

# 10.0

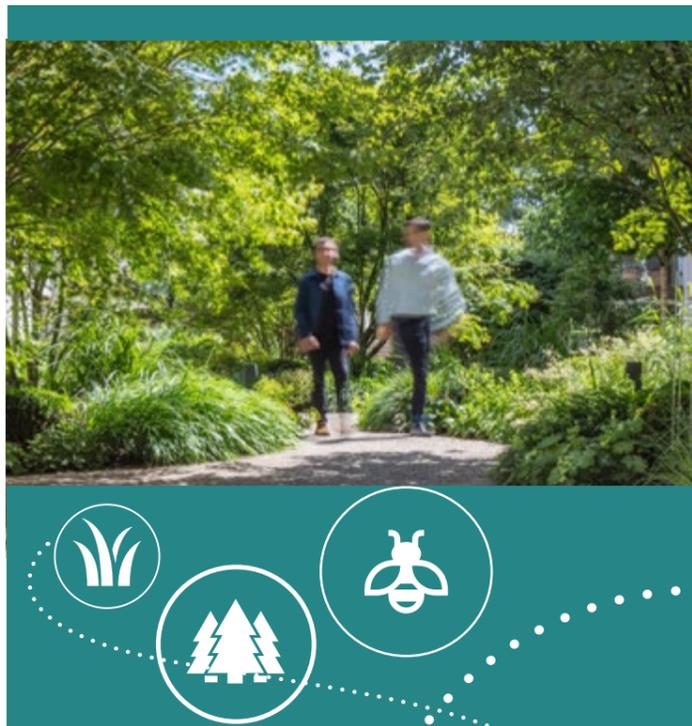
## LANDSCAPE PROPOSAL

## 10.1 LANDSCAPE VISION & APPROACH

This section provides a summary of key Landscape design principles.

For more information, please see the Exterior Architecture document and drawings submitted with the application.

### Three key pillars



#### Ecology to Define Spatial Types

##### Messy Ecosystems, Orderly Frames

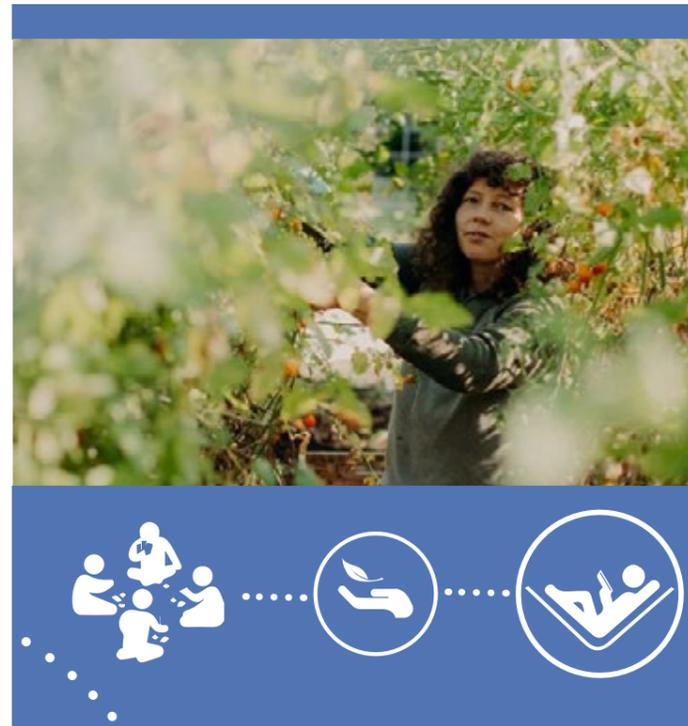
- > incorporate meaningful, lush planting within structured forms
- > planting to be ecologically focused and more 'wild', while maintained within orderly spaces

##### Prioritise Ecological Interventions

- > productive planting to be incorporated within the entire scheme such as orchard trees, fruiting and flowering shrubs, sensory planting including herbs and scented flowers such as lavender

##### Foster a Connection with Ecology

- > seating and play areas to be nestled within planting to encourage biophilia



#### Spaces that Create Moments & Memories

##### Promote a Sense of Discovery

- > encourage a sense of discovery through designing a sequence of spaces
- > create smooth and interesting transitions from one space to the next
- > promote biophilia; a connection of people to their natural surroundings

##### Create Spaces with Distinct Sense of Place

- > emphasis on creating strong sense of character for each space
- > create moments and cues for users to stop, enjoy, connect and create memories in the landscape



#### Interactive & Engaging Landscapes

##### Focus on Community

- > build spaces that help strengthen the sense of community within the development
- > play areas for everyone to discover
- > flexible seating areas to allow users to gather and socialise

##### Encourage interaction with nature

- > the site aims to be an ecological oasis, a green escape from the urban environment
- > create opportunities for users to interact with ecology through grow gardens, natural play areas, and seating nestled into planting

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## 10.2 CHARACTER AREAS

### Design Approach & Character Areas

#### Design Approach

ExA have developed the landscape brief in direct response to:

- > Existing site constraints and opportunities. These are diverse with the main considerations being, but not limited to; people movement; equality in accessibility; micro-climate; above and below ground infrastructure; and emergency access and egress;
- > Creating a modern neighbourhood - Taking an approach to place making which aims to cater to the diversity of the local resident. This has involved scripting spaces for a variety of curated uses such as relaxation, play, and socialising
- > Maintaining a focus on a progressive and dynamic living space that can enhance the experience of urban living, by allowing the opportunity for socialisation within a green and verdant setting; and
- > Placing importance on pedestrian comfort levels, navigation and ease of flow, through provision of a clear and uncluttered pedestrian spaces

#### Character Areas

5 Character areas have been identified for the Barnes Hospital development:

##### ORCHARD GARDEN

space to gather / reflective / verdant / inclusive / orchard planting / colourful, textured planting / movement / seating areas nestled into planting / commemorative

##### PLAY GARDEN

playful / immersive / tree planting / seating areas / exciting / explorative / soft / natural / green / sense of discovery

##### LONG BORDER GARDEN

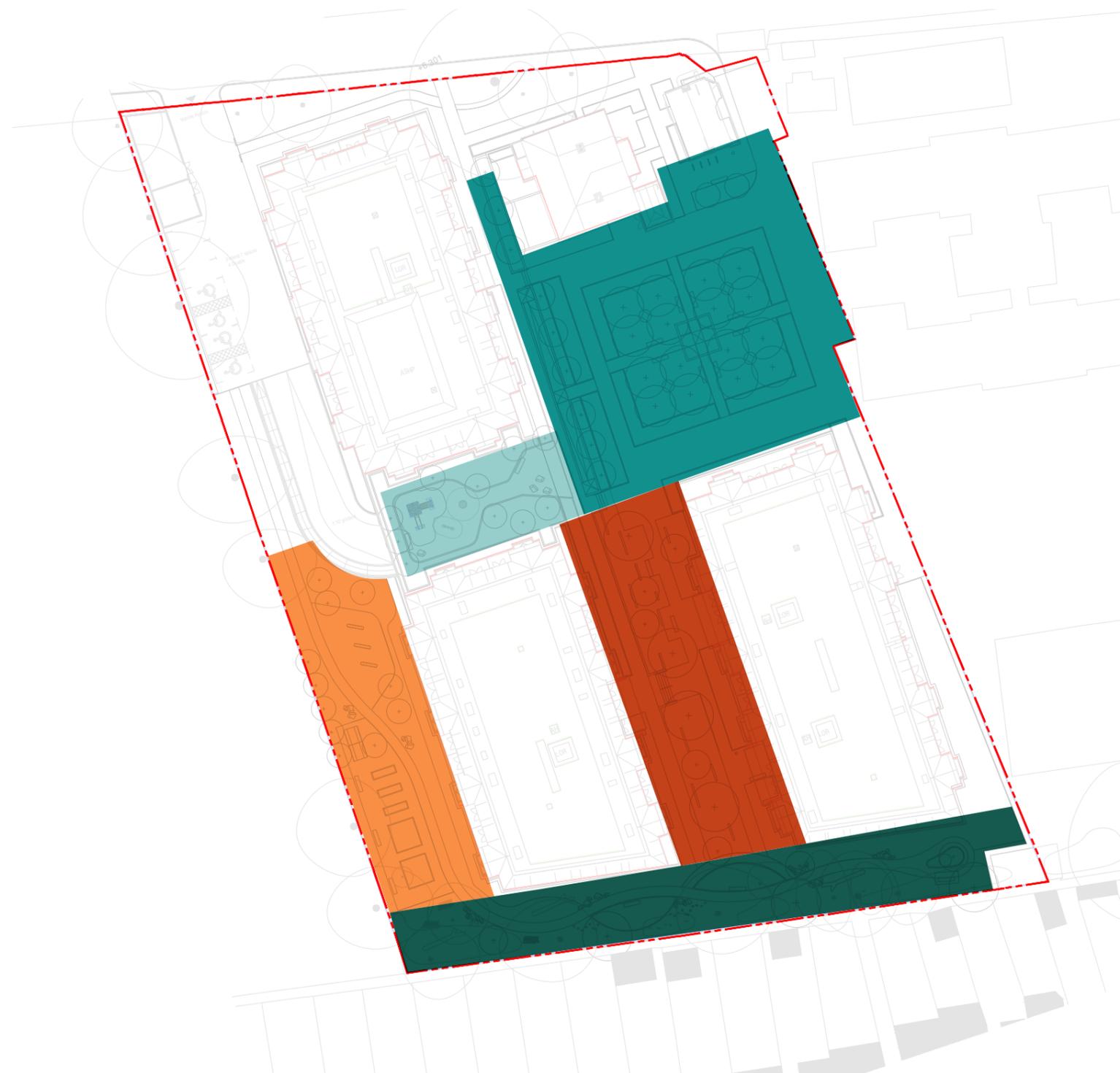
space to meet / pedestrian footpaths / tree planting / informal integrated seating areas / space to rest / directional

##### GROW GARDENS

productive / social / explorative / interactive / fun / space to sit / space to learn / playful / tree planting

##### ECO WALK

high ecological value / sense of discovery / biophilia / verdant / immersive / playful / nature trail / secret footpaths / green buffer



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## Proposed Play Provision

The following page displays the proposed play strategy, including only 0-11 play provision on site, and providing 12+ off site through a financial contribution. We believe this strategy results in the highest quality play spaces and maintains the ecological integrity of the existing site.



### KEY

- 0 - 5 Years (Nature trail character)
  - very light touch play elements such as boulders, balance and stepping logs nestled within planting which double as ecological features and habitats
- 5 - 11 Years (Prescriptive, Educational & Community Focused)
  - sculptural play elements such as climbing walls, tunnels, slides and play huts, coupled with more educational and explorative play within the grow

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12+ - offsite contribution to allow for the site to retain its quiet character, and maintain biodiversity, as was the case for the outline planning permission.

Space requirements based on GLA benchmark standard.

Play strategy Diagram for 0-11 only on site

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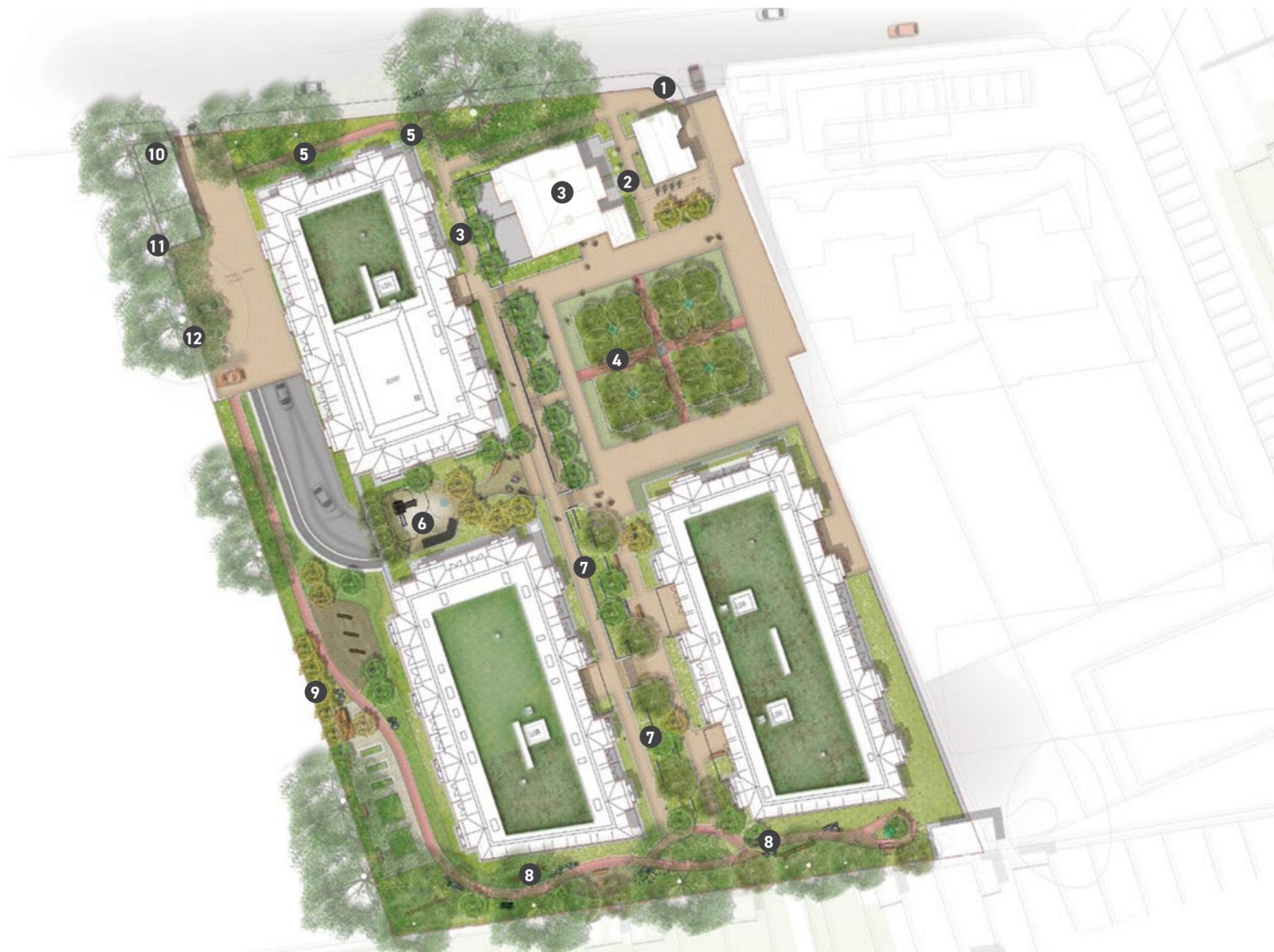
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## 10.3 MASTERPLAN

### Landscape Masterplan

#### Ground Floor

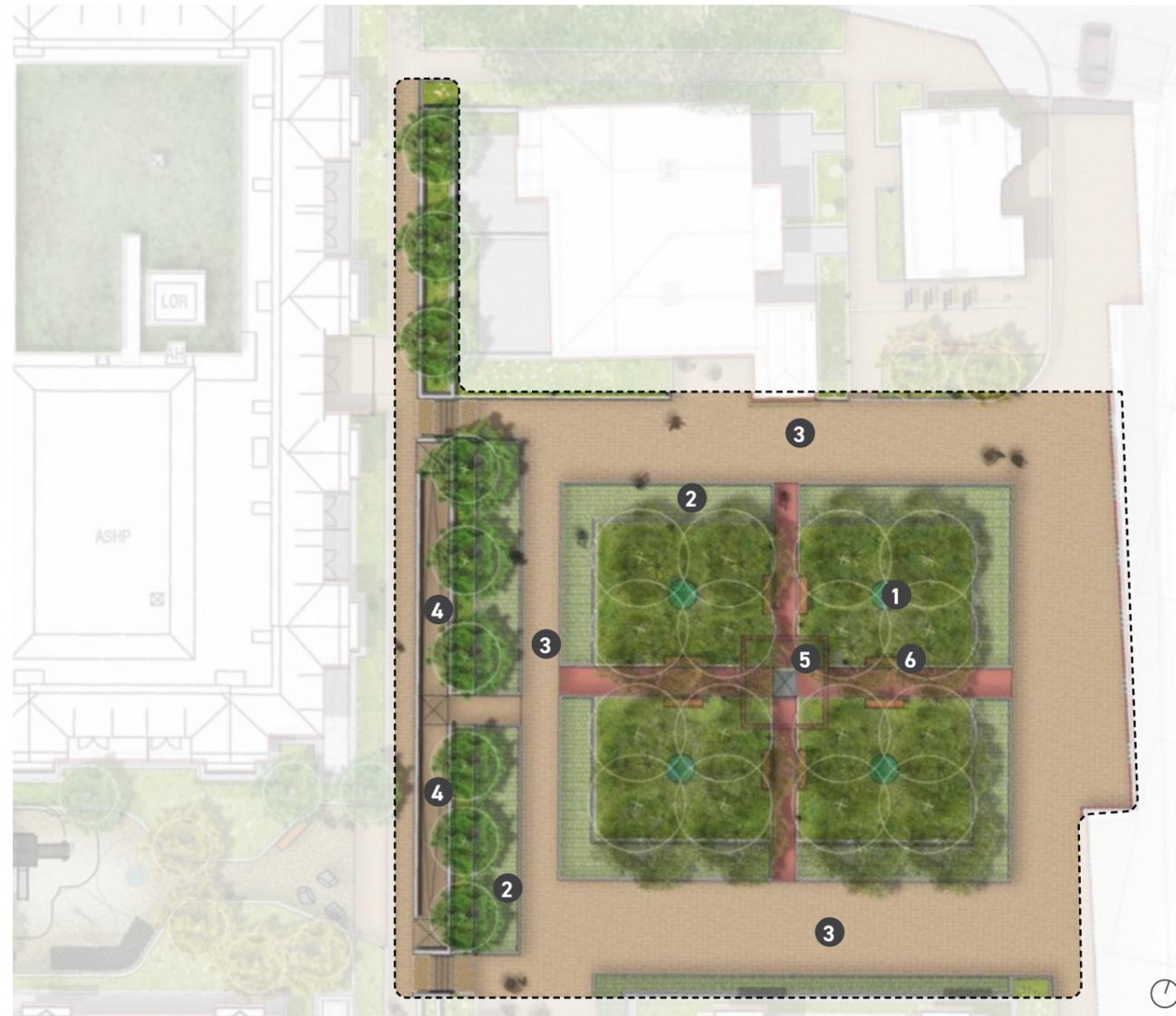


- 1 Pedestrian/ cyclist emergency vehicle access
- 2 Community centre and Cycle stands
- 3 Hedge and buffer planting to private residences
- 4 Orchard Garden
- 5 Entrance gardens (Main pedestrian access)
- 6 Play Garden
- 7 Long Border Gardens
- 8 Eco-Walk with nature trail
- 9 Grow Garden
- 10 Vehicular access (parking entrance)
- 11 Bin Storage
- 12 Parking bays



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## Orchard Garden



- |  |                                   |
|--|-----------------------------------|
| 1 Orchard planting                                   | 5 Commemorative plaque location   |
| 2 Grasscrete with wildflower planting                | 6 Seating nestled within planting |
| 3 Fire engine access route                           |                                   |
| 4 Compliant sloped access to Block A and play garden |                                   |

The Orchard Garden is a community anchor within the development where residents will want to meet, rest, and relax. The Orchard tree planting will be sensitive to the existing site context, and will be at the heart of the character design, incorporating seating areas immersed within planting.

### Character Area Objectives:

- > reflective bird baths surrounded by productive, orchard tree planting
- > seating opportunities for solo users and groups nestled within planting
- > colourful, inviting planting with native, evergreen, and pollinator species
- > ecological interventions such as reflective bird baths and biodiverse planting



Wildflower meadow



Reclaimed brick path



Fruit Trees



Etched natural stone plaque



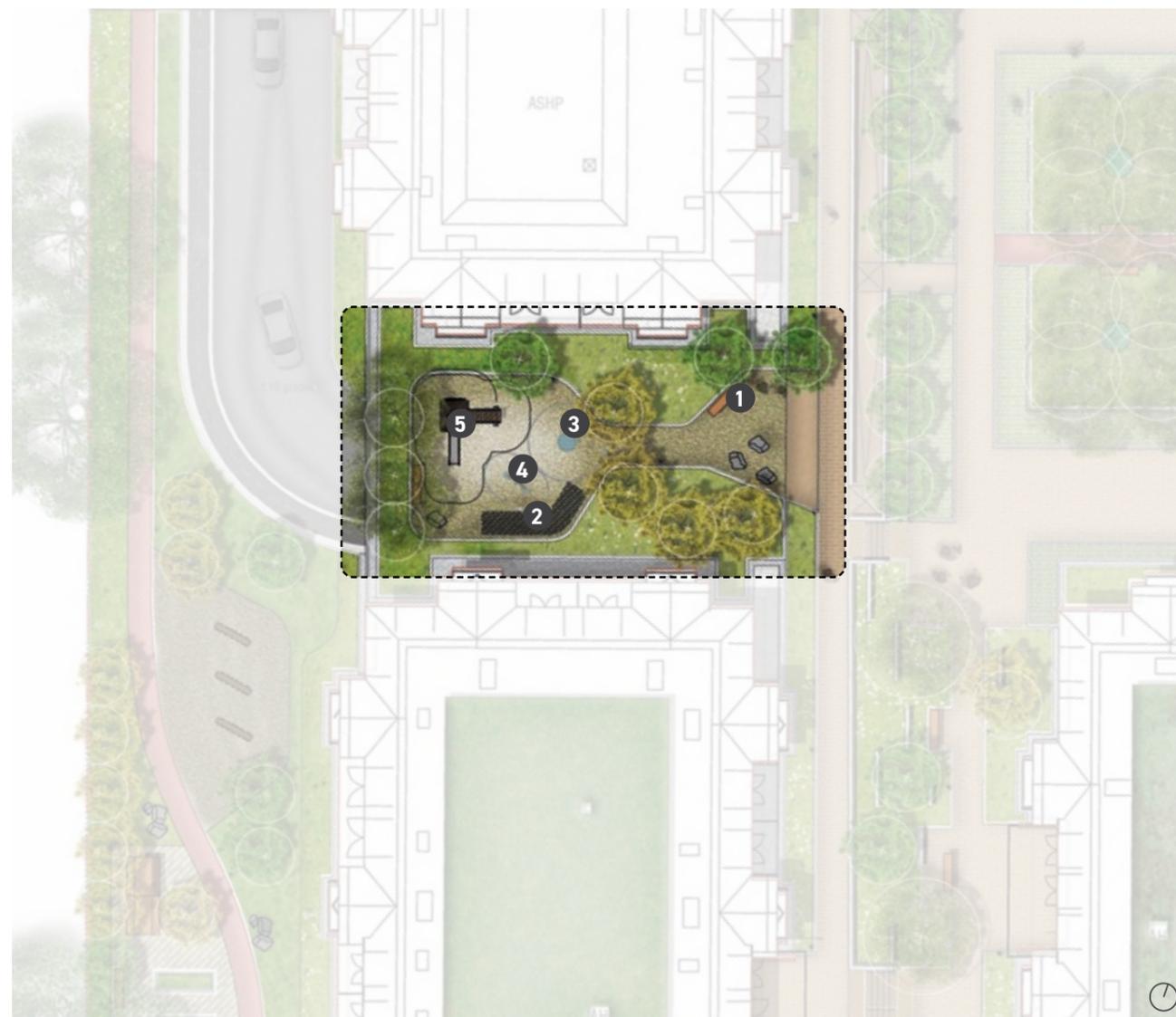
Reflective bird bath



Orchard trees

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## Play Garden



- 1 Playable Log Tunnel
- 2 Willow Tunnel
- 3 Wobble disk
- 4 Small see-saw

- 5 Combination play hut

The Play Garden provides inclusive, green, and immersive play opportunities that fit seamlessly into the already verdant landscape. The aim is to create a sense of discovery and exploration is at the heart of this character area.

### Character Area Objectives:

- > natural play elements such as willow tunnels, balance elements, playable logs
- > robust, natural materials
- > play elements and seating immersed in lush planting
- > space to run, climb, play and imagine



Wobble disk



Playable log tunnel



Willow tunnel



Small see-saw



Combination play hut

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## Long Border Garden



- 1 Biodiverse planting
- 2 Seating pockets to rest and relax
- 3 Steps between Blocks B & C
- 4 Immersive tree planting
- 5 Retaining plinths (reclaimed brick from site)

The Long Border Garden provides a functional space to allow for pedestrian circulation and also allows for spaces along the journey to stop, meet, rest, think, relax and socialise. The immersive tree planting and verdant planting typology makes this garden an inviting place to rest.

### Character Area Objectives:

- > high ecological value with textured planting of native, evergreen and pollinator species
- > immersive tree planting
- > opportunities to sit, rest, relax within the verdant environment
- > create sense of movement through planting



Movement through planting



Seating pockets



A verdant journey



Lush view from adjacent units



Immersive planting



Shade-tolerant planting

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## Grow Garden



- 1 Raised and in-ground planting beds
- 2 Seating pockets for residents
- 3 Path flowing between productive planting
- 4 Play totems
- 5 Residents outdoor dining area

The Grow Garden is a productive community garden space for residents to meet, explore, learn and play. Creating a playful and fun space to enjoy productive planting will be the driving force behind the layout of this character area.

### Character Area Objectives:

#### CHARACTERISTICS:

- > productive planting such as fruiting and flowering trees and shrubs, herbs, and planting to stimulate all the senses.
- > seating areas for residents to gather and enjoy
- > opportunities to hold small events and evening use
- > informal climbing play opportunities



Fruiting plants



Seasonal vegetable gardens



Herb Garden



Seating areas around and between beds



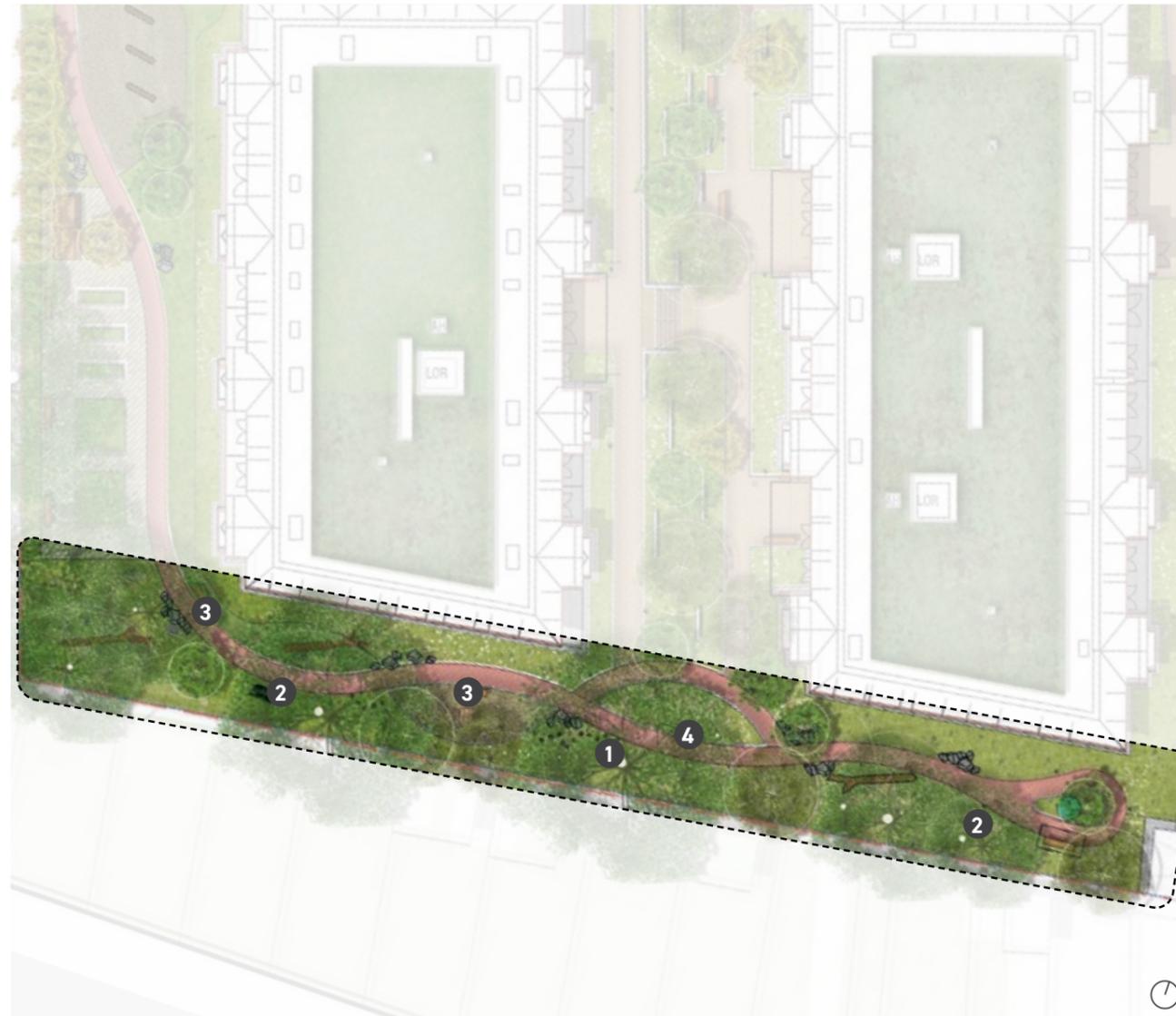
Raised and in-ground beds



Play totems

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## Eco Walk



Creating an inviting and green link with high ecological value and sense of discovery. Incorporating a nature trail and immersive board walks adds to the sense of exploration in this space.

### Character Area Objectives:

- > biodiverse planting with seasonal interest
- > incorporation of ecological interventions such as bird boxes, bird baths, insect hotels, squirrel ropes
- > footpaths immersed in dense planting
- > nature trail explorative elements nestled into planting
- > character area to function as a wildlife corridor, connecting to the wider green infrastructure network



Catering for birds



Pollinator-friendly planting



Bird boxes



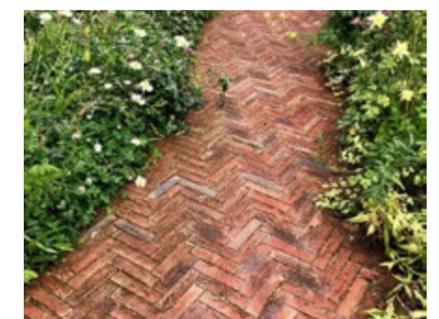
Insect hotels



Nature trail elements



Natural seating/ explorative play elements



Reclaimed brick footpath

- 1 Biodiverse planting all along the path
- 2 Seating immersed in planting
- 3 Natural trail elements
- 4 Meandering path

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## Movement and Access



### Pedestrians and Cyclists

Main pedestrian access is from S Worple Way through a straight path connecting to all three building blocks, as well as providing access to the Orchard Garden and Play Garden. A secondary entrance on north-east corner takes pedestrians to the low rise buildings located on that corner and passing through the orchard and Border Garden, connects to the Eco Walk and Grow Garden.

Main cycle entrance is located on north-east corner of the site,

which connects to the guest cycle stands by the community building as well as the cycle storage at back of Block C.

### Streetscape and Servicing

The main vehicular access is provided from north-west corner of the site, directing vehicles to the parking below the buildings and the blue-badge parking spaces along western boundary.

An emergency vehicle access is also provided from eastern side

of the north boundary, passing around the Orchard to provide access to all building blocks.

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## Green and Blue Infrastructure

### Green Infrastructure

The green infrastructure approach to the site includes tree planting, shrub planting, ecological planting, hedgerows and biodiverse roofs.

The proposed tree planning will strengthen the GI network and the other greening features will help diversify local ecology. This will also create a biodiversity net gain for the site.

An orchard garden with fruit trees and wildflower planting as well as a 'Grow Garden' with allotments planted and managed by the residents, a grove of fruit trees and groundcover edible beds create the two anchor green spaces on site.



### Green Infrastructure

-  Existing green assets
-  Primary green link
-  Secondary green link
-  Anchor green space
-  Pocket green space
-  Intensive biodiverse roof

### Blue Infrastructure

The proposed drainage strategy integrates features of a Sustainable Drainage system (SuDS) into the open spaces of the site. Surface water is collected through gullies and permeable surfaces on the ground floor.

The permeable planted areas of the site and the large areas of biodiverse roofs help to reduce storm water run-off rates.



### Blue Infrastructure

-  Primary blue infrastructure link
-  Secondary blue infrastructure link
-  Fall direction
-  Permeable hard landscape surfaces

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## Hard Landscape Strategy



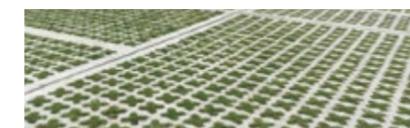
**Surface Type 01**  
Permeable Tegula Concrete Setts  
Color: 95% Burnt Ochra  
5% Charcoal



**Surface Type 02**  
Natural stone paving



**Surface Type 03**  
Reclaimed Brick from site



**Surface Type 04**  
Grasscrete



**Surface Type 05**  
Self binding gravel



**Surface Type 06**  
Natural stone tactile paving



**Surface Type 07**  
Eco Rubber Play chippings  
Colour: Green



**Surface Type 08**  
Granite chippings  
Size: 20-40mm

### Approach to surfaces

The aspiration to develop high quality landscape spaces across the site has led to the selection of a number of materials appropriate for the different spaces within the development. Hard landscape elements selected are to be of a physically robust quality, appropriate to the site's intensive use.

Materials that have been selected are sympathetic to the local context and are appropriate to their location and use.

The materials detailed here form a structured palette that are coordinated to create visual unity and integrity within the existing surrounding landscape.

The materials selected for the palette will provide cohesion to the hard landscape areas within the development. They will convey a unifying character, and consideration has been given to the appropriateness of the materials with regard to place making

and their long-term performance, durability and maintenance requirements. Consideration has been given to materials' impact on the environment such as sourcing, cost, and project sustainability.

All surface materials will be UK origin.

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