Building Beautiful Training Session Aim of the workshop

- To explain some of the key ideas that create successful developments.
- To suggest how to make informed decisions about the quality of proposed plans.



Building Beautiful Training Session Planning & Design Basics

- Design is the process of working out the shape and form of a development.
- Planning is an appraisal and procedure that can affect design in two key ways:
- Land use: the arrangement of uses and the relationships between them.
- Physical form: the layout, height, massing and appearance of a development.



Building Beautiful Training Session Planning & Design Basics

- The NPPF expects well designed land uses and physical forms.
   But this needs local initiative.
- You can understand LPA design policies, get to know what is needed locally, and participate in the planning process.
- The key is to consider what can you affect in planning. The points covered today are all legitimate planning concerns. Focusing on these will give a chance of influencing new development.



## Building Beautiful Training Session Using the language

- We work by looking at successful places and buildings that people have enjoyed for centuries.
- We then try and find the reasons why they remain popular and think how they could be improved for contemporary needs.
- Language and several principles help to articulate these qualities.



### Building Beautiful Training Session Language: Public Realm

- □ **Public Realm** is the physical space where public life takes place.
- □ It needs a clear distinction between public and private.
- □ You cannot have one without the other and they need to be as close as possible for an active community to thrive.
- Lacking a boundary dilutes this relationship.
  Space does not become public merely by ceasing to be private.
- □ **Encourages**: individual character and a sense of belonging to a place
- Discourages: soulless, anonymous development



## Building Beautiful Training Session Language: Permeability & Hierarchy

- □ **Permeability**: how well a place is connected with small, medium and big routes.
- □ **Encourages**: ease of access and a greater spread of traffic movement
- □ **Discourages**: inefficient movement and an oppressive sense impenetrability.
- □ **Hierarchy**: the sense of a clear and obvious order with a varied scale of buildings and routes that make sense and work together.
- Encourages: an understanding of what the role or job each part of a place and community does.
- □ **Discourages**: confusion and over-reliance on signage



## Building Beautiful Training Session Language: Longevity & Enclosure

- □ **Longevity**: streets and buildings that will cope with a variety of uses during their lifetime.
- □ **Encourages**: design solutions based on examples that have adapted well to change.
- □ **Discourages**: buildings that are very standard or very specific to current need
- Enclosure: design which establishes a clear distinction between town and country & public and private spaces. This supports appropriate activities within each.
- □ **Encourages**: safe environments and the full and enjoyable use of every space.
- □ **Discourages**: wasteland and degraded no-go areas.



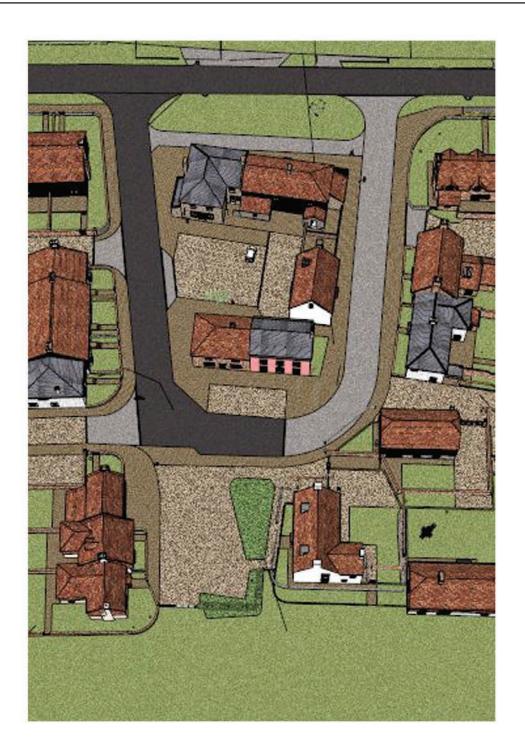
### Building Beautiful Training Session Language: Scale & Details

- □ Scale: towns, villages and buildings which, whatever their size, relate to human proportions.
- □ **Encourages**: a relationship between people and their built environment.
- □ **Discourages**: a feeling of being overwhelmed and alienated.
- Details: design with decoration that not only enhances the quality and beauty of a building but helps create emotional value and cultural relevance.
- □ **Encourages**: visual identity and interest.
- □ **Discourages**: anonymity.

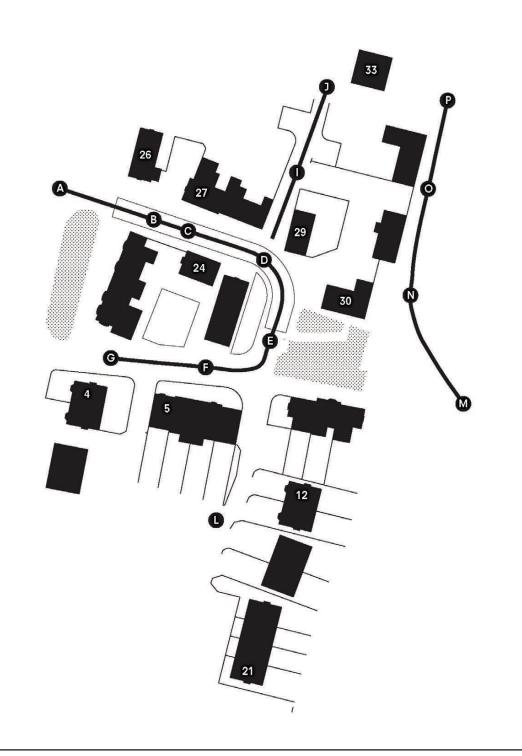


 $\hfill\square$  Consider the mix of uses and activities

- □ How do different uses fit the pattern of infrastructure and movement?
- □ How will different uses and activities be serviced and supported?
- □ Are there any potential conflicts between different uses can this be adjusted?
- How does the development allow for changing uses and activities over a day, a week or a season?

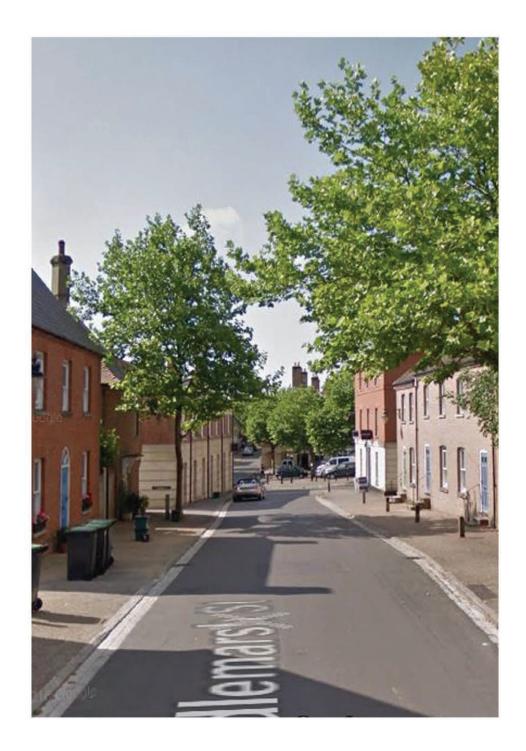


- $\Box$  How has it been organised?
- □ How does a development meet the specific needs of its community?
- $\Box$  How easy will it be to maintain and manage?
- □ How convenient it will be to access deliveries and servicing, such as waste removal?
- □ What are play and social spaces like and are they safe and easy to access?
- □ What is the daylight like across the development?



 $\Box$  Is it easy to understand where you are?

- Does the shape of the streets help you to know where places might be?
- □ Can you get to places quickly and directly?
- □ Can everyone move around easily irrespective of age or ability?
- □ The hierarchy should be pedestrians, followed by cyclists with motor vehicle users last.
- □ Cars should not dominate physically and visually



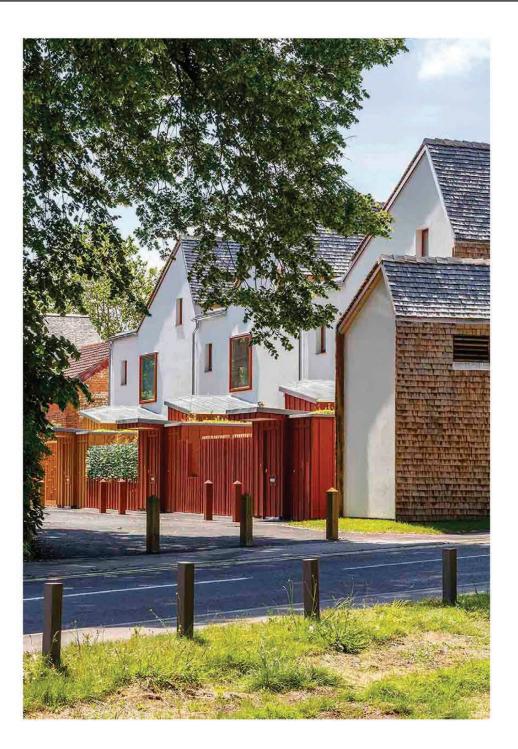
#### $\Box$ Are there good public spaces?

- Consider what spaces there are and how buildings, paths and streets are positioned around them?
- □ What are the proportions of the public space, does this suit or match its role and location?
- $\Box$  Do the public spaces help make an identity?
- □ What sort of character are they aiming for is this appropriate?
- □ Are public spaces are located at centres of activity and through routes?



# □ How might the streets and buildings change with time?

- Can the design adapt to changing local business and home working circumstances?
- Can the development adapt: subdividing space, adding entrances, changing stairs and lifts?
- □ Think how your community's identity has been shaped by its ability to adapt in the past.



- □ Is it an efficient design?
- □ Is the structure and form of the design easy to use and maintain?
- Does the design reduce energy with high solar gain, no overshadowing and good crossventilation?
- Does it include community based recycling and composting?
- How well rain water is dealt with? Stored and used? Slowed with natural urban drainage systems?
- □ How is demand for energy minimised and how is energy created within the development?



#### $\Box$ How does it look?

- □ How do the buildings and streets integrate with the local streets and landscape?
- How much thought has been given to the relationship between each part of the development?
- □ Is there any reason for what the designs look like?
- □ What style or character do the buildings have?
- □ Have the shapes, colours and plans been thought through properly, do they fit the area?



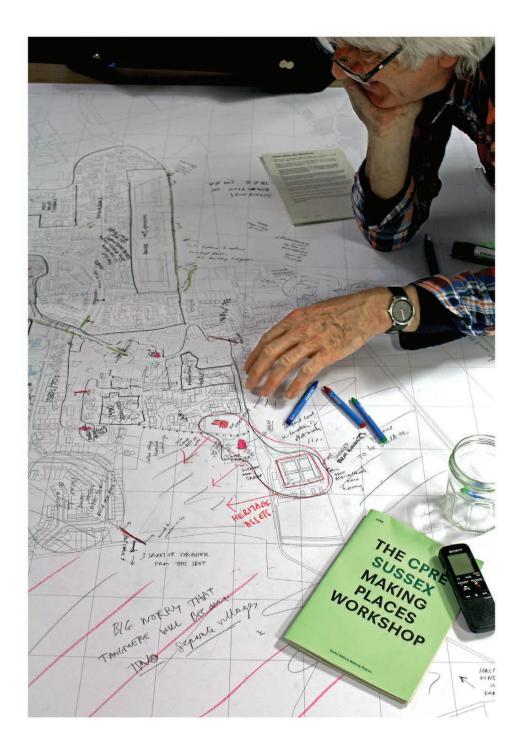
□ What is the development's character?

- □ Are there any things that create a special identity and make it distinctive?
- □ Can these be compared to local elements that contribute to your communities identity?
- $\Box$  Does the design fall short and why?
- □ It is important to articulate how your community identifies with their town or village.
- □ Can you find out what important elements give your community character?



### □ Character questions CPRE Making Places

- □ How visible is the village/town from the landscape?
- $\Box$  What are the edges of the village like?
- □ Are there different areas to the village and what is the character of each?
- □ Note important edges: verges, ditches, banks, hedges, walls and fences.
- Is there a range of building types which define the village/town? Within which areas of the settlement are these buildings found? What might be the appropriate reference for new areas?
- Are the best buildings right against pavements, behind small walls, or set back and by how much?



□ Layout

□ Scale

□ Density

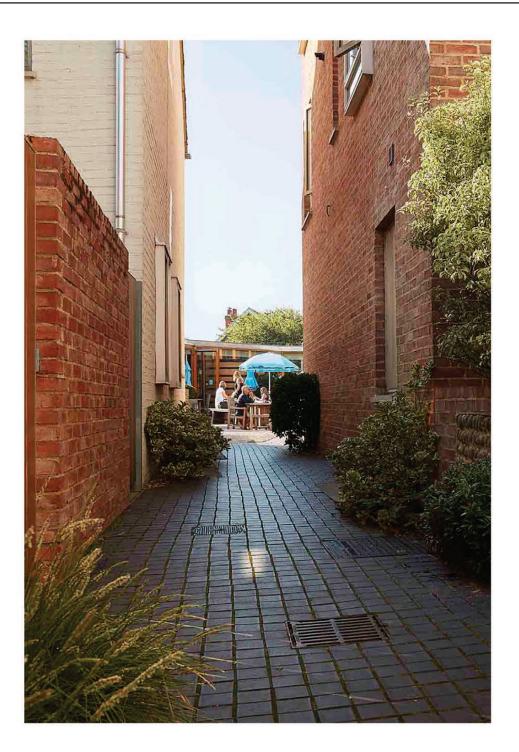
Materials

Detail



#### □ Layout

- □ Will the new development will fit in well with the surrounding layout?
- □ How people will move around good route for walking and cycling?
- □ Does the layout respect the topography of the area and the character of the neighbourhood?
- □ Whether the scale of development, streets and spaces feel appropriate to their surroundings?
- Consider how large developments with just houses and no other uses or spaces can feel disorienting.



#### □ Scale

- □ Look at the different dimensions that make up scale: height and also depth and width.
- □ What may the development feel and look like from the street?
- □ What will the development will be like to live or work in good privacy and natural light?
- □ Does scale of building and the spaces between them suit the local character?



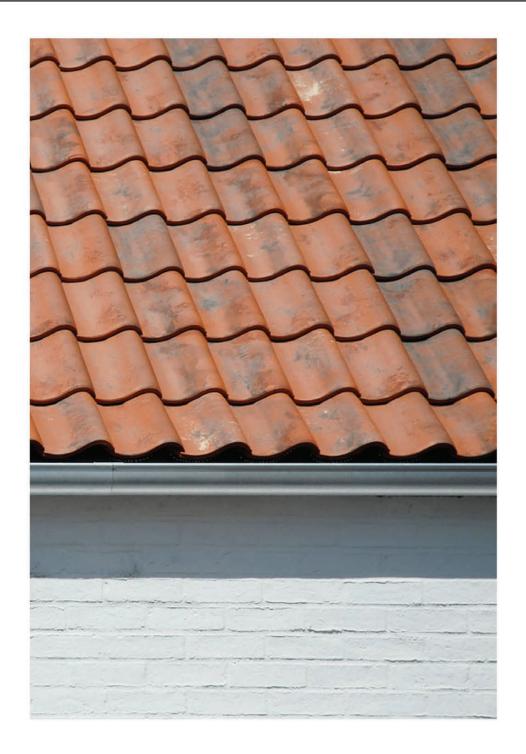
### □ Density

- $\Box$  What works in your area?
- □ Does the scheme's density reflect the part of the village/town it proposed for?
- □ What improvements might be required to the wider area if there are more residents and workers?
- □ Car parking uses a great deal of space, how is this arranged?



#### □ Materials

- □ Will the proposed materials last and are they practical to clean and maintain?
- □ Do the materials relate well to the style and design ethos of the scheme?
- □ Do materials complement those used in the surrounding area?
- Can materials be locally sourced and will they weather well in the local climate and air quality?



#### □ Details

- □ Good details are one the first things you notice about a new building or place.
- □ Try and secure specified materials in the planning permission.
- The care given to detailing a scheme illustrates the developer's approach and their long-term interest.
- Detailing can add much more interest and individual character to both buildings and spaces.
- Detailing can mask less appealing functional requirements, such as binstores and drains. Are their look details you would like to see?



### Building Beautiful Training Session Angmering Community Land Trust

#### $\hfill\square$ The Brief

- In 2016 we were asked design a new community on a parish council owned site on the edge of the village.
- 12 homes were suggested. We were asked that each should be flexible, providing a range of good private and public areas, and practical, with generous storage and daylight.
- The CLT agreed that the community should be brought together by things in common. This approach meant that houses should respect privacy. Shared space was designed carefully so maintenance was not a point of friction.
- To bolster the Angmering NP the streets and houses needed to be generous and creative as this project was to be a working example for how new development in Angmering could look and feel.



## Building Beautiful Training Session Workshop 1

For our Angmering design look at the plans and perspectives and see if you can form an option on what we were trying to achieve. Take notes and use the headings:

Layout

□ Scale

Density

Materials

Detail