

11 – 2f Details of External Lighting (page 6)

Buse Dastan Architects appointed Lighting Designers who have designed an external lighting plan for the property.

This external lighting design will give the building an added dimension and greater evening time presence, enhancing its key architectural features as well as social heritage significance. It will elevate the 'after darkness' experience and promote a more inclusive and safe night-time to local community.

The external lighting design (attached) has been divided into 3 sections:

1. Front of the building (Church Road and St Mary's Road)
2. The courtyard
3. The terrace

As can be seen from the attached presentation that contains a layout plan of the proposed development site showing orientation, details of the proposed equipment design and with example through the planting of hedges and shrubs. The plan also identifies which light fitting is suitable to what area – please refer to slides 7,8 and 9.

This design not only illuminates but makes the building more interesting, will assist in making visitors feel safe by putting people back at the centre of premises, it will help to tell a story, boost the area's identity and will assist visitors in appreciating the night by only using light where needed.

The proposed lighting scheme is reasonably easy to maintain and will have appropriate controls to allow suitable adjustment to the time of day. Moreover, the design ensures that the right quality, quantity and colour of light is used to give the best lighting experience. The lamp type will be LED and will be low voltage and use minimal electricity.

Lastly, the environmental and wildlife impacts will be kept to an absolute minimum; there will be the least amount of light pollution or overspill and the energy efficiency of the installation will be maximised.

This design will add life and scope to our locally listed property, complementing the building surroundings with shape, colour and form, thus improving the visitor and local community experience.