

SITE: Midhurst Old Brickworks, Midhurst

Design Review Panel Workshop NOTES

DATE: 12th February 2020

TIME: 1pm-3pm

**VENUE: Chanctonbury Room, SDC,
Midhurst**

Attending DRP:

Chris Blandford
Paul Phasey
Paul Fender
Mark Penford

Attending SDNPA:

Mark Waller-Gutierrez
Kelly Porter
Ruth Childs
Tania Hunt

Attending Applicants:

Alistair Harris – Metis Homes
Rachel Rosher – Metis Homes
Dominic Chapman – JTP Architects
Chara Iacovidou – JTP Architects
Lionel Fanshawe – Terra Firma

Points discussed during the workshop

Introduction

- Metis Homes held a design workshop with Terra Firma and JTP and the results from this is what they would like to discuss in this workshop with the DRP.
- Applicants would like to hold a public exhibition for display to the public after the second workshop session to show material for comments.

Summary Document

- The summary documents were presented to the Panel.

Transition and Contrast between the 2 Characters and 5 Key Design Themes

Organic

- South side - urban landscape form – roads following on from landscape
- North side – Organised form that reflects the heritage and industrial aspects of the site.

Townscape/ Industrial – Architecture and Style

- South side – relates to the town
- Northern – relates to the industrial character

Town/ Common

- South side – Town experience
- North side – Common experience

Enclosed to Open – Discovery & Perception

- South side – more enclosed – mature trees and landscape – enclosure with proposed courtyards and clustered development.
- North side – open landscape and open layout

Light to dark

- Lightness in the brick historically
- Richness in the colour
- Landscaping – trees more dense

Landscape – 2 Characters

Baseline, landscape and Visual Assessment, Eco Systems Baseline Assessment. Arrived at 2 distinct character types.

1 - South side

- More enclosed, more informal, using existing trees, small clearing surrounded by trees.
- Clusters on groups and network of houses.
- Strongly organic clusters with individual concept.
- Opportunity to integrate water with building set around separated by landscape.
- Open courtyards
- Clusters in a woodland setting.

2 - North side

- More hollowed out in the north, fully cleared site on the edge of the green.
- Common very dominant as a clear and open space.
- Heritage context with railway is very strong.
- Building alignment to pick up on the route of the railway.
- Strong heritage. Connect edges from the west and a sequence of spaces.
- Linier, more terrace building and buildings facing out – everyone benefits from views.

East to West Route

Strong East/ West route. Reinforcing the line of the old railway, landscaping around the edge. West of the site is linier and breaking down on the edge.

Eastern corner – pulling away development – hard landscape and trees. Metal framed covered green parking area.

Site

The site is surrounded by common and on the edge of a settlement and historically industrial in the north with the brickworks and originally the Midhurst Railway, which ran through the middle of the site.

Common land is owned by the Cowdray Estate and applicants would like to get in touch with the Forrester for the area and see what the plans are for the common area around the site.

Would like to open up the common access to allow a passage through, which originally the railway did. The access in and out of the site will follow the direct alignment of the railway through the site.

Topography of Site

Northern area – relatively flat with the highest point in the middle, where most of the houses will sit.

Southern area – clusters sit on a relatively flat basin

Car Parking

- Close to front doors
- Visitor parking more grouped

Midhurst

To capture the local area:

- Local stone use
- Courtyard and connecting wall
- Gates and walls
- Lean-to buildings
- Varied roofline
- Change in material with first floor change of brickwork
- Not grand or expensive.
- Frontage depth with grander houses set back

Panel Comments	<ul style="list-style-type: none">- Landscape led approach appears more successfully demonstrated in southern character area compared with north.- Northern character area layout is confused – it needs to be more distinctive from more conventional southern area layout and respond well to landscape character including, ecology, topography, railway line, industrial heritage and connections to common among other aspects of the landscape. There needs to be a new typology here.- Southern area is not Midhurst town centre but clustered development is supported and a farmstead typology could be one way to do this.- Concerns regarding placing residential development right up against industrial park- Not clear where all the cars will go and this is critical.- Barrel vaulted roof structures are real site assets which, if they can be used, make an instant connection to the industrial heritage of the site.- There are 3 roads east to west in the northern area. Could this be cut down? There is a lot of hard surfacing. Could the road to the west of the site just be a footpath?- Mature trees and topography need to be part of the design rationale for layout and massing of development. What has been shared with DRP so far is all very 2 dimensional.
Recommended Next Steps	<ul style="list-style-type: none">- Produce a clear landscape strategy for the site.- Review key design principles in the northern site relating to established landscape character. How does the development enhance ecology and landscape and how do roads, parking and buildings create character inspired by the setting?- Need to ensure good connectivity from site to established PROW network, including to Midhurst- Pursue the same rigour in terms of landscape led design approach shown in the south side to the north side.- Investigate ways of drawing the landscape more into the site, especially on the northern side with a more emphatic east west green infrastructure green finger penetrating into the development as well as a north/south green link.- Embrace the industrial heritage in the north site and use the original barrel vault roofed structure, or replicate something similar – perhaps for parking or other uses (covered play? Habitat creation?) This would help the linearity of the site.

	<ul style="list-style-type: none"> - Move residential development further west in eastern end of northern character area to avoid close proximity or overlooking of industrial estate. - To investigate the northern access through Station Road. Metis homes need to talk with Cowdray Estate regarding the possibility to access through the industrial estate. Investigate making more of the open space around the access to the site. - Investigate opening up access to the common from the north and south side to allow safe access to the common and a better connection both visually and physically. - Roads need to avoid creating suburbia. If not adopted greater freedom to create appropriate rural roads. - Be bolder and braver with layout and typologies <ul style="list-style-type: none"> o South – Farmyard typology – grouping buildings together is more characteristic than detached buildings. o North – Something stronger and simpler (e.g. two rows of terraces or apartment blocks broken at intervals) expressing the linearity of the site there, the railway line and the industrial heritage and avoiding the more random and loose elements. - Think about colours of natural materials. - Investigate ways to reduce the problem of public realm dominated by car parking in a parking strategy. - Provide a good waste and recycling bin storage strategy for all dwellings. - Ensure any proposed garages are sufficiently wide to enable cars, bins and cycle storage. - Present the next stage of the scheme design in 3D as topography and relationship between proposed buildings and existing mature trees will be a critical aspect of the character of this development - Provide sustainability and energy strategy which is designed for habitation for the next 100 years. This will impact on the orientation of the developments. - <i>One member of the DRP provided a sketch showing how a simple and linear layout in the northern character area with a robust green intervention linking from the common into the heart of the development could be the right approach there. (see attached).</i>
<p>Details for next session</p>	<ul style="list-style-type: none"> - Layout to come forward and demonstrate how development will interact with all the aspects in 3D. This will bring the story together to make it live, to make it topographic and to express the landscape character of the site and its surroundings. - Stay reasonably conceptual in a 3D form to show how massing of development sits in the landscape and think about appropriate colour palettes.