

2.0 STRATEGIC CONTEXT

2.6 LANDSCAPE & PUBLIC REALM

The adjacent precedents highlight some examples of successful landscapes and public realms within Liverpool City Centre and the surrounding area. They provide open, enjoyable areas where the public can relax.

The precedents show a combination of both hard and soft landscaping, and illustrate how they work in an urban context.

The Proposal for Bevington Bush / Gardner's Row will benefit from the inclusion of landscaped design around the site, thereby providing comfortable and safe areas for people to enjoy on their visit.



1. Liverpool One



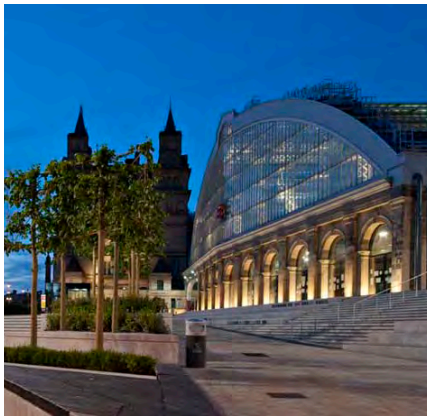
4. Bixteth Street Gardens



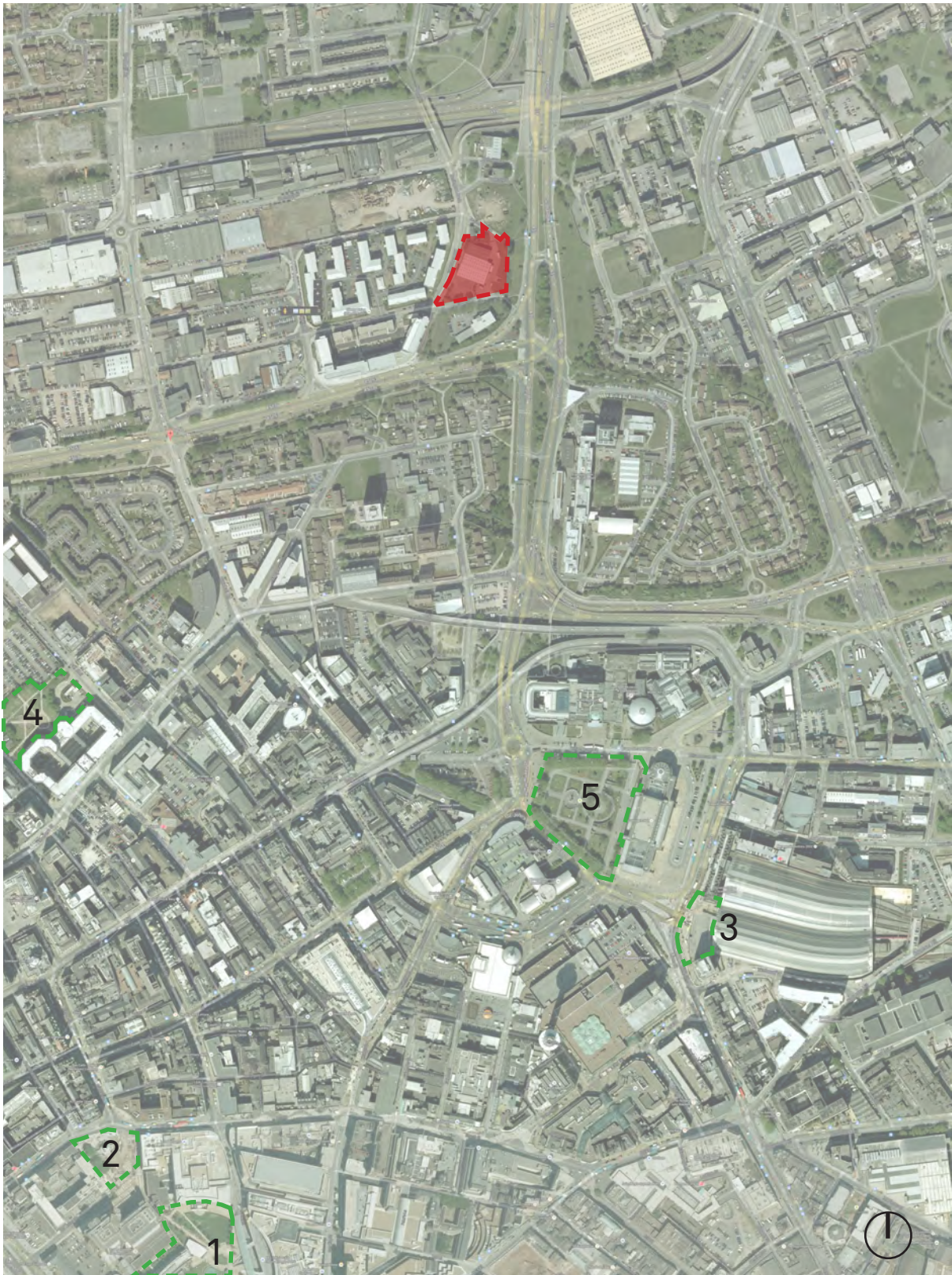
2. Derby Road



5. St. John's Gardens



3. Lime Street Station



City Centre

3.0 HISTORY OF THE SITE

3.1 CONTEXT OF BEVINGTON BUSH

The adjacent archive maps show how the area of Bevington Bush has altered over the past century.

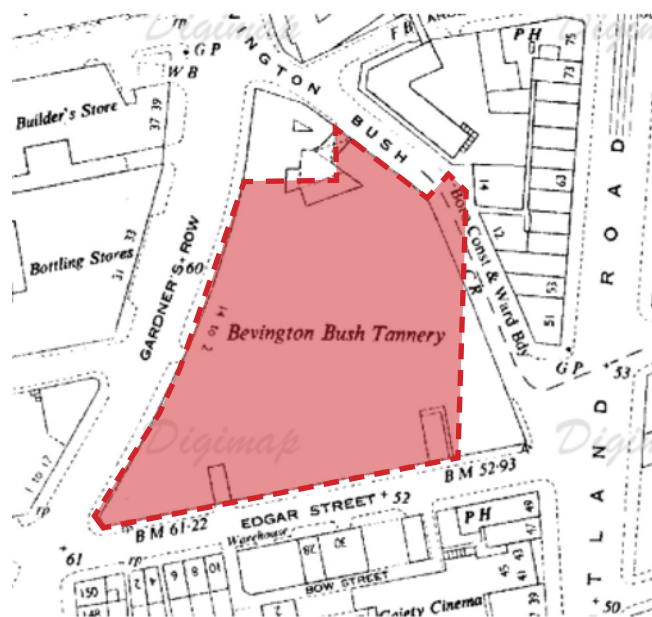
KEY
--- Existing Site Boundary



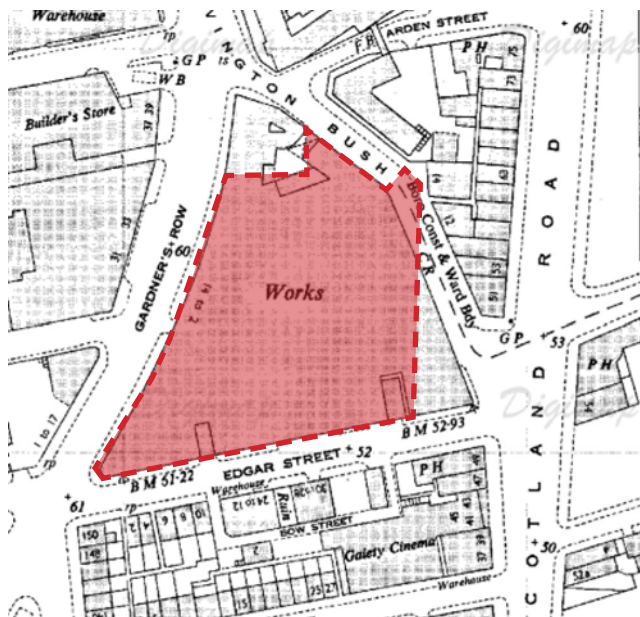
1890



1920



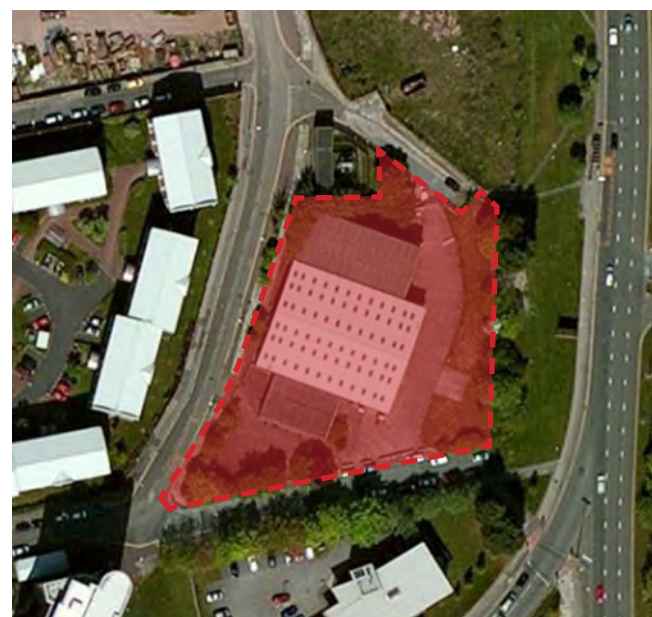
1950



1960



1970



2010

3.0 HISTORY OF THE SITE

3.2 BEVINGTON BUSH THROUGH THE CENTURIES

The modern-day aerial views of Bevington Bush show a very different site and landscape to that seen a century ago.

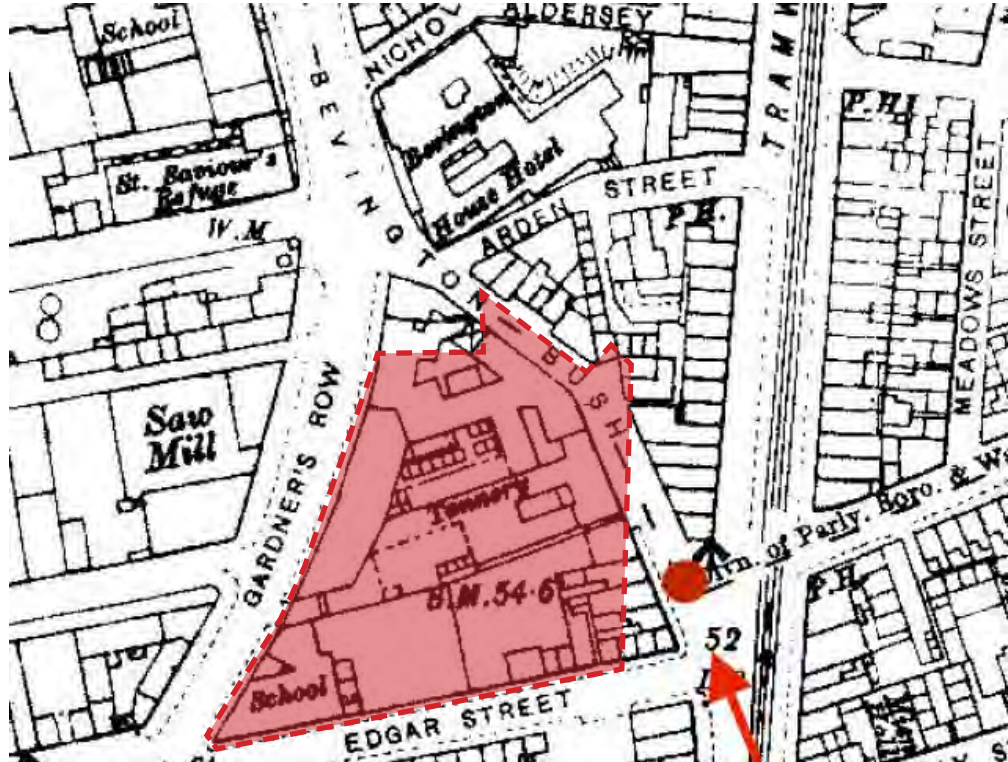
Now a relatively quiet part of the city with brownfield sites and low-lying storage warehouses, the area used to be densely populated, with the Bevington House Hotel acting as a key landmark.

The adjacent archive photography provides an essence of how the Bevington area has changed.

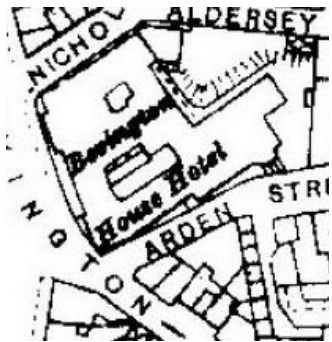
KEY
- - - Existing Site Boundary



Archive photograph showing the appearance of the site in 1891, viewed from the red dot location on the adjacent map (Bevington House Hotel visible in background)



Archive map, dated 1891, showing historic use of the immediate vicinity, with the approx. location of the site overlaid



The map above shows the location of the Bevington House Hotel at the junction of Bevington Bush and Arden Street.



An ink sketching from the late 1800s illustrates the grandeur of the Hotel's exterior, clearly identifying it as a landmark for the area. In the early 1900s, the building was renamed Arden House.



Nowadays, the original Arden Street has been lost from the original road layout, whilst the location of the grand Hotel is now a flat, lawned area of the city.

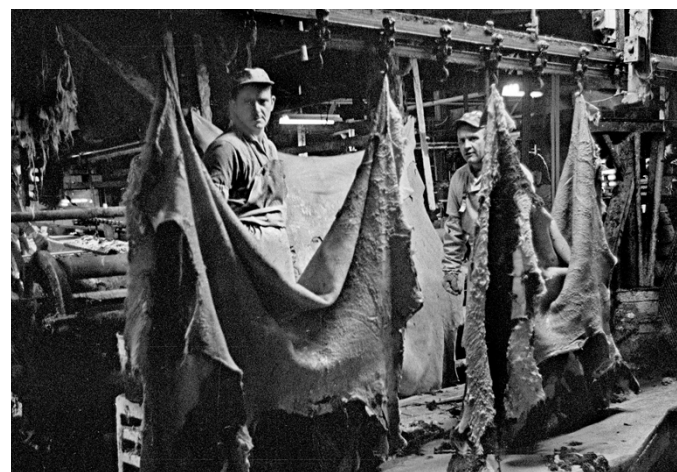
3.0 HISTORY OF THE SITE

3.3 BEVINGTON BUSH TANNERIES

The area of Bevington Bush is well-known for its history of tanneries.

Tanneries take raw animal hides and transform them into leather; a popular and versatile material. Through working the material, the form changes from a wild, rugged animal hide to the softer more supple leather.

The historic tannery building that sat on the site since the 1880s, was deconstructed in the mid-1950s. Today, the site houses a small warehouse, used as a storage facility for tertiary companies.



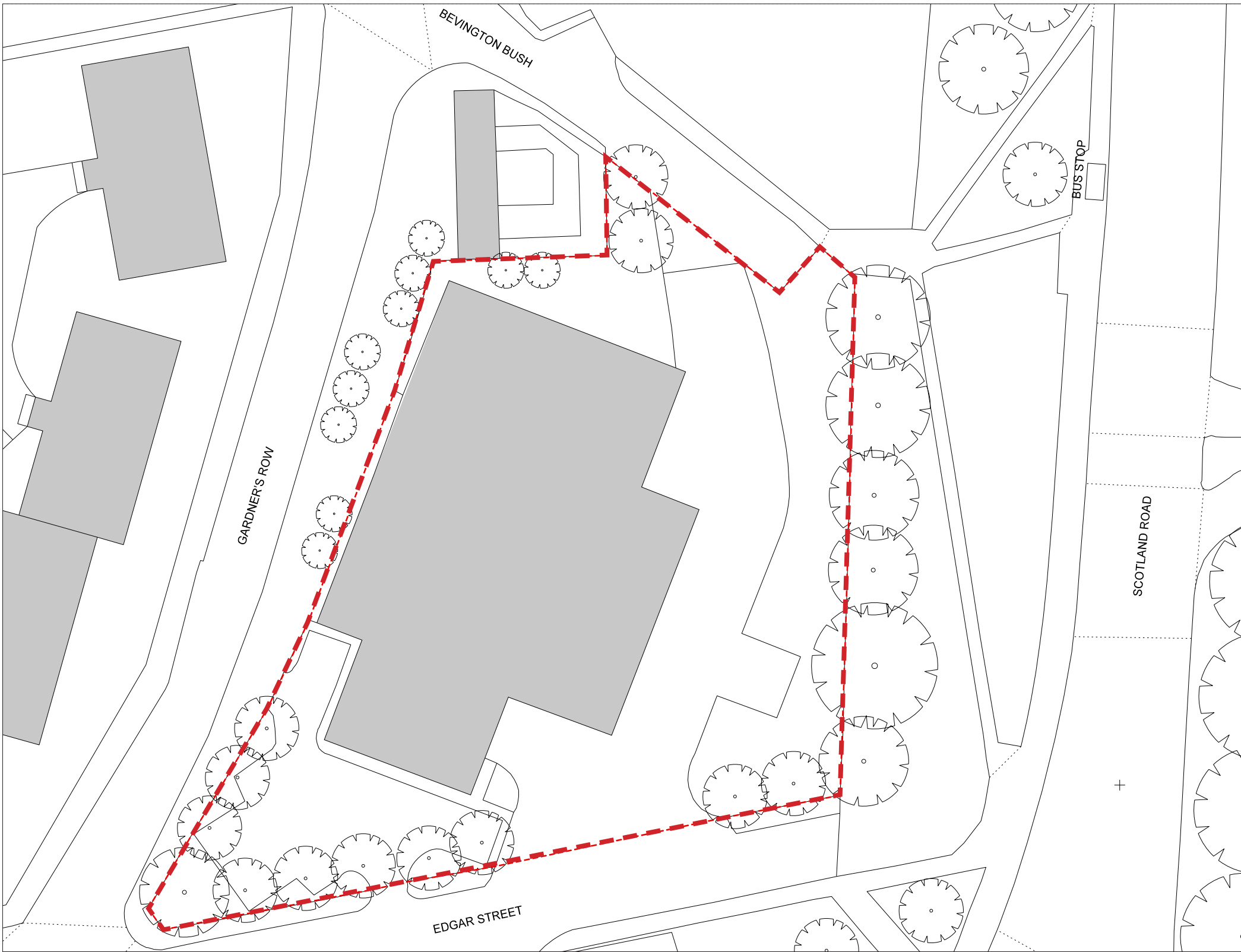
4.0 SITE CONTEXT

4.1 EXISTING SITE PLAN

KEY

Existing Site Boundary

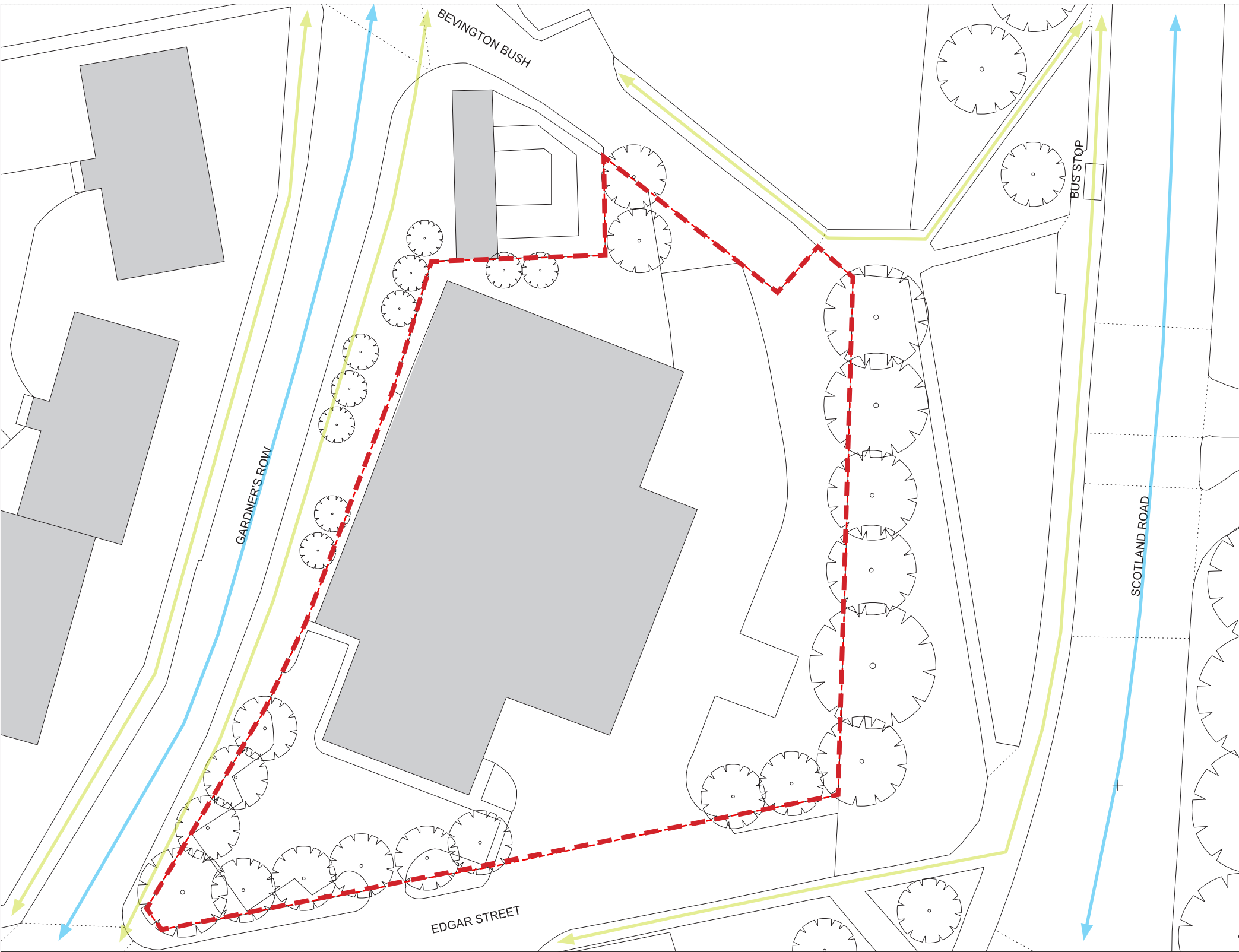
Site Area: 4006 sqm (approx.)



4.0 SITE CONTEXT

4.2 SITE ACCESS

- KEY
- Existing Site Boundary
 - Existing pedestrian routes
 - Existing vehicular routes

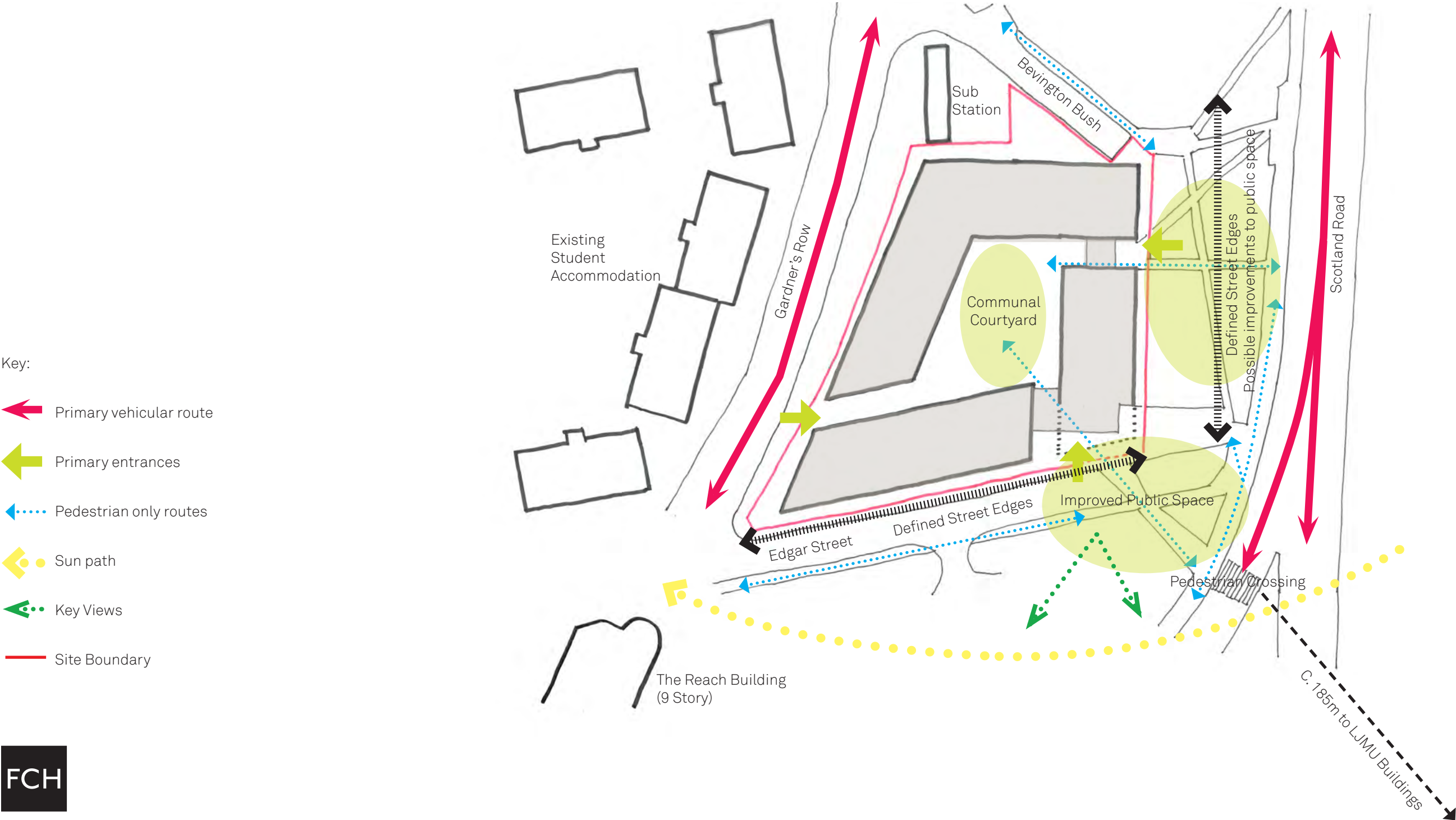


4.3 RELATIONSHIP TO ADJACENT SCHEMES



5.0 DESIGN PRINCIPLES

5.1 DESIGN OPPORTUNITIES & CONSTRAINTS

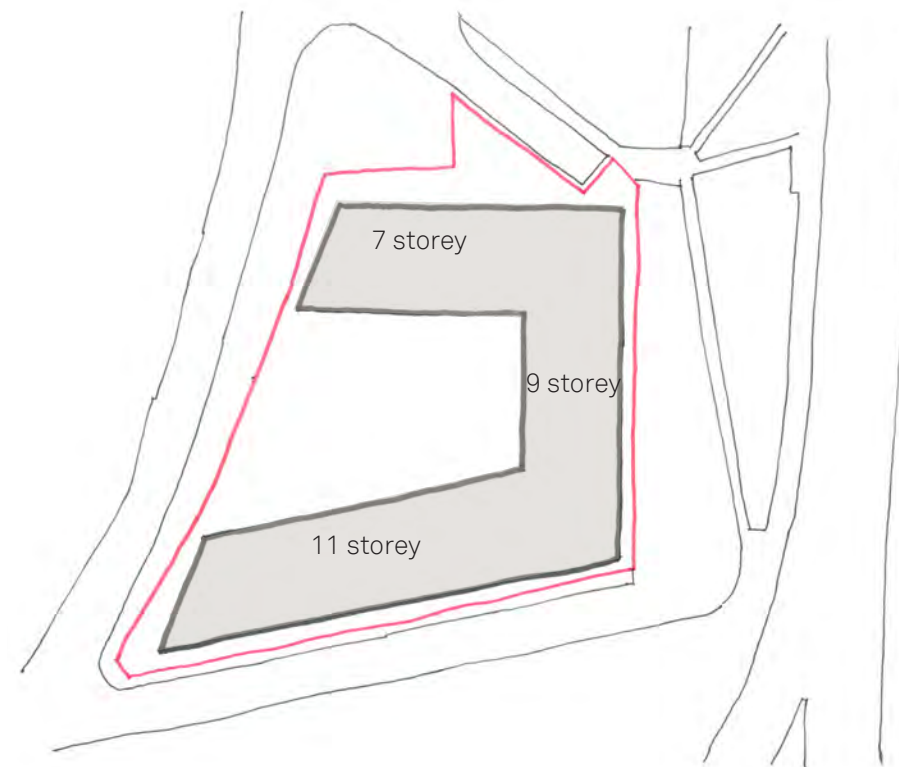


5.0 DESIGN PRINCIPLES

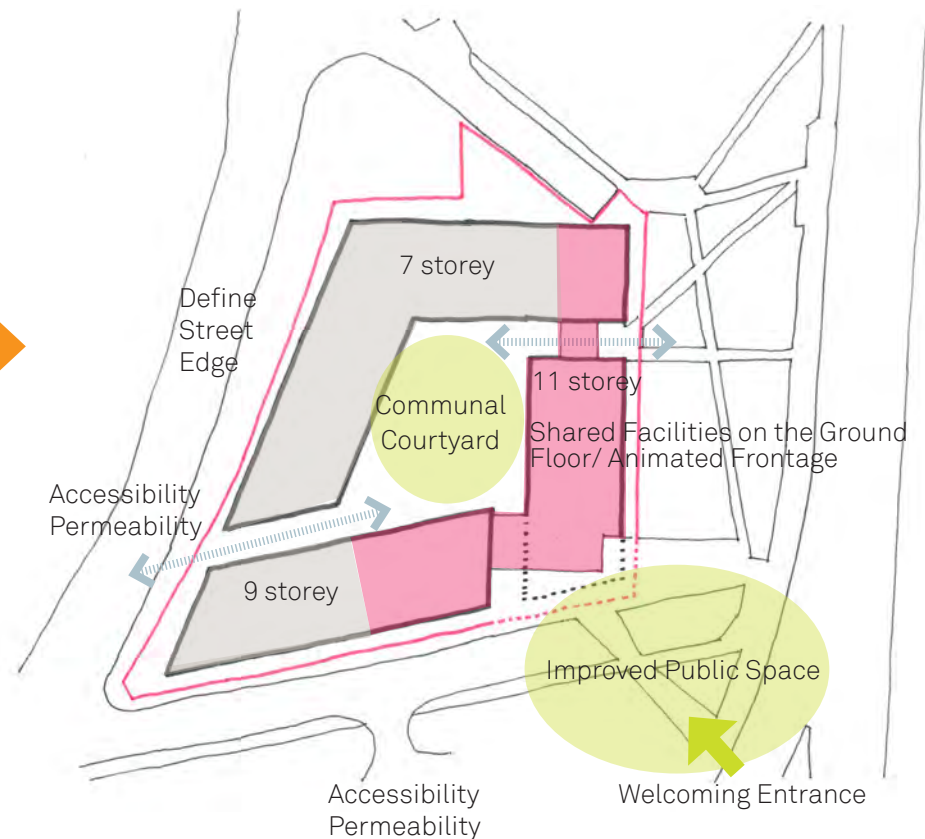
5.1 DESIGN OPPORTUNITIES & CONSTRAINTS

Design of the building was modified to meet comments and requirements discussed during the first Pre-Application meeting.

- The building height was reduced to 9 storey towards The Reach to match the height of the existing building.
- Mass of the building was broken down into two distinctive buildings with different elevation treatment to avoid repetitive facades.
- The tallest building fronts Scotland Road to define strong street elevation.
- Ground floor spaces fronting main roads are designated for communal living/leisure spaces for residents, an on-site building management office and leisure/gym uses, in particular along the southern and eastern elevations, and south-western building corner, thereby creating a more animated and inviting development.
- The main entrance to the building has been relocated to Edgar Street with the intention to incorporate the derelict area of public highway at the end of Edgar Street into the development to provide enhanced amenity space provision and a more attractive setting to the development, although this will require agreement of the Council's Highways Manager.
- Openings within the mass of the building add interest and permeability to the development.
- All kitchens/communal lounges are located at the corners of the development to create animated elevations further enhanced with corner windows.
- Entrance to the building is welcoming and distinctive.
- High quality landscaping scheme proposed as part of the development.



Previously Proposed Design 1



Previously Proposed Design 2

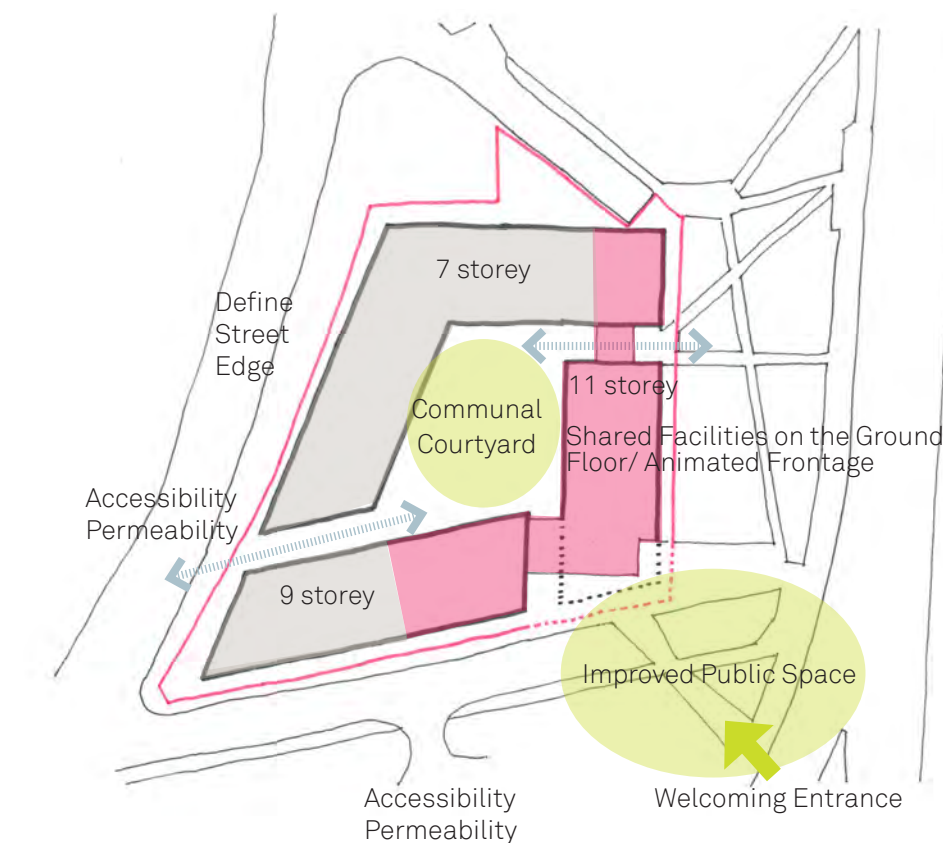
5.0 DESIGN PRINCIPLES

5.1 DESIGN OPPORTUNITIES & CONSTRAINTS

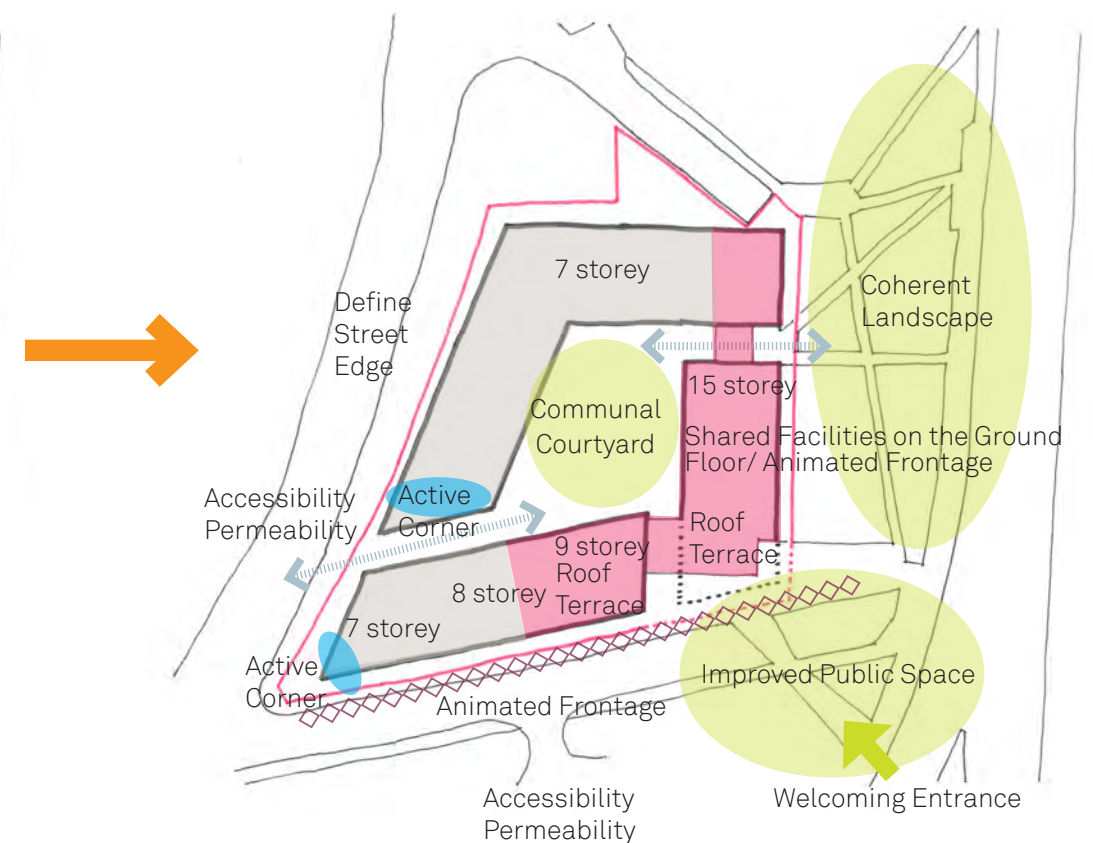
Notes below from second pre-app on 31st of June 2015

The outcome of the meeting was positive with the planners welcoming the residential scheme. The items that will require further consideration are as follows:

- Coherent landscaping scheme between the proposed residential scheme and the student accommodation scheme on the adjacent site in the form of a linear park along Scotland road. The proposal will have to be discussed further with the Highways department.
- Maintenance and management of public landscape spaces (linear park)
- Additional communal areas within the building with access to the roof terrace
- The form of the building along Edgar Street to be stepped to allow for roof terraces with the possibility to increase the height of the building along Scotland road to fourteen storey to maintain proposed number of accommodation units.
- Possibility of converting the studios into larger 2 bed apartments in the future if there will be a demand.
- Possibility of having an active corner on the ground floor level at the junction of Edgar Street and Gardner's Row currently used as a plant room.
- Car parking provision within the area. This will have to be discussed further with Highways officers and assess within the Transport Statement.
- Noise survey



Previously Proposed Design 2



Previously Proposed Design 3

5.0 DESIGN PRINCIPLES

5.2 KEY DESIGN PRINCIPLES

Our aim is to provide a high quality development in the Vauxhall area of Liverpool

The design intention is to provide residential accommodation (with communal facilities) that will add to the vitality and viability of future developments

The proposal aims to provide a scale of development appropriate to the local area which will act as a catalyst for further regeneration

The appearance of the overall development will be refreshing and modern, designed to be thermally efficient, taking advantage of pioneering techniques to deliver a high quality finished product

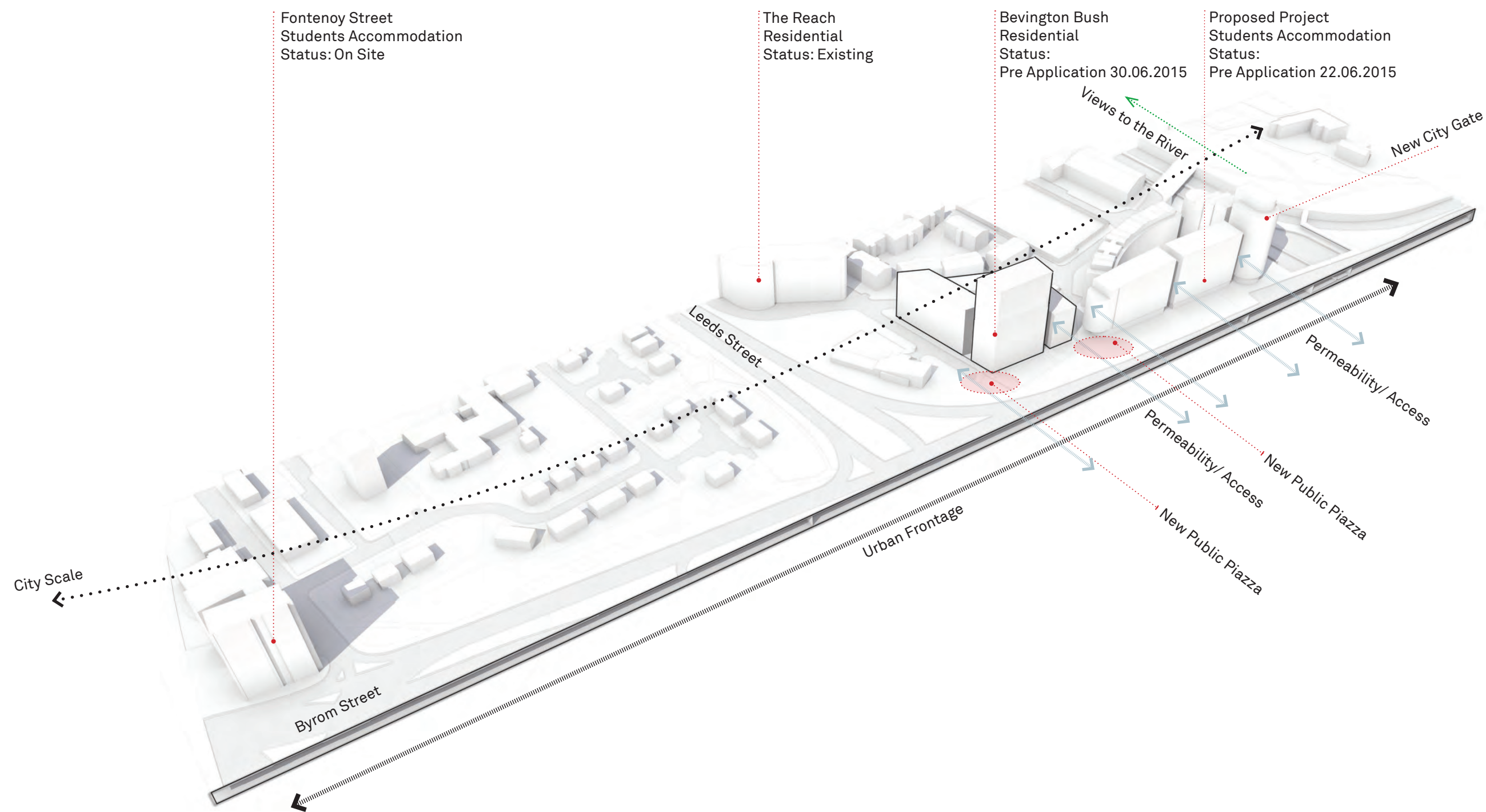
Security will be increased on and around the site, by providing passive surveillance and avoiding the creation of concealed or hidden recesses within the building

New hard and soft landscaped areas will be designed and incorporated into the scheme's design, thereby vastly improving the area's public realm

6.0 DESIGN DEVELOPMENT

6.1 DESIGN CONCEPT

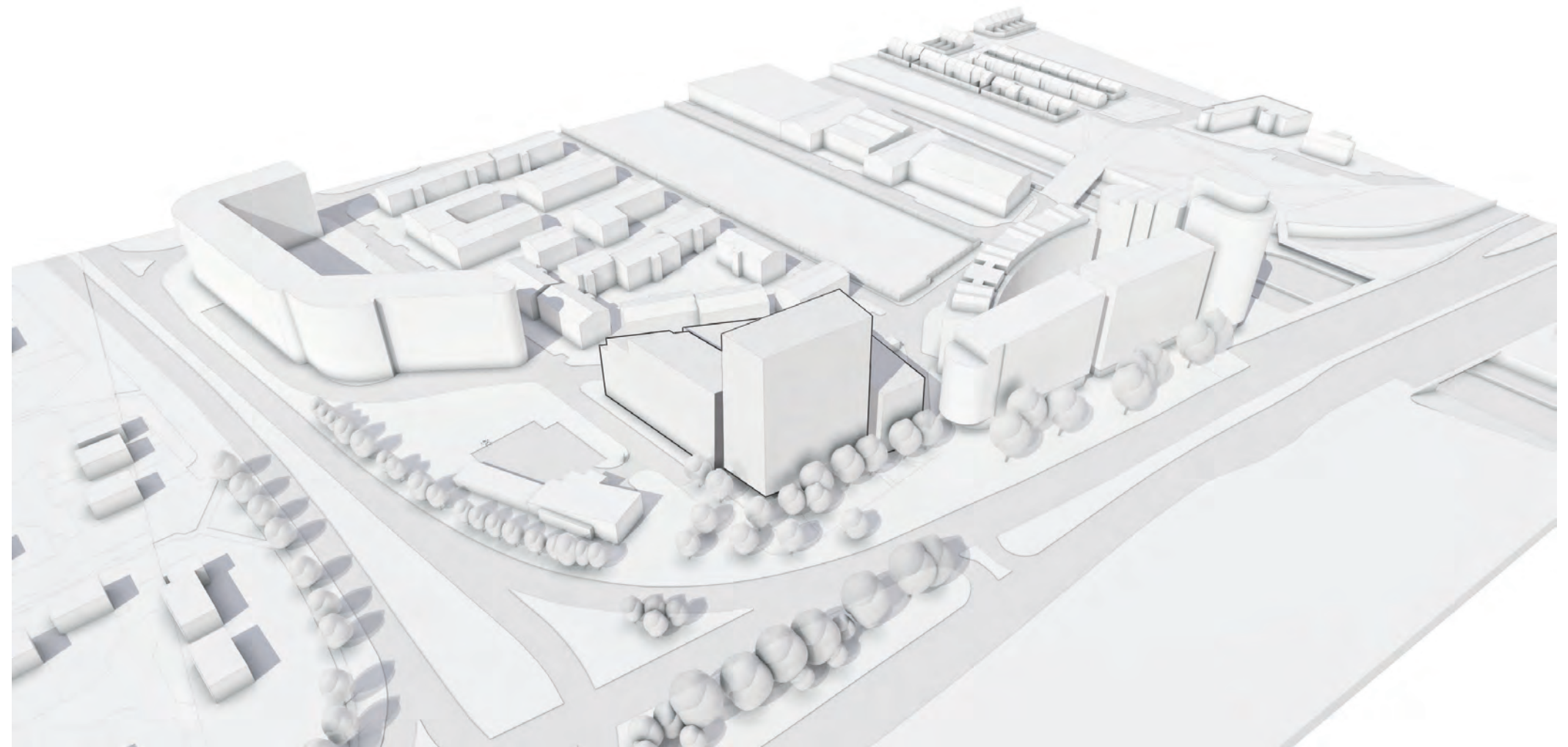
6.2.1 Schematic Concept



6.0 DESIGN DEVELOPMENT

6.2 SCALE & FORM

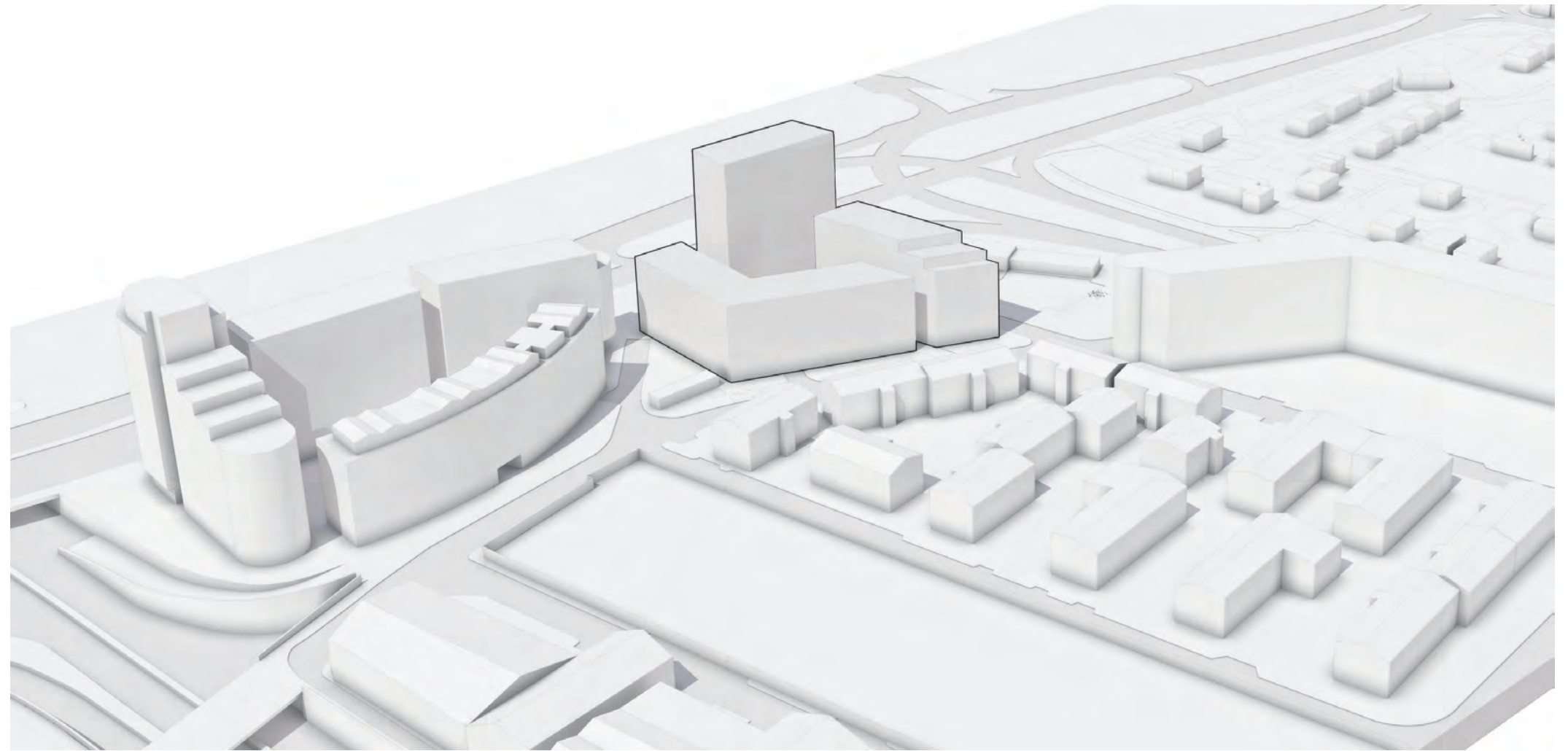
6.2.2 Aerial View North-West



6.0 DESIGN DEVELOPMENT

6.2 SCALE & FORM

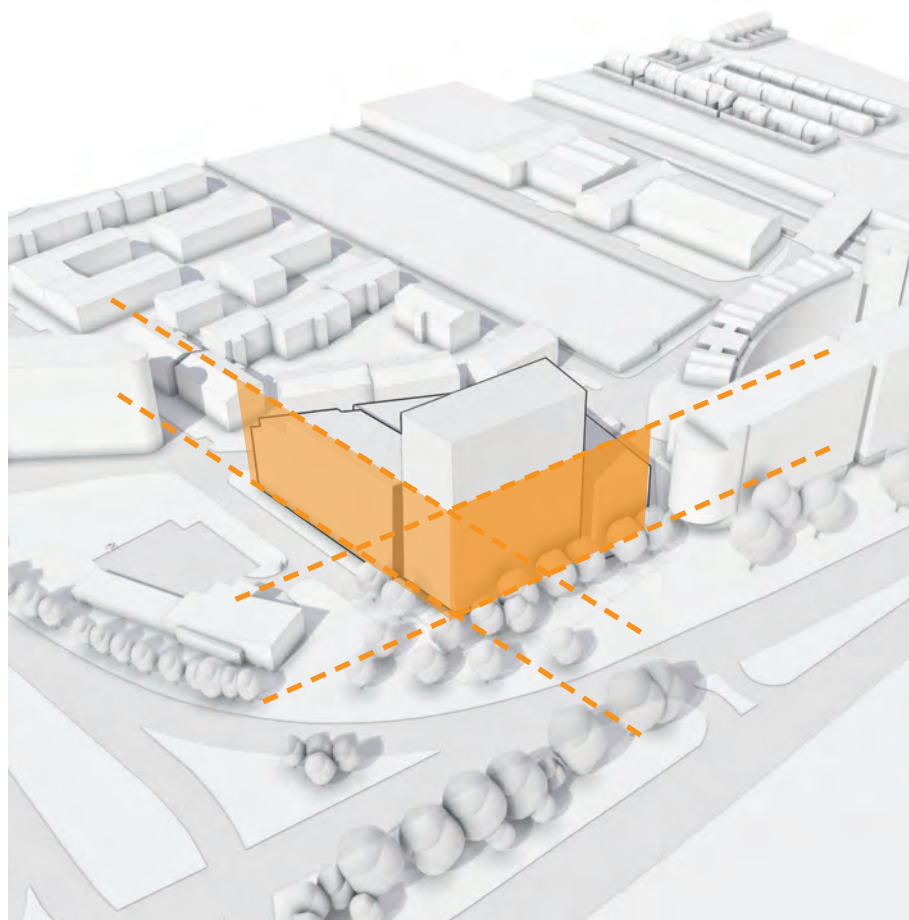
6.2.3 Aerial View South-West



6.0 DESIGN DEVELOPMENT

6.3 DESIGN CONSIDERATIONS

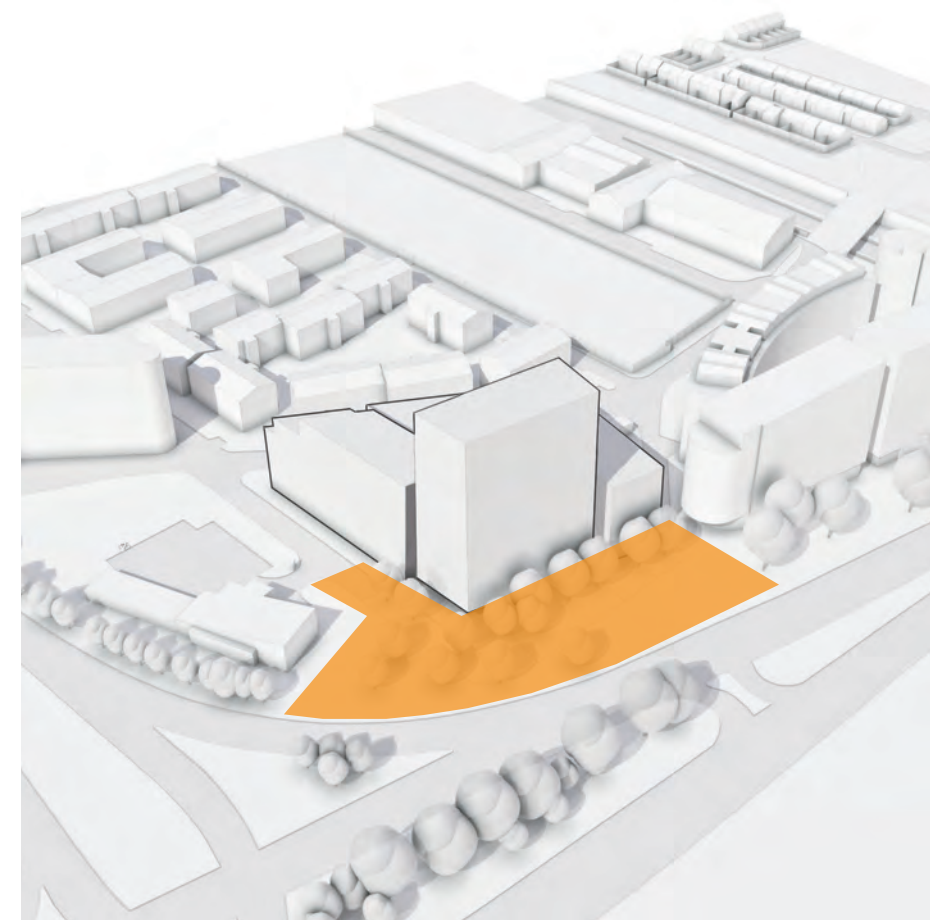
6.3.1 Defining the Edge



Defining the streetscape



Creating key nodes

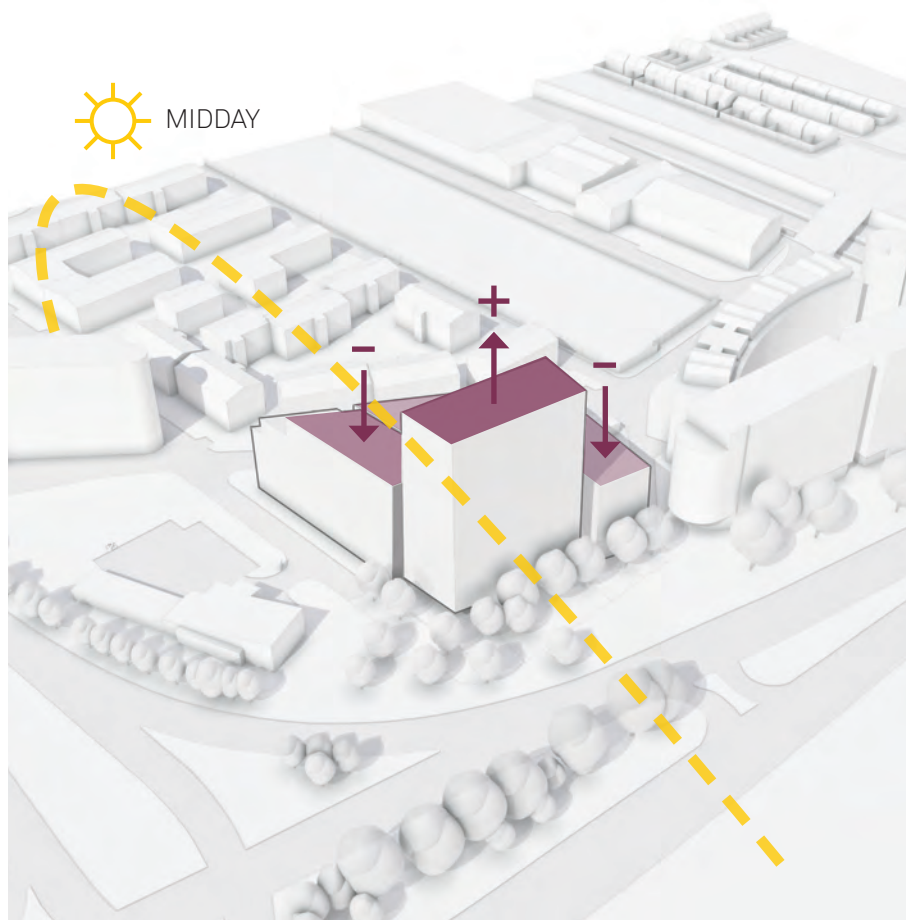


Providing a setting

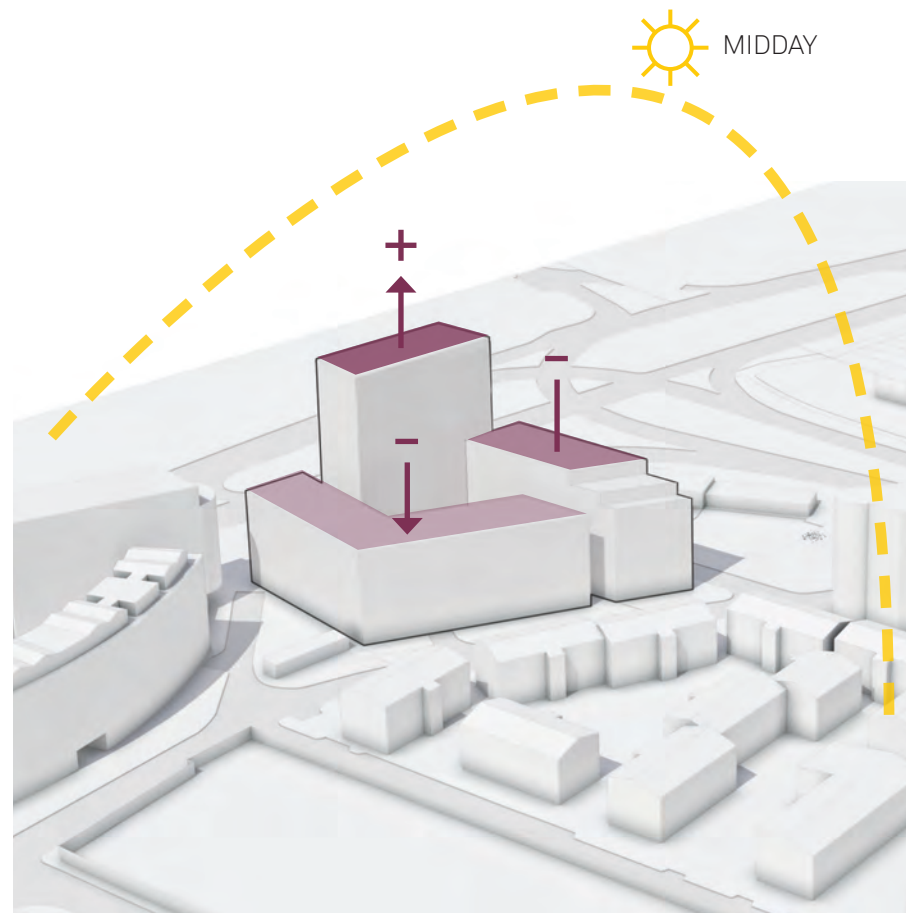
6.0 DESIGN DEVELOPMENT

6.3 DESIGN CONSIDERATIONS

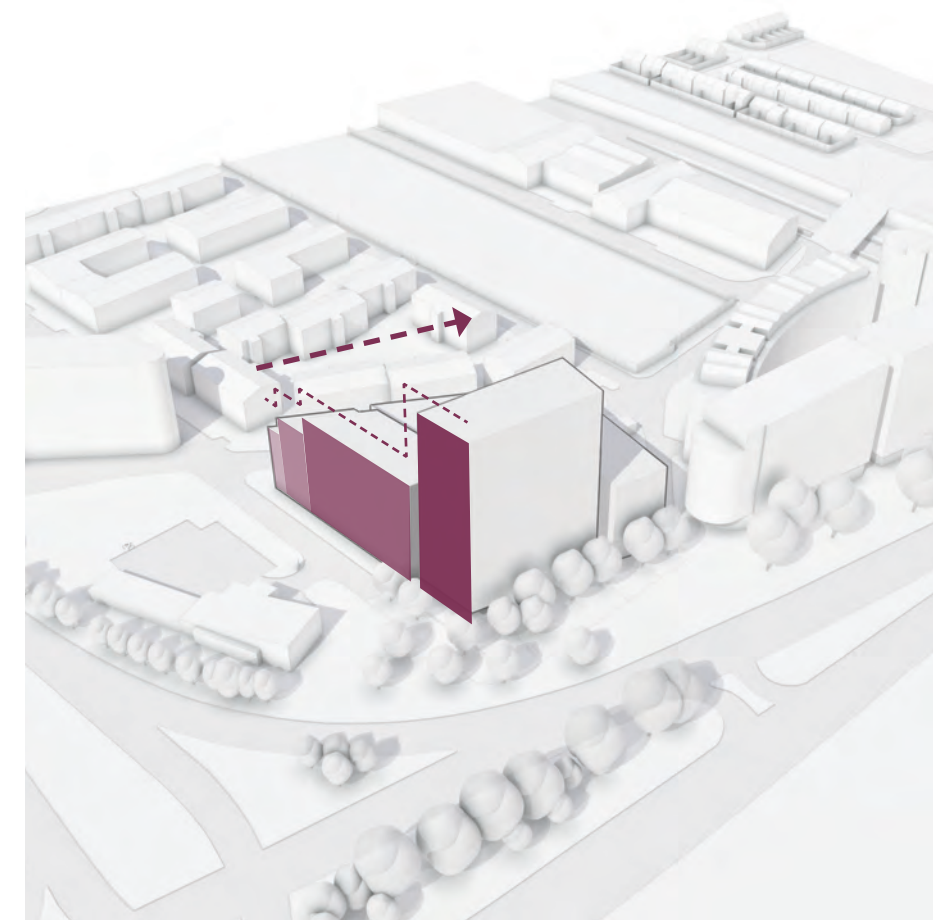
6.3.2 Height



Stepped blocks



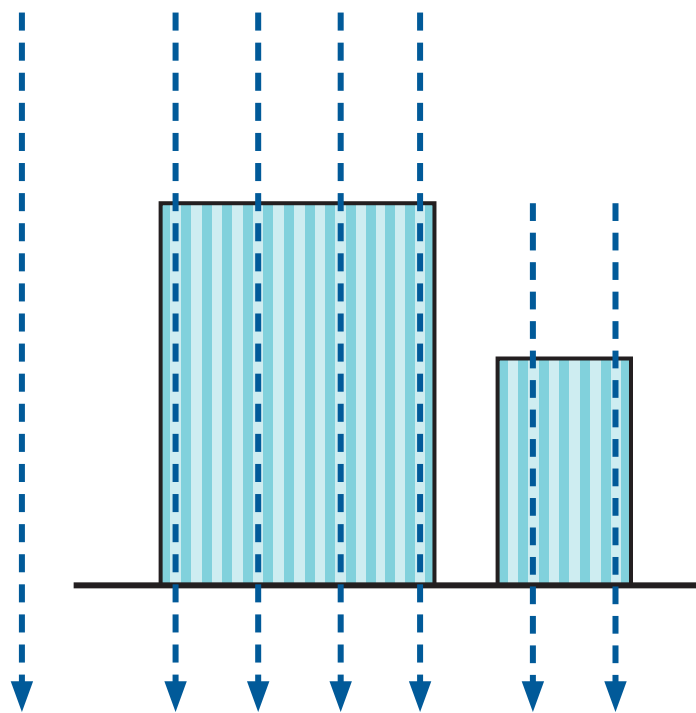
Stepped blocks



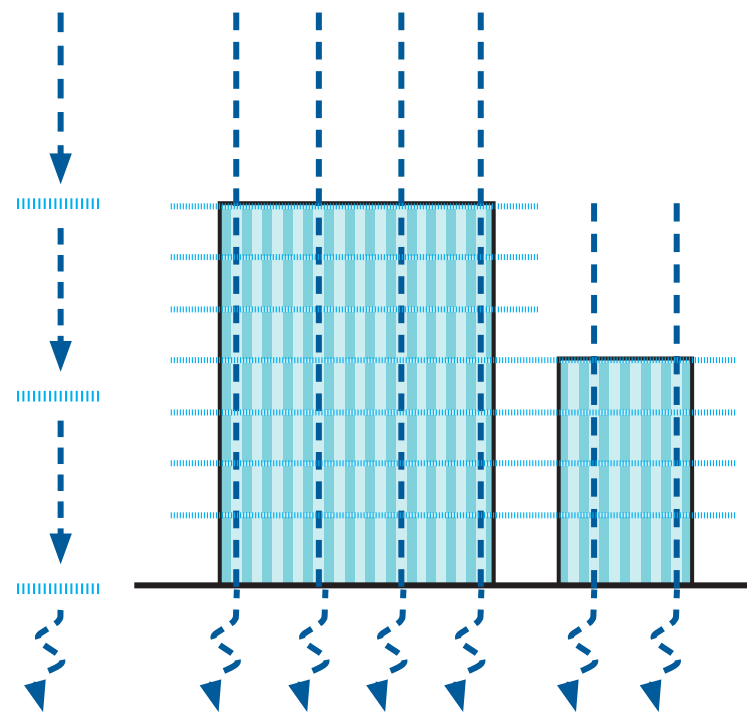
Stepped facade

6.0 DESIGN DEVELOPMENT

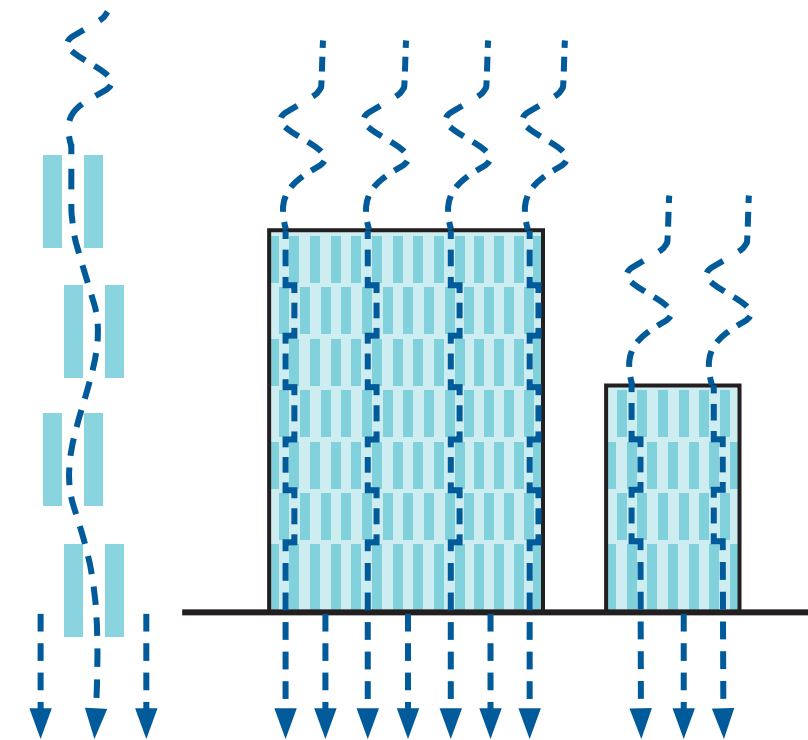
6.4 ELEVATION CONCEPT



The vertical planes represent the lengths of animal hides that were used within the tannery. The unworked hides were prepared and hung vertically ready to pass through the press.



The horizontal breaks in the facade represent the leather press and indicate the relevant floor levels. Once through the press the hides were hung and dried before being sent through the press again.



After the drying process was complete the hides passed through the press once more making them more uniform and flat ready to be worked. The once dried crinkled hides were transformed into uniform strips of leather represented by the regular brick piers at ground level.