The Future of…

# THE MOREDUN MULTIS

## Landscape Consultation

## Join the Conversation!

**Come and speak to us on 22/10/24**

We want to hear your thoughts on the landscape, parking, and how we integrate with the Moredunvale Park Project.

### Location 1

On the green opposite Mary Tree / Little France House
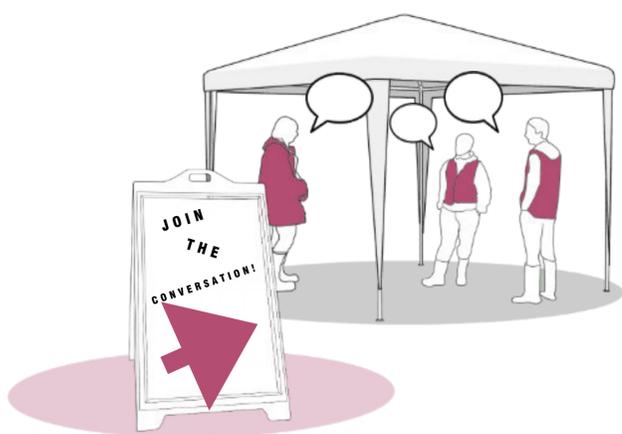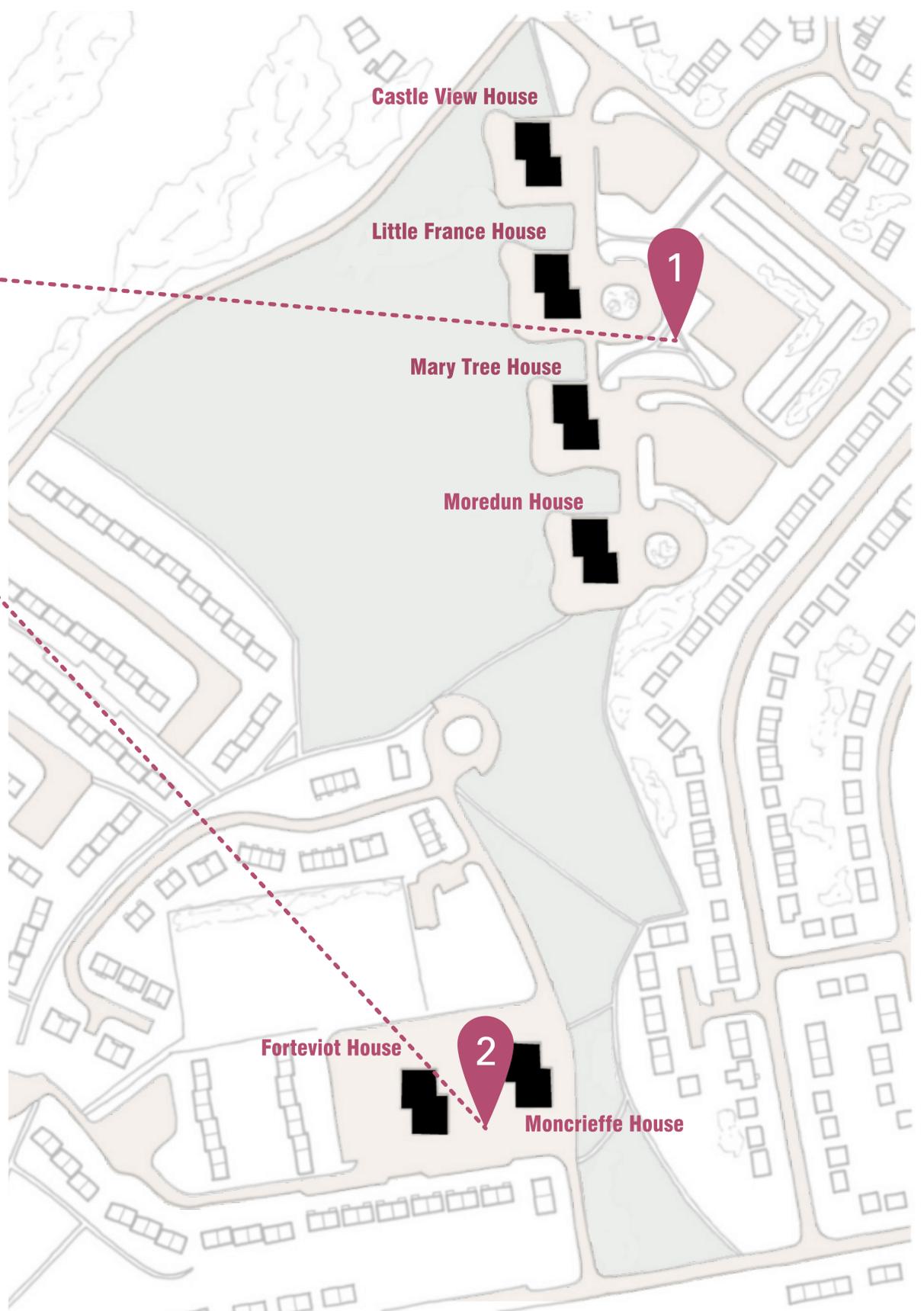
Date: 22nd October 2024

Time: 1pm-3pm

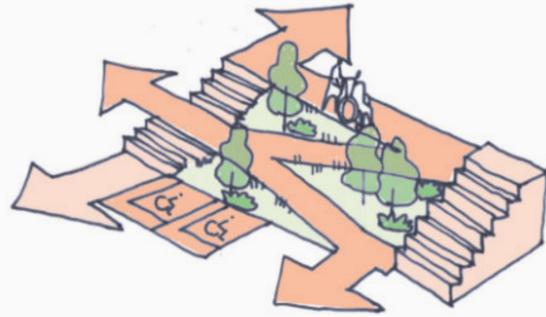### Location 2

On the green between Forteviot / Moncrieffe House.

Date: 22nd October 2024

Time: 4pm-6pm



Castle View House

Little France House

1

Mary Tree House

Moredun House

Forteviot House

2

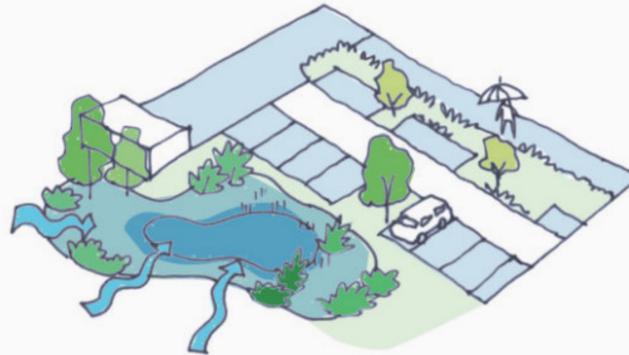Moncrieffe House

JOIN THE CONVERSATION!

# Landscape

## Inclusive for All



- More accessible parking bays.
- Introducing ramps for wheelchair users and people that have mobility needs.
- Improved signage across site.
- Community space, and places to sit outside.

## Flood Resilient



- Introducing SUDS features such as dry basin, Bioswale and rain garden.
- SUDS meadow planting.
- Apply permeable paving at suitable locations.
- Increase tree canopy to slow down water run off and reduce erosion.

## Well Connected
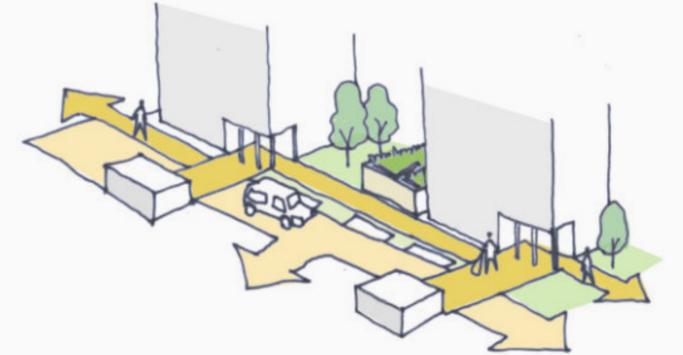


- Special pavement to connect internal and external space.
- Bin storage within 15 m from building entrance.
- Continuous footpath connecting civic spaces of each block.
- Car parks well connected by the new road layout.
- Great connection to the park.

## Secure
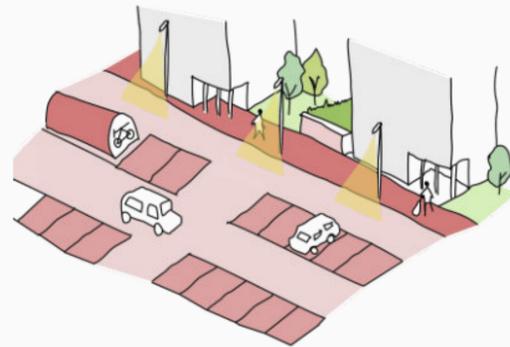


- Secure bike storage.
- Secure entrances to blocks.
- Improved lighting / CCTV.
- Secure bin storage to discourage vandalism.
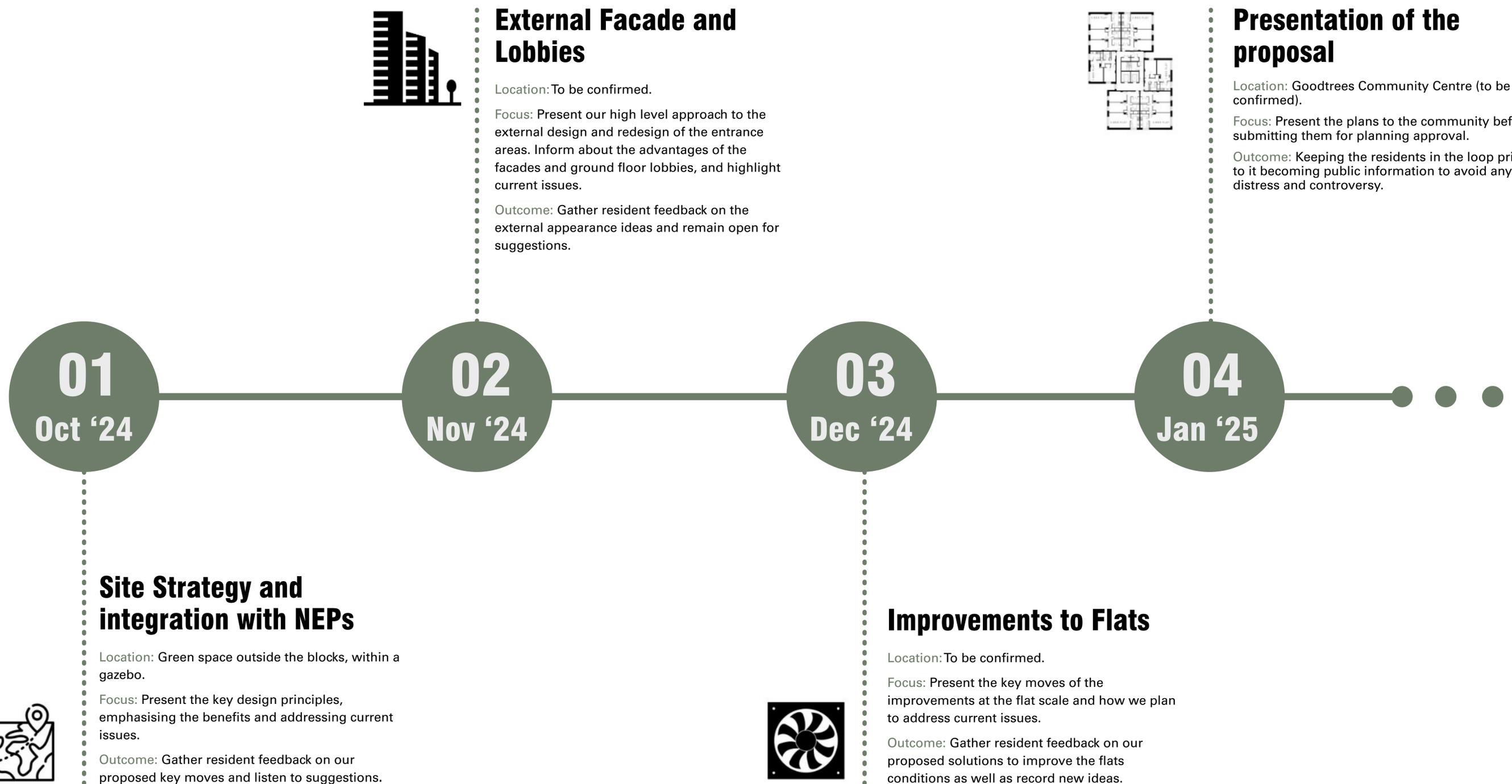- Fences to break up rat runs around blocks.

## Nature Enhancement
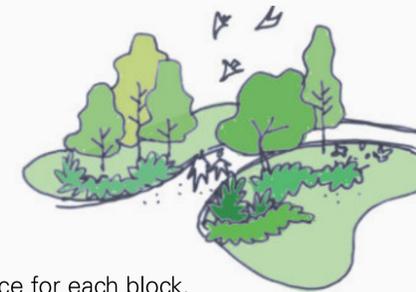


- Open green space for each block.
- Change of road layout allows more space for planting.
- Creating a green buffer along footpath to soften the public realm.
- Introducing tree planting.
- Introducing species rich planting to improve biodiversity.

# HOLISTIC IMPROVEMENTS

## TIME FRAME

### External Facade and Lobbies

Location: To be confirmed.

Focus: Present our high level approach to the external design and redesign of the entrance areas. Inform about the advantages of the facades and ground floor lobbies, and highlight current issues.

Outcome: Gather resident feedback on the external appearance ideas and remain open for suggestions.

### Presentation of the proposal

Location: Goodtrees Community Centre (to be confirmed).

Focus: Present the plans to the community before submitting them for planning approval.

Outcome: Keeping the residents in the loop prior to it becoming public information to avoid any distress and controversy.

**01** Oct '24

**02** Nov '24

**03** Dec '24

**04** Jan '25

### Site Strategy and integration with NEPs

Location: Green space outside the blocks, within a gazebo.

Focus: Present the key design principles, emphasising the benefits and addressing current issues.

Outcome: Gather resident feedback on our proposed key moves and listen to suggestions.

### Improvements to Flats

Location: To be confirmed.

Focus: Present the key moves of the improvements at the flat scale and how we plan to address current issues.

Outcome: Gather resident feedback on our proposed solutions to improve the flats conditions as well as record new ideas.

# KEY ISSUES

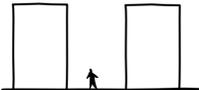**NO ACCESSIBLE PARKING**

**Fly Tipping** out flat windows - **HAZARD**

Dull and unappealing pavement
**CARS** take **PRIORITY** over **PEDESTRIANS**

Grey and uninspiring colours across site - **NO IDENTITY**

Uncontrolled **RAT RUN**

Pedestrian routes **DISCONNECTED / NOT ACCESSIBLE**

No Human Scale in Landscape

**POOR PLANTING** / soft landscaping quality

Loose Bins at entrance - **VANDALISM** Risk

Lack of Signage / lack of identity across whole site

Area dominated by hard-standing - **FLOOD RISK**

**TIGHT CORNER** - limited visibility

No interaction between new Amphitheatre location
and block context

# OPPORTUNITIES

Improve Biodiversity / Opportunity for **SUDS** pond

Planting between pavement and road
to **PRIORITISE THE PEDESTRIAN**
- Create new **identity / character** to the site
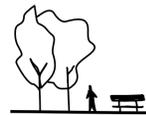
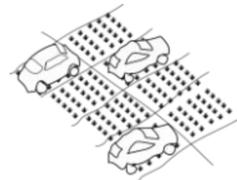**Allotments**
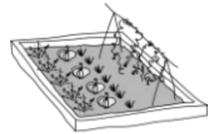
**TIDY** and **SECURE** Bin Stores
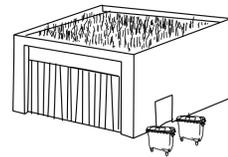
New **LEVEL ACCESS** to buildings
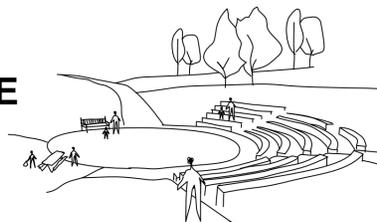- Create a **Welcoming** Environment
- Create a **Human Scale**

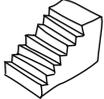**PERMEABLE** Paving / SUDs introduced to car park

Introduce New **IMPROVED SIGNAGE** across site

Interaction between new **AMPHITHEATRE**
location and block context

# KEY ISSUES

No **LEVEL ACCESS** to building

**FLY TIPPING** out flat windows - hazard

**DULL** and **UNAPPEALING** pavement, overshadowed by nearby traffic and lacking distinctiveness

Lack of **SIGNAGE** across site

Lack of **ACCESSIBLE** parking

Loose Bins /**VANDALISM** Target

**ACCESSIBILITY** Issues

Too much **TARMAC** creating a Flood risk
Lack of usable **OUTDOOR SPACE**.

**FAR AWAY** from NEPs Play-park / lack of play for children
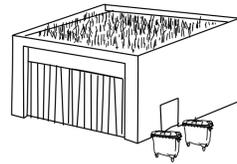
Lack of **BIODIVERSITY**

# OPPORTUNITIES

Create new **CHARACTER** and **IDENTITY** to the site

New improved **SIGNAGE** across site

Clear designation of different **character zones**

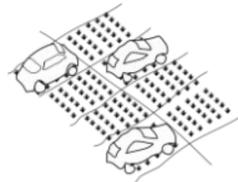New **LEVEL ACCESS** to Buildings

**SECURE** and **TIDY** Bin Storage
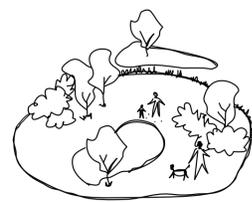
**LEVEL ACCESS** to Parking

Designated **Accessible Parking** Spaces

New **PERMEABLE PAVING** to Parking

**COMMUNITY** Garden

Welcoming Environment

Somewhere **safe** for children to play

Improved **BIODIVERSITY**