

6.0 SITE LAYOUT

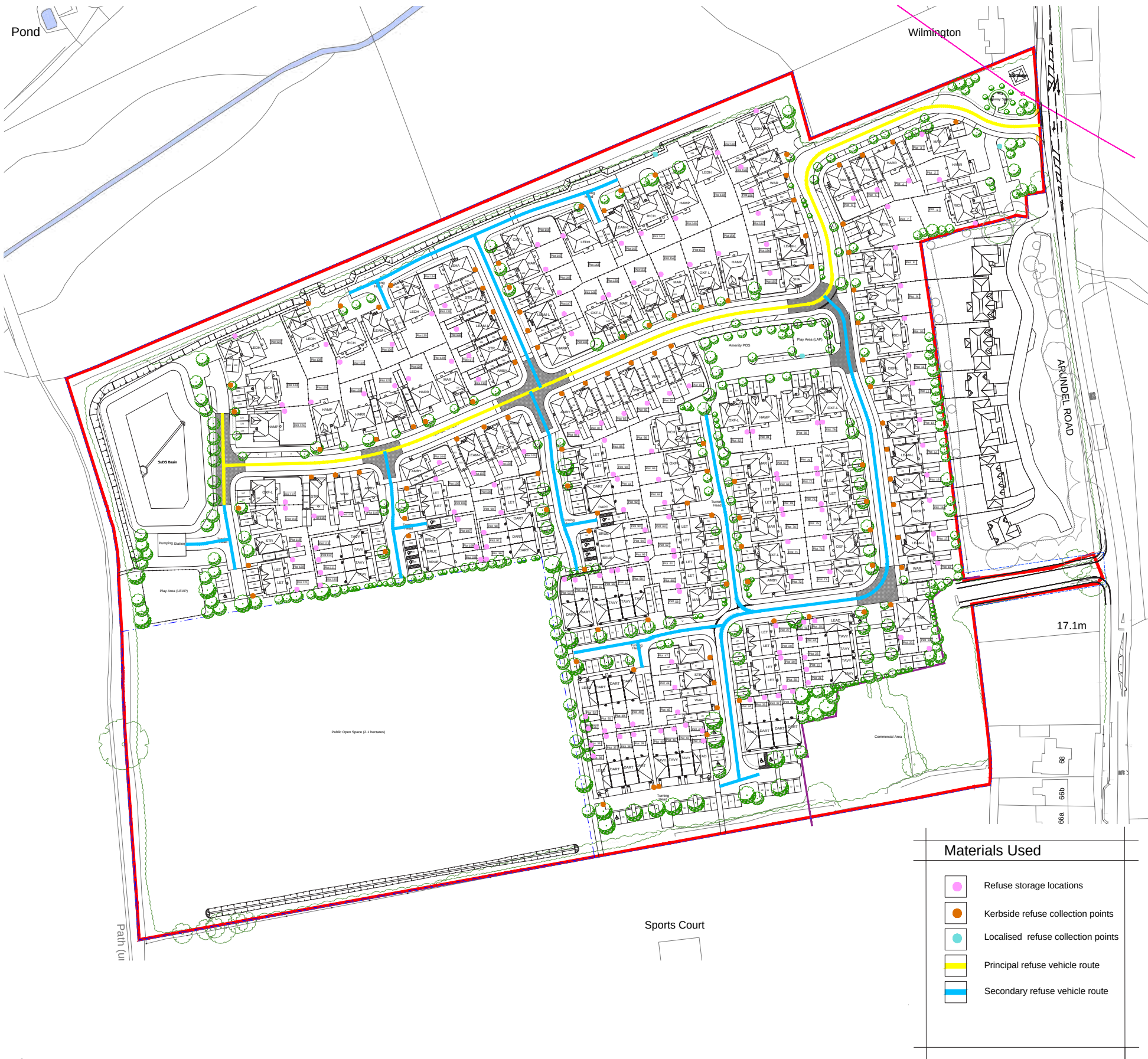
6.15 REFUSE STORAGE AND COLLECTION

Refuse storage will be provided within gardens on plot for the houses and in communal storage rooms for flats. Storage provision will be provided in accordance with the Council’s requirements and will include provision for general and recyclable waste.

The layout which has been tracked by JNP, is designed to incorporate appropriate and adequate manoeuvring space for refuse collection vehicles with Refuse Collection Points incorporated into the street network where required, to achieve acceptable collection distances.

6.16 UTILITIES

Service corridors will be incorporated into the street. These will generally be below footways where they are provided in the street type or as reservation zones on dwelling frontages to private drives along green space frontages.



Refuse strategy plan

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6.17 LANDSCAPE MASTERPLAN

The landscape masterplan responds to the site’s setting with a varied primary route that wraps around a large informal green space which features places for active play and quiet recreation. Properties are concentrated to overlook the street and open space beyond, providing natural surveillance. Clusters of properties are serviced by small scale residential lanes off the main route which have a softer appearance in part from the main circulatory roads to provide an enhanced public realm.

The proposals retain and protect those landscape features deemed to be of significant value, that contribute to the character and setting of the site, these include the mature woodland to the north, the existing hedgerows and treed boundary to the south. These features provide a mature landscape setting to the new development whilst providing visual containment to the proposals and safe guard and promote green infrastructure to provide a fully integrated site.

Appropriate buffers will be provided to existing assets and existing ecological features.



THE DESIGN CODE SET OUT:

- New areas of public open space have been located to the northern, western and southern parts of the site to integrate the development into to the landscape setting.
- A mix of formal and informal open spaces have been included providing a range of recreational and amenity benefits. This included a large open space area to the south, a LEAP, a LAP and recreational routes.
- New tree, hedgerow and woodland planting along the site boundaries will help reinforce the enclose the new housing development as well as provide a range of wildlife and ecological benefits.
- Street planting and a network of pocket green spaces will help soften the proposed built form.
- A new attenuation basin, forming part of the SUDs solution for the site, will provide an attractive landscape feature and enhance the site’s biodiversity value and habitat creation opportunities.



Proposed landscape masterplan

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6.18 PLAY STRATEGY

The play strategy for the play areas will seek to provide a range of opportunities for a range or age and ability groups of children. These will aim to provide imaginative, fun, challenging play opportunities for local children, provided in a safe and naturalistic style.

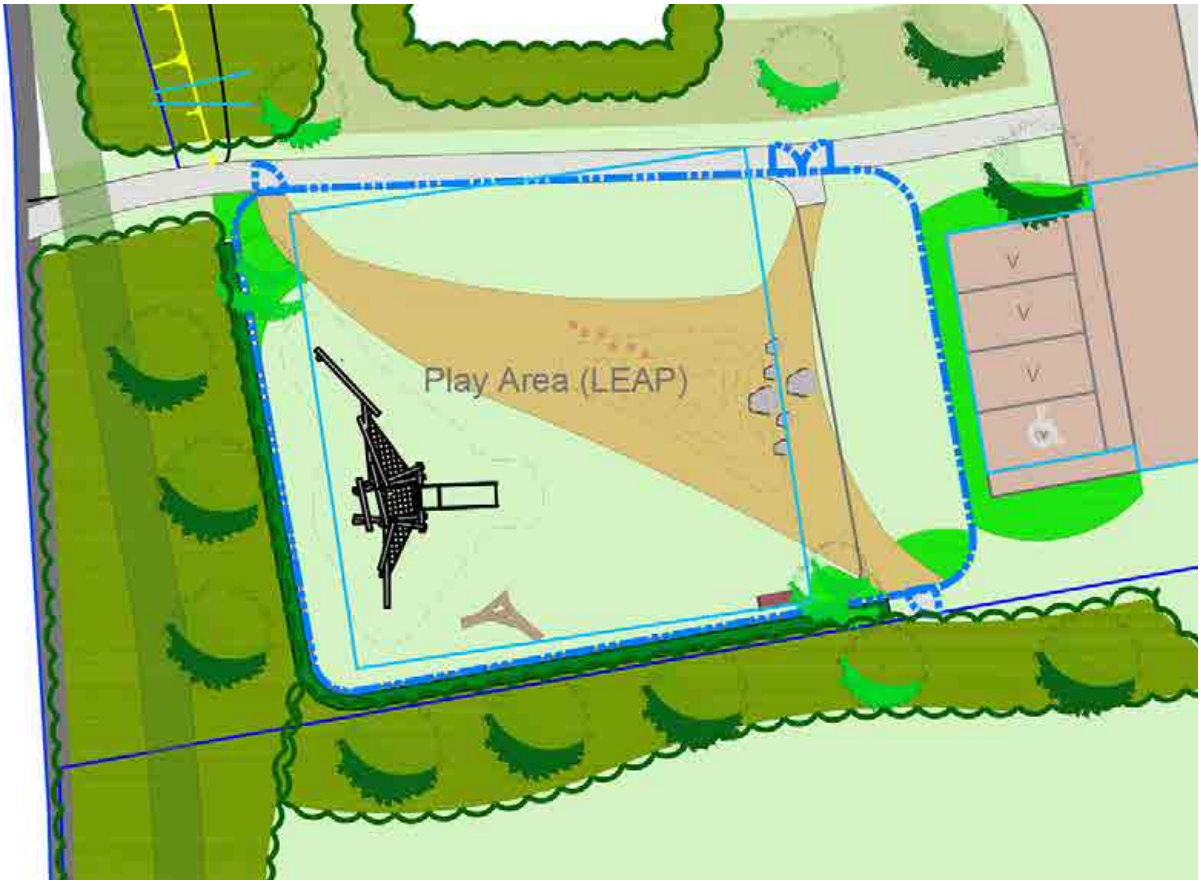
An amenity and public open space area is located in the centre of the scheme which will provide open space and seating areas as well as a LAP, a larger LEAP will be located on the western boundary of the scheme adjacent to the large area of public open space. Both areas will be equipped with play equipment including natural earth mounding, smooth play boulders, natural play logs, weaving poles and a log climbing frame.

Sensory and imaginative play will also be present, with noise, touch and texture providing interest and variety of play experience. Planting will compliment this, with scented, colourful and textured planting providing links to the schemes nature connections. Seasonal changes will be marked by flowers and colour. Contact with nature will also include local insects as well, with flowering plants attracting bees and butterflies to the areas. Areas for quiet imaginative play will allow children to explore their own stories and play thoughts in a safe and quiet environment.

Younger children will be provided a safe, soft space to explore natural elements, whilst under the guidance and care of the parents who'll be able to rest and enjoy their children's enjoyment.



Amenity & public open space area and LAP located at the centre of the site



LEAP located on the western boundary

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7.1 CHARACTER AREAS

The character areas established as part of the outline planning application submission follow a landscape driven rationale with each character area inspired by the site’s form and characteristics.

The character areas respond to natural features within the site including tree-lines, hedgerows, and topography with landscape enhancements. The character areas relate to land use and to the landscape sensitivity of the respective parts of the site which have led to the varying density and building height requirements on the parameter plans and aim to provide a variety of built form and landscape across the site, in keeping with the local character.

- Higher densities along the spine streets will create stronger building frontages to assist in enclosing and framing the key movement routes through the development.
- Lower density development fronting the green infrastructure that encloses the residential development area to the North, West and South will assist in creating an appropriate transition from the built environment to the rural environment of the adjacent countryside.
- Lower density development overlooking Arundel Road will assist in creating an appropriate approach to Angmering and respect the prevailing character of Arundel Road immediately to the south of the site.

The character areas details are set out on the subsequent pages.



Proposed character areas plan

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CHARACTER AREA	BUILDING MATERIALS	ROOF MATERIALS	ROOF TYPES	DORMERS	BAYS	EAVES	CHIMNEYS	PORCHES / ENTRANCES	BOUNDARY MATERIALS	WINDOW STYLE
GATEWAY	- Predominantly red / brown brick - Tile hanging to key building bays and gables - Timber boarding to feature gables	- Red / brown tiles - Grey tiles	- Full hipped roofs - Some gable roofs - Feature front gables	Hipped dormers	Two storey splayed bays	White boxed eaves	None	- Hipped lean-to canopies - Flat roof canopies - Recessed entrances	- Brick front walls - Hedgerows - Open frontages	- Casements - Top lights - Multiple Glazing bays
VILLAGE EDGE	- Predominantly red / brown brick - Render to key buildings - Feature decorative timber / render gables - Timber boarding to feature gables	- Red / brown tiles - Grey tiles	- Full hipped roofs - Some gable roofs - Feature front gables	Hipped dormers	None	White boxed eaves	None	- Hipped lean-to canopies - Open canopies - Flat roof canopies - Recessed entrances	- Railings in key places - Open frontages	- Casements - Top lights - Multiple Glazing bays
WOODLAND EDGE	- Balanced mix of render and red / brown brick - Feature decorative timber / render gables - Timber boarding to feature gables	Red / brown tiles	- Full hipped roofs - Feature front gables	Hipped dormers	Two storey splayed bays	White boxed eaves	Brick on key buildings	- Open canopies - Recessed entrances	- Open frontages - Hedges	- Casements - Top lights - Multiple Glazing bays
COMMERCIAL AREA	Brick and metal curtain walling	Metal standing seam - grey	Shallow pitch	None	None	Metal to match roof	None	Porch over per-sonal door. Large vehicle roller shutter doors	None	UPVC / Aluminium glazing with some curtain walling

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7.2 GATEWAY CHARACTER AREA

This character area draws from the gateway nature into the site from the east and is an interface to the post war development adjacent to the site and beyond. The landscape character is reinforced by the existing tree lines to the north with an emphasis on the rural aspect.

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 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 Village Street leads south to the Village edge character area and Commercial Park, and west to the Woodland Edge character area.

ROADS, PAVEMENTS AND PARKING



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PUBLIC REALM



Plot 9

Plot 79

Plot 80

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LANDSCAPE DETAIL



Plot 6

Plot 7

Plot 8

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FENESTRATION DETAILS



DORMER



ROOF



WINDOWS



GABLE



DOORS



BAY



GARAGE

CHARACTER AREA	BUILDING MATERIALS	ROOF MATERIALS	ROOF TYPES	DORMERS	BAYS	EAVES	CHIMNEYS	PORCHES / ENTRANCES	BOUNDARY MATERIALS	WINDOW STYLE
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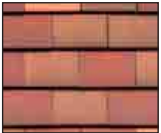
MATERIALS



Brown Red Brick



Soft Red Brick



Tile hanging



Red roof tiles

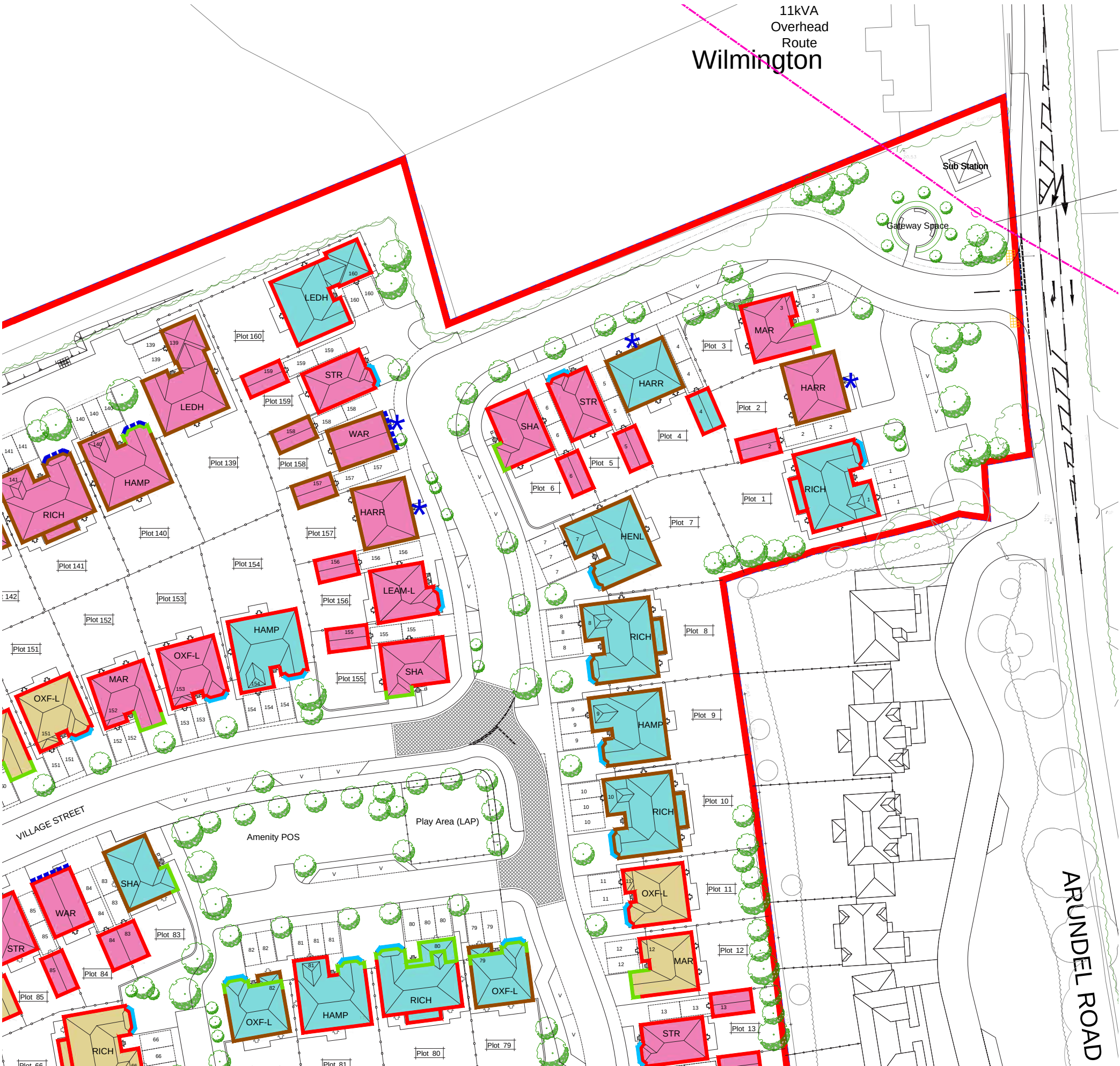


Brown roof tiles



Grey roof tiles

Materials Used	
	Render
	Soft Red Brick
	Brown Red Brick
	Tile Hanging
	Timber Boarding
	Red Tiled Roof
	Brown Tiled Roof
	Grey Tiled Roof
	Timber Porch



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7.3 VILLAGE EDGE CHARACTER AREA

This character area draws from the main heart of the village with an emphasis on well-spaced larger plots. The design and access statement sets the character for this area on a more traditional aesthetic with fenestration detailing and materiality responding to the strong landscape setting.

The landscape character could be reinforced by the existing tree lines to the north with an emphasis on the rural aspect to the west.

ROADS, PAVEMENTS AND PARKING



Plot 14

Plot 15

Plot 16

Plot 17

Plot 18

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PUBLIC REALM



Plot 88 Plot 101 Plot 102 Plot 103 Plot 104

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ARCHITECTURE

LANDSCAPE DETAIL



Plot 96 Plot 97 Plot 98 Plot 99 Plot 100 Plot 101