

3 Landscape Vision & Approach

Landscape Vision

Three key pillars



Ecology to Define Spatial Types

Messy Ecosystems, Orderly Frames

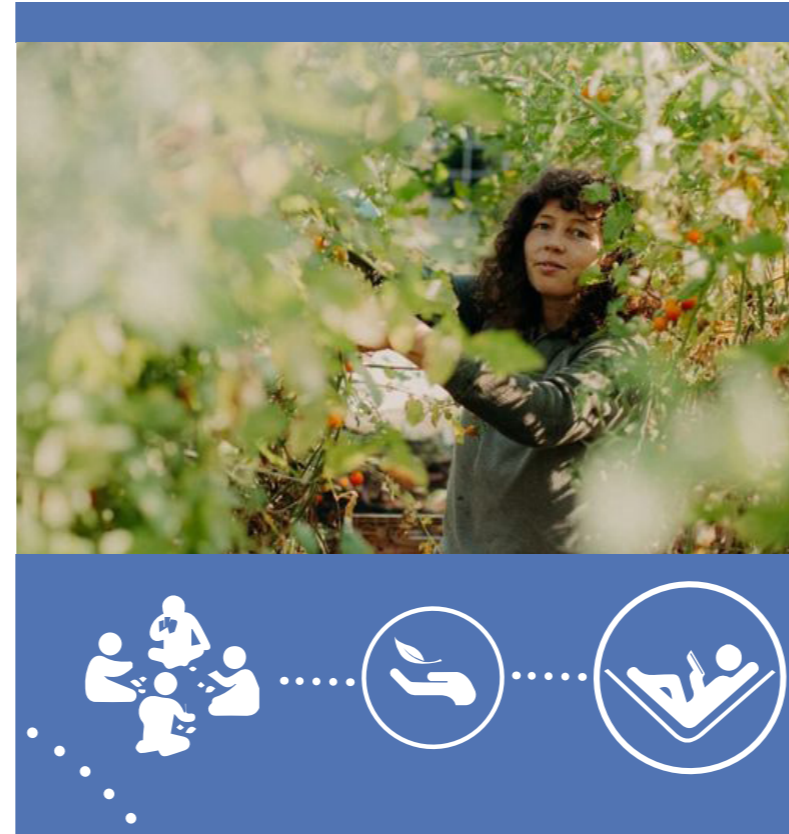
- > incorporate meaningful, lush planting within structured forms
- > planting to be ecologically focused and more 'wild', while maintained within orderly spaces

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

3 Landscape Vision & Approach

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

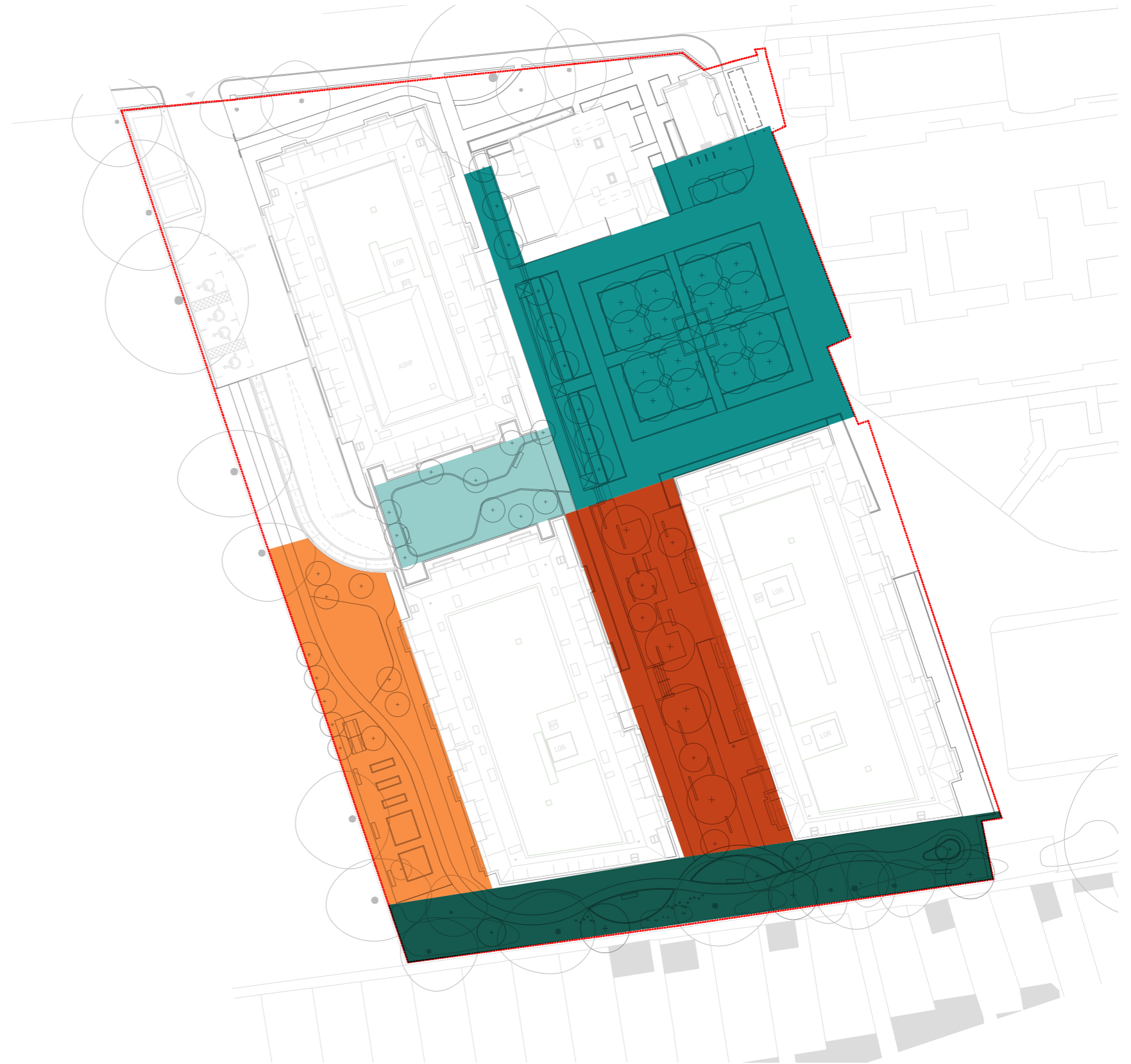
space to meet / pedestrian footpaths / tree planting / informal integrated seating areas / space to rest / directional

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



04 Landscape Design

4 Landscape Design

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



All images used in this presentation remain the property of the copyright holder(s) and are used for the purposes of this presentation only.