

8.0
ARCHITECTURE

LANDSCAPE DETAIL



Plot 142 Plot 143 Plot 144 Plot 145 Plot 146 Plot 133

STREET SCENE C-C

8.0
ARCHITECTURE

FENESTRATION DETAILS



WINDOWS



DOORS



GARAGE



ROOF



GABLE



BAY

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

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MATERIALS



Brown Red Brick



Soft Red Brick



Tile hanging



Render



Red roof tiles



Brown roof tiles



Grey roof tiles



d (2.1 Hectares)

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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ARCHITECTURE

8.5 WOODLAND EDGE CHARACTER AREA

The Woodland Edge character area could be distinguished by its architectural vocabulary and use of materials which follow the patterns and characteristics of buildings which were used in the local area.

These include both the barns, outbuildings and farmhouses. The Design and Access Statement sets the character for this area on a more traditional aesthetic with fenestration detailing and materiality responding to the built form locally and the rural aspect to the south.

ROADS, PAVEMENTS AND PARKING



Plot 99 Plot 100 Plot 101 Plot 102 Plot 103

STREET SCENE E-E

8.0
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PUBLIC REALM



Plot 125

Plot 152

Plot 153

Plot 154

Plot 155

Plot 156

STREET SCENE D-D

8.0
ARCHITECTURE

LANDSCAPE DETAIL



STREET SCENE D-D

8.0
ARCHITECTURE

FENESTRATION DETAILS



DORMER



WINDOWS



DOORS



GARAGE



ROOF



GABLE



BAY

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

8.0
ARCHITECTURE

MATERIALS



Brown Red Brick



Soft Red Brick



Tile hanging



Render



Timber / render gables



Red roof tiles



Brown 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



9.0 SUMMARY

9.1 SUMMARY OF THE PROPOSALS

The benefits of proposed development would be as follows:

- The provision of family housing (156 dwellings) which will help contribute to the economic vitality of the village.
- The scheme provides a mix of affordable rent and shared ownership dwellings that would be made available to local people.
- The provision of a new safe junction into the site from Arundel Road.
- Enhanced pedestrian links connecting the development with Arundel Road to the east and with the wider network.
- A good mix of housing typologies to create a thriving community.
- The proposed development respects the character and form of the surrounding area, and seeks to preserve the privacy and amenity of adjacent residents. The proposed buildings, in scale, style, design and materials, are appropriate and sympathetic to the surrounding area.
- New ecological enhancements and landscape features, including tree planting, mixed shrub planting and areas of amenity space, including informal open space, will integrate the appearance of the site with the surrounding area.
- The impact of the proposed built forms will be softened through the retention and enhancement of the existing vegetation along the boundaries and within the site. The new planting within and around the scheme will help to assimilate the new buildings into their landscape setting.
- The provision of a variety of parking options, the use of a mixed palette of road and path surfaces, and the extensive use of planting will help soften the impact of parking and hard landscaping.
- Provide a safe and secure environment and form a complete sense of place and allowing new residents to get closer to nature.
- Compliant interface distances with the Design Code and Arun Design Guide.

The contents of this document demonstrates that the revised proposals accord with the principles established in the approved Design Code.





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