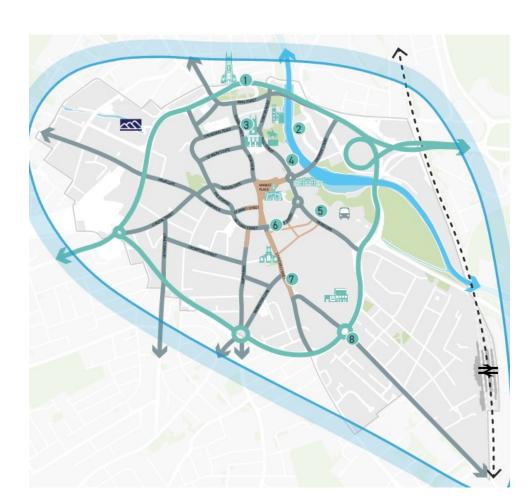
Derby City Centre Design Guide



PURPOSE OF THE PROJECT

- Building on "Towards a new vision for Derby City Centre – Ambition 2022"
- Concise and easily accessible Design Guide for the City Centre
- Identify key principles for the design of new development
- Raising the bar for the quality of buildings and public realm
- Be informed by and specific to characteristics of the city centre
- Document to be translated into an SPD or Design Code in the future



PROPOSED APPROACH

- Team:
 - Urban Initiatives Studio
 - Lathams Architecture and Urbanism
- Ambitious and comprehensive document:

1. Introduction and Purpose	 what is the document about how to use it
2. City Centre Wide Principles	 Sets ambition for development and design quality in the city; Provides overarching principles desired urban character and functional areas, building height and skyline, heritage, the river, walking, cycling and public transport, access, movement and parking, network of open spaces, green and blue infrastructure, flooding, and approach to sustainability, resources and lifespan
3. Character Area Principles	 Provide concise description of character areas in the city centre (uses, heights, grain, unique features, heritage and specific functions, scope for change and development Provide tailored guidance on aspects that development should respond to, including high level design principles for key growth and regeneration areas

PROPOSED APPROACH

4. Place Principles	Approach to place making and character responsive design of larger masterplans and area
	based development schemes
	 Covers topics of how to appraise the context and place, engagement with stakeholders and
	local people, establish a vision, respond to the existing context, integrate existing features,
	create a distinctive character and place making.
	 Principles will also cover topics such as development layout, hierarchy of streets and spaces,
	street blocks, movement and connectivity, access, parking and servicing, height, scale and
	massing, landmarks, open spaces, public realm quality and landscaping

Streets, public realm and open spaces, public realm design to provide lively and animated spaces as the focus for activities and the community, and to enhance local identity Covers topics of how street design can support active travel, the greening of the city centre, the provision and integration of SUDS within the urban realm, approaches to lighting, public realm furniture, seating, signage, materials, low cost meanwhile or temporary interventions

and other aspects
 Approach to building design
 Covers topics of urban grain, building height, roof scape, form, mix of uses, building line, frontage and orientation, corners, defensible spaces, appearance and form, elevation design, balconies, materials, details, adaptable and resilient design, climate and sustainable responsive design, flood mitigation, residential amenity and provision of communal and

private amenity spaces

TIME SCALE AND ENGAGEMENT

Compressed time scale due to funding condition

• Project start: beginning of December 2023

Project completion: end of March 2024

- Engagement
 - Stakeholder 1-2-1 meetings: December 2023
 - To meet key stakeholders to understand context, issues and aspirations
 - Stakeholder workshop: end of February 2024
 - Invited stakeholder event to present and discuss draft design guide, specifically city wide and area specific recommendations
 - Officer and member presentation: March 2024