

3.0 Site-wide global guidelines

Moments



Application of Moments

3.13.10 The following sections include diagrams which identify specific positions where Moments should be incorporated into the masterplan, including;

- At Crossroads (Section 3.14)
- At Gathering spaces (Section 3.15)
- At Thresholds (Section 3.16)
- Along a Tree trail (Section 3.17)

3.14 Crossroads

3.14.1 The intersection between the principal north:south route of Madingley Avenue and the primary east:west connection through The Site is a very important position within the townscape of the masterplan.

3.14.2 This intersection marks the heart of The Site and a key position for wayfinding, orientation and for navigating through The Site.

3.14.3 **This central 'crossroads' must be sufficiently marked within the design of the public realm.**

3.14.4 The central 'crossroads' should be visually expressed in a way which highlights its import and is noticeable from the background townscape.

3.14.5 Notional compass arms extend along routes from the 'crossroads' and will be used to aid orientation.

3.14.6 **Four specific positions on these arms has been identified** (Fig. 3.39) **as locations for Points of Interest (POI). These could be 'Touchstones' or 'Eccentricities' but must be incorporated into the masterplan.**

3.14.7 The Guidelines are flexible and do not prescribe what should be provided at these positions.

3.14.8 The Moments at these positions should be visible and identifiable from the central 'crossroads'.



Figure 3.38: Precedent image - marking the crossroads

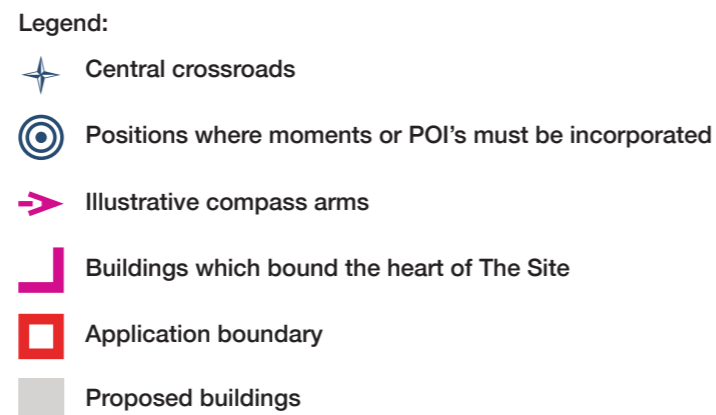
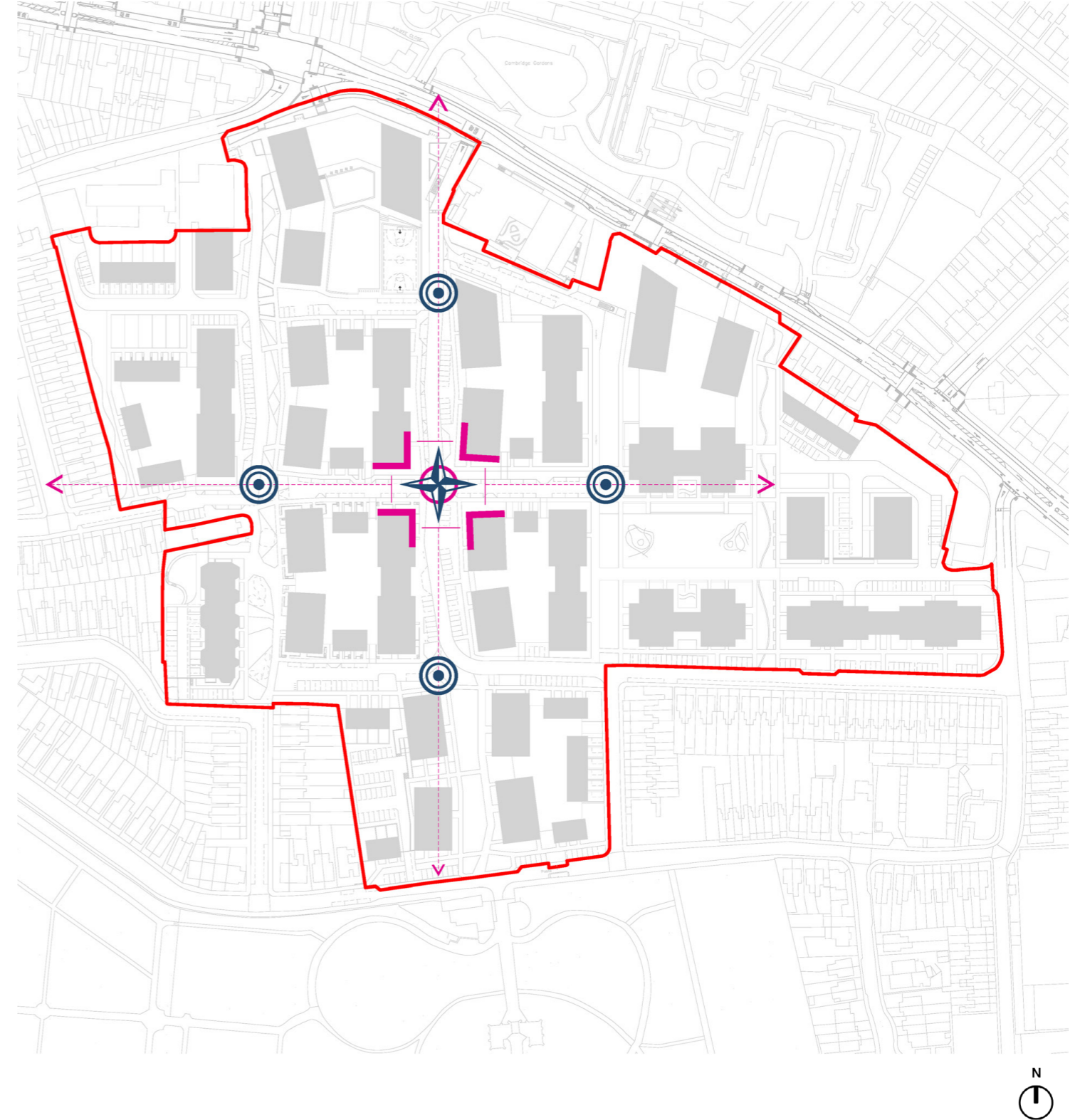


Figure 3.39: Moments coding: Crossroads & POI's

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text

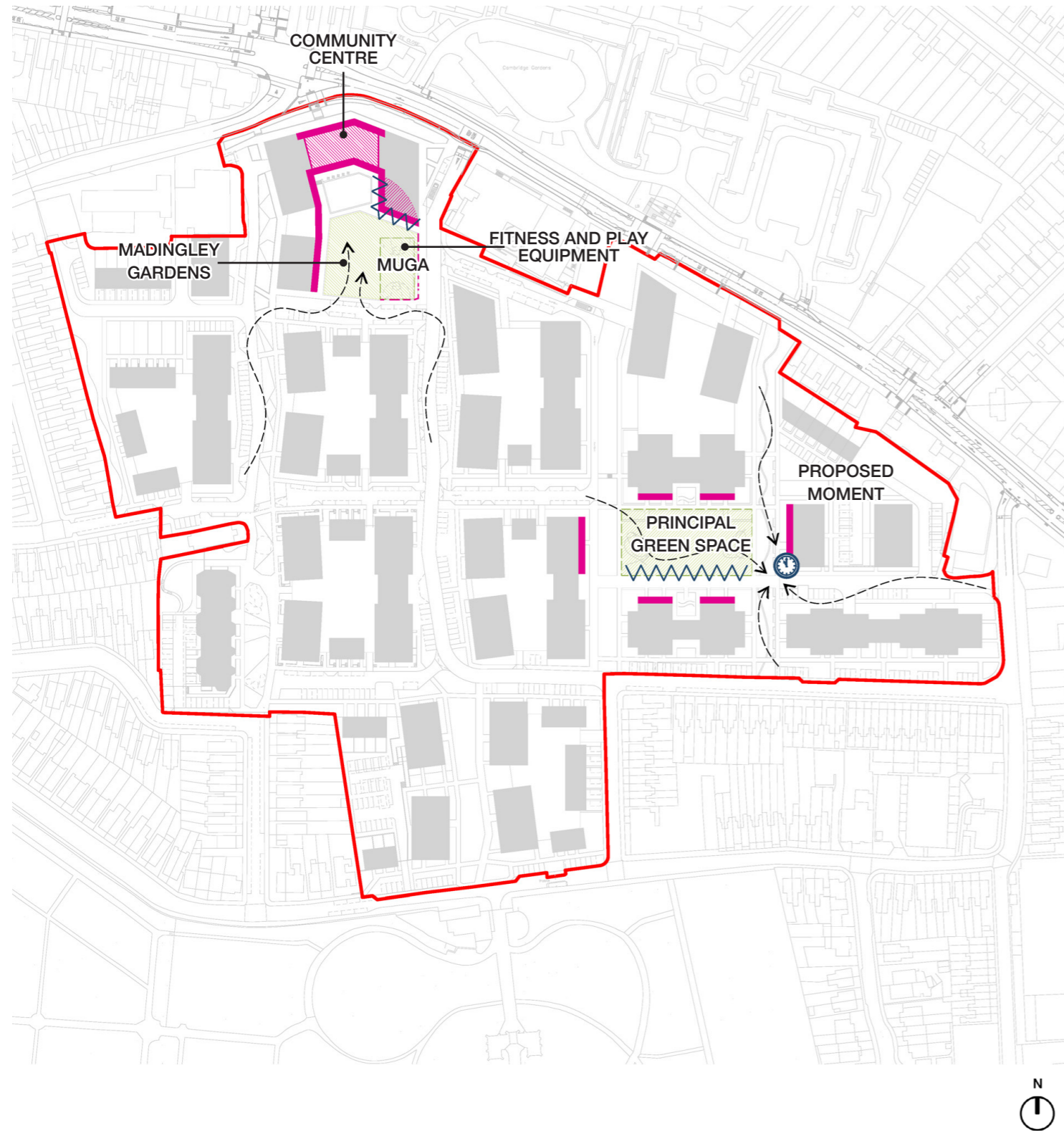


Figure 3.40: Moments coding: Gathering and activity spaces

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text

3.15 Gathering Spaces

- 3.15.1 Gathering Spaces within the masterplan provide spaces for scripted and unscripted activities to occur. Participating with these activities, through active or inactive engagement establishes memorable moments on the remembered journey.
- 3.15.2 The majority of the scripted activities are located within Madingley Gardens (to the north) and the principal green space (in the south east) (Fig. 3.40).



Figure 3.41: Feature clocks; standalone or incorporated into a façade.

Legend:

- Movement and public routes
- Proposed moment at corner of the green space/ Plot M
- Active edges
- Outdoor activity spaces
- Indoor activity spaces
- Bounding or enclosing façades
- Application boundary
- Proposed buildings

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- 3.15.3 Additional curated activities are distributed throughout the masterplan and include doorstep play facilities and landscape features in amongst the residential areas.
- 3.15.4 Plot C (within the Detailed Component of the Application) provides for a variety of activities centred around the Community Centre and Madingley Gardens. Scripted activities include;
 - A Multi-Use Games Area (MUGA);
 - Fitness and play equipment;
 - Outdoor community events including summer fairs.
- Readers should refer to the Design and Access Statement (DAS) Vol.1 for further information.
- 3.15.5 **The Gathering Spaces should be supplemented by additional moment generated elements where appropriate. This could include 'Touchstones' or 'Eccentricities.'** It may be appropriate for example to incorporate drinking fountains into the design of the gathering spaces.
- 3.15.6 Fig. 3.40 also illustrates the key public movement routes into the Gathering Spaces.
- 3.15.7 It is important to incorporate an Eccentricity in the vicinity of the southwest corner of Plot M.
- 3.15.8 **Designers should consider incorporating a clock (or similar device) at the corner of Plot M which;**
 - Terminates the view and is visible when moving east along the lateral route;
 - Acts as a pivot where the route changes direction;
 - Provides a landmark for people to meet at;
 - Stimulates activity in the Principal Green Space; E.g. the timing for informal activities such as outdoor yoga classes or fitness training; and
 - Marks the importance of Cambridge Grove Gardens as a public space where people will be dwelling or waiting.

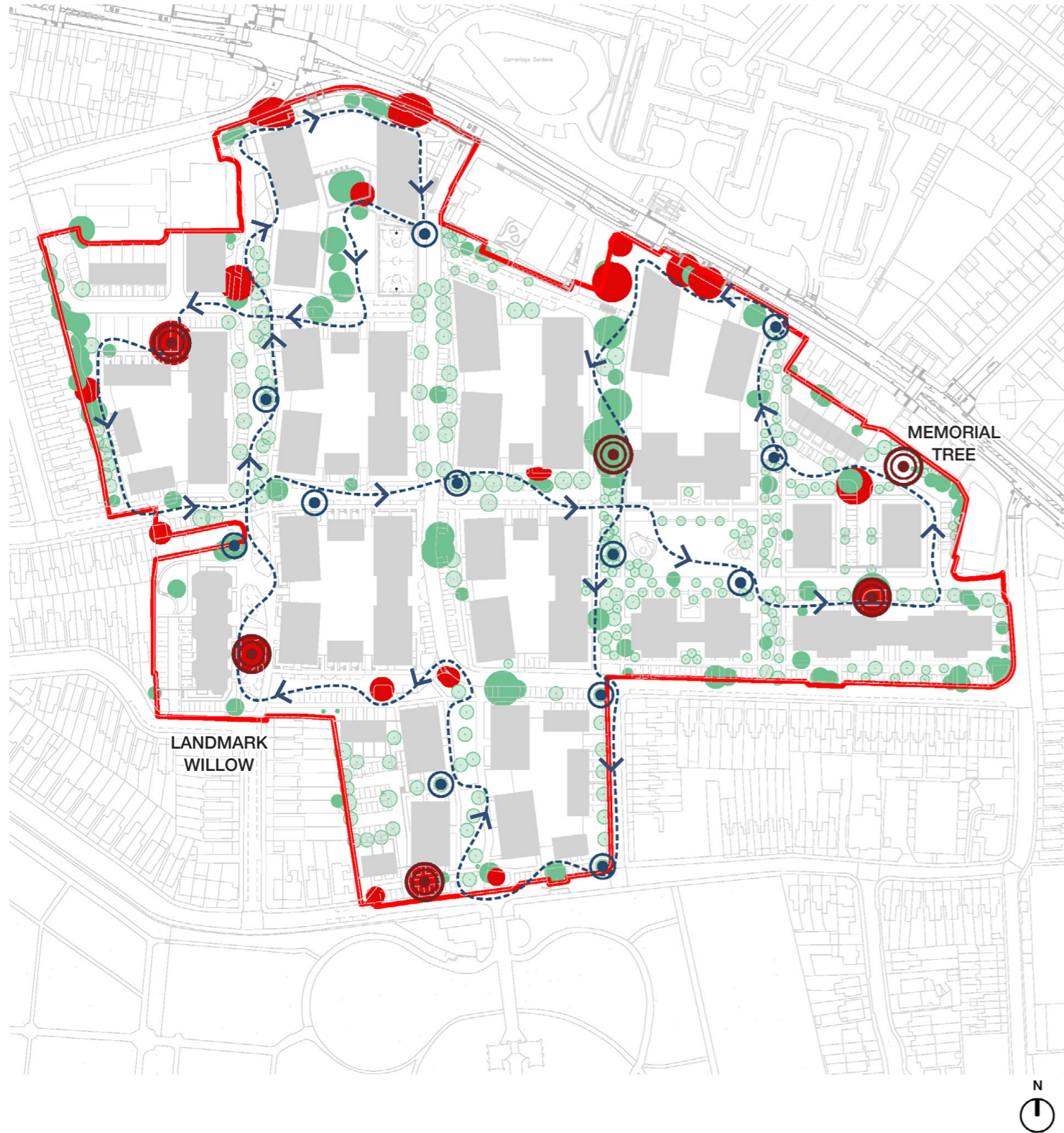


Figure 3.45: Moments coding: Illustrative coding of a Tree trail using the existing retained trees as a framework.

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text

3.17 Tree trail

- 3.17.1 The design of the masterplan has been heavily led by the ambition to preserve and protect suitable mature and feature trees which exist within the Cambridge Road Estate.
- 3.17.2 Trees provide a wonderful tool which supports the masterplan ambition to create healthy streets and ensure every home has a view to a green open space.
- 3.17.3 Using retained specimen and memorial trees as a framework the masterplan should incorporate a tree trail into the design of the public realm.
- 3.17.4 There should be a numbered plaque adjacent to important specimen trees giving information about the tree.
- 3.17.5 The tree trail could provide a circuitous route in and around The Site which can be joined at any time. Each important tree or tree grouping could provide information detailing the species and why these are important. The trees could be supplemented by physical plaques and technological solutions to provide this information (e.g. QR codes and links to online resources).

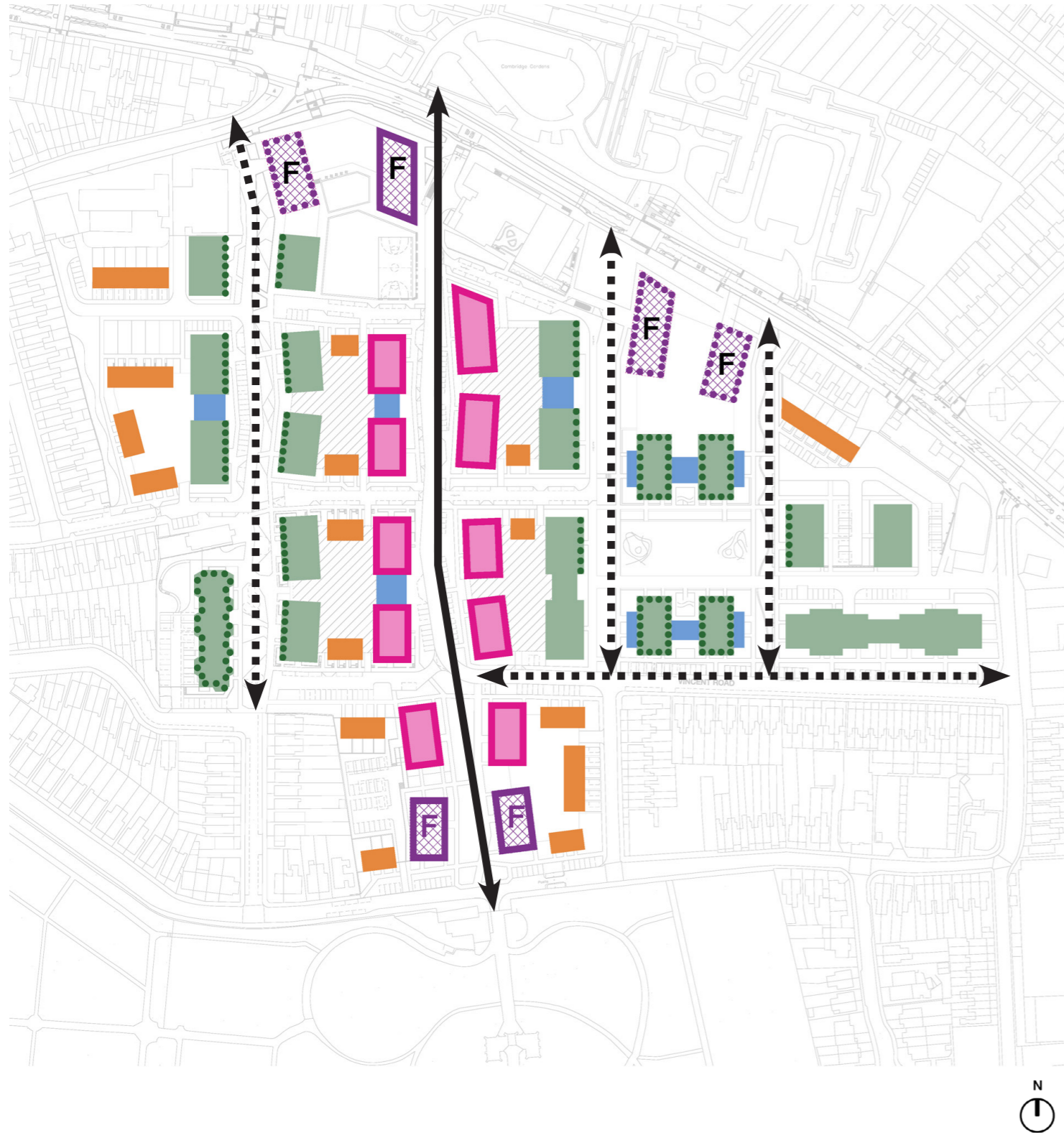
Legend:

- Route of tree trail
- > Direction of travel
- Existing specimen trees
- ⊙ Existing landmark trees
- Retained trees
- ⊙ Possible proposed feature trees
- Proposed trees
- Application boundary
- Proposed buildings

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- 3.17.6 **Supplementing the existing trees, the masterplan should incorporate additional feature, or Landmark trees.** The adjacent diagram (Fig. 3.45) illustrates predetermined positions where these could be incorporated.
- 3.17.7 **These new landmark trees should be varied and together with the retained trees provide a collection for the local community to enjoy.**
- 3.17.8 **The collection will be built up over time as the phased delivery of the masterplan progresses however should be curated to provide a wide variety of species which fulfil the following aims;**
 - Historically link to the history of the Cambridge Road Estate, Kingston Upon Thames or local people.
 - Link to the cultural legacy of people and places through the arts and poetry.
 - Stimulate engagement with the natural world in a fun way; e.g. Horse Chestnuts provide conkers for impromptu play or apple trees provide fruit for eating.
 - Provide an educational resource for families or schools to be discovered and explored.
 - Inform of the challenges facing the natural world e.g. climate change, human pressures, disease.
 - Supplement the native species with unique, special or interesting trees e.g. feature monkey puzzle trees.
 - Provide habitats for wildlife and contribute to the ecological ambitions of the masterplan.





- Legend:
- ← Route hierarchy - Principal route
 - ⋯ Route hierarchy - Public route
 - Design Palette 01 - Background buildings
 - Design Palette 02 - Background buildings
 - Design Palette 03 - Foreground buildings
 - Design Palette 04
 - Design Palette 05 - Recessive façades
 - ┌ Predominantly horizontal articulation
 - ⋯ Predominantly vertical articulation
 - F Foreground buildings
 - ▨ Plinth: No prevailing articulation or colour

Figure 3.46: Combined masterplan coding diagram.

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text

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Facade summary

3.18 Summary: Sitewide coding diagram

3.18.1 This section summarises, at a sitewide level, the coding strategy for the proposed masterplan, drawing together the Design Palette coding and Articulation coding pertaining to the façades of the proposed buildings

3.18.2 The adjacent diagram (Fig. 3.46), layers up the design coding built-up over the preceding sections into one, simple to reference drawing.

3.18.3 Designers should refer to Sections 3.4 to 3.10 for additional Guidance relating to Design Palette definition and application of colour.

3.18.4 The adjacent diagram should be read in reference to Section 3.11 which describes the hierarchy of façades and which describes the scale of legibility applicable for façades.

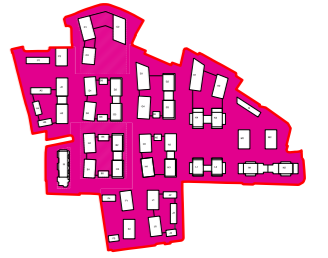
3.18.5 Designers should refer to Section 3.12 for additional Guidance relating to Façade Articulation and application.

3.18.6 Key coding elements at a sitewide level include:

- Route hierarchy
- Design Palette
- Foreground buildings
- Colour Variation
- Façade Articulation
- Orientation of façade articulation
- Moments of Joy

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Landscape spaces



3.19 Hierarchy of spaces

Introduction

- 3.19.1 The adjacent diagram (Fig. 3.47 & 3.48) shows the variety of landscape spaces within the masterplan.
- 3.19.2 The masterplan is configured as a series of building and spaces which combined define discrete settings.
- 3.19.3 Depending on the position of spaces within the landscape and the level to which design attributes and configuration are shared, spaces can be divided into a series of landscape typologies or Character Areas.

The Character Areas within the proposed landscape design for the masterplan have been divided into six types as defined below:

- **Green Routes:**
Comprising, the north:south connections and including, Washington:Piper, Madingley:Willingham, Croxton Avenue and Stapleford Way
- **Neighbourhood streets**
Comprising the east:west connecting streets through The Site and boundary streets.
- **Gathering Spaces - Public gardens**
Comprising the proposed Cambridge Grove Gardens at the heart of The Site and Madingley Gardens within Plot C (as described in the Detailed Component of the planning application).
- **Ecology gardens**
Comprising community gardens, wildlife corridors and swales, these areas provide enhanced biodiversity at The Site boundaries. These stitch the periphery plots to the wider context of Kingston Upon Thames.
- **Courtyard gardens**
Comprising the landscape spaces between buildings at a podium level or at grade.
- **Cambridge Road & Oakington Street**
Comprising the urban frontages and public spaces along Cambridge Road.

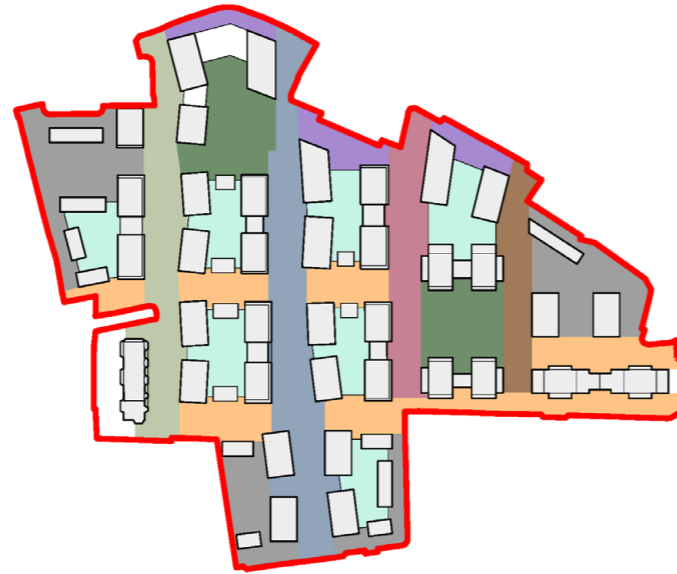


Figure 3.47: Combined Cambridge Road Estate Character Areas.

Legend: Character Areas

- | | |
|--|-------------------------------------|
| | Washington : Piper |
| | Madingley : Willingham |
| | Croxton Avenue |
| | Stapleford Way |
| | Neighbourhood streets |
| | Gathering spaces |
| | Ecology gardens settings |
| | Podium Gardens (P) |
| | Cambridge Road and Oakington Street |

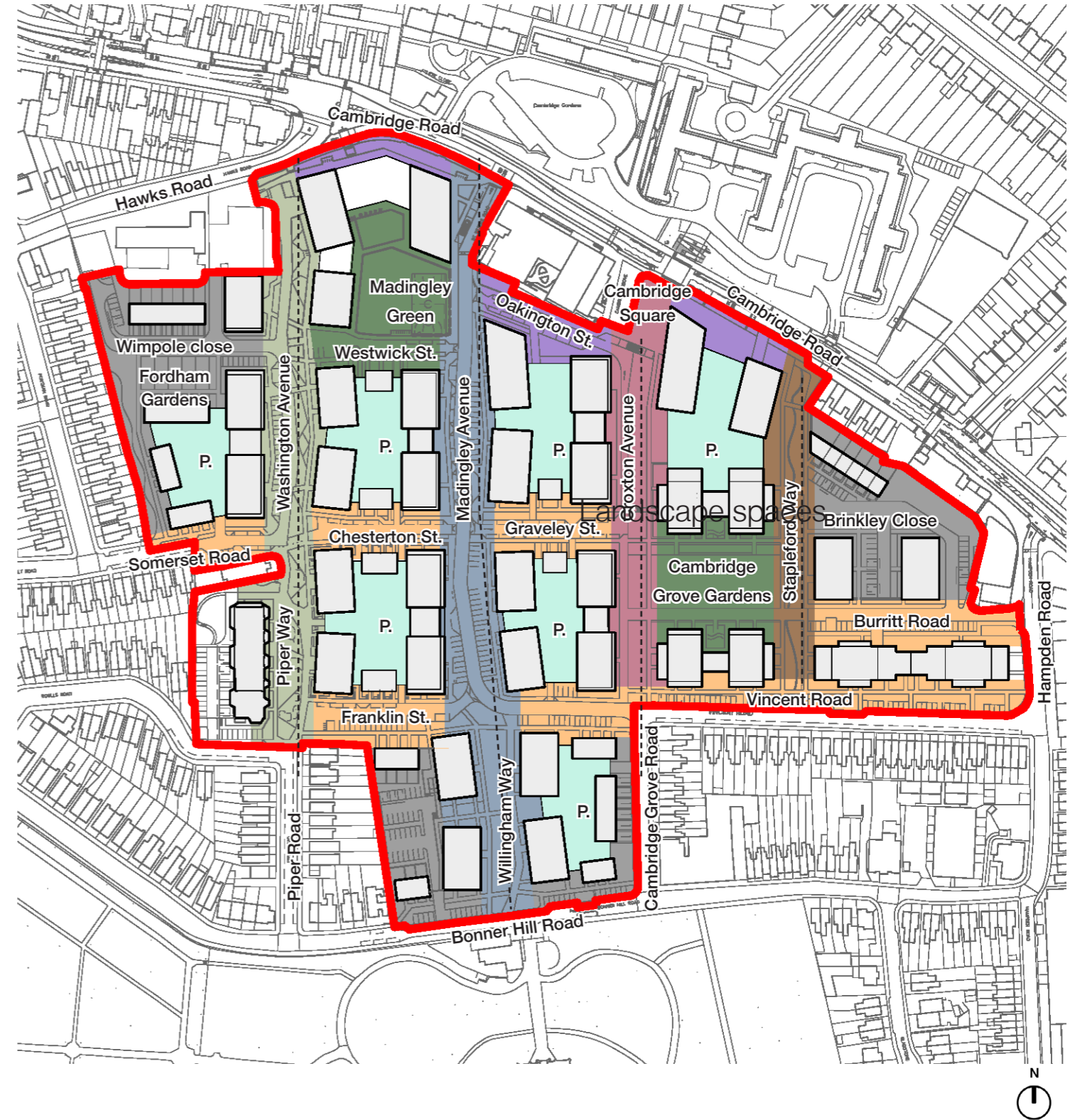
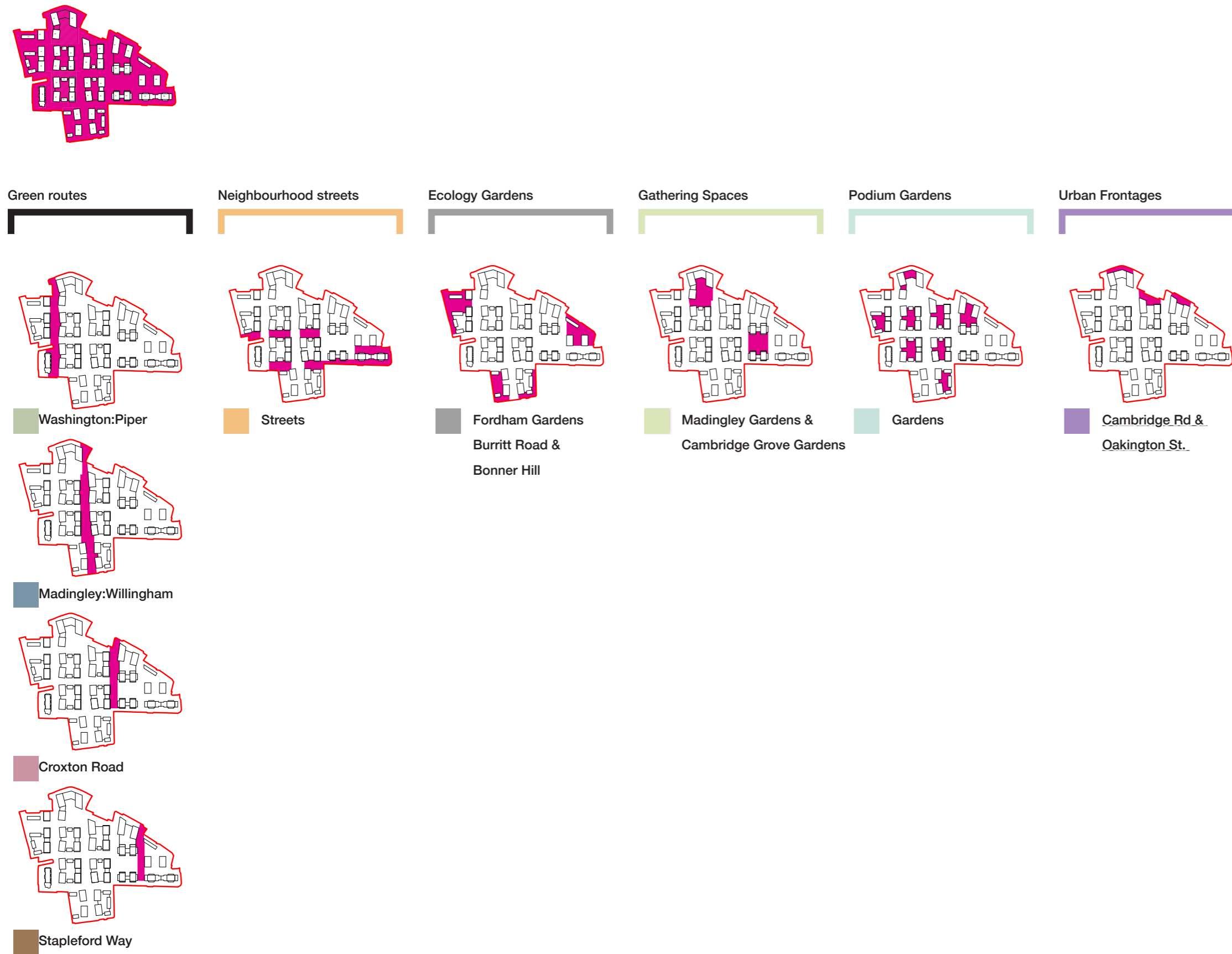


Figure 3.48: Proposed illustrative landscape plan for the Cambridge Road Estate redevelopment.

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text

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Landscape spaces



3.20 Common themes across all spaces

3.20.1 Whilst individual in design and configuration, the Character Areas are composed of elements which apply a sitewide level across each hierarchy of space and are common to each type of landscape space.

3.20.2 This palette of elements may include the following items which are described in more detail over the page (Sections 3.21 to 3.26):

- Lighting and street furniture;
- Paving;
- Soft planting;
- Tree planting; and
- Play.

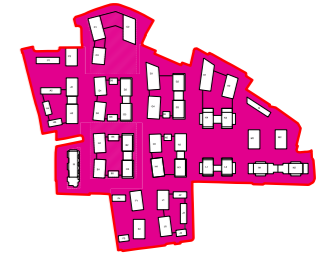
3.20.3 As an example, the Podium Gardens are all likely to share a common approach to hardscaping. Similarly, play equipment is also likely to vary in type and design between Podium Gardens and the Routes.

Figure 3.49: Individual Cambridge Road Estate Character Areas.

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text

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Landscape spaces



3.21 Lighting

- 3.21.1 A well designed lighting scheme will enhance the resident and visitor experience, making a safe and pleasant night time environment. It will also reinforce wayfinding and circulation strategies, giving emphasis to the primary circulation routes and highlighting special features.
- 3.21.2 **Lighting design must be consistent within each Character Area regardless of construction phasing.**
- 3.21.3 The first construction phase within each Character Area will define the quality and design for the whole Character Area.
- 3.21.4 **Light colour temperature and height of fittings must be consistent across the masterplan.**
- 3.21.5 **High shine metal or brightly coloured paint finishes will not be permitted.**
- 3.21.6 **Lighting to all landscape Character Areas must have a blackened metal to match livery and other street furniture.**
- 3.21.7 Contrast, colour, scale, character, glare and prevention of dark spots should be considered to create a lighting scheme that gives the users a perception of safety whilst meeting the other lighting objectives.
- 3.21.8 A hierarchy of column and lighting level heights appropriate to the access and street hierarchy should be considered.
- 3.21.9 Podium lighting should be small low level bollards and uplights to add personal human scale to the semi-private spaces.
- 3.21.10 Column spacing should be equal distant to create order and rhythm to paths and streetscape adding to the wayfinding strategy.
- 3.21.11 **Light pollution and its affect on local fauna must be considered by Designers. In particular the ecology areas of The Site.**

- 3.21.12 Lighting should be predominately used on paths, roads, entrances and public gathering spaces.
- 3.21.13 **Lighting to key public circulation routes must be designed to create a well lit and safe environment.**
- 3.21.14 Flood lighting within soft landscaped Character Areas should be via directional fittings mounted on columns.
- 3.21.15 Lighting within Podium Garden settings should be integrated into the design of each specific space and can vary from that of the 'at-grade' public realm and other courtyards.
- 3.21.16 Technical considerations including lux levels, colour rendering, glare factor, and uniformity should be based on the External Lighting Assessment, by others.
- 3.21.17 For Guidance on lighting, refer to the adjacent precedent imagery and illustrative lighting strategy plan opposite (Fig. 3.50 and 3.52).
- 3.21.18 Lighting selection notes:
 - While no specific fittings or manufacturers are controlled by these Guidelines, Designers should select from suppliers with a reasonable expectation to be able to supply lighting consistently across the phased delivery of the masterplan.
 - Unique, 'fashion statement' light fittings can be used, but should only be specified in discrete localised areas as accent, and not used for multi-phase settings such as the routes or neighbourhood streets.
 - Carriageway lights should be 5m to 8m tall for movement of traffic.
 - Pedestrian lights should be 4m to 6m tall for movement of people.
 - Podium lighting should be low level fittings for accent and amenity.



Figure 3.50: Lighting solutions which align with the Design Guidelines intent.



Figure 3.51: Street furniture solutions which align with the Design Guidelines.

- When preparing designs for the public realm. Designers should refer to published RBK guidance concerning a Borough or area palette of lighting for consistency and ease of maintenance.

3.22 Street Furniture

- 3.22.1 Street furniture elements are to be selected for their appearance and durability.
- 3.22.2 **Street furniture design must be consistent within each Character Area regardless of construction phasing.**
- 3.22.3 The first construction phase within each Character Area will define the quality and design for the whole Character Area.
- 3.22.4 **Adjoining phases in each Character Area must be similar, consistent with the design and furniture type within each Character Area and across the whole illustrative masterplan.**
- 3.22.5 The palette established in the Detailed Component will act as a quality benchmark for the Outline Component.
- 3.22.6 **High shine metal or brightly coloured paint finishes will not be permitted.**
- 3.22.7 **Street furniture to all landscaped Character Areas must have a blackened metal to match livery and lighting.**
- 3.22.8 Placement of street furniture should be appropriate to the amenity, access paths and public realm locations within the street hierarchy should be considered.
- 3.22.9 **Waste bins must be well provided for.**
- 3.22.10 Waste bins should include bird-proof lids to discourage birds scavenging discarded food waste.

Coding legend: Mandatory instructions: **Black bold underlined letters** | Non-mandatory instructions (guidance): bold grey letters | Notes: normal text