

6.0 Character Areas

- 1

Viaduct + Swing Bridge
- 2

Mesh deck to expand pedestrian zone
- 3

Boat lifting area
- 4

Harbour-themed play area
- 5

Access to retained lower intertidal level
- 6

Retained roundhead
- 7

Amphitheatre
- 8

Accessible route
- 9

Primary servicing route
- 10

Spill-out areas

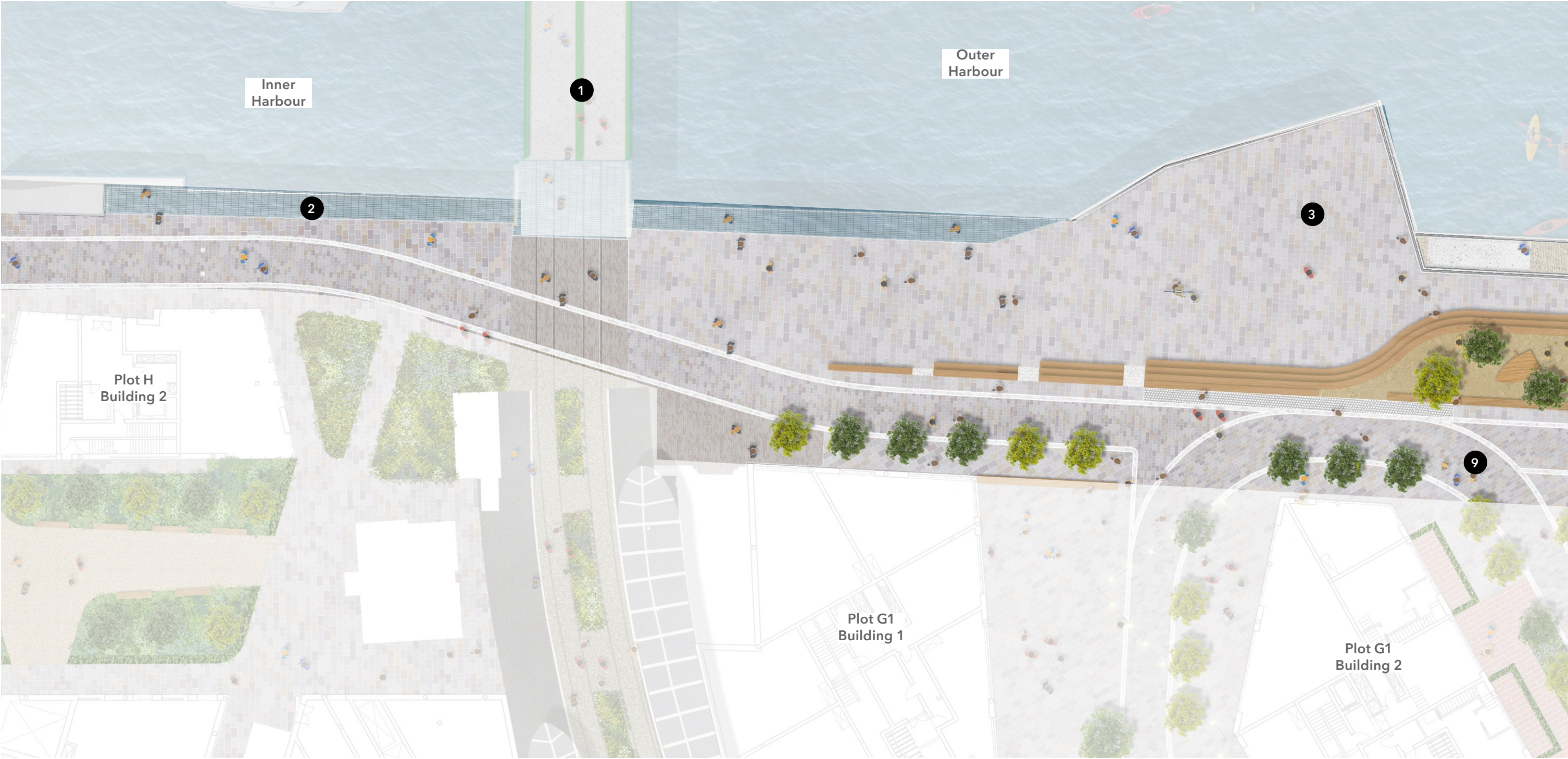


Figure 47. Harbourside rendered plan



6.0 Character Areas



Figure 48. Amphitheatre section



Key Plan

6.0 Character Areas



Figure 49. View looking toward the harbourside amphitheatre



Key Plan

6.0 Character Areas

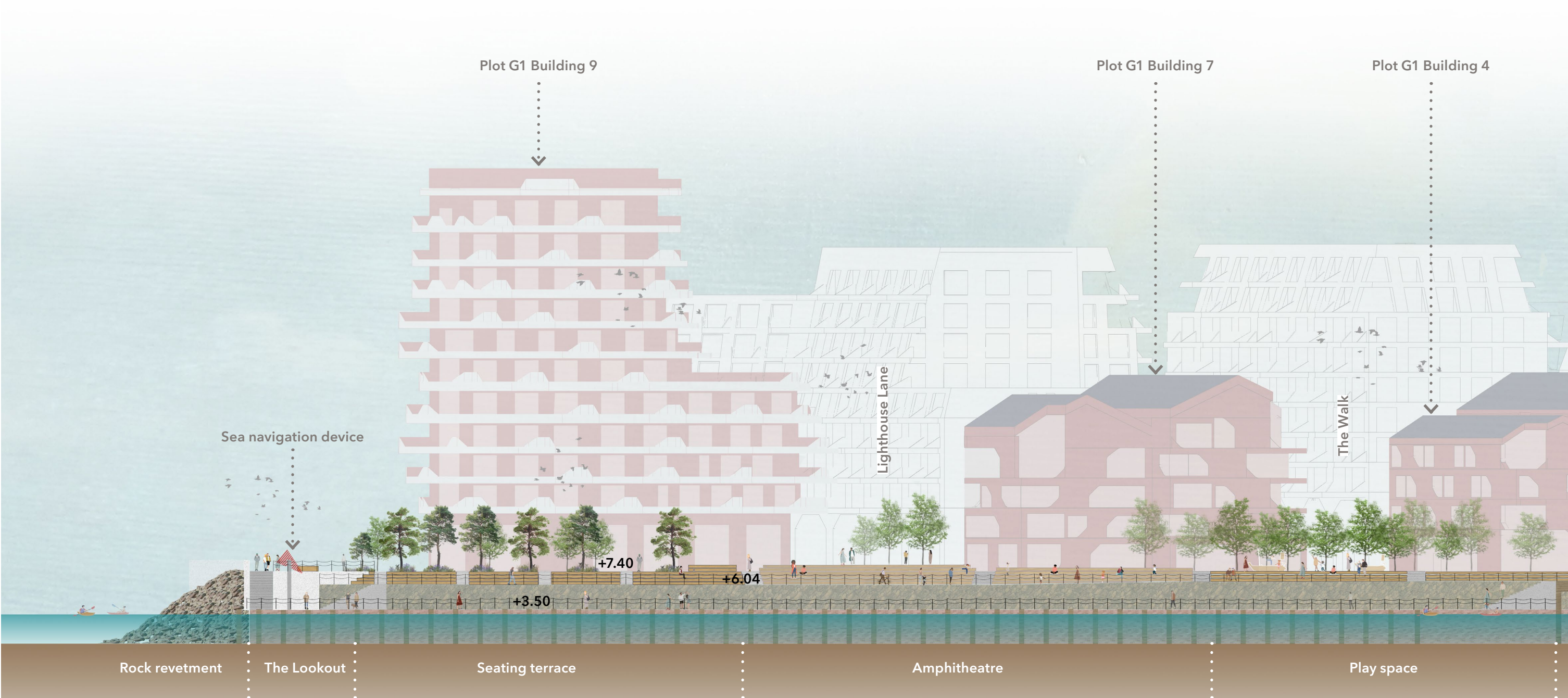
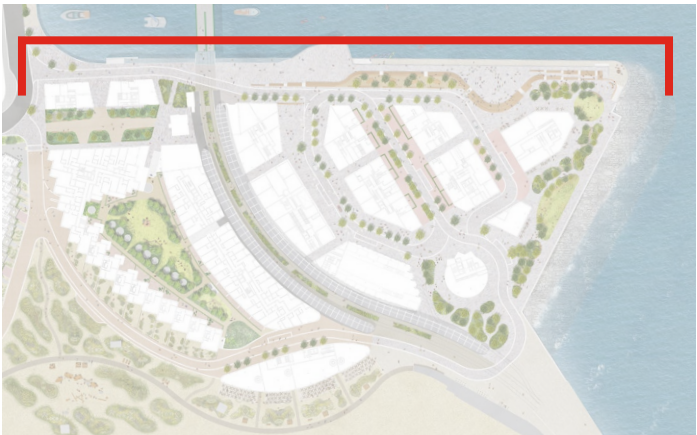
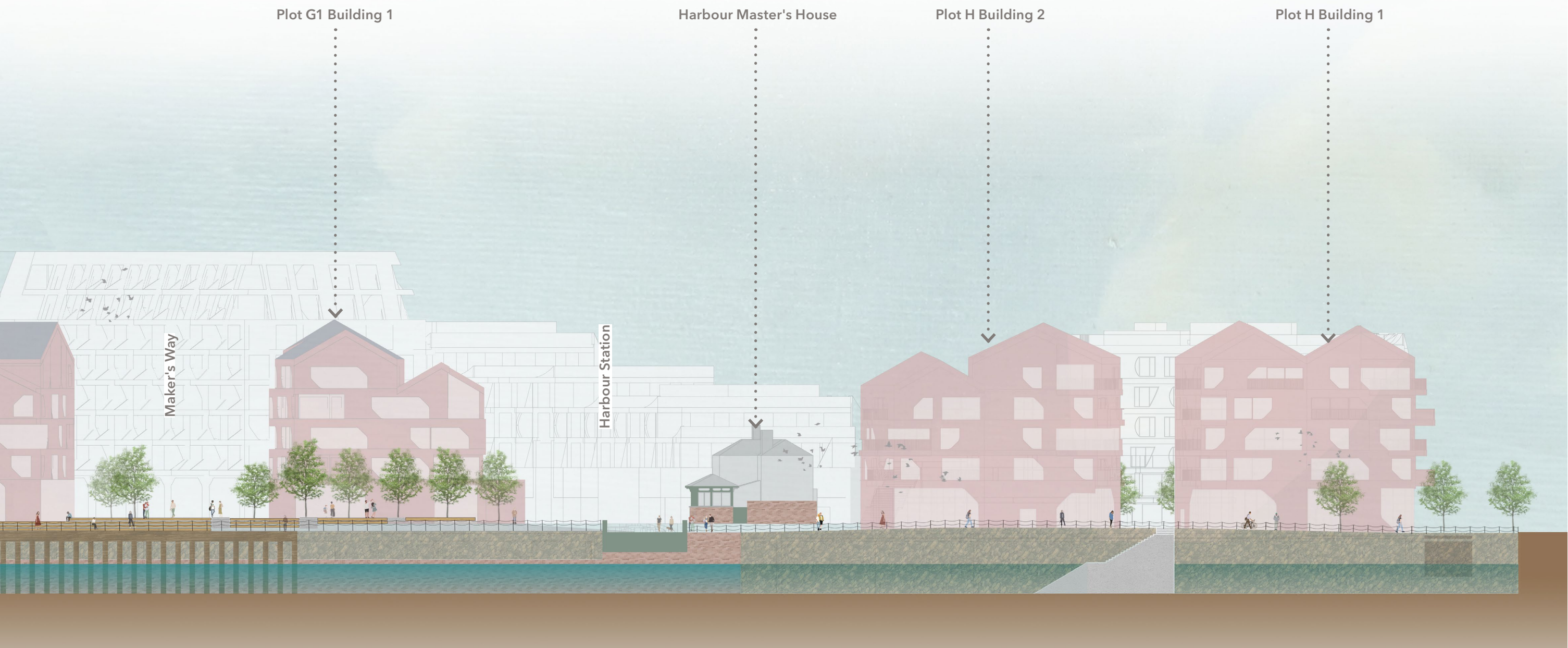


Figure 51. Harbourside elevation

6.0 Character Areas



Key Plan

6.0 Character Areas

6.3 Seafront Park

Introduction

The Seafront Park is one of the most exciting aspects of the proposals. The character of the park will contrast the Harbourside with a much more intimate green dwelling space. The park will have expansive views out to Martello towers, the open sea, and the lighthouse, which are framed with trees and planting adapted to the exposed location.

Function

- Waterfront promenade
- Dwelling space
- LAP playspace + play trail
- Cafe/restaurant spill-out

Hard Landscape

- Porphyry paving to perimeter
- Self-binding gravel to interior spaces
- Timber baulk benches
- Natural timber play equipment

Soft Landscape

- Mixed evergreen and deciduous trees
- Salt-tolerant lawn
- Mixed shrub and herbaceous planting

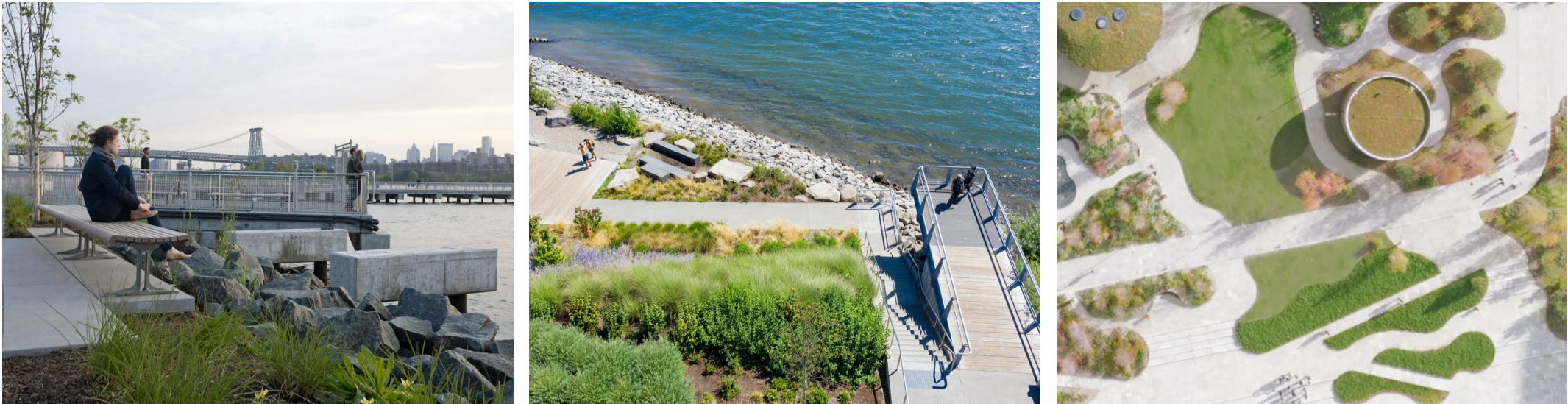


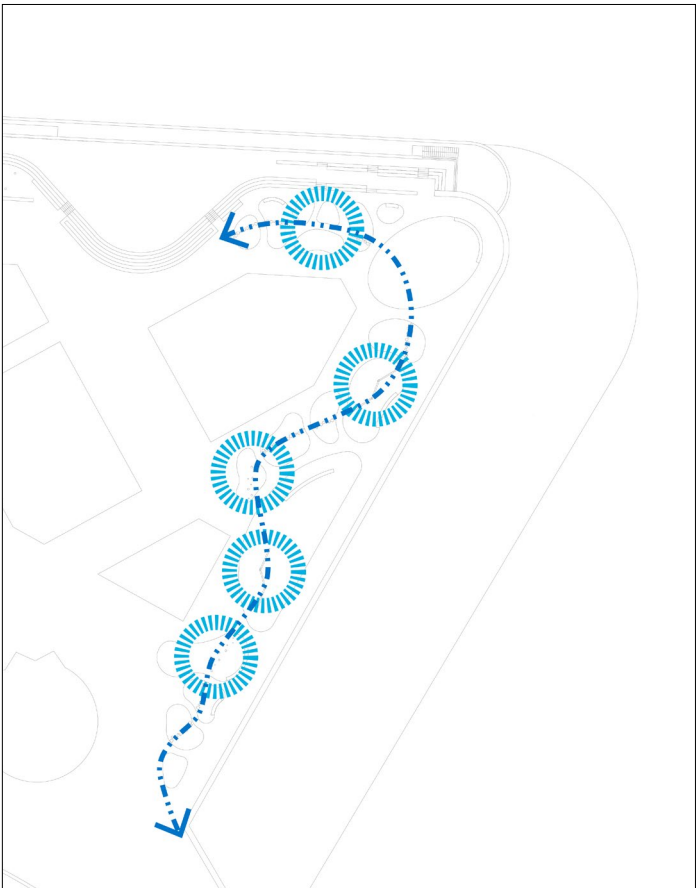
Figure 52. Seafront Park character images



An accessible promenade with a hierarchy of secondary routes



Framing key views out



A linear play route weaving through the park

6.0 Character Areas



- 1 Retail spill out
- 2 Coastal tree planting with mixed shrub and herbaceous understorey
- 3 Open lawn area/pocket park
- 4 Wave wall following existing quay edge alignment
- 5 Dense cluster of trees for wind mitigation
- 6 Primary service route
- 7 Historic rails paving reference
- 8 The Goods Shed
- 9 View to lighthouse
- 10 View to Martello towers

Figure 53. Seafront Park rendered plan



6.0 Character Areas



Figure 54. Seafront Park section



Key Plan



Figure 55. Illustrative view at the centre of the Seafront Park, looking out to the Martello Tower.



Key Plan

6.0 Character Areas

6.4 Harbour Master's Square

Introduction

Harbour Master's Square takes inspiration from the classic landscape typology of the garden square. It will provide an amenity space for residents of Plot H and the wider Harbour Plan. The square will also act as the front door of the proposals, with facilities such as a post room, offices for the harbour operations team, and cycle hire collection points adding activity to the space. The main focal point of the square will be the retained Harbour Master's House, which will be clearly visible from Marine Parade to the west.

Function

- Amenity and dwelling space
- Drop off for small deliveries and visitors

Hard Landscape

- Porphyry paving to perimeter
- Self-binding gravel to interior
- Rising bollards to control vehicular movements
- Timber baulk benches

Soft Landscape

- Mature deciduous trees in soft landscape
- Mixed shrub and herbaceous perennial planting

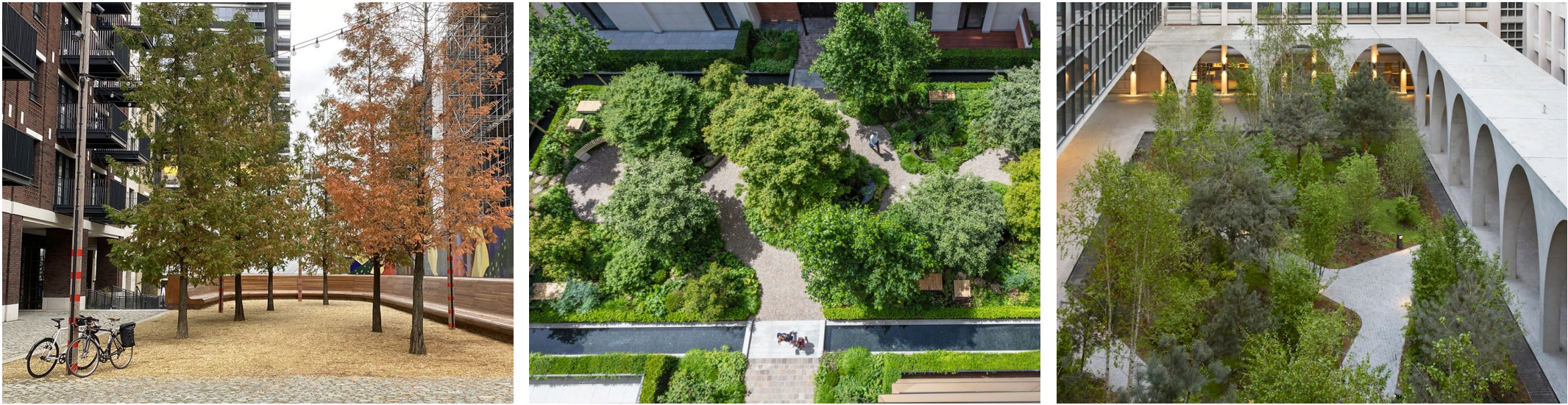


Figure 56. Harbour Master's Square character images