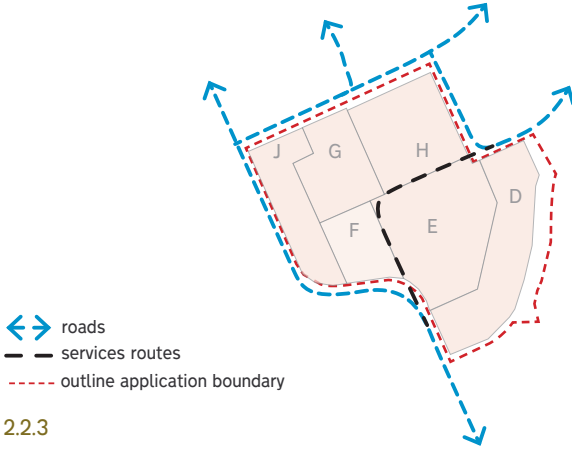
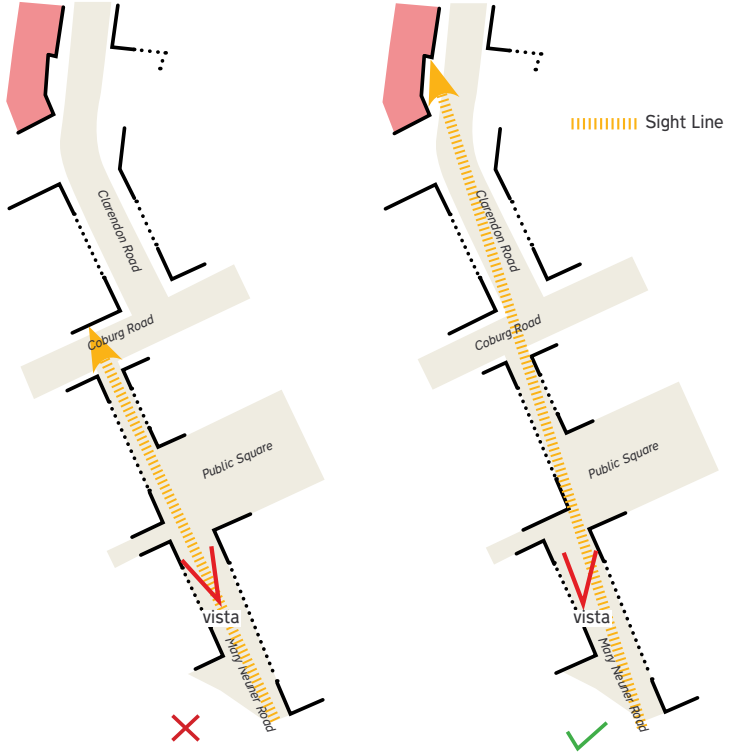


- 2.2.2 Routes which pass under buildings**
- REASON: Ensuring permeability through the site is important and not limited only to streets, passages are also encouraged where appropriate.
  - CODE: Where buildings do exist over tertiary routes, the massing and plan configuration should enable the facade to celebrate the route, by way of a recess to articulate the massing.
  - CODE: The depth of the recess should be proportional to the height of the massing over at 225mm / storey.
  - CODE: The height of the passage way under the building is at least 5m.

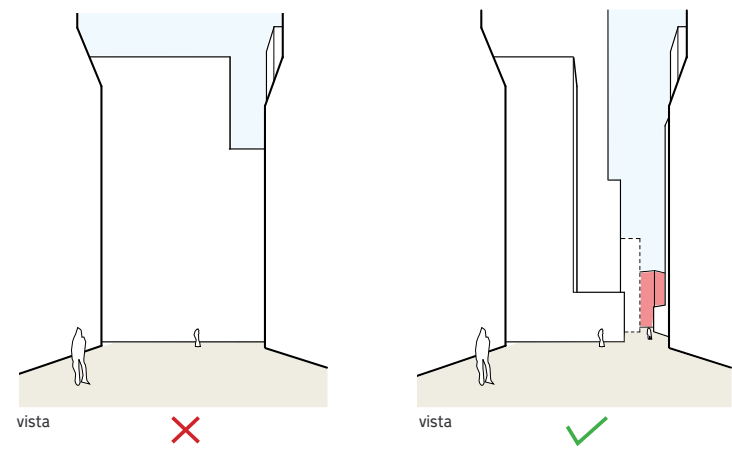


2.2.3

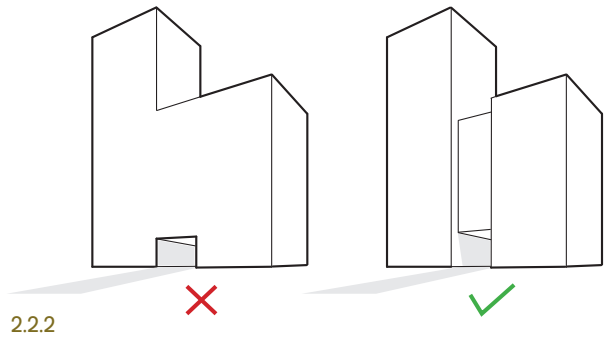
- 2.2.3 Creating a car-free environment**
- REASON: To create a place where pedestrians and cyclists have priority and feel safe.
  - CODE: Only vehicles which are providing deliveries / servicing within set hours and emergency vehicles are allowed on designated spaces within the public realm.



- 2.2.4 Exploiting vistas in the masterplan**
- REASON: To enhance wayfinding, facades of distinct character can play a primary role in the townscape configuration.
  - REASON: Offset vistas can act as a sequence of wayfinding elements which create a much richer townscape than axial arrangements of crossroads.
  - CODE: Where a facade forms a vista, primary hierarchy facades are used to aid wayfinding within the masterplan and beyond.
  - CODE: Where movement routes exist within and through the site into neighbouring streets, the building layouts should be configured such that buildings do not close the vista, but afford subtle sightlines beyond, providing both wayfinding and permeability through the site.



2.2.4



2.2.2

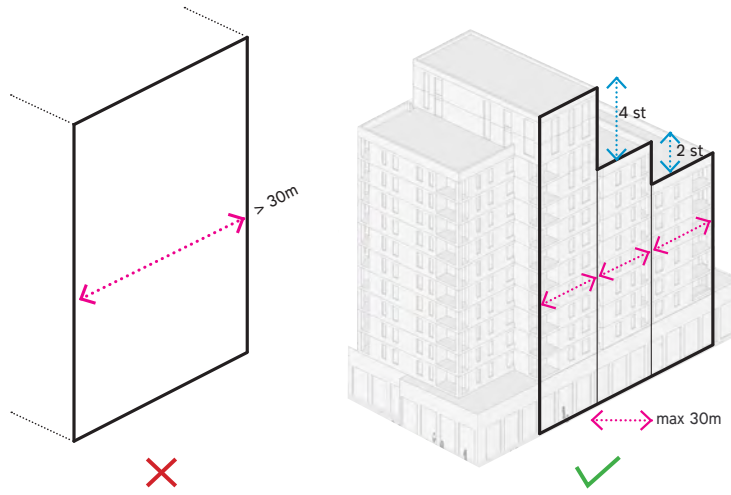


2.2.5

- 2.2.5 Passages through the site under buildings in the Northern Quarter**
- REASON: To attract pedestrian circulation into the passage.
  - CODE: In the Northern Quarter, where pedestrian passages are proposed through the buildings, the ground floor facades must not be dedicated to back of house functions.
  - CODE: Side elevations within passageways require to be activated as shop fronts, or for example as an outdoor gallery. Example reference is the London Royal Arcade.

**2.3 MASSING OF THE BUILDINGS**

- 2.3.1 The massing of the buildings is determined by both the immediate context and the wider setting in the townscape**
- REASON: The relationship to the existing terraces along Hornsey Park Road sets a datum to the massing, with the proposed heights increasing away from these, towards the north and west accordingly.
  - CODE: The planning parameters identify key limitations on the maximum and minimum height within each Development Zone.

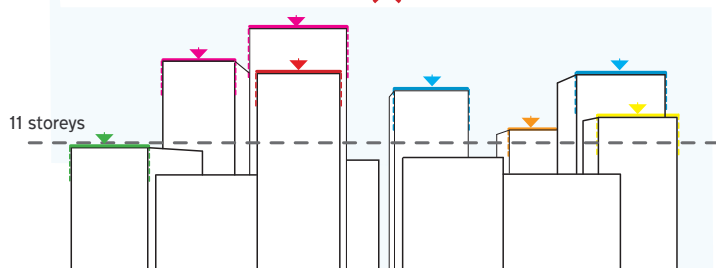
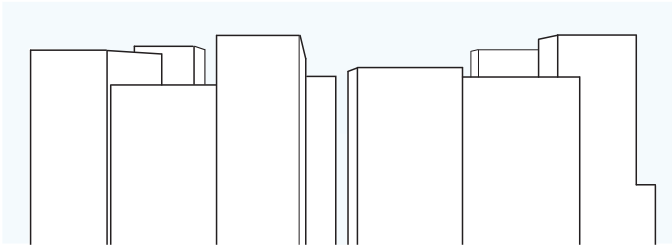


2.3.2

- 2.3.2 Humanising the building forms**
- REASON: To ensure the proposed built form is particular to its context and to articulate the mass into legible elements which have more of a humane quality.
  - REASON: To provide liveable roofs and create outdoor spaces for family homes and communal amenity spaces where the ground floor is entirely public.
  - REASON: To ensure massing richness is legible within the differing scales of the masterplan.
  - CODE: Continuous parapets should be limited in length to encourage the massing to be articulated to its context.
  - CODE: Scale of variation in parapet levels between adjacent cores increases in direct proportion to height of building.

2.3.3 Avoiding a wall of development

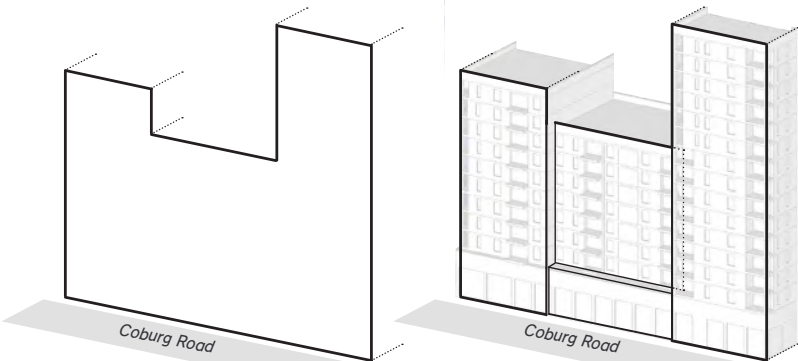
- REASON: The visual impact of high density developments increases when buildings of height are clustered together.
- REASON: Proposal should endeavour to ensure that the massing is suitably articulated so as to avoid appearing as a wall of development, particularly from key viewpoints.
- CODE: Above eleven storeys, no more than two buildings should have the same number of storeys, to ensure skyline variation when viewed from a distance.



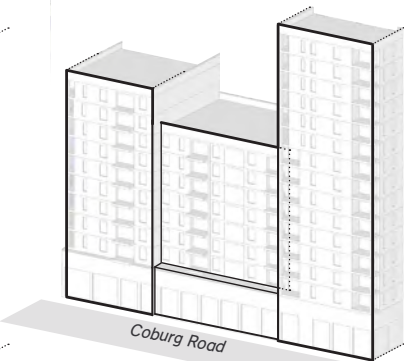
2.3.3

2.3.4 Articulating frontages onto prime roads

- REASON: To ensure that frontages onto a road, such as Coburg Road, are not continuous flat planes up to shoulder height, the massing is required to introduce depth to articulate the volumes.
- CODE: Facades should be limited in length without the introduction of a recess above the ground level plinth up to parapet height.



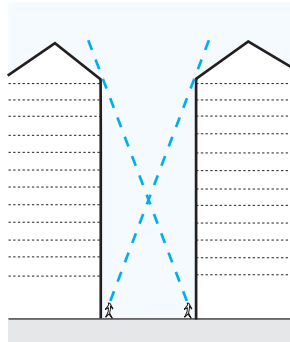
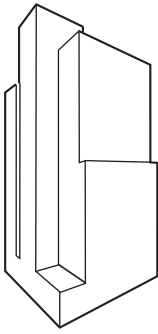
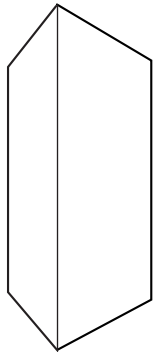
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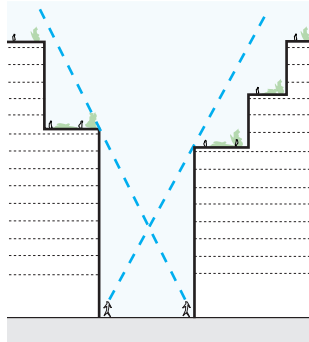
2.3.5

2.3.5 Buildings are encouraged to pair up variation in height and plan

- REASON: To ensure those buildings with the greatest impact on the townscape provide articulated and enriched skylines and facades.
- REASON: To humanise the massing and enhance reading of grouped elements.
- CODE: Where the massing is required to be articulated to meet other codes, steps in height and plan should be used together to avoid extensive flat elevations and create more refined forms.



2.3.6

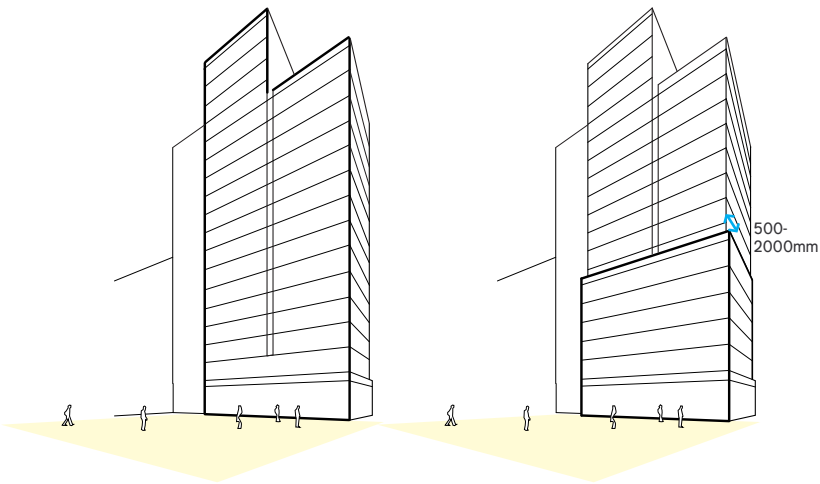


2.3.6 Roof form

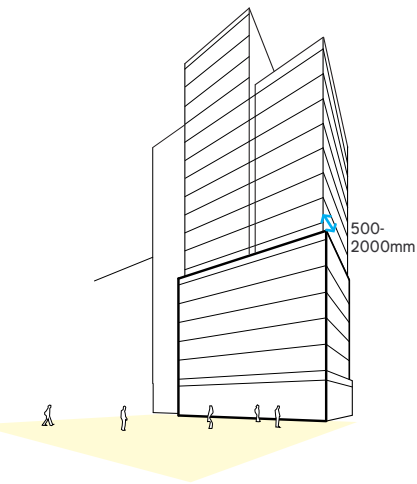
- REASON: Roofs can provide wonderful private or communal amenity space, with great sunlight and views.
- CODE: Roofs to be flat and ideally stepped, not pitched, to encourage their use.

2.3.7 Interface between tall buildings and public realm

- REASON: To avoid the tallest buildings dropping straight down into major urban spaces which could affect the microclimate and impact on the usability of the public realm.
- REASON: To create an active, rich hierarchy of spaces and environment at street level whilst ensuring adequate separation distances between residential homes over.
- CODE: Buildings over 12 storeys which meet prime public realm should have a plinth to assist the legibility of the facades which define the edges of the place and to aid the microclimate by limiting downdraughts from the facades.
- CODE: The hierarchy of place defines the extent of plinth offset, varying from min 500mm on a street such as Coburg Road to min 2m onto the main public square.

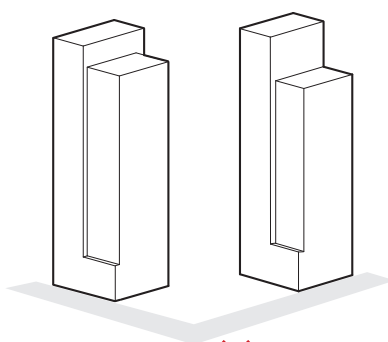


2.3.7

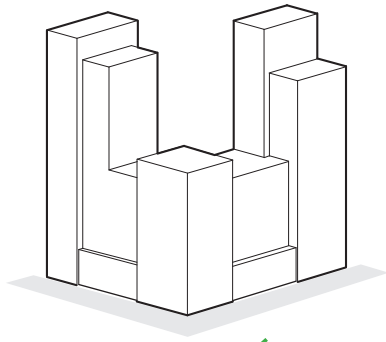


2.3.8 Defining the edges of public realm

- REASON: To ensure streets have a tangible edge and frontage.
- CODE: Residential shoulder buildings are used to link the tallest elements within the masterplan.
- CODE: Each Development Zone has designated minimum heights along key frontages in order to create the necessary extent of enclosure to provide clear townscape definition.



2.3.8



- 2.3.9 Amount of sunlight in Public Square
- REASON: To ensure that key space receives adequate direct sunlight.
  - CODE: 50% of square is to receive 2 hours direct sunlight on 21 March.

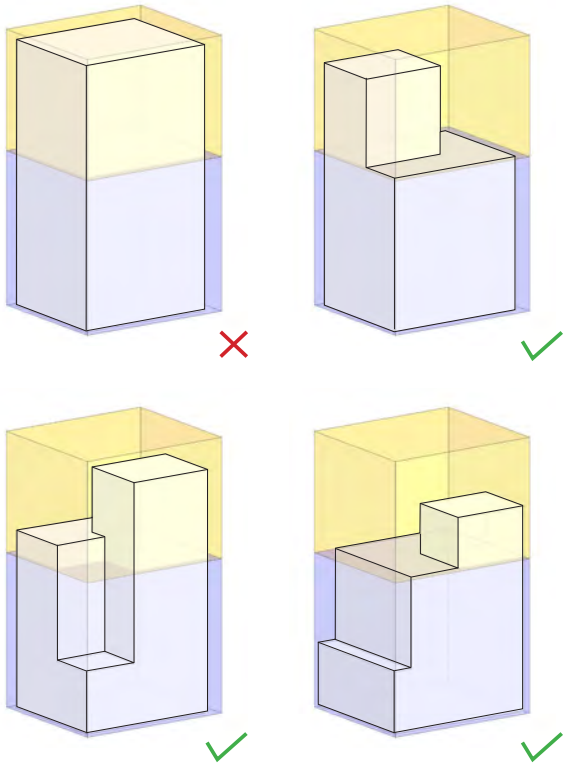
- 2.3.10 Development zones define the overall maximum and minimum parameters of the built volumes
- REASON: The Development Zones max heights are larger than the maximum site wide development footprint allows, in order to afford flexibility to ensure that proposals coming forward are responsive to the evolving context to the north and east of the site.
  - REASON: The Development Zones have their own set of Design Codes where required, in order to ensure the constraints on the massing are specific to the demands of the context.
  - REASON: The purple zone indicates the anticipated minimum height of the predominant volume within each Development Parcel. Smaller elements of the massing can be lower than this minimum where appropriate. For example, in order to create localised definition to a street edge, or where other code items dictate openings, apertures or routes through the parcel.
  - CODE: The site-wide volume of development is to be allocated so as to avoid a limited number of Development Zones exploiting the flexibility of the parameter constraints with a disproportionate amount of massing.

- 2.3.11 Building form
- REASON: To ensure the building forms provide a coherent townscape and appropriate definition to the public spaces.
  - CODE: All building edges should be vertical and not be overtly curved or faceted. Corners in plan should generally be 90 degrees.



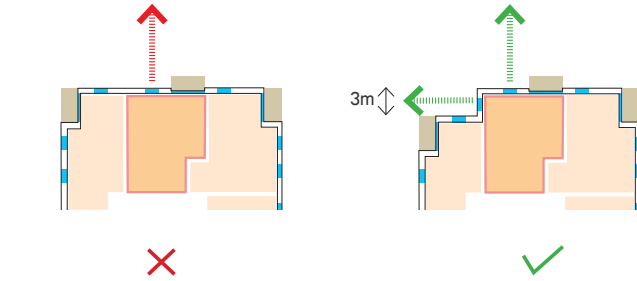
area of square to receive 2hr direct sunlight on 21st March

2.3.9

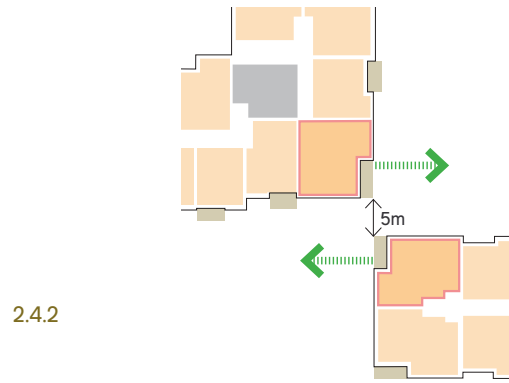


maximum building height  
minimum building height

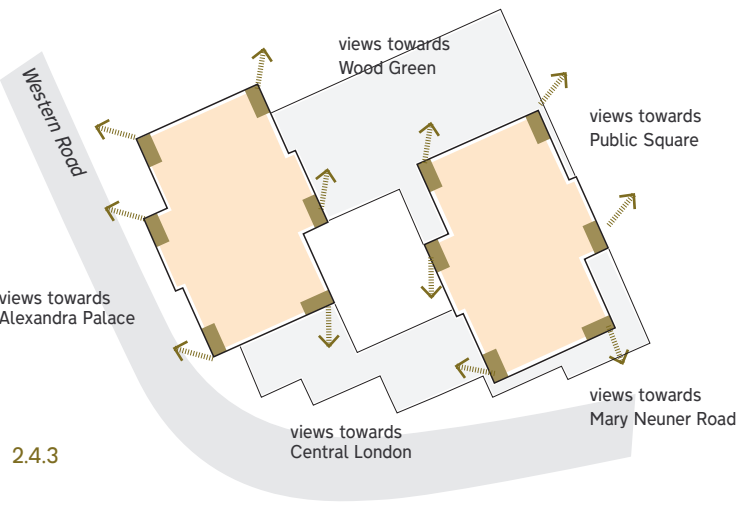
2.3.10 Examples of different massing possibilities within a parameter plan volume



2.4.1



2.4.2



2.4.3

## 2.4 CONFIGURATION OF LAYOUTS

- 2.4.1 Limiting north-facing single aspect units
- REASON: Ensuring decent outlook and orientation is important in dense developments in order to create genuinely liveable amenity space for all residents.
- CODE: Offsets in the facade are encouraged to maximise dual aspect zones.
- CODE: Offsets of >3m can create homes which genuinely have a dual aspect and outlook, enriching the sunlight penetration, outlook and visual connection with local context.
  - CODE: No more than 10% of units in the overall development can be single aspect north-facing.

- 2.4.2 Close proximity of buildings
- REASON: Tight groupings of buildings can increase densities without excessive height whilst creating interlinked clusters of public and private communal spaces.
  - REASON: Careful internal unit orientation can allow for tighter positioning of buildings if the internal configurations have been resolved at masterplanning phase of the project's development.
  - CODE: Offsets between building facades of more than 5m can be viable if the internal unit configuration ensures that adjacent units are orientated in different directions. Gable facades can provide useful secondary windows for additional daylight and ventilation into a habitable room which is otherwise served by extensive glazing in an alternative orientation, thus avoiding views into immediate neighbours.

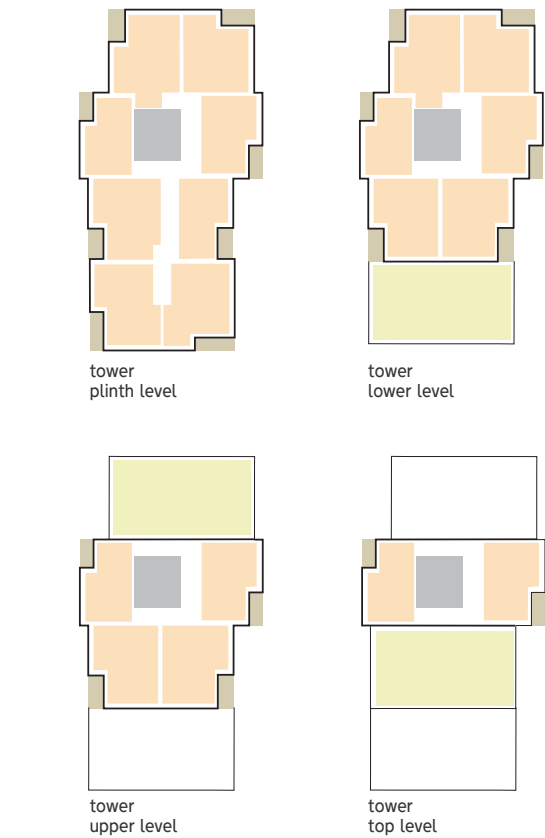
- 2.4.3 Balcony orientations
- REASON: Views to distant landmarks should be maximised, such as towards the west to Alexandra Palace, the east across Wood Green and to the south towards central London, engraining the proposal in its wider context.
  - REASON: Articulating the facades towards landmarks also ensures that the proposal is suitably articulated when viewed from the landmark.
  - CODE: Balcony orientations should be responsive to local and distant contexts.



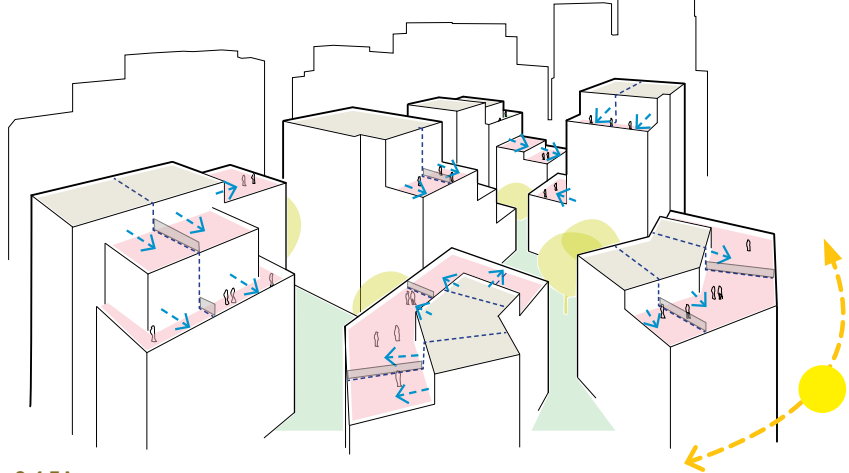
- 2.4.4 Reducing the footprint of tallest buildings**
- REASON: To ensure that the taller elements have a slender profile when viewed from a distance.
  - REASON: To ensure maximum % of homes are dual aspect and residents are not compelled to use their external amenity to gain alternative outlooks.
  - CODE: Offset plan configuration is proposed to the lower floors of the tallest buildings to enable up to maximum 6 units / core / floor to be 100% dual aspect.
  - CODE: Upper floors reduce further to ensure tops of buildings terminate in a small footprint and mass.

- 2.4.5 Roof-level private communal amenity spaces**
- REASON: The extent of public realm in the Northern Quarter results in the need for private communal amenity spaces to be located above ground, either over commercial functions or above residential homes at roof level.
  - CODE: The stepped nature of the massing is to be determined by maximum/minimum planning parameters and sunlight/ internal daylight requirements.
  - CODE: Where the massing steps in height, roofs are to be exploited for private amenity terraces, and/or private communal amenity terraces when the size allows for it. Non-accessible roofs must present a green or brown landscape, for obvious sustainable benefits but also as they are viewed from residential units at higher levels.
  - CODE A: In the Eastern Quarter, the stepped massing allows for private terraces that overlook ground level private communal courtyards and gardens.
  - CODE B: In the Northern Quarter, the higher and more dense stepped massing allows for lower terraces above the commercial plinth which are suitable for private communal space as they overlook the urban space, and smaller private terraces in the higher levels.

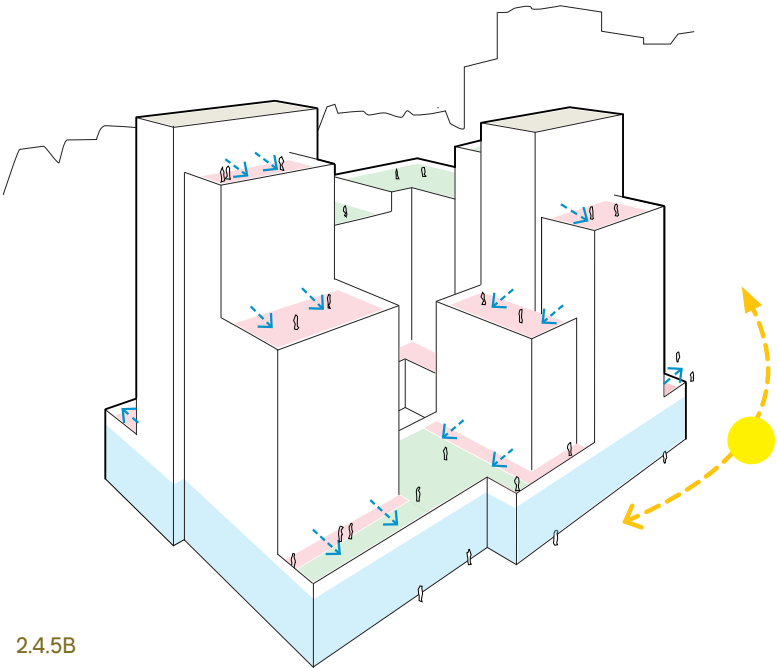
- 2.4.6 Ensuring social common spaces within buildings**
- REASON: In some instances on lower floors of a building with stepped massing, limiting the number of homes per core per floor may be challenging but the circulation must remain a pleasant environment for all residents.
- CODE: Where a common corridor serves more than nine units, it is to have natural daylight.



2.4.4



2.4.5A

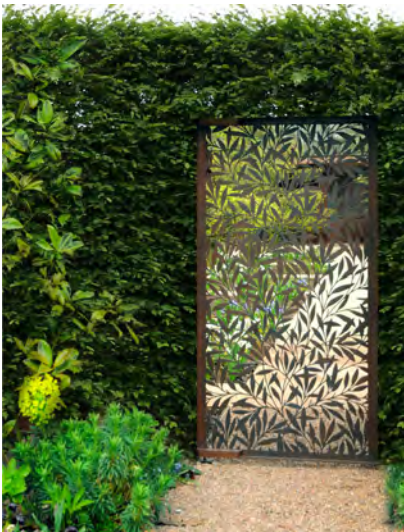


2.4.5B

- Retail / Employment
- Private communal amenity
- Private amenity
- Non-access green/brown roof

2.5 CLARITY OF PUBLIC / PRIVATE DEMISE LINES

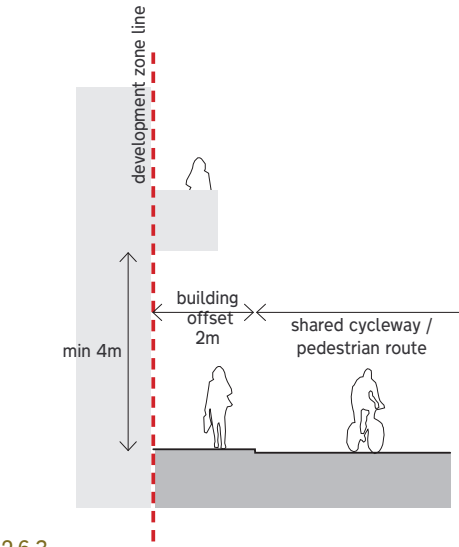
- 2.5.1 Thresholds between private and public
- REASON: The masterplan forms a rich network of spaces of varying sizes and functions. There is clear need therefore to delineate throughout the masterplan which spaces are for residents as private communal and which spaces are publicly accessible, in order to avoid any ambiguity of ownership or access control points for residents.
  - CODE: The thresholds between public and private need to be unambiguous. These can be control points such as gates or definitive level changes onto podiums, with defensible barriers.



2.5.1

2.6 INTERFACE BETWEEN RESIDENTIAL HOMES AND PUBLIC REALM

- 2.6.1 Ensuring privacy to residents
- REASON: Mixed-use developments require differing functions to front onto the public realm. Not all facades can be non-residential and it is key to ensure adequate privacy to residents where homes are provided near to public realm.
  - REASON: Raising residential units above the ground level creates enlarged floor to ceiling in non-residential functions, ensuring more viable and flexible spaces to activate the ground floor.
  - REASON: Steps in landscape between the public and private communal spaces can retain visual connections between inside and out whilst providing a level of privacy for the residents.
  - CODE: An uplift of up to 1.5m between street level and residential ground floor avoids blank facades onto the public realm whilst providing enhanced privacy to occupants.
  - CODE: Where such a raised datum is not feasible, maisonettes are to be provided in residential to ensure bedrooms are not facing onto public realm.
- 2.6.2 Defence space in front of buildings
- REASON: Where buildings do not provide a shopfront onto public realm, a continuous buffer strip is utilised in order to maintain a defensive strip between the public realm and internal accommodation, irrespective of whether the internal floor level is raised up.
  - CODE: A minimum strip of 1m to be incorporated into the site plan to enable a defensive planting strip to be provided.



2.6.3



2.7.2

- 2.6.3 Minimum width of public realm
- REASON: To ensure universal access throughout the site.
  - CODE: All plots must provide a continuous pedestrian walkway not less than 2m in width from the kerb to the ground floor facade or defensive planting strip.
- 2.6.4 Integrating curtilage
- REASON: To adequately reinforce the intention of the public realm strategy and to avoid piecemeal elements of landscape.
  - CODE: Where the building line is not coincident with the plot line, all residual curtilage space should be designed to be complementary to the immediately adjacent public realm.

2.7 ACTIVATING THE GROUND FLOOR

- 2.7.1 Activated facades
- REASON: Activated facades are critical to complement the more residential-focused Southern Quarter.
  - REASON: The further north in the site, the more urban the quality of the spaces and the enhanced need to activate the public realm.
  - REASON: Varied commercial functions and employment space at ground floor provide an active frontage around the main north-south pedestrian routes and links to the public square.
  - CODE: Codes for each Development Zone identify the necessary minimum extent of facades which are required to be active.
  - CODE: Where commercial, employment or community functions are neither appropriate nor prove to be viable, residential uses should be utilised in accordance with Design Code 2.6.1.
- 2.7.2 North end of Mary Neuner Road
- REASON: Where Mary Neuner Road swings west and the pedestrianised / cycle route continues north towards the Public Square, this is a key place in the masterplan which warrants definition and enclosure.
  - REASON: The primary pedestrian circulation route leads north towards the Public Square and beyond to Coburg Road and the Chocolate Factory.
  - CODE: The facades which define the edge of this space must provide as much definition and activity as is feasible to create a place of discernible character.

2.7.3 Locating functions to ensure active facades and frontages

- REASON: B1 Use Classes can be devoid of activity in evenings and weekends.
- REASON: Whilst maximising the amount of employment space is a priority for the development, the need to ensure a vibrant network of streets and spaces requires corners and key facades to have functions which will serve the community, day and night.
- CODE: Retail and A1 / A3 uses are used to bookend B1 facades to ensure active corners, spaces and vistas in the masterplan.

2.7.4 Concealing non-active functions from facades

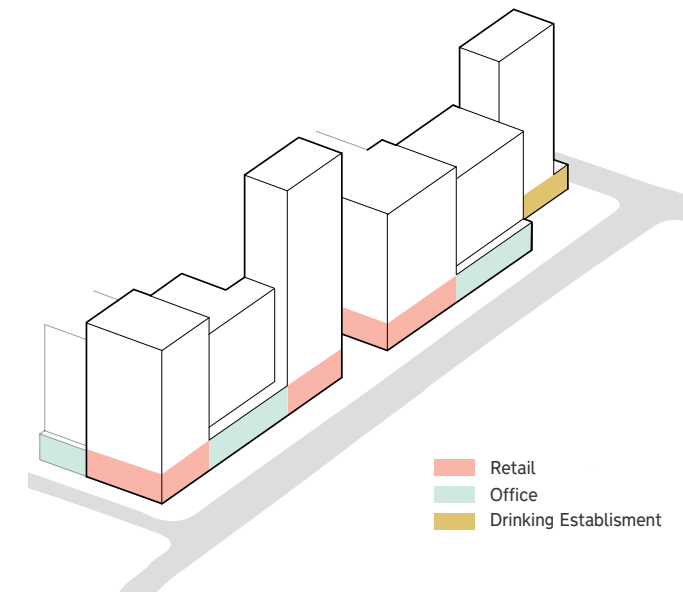
- REASON: Active frontages play an important role in creating spaces of positive character.
- CODE: Functions such as parking, cycles, plant, refuse etc. should be away from facades fronting public realm or key private communal spaces, instead being located deep within a plan or below ground wherever possible.

2.7.5 A distinctive base to buildings

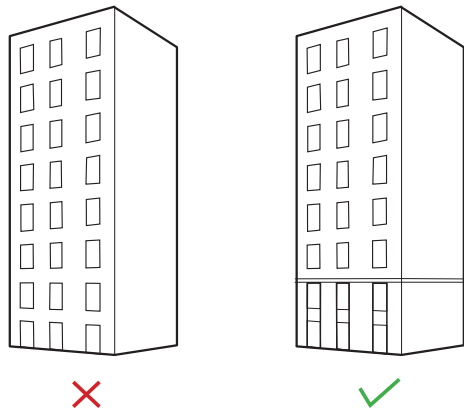
- REASON: The taller the building, the greater the need for the facade to positively engage and interface with the public realm.
- CODE: Facades which front onto public realm of more than six storeys are to have a double-storey expression at the base.

2.7.6 Frontages onto public realm

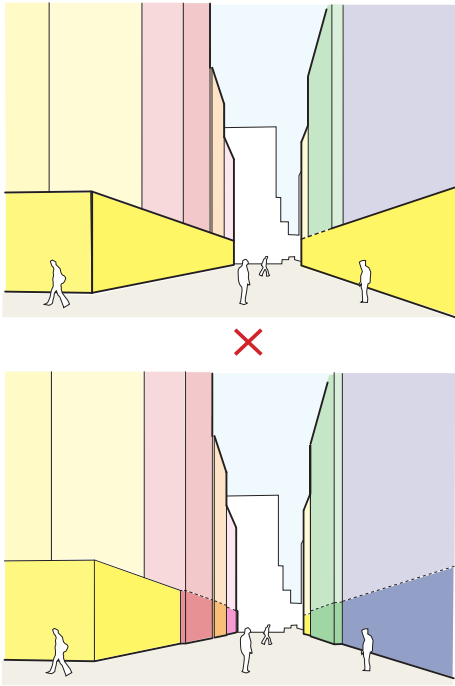
- REASON: Building facades play an important role in defining the quality of the public realm and provide a controlling framework to allow individual shopfronts of character to be inhabited.
- CODE: Ground floor facades onto public realm should be designed such that their facades relate to the buildings over and they are not read as a continuous plinth. In this way the townscape reads as clusters of individual buildings.



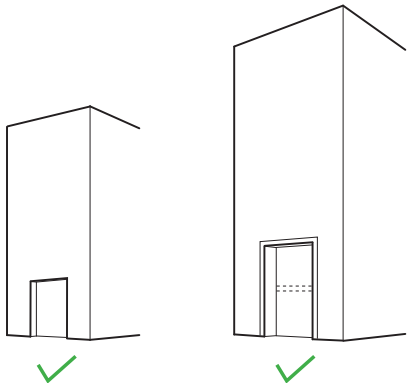
2.7.3



2.7.5



2.7.6



2.7.11

2.7.7 Commercial entrances

- REASON: In order to create the diverse, active, rich townscape which contributes to activating the public realm, non-residential entrances must be located within the zone identified in each development zone.
- CODE: Refer to correspondent code for each Development Zone

2.7.8 Locations of pre-determined Use Classes

- REASON: Certain development parcels have key areas of facade which require prescriptive Use Classes, e.g. south facade onto Community Gardens to be allocated for a communal function.
- CODE: Refer to specific Development Zone specific codes for relevant locations.

2.7.9 Glazing frontages

- REASON: To ensure a consistent appearance and activity of commercial units.
- CODE: Commercial units along ground floor areas should have at least 60% glazing along the length of the public realm fronting facades.

2.7.10 Party walls

- CODE: No party walls should be exposed throughout the development except as a temporary measure.

2.7.11 Depth of shopfront reveals

- REASON: The depth to the reveals and level of richness to the pilasters between the shopfronts is critical in creating a facade that enables each shopfront to have its own distinctive style, without dominating the overall elevation. This is especially relevant to taller buildings to ensure their bases have a tangible sense of gravitas, supporting the weight of facades over.
- CODE: Reveals to ground floor frontages are to be a minimum 300mm (or 1.5 bricks deep), enlarging in depth with increases in the height of the active frontage and building over.

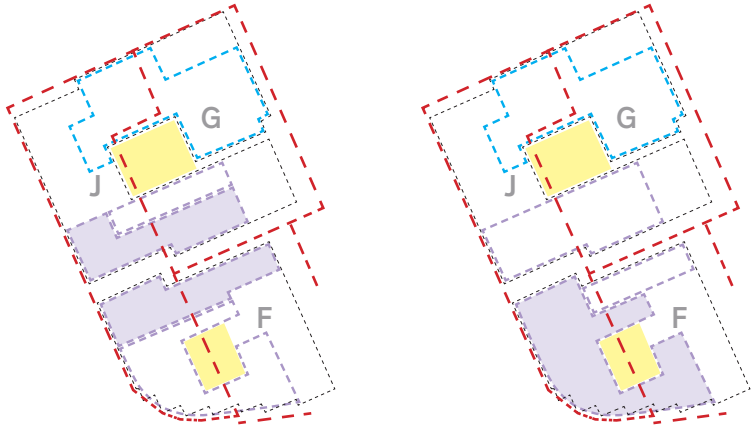


2.8 EMPLOYMENT FUNCTIONS

- 2.8.1 Employment spaces for a range of tenants**
- REASON: Employment spaces are intentionally designated as being grouped in closely banded unit sizes in order to accommodate a range of tenants, ensuring new businesses can grow locally over time.
  - CODE: Three types of employment space are proposed with the scale of individual space increasing accordingly.
  - CODE: **Type 1** has units sized between 250 sq. ft and 1000 sq. ft, with groups of employment space clustered together to provide the benefit of sharing facilities such as concierge / toilets / kitchens / deliveries / meeting rooms / display etc.
  - CODE: **Type 2** has larger units for growing business, sized between 1000 sq. ft and 2250 sq. ft, with groups of employment space clustered together to provide the benefit of sharing facilities similar to those in Type 1.
  - CODE: **Type 3** has units sized between 1750 sq. ft and 3750 sq. ft and is designed towards larger established organisations and could function as headquarters.
  - CODE: The masterplan has the potential to accommodate a cluster of up to 1500m2 B1(c) use class for a variety of tenants, including maker space, within cluster Type 1.

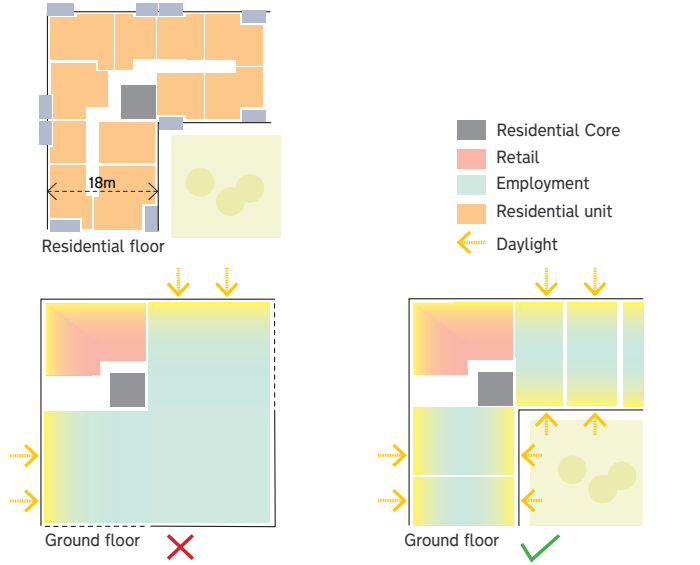
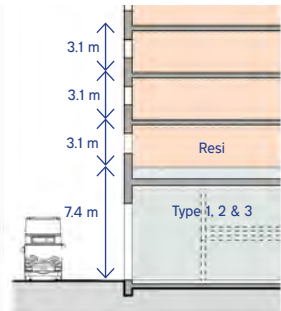
- 2.8.2 Typical ground floor and residential floor heights**
- REASON: Employment space types 1 and 3 are located in buildings which can enable greater height in the wider masterplan. The heights proposed are deemed to be a minimum, in order to enable tenants to install mezzanines within these units, where required.
  - CODE: **Type 1, 2 and 3:** 7.4m ground to first floor level  
**Residential:** assumed 3.075m floor to floor

- 2.8.3 Shared functions & spaces for clustered workspaces**
- REASON: Types 1 and 2 workspace clusters are designed to be occupied by smaller creative businesses which benefit from shared serviced facilities such as concierge, delivery, kitchen, WCs, display/gallery etc. In addition, the Illustrative Masterplan proposes shared external courtyards with controlled public access, creating opportunities for external maker-space, gallery space, shared functions, and a collective focus for the immediate tenants.
  - CODE: Development Zones E, F/J and G/J have ground-level courtyards which are employment focused for workspace clusters Type 1 and Type 2.

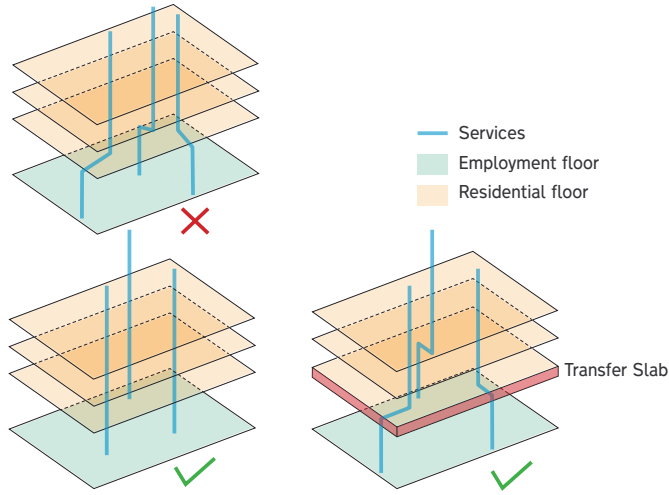


2.8.1 / 2.8.3

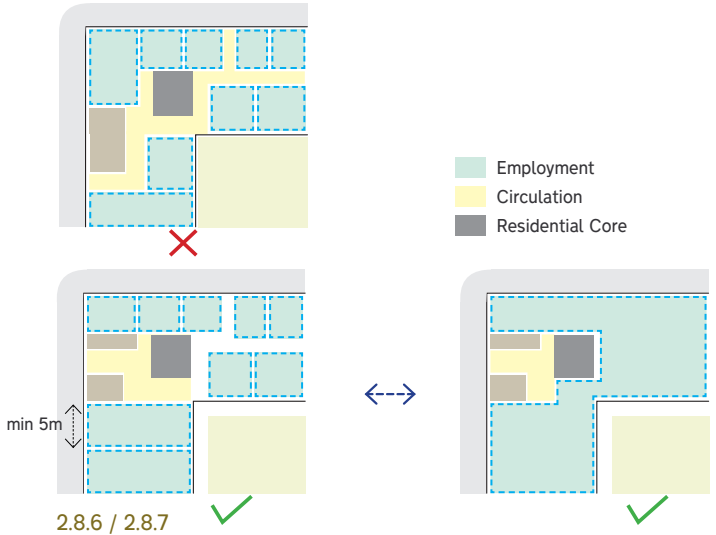
2.8.2



2.8.4



2.8.5



2.8.6 / 2.8.7

- 2.8.4 Depth of employment space**
- REASON: In order to ensure employment spaces are flexible for the long term for an extensive variety of potential tenants, providing viable daylight and ventilation is critical.
  - CODE: Depth of floor plates for employment spaces are typically limited to that of the residential floor plate over, to ensure great daylight, natural ventilation and flexibility to suit the largest range of tenants.

- 2.8.5 Retail / employment spaces as clean shells**
- REASON: Services dropping from residential homes can limit the range of potential tenants who would occupy a commercial unit. Services therefore need to be considered from the outset of any proposed developments, ensuring that residential services can be integrated adequately in order to create flexible shells.
  - CODE: Either all residential services drop vertically straight through the commercial unit or a services zone is incorporated above the first residential floor slab to enable transfers to be diverted away from the ground floor units.

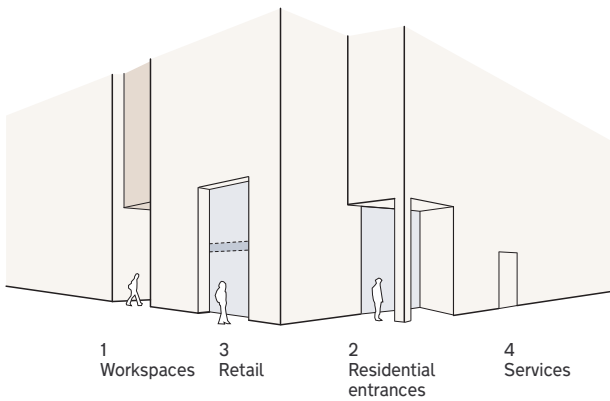
- 2.8.6 Minimum size of non-residential frontages**
- REASON: To ensure each individual unit has adequate visibility to the public realm, with potential for decent natural daylight and ventilation.
  - CODE: The minimum width of a non-residential unit facade is 5 m.

- 2.8.7 Ability to combine employment floor space**
- REASON: The Type 3 employment space is required to be capable of serving large organisations to serve as headquarters.
  - CODE: The configurations of the Type 3 employment space is to be arranged within the constraints of residential cores and servicing access points such that single tenants can take large floorplates.
  - CODE: The Design Code allows for the flexibility to combine B1 office floor space such that Reserved Matters proposals could include a four storey B1(a) office development, in the Northern Quarter.
  - CODE: Building heights above 19 storeys (one storey of commercial (7.4m) and 18 residential floors) will be conditional on proposals for a four storey office building coming forward.

2.9 BUILDING ENTRANCES

2.9.1 Clear hierarchy of entrances

- REASON: To create a natural wayfinding narrative in a masterplan with extensive public realm and active frontage, it is important to have a clear strategy to ensure entrances relate to the scale of spaces they serve.
- CODE: : The following hierarchy is to be applied to the scale and nature of entrances into the buildings:
  - 1 main entrances to clusters of workspace
  - 2 core entrances to apartment blocks
  - 3 entrances into retail / A3
  - 4 service entrances / parking entrances



- 1 WORKSPACES  
Significant entry points, reading as gaps between buildings or as a covered street
- 2 RESIDENTIAL ENTRANCES  
Sculptural, recessed entry, clearly legible on facade
- 3 RETAIL  
Large expanses of glazing set within deep masonry reveals
- 4 SERVICES  
Discrete, flush doors, colour-matched to adjacent walling

2.9.2 Accessibility for all

- CODE: All entrances to have step free access.

2.10 FACADE ARTICULATION & HIERARCHY

2.10.1 Creating places of discernible character

- REASON: Within large scale masterplans it is critical to ensure there is adequate variation in the building aesthetic to create a series of spaces which ensure a shared sense of belonging between the immediate residents and users alike.
- REASON: Enriched special facades can function as key markers along routes, either as memorable gables or as special vistas when approached head-on, aiding way finding around the site.
- CODE: Individual Development Zones have diagrams which state the required locations for enriched elevations which contribute to the wider townscape within the Illustrative Masterplan.

2.9.1

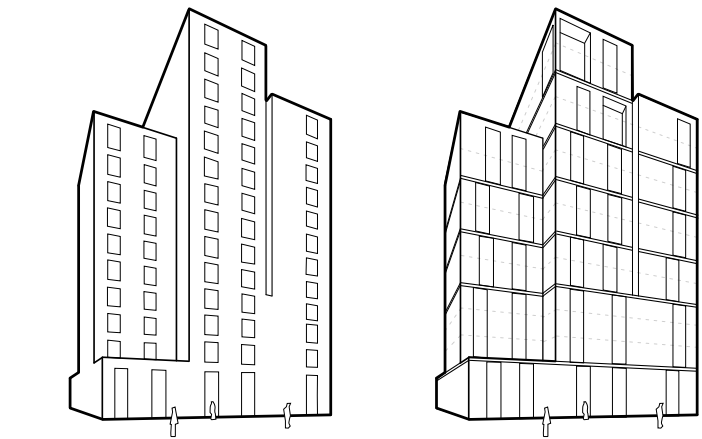


- Primary Facade
- Secondary Facade
- Primary Corner
- Secondary Corner
- Primary Top
- Secondary Top

2.10.2 Avoiding numerous repetitive elevations

- REASON: Large residential-led developments of notable scale and height have a duty to ensure the building facades have a clear sense of character in order to provide a tangible identity for the residents and contribute to the townscape. This can be aided in taller buildings by grouping the windows and facade detailing over a consecutive floors, as it diminishes the apparent repetition of residential units and reduces the perceived number of storeys.
- CODE: Where buildings extend beyond the 'shoulder' height, facades should consider an aesthetic which groups floors together, such that the elevations acquire a larger scale, beyond that of repeated individual floor-plates.

2.10.1



2.10.2



primary facade



secondary facade



tertiary facade

2.10.3 Examples of different enrichment level in a Southern Quarter facade

2.10.3 Hierarchy of facades to enrich the townscape

- REASON: In order to create a rich townscape in a large masterplan development, it is important to identify which facades have the greatest impact on defining the nature of the place.  
Some facades are more critical than others due to their relationship with the public realm, routes through the site or views from beyond in the neighbouring context. The Illustrative Masterplan therefore comprises a clear hierarchy which defines those facades which are deemed to play the greatest role and warrant more elaborate detailing and use of materials, ranked from Primary to Tertiary.
- Examples from the Southern Quarter are shown as a means to describe how a 'family' of elevations has been generated in order to apply a hierarchy of richness to a building, controlling the level of detail and articulation applicable to each facade on any given building within the masterplan.
- CODE: Each Development Zone has a set of diagrams which determines the appropriate rank of each facade within a pre-determined hierarchy.
- CODE: Dependent upon orientation, future reserved matters applications should consider the opportunity for facade enhancement of vertical greening through the use of integrated planters to individual unit balconies, where appropriate.

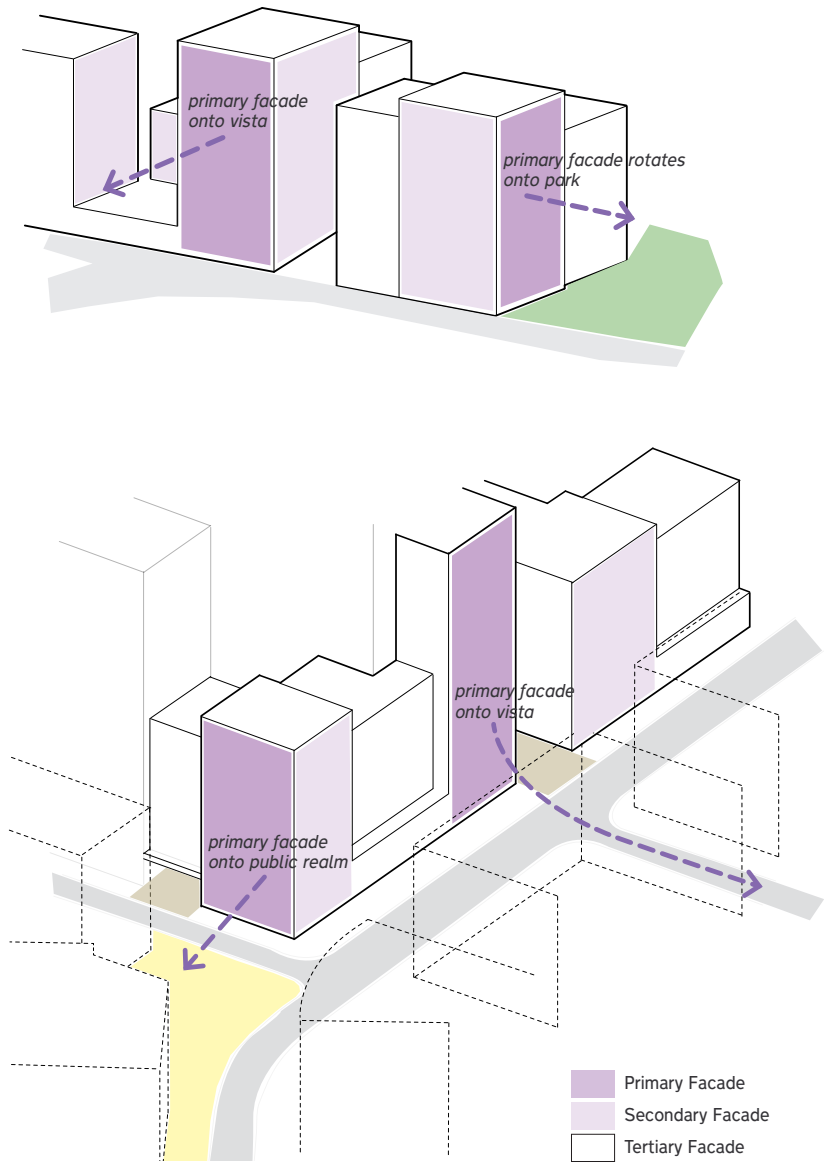


2.10.4 Facade detailing increasing with building scale

- REASON: As building scales increase, the depth of detail on the facade requires to increase proportionally so as to provide facades which are adequately articulated to enrich their enlarged mass. A 30mm offset to a string course, for example, can play a useful role on a modest building, but on a taller form of 18 stories, a string course needs to be notably deeper in order to play a role in enlivening the facade.
- CODE: The detailing of the facades is to remain proportional to the scale of the building. As such, elevations should acquire increased depth with the height of the massing.

2.10.5 Ensuring active street corners

- REASON: to ensure a richness of facade variation and to enliven important corners to aid wayfinding.
- CODE: Tertiary and secondary facades are book-ended by primary facades.



2.10.5



2.11.1



2.11.2



2.11.3

2.11 MATERIALITY

2.11.1 Brick as predominant material

- REASON: Responding to the local surrounding character of the site, where brick predominates in terraced streets.
- REASON: Nearby Noel Park conservation area provides a rich array of reference examples of brick tones, finishes and detailing.
- REASON: Brick is a low-maintenance material that ages well over time and has longevity as well as familiarity.
- REASON: Brick offers potential to be used in subtly different ways between the proposed buildings, creating a unifying single material that gives a sense of permanence, but enabling great variety.
- CODE: Brick is to form the prime facade material across the scheme.

2.11.2 Complementary brick tones

- REASON: The masterplan creates a framework for a series of related but distinct buildings and spaces which are given individuality by the way their massing relates to the context and the facades are treated within a set of rules and limited palette of materials.
- REASON: Variations in brick tones can subtly enrich this townscape by aiding the legibility of the building massing.
- CODE: Each building should have at least two complementary brick tones to distinguish areas of primary facade.
- CODE: A third darker brick tone can be used to further elaborate the massing by enhancing the shadow on any recesses in the facade.
- CODE: Where a building's form has been articulated and humanised into a series of smaller elements, in line with other Design Code items, varied brick tones and / or facade enrichment should be used to enhance the legibility of the massing.

2.11.3 Integrating taller buildings within their wider context

- REASON: The taller the massing, the more visible the built form is when viewed from far. Distant context is generally lighter in tone than the foreground.
- CODE: Lower height elements of massing of either buildings in their own right or as plinths to larger massing, should have tones which are rich and deeper, more closely related to their immediate context.
- CODE: Taller elements of massing above the shoulders, should have tones which are lighter and more responsive to their wider context.



2.11.4 Coherent material palettes

- REASON: Whilst the prime objective of the scheme is to create a rich network of characterful places, there remains a need to ensure commonality to the wider scheme. A limited palette is proposed to form the facades, comprising materials which afford much potential for variety. Brick is the default material for the scheme site wide. Its intensity of use though is not consistent throughout all Development Zones.
- REASON: In the Southern Quarter, brick is used almost exclusively for masonry walling and is complemented in isolated areas with precast/ GRC. In the Eastern Quarter, brick predominates with more extensive areas of precast/ GRC for facade enrichment and detailing. In the Northern and Western Quarters, the proportion of precast/ GRC increases further, to account for buildings of greater height and extensive areas of employment functions to the lower levels.
- REASON: In order to create facades of notable character, it is proposed that the brick, mortar, precast/GRC and metal are closely aligned tonally. This ensures that buildings immediately adjacent have individual character by way of a simple variation in the prime brick tone.
- CODE: Secondary materials are to be complementary to the brickwork and masonry is the preferred material.
- CODE: Balcony railings on building facades are to be metal (railings at roof level are covered under code 2.14.1).
- CODE: Window frames are to be metal.
- CODE: Mortar colours are to closely align with their brick.
- CODE: Brick, mortar, precast/GRC and metal are closely aligned tonally within any given facade bay, unless a complementary tone is used in isolated circumstances, for example to enrich a particular opening like a main entrance.



2.11.4



perforated masonry to allow carpark ventilation

2.11.6

2.11.5 Integrating services in facades

- REASON: The quality of a building's facade can be greatly affected by the ill-considered lack of integration to services such as ventilation, plant, lightning protection and rainwater drainage. The integration of building services must be considered as part of the overall facade design from the outset.
- CODE: Mechanical extract ventilation grills are required to be formed of clay, colour-matched to the adjacent brick if the duct passes through masonry or integrated into the glazing system such that the grill is concealed at the head of the window.
- CODE: Lightning protection must be located in discrete areas of facades, such as in a recessed slot in the facade or behind a RWP, not on the face of a column.
- CODE: RWPs and hoppers must be integrated into recesses in the facade.
- CODE: Elements such as ventilation, security shutters, intruder alarms etc. should be fully incorporated in the design and fitted within the light-weight cladding zones, not the brickwork.
- CODE: Dry riser inlets and other services elements should have finishes to match other facade elements, such as paint or powder-coat finish.
- CODE: All meter boxes should be concealed within the communal circulation areas and not be on building facades.
- CODE: On any elevation visible from the public realm, rainwater or sanitary waste pipes should not be visible. For other elevations, if visible, they should be fully integrated with the architecture of the building and treated as part of the overall facade composition.

2.11.6 Integrating extensive louvre banks

- REASON: In order to ensure a coherent facade strategy, it is important that extensive areas of metal louvres are not deemed suitable as frontages onto public realm.
- CODE: Areas at ground level for mechanical ventilation louvres / grills should either be located behind perforated masonry or integrated into glazing systems above windows. Their design must also be integrated in the landscape.

2.12 OPENINGS

2.12.1 Nature of openings in facades

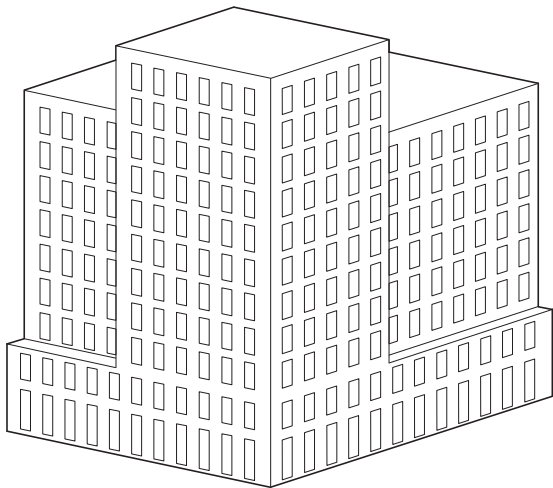
- REASON: Enabling variety is important to encourage a development of the proposed scale to have differing areas of distinct character and individual buildings of distinction for way-finding. There does though require to be a commonality between the various facade aesthetics in order to create an harmonious townscape.
- CODE: The sides and base of each opening should be vertical or horizontal.
- CODE: Irregular shaped openings are not permitted unless they perform a unique function for a specific purpose; for example, in the singular use, over the main entrance of a community space, rather than repeatedly throughout a residential facade.
- CODE: Where the massing has been fragmented to align with other design codes and masterplan objectives, proposals should seek to avoid excessive use of a single facade aesthetic within any given Development Zone. Instead the massing articulation should be exploited to enable the facades of each element of the building to best respond to its immediate context.
- CODE: In this manner, where openings have a consistency to their form, and there is commonality to the materiality, individual buildings can have varying character within a complimentary and coherent wider context.

2.12.2 Reveal depth

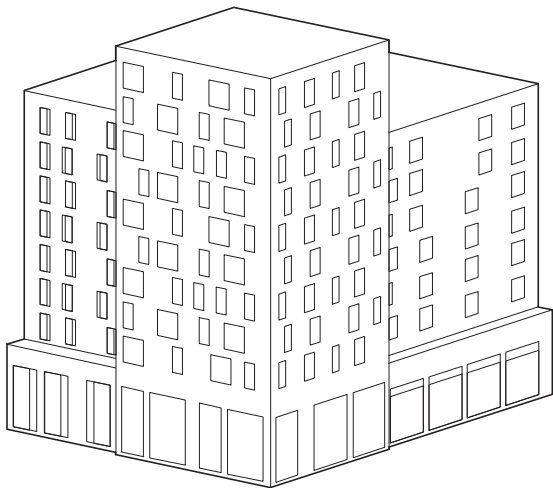
- REASON: Due to the scale of the buildings proposed, it is important to maintain the appearance of a masonry facade of substance.
- CODE: All brick reveals around openings should be designed with a minimum visible depth of one full brick return.

2.12.3 Window maintenance

- REASON: For ease of cleaning and maintenance purposes.
- CODE: All windows should be accessible from within the residential accommodation, unless they are accessible from adjacent floor or balcony areas.

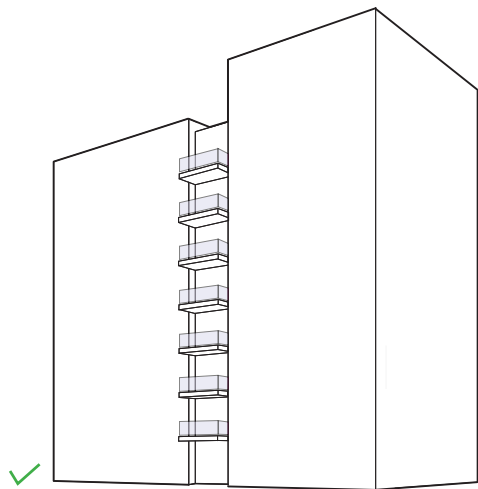


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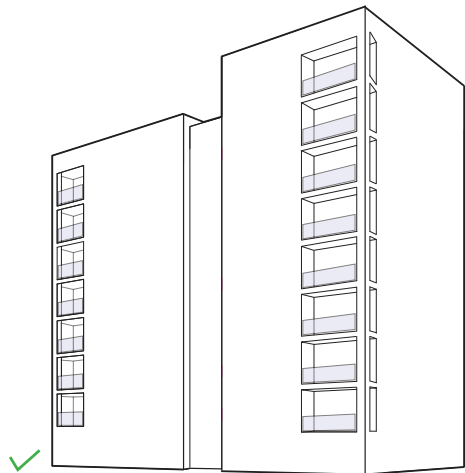


✓

2.12.1



CODE B:  
Semi-recessed balconies to articulate the volumes of the massing



CODE C:  
Corner balconies are to be recessed into the facades



CODE D:  
Corner balconies can be enclosed with a column or exposed

2.13.1

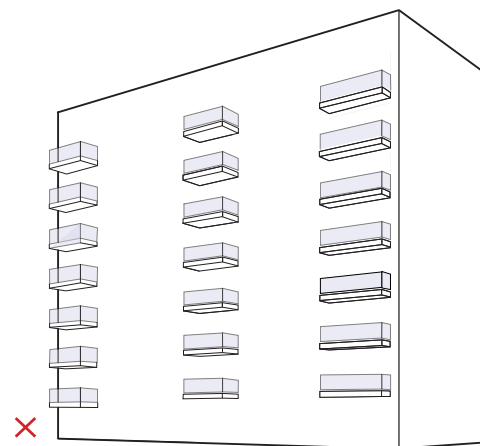
2.13 BALCONY TYPES

2.13.1 Different balcony types to articulate the massing

- REASON: Balconies form a key element of the facades on residential-led developments of this nature. They can also form a useful device to manipulate the massing by breaking down the bulk of the form.
- REASON: Bolt-on projecting balconies are discouraged as they do not generally provide useful amenity space which is likely to be used by residents.
- CODE A: Extensive use of projecting balconies in the middle and at corners of buildings is not appropriate.
- CODE B: Semi-recessed balconies should be used away from corners to articulate the volumes of the massing between elements of the facade bays and to afford some outlook from the balcony.
- CODE C: Corner balconies are to be recessed into the facades to provide semi-private amenity spaces.
- CODE D: Corner balconies can be enclosed with a column to integrate them further into the overall built volume or can be exposed as required to articulate the building massing.

2.13.2 Avoiding irregular shape balconies

- REASON: To ensure a consistent architectural language.
- CODE: Curved, faceted or irregular shapes in plan are to be avoided for balconies, unless an irregular geometry is justified by the principle facade language concept for that specific building..



CODE A:  
Extensive use of projecting balconies is not appropriate

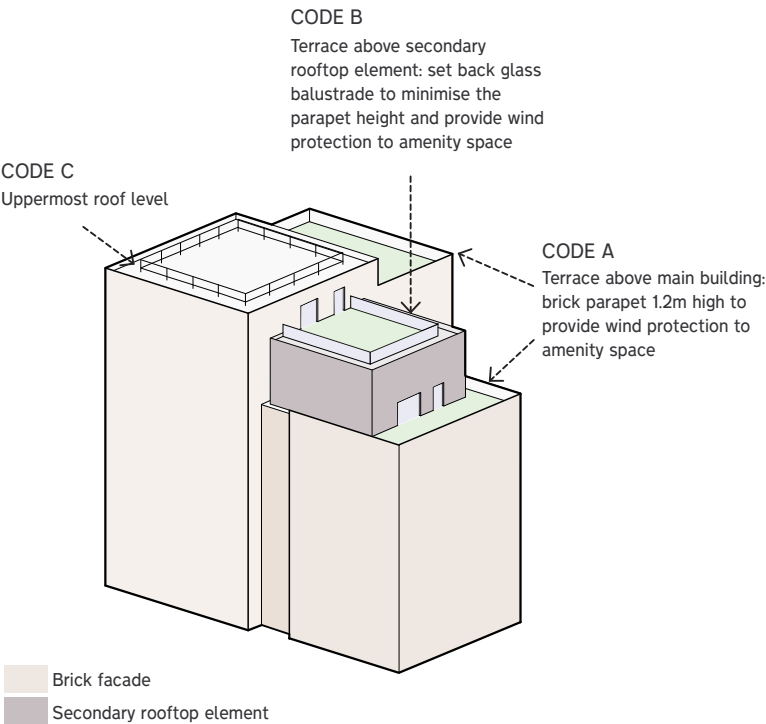


- 2.13.3 Protecting privacy of amenity spaces**
- REASON: To ensure a good level of privacy.
  - *CODE: Balconies must be set at least 0.5m apart from each other (measuring distance between their closest elements), unless they are considered part of the structure of the facade and continuity is an essential element of facade composition.*

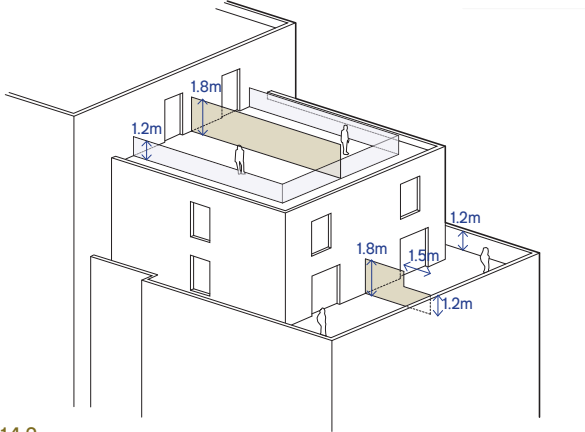
- 2.13.4 'Juliet' balconies**
- REASON: To harmonise elevations, to minimise the risk of bird strike to larger windows and improve daylight of residential spaces.
  - *CODE: 'Juliet' balconies may be provided where appropriate to the overall facade principles and where private amenity space requirements have already been met by another private balcony or terrace.*

**2.14 PARAPETS AND SCREENS TO ROOF LEVEL AMENITY SPACES**

- 2.14.1 Parapet heights and types**
- REASON: Parapets form an important role in defining the perceived skyline of the massing and should be modelled to reinforce the legibility of the individual elements of the buildings.
  - REASON: Solid balustrades are required at roof level in order to ensure the microclimate is viable for external amenity spaces.
  - *CODE A: Where a brick volume forms a private roof terrace, masonry walling to be extended up to form a 1.2m high parapet.*
  - *CODE B: Where a secondary rooftop element is set-back at roof level, in order to keep the perceived massing lower, a glazed balustrade is to be provided, 1.2m high, set back from the edge by 1.5m.*
  - *CODE C: At uppermost roof level, for maintenance accessible roofs only, the masonry parapet is to be kept low to keep building heights limited and a maintenance rail is to be provided, set back from the edge to limit its visibility from street level.*



2.14.1



2.14.2

- 2.14.2 Privacy to external private amenity spaces**
- REASON: Residential units at roof level are typically the largest of units designed for family accommodation and so privacy screens between adjacent terraces are important.
  - REASON: Screens are set back from the facade to be concealed when viewed from the public realm.
  - *CODE: Dividing screens between adjacent homes with roof terraces are to be 1.8m high and set back from the parapet edge by 2m, dropping down to a 1.2m high screen behind the parapet / balustrade.*

- 2.14.3 Rooftop plant**
- REASON: Plant is generally proposed as being located in basements wherever possible to be far from residents homes and amenity spaces. Occasional plant though may require to be located on the roofs, for example to smoke extract equipment from common corridors or Energy Centre flues.
  - *CODE: Where rooftop plant is required and justified, it must form part of the design from the outset and integrate into the appearance to minimise its impact on the view from public realm / surrounding buildings and immediate residents.*

- 2.14.4 Non-accessible planted roof areas**
- *CODE: All roof areas, other than private or communal areas, must be living roofs. These roof areas should be designed as green roofs when accessible from communal areas, and as brown roofs with wild-flower or other seeding when inaccessible from communal areas.*

**2.15 CAR PARKING**

- 2.15.1 Ensuring a quality public realm**
- *CODE: Car parking spaces on the site are not located in the public realm / streetscape but rather in undercrofts and basements below buildings, unless in dedicated spaces for disabled parking, loading/ drop offs and car clubs.*
  - *CODE: No structures for the sole use of car parking should be constructed and large areas of car parking at ground level must be avoided.*
  - *CODE: Car parking in undercroft or basements should not have a strong visible presence along the public realm.*

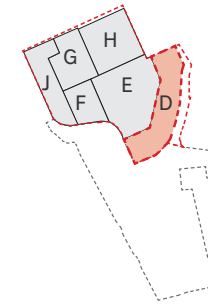
**2.16 REFUSE**

- 2.16.1 Refuse holding area location**
- *CODE: Refuse holding areas should not be located within 10m of communal front gardens or in the public realm. Holding points are to be hard-landscaped and located near to the collection point.*
- 2.16.2 Location of refuse rooms**
- *CODE: All refuse areas should be located within ground floor or basements of buildings and be easily accessible from core areas.*
- 2.16.3 Refuse area appearance and maintenance**
- *CODE: Refuse areas should be well ventilated and appropriately screened, particularly if access doors are located close to entrances or front doors.*

### 3 DEVELOPMENT ZONE CODES

This section describes how key site-wide codes have informed the Illustrative Masterplan and also defines additional codes which are specific to each Development Zone.





## 3D DEVELOPMENT ZONE D

### 3D.1 INTRODUCTION



D.1 Illustrative Masterplan in Development Zone boundary

Development Zone D is the most sensitive zone within the outline portion of the masterplan due to the immediate context of terraced houses along Hornsey Park Road.

The boundary to the east of the site is formed by the rear gardens to sixteen homes. The impact of the proposed massing on the daylight of these existing premises limits the scale of the maximum planning parameters to this Development Zone. In addition, in order to avoid the creation of a wall of development along this frontage, gaps between the proposed

buildings are enforced through the Design Code to ensure that the parapet is varied and the skyline enriched.

Development Zone D provides an important frontage onto both the Community Park and the publicly accessible Moselle Walk route to Brook Road.

Building D1 has an important position on the site-wide scale, forming the knuckle where Mary Neuner Road meets the Community Park, with a south-facing facade. As such, the ground floor function within D1 is controlled by the Design Code.

(continued on the next page)