7 Detailing the Place

The quality of the detailed design of the buildings and public realm can make or break a place. At this stage in the design process, it is not appropriate to be designing actual buildings or spaces, but to establish the key principles which will guide the form of the new development. This will ensure continuity and coherence between phases of development, which may be built over a period of time by different developers. Within this overall design framework, variety in architectural expression is encouraged to create richness and diversity.

The small towns and villages of this part of Kent have a distinct local identity and architectural heritage, which can be drawn upon to develop its future built environment. As noted in Chapter 3, historic settlements such as Wye, Lenham and Tenterden contain many fine buildings and examples of traditional materials, construction and design. It is important that these buildings and townscapes are re-interpreted by modern designers, rather than reproduced in a cosmetic way which can result in the cladding of traditional materials and details on to generic house types. Emphasis should be placed on the quality of the design, which can be either based on the local vernacular or a more contemporary approach. The latter is preferred for the mixed use/employment area within East Stour Village.



Typical Residential Street



Captain's Green



Stour Meadows



Mixed Use Area

7.1 The High Street

As noted earlier, the High Street (which will run through the middle of the village from Captain's Wood to the main crossroads) has been designed to function as the heart of the village where community facilities including the health centre, community hall, church, foodstore, primary school and other public facilities, as well as a variety of live/work and residential buildings will be provided. The school, nursery, One Stop Shop and community hall will be located at one end of the street by Captain's Wood, while the foodstore, other retail units and health centre will be at the other end near the village crossroads, with public open spaces and meeting points at either end of the High Street and at its mid-point.

It is envisaged that the majority of the buildings will be three storeys in height, with four storey flats along the northern edge, adjoining the main access road. The majority of buildings will consist of commercial and community facilities at ground level with residential accommodation above. As noted in section 4.5, the housing will be relatively high density (up to 50dph net). Sheltered accommodation would be particularly appropriate in this location, as the pedestrian street provides convenient access to the community facilities, shops and bus stops located nearby.

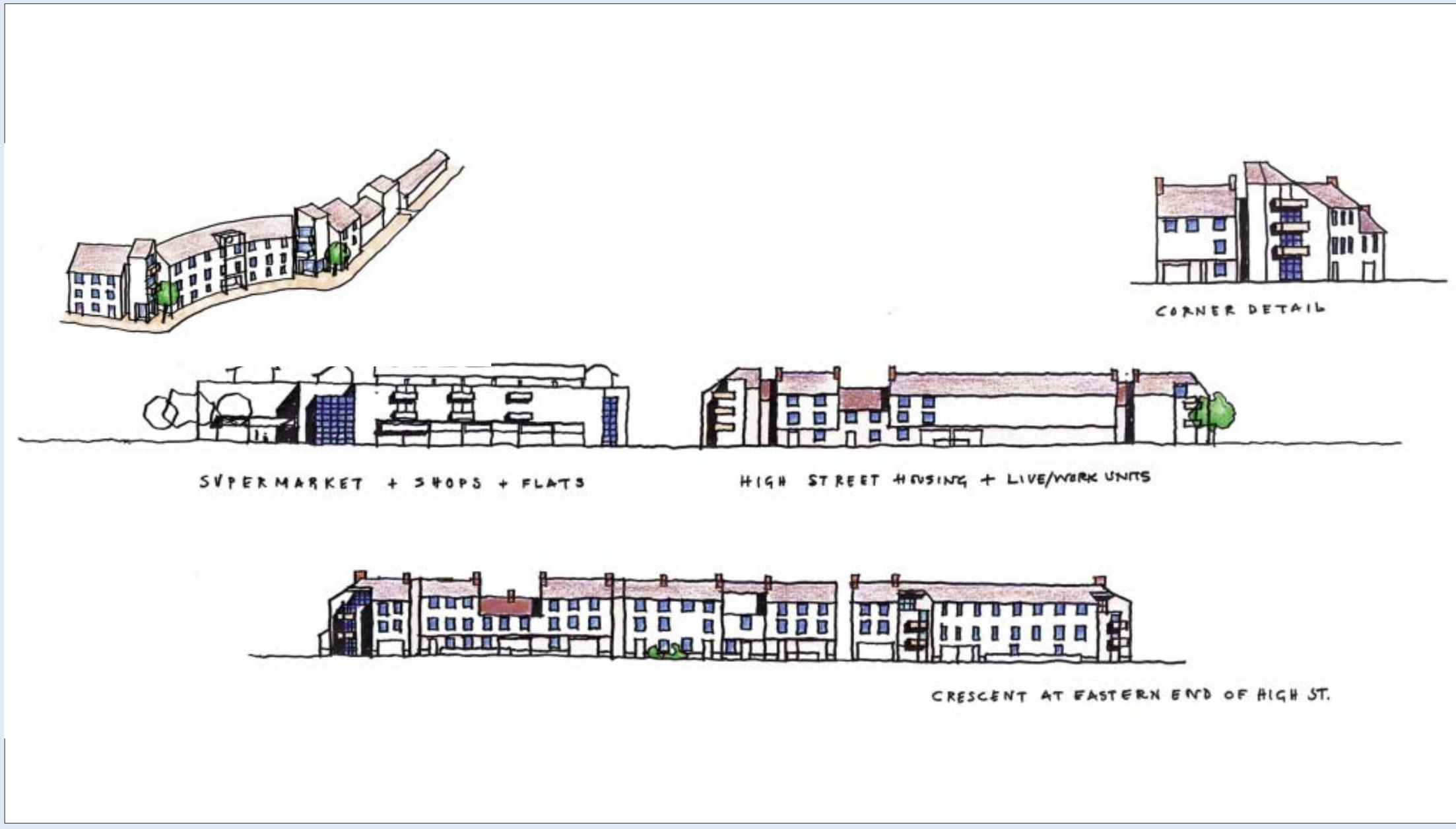
The streets would be characteristic of historic towns and villages in the area , with houses generally fronting the back edge of the footway or with a small front garden and terraced to provide maximum continuity of frontage to urban spaces. Although planned primarily around the needs of pedestrians, cyclists and buses, provision will be made for other vehicles and it will be subject to a 20mph pedestrian priority.

The High Street will need to accommodate a wide range of building forms, including the foodstore, community facilities, apartments, townhouses, sheltered housing, other special needs housing and live/work units. A re-interpretation of the local vernacular found in small towns and villages in Kent would provide an appropriate architectural response, combined with more contemporary building elements.



A series of design elements could provide visual continuity, drawing together this rich mix of building forms and types. For example, emphasis could be placed on turning corners: three and four storey buildings can give prominence to corners and the use of square and shallow plan dwellings allows the corners to be turned with a continous frontage and aspect to the street.

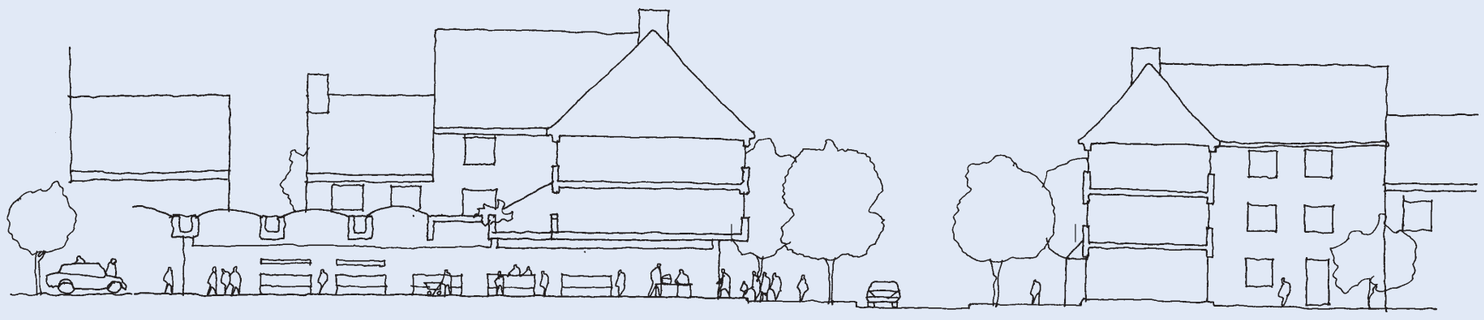
Further information on the High Street is provided on pages 27, 30, 37, 43, 65, 68, 71 and 79.



High Street Built Form



Stour Square



Supermarket with 2 storey residential above

15.5m Major access road mixed use areas

2/3 storey residential with retail outlet on ground floor

The Foodstore

The district centre comprises a foodstore of 3,500m^2 and adjoining shop units, with frontage to both the square and to the rear court car park. There is car parking for 80 vehicles for the supermarket and an additional 40 vehicles for the housing. Housing forms the perimeter of the district centre, in the form of two storey development over the retail elements and as two and three storey development elsewhere; the rear court is thereby enclosed by the housing. Housing will be predominantly made up of starter homes and housing association developments.

Some terraced garden space will need to be accommodated on the roof of the retail building to serve the housing at first floor level. The rooftop of the retail building should have a pitched form suitable to be overlooked by residential accommodation and be finished in tiles.

Service access to the retail building will be directly off the surrounding street frontage and beneath the residential development. The rear court will be landscaped to provide a green outlook for residents. Tree planting between car parking rows and adjacent to the rear access footpath for residents would achieve this.



2/3 Storey Housing:
Rear parking court/garages, large rear gardens, buildings to rear of footpaths - garages could incorporate studios/workshops to provide surveillance



2/3 Storey Housing:
Rear parking court, large rear gardens, buildings to rear of footpaths or with small defensible space enclosed front gardens

7.2 Building Size and Scale

The following height to width enclosure ratios are proposed to create a clearly defined hierarchy of positive outdoor space.

Height to width ratios

	Maximum	Minimum
Mews	1:1.5	1:1
Streets	1:3	1:1.5
Squares	1:5	1:4

Source: Urban Design Compendium

Building heights will relate to the width of the space, with three and four storey buildings used to enclose and define the high street and the pedestrian priority streets and squares extending from it. These streets and squares are conceived as a linked sequence of "outdoor rooms" where people live, work, and play. Each outdoor space will have its own character based on the surrounding uses and circulation patterns. Three storey buildings will also be used to frame the entrances to housing clusters, to terminate views and to emphasise street corners.



Perimeter Blocks

Perimeter blocks provide continuity and enclosure with clearly defined public and private space, while different forms can be used to create different streetscape characters and can be varied to accomodate a mix of uses within a single street.

It is a particularly effective approach for a medium to high density residential and mixed use areas, allowing good connections to the surrounding area, efficient use of land and good natural surveillance of the street with windows and doors facing outwards. There is also strong continuity in the relationships between the fronts and backs of buildings.

In addition, the approach is very much in keeping with the historic village forms in Kent, with their rows of buildings opening directly onto the street and typical central crossroads.

The central area of East Stour Village, around the High Street will be designed on this principle. As is characteristic with perimeter blocks, the buildings will face outwards and overlook the public realm, bringing life and vitality to the High Street, while the private areas for gardens and car parking will be contained within the enclosed blocks. The lengths and designs of the perimeter blocks will be varied to add a richness in design and character in keeping with historic Kent villages.

Recent developments such as Poundbury, Dorchester, have shown that secure rear courtyards can successfully accommodate residents' parking. It is important that the arrangement of buildings creates a well-overlooked space. Through routes increase natural surveillance from passing pedestrians. The entrance to a rear courtyard between buildings or through an archway, needs to repect the street frontage.

Typical development parcel within high density area



Typical 2 Storey Street Elevation

Projecting gable at 1st floor - jettied overhangs - boarded wall finish - brick walls - brick or painted plaster plinths - carriageways to rear parking - tiled roofs - steep pitch - brick chimneys - splayed bay windows at ground floor - hanging tiled wall finish



Typical Mixed 2 and 3 Storey Street Elevation







7.3 Residential Street Frontages

A common building line with minimal setback, will be used in higher density housing areas to create continuity of frontage and to clearly define the public realm. Buildings will front onto the footway and address the street positively. This will add visual interest and help bring activity to the street frontage. Frequent doors and windows onto the street ensure natural surveillance and reduce the risk of crime. Balconies, canopies and colonnades further enliven the street frontage and maximise views.

Houses in Kent villages, such as Wye, have historically been built close to the road with comparatively large private gardens to the rear. This traditional approach has been followed at East Stour Village with garages and car parking positioned, either at the rear or the side of properties. This prevents the exposed, car dominated, semi-private space which characterises the frontages of many post-war suburban developments.

Houses will generally have building widths of 5 - 7m, which when combined in terraces helps create continuity and rhythm. In order to create a continuous street frontage, houses will sometimes be orientated so that the long side faces onto the street. Special house types which face two ways will be used to turn corners.



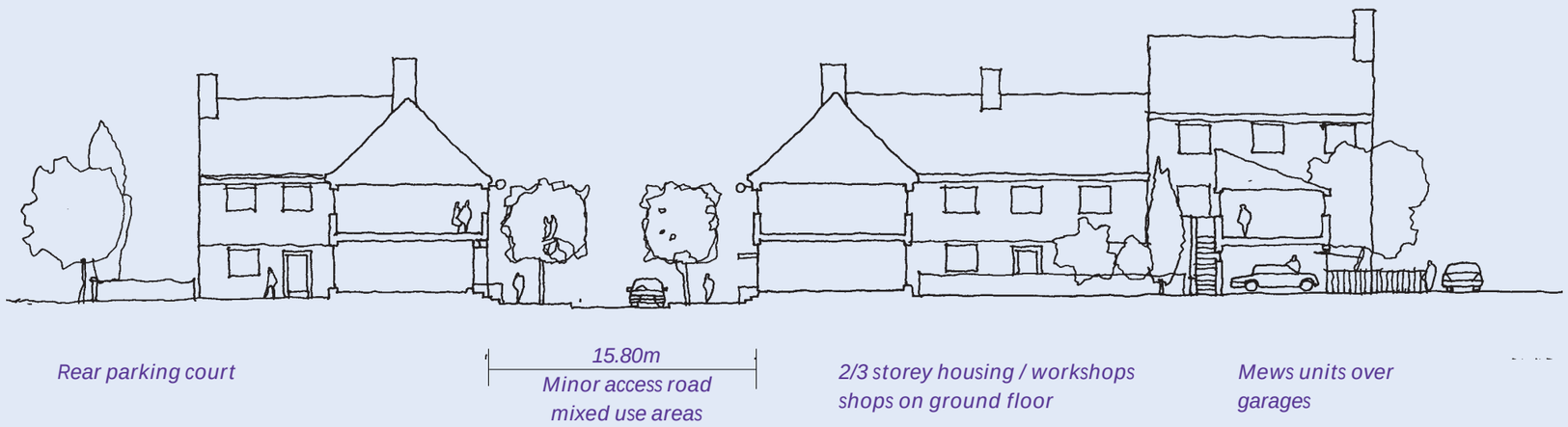
Elevation

Boarded upper floors - brick walling - tiled roofs: steep pitch - chimneys - dormer windows - painted brick or plastered plinths - steps up to ground floor from footpath - upper floor jettied overhang with splayed bay windows on ground floor

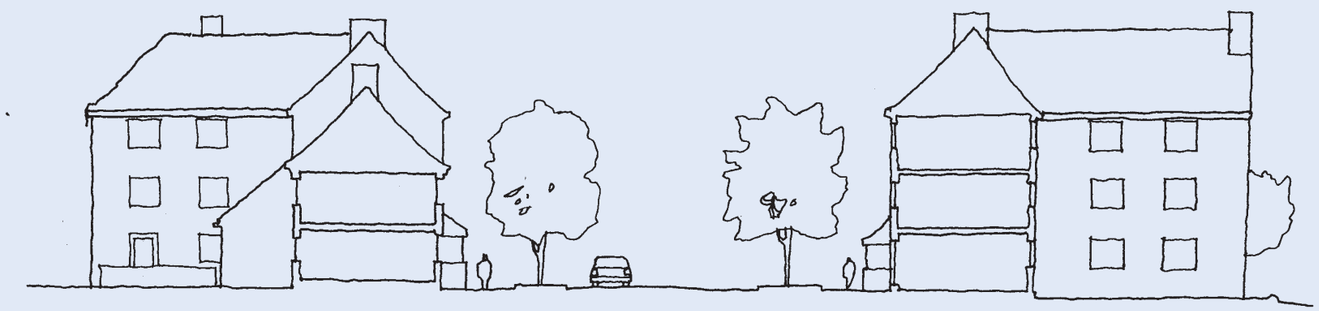


Elevation

Boarded upper floors - brick walling - tiled roofs: steep pitch - chimneys - dormer windows - painted brick or plastered plinths - steps up to ground floor from footpath - upper floors jettied overhang with splayed bay windows on ground floor





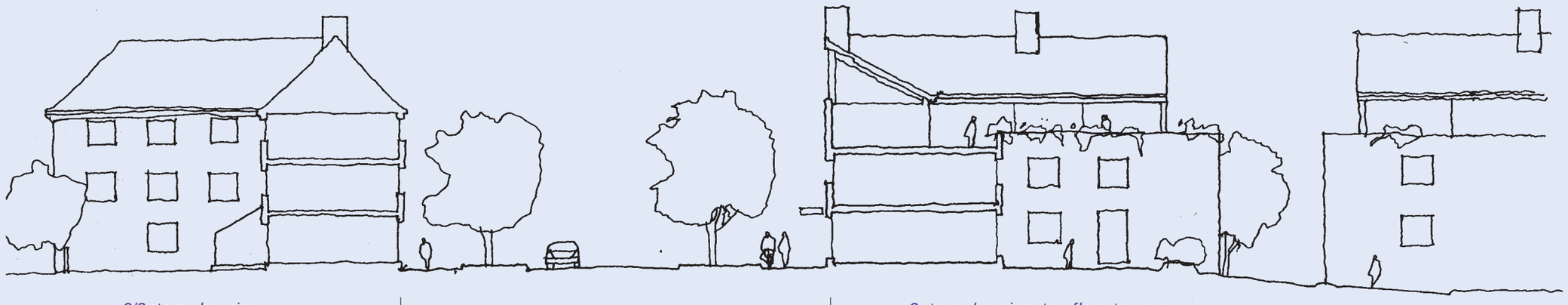


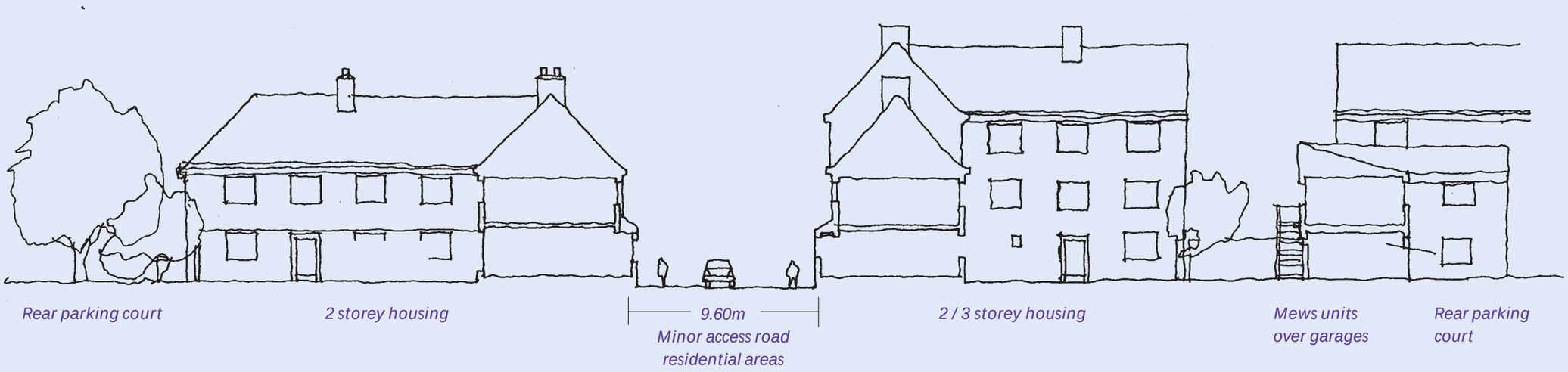
7.4 Mixing Uses and Building for Change

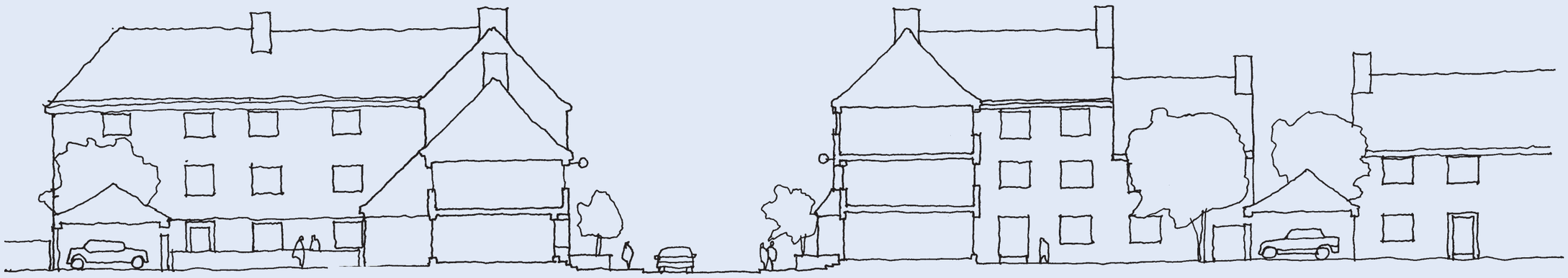
As noted earlier, it is proposed to include non-residential uses into certain housing areas to help create a diverse mix of uses. The main opportunity for multi-use buildings, and the mixing of uses, is proposed within the higher density areas in, and adjacent to, the High Street. Mixing uses is proposed either by placing different activities next to each other in separate buildings, or by combining activities vertically in multi-use buildings. The village will have the flexibility to accommodate a range of different homes, tenures, and work places. A modern interpretation of the traditional townhouse is seen as a flexible way of combining living and work space. Similarly "mews" accommodation can combine housing with small offices, garaging, workshops or studios. Apartments and offices are proposed over the shops, community and leisure uses within the district centre, close to public transport.

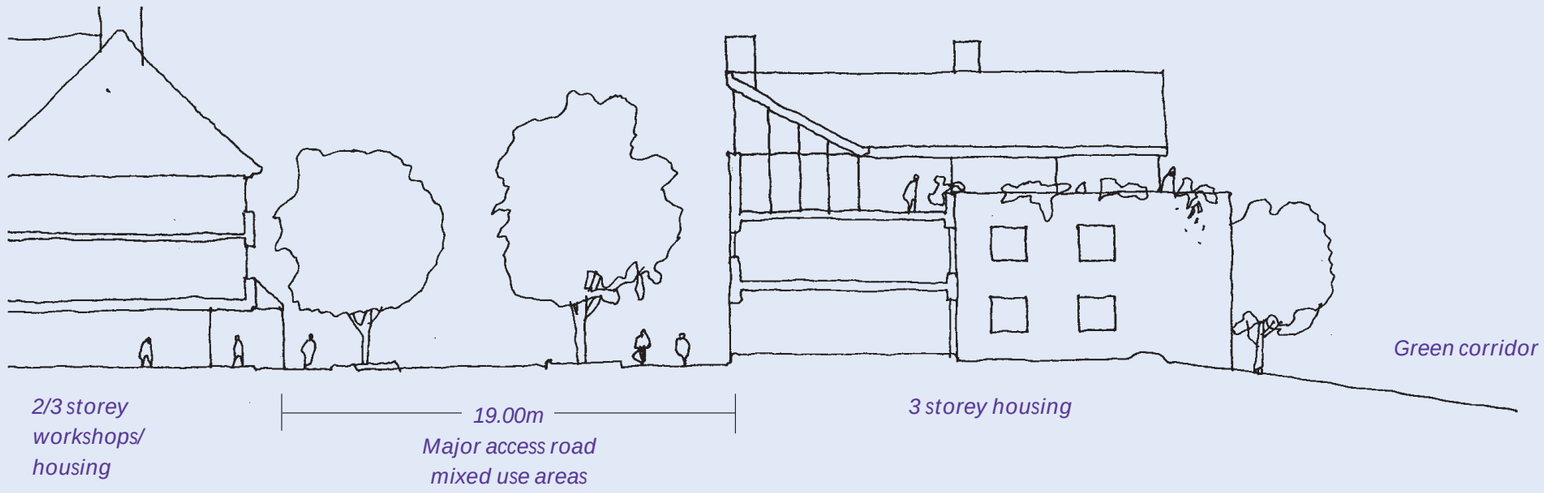
Multi-use buildings will be designed for ease of conversion between live and work use; and to accommodate individual life styles, and the varying needs of different occupiers. Flexible buildings that allow for a range of complementary uses will be more sustainable in the long term than those designed for a single specific use.

Buildings and public spaces will be designed to provide "access for all", especially the elderly, people with disabilities and parents with pushchairs.


2/3 storey housing
22.50m
Local distributor
3 storey housing, top floor terraces
overlooking green corridor

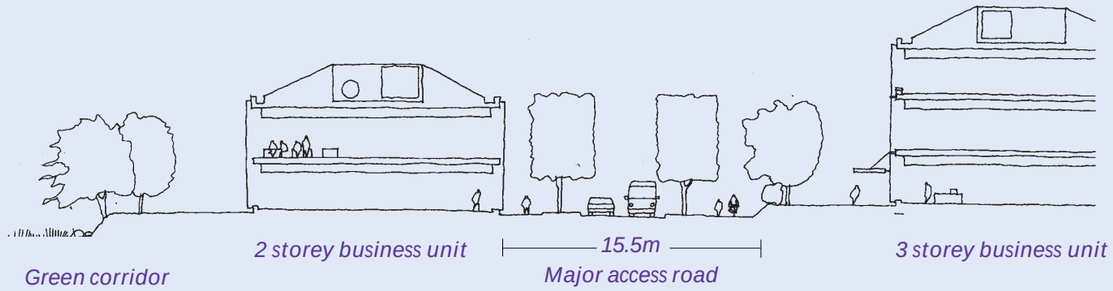

Rear parking court
2 storey housing
9.60m
Minor access road
residential areas
2 / 3 storey housing
Mews units
over garages
Rear parking
court


Garages
2 / 3 storey housing
14.40m
Major access road
residential areas
2 / 3 storey housing
Garages
Rear car
parking court


2/3 storey
workshops/
housing
19.00m
Major access road
mixed use areas
3 storey housing
Green corridor















7.5 Employment/Mixed Use Area

- In employment areas, emphasis will be placed on establishment of a strong landscape framework with tree planting along the main roads and hedges defining the employment sites on either side;
- It is important that buildings within the employment area meet the design standards set out in the site development briefs which will accompany detailed planning submissions. Standardised industrial sheds will not be acceptable;
- Buildings will be modern in appearance, using glass and light coloured panel materials in combination with expressed structures to create a sense that they are pavilions in a parkland setting;
- Roofs will be designed to screen unsightly mechanical equipment and may for example, use mono-pitched, metal clad forms set back from the building perimeter to achieve this;
- Seen from the green corridors, employment buildings will appear as pavilions set in an informally landscaped environment with shrubs, trees and reed beds, and making the best use of reflections in any water bodies present;
- Car parking for employment buildings will be in hard-landscaped rear courts enclosed by buildings.
- The provision of land for employment/mixed use is based on:
  - Flexibility in site sizes to meet a wide range of potential occupier demand;
  - Capacity with a range of sites catering for large headquarters buildings for inward investors to smaller sites meeting local demand;
  - An attractive environment ;
  - High quality development to encourage further demand.

Further information on the Employment/Mixed Use Area is provided on pages 27, 37, 41, 42, 44, 63 and 81.













7.6 Building Elements

Traditional Roof Forms

- In general roofs will be steeply pitched;
- The use of hipped ends, gabled ends and combinations of the two will provide variety and interest to the roof profile;
- Following the tradition of the Kent area, roofs will be tiled using a colour range between red and brown;
- Houses will have chimneys, giving much needed vertical emphasis and punctuation to the roofline. Chimneys will, in some cases, be expressed as features throughout the whole height of an exposed gable wall.

Contemporary Roof Forms

Roofing for the housing areas is a rationalised traditional form, which incorporates hips and pitches, distinctive to the locality. Where possible the roofline is broken to create roof terraces and balconies. At key corners, the roof forms have been individualised to emphasise these prominent locations, with linked apartments, which have been expressed in the articulation of the roof form.

The foodstore and health centre form a transition between the residential and employment areas. Both of these buildings address the square, the health centre opening into this public space and the foodstore with a glazed two storey café at its corner. The roof forms of these buildings combine light folded metallic forms with glazed panels to maximise solar gain. The health centre roof would be barrel vaulted in form. Apartments located above these facilities possess roof forms which reflect the material form of the buildings below.











Walls

- A variety of wall structures and materials are proposed, based upon the traditional precedents established in local Kent villages;
- Tile hanging, painted and stained weatherboarding and plastered finishes can be used, particularly on upper floor walls. Mews and garage buildings could be totally clad in weatherboarding from eaves to ground;
- Brick walls using suitable local brick colours and textures can be combined with the above mentioned cladding, or used alone;
- Where upper floors are jettied out over the ground floor walls, the structure should be expressed with exposure of beams;
- It is important that walling materials are utilised in an authentic manner and not applied in any cosmetic way.

Plinths

In keeping with the traditions of the area, the use of plinths, either in brick or as painted plastered surfaces, would create strong bases for the housing and provide an interface between the building wall and the footpath or garden surface. Plinths may be differentiated from the main wall colour, using dark colours to emphasis their solidity. Where bay windows occur, plinths will follow the line of the bay.









Enclosures

- Housing will generally come right up to the building line at the rear of the footpath, thereby giving the most effective sense of street enclosure;
- Between houses in the lower density areas it is important to use solid screen walls and fences to continue this sense of street enclosure. The use of brick and ragstone walls and stout timber fences would achieve this;
- At the rear of housing, gardens should have substantial timber fenced or walled enclosure, particularly where access roads enter rear courtyard parking areas;
- Garages can be used to assist in the enclosure of these rear courts.







7.7 Surfaces and Furniture

The selection of paving materials and detailing of the public realm will reflect the function of the spaces and their intensity of use and scale, for example:

- The two main squares and nodes of activity will be paved in a combination of high quality concrete slabs and setts;
- The High Street which acts as a spine through the high density housing linking to the employment area will be paved with high quality concrete setts or clay paviors, which allow cars and service vehicles to share the space;
- The main residential streets will have concrete slab footways with conservation kerbs and bitumen macadam carriageways. Secondary residential streets will have bitumen macadam for both footways and carriageways separated by conservation kerbs;
- Parking courts will be paved with clay paviors or bitumen with a dressing of stone chips, depending on the location;
- Within the low density housing areas either side of Captain's Wood a more rural solution is proposed for minor roads, involving no kerbs and simple wooden posts to define the carriageway, which could have a dressing of stone chips rolled into the surface;
- Country lanes or drives serving small groups of houses could be surfaced in gravel.

The following pages illustrate the approach that will be taken in each of these areas.

A sparing use of strategically placed street furniture is proposed so as to avoid clutter. The position and type of street lighting will be designed to minimise the number of columns. The choice and selection of street furniture (seats, bins, bollards, signposts and lighting) will similarly reflect the character of the space and the surrounding uses. Within the employment/mixed use area a contemporary design solution is encouraged. Throughout most of the village a neutral palette of furniture is proposed which will complement both contemporary and traditional architecture. In the lower density housing areas adjacent to Captain's Wood, and on the southern edge of the village a more rural response is required with simple wooden furniture.

The High Street



View of the HIgh Street with the carriageway paved in concrete blocks and concrete slabs for footways



Carriageways to be paved in tegula concrete block



Conservation style concrete kerb



Wall mounted street lighting reduces need for lamp columns, which in turn helps to reduce street clutter



Semi-mature street trees to possess a fastigate habit with a minimum 2 metre clear stem



Silver grey aggregate concrete paving to be made up of varied sizes of paving unit which can take vehicle loading

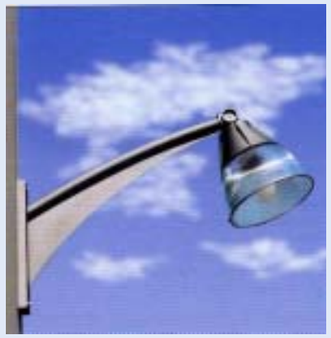
Squares and Nodes of Activity



View of the village square outside the foodstore. The square is paved in concrete slabs with vehicle through routes defined by smaller unit paving



The Adshel Landmark Bay bus shelter which is proposed for use elsewhere in Ashford



Wall mounted street lighting to reduce need for lamp columns and potential clutter



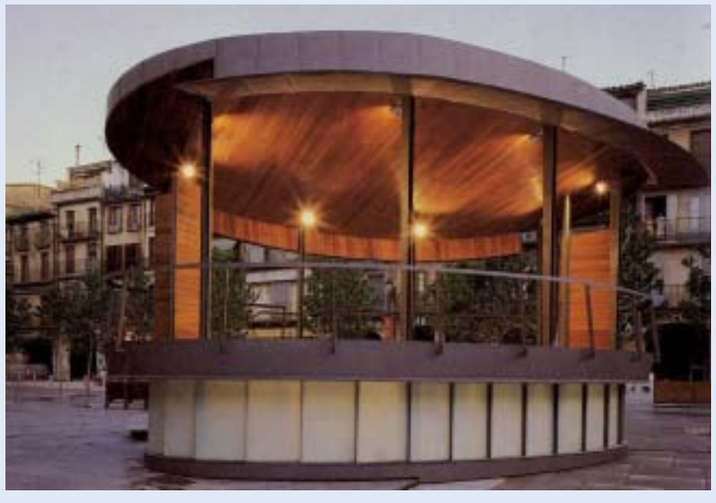
Contemporary stainless steel lighting column. See the following page for illustrations relating to the coordinated suite of stainless steel furniture to be used throughout the development



Silver grey aggregate concrete paving made up of varied sizes of paving unit, which can take vehicle loading



Intended character of seating area at The Oval



Kiosk within square to accommodate a small retail unit and provide shelter

Employment Area



Character of employment area - mixed use courtyards



Street furniture to be a coordinated stainless steel suite, as used elsewhere throughout the development











Silver grey concrete paving with exposed aggregate finish, employing a product which can be supplied in many sizes and can accommodate vehicle loading

Residential Streets



Minor access road serving one of the residential areas



Silver grey aggregate concrete paving to be made up of varied sizes of paving unit which can take vehicle loading



Conservation style concrete kerb

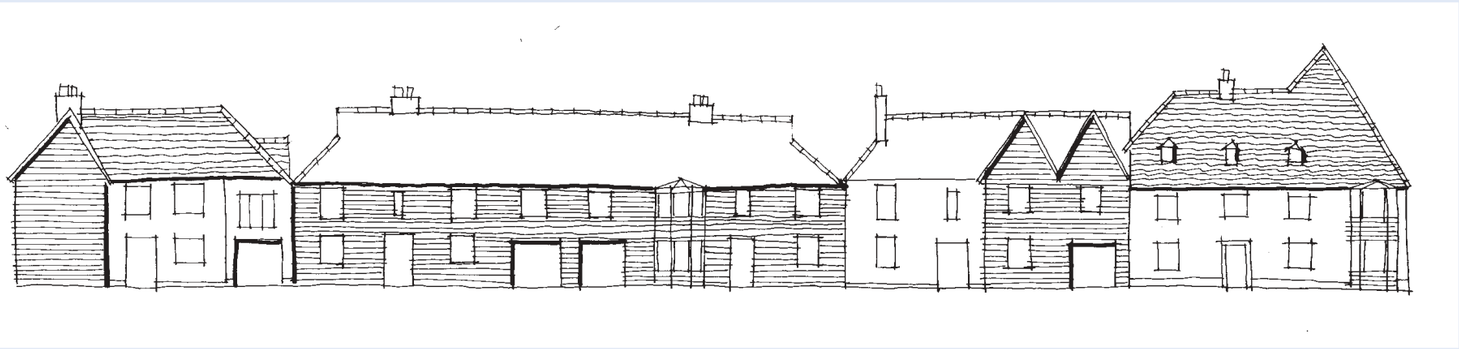


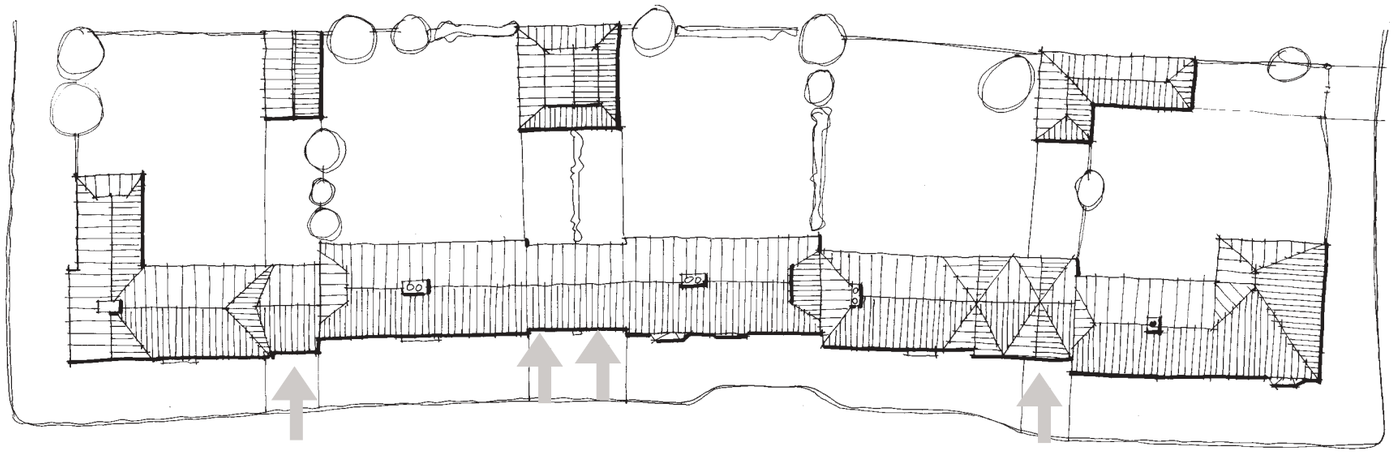
Supermarket with 2 storey residential above

15.5m Major access road mixed use areas

2/3 storey residential with retail outlet on ground floor







Typical street plan, with access to private garages via openings within the building frontage

Parking Courts



Semi-mature specimens to provide a focal point to the parking courts





Silver grey granite aggregate blocks to paved courtyard areas



Resin-bonded bound gravel provides an alternative or contrasting paving material for parking courts

Country Lanes and Drives

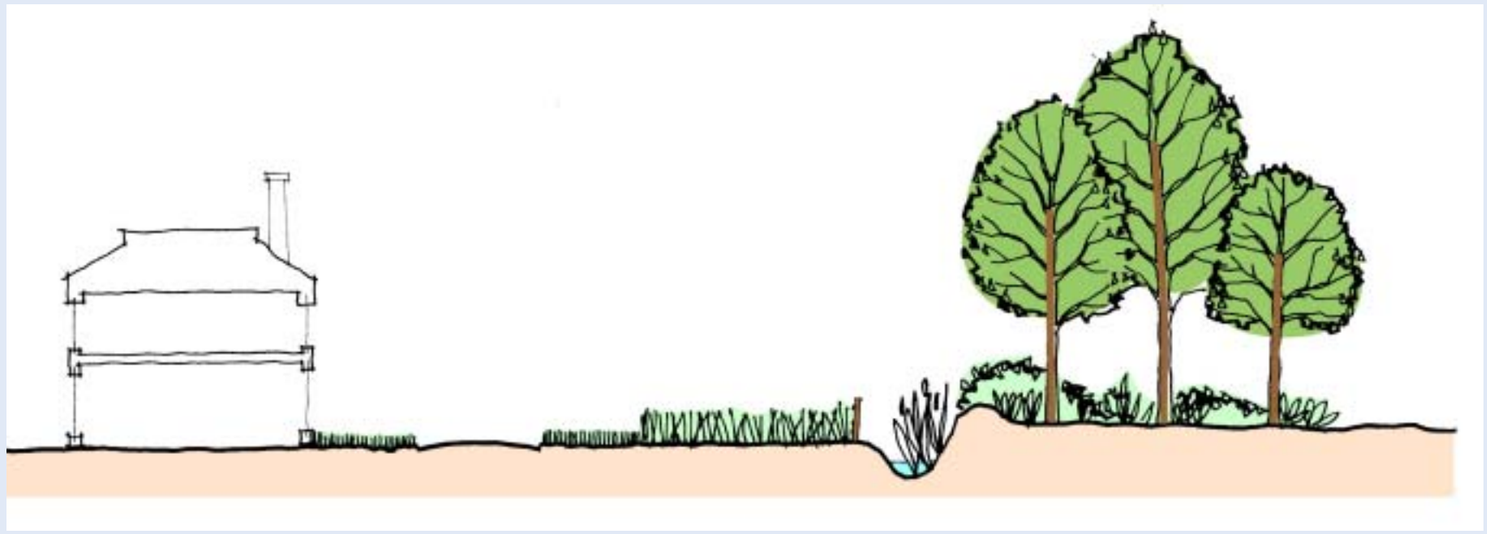




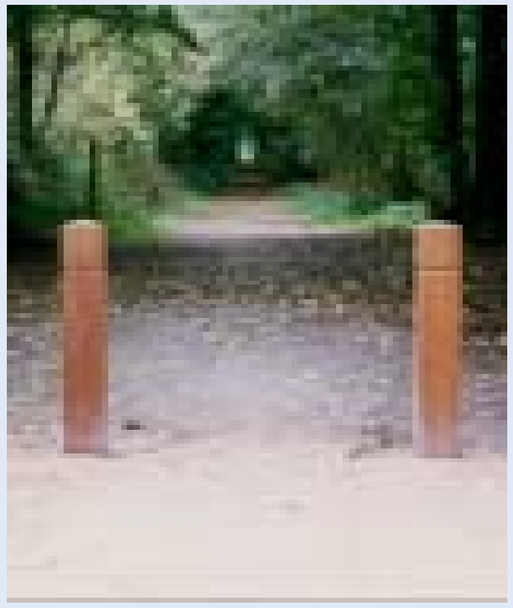
Intended character of minor access roads within the character areas of Wood Bank, Captain's Wood and Sevington Lake



Minor access lanes to be surfaced in resin-bonded gravel to reflect the woodland character and strong landscape setting



Housing to face onto woodland with common areas of open space providing a transitional space between the housing and the woodland



Timber posts to be used to reflect the woodland setting