

03 APPEARANCE & CHARACTER

3.3. CHARACTER AREAS

According to the Highover Farm Design Code, the proposed layout for phase 1 would fall in 3 character area:

- **The Avenue** character area with the special place **Gateway**.
- **The Grovelands** character area on the southern part of the site with **Pocket Park** key frontage.
- **The Meadow View** character area with the **Dane Walk** key frontage facing the retained hedgerow line on the northern part of phase 1.

FIGURE 16: Illustrative Character Area Plan highlighting phase 1
(Page 53 of Highover Farm Design Code)

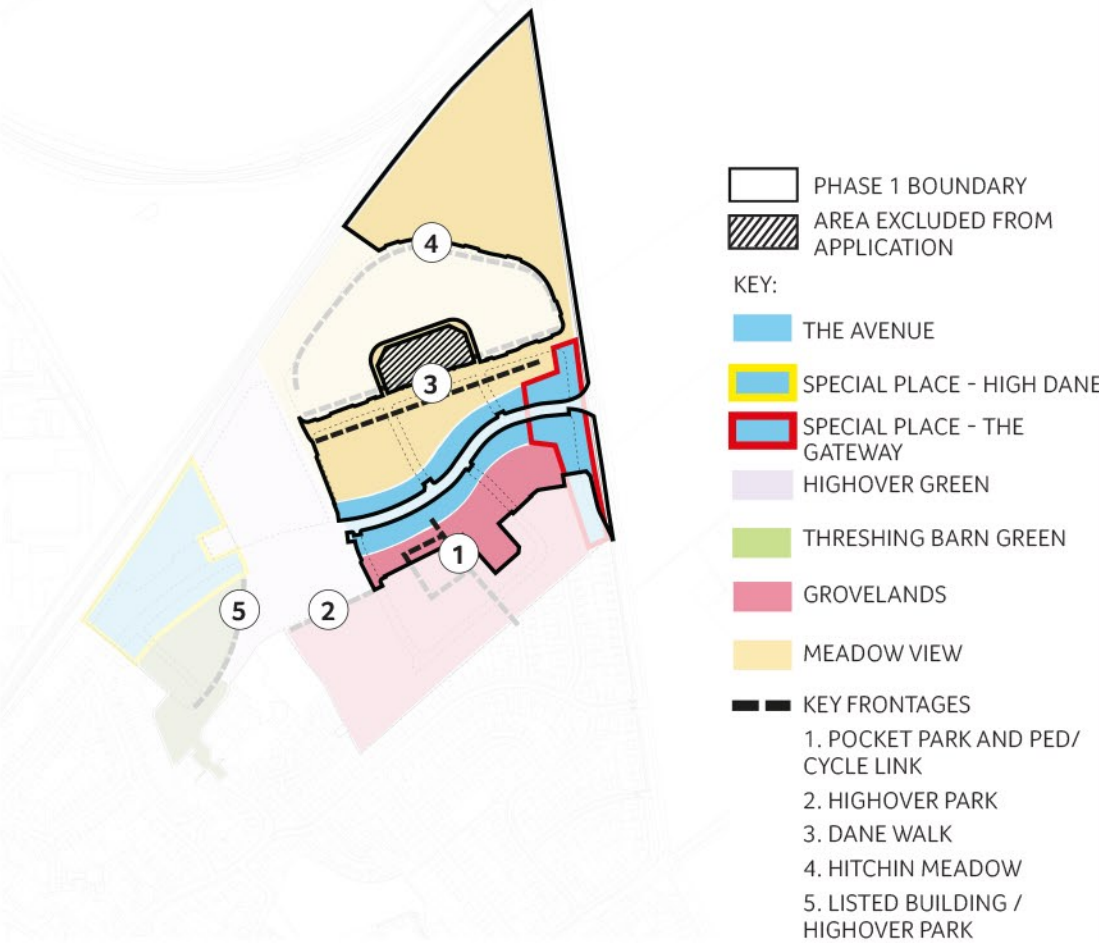


FIGURE 17: Character Areas plan phase 1

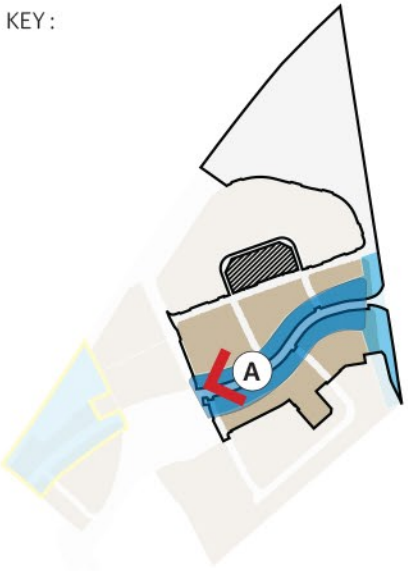
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3.3.1. THE AVENUE CHARACTER AREA

It consists on a strong rhythm of repetitive gabled buildings facing the primary road with apartments buildings sit along corners on the southern part of the Avenue. The units will have as main wall material white rough-cast render along the main elevations, with corbel and brick eaves. The windows will be dark grey colour, and feature a top hung style with bars.

The use of recon-stone features as headers and sills will be employed on key corner plots along the Avenue. Vertical railing with a hedge will define the public and private space in front of the units

KEY:



KEY STREETSCENE RMA PHASE 1:



FIGURE 20: Illustrative Streetscene EE RMA Phase 1 of the Avenue character area.



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3.3.2. SPECIAL PLACE - THE GATEWAY

The Gateway area, located at the entrance on Stotfold Road, will have a compact frontage featuring twin triple terraces on both sides of the Avenue.

Landscaping will enhance this welcoming entrance. The units will maintain the same material palette as the avenue, with projecting brick quoining along the edges of corner buildings.

KEY:

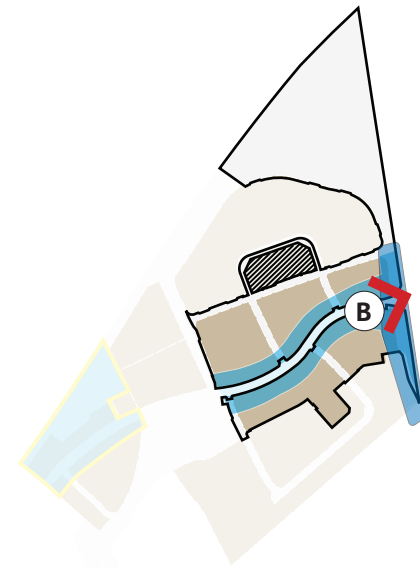


FIGURE 21: Indicative massing of the Gateway area
(Page 57 of Highover Farm Design Code)

KEY STREETSCENE RMA PHASE 1:



FIGURE 22: Illustrative CC Streetscene RMA Phase 1 along Stotfold road

FIGURE 23: Illustrative Streetscene FF RMA Phase 1 facing the Avenue



FIGURE 24: View B - Illustrative CGI of the Gateway area



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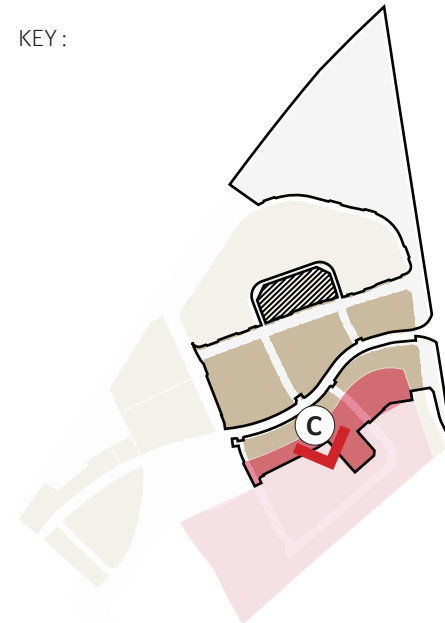
3.3.3. GROVELANDS CHARACTER AREA & POCKET PARK KEY FRONTAGE

This area serves as a transition between the Avenue character and the existing residential neighbourhood of Grovelands. It features a diverse mix of semi-detached and detached homes that have a consistent frontage. Corner plots are marked by double-aspect detached buildings and change of materials, render would be used to delineate these plots and helping the transition from the Avenue.

The primary wall material along these tertiary roads will be red multi with red roof tiles. Along tertiary roads, the addition of incidental greenery creates a soft and welcoming atmosphere, complementing the parking arrangement.

Additionally, a 2.5 storeys apartment building will define the northern edge of the future Pocket Park. Its design will also help to shape the space along the pedestrian and cycle link.

KEY:



KEY STREETSCENE RMA PHASE 1:

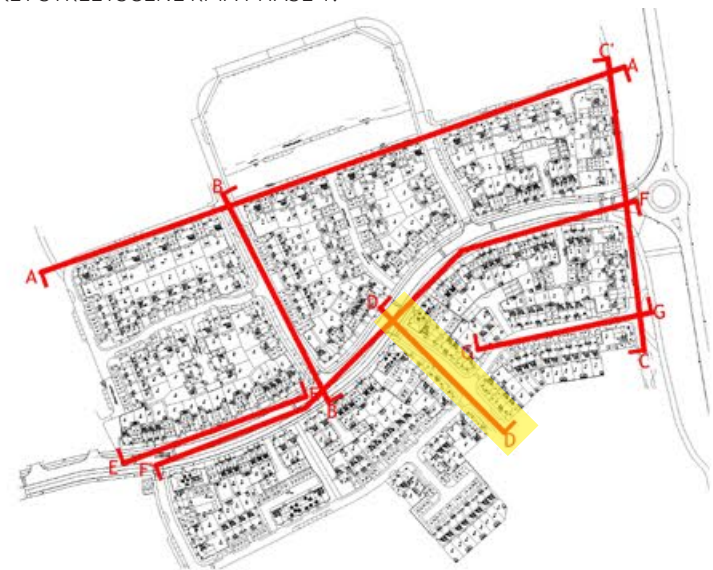


FIGURE 25: Front elevation of the apartment building facing the Pocket Park



FIGURE 26: Illustrative Streetscenes of Grovelands character area (Page 65 of Highover Farm Design Code)

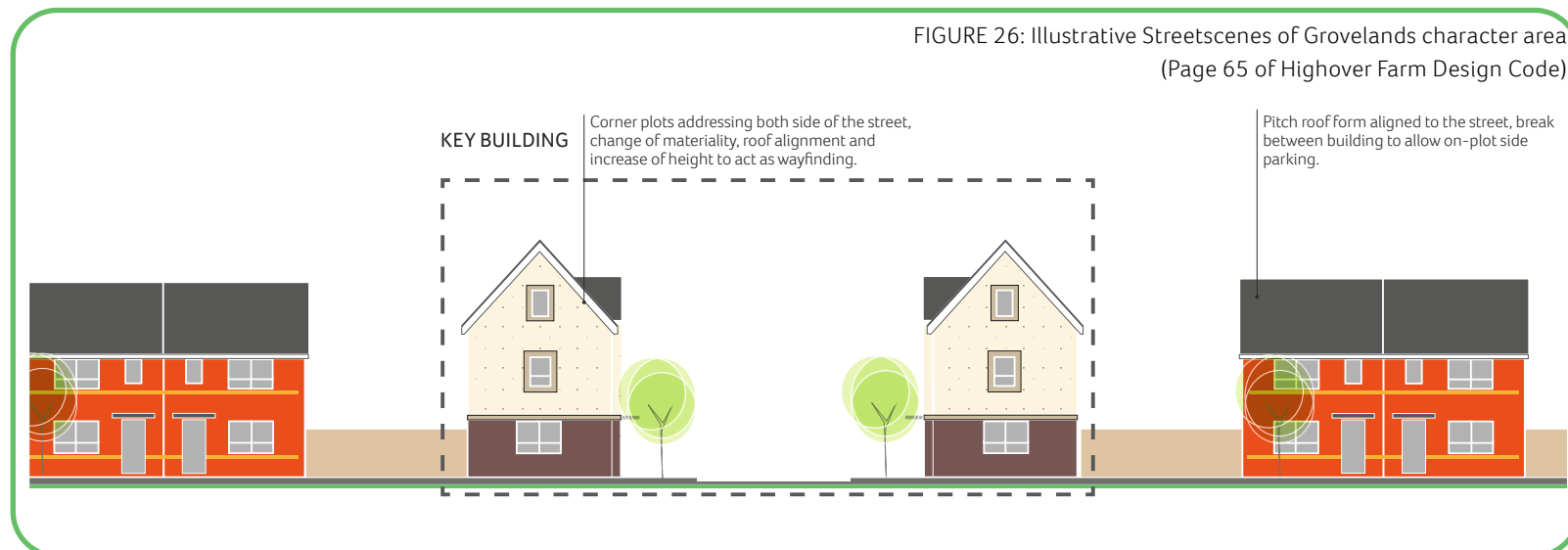


FIGURE 27: Illustrative Streetscenes DD RMA Phase 1 of Grovelands character area



FIGURE 28: View C - illustrative CGI of the Grovelands character area

