

Bradford City Centre Design Guide

DRAFT FOR CONSULTATION



Public Realm Guidance

In which we set out a strategy for the treatment of the public realm of the city centre. This develops the principles to emerge from the Bradford Centre Regeneration Masterplan together with the urban design framework and guidelines set out in the previous sections. It is however, by necessity, the start of a larger piece of work to develop a design guide and palette of materials for public realm works across the city centre. The section includes the following elements:

- **Public realm principles:** In which we set out a series of structural principles for the public realm of the city centre including the valley park, the hierarchy of squares and public spaces and the distinctive character of the city centre neighbourhoods.
- **The Bowl:** In which we look at the principles of the public realm of the Bowl including the pool, the public real of the central space and the treatment of the public highways.
- **The Channel:** In which we describe the elements of the area including the link to Broadway, the recreation of the canal and the finely grained street network of the urban village.
- **The Market:** In which we describe the treatment of the existing streets, the improvements of spaces such as Rawson Square and the proposed garden ;inking to the mosque.
- **The Valley:** In which we look at the evolution of the idea of a park in this area, the boulevarding of Thornton Road, the treatment of the finely grained streets of Goit-side and the creation of a public space in the west of the area.
- **Legibility and identity:** In which we set out the principles that should guide the development of more detailed guidance for the design of distinctive streets and public spaces.
- **Public spaces:** In which we look in more detail at the design of the larger public spaces such as the bowl, the canal and the garden of tranquillity.
- **Materials:** In which we set out more detailed principles that should guide the selection of materials used in the public realm.



Public realm principles

At the heart of the Bradford Centre Regeneration Masterplan is a vision for the public realm of the city centre based on its topography and the opportunity for change in the valley bottom, to create an inspirational city landscape. This was based on a continuous linear park along the valley running from the recreated canal in the north through a green roof to the new shopping centre and the *Bowl* around the City Hall to a new park starting from the twin towers of the Odeon and running westwards along Thornton Road.

The masterplan responded to the lack of open space in the city centre as identified in the Public Realm section on page 24. However it did more than this by proposing that the public realm of the city centre should become its unique selling point. The main proposals of the masterplan

are therefore concerned with public realm improvements. Each of the four neighbourhoods was based around an area of open space and the masterplan as a whole revolves around the Bowl around City Hall.

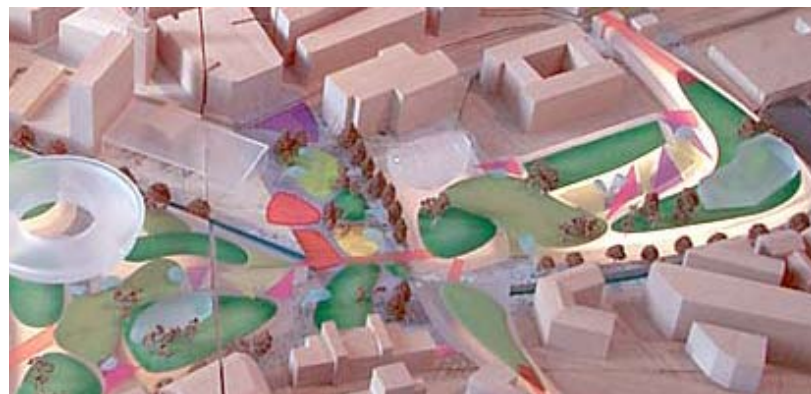
However, as we have described, the masterplan was prepared at a time when developer interest in Bradford was weak. Since that time, growing demand to develop in the city centre means that it is not longer viable to create a parkland environment quite as extensive as envisaged in the City Centre Masterplan. This public realm framework is designed to take advantage of these development pressures while retaining the core concepts of the masterplan. This includes the following elements:

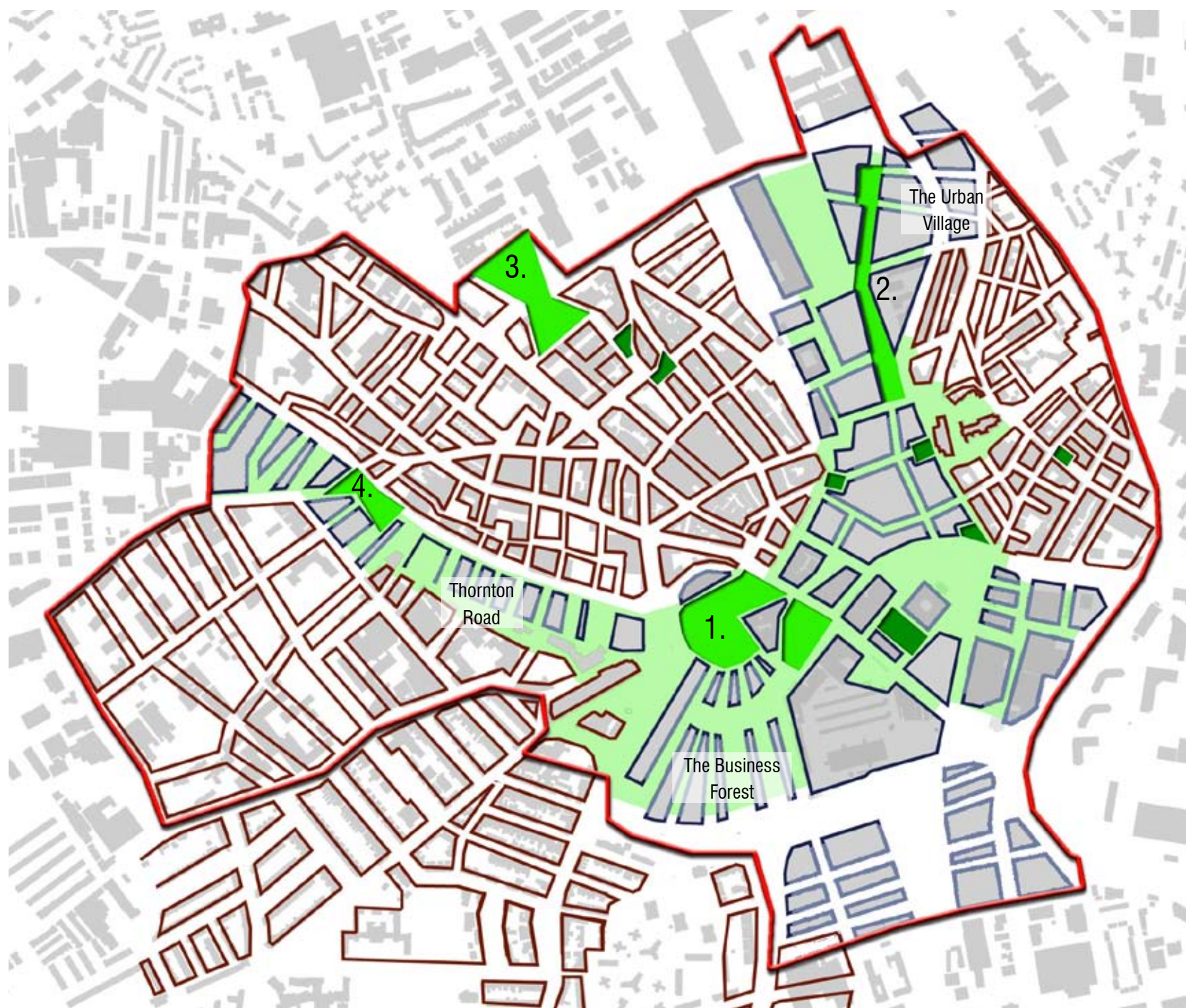
- A New City Centre space / park, *The Bowl*, based around a pool next to City Hall.

- Three significant public open spaces at the heart of each neighbourhood, rather than a continuous park. These include the space along the recreated canal in the *Channel*, a space at the western end of the *Valley* and the Garden of Tranquillity at the northern end of the *Market*.
- A series of smaller squares and public spaces throughout the city centre.
- A range of character landscapes such as the *Business Forest*, the *Urban Village* and *Thornton Road*, each with a distinctive character based the idea of a parkland running around and through buildings.

- A series of links to improve access and cross-city permeability to overcome the barrier created by the ring road, for example between the education campus and the shopping core.

This framework is designed to turn the Bradford Centre Regeneration Masterplan into a series of achievable projects that respond to changing market conditions but remain faithful to the original concepts. At the time of the production of this draft framework these concepts are being developed and expanded as part of the work on the neighbourhood Development Frameworks. The following sections therefore describe the current situation and will be updated in the adopted version of this guide.





Key public spaces:

- 1) The Bowl
- 2) The Channel
- 3) The Garden of Tranquility
- 4) the Valley

■ A sequence of smaller squares and spaces

■ Valley bottom parkland public realm

The Bowl is at the heart of the Bradford Centre Regeneration Masterplan and is envisaged as a new focal point for the city centre where the open space network and the four neighbourhoods meet. It is envisaged as a major events space for the city and will provide a setting for the major new buildings such as the redevelopment of the Odeon as well as the existing City Hall.

Proposals for the *Bowl* in the masterplan also include the reconfiguration of the Interchange and the development of the Business Forest. These developments frame a major piece of open space between the City Hall and the National Museum of Photography, Film and Television, currently occupied by Courts and Police administration buildings.

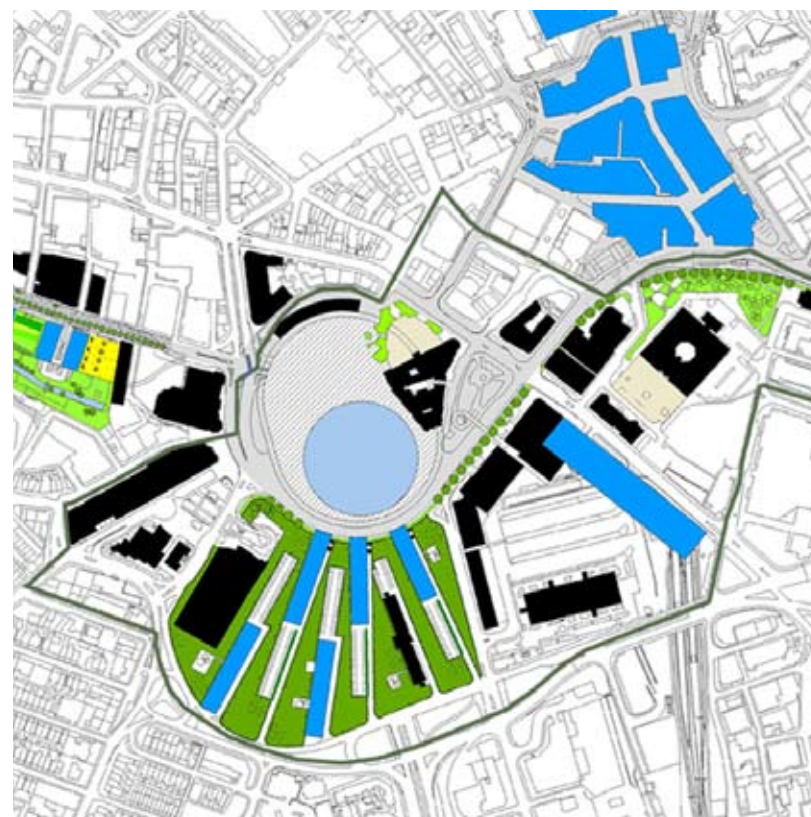
The masterplan envisaged downgrading Princes Way and Hall

Ings which bound the central space. Subsequent highways investigations have however suggested that this is not possible and the proposals for the area are being amended to accommodate significant traffic volumes on these streets.

The costs of relocating the court and police buildings has also caused a reassessment of the amount of commercial space proposed. This is being assessed in the Bowl NDF but is likely to include the extension of the Business Forest North of Hall Ings so reducing the size of the *Bowl* space.

A hydrology study has also been undertaken into the practicality of creating the pool and running the Bradford Beck at surface level through the area.

The Bowl proposals are therefore still being formed and this framework



will be updated once the NDF is complete. However it is likely to include the following elements:

- ☐ Establishing the Bowl as the centre of a hierarchy of public spaces within the city centre.
- ☐ The creation of a consistent treatment of the public realm including the Bowl, Norfolk

Gardens, Centenary Square, the Alhambra and the NMPFT.

- ☐ The boulevarding of the central ring road to make it more pedestrian friendly with tree planting and surface level crossings.
- ☐ The development of the *Business Forest* with a distinctive landscape on the slopes leading down to the Bowl with a series of finger-shaped blocks allowing views between the buildings with a parkland setting providing a setting for small gatherings and break-out space.





The Channel is where retail, canalside living, water and open space combine along a linear public space at the heart of a new mixed-use quarter linked to the city centre.

The physical obstructions of topography and railway are difficult to overcome, and the cross-city movements in this district are primarily North-South along the valley floor. This is to be emphasised with a new linear public space.

The major generators of activity in this area are likely to be Forster Square station, the retail park and the new Broadway development. Between these, the urban village is currently being promoted by developers which will require its own masterplan in accordance with this guide.

As part of the development of these proposals there has been pressure to reduce the size of the

linear park. The space has therefore reduced in scale and become a linear pedestrian space through the development linking to Broadway.

There have also been investigations into the practicality of recreating the canal in this area. The proposed new public space is not on the original route of the canal and there are difficulties with the position of the culverted Bradford Beck. These factors make it impossible to bring the canal into the heart of the city centre as envisaged by the Bradford Centre Regeneration Masterplan. The revised proposals are therefore based on a series of linked water features rather than a functioning canal. The public realm proposals will be confirmed when the NDF for the area is published but are likely to include:



- A continuous public space with a strong central water feature connecting Broadway with the urban village with potential for extension northwards.
- The development of this space as a sequence of attractive public water gardens lined with active frontages of bars cafes and shops so that it

acts as a focus for the life of the urban village.

- An network of narrow urban streets linking east west up the valley sides feeding off this central space. Part of the character of the area should be the contrast between the 'tightness' of these streets and the feeling of space and long views in the central linear space.





The *Market* is the heart of Victorian Bradford and contains the existing retail core. It provides a link to Manningham to the north. The Bradford Centre Regeneration Masterplan envisages it as a strengthened shopping area and a neighbourhood that will widen the diversity and multi-cultural character of Bradford by providing a new setting for peaceful interaction and a new place for inner city living.

The distorted grid of streets extending up the hill from the area around the Wool Exchange creates a lively and diverse public realm which gives the *Market* its character. Rawson Square and the triangular space adjacent to the Oastler Centre both have potential to emerge as important public spaces.

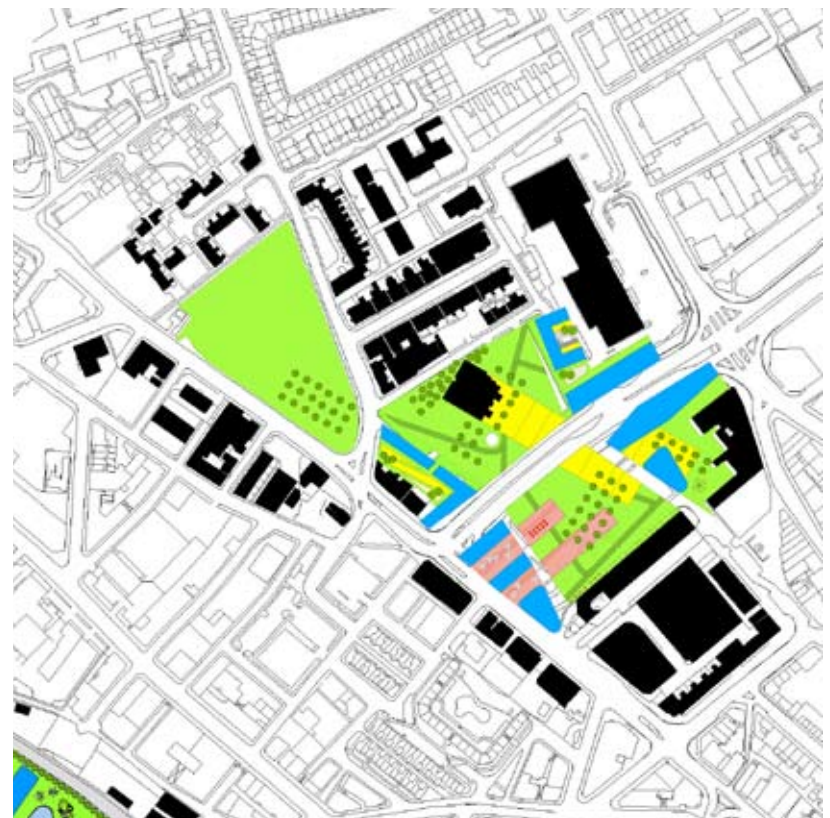
The Kirkgate Centre has severed a number of the area's original streets

and internalised some of the street activity reducing activity in surrounding streets.

The northern edge of the area is separated by Drewton Road, a busy section of the inner ring road, from the areas to the north. The masterplan proposed the *Garden of Tranquillity* that bridged this street to create a parkland setting for the Mosque.

To the east beyond Manor Row the area creates a dramatic edge to the *Channel* overlooking Forster Square Station. To the west of Westgate the land slopes down to Thornton Road through the Goitside area.

The nature of the public realm in the Market is largely concerned with the upgrading of the existing streets. The Garden of Tranquillity is being exploited through the NDF and will need to be confirmed when this is



published. The principles of public realm in this area are likely to include:

- Reinforcing and making more legible the existing framework of streets and squares in the area.
- Exploiting the 'fine-grained' streetscape of Cliffsides to create a series of linear courtyards offering views over the Channel.
- Reinforcing the importance of existing squares, such as Rawson Square by reducing the impact of traffic, improving the environment and encouraging active uses.
- Creating a new contemplative garden space associated with the Mosque, which supports its role in the city, and makes a bridging space, linking the city centre to its hinterland to the north.
- Enhance existing connections through Goitside to the Thornton Road by extending streetscape improvements across Westgate and linking the courtyards of warehouse area.





The *Valley* runs westwards out of the city centre behind the Odeon site. The valley bottom currently has a very fractured townscape and the Bradford regeneration Masterplan proposed that it be turned into a park running between the retained towers of the Odeon to an *Orchard* and *Wetland* on the former gasworks site to the west.

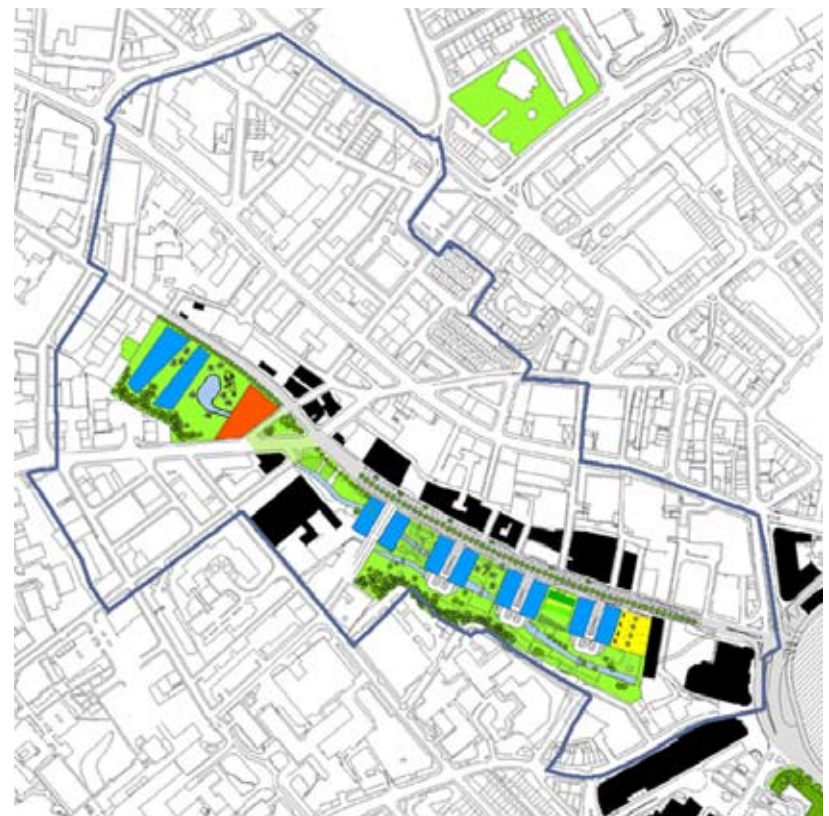
The sides of the valley to the north are characterised by a dramatic townscape of warehouses, narrow streets and courtyards which are part of the Goitside Conservation area.

To the south, the valley sides are generally undeveloped and rise to the education campus that looms over the area. This cuts the education campus off from the *Market*, making the university feels more like a campus university than a city centre institution. This means that the city centre misses out on some the the vitality that the university could bring. This was addressed in the Bradford Centre

Regeneration Masterplan by a new bridge.

The *Valley* is the area where the masterplan is likely to change most. The decision to develop the Odeon site, the completion of student housing blocks on Thornton Road and proposals for Beehive Mill all question the practicality of the park. The NDF is therefore exploring alternative solutions to develop the valley floor. However the following principles are still likely to hold true.

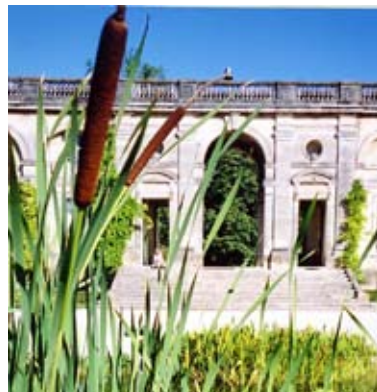
- The Bradford Beck should be deculverted at the Gas works site and run at surface level along the valley.
- The valley bottom open space should run along the steep slopes up to the university and through a series of courts between buildings built along Thornton Road.

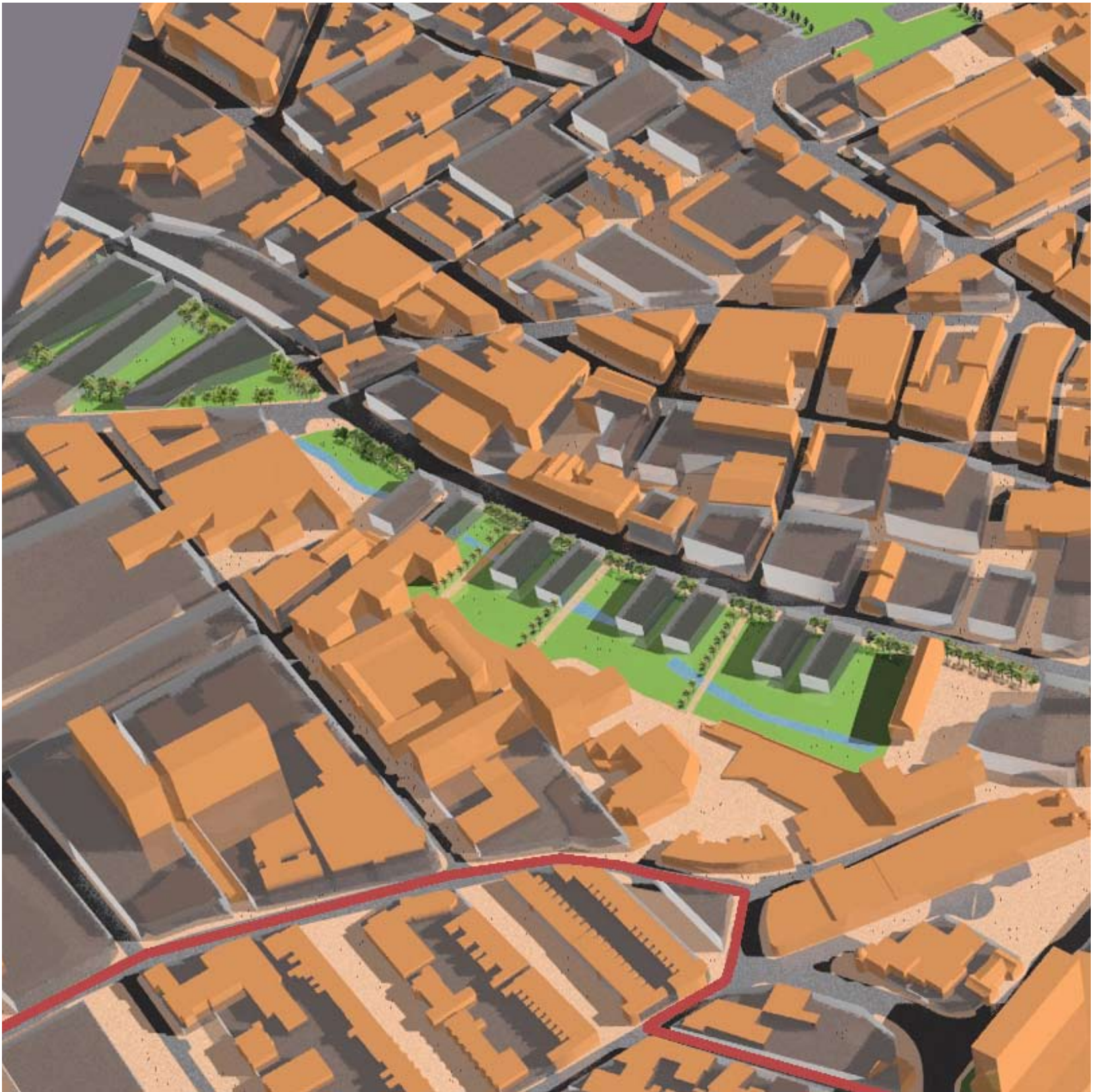


- The Thornton Road will be developed as an important section of the Inner Ring Road but should be made more pedestrian friendly as a tree-lined boulevard. Adjacent buildings should be encouraged to front onto the boulevard.
- In the Goitside area the public realm should emphasise the tight, sloping cobbled streets and

courtyards of the warehouses.

- The public realm of Sunbridge Road should be improved to draw the activity of the town centre into the area.
- A series of links should be created from the education campus to the city centre.





Bradford's urban form, orientated around City Hall in its valley setting, ought to make it easy for newcomers to find their way around. In reality the fragmented character of the city centre, the lack of views between parts of the city centre and the disruptive effect of the ring roads makes it difficult to find your way around as a newcomer to the city centre.

The public realm proposals set out in the previous sections will make the city centre better connected both visually and physically so making it more 'legible' (easy to understand and find your way around). This will be helped by the development of a series of landmark or 'Star' buildings as described on pages 32 and 33.

The design of this new public realm must create a sense of coherence and unity across the city

centre to overcome its fragmented character. This should be achieved in two ways:

- A continuous network of public spaces through the valley bottom to create the feel of a parkland landscape
- The use of a limited but distinctive palette of materials, furniture and tree planting in the urban framework.

The public realm framework must also acknowledge and be responsive to the variations in character in each of the city centre neighbourhoods. The design of the public realm must be appropriate for the conservation areas with their strong Victorian heritage as well as the emerging contemporary character of the Channel, Bowl and

Valley and yet maintain a consistency of approach. This should be achieved by :

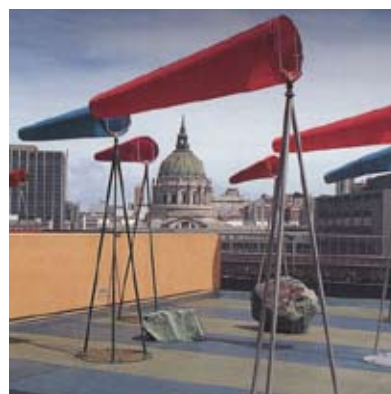
- A consistent approach to the design of the street hierarchy described on pages 36 and 37.
- A consistent approach to open spaces including active public squares, courtyards and parks. These should have common characteristics and features be they, for example in Goitside or the *Channel* urban village.
- An over arching strategy for the commissioning of public art throughout the city centre. This should be curated to create distinctive works but which work harmoniously across the city centre.

- Coordinated signage and 'here-you-are' maps across the city centre with a common colour scheme, materials and graphic identity such as those developed in the 'Legible Bristol' project.

- Cross-city trails and routes, with appropriate markers, can create better connections between parts of a city, improving a sense of identity.

These proposals should create a public realm that is unique to Bradford. That uses quality materials in a simple, uncluttered, contemporary manner that is appropriate to new areas and historic neighbourhoods. The details of this approach will be developed as a city centre public realm handbook.





Legibility and identity

A key part of the Bradford Centre Regeneration masterplan is the creation of a significant space; the *Bowl* in the heart of the city. There is a further proposal for a *Garden of Tranquility* to the north of the *Market*. These spaces are very different to public squares. Where as squares should concentrate activity and be lively animated places, successful parks should satisfy a desire to find peace and tranquillity within the city. This needs to be balanced with a need to accommodate sometimes large numbers of people and to maintain a connection with the surrounding city.

The park and open spaces should be clearly positioned within the spatial hierarchy of spaces described in the last section. The park perimeter should be clearly defined by a wall of buildings to enclose the space and to differentiate the park it from surrounding streets.

The park should ideally be made up of a sequence of spaces, each leading to the next. Successful park design depends upon achieving this

sequence of spaces while maintaining views across the park and to the surrounding area to avoid the feeling of isolation and danger. Distant features beyond the park can be used to provide orientation and identity while local features such as shelters, play areas and artwork provide local features and views. This structure should be reinforced by the careful planting of tree lines to create a edge to the park, frame views and mark routes. The design of parks should be based on a series of scales based on types of human interaction:

- Primary spaces should be no more than 100m wide (the distance at which recognition of individuals is possible), although they can be considerably longer. They should offer a variety of potential uses by avoiding a fixed configuration where possible.
- Communal public spaces should be approximately 35m in extent (the distance a performer can

interact with a crowd), and should be linked to and overlooked by adjacent buildings.

- Intimate spaces for small groups and individuals should range from 8 - 6m but must be visually connected to the larger primary spaces, or the park perimeter.

The active use of the park spaces should be encouraged by defining areas for active uses such as cafes and performance. Routes through the park should offer choice. Primary footpath routes should connect the urban areas surrounding the park, making the park a convenient and busy short cut. These routes should be well-lit, and avoid dark corners. Secondary routes may meander through the open spaces, but should always connect directly either with the primary routes or the park perimeter.

The edge of the park should be bounded by streets and perimeter buildings should be orientated to overlook the park to maximise passive

surveillance. Intimate garden spaces should be located at the perimeter so that they are overlooked.

Park users should be encouraged to extend their use of the park through the provision of sheltered sitting spaces which must be visually connected to the primary park spaces.

As many existing trees as possible should be retained and incorporated into the park and open space network. Sustainable Urban Drainage (SUDS) principles should be applied to the treatment of open areas. Paving, trees and furniture should be considered in relation to robust management processes, and lengthy lifespans.

Park implementation should be phased to achieve early establishment of a robust spatial framework, incorporating primary routes, park infrastructure, sports areas and perimeter definition, followed in later stages by more ephemeral garden, playspaces, artworks and structures.



The definition of zones of *Repair* and *Reinvention* in the city centre See pages 32 and 33 should underpin the principles for the selection of materials for paving, street furniture and soft landscape areas.

The careful application of a palette of materials within the public realm can reinforce a sense of continuity and coherence within the city centre as a whole. At the same time it should allow local distinctiveness and identity to emerge to make places of special character. The yorkstone which is characteristic of much of the zone of *Repair* in Bradford provides a consistent and unifying backdrop to much of the public realm, but is capable, though various bonding, laying, texture and surface finishes, of expressing both civic grandeur and courtyard intimacy. It is expected that the use

of these versatile and characteristic materials, including stone, steel, glass and slate, will continue to strengthen the identity of areas within the Zones of Repair.

In the zones of *Reinvention*, this basic palette of materials should inform the primary public realm framework, where the roads and surfaces which cross the new spaces envisaged in the masterplan form a connecting network. Within this matrix, the introduction of new public realm types into the city centre, such as boulevard, forest, lake and park, will transform perceptions of the city centre. These spaces are new, and it is therefore appropriate to consider a more informal, broader range of contemporary materials, as indicated in the masterplan visualisations.

Paving Materials

The selection of paving materials should consider:

- Ways to maximise sustainability, for example through the use of materials from sustainable and recycled sources, which minimise energy use, as well as porous paving and Sustainable Urban Drainage Systems (SUDS)
- Materials with a long working life, such as natural stone.
- Materials which can be easily replaced, such as locally sourced or quarried materials, or are available ex-stock.
- Materials which can be formed to

perform well over a long period, including skid, graffiti and chemical resistance, and in a variety of loading situations.

- Materials which are easy to maintain and manage by a variety of agencies, including local highways and private management companies.

Street Furniture and Public Art

Street furniture and Public Art will make a fundamental contribution to the creation of the interactive public realm envisaged in the masterplan. By providing comfortable places for standing and sitting, people are encouraged to linger, watching and chatting and engaging in social interaction. Consideration should be given





Public realm design: Materials

to the careful placement of benches and seats in sheltered, sunny places, but which are closely connected to passing activity. Furniture which is fixed, robust and longlasting is normal, but consideration should be given to removable elements which allow flexible use of streets for events such as the Mela. Street furniture comprising lighting, street furniture and signage should be carefully coordinated to avoid unnecessary cluttering of the public realm, and in relation to movement of vehicles, cyclists and differently-abled pedestrians.

Lighting

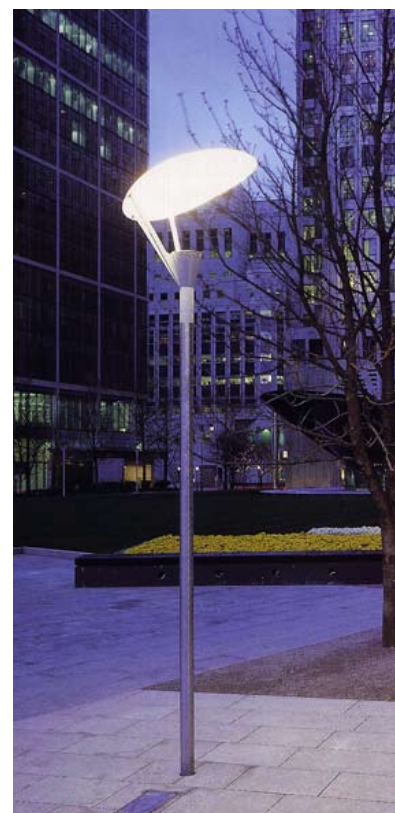
Lighting supports street activity into evening time, and extends external activity beyond the summer months into spring, autumn and even winter. Contemporary lighting fittings and columns are available which are sympathetic to a range of different urban conditions.

- Lighting fittings should be chosen which are robust and conform to Bradford City Council's "General specification for lighting on Adoptable Highways, Footways and Footpaths" and BS 5489 PART 3
- Lighting fittings should provide

a safe and pleasant night-time environment without polluting the night sky. Feature lighting should highlight buildings, frontages, structures and public realm elements.

Street trees

Street trees are known to make an important contribution to the creation of comfortable places within the public realm. The characteristic shape and form of tree species already support the identity of districts and quarters within the city, and this should be enhanced, particularly in the Zones of Repair, extending into the Markets area. In broader public realm areas of the Zones of Reinvention, and in particular the spaces envisaged in the Masterplan along the Valley, the Bowl and the Channel, trees should be chosen for their contribution to the urban framework. Here, consistent tree forms which signify boulevards and avenues can be contrasted with more open sculptural forms associated with watercourses, forests and ornamental gardens.





Active Frontage: This refers to ground floors with windows and doors onto the street which create interest and activity. This normally means shopfronts but can include atriums and foyers.

Atrium: A circulation space, normally in the centre of an office building. This is often a high space with a glass roof that is the reception space for the building and the vertical circulation

Building line: The primary front face of buildings along a street. Where all of the buildings share a common building line (which can be curved) there is continuous enclosure along the street.

City Centre Masterplan: The masterplan undertaken for the Bradford Regeneration Company by Alsop Architects published in 2003

Density: A measure of the amount of housing in a particular area (acre or a hectare). The simplest measure of density is the number of residential units per hectare which ranges for 30u/ha in a suburban area to 200u/ha or more in a city centre. Density can also be measured using habitable

rooms or bed spaces which takes account of the type of units.

Double loaded apartments: This refers to apartments arranged off either side of a central corridor. It means that each flat only has windows on one side.

Elevation: The front, back or side face of a building.

Enclosure ratio: A measure of the shape of a street expressed as a ratio in which the first number relates to the height of the buildings and the second to the width of the street. A street with an enclosure ratio of 1:2 is therefore twice as wide as the height of the buildings.

Eyes of the street: Refers to views out of building that provide surveillance of public areas.

Façade: The front wall of a building.

Frontage: Similar to facade - the front face of a building where it has its main door windows.

Grain: The complexity and coarseness of an urban area. Fine grained



areas have a large number of different buildings and closely spaces streets. Course grained areas have large blocks and building and little architectural variety

High Street: Traditionally a high street is a road through the heart of an urban area that carries all of the through traffic and is also where the greatest number and most important shops are sited together with civic functions. These streets would once have been the 'shopfront' of the town or city. Now bypasses often mean that they no longer carry traffic but they do still tend to be the focus for the shopping area.

Identity: The memorability or sense of place on an urban area. An area with identity is recognisable and has a distinctive character created by the size, shape or design of the buildings.

Massing: The size and height of a building.

Neighbourhood Development Framework (NDF): The studies commissioned by Bradford Council and Bradford Centre Regeneration to develop strategies for each part of the



City Centre Masterplan.

Perimeter Block: See urban block

Permeability: The ease with which people can move around an urban area. A permeable neighbourhood has plenty of streets and it is possible to move through the area by a variety of routes.

Plot Ratio: A measure of density for non-residential used. This is expressed as a ratio in which the first number relates to the floor area of the building and the second to the area of the site. A 2:1 ratio therefore denotes a building that has two times the floor area of the site. This could be a two storey building covering the entire site or a four storey building covering half of the site.

Privacy Distance: The distance between the habitable windows of a dwelling necessary to ensure privacy. This is normally 20-23m but can be reduced to 15m in city centres. Where a dwelling has a front on a back the privacy distance relates to the back. On double-loaded flats (see above) it relates to the front.



Public Realm: The public spaces of an urban area. This includes streets, squares and parks where people are free to walk. It does not include private gardens or courtyards or shopping malls.

Siting: The positioning of a building on the ground.

Star Building: This relates to a building that is special by virtue of its role. Traditionally this would include churches, town halls and other public institutions. These buildings should be commissioned by public competition but are not subject to the same rules as other buildings.

Street Hierarchy: The relative importance of different streets. This traditionally includes high streets that carry most through traffic and have the greatest number of shops, secondary streets that take traffic into each neighbourhood and have fewer shops and local streets that give access to each of the buildings. Today high streets are often pedestrianised and through traffic is carried on a new level of the hierarchy - the boulevard.

Supporting cast building: This relates to the majority of buildings in an urban area - all of the housing, shops and offices. These create the urban form of an urban area and should be subject to urban design rules.

Tall buildings: The definition of a tall building depends on context. However in Bradford tall buildings are defined as anything over 8 storeys.

Urban Block: This is an area bounded by streets and occupied by buildings. Sometimes called a perimeter block, the buildings face outwards onto the streets often with a private courtyard in the centre. For housing development this courtyard is often used by residents (sometimes for gardens) for shops it is where servicing takes place and of offices it is often an atrium.

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