



## APPENDIX 12C2

### ARCHITECTURAL CODE PRINCIPLES

#### SPECIAL 8 (WEITI FOREST PARK) ZONE - PRINCIPLES FOR AN ARCHITECTURAL CODE

- 1 These principles are to guide the preparation of an Architectural Code to be applied over all building development within the Weiti Village Policy Areas 1 and 2, as denoted on the Outline Development Plan in Appendix 14 to the Planning Maps.
- 2 Applications for resource consent that require an Architectural Code shall demonstrate that the principles set out below have been utilised in the concepts for which consent will be sought.

#### 1 GENERAL PRINCIPLES

The Weiti Village Policy Areas 1 and 2 represent a unique form of development within the wider Weiti Special 8 Zone. The wider forested landscape context within which the Village is situated allows the creation of a dense community environment, with the corresponding need to consider each building in relation to another, rather than a more traditional site-specific approach to development. On that basis, specific regard shall be had to the following general principles, listed in order of importance, when preparing development concepts for the Weiti Village:

- a) Architectural Designs must support and reinforce the dense built form of the Weiti Village Policy Areas 1 and 2.
- b) Architectural Designs must establish a vernacular (or architectural language) through the resolution of architectural form and detail that recognises the high degree of interrelationship of buildings one to another and the need for design of the village and buildings to reflect:
  - (i) order
  - (ii) elegance
  - (iii) coherence
- c) Building materials should provide high degrees of durability and longevity.
- d) In addition to the primary need to support and reinforce the public realm, building designs shall take care to address the management of water, light and air movement external and internal to the structure.

#### 2 THE TRANSECT: PRINCIPLES

- a) That the Village should provide meaningful choices in living arrangements as manifested by distinct physical environments.
- b) The intent of these Principles with regard to the general character of each of the Village environments, is to integrate, not buffer and segregate differing building types and uses.
- c) Changes between T-Zones should occur along i) rear site lines, ii) rear lanes and iii) across open spaces, i.e.: plazas, parks or squares, when such changes occur along a frontage road. No buffers and/or setbacks beyond those already assigned to the individual T-Zone should be required for such conditions.





### **3 THE VILLAGE: PRINCIPLES**

- a) That Villages should be compact, pedestrian-oriented and provide for a truly mixed use environment.
- b) That interconnected networks of roads should be designed to disperse traffic and reduce the length of, and need for, car vehicle trips.
- c) That within Villages, a range of housing types and price levels should be provided to accommodate diverse ages and incomes.
- d) That commercial activity should be embedded within the Village, not isolated in a remote single-use complex.
- e) That a range of Open Space (i.e.: Parks, Squares, and playgrounds) should be distributed within and/or directly adjacent to the Village to maximize their use and be accessible to residents and visitors alike.

### **4 THE BLOCK AND THE BUILDING: PRINCIPLES**

- a) That buildings and landscaping should contribute to the physical definition of roads as Civic places.
- b) That development should adequately accommodate vehicles, including service vehicles, but not take design precedence over the pedestrian, cyclist, transit and the spatial form of public areas.
- c) That the design of roads and buildings create safe environments, but not at the expense of accessibility and the placemaking.
- d) That buildings should provide their inhabitants with a clear sense of geography and climate through energy efficient methods.
- e) That Civic Buildings and public gathering places should be provided at locations that reinforce community identity and encourage community interaction.
- f) That Civic Buildings should be distinctive and appropriate to a role more important than the other buildings that constitute the fabric of the village.

### **5 ROADS: PRINCIPLES**

- a) Roads are intended for use by vehicular, pedestrian traffic, cyclists, to provide access to and around the village environment.
- b) Roads should generally consist of vehicular lanes and public frontages.
- c) Roads should be designed in context with the urban form and desired design speed of the Transect Zones through which they pass. The Public Frontages of Roads that pass from one Transect Zone to another should be adjusted accordingly or, alternatively, the Transect Zone may follow the alignment of the Road to the depth of one Site, retaining a single Public Frontage throughout its trajectory.
- d) Within the T3 through T5 zones pedestrian comfort should be a primary consideration of the Road design. Design conflict between vehicular and pedestrian movement generally shall be decided in favour of the pedestrian.



- e) All Roads should terminate with other roads, forming a network. Cul-de-sacs shall be used only to accommodate topographic and property boundary conditions.
- f) Sites should front a vehicular road, lane, or footpath passage.

