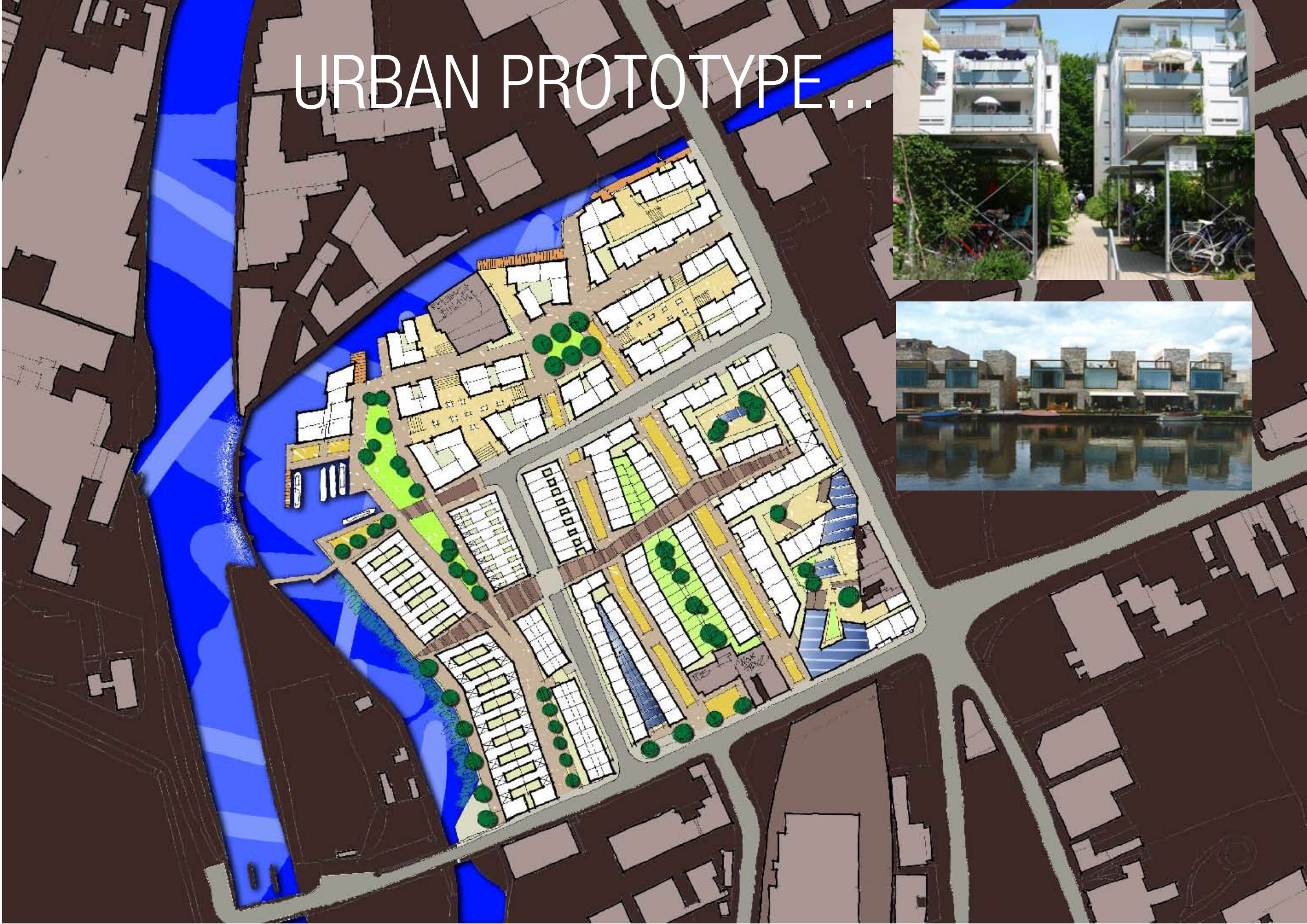


# URBAN PROTOTYPE...





# GROUND FLOOR USES

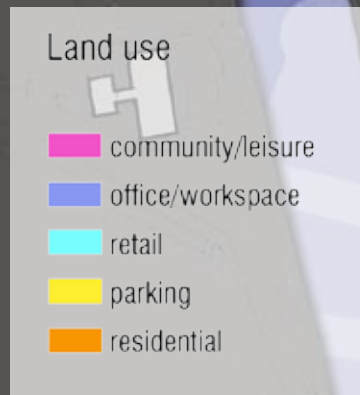
## Land use

- community/leisure
- office/workspace
- retail
- parking
- residential



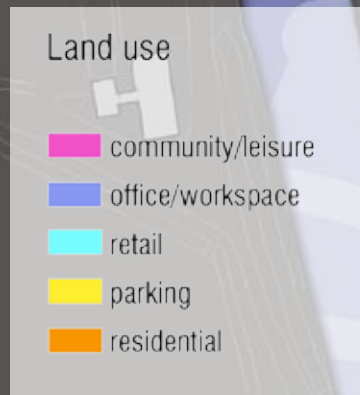


# UPPER FLOOR USES





# LOWER GROUND





# BUILDING HEIGHTS



## Heights

- 1 storey
- 2 storeys
- 3 storeys
- 4 storeys
- 5 storeys



# PUBLIC REALM



## Street hierarchy

- primary vehicle circulation routes (40mph)
- secondary vehicle circulation routes (20mph)
- home zones (10mph)
- open and green space with cycle access at street level
- communal space with regulated access
- private space, internal to buildings



# PUBLIC REALM - ANIMATORS

## Animators of public realm

- retailing
- living rooms
- play spaces
- flexible space





# 'THIRD' PLACES



## Third places





- living rooms
- community
- functional
- formal



# VIRTUAL SPACES



## Virtual spaces

-  fibre optic network
-  Wi-Fi hotspots
-  network gateway
-  Communities of Interest





# ENERGY NETWORK OPTION 1

## Energy option I 'waterside'

- heating network
- energy centre option
- solar building
- heat sink
- water intake





# ENERGY NETWORK OPTION 2

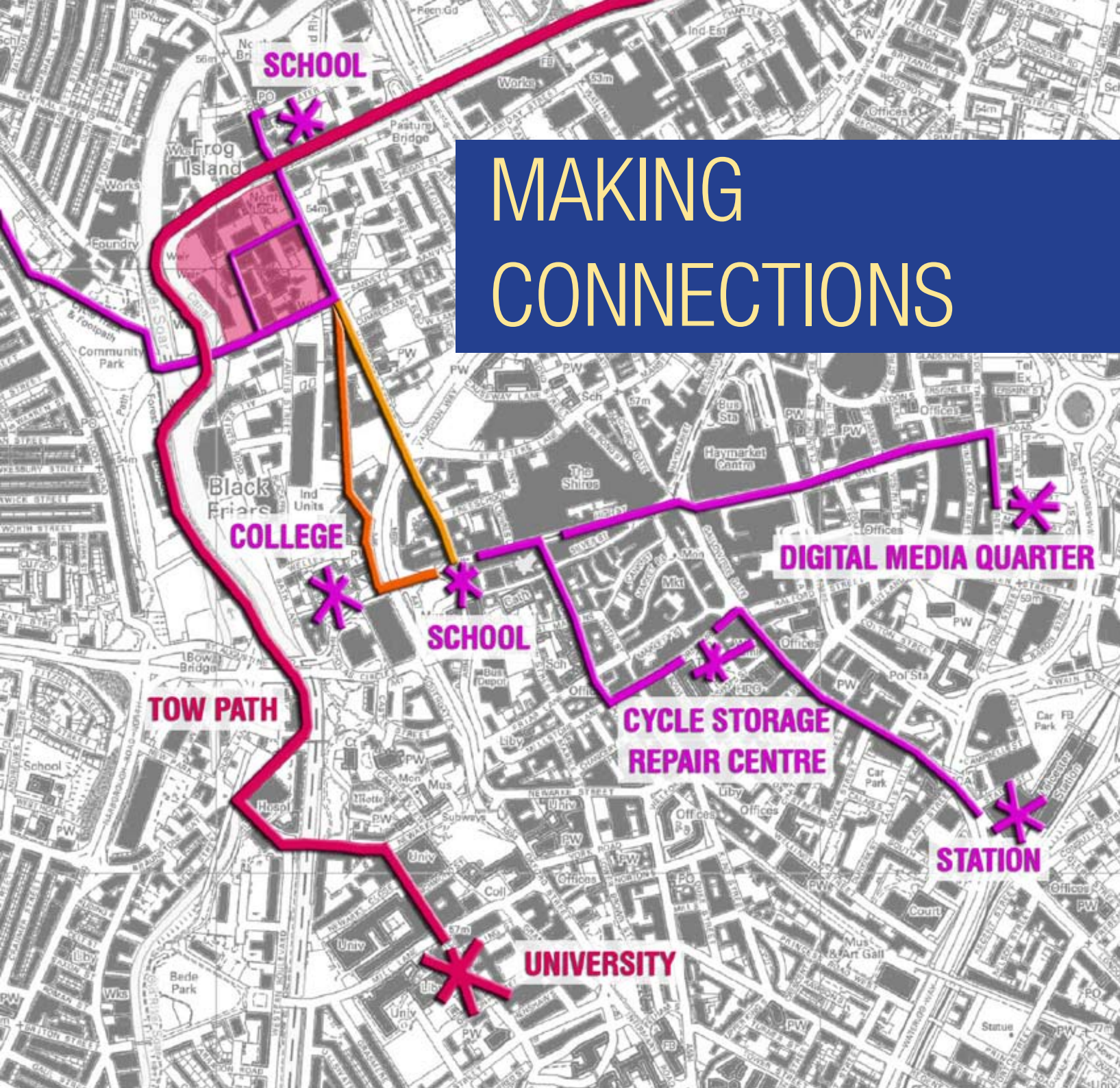
Energy option II  
'LRC area-wide'

- primary heat main
- secondary heat main
- CHP / boilers
- fuel storage
- fuel deliveries





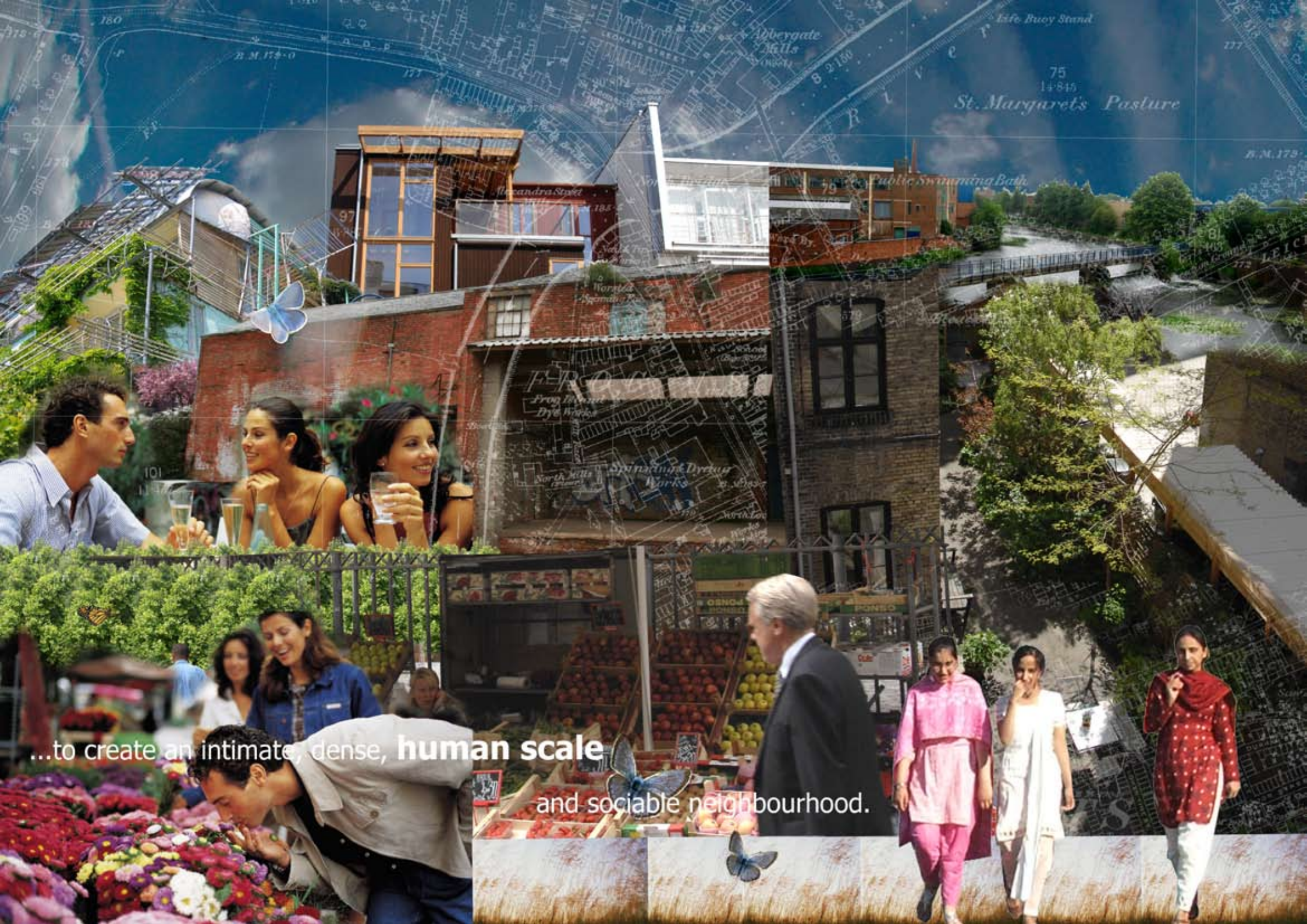
# MAKING CONNECTIONS



Making connections  
pedestrian & cycle routes

- leisure routes
- street routes
- option I city centre link
- option II city centre link





...to create an intimate, dense, **human scale**  
and sociable neighbourhood.