

5.11
The Rotunda

The shape of the Rotunda building is a response to its location: it is visible at the end of nearly all the newly created streets and serves as a "hinge" between the Harbour Arm, the beach and the development. The circular plan allows the building not to favour any particular side.

Initial iterations had a more grid-like facade which evolved to express the vertical elements with balconies appearing from the background. As the design evolved the vertical structure receded and the balconies and their balustrades became more prominent resulting in a more slim looking building.

Fig 5.11.1
April 2023

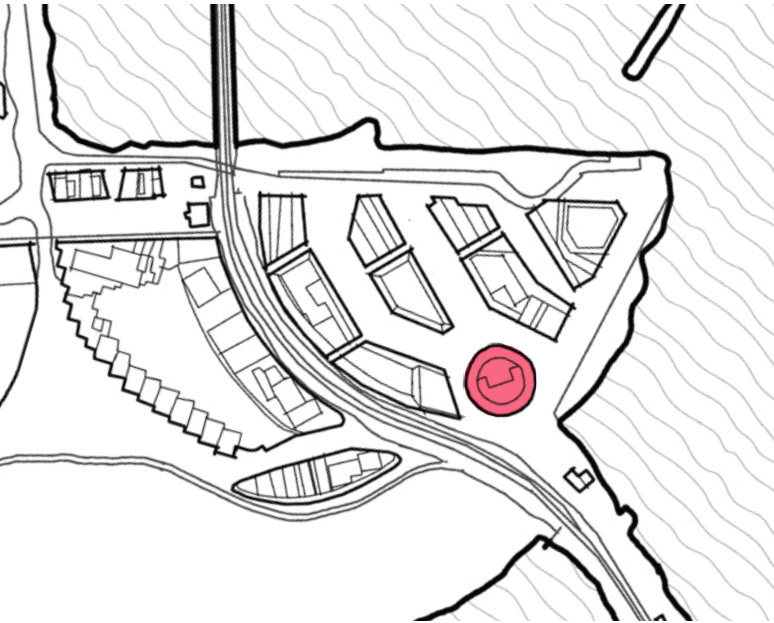


Fig 5.11.3
December 2023

Fig 5.11.2
June 2023



Fig 5.11.4
Final Proposal



5.12
The Walk

In contrast with the Makers Row, this area of the harbour is a quieter street with residents' amenities and some duplex residential units on the ground floor.

Following consultation with the planning departments and the public buildings on both sides became more similar and the street was slightly widened which allowed for deeper landscaped areas.



Fig 5.12.1
April 2023



Fig 5.12.2
June 2023

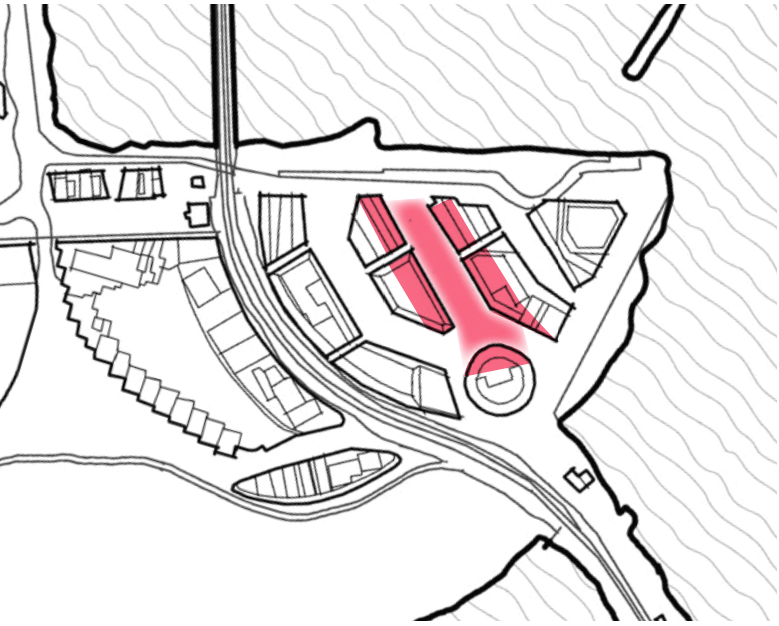


Fig 5.12.3
December 2023



Fig 5.12.4
Final Proposal

5.13
Harbour Masters Square

Contrary to the outline planning consent, one of the initial decisions on the project was to keep the Harbour Master's House and make it central feature of a new square.

As the design developed it went from being a resident's garden square to becoming a more civic space containing the harbour management offices, a reception for the whole development and bicycle rental facilities.

Following various consultations with the planning departments, stakeholders and the DRP, the architecture of Plot H changed from a colonnade on the ground floor to two separate buildings allowing for better links to the harbour edge and giving more space to the Harbour Master's House and the Signal Box.

Fig 5.13.1
April 2023



Fig 5.13.2
June 2023

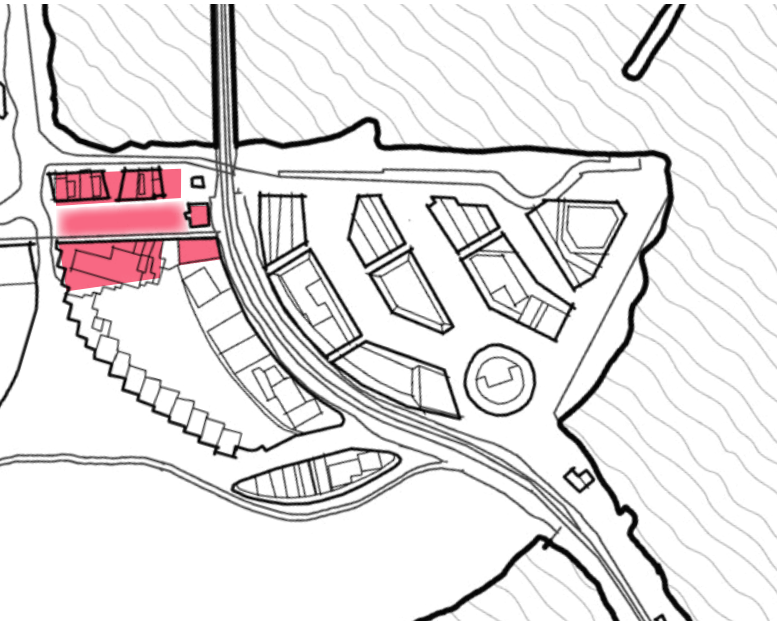


Fig 5.13.3
July 2023

Fig 5.13.4
Final Proposal

5.14
Plot H

Because of the shape and location of the development plot, Plot H was initially thought of as a linear building that would relate directly to the viaduct and the harbour edge ,while stepping down towards the east, adjusting to the scale of the station. This resulted in a wall-like building that perhaps did not articulate successfully all the flows and complexity happening on the ground.

In it's final version Plot H became a continuation of the North Quay sub-character area with two buildings of a similar language to those to the east of the viaduct, albeit bigger and with different balconies.



Fig 5.14.1
October 2022



Fig 5.14.2
April 2023

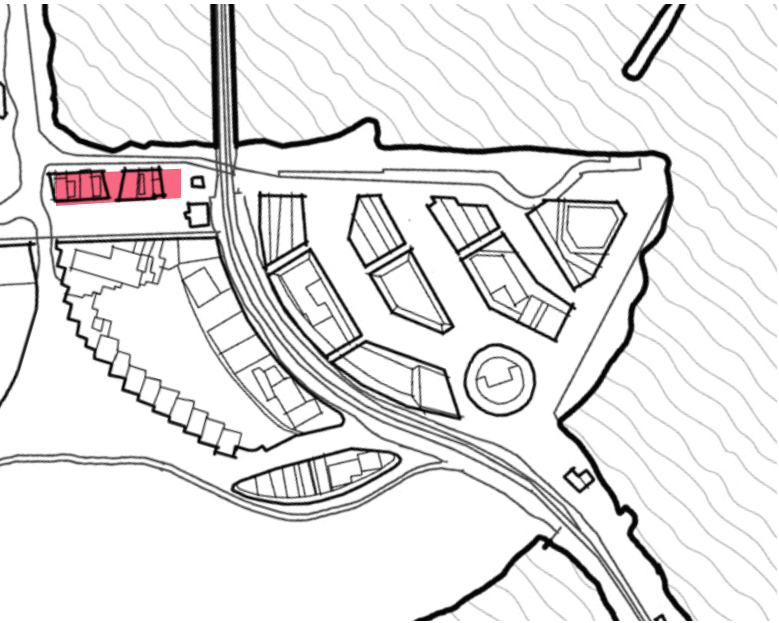


Fig 5.14.3
July 2023



Fig 5.14.4
Final Proposal

5.15

Crescent

The Crescent area of Plot F-1 was developed in dialogue with the other plots on the seafront who are part of the same masterplan character area.

Initial studies focused on the direction of the spatial grid - making sure that units had unobstructed sea views and were not directly overlooked by Plot E - and in keeping a certain softness that proved successful on Shoreline at the West end of the development.

As the design evolved the facade became more vertical and wind protection and privacy became the driving factors.

The resulting architecture is highly expressive but was driven by functional principles and maintains a simple and continuous facade envelope.



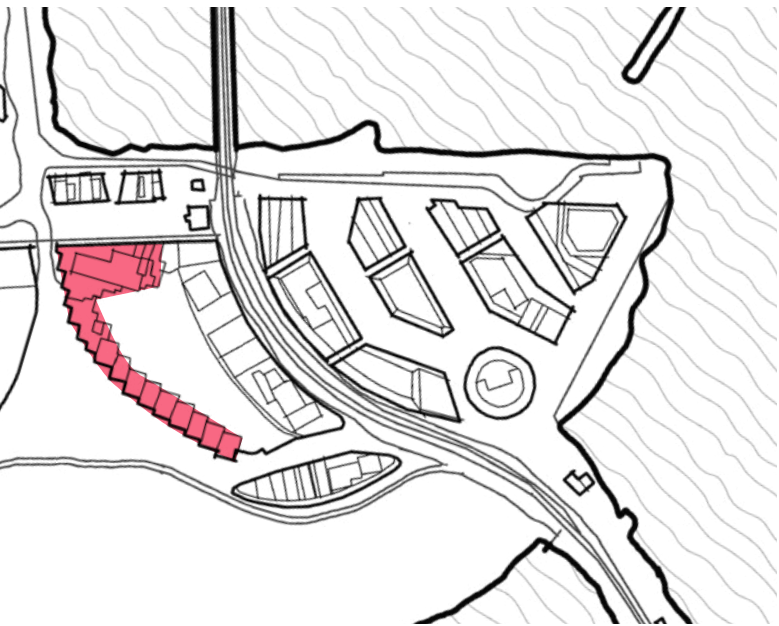
Fig 5.15.1
November 2022



Fig 5.15.2
July 2023



Fig 5.15.4
Final Proposal



5.16
Beachside

The Beachside area shares its principles with the rest of Plot F-1 and followed a similar design evolution.

The main difference is that while the Crescent is stepped to direct views away from Plot E-1 and towards the sea, the Beachside building is already on the front line with unimpeded views. This resulted in a simpler facade with the wind protected balconies having a slightly more detached quality.

The double height commercial units on the ground floor were purposefully left as large glazed surfaces giving the building a floating quality.

Fig 5.16.1
October 2022



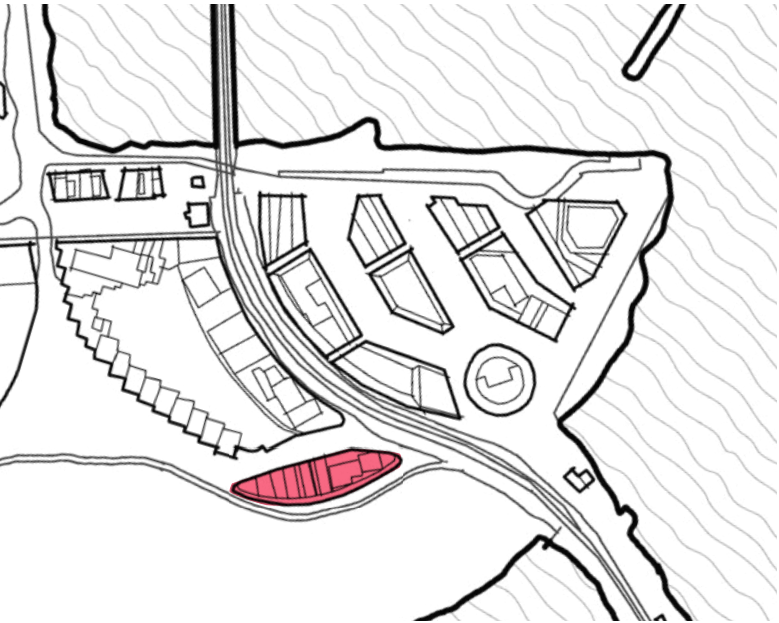
Fig 5.16.2
October 2022



Fig 5.16.3
June 2023



Fig 5.16.4
Final Proposal



Placemaking

6.0

Great public spaces generally share four qualities.

They are **accessible**; people are engaged in **activities** there; the space is **comfortable** and has a good **image**; and finally, it is a **sociable** place: one where people meet each other and take people when they come to visit.

01

Access & Linkage

You can judge the accessibility of a place by its **connections** to its surroundings, both visual and physical. A successful public space is **easy to get to** and get through; it is **visible** both from a distance and up close. The edges of a space are important as well: For instance, a row of shops along a street is more interesting and generally safer to walk by than a blank wall or empty lot. Accessible spaces have a high **parking** turnover and, ideally, are convenient to **public transit**.

02

Uses & Activities

Activities are the **basic building blocks** of great places: They are the reasons why people visit in the first place, and why they continue to return. They are also what makes a place special or unique. When there is nothing to do in a place, it will sit empty and unused—a sure sign something needs to change. The more activities that are going and that people have an opportunity to **participate** in, the better. The space is used throughout the day.

03

Comfort & Image

Whether a space is comfortable and presents itself well - has a good image - is key to its success. Comfort includes perceptions about **safety, cleanliness**, and the availability of **places to sit** - the importance of giving people the choice to sit where they want is generally underestimated. Does the place make a **good first impression**? Are people **taking pictures**? Are there many photo opportunities available? Is there access to **comfortable natural green space**?

04

Sociability

This is a difficult quality for a place to achieve, but once attained it becomes an unmistakable feature. When people see friends, meet and greet their neighbours, and feel comfortable interacting with strangers, they tend to feel a stronger **sense of place** or **attachment to their community** - and to the place that fosters these types of **social activities**. Is this a place where you would choose to **meet your friends**? Do people bring their friends and relatives to see the place or do they point to one of its features with pride? Is there a vibrant night-life scene?

Some public spaces lean more towards one or two of these characteristics, but by putting them all together, you have a great place.

6.2

How cities transform through placemaking

Placemaking Strategy

Places thrive when users have a range of reasons to be there. These might include a place to sit, playgrounds to enjoy, art to touch, music to hear, food to eat, history to experience, and people to meet. Ideally, some of these activities will be unique to that particular place, reflecting the culture and history of the surrounding community.

Firstly by identifying regions (in this case, Folkestone Harbour & Seafront), establishing destinations within the region and filling them with plenty of things to do, you have a successful place.

1 Project for public spaces, <https://www.pps.org/>

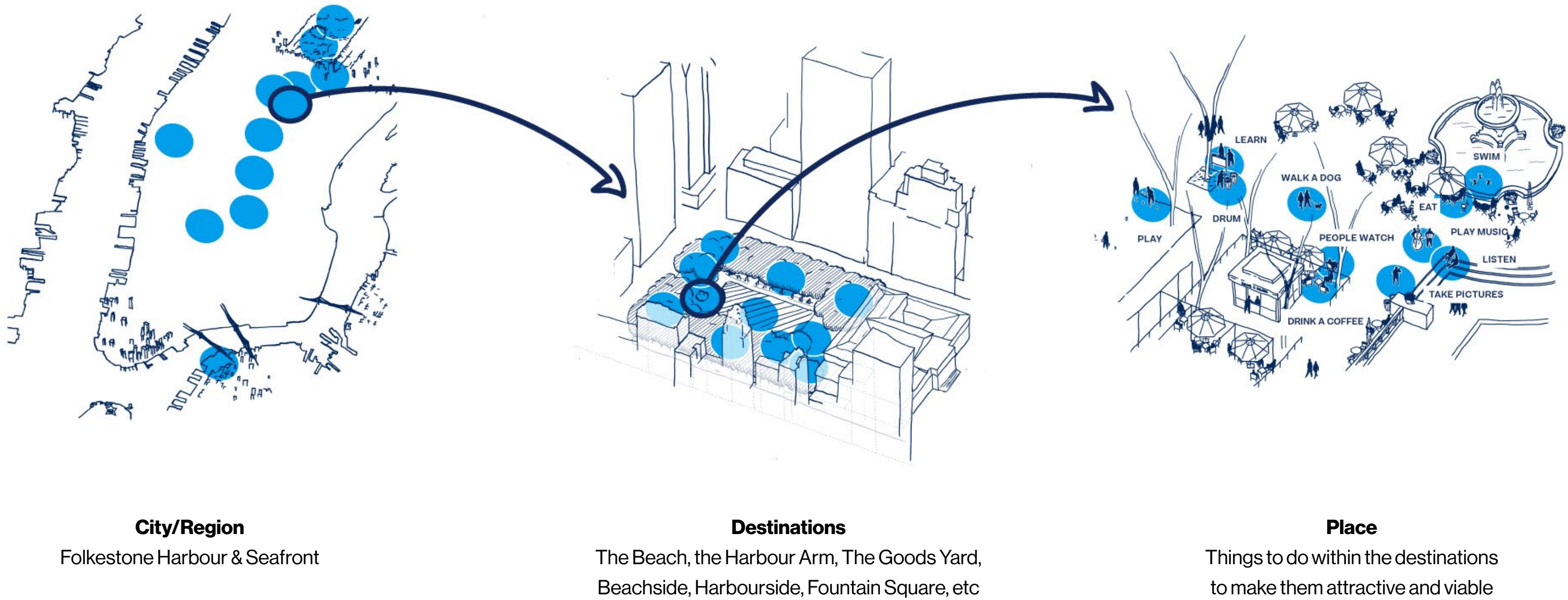


Fig 6.2.1
Placemaking Strategy diagram

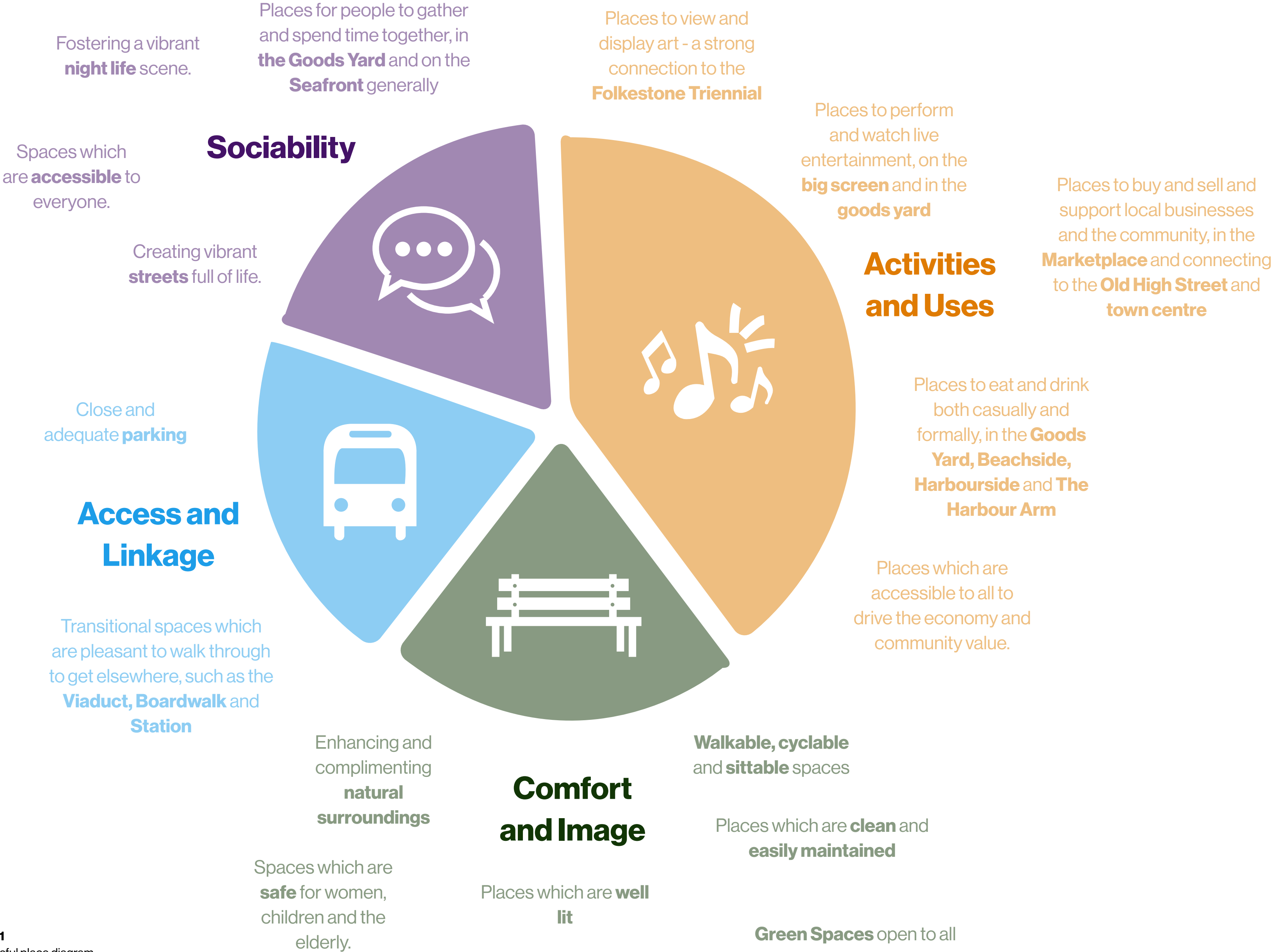
6.3
Successful Place Index
Existing

Every successful place has a mixture of characteristics that make it unique. To develop the design for Plots F-1, G-1 and H as the Harbour Plan significant research was undertaken into how the area developed as a place and how this could inform a placemaking strategy for the future.

1 Project for public spaces, <https://www.pps.org/>

- Access and Linkage
- Activities and Uses
- Sociability
- Comfort and Image

Fig 6.3.1
Successful place diagram



Placemaking

The Harbour & Seafront through time

6.4

The Seafront in 1930

Changing Places

At this time in History, the beach occupied much more space than later on; reaching all the way up to the Marine Gardens and Marine Parade. The defining features of the West end of the Seafront are the Victoria Pier, the Bathing Establishment and the Leas Lift.



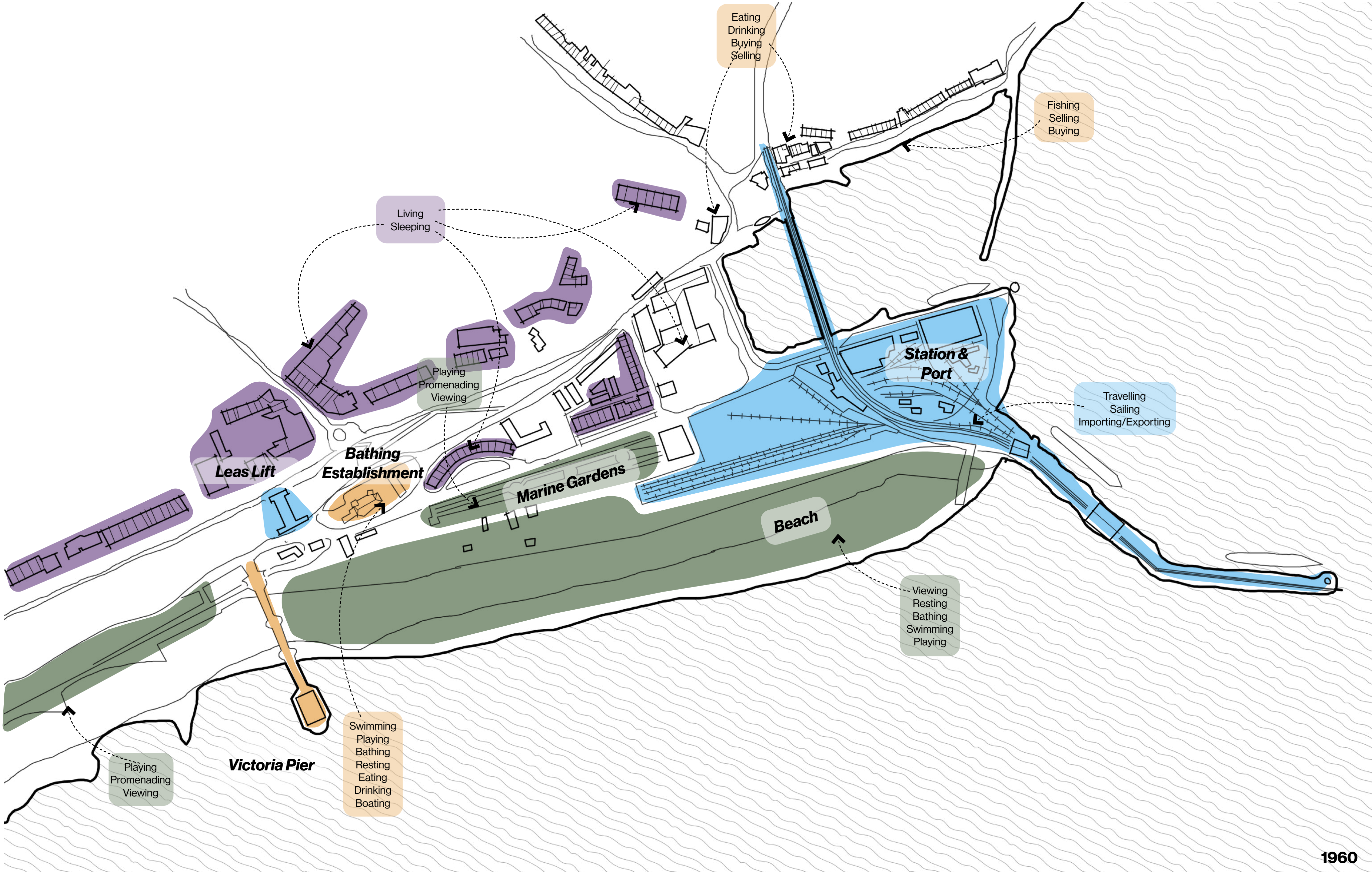
Fig 6.4.1
The Beach from above



Fig 6.4.2
The Victoria Pier

- Access and Linkage
- Activities and Uses
- Sociability
- Comfort and Image

A IS FOR



6.5
The Seafront in 1960
Changing Places

The seafront is split into 3 defined areas: the beach, the station & port and the pools. The residential and commercial areas north of the seafront have remained much the same over time. The harbour is bustling and lively, the resort is sleek and popular and the beach is lined with groynes and jetties.



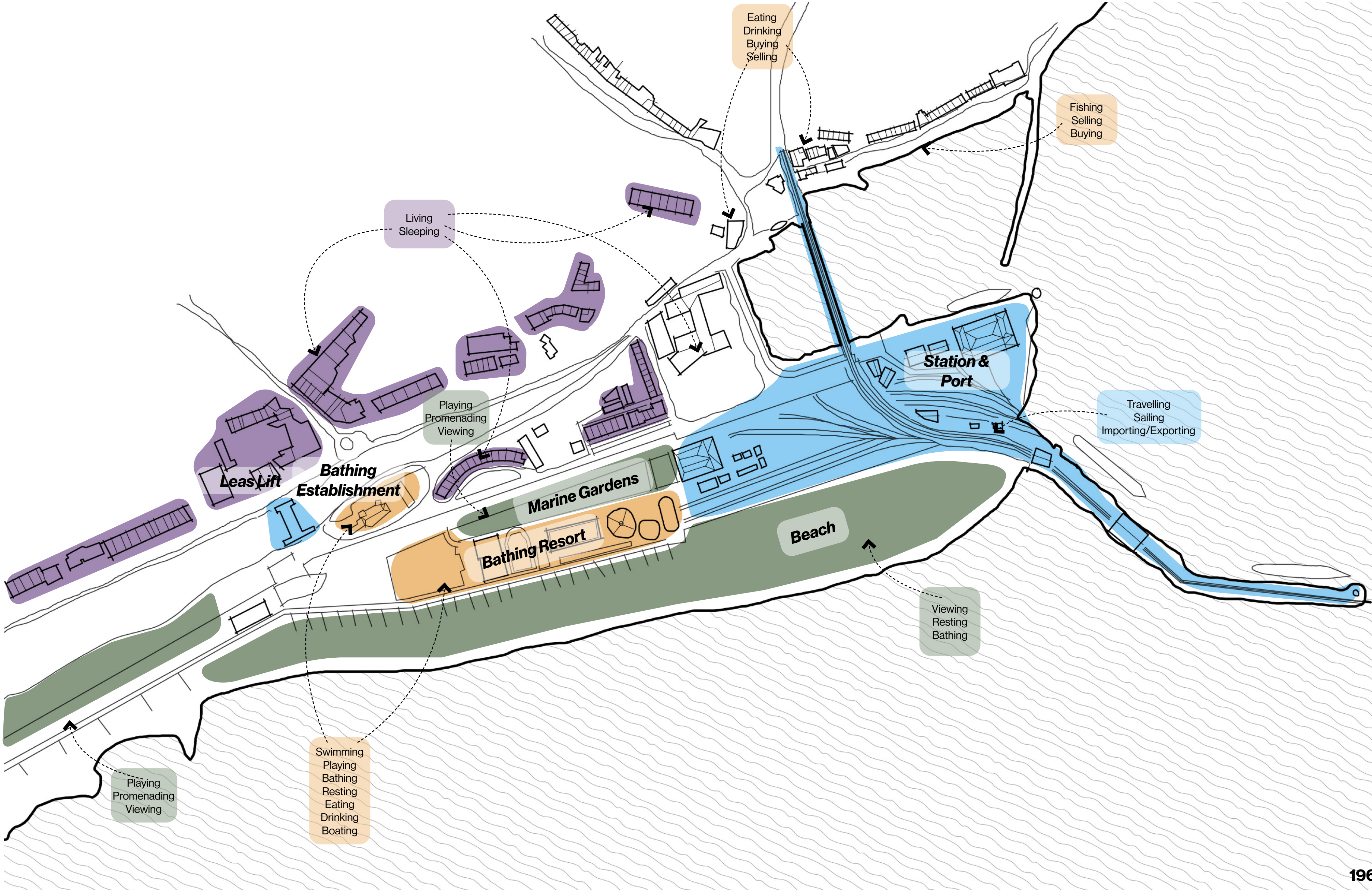
Fig 6.5.1
The Beach & Bathing Establishment



Fig 6.5.2
Folkestone Harbour Station

- Access and Linkage
- Activities and Uses
- Sociability
- Comfort and Image

A IS FOR



1960

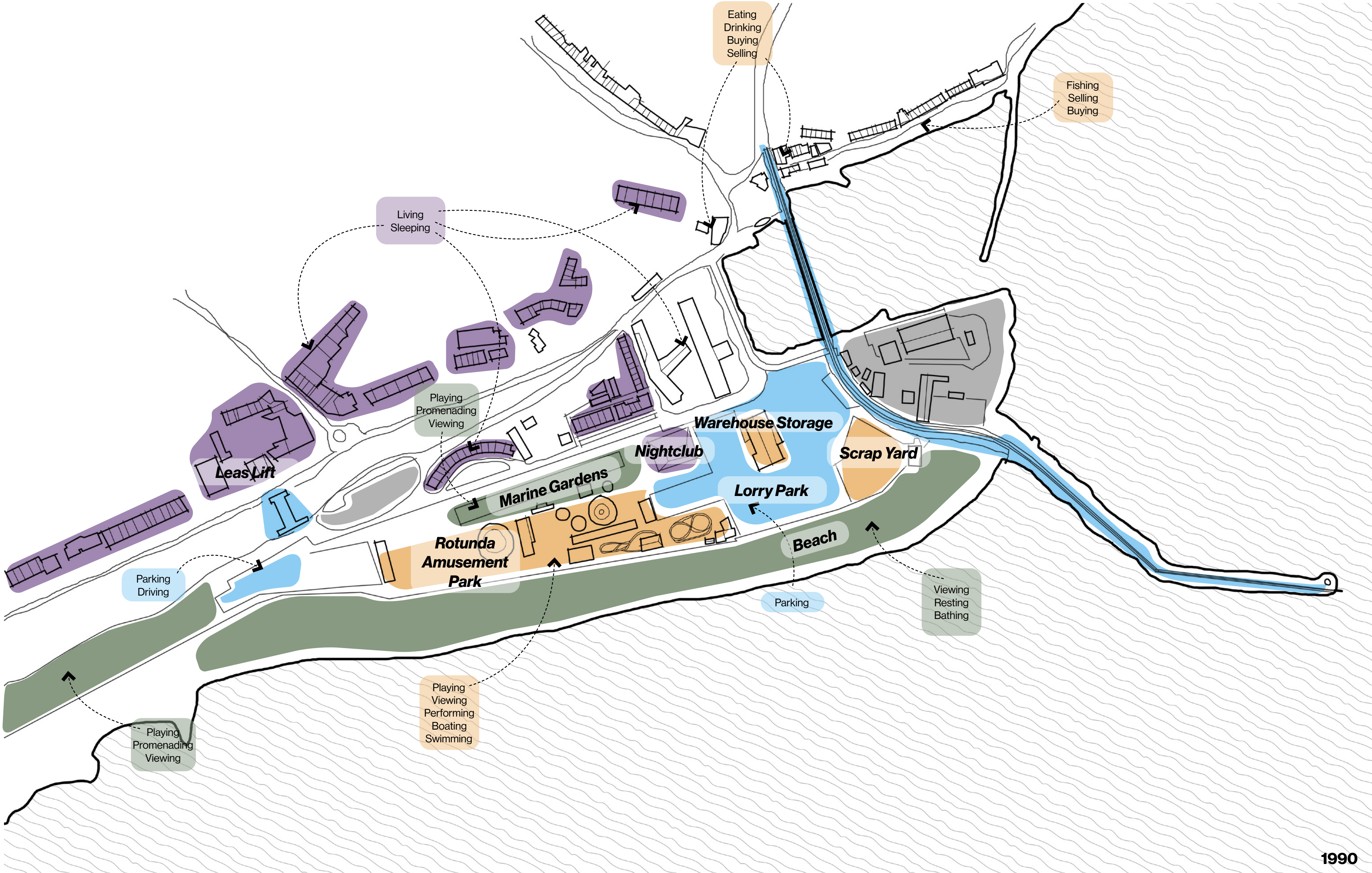
6.6
The Seafront in 1990
Changing Places

Due to failing fishing industries and overseas travel competition from Dover, the harbour/port/ferry terminal as a place fall into decline and start to disappear; closing to the public and becoming a lorry park, scrap metal yard and warehouse storage. The Rotunda Amusement Park is a popular seaside destination until its closure in 2003. La Parisienne nightclub was vibrant and lively until its closure in 2015 and burnt down in 2016.



Fig 6.6.1
The Rotunda Amusement Park & Nightclub

- Access and Linkage
- Activities and Uses
- Sociability
- Comfort and Image



6.7
The Seafront in 2013
Changing Places

The 2010s sees significant decline in the places and their qualities on the seafront. The closure of the Rotunda Amusement park leaves behind a concrete dead zone, accompanying the harbour and harbour arm as places inaccessible to the public, with no public activity and no real spatial value.

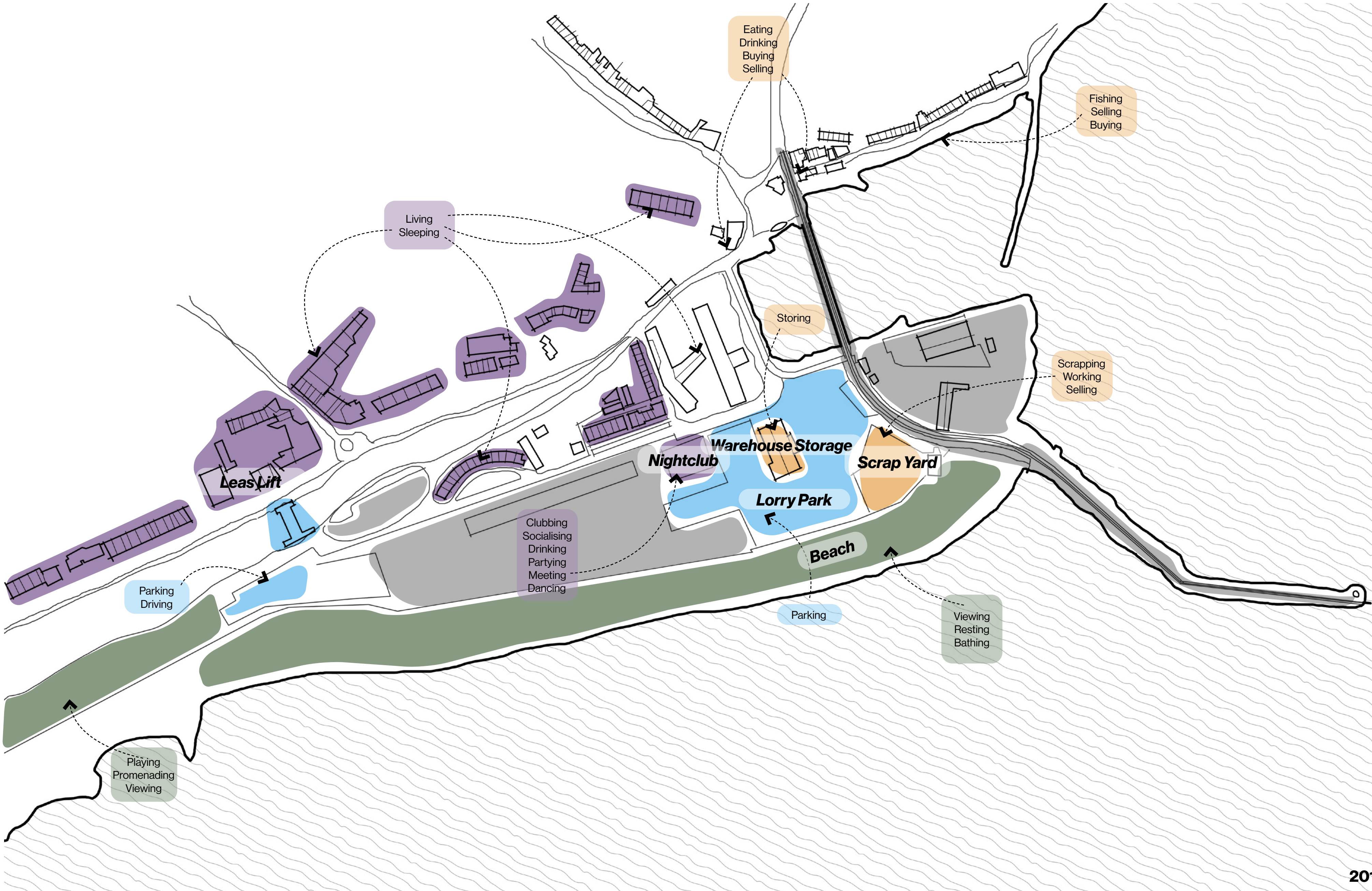


Fig 6.7.1
The Lorry Park & Concrete Beach



Fig 6.7.2
The dilapidated Harbour Station

- Access and Linkage
- Activities and Uses
- Sociability
- Comfort and Image



6.8

The Seafront Today

Changing Places

Community and private investment significantly improves the Seafront experience. The concrete is removed from the beach, the boardwalk is built, the station platforms and significant historic harbour buildings are restored and vibrancy is brought back. Activities are much more varied than the Victorian hayday, and variety has led to a rich sense of place.



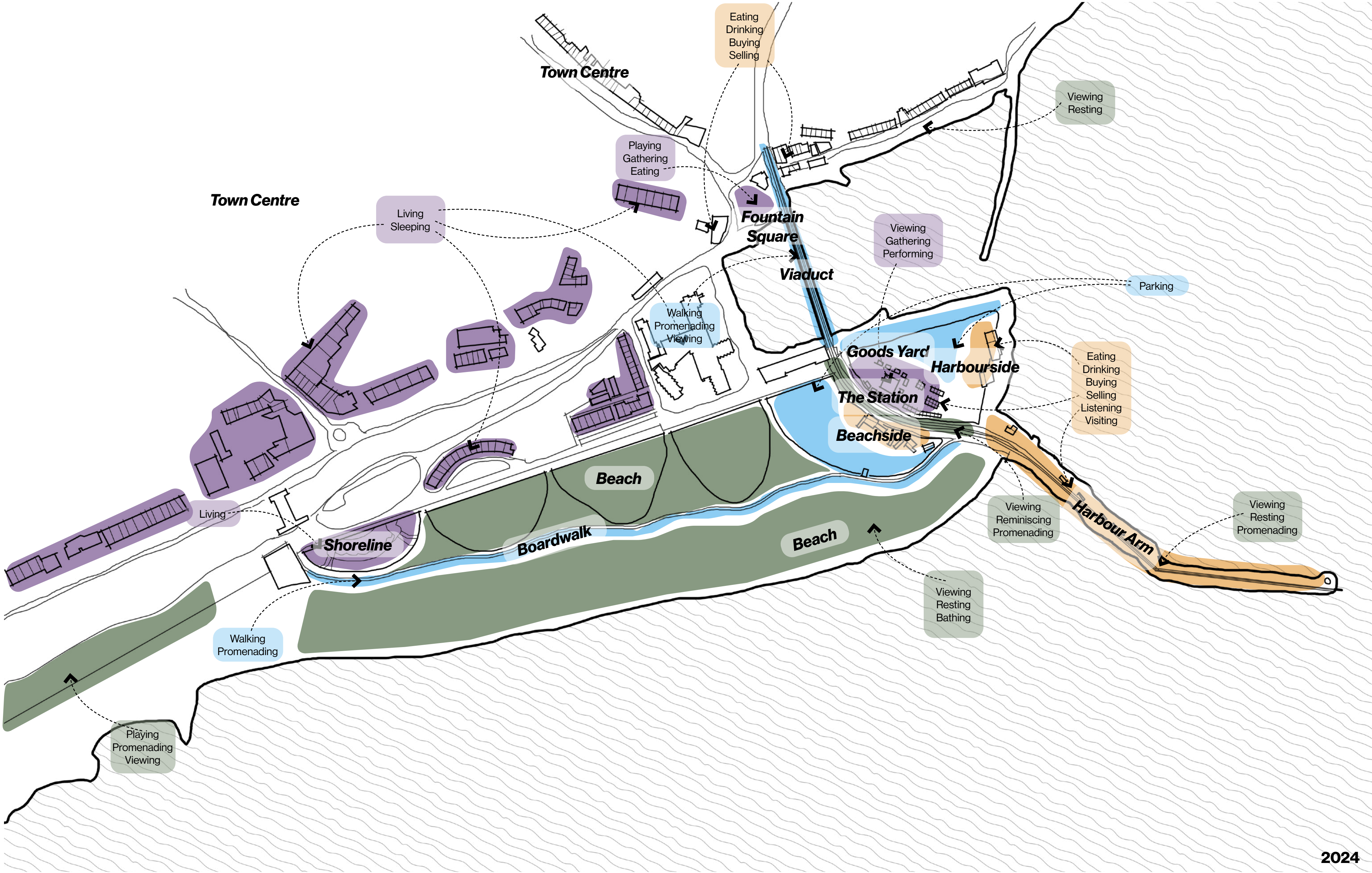
Fig 6.8.1
The Goods Yard



Fig 6.8.2
The beach & boardwalk

- Access and Linkage
- Activities and Uses
- Sociability
- Comfort and Image

A IS FOR



Placemaking

Placemaking in the Masterplan

6.9
Placemaking in the Masterplan

The outline planning consent contains some indication about placemaking but is generally more concerned with issues of connectivity and urban integration. The emergence of the harbour as a commercial and leisure destination asks for a more in depth look at how this area can evolve into a successful place.

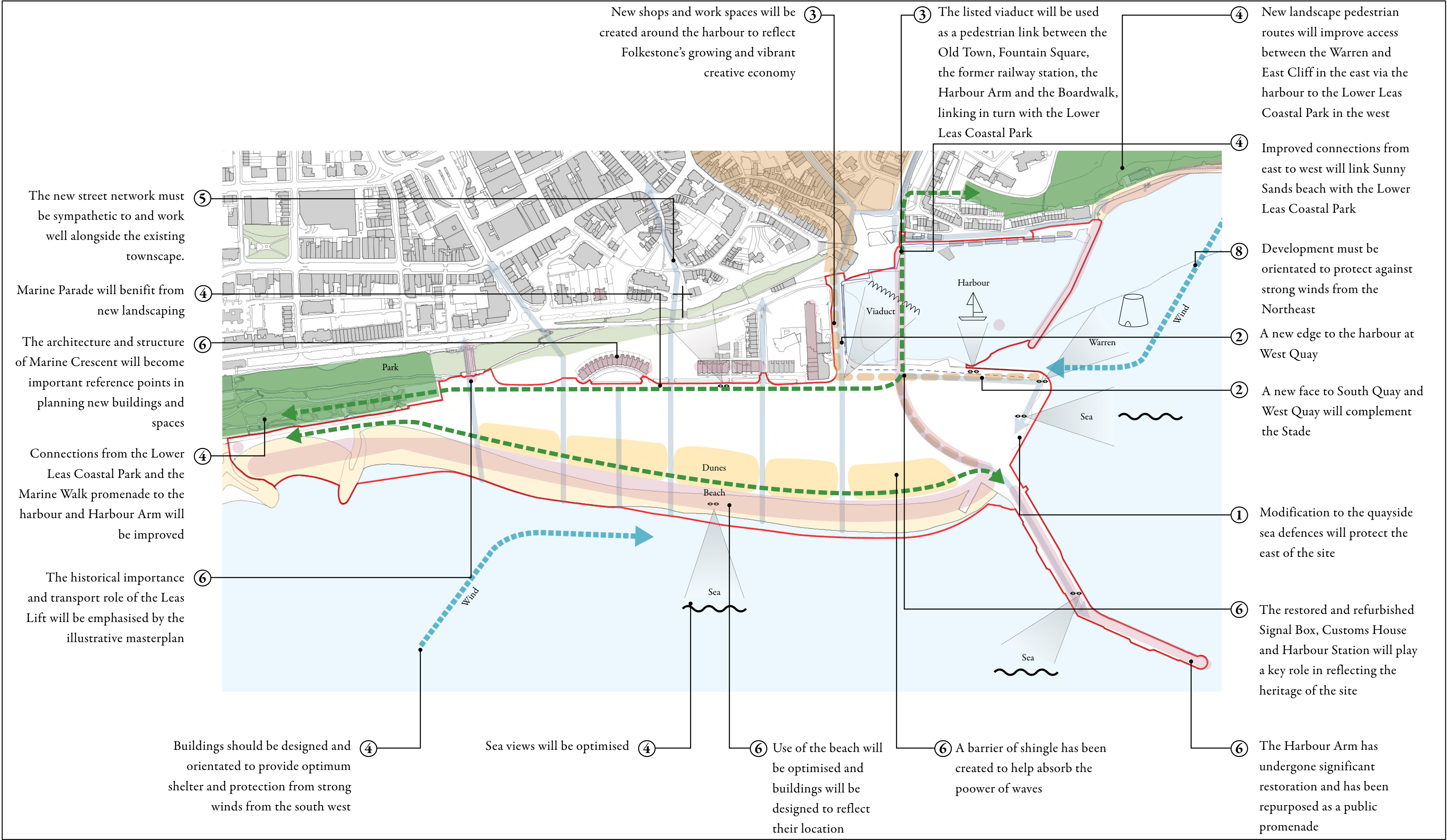


Fig 6.9.1
Excerpt from the approved Masterplan Design Guidelines