

03

hgp

Masterplan



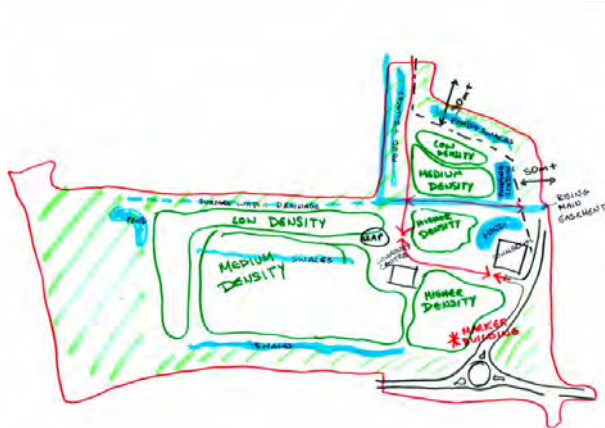
Initial Concept

The initial concept for the site was to provide as much public open space as possible in places that would benefit both the existing and new residents. Newer development is arranged in perimeter blocks to maximize views across the open space, with pocket parks breaking up the development. There is a strong connections east-west that take visitors on a journey through each of the parks, while the main route north-south is entirely through the open space and prioritises pedestrians.



Layout Progression Snapshot

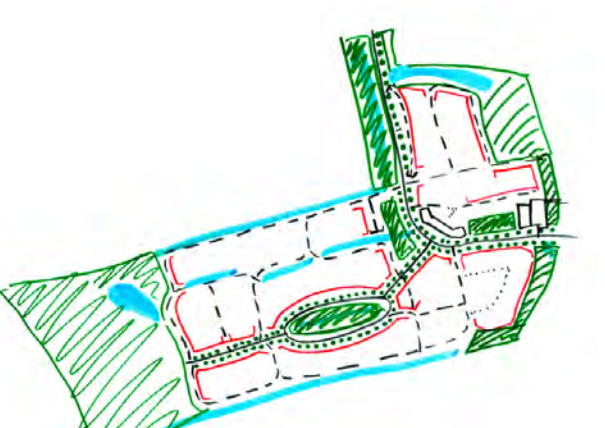
Throughout the process, the initial concept has evolved and developed as new constraints and ideas were implemented. The nine images on the right are a series of snapshots throughout the design process that aim to demonstrate the major events in the masterplan's evolution.



Initial sketch testing densities and locations of community facilities



First attempt at putting real sizes and numbers to a sketch, considering additional pocket parks



Developed sketch of green-promenade concept



Developed green-promenade concept with real numbers and sizes shown



Site plan with change in shape and location of some green spaces to better form perimeter blocks



First attempt at reorganising the site after initial archaeology comments



Revised site plan following further archaeology, drainage, and highways comments



Site plan overlaid with final archaeology report - houses needed to be moved to avoid major finds



Revised site plan following case officer feedback - entrance gateway and community buildings revised

Masterplan

The masterplan shown on the right is the culmination of significant work and input across a variety of disciplines. The site has been designed to provide a high standard of living with plenty of public open space naturally surveilled by the new homes.

Archaeological constraints have been considered, and much of the archaeology has been retained in-situ, as requested by the archaeologists.

Drainage for the site has been carefully considered, and therefore the layout features a multitude of natural open ditches and dry SuDs features that collect water and drain towards the lowest point of the site in the east.

The main entrance to the site has been reimagined with a pair of crescent feature buildings inspired by rural Georgian architecture.

The community buildings (use class A1 and D1) have been designed as a pair of feature buildings that overlook the large central open spae and provide a secondary gateway into the site.



Constraints Overlay

When the constraints overlay is applied to the new masterplan, you can clearly see how the layout responds to and respects the drainage and archaeology. This constraints overlay is the same overlay that was applied to the outline permission's masterplan on page 25.

LEGEND

- Location of Rising Main and Easement (no houses permitted)
- Required Surface Drainage Location (no houses permitted)
- Preferred Drainage Basin Location
- Archaeology to be preserved in-situ (no houses permitted)
- Archaeology to undergo a full excavation pre-construction



Access & Street Hierarchy

The outline permission included two vehicular access points to the site. However, discussion with the Parish Council and local residents revealed that the access point to the North was undesirable, particularly due to the low visibility on the junction between Horsemere Green Lane and Church Lane. In response, we have proposed that the northern access is only for emergency vehicles, pedestrians and cyclists.

The street hierarchy has been designed to give legibility to the development. One central spine road leads through the development and all other roads branch off, with each pocket within the development given its own feel and character.

LEGEND

- Primary Road
- Secondary Road
- Tertiary Road
- Quaternary Road
- Emergency Services Only Road
- Approved Access
- Approved Access (Use in Emergency Only)



Street Hierarchy Diagram

Vehicular Movement

The types of roads and streets used within the development emphasise and develop the road hierarchy described on the previous page. Long stretches of road are often broken up by a different type of surface treatment to encourage low speeds, and shared surfaces are prevalent to prioritise pedestrians and cyclists.

The main spine road is a tree-lined avenue with wildflowers, open green verges, and ditches complimenting the local village's rural aesthetic.

Permeable paving is to be used in various places across the development - suggested particularly on areas with the "Private Road" road type - to aid with drainage, encourage low speeds, and brighten up the streets.

The emergency access road to the north (primarily a cycle path) should feature a bollard at either end to prevent its use as a road for anyone other than emergency vehicles.

LEGEND

- Green Avenue
- Road with Paths on Both Sides
- Road with Path on One Side
- Shared Surface
- Private Drive
- Emergency Services Only Road
- Approved Access
- Approved Access (Use in Emergency Only)
- Vehicular Movement Off-Site



Vehicular Movement Diagram