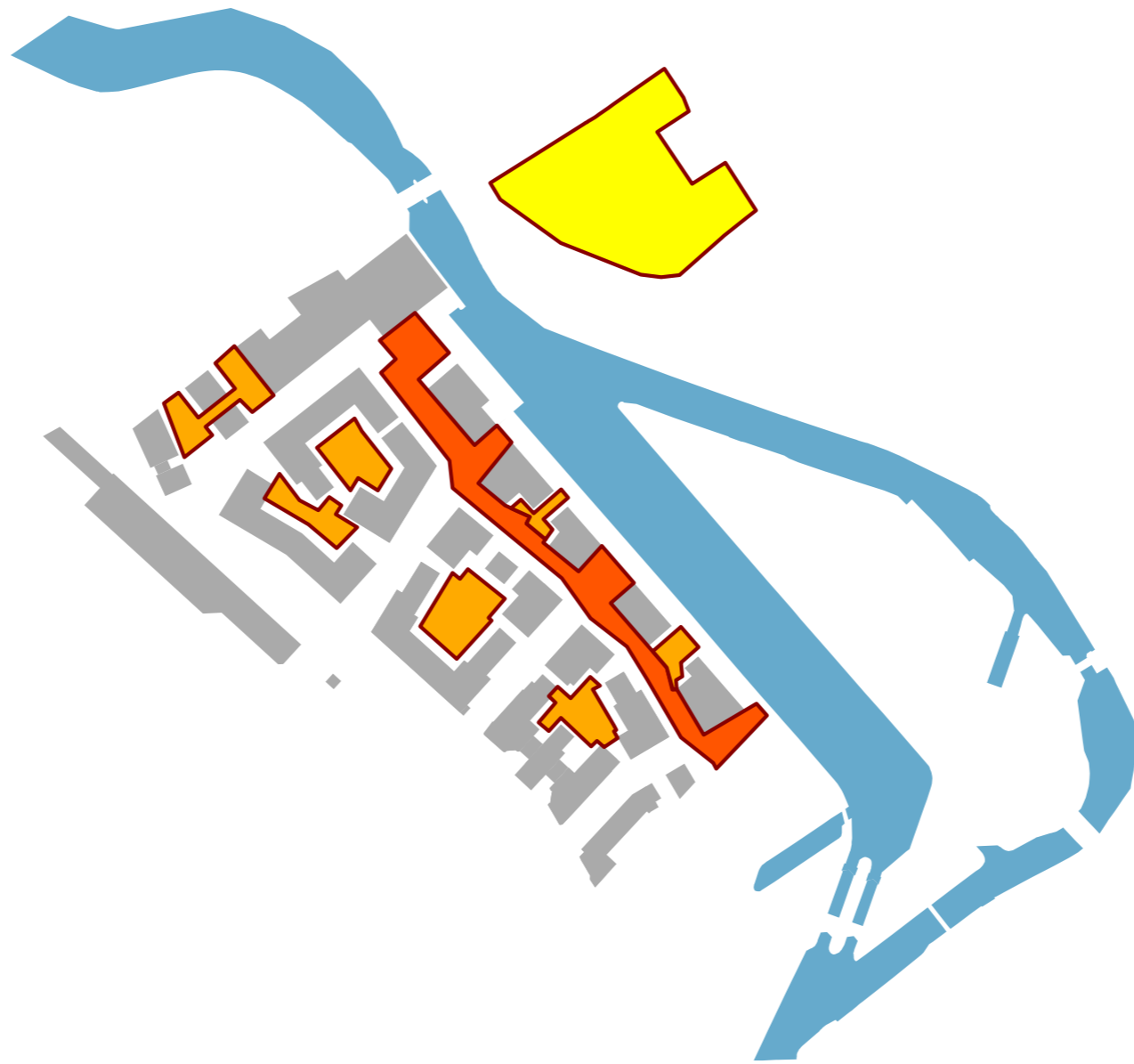


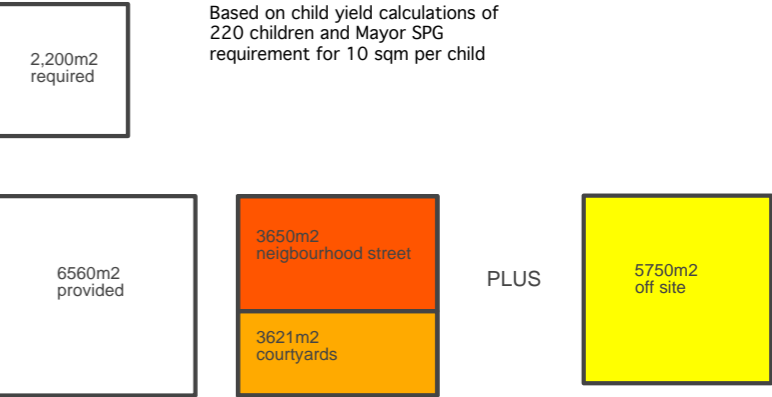


Examples of play facilities



Public and Communal Playable Space Quantums

- Play in Communal Courtyards
- Play in Neighbourhood Streets and Watergates
- Improvements to off site recreational ground



A. Play in Communal Courtyards

This would be aimed at meeting the needs of the 0-4 age group, through the creation of doorstep playable spaces. These would incorporate engaging play features for the under 5s to play unsupervised. The photographs illustrate examples of the features and activities that are envisaged.

B. Play in Neighbourhood Streets

These pedestrian dominated spaces will provide play opportunities aimed at the play provision 5-11 year olds. Areas beside lightly trafficked streets are traditionally used for play by this age group. The proposal enhances this by creating a safe environment with 'safe refuges' from vehicle movement and by introducing playable features into the streetscape. These will include purpose designed play equipment but other features (such as walls, seating,

other furniture and surfacing) can be designed to be fun, interesting and robust. The Watergates will be particularly good environments for play, given the water features, terraces, ramps, greenery and other unique features. Examples of the range of features and activities that are envisaged are illustrated in the photographs.

C. Improvements to Robin Grove Recreation Ground

This existing area is included within the redline boundary, over the canal to the northeast. It will become readily accessible when the proposed footbridge is completed. ISIS will make a contribution to enhance the quality and quantity of provision in that location. The design for these improvements will be determined through a process of consultation with local residents and with LBH.

It should be noted that whilst the playable areas on shared streets and Watergates add hugely to the play facilities provided by the development, these areas are not counted towards meeting the SPG requirement for 10m2 per child. These requirements are exceeded without including playable areas in shared streets and Watergates.

In addition to the land based recreation, supervised water based activities are available at the canoe club and future riverside enhancements would allow other interaction.

5.1.13 Furniture

The overall approach for provision of public realm furniture is to minimise the need for it by the design of other elements and to provide robust and well designed furniture where it is required. For example, whilst conventional seating is certainly required, much additional seating can be provided in the form of walls, steps and terraces. This will leave more DDA compliant seating available for those who need it. Bollards tend to become a maintenance liability and should be avoided wherever possible by the careful use of other features, such as walls, steps, ramps, seating tree pits etc. However, bollards will be desirable in some locations, chiefly to protect trees from damage where in vulnerable locations. The location of seating should be carefully considered in relation to microclimate and views.

It is important that the streetscape remains free of visual clutter. The design of all furnishings should be coordinated in appearance and layout. Signage should only be used where necessary and numbers of columns should be minimised by sharing and wall mounting.

All public realm furniture should be accessible and safe for all users. Seating should meet DDA standards. The dimensions, appearance and location of all free standing items should be sufficiently hi-visibility / contrasting so as not to present an hazard to visually impaired people.

The detailed design of street furniture should make use of sustainable materials as much as possible.

5.1.14 Lighting

A well designed lighting scheme is essential to ensure that the neighbourhood is safe and enjoyable during the hours of darkness, and to help define a positive identity. Street lighting will be to adoptable standards and will be mounted on buildings where appropriate and otherwise mounted on columns at the backs of footways. Building mounted lighting reduces visual clutter and avoids vehicle damage, but does require coordination with the architecture and building management.

There are many opportunities for ‘architectural’ lighting to public realm elements, structures and buildings. The water features will respond well to skilled lighting. Ground mounted tree uplighters and ‘pea’ lights within tree canopies are dramatic at all times of the year. Downlighters built into walls, steps and terraces provide visual drama but also promote safety and ease of navigation. Flush ground mounted lights can be very effective in enhancing and defining public spaces. Night streetscapes can be transformed by the skilled use of coloured light.

Whilst an even distribution of light is important for safety, particularly with regard to vehicle movement, the design should seek opportunities to create contrast in light levels and colour in order to characterise the various different spatial types. Highlighted areas might include steps, ramps and entrance ways. Lower and different colour street lighting levels might be preferred where the ‘architectural’ lighting is required to contrast.

All lighting should be designed to avoid light overspill (typically into nearby bedrooms), avoid light pollution and to be low energy use. Perhaps most importantly, all elements of the public lighting must be readily maintainable.



Semi-private courtyards in Hammarby, Stockholm



5.2.15 Private and Communal Space

The quality of private and communal amenity space is critical within a high density development. Doorstep environments will always be a first stop to catch a much needed break outdoors. Defensible space immediately outside a dwelling can make a difference inside. Communal podium courtyards provide a range of microclimates, from shady corners to sunny exposed decks and allow a range of informal play and integrated doorstep play facilities for the whole neighbourhood. All residents can also enjoy private open space on balconies or roof gardens. The design intention is for these areas to all be unique, to occupy a distinct location in the streetscape and to be enhanced by the detailed design, particularly planting.

5.2.16 Maintenance and Management

It is assumed that the streets with the exception of Commerce Road will not be adopted by the Highway Authority and so, like all of the other external spaces, will be managed and maintained by a dedicated company. The public realm proposals have been designed bearing in mind the following key management and maintenance considerations.

- Traffic management
- Cleansing, litter collection etc
- Play facilities
- Maintenance of all green elements
- Interface with dwellings
- Service providers
- Public behaviour

In due course, a robust management strategy for all aspects the development will emerge. For the public realm elements, a regime of regular inspection and reporting will be essential.

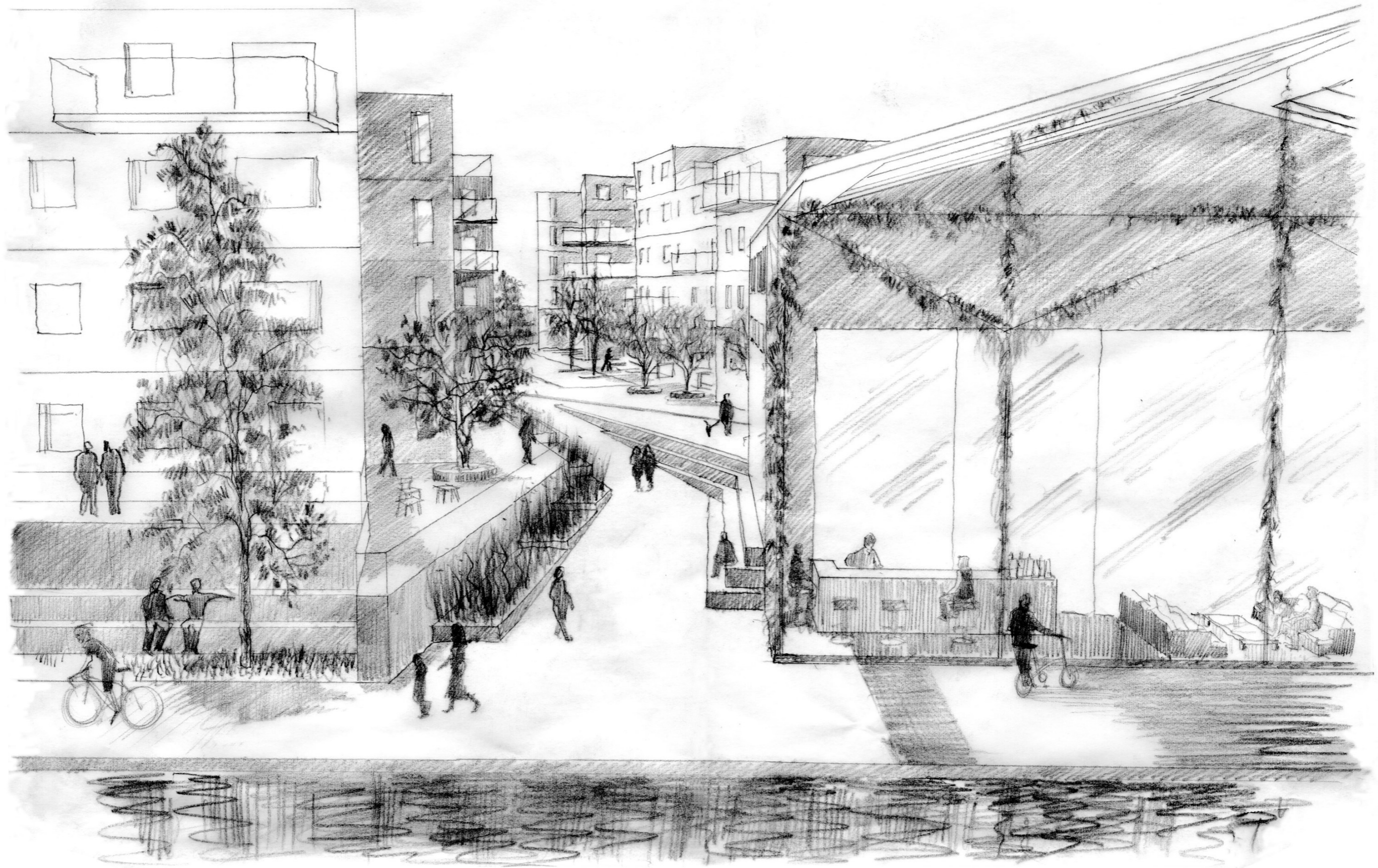
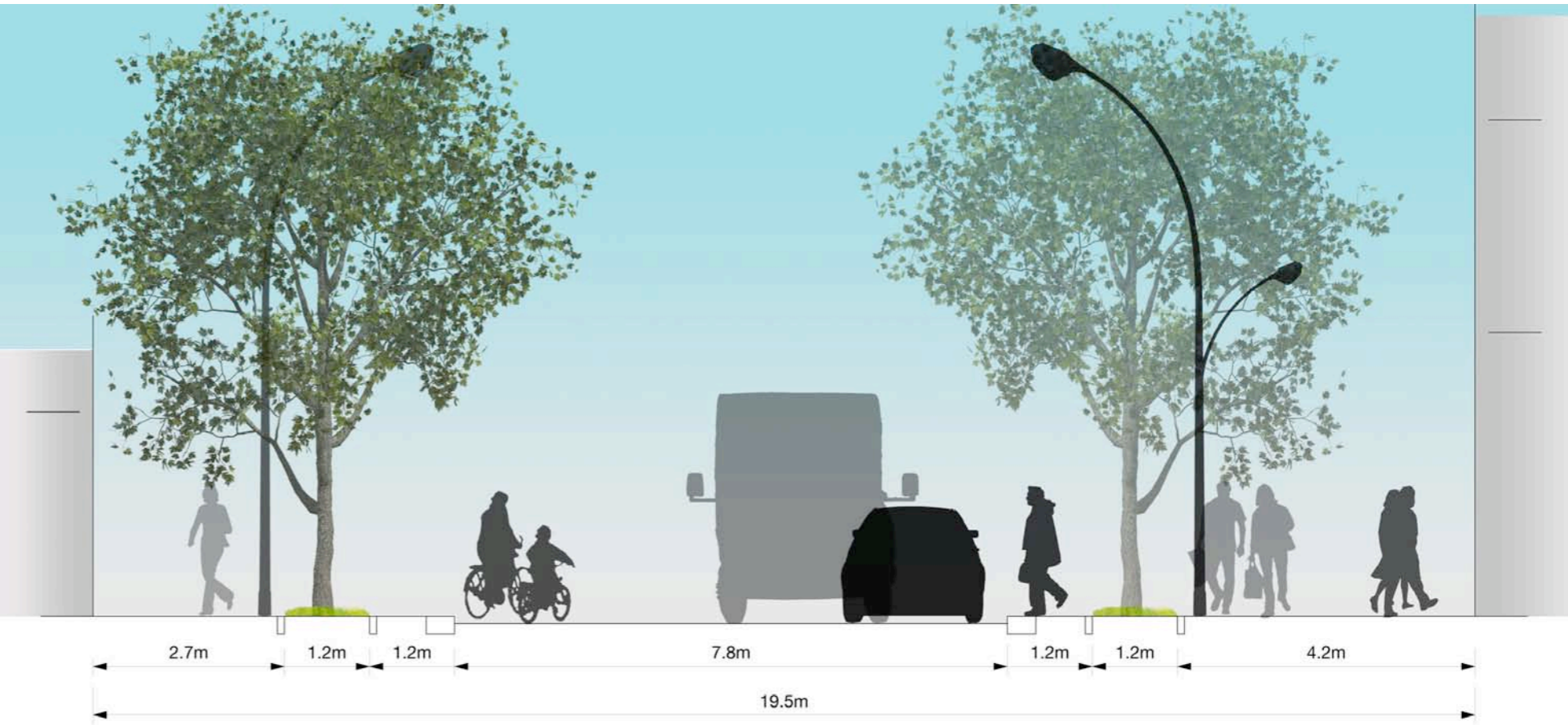


Illustration of watergates

5.3 Open Space Proposals

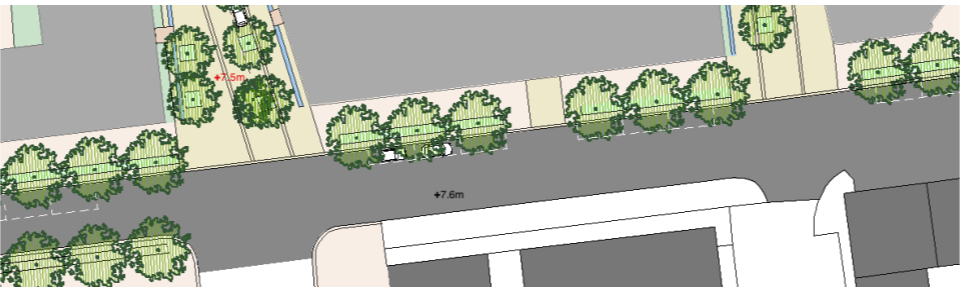
In which we describe the design of streets and spaces that have been incorporated into the masterplan to create a variety of experiences



5.2.1 Main Street

Functions of Main Street:

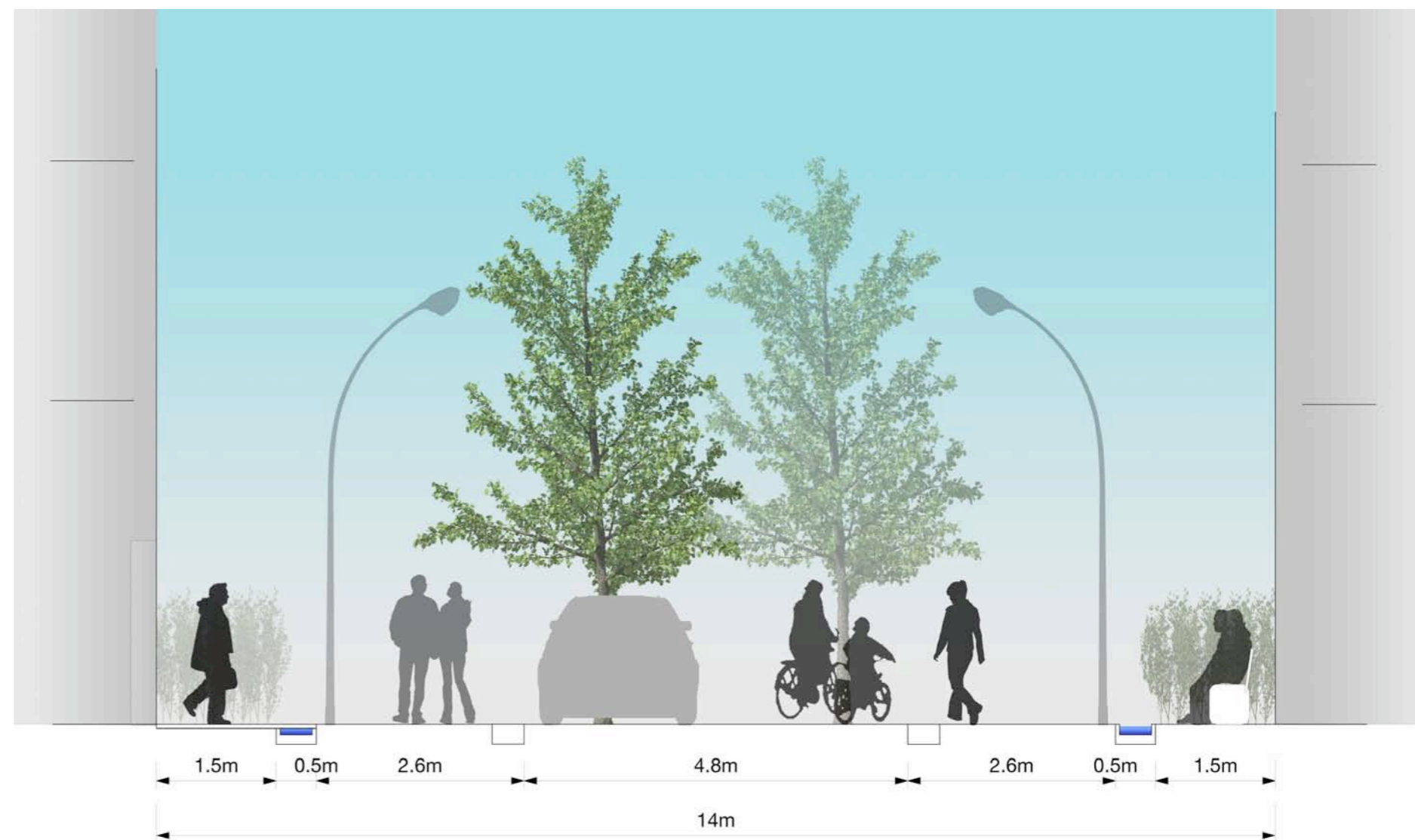
- unrestricted vehicular movement
- bus route with stops
- pedestrian and bicycle movement
- active commercial frontage
- pedestrian priority at access to side streets and podium parking
- parking



Main Street Design Issues	
design speed:	20mph
carriageway:	asphalt, 7.8m wide
footway:	min 4m wide towards new development, min 2.5m towards existing side
kerb upstand:	nom 75mm
crossover to development:	chamfered kerb
corner radii:	tight
parking:	on street to narrow carriageway
cycles:	on street
planting:	deciduous trees in footway
drainage:	traditional, in gullies
furniture:	in footway (bus stop, litter bins, etc)
lighting:	column mounted luminaire
utilities:	located in footway or roadway



Examples of the Main Street

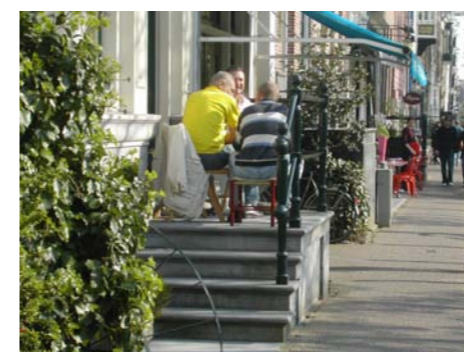


5.2.2 Side Streets

Functions of Side Streets:

- residential street
- shared street
- infrequent, slow vehicular movement
- visitor car parking
- rain water collection at grade
- private defensible space
- access to podium courtyards
- play (riding bike, hopscotch etc) on street possible
- vehicle loading and unloading

Example of side streets



Side Street Design Issues	
design speed:	10mph
carriageway:	shared surface, 4.8m
footway:	2.6m
kerb upstand:	flush
parking:	on street to narrow carriageway
cycles:	on street
planting:	deciduous trees between linear parking
drainage:	open channel towards defensible space
furniture:	n/a
lighting:	column mounted luminaire to back of footway or building mounted lighting defensible
defensible space:	1.5m
utilities:	located in footway or roadway



5.2.3 Neighbourhood Street

Functions of Neighbourhood Street:

- residential street with informal play and recreation
- shared surface
- infrequent, slow vehicular movement
- possible to stop vehicle to load and unload
- play elements
- seating
- access to podium courtyards



Examples of neighbourhood streets



Neighbourhood Street Design Issues	
design speed:	10mph
carriageway:	shared, min 4.8m wide space
footway:	shared
kerb upstand:	flush channel in the middle of the road
parking:	no parking, stopping possible
cycles:	on street
planting:	deciduous trees, predominantly along east side of street
drainage:	channel and gullies in the middle of the street
furniture:	along elevated courtyards, along east side of street
play:	integrated into street design, along east side of street
lighting:	column mounted luminaire, along east side of street
defensible space:	1.2m
utilities:	located in shared roadway

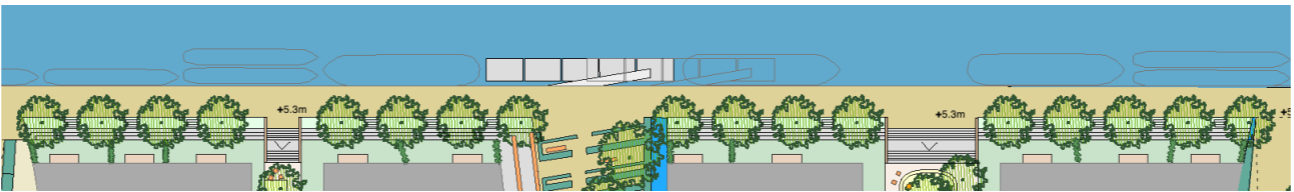
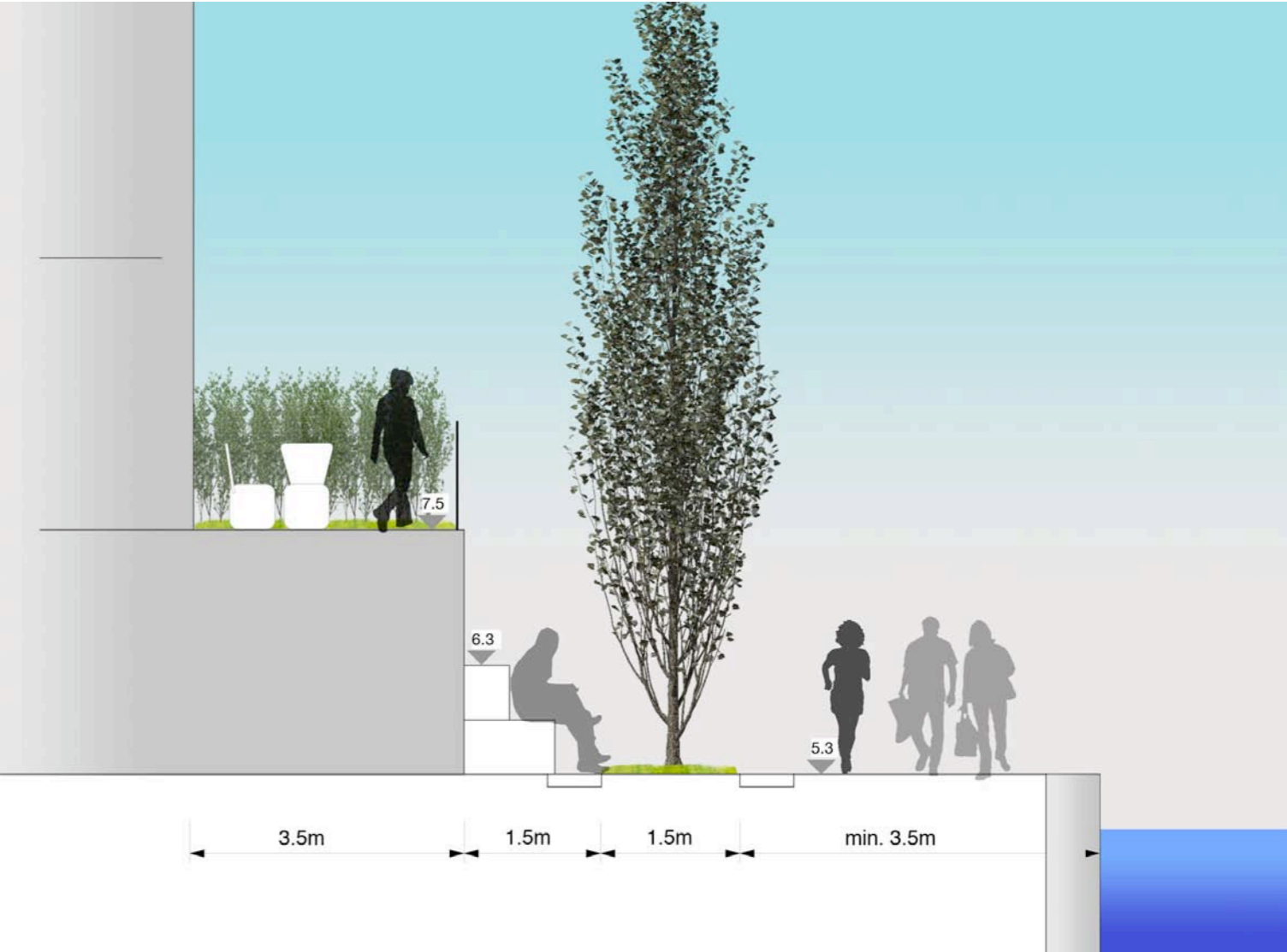


5.2.4 Tow Path

Functions of Tow Path:

- active waterway
- mooring
- north south connection for pedestrians, cyclists and canal boats
- resting
- possible habitat in podium wall

Examples of Tow paths



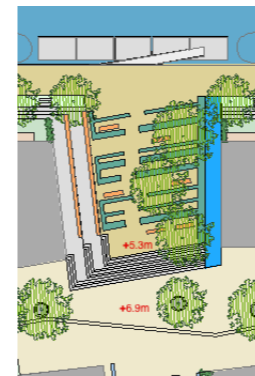
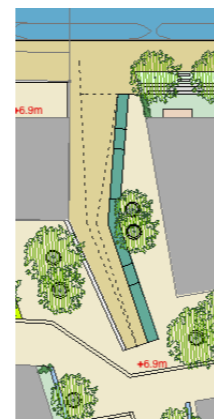
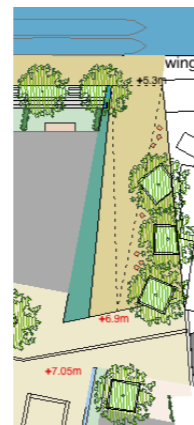
Tow Path Design Issues	
towing path:	min 3.5m wide
terraces:	seating terraces, 500mm deep, 500mm high
cycles:	allowed
planting:	deciduous trees in front of terraces on towpath level
terraces:	3m
mooring:	bollards



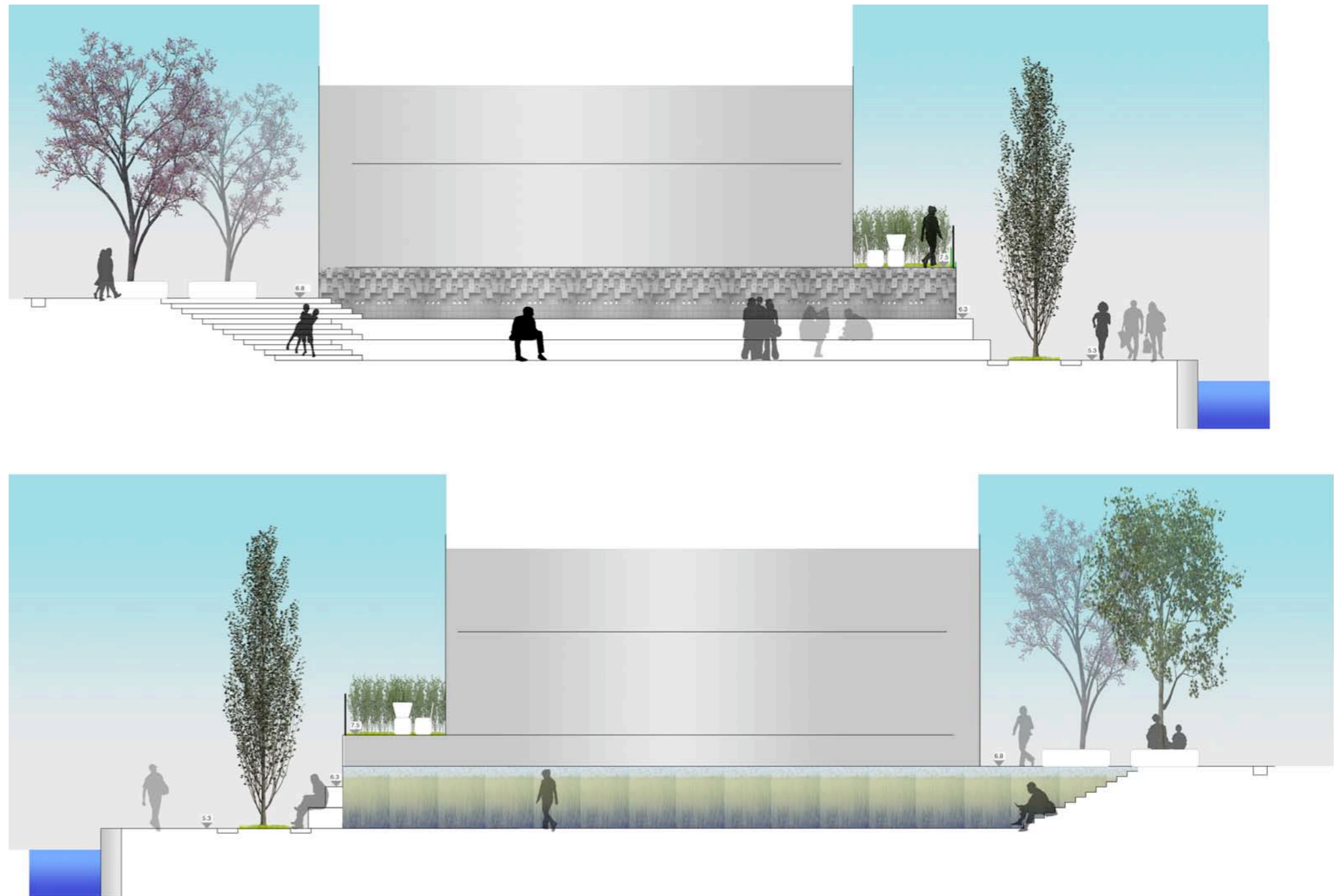
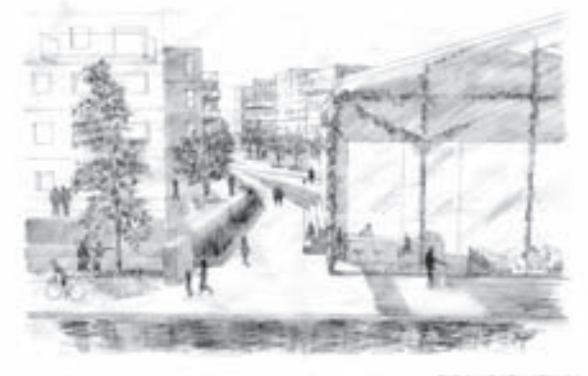
5.2.5 Watergates

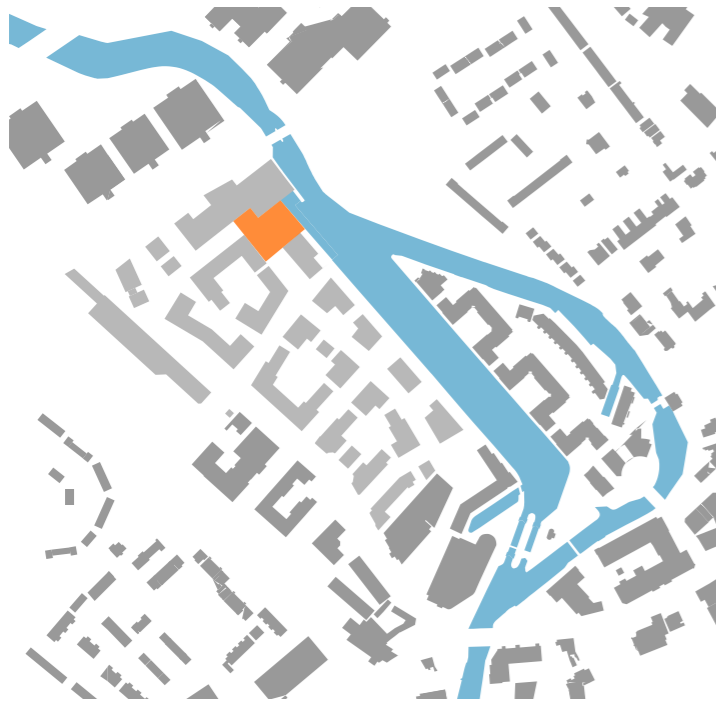
Functions of Watergates

- an event along the tow path
- connecting the canal with the neighbourhood and Commerce Road
- changing level with steps, ramp or terraces
- terraces and steps are part of the new flood wall
- water basins collect and attenuate rain water
- collecting rain water from site and neighbourhood streets
- different water elements: cascade, waterfall, spout
- basins to include planting (reed etc)
- terraces and steps providing south facing resting places



Examples of the watergates





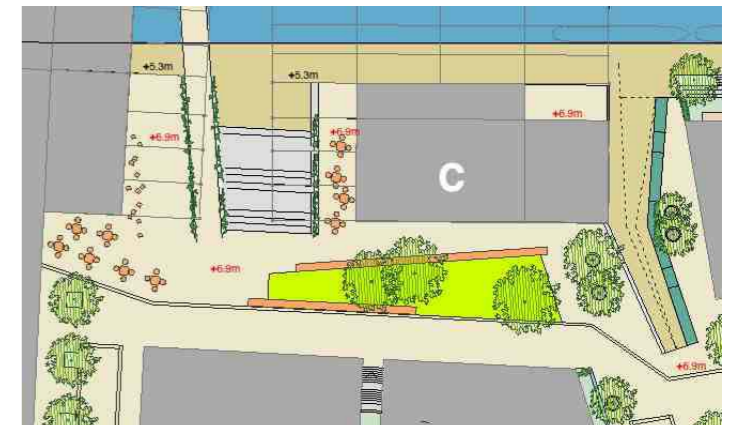
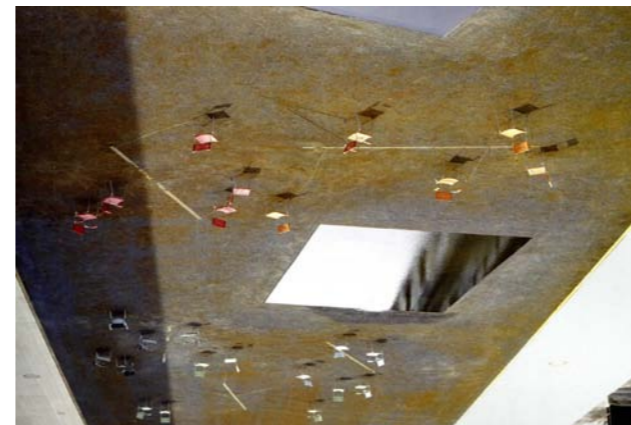
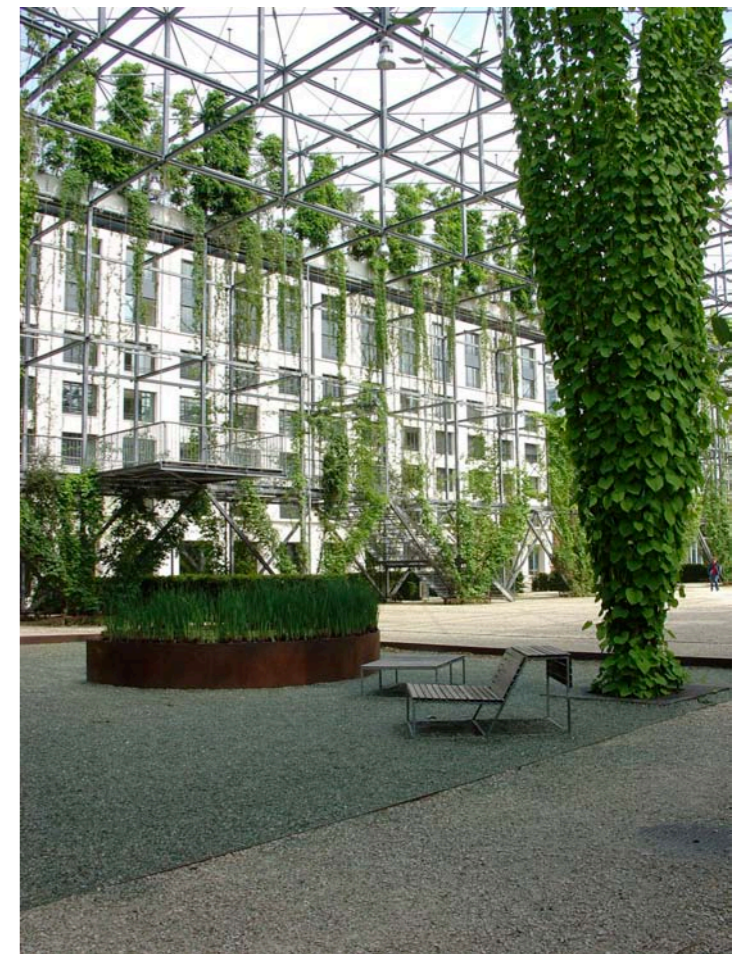
5.2.6 Canal Square

Functions of Canal Square

- commercial hub
- active frontage
- infrequent, slow moving traffic
- loading / unloading possible
- bridge landing
- steps towards tow path
- lawn, possible swale
- cafés, restaurants
- many seating possibilities



Examples of the Canal Square





5.2.7 Communal Courtyards

Functions of Communal Courtyards

- private and communal spaces
- green courtyard
- doorstep playable space in all courtyards
- marking the access from and to site and neighbourhood streets
- attenuating water in cellular roof top drainage system
- at least one at grade footpath to all courtyards
- several semi-private lifts to access all courtyards



Examples of trh communal courtyards



This report has been produced by URBED on behalf of ISIS Waterside Regeneration and the design team.

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