

4.4 Access & Circulation

The adjacent diagram illustrates the proposed access and circulation strategy for the external spaces, including connectivity through the building.

The primary pedestrian/cycle movement is along the riverside connecting to the existing route to the north and south of the site. The route is significantly wider than the existing route and has an enhanced connection to Brunswick Way.

Secondary pedestrian circulation is proposed through the public realm providing access to seating areas, as well as the cafe/restaurant and other commercial facilities within the ground floor of the building. Further pedestrian circulation is proposed around the north and east of the development, along Brunswick Dock and to waterside viewing points. The scheme is designed to allow for the possibility of a future water taxi connection via Brunswick Dock (operated by others).

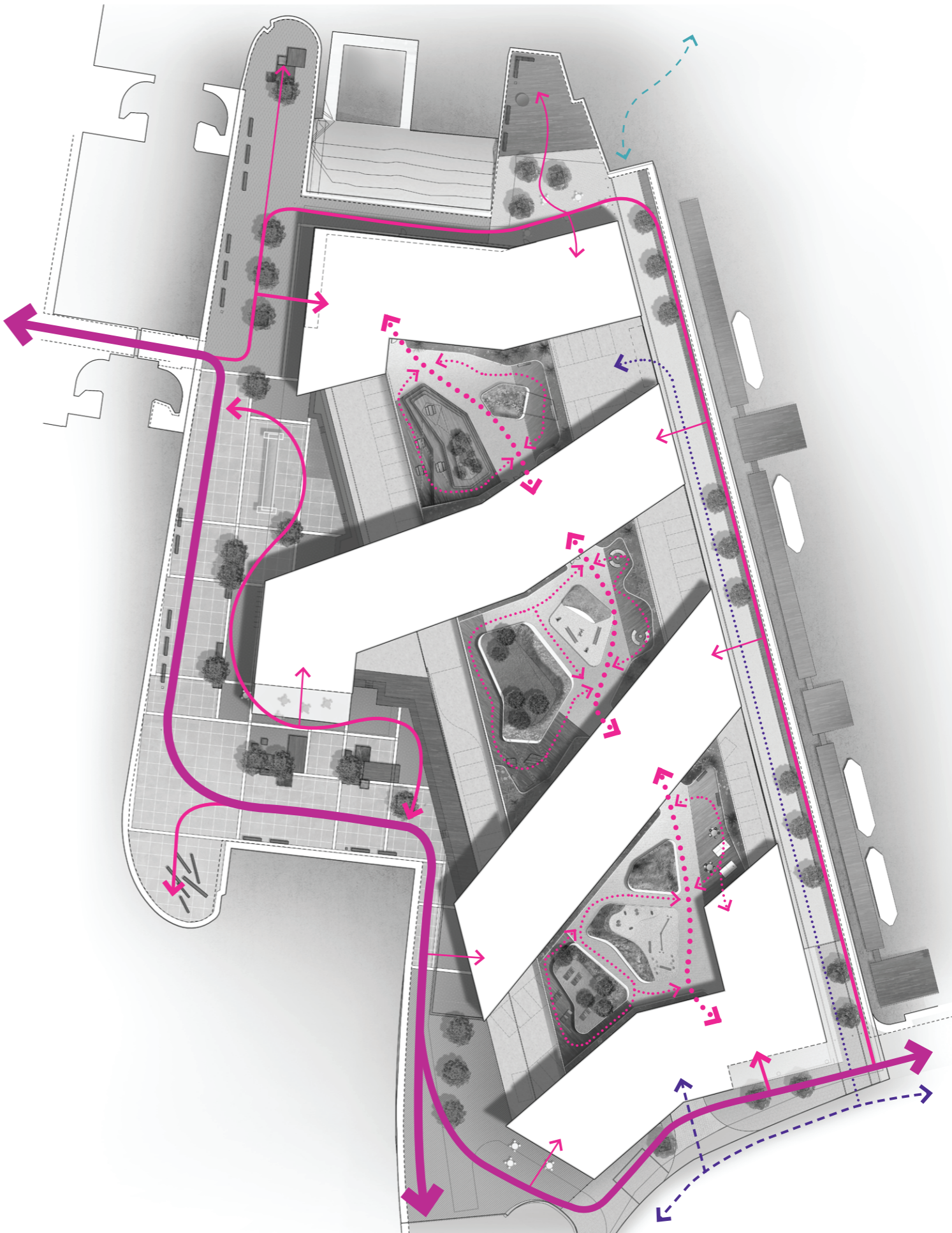
Resident circulation is proposed via entrances to the building at the north and south of the site and through the external piazza spaces.

The main vehicle access to the car park is via Brunswick Way, to the south of the site. Additional maintenance vehicle access is proposed via the shared surface parallel to Brunswick Dock.

- LEGEND
- Primary pedestrian/cycle movement
 - Secondary pedestrian movement
 - Resident circulation at piazza level
 - Vehicle access
 - Service vehicle access
 - Potential future water taxi connection



fig. 16: Access & Circulation Plan



4.5 Boundaries

The adjacent plan illustrates the site boundary proposals.

The external space is intended to be open, permeable and publicly accessible. A new pedestrian barrier is proposed around the waters edge, along the riverside and dockside boundaries.

Adjacent to the riverside public realm, the ground floor car park is enclosed by the timber seating terraces and a living ivy screen, with metal mesh. On the dockside the car park is enclosed by a simple vertical hardwood timber screen with metal frame.

A pedestrian balustrade encloses the residents spaces at piazza level and around the eight floor communal terrace.

Note:
Alignment and specification of Riverside/Dockside Pedestrian Barrier is subject to agreement with the Canals & Rivers Trust.

- LEGEND

Balustrade to piazza and roof terrace levels

Ivy Green Screen above timber seating terraces

Riverside/dockside pedestrian barrier

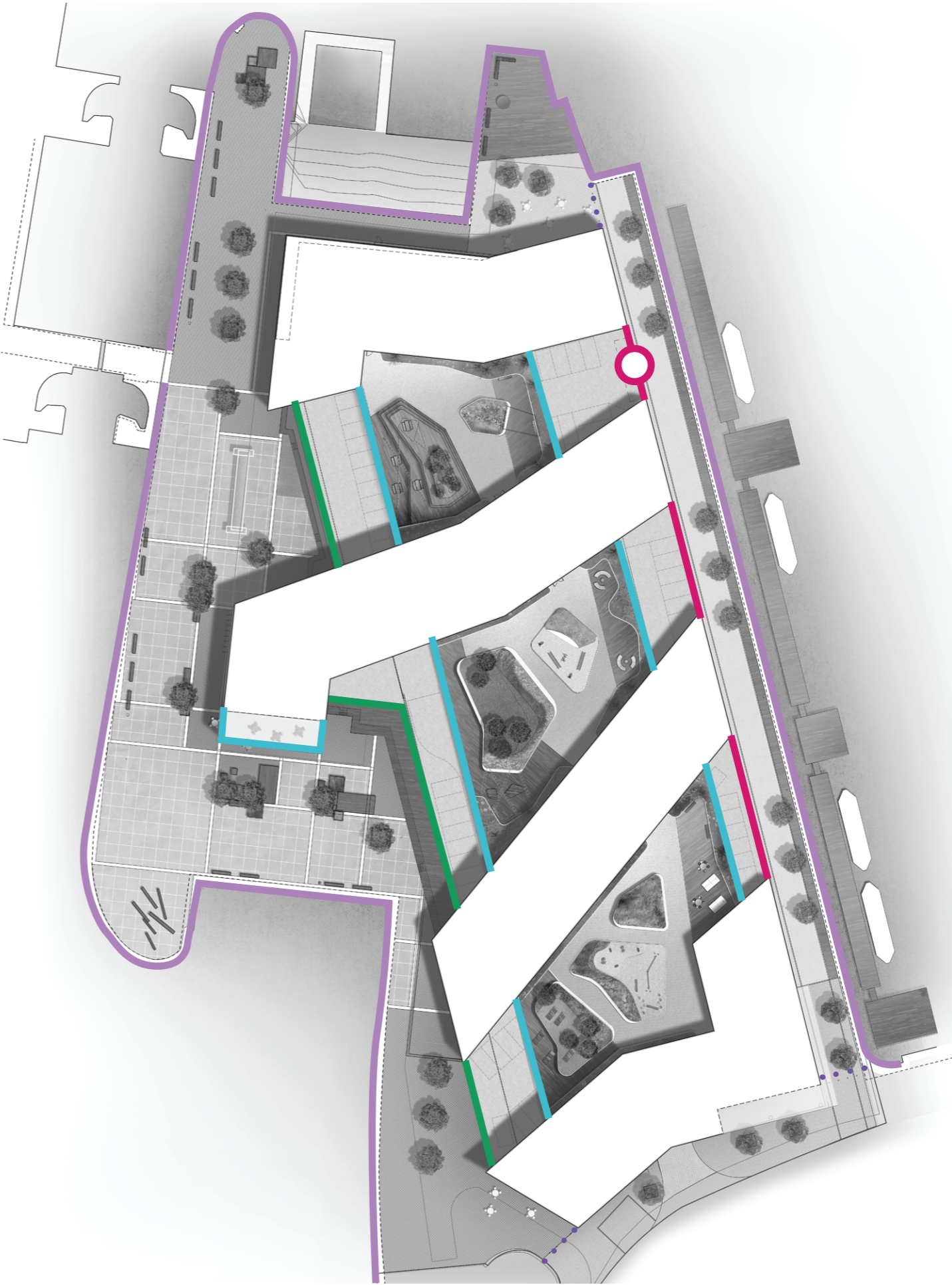
Vertical timber screen with metal frame

Matching vehicle gate

Removable bollards



fig. 17: Boundaries Plan



4.6 Feature Lighting Concept

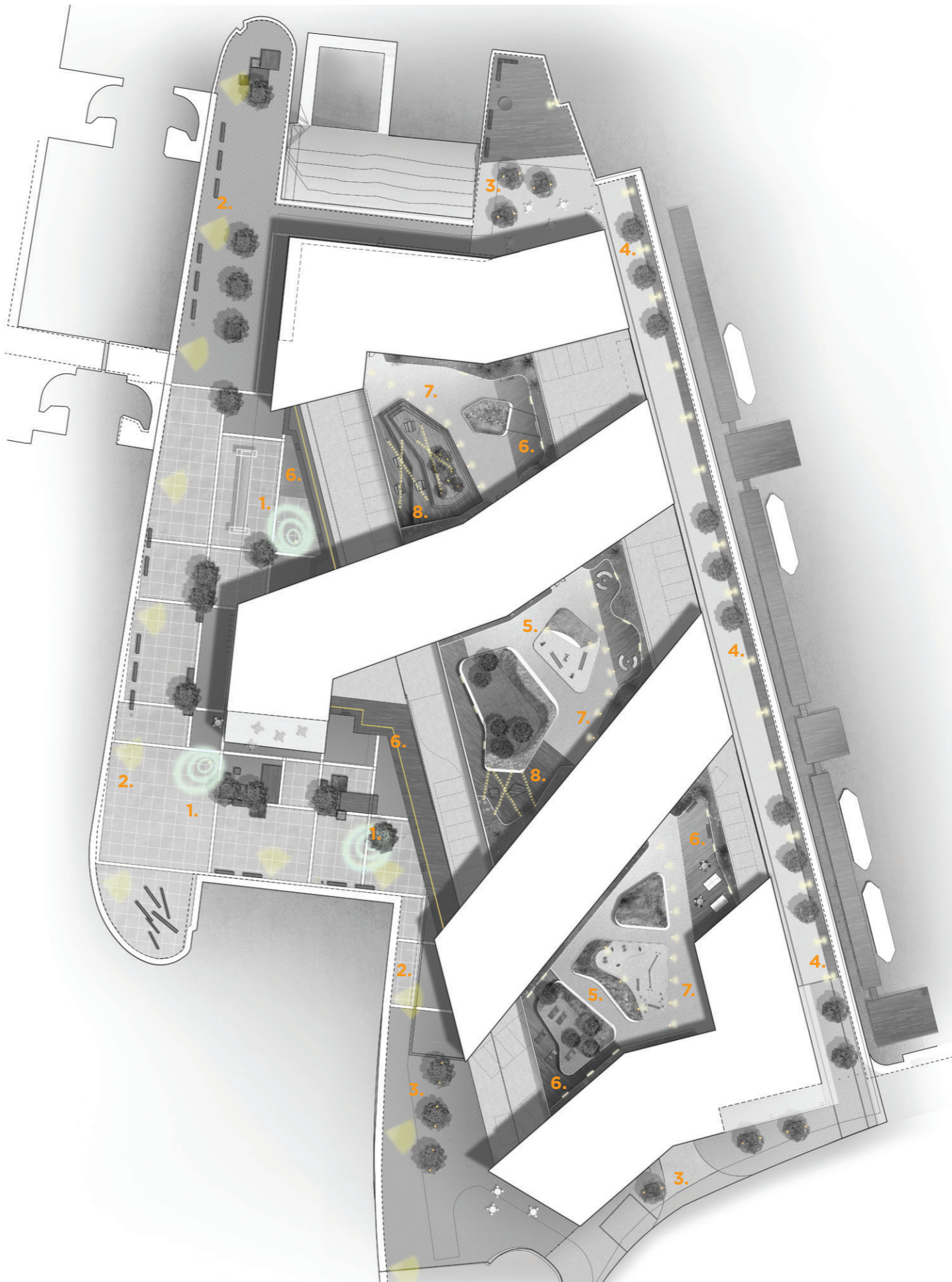
The feature lighting concept incorporates the following elements:

- 1. Lighting effects/light art columns within the riverside public realm with changeable graphics
- 2. Lighting columns in public realm to provide a safe environment along the riverside pedestrian/cycle route
- 3. In-ground uplighting to trees within the public realm
- 4. Lighting bollards within the dockside public realm
- 5. Piazza level lighting bollards within social terraces
- 6. Recessed lighting beneath terraces & planters
- 7. Piazza level way finding lighting along main movement routes
- 8. Piazza level festoon lighting within seating terraces and BBQ area

Note:
All lighting fittings and spacings are indicative only. Detailed lighting design and calculations are to be carried out by Lighting Engineer.
All lighting proposals beyond the ownership boundary are indicative only and are subject to agreement with the adjacent landowners.

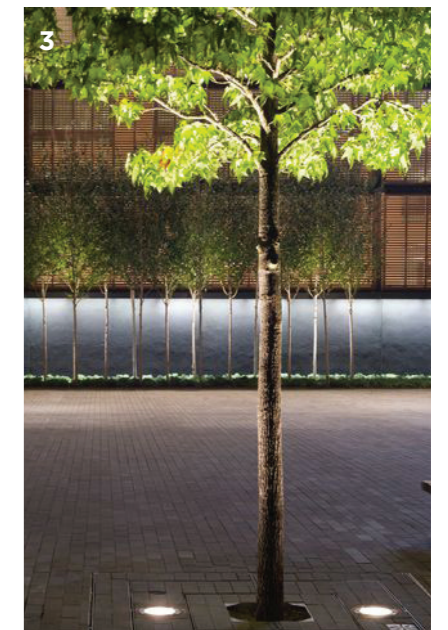
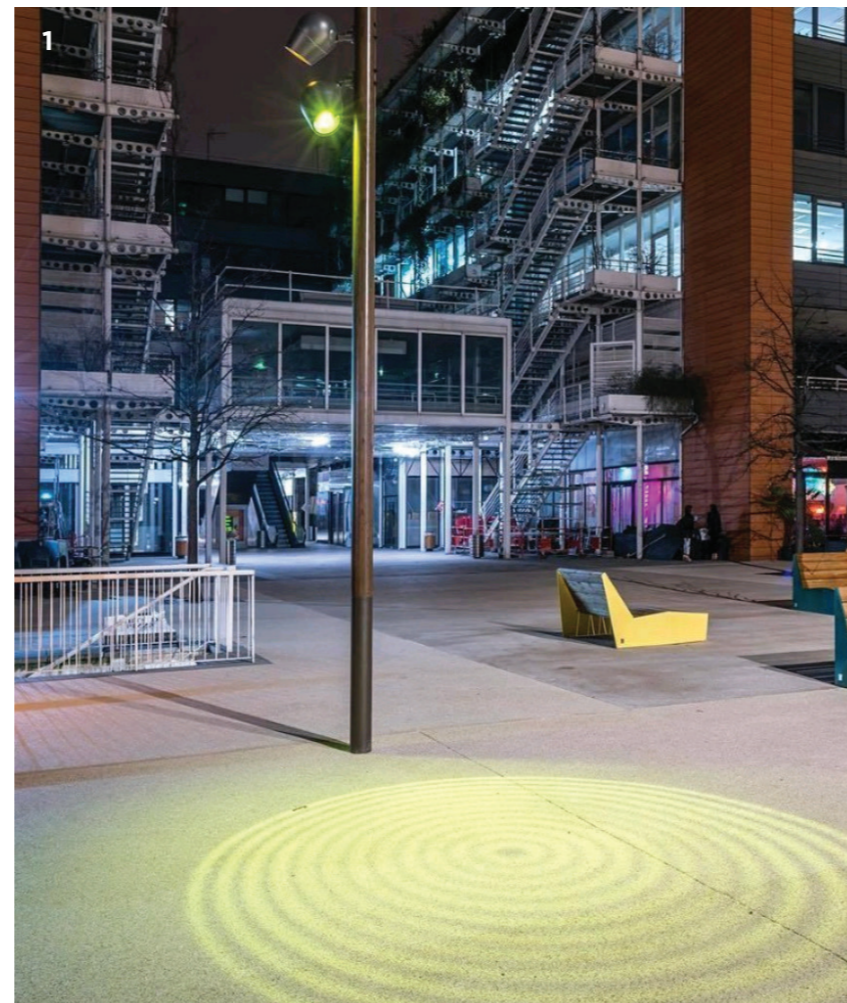


fig. 18: Feature Lighting Concept Plan



LEGEND

1. Lighting effects column in public realm
2. Lighting columns in public realm
3. In-ground uplighting to trees
4. Lighting bollards in public realm
5. Piazza level lighting bollards
6. Recessed lighting beneath terraces & planters
7. Piazza level way finding lighting
8. Piazza level festoon lighting



5. Site Sections

5.1 Site Sections

The adjacent site sections illustrate the relationship between the building, the proposed public realm and the waterside.

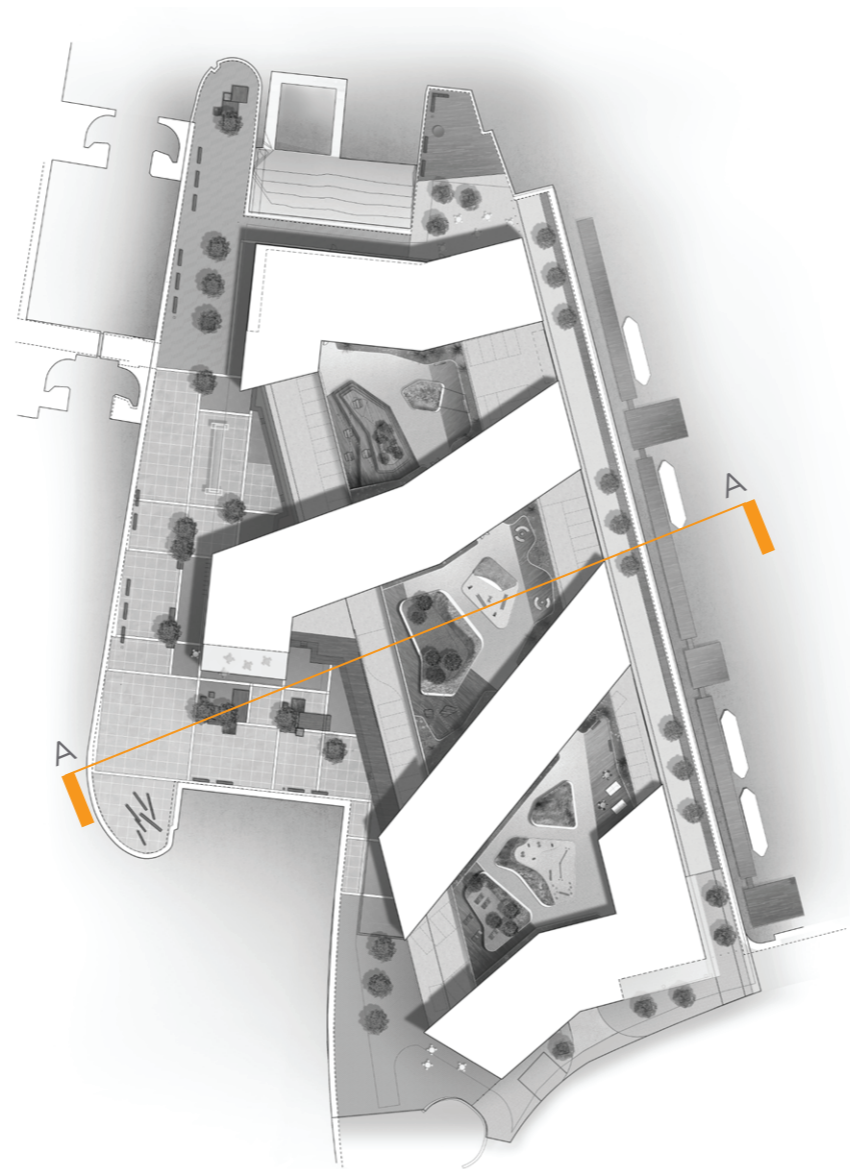


fig. 19: Section Location Plan

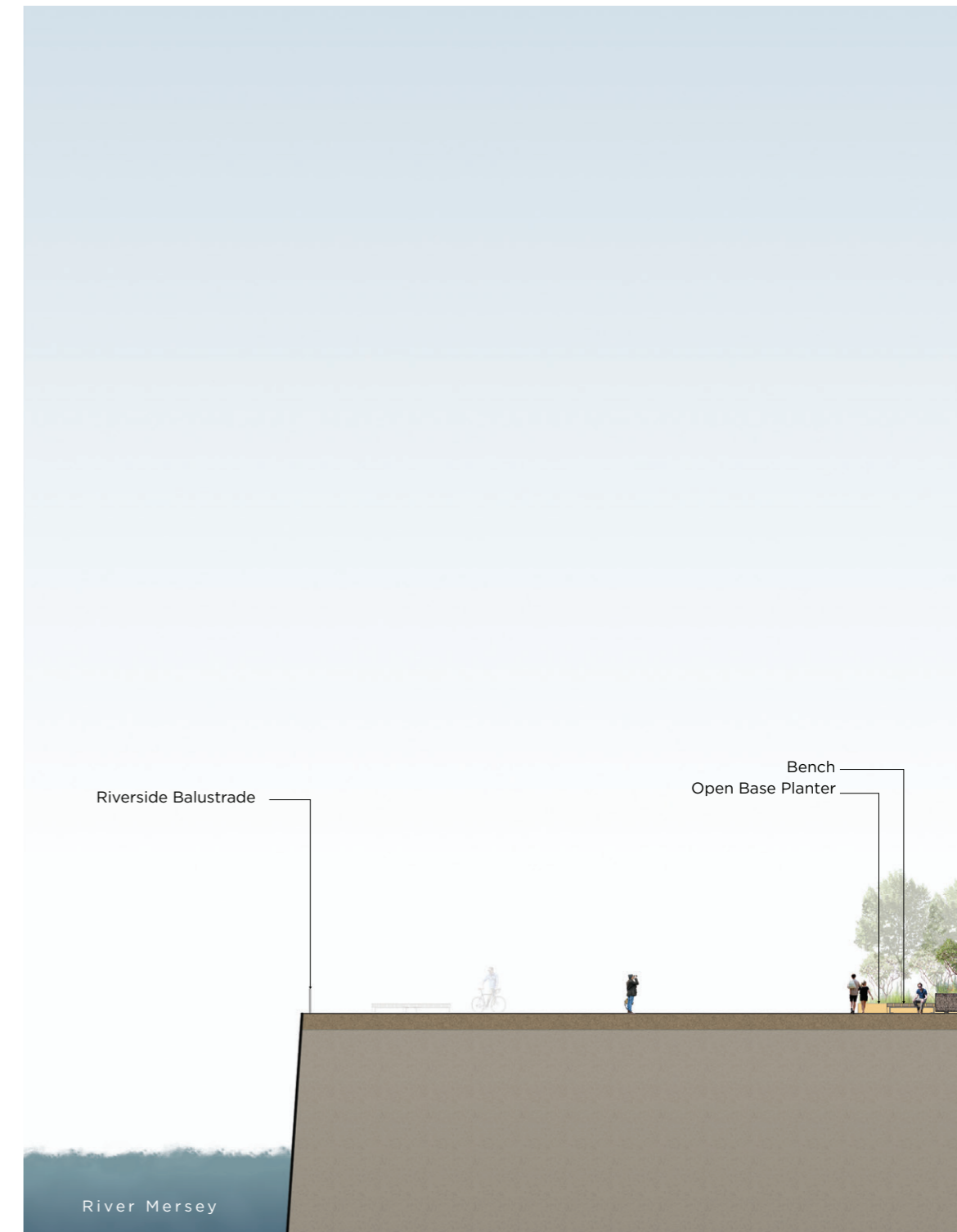


fig. 20: Section A-A

