

Character Area	Street type	Design Approach
CA1/CA2/CA3	N/A	--
CA3/CA7/CA8	N/A	Landscaped court encouraged in ca3 edged with low formal hedge.
CA1/CA2/CA3 CA5/CA6/CA7/8	ST2/ST3 ST4/ST5	Not allowed on majority of camp road hence excluded from CA4 where away from Village Centre. Parallel parking is allowed in the Village Centre itself.
CA1/CA2/CA3 CA5/CA6/CA7/8	ST2/ST3 ST4/ST5	
CA2	ST3/ST4	--
CA2/CA4/CA5/ CA6/CA7/8	ST1/ST5	Garages to be set back behind building line with tandem parking allowed in this instance camp road ca4 to serve 2 dwellings where possible.
CA2	ST1/ST4	May have accommodation over access. If not habitable residential then enough depth to provide the appearance of habitable space.
CA2-CA8	ST1-ST5	--
CA2-CA8	ST1-ST5	Garages to be setback from prominent frontages.

Design Code - Parking Typology Table

COMPLIANCY	
✓	CA3
✓	CA3
X	Provided on the wider Phase 8 but not on this sub-phase.
✓	CA3
✓	CA3
X	the scheme does not include garages

## 2.4 Bus Routes & Refuse Collection

### 2.4.1 Bus Routes and Bus Stops

There are no bus routes or bus stops within this application.

### 2.4.2 Recycling and Refuse Collection Strategy

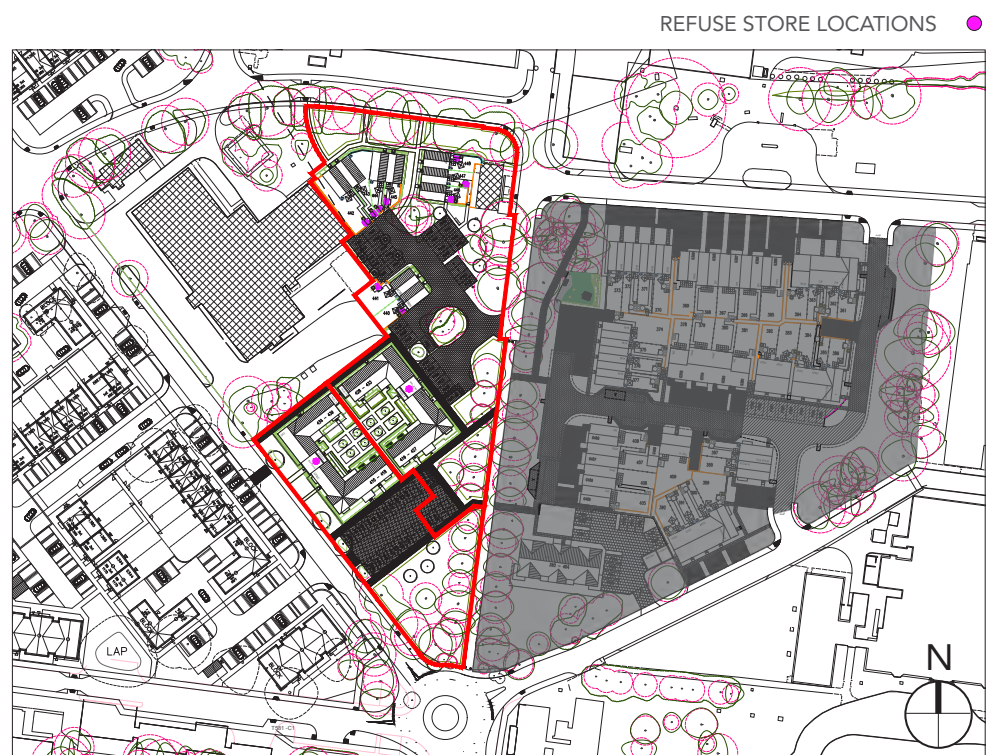
✓ The Refuse Storage Plan shows the location of areas for the storage of refuse and recycling. These will be positioned at a maximum distance of 30m from the furthest dwelling curtilage and positioned a maximum of 25m from the nearest adoptable road.

### 2.4.3 House Refuse

✓ The Planning Layout provides rear access to each dwelling to allow residents to store containers away from frontages and within the dwelling curtilage.

### 2.4.4 Apartments Refuse

✓ The Planning Layout provides communal bin stores which will be screened from the public realm.



Refuse Storage Plan (Dwg 0521-PH8A-111)

# 3 New Built Environment Codes

# 3.1 General Urban Design Principles

## 3.1.1 Key Frontages

This Planning Application does not include a Key Frontage.

## 3.1.2 Existing & New Landmarks





The location of the originally identified landmark was changed on approval of the wider Phase 8 application due to the retention of Building 148 in the indicative location of the landmark to the north. The proposed landmark has since been agreed to be created in the south of the site, not included as part of this application, close to the New Village Centre and positioned at the entrance to the north-south central tree-lined avenue.

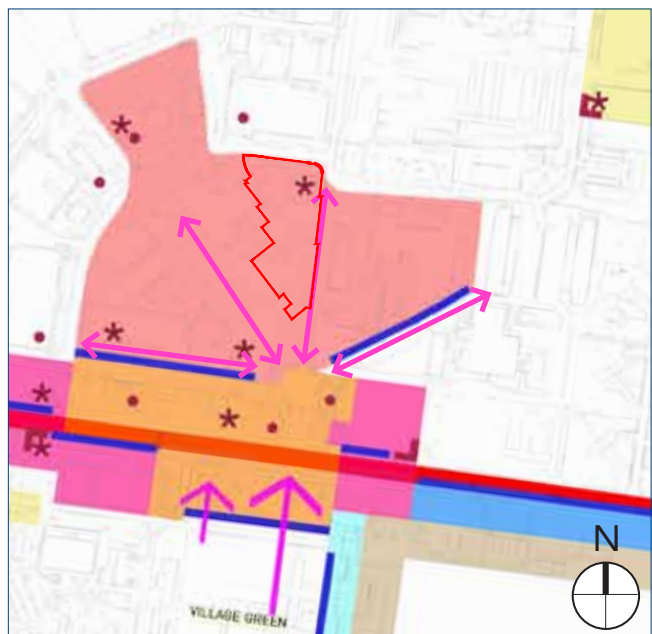
## 3.1.3 Key Spaces (Gateways)

There are no Key Gateways within this Planning Application.

## 3.1.4 Key Corners

There are no Key Corners within this Planning Application.

- PRIMARY VISUAL LINK 
- NEW LANDMARKS 
- KEY FRONTAGES 
- CA 3 - TRIDENT HOUSING 



Design Code - Regulating Plan Showing Character Areas

### 3.1.5 Building Density & Heights

✓ The Planning Layout complies with the indicative Building Density Plan for the wider Phase 8. The gross site area for the wider Phase 8 is 2.683ha and the net site area (ie excluding POS) is 1.998ha which provides a net residential density of 46 dph.



*Design Code - Indicative Building Density Plan*

38 - 50 dph ■

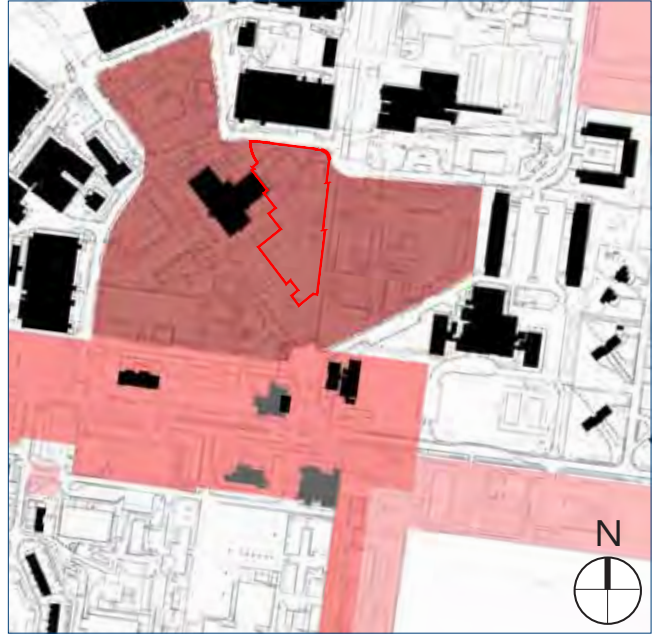


Density

✓ The Planning Layout complies with the indicative Building Heights Plan and Building Heights Parameter Plan.

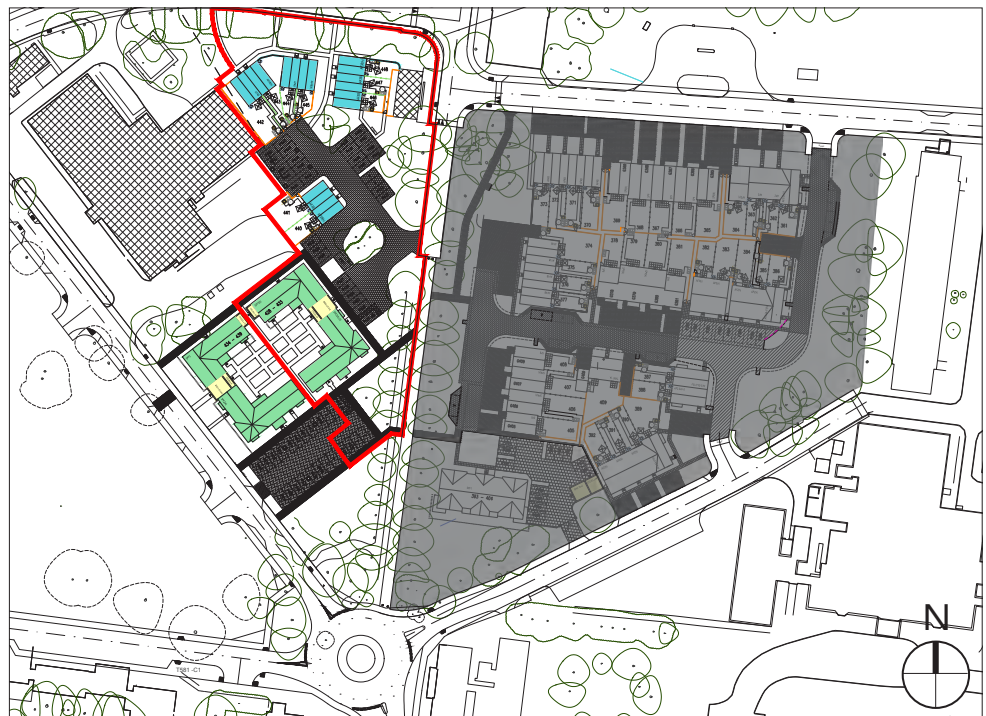
The application area proposes all 3 storey dwellings.

PREDOMINANTLY 2.5 - 3 STOREY ■  
 2 - 3 STOREY ■



Design Code - Indicative Building Heights Plan

1 STOREY (up to 5.4m to ridge) ■  
 2 STOREY HOUSE (up to 8.4m to ridge) ■  
 3 STOREY HOUSE (up to 12m to ridge) ■  
 3 STOREY APARTMENT (up to 12.75m to ridge) ■  
 4 STOREY APARTMENT (up to 17.2m to ridge) ■



Storey Heights Plan

### 3.1.6 Urban Form & Morphology

The way the buildings relate to one another is one of the most important aspects that can be used to define an area's character. These key aspects are addressed for each character area, and include:

- urban form - including edge types
- building typology
- density
- building lines
- height / enclosure
- roofscape
- scale and proportion including fenestration
- building detail
- building materials
- landscape design
- parking

The character areas also provide more detail in relation to building heights.

### 3.1.7 Built Form - Plot Structure

✓ Buildings are arranged for the most part in perimeter blocks.

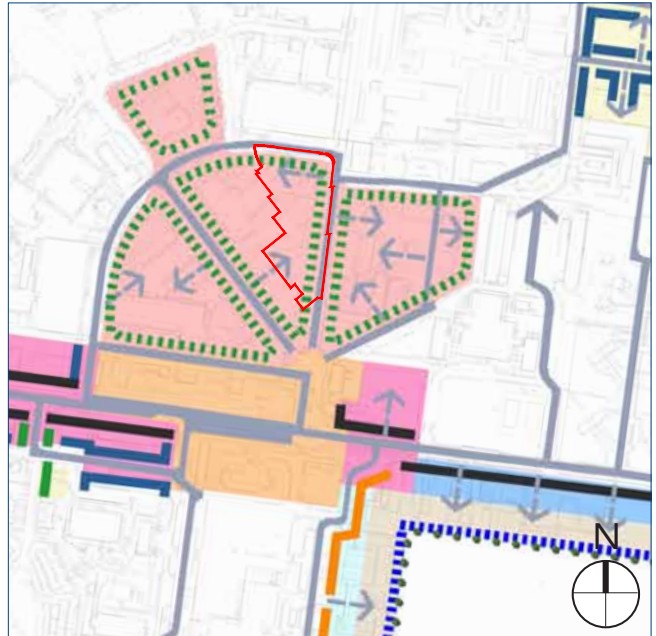
✓ Dwellings are terraced, or semi-detached linked according to location.

✓ The design of the new areas retains and exploits the pattern of existing east-west axis development (within 30 degrees) to exploit the benefits of solar gains.

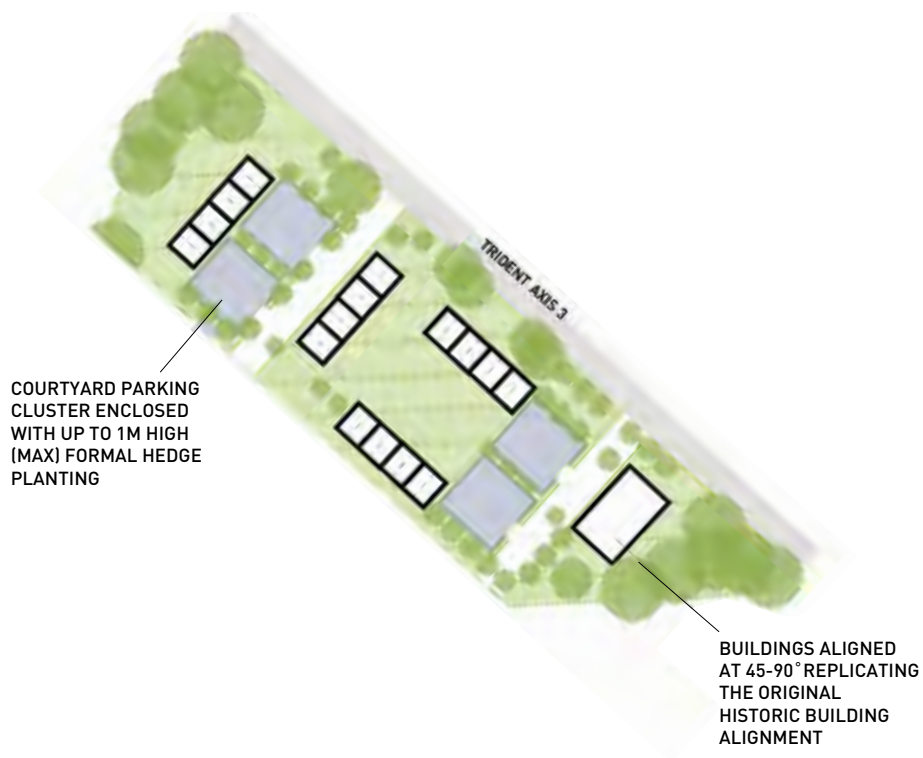
### 3.1.8 Edge Types

The application area includes the following Edge Treatment:

E8 - Trident Campus style historical building alignment.



*Design Code - Frontages and Edge Treatments*

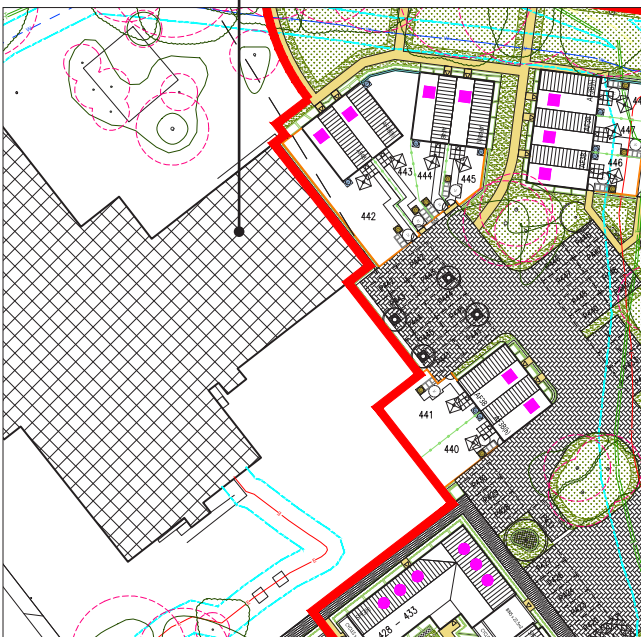


*Design Code - E8 - Trident Campus Frontage*

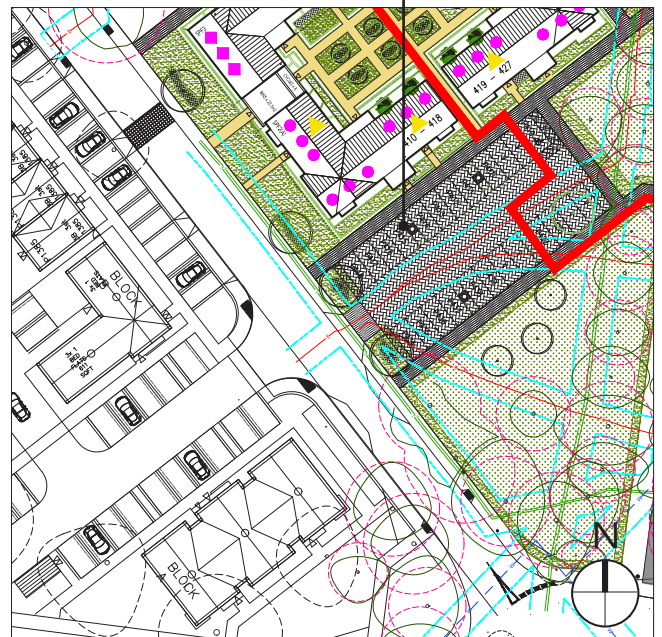


✓ The Planning Application shows buildings aligned at 45-90° replicating the original historic building alignment plus courtyard parking clusters part enclosed with up to 1m high (max) formal hedge planting.

Historic Building Alignment

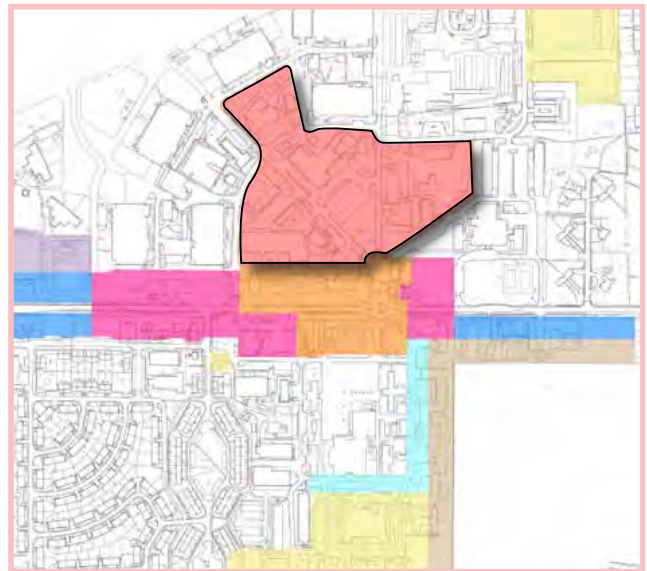


Courtyard Parking



## 3.2 Character Areas

3.2.1 The following section demonstrates compliance of the Planning Application with the Design Code for CA3 - Trident Housing.



*Design Code - Character Area 3 - Trident Housing*

- KEY CORNERS ▼
- NEW LANDMARK BUILDING ✱
- TRIDENT AXIS 1



*Design Code - CA 3 Trident Housing Framework Plan*

### 3.2.2 CA3 - Trident Housing

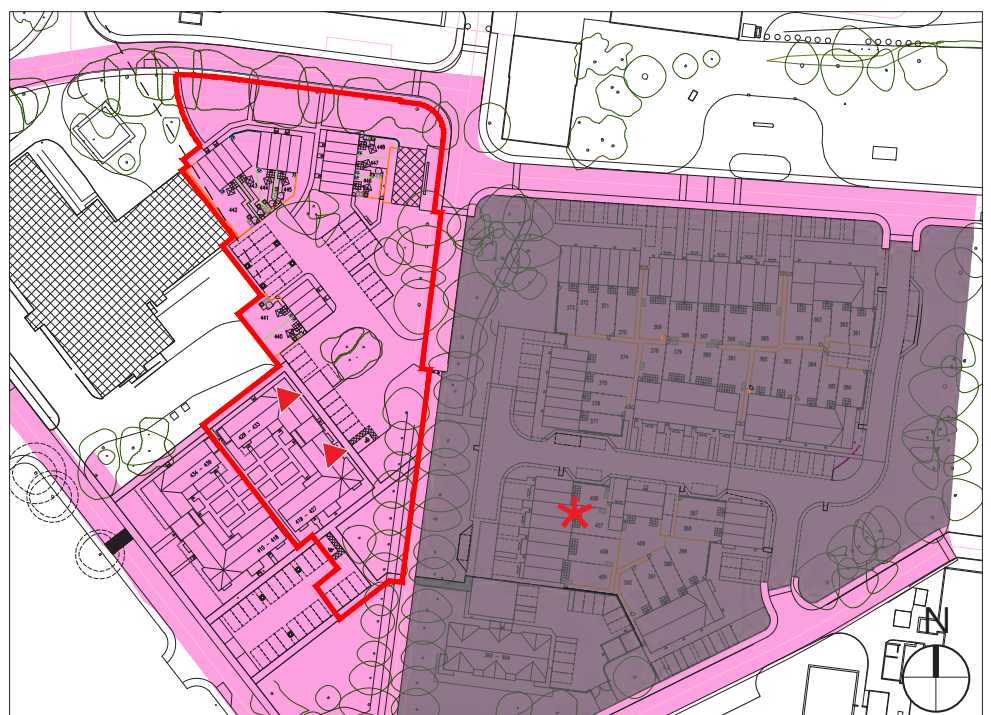
The Planning Application shows:

- ✓ Contemporary style houses and apartments with a campus style environment created through:
  - buildings that sit within an existing and new landscape structure;
  - retention of character of the Trident area in particular the existing axial road alignments;
  - new build form to align with historic 45/90° building alignment.
  - streets defined by existing tree planting, providing a mature setting;
  - development to take account of the large scale airfield buildings to the north.

CA3 - TRIDENT HOUSING ■

KEY CORNERS ▶

NEW LANDMARK BUILDING ✱



Note - Refer to para 3.1.2 regarding change of location of Landmark Building now in sub-phase 8C.

Character Area CA3 - Trident Housing

### CA3 - TRIDENT HOUSING

CA3	CODE CATEGORY	DEFINITION (MANDATORY)
1	URBAN FORM	<ul style="list-style-type: none"> <li>Built form set within existing and proposed tree planting. Terraced houses and apartments in regular blocks detached from each other with gardens and landscape features between built form.</li> <li>The street form retains the existing radiating structure which clearly defines the development parcels.</li> <li>The development will form a campus style with clearly articulated buildings set in landscape dominated space.</li> <li>New built form to align with historic 45/90 degree building alignment.</li> </ul>
2	BUILDING TYPOLOGY	<ul style="list-style-type: none"> <li>Bespoke building types will be required for this area to respond to the existing building facilities/barracks as well as adjacent hangar buildings.</li> <li>Predominantly terraces/apartments.</li> <li>A minimum of 4 terrace houses in a row.</li> </ul>
3	DENSITY	<ul style="list-style-type: none"> <li>Will generally be higher than other character areas 41+ dph.</li> </ul>
4	BUILDING LINES	<ul style="list-style-type: none"> <li>No predominant frontage with generous setback from streets to give a verdant character with buildings set amongst existing and new tree planting.</li> <li>Building lines will be consistent across a group of buildings.</li> <li>Perimeter block approach to be avoided.</li> </ul>
5	HEIGHT / ENCLOSURE	<ul style="list-style-type: none"> <li>Predominantly 2.5/3st. Allowance for a 2.5 storey transitional unit height where change from 2-3 storey.</li> <li>The roofline of future proposals will need to respond to the retained buildings in this area.</li> <li>Development will have greater height around the apex of the site.</li> <li>The height of development will need to respond to the scale of the existing buildings at the northern boundary to the character area.</li> </ul>
6	ROOFSCAPE	<ul style="list-style-type: none"> <li>Constant with regular form eave height and gable ends to animate sides and potential for contemporary roof form.</li> <li>A consistent eaves and ridgeline should be maintained between groups of buildings.</li> <li>Dormer windows where used should be well set back to break up the roof line.</li> </ul>
7	SCALE AND PROPORTION	<ul style="list-style-type: none"> <li>Symmetrical and proportionate in scale and plot size to its surrounding context.</li> </ul>
8	BUILDING DETAIL	<ul style="list-style-type: none"> <li>Contemporary details.</li> <li>Building details should be clean lines with simple details responding to adjacent context.</li> <li>The configuration of doors and windows will not be formally arranged, but should animate the facade and provide a clear rhythm to the area.</li> <li>No chimneys.</li> </ul>
9	BUILDING MATERIALS	<ul style="list-style-type: none"> <li>Walls - Brick and render, with occasional use of contemporary cladding in silver or grey and/or stack bond brick panels to highlight doorways and entrances.</li> <li>Roof - Slate/Slate effect.</li> </ul>
10	LANDSCAPE DESIGN	<ul style="list-style-type: none"> <li>Semi-formal street tree planting with frontages to be bounded by soft landscaping in blocks of mature species.</li> <li>Street furniture to be formal style.</li> <li>The apex of the site, where the Trident area meets the Village Centre is a critical area of the site and should be designed as high quality public realm, using changes in surfacing to manage vehicular movement.</li> <li>The existing vegetation will be retained and integrated into development proposals alongside new significant tree planting.</li> <li>Open frontage boundaries with the exception of parking courts where there is allowance for up to 1m high hedge planting to screen parked cars.</li> </ul>
11	PARKING	<ul style="list-style-type: none"> <li>Parking will be configured through a variety of means and designed as an integrated part of the public realm design.</li> </ul>

### Design Code - CA3 - Trident Housing - Mandatory & Desired Requirements