

Winchester City Council
September 2021

Winchester Public Realm

Strategy Report 2021

ARUP



Prepared for

Winchester City Council

Prepared by

Arup

63 St Thomas St

Redcliffe

Bristol, United Kingdom

BS1 6JZ

Tel: 0117 976 5432

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DOCUMENT INFORMATION

Report Title	Winchester Public Realm
Subtitle	Strategy Report 2021
Filename	Winchester Public Realm
Date	September 2021

REVISION	DATE	DETAILS
0.1	05.01.21	First Draft for Client Review
1.0	29.03.21	Second Draft for Client Review
1.1	30.09.21	Third Draft for Client Review
1.2	20.10.21	Fouth Draft Client Review
1.3		

REVISION DETAILS	DATE
Prepared By Mana Fana	30/09/2021
Reviewed By Ali Pulham	30/09/2021
Approved By Sophie Camburn	30/09/2021

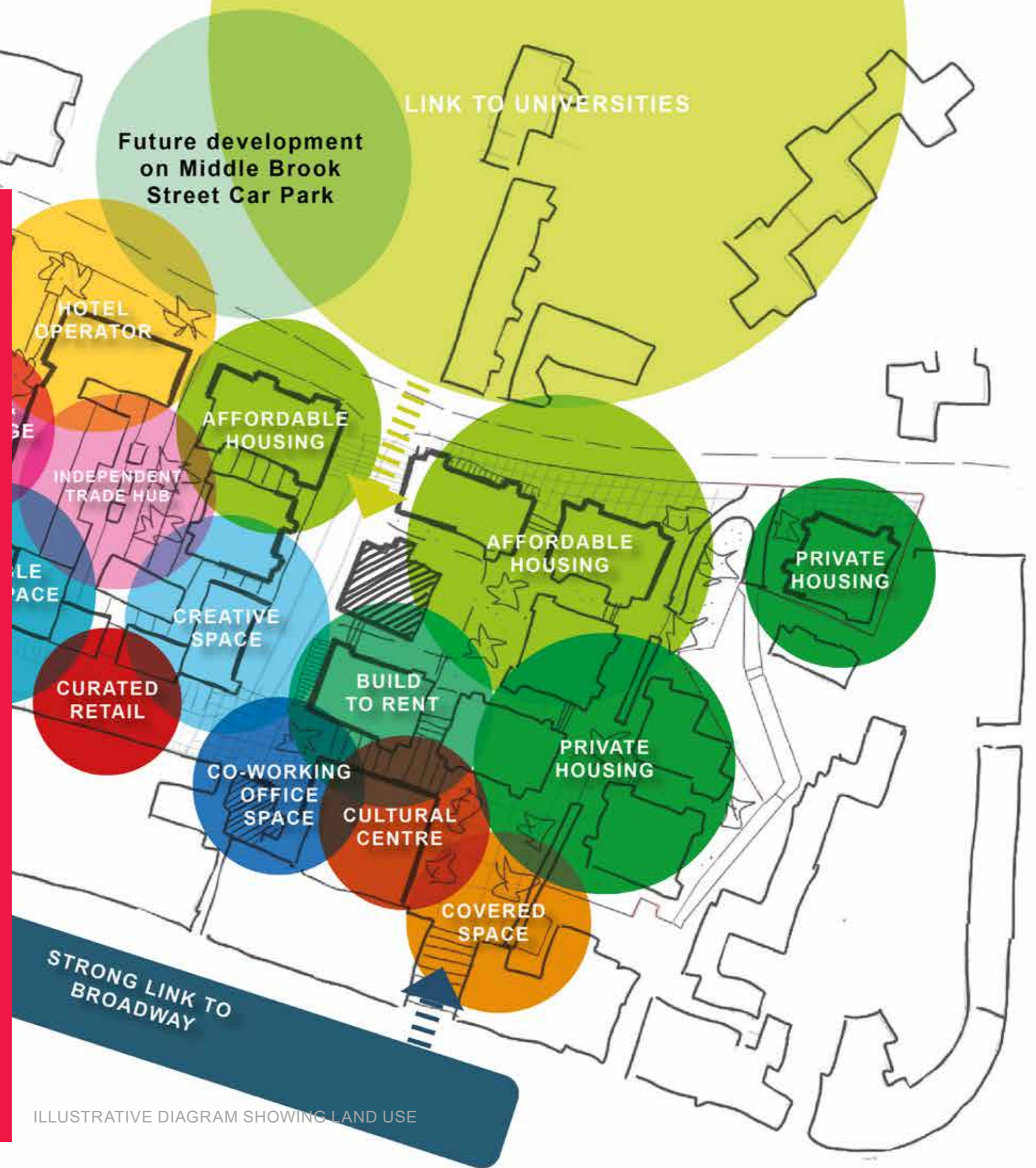
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01

Introduction

This document has been prepared by Arup to set out the strategy for Public Realm within the Central Winchester Regeneration area. It has been developed in response to the Vision and Objectives outlined in the Central Winchester Supplementary Planning Document to set aspirations for the Public Realm to guide developer responses, ensure consistency and the delivery of the Vision.



ILLUSTRATIVE DIAGRAM SHOWING LAND USE

Central Winchester SPD - Objectives

Overview

The Central Winchester Regeneration Supplementary Planning Document (SPD) sets out the collective vision and objectives for the city centre borne out of community and stakeholder engagement. The aim of the SPD is to ensure that the special qualities found in the heart of Winchester are retained and enhanced and that any future development is of a high quality design, coordinated and sustainable.

The purpose of the Public Realm Strategy is to complement the SPD by adding further detail to these Objectives and to set some parameters for the development of the various areas of public realm within the site boundary in order to achieve the overall vision.

Responses to these Objectives in the context of the public realm are outlined on the following pages.

OBJECTIVE 1
Vibrant Mixed-Use
Quarter

OBJECTIVE 2
Winchesteriness

OBJECTIVE 3
Exceptional Public
Realm

OBJECTIVE 4
City Experience

OBJECTIVE 5
Sustainable
Transport

OBJECTIVE 6
Incremental Delivery

OBJECTIVE 7
Housing for All

OBJECTIVE 8
Community

OBJECTIVE 9
Climate Change and
Sustainability

SPD Public Realm Framework

Public Realm Framework Plan

Public Realm principles and an illustrative spatial framework were developed as part of the SPD and form the basis for the Public Realm Strategy. This Public Realm Framework Plan sets out initial approaches in relation to enclosure ratio, character, type, use and movement for the following key streets and spaces found within the site:

- The Broadway
- Lower High Street
- Riverside Walk
- Tanner Street & Cross Keys Passage
- Middle Brook Street
- Antiques Market
- Friarsgate Passage
- Silver Hill
- Friarsgate

These initial concepts have been assessed, evolved and tested through extensive site analysis and further engagement with stakeholders to add the next layer of detail to ensure the continuity and consistency necessary to create a cohesive public realm.

In order to achieve this the following aspects have also been considered:

- Materiality
- Spatial arrangement
- Blue Infrastructure
- Green Infrastructure
- Sensory experience

In addition, proposals surrounding

- Movement, have also been revisited.

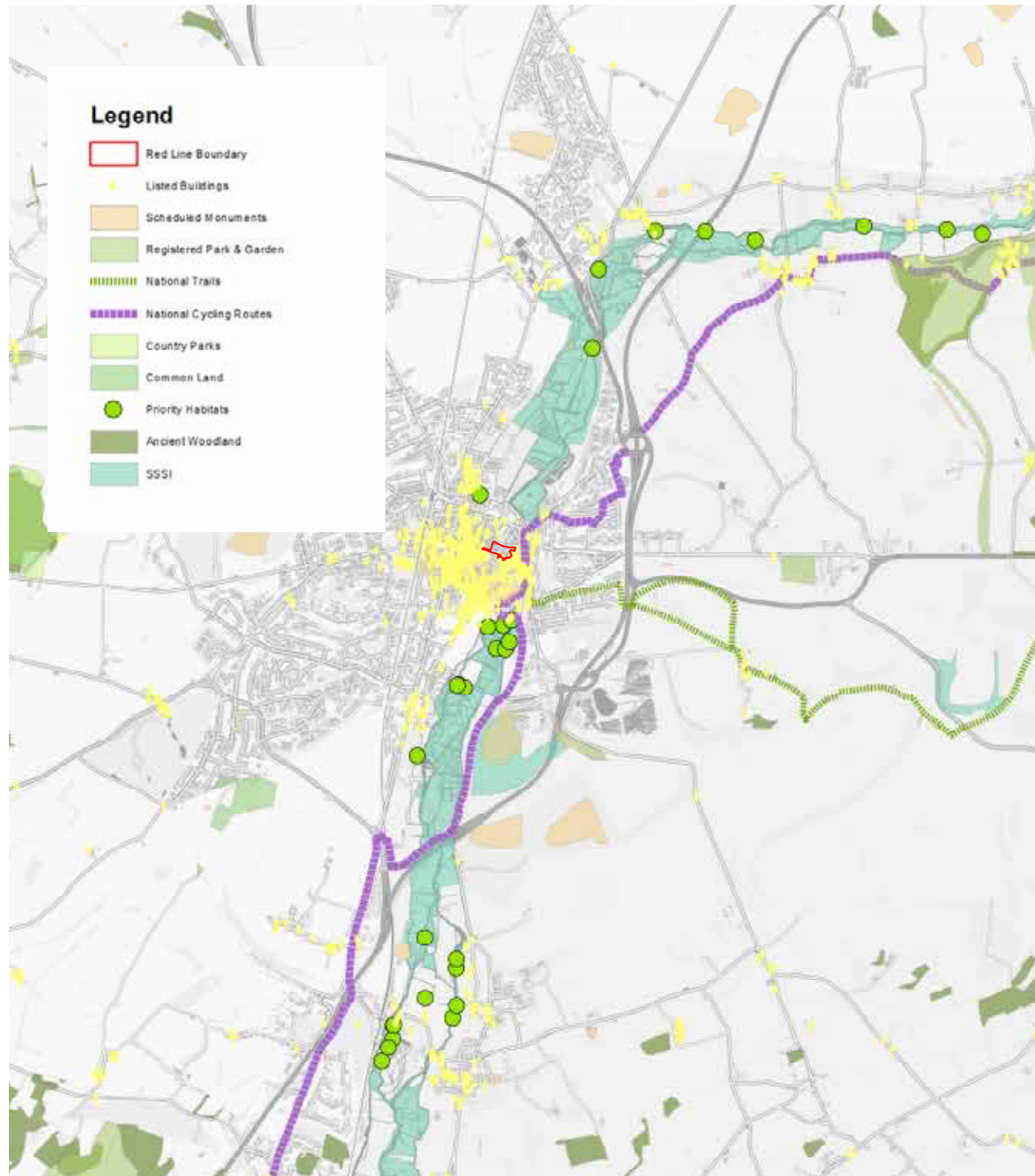
Developed responses to these approaches can be found later in the Report.

Proposals for The Broadway and the Lower High Street have already been progressed and therefore do not form part of this report. However, in developing proposals for the adjacent spaces the emerging designs for these spaces should be referenced to ensure consistency across the wider city centre.



SPD PUBLIC REALM FRAMEWORK PLAN

Context

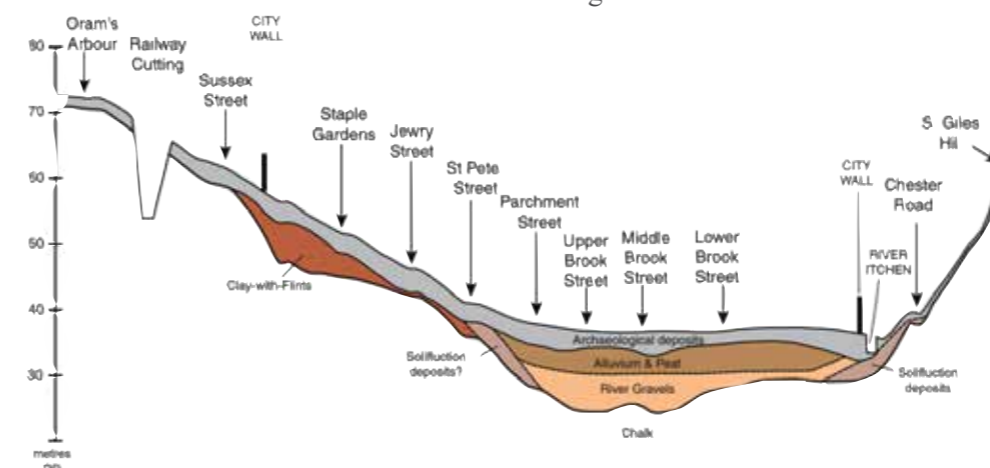


CITY CONTEXT

In order to ensure that appropriate responses for the Public Realm Strategy are provided, a series of desktop studies and site analysis have been undertaken to inform the proposals at city scale, medieval centre scale and site scale. These studies, in tandem with the SPD, ensure a robust, resilient response in keeping with the local character and environment will be provided.

City Scale Context

The predominantly rural Winchester District is situated within central Hampshire and comprises diverse countryside including chalk downs, arable fields, extensive woodland, river valleys, heath remnants, historic parks and lowland pastures. Rural settlements are scattered throughout the district, the largest of which is Winchester City with the M3 Motorway connecting Southampton and Portsmouth to the south, and Basingstoke to the north-east.



STRATIGRAPHIC SECTION

The site is in close proximity to the River Itchen SSSI, priority habitats and numerous listed buildings, however, no landscape designations are to be found within the site itself as noted in the City Context diagram below.

Numerous other heritage assets and buried archaeological deposits have been recorded on the site. Of particular interest to the regeneration of the city centre is the Roman period between C70-75 where investment in infrastructure included the creation of the street grid as noted in the diagram below.

Further information on the archaeology of the site including the stratigraphic layers can be found in the Central Winchester Regeneration Project Archaeological Desk-based Assessment, April 2017.



ROMAN STREETS

Winchesterness

‘Winchesterness’ is one of the key objectives outlined in the SPD. In order to understand and define the sense of “Winchesterness” in relation to the public realm to ensure that this is captured within the Public Realm Strategy, it is important to look outside the site boundary at the Medieval Centre Scale as well as the Site Scale for clues as to how to integrate this concept into the proposals.

Medieval Centre Scale

Winchester City retains a sense of ruralness throughout its core due to its historic features and sense of agedness, scale of built form and its high proportion of green space. The built form and distribution of settlement within the city holds a close relationship with the River Itchen Valley on which the City is located. The River Itchen influences the character of the city forming a green corridor through its core. This combines with the characteristic hills to the east and west of the city to provide benefits including biodiversity and ecological value;

distinctive character; and opportunities for leisure and recreation.

The historic core is defined by narrow lanes, alleys, and courtyards, as well as historic spaces and buildings. The predominantly tight urban grain is balanced with the large scale space surrounding the Cathedral. The valley topography provides picturesque qualities to the city and level changes allow for distinctive historic roofscapes that define the character of the city.

Contrasting with the narrower lanes are strong axial routes (such as Broadway), which offer prospects to the surrounding landscape. The more open form of these spaces, along with their simple design, lend themselves to a range of flexible uses, including markets, performances, and pop-up hospitality.

This diversity of spaces across the city centre, formed from a myriad of points in its past, often result in unexpected spaces.

The hardscape palette from various periods of development is warm in tone

and is remarkably cohesive. The more recent street furniture is distinctive in its form and its use of black and white. Drainage features are an integral element of much of the hardscape.



UNEXPECTED SPACES



WARM HARDSCAPE PALETTE



AXIAL STREETS

Site Scale

The site incorporates many of the characteristic elements of the medieval city centre: medieval alleys, iconic views, feature details, and green landmarks.

The interface with the Broadway benefits from three entry points. The most notable is the current entrance to the Bus Station with its gateway feature arch, and broad entry. To the west, the wide pedestrianised route of Middle Brook Street connects to the edge of the site. In the centre, Cross Keys Passage with its narrow medieval form, and sharp, unexpected corners.

To the north, the site faces across Friarsgate to a mixture of residential development and car parking, and the river corridor. There is potential for the site to interact with this neighbourhood further, as well as to relate to the River Itchen.

There are views available to the Guildhall, and further afield to the surrounding hills. The roofscape of the almshouses to the east are an important element framing these more long-distance views.

There are some existing mature deciduous trees along Middle Brook Street, which

provide seasonal colour and visual amenity. The imposing Plane trees at the intersection of Middle Brook Street and Silver Hill are a landmark feature and help to create an expansiveness sense of around them.

The site also benefits from the presence of the Nutshell Theatre, a well-loved cultural institution. There is scope to draw on the form of the building, and extend the amenity area for the theatre.

The historic buildings on-site present an existing palette of materials that embody Winchesterness, and provide a series of

legacy details, such as the paving features on Kings Walk. The site therefore has a strong set of spaces and materials to inform its future design.

An overarching sensory experience walking around the city and contributing to the concept of “Winchesterness” is the sound of water whether visible in the River Itchen or hidden beneath the streets momentarily revealed by access covers.

In addition to these considerations are a requirements for open space provision, constraints and opportunities which are discussed on the following pages.



BUS STATION GATEWAY FEATURE ARCH



TREES ALONG MIDDLE BROOK STREET



VIEWS OF THE GUILDHALL



VIBRANT CULTURAL INSTITUTIONS

Constraints

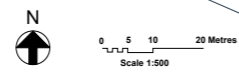
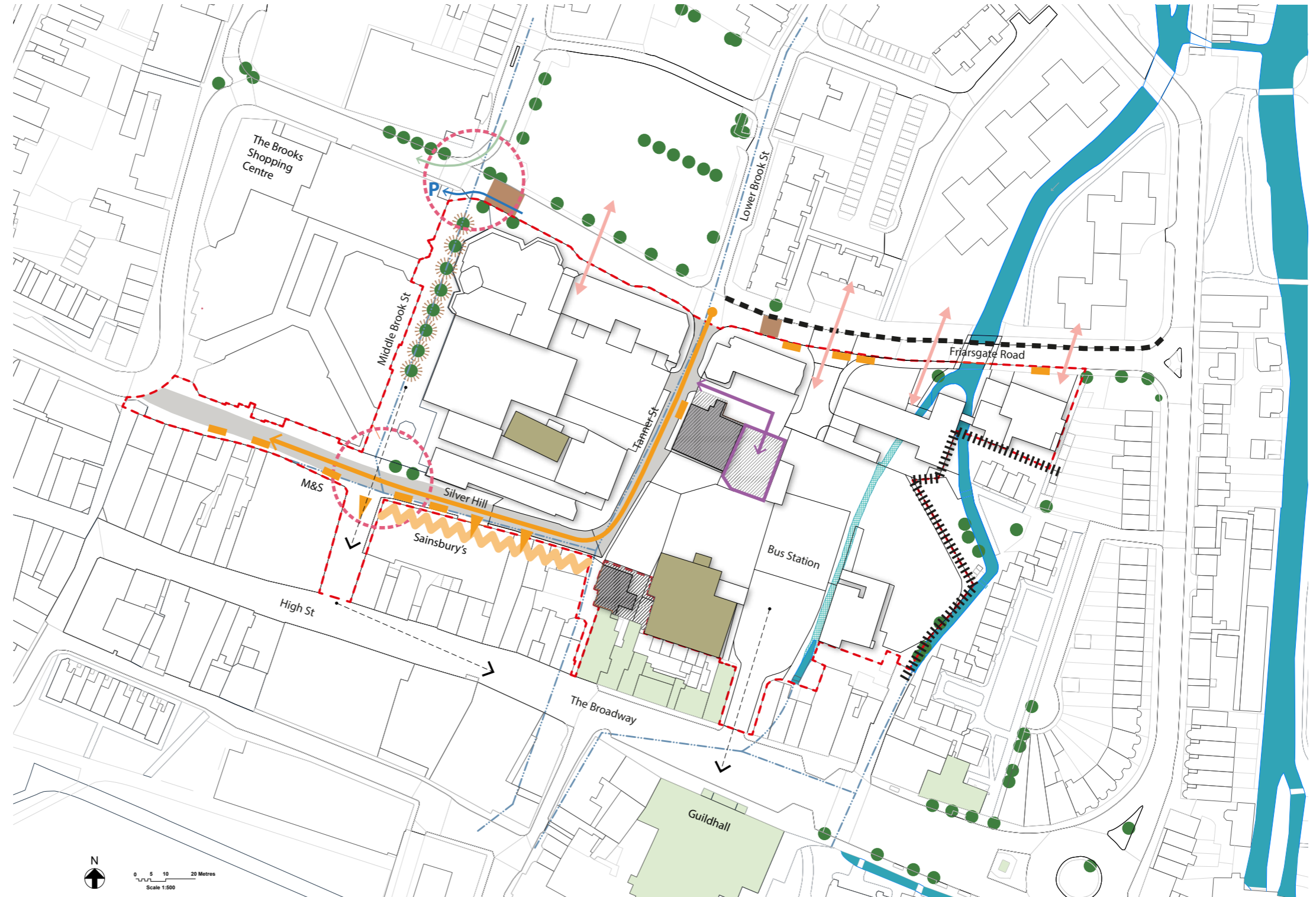
Key Constraints

The plan opposite shows the significant features which will constrain the form and nature of development within future design proposals for the site.

- - - Red Line Boundary
- Retained buildings
- River Itchen
- Road - Tanner St and Silver Hill bus route
- Excluded land
- Existing road crossing
- Existing trees

LEGEND - CONSTRAINTS

- River Itchen outside the boundary
- Physical and visual barriers to the North
- Lack of appropriate crossings
- Busy bus route and service road
- Proposed bus stop
- ▶ Services and deliveries
- ~ Unattractive, back of house frontage
- P Parking entry
- Cycle movement
- Pedestrian/cycle/vehicle movement clashes - unwelcome transition
- St Clements Surgery parking and vehicle access
- Trees obstructing view on Middle Brook Street
- Important views to consider
- Listed building
- Culvert - location taken from WCC drainage drawings
- Culvert alignment taken from 1871 1:500 OS map



ILLUSTRATIVE CONSTRAINTS PLAN















Opportunities

Key Opportunities

The plan shows the headline opportunities that future design proposals may draw upon.

In particular, the River Itchen presents a rich opportunity to relate the site to its context more fully. There are likewise opportunities to connect with the neighbourhoods to the north, and to the urban realm to the south, in particular the lower High Street and Broadway.

More broadly, the university and parks to the north can provide the new development with both amenity and potential user groups.

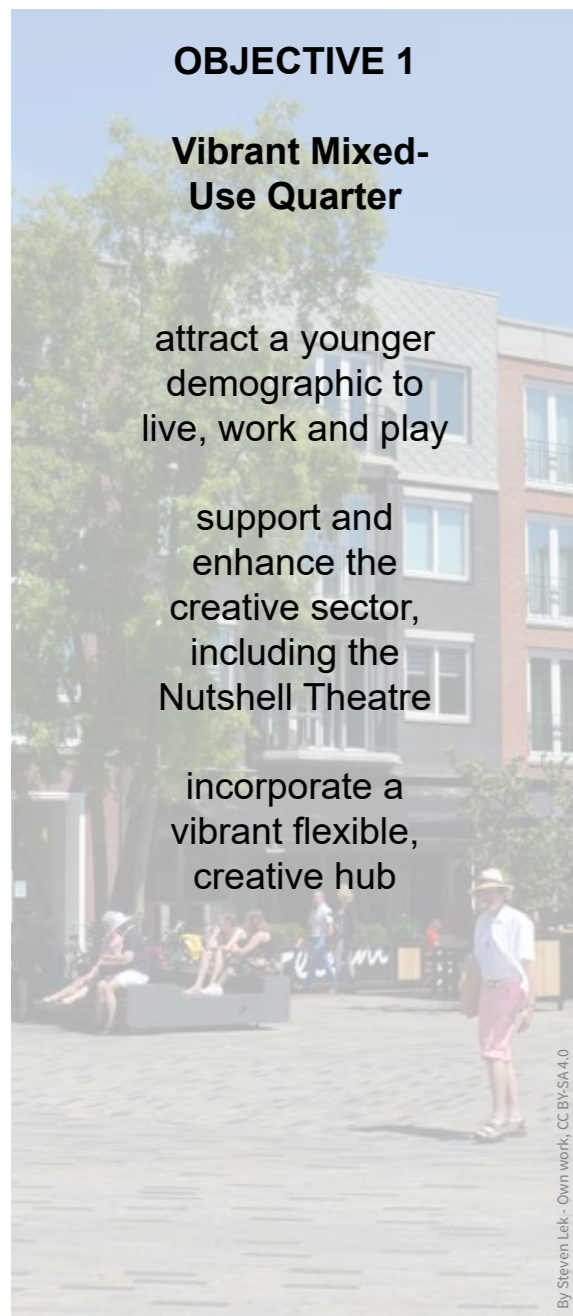
-  Red Line Boundary
 -  Retained buildings
 -  River Itchen
 -  Road - Tanner St and Silver Hill bus route
 -  Excluded land
 -  Existing road crossing
 -  Existing trees
- LEGEND - OPPORTUNITIES
-  Open space / square
 -  Improved crossings
 -  Connections to the river
 -  Green link - Pedestrian/cycle movement
 -  Feature gateways
 -  Culvert - location taken from WCC drainage drawings
 -  Culvert alignment taken from 1871 1:500 OS map



ILLUSTRATIVE OPPORTUNITIES PLAN

Design Aspirations

Taking the 9 objectives of the SPD we have analysed the design response to what an attractive public realm would look like and what it could achieve.



OBJECTIVE 1
Vibrant Mixed-Use Quarter

attract a younger demographic to live, work and play

support and enhance the creative sector, including the Nutshell Theatre

incorporate a vibrant flexible, creative hub

By Steven Lek - Own work, CC BY-SA 4.0

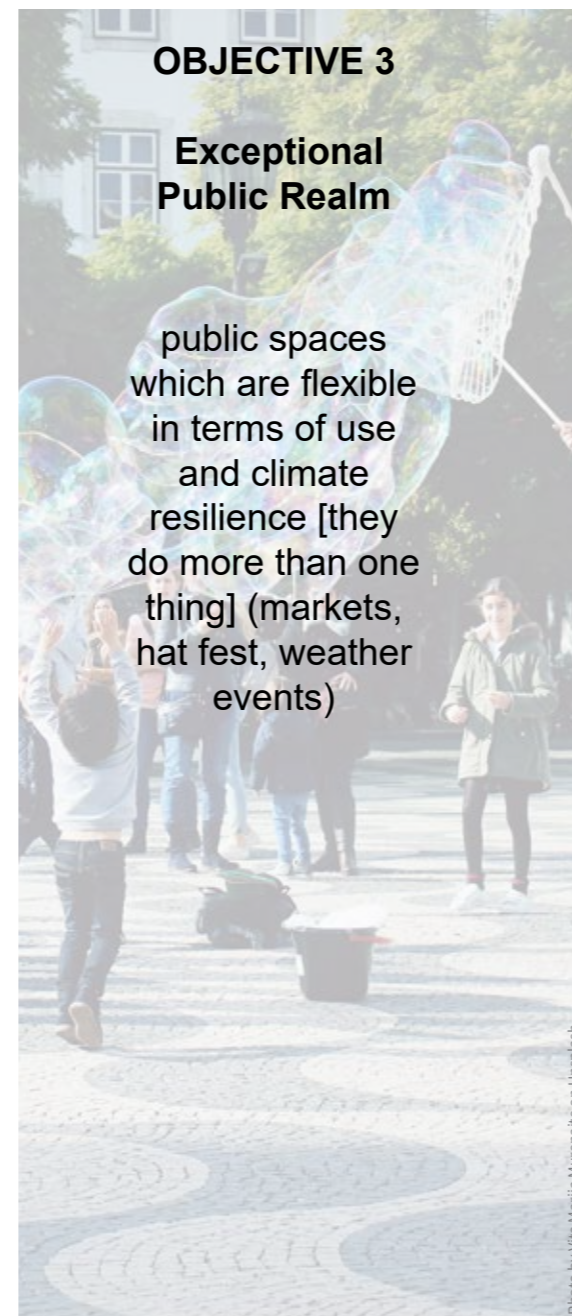


OBJECTIVE 2
Winchesterness

enhance sense of place

design that is compatible with historic and natural character.

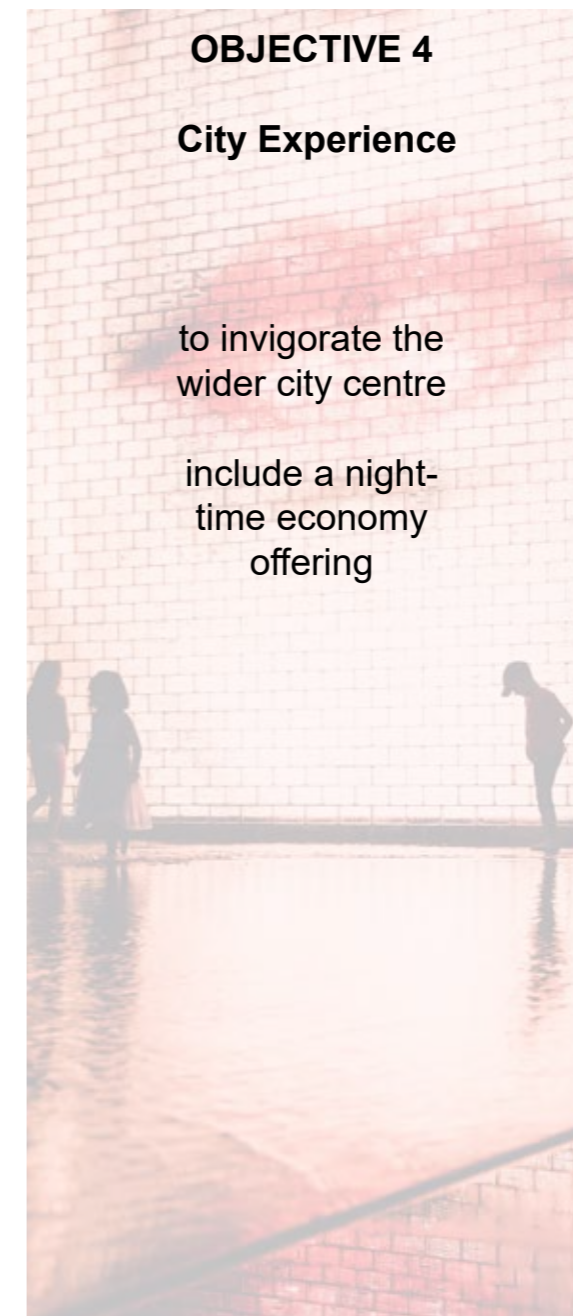
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OBJECTIVE 3
Exceptional Public Realm

public spaces which are flexible in terms of use and climate resilience [they do more than one thing] (markets, hat fest, weather events)

Photo by Vita Marija Murenaitė on Unsplash



OBJECTIVE 4
City Experience

to invigorate the wider city centre

include a night-time economy offering

Photo by Arun Kuchibhotla on Unsplash



OBJECTIVE 5
Sustainable Transport

re-balance priority of people against infrastructure & vehicles

allow for 45 / hour bus movements and 10 bus stops

Photo by Sabina Fratila on Unsplash



OBJECTIVE 6
Incremental Delivery

allow for phased development and incorporation of meanwhile uses

Photo by Daniel Funes Fuentes on Unsplash



OBJECTIVE 7
Housing for All

incorporate amenities for a diverse range of residential and community use

Photo frm Libreshot



OBJECTIVE 8
Community

increase green space and park-like amenity

Photo by Anna Earl on Unsplash



OBJECTIVE 9
Climate Change and Sustainability

enhance biodiversity & habitat connectivity

to manage stormwater on-site

to achieve zero carbon

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Open Space Requirements

Existing Spaces

The illustration opposite shows the key open space amenities adjacent to the proposed development site.

There is an abundance of informal and natural green space within close proximity of the site which adds to the liveability of the Central Winchester Regeneration area. Equipped play, informal and natural green space, parks, recreation and sports grounds are all within walking distance providing residents and visitors with access to open space vital in supporting health and wellbeing.

The River Itchen connects many of these spaces and creates a link between those found to the north and the more formal grounds of the Cathedral to the south passing to the east of the site. At some further distance are existing allotments to the north.

A level of open space amenity will be required as part of the development proposals supported by the existing provision that is within walking distance of the site. Relevant policies including the Local Plan Part 1 Joint Core Strategy (Adopted March 2013), must be followed to ensure the required quantum and type of open space provision is provided.



EXISTING AMENITIES SURROUNDING THE DEVELOPMENT

Challenges



Challenges

These aspirations for the site articulate the intent of the SPD objectives to a finer resolution. In doing so however, they highlight the potential challenges that

will be encountered through developing a concept to meet these goals as noted below.

- Balancing the requirements of different users across the site both pedestrian and vehicular, residents and visitors
- Balancing heritage with a vibrant and fresh experience to attract a younger and creative demographic
- Managing the tension between traditional materials and architectural styles with a colourful and creative space
- Balancing the need for number of units against the need for amenity space
- Balancing bus movements against pedestrian and residential experience
- Managing stormwater on a site with a high water table
- Managing the public realm during parallel demolition and construction processes
- Creating active public realm and safeguarding tranquility for residents
- Integrating new development around existing structures and uses

02

Vision

This section articulates the vision for the site, including the core values, functions, and experiences to be realised within the development.



Vision

A gap analysis study completed by JLL highlighted the need to attract a younger and creative demographic to Winchester for the long term sustainability of the city.

Below are a series of precedent images that demonstrate how the public realm can respond to the various aspects required for creating an environment that will appeal to the targeted demographic. Such responses act as a catalyst for delivering an environment that attracts new and existing residents of the city, encourages their occupation and responds to the current 21st century needs of both people and planet.

Flexible spaces that will facilitate a vibrant night-time economy, inclusive spaces that support health and wellbeing through contact with nature and a place to meet and socialise, spaces with a strong sense of place and identity activating the city resilient to current and future needs.



Proposed Development Framework

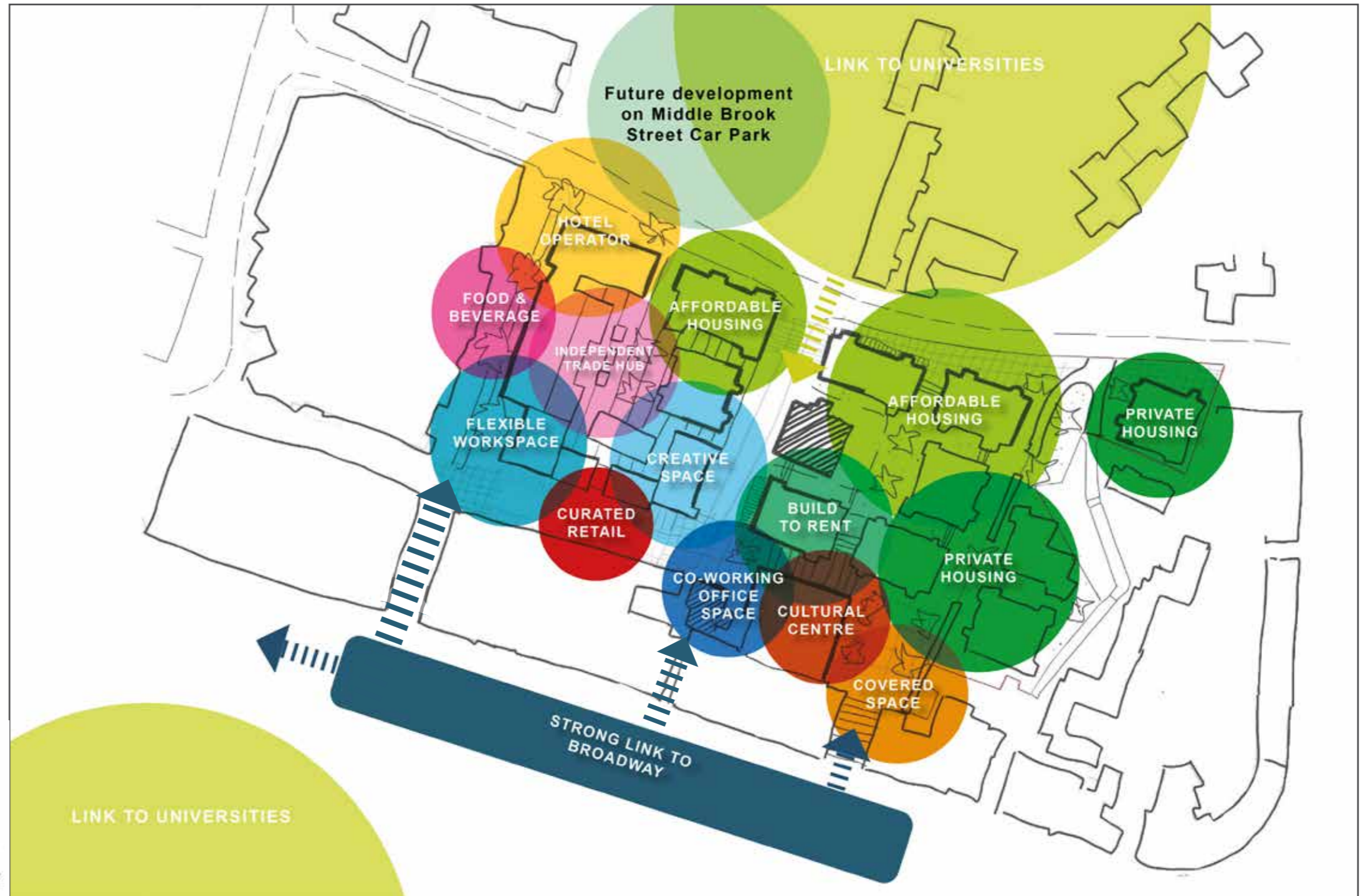
Proposals

Over the course of 2020, three different development scenarios were developed to test what the site could look like.

The Proposed Development Framework illustrated opposite, has emerged as the preferred option to deliver a vibrant mixed-use destination that balances the requirements of the SPD vision and objectives, the Winchester Movement Strategy, the Vision for Winchester and the Climate Emergency declaration whilst testing viability, phasing and delivery options.

These draft proposals retain and accommodate the imaginative reuse of key buildings and deliver a mix of uses that align with those outlined in the SPD allowing for the provision of exceptional public realm and provide an example of how the mix of uses could fit together.

It is this Proposed Development Framework upon which the proposals for the Public Realm Strategy have been based.



ABOVE: ILLUSTRATIVE DIAGRAM SHOWING LAND USE
LEFT: PROPOSALS FOR THE BROADWAY AND LOWER HIGH STREET, WHICH THIS FRAMEWORK REFERENCES

Proposal

Creative Response

In order to identify how to achieve the vision for the public realm whilst responding to the various constraints, an illustrative proposal has been developed to demonstrate how the responses to the SPD objectives could be represented within the developed site.

The proposal opposite is made up of a series of spatial moves and design layers which are documented in more detail on the following pages.

KEY

- STREET FACING
- BUS STREET
- PUBLIC REALM
- WATERSIDE
- NARROW PASSAGE
- LEVEL CHANGE
- BOARDWALK
- BUS STOP
- TRANSITION ZONE
- SERVICE ACCESS
- PUBLIC ART
- GREEN CANOPIES
- SIGNIFICANT EXISTING TREE
- EXISTING TREES
- PROPOSED TREE
- PERFORATED WALL/FENCE
- RAIN GARDEN



ILLUSTRATIVE MASTERPLAN

03

Strategies

This section translates the vision into a series of spatial strategies to inform future design proposals for the development.



Spatial Moves

6 Spatial Moves

Skin: Design the form of the ground plane very deliberately. Create a connection across the site with cohesive ground plane surface.

Space Sculpting: Shape spaces between buildings with strategic placement of vertical elements, such as trees, seating, and boundary treatments.

Sensory: Mindful use of light & sound elements across site to create a rich experience.

Green: Comprehensive green corridors through the site, with a transition from organic forms in the east to more formal spaces in the west.

Blue: Design to re-integrate water into the site in an ecologically positive manner.

Movement: An inclusive, people-centered approach to access and transport, that prioritises active travel over vehicle infrastructure.



ILLUSTRATIVE DIAGRAM

Key Layers

Constituent Parts

These Spatial Moves have then been translated into a strategy for the development site which comprises of several layers as noted in the diagram to the right. Strategies in relation to the treatment of the ground plane (skin), space sculpting (mechanism to achieve the Winchester sense of expansion and compression of spaces), the sensory experience of the city, layers of green and blue infrastructure to respond to the climate and biodiversity emergency agendas, the movement of pedestrians and the retention and creation of views are all provided.

Each layer is explored in more detail the principles of which must be applied to design of the public realm to ensure it responds to the vision of the SPD.

By applying the principles of these layers the public realm proposals should aim to provide a calm, uncluttered foreground that responds to the historical and contemporary architecture and the distinctive characteristics of each character area. Primarily, it should seek to provide an inclusive and accessible environment facilitated by simple and robust detailing creating new routes that

connect to the existing fabric and grain whilst providing new areas of flexible public spaces.

There must be a strong focus on ensuring that the proposals seamlessly link with the surrounding environs through the use of the hard and soft landscape and street furniture palettes picking up on the cues from the existing materials.

Consideration should be given to providing a 'playable' public realm for all ages to create surprise and delight serving an important role in animating the development. A playable public realm is a holistic approach and includes features such as level changes, stepping stones and benches that double up as playable elements for example.

Designs must also be developed in response to the recommendations outlined in the Arboricultural Survey to ensure the future of the retained existing trees is not compromised.

.....
VIEWS

.....
MOVEMENT

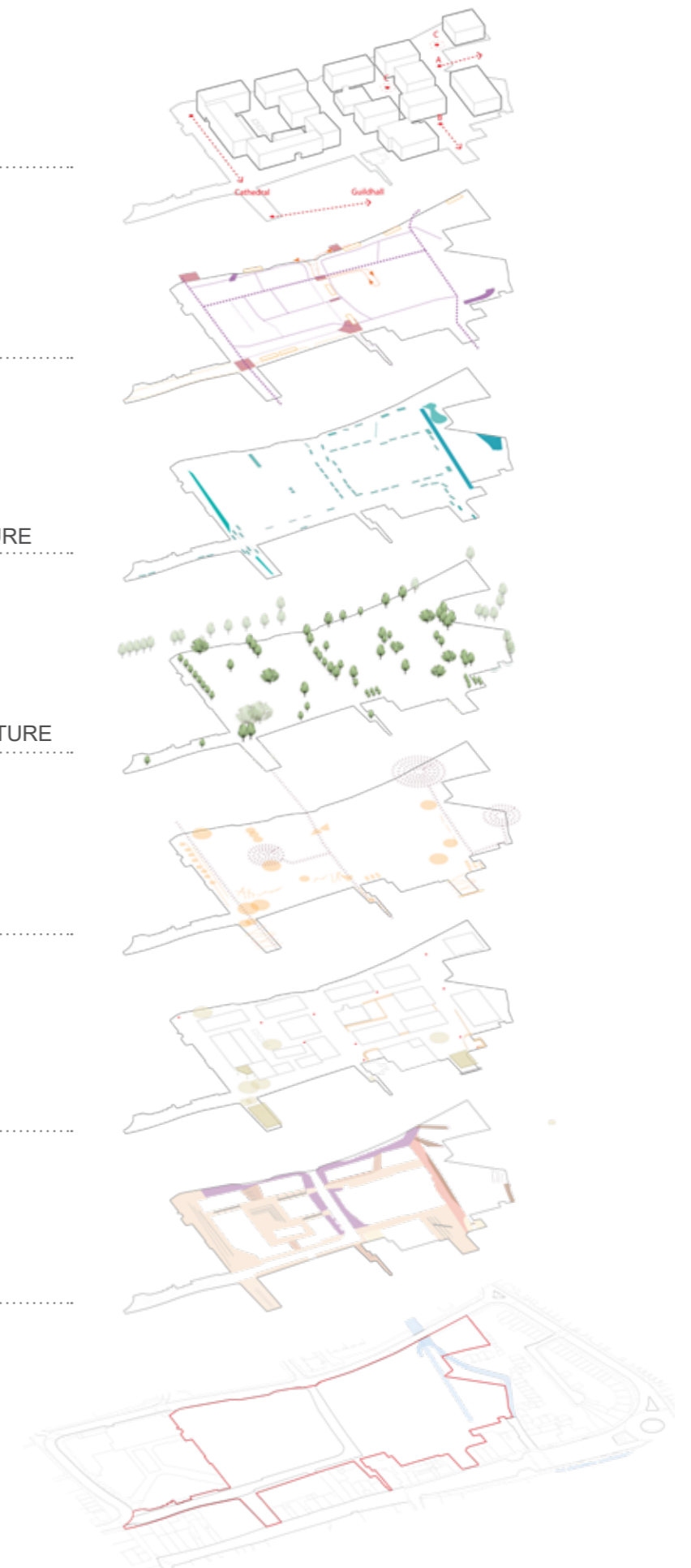
.....
BLUE INFRASTRUCTURE

.....
GREEN INFRASTRUCTURE

.....
SENSORY

.....
SPACE SCULPTING

.....
SKIN



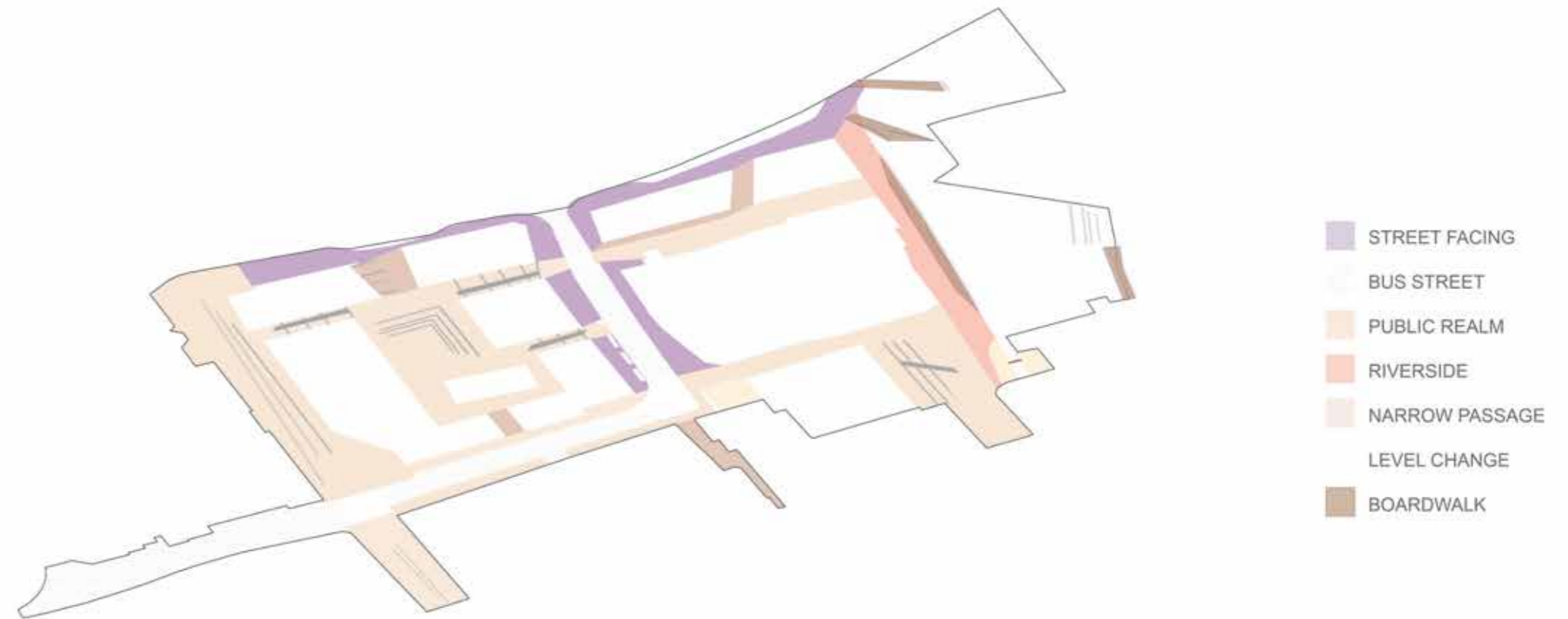
Skin

Elegant & Durable

An elegant hard landscape materials palette that responds to the materiality of the existing environment, will act as a 'skin' to create a cohesive ground plane across the development. This 'Skin' layer should be simple, robust and durable in the face of changing climate conditions and the varying needs of future users. Sustainability principles and circular economy

The materials will draw on a warm colour palette, to reflect the broader context of the city centre. This will predominantly incorporate traditional materials such as red brick and buff paving. Other less common materials can be incorporated into design in a targeted manner.

As well as drawing the existing character of the city centre into the development, there is scope to take traditional materials and reframe them: for instance, site-won red brick stacked in gabion baskets following circular economy principles. In addition, new materials that conform to the colour palette can be introduced. These strategies will help to embed vibrancy and a sense of freshness, while respecting the conservation values in the townscape.



ILLUSTRATIVE DIAGRAM TO SHOW HARDSCAPE



GABION BASKETS HOLDING SITE-WON MATERIAL



WARM BRICK TONES CHARACTERISTIC OF WINCHESTER



DURABLE AND ELEGANT STONE SETTS **Strategy Report 2021 23**

Space Sculpting

Crafted & Precise

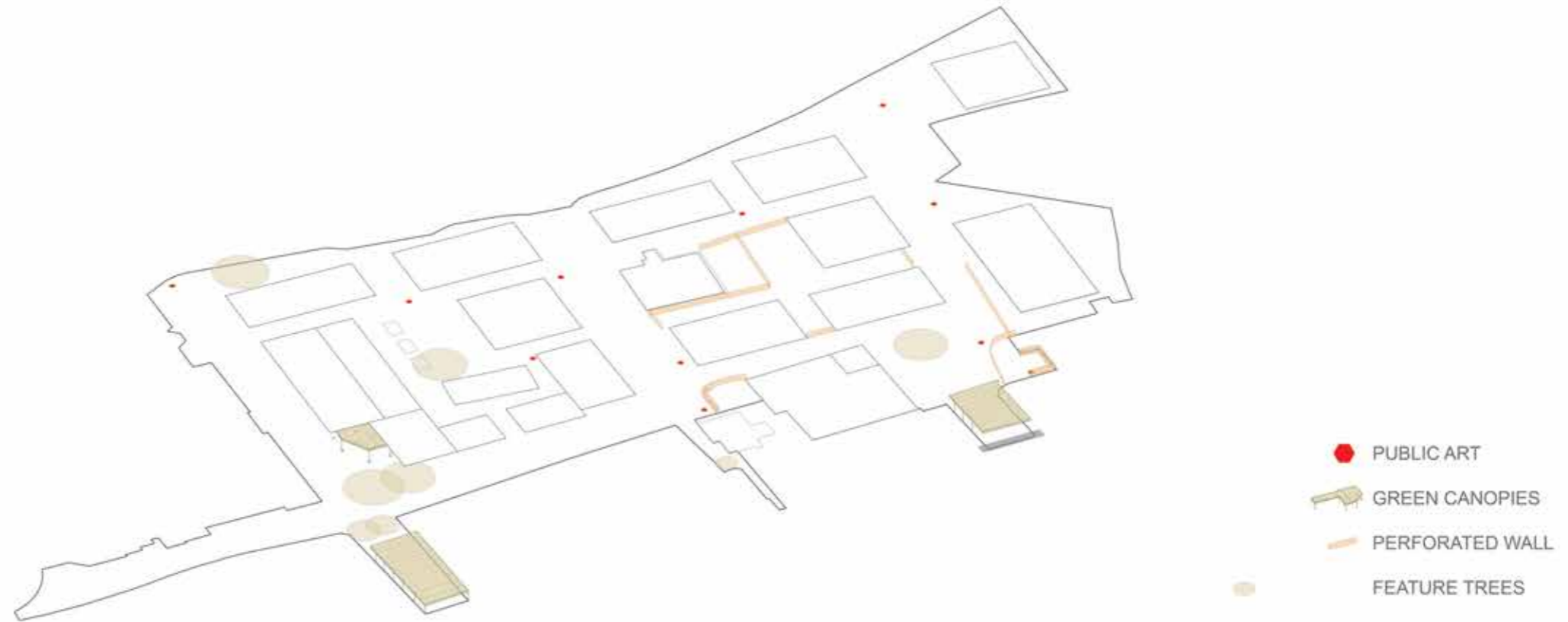
Working in concert with the principle of an elegant and durable Skin across the site, is that of carefully sculpting volumetric space.

Vertical elements should be deployed across the site to create varied sequences of expansion and compression to recreate the journey experienced when walking through the city centre. These elements include: changes in level, green frames (planting grown over structures), lighting columns, edge treatments, massing of vegetation, and sculptural elements or public art.

Attention to the qualities of experience and function in the spaces created across the site is crucial to its successful programming. This will ensure that there are spaces that can variously provide tranquility, excitement, community, solitude, connection with nature, and creativity.

This volumetric structure will form a key part of the site's ability to perform in the present and in an uncertain future.

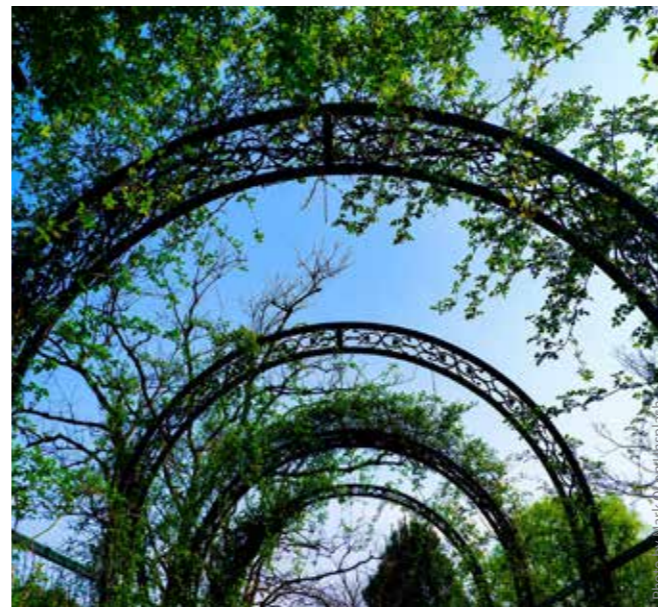
Open space requirements must be adhered to including the provision of dedicated play as necessary.



ILLUSTRATIVE DIAGRAM TO SHOW VERTICAL ELEMENTS



PUBLIC ART MAKING THE FAMILIAR FRESH



GREEN FRAME STRUCTURING OPEN SPACE



SCULPTURE INFLUENCING SPACE IN THE BARCELONA PAVILION

Blue Infrastructure

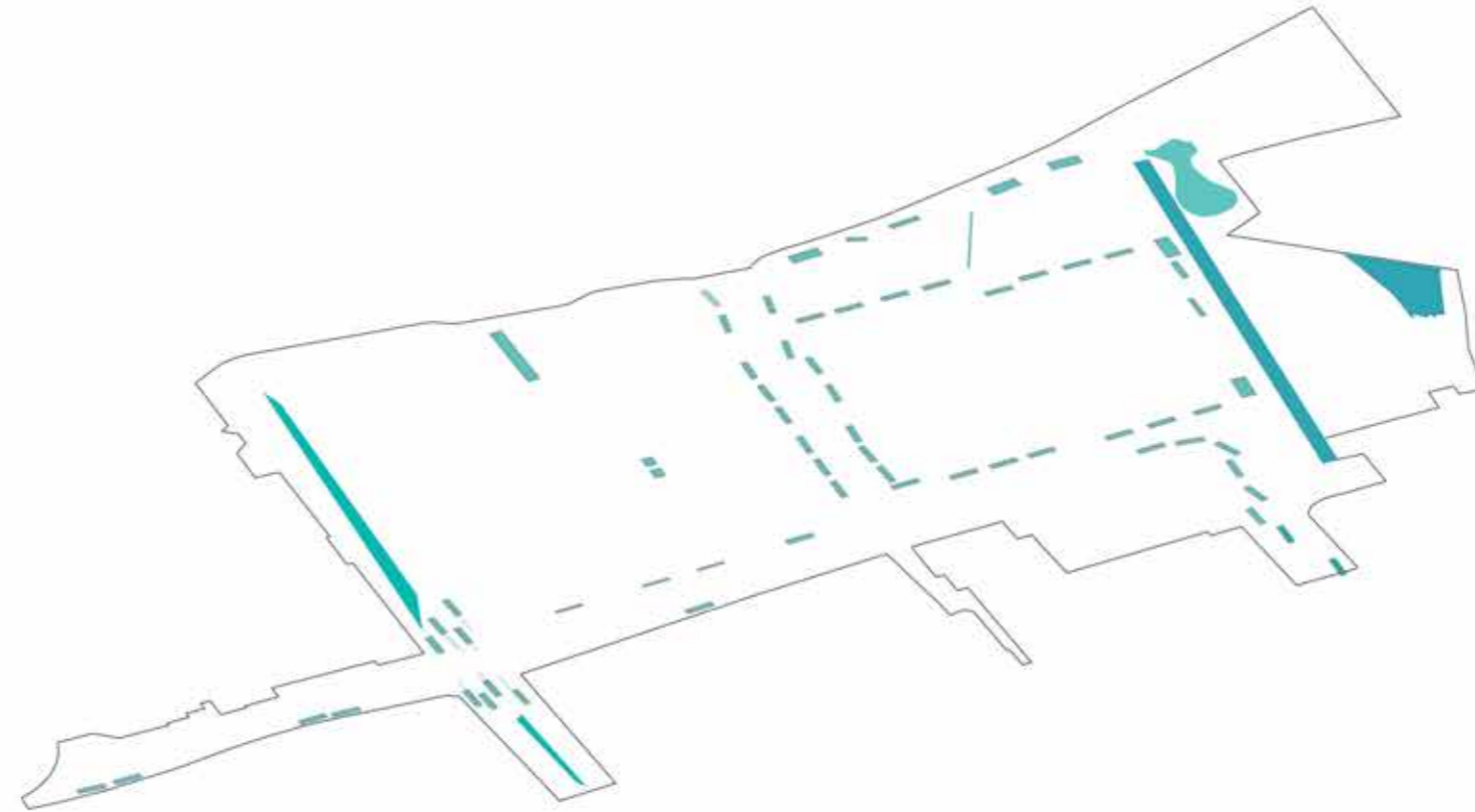
Cleansing & Resilient

The importance of the River Itchen to the character of Winchester needs to be reflected in the design of this scheme.

Branches of the River which are currently culverted underneath the site, can be daylighted and realigned to create a Riverside Walk area to the east of the development. There is scope to create backwater areas to diversify the range of freshwater habitat types, and to shape recreational amenity areas.

As a principle throughout the development, stormwater should be dealt with on-site. Eco-revelatory strategies, such as highlighting stormwater flows from buildings, can help to make rainfall a dynamic event in the development. Where possible attenuation capability should be parceled into other site features. For instance, a gently terraced public square can form a significant attenuation basin in high rainfall events.

There is opportunity for water to be a playful element in the more urban areas of the site, as well as to form transition markers between public and private zones.



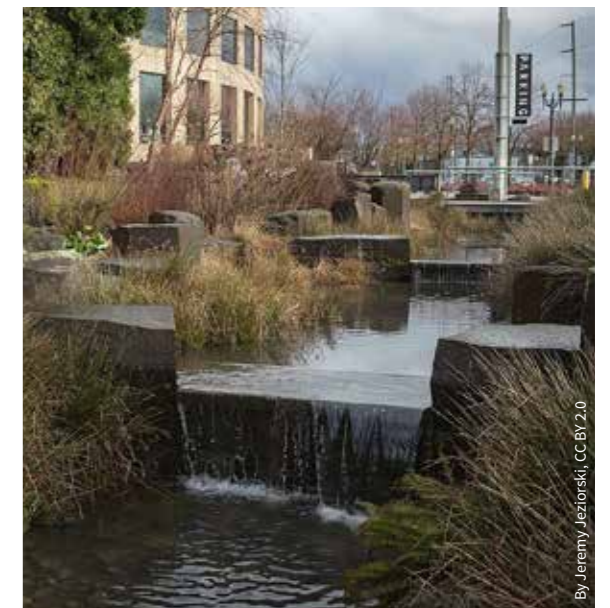
ILLUSTRATIVE DIAGRAM TO SHOW BLUE INFRASTRUCTURE



PLANTED SWALE FILTERING & ATTENUATING WATER



WATER FEATURE CREATING PLAY SPACE



OXYGENATION RISER

Green Infrastructure

Future Generations

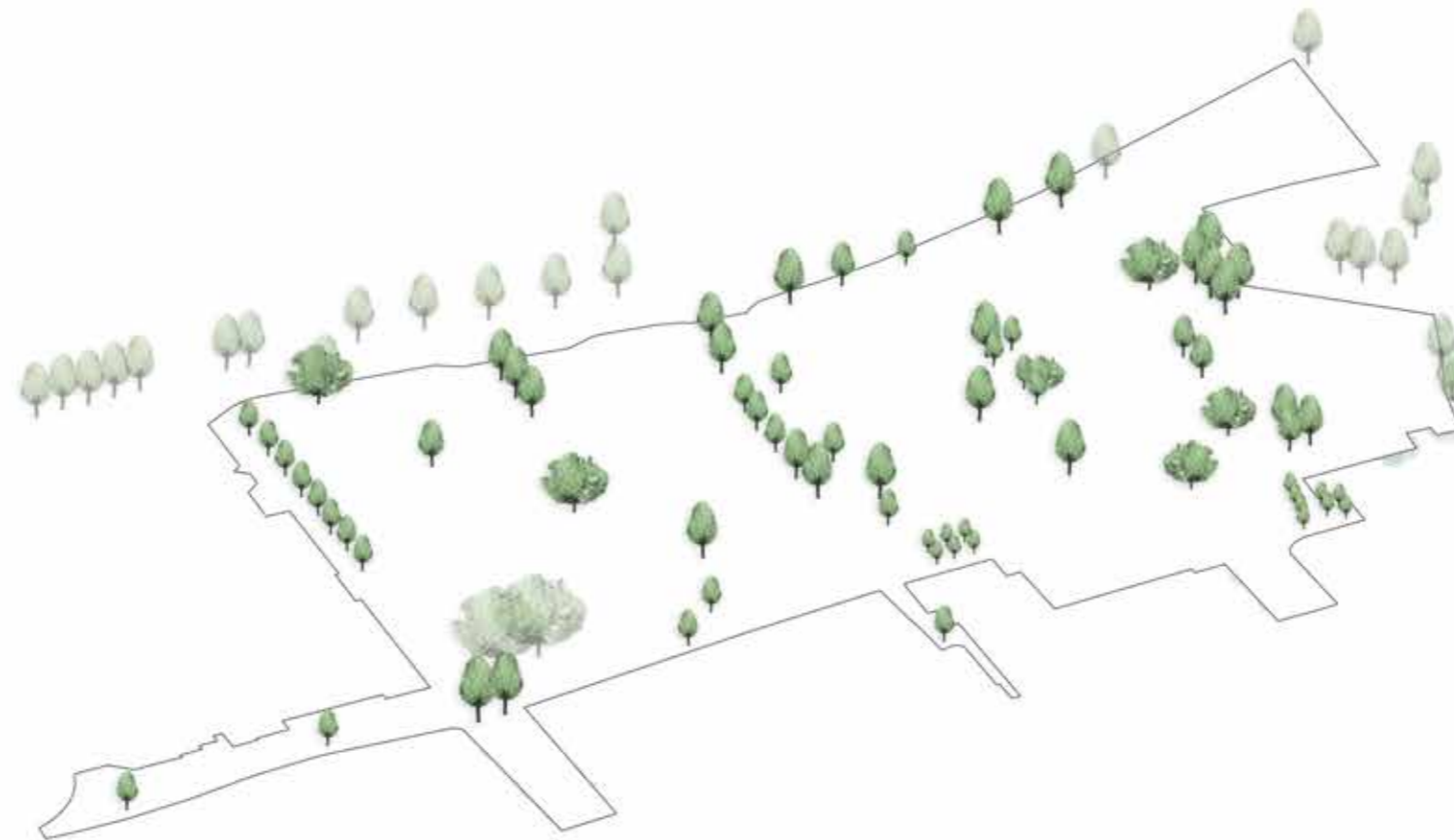
Supporting biodiversity is core to the project vision. Winchester possesses a wealth of green infrastructure and is considered critical to protect, enhance and expand this within the development. The planting strategy will also need to address likely changes to future growing conditions, due to the effects of climate change and incorporate habitat provision for targeted species developed in collaboration with a suitably qualified Ecologist.

The eastern end of the site, adjacent to the Riverside Walk will be more organic in character. The planting will need to be compatible with the water storage and filtration functions of the area.

Moving eastwards through the site the planting character can become more formal as it transitions to a more urban context.

The challenges and opportunities presented by seasonality will need to be addressed. This includes providing year-round interest through colour, blooms, leaf fall, and the ability to attract wildlife.

The proposal will need to ensure the planting can be managed via a sustainable and cost-effective maintenance regime. This includes cognisance of highway's requirements in relevant areas.



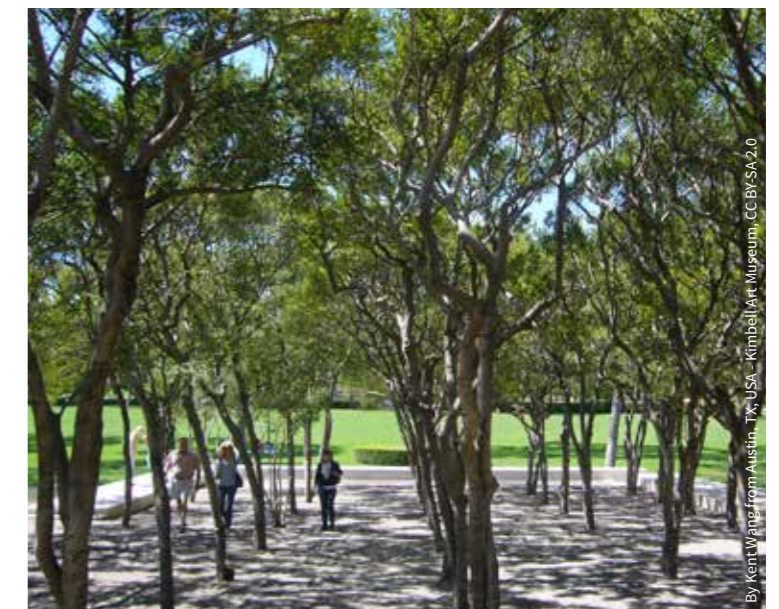
ILLUSTRATIVE DIAGRAM TO SHOW GREEN INFRASTRUCTURE



RAIN GARDENS WITHIN FORMAL PUBLIC REALM



PLANTING WITHIN PLAY AREAS



COLONNADE OF TREES

Sensory

Rich and dynamic

Building on the design of materials, spaces, water, and green infrastructure, a rich sensory experience will be incorporated.

At the eastern end of the site, this will largely circle around the presence of water in the Riverside Walk area. At the western, and more urban, end of the development, the creative lighting elements can become more prominent. This will protect the tranquility of the residents to the east, and add vibrancy to the more active zones.

This sensory layer will be considered throughout the seasons and across different times of the day. It will be particularly key to creating a vibrant night-time economy offering.



ILLUSTRATIVE DIAGRAM TO SHOW SENSORY EXPERIENCE

Lighting should also be carefully considered to reflect the use of each space and to enhance the pedestrian experience and character of each space whilst ensuring all functional requirements are captured. The latter should comply with WCC Design Guidelines.



ATMOSPHERIC LIGHTING



SURPRISING DETAILS



SOUND QUALITIES OF PLANTS



WATER MOVEMENT ENHANCING
SOUNDSCAPE

Movement

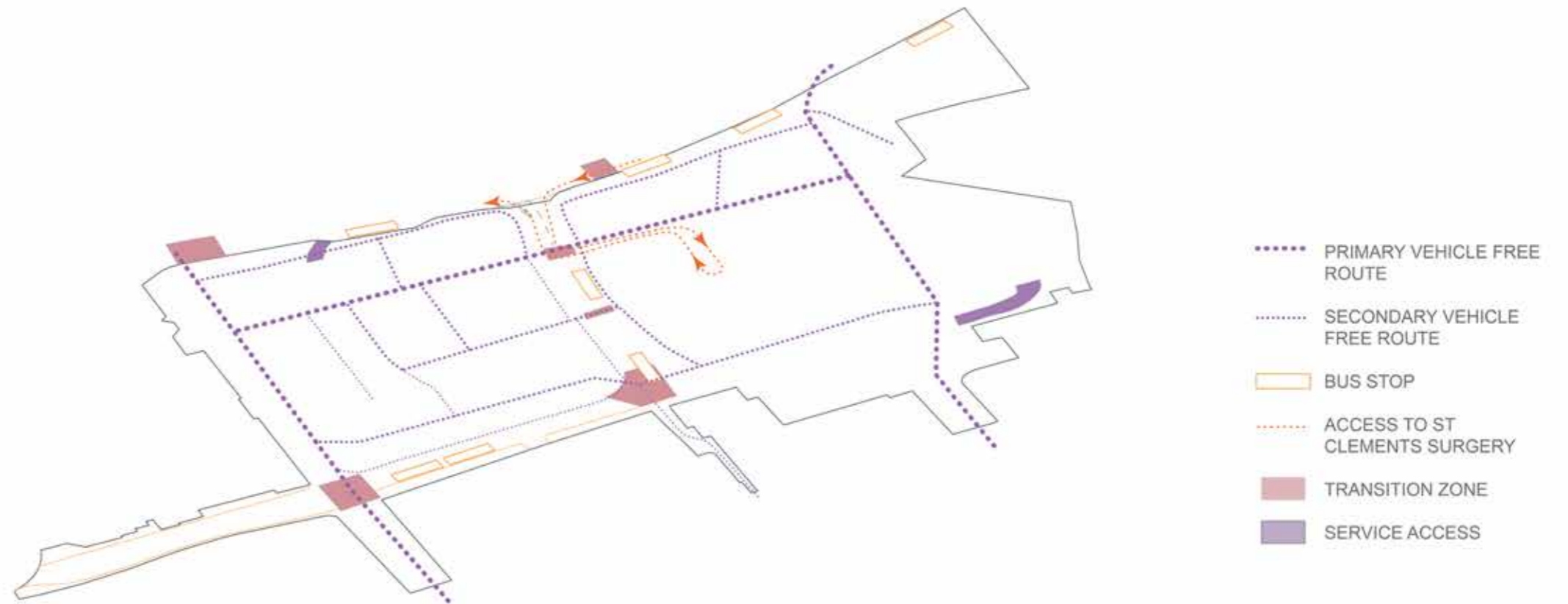
People First

The development needs to accommodate a complex set of access requirements: a significant number of bus movements, access to residential zones and business premises, cycle traffic, and pedestrian thoroughfares. In order to best support user experience, and sustainability, the guiding principle for rationalising these needs is ‘people first’, rather than ‘vehicle first’.

In order to reduce conflict between buses and pedestrian/cyclists, the interaction will be reduced to three key crossing points along Tanner Street and Silver Hill. At these points, the roadway will be pinched, in order to make the crossing highly visible to drivers, and to ensure the crossing is as safe and swift as possible for people. The design of these crossings must defer to the relevant highways design in the interests of pedestrian safety.

Waiting areas, above and beyond the bus stops, will be incorporated along the central bus corridor. This will provide safe and pleasant spaces for passengers to a dwell while waiting to access public transport.

Further care will be taken to enliven these zones with lighting, rainwater, and planting features to ensure a human-scale is prioritised.



ILLUSTRATIVE DIAGRAM TO SHOW MOVEMENT



STREETS THAT ARE SAFE FOR PEDESTRIANS



ACTIVE TRAVEL ROUTES FOR CYCLISTS



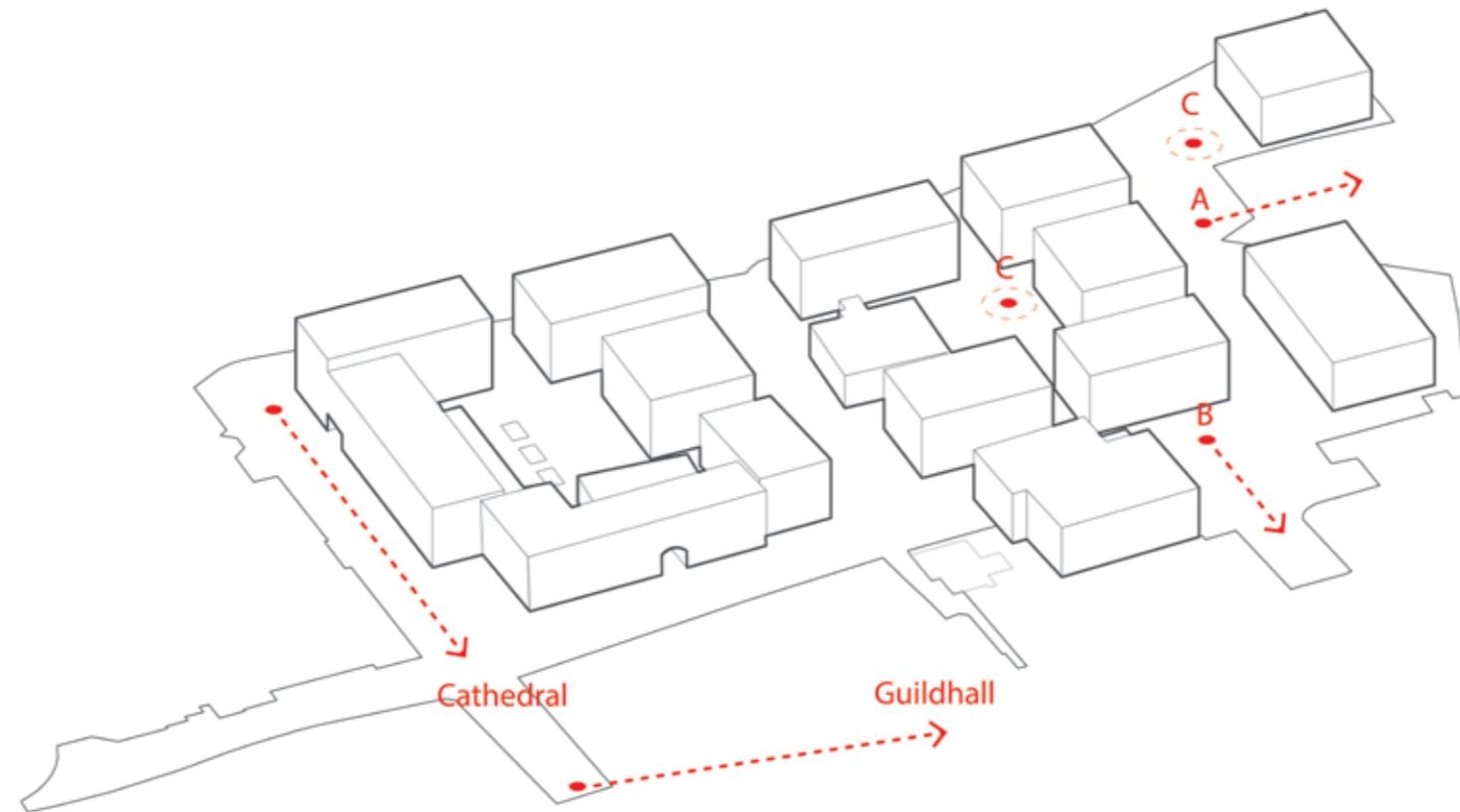
FLEXIBLE SPACES FOR PUBLIC TRANSPORT & EVENTS

Views

Outlooks

The development site is surrounded by a variety of different backdrops. Views are integral to the local character and distinctiveness of Winchester. Key to this are the important views and vistas to and from key historic features such as Winchester Cathedral and the Guild Hall to the south and St Gile's Hill to the east above the rooftops of the Almshouses.

The proposals should therefore align with the requirements of LPP2 Policy WIN3 - Views and Roofscape and seek to retain, frame and enhance these views where possible through careful placement of vertical elements and the built form. In smaller more enclosed spaces views are provided at a more intimate scale within the space itself.



ILLUSTRATIVE DIAGRAM TO SHOW VIEWS



A- VIEWS OF ST GILE'S HILL OVER THE ALMS HOUSES ROOFTOPS



B- VIEWS OF WINCHESTER GUILD HALL



C- LOCALISED VIEWS FRAMED BY VEGETATION

04

Design Principles

This chapter defines the spatial strategy into a set of design principles to be incorporated into any future development proposals.



How to Use the Design Principles

The following chapter outlines how the spatial moves and key layers should be applied to the site. An outline of a Site Wide approach is provided and each character area of the scheme defined. These are accompanied by a set of design principles with suggestions as to how these should be applied to the design of the public realm. An example page is illustrated to the right.

Each character area is explained in turn through a description of the character of the space (1), a location plan (2) and closer look at the relevant area of the illustrative masterplan (3).

The design principles are defined with instructions as to how these should be applied to the space (4) along with supporting precedent imagery to convey thinking (5).

Proposals must consider items listed in the design principle tables.

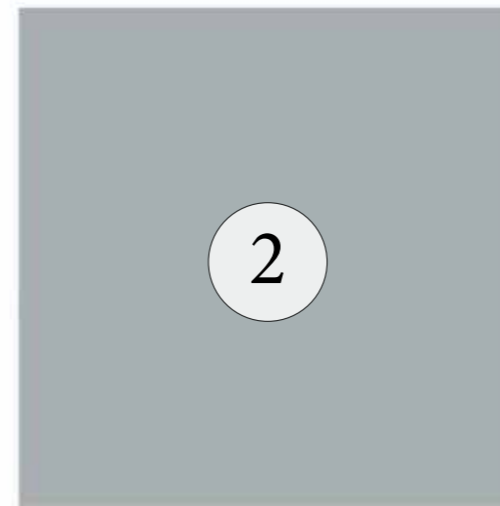
For three key spaces: Antique's Market and Public Space, the Bus Gateway and Kings Walk Gateway, perspective sketches are also provided to illustrate one interpretation of how the design principles could be applied.

Design Principles

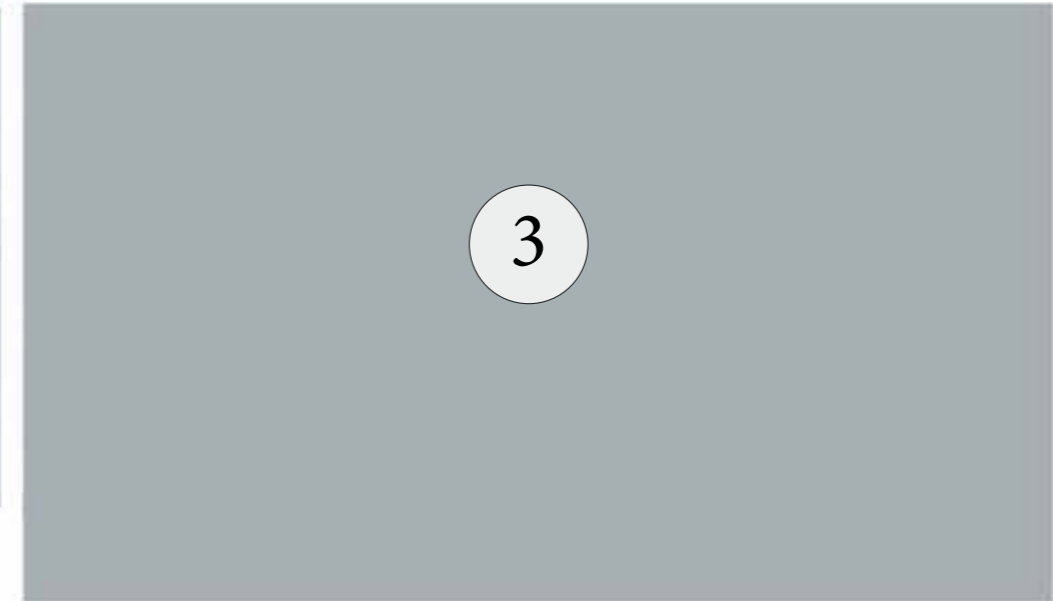
Description

CHARACTER

- Central residential zone with shared park and play area.
- Sensitive treatment of boundary with St Clement Street **1**
- Stormwater management and connection with living infrastructure to be used as a design feature.
- Fencing along boundaries with thoroughfares to separate parkland from public space.
- Transition zones around perimeter to create a defensible zone for the residential blocks with hedging and fencing.



LOCATION PLAN



Design Principles

SPACE SCULPTING

Space created by building footprints. Trees, hedges and play equipment to further define the space into a series of smaller areas.

SKIN

Materials and texture to be included. Paths to be a warm natural stone in keeping with wider strategy.

GREEN INFRASTRUCTURE

Open species-rich grassland areas, as well as organic copses of planting will enhance biodiversity and create a sense of tranquility.

BLUE INFRASTRUCTURE

Stormwater to be managed on site, including bio-retention basins. Downpipes from buildings to become design features.

SENSORY

Focused on planting, and soft lighting at night-time.

MOVEMENT

Access for residents and their visitors only. Access therefore to be secure via gates.

VIEWS

Inward focus within this space, however longer views towards the surrounding hills to be incorporated where possible.



PRECEDENTS

Character Areas

Proposed Character

The development will incorporate a diverse range of spaces to support a wide range of uses. All spaces will be designed in such a way as to be flexible and adaptable to meet potential future needs including changing user needs, bus operator requirements, or challenges to climate conditions.

The eastern end of the development and its relationship to the waterways will lend itself to a more organic and naturalised design aesthetic. This will support the tranquility and amenity required by the residential zone.

To the north, Friarsgate facilitates movement of the bus infrastructure and arrival to the development and city centre by pedestrians and cyclists. Friarsgate Passage (Roman Way) acts as key pedestrian and cycle route through the site, while also allowing slow vehicle access to St Clement's Surgery.

The western end of the development is more urban in character and connects to the existing Brooks Shopping Centre with Middle Brook Street providing the key north - south pedestrian movement

corridor drawing people down into the heart of the city from the universities and beyond.

To the south is Silver Hill, part of the main bus route from Tanner Hill and the interface with the back of house activities of Sainsbury's and adjacent units. Further to the south east is Cross Keys passage, a narrow pedestrian alleyway that connects the creative workspaces to The Broadway.

The Broadway also provides access to the new public space to the north of the Bus Gateway into the site.

In the centre of the site sits the residential courtyard within the heart of the residential area of the development. To the west, the Antique's Market & Public Space forms the main open space on the urban side of the site situated behind the Nutshell Theatre and south of Friarsgate Passage.

Kings Walk Gateway leads to the creative workspaces buildings with active ground floors. A lively pedestrian route with active retail frontage runs along Silver Hill. From this route an archway draws pedestrians towards the Nutshell Theatre.



MIDDLE BROOK STREET



VIEW FROM BUS STATION



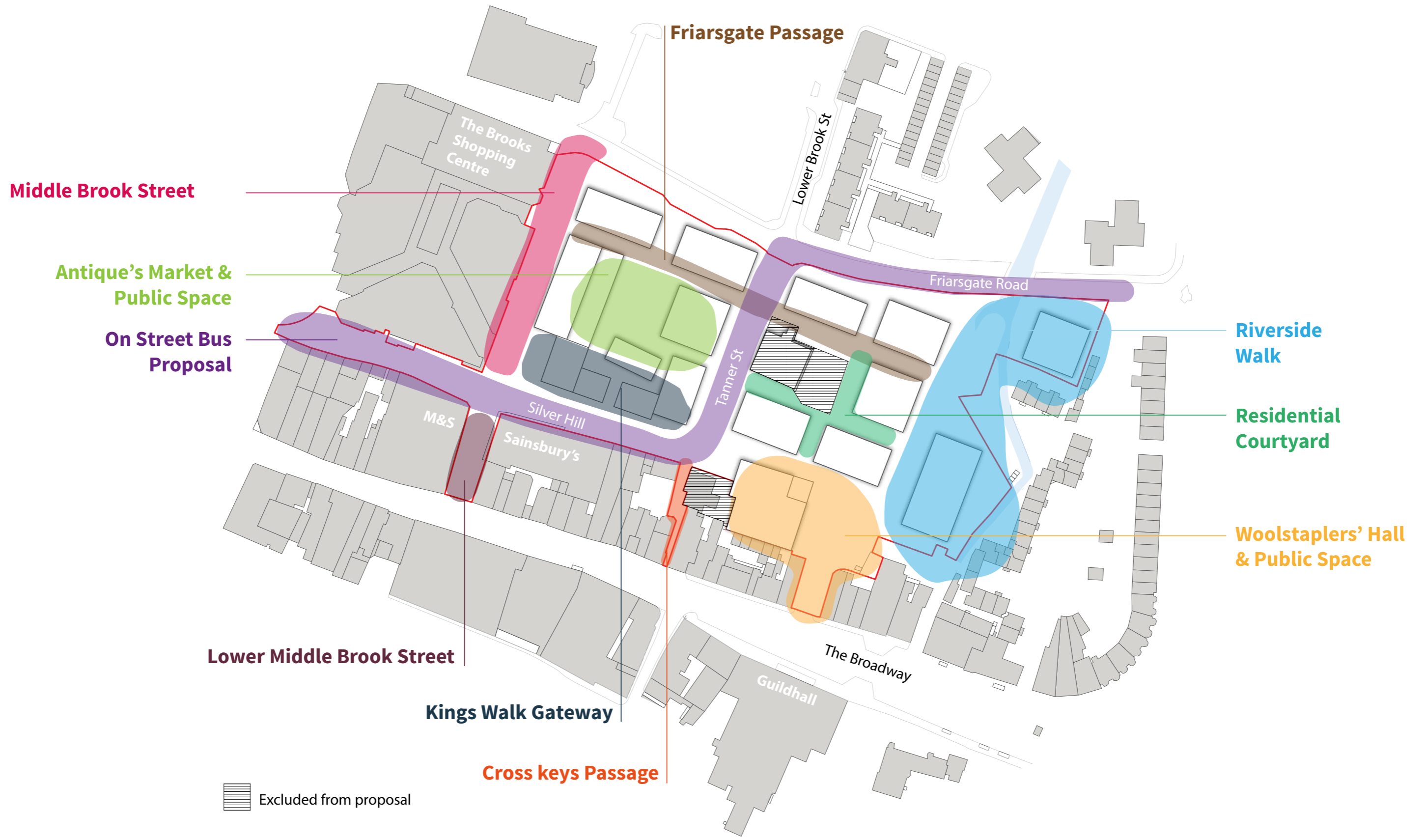
KINGS WALK AND THE NUTSHELL THEATRE



TANNER STREET



CROSS KEYS PASSAGE



PROPOSED CHARACTER AREAS

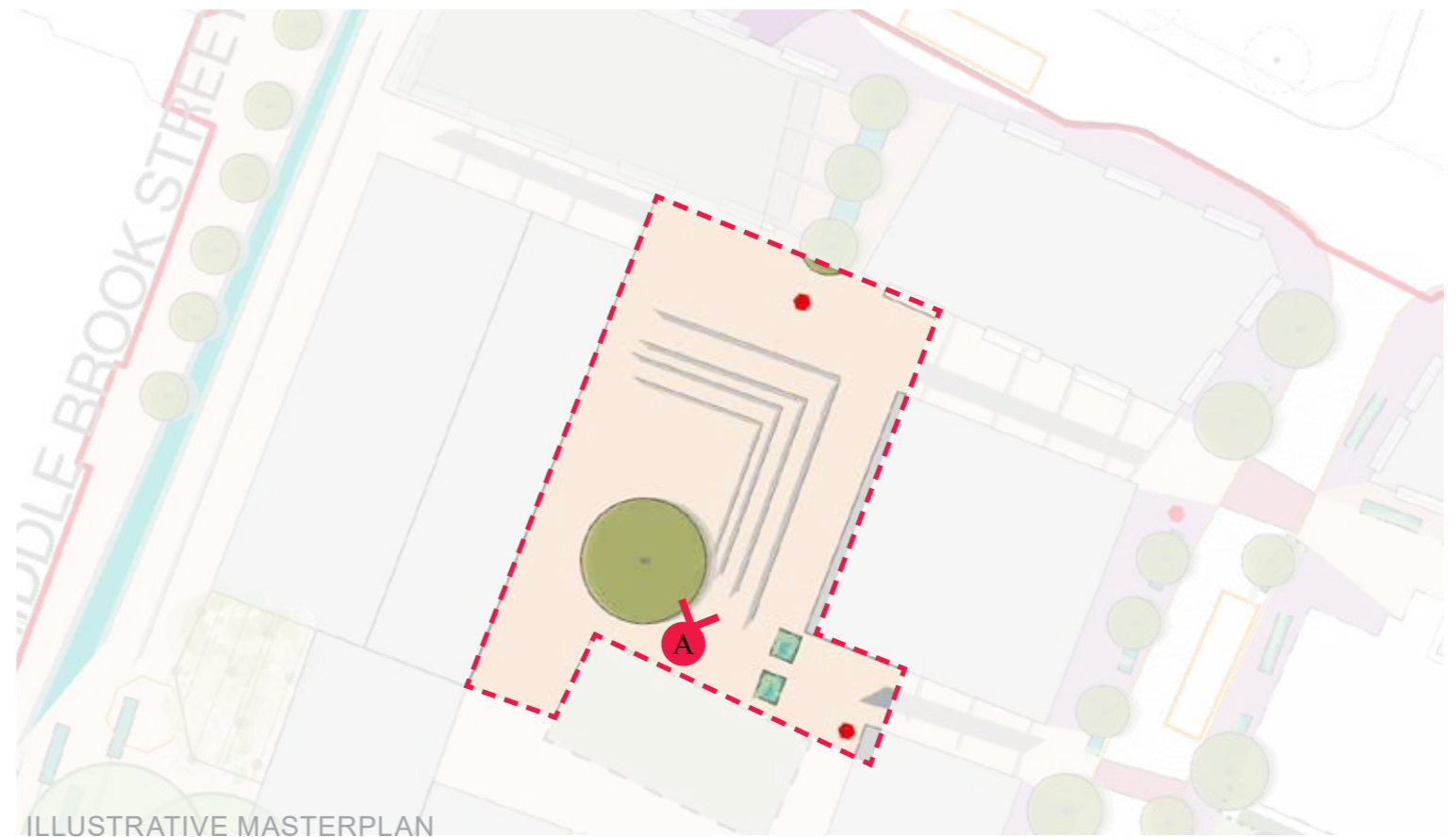
ILLUSTRATIVE DIAGRAM

Antique's Market & Public Space

Description

CHARACTER

- Square with cohesive and elegant surface.
- Subtle steps up into the courtyard from surrounding streets, allows the square to then accommodate seating and flexible stage areas.
- Potential to incorporate stormwater attenuation functionality.
- Space defined by strategic placement of vertical elements, such as feature trees or public art.



Design Principles

SPACE SCULPTING	Use of changes in level to allow terraced steps and stormwater retention to be created whilst providing an accessible and inclusive environment.
SKIN	Elegant and durable paved surface, drawing on a warm material palette in-line with broader strategy.
GREEN INFRASTRUCTURE	Focussed on a small number of highly impactful feature trees.
BLUE INFRASTRUCTURE	Incorporation of stormwater attenuation features.
SENSORY	Careful selection of materials to offer a range of touch-sense experiences. Small visual details incorporated into cohesive skin.
MOVEMENT	Through movement concentrated at the north of the area.
VIEWS	Enclosed space, focus on the feature elements within the square and the surrounding façades.



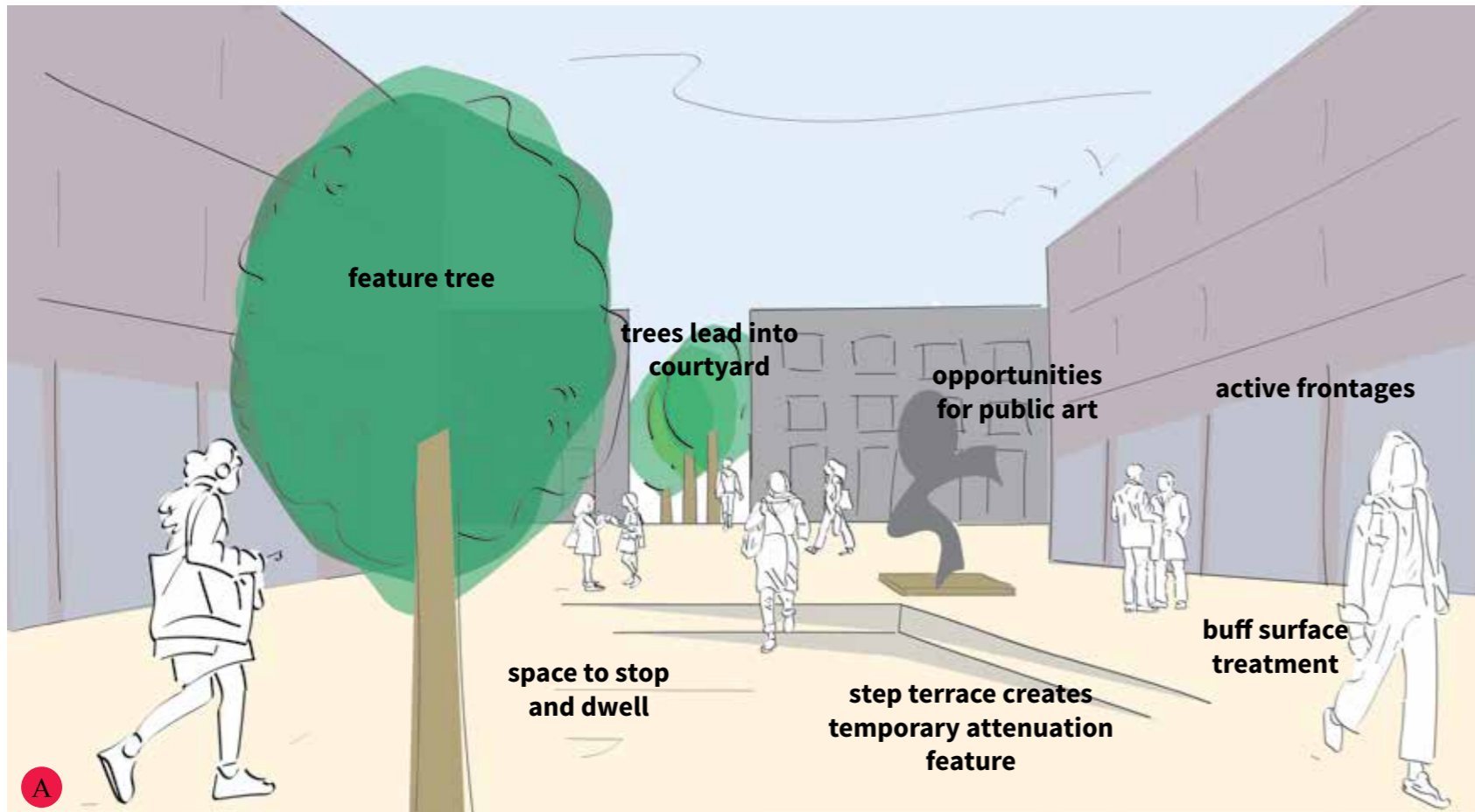
CANOPY STRUCTURE & VERTICAL ELEMENTS SCULPT THE SPACE



SINGLE TREE AS FOCAL POINT



BEFORE



SKETCH ILLUSTRATING HOW PROPOSALS COULD APPLY



OPPORTUNITY FOR SPONTANEOUS ACTIVITY



WARM MATERIAL PALETTE



DRAINAGE GRATES REVEAL SOUND OF WATER



DETAILS OFFER TOUCH SENSE EXPERIENCE



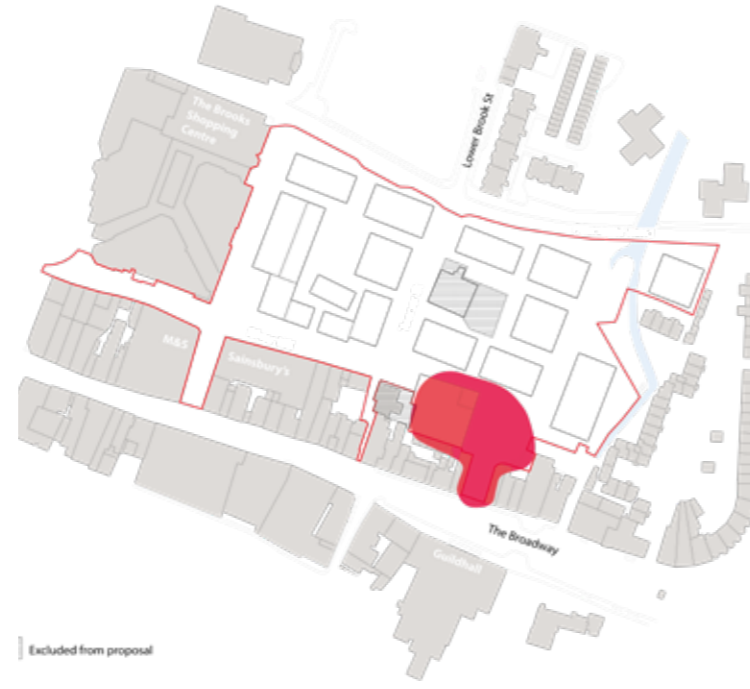
FEATURE LIGHTING GUIDES PEOPLE THROUGH SPACE

Woolstaplers' Hall & Public Space

Description

CHARACTER

- Characterful industrial character embraced, including contrasts with modern materials and massing of new buildings.
- Important node: connection with The Broadway, a gateway to the development, transition between cultural, residential, and public realm uses.
- Dwell space for Woolstaplers' Hall users gently defined to the west of the square.
- Pocket courtyard shaped by colonnade of trees to the west.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Diverse range of spaces from courtyard, to open thoroughfare adjacent to Woolstaplers' Hall.
SKIN	Elegant and durable paved surface, drawing on a warm material palette in-line with broader strategy. Use of compressed aggregate in smaller, dwell areas. Design to dovetail with that of The Broadway.
GREEN INFRASTRUCTURE	Use of trees to create enclosed enclaves and mark transitions between spaces. Incorporation of green frames to mark entrances.
BLUE INFRASTRUCTURE	Use of rain gardens and stormwater attenuation as functional elements and to mark transitions between spaces.
SENSORY	Movement from tranquil courtyard, to more active thoroughfare, to creative a vibrant area adjacent to Woolstaplers' Hall.
MOVEMENT	Focus on movement from Broadway through to Riverside Walk. Minor connection westwards through to Silver Hill. Pedestrian priority.
VIEWS	Treating the view south to the Guildhall as a valued & prominent feature. Views eastwards to Alms Houses & hills beyond acknowledged.



SIMPLE SURFACE TREATMENTS AND PLANTING COMBINE TO ZONE SPACE



ACTIVE THOROUGHFARE



BEFORE



GREEN FRAME MARKS ENTRANCE



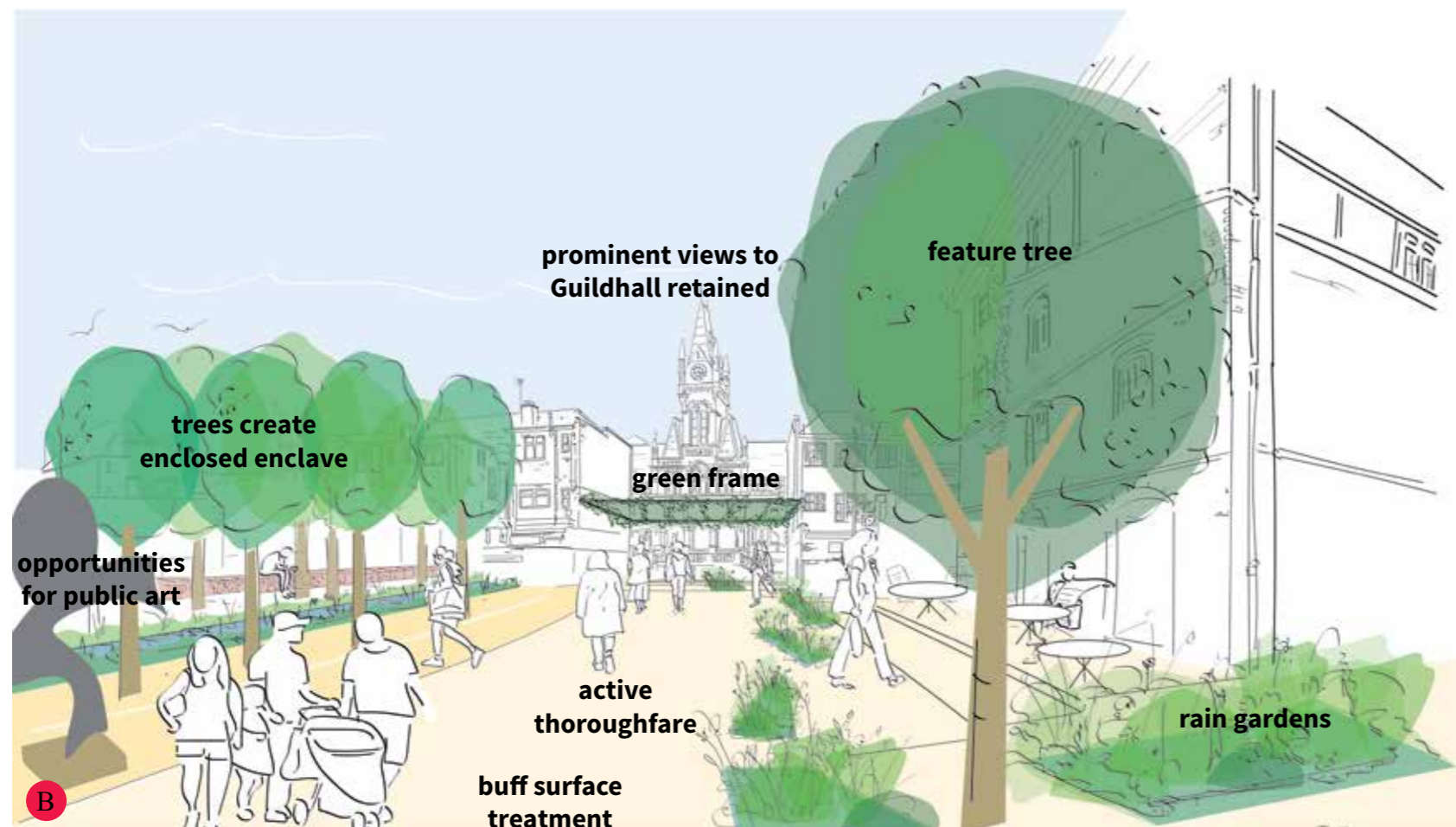
TERRACED STEPS



WATER ATTENUATION



COMPRESSED AGGREGATE



SKETCH ILLUSTRATING HOW PROPOSALS COULD APPLY



FLEXIBLE SPACE FOR PROGRAMMING

Kings Walk Gateway

Description

CHARACTER

- Frame the new Kings Walk with gateways at either end, using vertical elements such as green frames or public art.
- Design creates a sense of discovery for visitors.
- Provide space for smaller, boutique businesses.
- Inner courtyard has potential to act as a new and surprising public space for the Nutshell Theatre.
- Opportunity to contrast old and new materials and uses.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Creation of feature gateways at the building entrance.
SKIN	Elegant and durable paved surface, drawing on a warm material palette in-line with broader strategy. Use of compressed aggregate in smaller, dwell areas.
GREEN INFRASTRUCTURE	Focus on overhead elements and green façades.
BLUE INFRASTRUCTURE	Incorporation of rain gardens along silver hill.
SENSORY	Distinct experience within wider development. Lighting key element to shape the space.
MOVEMENT	Movement focused east-west, with an archway entry into the small courtyard space south of the Nutshell Theatre.
VIEWS	Views are contained, and focussed on those framed by the gateway on arriving and through the archway looking towards Nutshell Theatre. Views upwards significant within courtyard space.



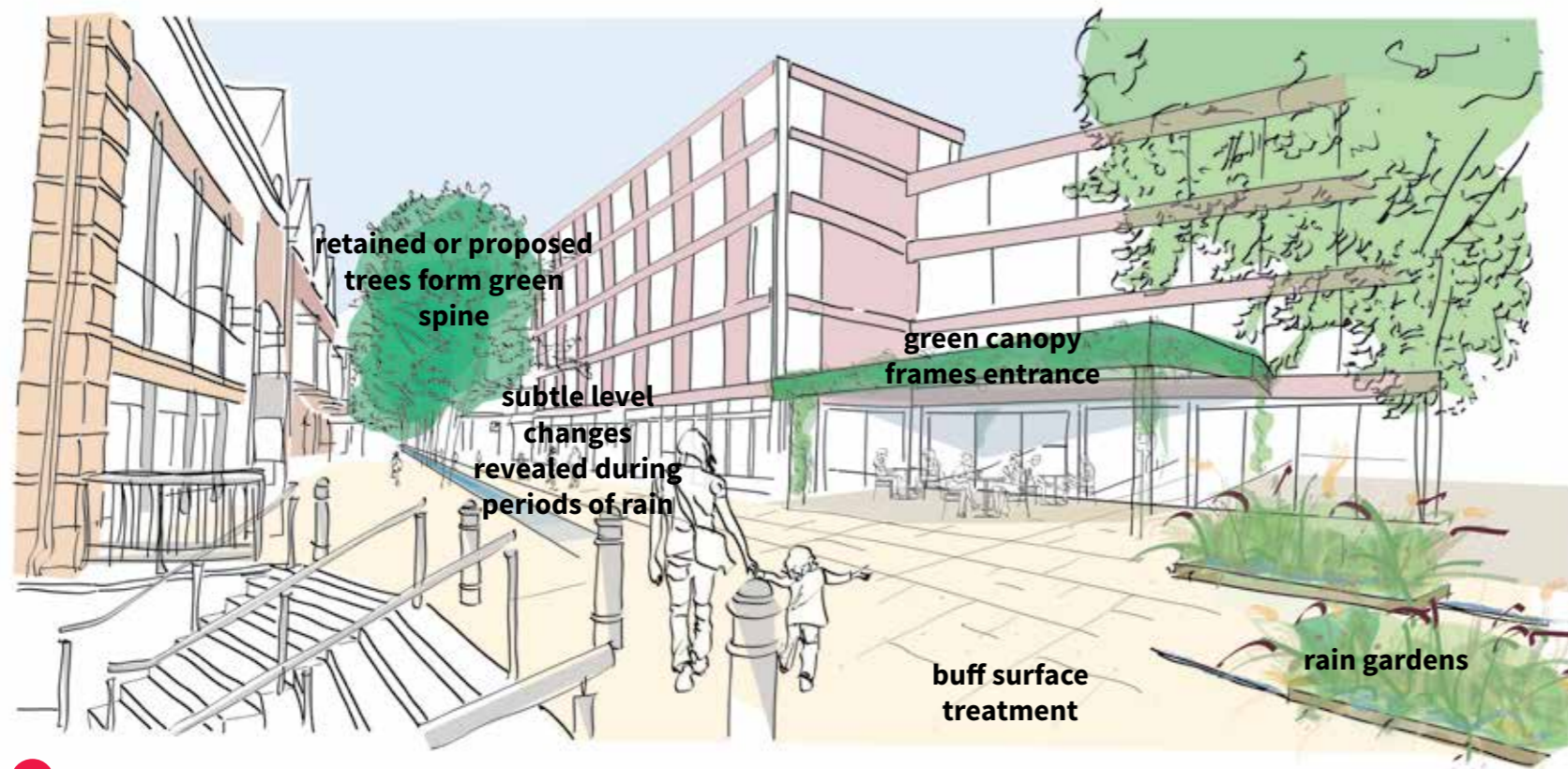
GREEN CANOPIES



FRAMED VIEWS



BEFORE



C SKETCH ILLUSTRATING HOW PROPOSALS COULD APPLY



GATEWAY



WARM MATERIAL PALETTE



GREEN FACADE



JUXTAPOSITION OF OLD AND NEW



BLUE INFRASTRUCTURE
Strategy Report 2021 39

Middle Brook Street

Description

CHARACTER

- Gateway to the city centre from the north.
- Knits the new development into the existing urban environment, particularly The Broadway.
- Cohesive and elegant hardscape on the ground plane.
- Vertical elements to signal to pedestrians they are approaching Silver Hill / Tanner Street.
- Potential to incorporate feature stormwater attenuation basins.
- View towards Cathedral will be framed sensitively.
- Retention of existing crab apple trees to be considered to maximise urban greening.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Careful introduction of shallow terracing to direct water movement and allow for water attenuation functionality.
SKIN	Elegant and durable paved surface, drawing on a warm material palette in-line with broader strategy. Design to dovetail with plans for lower High Street and The Broadway.
GREEN INFRASTRUCTURE	Line of feature trees to be included. If to replace existing trees, then line to accommodate views of cathedral.
BLUE INFRASTRUCTURE	Rain gardens, and water attenuation to be provided for.
SENSORY	As an active public realm area, lighting to be a strong feature, drawing attention to design details.
MOVEMENT	Priority pedestrian space acting as a gateway from Friarsgate and from Middle Brook Street.
VIEWS	Views to the Cathedral are to be prioritised and framed sensitively.



PEDESTRIAN PRIORITY



EXISTING CRAB APPLE TREES



BLUE INFRASTRUCTURE



LIGHTING

Lower Middle Brook Street

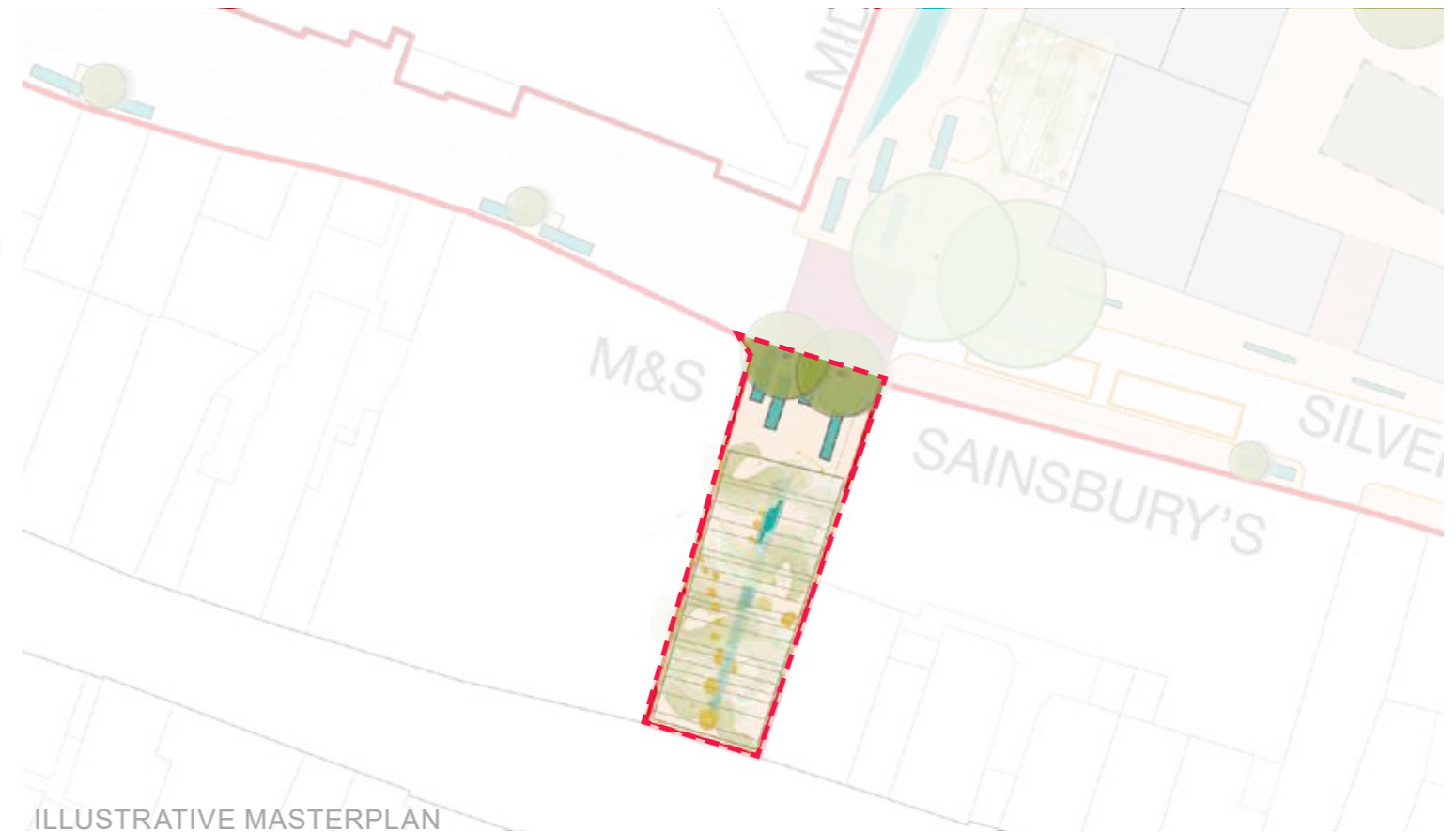
Description

CHARACTER

- Gateway to the new development from Broadway and Upper High Street.
- Acts as a transition zone between the city centre and the new neighbourhood.
- Cohesive and elegant hardscape on the ground plane.
- View towards Guild Hall at the southern end to be framed sympathetically.
- Pedestrian interaction with vehicles on Silver Hill to be indicated through careful placement of vertical elements.
- Potential to incorporate feature stormwater attenuation basins.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Careful and subtle use of shallow terracing to direct water movement and allow for water attenuation functionality.
SKIN	Design to carefully dovetail with plans for lower High Street and The Broadway by drawing on a warm material palette, in line with broader strategy. Transition at southern end to be marked by gateway features.
GREEN INFRASTRUCTURE	Overhead green canopy to enrich the character of the space, while keeping the ground plane uncluttered.
BLUE INFRASTRUCTURE	Rain gardens and water attenuation to be provided for.
SENSORY	As an active public realm area and key gateway, lighting to be a strong feature, drawing attention to design details.
MOVEMENT	Priority pedestrian space acting as a gateway from The Broadway and Lower High Street.
VIEWS	Views to the Guild Hall to be carefully taken account of.



GREEN CANOPY



LIGHTING



OUTDOOR MARKETS



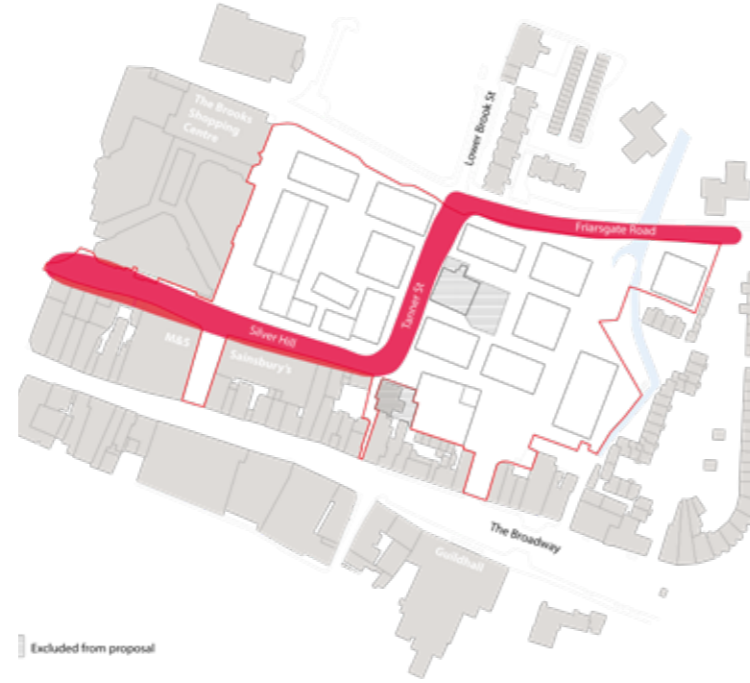
SERVICE ACCESS SURFACE TREATMENT

On Street Bus Proposal

Description

CHARACTER

- Design that is generous enough to meet the requirements of the bus corridor, but reduces the negative effects (air, noise, risk) for pedestrians and residents by reducing vehicle speeds, incorporating planting, and narrowing road widths for safer crossings.
- Haptic surface (such as cobbles) used to encourage buses to keep a low speed and alert pedestrians, but without creating undue noise disturbance.
- Three pedestrian priority crossings formed by pinching the roadway to create a small distance for pedestrians to cross.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Use of public art, rain gardens, and planting to shape space, influence desire lines, and signal intersections.
SKIN	Elegant and durable hardscape palette in-line with wider strategy, but also incorporating haptic features near intersections between people & vehicles. Design to dovetail with that of The Broadway & Lower High Street.
GREEN INFRASTRUCTURE	Judicious tree placement to align with highways requirements, and to create pleasant dwell spaces.
BLUE INFRASTRUCTURE	Stormwater run-off managed comprehensively via rain gardens and gutter features.
SENSORY MOVEMENT	Lighting and public art to create a vibrant sense of atmosphere. Pedestrian and cycle priority, while still allowing for safe and efficient use by bus operators.
VIEWS	Visual connection with Friarsgate crucial to knitting in with neighbourhood to the north.



PARKLETS AND STREET TREES



PEDESTRIAN PRIORITY



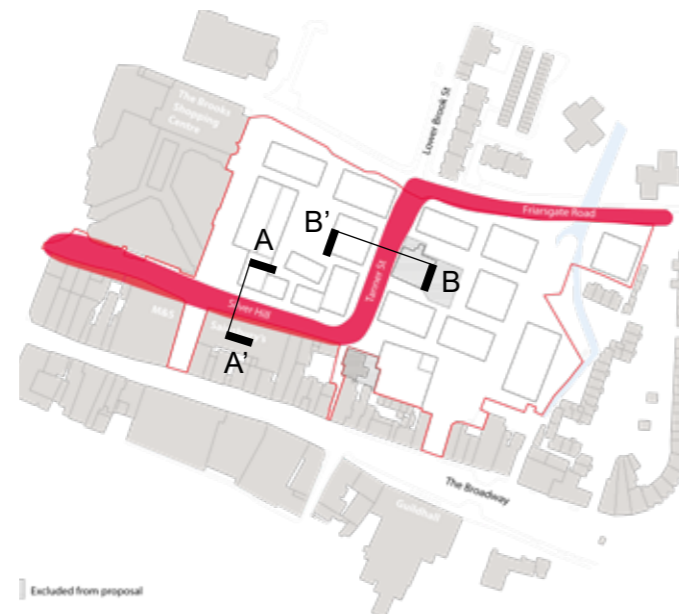
HAPTIC SURFACE TREATMENT

KEY MOVES

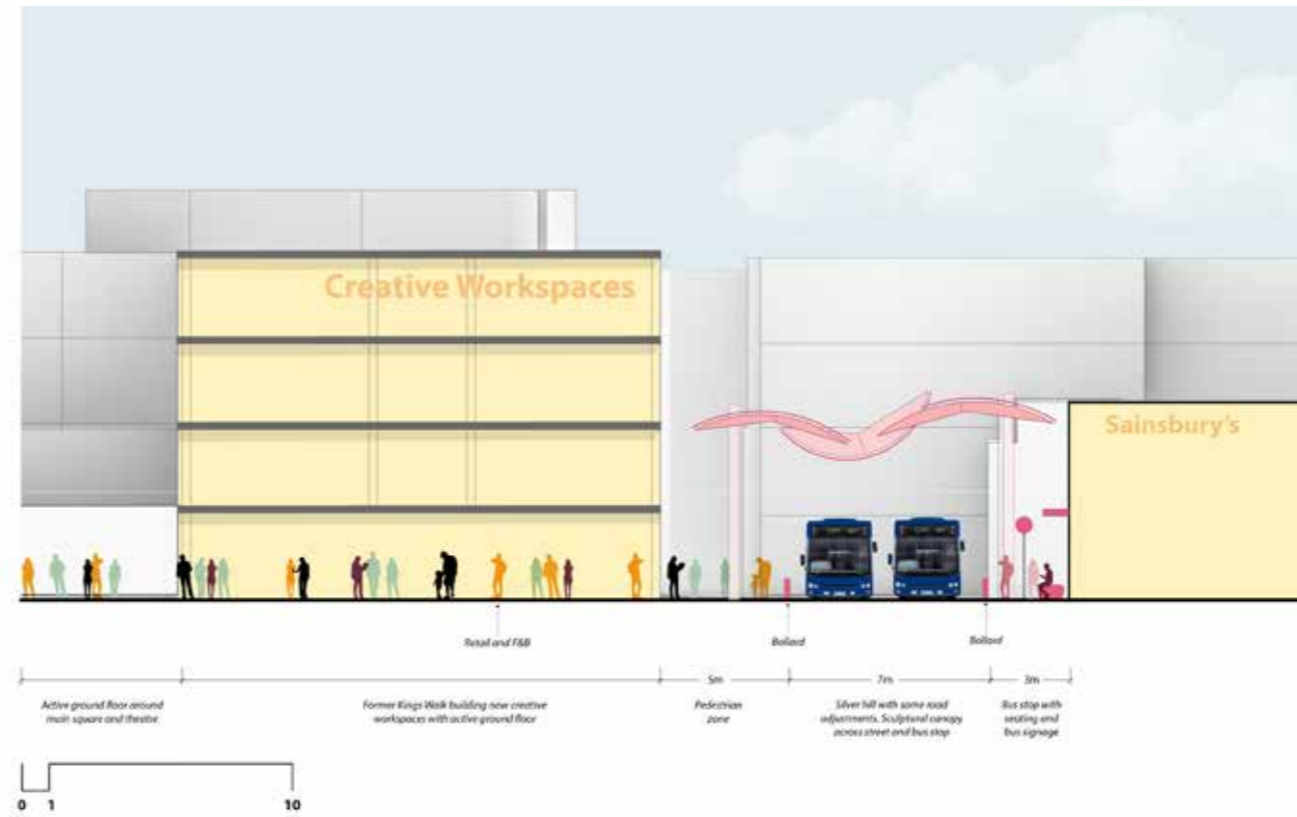
Once finalised in response to the Winchester Movement Strategy, the requirements of the bus strategy will need to be accommodated within the public realm proposals.

Outlined below are a number of key moves that should be considered and some illustrative sections depicting potential responses in line with the Proposed Development Framework. Further detail can be found in the Bus Strategy Report.

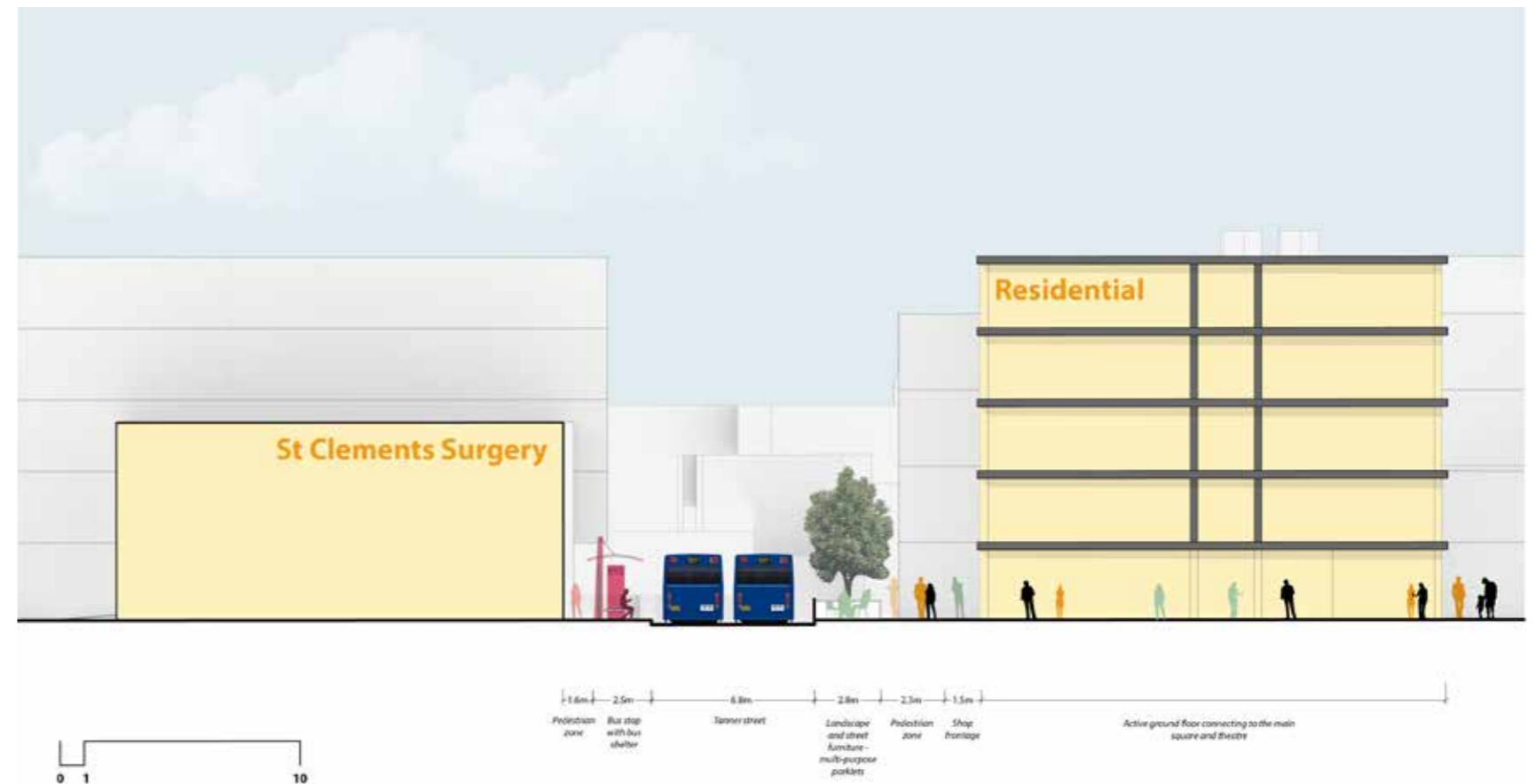
- Widening the pavement to accommodate safe pedestrian movement and appropriate bus shelter.
- In some cases, pushing back the ground floor to create covered walkways.
- Providing appropriate bus shelter or covered seating areas near bus stops.
- Clear and adequate signage and wayfinding.
- Bollards to suggest separation between vehicle and pedestrian movements.
- Tanner Street realignment to create wider pavements.
- Parklets to slow down traffic and improve atmosphere.
- The use of building facades and roads as canvases for public art.
- Incorporating overhead elements such as lights and canopies on Silver Hill.
- Consistent materiality with the rest of the development, as well as The Broadway.



LOCATION PLAN



SECTION A-A' THROUGH SILVER HILL



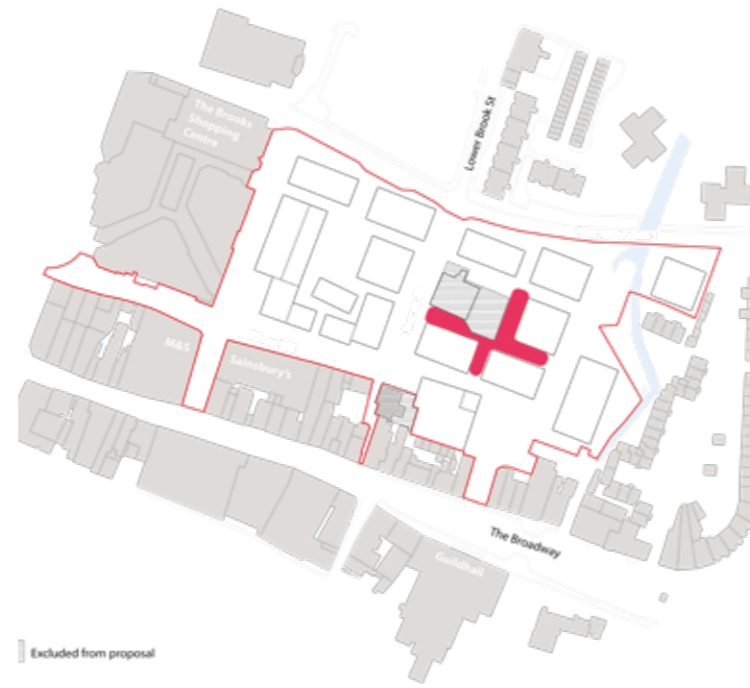
SECTION B-B' THROUGH TANNER STREET

Residential Courtyard

Description

CHARACTER

- Central residential zone with shared park and play area.
- Sensitive treatment of boundary with St Clements Surgery.
- Stormwater movement, and connection with living infrastructure to be used as a design feature.
- Fencing along boundaries with thoroughfares to separate parkland from public space.
- Transition zones around perimeter to create a defensible zone for the residential blocks with hedging and fencing.



LOCATION PLAN



Design Principles

SPACE SCULPTING	Space created by building footprints. Trees, hedges and play equipment to further segregate the space into a series of smaller areas.
SKIN	Minimal hardscape to be included. Paths to be a warm natural stone in keeping with wider strategy.
GREEN INFRASTRUCTURE	Open species-rich grassland areas, as well as organic copses of planting will enhance biodiversity and create a sense of tranquility.
BLUE INFRASTRUCTURE	Stormwater to be managed on site, including bio-retention basins. Downpipes from buildings to become design features.
SENSORY	Focused on planting, and soft lighting at night-time.
MOVEMENT	Access for residents and their visitors only. Access therefore to be secure via gates.
VIEWS	Inward focus within this space, however longer views towards the surrounding hills to be incorporated where possible



SPACE SCULPTING



FENCING



BIORETENTION BASINS



SHARED PLAY AREA



PRIVATE PARK

Friarsgate Passage

Description

CHARACTER

- Strong pedestrian arterial route, connecting the eastern and western areas of the site with a strong sense of place.
- The historic alignment of a Roman Road offers opportunity to reinterpret historic motifs in a fresh way.
- Stormwater management can be incorporated into the streetscape to manage transitions to more private areas and create a strong green corridor. Servicing and access will be accommodated as required.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Rain gardens and planting to demarcate the boundaries between public and private space. Steps with integrated ramps to create sense of arrival at key spaces along the route.
SKIN	Elegant and durable paved surface, drawing on a warm material palette in-line with broader strategy, but drawing on cultural heritage of the historic Roman Road.
GREEN INFRASTRUCTURE	Focus on street trees and planted rain gardens.
BLUE INFRASTRUCTURE	Rain gardens to help manage stormwater run-off. Downspouts from buildings to become design features.
SENSORY	Subtle details woven into hardscape, as well as nuanced lighting to promote safety and highlight sensory elements.
MOVEMENT	Pedestrian and cycle priority. Allowing vehicle access to St Clements Surgery.
VIEWS	Views east to Alms Houses, and views both east and west to surrounding hills to be promoted.



RAIN GARDENS



WARM MATERIAL PALETTE



STREET TREES



VIEW'S TO ALMS HOUSES



HERITAGE FEATURES

Cross Keys Passage

Description

CHARACTER

- Narrow alley reflects typical awkward spaces of medieval city centre.
- Sense of curiosity and discovery as an access into Tanner Street and then Antique's Market Public Square.
- Introduce a gateway feature to connect this as a transition point between the development and the plans for The Broadway.
- Opportunity for overhead lighting and play with juxtaposition of materials and angles.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Careful treatment of the narrow alleyway space to create a sense of surprise, and not claustrophobia. Focus on lightweight, overhead elements.
SKIN	Durable and elegant hard landscape palette in-line with wider strategy, as well as The Broadway.
GREEN INFRASTRUCTURE	Very minimal in this space due to scale, however single feature tree possible at the dog leg.
BLUE INFRASTRUCTURE	Stormwater directed into rain gardens in adjacent spaces. Downpipes from buildings to be a design feature.
SENSORY	The volume of the narrow alleyway is the primary influence on sensory experience.
MOVEMENT	Pedestrian-only space. Ensure lines of sight encourage conflict-free access.
VIEWS	Very constrained, but open out to key feature to the north at the edge of the development.



PEDESTRIAN-ONLY



OVERHEAD ELEMENTS



ELEGANT HARDSCAPE AND LIGHTING

Riverside Walk

Description

CHARACTER

- Zone with strong relationship with existing stream and culvert to be daylighted and naturalised.
- Water quality to be improved via filtration within stormwater run-off systems.
- New residential areas located to the east of the waterways to create separation between public and private.
- Public walkway provides a Riverside opportunity.
- Emphasis on sound qualities of waterscape and access to water via seating and steps.



LOCATION PLAN



ILLUSTRATIVE MASTERPLAN

Design Principles

SPACE SCULPTING	Placement of river access and riverside habitat to manage transition between public & private.
SKIN	Simple, elegant palette continued, but adapted to riverside context. Warm colours used.
GREEN INFRASTRUCTURE	Species to be tolerant of inundation and suitable for stormwater filtration.
BLUE INFRASTRUCTURE	Realignment and naturalisation of canalised water course.
SENSORY	Focus on sensory qualities of movement of water. Space for public art.
MOVEMENT	Key pedestrian link between Friarsgate & Broadway, as well as residential access
VIEWS	Key views south to the Guildhall and eastwards to the surrounding hillsides.



RIVERSIDE ACCESS



BIORETENTION



SOUND OF WATER



RIVER NATURALISATION



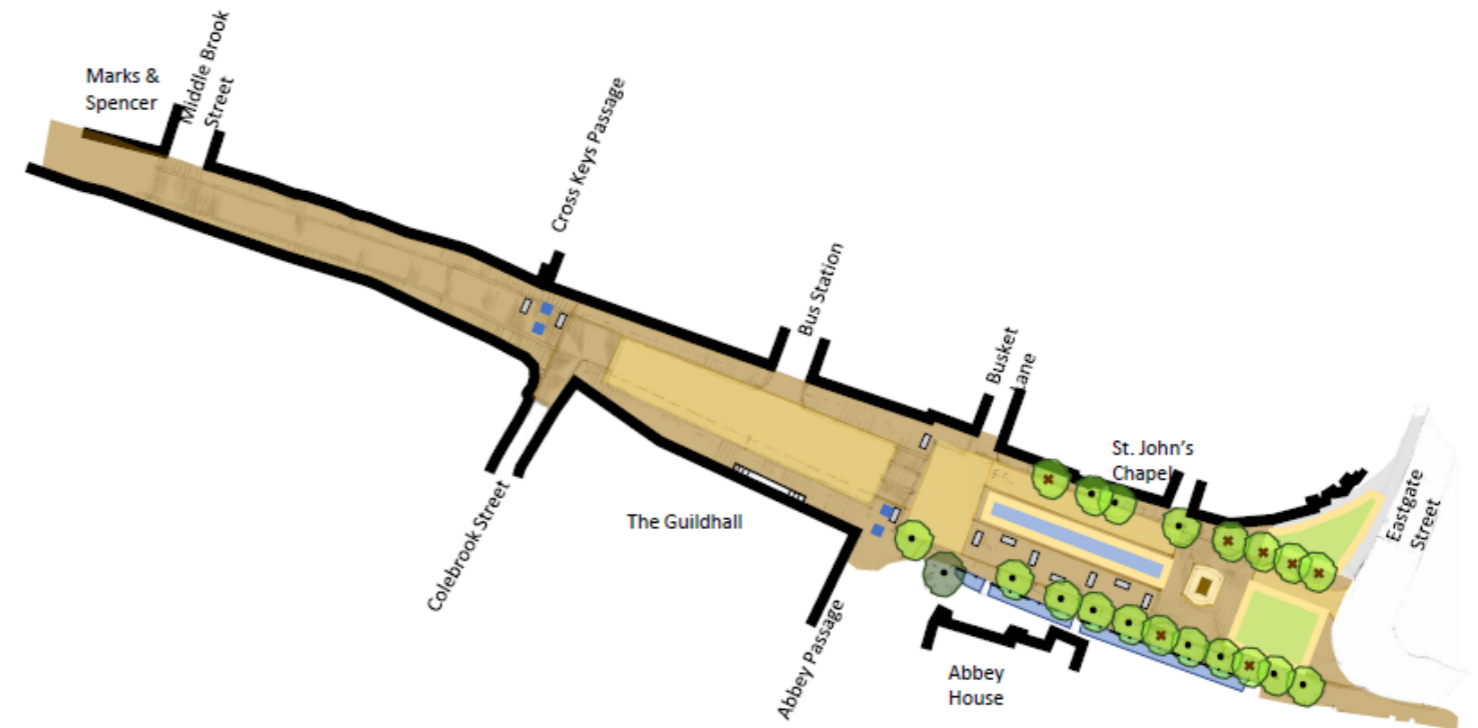
VIEWS TO GUILDHALL

Integration

Description

CHARACTER

- Series of gateways between the new development and surrounding city neighbourhoods.
- These interfaces to act as transition zones between the city and the new development.
- Continued use of cohesive and elegant hardscape on the ground plane, in line with the broader strategy.
- Pedestrian interaction with vehicles to be indicated through careful placement of vertical elements, changes in paving, including haptic surfaces for vehicles.
- Green and blue infrastructure to strategically connect with adjacent systems to provide maximum benefits.
- Sight-lines and desire-lines to be carefully considered at transition points to aid wayfinding and protect heritage character.



Design Principles

SPACE SCULPTING	Use of vertical elements to signal gateways and transition zones, as well as shared pedestrian / vehicle spaces.
SKIN	Elegant and durable paved surfaces designed to reflect warm material palette of broader city centre. Changes in material to interface sympathetically.
GREEN INFRASTRUCTURE	Green Infrastructure to be used to define space (concealing and revealing), as well as to strategically connect with adjacent habitats.
BLUE INFRASTRUCTURE	To be used to integrate with adjacent SUDS systems as well as to mark transitions between spaces.
SENSORY MOVEMENT	To be used to mark gateways and transitions between spaces.
MOVEMENT	Wayfinding systems and design details contributing to neighbourhood character to help support circulation between spaces.
VIEWS	Significant views to be sympathetically framed within transitional spaces.

PROPOSALS FOR THE BROADWAY AND LOWER HIGH STREET



GATEWAY ELEMENTS



GATEWAY TREES



FRAMING VIEWS

Phasing

Flexible & Modular

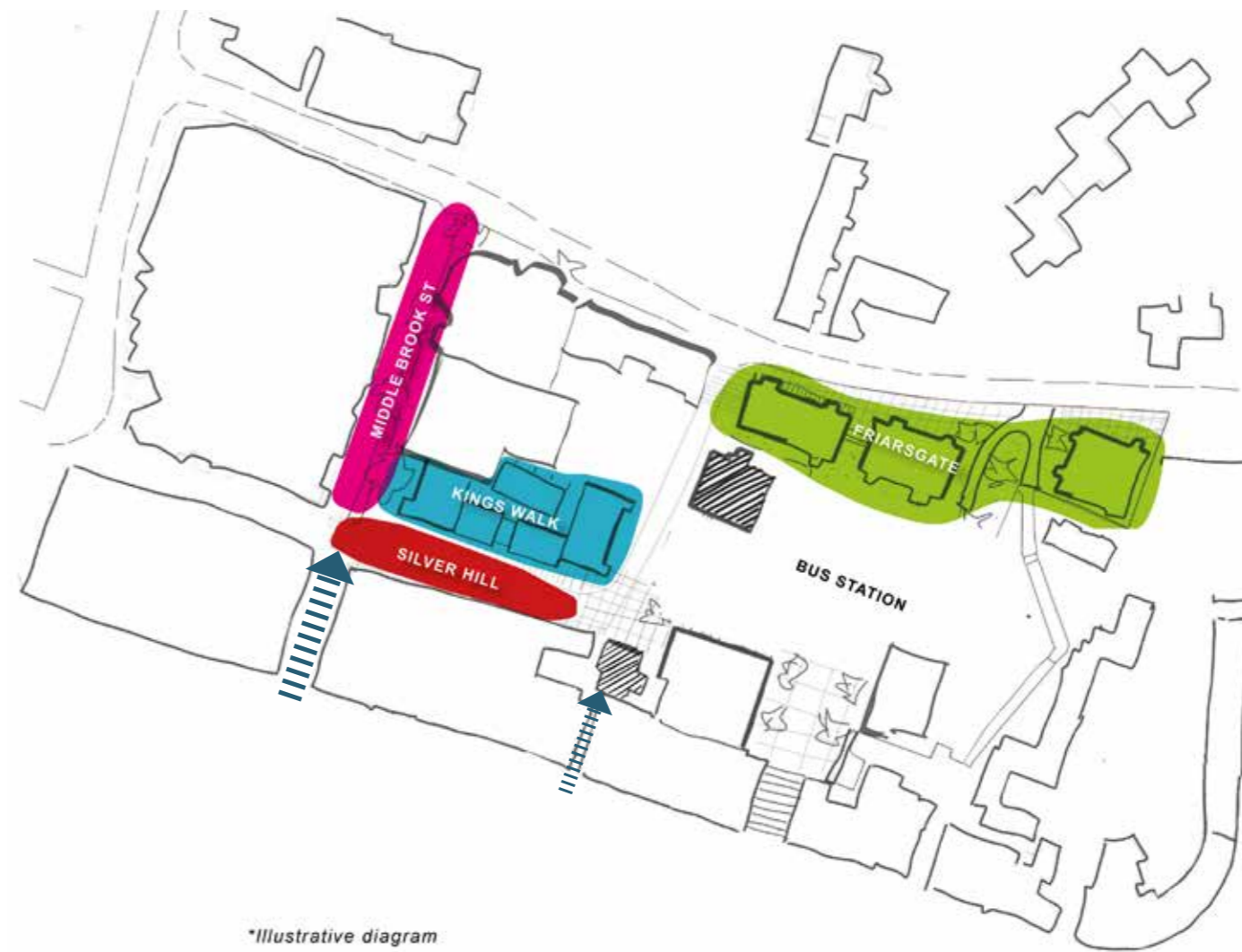
The following pages provide the initial thoughts as to how the development could be phased.

Meanwhile uses will be integrated into each phase as appropriate to facilitate engagement with the site.

Phase 1: Transformation of existing buildings and improvements to public realm

Phase 2: Introducing the next phase of housing, the bus street, key pedestrian thoroughfares and Riverside Walk.

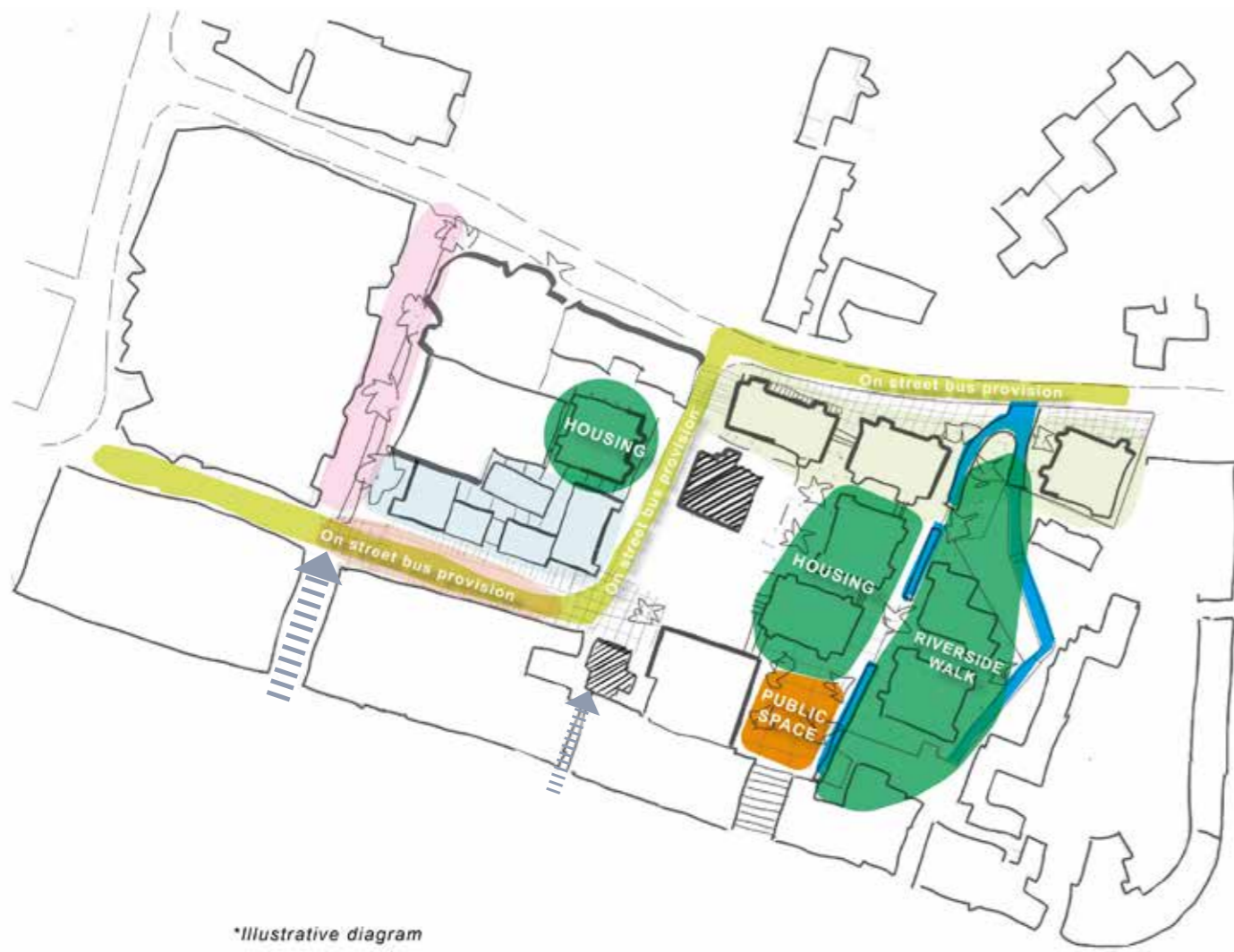
Phase 3: Creation of the mixed use quarter and final parcels of development. Repurposing Woolstaplers' Hall and activating gateway to site.



**Illustrative diagram*

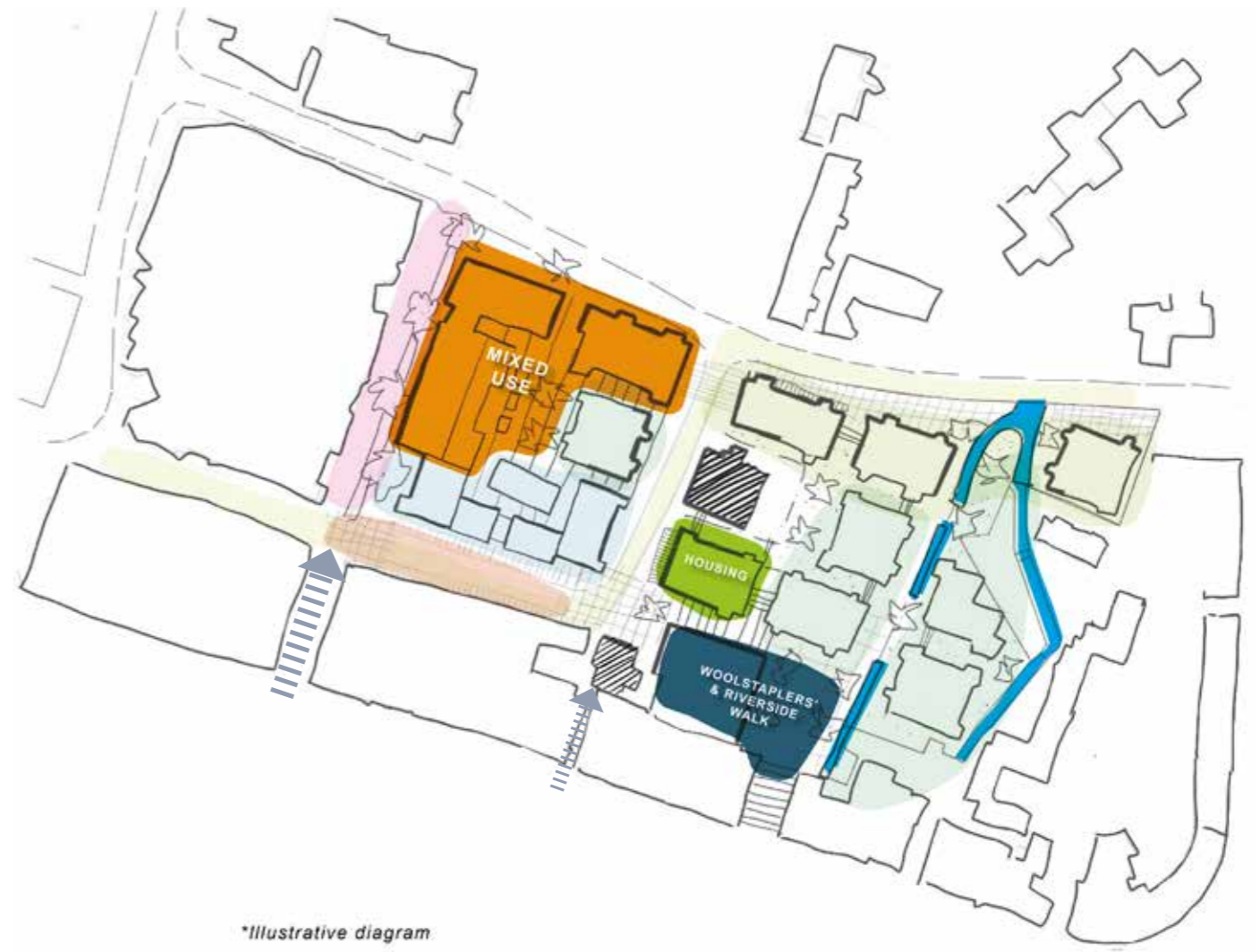
Phase 1

ILLUSTRATIVE DIAGRAM



**Illustrative diagram*

Phase 2

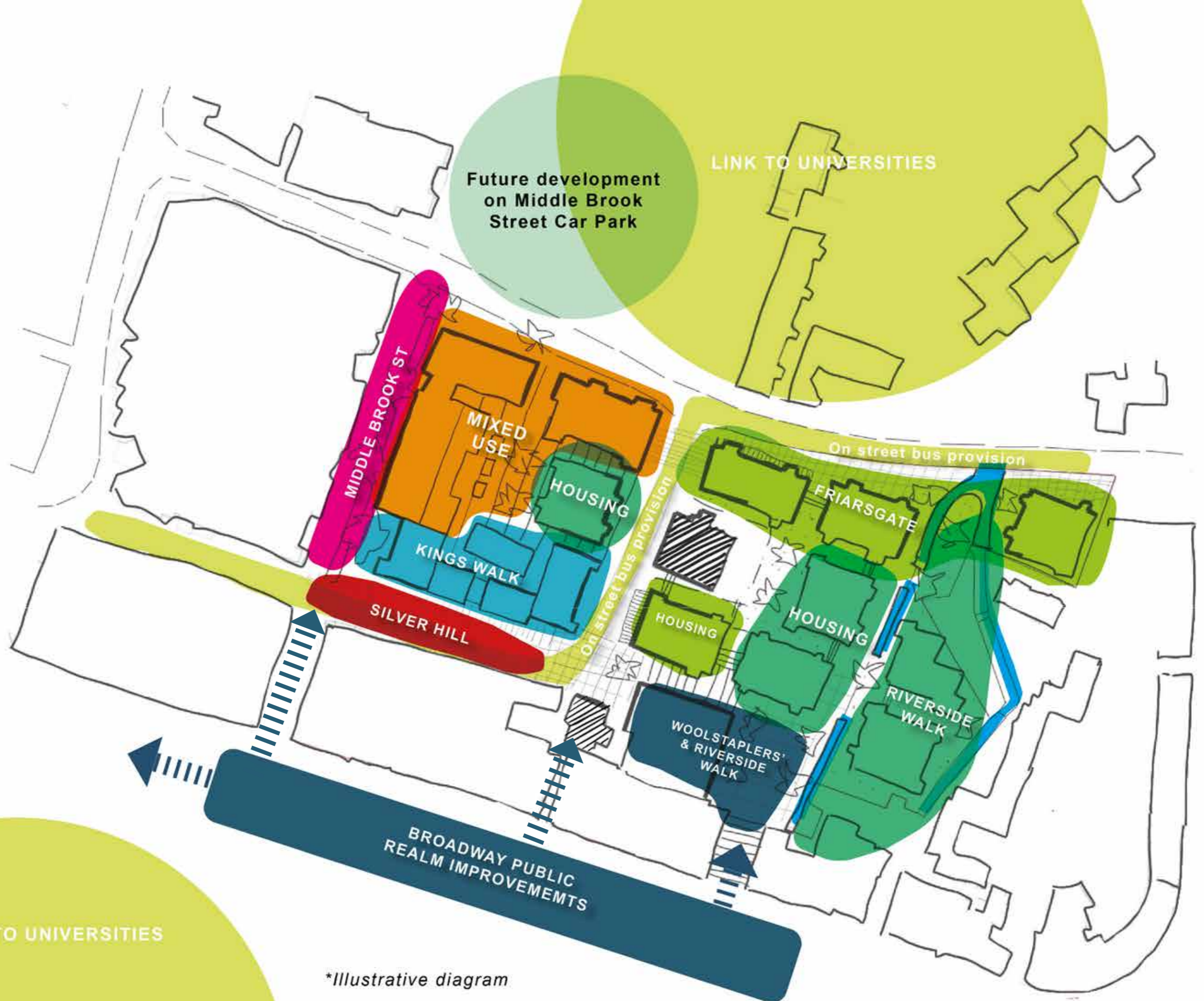


**Illustrative diagram*

Phase 3

ILLUSTRATIVE DIAGRAMS

Final Phase



*Illustrative diagram

Prepared for
Winchester City Council

Prepared by
Arup
63 St Thomas St
Redcliffe
Bristol, United Kingdom
BS1 6JZ
Tel: 0117 976 5432

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ARUP

