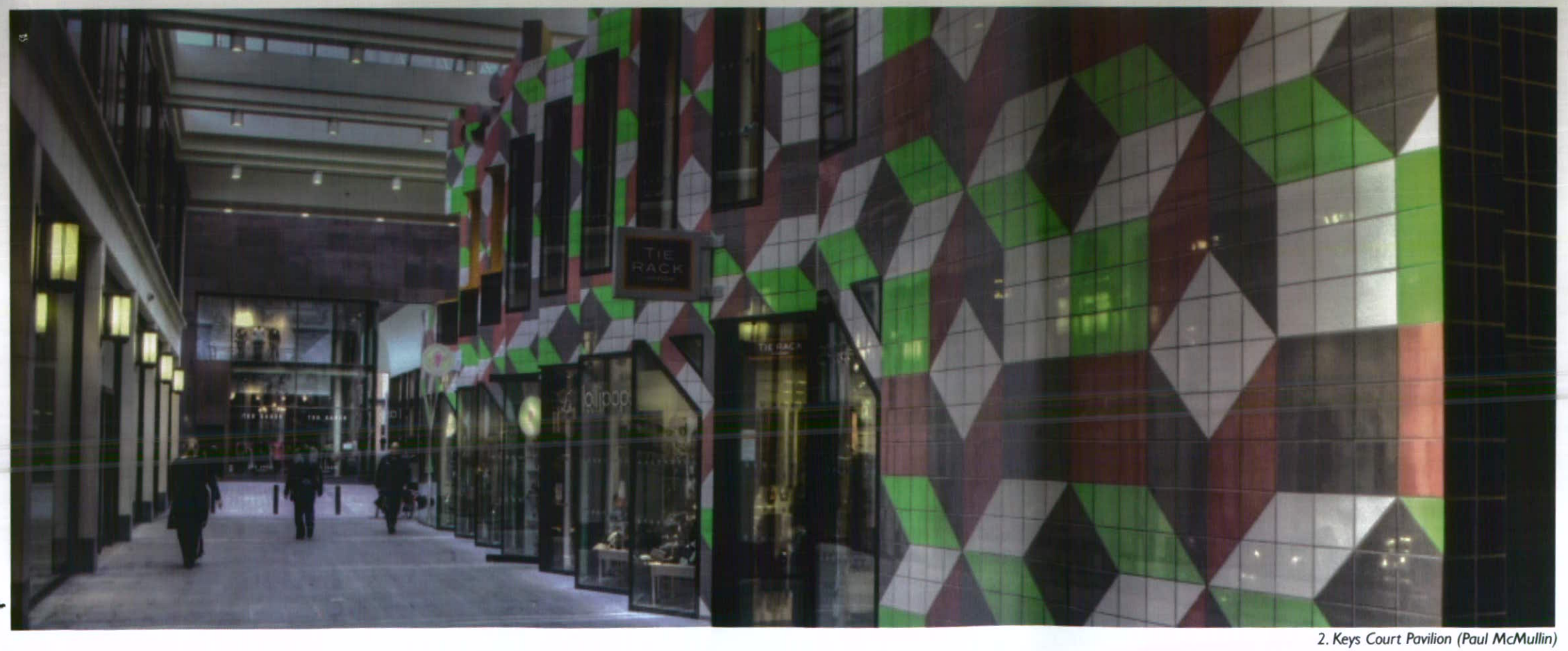
STUDIOTHREE
ARCHITECTS

KEYS COURT ARCADE
DESIGN & ACCESS STATEMENT

LIVERPOOL ONE

MAY 2012

1. Liverpool ONE (Paul McMullin)



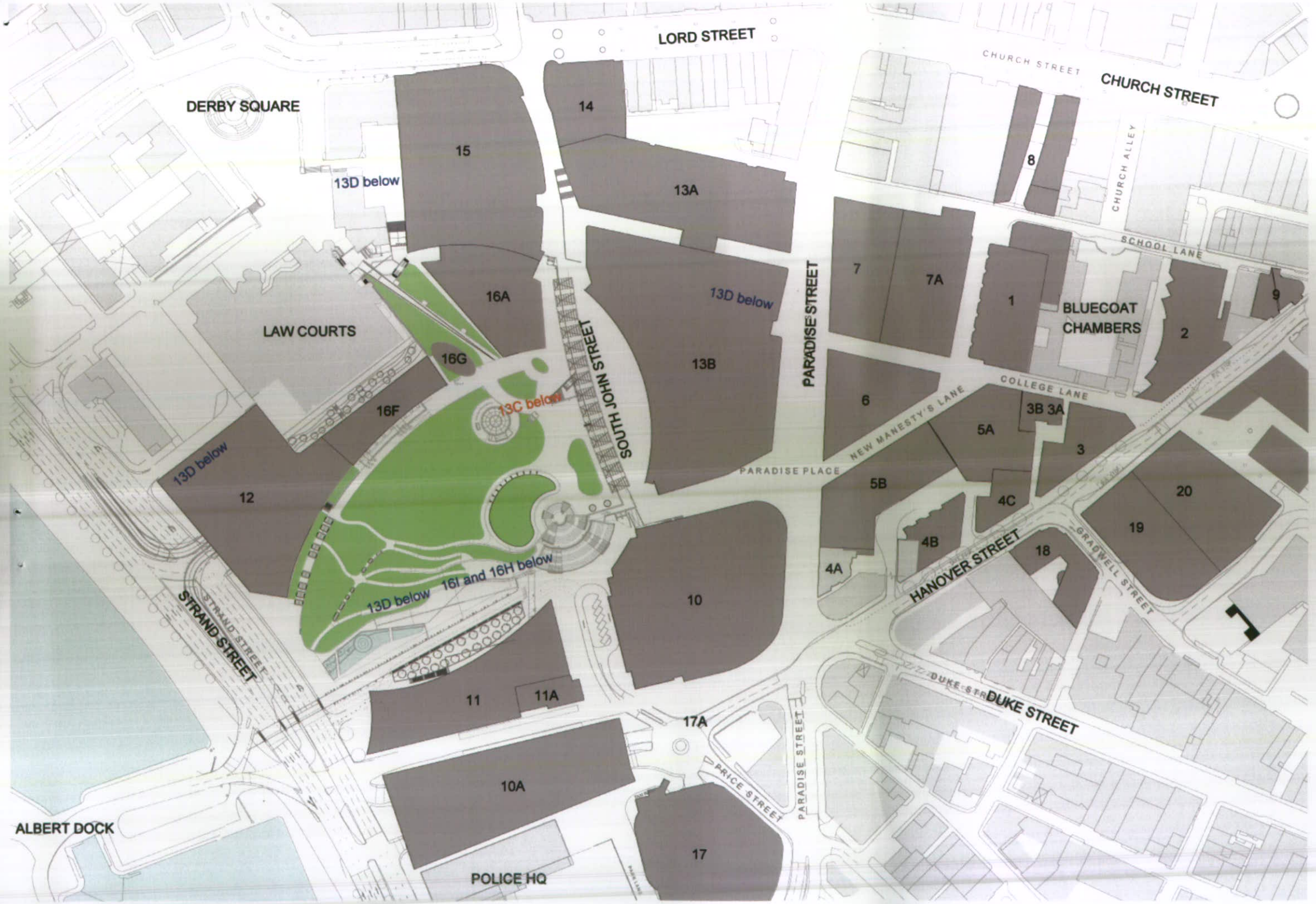
2. Keys Court Pavilion (Paul McMullin)

Studio Three Architects is pleased to present this Design and Access Statement for the Keys Court Arcade Pavilion, Liverpool ONE.

This statement seeks to address the requirements for design and access statements set out in the Town and Country Planning (Development Management Procedure)(England) Order 2010 (DMPO). It accords with the guidance contained in Circular 01/06 and CABE Guidance issued in June 2006.

Studio Three were appointed by Liverpool ONE in 2011 to begin to look at why the units in Keys Court were not delivering for retailers, with a resulting under achievement in terms of lets.

The scheme presented in this document represents a deliverable and elegant solution for a key entry point to this flagship development.



2.1 LOCATION

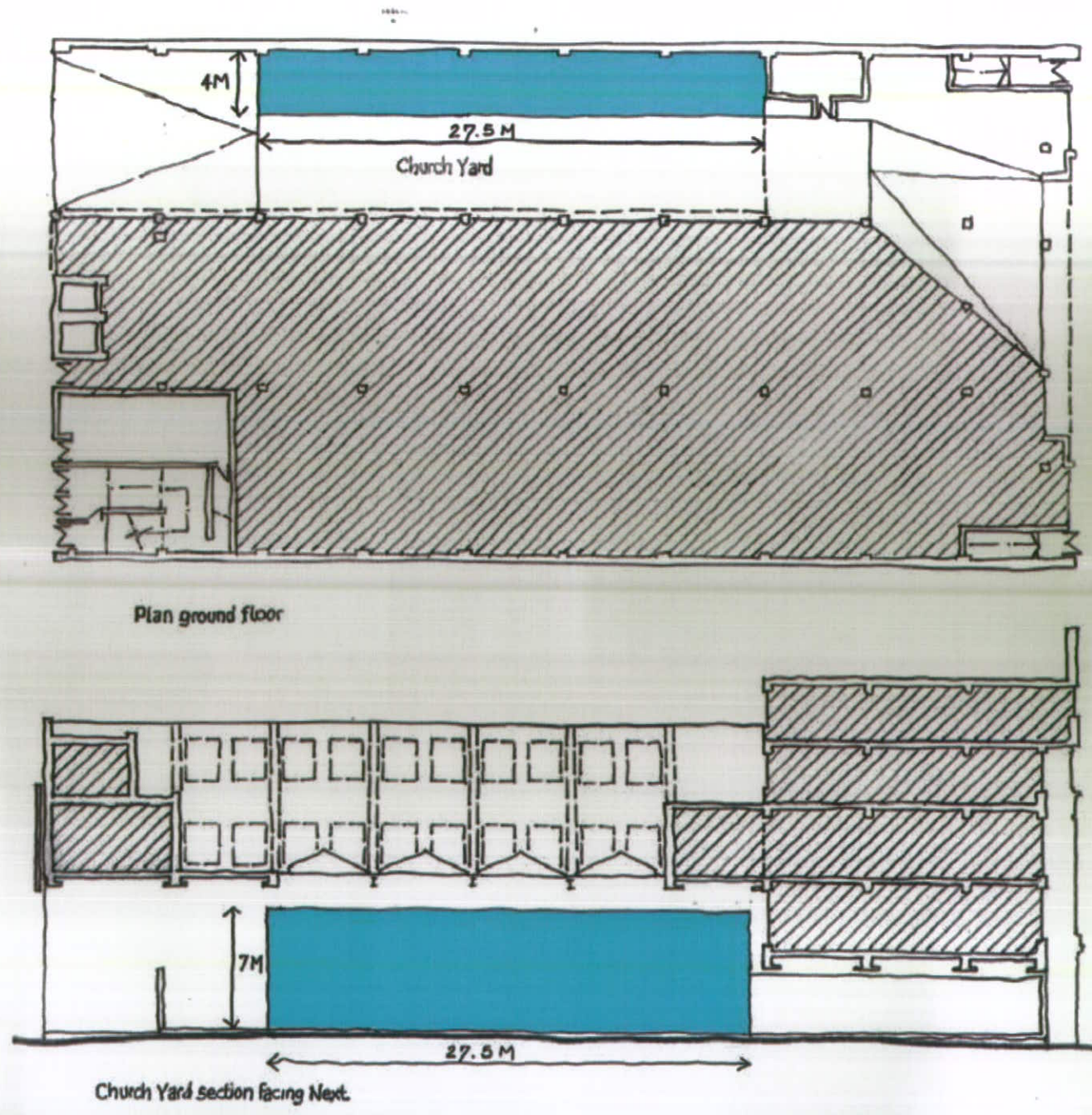
Site 8 (Keys Court) forms one of the significant thresholds to Liverpool ONE – connecting the traditional retail environment of Church Street (with key stores such as Marks & Spencer and Primark) to the newly formed arcades within Peter's Lane and College and Manesty's Lane beyond.

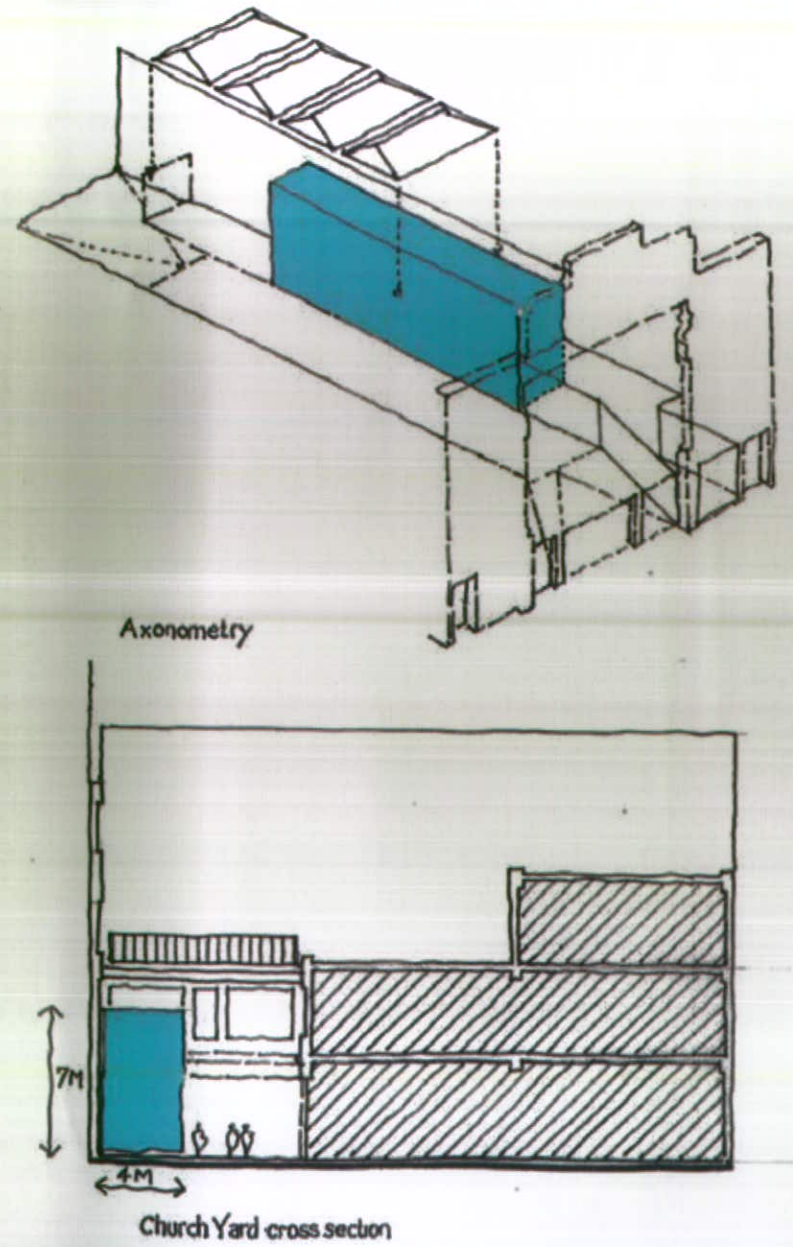
Designed by Greig Stephenson Architects as part of the wider "Paradise Street" development in 2006, the building and arcade are read in conjunction with Sites 1, 7 and 7a designed by Dixon & Jones, Haworth Tompkins and Brock Carmichael respectively.

2.2 BACKGROUND

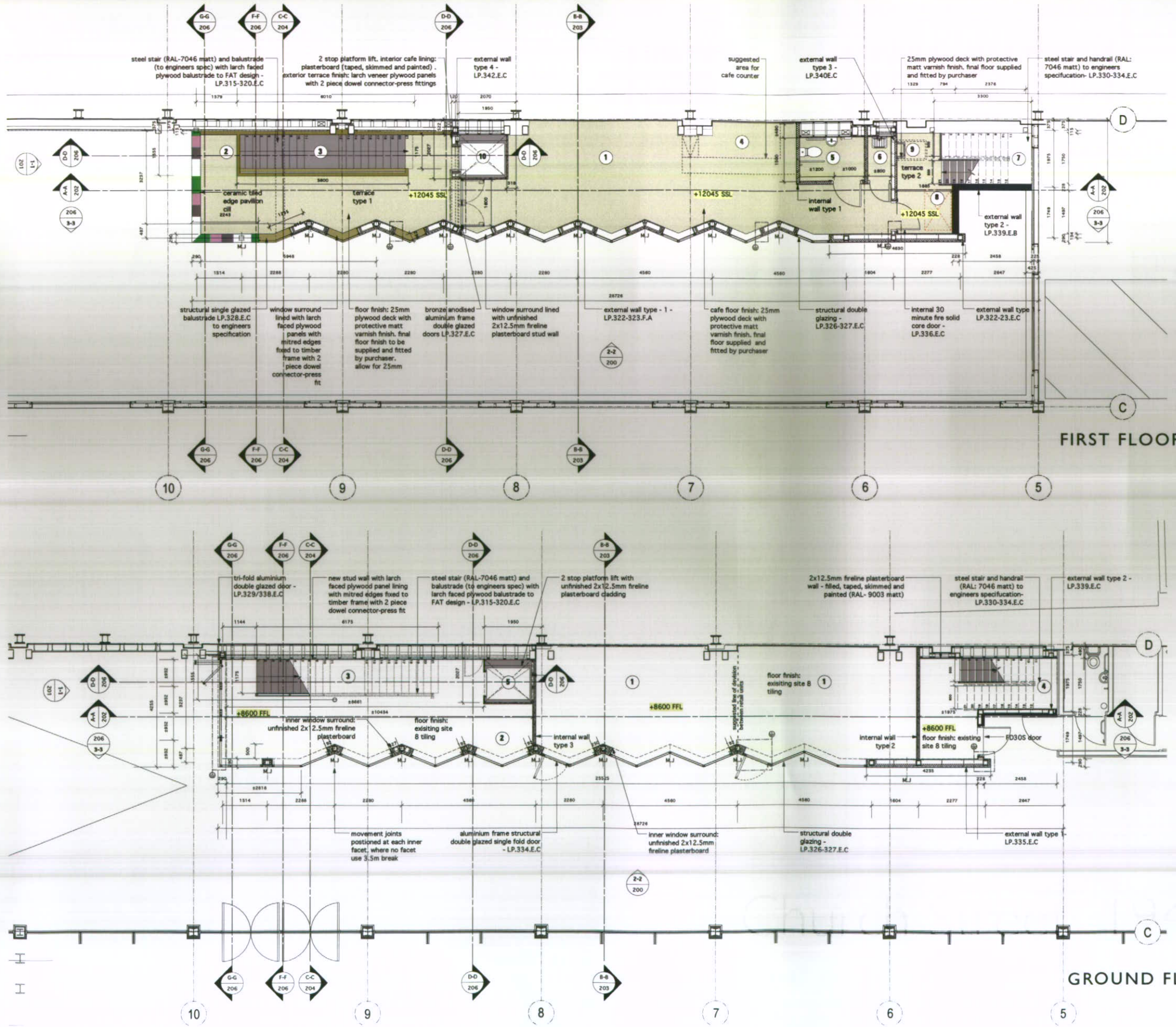
The principle of establishing a building in the courtyard was referenced in the planning application information prepared by G&S (reference 4.3.3 P18 Design & Access Statement - opposite). This scheme design was subsequently completed by FAT architects with designs for a two storey pavilion as built.

4.3.3 The Building in the Yard





Following discussions with Grosvenor and comments from LCC, it was decided to develop a new concept of an individual building within the Courtyard. its proportions and architectural language, with a potential habitable first floor, will provide a significant presence in the space. A competition involving an artist is also a possibility.



2.3 EXISTING PLANS

The existing pavilion is a steel framed structure clad with plywood, cementitious board and ceramic glazed tile.

The upper floor and roof are plywood (over timber joists between steel), with insulation sandwiched between boards. There is no waterproofing to the roof.

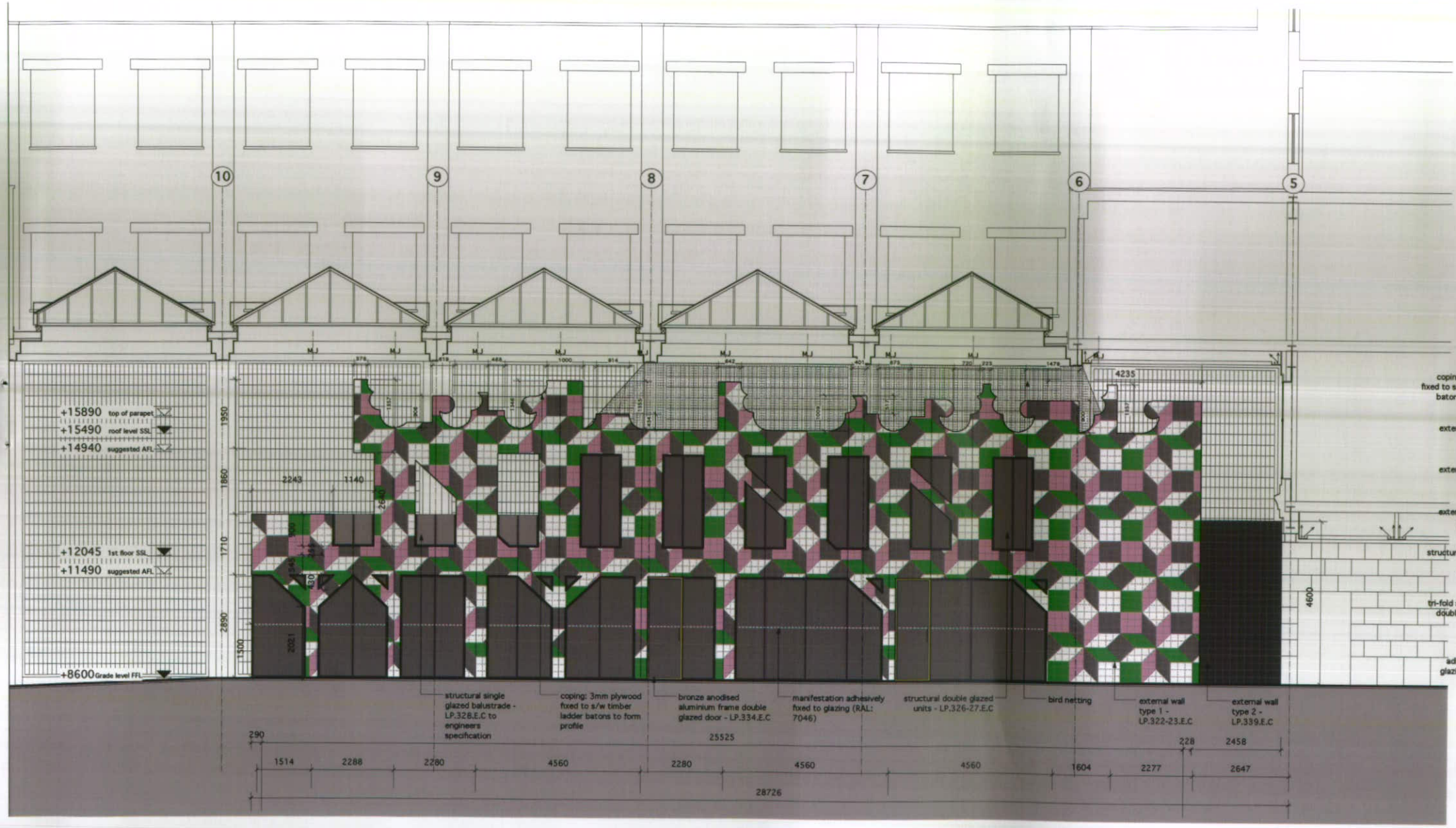
There are three retail units, two are single storey with the end unit having a upper floor (which includes an outdoor area).

The larger unit has an access stair and platform lift, with an escape stair to the opposite end of the structure.

Servicing of the pavilion is by an area adjacent containing incoming utility supplies and an accessible w/c (for staff use).

Access to the roof is via a fixed ladder from the upper storey.

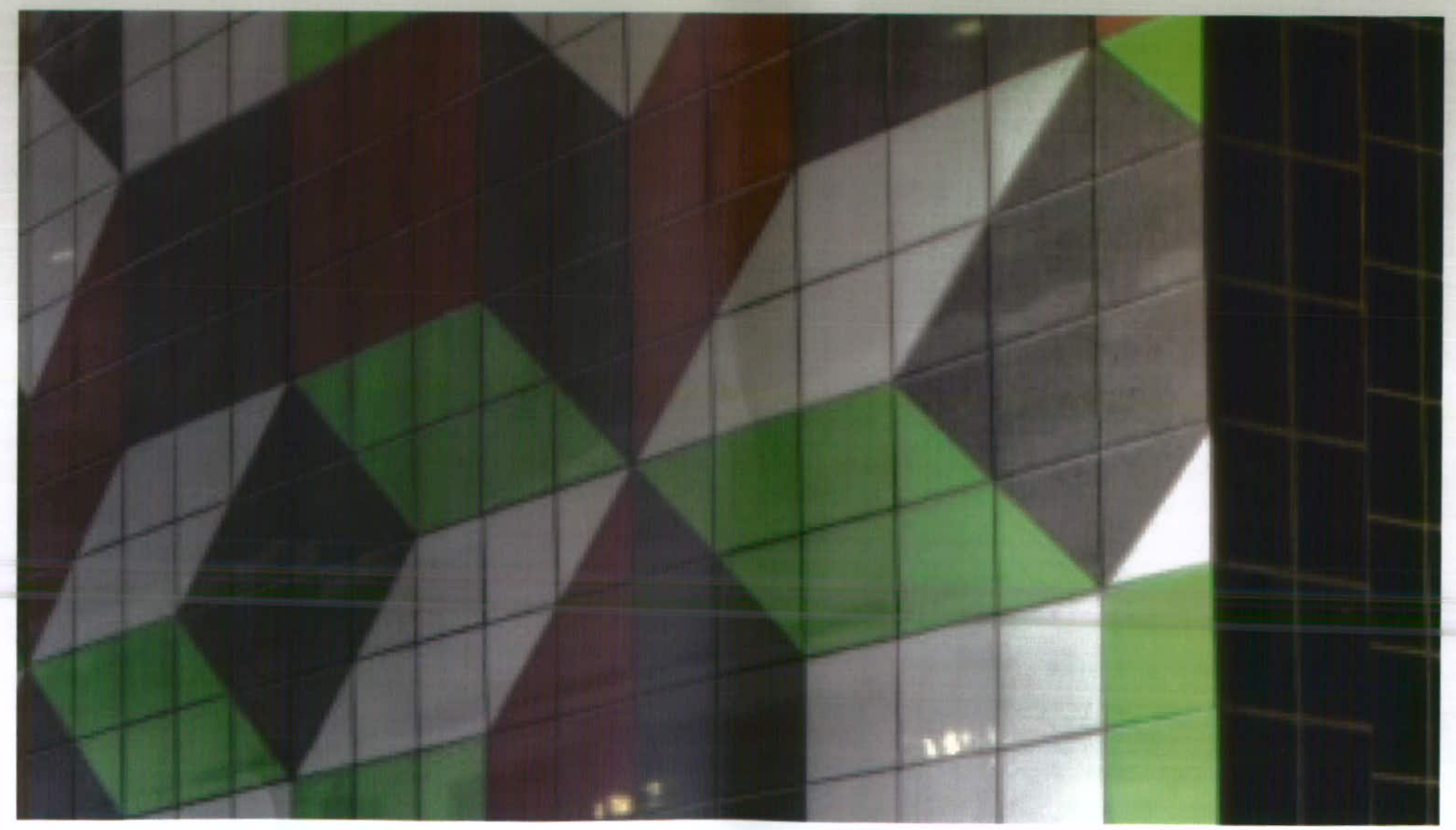
2.3 EXISTING ELEVATIONS



2.4 EVALUATION OF THE CURRENT PAVILION

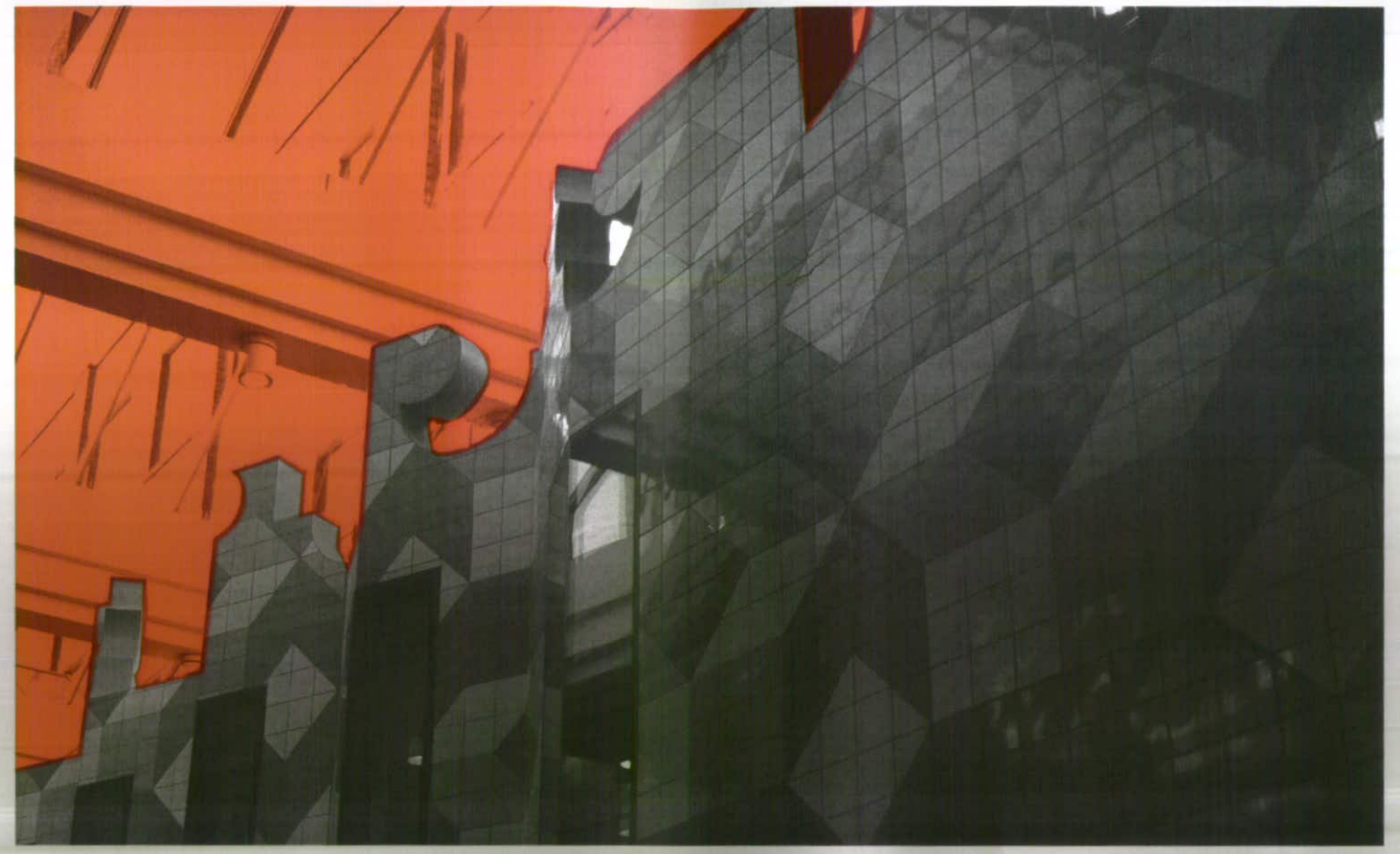
2.4.1 GLAZING PATTERN

Although interesting in plan form, the nature of the "zig-zag" glazing employed on the key elevation provides a confusing shop front. It is difficult to understand the spaces beyond the glass or to locate the entrances to units. Because the angle of the glazing reflects movement within the arcade, it is also difficult to see through past reflections into any display.



2.4.2 TILING

The complex, reflective and brightly coloured tiled elevations although effective as a motif in elevation simply add to the visual confusion of the structure. Retailers cannot easily provide signage that makes an impact without going over the top in terms of colour and scale – the nature of the background is such that nothing could complement it whilst also providing a graphic identity. The tiling has also failed at multiple locations – probably as a result of differential movement.



2.4.3 UPPER FLOOR

Although on paper the use if an upper floor provides an additional 45sqm of net space, this comes at the cost of vertical circulation. The loss of usable ground floor space in the end unit is approximately 30%. The upper floor is also not a desirable space – it has no aspect and the narrowness of the unit is accentuated by the loss of space for the staircase and lift. The proximity of the decorative pattern to the glazed roof of the arcade is also an uncomfortable relationship, preventing some natural light from reaching the ground floor.

2.4.4 SOLIDITY OF THE FORM

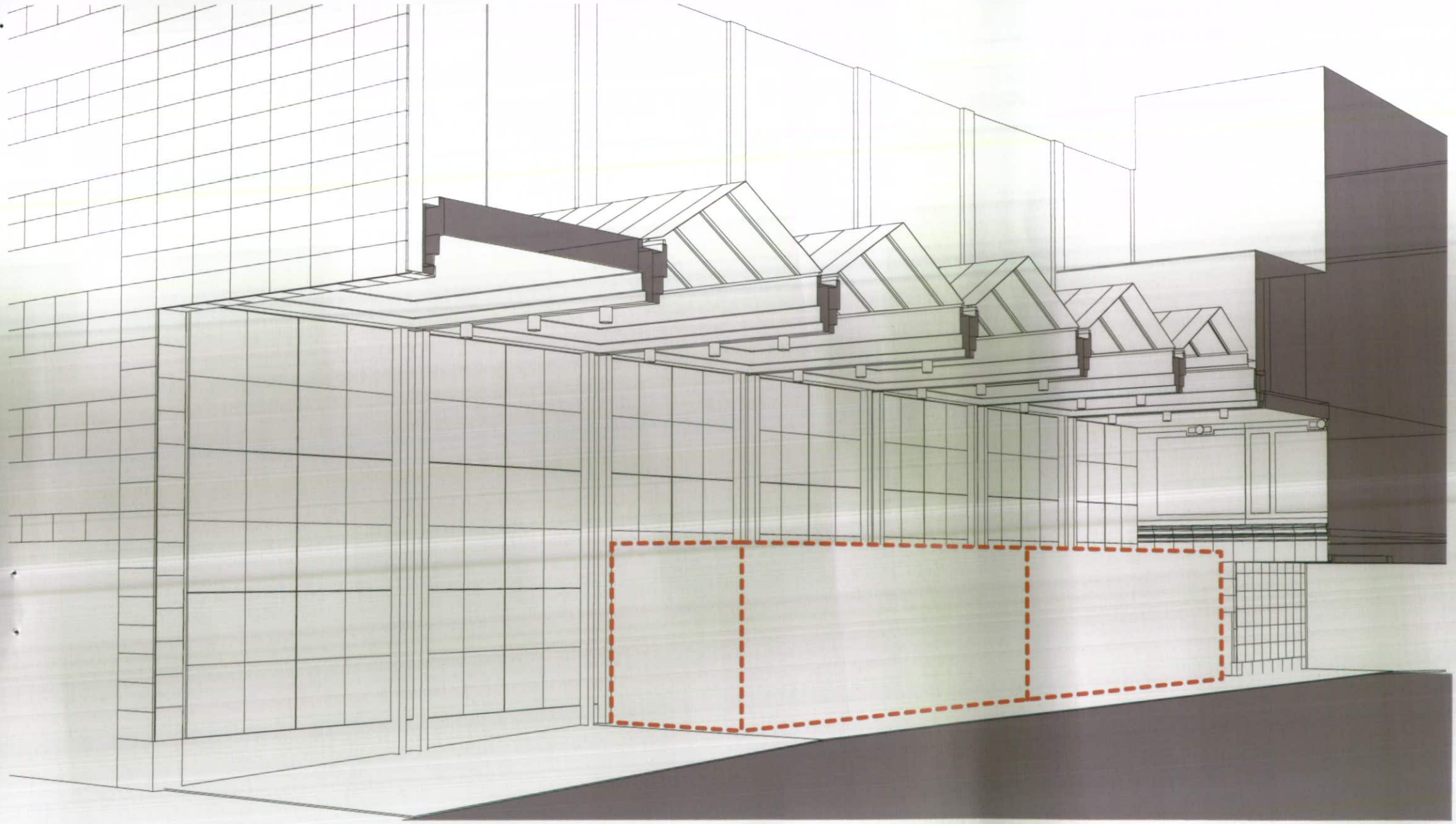
The existing pavilion is effectively a solid façade for the first 6.5m from the Church St access. This is adjacent to the solid 6.5m of the service area – leaving a long element without animation.

The key factor behind the original brief for a pavilion within the Keys Court Arcade was to help act (as with other smaller pavilions around Liverpool ONE) as a contrast to the larger retail units that make up the majority of space in the development. Smaller retail spaces allow a greater diversity of franchises or independent retailers: opportunities which in turn add to the quality of the offer at Liverpool ONE. The 2008 recession has further added value and importance to the provision of smaller spaces alongside the larger footprints, with a shift in retail patterns witnessed across the country.

As described previously, the current scheme has failed to deliver for both tenants and landlord. To have such an important entry to Liverpool ONE with empty units would have a detrimental effect on a wider area - affecting shopper and retailer confidence in Liverpool.

Previous studies have shown that completely re-building (and perhaps enlarging the footprint) would not be economically or structurally viable. The core of this brief has been to re-use.

By turning the 3 existing units into 2 simply proportioned single storey units, this scheme should attract a quality retail offering at this threshold to Liverpool ONE. This would deliver the initial concept in a sustainable way for the first time.



4.1 CONCEPT

Two simple single storey units installed as a new "piece of furniture" within the room of the courtyard.

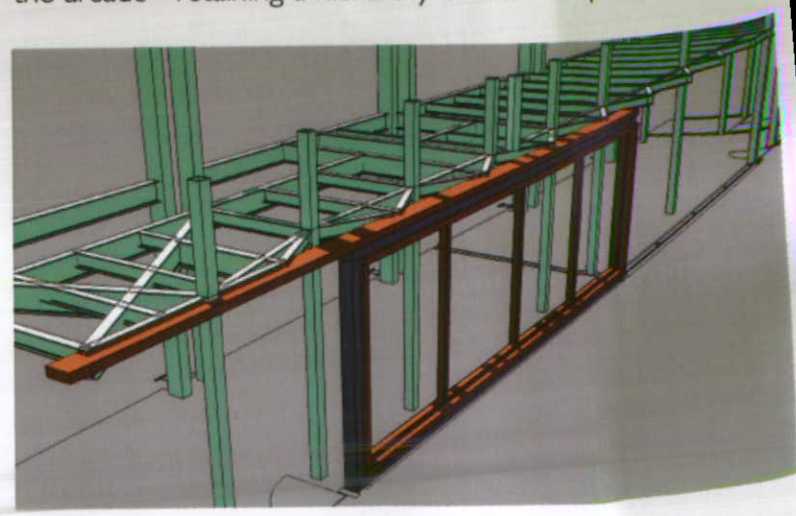
High quality finishes and an attention to clear and crisp detailing will respond to the boutique nature of desired retailers.

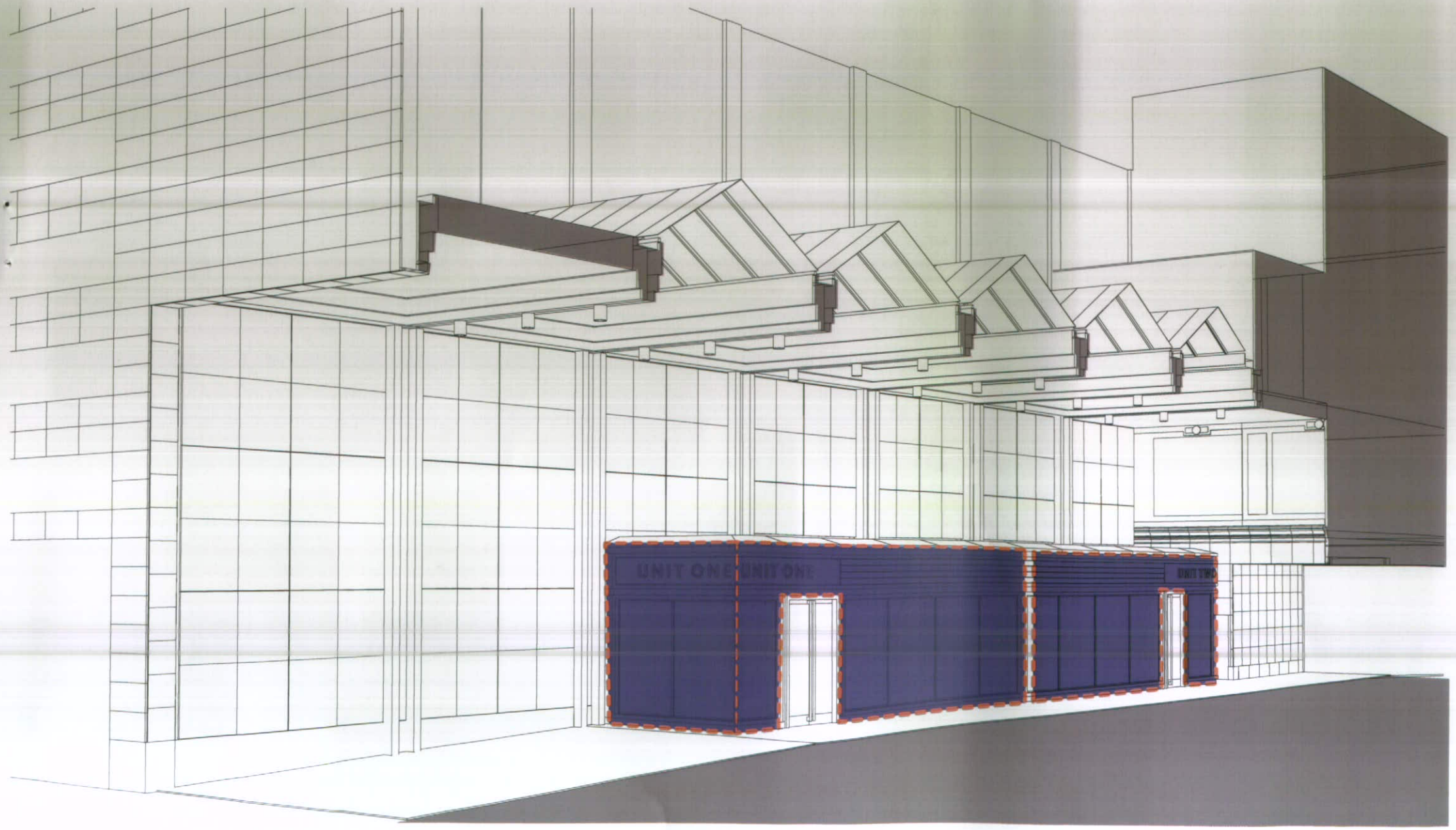
4.2 PRINCIPLES

4.2.1 To re-use as much structure as possible. This is important not just for economic and environmental reasons, but for the physical restrictions on imposing new supporting structure to the basement of the arcade – which is now a fully functioning retail space. The existing pavilion did not follow the structural grid as set out by the arcade, resulting in new structure imposed in the basement ceiling to connect to the loads from the new structure.

This design has managed to create a simply ordered and proportioned grid from this existing frame. Because of the positions of the existing steel, the new scheme is not truly symmetrical at the entrances, but the 2 key shop fronts are the same. Cross bracing will be removed at the church street end, to open up the unit (connections will be stiffened to make up for this loss).

The height of the pavilion relates to the void formed by the structural glazed openings of the arcade opposite. The height of the top flashing is lower than the frieze band on the arcade - retaining a hierarchy within the space.





4.2.2 TO MAKE A SINGLE STOREY PAVILION

One of the key failures of the existing space is the lack of interest in the upper floor. There are no key views here (either to or from the space) and no other environmental reasons to be upstairs. Retailers have expressed a desire for simple single storey spaces – especially important for small operations that are lightly staffed and serviced.

The proposed single storey units are larger than the current ground floor units with simple rectilinear plans allowing for a straightforward tenant fit out.

4.2.3 TO MAKE THE RETAIL SPACES MORE ACCESSIBLE

At the moment the retail spaces are undefined – the "zig"zag" glazing causes a disconnection between the inside and outside of the units, i.e. it is difficult to read where a unit starts and stops and the reflections make it difficult to see inside from the arcade. Blade signs, whilst poorly executed, became necessary to at least provide some visibility. The outward opening doors are also difficult to operate because of safety concerns within the arcade – doors tend to propped open in an ad hoc manner.

This scheme provides a clear definition of the 2 units with a subtle but clear signage zone (where tenant signs will be subject to further approvals and guidelines) and a defined and framed shop front for each. It is clear where the entrances are.

4.2.4 PROVIDE A MORE NEUTRAL SETTING

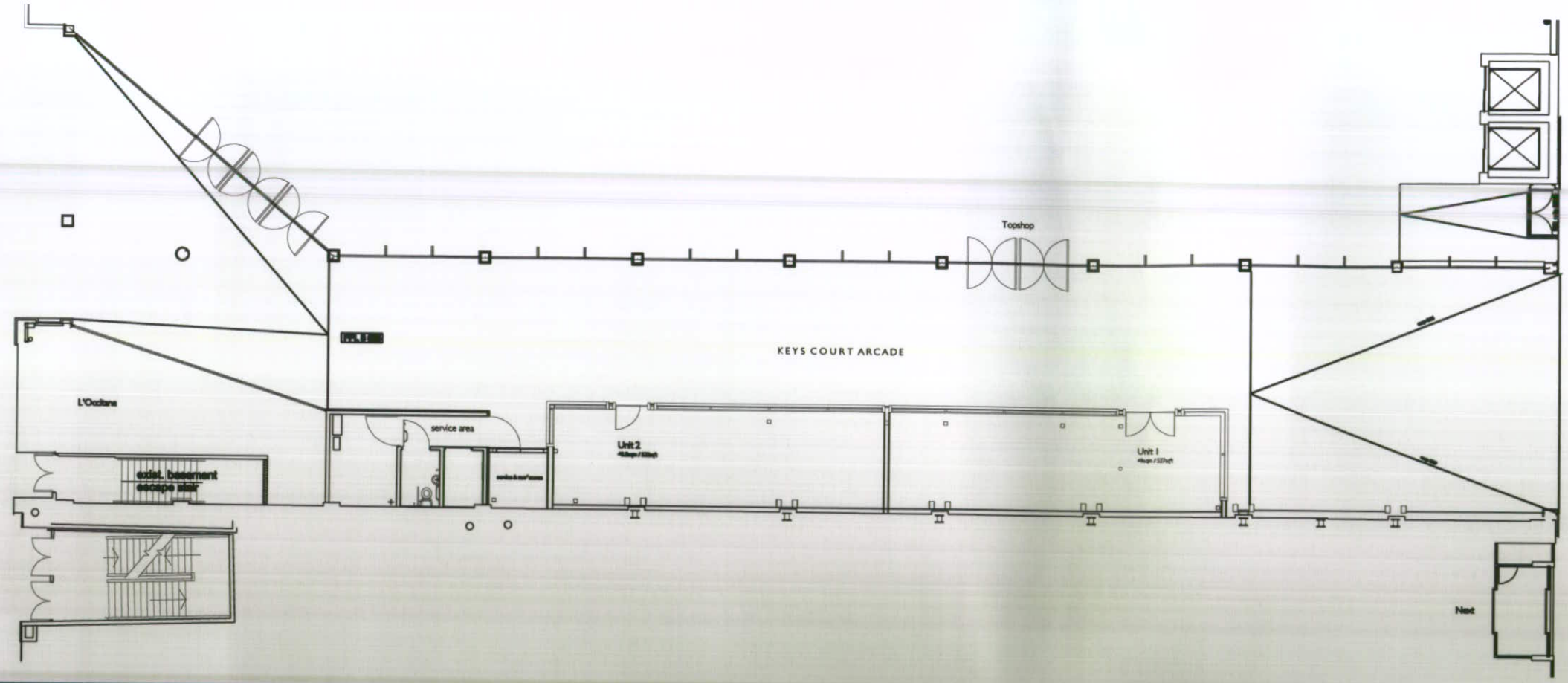
The glazed tiles provided sculptural interest for the elevations; however from a retail point of view further add to the visual noise that clashes with brand marketing.

The use of a muted palette in the new scheme acts as a frame rather than filler, allowing the displays within the glazed sections to take the attention of the shopper.

4.2.5 MAINTAIN A SEPARATE IDENTITY TO THE ENCLOSURE OF THE ARCADE

The existing arcade (as designed by G&S) was a study into extending the language of the Church Street elevation.

This scheme does not try and replicate the materials and grid of the arcade. Instead, the scheme has been designed to read as a high quality piece of furniture installed in the space – sat within but not quite attached. The heights of glazing do not directly correspond to those opposite, but there is a nod towards the necessary hierarchy of detailing within the space. Using high quality hardwood to provide solid framing around the shop fronts is a nod to timber arcade units found in other locations.



5.0 NEW SCHEME IN CONTEXT

5.1 ACCESS & MOVEMENT TO AND WITHIN THE SITE

5.1.1 The new proposals do not change the footprint of the pavilion and hence do not directly affect physical movement within the arcade.

5.1.2 The new proposals are designed to enhance the visibility of the retail units from outside of the arcade. By removing the visual clutter of the tiles and providing transparent and well lit units, these will provide a clear destination from Church St and School Lane/St Peter's Aracde.

5.1.3 The entrances to the new units are off the main axis of the mall but not in the same bay as the side entrance to Topshop.

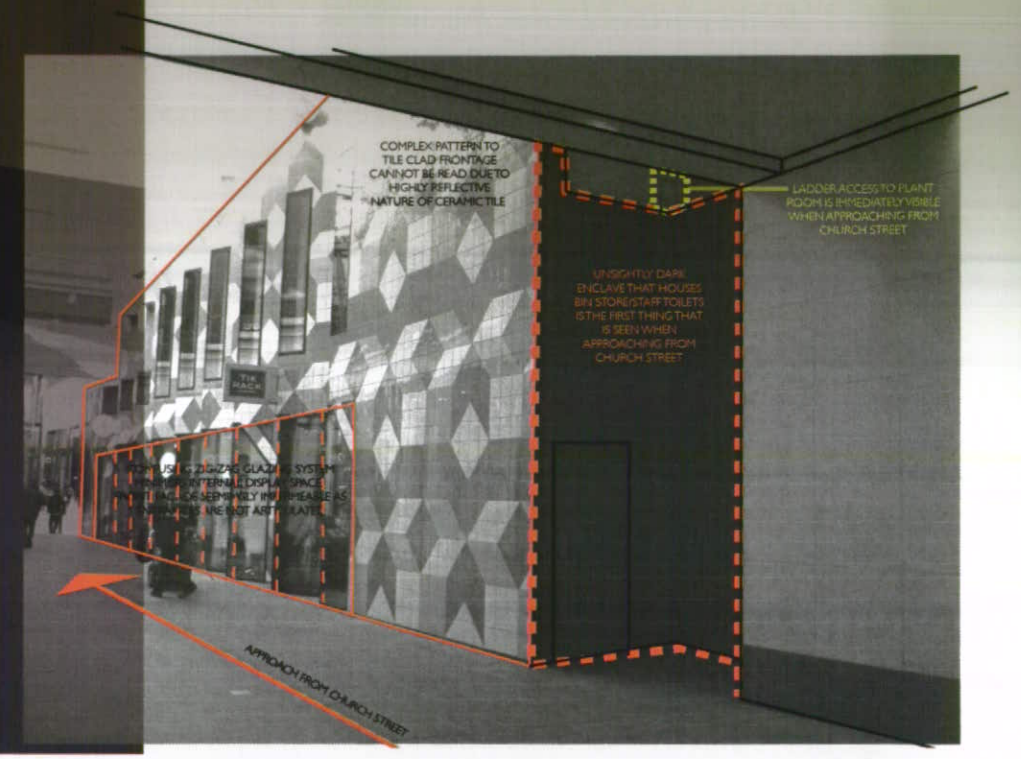
5.2 MASSING IN RELATION TO EXISTING ARCADE

5.2.1 One of the key problems with the current scheme is the mass within the arcade. The height (at over 8.2m) and the nature of the "lean-to" make it difficult to read as a truly separate three dimensional object. Clearly the width of the arcade could not support an object accessible from 2 sides, but with articulation of the new materials against a neutral frame at the junction of the pavilion and main arcade walls, the new scheme will read as a distinct object.

We have reduced the height of the new scheme to a single level, with reference made to the opening heights opposite.

The height is also determined by the need to provide a service deck to the roof level – with an upstand designed for safety and to cloak any roof top plant.

The scheme will provide an articulation of the mass in relation to the arcade – the use of framing at all edges where contact is made.



6.0 Description: refurbishment of Keys Court to form single storey pavilion building comprising two retail units.

6.1 Use. No change of use, remains as A1/A3.

6.2 Amount. Refer to area calculations on page 19.

6.3 Layout. Refer to plan AL(0)01 (appendix A) - two rectangular retail units with framed glazing to two elevations.

6.4 Scale. The new units are single storey, but respond to the scale of the arcade by referencing the height of the glazed openings opposite (refer to section AL(0)04). The party wall to the rear of the pavilion is only partially revealed - the narrowness of the arcade restricts direct views above the new pavilion.

6.5 Access to the retail units will be from the main route through Keys Court. Service access will be via the existing recess (with ladder hidden access to the roof deck for infrequent maintenance). Existing arrangments with regards to staff welfare and bin stores to remain.

7.0 MATERIALS

7.1 FRAMING.

It is proposed to use a high quality Iroko timber (from a sustainable source). This timber has the combined benefits of:

- being visually attractive both in terms of grain and colour;
- dimensionally stable, under all conditions;
- hardwearing – fit for purpose in the environment specified;
- allows for local manufacturing of the frames (rather than importing pre-made aluminium sections)
- sustainable, especially in contrast to metal alternatives.

7.2 INFILL

This will also be formed from hardwood (possibly Sapele), but stained a matt black colour.

7.3 BACK WALL

This area of existing GRC cladding will be reinstated (where the first floor is removed) with the entire wall re-coated in exterior paint (exact colour to be confirmed, but a more neutral shade).

7.4 UPSTAND

This will be a black porcelain tile of sufficient depth to be resistant to mechanical cleaning and abrasion.

7.5 FLOORING

This will be the existing mall floor (as the current situation). Retailers may choose to overlay subject to maintaining a level access at the thresholds.

7.6 LIGHTING

The units will be predominantly lit from inside, with integrated lighting permitted within the main shop signage.

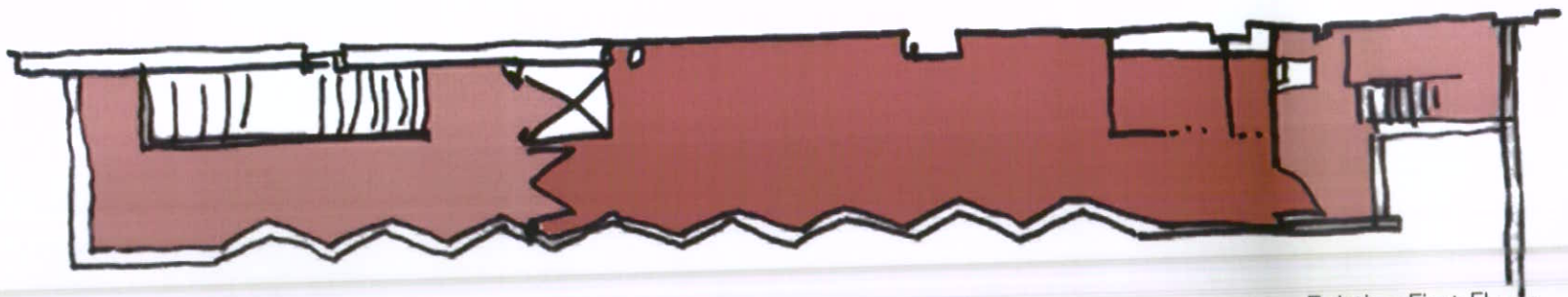
Frame mock up at 1:1
(computer added colour)

To explore the materiality further STA comissioned a full scale model of the proposed frames to the glazing.

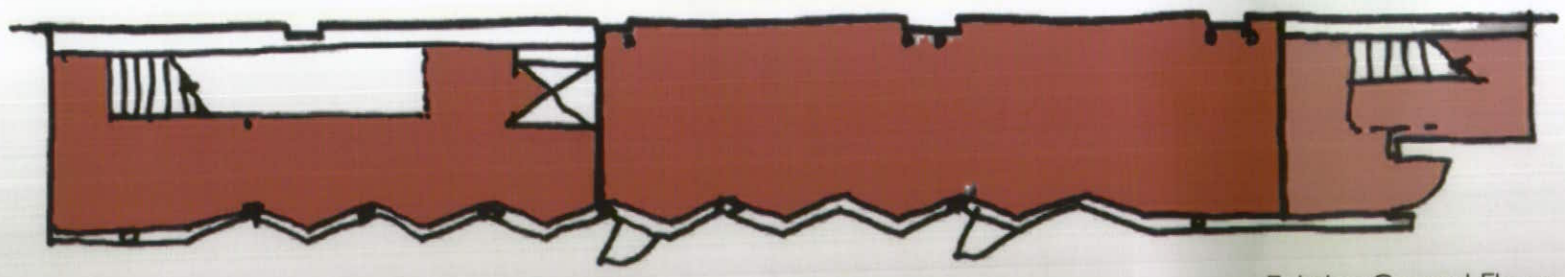
At approx 100mm in depth, the out frame will have enough substance to not be lost in the scale of the pavilion. The inner frames will be stained a dark and colour to provide a neutral frame to any shop front display.

Iroko sample (final colour/texture to be confirmed)

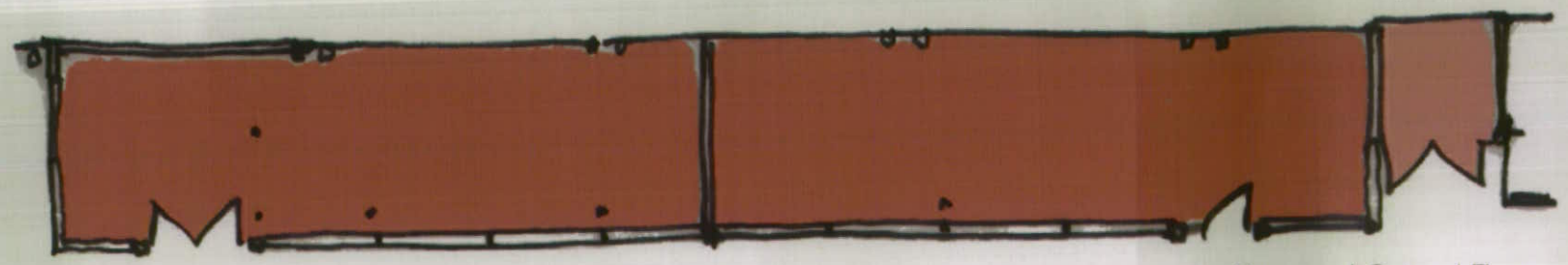
Frame mock up at 1:1



Existing First Floor



Existing Ground Floor



Proposed Ground Floor

8.0 Area Calculations

8.1 GEA Existing = 112sqm
GEA New = 118sqm

8.2 GIA Existing = 85sqm (GF) + 52 sqm (FF)*
= 137sqm
GIA New = 99sqm

* not including external terraces, roof & open stairs

9.0 Access Statement

9.1 The proposed units are single storey with level access to all areas. The entrance doors will be suitably wide for access in a wheelchair, with a much clearer definition of where to gain access – important for the visually impaired.

9.2 Access to the roof deck is for infrequent maintenance only – and will use a fixed ladder.

9.3 Access during construction: the arcade will remain open throughout the construction period for the remodelled pavilion. A hoarding line will be set up (using the existing structure for support) to provide a physical barrier to the works. It is proposed that School Lane would be used for access (during delivery hours only) with waste also moved only during delivery hours). Final details on the construction plan will be developed with the Main Contractor.

The following drawings are submitted as part of the planning application:

Drawing No.	Title	Scale	Size
OS-01	LOCATION PLAN	1:1250	A4
EX-01	EXISTING GF PLAN	1:100	A3
EX-02	EXISTING FF & ROOF PLAN	1:100	A3
EX-03	EXISTING ELEVATION - 1	1:100	A3
EX-04	EXISTING ELEVATION -2 & SECTION	1:100	A3
AL(0)01	PROPOSED BLOCK PLAN	1:200	A3
AL(0)02	PROPOSED PLANS	1:100	A3
AL(0)03	PROPOSED ELEVATIONS	1:100	A3
AL(0)04	PROPOSED SECTION	1:100	A3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