

*early draft in preparation - 2019*

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## Introduction

This document is designed to offer design guidance for development proposals within the Cairngorms National Park. This guidance should not be considered in isolation. It forms part of a suite of guidance and policy. This guidance primarily supports the policies within the Local Development Plan 2020 and, the objectives within the National Park Partnership Plan.

The Cairngorms National Park Authority has a duty to uphold the vision and aims of the Park.

“An outstanding National Park, enjoyed and valued by everyone, where nature and people thrive together.”

Sustainable design and placemaking must be used as a key tool to contribute to implementing this vision.

Whether it is in an urban or a rural environment, good placemaking should be at the heart of new development in the Park. Good placemaking relies on designers planning new places that are in

harmony with their surroundings and developers who understand the importance of Place and the impact a good place can have on the people who use that place.

## How to use this guidance

This document has been designed to guide the reader through the various stages of the design process. It has been developed in conjunction with the Park’s new Local Development Plan 2020 and is fully informed by Scottish Planning policy and other supplementary guidance. The sections have been designed to provide the reader with a step-by-step guide however, it can also be used as a reference for any specific stage within the planning and design processes.

## Who is this guidance for?

Primarily this document has been developed to inform those who are likely to engage with the planning process such as developers, architects and planning agents. It will can also be used by decision makers, officers and elected members and

of course the community of which it concerns.

## What type of development is this guidance for?

This supplementary guidance is aimed at all types of development in the Park ranging from housing, mixed use developments, health, culture, education and the infrastructure required to link these developments. By using this guidance appropriately, the improved quality and sustainability of new development in the Park will help to enable a strong sense of community across the Park whilst maintaining its unique landscape, natural environment and cultural identity.

## Material Consideration

Regardless of how this document is used, the purpose of this guidance, to support the Local Development Plan’s policies to help deliver the vision for the Park remains unchanged. It is important developers approach design in the Park as stipulated within the Scottish Government’s six qualities of successful places, as outlined in this guidance. This

Design and Placemaking guidance will be used as a material consideration when assessing planning applications.

## Policy Context

This guidance has been created in line with Scottish Planning policy and other key national design policy documents:

- National Planning Framework 3
- Scottish Planning Policy 2014
- Planning etc. (Scotland) Act 2006
- Planning Advice Notes (PANs)
- Designing Streets 2010
- Creating Places 2013
- The Place Standard Tool 2015

## National Planning Framework 3

The vision for Scotland set out in the Planning Framework is founded on four objectives:

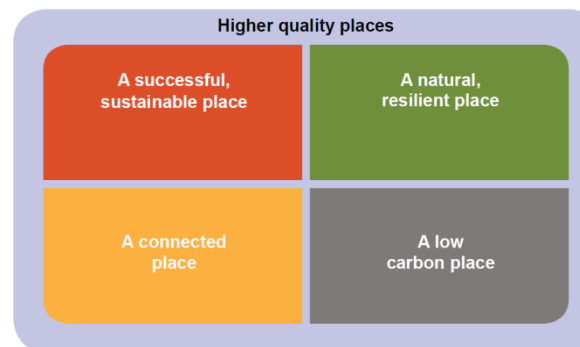
- A successful, sustainable place;
- A low carbon place;
- A natural, resilient place, and;
- A connected place

These strategic objectives provide a clear foundation for design and Placemaking within the Park, applicable for every scale of development.

## Scottish SPP 2014

‘Planning should take every opportunity to create high quality places by taking a design-led approach.’

This means taking a holistic approach that responds to and enhances the existing place while balancing the costs and benefits of potential opportunities over the long term. This means considering the relationships between:



## Creating Places

Creating Places, the Government’s policy statement on architecture and place for Scotland, emphasises that quality places are successful places. It sets out the value that high-quality design can deliver for Scotland’s communities and the important role that good buildings and places play in promoting healthy, sustainable lifestyles; supporting the prevention agenda and efficiency in public services; promoting Scotland’s distinctive identity all over the world; attracting visitors, talent and investment; delivering our environmental ambitions; and providing a sense of belonging, a sense of identity and a sense of community. It is clear that places which have enduring appeal and functionality are more likely to be valued by people and therefore retained for generations to come. (Creating Places, 2013)

A sense of place can be considered as the character or atmosphere of a place and the connection felt by people with that place. A positive sense of place is fundamental to a richer and more fulfilling environment. It comes largely from creating a strong relationship between

the street and the buildings and spaces that frame it. A positive sense of place encompasses a number of aspects, most notably the street's:

- local distinctiveness;
- visual quality; and
- potential to encourage social and economic activity.

Some of the principal benefits of good architecture and places are discussed in more detail following, under the themes:

- People and communities
- Sustainable development
- Design - Economic advantages
- Health outcomes
- Culture and identity
- Landscape and the natural environment

## What is 'good design'?

Good design is not merely how a building looks, it is an **innovative and creative** process that delivers **value**. Design provides value by delivering **good buildings and places** that enhance the quality of our lives.

**Physical value** – enhances a setting;

**Functional value** – meets and adapts to the **Long-term** needs of all users;

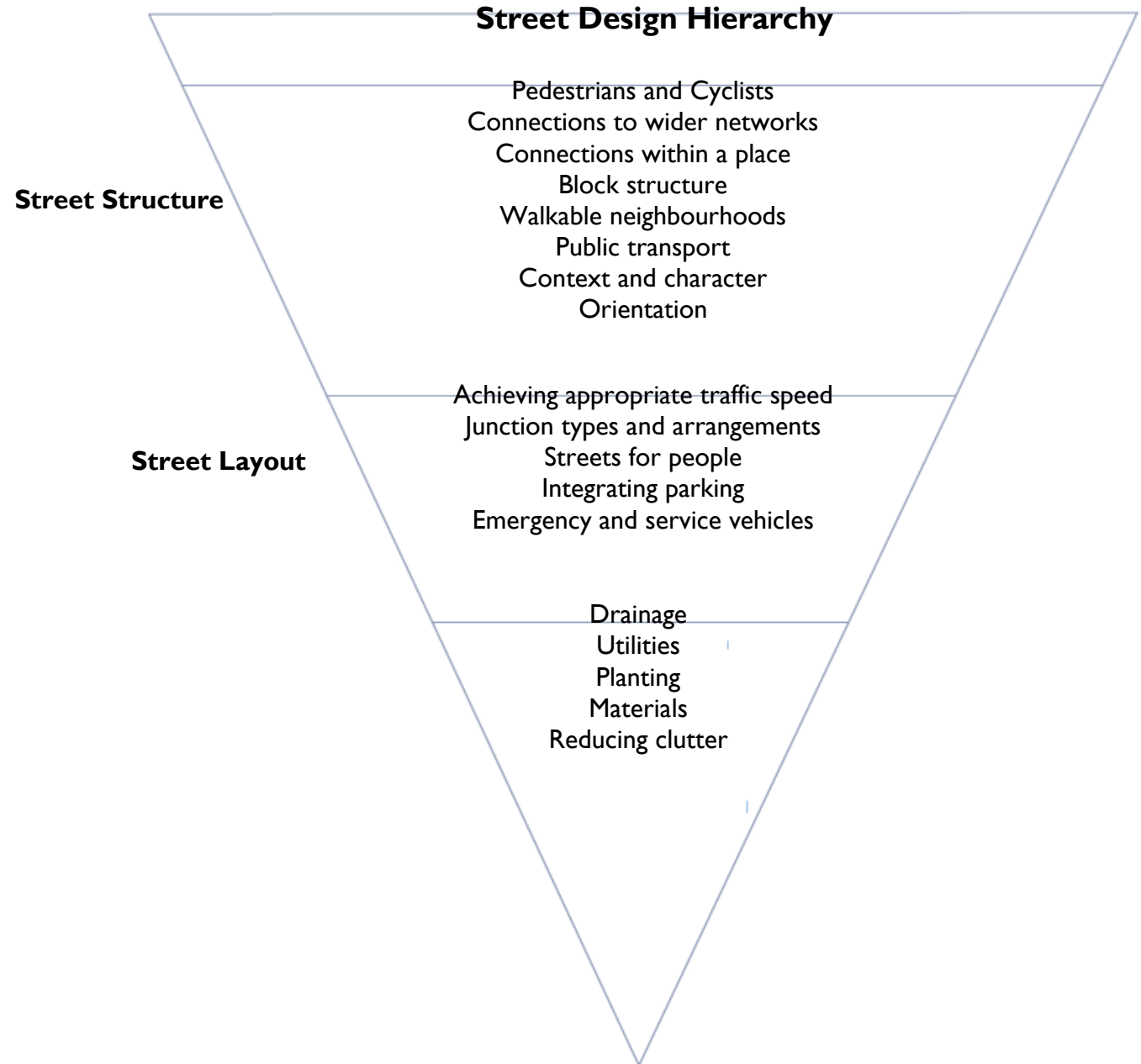
**Viability** – provides good value for money;

**Social value** – develops a positive sense of identity and community; and

**Environmental value** - efficient and responsible use of our resources

(Creating Places, 2013)

## Designing Streets



This document is the first policy statement in Scotland for street design.

The premise upon which the document is based is that good street design should derive from an intelligent response to location, rather than the rigid application of standards, regardless of context.

*Designing Streets* does not, thus, support a standards based methodology for street design but instead requires a design-led approach. This demands taking into account site specific requirements and involves early engagement with all relevant parties. *Designing Streets* marks the Scottish Government's commitment to

move away from processes which tend to result in streets with a poor sense of place and to change the emphasis of policy requirements to raise the quality of design in urban and rural development. (Designing Streets, 2010)

## **Street Detail**

The *Designing Streets* hierarchy sets out a framework for Street Design. This approach requires the designer to consider the relevant issues in a hierarchical way, working from issues of structure through to layout and geometry and on to matters of detail.

Developers should consider their design approach in conjunction to this hierarchy to deliver high quality places that are safe, welcoming, easy to move around and that encourage healthy lifestyles.

## Design, Health and Wellbeing

The fundamental causes of health inequality affect the places and communities in which we live therefore, where we live and where we spend our time has an important influence on our health and wellbeing.

Whether somewhere nurtures good health or contributes to poor health depends on how a variety of factors come together to affect the people and communities within it. These factors relate to:

- place - the buildings, streets, public spaces and natural spaces that make up the physical environment of neighbourhoods
- communities - the relationships, social contact and support networks that make up the social environment of neighbourhoods.

How places are designed, how they evolve and how they are maintained is therefore vital to the health of the people and communities within them. Those

communities should have a central role in decisions about place.

## Place and Health

Positive aspects of place that can nurture health and wellbeing include

- contact with nature in everyday life
- having a warm, dry, affordable house
- the availability of services and amenities
- well maintained streets and public spaces
- having good quality greenspace within walking distance
- the ability to move around places easily and safely on foot or by bike.

Other positive aspects are

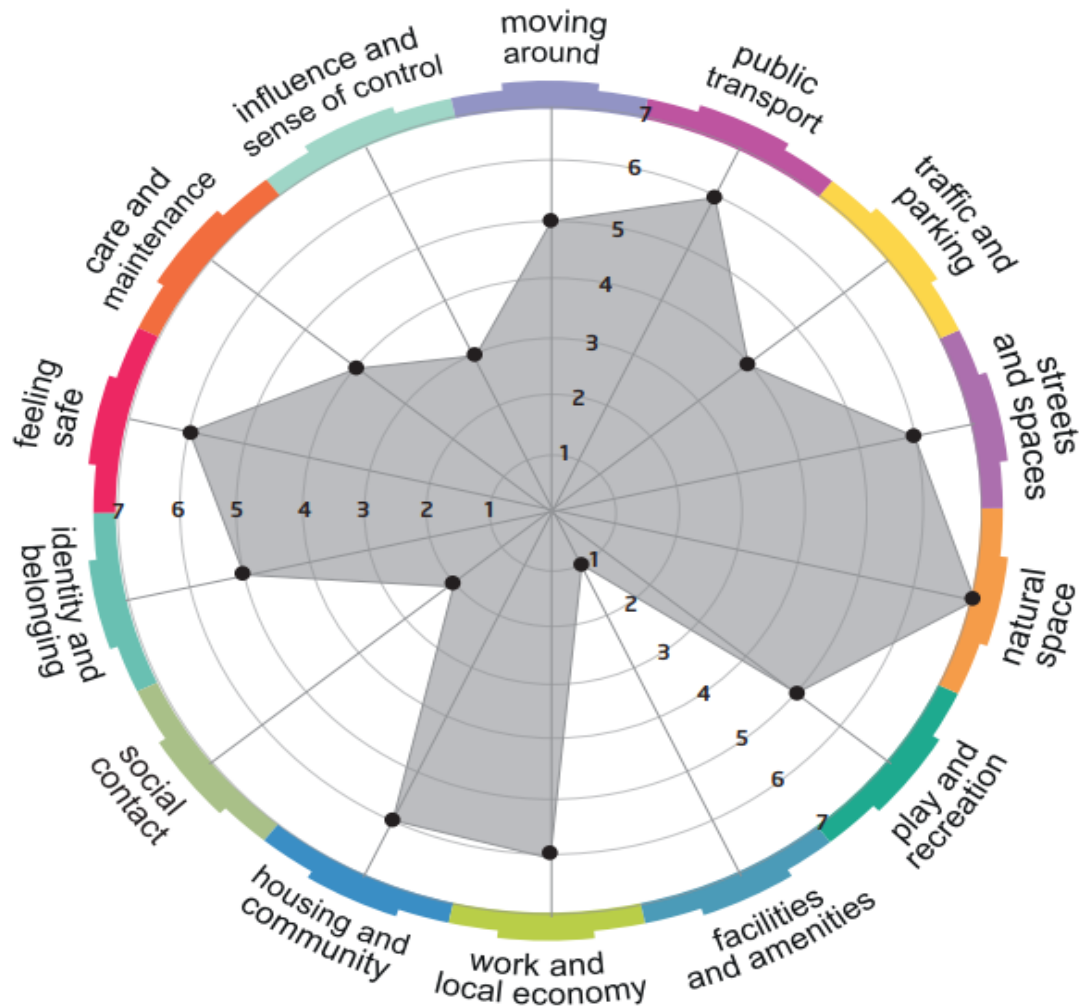
- feelings of safety
- street and urban design
- effective public transport
- having places to meet people
- a sense of belonging and a sense of control
- having a good mix of different housing types and tenures

- thriving communities with an abundance of local businesses and good access to job opportunities.

Negative aspects of place can include

- feeling unsafe
- high traffic volumes
- poor air and noise quality
- lack of public transport links
- lack of contact with other people
- poor access to services and shops
- poorly maintained streets and public spaces
- being near to derelict land and sites of pollution.

Place is particularly important in ensuring that children have access to a wide range of spaces and opportunities to play. The Scottish Government's health Strategy [Good Places, Better Health initiative](#) (2008) highlights the value of creating good places for children to grow up in.



The Place Standard Tool

## Place



Architecture and Design Scotland, 2019

## Standard Tool

NHS Scotland partnered with the Scottish Government and Architecture & Design Scotland to create the Place Standard for Scotland.

The Place Standard Tool is used for assessing places. It provides a simple framework to structure conversations about place. It allows consideration of physical elements of a place as well as social aspects.

This tool is designed for use in communities to increase the potential of physical and social environments to

‘The involvement of communities in delivering good places should not be restricted to consultation of their views. For engagement to be meaningful, communities must be participant from first to last. This is because communities not only possess knowledge important to design processes, but they will most often play a leading role in the stewardship of their towns and neighbourhoods.’ (Creating Places 2013)



support health and wellbeing and tackle inequalities.

<http://www.healthscotland.scot/health-inequalities/impact-of-social-and-physical-environments/place/place-overview>

## Six Qualities of Successful Places

The Scottish Government has identified six key qualities that make a place successful. These form the fundamental principles of the Government's policy statement on architecture and place for Scotland; 'Creating Places'.

'Planning should support development that is designed to a high-quality, which demonstrates the six qualities of successful place.' (Scottish Planning Policy, 2014)

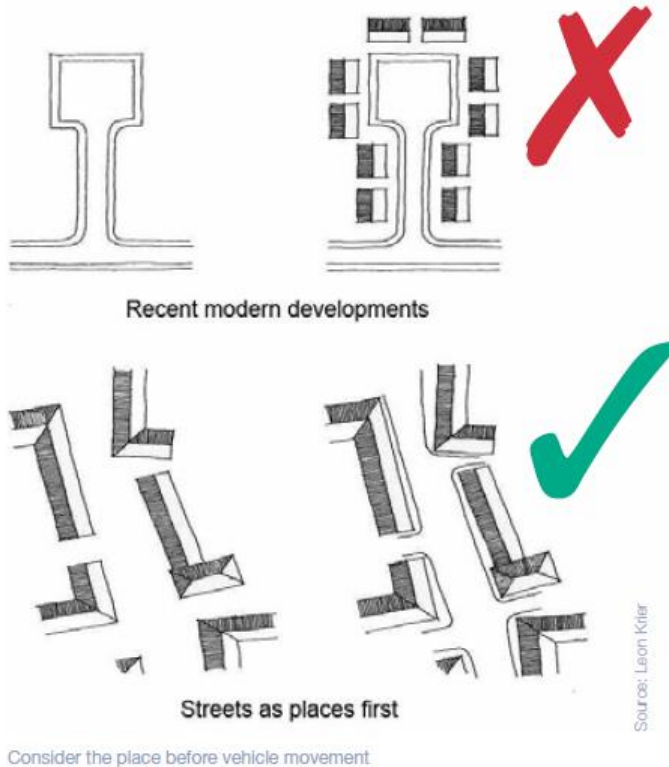
The six key qualities of successful places should be used as a checklist, central to the formation of your development proposal.

The Government has identified the six key qualities of successful place as:

- Distinctive;
- Safe and pleasant;
- Easy to move around;
- Welcoming;
- Adaptable; and,
- Resource efficient

**Distinctive:** places that complement local landscapes, topography, ecology, archaeology and natural features. Our skylines, public open spaces and our streets and building and their form and material, all give a sense of identity;

**Safe and Pleasant:** places that are attractive to use because they provide a sense of security. It is a place where the windows, doors and active frontages face onto the street, creating liveliness and where inhabited rooms overlook streets, paths, open spaces and play areas, enabling natural surveillance and encouraging activity, and where there is clear distinction between private and public space.



**Easy to move around:** design and layout should consider place before movement, connecting the site beyond its boundary and should promote good accessibility by walking, cycling and public transport. It should see good connectivity between new sites and beyond to existing settlements;

**Welcoming:** places that help people find their way around by providing landmarks or development that create or improve views, using pieces of public artwork or by the use of good lighting and signage;

**Adaptable:** this is a place that can adapt to change, that considers changing demographics and degree of ability and mobility; it has a range of densities and tenures that can accommodate future needs;

**Resource efficient:** a place that maximises energy efficiency through good siting and orientation to take advantage of the sun, and takes shelter from natural or designed landforms; it is a place that uses good water and waste management systems and protects habitats and wildlife.

## Distinctive

For a place to be distinctive, any new development should:

- Consider the wider context in terms of landscape, townscape, topography, development patterns and building vernacular;
- Complement local identity;
- Utilise inspiration from the wider area to influence the design;
- Integrate into the settlement pattern of the area and the movement between buildings should be accessible, safe and user friendly.

Distinctiveness can have an impact on the quality of a community. An environment of high quality can improve the experience a place could offer and in doing so increase the enjoyment and, the wellbeing of people living within it.

Streets, roads and pathways are an important part in creating a sense of place. They serve many functions, as spaces, they are enjoyed by pedestrians, children and cyclists and can be areas used for socialising and play. [IMAGE]

Good connections and links between new developments can improve the enjoyment of a place. Integrated with good building design, user permeability can help retain the identity and distinctiveness of a place.

Places must prioritise the pedestrian, whilst providing good connections to services and facilities. Layouts that are designed principally around the movement and parking of vehicles are unlikely to be acceptable. [IMAGE]

Housing is the largest single use within the Park. The design, quality and character of new housing can shape the built environment of settlements across the Park and impact the natural environment within which they sit.

In the interest of development viability, house builders may seek to produce standardised housing design in new developments, however measures can be taken to adapt the design of elevations and finishes to reflect local building styles and features. Innovative site layouts, site uses and design will also be supported and encouraged. [IMAGE]

These are the qualities that give an area its distinctive character and sense of place. Social, cultural, economic and environmental factors shape the character of a place. New developments must therefore retain and contribute to the character and sense of place of its surrounding area and, to uphold the unique experience that place offers.

*Street design should respond to local context to deliver places that are distinctive*

### **Block structure**

The urban form should be distinctive with landmarks and vistas that provide good orientation and navigation of an area

### **Context and character**

The requirements and impact of pedestrians, cyclists and vehicles should be reconciled with local context to create streets with distinctive character

Opportunities should be taken to respond to, and to derive value from, relevant elements of the historic environment in creating places of distinctive character

Examples of Good Design



Good Design  
within the  
National Park



## Safe and Pleasant

The definition of pleasant can be very subjective; however we all desire to live in a place that is safe and pleasant. A rigid application of policy; poorly sited and designed buildings and, poor quality spaces act as barriers to the safety we experience when visiting or living within a community. [IMAGE of poor/unsafe place]

The principles of safe and pleasant design can be successfully achieved within both high and low density development. See Planning Advice Note 77 for safe and pleasant principles in design.

For example, within a rural landscape, new developments that complement the existing built environment and add value to the natural landscape are considered to be pleasant. This can be achieved by thoughtful and careful design.

To attain safe and pleasant design, new development regardless of location should:

- Interconnect well with existing services, facilities and public open spaces. Good connections can make a place more pleasant to spend time within, and in turn positively impact the physical and mental wellbeing of its users.

- Prioritise the movement of pedestrians and cyclists over cars. This should be reflected in street and road layout and design. All users should expect to use shared spaces and roads safely. For example, limiting junctions onto the public road and reducing vehicle speed through design, are ways we can achieve safe places. Pedestrians, children and cyclist should feel safe on our streets and country roads. [IMAGE]

- Restrict the forward visibility of vehicles within the context of higher density residential layouts. Reduced forward visibility helps control vehicle speeds. This can be achieved by building positions, road layout or by adding subtle features, such as planters and removing the need for unnecessary road markings and signage. [IMAGE]

- Incorporate the use of appropriate landscaping and boundary treatment. Soft green boundaries help define public and private spaces without the need for hard boundaries and, can contribute to a sense of ownership and responsibility. [IMAGE]

- Provide a balance between the safety and quality of the environment. To create places which allow the safe movement of all users of that space.
- Deliver communal spaces, open spaces, play areas and landscaping that have an open aspect. Spaces overlooked by buildings naturally creates passive surveillance. [IMAGE]

Streets should be designed to be safe and attractive places

### **Pedestrians and cyclists**

Street user hierarchy should consider pedestrians first and private motor vehicles last

Street design should be inclusive, providing for all people regardless of age or ability

### **Achieving appropriate traffic speed**

Design should be used to influence driver behaviour to reduce vehicle speed to levels that are appropriate for the local context and deliver safer streets for all

### **Reducing clutter**

Signs and street marking should be kept to minimum and considered early in the design process

Street lighting should be as discreet as possible, but provide adequate illumination

Street furniture should be located for maximum benefit and to reduce pedestrian obstruction



Walking and cycling is the most sustainable form of transport. Streets and roads should be designed, not only to allow for walking and cycling, but to actively encourage it. All streets or country roads should offer a pleasant and safe experience.

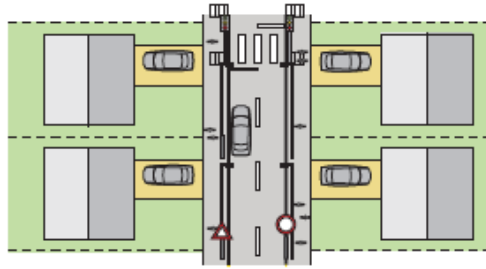
Within the urban and rural environment, good junction design can favour pedestrians and can slow turning traffic.

These images are taken from *Designing Streets*: at the top left, a squared off junction mouth offers a shorter crossing distance and maintains pedestrian desire line. It also slows turning traffic by reducing unnecessarily large radii.

The images below show the same junction design and how it can reduce the danger of fast turning vehicles cutting across cyclists.

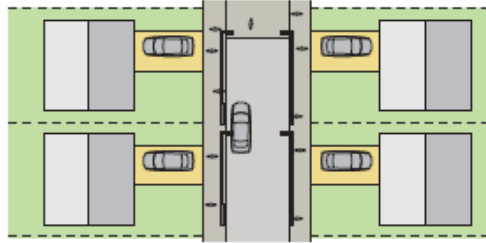
“We know that the physical environment that surrounds us is key to our health and wellbeing. Historically we have focused (very successfully) on creating environments free from significant hazards. Whilst this continues to be important we now recognise an additional need to create positive physical environments which nurture better health and wellbeing. The relationship between environment and health (Designing Streets, 2010) safe and positive environments for health requires us to think, plan and deliver in new and more effective ways” (Scottish Government Good Places Better Health 2008)

decreasingly segregated  
 increasingly shared  
 increasingly cooperative



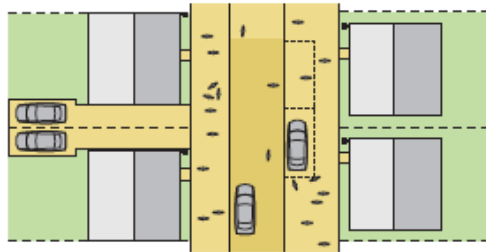
- Guard railing
- Excessive road markings and signs
- Conventional Kerbs
- Intrusive lighting columns
- Vehicle movement and parking

Image shows a more formulaic layout with excessive road markings and signs. Conventional kerbs, intrusive lighting columns, vehicles and vehicle parking are dominant.



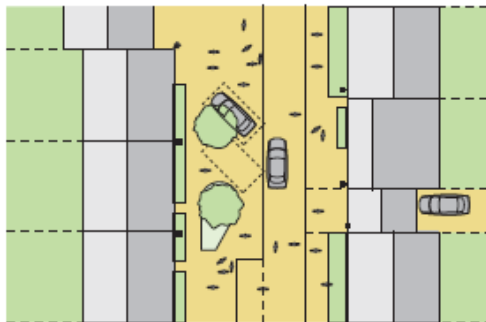
- No road markings or signage
- Informal crossing

Image shows a similar formulaic layout without road markings or signs. Conventional kerbs, intrusive lighting columns, vehicles and vehicle parking remain dominant.



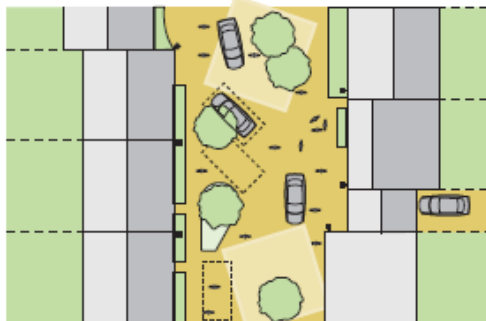
- More dominant pedestrian area
- Low kerbs
- Common material for footway area carriageway
- Reduction in vehicle parking impact

This image introduces more dominant pedestrian areas, with low kerbs, common material for paths and roads and a reduction in vehicle parking.



- Reduced carriageway width
- More informal street composition
- Sensitive soft landscaping

This image is a complete contrast from previous images. Reduced roadway width, more informal street composition, sensitive soft landscaping and level surfaces have been introduced.



- Level surface – no definition between street user zones
- User hierarchy favours pedestrians

The last layout favours the pedestrian – we need to slow drivers down by removing long stretches of tarmac or straight through roads, and start introducing natural speed calming features.

(Designing Streets, 2010)

## Easy to Move Around

The layout of any type of development will have an impact on the character of adjacent streets, roads, connecting links or public spaces. Therefore, it is crucial that **layout** and **movement** are considered together in the design process. See Planning Advice Note 78 for principles in inclusive design.

Good placemaking is an important part of sustainable development. Sustainability is the measure of likely impacts a development will have on the social, economic and environmental conditions of future generations. Therefore sustainable design will be encouraged in all areas of a new development.

Encouraging active travel and use of public transport, is one way we can help reduce any negative environmental impact caused by excessive vehicle usage.

These principles apply to both urban and rural environments; wherever possible, new developments should:

- Integrate well with public transport networks, cycling and walking networks, and should connect well with existing settlements with a minimum dead-ends. [IMAGE]

- Allow easy movement from place to place, and should connect to existing public open spaces, public buildings or recreational spaces.
- Consider the layout of the development regardless of whether it is in a rural or urban environment. The layout can affect how users interact with the buildings and the wider place, and can have an effect on the health and wellbeing of that user.
- Provide good connection to existing facilities such as shops, parks or countryside core paths. This will increase the enjoyment of a building and surrounding area, and can help the future sustainability of a community. [IMAGE]
- Produce a good site and design appraisal. This will help release the potential out of a site and reduce its environmental impact.
- Design with **inclusivity** in mind, allowing all users of a building, dwellinghouse or public space, to move around easily without meeting physical barriers, regardless of their physical ability. [IMAGE]
- Incorporate good access areas that allow movement free of unnecessary barriers and street clutter. This will increase the enjoyment of a place and adds value to a community. [IMAGE]
- Avoid Cul-de-sacs where possible. Layouts should accommodate emergency and service vehicles without compromising a sense of place. The layout should reduce or at best eliminate the need for emergency or waste collection vehicles to reverse through the place. [IMAGE]



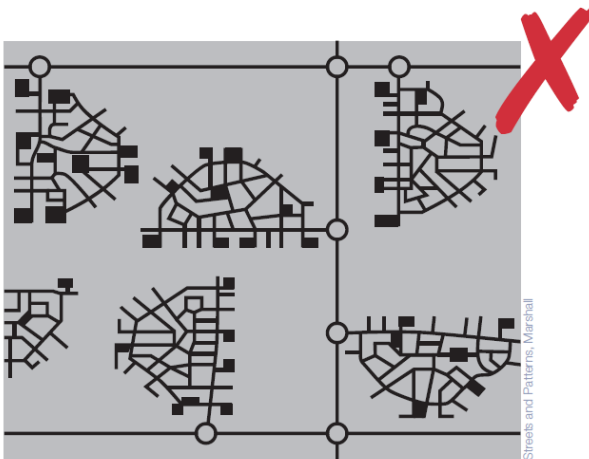
- Encourage early engagement between the designer/developer, the planning services and Historic Environment Scotland to incorporate the principles of ease of movement, without adversely affecting the character and setting of our listed buildings or Conservation Areas.

‘When streets are designed for walkers and not cars people are 25% more likely to walk to work.’

Source: World Health Organization (WHO) publication (2006)

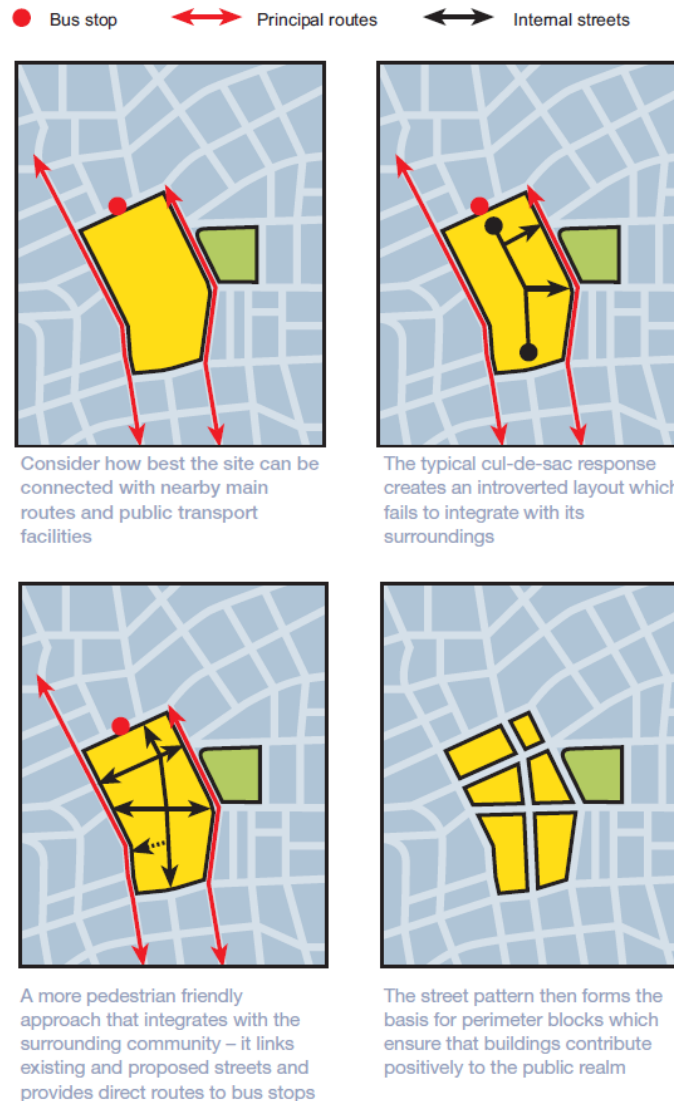
Inclusive Design Hub:

<http://inclusivedesign.scot/>



Internally permeable neighbourhoods lacking direct connections with one another – to be avoided

## The Movement Framework



Consider how best the site can be connected with nearby main routes and public transport facilities

The typical cul-de-sac response creates an introverted layout which fails to integrate with its surroundings

A more pedestrian friendly approach that integrates with the surrounding community – it links existing and proposed streets and provides direct routes to bus stops

The street pattern then forms the basis for perimeter blocks which ensure that buildings contribute positively to the public realm

*Streets should be easy to move around for all users and connect well to existing movement networks*

### Connections within a place

Street design should provide good connectivity for all modes of movement and for all groups of street users respecting diversity and inclusion

### Public transport

Public transport planning should be considered at an early stage in the design process

### Junction types and arrangements

Junctions should be designed with the considerations of the needs of pedestrians first

Junctions should be designed to suit context and urban form – standardised forms should not dictate the street pattern

## Welcoming

**Making a place** welcoming through good design can bring added value to a community. Whether it is a shared public space, civic building, a piece of artwork or residential development, its design and layout can affect how we live and ultimately how we enjoy a place.

A sense of welcome in a place can be achieved by:

- Paying attention to the surrounding context. If we feel welcome we tend to feel safer therefore it is important that we look at design in the wider context, and in the context of how that building will affect the people using the space around it.
- Integrating sensitive landscaping and well thought out access routes that connect places, with integrated communal or shared spaces. [IMAGE]
- Encouraging new landmarks (for example, works of art) and developments that create or improve views and help people find

their way around more easily. [IMAGE]

- Favouring an informal building layout in higher density developments that allow opening up of views, rather than standard oppressive rows of uniformly sited buildings.
- Better use of signage to help the visitor find their way around.
- Incorporating sensitively located lighting to help create a place where people feel safe, or use lighting to highlight landmark buildings.
- Recognising the pedestrian is a priority. Developments that prioritise vehicles tend to need large areas of tarmac or long stretches of wide road. This will have a negative impact on the sense of place; it won't appear a welcoming environment for the pedestrian, as cars will tend to travel faster and so the place adopts a feeling of unsafety. [IMAGE]

- Integrating appropriate measures to manage traffic control naturally: building layout, street design and landscaping within higher density developments will minimise the need for engineered solutions or signage, and result in a more welcoming development. [IMAGE]
- Ensuring new developments raise the aesthetic value of an area. Location and good design are critical components to the overall usability and enjoyment of a place. It is essential for the success of a place to live, work or spend time in.

*Street layout and detail should encourage positive interaction for all members of the community*

**Walkable neighbourhoods**  
Street layouts should be configured to allow walkable access to local amenities for all street users

**Streets for people**  
Streets should allow for and encourage social interaction

## Adaptable

Well designed places should be multifunctional. A road can be a permeable surface and an area to play on. Or a Sustainable Drainage System (SuDS) area can be an area of amenity. [IMAGE]

Adaptability in new developments can be achieved by:

- Considering the landscaping and natural space of a development throughout the design process, otherwise it can often appear as an afterthought once buildings, roads, paths and utilities have been designed.
- Using The Scottish Government's Green Infrastructure Design and Placemaking guidance to inform the design and layout of open spaces within new developments.
- Integrating adaptability within the early stages of the house design process. Homes need to be capable of meeting the evolving

needs of their occupants. For example, accommodating the needs of a growing family by having somewhere suitable to store a pushchair, providing space for study or home working, or making adjustments to cope with infirmity or disability. Future-proofing homes by making them adaptable is inherently sustainable and beneficial for individual householders and communities. [IMAGE]

- Considering the future adaptation of properties. The potential for a dwelling to be extended should also be a consideration at the design stage, whether this is a side extension or a loft conversion or the addition of attic trusses for future conversion - future suitability should be considered.
- Incorporating multifunctional SUDs areas, designed to be a positive element of a development. They should be well integrated, nestled

within the landscape and provide open shared space whilst enhancing the local biodiversity. [IMAGE]

- Encouraging developers to consider site layout, building design and their surrounding spaces in regards to their ability to adapt to any future impacts of climate change.

Further information on SuDS can be found in the Water and Drainage Supplementary Guidance and The SuDS Manual (CIRIA C753) which is available from the CIRIA website.

*Streets networks should be designed to accommodate future adaptation*

**Connections to wider networks**

Street patterns should be fully integrated with surrounding networks to provide flexibility and accommodate changes in built and social environments

**Integrating parking**

Parking should be accommodated by a variety of means to provide flexibility and lessen visual impact

**Service and emergency vehicles**

Street layouts should accommodate emergency and service vehicles without compromising a positive sense of place

## Resource Efficient

Low carbon developments and energy consumption should be fundamental considerations for developers and designers.

A Low Carbon Economic Strategy for Scotland highlights the opportunity to reduce the current energy and carbon emissions associated with new and existing buildings through energy efficient, low carbon design and specification.

The carbon footprint of a development and its energy consumption can be reduced by:

- Incorporating low or zero carbon generating technologies. The Park Authority encourages the use of renewable energy and heat recovery systems for existing and new development (see policy 7 Renewable Energy). [IMAGE]
- Ensuring a good site layout, positioning and orientation of the building, or by well designed shelter (walls, fences, planting etc). [IMAGE]

- Principle elevations should be sited with the direction of the sun or sun path in mind.
- Main living rooms and living areas should face south to maximise the benefits of passive solar gain (heat from the sun).
- Private rooms in the house, such as bathrooms, stairs, utility areas, need not be on the south facing side.
- Landscaping and planting around house plots and buildings, and within communal areas, should be designed to shelter the buildings from adverse weather conditions such as winter northerly winds. A variety of appropriate species of planting can do much to enhance the biodiversity of an area. Significant natural features and other areas of biodiversity should be protected where possible.
- Ensuring good levels of natural daylight and direct sunlight accessing the interior of a building or its amenity space is important. This can help make a building a

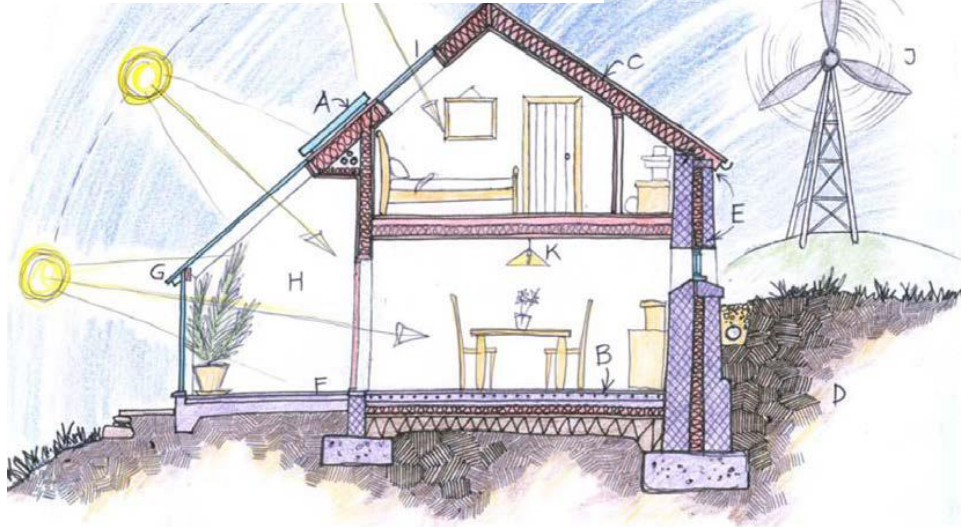
healthier environment to live in and can reduce running costs over its lifetime. In higher density developments, street constraints and site layout may present challenges when orientating new developments for passive solar gain. This should be considered during the design process.

Parallel rows of south facing streets or unimaginative building layout, will not be acceptable. Consideration should be made of all the six key qualities during the design stages.

New development must not have a negative effect on natural or direct sunlight into existing buildings or spaces.

Good design should maximise the amount of light reaching existing public areas and where possible, protect streets or important network routes from prevailing winds or with designed shelter.

Shetland Placemaking Supplementary guidance



*Street design should consider orientation, the integration of sustainable drainage and use attractive, durable materials that can be easily maintained*

**Drainage**

Streets should use appropriate SuDS techniques as relevant to the context in order to minimise environmental impacts

**Orientation**

Orientation of buildings, streets and open space should maximise environmental benefits

**Utilities**

The accommodation of services should not determine the layout of streets or footways

**Materials**

Materials should be distinctive, easily maintained, proved durability and be of a standard and quality to appeal visually within the specific context

**Planting**

Street design should aim to integrate natural landscape features and foster positive biodiversity

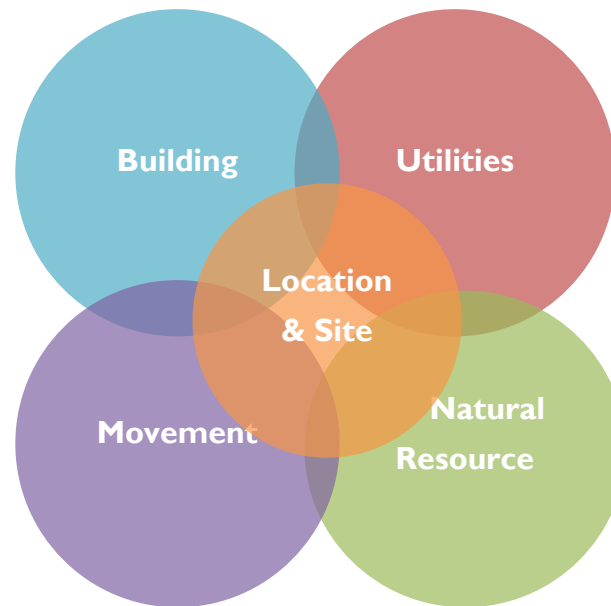
## New Development

All new developments should integrate well within the surrounding environment of which they sit, and enhance the character of the surrounding area through their layout and design.

Therefore, this requires any new development concept to consider the relationship between its design, materials, its connection to other places, infrastructure and its impact on the natural and historic environment.

General design principles apply for new development within both urban and rural areas however, buildings in the open countryside can potentially be seen from afar and so location and context can be as important as the building's siting and design.

Therefore, further consideration of the location and siting of the development within the open countryside of the Park is paramount.



## Location and Site

All new development should:

- Relate visually to existing development
- Be appropriately sited and within context
- Complement the existing settlement pattern
- Complement existing density patterns

➤ **Utilities**

**Natural Resource**

**Movement**

**Building**



## The Design Process

**Blue and Green Infrastructure**

## Design Toolkit

This section of the guidance outlines various tools that are available to developers and designers to aid with the design process, referred to as a 'design toolkit'. Some of the following tools will be more appropriate for certain types of development however this is not an exhaustive list. Designers should note there are a range of Planning Advice Notes and supplementary guidance documents available that should be used as points of reference during the design and application processes. Further information of sources can be found in the Resources section that follows.

The design toolkit provides a number of purposes:

- A set of exercises that can be undertaken by the developer/designer that sets out design guidance or a set of design parameters that a development should follow, to produce a high quality planning application;

- Allows the planning service an opportunity to understand the fundamental principles behind a design proposal and deliver a better informed assessment of the development;
- Deliver an agreed vision for a particular area or site.

## Design Statements

A design statement can be prepared for large or small developments for example, a single dwelling in a rural landscape or multiple dwellings in a more densely populated area.

It enables the applicant to explain how the chosen design and layout proposal has been selected. It should also explain why the selected design is the most suitable solution in terms of the building's design, layout materials and the space around the building.

The statement does not need to be elaborate. It should be a concise document that highlights the principles on which a development is based.

## Development Briefs

A development brief will be a material consideration in the decision making process. It will usually precede a design statement or masterplan. They may be prepared by the Park Authority or Council for larger development sites throughout the Park. It is generally expected that prospective developers will prepare briefs and agree these with the governing body in advance of a planning application being submitted.

A development brief provides:

- An assessment of constraints and opportunities the site presents and the type of development deemed appropriate based on that assessment.
- Guidance on key elements that the development should incorporate, with reference to appropriate policy from the Park's Local Development Plan and Scottish Planning Policy.

- Details on function, layout, plot sizes, building heights, building lines and materials etc.

### Masterplanning

A masterplan is used where there is a greater degree of certainty regarding the development of a site. It provides a description of the development concept which may include:

- Present and future land use;
- Urban design and landscaping;
- Built form;
- Infrastructure;
- Circulation and service provision

The masterplan usually includes maps, three dimensional images and text to describe the development concept.

The Plan is intended to provide a structured approach to creating a clear and consistent framework for development, based on an understanding of place.

### Design Guides

A design guide can be used to provide design context for a particular subject, for example, signage, a shop front design or a house extension. The guide must demonstrate how the development will be undertaken in line with the Park's current Local Development Plan.

### Design and Access Statements

A Design and Access Statement contains both a design statement and a written statement that outlines how issues relating to the access of that development, focusing on disabled access, will be addressed.

The statement will:

- Explain the policy approach and how any specific issues relating to disabled access will be addressed.
- State any consultation that has been undertaken and the outcome of the consultation.

### Supporting Statement

If the Planning Authority does not require any of the aforementioned Statements,

Masterplan or Briefs, it is good practise to provide a Supporting Statement alongside a planning application. This additional information can help the Planning Authority make a more informed assessment of the application.

### Supporting Information

Depending on the scale and type of development, the level and detail of supporting information may vary. Forms of supporting information may include:

- Plans;
- Drawings;
- Photographs

Developers are encouraged to make contact with the relevant Planning Authority to discuss their proposals.

**Resources**

## References

The Scottish Government (2010) *Designing Streets* Available online:

The Scottish Government (2013) *Creating Places* Available online:

The National Health Service Scotland  
Available online:

<http://www.healthscotland.scot/health-inequalities/impact-of-social-and-physical-environments/place/place-overview> (accessed 03/19)

Shetland Placemaking Supplementary  
Guidance:

<http://www.shetland.gov.uk/planning/documents/PlacemakingSG-V4.pdf> (accessed 04/19)