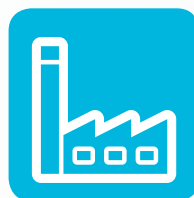


## Draft Supplementary Guidance 01

# Placemaking







# Draft Supplementary Guidance 01

## Placemaking

### Section One: Purpose and Content of Document:

One of the key aims and drivers of the Local Development Plan (LDP) is to promote and achieve the delivery of quality, sustainable, new development within our area. To do this the Plan prioritises the importance of the pursuit of good design, urban design and place-making as one of the primary policy areas. The purpose of this guidance is to help support and facilitate the understanding and delivery of this. To do so it:

- provides guidance intended to help interpret design policies making clear links to related guidance;
- sets out and explains a staged approach to the design of proposals;
- Sets principles expected in new development;
- Advocates the use of the Urban Design Toolkit, Design Statements, and Design & Access Statements, explaining their benefit and makes clear when their use may/will be expected.

This guidance comes forward in the form of both statutory (first section) and non-statutory guidance (second and third sections).

At the outset the guidance therefore makes clear, and helps you through our expectations and requirements regarding new development and all those involved in delivering it. Consideration and compliance with the guidance should move you towards a prompt and hopefully favourable planning decision.

#### **Who is the guidance relevant to?**

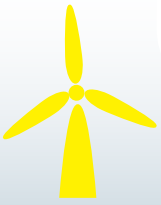
The guidance is of relevance to anyone considering development within our area. The basic message and principles established apply to all development, regardless of type and size. More detailed guidance is given on certain aspects of design, which may be more or less relevant to your particular proposal.

#### **Planning Policy Framework:**

This guidance should be seen and read as forming part of a much larger suite of national and local policy/guidance, which should be referenced and considered when developing your proposals. In particular 'Designing Places' and 'Designing Streets' express policy direction at a national level on design matters. A range of useful Planning Advice Notes (PANs) supports these. (See appendix One for 'Further Reading')

[Insert image of front covers of Designing Places/Designing Streets/PAN:67 etc].

In terms of the LDP this guidance is primarily intended to help support and interpret Primary Policy One: Place-making, and Primary Policy Two: Supporting the Spatial Strategy, particularly Pol.1 Site Planning Requirements and Pol.2 Design Process. However, there are overlaps with a number of policy areas within the Plan and associated guidance. These should be read and considered together. To aid you in this, whenever possible, links between various guidance documents are highlighted.



## **Stirling the 'Place'**

Stirling has a great many physical and natural assets; from iconic buildings such as the Castle or Wallace Monument set in their landscapes; attractive streetscapes in our towns and villages; striking landscape settings and open spaces. But as a place we offer much more than this. Many of our towns and villages are popular places to live, we are a popular tourist and retail destination, as well as being many people's place of work.

Our area can be many different things to many different people. It is important to recognise this, and the fact that places are unique, no two are exactly the same, and we should not design new development as if they are.

[Insert images of different 'places' within our area, urban and rural].

Many different ingredients can combine to create this sense of a place, from the views experienced from it, its size, topography, sense of history, architecture, landscape, people or the activity and 'buzz' it has.

[Insert images: views of Wallace monument; streetscape up a hill; building within the countryside; busy street scene].

A place can also be viewed at different scales, settlement, neighbourhood, block, street, building.

[Insert images of settlement.....neighbourhood.....block.....street....building].

## **What is Place-making and why is it important to Stirling?**

Nationally there has long been concern about the quality of new development, the feeling that it could be 'anywhere', often bearing no relation or connection to its surroundings, or designed solely around ensuring the greatest financial return or the demands of the private motor vehicle. This can present itself in the way a development looks, its lack of physical connection to existing neighbourhoods or landscape, or the way people do, or don't use it.

There is also a cost associated with bad design and poor place-making. This is usually significant for people, either through the upkeep and eventual replacement of design and management mistakes of the past, or through having to live in places that feel isolated, unsafe and unloved.

[Insert images of wide road & verge; dimly lit path; vandalised/boarded up housing; unkempt area of open ground].

The ultimate goal of place-making is to create distinctive, sustainable, quality places where people want to be. In pursuing this aim through the LDP and the promotion of good design we can;

- make Stirling a competitive and attractive place to live, work and visit;
- add value to individual development schemes;
- reduce the long term cost of energy, maintenance and management;
- achieve wider social, economic, health and environment goals at a local and national level;
- create and support strong, resilient, places and communities.



## What do we mean by quality in places?

This can be a point of much discussion and debate. However Designing Places identifies six qualities commonly found in places considered attractive and worth aspiring to. These are:

- Identity;
- Ease of Movement;
- Safe and Pleasant;
- Sense of Welcome;
- Adaptability;
- Good use of resources.

Pol.1 Site Planning Requirements takes these key qualities and sets criteria that if achieved, will help you achieve our aim of delivering quality in new developments. More detailed guidance on each of these, and the principles required to achieve them, is given in Section Two.

## What we expect of you:

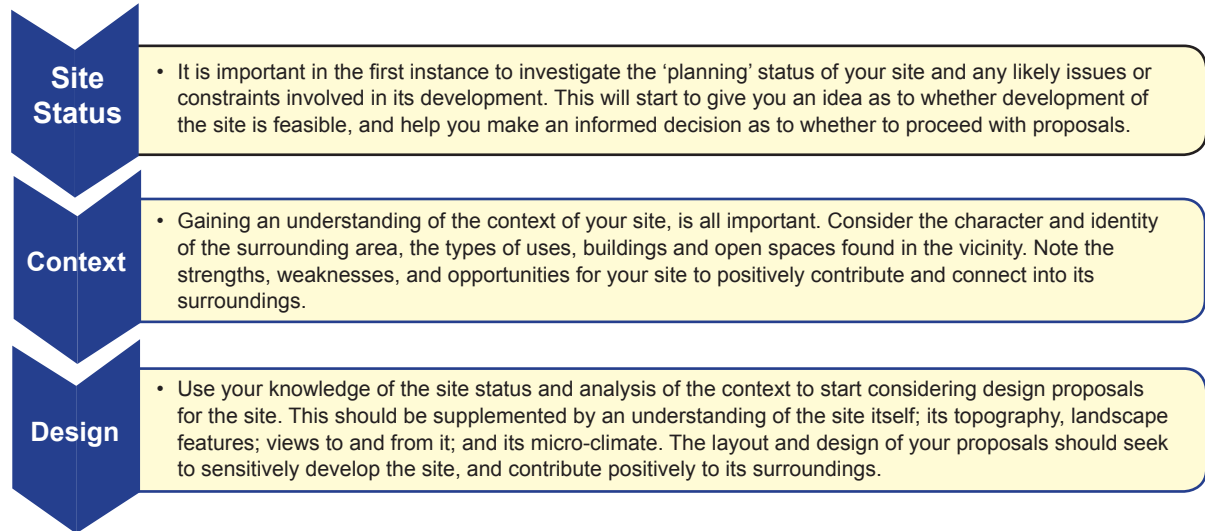
Our ultimate goal is to create distinctive, sustainable, resilient places of quality where people want to be and have the opportunities to do so. We expect that all those involved in new development to help contribute to achieve this. Consequently **good design and place-making should not be seen as an added development cost, but as a long-term investment in the future of our area, residents and visitors.**

We require you to:

- Think about context: Proposals should start by gaining an understanding of the context of the site and use this to inform the make-up and design of your proposals. It is not acceptable for standard layouts and designs to be proposed where they bear no relationship to the site or context;
- Think about the positive contribution your development has to its immediate surrounds and place: It should either:
  - enhance and further shape existing places of quality;
  - help address and heal places which suffer from poor quality;
  - create new places of quality;
- To consider the immediate and long-term impacts of your development on the environment, and ways in which these can be mitigated and reduced through design;
- Demonstrate how the guidance has informed your design proposals and how the six key qualities of place are reflected in your proposals;

## A stepped approach to good design:

The way in which a proposal is prepared can greatly influence the quality of the final design outcome. We would suggest that this is best done by breaking down the design of your proposals into a number of stages. Key amongst these will be to investigate the status of your site, and to gain an understanding of it and its context. This can then be used to inform your design proposals.



### **A collaborative approach to designing your proposals and gaining Local Authority approvals**

Delivering development on the ground will require the submission and approval of a variety of different applications to the Council. In most instances this is likely to include Planning Permission, Roads Constructions Consent and Building Warrant. At times the application process for each can appear lengthy, and in some circumstances, fulfilling the requirements of each difficult. Our aim, as a Council, is to deliver quality, sustainable development, and to help you to achieve that.

We would encourage you to think about the varying requirements at the outset and identify any issues or requirements which you feel may affect your design proposals. Officers from the various services will be available to have 'round the table' discussions with you if necessary, with a view to agreeing a collaborative way forward.





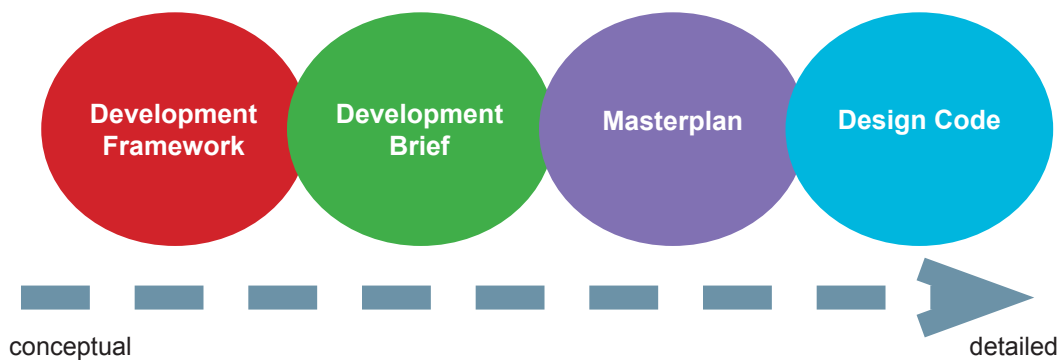
### The Urban Design Toolkit:

Designing Places introduced the concept of an 'Urban Design Toolkit', to be used to aid the delivery of quality in new development. The 'toolkit' is a series of different types of documents, which can be prepared and used at different stages of your development proposals.

The production of these documents should be both a creative process, and a collaborative one, involving all relevant stakeholders. At all times they should seek to deliver sustainable, distinctive places, which capitalise on the specific qualities of the site or unique location. To get the most out of the process and achieve this goal, it is important that a design team, with the relevant expertise in areas important to the project, are brought together, with a strong design leadership.

We would encourage use of this toolkit. If done in a collaborative manner we can adopt many of these documents as guidance, and use them to help inform decisions on planning applications. Some can, and should, also form part of the planning application submission itself.

Guidance is given to help you gain an understanding of the various documents, and when their use will be expected.



### Development/Design Framework:

These are most appropriate at the early stages of the design process, as they can be more conceptual in nature, but still provide an overarching spatial vision and principles for development moving forward. They provide the opportunity to think about the bigger picture and the big questions or issues facing an area.

We would expect the use of Frameworks when tackling large sites, those in multiple ownership, where a new direction for the area is required. The benefit of a Framework in such instances is that it allows larger areas to be considered holistically, instead of a more piecemeal approach towards development. This should benefit the final quality of place delivered.



We would expect Development Frameworks to cover the following issues:

- An appraisal of national & local policy context and any other guidance/issues affecting the site;
- An appraisal of the site context, the strengths, weaknesses, opportunities and threats;
- A vision/direction for development within the Framework area;
- The setting down of any design/development principles to be taken forward in future stages;
- Identification of further action/work.

The format of Development Frameworks can be tailored to meet specific sites, but should include a mix of text and appropriate maps and images.

[Insert images of possible content of Development Framework].

#### **Development Briefs:**

Development Briefs (sometimes referred to as Planning Briefs) are normally produced for a specific site, due to it having particular important or sensitivity, or forming part of a Development Framework area. These will give guidance on issues requiring consideration when developing proposals for the site, and can again be used to inform further, more detailed design work at a later stage.

We regularly prepare and use this type of document as supplementary planning guidance. In instances where your site is allocated in the LDP, or has a Council land interest it is worthwhile checking with us to see if one has been prepared relative to it.

They can also provide a useful stepping stone between a conceptual Development Framework and a more detailed Masterplan.

[Insert images of some of our Planning Briefs].

#### **Masterplans**

A Masterplan is normally prepared at a later stage in the development process, and can be prepared for a variety of sizes of sites. It can be an extremely useful tool when developing proposals as it allows consideration of the overall relationship between buildings and spaces, the three dimensional qualities of the places to be created, and how proposals integrate with a wider context. It is important however that once complete, a periodic review/update and testing against current circumstances is built in, in order to keep the Masterplan relevant, up-to-date, and fit for purpose.

We will encourage and expect Masterplans to be prepared in the following instances:

- For sites forming part of a Development Framework;
- For sites in multiple ownership;
- For sites where a multiple of uses/buildings are proposed, and which will be delivered by different parties and/or different times;
- For sites considered complex, sensitive and for which preparation of a Masterplan would be beneficial.



Masterplans will be expected to cover and contain the following information:

- An appraisal of all National & Local Planning policy/guidance/ Development Framework relevant to the site;
- An appraisal of the site, including its context, wider setting and history;
- A strong vision and direction for development on the site, clearly derived from the analysis carried out;
- 3-d illustration(s) indicating the site layout in terms of buildings, use(s), open space/public realm, landscaping, streets and footpaths;
- Design principles considered necessary to achieve the aims of the Masterplan;
- Phasing, funding, and implementation. This should include an appraisal of likely infrastructure needed and potential costs.
- How adaptability/resilience over the long term can be built in.

[Insert images of content of Masterplans, particularly the 3-d images].

For further information please see Planning Advice Note: 83: Masterplanning

#### **Design Codes:**

A Design Code relates to a specific element of a design (e.g. a street layout), and sets out a 'code' which should be adhered to. It can therefore be a very good tool to deliver and achieve specific design principles established at the Masterplan stage and help ensure the aspirations set for quality in new development are achieved on the ground.

We will request and encourage the use of Design Codes where it is considered their production is necessary to achieve certain design aspirations. Their content will vary, but will usually include a mix of text and illustrations which adequately convey the rules of the 'code'.

[Insert image examples which illustrate content of Design Codes].

#### **Design Statements and Design & Access Statements:**

It is now a requirement under Planning legislation to submit Design Statements and Design & Access Statements in certain circumstances. These are documents submitted alongside a planning application, and are a way by which the design process and design decisions taken can be outlined by the designer/applicant. This is relevant to decisions taken regarding both buildings, open space and landscaping.

The form of these documents is likely to vary according to the specifics and complexities of the particular site and proposal, however in all instances a mix of text and appropriate illustrations will be expected. These should be concise documents, yet still covering the required issues in sufficient detail.

[insert content of Statements e.g. images of maps, photos, and sketches].



### When will a Design Statement or a Design and Access Statement be required?

The box below indicates the instances when the submission of one or other of the documents will be required as part of your planning application. There may be circumstances over and above the ones set out where the submission of a statement as part of the planning application process is considered beneficial. This should be something discussed with us when considering proposals for your site.

Design statements **must** be submitted in the following instances:

- those applications defined as 'local developments' for Development Management purposes within the following areas;
  - Conservation Areas;
  - National Scenic Areas;
  - Site of a Scheduled Monument;
  - Curtilage of a Category 'A' Listed Building;
  - Historic Garden/Designed Landscape;

Design & Access Statement must be submitted in the following circumstances;

- to accompany all planning applications for permission for major or national developments as defined for Development Management purposes;

Design Statements and Design and Access Statements **are not required** in the following instances:

- alterations and extension to an existing house;
- development within the curtilage of an existing house, incidental to the enjoyment of the house (e.g. garage, shed etc);
- planning permission in principle;
- a material change of use of land or buildings;
- mining/engineering operations;
- the amendment of previously granted permissions.

### Is there a required content?

Yes. Although the final form of your document can be tailored to best suit your own site and proposals, planning legislation does set out a minimum content for each, which should be met. This is summarised below.



A Design Statement must contain and do the following:

- explain the policy or approach adopted to the design and how the proposals take account of any Development Plan policy to design;
- describe and outline the site appraisal work carried out and demonstrate how this has informed the design principles and approach taken to development of your site;
- outline what, if any, consultation has been carried out and how this has informed your proposals.

A Design & Access Statement must contain and do the following:

- contain a Design Statement in line with the requirements outlined above;
- explain the policy or approach taken to access and outline how any specific issues which might affect access to the development have been addressed;
- describe how the maintenance of any features needed to ensure access to the development for people with disabilities has been addressed;
- outline what, if any, consultation has been carried out and how this has informed your proposals.

For further information on Design Statements see Scottish Government Planning Advice Note 68: Design Statements.

### **Towards a Planning Application:**

The diagram opposite illustrates a number of steps and issues to be considered when considering development of your site and submission of a planning application. By following these steps you should be able to develop your proposals efficiently, sympathetically, and in line with our design policies. It is strongly advised that you employ an Architect, or suitably qualified person with relevant design and technical experience to help you in this process.

Planning Officers too are available to guide you and provide advice in relation to your proposals, and are on hand to offer advice or answer questions at any point.



## Section Two: Detailed Design Guidance

### Introduction:

We want you to deliver new development which is sustainable, and of quality. We therefore believe that it is important that the six qualities outlined in Designing Places are achieved.

The design policies in the LDP set assessment criteria for development intended to deliver these qualities. Here we provide guidance on what these qualities mean for your development, setting principles that will help you achieve them. This should help inform your proposals, and any discussions you have with Planning Officers.

The guidance is split into several sections:

- **Ease of movement;**
- **Sustainability;**
- **Identity;**
  - Site context and characteristics;
  - built form;
  - streets;
  - density;
  - Activity/Use;
  - Open Space & Landscaping.
- **Safe, pleasant & inclusive places.**

### Ease of Movement:

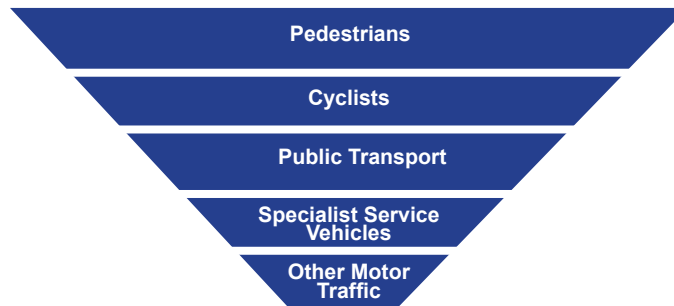
**We want places that are better connected, and it is important to consider how connections can be established and opportunities taken to enhance or create new movement corridors, as part of your development. New development should be ‘plugged in’, positively contributing to our existing places.**

### What you need to do:

This requires consideration of connections with the natural environment and wildlife, as well as the physical, built environment. This reflects the wider aims of PP1 and Pol.3 of the LDP and the Central Scotland Green Network concept. (See Supplementary Guidance Green Infrastructure, the Green Network, and Green Corridors).

[insert image of green corridor]

Our towns and villages are relatively compact, and should be ‘walkable’. In line with LDP Pol.20, Supplementary Guidance 14, and Designing Streets, the design of new developments should consider the needs of pedestrians, cyclists and public transport, ahead of the private motor vehicle.



Movement, and the perception of how easy it is to move through an area, can be greatly enhanced by considering size of the street blocks in the layout. Shorter blocks, with opportunities to move between streets, builds in permeability and ease of movement. It can also aid safety by giving a choice of route to both pedestrians and emergency vehicles.

[Insert sketch of street blocks with routes through and also 3-d perspective of 'endless' street-this discourages walking].

#### **The result:**

In pursuing this aim and principles, we expect a move away from the predominant development pattern of the last couple of decades. This has tended to see the prevalence of cul-de-sac development, unrelated and unconnected into their surroundings.

[Insert aerial photo of cul-de-sacs within our area]

[Insert sketch of 'dummy site' analysis, indicating potential for connections and open space) –Cultenhove].

#### **Sustainability**

**Consideration of the immediate and long term impacts of development on the Environment, and ways in which these can be mitigated and reduced, are expected to be a key element in the design of all proposals, large or small.**

This is reflected in the Sustainable Development criteria set in the LDP's Overarching Policy. There are a considerable number of ways that these sustainability aims can be met through the design process:

- **The location of development:** developments that are in close proximity to a mixture of uses, such as retail, employment and leisure, as well as local services and have good access to green travel routes and public transport, can encourage people to use modes of transport other than the private car.
- **Good use of resources:** this should include re-using building(s) and/or materials where possible and utilizing any existing natural features e.g. trees, hedgerows which can contribute to local biodiversity and ecosystems. This not only makes best use of available resources but can often give a maturity to proposals, and an immediate local identity and sense of place. Consideration should also be given to the source and travel distances required for new building materials.



- **The Design, Layout & Orientation of buildings:** Resource efficiency in building design is essential. Very often this will relate to the detailed design and insulation of your buildings, which will be assessed through the Building Warrant process. However designing a development to work with its landscape and setting to create a micro-climate which minimises heat loss, maximises the benefit of the sun, and provides shelter from the wind, will also aid the energy efficiency and sustainability of your proposal, whilst creating comfortable spaces and buildings for the people using them.

When planning your site it is useful to bear in mind that prevailing winds in Scotland tend to be from the south-west, bringing wet weather systems. Cold easterly winds are less frequent but are still an important design consideration.

Design solutions which can help create a successful micro-climate are indicated below:

- Avoid prominent and exposed locations;
- Orientate buildings and plan internal layouts to best take advantage of the passive solar benefits of a southerly aspect;
- Provision of, or location adjacent, to shelter belts to the west, and if possible east. Leave sufficient distance between trees and buildings to avoid overshadowing when mature or in leaf;
- Provision of hedgerows of native species and small trees can provide shelter on smaller, tighter sites;
- Single deciduous trees planted to the south will provide shade from excessive sun in the summer, but allow sun in winter months;
- Orientating gaps between buildings to run north-south will minimise wind tunnels;
- Avoid developments solely consisting of detached buildings, as most heat is lost through external walls and roofs.
- The provision of outdoor drying areas can help reduce energy demand.

[Insert: images adapted from HIC SG].

- **Adaptability:** Building adaptability into your proposals is a very good way of future proofing your development, and increasing the sustainability of your proposals in the long term. There are any number of ways this can be achieved, however the most common are outlined below:
  - residential buildings: Consider the potential for the building(s) and living space to be altered and/or extended over time to meet the changing needs of its occupants.
  - commercial buildings: Consider how the footprint, building depth, and internal space is designed to maximise the potential for future owners, different uses, and/or sub-division etc.
  - Development Frameworks/ Masterplans etc: It may often be beneficial to build in adaptability in such documents, particularly when it is likely that development is going to take place over a lengthy period of time. This can take many forms, from building in periodic review of the content; identifying areas of site 'flexible' in use; or requiring built form to allow for a mix of uses.



- **Infrastructure:** There are many ways in which the type and design of the infrastructure you employ can aid sustainability aims. These are wide ranging from development wide solutions through to ones that can be employed on single plots and buildings. Pol.22 of the Plan sets standards in relation to low and zero carbon (L&ZC) development, and the related Supplementary Guidance sets out various L&ZC equipment available. Here, some additional measures for consideration are outlined.
  - Sustainable Drainage Systems (SuDS): They work on the principles that they; manage surface water run-off one site and as close to source as possible; slow down water run-off rate; treat water naturally and release it slowly into ground water or water courses. Additionally, by designing such systems to form part of the public realm, they can often add interest, increase biodiversity and wildlife interests and create places with a distinctive character.
  - rain water collection: The introduction of systems which collect and allow the reuse of rain water will be encouraged. This can be as simple as a water butt for a household, which allows re-use of water in the garden, through to a more sophisticated integrated systems which allow re-use of this grey water within the building for flushing toilets etc.
  - green roofs: Every building has a roof, but often they can be a very underutilised resource within our settlements. The Green Roof concept seeks to utilise roofs in a more productive manner for environmental benefit. Designing roofs that can be planted with vegetation helps slows down and reduces the water run-off into our drainage systems and allows opportunities for wildlife. Roofs can often have potential to provide additional outdoor space for terraces, growing space etc. In line with PP6, outwith Conservation Areas, or proposals involving Listed Buildings the use of green roofs will generally be encouraged.
  - permeable surfaces: The use of permeable surfaces will be encouraged wherever possible. The use of such surfacing in driveways, car-parking areas etc can significantly reduce the amount and rate at which rainwater is discharged into public drainage systems.

[Insert: appropriate images for each].

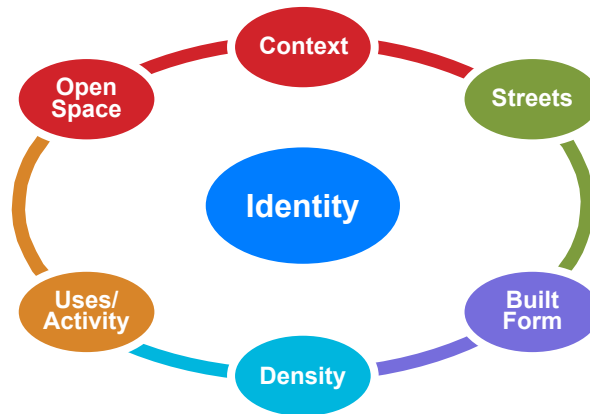
#### **Identity:**

**We want developments that display a strong sense of their own character and identity. It is important that this is based upon the best aspects of the character and identity of the site and its surroundings.**

Physically a place's, the identity, character or 'sense of place' can be influenced and made up from any number of different factors, which can sometimes be difficult to pin down. It can therefore seem a daunting task when asked to assess the character and identity of an area surrounding your site, and use this to inform your proposals.

However, we've highlighted a number of key features that often combine to a greater or lesser degree to make up the identity and character of an area. These are:

- Site Context and characteristics;
- Built form;
- Streets;
- Density;
- Activity/use;
- Landscape, topography and Open Space.



### Site context and characteristics:

One of the key features of our towns and villages, and the places within them is their context and setting. Working with the context and characteristics of a site can often successfully root new development into its surroundings, giving it a sense of identity, which is sensitive to the existing place.

'Context' can mean a variety of things. Often it can be the buildings and/or the landscape setting. However things other than these can also set the context for your development. For example the uses surrounding a site can result in a particular identity and character, e.g. whether it is a residential or commercial area, or one where there is a mix of uses.

**It is therefore important that no site, regardless of its size, is seen in isolation. Each has a larger context within which it sits, and this must be taken into account when assessing the potential of any site, and then through development of proposals.**

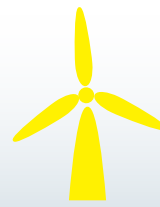
It is also important to note and work with any existing qualities and characteristics of the site-doing so in a positive manner will often give your development that unique sense of place. It is therefore important to be aware of any important views afford either of the site, or from it, the topography, landform, natural features and connections which exist or can be made into the surrounding development or landscape.

[Insert: Image illustrating different context, views and topography: e.g. urban and rural examples].

### Built Form:

The physical 'built form' of development can enhance or detract from the sustainability and qualities of our places, and therefore either support or undermine the aims of the LDP.

**We will encourage and expect quality in all new buildings. Individually and collectively, they should contribute and enhance the qualities and the sustainability of our places. They can be contemporary in nature, utilising the best building technologies, materials and ideas.**



We will not accept standard, 'anywhere' building designs. The ultimate look, appearance and location of all buildings, should be informed by, and make reference to, the best of our places and those surroundings of your site. You should therefore consider the following;

Within the countryside, the siting, layout and design of new dwelling houses should be informed by the guidance contained within the Housing in the Countryside: Design Guidance.

**Define and enclose streets and spaces:**

In urban areas particularly buildings should be used to physically define, enclose and add interest to the streets and spaces adjoining them. This can be achieved by considering the position of the building(s) on the plot, relative to the street.

**As a general rule** buildings, regardless of use, should face towards, and be directly accessed off the street, and/or public spaces. This provides natural surveillance, and interest for pedestrians. The backs of buildings or plots should not face onto public streets and spaces.

[Insert image of traditional street, sketch of buildings on plots defining public space; consider converse-blank walls, or wide-open spaces with backs to street/public space].

**Consider the size of plots and building 'blocks':**

The size and shape of individual building plots and street blocks can help shape the identity and sense of place. Historically in our settlements building plots tended to be long and narrow, with buildings situated to the front of the plot. This arrangement was a big factor in shaping how our places looked. They gave verticality to the buildings themselves, and, due to the narrowness of the plots, a 'fine grain' to the street appearance. In many places this remains to the day.

[insert figure ground image of historic part of Stirling and corresponding photo].

The size of the 'block' and the length of the street is also important. The size of these, and their perception of these as a pedestrian need to be considered. Shorter blocks, with opportunities to move between streets and spaces, increases the permeability of a place, and the perception as pedestrian that the place is 'walkable'.


**The physical appearance of buildings;**

Key to integrating your proposals into its surroundings will be to ensure that the proportion, massing, and roofs of all proposed building(s) are considered and designed appropriately. These should take their visual reference from the best of our traditional buildings, and should be of a scale and height appropriate for their surroundings.

[Insert annotated images demonstrating proportions; pitched roofs, and massing].

**Building Materials:**

The external materials and detailing of your building(s) will also play a strong role in determining whether or not your proposals fit within the wider context of the site, particularly those on the walls and roof.



There is a wide variety and contrast in materials found throughout our area, from natural stone, wet-dash render, slate, through to more modern materials including render panels, concrete tiles, and metal cladding.

[insert collage of different building materials found locally].

You should note the types of materials that are found surrounding your site, and their colours. **As a general rule**, particularly within Conservation Areas, building materials should be informed by, and sympathetic to, those surrounding. However there may be some instances where the use of different, contrasting, materials or colours may be appropriate and supported-this should be discussed with Planning Officers.

### **Adding visual interest, legibility and delight;**

Buildings, and the built form have a contribution to make that goes beyond their immediate four walls or site boundary. For example:

- Varying the height of your buildings to create an interesting roofscape;
- landmark buildings can add visual interest, and aid the legibility of places by providing memorable reference points;
- Corners, gateways, and junctions can be marked;
- the use of materials can add colour and contrast;
- principle elevations fronting the street, provide interest for pedestrians and avoid blank walls;
- architectural features can add interest and individuality to the place.

[insert images demonstrating above points].

Your proposals should consider how the design of your building(s) can do this. However, not every corner needs a tall building, and not every development requires a 'landmark'. This is something that needs careful consideration, and where proposed, we will expect you to demonstrate the rationale behind it, and the benefit to the public realm that doing so brings.

### **Streets:**

Our streets exist in varying sizes and characters, from heavily trafficked urban roads, through to narrow country lanes.

In our towns and villages streets form a very important part of our public realm, and a vivid part of the identity of a place. At their best they form the heart of our local communities, where neighbours meet, children play, or which can be utilised as outdoor seating areas for restaurants, pubs and cafes. They are visually interesting, feel safe, and encourage people to walk locally rather than take the car.

[insert images of various urban and rural street scenes].

Streets must be a key consideration in your design proposals. **The focus should be on creating or enhancing the sense of place, by making streets that are safe and attractive, but still function for the appropriate level and mix of traffic and pedestrians.**



All proposals should positively contribute towards the character, and positively address existing street(s), and building lines.

Proposals involving the creation of **new streets** need to consider the following;

### **The 'look' and character of your street(s)**

Our streets, and their character, vary considerably. This can be influenced by a number of things, for example; the size and width of the carriageway (road and footpaths), the relationship between the carriageway and the buildings along it, the surfacing; planting and the level of traffic (pedestrian, cyclists and vehicles) it carries.

[insert images demonstrating these points].

These aspects therefore need your consideration. Your street design and layout should allow access for vehicles and pedestrians but control the dominance of the car.

Buildings should be used to help define and enclose the street. To adequately perform this function, the height of buildings needs to be considered in relation to the width of the road. The use of street trees and planting also be used to for this function and can add interest and break up the perceived dominance of the road within the wider streetscape.

[insert images to reinforce this point].

Enclosure should not be to the detriment of air quality, particularly on more heavily trafficked streets. Your design of these streets should ensure that adequate mitigation measures are in place, such as blocks of tree planting, and a microclimate that allows car fumes to dissipate.

### **The levels and location of car parking:**

The design and scale of car parking provision needs careful consideration. You should aim to achieve a balance between convenient accessibility and visual dominance of the streetscape.

[insert image to demonstrate point].

### **Street furniture, planting and lighting:**

Social spaces within the street should be considered, including the provision of street furniture. They offer the opportunity for neighbours to meet, business to utilise outdoor space, and act as a focus for the street community.

[insert image to demonstrate point].

Planting can filter views to help break-up views of car parking, can be used as a traffic calming measure, and can be used to create 'green walls' where necessary for privacy and shelter.

[insert image to demonstrate point].



Lighting should be sensitively designed so as to be functionally appropriate to the different types of streets and situations, without the columns and other supports being overly obtrusive. A higher standard of lighting should be provided for pedestrian priority areas.

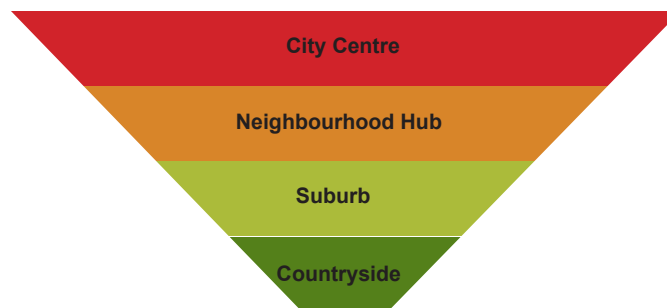
[insert image to demonstrate point].

### Density:

**We want development to come forward with a density appropriate to both its context and its site; which results in an acceptable built form; which makes best use of land in urban areas; and which helps support existing and new businesses and services, without overburdening them.**

There are many different ways of calculating or expressing density, and this is normally dependant on the type of development being described. The most commonly used are dwellings per hectare for residential development, and floorspace per hectare for office and retail.

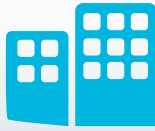
Historically, the higher densities were found within the centres of settlements, graduating out towards the outskirts of settlements. Today, it is often a more complex situation in our area, with clusters of higher density development found throughout larger settlements or developments.



It is important to consider the following issues when addressing the density of your development;

- The location of your development: You should ensure that the density of your development is appropriate for both your site characteristics and that of the area surrounding your site. This is not to say your development has to slavishly adhere to the same density. Varying the density, particularly on larger developments is encouraged. However this should not be to the detriment of the character of the surrounding area.
- The resultant built form: Density of development will affect the size and scale of the built form within your development. Put simply the higher the density, the more units or bigger building(s) required. It is therefore necessary to consider the density in parallel with the resultant built form, and how appropriate this is, both within the development itself, but also within the context of its surroundings.

[insert figure ground and photos of Stirling, Raploch and Bannockburn demonstrating different densities and the resultant built form].



- The impact the density of your development has: For example, when introducing development into an existing community it can help support existing businesses by providing extra potential customers. It can also put pressure on existing services, such as schools. If intending to introduce new shops, or bus services etc as part of your proposals, they all need a certain density of people within their catchment area to make such proposals viable and attractive for people/companies to provide.

### **Use:**

The use, or mix of uses, contribute greatly to the identity of our places. It is most often easy to perceive whether we are within a predominately residential area, commercial area, etc by the uses found.

[insert images of city centre, residential area and commercial area].

Different uses can also provide a range of activity at different times of the day/ week.

Consequently consideration of the types of use(s) proposed within your development will have a significant impact on the potential identity of it, and potentially its surroundings.

### **Open Space & Landscaping:**

Open space exists in many different varieties and forms within our area, and contributes greatly to the character and identity of our area. It is often a valued community and wildlife resource. Access and ability to use it, both passively and actively can have health benefits for our residents.

How your proposal considers existing open space, and/or contributes anew, will be a key aspect of the assessment of any scheme. **There are many different types, and sizes of open space, and it is important that the role of open space, its location, and how it is integrated into your development, and the surrounding area is carefully considered from the outset.**

[Insert: Images of different types and sizes of open space: multi-functional, wild flower, allotments, hard landscaping etc].

The provision of open space should not be an afterthought, or relegated to areas of land solely because they are impossible to build upon. Rather we will encourage an imaginative, integrated, approach to the design of open space.

Its provision should be more than allowing for an area of grass. Open space can be multi-functional. What is most important is that through the design of any open space, the function and purpose of it is clear. This includes whether the space is intended to be public, private, or semi-private, in its use.

[Insert: examples of private open space-e.g. garden, semi-private-e.g. courtyard, and public e.g. play park].



If this is unclear, and the space segregated from its surroundings, it is more than likely that it will be either under used, or abused. In such instances maintenance, management and safety all become potential issues.

For further information and guidance please refer to SG02.

### **Landscaping and Planting:**

As a place Stirling enjoys a relatively 'green' environment, both within our countryside, and in our more urban areas. Often natural features such as trees, hedgerows, etc make a positive contribution to the sense of place, and can add structure and meaning to a development.

Whether your development is large or small, the opportunity for landscaping and planting should be considered.

[See SG 29 for further guidance].

### **Safe, pleasant & inclusive places:**

The creation of places that are safe, pleasant and inclusive is key to our pursuit of delivery of quality, sustainable new development. Places are ultimately for and about people, and unless they feel safe and welcoming it is unlikely that people will use or value them.

In order to achieve such qualities consideration of the following issues will be necessary:

- **Designing for people with varying physical needs:** This should be a key consideration in the design of all new development. Thought needs to be given to how best designs can allow people with varying physical ability to easily access and move around buildings, streets and public spaces. You should check with Building Standards as to the requirements of you under DDA legislation.
- **Spaces and routes should be overlooked:** The layout of your development and the position and orientation of buildings should seeks to maximise the opportunity to provide natural surveillance of these areas. For anyone using footpaths, open space etc, the perception that an area is overlooked, makes it feel safer.
- **Defensible Space:** Areas such as gardens, which are intended to be private, should be suitably designed and have appropriate boundary treatments. This portrays a clear message regarding the ownership of the space and whether other people should be using it uninvited.
- **Is there a clear reason for people to use a space-and is it in the right place?** People will use spaces and places in a positive way, if it is clear reason for them to use them and they are easy and convenient to access. Problems arise when this is not the case, as the spaces become underused and vulnerable to anti-social behaviour.
- **Activity:** Having other people around and within an area is often a good way of increasing the perception of safety within an area. Most of this is done by providing a mix of uses, which attract people to the area at different times of the day/week. However, even within solely residential developments providing a range of types and sizes of dwellings, which attract people who have different live/work arrangements, or are at different life stages, can increase the opportunity for activity.



- **Lighting:** Can have a positive effect on a place in a number of ways. Most obvious street lighting, (maximise opportunities to have lighting on buildings, as opposed to land standards?) help those who are visually impaired Can also be feature lighting- used in limited circumstances to provide interest to certain potential tourist attractions, lighting in civic areas etc
- **Surfacing:** The materials used for all external surfacing, and how they are laid, needs to be considered carefully, especially regarding the needs of people with physical disabilities, including those visually impaired. The choice of materials in an historic context should be sympathetic to the wider built environment. Surfacing materials can add interest to the streetscape and be used to differentiate between areas e.g. home zones-traffic calming measure.
- **Public Art:** Incorporating Public Art into your development can immediately provide interest and a sense of place. Many different things can constitute public art-it should not be restricted to a statue on a plinth. It is important to consider any long-term maintenance requirements of any art installation.
- **Maintenance:** Most significant is the maintenance of the areas, features etc over the long terms-most things look good when first installed, however how they weather, or are maintained and managed over time will be key to the long term success of a place. Problems around anti-social behaviour often arise around areas or buildings which are unmaintained.

[insert: Relevant local examples highlighting issues to be considered].

For further information see Planning Advice Note: 77: Designing Safer Places and Planning Advice Note 78: Inclusive Design.



## Section Three: Guidance relevant to residential proposals

### Introduction:

Following on from the guidance in the previous two sections, this section gives specific advice on the layout and design of new residential development within our urban areas. (for housing development in countryside locations, see SG10: Housing in the Countryside). It is expected that the three sections will be read together when you are considering your proposals.

The guidance is not intended as a blueprint for housing design—we accept that proposals of exceptional design and originality may be submitted which do not follow these guidelines but are still acceptable.

**We want new residential development to reflect and display the best qualities of our existing residential areas.** This does not mean that all new houses should look exactly the same as older ones; we encourage contemporary design. But the design of new houses, their layout and orientation, and the materials used should follow some basic principles.

- To Develop balanced and resilient communities by:
  - providing an appropriate range of house types and tenures;
  - avoiding having the same type, height and density throughout;
  - considering incorporating elements of mixed used in larger developments;
  - providing housing types that can be adapted to suit occupiers changing needs over time;
  - deliver opportunities for live/work units.
  
- To develop streets for people by:
  - designing for speeds of 20mph or lower in residential areas;
  - using the layout and orientation of buildings themselves to slow traffic;
  - using traffic management and subtle changes in street materials to complement the use of layout and buildings to reduce vehicle speeds;
  - consider imaginative ways to provide the adequate levels of car parking for your development—it should not dominate the streetscape. Provision of in-curtilage, on-street, and private courtyards should all be considered.
  
- Getting the detail right by:
  - building new residential development that reflects the traditional balance of street widths, plot ratios, heights, form and massing;
  - providing high quality, consistent boundary treatments within and on the edge of development;
  - ensuring that these boundaries can be easily and comprehensively maintained in the longer term;
  - ensuring that green space and play space is in an appropriate location—equally and safely accessible to residents;
  - ensuring that private and public spaces are clearly defined through the design and orientation of buildings, boundary treatments; street materials; planting and lighting;
  - ensuring sufficient space within building(s) and plots for bin storage which has convenient access to collection points. This should not be visually prominent from public vantage points.



[insert images from existing Development Advice Note to demonstrate points].

For further advice see Planning Advice Note 67: Housing Quality.

## Further Information

### **Please contact:**

Economy, Planning and Regulation  
Planning Services  
Stirling Council  
Viewforth  
Stirling  
FK8 2ET

Telephone: 01786 442515

E-mail: [planning@stirling.gov.uk](mailto:planning@stirling.gov.uk)

If you need help or this information  
supplied in an alternative format  
please call 0845 277 700.



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