

Chapter 4:

Character Area Codes

The Character Area Codes explain the subtle changes of emphasis required within the townscape and landscape of Kingsmere. With these variations the appearance and ambience of the place will be modified to form seven distinct character areas.

The first development in each character area will be crucial in setting the tone and approach for that part of the master plan.



Developers responsible for each reserved matters submission must explain as part of their submission how their design accords both with the spirit and detail of the relevant character area.

Residential areas and Local Centre

Avenue

Pingle Brook

Urban Village

Whitelands

Non-residential uses

Primary School (part of Urban Village)

Education Campus (including Sports Pavillion)

Employment Zone

Health Village

Character area: Avenue



Figure 4.1 The Avenue character area is inspired by local man-made environments structured around landscape features. The indicative view above shows formal groups of buildings combined with a rational and highly-ordered public realm along the primary street. Location of sketch is shown below.





Avenue character area:

Classic characteristics: formal ▪ simple ▪ calm ▪ structured

The Avenue character area is inspired by local man-made environments structured around landscape features. These might be an avenue of trees, which create view corridors, close-cropped hedges, which contain the public and private realm, or retained existing tree groups, emphasised as an integral part of the streetscene.



Avenue character area.

This area is designed in an overt manner as a formal and planned urban extension. Here the ability of the designer to arrange and organise buildings, streets and spaces, according to a plan or whim, is celebrated. This area reflects the tradition, especially prevalent in landscape and garden design, of organising the built and natural environment in order to create impressive visual effects. In practice this might mean overlapping a series of axial views throughout a street network, or creating an artificial perspective by subtle narrowing of the street width.

Locally this tradition can be seen in the garden suburb streets of Bicester or Woodstock, or in the historic parklands of the country estates. See pages 24 and 25 in section 2.

Classic characteristics:

- Housing fronting countryside and public open space
- Variable street enclosure
- Core central street defines structure and character
- Landscape-driven townscape
- Consistent and formal housing groups
- Compositions comprising two and three storey buildings
- Axial views along streets
- Occasional small, formal spaces
- Traditional vernacular architecture with horizontal emphasis
- Occasional larger scale traditional streets and, on the periphery, country lanes
- Existing mature copse fronted by buildings



Development layouts must accord with the general principles set out opposite:

Character area: Avenue

Mandatory elements from section 3: The Avenue

Figure 4.2a Parameters plan



- | | |
|--------------------------------------|--|
| Application boundary | Primary Street (urban) |
| Existing trees / copses / hedgerows | Primary Street (boulevard) |
| Proposed structural planting | Secondary Street |
| Childrens play spaces (NEAP or LEAP) | Pedestrian – Cycle only through street |
| Informal open space | Primary frontage |
| Formal open space | Secondary frontage |
| Gateway entrances | Rural edge frontage |
| Primary School reserve site | Public open space / green corridors frontage |
| Right of way | Marker buildings |

Character area: Avenue

Figure 4.2b Building heights for the Avenue character area (complete plan, figure 3.21)



- Application boundary
 - 2 storeys*
 - 2 to 2.5 storeys**
 - 2.5 to 3.5 storeys***
 - Primary School reserve site
- * within this area 5% may be 1 storey (but only on third tier frontages) and 20% may be 2.5 storey. In addition 3 storey buildings may be permissible as landmark or marker buildings
- ** within this area 10% may be 3 storey (for landmark or marker buildings)
- *** within this area 10% may be 2 storey and 10% may be 3.5 storey



- Application boundary
- Residential density 30-35 dph
- Residential density 35-40 dph
- Residential density 40-45 dph
- Primary School
- Primary School reserve site

Figure 4.2c Density range for the Avenue character area (complete plan, figure 3.20)

Character area: Avenue

Figure 4.2d Landscape framework for the Avenue character area (complete plan, figure 3.3)

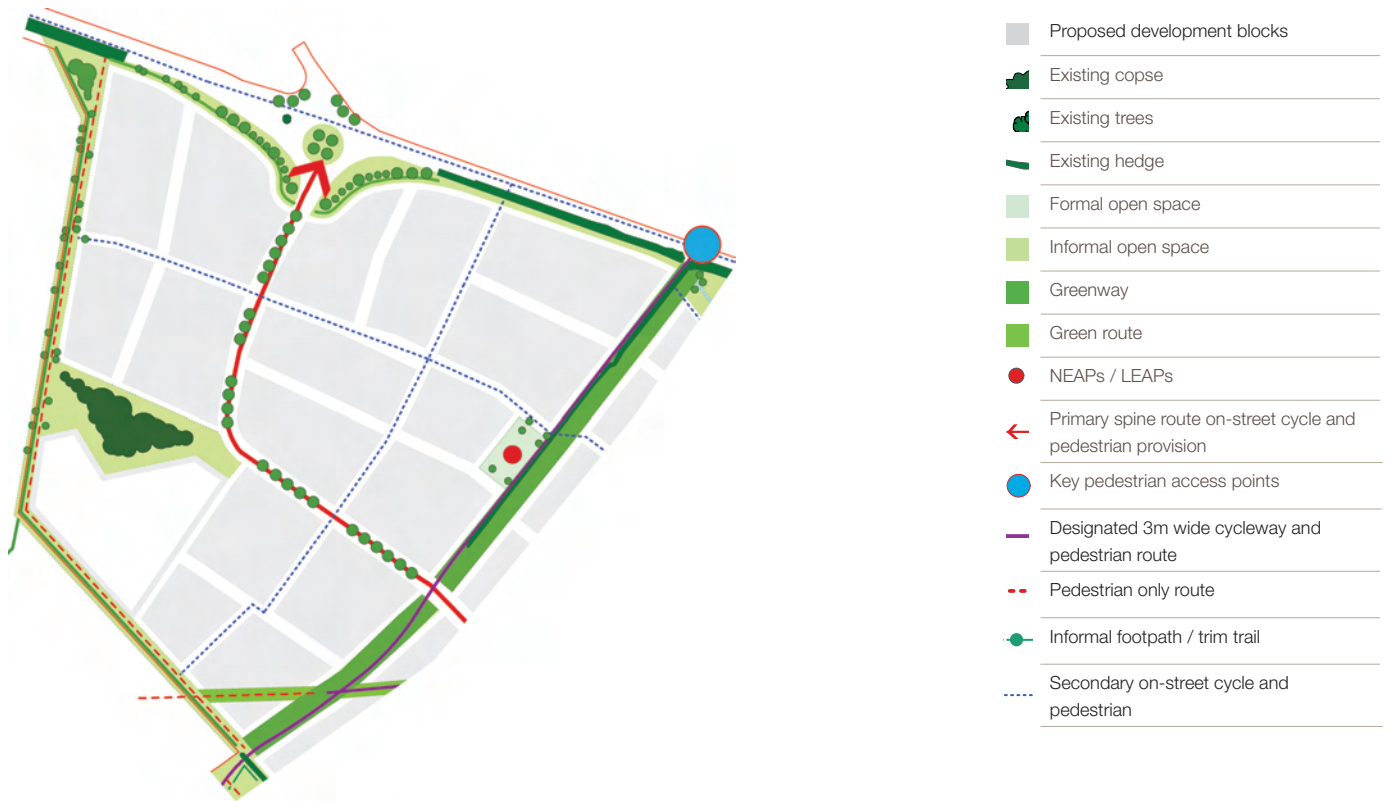


Figure 4.2e Street network for the Avenue character area (complete plan, figure 3.14)



Below is a summary of the key urban form characteristics for the Avenue character area. Further detail can be found in chapter 3.

	MANDATORY m	Comment
Density	35-40 for spine street and central portion 30-35 western and southern edge and Middleton Stoney road frontage	Refer to fig.4.2c
Building Heights	Refer to fig. 4.2b	Taller buildings generally on higher order streets and around key spaces
Building Types	No non-residential types	Houses (detached, paired, terraced) and Apartments
Spatial Arrangement	Rectilinear streets generally. Frequent symmetry of spaces, landscape, streets and building groups. Axial views within the urban area, occasionally ending beyond its edge. Strong emphasis on a clear hierarchy of streets and spaces.	
Block Types	Perimeter	A range of sizes, for instance enabling rear servicing on the Primary Street or occasional mews streets.
Parking Format	No on-plot parking off the primary street. On-plot rear access, mews and off-plot rear access courts to predominate. On-plot front access – hardstanding – detached garage – attached garage – mews garage On-plot rear access – back garden – chauffeur unit Off-plot rear court Off-plot on-street (unallocated visitor parking)	
Frontage Setbacks	0.6m minimum. On rural edge increasing to 2 - 6m to allow front gardens and softer edge	Between 0.6m and 6m variation between internal streets and rural edge