series of principles establish the composition of groups of dwellings and individual buildings within a carefully considered layout. These will enable the development of coherent street scenes with visual interest. All proposals should generally accord with these principles.

Scale and proportion

- Size and proportions of windows and bays to be designed to reflect local character.
- Dormer windows to be in proportion to the size of the roof within which they are placed.
- Chimneys where used to be of appropriate size to the scale of the roof or elevation on which they are located.

A Recognisable Form

- Proposals should follow the gradation from formal to informal as illustrated within the key frontages plan.
- Appropriate and recognisable forms will be used which relate the proposals to the character of the village and local area.

Aspect and orientation

- Dwellings should maximise the potential for south facing roof pitches.
- Where possible dwellings should maximise the potential for southwest facing habitable rooms.
- Triple aspect dwellings should be used in corner turning locations to ensure that they present active fenestration to both streets.

Animating frontage addressing public realm

- Where appropriate, dwellings which address the public realm should maximise the potential for active frontages and animation of the street scene.
- Active dwelling frontages will need to provide opportunities for passive surveillance of all areas of the public realm.

Roofscape

- Roofs to dwellings within a street scene should create coherent and articulated silhouettes. Gables and roof features, including dormers and chimneys will contribute to this.
- Roof forms of terraces and groups of buildings should have an order and rhythm and achieve visual coherence.

Marker buildings

- The key buildings plan identifies the locations of important marker building locations
- Marker buildings will include.
 - Architectural focus to key views and vistas.
 - Key corner turning locations.
 - Buildings which frame key views.
- Marker buildings could incorporate the following features – Projecting bays, contrasting fenestration pattern, gable or other expressive roof form and contrasting materiality and detailing

Creating order and unity

- Groups of buildings and street elevations should achieve order and unity in their compositions
- Paired or handed dwellings within a terrace will need to be organised to achieve a clear visual order and rhythm.

Expressing individuality of linked and terraced dwellings

- Individuality of houses within a terrace or in a group of buildings can be expressed by the design of entrance porches, fenestration and materiality and detailing.
- The potential for the expression of 'book-end' elements to terraces.
- The potential for a central focus to a terrace or group.

Celebrating entrances

- The entrance provides an opportunity to express the individual dwelling within a terrace or group.
- The dwelling entrance is an important element at the interface between public and private realm.
- The projecting porch roof provides articulation to the dwelling or terrace façade
- Porch canopies provide shelter at the dwelling entrance.
- Careful coordination of several components is required at dwelling and communal entrances.

Clarity and rationale

- Simple forms and massing of dwellings both individually and within a group or terrace.
- Clear rationale for the use of materials.
- Ordered fenestration pattern.

The materials palette chosen for each character area will help to create visual definition between the areas which when allied to the differences in grain, street type and boundary treatments will make help to the areas distinct from each other. The most distinct differences in detailing and materials between the character areas are as follows:

6.2 Architectural Details and Materials

The architectural detailing of the proposed new homes will need to be informed by the architecture of high-quality buildings within Angmering and other local settlements within this part of West Sussex. The material palette will be informed by the local vernacular providing a rich mix of materials and colours.

In visually sensitive parts of the site such as the Woodland Edge and Parkland character areas, light and reflective coloured materials will be avoided. On the Woodland Edge there will be a preference for natural coloured materials, with colours in 'earthy tones' to walls and roofs to blend with the landscape including dark coloured boarding and bargeboards.

The Village:

- Wall materials predominantly render, roughcast render and Flint walls with brick detailing
- Occasional red brick with blue brick bonding pattern
- Any facing brickwork to be typically terracotta coloured brick
- Use of flat roof bays and dormer windows

Parkland:

- Predominantly Red and brown facing brick with occasional tile hanging
- Occasional flint walls with brick detailing to key focus buildings
- Pitched roof bays and dormer windows

Woodland Edge:

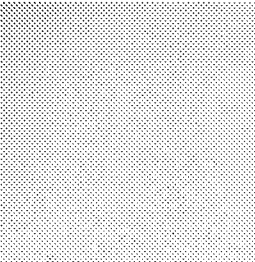
- Any facing brick to be reddish brown colour
- Regular use of dark coloured boarding
- Tile hanging to bays of bungalows on northern edge
- Use of reddish brown roof tiles with an earthy tone
- Pitched roof bays and dormer windows

CHARACTER AREA	WALL MATERIALS	ROOF MATERIALS	WINDOWS/ OPENINGS	PORCHES	ENTRANCE DOORS	BAY WINDOWS	DORMERS	CHIMNEYS
The Village	Extensive use of render, roughcast render and flint with red brick dressings and occasional red brick with blue brick bonding pattern. Occasional terra cotta multi stock facing brick. Occasional tile hung gables and gables.	Red or brown concrete, interlocking plain tiles with occasional grey tile on smaller terraced houses, apartment buildings and key buildings.	UPVC, casement style windows without glazing bars. Consider use of sash style on key buildings. Brick arches. Reconstituted stone cills.	Projecting flat roofed porch canopy on brackets.	Generally composite panel doors with glazed vision panels where no side light. Doors to be consistent colour where in a terrace or semi-detached houses.	Splayed or square bays either single or two storeys in height with flat roof for metal coloured finish.	Flat roofed dormers with metal coloured finish to attic storey in houses and apartments.	Colour to match main facing material on building.
Parkland	Reddish brown and terra cotta multi stock facing bricks, occasional flint with brick quoins, orangey brown plain tile hanging. More contemporary detailing.	Red or brown concrete, interlocking plain tiles with occasional grey tile on smaller terraced houses, apartment buildings and key buildings.	UPVC, casement style windows with glazing bars. Consider use of mock sash style on key buildings. No brick headers, simple brick or tiled cills.	Predominantly pitched, lean-to porch canopies.	Generally composite panel doors with glazed vision panels where no side light on streets and courtyards. Doors to be consistent colour where in a terrace or semi-detached houses. For houses fronting open space, doors to have a natural finish.	Splayed or square bays either single or two storeys in height with pitched roof.	Pitched roofs to gabled bays.	Colour to match main facing material on building.
Woodland Edge	Reddish brown stock facing bricks, orangey brown plain tile hanging and dark coloured boarding.	Predominantly red or brown concrete, interlocking plain tile (earthy tone).	UPVC, casement style windows with glazing bars.	Predominantly open, pitched lean-to and gabled porch canopies generally on posts but occasionally on timber brackets.	Composite doors with glazed vision panels where no side light.	Square single storey bays with plain tile roof. Any hip tiles to be of an appropriate size for the scale of the roof.	Pitched roofs to gabled bays. Occasional hipped dormer windows.	Colour to match main facing material on building.
Commercial Park	Stock facing brick in terra cotta multi and reddish brown colour plain tile hanging to first floor in key locations.	Red and brown plain tiles.	Grey casement style with brick heads and cills.	Flat roof canopies.	Grey aluminium to match windows.	N/A	N/A	N/A

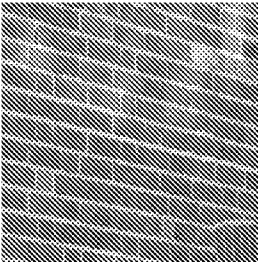
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6.3 Architectural Details and Materials: The Village

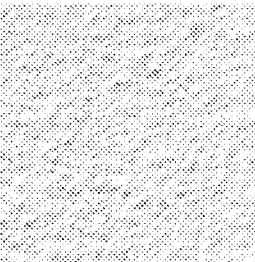
Wall materials palette:



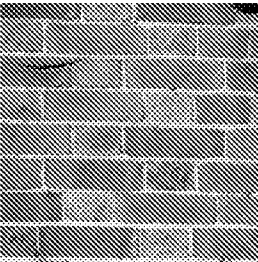
Render



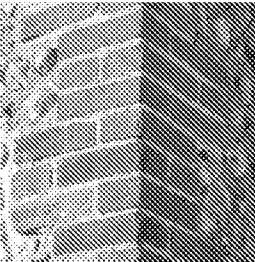
Red multi stock brick



Rough cast render

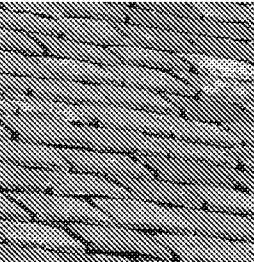


Red brick with blue headers



Flint and red brick

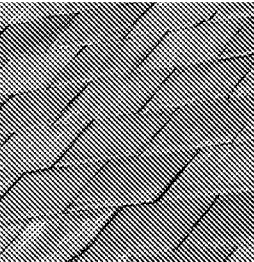
Roof materials palette:



Red plain tile



Brown plain tile



Grey tile



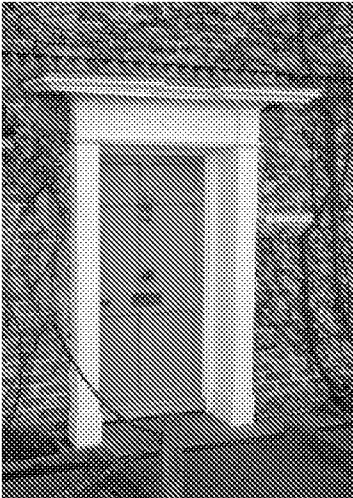
Bargeboard



Chimneys on key plots



Tile hung gablet



Generally flat roof porch to front door



Casement windows



Mock sash windows to some key buildings



Flat roofed dormer windows to apartment buildings



Square or splayed, flat roofed bay window



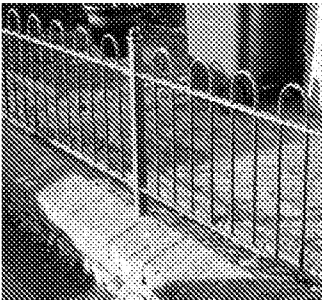
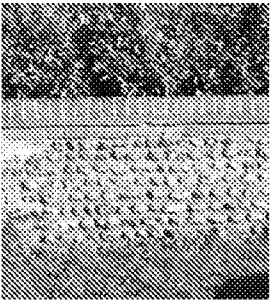
Reconstituted stone cills



One or two course plinth band



Low brick walls



Metal railings

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The Village	Extensive use of render, roughcast render and flint with red brick dressings and occasional red brick with blue brick bonding pattern. Occasional terra cotta multi stock facing brick. Occasional tile hung gablets	Red or brown concrete, interlocking plain tiles with occasional grey tile on smaller terraced houses, apartment buildings and key buildings.	UPVC, casement style windows without glazing bars. Consider use of sash style on key buildings. Brick arches. Reconstituted stone cills	Predominantly projecting flat roofed porch canopy on brackets.	Generally composite panel doors with glazed vision panels where no side light. Doors to be consistent colour where in a terrace or semi-detached houses	Splayed or square bays, either single or two storeys in height with flat roof for metal coloured finish.	Flat roofed dormers with metal coloured finish to attic storey in houses and apartments.	Colour to match main facing material on building.

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6.4 Landscape Precedent Images and Materials Palette: The Village

