



Tailored to protect, enhance and celebrate the sites key characteristics, the design will explore the undergrowth of the forest and below this again, carving our subterranean spaces enclosed by tree planting and wrapped around by routes and trails designed to evolve naturally overtime and grade out in density from south to north.

LANDSCAPE O. CONCEPT DESIGN 4

4.1 Landscape Masterplan

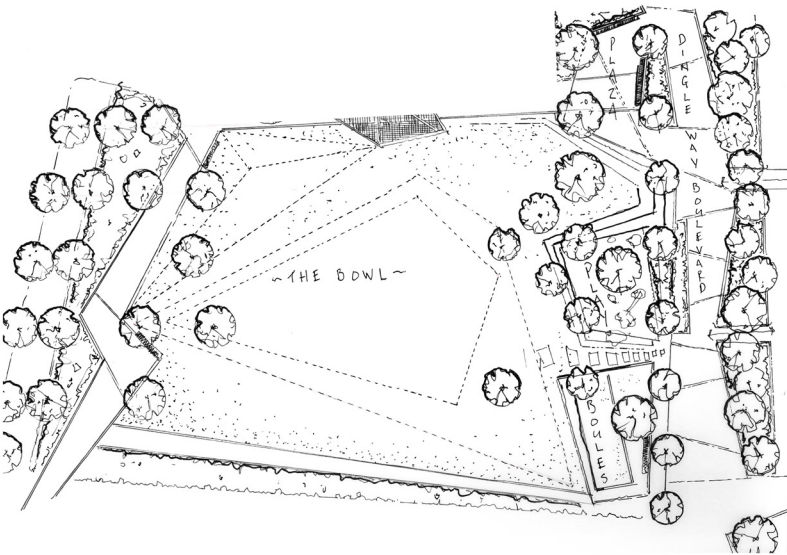
Landscape design proposals for Kiltiernan Village are driven by ecological influences in response to the sites context and relationship with surrounding character. Experienced sequentially as routes of discovery and exploration which weave themselves across the lands revealing a sensorium of spatial typologies.

The landscape design has been planned in such a way so as to maximise the site's orientation and anticipated microclimate to create habitable, quality spaces which respond to human comfort, encouraging residents and public into a safe and surveilled space. A number of potential routes through the site have been identified to benefit connections with its surroundings and provide a better amenity for the wider community. Pedestrian and cycle routes complement this strategy underpinning the sustainable credentials associated with the development.

In addition, it is anticipated that the development will offer a net gain to biodiversity through the development of additional habitat connecting existing surrounding ecological stands with continuous tree canopies for bat and bird roosting and provision of specific plants for wildlife to forage through.

An increased number of trees, areas for surface water treatment and wildflower meadows, coupled with best practice maintenance will ensure a sustainable landscape for the future. Edge conditions and relationships with neighboring developments are sensitively integrated and screened.

The primary objectives of the design are to encourage biodiversity through varied tree and shrub planting, create a series of interlinking spaces which 'blur' the boundaries and create 'moments' for interactions, crafting a sense and extension of the community for the wider neighbourhood. The following pages will demonstrate through illustrations and narrative the spatial experience for each area of significance.



Concept Design Sketch
68



- LEGEND**
- 1 Plaza Area
 - 2 The Village Green
 - 3 Dingle Way Avenue
 - 4 Retail Carpark
 - 5 Courtyard Space
 - 6 Enchanted Woodland Walk
 - 7 Glenamuck Garden
 - 8 Hermit Trails
 - 9 Swale Garden
 - 10 Private Gardens
 - 11 Play Areas
 - 12 Shared Surface
 - 13 Permitted Glenamuck Link Distributor Road
 - 14 Enniskerry Road
 - 15 Glenamuck Road
 - 16 Ballycorus Road
 - 17 Glenamuck Woods (outside work limits)
 - 18 Kiltiernan Village Church

4.1 Landscape Masterplan - Programme Imagery



4.2 Enniskerry Road: Activation + Rhythm



STREET PLAN



TYPICAL STREET FRONTAGE



POCKET PARK



F+B AL FRESCO DINING



VILLAGE GREEN

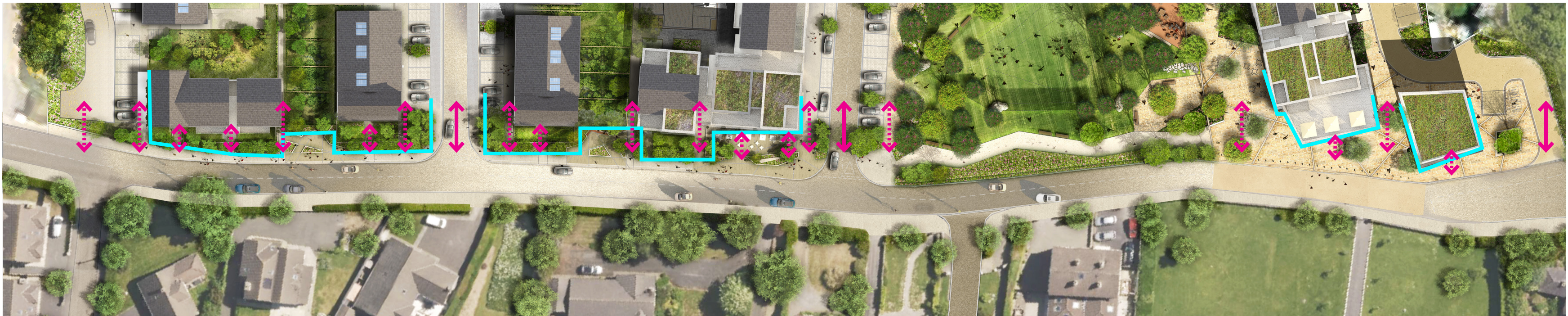


DINGLE WAY

LEGEND

- 1 Shared Surface To Church
- 2 Arrivals Plaza
- 3 Planter With Seating
- 4 High Quality Paving
- 5 Natural Play and Exercise
- 6 Sunken Lawn
- 7 Volumetric Lawn
- 8 Footpath
- 9 Dingle Way Avenue
- 10 Pocket Park
- 11 Creche
- 12 Communtiy Centre
- 13 Seating

4.2 Enniskerry Road: Activation, Access + Rhythm



STREET PLAN



STREET ELEVATION