

21.0 LANDSCAPE AND PLAYSACE

21.1 LANDSCAPE OVERVIEW

The hard and soft landscaping strategy creates a variety of distinctive external spaces for different activities including informal encounters, play space, maker spaces, as well as parking and other uses.

Along the street, the levels are carefully negotiated through stepped and level access to all the commercial units and courtyard entrances. These are superimposed with two-tone circular paved motifs and a series of trees and planting, activating the street.

In the courtyard, the landscape design traces the historical footprint of the warehouses on the site through different tones of grey paving indicating the position of the old warehouse walls. This is superimposed with circular paved areas to indicate entrances to residential cores, appearing like musical notes on a score, creating pockets of space denoting entrance thresholds beside cores.

Greenery has been maximised in all areas where parking is not required, including along the street on Hermitage Road, in the play areas of the courtyard, and in other areas that are not immediately designated for parking. Each block has an intensive green roof, promoting biodiversity.

The Urban Greening Factor is 0.3. Whilst the guidance recommends an overall minimum target score of 0.4, there is a significant improvement on the existing condition. Native shrub and perennial planting are proposed to improve the site's biodiversity and to contribute to the quantum of local green space. In addition to planting, biodiverse roofs and permeable surfaces capture rainwater and contribute to the development's sustainable drainage design and mitigation of storm water flooding.



Concept for Paver 1 - Dark Grey Cobblestone



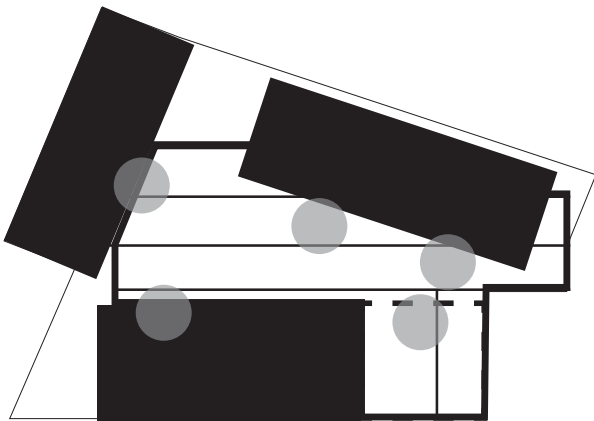
Concept for Paver 2 - Pale Grey Cobblestone



Precedent for circular motif in landscape



Tree - Silver Birch Tree or similar



Landscape concept showing traces of existing walls and punctuated entrances

21.2 INDICATIVE LANDSCAPE PLAN

Refer to Landscape Architect's Report for further information.



- 1. Flexible Yard Space
- 2. Defined Building Entrances
- 3. Playable Space
- 4. Sensory Planting and Play Route
- 5. Cycle Store with Green Roof
- 6. Covered Pedestrian Route
- 7. Vehicular Access
- 8. Pedestrian Link to Omega B
- 9. Stepped Terraces
- 10. Accessible Parking

21.3 PLAY STRATEGY

A combination of natural exploratory play through planting and more organised play.

Refer to Landscape Architect's Report for further information.



21.4 PLAYSACE CALCULATION

Yield from Development (persons)

	Market & Intermediate	Social	Total
Ages 0, 1, 2, 3 & 4	7.0	0.3	7.2
Ages 5, 6, 7, 8, 9, 10 & 11	4.8	0.2	5.0
Ages 12, 13, 14 & 15	1.4	0.0	1.5
Ages 16 & 17	0.8	0.0	0.8
18-64	125.2	10.1	135.3
65+	3.0	0.2	3.2
Total Yield	142.1	10.9	153.0

Play Space Calculator

Total Children	14.4
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	Benchmark (m²)	Total play space (m²)
Play space requirement	10	144.5

The total amount of playspace provided is 200m² which exceeds the above GLA requirement.

Refer to Landscape Architect's Report for further information.

