

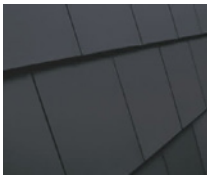
Character Area 1- The Western Spine (View 1 of 2)



Character Area 1- The Western Spine (View 2 of 2)



Character Area 2- The Edges



Dark grey plain tiles/red

Vertical cedar cladding panels to provide natural link to tree belt and edge condition.

Darker red brick to tie in with the grey brick



Render on feature corner turner with cedar window detailing to link into 'the edges' character style

Gardens laid with turf making gardens feel like a continuation of tree belts/woodland

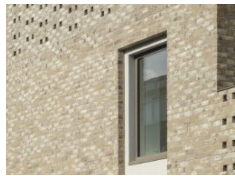
Temporary post and wire fence with hedges growing providing a perimeter demarcation of private front gardens



Character Area 3- The Mews



Character Area 4- The Eastern Spine



Feature building which turns the corner. Cream buff brick on key landmark buildings to highlight prominence. The change of material also provides a link to the mews character areas

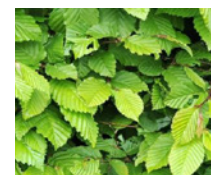


Grey plain tiles

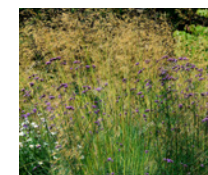
Render on feature gable facade to create a contrast to brick house types on opposite side of road



Brick stretcher detailing to emphasize corner feature



Due to link road providing access to wider town (type 1 or 2) assumed no rear gear access onto main spine road. Hedges proposed to mask turning areas in front of dwellings



Front gardens along the spine road will be seen by most visitors. Gardens to be planted with perennials and grasses providing interest, colour and habitat creation for wildlife

Different colour doors per phase of development?