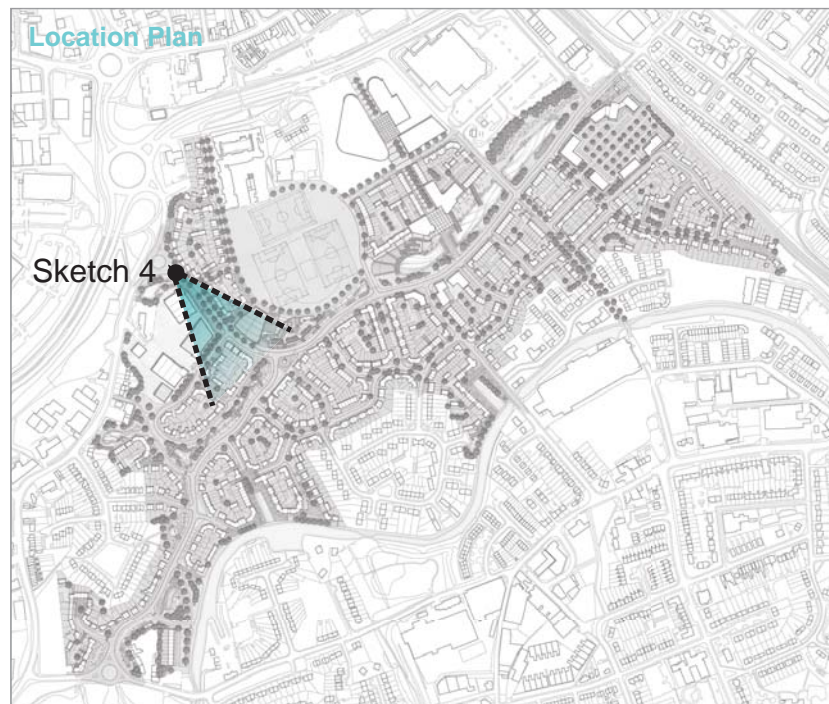


This sketch illustrates how development could be realised on either side of the Principal Street leading into Bilston Urban Village from the entrance at Coseley Road. This would be achieved by following the masterplan layout, the prescriptions in the design code for the 'Caponfield' and 'Employment' character areas and the illustrated design principles set out below.

The sketch shows the Principal Street flanked by residential development along one side and light industrial development along the other. The sketch demonstrates that attending to the scale and set back distances of buildings opposite one another can create an appropriate relationship between the different land uses.

Illustrated Design Principles

1. Housing development up to 3 storeys provides a strong definition to the residential edge. Restricted direct access in this location will create continuity of built form and maximise street frontage, allowing good comparative massing with the industrial units opposite.
2. Street trees help define the road corridor and create visual unity. The tree canopies also help break up views to the building frontages behind and provide vertical rhythm to contrast with the massing of buildings.
3. Grass verges will segregate the vehicular carriageway from pedestrian and cycle paths and create space for street trees.
4. Industrial development - architectural detailing will be important in breaking up the large horizontal massing of the industrial units. Public frontages that relate to the street should be introduced where possible to create a sense of activity and reduce the area of blank frontage facing the street itself.
5. Swale deals with local water run off and is basis for semi natural setting along the industrial edge, reinforced with tree and hedge planting.



Bilston Urban Village Sketch 5: Residential / employment Interface (light industry)