



GLASGOW CITY DEVELOPMENT PLAN

# **SG1 - The Placemaking Principle (Part 1)**

**SUPPLEMENTARY GUIDANCE**

June 2018

PROPOSED CITY DEVELOPMENT PLAN POLICIES	PROPOSED CITY DEVELOPMENT PLAN SUPPLEMENTARY GUIDANCE
	SG 1: The Placemaking Principle
	<i>SDF City Centre</i>
	<i>SDF Glasgow North</i>
	<i>SDF Govan Partick</i>
	<i>SDF Greater Easterhouse</i>
	<i>SDF Inner East</i>
	<i>SDF River</i>
	<i>LDF Drumchapel</i>
	<i>LDF Pollok</i>
	<i>LDF South Central</i>
	SG 3 Economic Development
	SG 4 Network of Centres
	SG 5 Resource Management
	SG 6 Green Belt and Green Network
	SG 7 Natural Environment
	SG 8 Water Environment
	SG 9 Historic Environment
	SG 10 Meeting Housing Needs
CDP 11 Sustainable Transport	SG 11 Sustainable Transport
	SG 12 Delivering Development

Policies CDP 1 (The Placemaking Principle) and CDP 2 (Sustainable Spatial Strategy) are overarching policies which, together with their associated Supplementary Guidance, must be considered for all development proposals to help achieve the key aims of The Plan.

Policies CDP 3 to CDP 12 (and associated Supplementary Guidance) provide more detail on specific land use elements which contribute to meeting the requirements of the overarching policies.

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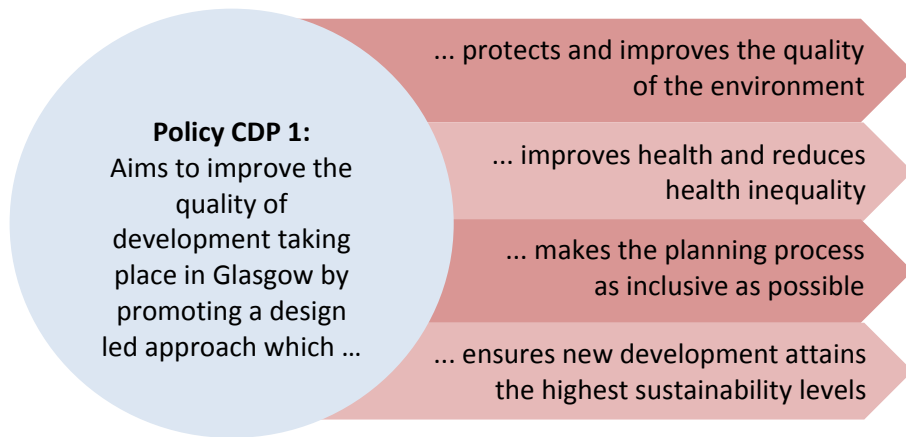
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# I. INTRODUCTION

## General Background

1.1 SG1 takes forward the aims of Policy CDP1 in The Glasgow City Development Plan (the Plan) and provides the necessary detail to explain how these policy aims will be achieved.



1.2 The Plan has moved away from the traditional land use planning based approach of previous local plans and instead promotes a broader ‘place’ based approach. Broad land use designations no longer cover Glasgow and this is no longer the starting point for how development proposals are prepared and assessed. Instead, Policy CDP1 - The Placemaking Principle sets out the broad placemaking principles that should inform all development.

1.3 In support of Policies CDP1 and CDP2 - The Sustainable Strategy (which also applies to all development) the Plan includes, and should be read in conjunction with relevant:

- topic policies (Policies CDP 3-12), and related SG; and
- spatial SG (Strategic and Local Development Frameworks).

## SUPPLEMENTARY GUIDANCE

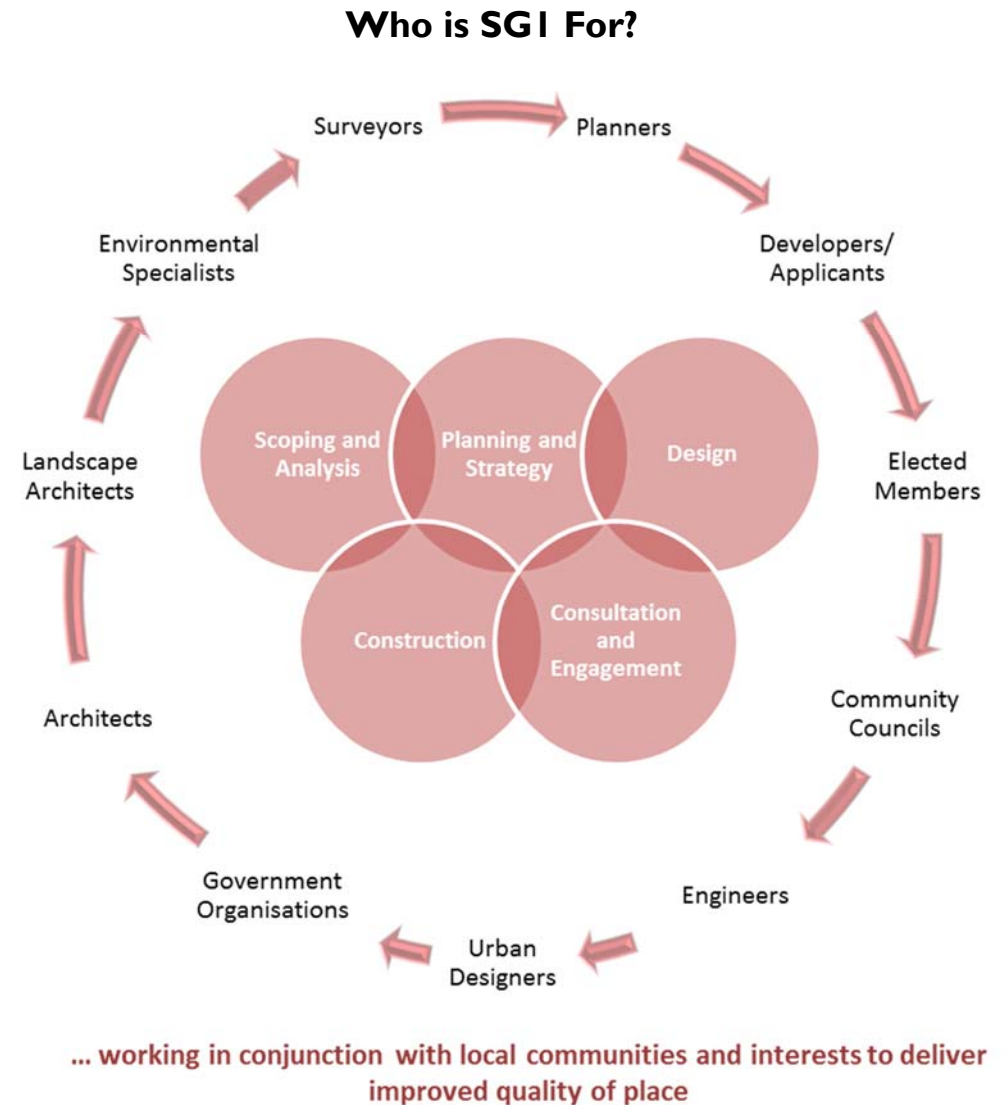
SG1: Relationship to Other City Plan Policies and Other SG

		The Placemaking Principle	Spatial Guidance (SDF's & LDF's)	Economic Development	Network of Centres	Resource Management	Green Belt & Green Network	Natural Environment	Water Environment	Historic Environment	Meeting Housing Needs	Sustainable Transport	Delivering Development
		SG 1		SG 3	SG 4	SG 5	SG 6	SG 7	SG 8	SG 9	SG 10	SG 11	SG 12
<b>CITY DEVELOPMENT PLAN POLICIES</b>	The Placemaking Principle	CDP 1	•	•	•	•	•	•	•	•	•	•	•
	Sustainable Spatial Strategy	CDP 2	•	•	•	•	•	•	•	•	•	•	•
	Economic Development	CDP 3	•	•	•								
	Network of Centres	CDP 4	•	•		•							
	Resource Management	CDP 5	•	•			•						
	Green Belt & Green Network	CDP 6	•	•				•	•	•		•	•
	Natural Environment	CDP 7	•	•				•	•	•			•
	Water Environment	CDP 8	•	•				•	•	•			•
	Historic Environment	CDP 9	•	•							•		
	Meeting Housing Needs	CDP 10	•	•								•	
	Sustainable Transport	CDP 11	•	•				•		•		•	•
	Delivering Development	CDP 12	•	•				•		•		•	•

- 1.4 All development proposals must be considered against Policy CDP1 - The Placemaking Principle and SG1. This policy guidance seeks to stimulate responsive, innovative design, facilitate creativity and ensure high quality development. It is expected that applicants and developers will use this policy guidance to develop their proposals and engage with the Council.

*Who is this guidance for?*

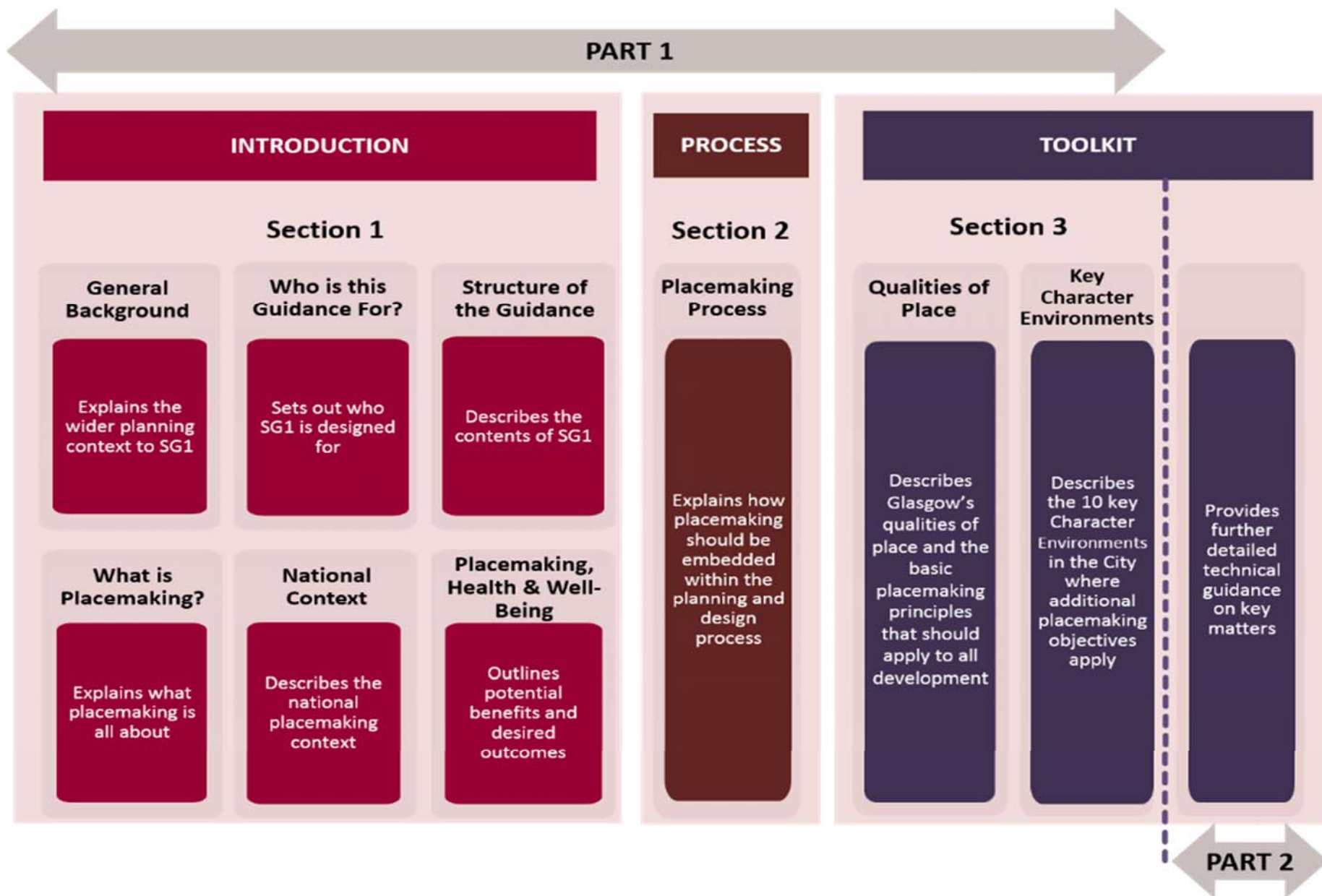
- 1.5 SG1 is designed to put people and their experience of the City’s environment at the centre of the planning process. This guidance is for **all** those involved in the design, development and regeneration process in Glasgow. It provides the Council’s shared vision of Placemaking and individuals, local communities and the development industry can draw on this resource, as appropriate.



Structure of the Guidance

1.6 SG1 consists of the following elements.

1.7 SG1 Part 1 provides the fundamental placemaking principles and SG1 Part 2 provides the supporting detail.



*What is Placemaking?*

1.8 Placemaking is a creative, collaborative process. At its heart is an 'all- inclusive' approach to the design, development, regeneration and management of the built environment. Successful placemaking:

- a) results in sustainable, well-designed homes and strong communities;
- b) meets peoples' needs;
- c) harnesses the unique characteristics of each place; and
- d) improves the overall quality of life.



1.9 The planning system, through effective policy, guidance and practical application should encourage placemaking by:

- a) promoting a design-led approach;
- b) directing the right type of development to the right place; and

- c) insisting on high quality development that embodies the qualities of place.

1.10 SG1 seeks to take forward placemaking in a Glasgow context. Its purpose is to ensure that people and local community considerations are put at the heart of the decision making process. SG1 encourages applicants, developers, organisations and individuals to ask:

- a) How will people interact with and use this place?
- b) How will they benefit from, or enjoy it?
- c) What makes this place attractive?
- d) What makes this place unique?
- e) What makes this place work?

1.11 Asking these questions and giving careful consideration to the answers is crucial if new development is to successfully respond to the strengths, weaknesses and opportunities of individual areas.





commitment identity feel  
equality safe the future liveable ambience protecting  
different needs quality of life people first  
the past positive change design solutions  
sense of belonging opportunity construction standards  
community engagement resilient economy context  
building communities function collaborative working  
sustainable future inclusive design  
long term connected maintenance high quality  
improving attractive health understanding

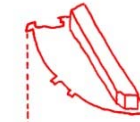
1.12

In addition, it is critical that all those involved in the development process think outside the site boundary of any proposed development. A comprehensive assessment of the site itself and the surrounding areas is fundamental and essential in order to fully understand how the development will best relate to, and positively respond to, its surroundings.

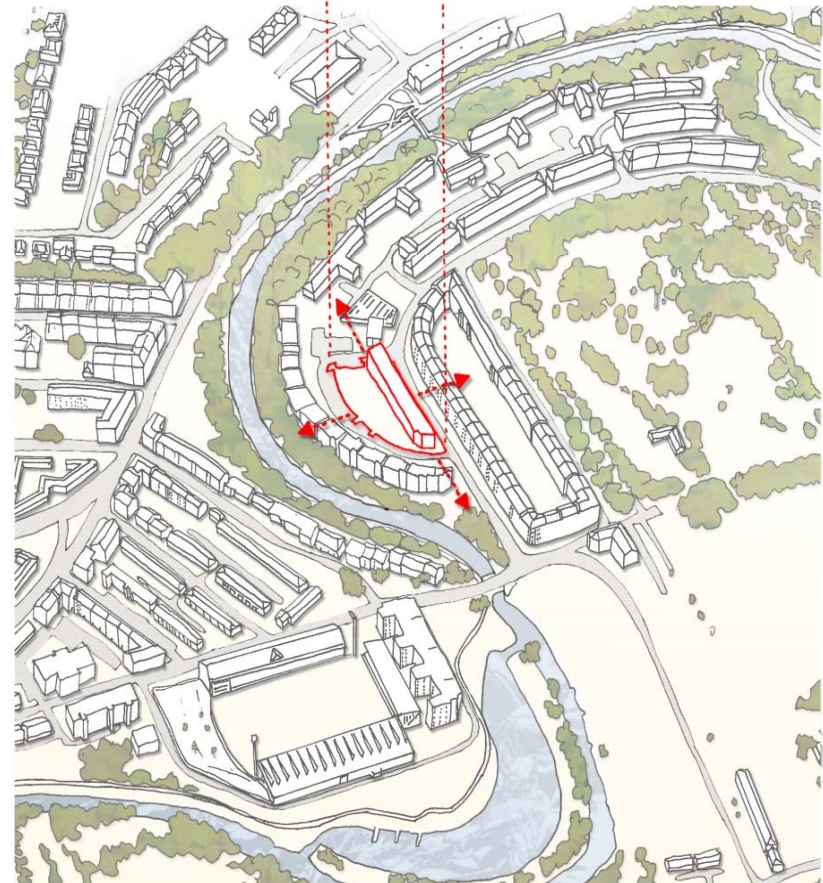


Respecting Context

**Thinking outside  
the red line  
boundary**



New development should not be considered in isolation. Full consideration should be given to the surrounding environment.



*The National Context*

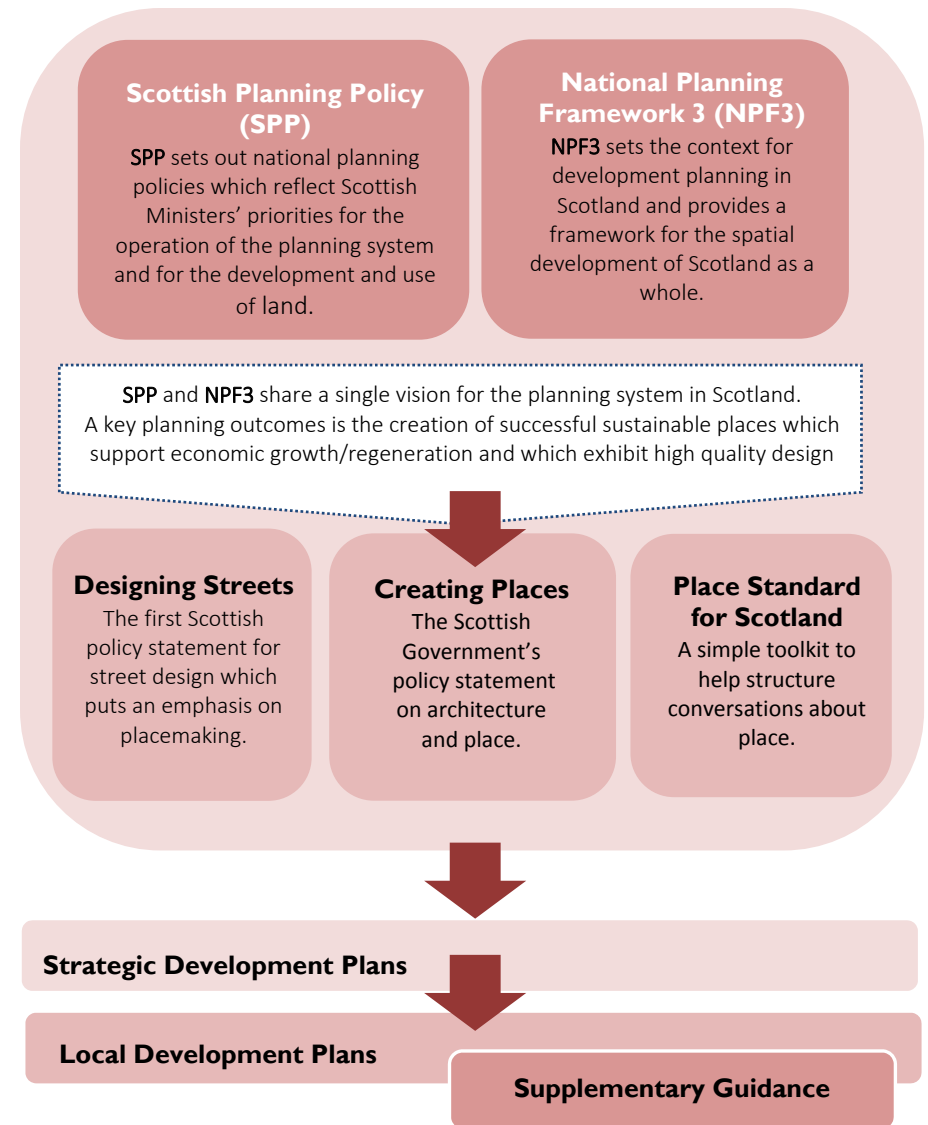
1.13 The Scottish Government is very supportive of placemaking and has urged Scottish local authorities to integrate it within local development plans and decision making processes. In terms of desired outcomes, successful placemaking is regarded as an important means of delivering national priorities in the City in relation to:

- a) sustainable economic growth (as described in Scotland’s Economic Strategy  
[www.gov.scot/Topics/Economy/EconomicStrategy](http://www.gov.scot/Topics/Economy/EconomicStrategy)
- b) climate change adaption  
[www.gov.scot/Topics/Environment/climatechange](http://www.gov.scot/Topics/Environment/climatechange) and  
[www.adaptationscotland.org.uk](http://www.adaptationscotland.org.uk)

1.14 The wider benefits of placemaking, in term of health, community need and social cohesion, have also been well documented by leading organisations such as Architecture and Design Scotland.

1.15 SG1 complements the national policy approach by applying placemaking principles in a specifically Glasgow context.

## Placemaking at the National Level



*Placemaking, Health and Well-Being*

1.16 Health inequalities in Glasgow are significant and the causes of these have been well documented ([www.gcph.co.uk](http://www.gcph.co.uk)). Glasgow contains the largest share of deprived areas in Scotland and, despite recent rises in life expectancy, there is still a large gap between the richest and poorest parts of the City.

1.17 Health inequalities are intrinsically linked to social inequalities such as household income, life circumstance, education and opportunity. Health and wellbeing is, therefore, shaped, not by one single thing, but by a whole range of different factors. A recent review by NHS Health Scotland concluded that in order to address health and social inequalities, multiple actions were required to tackle:

- a) imbalances in the distribution of power and resources;
- b) wider environmental influences; and
- c) individual experiences.

1.18 Those factors which can be directly influenced by planning (see Policy CDP1 in the Glasgow City Development Plan, Figure 6 - Healthy Sustainable Neighbourhoods Model) include:

- a) housing/living conditions and building diversity;
- b) access to employment and working conditions;
- c) access to amenities;
- d) integrated transport;
- e) the quality of services;
- f) education;
- g) sustainable design;
- h) integrated green infrastructure;

- i) the availability of open space;
- j) social and community networks;
- k) levels of social interaction;
- l) sense of belonging;
- m) perception of crime; and
- n) air quality and water quality.

1.19 The physical environment is a key determinant of health and it is here that good planning and placemaking can play a key role. Some parts of the City contain run-down buildings, poorly designed routes and vacant spaces that no longer contribute positively to the community. These areas have a negative impact on the health of communities and individuals. Improvements to the quality of the environment, can greatly enhance people's life experience and quality of life.

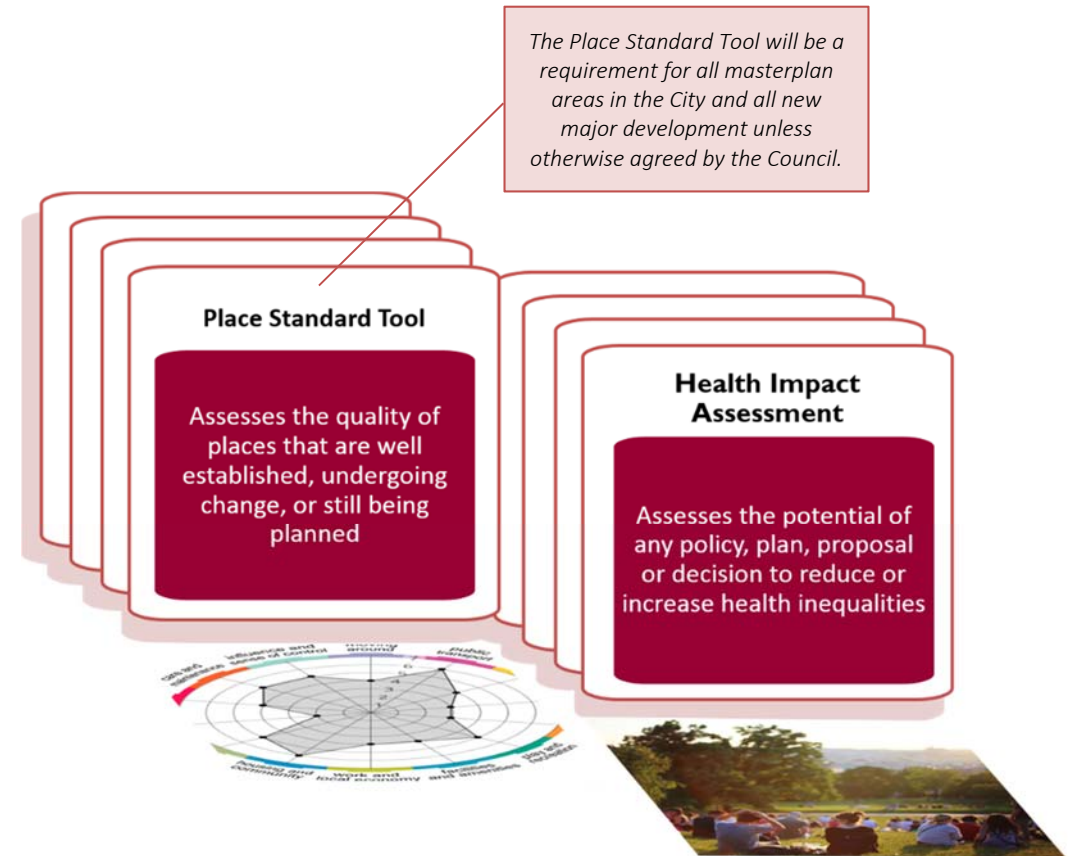


1.20 Along with improving the elements of the physical environment that impact on health and wellbeing, good planning and placemaking can have a positive impact in empowering communities to influence the future of their environments. Local communities understand the identity of their own neighbourhoods in a way that no one else can. In order to ensure that regeneration efforts are successful, this guidance seeks to reinforce engagement and community input within the placemaking process in ways which foster a greater sense of ownership and belonging and, ultimately, allow communities to have greater influence over their environment.

1.21 The key benefits of this can be a greater sense of wellbeing, enhanced social interaction and increased levels of physical activity enabled through the development of more attractive, safer, walkable and liveable environments.

1.22 In order to achieve these aims, the use of the following tools will be actively encouraged, in the planning process, where appropriate. These tools:

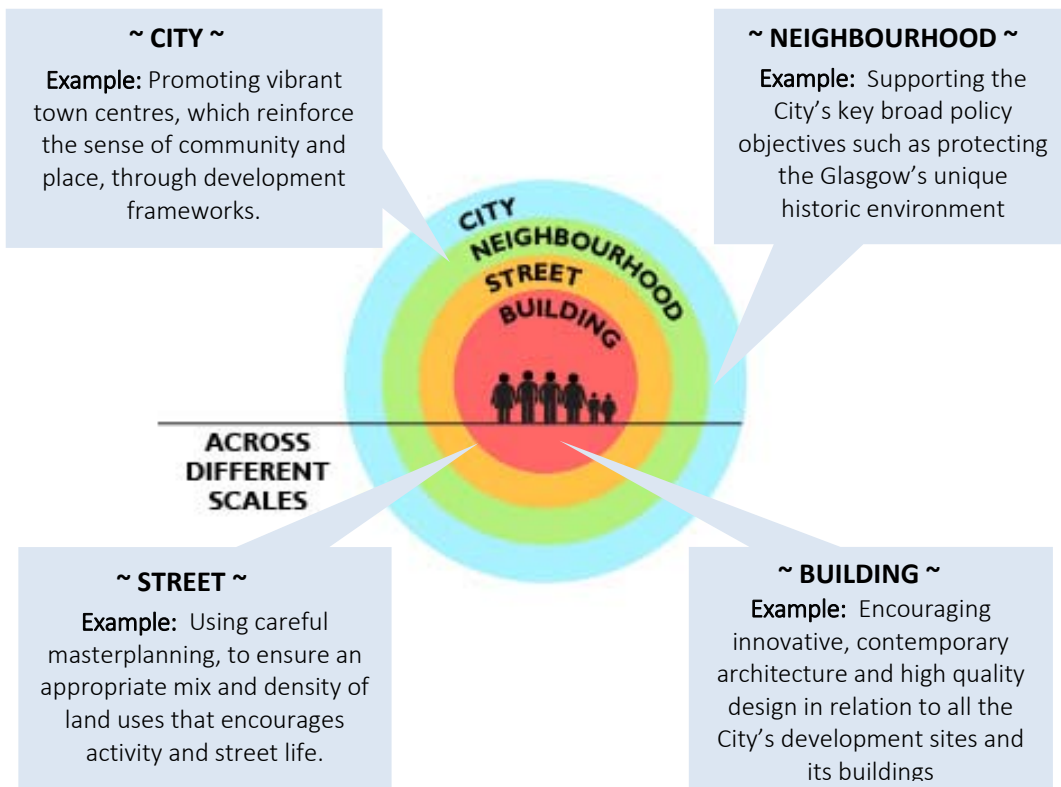
- a) Help to predict likely health impacts, especially those that are unintended;
- b) Involve stakeholders and ensure that their views are taken into consideration; and
- c) Inform decision making (by maximising positive and minimising negative health impacts).



1.23 Applicants, developers, designers and architects should carefully consider, and be able to fully demonstrate through planning applications, and supporting information, how their development proposals can deliver health and well-being benefits.

## 2. PLACEMAKING PROCESS

- 2.1 The creation of good quality, well-designed places is dependent on a commitment to quality at every stage in the planning, design and development process.
- 2.2 All new development, at every level, can contribute towards the creation of successful places. How proposals achieve this will be dependent on the nature, type, scale, complexity and sensitivity of individual schemes. This guidance should, therefore, be used to inform all new development, as appropriate



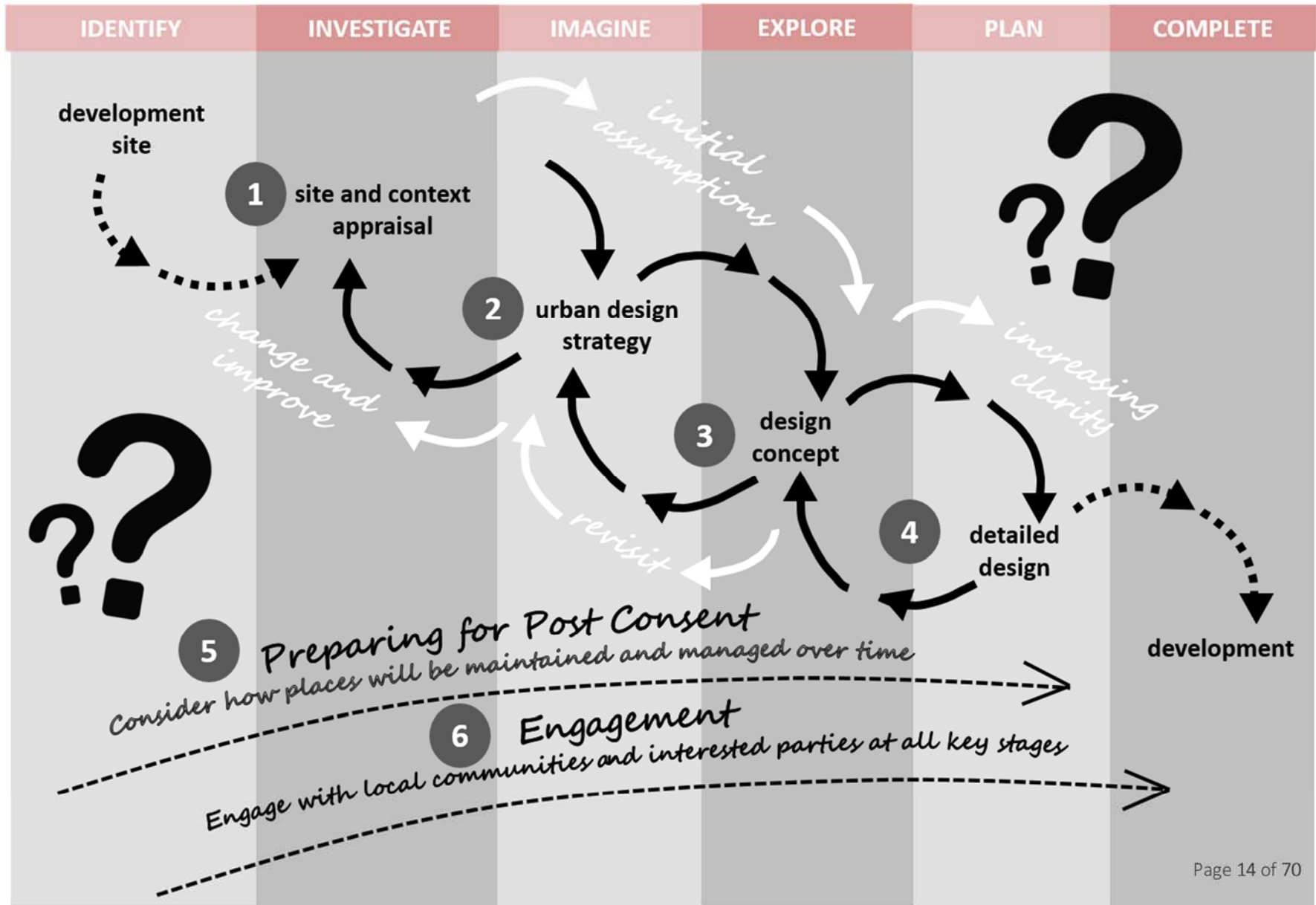
- 2.3 The onus will be on developers and applicants to fully consider, evaluate and apply the principles of placemaking to individual schemes, as appropriate. Applicants must be able to show how their proposals meet placemaking requirements and how they have responded to relevant local development plan policies and associated Supplementary Guidance.

### *Embedding Placemaking Within the Planning and Design Process*

- 2.4 All new development in Glasgow should be primarily design led and should be informed by:
- the nature of the site;
  - the wider site context; and
  - the City's strategic aims, key policies and urban design objectives.
- 2.5 Placemaking considerations are relevant at all stages in the development design process.
- 2.6 All new development is, therefore, encouraged to adopt the Placemaking Design Process set out in the following diagram. This will help developers to demonstrate:
- how they have approached their proposal; and
  - where placemaking considerations have been taken into account.

Where relevant, the planning process will expect to see evidence of all the key stages of design

## The Placemaking Design Process



# Step

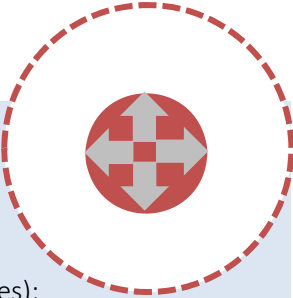
## 1.

### Site and Context Appraisal

- 2.7 Every local area in Glasgow is different and every individual development site presents its own unique opportunity. All development sites have a broader context within which they sit and their own individual physical, social and cultural history. A thorough knowledge and understanding of this wider context is essential prior to development.
- 2.8 Fully understanding the context of a development site is the first step in creating new development that has a sense of place. A site appraisal is a survey and evaluation of the existing characteristics of a site and its surrounds. Where required, a site appraisal should be undertaken for development before the details of a scheme are drawn up. The level of detail that will be necessary for an adequate appraisal will vary, depending on the scale of the proposal and the particular characteristics of the site.
- 2.9 Site appraisals should focus on strengths, opportunities, weaknesses and constraints (both within the site boundary and beyond), the planning policy context and the outcomes of local community engagement. No development should be seen in isolation. The site appraisal will help to identify the limitations and opportunities of key sites in the City at the earliest stage. This should be regarded as the starting point of the design process. A good site appraisal will provide valuable information to allow the development to be designed specifically for the site. This should minimise the potential for future conflict.
- 2.10 The Council will expect to see a site appraisal prepared to support all new major residential, leisure, educational, social and commercial developments. In addition, a site appraisal should be undertaken for any other smaller scale but 'sensitive' planning applications, including those affecting Conservation Areas. These will be determined on a case by case basis. The Site Appraisal shall fully research and consider the site itself and the wider context.

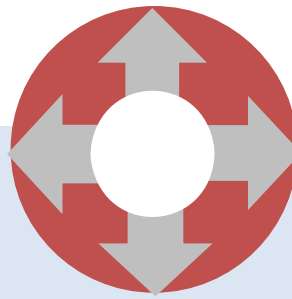
## Site Appraisal

2.11 Appraisal of **the site** should include:

- 
- a) **Landform** - existing topography, levels, slopes, contours, and significant natural site features (such as water features);
  - b) **Ground Conditions** - possible constraints on development, soil conditions, drainage, flood risk, sustainable urban and surface water drainage;
  - c) **Landscape/Ecology** - the extent, type and location of existing vegetation (trees, shrubs, hedgerows, grassland, water bodies, biodiversity and formal/informal landscaped areas) and protected species and designated habitat areas);
  - d) **Sub Surface Infrastructure** - buried foundations, basements of previous buildings, transport tunnels/links, cable pipes, geothermal heating, old mine workings and archaeological implications. *N.B. Sub surface mapping information is being developed and will appear during the lifetime of the Plan;*
  - e) **Connectivity** - existing connectivity in and through the site, including pedestrians, cyclists and motorised vehicles and both formal and informal routes;
  - f) **Existing Social Uses** - including informal uses such as general play, dog walking, horse riding etc and uses at different times of day and night.
  - g) **Buildings/Structures** - the potential to retain/refurbish existing buildings on site, the size and scale of development, layout, type of development and building location);
  - h) **Climatic Conditions** - potential orientation issues in relation to sunlight and wind;
  - i) **Public Services and Utilities** - constraints on development due to existing public and utility services; and
  - j) **Historic and Cultural References** - buildings, structures, features and landscapes.

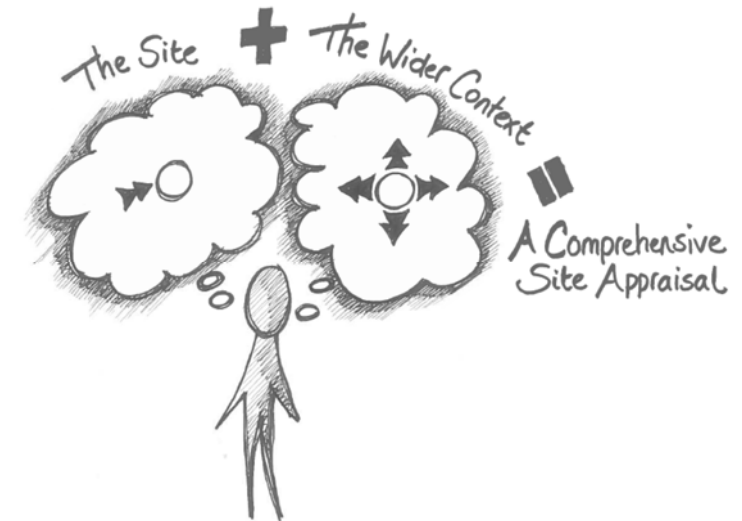


## Wider Context Appraisal



2.12 Appraisal of the **wider context** should include:

- a) **Buildings, Structures and Spaces** - types of buildings, structures and spaces in the vicinity of the site, including boundary walls, fences and paved surfaces, the height and scale of neighbouring buildings and structures, vegetation and all relevant historical features;
- b) **Existing Neighbourhood Character** - architectural style, building materials, building size and form, the relationship of buildings to streets, open spaces and established building lines, special features of local interest, existing landscape and vegetation, the size, location, pattern and function of open space and existing design features in terms of lighting, signage, paving, street furniture, etc;
- c) **Land Uses** - surrounding land uses in terms of type of use, layout and density, overlooking, access and amenity implications);
- d) **Ground Stability/Contamination** - identification of potential contaminative uses and sources of local pollution;
- e) **Connectivity** - patterns of movement, circulation and existing use for pedestrians, cyclist and vehicular traffic, the existing public transport network, important routes, junctions, landmarks and gateways;
- f) **Accessibility to Community Facilities** - shops, schools restaurants, recreational and leisure opportunities etc and
- g) **Views** - existing and potential views to and from the site from both public places and private property.



2.13 If detailed design work is undertaken before a site is fully understood it can lead to unsuitable, inefficient layouts that lack integration and development that lacks character. Context should never be ignored or overlooked. Good design is a process that involves a series of steps leading to the best possible outcome. A good Site Analysis can influence the design of a scheme at a number of levels. It can ensure that:

- a) broad community concerns and wider economic and physical factors are addressed;
- b) national objectives are met, in terms of building forms/land uses;
- c) regional issues are fully explored, in terms of development strategy and building form;
- d) City-wide policy requirements are met, in terms of urban grain, street hierarchy, block structure, building spacing etc; and
- e) the quality of the immediate context is preserved or enhanced, in terms of building orientation and building detailing.



2.17 In terms of **the wider planning context**, the Site Appraisal should also consider:

- a) the relevance of the **Placemaking Principles** set out in Section 3;
- b) whether the proposal is influenced by any of the **Character Environments** set out in Section 3;
- c) any relevant **site specific plans or projects**, such as development briefs or masterplans;
- d) relevant **area specific policy and guidance**, such as SDFs or LDFs;
- e) all relevant **Government policy or guidance**;
- f) the impact on **health outcomes** (the use of the Place Standard Tool, or a similar assessment, will be a requirement for all major planning applications and masterplans, unless it is confirmed that this is unnecessary during pre-application discussion); and
- g) the Council's **Open Space Strategy**



## Step

### 2. Urban Design Strategy

2.14 Once the site and context appraisal (see Paras 2.10-2.17) and appropriate engagement (see Paras 2.38-2.43) have been undertaken, thought should be given to the type of broad urban design strategy that would best fit that particular development opportunity. A good urban design strategy will flow logically and fluently from:

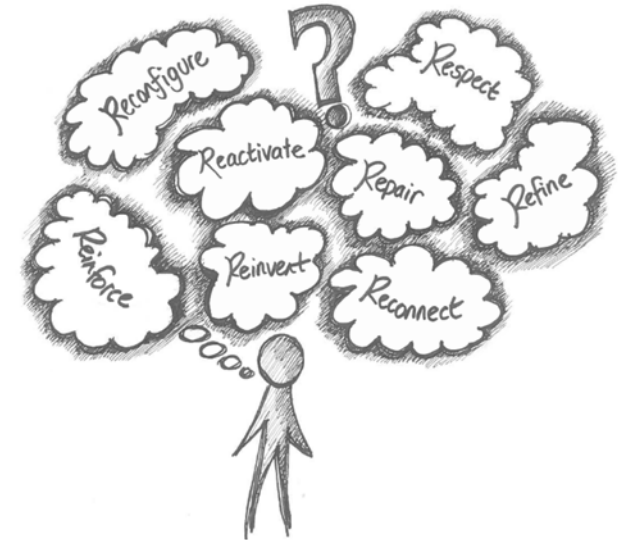
- a) the site and context appraisal (which establishes the nature and essence of the site and the wider surrounding area);
- b) community engagement (which ensures that the thoughts and aspirations of the local community are fully considered and taken on board, where appropriate);
- c) the wider policy context (which ensures that any design solution which emerges accords with existing and proposed policies, plans and strategies for the site itself, the general wider area and the City as a whole).

2.15 An Urban Design Strategy derived from the above process will be able to demonstrate that careful consideration has been given to the type of development and regeneration activity that would be most appropriate in a given location.

2.16 In order to help facilitate the Urban Design Strategy process, the diagram on Pages 20 and 21 of this guidance provides a list of eight broad urban design themes. All of these themes are potentially pertinent in the Glasgow context. The diagram explains the types of areas, sites and buildings in the City that are most likely to be linked to a particular theme and it identifies the sorts of issues that should be looked at and explored, where this is the case.

2.17 The eight urban design themes are:

- a) respect;
- b) repair;
- c) reconfigure;
- d) refine;
- e) reinvent;
- f) reconnect;
- g) reinforce, and
- h) reactivate



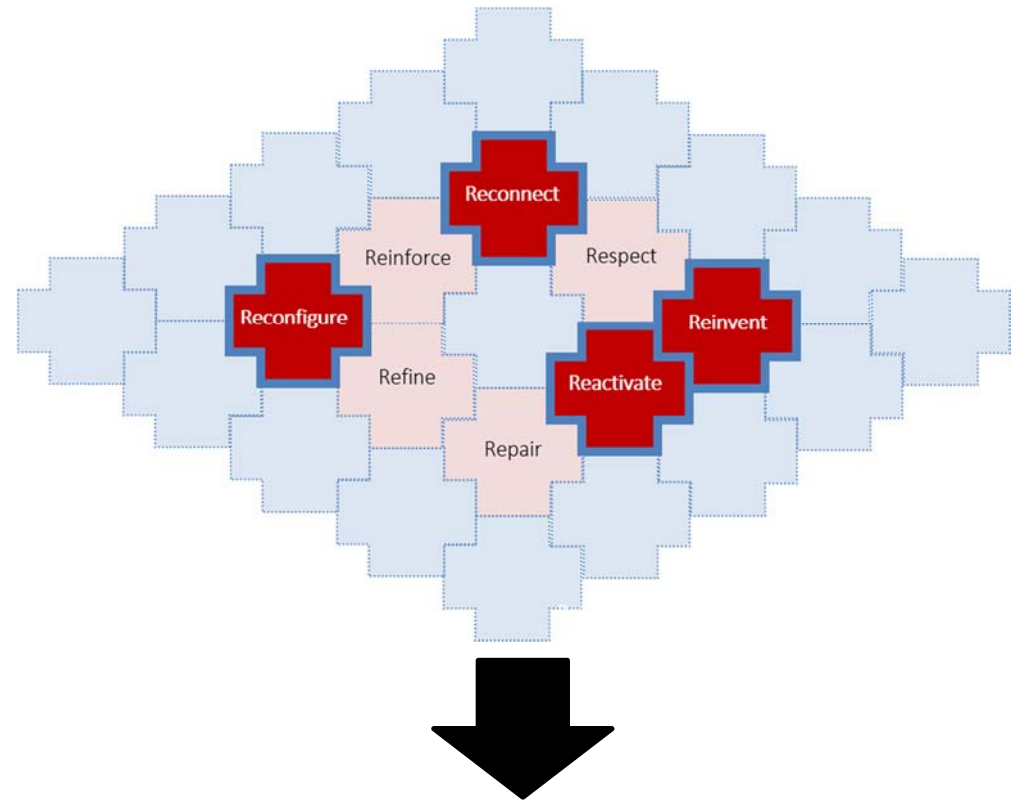
2.18 In some instances a successful Design Strategy may involve just one of these elements, for example, a key development site within the heart of one of the City's Conservation Areas may be primarily about respecting the City's built heritage. In most cases, however, an appropriate design strategy will reflect and incorporate a number of different urban design themes, for example a large vacant Inner City site may involve repairing the urban fabric, reconnecting the site to surrounding areas, providing a different, more sustainable land use, generally strengthening the sense of place and reactivating the site through new development which brings it back to life.

2.19 In order to deliver Glasgow's strategic aims, it is essential that all development proposals in the City help to deliver the right type of development in the right place which is sustainable in the long term. Projects which have a strong Urban Design Strategy, based on appropriate core underlying principles, embedded from the outset of the project, will help to deliver this.

2.20 Good design is an iterative, often cyclical process. The diagram on Page 14 helps to demonstrate that the best results are achieved when **all** parties (developers, architects, designers, the local planning authority and local communities) work in partnership to solve problems and identify solutions.

2.21 In this regeneration example (new housing developed as part of the Glasgow Commonwealth Games, 2014), the core underlying strategy principles related primarily to:

- a) **Reconnection** - knitting the area back into the existing urban fabric;
- b) **Reconfiguring** - creating a new site layout, street pattern and type of development to complement surrounding land uses;
- c) **Reinventing** - encouraging long term sustainable development and regeneration, both in term of building form and function; and
- d) **Reactivating** - delivering people-based development with the potential to animate redundant areas and bring them back to life.



**New Housing, Commonwealth Games, 2014  
Developing a Broad Urban Design Strategy**

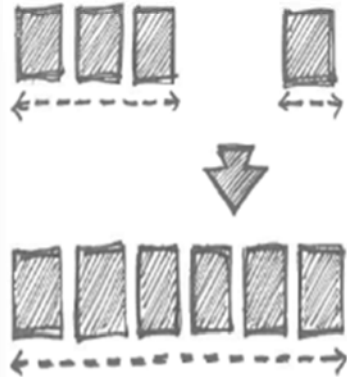


## RECONNECT

### Connect back together

Many potential development sites in the City have become detached from surrounding communities. This is particularly evident along the River Clyde, and adjacent to the M8 motorway.

Consideration should be given as to how these types of site could best be integrated back into the existing urban fabric.

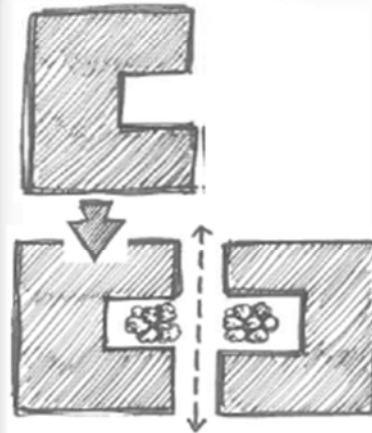


## RESPECT

### Give due regard to

Glasgow has a wealth of historic buildings and environments.

Full consideration must be given to respecting the City's existing physical, social and cultural heritage. All new development should take cognisance of a site's existing context and the quality of adjacent features.



## REINVENT

### Create something new

Glasgow's economy has changed significantly over recent decades. Some industrial sites and buildings are redundant and no longer required for their original purpose.

Where this is the case, consideration should be given to redefining more appropriate land use patterns and functions which will be sustainable in the long term

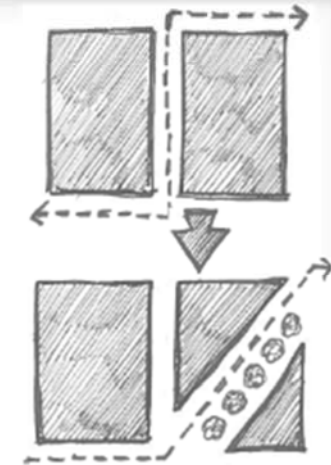


## RECONFIGURE

### Do things differently

Some existing buildings and urban forms in Glasgow no longer feel appropriate within their current context. These could be greatly enhanced to support an improved quality of place.

Opportunity should be taken to explore the potential reconfiguration of sites and buildings, where this could compliment surrounding land uses.

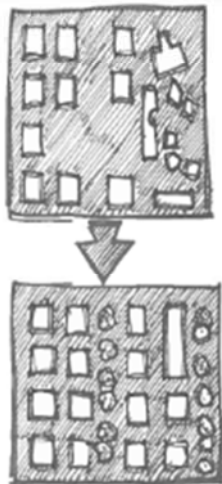


## REPAIR

### Restore something

Some areas have suffered from a lack of investment and physical decline.

In such areas, consideration should be given as to how best to repair the urban fabric and reassert the area's assets to allow its full maximum potential to be reached.

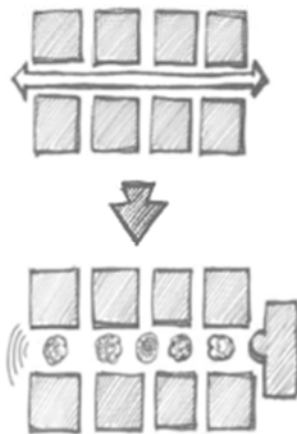


## REINFORCE

### Strengthen and support

Certain parts of the City have a weakened identity and eroded sense of place and/or purpose as a result of years of economic and cultural change.

In areas where this is an issue, consideration should be given towards reinforcing an area's identity, purpose and sense of place.

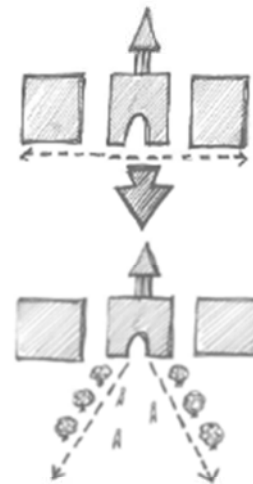


## REFINE

### Make improvements

Many parts of the City already have good, clear attributes and an entrenched identity.

The aim in such areas will be to enhance and build on these existing core strengths.

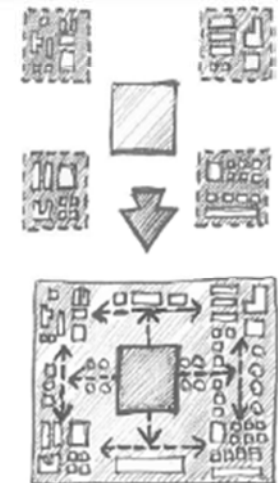


## REACTIVATE

### Bring back into action

Some parts of the City have little opportunity for social interaction or pedestrian/cycle movement.

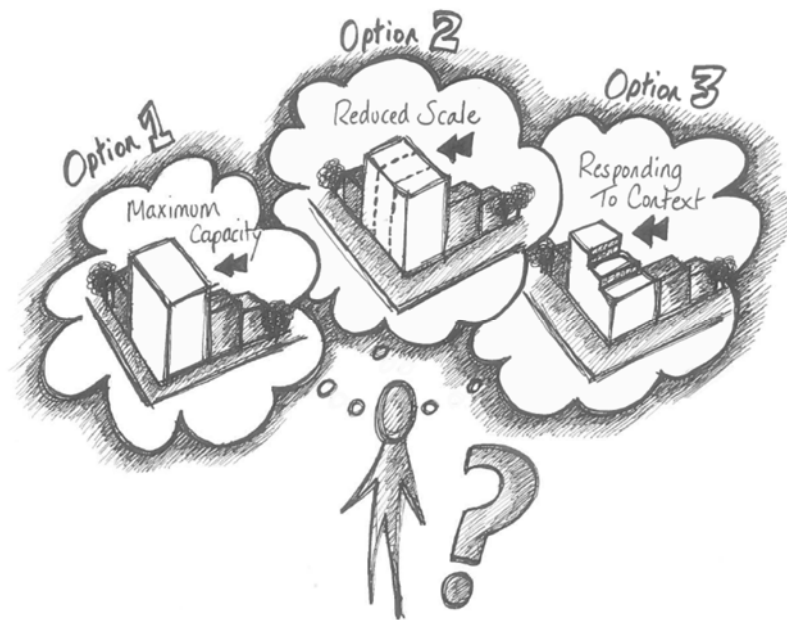
The aim is to reanimate and bring such areas back to life



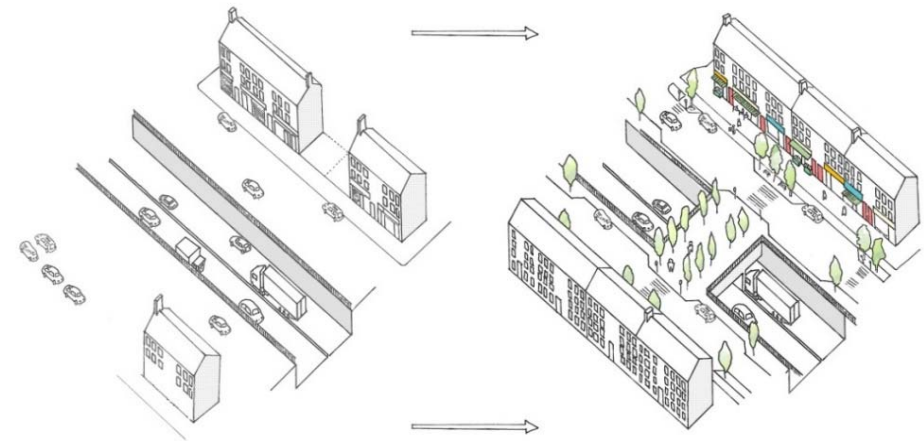
# Step 3.

## Design Concept

- 2.22 Good design begins with a good design concept. A Design Concept is an expression of initial design ideas and the articulation of these in terms of broad form and function. The Design Concept should explain clearly how you plan on solving the problem in front of you. It is the idea behind the design.
- 2.23 The Design Concept stage should only take place after the site appraisal (see Paras 2.10-2.17), appropriate engagement (see Paras 2.38-2.43) and Urban Design Strategy (see Paras 2.10-7.45) have been undertaken. Understanding and assimilation of all this information will help to identify and define key structuring principles which should feed into and inform the Design Concept.



- 2.24 At the Design Concept stage, designers should start to think very broadly about routes, blocks and spaces. The Design Concept should be expressed graphically through massing diagrams, sketches, photo and other visualisations, with back up written material where appropriate. Such graphics should describe the overall shape and size of buildings in a broad brush fashion. When presented properly, the Design Concept should be insightful yet sketchy and flexible enough to help generate further engagement and discussion with the Council and other relevant stakeholders. The Design Concept must also be visualised in a form which is understandable to the local community and other non-professionals involved in the design process.



- 2.25 At this stage in the process designers may find it useful to draw up a variety of different site layouts and potential design options in order to fully explore solution works best before deciding on a preferred option.



2.26 A good Design Concept will be simple, unique and clear. It will put forward the key ideas and illustrate the basic elements that have helped to shape the project in terms of character and structure.

2.27 Designers should double check at the Design Concept stage that due regard has been given to the wider policy context (see Para 2.18). As outlined in Section 1 of this Supplementary Guidance, SG1 - The Placemaking Principle is overarching supplementary guidance which applies to all new development in Glasgow. Developers must also, however, give careful consideration to other topic based and spatial Supplementary Guidance, where relevant.

2.28 Successful new places are designed to meet the needs of all the people that use them. The Design Concept stage is crucial, as good design follows on from an appreciation of how an area works and an understanding of the features in and around a site that contribute to its character. Buildings and spaces must be designed to suit their context and to take account of wider planning considerations.

2.29 Even small scale householder developments have an important placemaking role to play. Many residential parts of the City have their own distinct character in terms of layout, form, visual appearance and landscaping. Each and every house contributes to the overall character of the street and the wider area. It is important, therefore, that even minor house extensions and alterations are both in keeping with the original building and the context of the wider area. All extensions and alterations to individual properties should be of a high standard and sympathetic to the character of the wider area.

2.30 The Design Concept leads the way and gives a clear direction for what should follow in terms of the detail of the design. In this way it becomes the framework for all future design decisions. When designers have decided on a preferred approach and worked up a

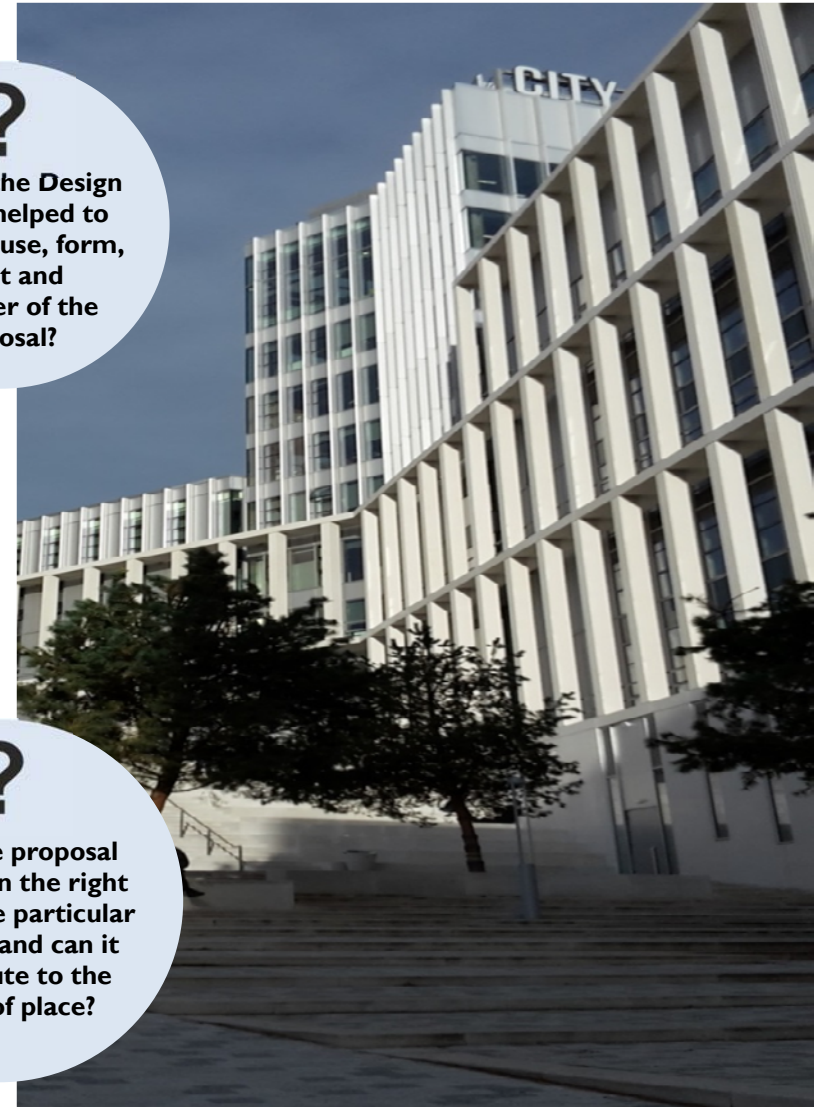
Design Concept, they should approach the local planning authority in order to enter into pre-application discussions.



**How has the Design Process helped to shape the use, form, layout and character of the proposal?**

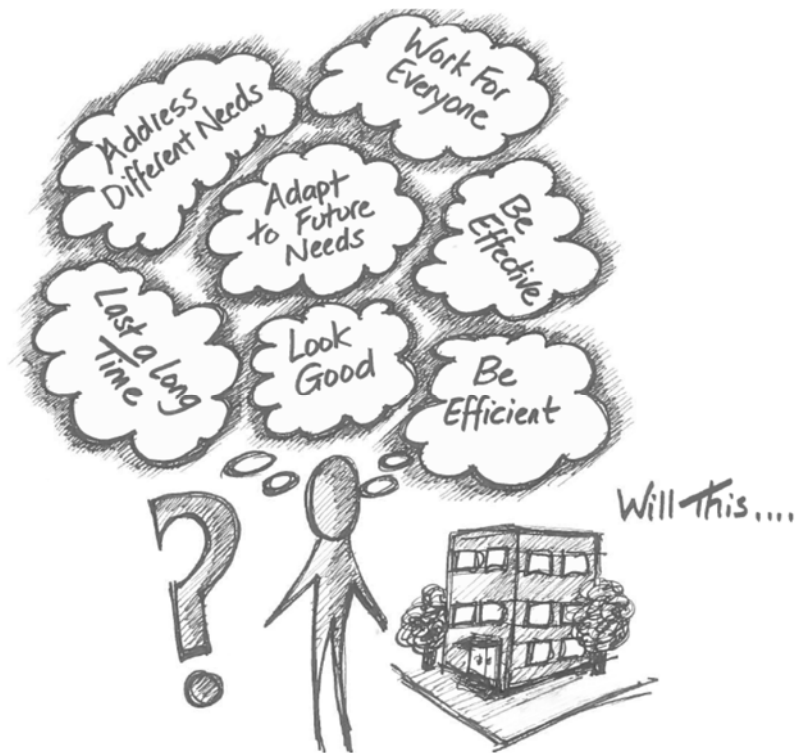


**Does the proposal respond in the right way to the particular location and can it contribute to the sense of place?**



## Step 4. Detailed Design

- 2.31 The Council expects all new development across the City to be of the highest standard from small householder modifications to major commercial development. Achieving good design is about creating places, buildings and spaces that look good, work for everyone, address the needs of different users, last a long time, are capable of adapting to the needs of future generations and are efficient and effective. In this way, good design will help to ensure that development delivers a wide range of planning objectives.



- 2.32 The Detailed Design should flow from the Design Concept and should describe the key components/technical aspects of the project (including the amount, scale, layout and appearance of the development, as well as any landscaping). The detailed design should provide sufficient information for applications for statutory approval to be made.
- 2.33 Planning permission is required for all new development (building, engineering, mining or other operations in, on, over or under land). Planning permission is not generally needed for works affecting the inside of a building or some minor alterations to existing buildings.
- 2.34 In addition, a Design and Access Statement and pre-application consultation is required for national and major developments and a Design Statement is required for some local developments.
- 2.35 Design Statements submitted in support of planning application explain the rationale behind fundamental aspects of the proposal, for example the use of certain materials.
- 2.36 Some developments need a specialist report, for example on retail, transport or noise. Whether a specialist assessment is needed will depend on the type of development and its location.
- 2.37 A small number of applications may also need an Environmental Impact Assessment or Appropriate Assessment, where there is likely to be a significant effect on the environment
- 2.38 As the detailed design is being further developed and drawn up, depending on the nature and scale of the project, applicants should draw on the range of detailed and supporting technical guidance contained in SG1 Part 2, where relevant.

- 2.39 It should be noted that the process of securing quality in new development does not stop once planning permission has been obtained. The Council will carefully consider the impact of a scheme when discharging conditions and considering minor amendments. In ensuring a consistent and comprehensive approach towards design quality, the same principles and scrutiny will apply to details that are agreed by condition and any revised proposals submitted to modify consented developments

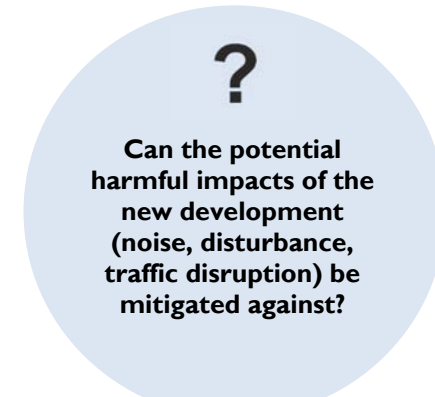


## Step 5.

### *Preparing for Post-Consent*

- 2.40 Properly considering and preparing for the final stage in the design process will help to ensure the future sustainability and long term viability of a site/project. Whilst the term 'Post Consent' implies that this is the final stage in the design process, in reality, consideration of these types of issues should form an integral part of the thinking surrounding all stages of the design process.
- 2.41 Developers should, therefore, give careful thought to the impact of construction on local communities during the construction phase of the project (including mitigation measures to ensure continuity of connectivity such as the provision of temporary diversions and to ensure public information and help/advice is available such as through the provision of a helpline).
- 2.42 In addition, significant thought should be given to how places will be managed and maintained over time. Consideration should be given to how the project will age, for example, from exposure to the weather and general use, how communal and open spaces will be maintained and how these factors can be counteracted through incorporation and implementation of effective maintenance and management strategies and the use of appropriate materials (see SG1, Part 2, Detailed Design, Building Materials).
- 2.43 Producing robust plans for the future management and maintenance of development will help to ensure:
- the intended aesthetic appeal is retained over time;

- the long term use of the development is secure;
- access for maintenance;
- the risk of unintended blight is minimised; and
- future adaptability and sustainability is built in.



## Step 6. Engagement

- 2.44 Whilst going through each of the above planning and design steps, engagement with local communities and other relevant stakeholders should be fully integrated into the process, as appropriate. On larger developments, including major and national applications, public consultation and engagement should take place during the initial steps and should inform the design alongside the site and contextual analysis.
- 2.45 As the design progresses, engagement with contributors should continue. This will ensure that their input is accurately reflected and will allow feedback in the early stages of the planning and development process and before the final design becomes fixed.
- 2.46 The Council will welcome applicants' comments on representations received during the application process, including those on local applications, along with evidence of where and how community engagement has influenced a development proposal.
- 2.47 Local communities should be involved in the preparation of any development proposals which affect them and engagement integrated into the design process from the initial stages. This will help to ensure that the local community's aspirations, knowledge and history is considered and integrated within the design concept. Consultation and engagement need to be done **in parallel** to the design process, not when a design is advanced.

- 2.48 Local communities should be kept informed throughout the design process through initial engagement, information events and displays (where relevant) and through the formal planning consultation process. A useful resource for developers seeking further guidance on good practice in engaging communities is available on the Scottish Community Development Centre website at: <http://www.scdc.org.uk/what/national-standards>
- 2.49 The formal consultation requirements set out through planning legislation varies according to the scale and type of development. The placemaking process, however, encourages applicants to go beyond these basic formal statutory requirements and to undertake meaningful engagement throughout the design process to help inform future design solutions and shape new development.



2.50 Applicants and developers should be able, and prepared, to outline the type of consultation approach being taken and to explain why this approach is appropriate.

2.51 Community engagement could include:

- a) presentations of initial concepts on boards, public notices or on the internet;
- b) meetings/workshops with local residents (perhaps held throughout the life of the project in accessible locations and in an engaging form);
- c) a formal request for general comments and ideas; or
- d) the provision of a dedicated phone number, e-mail address or social media space to allow local people to contact the design team.

?

**Have the thoughts  
and views of the  
local community  
been fully  
considered and  
taken onto account**

2.52 All consultation and engagement should be well planned and managed and carefully considered. Where issues arise, and where appropriate, further local community engagement should be undertaken to clarify any points of uncertainty or to gain a more detailed insight on key issues before proposals become too advanced.



*Design Guide for New Residential Areas*

2.53 The concept of promoting better placemaking is not new to Glasgow. Adopted in 2013, Glasgow's Design Guide for New Residential Areas (Design Guide) builds on and interprets the guidance set out in Designing Streets. The Design Guide takes cognisance of the City's physical context, policy requirements and aims to assist in the delivery of better designed new residential areas. The Design Guide will continue to sit alongside the Plan and associated SG as a piece of non-statutory planning guidance.



**Separate but tandem process  
with a shared outcome**



2.2.55

SG1 helps to support the existing Residential Design Guide and helps to reinforce the key messages about the importance of successful places. The Council will use both documents to assist the design, development and assessment of development proposals.

2.54 The Design Guide promotes a similar process to SG1, however, it is specific to housing and the residential context, whereas SG1 makes stronger references to general placemaking principles for the City as a whole and relates to all development in the City. Whilst the two processes are separate, in practice they operate in tandem and have the same desired end outcome.

### 3. PLACEMAKING TOOLKIT

3.1 The following guidance, combined with SG1 Part 2 Detailed Guidance, provides the Placemaking Toolkit. This toolkit seeks to:

- a) guide the direction of development throughout the City;
- b) promote and reinforce the City's local uniqueness and distinctiveness; and
- c) secure high quality, inclusive design which goes beyond aesthetic considerations

3.2 The Council wants to create new places throughout the City; new places that look good, function well and appeal to everyone. This Toolkit has been designed to provide practical advice to assist applicants, developers, planners, designers and architects to achieve this. The guidance is intended to inspire all those involved in the development process and to help create new buildings and spaces that contribute to the sense of place and provide high quality of life.

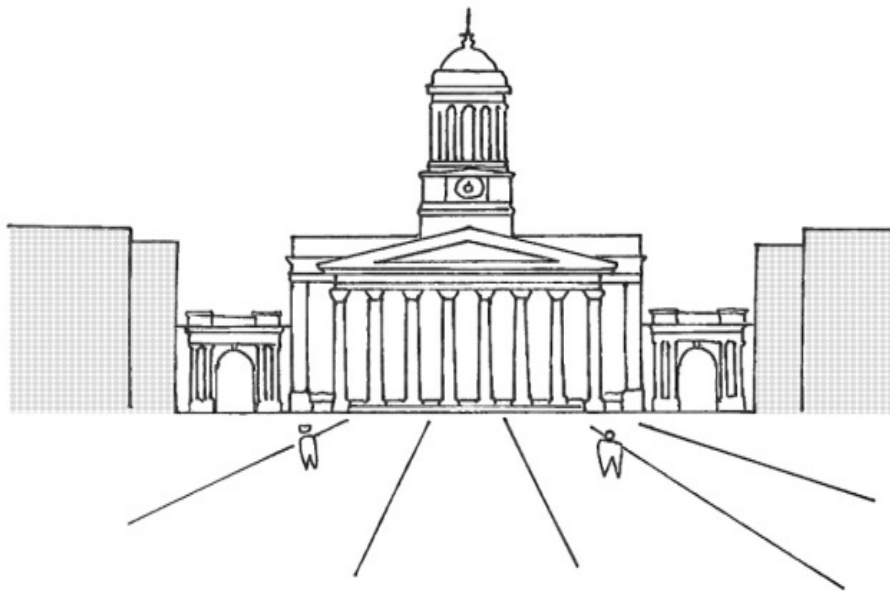




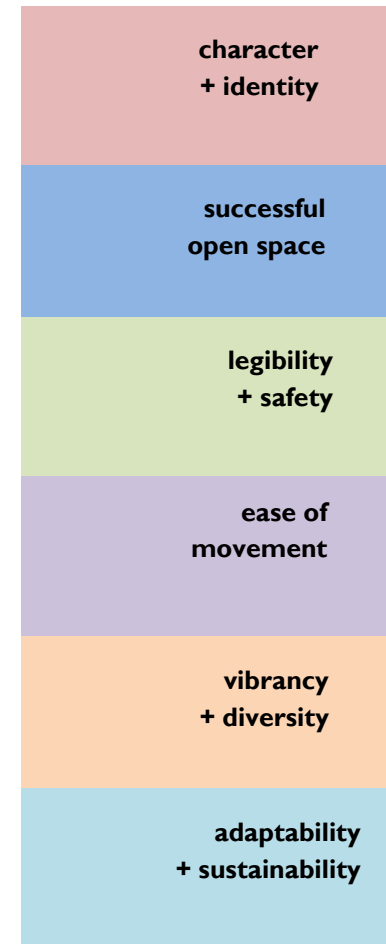
*Qualities of Place*

3.3 There are basic Placemaking Principles that apply to all development proposals in Glasgow.

3.4 The following six Qualities of Place have been identified.



**QUALITIES OF PLACE**





3.5 These Qualities of Place are derived from the Scottish Government's Qualities of Place (<https://beta.gov.scot/publications/creating-places-policy-statement-architecture-place-scotland/>), but have been adapted to more accurately reflect Glasgow's own unique circumstances.

3.6 Successful places are built for people. They have character, are safe, easy to move around, clean, appealing and are designed to thrive over time.

3.7 Under each of the six Qualities of Place, a series of Placemaking Principles have been identified. These Principles reflect the desired outcomes for development and set out the standards for the quality of development that will be expected across the City. These are the key principles that all developers, stakeholders, agencies and organisations should take into account when researching, planning and developing their own individual plans, projects and development schemes.



# Places should feel unique and make people want to stay

## Key Principles

- All elements of the built environment (key features, building materials, the scale of development, built form etc) come together to define the character and identity of a place and its community
- Physical, social, historical and cultural context is paramount
- Successful places are distinctive and memorable
- Good quality places are interesting and/or visually appealing
- Where common elements within an area are reinforced, it often helps to distinguish it and create a sense of place.
- Active building frontages help to animate streets and define spaces
- No development site is a blank slate and there is always an important wider physical context
- Places that work are about more than just buildings and landscape, they also consider the wider background in terms of community expectations, history, the local economy and social infrastructure and network



Engages the  
local  
community

Is  
interesting

Character  
& Identity

# Character & Identity

Can the proposal improve the character and identity of the local area and the City as a whole?

## Development Proposals Should:

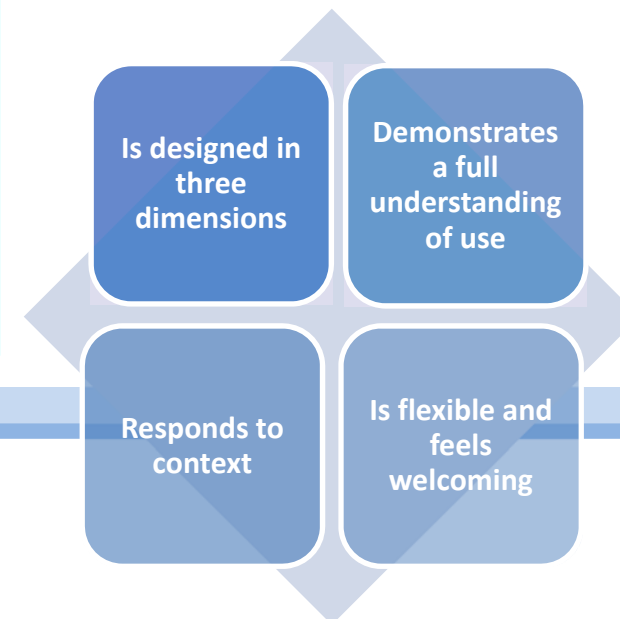
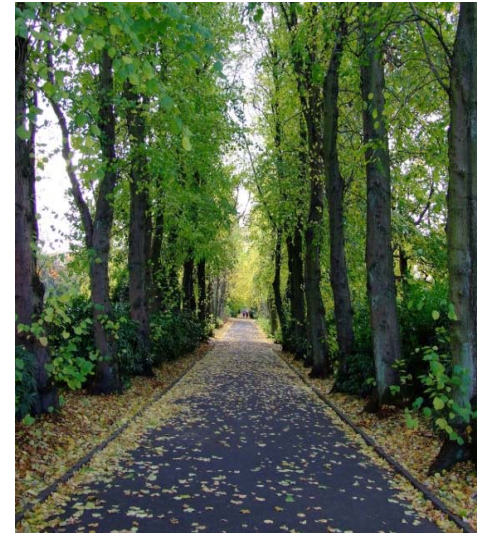
- a) Include a comprehensive site and context appraisal.
- b) Reinforce existing positive local characteristics by responding to the surrounding physical, social and economic environment, especially locally distinctive patterns of development, landscape and culture.
- c) Help to protect and enhance the established character and identity of the City as a whole.
- d) Consider local history (refer to SG1 - Part 2, 'Cultural Heritage')
- e) Take special care where the character of an area is hidden or less apparent.
- f) Attract people, encourage activity and add value to the individual's experience of an area.
- g) As far as possible, harmonise with the surroundings (though this would not preclude innovation, where appropriate).
- h) Seek to build something that is recognisable, distinctive and connected.
- i) Reflect high quality contemporary design.
- j) Incorporate excellent architecture that is innovative, imaginative and evolved from its context, yet which also displays its own identifiable character.
- k) Propose a palette of materials that enhances the surrounding townscape and is capable of retaining its appearance over time (refer to SG1, Part 2, 'Building Materials').
- l) Consider roofscape, both in terms of individual buildings and the City's urban environment as a whole.
- m) Seek to re-use historical buildings and structures and buildings of local interest on site, wherever possible (refer to SG9 - The Historic Environment).
- n) Incorporate existing natural or man-made features within the design, where these have an intrinsic and valuable quality.
- o) Source and use local materials and resources, wherever possible.
- p) Ensure that important sightlines are clearly visible and that these inform the design.
- q) Protect significant views into, and out of the area, and consider local and incidental views.
- r) Provide new landmarks, where appropriate.

Developers should also refer to all other relevant Supplementary Guidance (SG), in particular SG1 - Part 2, SG9 - Historic Environment and all relevant spatial SG.

# Places should include successful open spaces

## Key Principles

- Open space can be blue (water), green (natural environment) or grey (built environment), refer to SG6 - Green Belt and Green Network.
- The public realm includes streets, squares, civic spaces, parks, green spaces, paths and all other outdoor places that people pass through regularly.
- Well-designed open space and public realm is essential for successful, vibrant places.
- Open space and public realm areas can provide a positive sensory experience.
- High quality open space and public realm provides the opportunity for social interaction, active travel, physical activity and engagement with nature.
- The benefits of open space are magnified where it is part of a wider multi-functional green network.
- Access to high quality open space can significantly improve levels of health and well-being.
- Open space which is multi-functional, well cared for, interesting, and active is more likely to be well used and part of a successful place.
- Vibrant public spaces encourage people to visit the City, socialise in it and generally go about their business in comfort and safety, regardless of whether they are users of a building, part of the local community, or visitors passing through.
- Lively open space can be created by enhancing its multi-functionality.
- The development and enhancement of the green network has a vital role to play in terms of improving biodiversity and protecting existing habitats and species.
- Active frontages provides passive surveillance and can contribute to the safety of open space and the public realm.



**A Successful Open Space:**

**Successful  
Open Space**

# Successful Open Space

Can the proposal provide local communities with useable, high quality, multi-functional open space?

## Development Proposals Should:

- a) Carefully consider the role that grey, green and blue spaces can play in new development.
- b) Be able to demonstrate a clear understanding of existing open space provision (including the expectations of the local community) and the potential benefits of improved open space and public realm to an area.
- c) Incorporate well designed, high quality open space and public realm areas which pay attention to materials and detailing and provide a comfortable and pleasant environment for different users and at different times of day and throughout the year.
- d) Provide open space that engages local people, improves levels of amenity and creates new opportunities for play, relaxing and socialising.
- e) Incorporate well designed landscaping and provide space for nature.
- f) Consider open space and public realm issues as an integral part of the design process, not as an afterthought.
- g) Integrate new open space and public realm into local neighbourhoods and the wider green network in ways which can accommodate future change (especially in relation to approved planning applications and planning strategies, such as master plans).
- h) Ensure that new public and private space provision is clearly defined and provides understandable, legible spaces with a clear sense of custodianship.
- i) Seek to create a comfortable micro climate with prominent or exposed locations avoided or mitigated against.
- j) Consider incorporating local food growing opportunities, where appropriate.
- k) Ensure that new or improved public open space is designed to cater for the needs of all ages and abilities (refer to SG1, Part 2, 'Sustainable Development' and 'Inclusive Design').
- l) Seek to improve air quality and support wider climate change and flood prevention measures.
- m) Seek to enhance biodiversity by encouraging a diverse range of native species and protecting existing habitats.
- n) Consider integrating innovative design (for example flexible working space) and smart technology within open space and public realm areas, where appropriate, to support future economic activity.
- o) Consider accommodating temporary events on open spaces and public realm areas, where appropriate, and subject to impact on neighbouring land uses
- p) Ensure that open space and public realm areas are easy to access by foot, by cycle or by wheelchair with access points obvious, safe (routes to open space should not involve difficult road crossings or hostile traffic environments) and of adequate width to accommodate all users.
- q) Incorporate active frontages around open space and public realm by considering the location and frequency of doors, the building's ground floor use, the setback and design of the façade (porches, verandhas, projecting bay windows, balconies and corner windows can all provide a wider angle of view), the level of the ground floor relative to the footway, the presence/design of front fences, the extent and type of glazing and breaks for vehicular access.

Developers should also refer to all other relevant Supplementary Guidance (SG), in particular SG6 - Green Belt and Green Network, SG7 - Natural Environment, SG8 - Water Environment, SG11 - Sustainable Development and all spatial SG.

# Places should be accessible, easy to move around and people should feel safe at all times.

## Key Principles

- Successful places are easy to find and easy to move about in (both for local residents and visitors).
- Places are viewed and used from a wide range of different perspectives.
- Knowing where you are is essential to enjoying a place and all its attractions.
- People intuitively use all sorts of different clues to navigate.
- Good urban design helps to create places that are easy to understand.
- Successful places are safe for everyone at all times.
- Active frontages contribute to public safety by providing passive surveillance.
- The careful design of building facades can contribute to a more interesting, navigable, engaging and safe urban environment
- Welcoming places are accessible, well-maintained, well-lit, have a sense of custodianship and appeal to all ages and physical abilities.
- Well-designed buildings, landscape and public art can make an area stand out from the everyday fabric making the location more memorable.



Accessible

Easy to navigate

Welcoming

Well designed and maintained

**A Legible and Safe Place is:**

**Legibility & Safety**



# Legibility & Safety

Can the proposal improve understanding of the urban environment and the individual's perception of safety?

## Development Proposals Should:

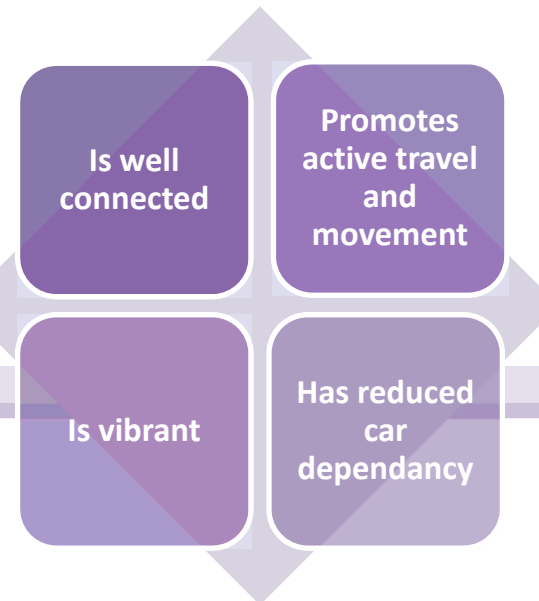
- a) Incorporate design solutions which aid legibility and general understanding of the urban environment.
- b) Reinforce the legibility of local areas by responding appropriately to local features and reflecting a clear understanding of neighbouring urban forms.
- c) Ensure that building elevations are clearly recognisable and present an identifiable entrance onto the street.
- d) Incorporate lighting strategies which reinforce the street hierarchy and improve general public safety (with all key routes being well lit).
- e) Seek to take full advantage of opportunities for improved connectivity.
- f) Give careful consideration to the needs of mobility and visually impaired users.
- g) Maximise the positive aesthetic implications of new development, for example fine grain building detail can provide interest to pedestrians whilst other more striking elements can provide interest to those passing in vehicles or viewing a new development from a distance.
- h) Incorporate cycle parking, where appropriate, which is safe and secure.
- i) Help to create or reinforce a coherent street order by establishing a clear hierarchy in terms of buildings, spaces and routes.
- j) Incorporate community safety measures, such as active surveillance, within public realm areas, where appropriate.
- k) Incorporate active frontages, where appropriate, as buildings can provide passive surveillance for open space and active travel routes which can significantly affect people's perceptions of public space in term of enjoyment and safety.
- l) Seek to ensure that safe and accessible environments are created where the fear of crime does not undermine quality of life or community cohesion.

Developers should also refer to all other relevant Supplementary Guidance (SG), in particular SG6 - Green Belt and Green Network, SG7 - Natural Environment, SG11 - Sustainable Transport and all spatial SG.

# Places should be well-connected and focussed on active travel

## Key Principles

- Places should be easy to get to and move around in.
- Making places more walkable and accessible helps to reduce car use, levels of congestion and air pollution and improve public health generally.
- Places heavily designed for vehicles often discourages active travel and impacts negatively on quality of life and peoples' perception and experience.
- Streets should have a vital social, economic and amenity role, in addition to being corridors for vehicles (although in major cities there will be instances where the traffic function of the road is of prime importance).
- The quality of experience is paramount for pedestrians and cyclists.
- Effective movement networks bring vibrancy to places by ensuring that paths and open spaces are strategically well-connected with logical, clear and direct routes.
- Places should be accessible to everyone.



**A Place that is Easy to Move Around:**

**Ease of Movement**

# Ease of Movement

Can the proposal provide people with greater opportunity to walk, cycle and use public transport?

## Development Proposals Should:

- a) Consider connections within the local area and to surrounding areas.
- b) Minimise the need to travel.
- c) Seek to design places which promote active travel and encourage people to walk, cycle and use public transport.
- d) Exploit any proximity to public transport.
- e) Be informed by existing patterns of use (and potential future requirements) and demonstrate a clear understanding of route hierarchy.
- f) Ensure that pedestrian and cycle routes have good surfaces, are free of obstacles and pay particular attention to widths, gradients and passive surveillance with design solutions taking account of the Core Paths Plan and Strategic Plan for Cycling.
- g) Provide a choice of safe, high quality pedestrian and cycle routes based on desire lines with links to surrounding active travel routes, appropriate crossing points, public transport facilities (such as bus stops, train stations), open space and local services and community facilities.
- h) Ensure that design for vehicles does not result in visual clutter or dominate the design layout.
- i) Consider parking provision at an early stage in the project design with it being well planned, easy to use and striking a balance between accessibility and visual dominance (i.e. located in a way which allows key buildings to front the street). Parking should be of an appropriate capacity and provision should reflect wider considerations such as the site's accessibility to public transport.
- j) Incorporate cycle parking for residents, employees and visitors, where appropriate.
- k) Encourage pedestrian movement through the location and design of active frontages.
- l) Ensure that the density of a development proposal relates to the density of the wider area. It is generally expected that the density of development will be higher (subject to prevailing townscape considerations) where access to amenities and public transport is greatest.
- m) Make or facilitate provision for the visually and mobility impaired.
- n) Consider the role that open space can play in terms of encouraging movement (refer to SG6 - Green Belt and Green Network and the Council's Open Space Strategy.)
- o) Ensure that pedestrian and cycle paths are not constrained by hedges, trees, walls or planting.

Developers should also refer to all other relevant Supplementary Guidance (SG), in particular SG11 - Sustainable Transport, SG6 - Green Belt and Green Network and all spatial SG.

# Places should have lots of things to see and do and high levels of street level activity

## Key Principles

- Successful places provide variety and offer a range of activities and services.
- Employment and housing choice is essential to make a location attractive.
- Places should be accessible and are successfully designed where they can be used by as many people as possible, regardless of background or ability.
- Vibrant and viable places tend to evolve from meaningful community engagement and respond to local needs.
- A range of building types and architecture can add interest and reflect the diversity of local communities, but this must be considered within the wider context of what exists (see also 'Character and Identity' Placemaking Principle).
- Buildings designed at the human scale help to create vibrant places that are welcoming, engaging and encourage public life.
- Housing, leisure facilities, places of work and meeting points should be well-connected and form identifiable, walkable, mixed neighbourhoods offering a variety of experiences.
- Mixed use areas provide opportunities to live, play, study and work close together and results in increased activity on the street and in public areas making them more lively and attractive.
- Formal public events and informal community projects encourage public life.
- Vibrancy can be stimulated through the careful location and design of active frontages, particularly along public routes, which can help to create a lively street environment.



Has multiple uses and offers various experiences

Engages with, and caters for, all of the community

# Vibrancy & Diversity

Can the proposal help to generate activity?

## Development Proposals Should:

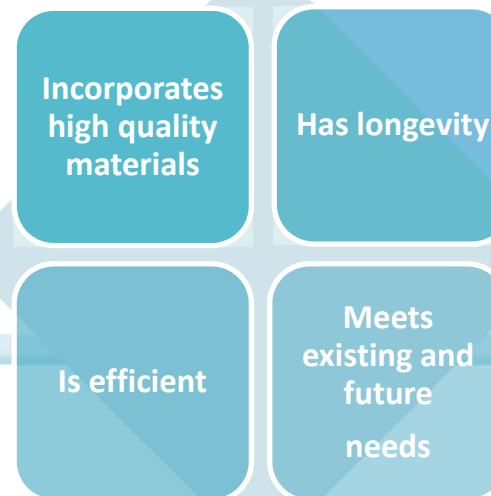
- a) Demonstrate a clear understanding of site context and the individual elements that contribute to the existing vibrancy and diversity of an area.
- b) Ensure that everyone can use the place, regardless of ability.
- c) Seek, where appropriate to reflect the diversity of the local community and its culture.
- d) Ensure that design layouts have well connected streets, active street frontages (where the front elevation of the building faces the street, not the rear) and public spaces which are framed by buildings facing onto them. The type of active frontage that is appropriate will depend on the nature of the area and the street (and not the proposed ground floor use, which may change over time)
- e) Seek to compliment developments with commercial lower level frontages by incorporating residential uses at upper levels in order to generate passive surveillance of the public realm outside normal business hours.
- c) Bring a mix of uses and housing tenures, where appropriate, to help support and service existing and new communities. Where mixed use development is proposed, developers should provide an appropriate mix of uses that brings vibrancy through a range of activities and employment opportunities to the site at different times of the day and night, whilst still protecting levels of amenity.
- d) Concentrate activity stemming from new land uses around important nodes and locate these in ways which encourage the use of pedestrian and cycle routes.
- e) Seek to provide new local employment opportunities
- f) Consider the role that all types of open space can play in terms of vibrancy and diversity (refer to SG 6 Green Belt and Green Network and the Council's Open Space Strategy).
- g) Ensure that parking provision and service functions do not dominate ground floor elevations.
- h) Give consideration to a variety of building forms and architectural expression where this is appropriate.

Developers should also refer to all other relevant Supplementary Guidance (SG), in particular SG3 - Economic Development, SG4 - Network of Centres, SG6 - Green Network, SG7 - Natural Environment, SG8 - Water Environment, SG11 - Sustainable Transport and all spatial SG.

# Places should be adaptable for future needs and demonstrate sustainable design.

## Key Principles

- A strong sense of place evolves over a long period of time and places should be nurtured, not reconfigured.
- Good design recognises the long term value of creating places that are socially, economically and environmentally sustainable for future generations.
- Successful places are designed with high quality materials and long term resilience in mind and contribute to the character of an area.
- All public realm improvements should be sustainable in terms of materials, design and climate change resilience.
- Good quality places function well and add to the overall quality of an area, not just in the short term, but over the lifetime of the development.
- Successful places are designed to adapt to change and will evolve to meet the future needs of local communities and the City as a whole.
- Long term, sustainable development carefully considers the overlapping needs and implications of society, the economy and the environment.
- Innovative design approaches can encourage the use of energy technology and provide increased resource efficiency whilst encouraging further economic development and greater social equity.



**A Place which is adaptable and sustainable:**

**Adaptability & Sustainability**

# Adaptability & Sustainability

Can the proposal meet future needs and is it sustainable in the long term?

## Development Proposals Should:

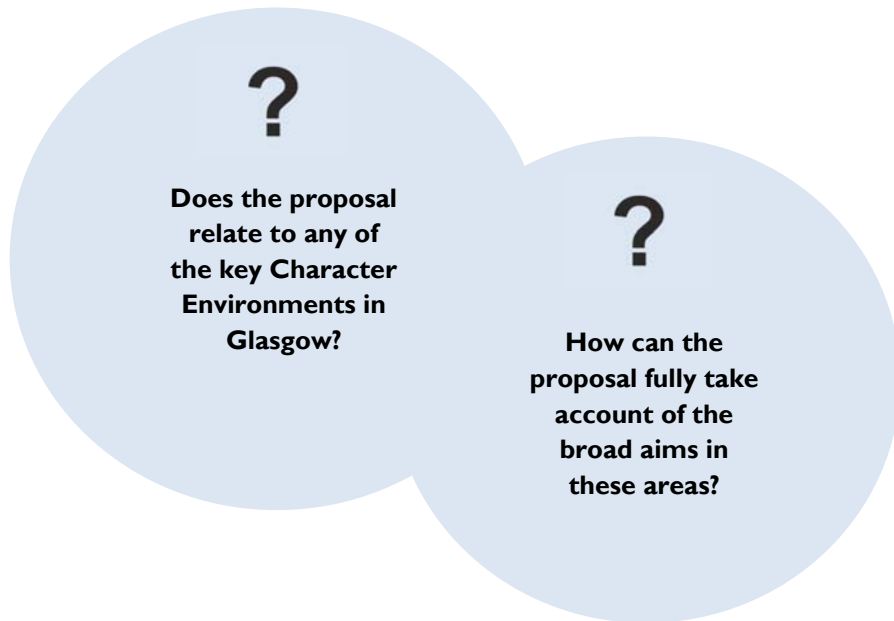
- a) Demonstrate the highest standards of sustainable design and construction.
- b) Be designed in such a way that they are able to respond and adapt positively to changing circumstances.
- c) Incorporate a long term plan for effective management and maintenance and carefully consider these issues from the outset of the design process, especially in relation to including how building materials and vegetation will age over time.
- d) Seek to use durable materials and incorporate appropriate planting, which complements and enhances the site and which is appropriate to Glasgow's climate.
- e) Be of an appropriate urban scale and townscape form to consolidate and/or enhance the City's traditional urban structure, respect neighbouring development and avoid overshadowing.
- f) Ensure that the layout of a site and the design of any new buildings takes into account the requirements for waste recycling/storage and integrate provision for this.
- g) Ensure that all new buildings and spaces, at all scales, are designed to integrate surface water management solutions.
- h) Ensure that all new buildings are well insulated and energy efficient.
- i) Incorporate spaces that are adaptable in terms of potential use and useable at different times of the day and different times of the year (see also 'Open Space' Principle)
- j) Integrate soft landscaping and green infrastructure into design solutions e.g. planting, trees, grass, water etc, where appropriate
- k) Consider incorporating green infrastructure such as green walls, green roofs and rain gardens and private amenity space such as balconies, roof gardens and courtyards.
- l) Seek to adapt and re-use traditional buildings, where possible as this provides the opportunity for sustainable development, in terms of energy efficiency, recycling and the reuse of the City's valuable resources.

Developers should also refer to all other relevant Supplementary Guidance (SG), in particular SG3 - Economic Development, SG4 - Network of Centres, SG5 - Resource Management, SG6 - Green Network, SG7 - Natural Environment, SG8 - Water Environment and all spatial SG.

*Key Character Environments*

3.8 This section of SG1 describes the key Character Environments in the City. It explains how they have they have evolved, what they look like today and what the broad plans for them are. It provides the broad conceptual strategy as to how development should respond to the unique identity of these key areas.

3.9 The 'Character Environments' section of the Guidance should be used as an informative resource and is not intended to be exhaustive or to apply to every single development project in exactly the same way. Each development site in Glasgow presents its own unique opportunity and as a result, an individual and tailored approach should always be taken in line with the Design Process described in Section 2.







# THE 10 CHARACTER ENVIRONMENTS

	Reinforce	Reinvent	Reconfigure	Refine	Respect	Reconnect	Repair	Reactivate
City Centre	●			●	●	●	●	●
Inner Urban Area	●					●	●	●
Town Centres	●	●				●	●	●
Historic Environment	●				●			
High Density Housing	●				●	●		●
Low Density Housing	●				●	●		●
Economic Areas	●	●	●			●	●	●
Derelict Land		●	●			●	●	●
Green Network				●	●	●		●
River Clyde		●				●	●	●

In each of the Character Environments above, different elements of ALL the above strategies will be relevant to greater or lesser degree. The above table focuses on the KEY thrust of Placemaking objectives in each respective Character Environment.

# CITY CENTRE

## City Centre

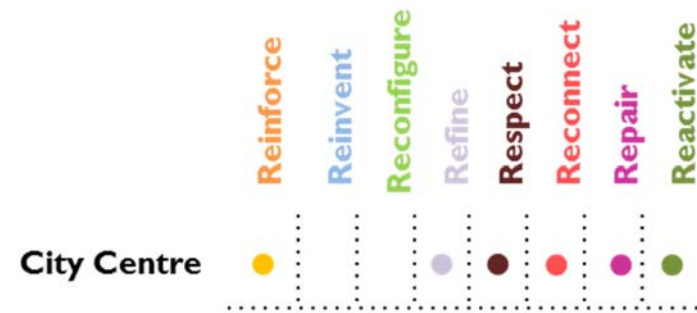
3.10 Glasgow has a diverse and vibrant City Centre. The City Centre is the primary location for retail, office, education, commercial, leisure, tourism and civic uses serving the City Region and is a national transport hub. The City Centre has a strong urban character and Glasgow has a significant number of exceptional individual buildings, many with their own distinct identity. The character of the City Centre must be preserved and enhanced.

3.11 One of the key aims of the City Development Plan is to maintain and strengthen the role of Glasgow's City Centre as the key economic driver in the West of Scotland. New development should reflect the collective urban character of the City Centre by providing the highest quality individual buildings that demonstrate the strongest examples of innovative and contemporary design. Public transport routes form a key part of the City's streetscape and support the role and vibrancy of the City Centre. It is essential that these are considered as part of any development proposal which could affect them.

3.12 The placemaking priorities in the City Centre are:

- a) Retaining and enhancing townscape and civic character;
- b) Promoting high quality, innovative design;
- c) Safeguarding and supporting investment and existing uses;
- d) Encouraging high quality residential development;
- e) Improving the pedestrian and cycling experience;

- f) Ensuring that public spaces are well activated with appropriate levels of activity at different times of the day and night; and
- g) Encouraging and supporting a mix of complementary uses.



3.13 These priorities will help to **reinforce, reactivate and reconnect** the City Centre as Scotland's commercial and cultural hub whilst **repairing, respecting, refining** and enhancing its distinctive character and sense of place.

### OTHER POLICY GUIDANCE:

CDP4/SG4: Network of Centres, CDP5/SG5: Resource Management CDP9/SG9: Historic Environment, CDP11/SG11: Sustainable Transport, Central Conservation Area Appraisal\

## CITY CENTRE: THINK ABOUT...

### 1. Townscape

*Proposals must be bold and of a high quality, whilst acknowledging datums, building heights, scale and prevailing urban grain. Developments should reinforce building lines. New buildings should show consideration to their backdrop and respect important views.*

### 2. Human Scale and Interest

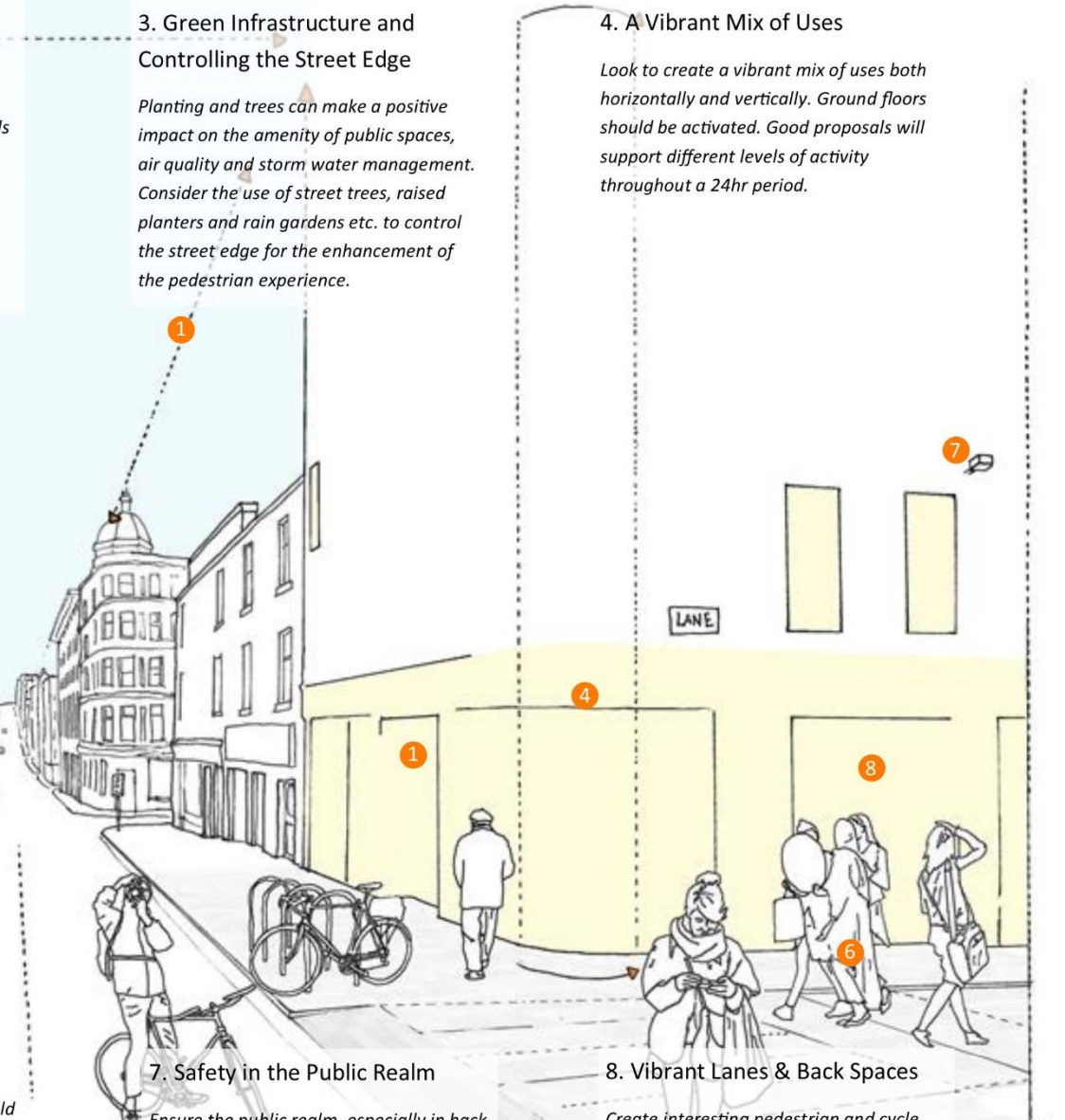
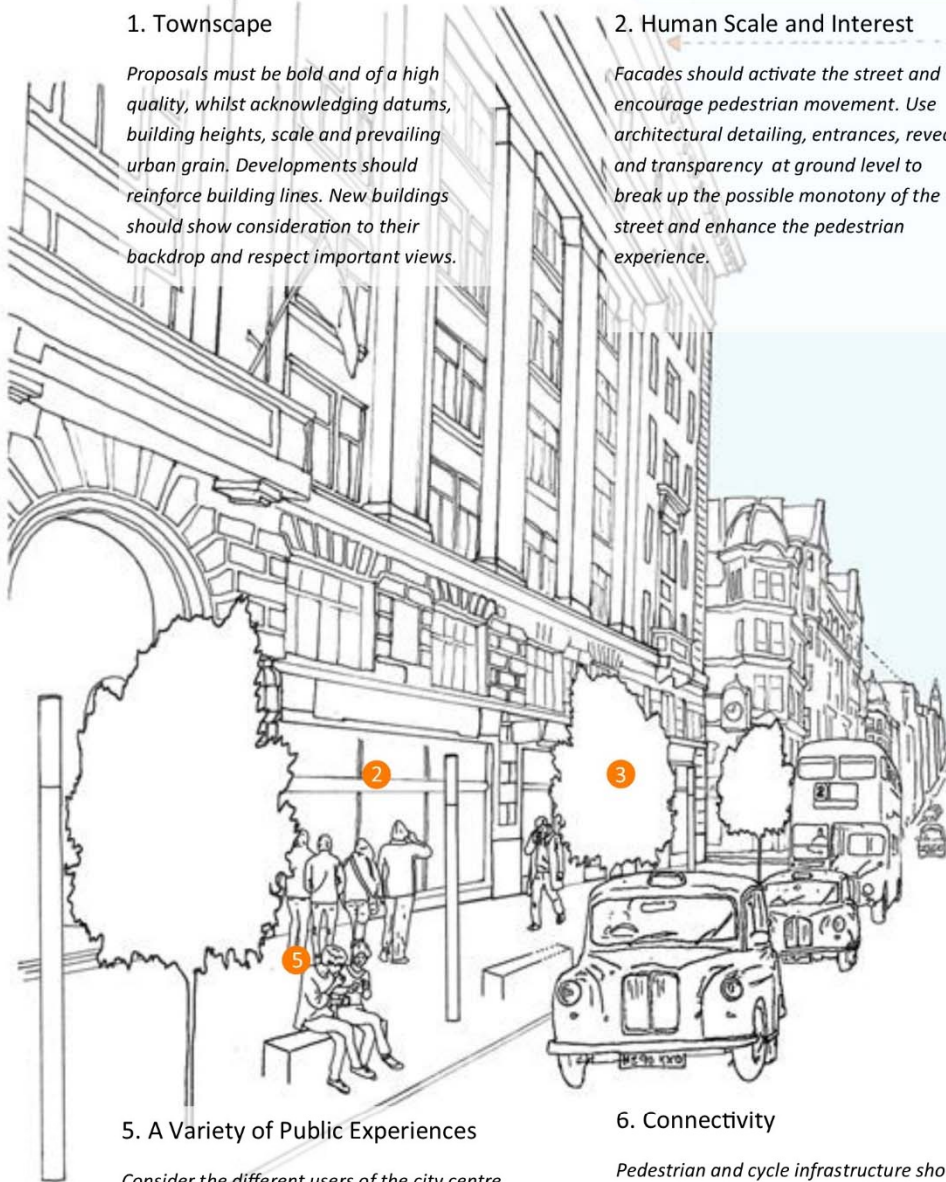
*Facades should activate the street and encourage pedestrian movement. Use architectural detailing, entrances, reveals and transparency at ground level to break up the possible monotony of the street and enhance the pedestrian experience.*

### 3. Green Infrastructure and Controlling the Street Edge

*Planting and trees can make a positive impact on the amenity of public spaces, air quality and storm water management. Consider the use of street trees, raised planters and rain gardens etc. to control the street edge for the enhancement of the pedestrian experience.*

### 4. A Vibrant Mix of Uses

*Look to create a vibrant mix of uses both horizontally and vertically. Ground floors should be activated. Good proposals will support different levels of activity throughout a 24hr period.*



### 5. A Variety of Public Experiences

*Consider the different users of the city centre and the variety of experiences that occur within a civic space. Consider the changing needs of all users of public spaces. Provide places to sit, rest and chat, and allow generous pavement widths for pedestrians.*

### 6. Connectivity

*Pedestrian and cycle infrastructure should consider desire lines and provide for the needs of all users. Consider access to and for public transport, and ways to promote active travel. Provide safe and accessible cycle parking, which is sympathetically designed and located in relation to the streetscape as a whole.*

### 7. Safety in the Public Realm

*Ensure the public realm, especially in back spaces, is designed with adequate lighting, materials and passive surveillance to generate a sense of perceived safety throughout the day.*

### 8. Vibrant Lanes & Back Spaces

*Create interesting pedestrian and cycle routes, animated with human scale activity. Celebrate public life with increased greenery, seating, improved lighting and public art. Consider street hierarchies, acknowledge the potential and different constraints of minor routes.*

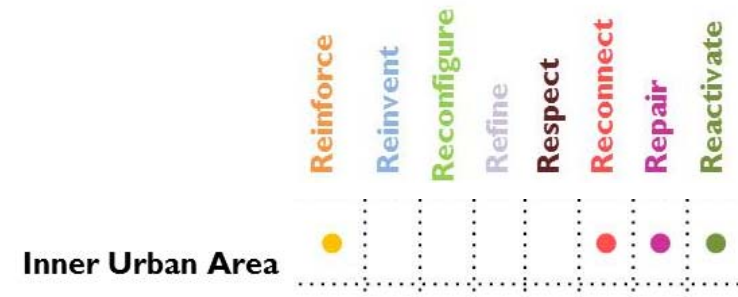
# INNER URBAN AREA

## *Inner Urban Area*

3.14 The Inner Urban Area is characterised by poorly defined and disconnected places, often with a lack of identity. The building of the M8 motorway, along with the development strategies of the 1980s, have arguably contributed to a bastion-like City Centre with a strong sense of place, but also with a history of neglected and disconnected fringe areas. Although changing rapidly, areas like Charing Cross, Anderston, Sighthill, Cowcaddens, Laurieston and Tradeston can often appear disparate and dislocated and can be inhospitable to pedestrians or lack a clear identity. Whilst these areas often contain vibrant communities and long-established businesses and institutions, they are often poorly defined in terms of spatial layout and lack of coherence can create severance for those passing-through, visiting and those who live, work and study there.

3.15 The Placemaking priorities in the Inner Urban Area are:

- a) repairing the built environment;
- b) re-establishing pedestrian priority and improving cycle connectivity;
- c) reactivating public spaces, improving green infrastructure and encouraging a mix of uses at different times of the day; and
- d) building upon and strengthening the sense of place and identity within existing communities.



3.16 These priorities will help to **repair** the urban fabric, **reinforce** local identity and **reconnect/reactivate** the Inner Urban Area.

## **OTHER POLICY GUIDANCE:**

CDP4/SG4: Network of Centres, CDP10/SG10: Meeting Housing Needs, CDP11/SG11: Sustainable Transport.

## INNER URBAN: THINK ABOUT...

### 1. Street Level Vibrancy and Interest

Whilst understanding the layers of street hierarchies, look to activate and add interest to ground level facades; use architectural detailing, entrances, reveals and transparency to break up large urban blocks. The activation of these urban blocks will help to reconnect the city centre with rest of the city.

### 2. Creating New Legible Routes

Understand pedestrian desire lines and encourage pedestrian movement. Look to reconnect the severed urban fabric through the creation of safe, pleasant and straightforward pedestrian routes.

### 3. A Bold New Townscape

High quality contemporary architectural design will be welcomed. Seek to create a long-lasting and unique identity in previously transient inner urban areas. Consider how to use scale and massing to mediate between the difference in scales of the city centre and peripheral areas.

### 4. Reanimation

Creative and innovative short term uses in inanimate transient spaces can act as a catalyst for change in the wider area, as well as testing the demand for a specific use. Markets, pop up events or public art, amongst other interventions, can help reconnect and build confidence in segregated urban communities.

### 5. Safety

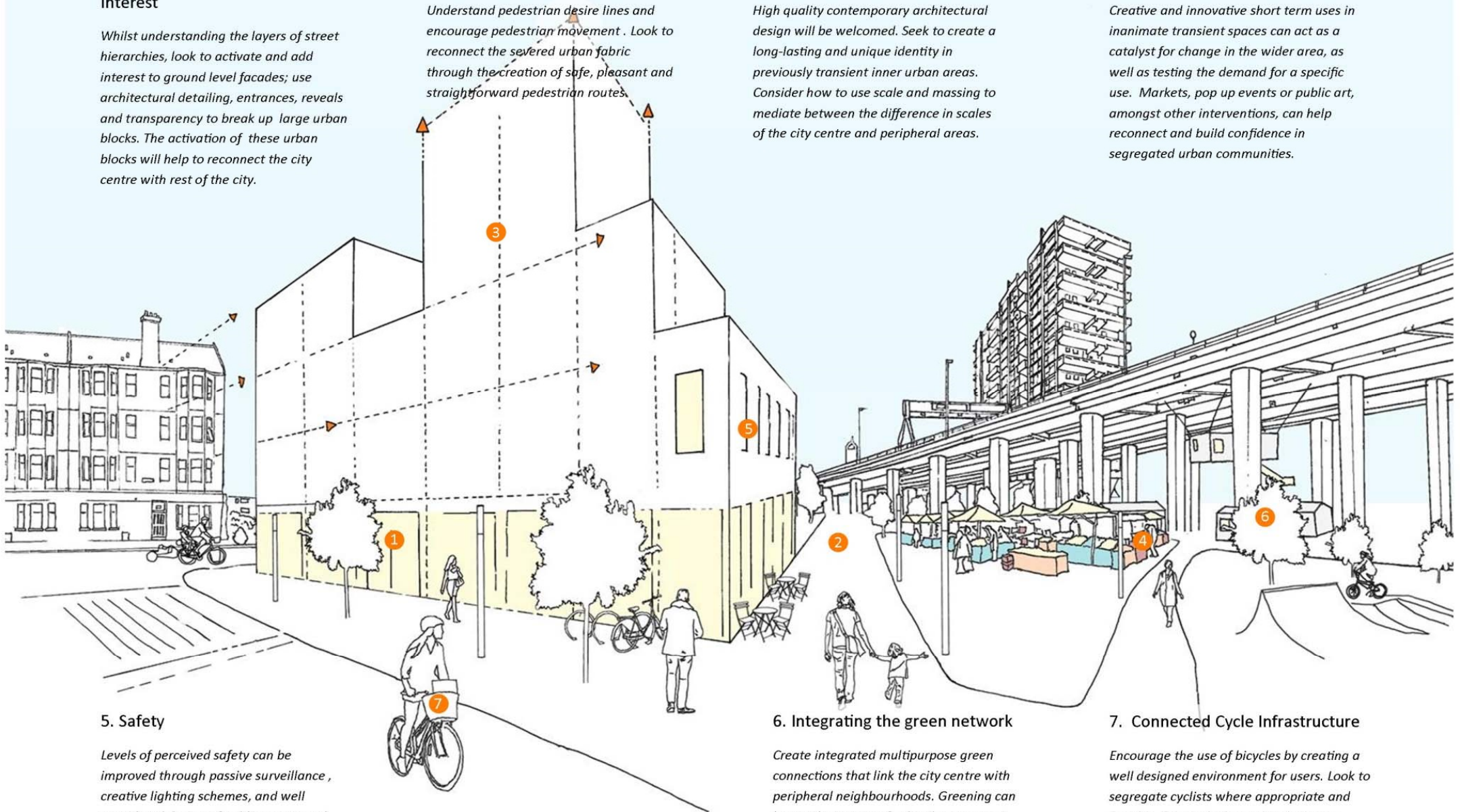
Levels of perceived safety can be improved through passive surveillance, creative lighting schemes, and well considered design of public spaces and routes.

### 6. Integrating the green network

Create integrated multipurpose green connections that link the city centre with peripheral neighbourhoods. Greening can lessen the impact of vehicular transport structures, help mitigate flood risk whilst assisting with noise and air quality issues.

### 7. Connected Cycle Infrastructure

Encourage the use of bicycles by creating a well designed environment for users. Look to segregate cyclists where appropriate and feasible, from vehicles and pedestrians. Provide adequate, easily accessible and safe parking and storage facilities at destinations.

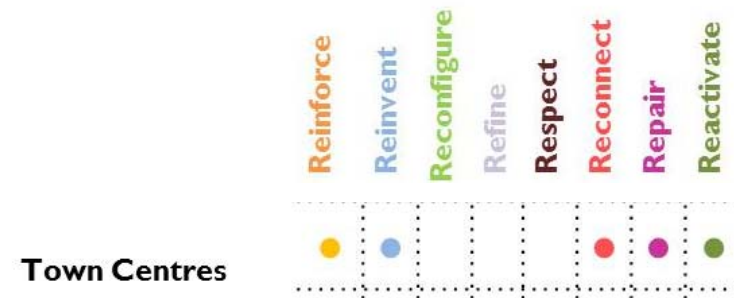


# TOWN CENTRES

## *Town Centres*

- 3.17 Glasgow has an extremely diverse network of 40 town centres. These town centres have their own identity and sense of place and are social and transport hubs for local residents. Rather than simply a functional location for jobs and services, town centres should be seen as representing the identity of areas and supporting many varied and diverse aspects of community life.
- 3.18 Town centres are the preferred locations for town centre uses. All development must recognise the important placemaking functions of a town centre; their role as social gathering places and areas of concentrated vibrancy and diversity that reinforce and enhance the existing character of a place and often the heart of a local community. In addition to pedestrian and cycling connections, good access to public transport also has an important role to play in encouraging town centre vibrancy.
- 3.19 The Placemaking priorities within Town Centres are:

- a) Strengthening and enhancing the diversity, vibrancy, identity, and concentration of community uses in town centres;
- b) Encouraging an appropriate density and mix of uses; and
- c) Creating a meaningful connection to communities in order to reinforce a strong sense of place.



- 3.20 These priorities will help to **reinforce** and **reconnect** town centres as a focal point for community uses and re-establish or further establish community identity and custodianship.

## **OTHER POLICY GUIDANCE:**

CDP4/SG4: Network of Centres, CDP9/SG9: Historic Environment, CDP11/SG11: Sustainable Transport.

## TOWN CENTRE: THINK ABOUT...

### 1. A Vibrant Mix of Uses

*A fine grain of horizontal and vertical uses, community hubs and social enterprises will be actively encouraged. Activity will be actively encouraged to spill out on to the street where appropriate.*

### 2. Pedestrian and Cycle Movement

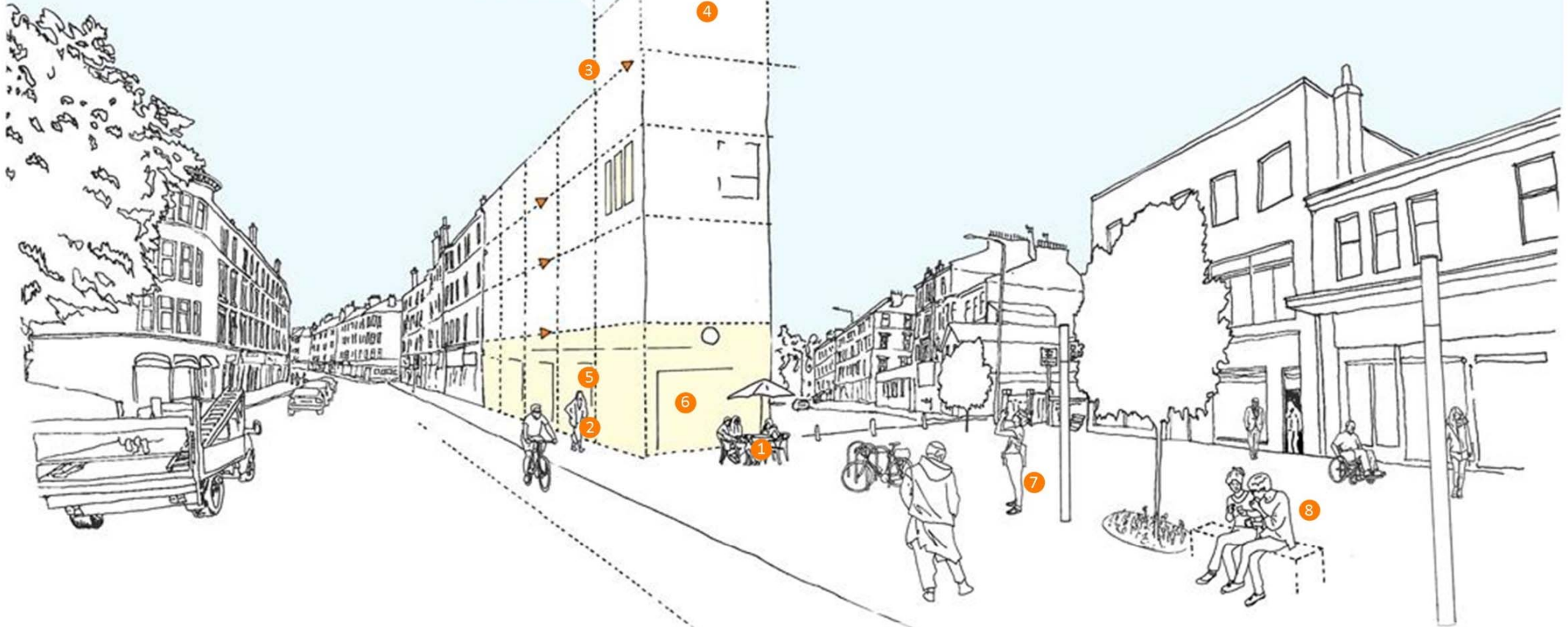
*Consider the needs of the pedestrian and the cyclist. Places should be designed to accommodate the needs of different users. Vehicular transport infrastructure should be designed to put the pedestrian's needs before that of vehicles. Cycle parking should be overlooked and accessible.*

### 3. Townscape

*Consider local context regarding scale, proportions, façade treatment, and the reinforcement of building lines. Street hierarchies should be acknowledged and any action should be appropriate to the scale and character of the space.*

### 4. Civic Presence

*Understand the role of a town centre. Work with your context to understand and enhance civic presence, gateways and the creation of landmarks where appropriate.*



### 5. Human Scale and Complexity

*Use architectural detailing, entrances, reveals and transparency to increase the complexity at the lower floors. Buildings should activate the street to encourage pedestrian movement and enhance the pedestrian experience. Avoid creating blind spots which facilitate antisocial behaviour.*

### 6. Shop Fronts

*Shop fronts should be well proportioned and uncluttered. Original features should be retained and celebrated on historic buildings. Security devices should have a minimal impact on the architectural features and the appearance of a building and street scene.*

### 7. Public Realm

*Consider the human scale and employ integrated green infrastructure to soften hard landscape, manage surface water and reduce air pollution. Ensure the public realm is designed with adequate lighting, materials and passive surveillance to enable it to be used 24hrs a day.*

### 8. Variety of Experiences

*Consider the different speeds people move at, and the variety of experiences that occur within a civic space. Provide places to sit and chat, generous pavement widths and cycle parking.*

# HISTORIC ENVIRONMENT

## *Historic Environment*

3.21 Glasgow has a varied and rich historic environment which has helped to shape the identity of the City. This historic environment includes a wide variety of elements, from historic buildings and conservation areas, to social and industrial history, archaeology and historic landscapes. Glasgow currently has 24 Conservation Areas and over 1,800 items have been listed by Scottish Ministers as being Buildings of Special Architectural or Historic Interest, with the City containing many nationally and internationally significant and listed buildings from the Medieval, Georgian, Victorian, Edwardian, Modern and Post Modern periods. These buildings have a key placemaking role and their retention, renovation and visibility should always be considered as a starting point for development. The historic environment provides an important placemaking function that must be understood, safeguarded, celebrated and integrated as an important City's asset.

3.22 The placemaking priorities in the Historic Environment are:

- a) Protecting and enhancing the unique character of historic buildings, structures and settings;
- b) Promoting new development of the highest design and material quality which respects and integrates with the existing historic environment; and
- c)

- d) Maximising the contribution that the Forth and Clyde Canal, River Clyde and other waterways can make in terms of the City's cultural heritage.



3.23 These priorities will ensure development within the historic environment does not detract from the quality and character of the existing historic environment, but instead **respects** and fully integrates with the existing townscape and helps to **reinforce** and build on the City's assets

### **OTHER POLICY GUIDANCE:**

CDP6/SG6: Green Belt and Green Network, CDP9/SG9  
Historic Environment



## HISTORIC ENVIRONMENT: THINK ABOUT...

### 1. Townscape

Acknowledge the prevailing historical urban forms. Developments should recognise and respect existing the building lines, datums, heights, surrounding roofscape and the prevailing townscape's architectural ambition.

### 2. Façade Treatment

Work with your context, acknowledge the logic and ordering of facades. Use sensitive materials which age gracefully and complement their surroundings.

### 3. Proportions

Work with your context, by recognising existing facades' rhythms and architectural proportions. Consider solid to void ratios and architectural detailing.

### 4. Adjacencies

Consider the entrance, its relationship to the street and the public/private interface. Consider the prevailing pattern and hierarchies of entrance thresholds in the immediate context.

### 5. Protecting and Enhancing the Historic Open Space Network

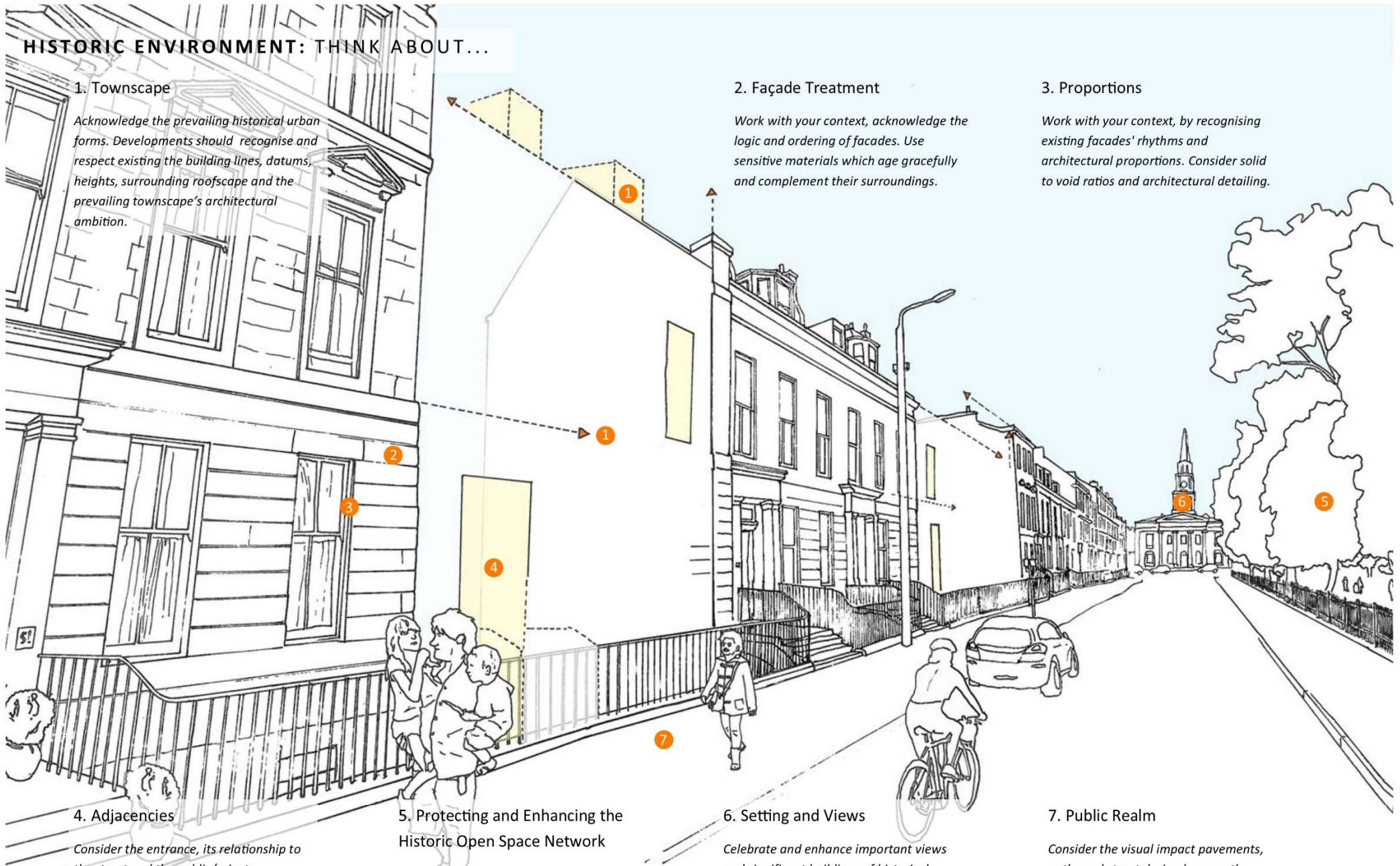
Trees, parks, designed landscapes and green spaces should be celebrated and enhanced. Look to improve access and functionality of such spaces. In particular celebrate and protect veteran trees.

### 6. Setting and Views

Celebrate and enhance important views and significant buildings of historical architectural value. Increase or enhance sightlines to historic buildings.

### 7. Public Realm

Consider the visual impact pavements, paths and street design have on the historic environment. A pallet of complementary, durable and high quality materials should be chosen. Clutter of furniture, signs and advertising should be avoided.



# HIGH DENSITY HOUSING

## High Density Housing

- 3.24 Glasgow's high density housing principally takes the form of tenements and high rise blocks. Tenements are the archetypal Glasgow built form and have played a significant role in the historical development of the City, its memories and in the way communities live and interact. Glasgow's tenements are ingrained in the physical character of the City and the social life of its citizens. Tenements help to create a strong sense of place and they give Glasgow a clearly defined identity, with their height, density, materials, façade articulation and distinctive courtyard form. While many tenements were demolished in the 1960s, their cultural significance and the merits of their housing provision are now widely recognised and supported. The City's traditional sandstone tenements should be, wherever possible, be retained. Where these have fallen into disrepair, they should wherever possible, be repaired and brought back into use (see also SG9 - The Historic Environment, Section 5). Creative modern interpretation of the tenement is welcomed, especially where height, façade articulation and materials respond to the City's existing outstanding tenemental areas in innovative and contemporary ways.
- 3.25 New developments in inner urban housing areas should consider the success/failure of previous Glasgow housing typologies.
- 3.26 The Placemaking priorities for High Density Housing are:

- a) Providing high quality community facilities and levels of amenity;

- b) Creating vibrant communal open spaces that seek to foster a sense of custodianship and encourage the adaptability of grey open space (multifunctional grey spaces can often be used and adapted for play, transport and leisure use);
- c) Promoting development of an appropriate density; and
- d) Integrating public transport and active travel connections



- 3.27 These priorities will contribute towards **reinforcing** the sense of community within high density areas. By promoting a range of community amenities and improving links, the aim is to **reactivate** these areas and **reconnect** them to other parts of the City.

## OTHER POLICY GUIDANCE:

CDP5/SG5: Resource Management, CDP6/SG6: Green Belt and Green Network, CDP10/SG10: Meeting Housing Needs, CDP11/SG11: Sustainable Transport, Design Guide for New Residential Areas.

# HIGHER DENSITY RESIDENTIAL: THINK ABOUT...

## 1. Street Edge

Reinforce the street edge, while ensuring that the public private interface is clearly understood. Entrance thresholds should respond to street hierarchy. On secondary streets this can be achieved through the provision of buffer spaces ('defensible spaces') for ground floor residences.

## 2. The Successful Elements of Glasgow Tenemental Living

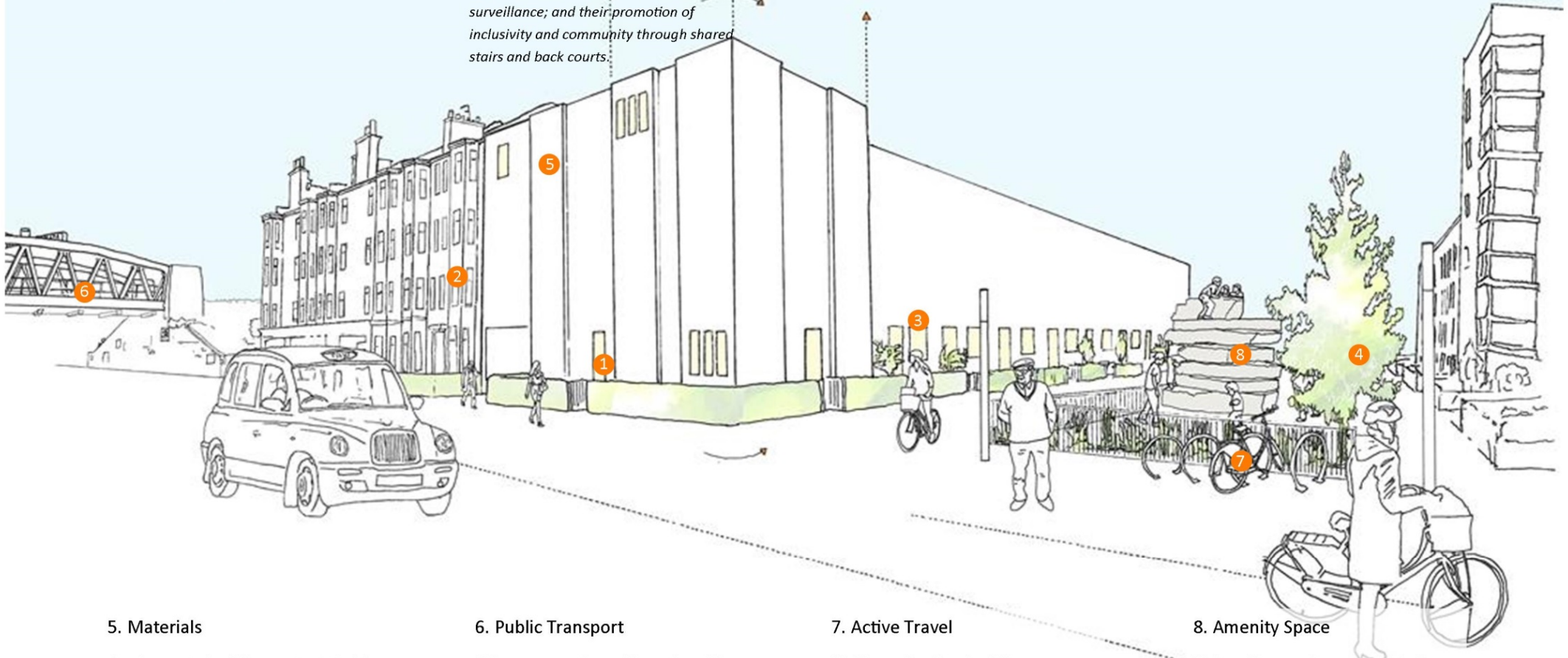
Where appropriate capitalise on the successful traits of the tenement, such as; the finely grained facades; the activation of ground floor facades; their considered the relationship with the street; mix of uses; and their employment of passive surveillance; and their promotion of inclusivity and community through shared stairs and back courts.

## 3. Legibility

Developments should be clearly understandable and easily navigable. Look to designing buildings with frequent, well located entrances along with ground floor windows that activate routes and public space whilst providing 'eyes on the street'. Do not obstruct sightlines.

## 4. Connected Sustainable Infrastructure

Incorporate integrated infrastructure which brings together walking, cycling, green spaces and SUDs in a useable network



## 5. Materials

Developments should be constructed with robust materials which age gracefully and complement their surroundings.

## 6. Public Transport

Enhance connections with nearby public transport nodes. Housing density around existing hubs should be maximised where possible.

## 7. Active Travel

Walking and cycling should be encouraged through the provision of accessible, safe, legible routes and sufficient sheltered cycle parking facilities. Vehicle parking provisions should not compromise provision for walking and cycling.

## 8. Amenity Space

High quality amenity space which offers family and life-long activity options is a priority. Such spaces should have a sense of custodianship and a clear identity, with opportunities to garden and play.

# LOWER DENSITY HOUSING

*Lower Density Housing (terraces, semi-detached and villas)*

3.28 While often recognised as a city of tenements, Glasgow has a strong tradition of lower density villas, terraces and garden suburbs. The City has a rich history of building high quality family and lower density housing that provides access to gardens and wild spaces.

3.29 The Placemaking priorities for lower density housing are:

- a) Creating sustainable communities;
- b) Providing community facilities;
- c) Ensuring connections to and the provision of public transport;
- d) Delivering high quality, accessible, multifunctional blue, green and grey open space; and
- e) Fostering social interaction and mitigating social isolation.

3.30 These priorities will help to **reconnect** existing local communities and **reactivate** sustainable neighbourhoods throughout the City. Improving the quality of local facilities and amenities will help to **reinforce** and support the development of high quality places.



## OTHER POLICY GUIDANCE:

CDP6/SG6: Green Belt and Green Network, CDP10/SG10: Meeting Housing Needs, CDP11/SG11: Sustainable Transport, Design Guide for New Residential Areas.

## LOWER DENSITY RESIDENTIAL: THINK ABOUT...

### 1. Unique Character and Identity

Create a distinct identity that responds to its Glasgow context and creates a unique sense of place. Developments should look to achieve a bespoke context based design solution and avoid mass produced product based design.

### 2. Legibility and Permeability

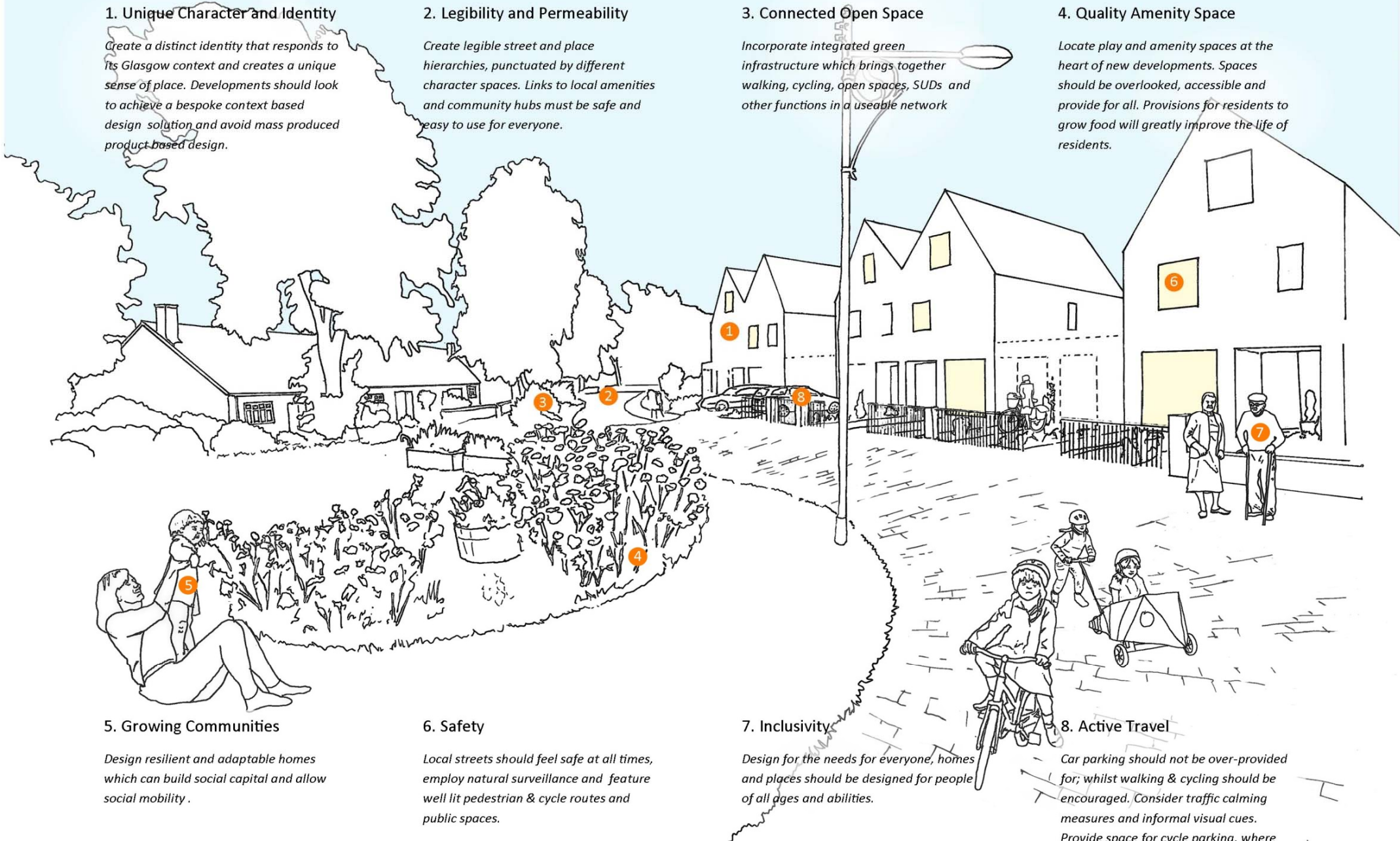
Create legible street and place hierarchies, punctuated by different character spaces. Links to local amenities and community hubs must be safe and easy to use for everyone.

### 3. Connected Open Space

Incorporate integrated green infrastructure which brings together walking, cycling, open spaces, SUDs and other functions in a useable network

### 4. Quality Amenity Space

Locate play and amenity spaces at the heart of new developments. Spaces should be overlooked, accessible and provide for all. Provisions for residents to grow food will greatly improve the life of residents.



### 5. Growing Communities

Design resilient and adaptable homes which can build social capital and allow social mobility.

### 6. Safety

Local streets should feel safe at all times, employ natural surveillance and feature well lit pedestrian & cycle routes and public spaces.

### 7. Inclusivity

Design for the needs for everyone, homes and places should be designed for people of all ages and abilities.

### 8. Active Travel

Car parking should not be over-provided for; whilst walking & cycling should be encouraged. Consider traffic calming measures and informal visual cues. Provide space for cycle parking, where appropriate.

### *Economic Development Areas*

3.31 Industry and business can help to provide a sense of place. It can connect places and gives communities a sense of purpose and a shared identity. While many of the famous historic industries associated with Glasgow’s shipbuilding and steelworking operations have now gone, their legacy remains an important contributor to the City’s sense of place. New industries help to create a changing sense of place and it is important that they build on and reflect a character that is particular to Glasgow and connected to the people of Glasgow, rather than importing generic spaces that could be located in any other town in the UK.

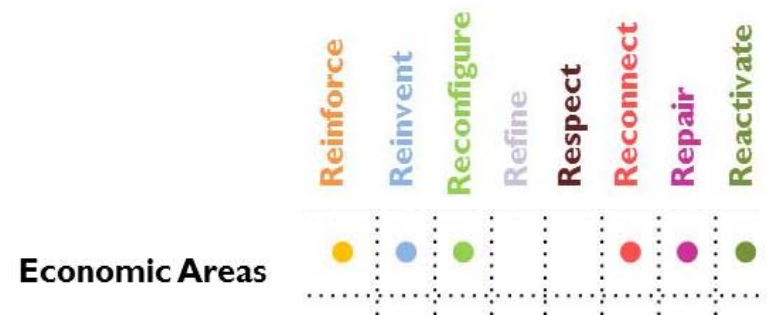
3.32 As part of the new placemaking agenda, the City seeks to encourage compatible, supporting uses and developments within Glasgow’s Economic Development Areas, where appropriate, in order to create diverse and sustainable environments. Each Economic Development Area in the City requires a tailored approach to placemaking. Whilst some may benefit from the introduction of new uses, it is recognised that other areas may be better served with small scale interventions such as public realm improvements, open space and landscaping. Economic development areas should be accessible via active travel and public transport by employees

3.33 The Placemaking Priorities for Economic Development Areas are:

- a) Encouraging a mix of compatible uses and developments;
- b) Promoting high quality public realm and improved amenity;

- c) Creating adaptable and sustainable industrial/business areas; and
- d) Promoting active travel options for employees.

3.34 These priorities will help to **reinforce** and **repair** existing established economic areas and **reinvent, reconfigure and reactivate** industrial and business areas where there is scope to introduce new uses to help better **reconnect** them to other parts of the City.



### **OTHER POLICY GUIDANCE:**

CDP6/SG6: Green Belt and Green Network, CDP11/SG11: Sustainable Transport

## ECONOMIC DEVELOPMENT AREAS: THINK ABOUT...

### 1. Active Travel

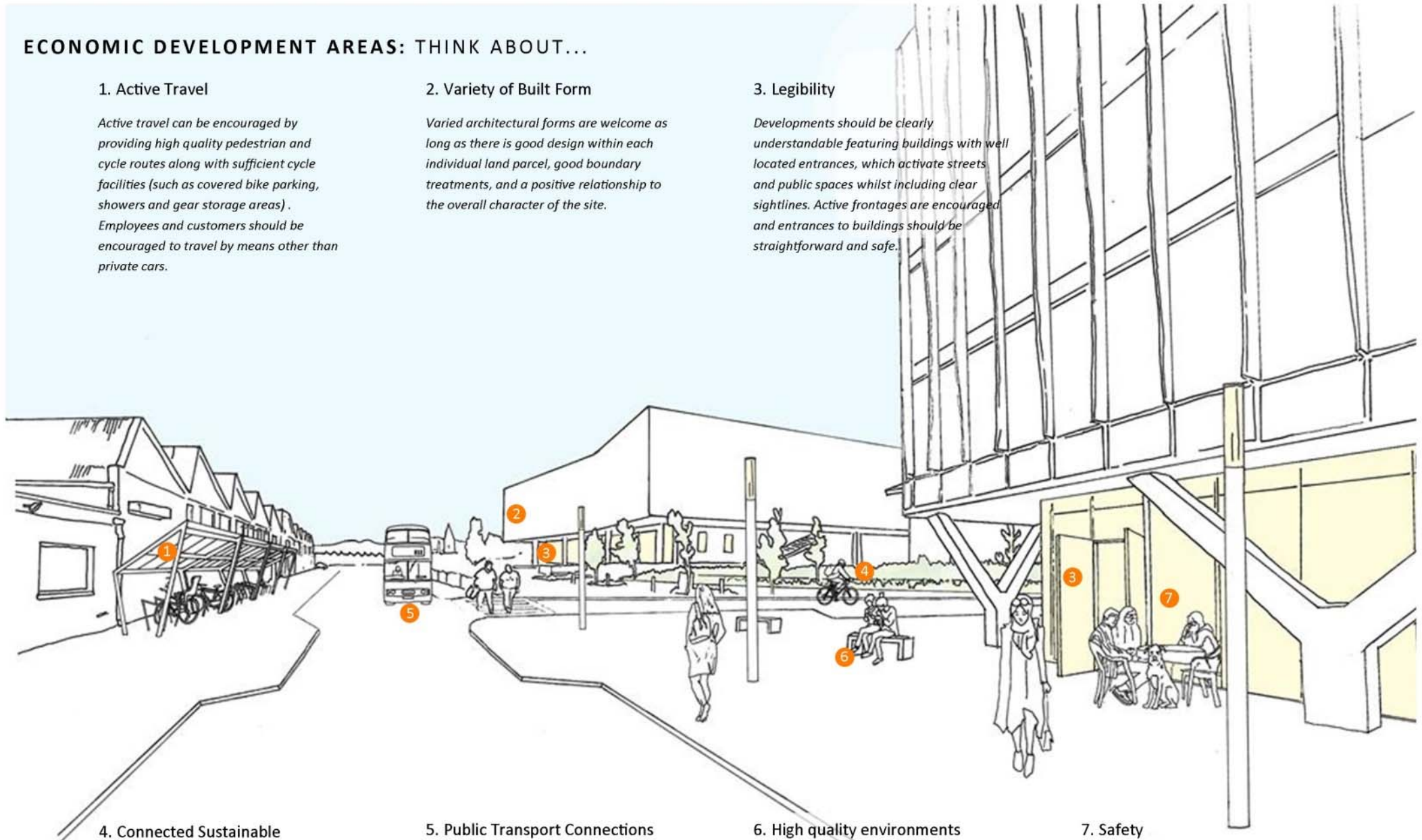
Active travel can be encouraged by providing high quality pedestrian and cycle routes along with sufficient cycle facilities (such as covered bike parking, showers and gear storage areas) . Employees and customers should be encouraged to travel by means other than private cars.

### 2. Variety of Built Form

Varied architectural forms are welcome as long as there is good design within each individual land parcel, good boundary treatments, and a positive relationship to the overall character of the site.

### 3. Legibility

Developments should be clearly understandable featuring buildings with well located entrances, which activate streets and public spaces whilst including clear sightlines. Active frontages are encouraged and entrances to buildings should be straightforward and safe.



### 4. Connected Sustainable Infrastructure

Incorporate integrated infrastructure which brings together walking, cycling, open spaces and SUDs in a useable network

### 5. Public Transport Connections

Well connected places of work will reduce private vehicle use. Developers may need to actively pursue public transport provision for their site at an early stage.

### 6. High quality environments

High quality places for work can be achieved through the understanding and enhancement of public realm and the provision of quality amenity space for workers including gardens & seating areas.

### 7. Safety

Make an area feel safer outside of business hours by providing a high quality and well-designed lighting scheme, and design public space and routes with passive surveillance and street level activity.

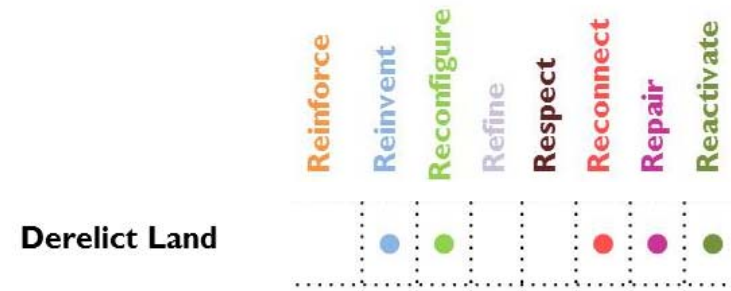
# DERELICT LAND

## *Derelict Land*

- 3.35 Glasgow has the largest amount of vacant urban land in Scotland. An estimated 61% of the population live within 500m of a derelict site (Scottish Vacant and Derelict Land Survey). This can make places feel unsafe and be a visual blight on the character of an area.
- 3.36 Many vacant and derelict sites have significant potential and their development is very important to Glasgow (see also SG1, Part 2: Temporary Development and Uses of land and Buildings). In areas of significant vacant and derelict land, there may not be the same pressures with regards to respecting the historic built context or responding to neighbouring built forms. This creates an opportunity to develop an innovative new character for a place that responds to Glasgow's history and identity in a contemporary and inventive way. New development should be ambitious in these areas and illustrate a highly considered urban design strategy. Regenerating derelict land is a major challenge for the City. Many sites contain contamination and there often significant resource implications.
- 3.37 The Placemaking priorities for vacant and derelict sites are:

- a) Reaffirming the character and identity of places;
- b) Repairing street edges and improving legibility to make environments safer and more vibrant places to be;
- c) Developing a strong 'Glasgow-appropriate' architecture with its own distinctive identity and character;
- d) Retaining any surviving historic buildings, particularly those that relate to previous land uses, where appropriate; and

- e) Retaining informally established green infrastructure (e.g. woodland), where appropriate.



- 3.38 These priorities will help to **repair** and **reconnect** the urban fabric and **reinvent/reactivate areas**, where appropriate, **reconfiguring** some areas with a new sense of place.

## **OTHER POLICY GUIDANCE:**

CDP3/SG3: Economic Development, CDP6/SG6: Green Belt and Green Network, CDP10/SG10: Meeting Housing Needs, CDP11/SG11: Sustainable Transport



## SMALL SCALE VACANT & DERELICT LAND: THINK ABOUT...

### 1. Animation of Blank Gables

*Inanimate spaces can be made more vibrant and achieve a sense of community ownership through simple creative treatments of blank gables and the refurbishment of site boundaries.*

### 2. Reaffirm and Reinvent Character

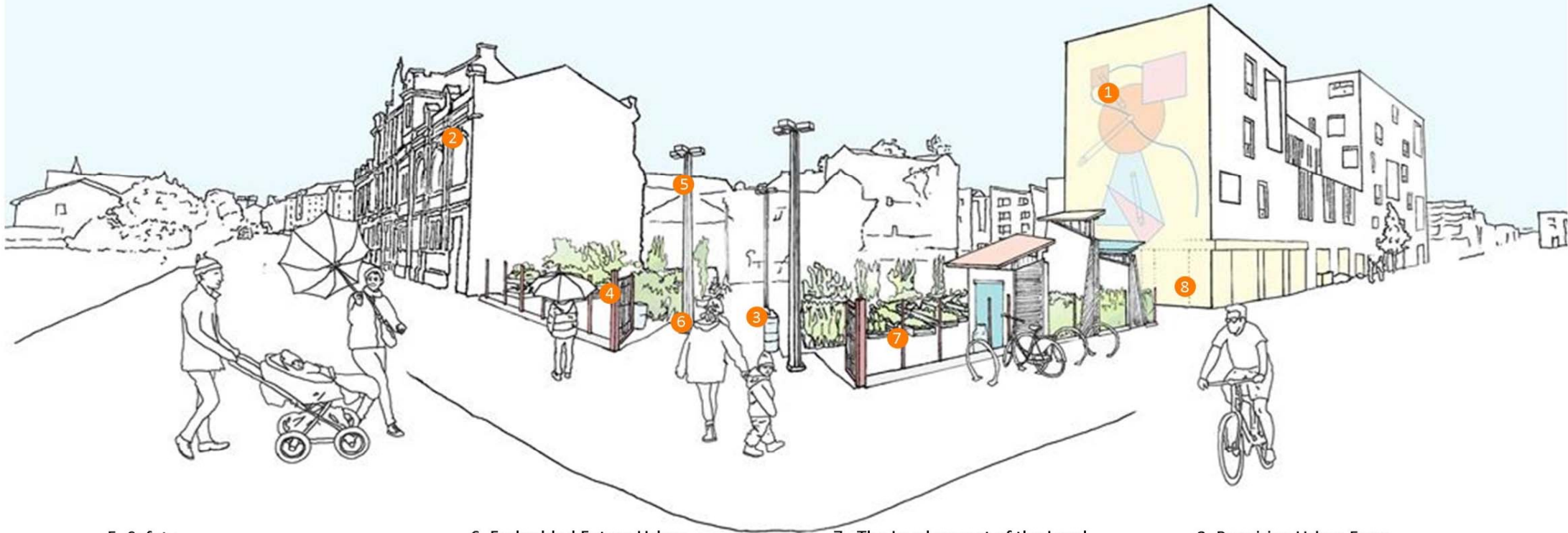
*Celebrate important social and historic features of the area. Creative responses which reinvent stalled spaces and buildings will help to rebuild confidence in blighted areas.*

### 3. Integrated Networks:

*Vacant and derelict land can often form large barriers separating communities. Integrated infrastructure networks should be considered as a first phase of development on derelict land. Consider starting with safe and pleasant walking & cycling routes and the green network (including SUDs).*

### 4. Temporary Community Uses

*Consider the wider benefits of assisting with basic maintenance and management of nearby vacant and derelict sites. Investigate animating derelict spaces through temporary community uses and events, such as markets, gardens and growing spaces.*



### 5. Safety

*Derelict land can often feel unsafe and unwelcoming. Help alleviate these concerns through improved lighting, passive surveillance management of vegetation and the animation of spaces.*

### 6. Embedded Future Urban Features

*When implementing a temporary solution consider embedding urban design features which can later be adopted by the final uses of the site, such as routes, lighting or public artwork.*

### 7. The Involvement of the Local Community

*The involvement of the local community will help with understanding of social character and context., whilst also creating a sense of shared custodianship.*

### 8. Repairing Urban Form

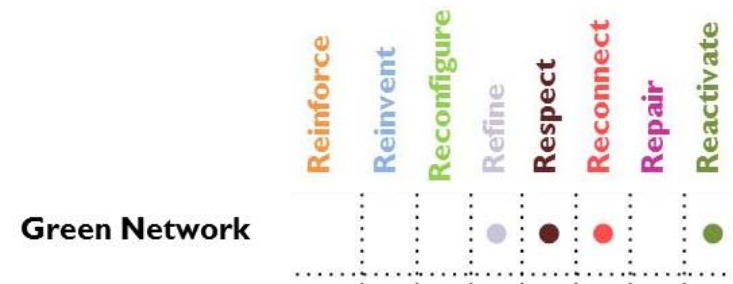
*Vacant sites often suffer from poor edge conditions. Consider reinforcing street edges and ensure that open spaces are activated and have a clear identity and sense of custodianship.*

# GREEN NETWORK

## *Green Network*

- 3.39 Glasgow (the ‘dear green place’) has a character defined by its landscape and topography, from its drumlins and river valleys, to an extensive Green Network and hierarchy of landscape features. Glasgow hosts an extraordinary biodiversity, its City parks and street trees provide a wide variety of health and wellbeing benefits, and help to define the identity of the City. The varied and unique landscape characteristics of the City are as important to Glasgow’s sense of place as its architecture, and improved management, maintenance, definition, use, and functionality of these spaces is one of the City’s greatest placemaking opportunities.
- 3.40 The Green Network consists of a variety and hierarchy of different elements, from strategic green hubs (such as parks, woodlands, golf courses, sports facilities and allotments), to connecting corridors and links (such as waterways, trees, railway lines, motorways and trunk roads) to smaller scale elements (such as local open spaces and green roofs, ground level planting and street trees). All of these elements and their connections are essential to the City, its wildlife and its ability to adapt to climate change. They contribute positively to townscape quality, help to improve levels of local amenity, provide opportunities for biodiversity and essential habitat links and reduce heat islands and air pollution.
- 3.41 The placemaking priorities for the Green Network are:

- a) Safeguarding/maintaining multi-functional quality open spaces;
- b) Improving accessibility to, and through, open space;
- c) Enhancing the functionality, quality, biodiversity, connectivity of and access to the Green Network; and
- d) Consolidating and expanding the extent of high quality, bio-diverse open space in order to create an accessible, well-functioning, multi-functional Green Network.



- 3.42 These priorities will help to **respect, reconnect/reactivate** and enhance Glasgow’s existing green network and **refine** the quality, diversity and accessibility of open spaces available.

## **OTHER POLICY GUIDANCE:**

CDP8/SG8: Water Environment, CDP6/SG6: Green Belt and Green Network, CDP7/SG7: Natural Environment, CDP11/SG11: Sustainable Transport, CDP12/SG12 - Delivering Development.

## GREEN NETWORK: THINK ABOUT...

### 1. Pedestrian and Cycling Routes

The green network can provide safe and pleasant routes to and through the city. Seek to integrate new and existing green infrastructure in the development of pedestrian and cycling routes.

### 2. High Quality Open Spaces

Protect, enhance and improve access to and through existing high quality open spaces. Seek to integrate them at the heart of communities.

### 3. Biodiversity Role

The green network is home to a multitude of flora and fauna. It provides safe passage through the urban environment for many insects, birds and animals. Consider the role of your site in the wider network and seek to enhance it. An overly manicured site can reduce its capacity to support biodiversity. 'Wild areas' are valuable within the overall green network resource and can reduce maintenance costs.

### 4. Amenity Spaces

Residential amenity spaces and private gardens provide important links in the green network whilst also having a positive impact of residents lives.

### 5. Drainage Networks

Look at reducing impermeable surfaces and using SUDs, swales and street planting to increase drainage lag times. Look at integrating this seamlessly and creatively into safe and pleasant urban spaces and routes.

### 6. Community Use

Investigate animating derelict spaces through temporary green community uses such as community gardens and growing spaces.

### 7. Linking up Open Spaces

Consider how new development can help to join up pockets of open space improve the functionality of it, and reinforce the network.



# CLYDE CORRIDOR

## Clyde Corridor

3.43 The River Clyde has always played an important role in the history of Glasgow from international trade to Clyde shipbuilding. Whilst the River is experiencing massive regeneration and finding a new identity as a recreational, residential and business area, its industrial heritage is intrinsic to Glasgow. The building of the SECC, Glasgow Science Centre and Glasgow Harbour has significantly transformed the River Clyde Corridor following decades of industrial decline and piecemeal redevelopment. While there are a number of major attractions along the River, there are still significant areas of vacant land, and in some areas pedestrian, cycling and public transport connectivity remains poor. New development has the potential to redress this balance, and improve pedestrian and cycle connectivity by enhancing the public realm and supporting a mix of uses that encourage lively public realm areas and riverside activity throughout the week and at different times of day and night.

3.44 The placemaking priorities in the Clyde Corridor area are:

- a) Successfully integrating the River with the rest of the City;
- b) Re-connecting the City and the River Corridor to capitalise on this significant and valuable asset;
- c) Providing a mix of opportunities to live, play, work, study and access the open space (the largest open space in the City);

- d) Activating the River itself by providing access points for water based activities and marine facilities (eg accessible moorings); and
- e) Improving continuous walking and cycling connectivity along both banks of the River.



3.45 These priorities will enable the City to **reconnect** with the Clyde and **repair and reinvent** the range of available spaces for new uses, maximising opportunities and **reactivating** areas.

## OTHER POLICY GUIDANCE:

CDP8/SG8: Water Management, CDP6/SG6: Green Belt and Green Network, CDP10/SG10: Meeting Housing Needs, CDP11/SG11: Sustainable Transport

## CLYDE: THINK ABOUT...

### 1. Safety

*Alleviate perceived safety issues by providing a high quality and well-designed lighting scheme, as well as ensuring routes and public spaces are overlooked and activated.*

### 2. Enhancing Historic Character

*Glasgow's industrial legacy remains an important contributor to the city's identity. Celebrate a site's socio-historical importance through the retention, enhancement and highlighting of historic features.*

### 3. Human Scale and Interest

*Use architectural detailing, entrances, reveals and transparency at ground level to break up the monotony of the industrial scale urban form and large urban blocks.*

### 4. Reinforce the Street

*Where the urban fabric has become disjointed and fragmented, street edge and street hierarchies should be reinforced and street level facades should be activated.*

### 5. An Enhanced Pedestrian and Cycle Experience

*Improve walking and cycling connections to neighbouring centres and along the riverside. High quality pedestrian experiences provide places to sit and rest; generous pavement widths, public toilets, and are straightforward to navigate.*

### 6. Greening Spaces

*Seek out opportunities to provide quality amenity space and urban greening which can successfully complement the greater green network and improve surface water management*

### 7. Improved Connections

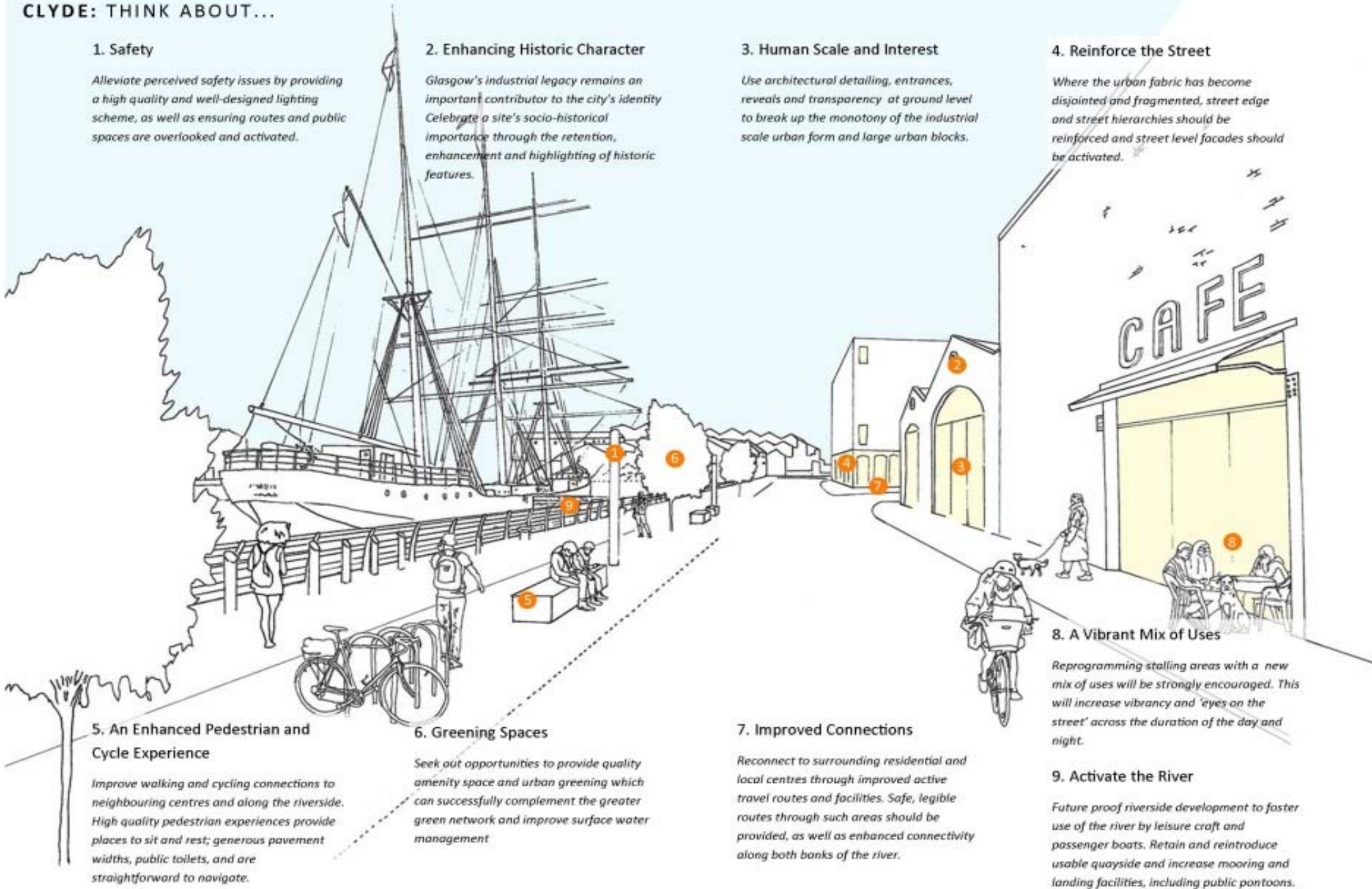
*Reconnect to surrounding residential and local centres through improved active travel routes and facilities. Safe, legible routes through such areas should be provided, as well as enhanced connectivity along both banks of the river.*

### 8. A Vibrant Mix of Uses

*Reprogramming stalling areas with a new mix of uses will be strongly encouraged. This will increase vibrancy and 'eyes on the street' across the duration of the day and night.*

### 9. Activate the River

*Future proof riverside development to foster use of the river by leisure craft and passenger boats. Retain and reintroduce usable quayside and increase mooring and landing facilities, including public pontoons.*



# SGI: PART 2 - DETAILED GUIDANCE

## 1 Sustainable Development

- Cultural Heritage
- Inclusive Design
- Temporary Development and Uses of Land and Buildings
- Community Facilities
- Energy Efficient Buildings
- Development of Brownfield Land and Contaminated Sites

## 2 Residential Development

- Alterations to Dwellings and Gardens
- Residential Layouts
- Residential Density
- Conversion and Sub Division to Residential Use
- Residential Development in Lanes and Gardens
- Non Residential
- Development Affecting Residential Areas
- Residential Development in the City Centre

## 3 Commercial Premises

- Commercial Uses in Residential Property
- Alterations to Shops and Other Commercial Buildings

## 4 Amenity

- Air Quality
- Noise
- Outdoor Access and Play
- Day Care Nurseries
- Community Safety

## 5 Detailed Design

- Building Materials
- Tall Buildings

## 6 Public Realm

- Public Realm
- Lighting

## 7 Waste Storage, Recycling and Collection

- Designing New Development

## 8 Signs and Advertising

- Assessment
- Signage on Commercial Premises
- Directional Signs
- Outdoor Advertising Displays
- Temporary Advertising
- Sponsorship