

Character Areas

To create a unique and interesting series of spatial and visual experiences through the site, a number of character areas have been developed for the site. Each character area will be identified by the subtle differences in design, materiality and the scale of buildings, and their relationship to the adjacent open spaces and density.





Heritage Quarter

The Heritage Quarter celebrates the retained Victorian Pump House. The area is primarily composed of contemporary town houses set within a series of mews streets to reflect the character of Victorian worker's houses.

Smaller four storey apartment buildings will mark key corners to address the green corridors and the River Wey.



KEY PLAN



















Artist's Impression of The Pump House – for community use







Riverside Wharf

At the heart of new neighbourhood, the Riverside Wharf will be an exciting combination of mixed-uses and community square, forming a new local centre.

Principally composed of higher density podium blocks, the Riverside Wharf will deliver character that is unique and distinctive to this area. Special attention and sensitivity will be given to housing in relation to the river's edge, to provide soft transition from the nature reserve and the River Wey.





















Artist's Impression of the Riverside Wharf from the nature reserve









Artist's Impression of the Riverside Wharf from the nature reserve





Garden Mews

The Garden Mews mark the entrance from Bellfields Road and is fringed by existing Weyfield community and primary school.

Mainly composed of continuous and narrow fronted, contemporary housing around tertiary streets, the area forms a positive relationship with the existing community. Small apartment blocks are used to mark the key corners and address the Community Green Link.



KEY PLAN















Artist's Impression of Community Green outside the new entrance to Weyfield Primary Academy



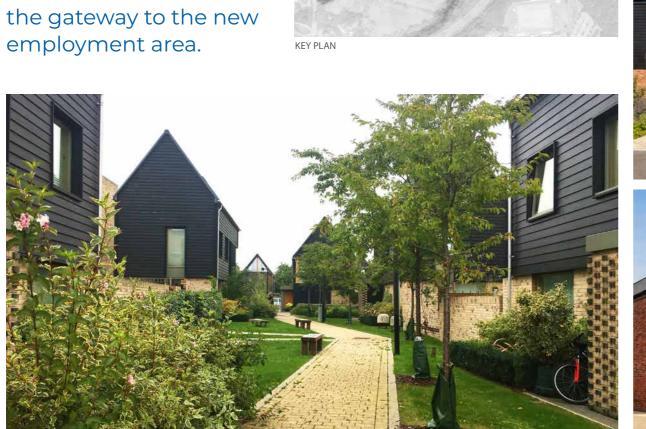


Green Lanes

The Green Lanes marks the more rural character of the site. This area will be mainly composed of wide-fronted houses formed around green lanes and corridors, connecting Weyside Urban Village with the existing community of Weyfield.

Apartment blocks along the northern boundary will be used to mark the gateway to the new employment area.

















Artist's Impression of The Woodland Green Link



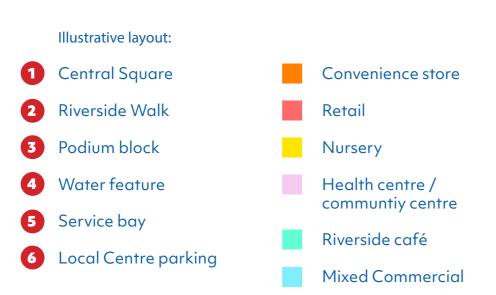


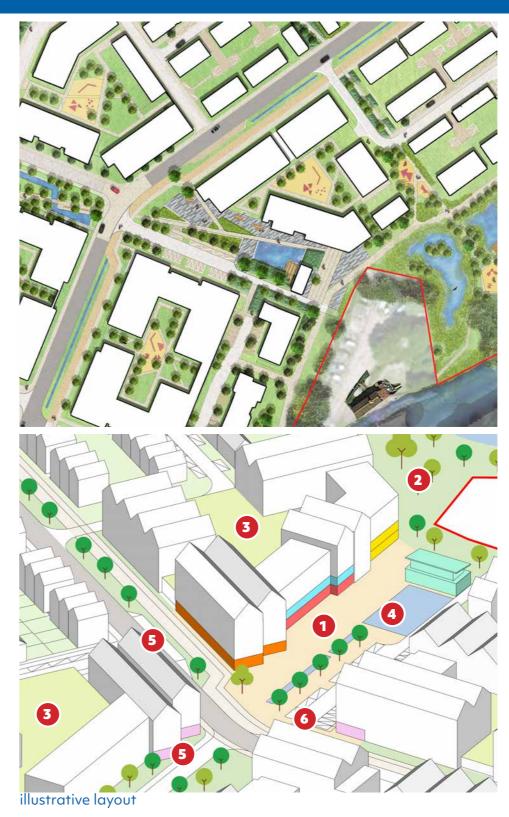
Local Centre

During the summer the Weyside Project Team discussed our emerging proposals for a new local centre.

The proposed local centre will comprise of the following:

- A convenience store
- Small retail units
- A nursery with play space (over two floors)
- Potential locations for health centre and /or community centre
- A riverside café
- Mixed Commercial (including flexible workspaces)
- A central square with water features
- Apartments with views onto the River Wey









Artist's Impression of The Local Centre











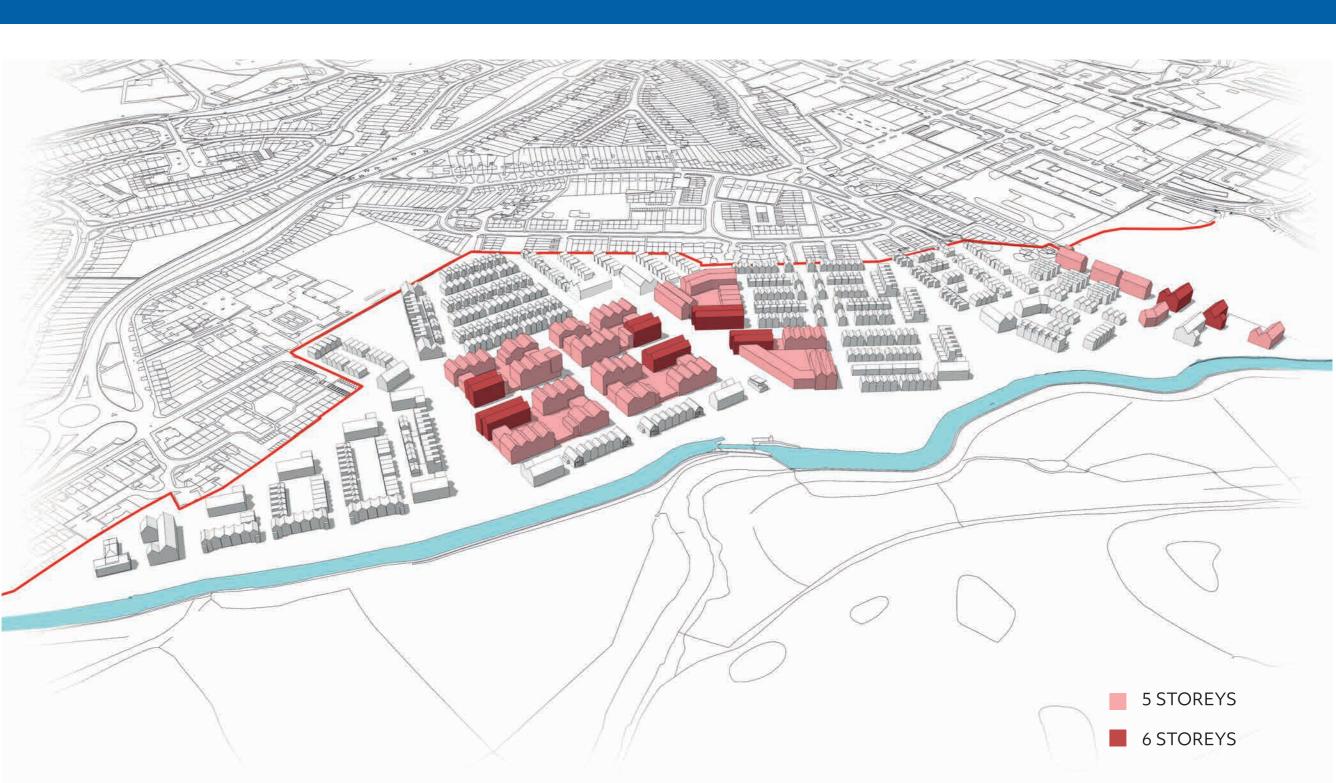








The building heights parameter plan will identify the maximum buildings heights across the site.







Quality of Design

To ensure design quality across the development, a design code will be produced to provide mandatory guidance to future housebuilders on the following:

KEY PLAN

Density

Heights

Material Specification

Roof form

Medium Density

Predominantly 3-storeys,

A mix of red and light grey bricks should be used

Metal as feature cladding Consistent brick colour should be used across all

floors except on marker

Outward facing buildings should be predominantly

mews streets should be

Predominantly pitched

• Parapet to gable ends

predominantly grey brick

with 4-Storey marker apartment blocks

Primary Material:

Secondary Accent

Material:

buildings

red brick

roofs

• Houses along the

• 1-4 storeys



PRECEDENTS





Pump Hous



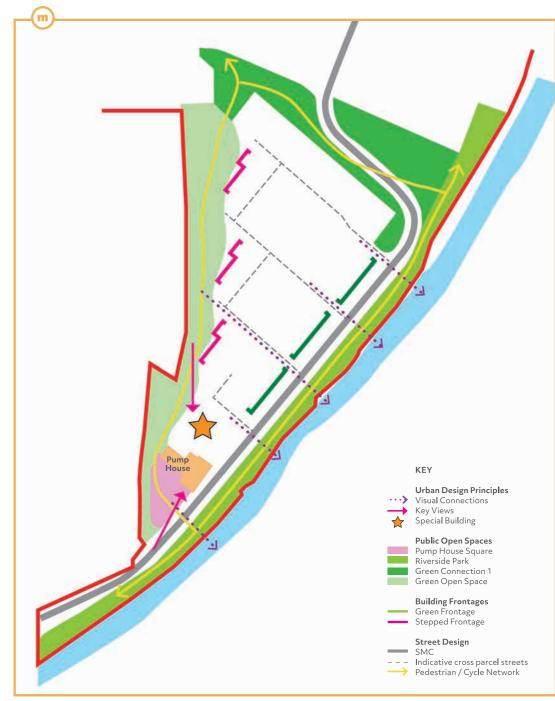


Accent material to corner plots to mark entrance

Apartment buildings mark key corners



CHARACTER AREA FRAMEWORK





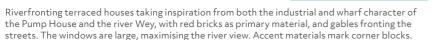
Quality of Design

12.2 Heritage Quarter

Illustrative recommendations for the design of the **Heritage Quarter**









Consistent roof forms, facade and use of materials along mews street inspired by the industrial past and reference to worker's housing. A mix of compact housetype and terrace blocks are encouraged to form tight and intimate mews.





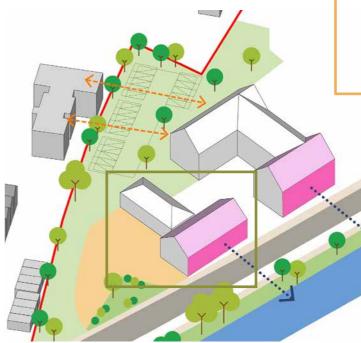


Accent Materials (p.xx)



Illustrative view of the special building and the pump house

KEY DESIGN FRAMEWORK







The retained pump house influence the design of the special building directly.

Arches are used tastefully on the building facade in forms of detailing and marking entrances. Design of large windows and the use of predominantly red bricks are used to achieve the industrial character.





Special Building

The building adjacent to the Pump House should be designed with special attention and consideration. It should be unique piece of built form that celebrates the historic character of the Pump House, with a potential for heights.

It should form a southern landmark that is identifiable and welcoming to both visitors, residents and the existing community.



- Gables should side-on to the SMC and building should be aligned with the retained Pump House
- Red and mustard bricks must be used as primary material
- Arch detailing and large windows should characterise the special building
- Massing of the building should take reference to the Pump House, and thus have a potential to be larger than other buildings in this character area



KEY

Key Design Principles Gables side-on to the SMC Long side frontage onto the SMC> Views across to the river

←→ Building stepped away from the boundary edge and the existing development

Green, blue and Movement

SMC Riverside Park River Wey Green open space



The arrangement of the building blocks and their gables create enclosure to public space / parking court.



Quality of Design

To ensure design quality across the development, a design code will be produced to provide mandatory guidance to future housebuilders on the following:

- Public Open Spaces
- Street Design
- Character Areas
- Frontage characters
- Parking typologies
- Architectural style
- Building materials

