04

DESIGN PROPOSAL PW2

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KPF

EXECUTIVE STATEMENT

This document has been prepared by Kohn Pedersen Fox Associates (KPF) on behalf of Hines Ireland to illustrate the proposed design for the PW2 plot as part of the wider masterplan for the Player Wills site.

KPF have been engaged as the Design Architects for PW2, building on the overall masterplan by Henry J Lyons to develop an architectural response which integrates the principles established for the wider site.



INTRODUCTION

EXECUTIVE SUMMARY

The PW2 building represents the largest single plot within the Player Wills Masterplan. It will provide a mix of studio, 1-bed, 2-bed and 3-bed rental apartments along with dedicated amenity spaces and supporting retail organised in a perimeter courtyard block typology of two to nineteen storeys.

The building has been designed within the context of the wider masterplan for both Bailey Gibson and Player Wills masterplan sites as well as in consideration of the existing neighbourhood and historic factory buildings as outlined within this document.

The proposed accommodation is summarised below:

Total Residential Units:	415 Units
Studios	16 Units (4%)
1-beds	268 Units (65%)
2-beds	93 Units (22%)
3-beds	38 Units (9%)
Amenities:	289 sqm
Retail:	340 sqm
Co-working	221 sqm
Basements:	2 Levels
Height:	2-19 Storeys

INTRODUCTION

MASTERPLAN CONTEXT SUMMARY

The PW2 site lies at the heart of the wider masterplan, addressing the primary public space , Players Park, which sits between the Bailey Gibson and Player Wills sites. The largest single plot within the Player Wills masterplan, it is composed of a perimeter podium block of varying height with two taller elements addressing the Central Players Park Plaza to the west and the public play park to the east , St. Catherine's Park..

These two taller elements both contribute to the wider massing strategy, which includes a carefully composed cluster of taller elements, and also provide termination to a number of principal routes through the masterplan. As such they contribute to the legibility and wayfinding within the masterplan.



01. Massing Context
An articulated skyline characterised by a cluster of taller elements



02. Public Space
Two major parks addressed by the PW2 building plot



03. Views and Vistas
A series of approaches are terminated by the PW2 building


PW2
PW1
PW4
PW5
1
2
3
4
5
6
7
Legend
1 Players Park
2 PW 1 Block Courtyard
3 PW 2 Block Courtyard
4 Playground
5 Plaza
6 PW 4 Block Courtyard
7 PW 5 Block Courtyard

DESIGN APPROACH

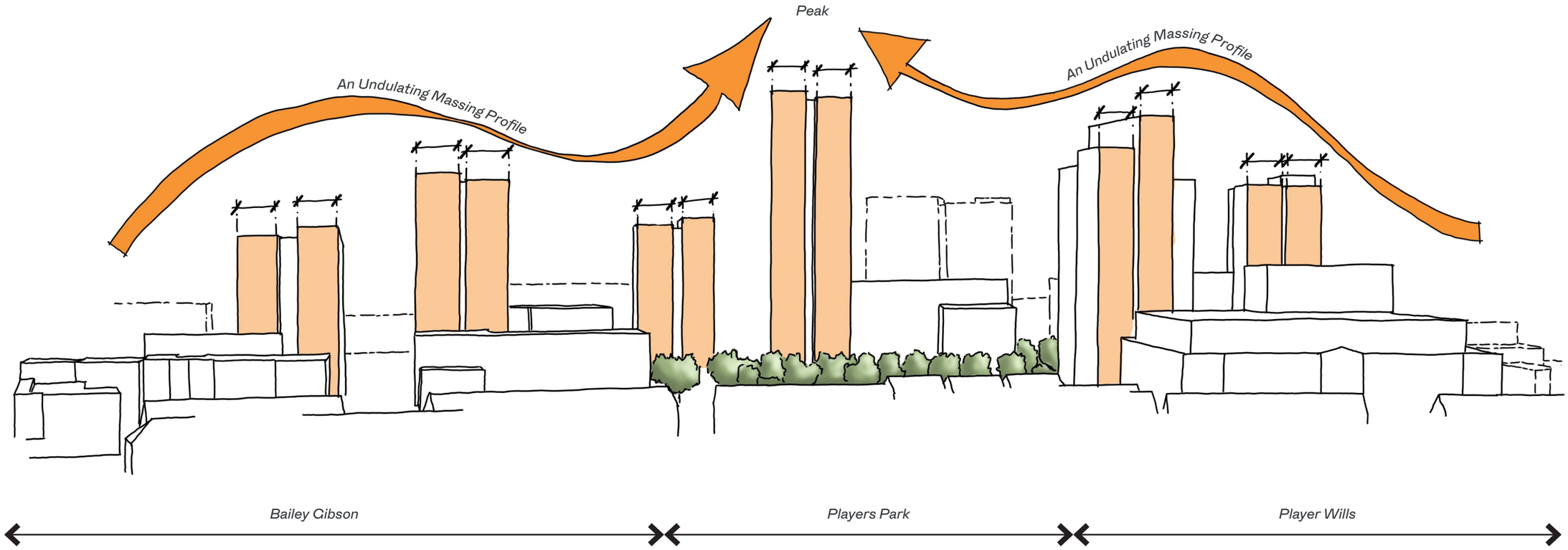
MASSING STRATEGY

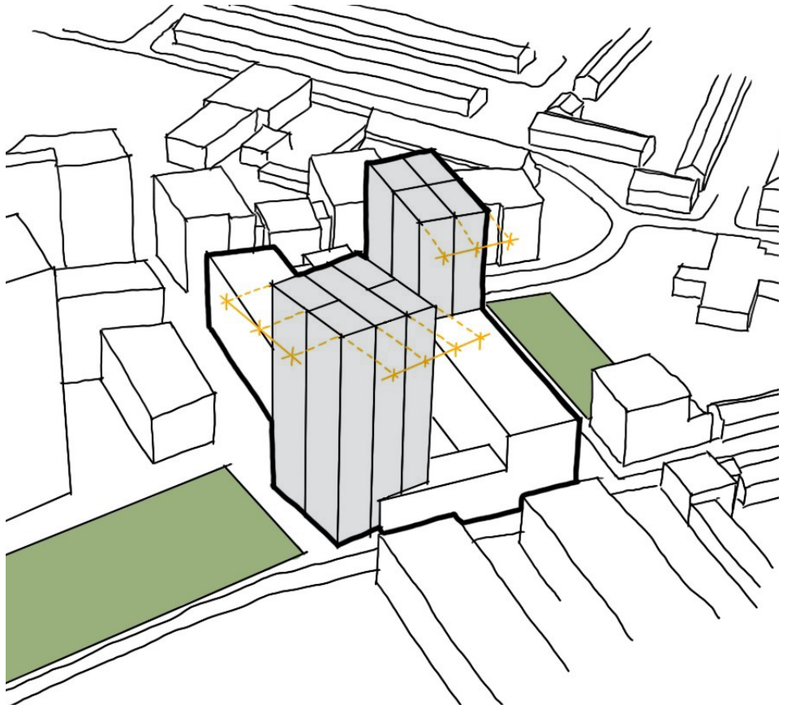
The overall massing for the masterplan has been considered to form a coherent skyline composition across both the Player Wills and Bailey Gibson sites. The height disposition generally builds towards the centre of the site and the primary neighbourhood park which forms its heart. The taller buildings which represent the upper layer of the skyline topography are generally composed of groupings of slender vertical elements which address the primary vista to the south. The overall effect is to create an undulating skyline with variation in height both across the whole masterplan as well as within individual plots and each tall building.

This principle has been embraced within the design of the PW2 building, which sees the individual building volumes broken into a series of elements which are then articulated in height and orientation to emphasise the variety in the skyline and address the primary vistas and public spaces.

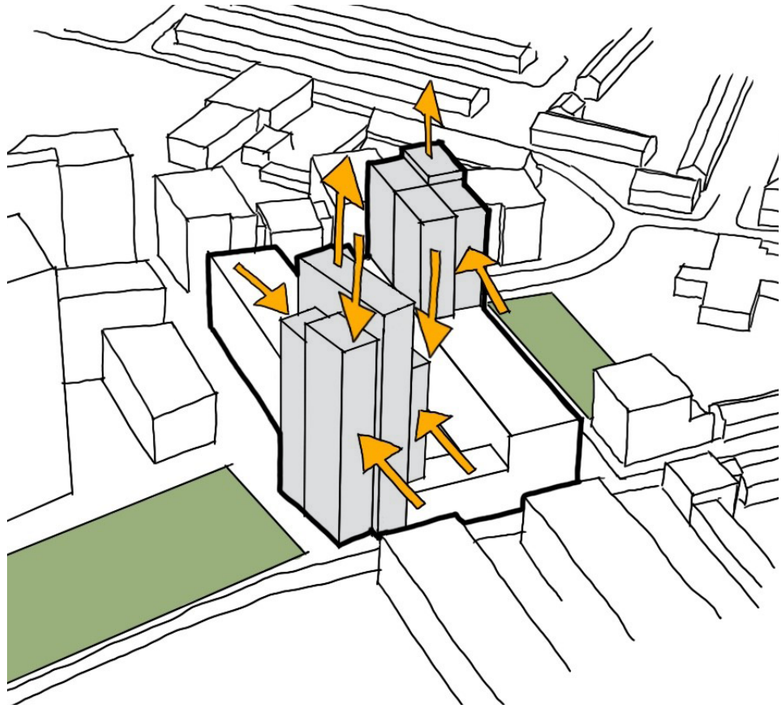
The scale and grain of the separate volumes are expressed in units which correspond to the scale of an individual residential unit as well as the grain of the surrounding built context.

Massing

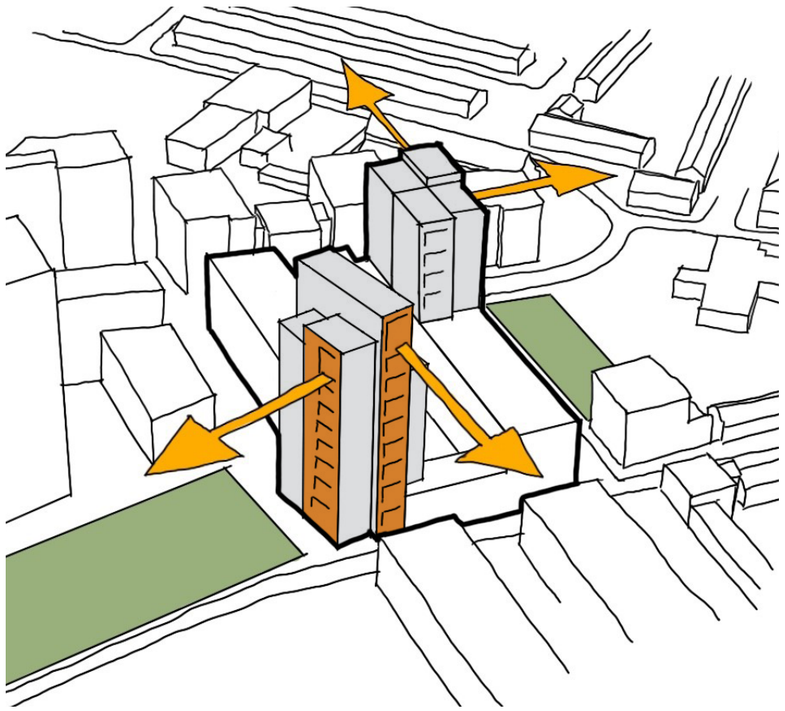




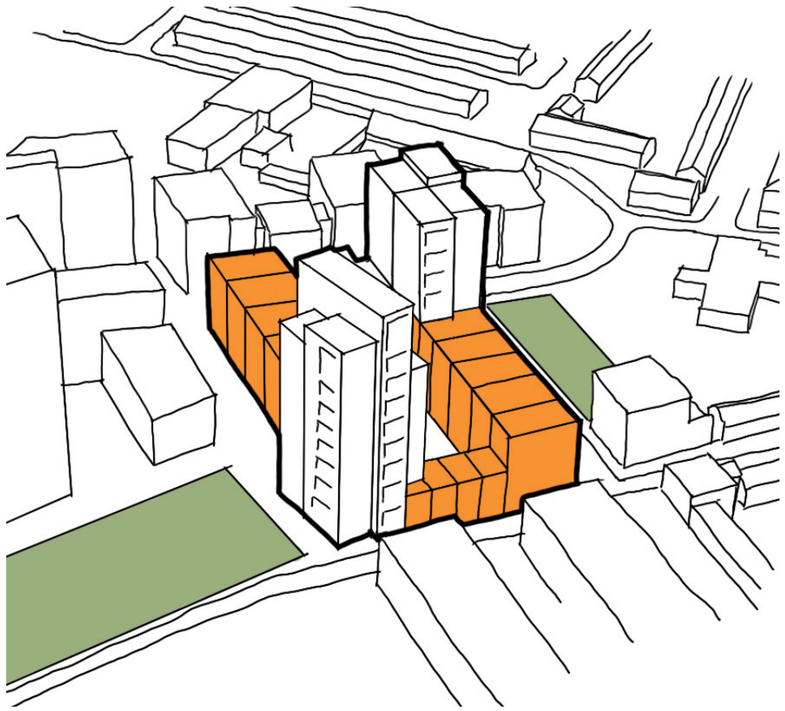
01. Separate Volumes
Primary tower volumes broken into separate elements



02. Articulation
Tower volumes articulated to create varied skyline and enhance slenderness



03. Directionality
Facade expression used to emphasise directionality and address primary views



04. Scale and Grain
Linear bars broken into smaller units which express the grain of the surrounding context buildings

DESIGN APPROACH

ELEVATIONAL COMPOSITION STRATEGY

As with the massing approach which seeks to create volumetric units which relate to the scale of a dwelling, the facade composition has evolved to further this aim. Considering this single plot as a series of individual buildings which share a commonality of expression; subdivided into discrete elements which combine to create a unified composition. The use of different coloured brickwork and a staggering of apartments vertically through the building, creates an intermediate scale between that of the individual apartment with its windows and balconies, and the overall composition of volumes that make up the complete block.

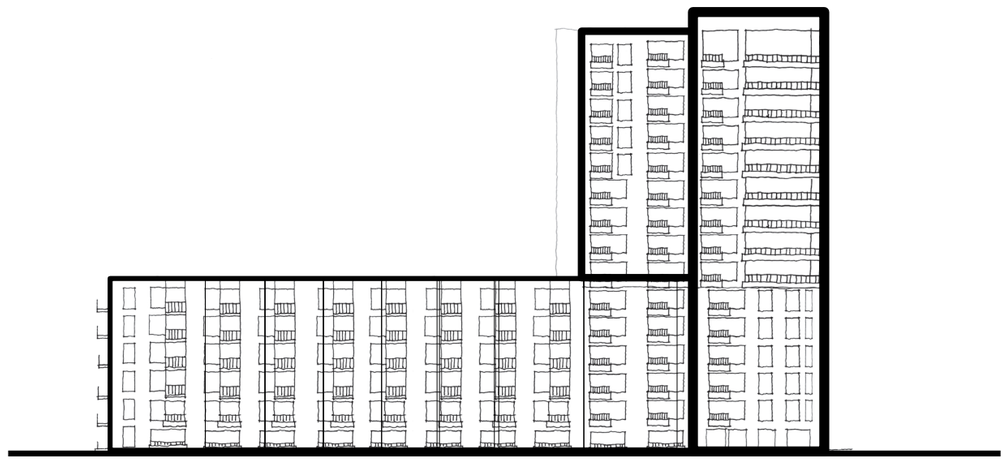
This compositional approach allows for the creation of both a vertical hierarchy and expression of base, middle and top, as well as a variation in scale across the fenestration and groupings of windows which avoids the relentless array of windows which can sometimes result in apartment buildings such as this.



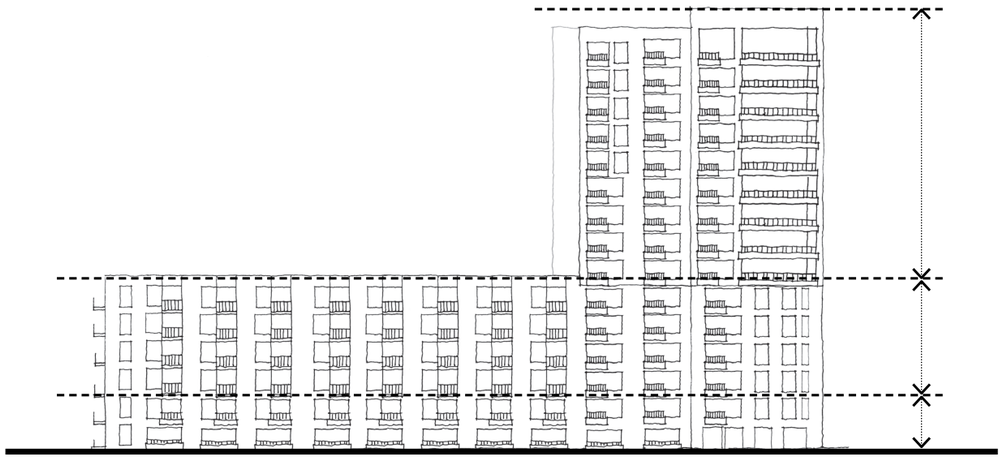
A Composition of Buildings
A coherent series of buildings with varied scales, colour and texture



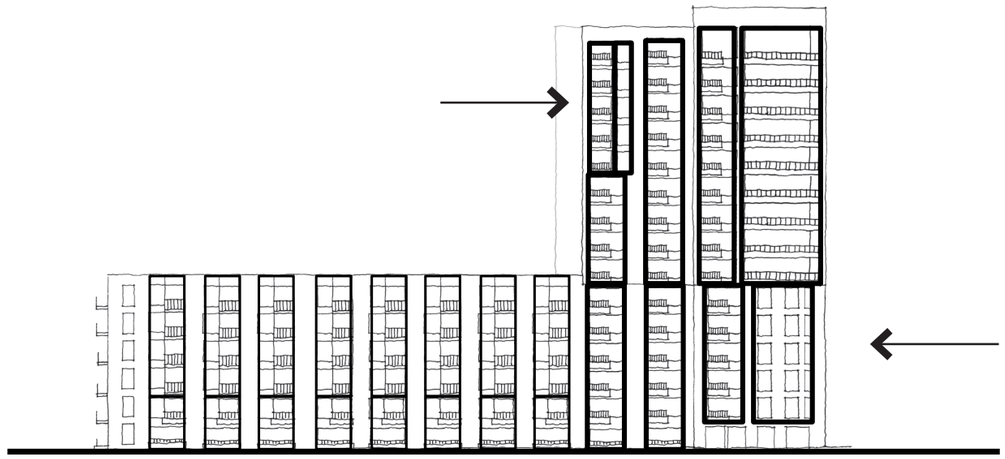
01. Singular Massing
The base building volume



02. A Composition of Volumes
Articulated volumes create a compositional hierarchy and improved proportions



03. Vertical Hierarchy
Vertical stratification integrates the vertical and horizontal massing components



04. Variation in Scale
Grouping of fenestration and balconies introduces an intermediate scale

DESIGN APPROACH

MATERIAL PALETTE

A material palette for PW2 falls naturally from the context. With the rich history of the neighbouring Dolphin's Barn brickworks which served the construction industry in Dublin and beyond, the material was a natural choice for the masterplan in general. The PW2 site is fronted to the south by the historic John Player factory building which is composed of multi-stock brickwork with stone dressings. The palette for PW2 sought to extrapolate from this, separating out the different hues of brickwork in the factory building into separate more uniform coloured bricks and using the different colours that this generates to compose the separate volumes described previously. The use of precast or reconstituted stone elements at the base of the PW2 further references the cornicing, lintels and other details within the factory facade.



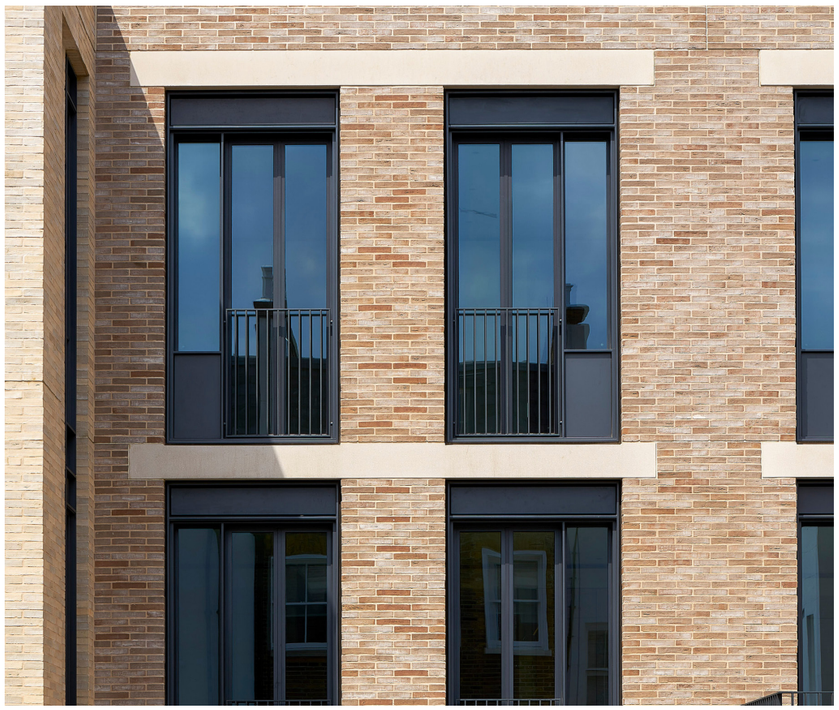
The John Player Factory Building
A starting point for developing a material palette



01. *Light Grey Brick*



02. *Dark Grey Brick*



03. *Buff Brick and Pre-Cast*



04. *Red Brick*

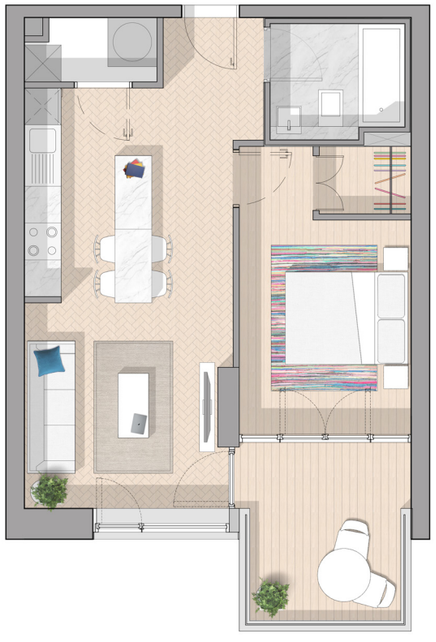
DESIGN APPROACH

DESIGNING FROM WITHIN

The whole approach to the design of PW2 has resulted from the consideration of the resident. The apartment is the fundamental building block that makes up the whole complex, and the experience of the user is what will ultimately be the factor which determines the success or failure of the project. For this reason, the approach has been to work from the smaller details upwards. By first considering the individual spaces which the occupants will inhabit every day we have sought to design from the inside out. Perhaps most fundamental to the success of a space, once the basic layout has been determined, is the character of the windows. As the elements which moderate between inside and out, they control the level of daylighting within each room as well as being fundamental to the degree of privacy afforded to the occupants. It is therefore the window that was the first component to be developed as the facade design emerged.

Floor to ceiling glass was avoided except where connected to balconies to create an appropriate level of enclosure, senses of security and privacy from outside. Locating the glazing higher in the room also creates a more comfortable distribution of light within the space and balances the amount of glass required to achieve the required lighting levels against the higher thermal performance of the solid masonry facade. The use of glazed corners also exaggerates the feeling of space within a room by breaking down the rigid enclosure of the four walls.

Once a series of window types were created, tested and applied to the typical apartment types, the elevations could be properly considered in the knowledge that the quality of interior space would be protected through the design evolution.



Typical 1-Bed Unit Illustration



Typical 2-Bed Unit Illustration



Typical 3-Bed Unit Illustration





Typical 1-Bed Unit





Typical 2-Bed Unit





Typical 3-Bed Unit

DESIGN APPROACH

A COMPONENT BASED FACADE

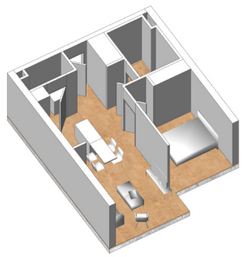
The whole project has been developed from a series of smaller components which form a ‘kit-of-parts’ from which the whole scheme derives. Each apartment type is generated from the organisation of individual room types, to which are applied appropriate window types and balconies.

The approach of maintaining a limited palette of facade components, allows for repetition in manufacture with variety created within the elevations through the composition, grouping and staggering of the separate elements. Whilst apartments are stacked vertically as far as possible for efficiency of servicing and structure, the component based approach for the facades allows variation to be created within defined parameters. The diagrams opposite and overleaf illustrate the range of components used and their relationship to the apartments. From this range of elements, a wide gamut of elevational expression is possible.



Apartment
(Apt Dependant)

1-Bed



2-Bed

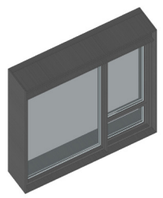


Balcony
(Apt Dependant)





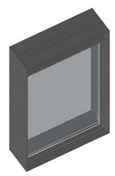
Window
(Room Dependant)



Living / Bedroom
2.26m



Bedroom
1.81m



Bedroom
1.36m

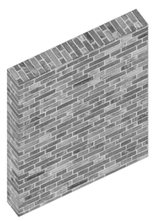


Bedroom (Secondary Window)
0.91m

Brick Colour



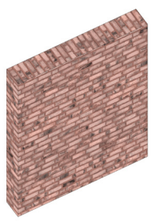
Dark



Light



Buff / Beige

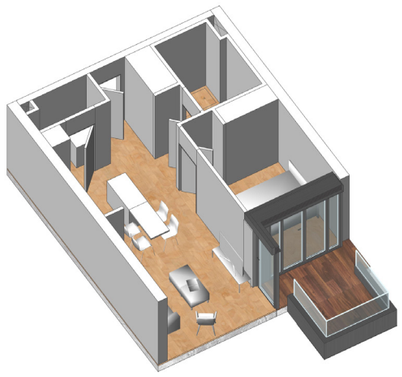


Red

DESIGN APPROACH

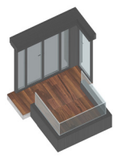
Stage 1

**Apartment +
balcony arrangement**





1-Bed



1-Bed



**Bedroom
2.26m**

Stage 2

**Additional
main facade**





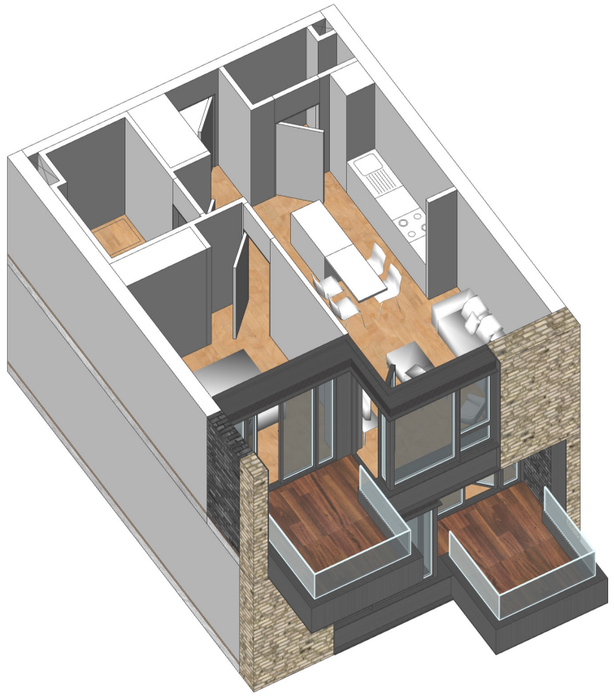
**Living Room
1.81m**



Buff

Stage 3

**Multiple Floors
(Shifting Window Openings)**



Stage 1

**Apartment +
balcony arrangement**





2 Bed



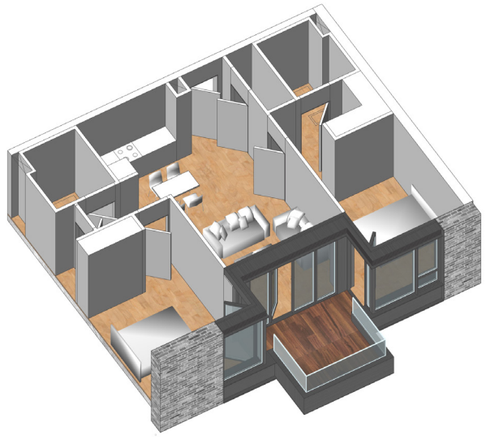
2 Bed



Bedroom
2.26m

Stage 2

**Additional
main facade**





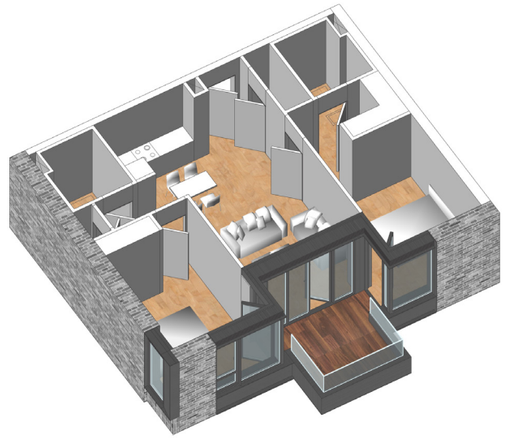
Bedroom
1.81m



Light

Stage 3

**Additional
Surrounding Facade**





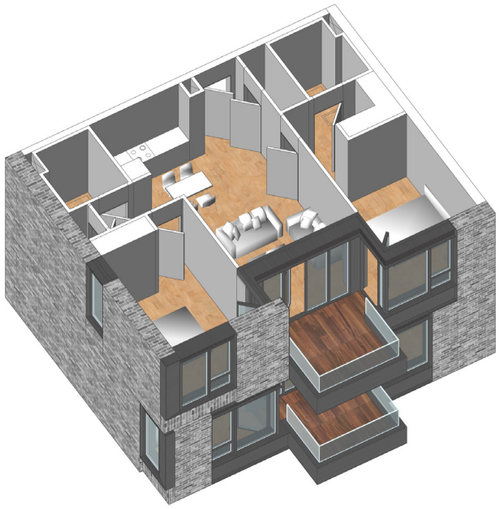
Bedroom
0.91m



Light

Stage 4

**Multiple Floors
(Shifting Window Openings)**



DESIGN APPROACH

COMPOSING THE ELEVATIONS

The individual facade bays are composed from the individual components in a variety of configurations, employing the different window and balcony types along with the various brick colours to create a diversity of expressions that are employed across the overall elevations. The facade bays opposite illustrate a few of the primary configurations for both the linear podium block which is expressed as regular vertical bays and the taller building elements which are broken into separate elements through grouping and staggering of windows and balconies.





The Podium Block



Tall Building - Type 01



Tall Building - Type 02

DESIGN EVOLUTION

Substantial attention has been given to responding to the comments received during the consultation process with DCC and in addressing the feedback from the ABP submission.

1. Towers slenderness

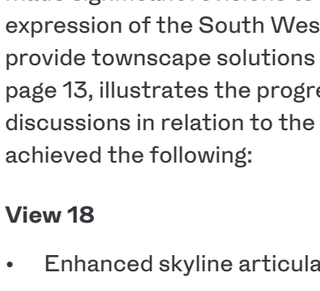
From October 2019 to the date of this submission, the applicant has made significant revisions to the massing configuration and facade expression of the South West and North East towers, in order to provide townscape solutions on the relevant key views. The adjacent page 13, illustrates the progressive transformations responding to the discussions in relation to the townscape; View 3 and 18 .The changes achieved the following:

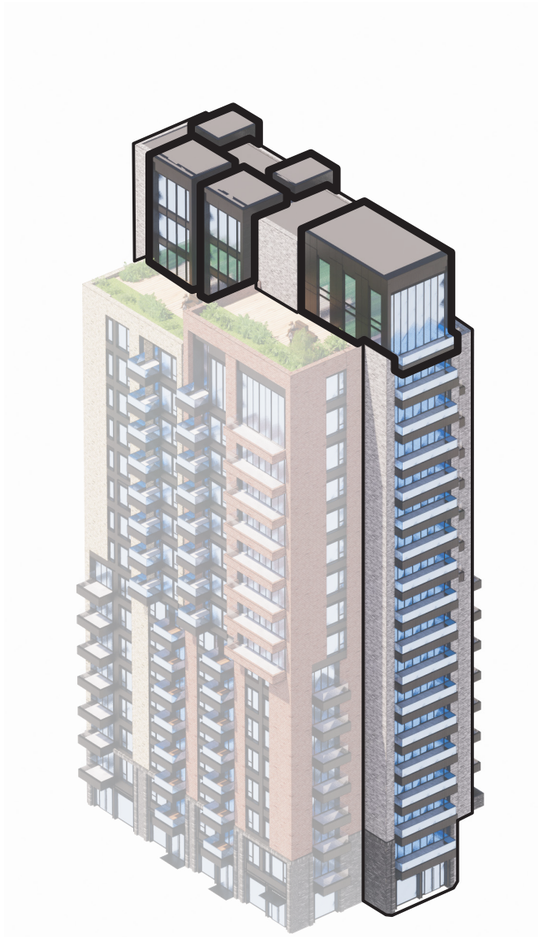
View 18

- Enhanced skyline articulation
- Increased perception of slenderness
- Animating the southern elevation to address both aspects

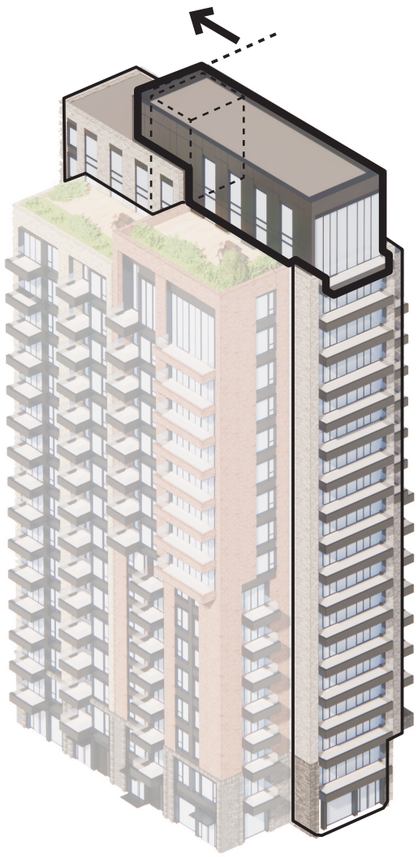
View 3

- Increased perception of slenderness
- Enhanced expression of the separate volumes

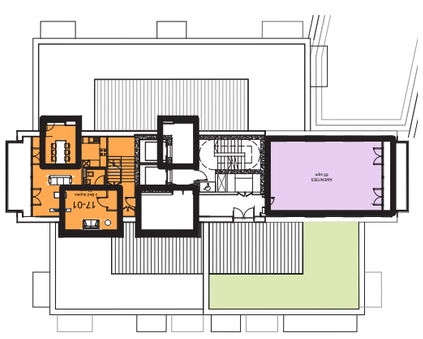




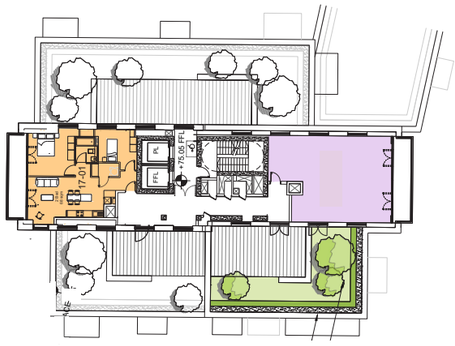
ABP submission March 2020
Illustrative Axon



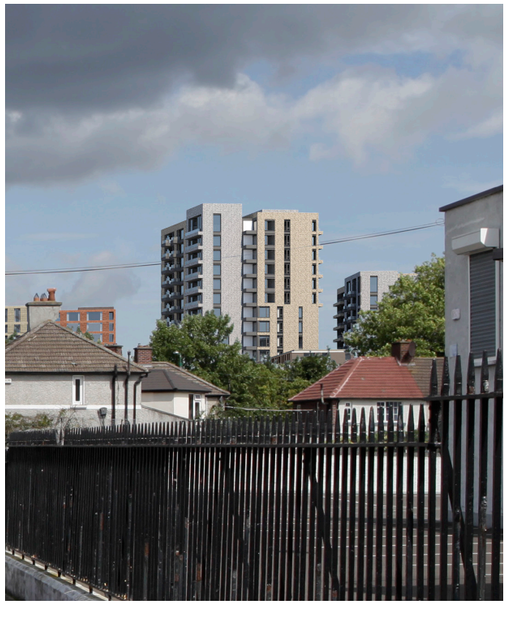
Current Scheme
Illustrative Axon



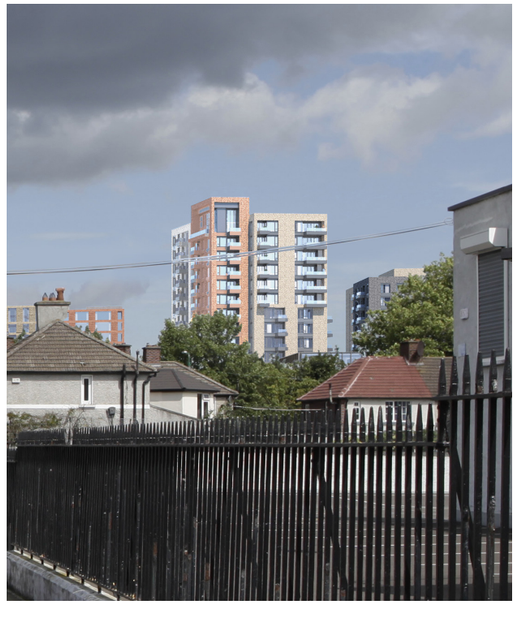
Plan level 17



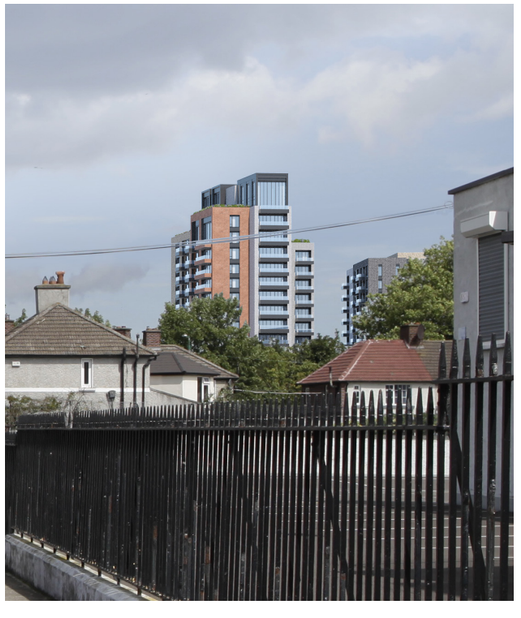
Plan level 17



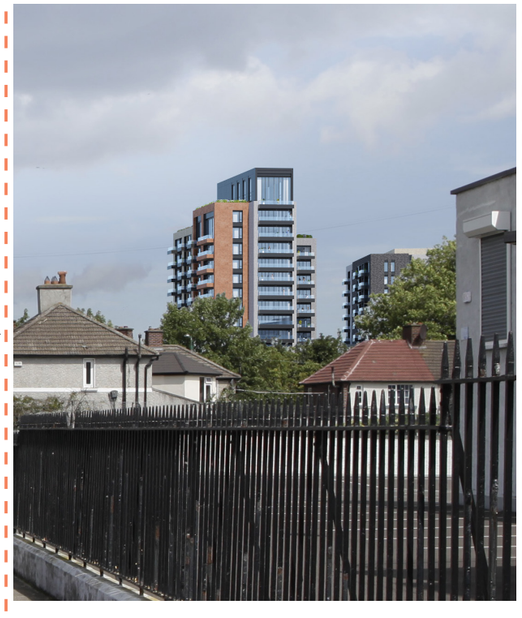
October 2019 Scheme
View 18



January 2020 Scheme
View 18



March 2020 Scheme
View 18



Current Scheme
View 18



October 2019 Scheme
View 3A



January 2020 Scheme
View 3A



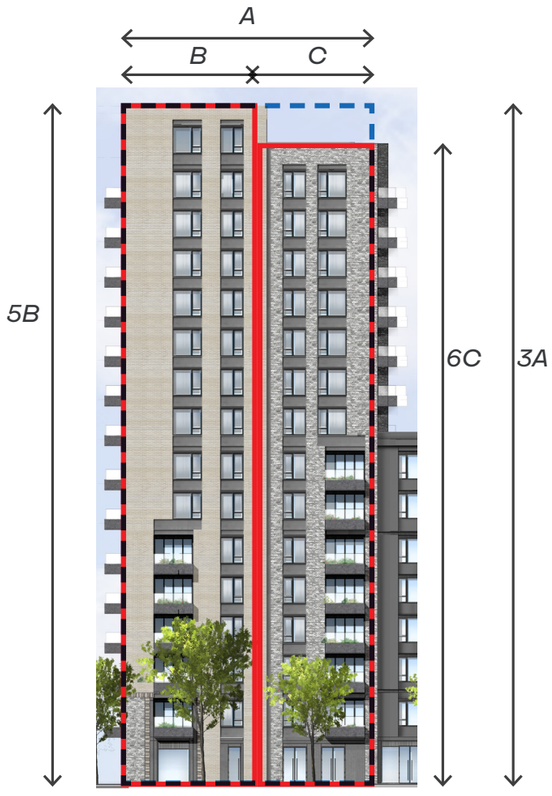
March 2020 Scheme
View 3A



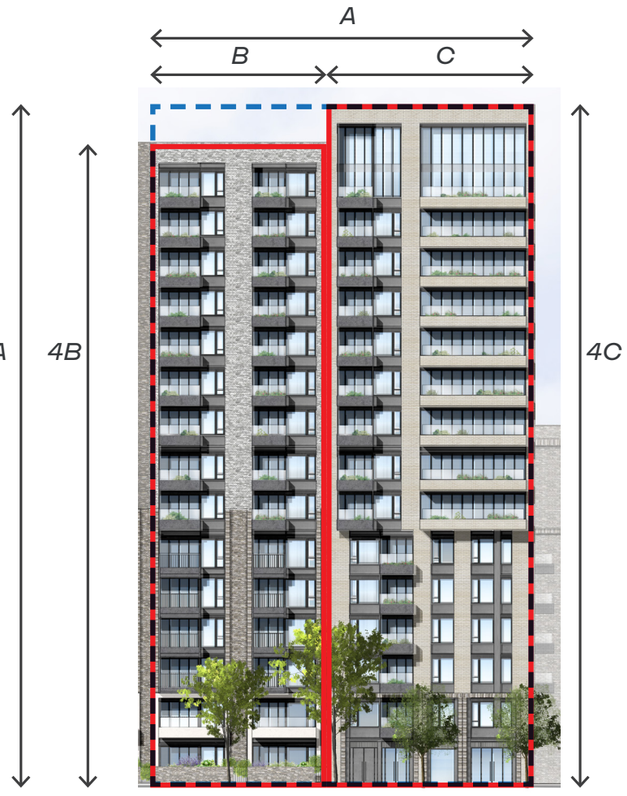
Current Scheme
View 3A

Employing appropriately spaced and sensitively designed tall buildings frees up space at ground level for public and private amenities, and contributes to the responsible use of scarce land resources through appropriate densities of development. Combined in hybrid typologies with linear blocks, they maintain appropriate urban forms, holding the street edge and using strategic placement of height to contribute to the overall legibility and hierarchy of a neighbourhood.

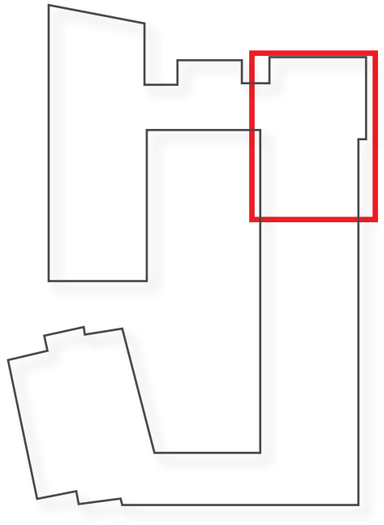
The articulation of the towers in PW2 has been developed to respond to the shared desire for a slender expression, whilst responding to the fundamental demands of building efficiency and the responsible use of resources. By breaking down the mass of each tower into separate elements, an expression of a grouping of taller units is created, each of which is more slender than the target 3:1 ratio as illustrated opposite.

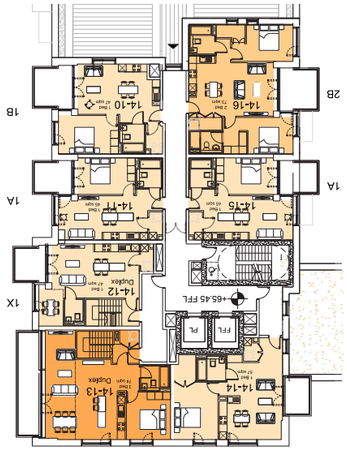


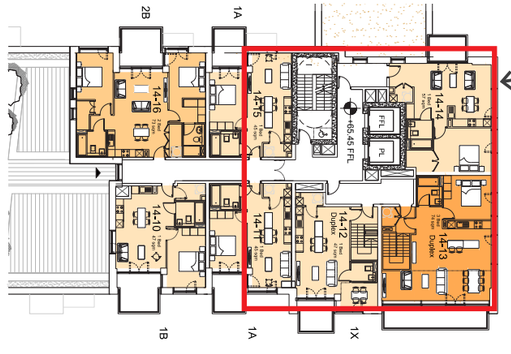
North Elevation



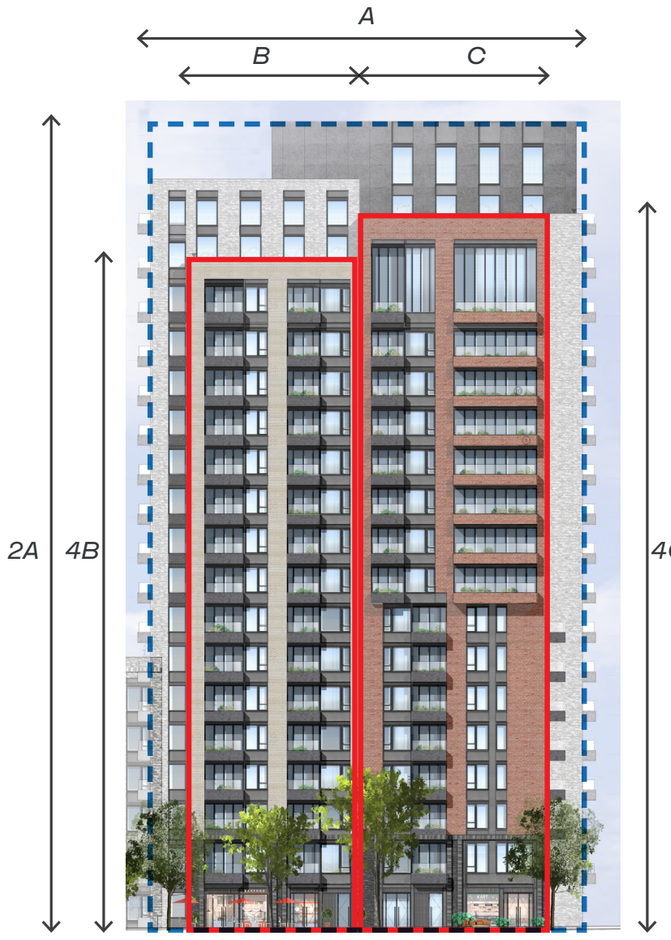
East Elevation



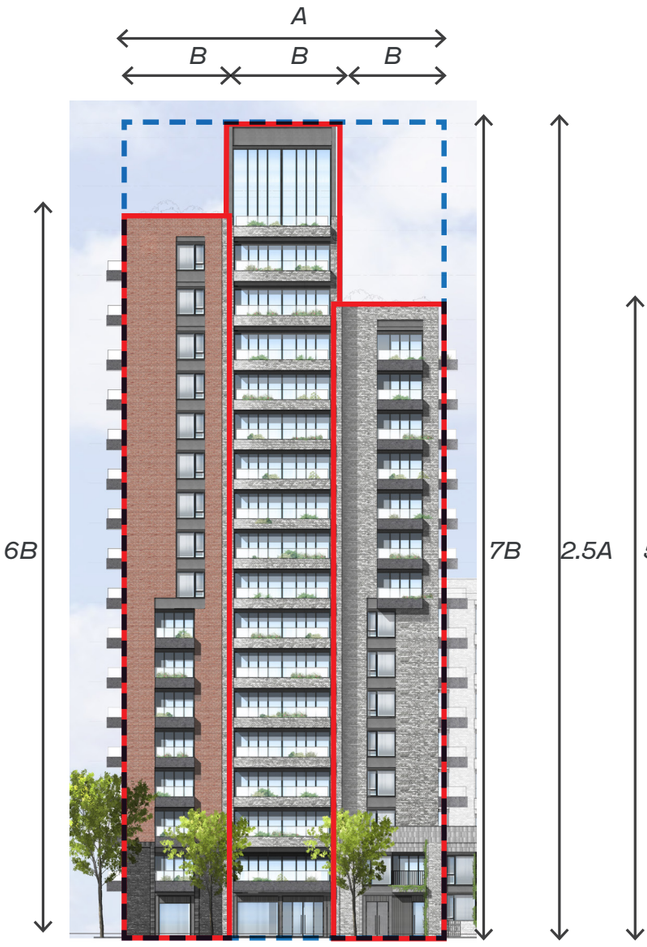




Outline of footprint achieving 3:1 slenderness ratio overlaid over current plan - this footprint would only allow for 3 apartments per

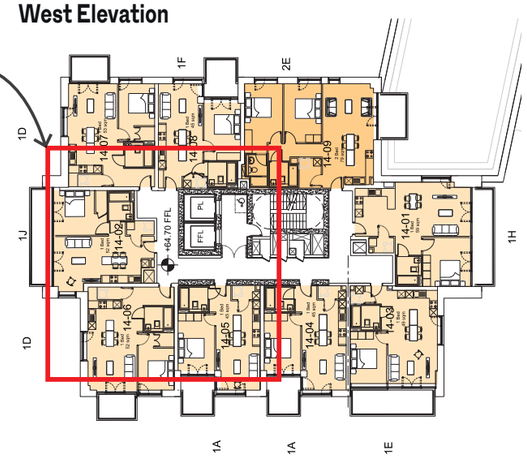


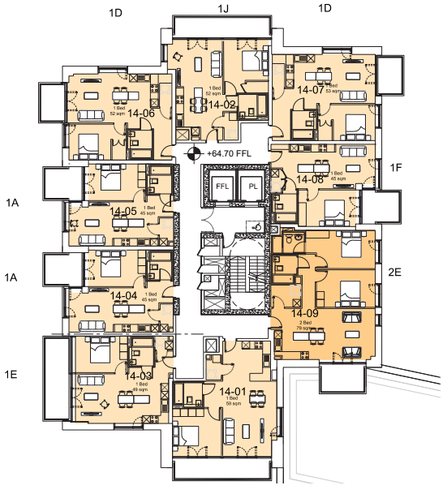
West Elevation

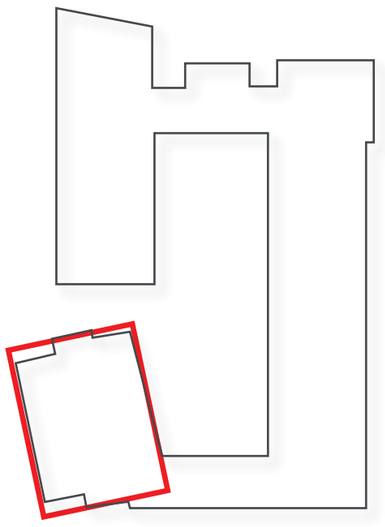


South Elevation

Outline of footprint achieving 3:1 slenderness ratio overlaid over current plan - this footprint would only allow for 3 apartments per

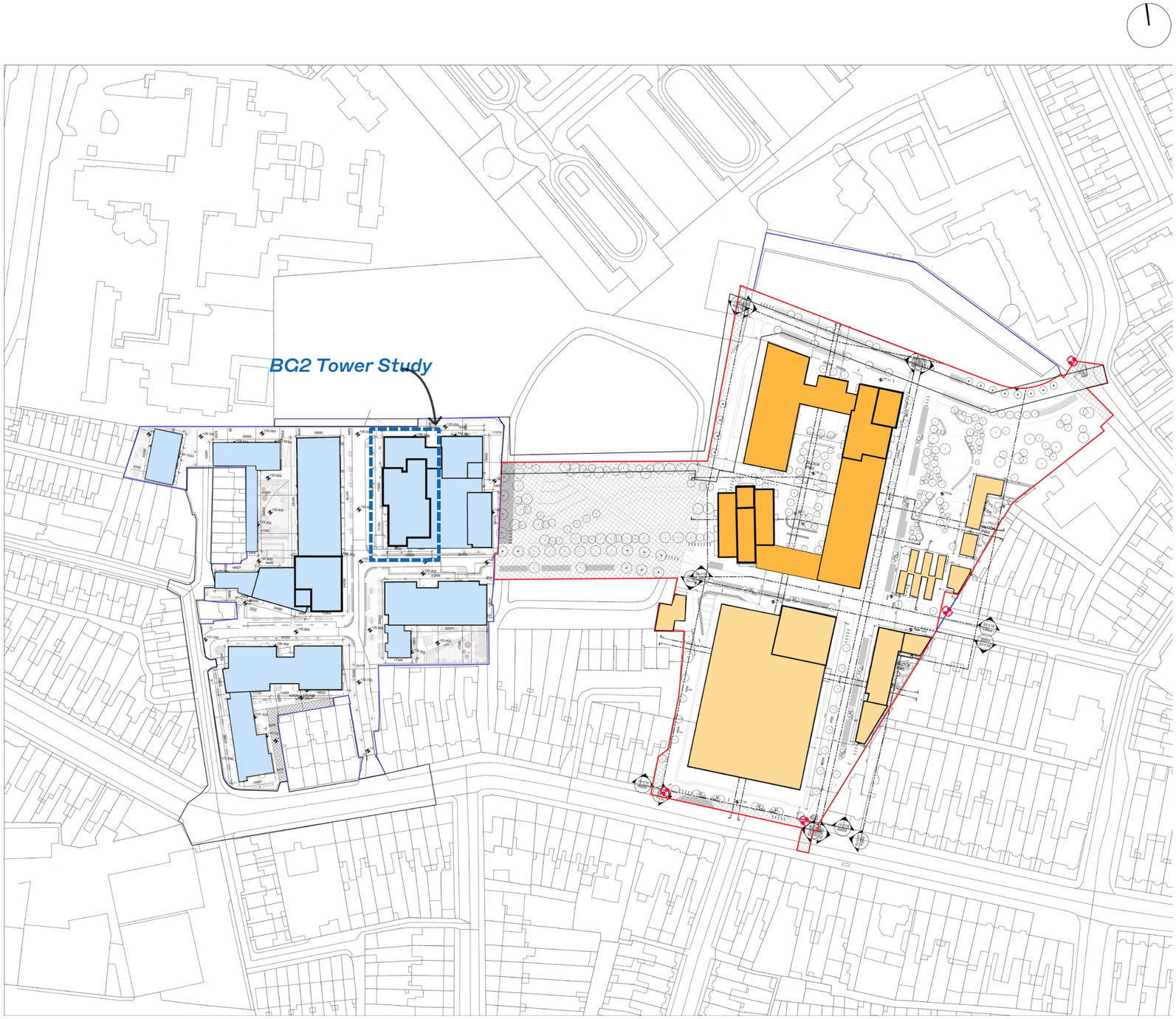






The PW2 block, after careful and considered articulation, achieves a slenderness ratio within the ranges of 7:1 and 4:1 for these expressed volumes, exceeding the target ratio of 3:1.

When compared to the neighbouring approved Bailey Gibson development, the towers of PW2 also exceed the slenderness ratio for block BG2, the tallest of the buildings within this application. The ratio for the articulated volumes for the tower of this block is within the range of 3:1 and 2.5:1.

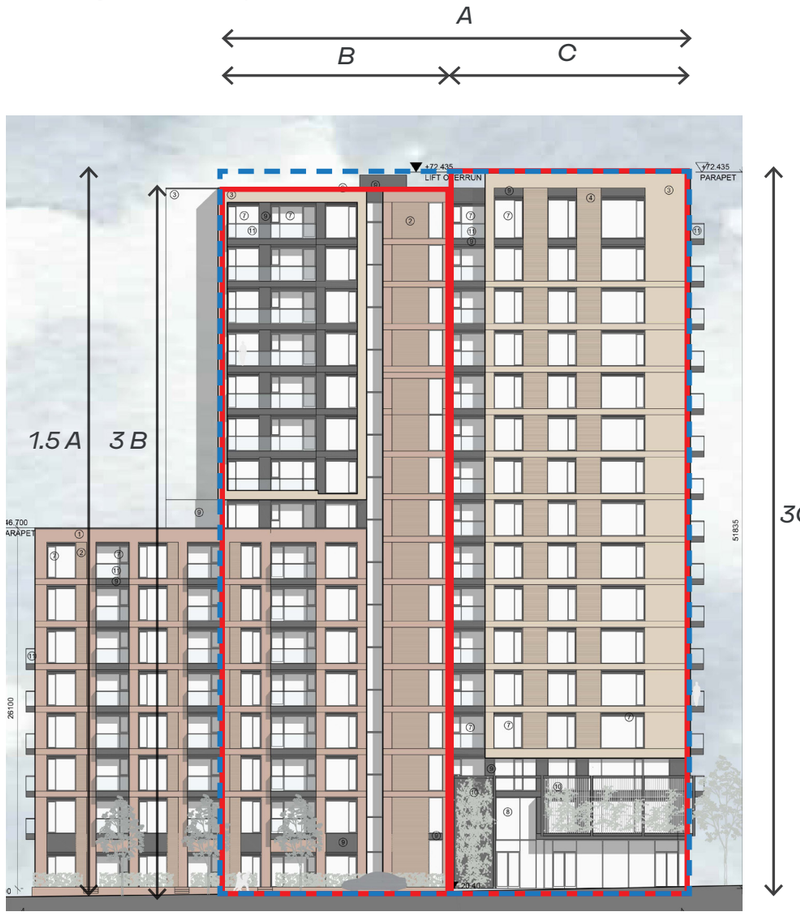


LEGEND:

- **PW2 Block**
- **Player Wills Development**
- **Approved Bailey Gibson Development**
- **Site Boundary**
- **Applicant Ownership**
- **BG2 Tower Study**

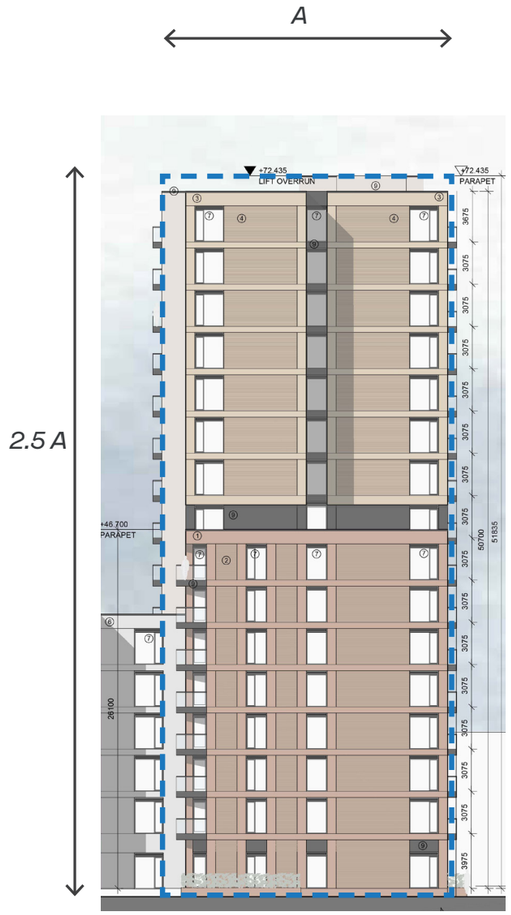
BC2 Tower Study

Approved Bailey Gibson Development



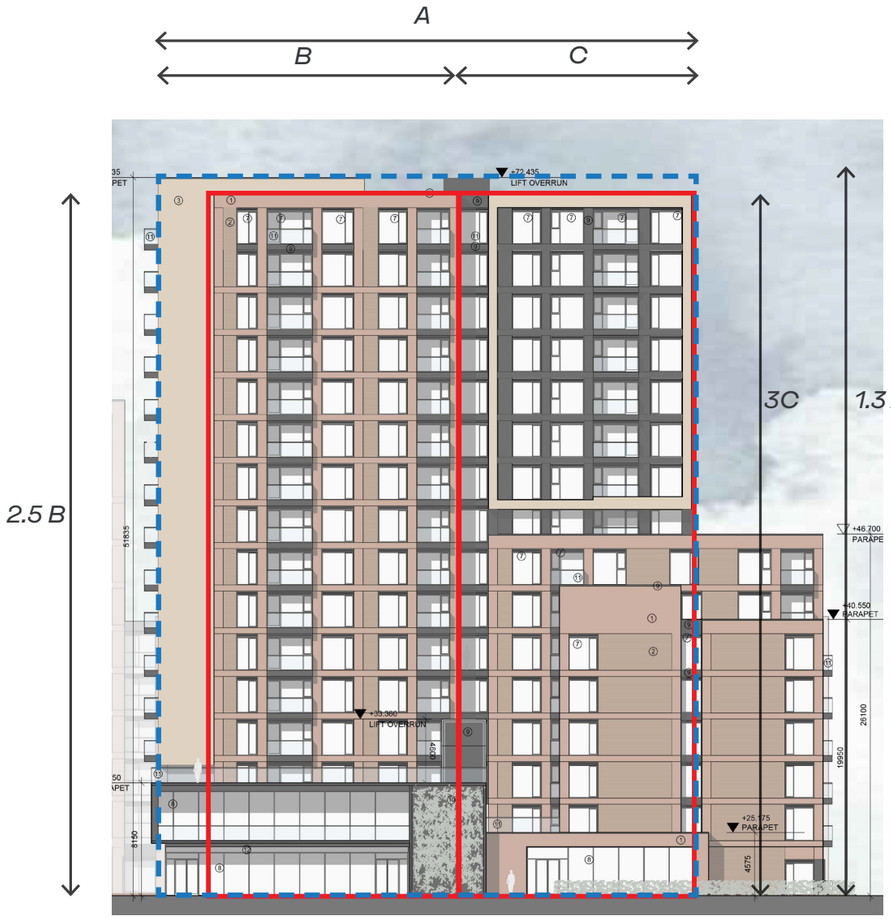
BC2

WEST ELEVATION



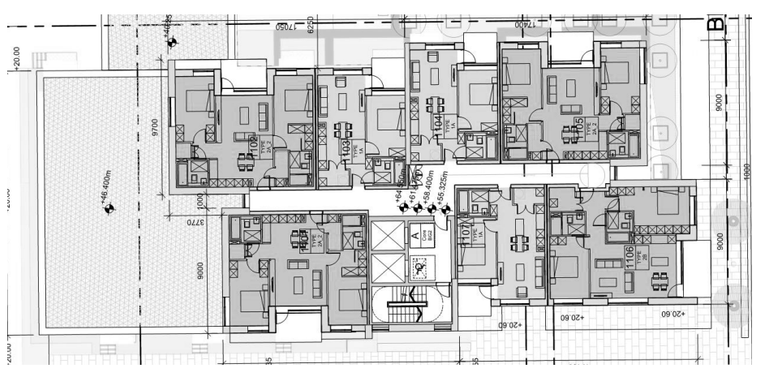
BC2

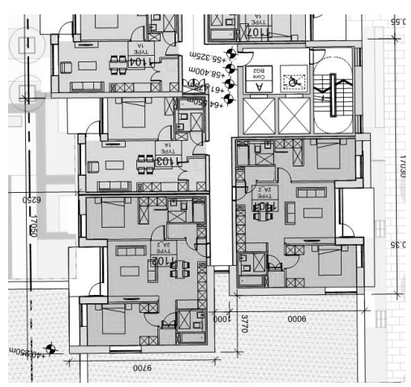
NORTH ELEVATION



BC2

EAST ELEVATION



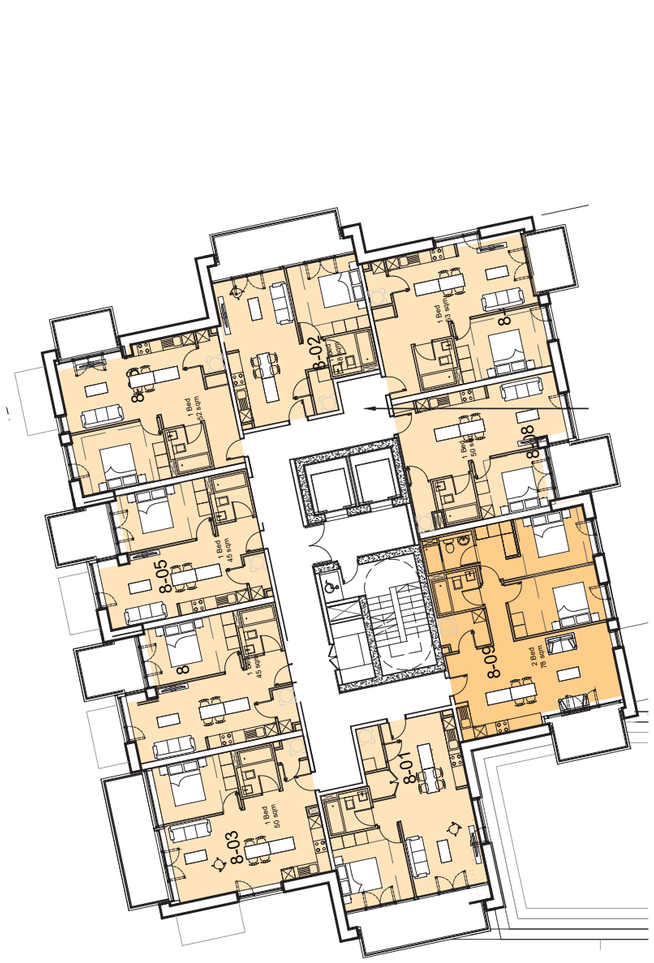




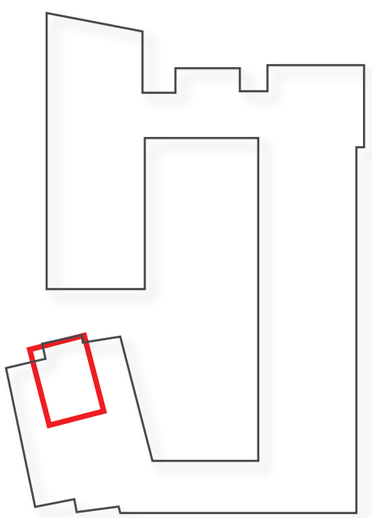
2. Number of North facing single aspect units.

The current scheme increase the previous number of dual aspect units from 42% to 51% within PW2. The scheme submitted in march had 185 dual aspect units out of 434 total. The current scheme proposes 212 dual aspect units out of 415 total.

One unit facing north was revised to incorporate and additional west orientated window. This improved the ADF value from 2.62 to 3.91







Previous scheme
ABP submission March 2020

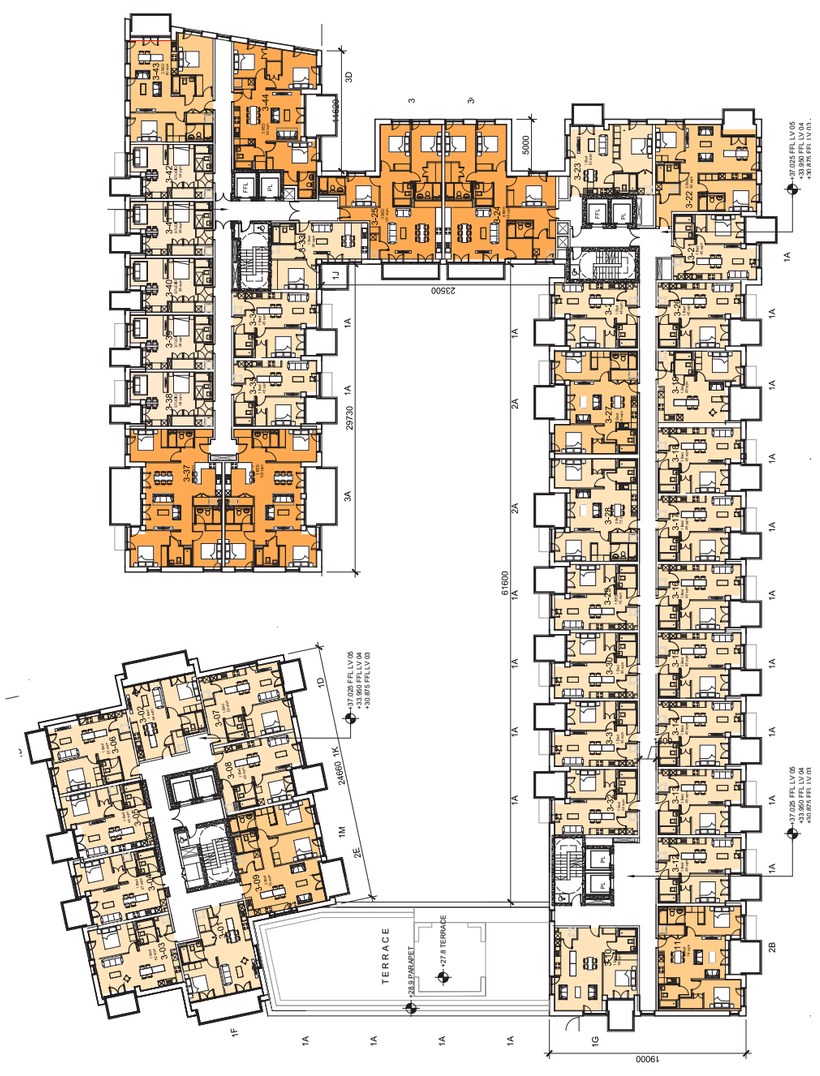
Revised scheme
Current Application

3. Internal layout with long corridors

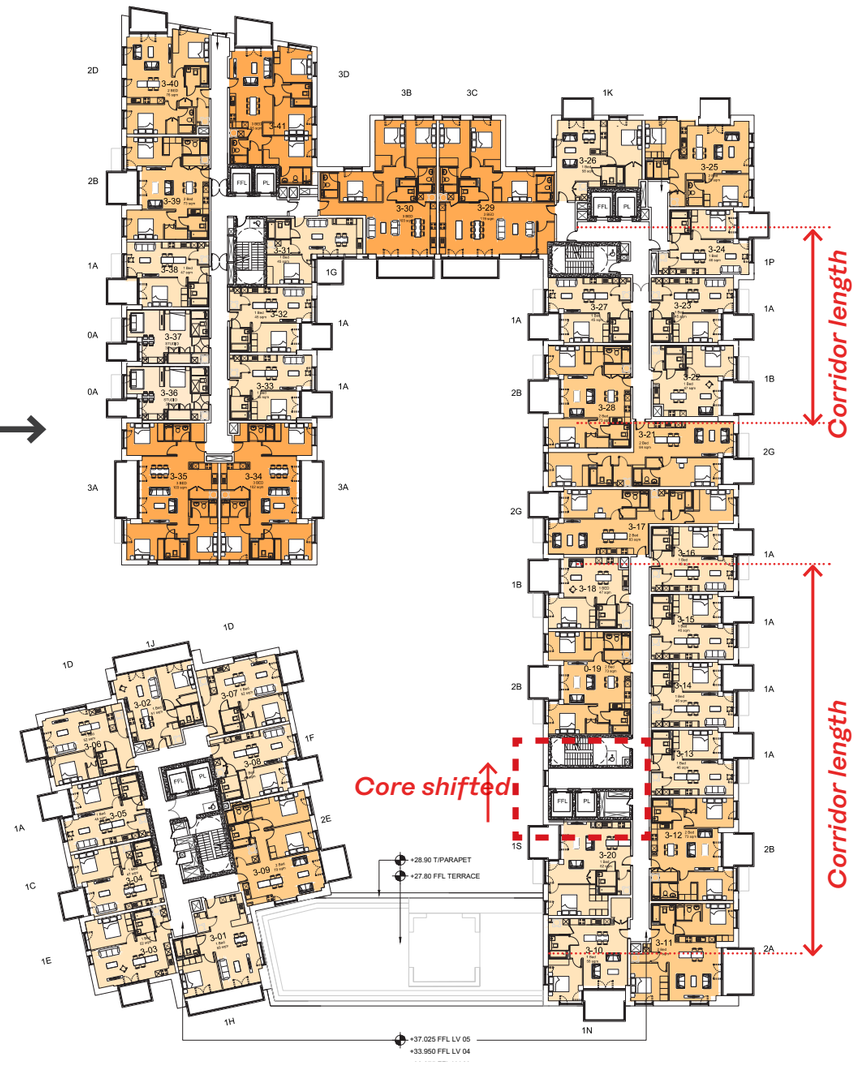
To reduce the length of the common corridors, new 2 bed through units were created. The South East core was moved 1 structural bay towards the north, to allow the layouts being split and comply with adequate travel distances. The units were reorganised and reconfigured maintaining the original principle whilst improving the experience in the common corridors.

4. Sunlight - Daylight analysis

The changes are positively increasing the overall compliance to the daylight and sunlight requirements due to the addition of dual aspect units. The number of rooms achieving Average Daylight Factor (ADF) above BRE guidelines increased by 3%.



Previous scheme
ABP submission March 2020



Revised scheme
Current Application

ACCOMMODATION

BUILDING CONFIGURATION

In addition to the apartments the PW2 building includes a range of amenities serving residents and contributing to the life of the community. This includes shared lounge spaces, a co-working facility and flexible rooftop space for functions or shared use as required.

As well as these internal spaces there is the central courtyard garden which has been designed to accommodate a variety of functions; places for small gatherings, informal play and places of respite and contemplation for residents. The roof tops are similarly activated wherever possible to provide further amenity, taking advantage of the elevated position to enjoy views across the wider district.

At ground level the prominent corners of the site are activated with retail uses overlooking the primary public spaces, the Central Plaza to the west as well as the play park to the east.

LEGEND:

- Resi Terrace Access
- Bikes Storage
- Retail
- Resi Lobby
- Co-working

- Retail
- Amenities
- Co-Working
- Resi Terrace
- Parks


West Tower
Players Park

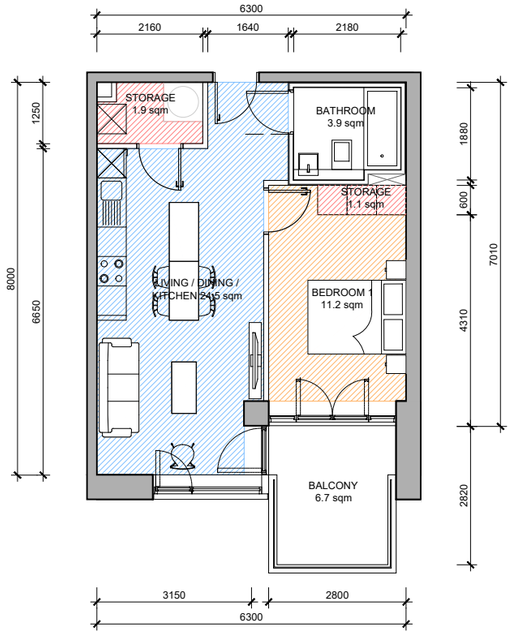

East Tower
Park

ACCOMMODATION

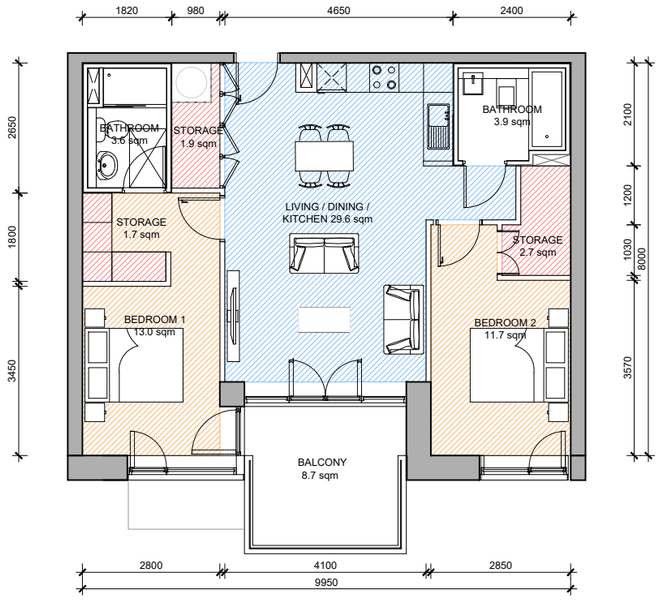
APARTMENT DESIGN

The apartments have been developed to reflect the demands of the rental sector, including the mix of unit types which has been tuned in response to the current market. The individual units are similarly planned to enable flexibility of use to suit a range of demographics from single person, professional couple, flat share or nuclear families.

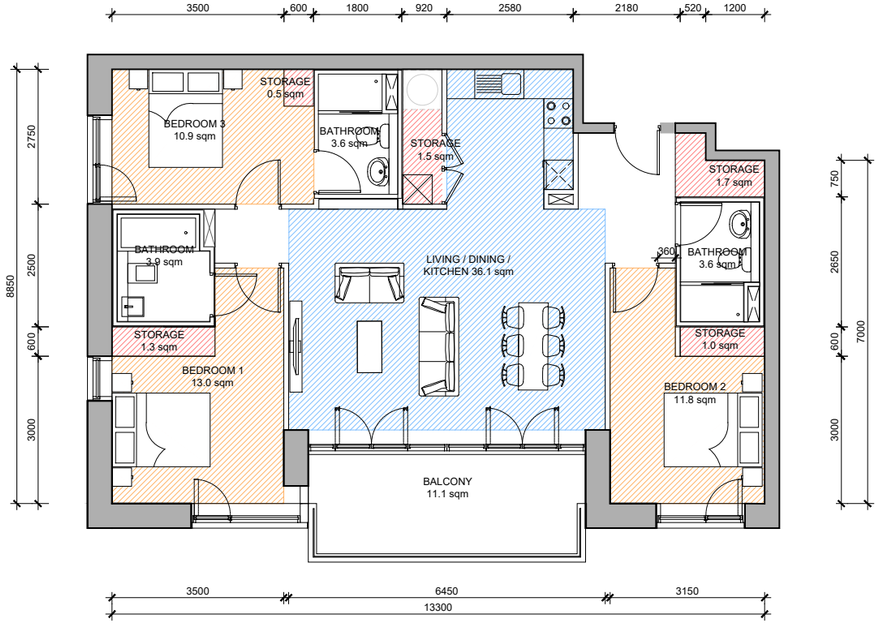
All apartments are provided with private external space in the form of balconies or terraces with direct access from the apartment interior. The balconies are partially recessed which has a number of benefits. It creates a usable configuration that allows for flexibility in furniture layout rather than the standard 1.5m linear configuration which is commonly found. Secondly, the recess creates a more protected area that facilitates use in less clement weather and also creates a degree of privacy to the balcony when in use compared with standard 'bolt-on' units which can feel very exposed. Finally the layout creates corner aspects for many of the rooms which helps create a more open interior and a blurring of interior and exterior which is a positive attribute for occupants within such apartments.



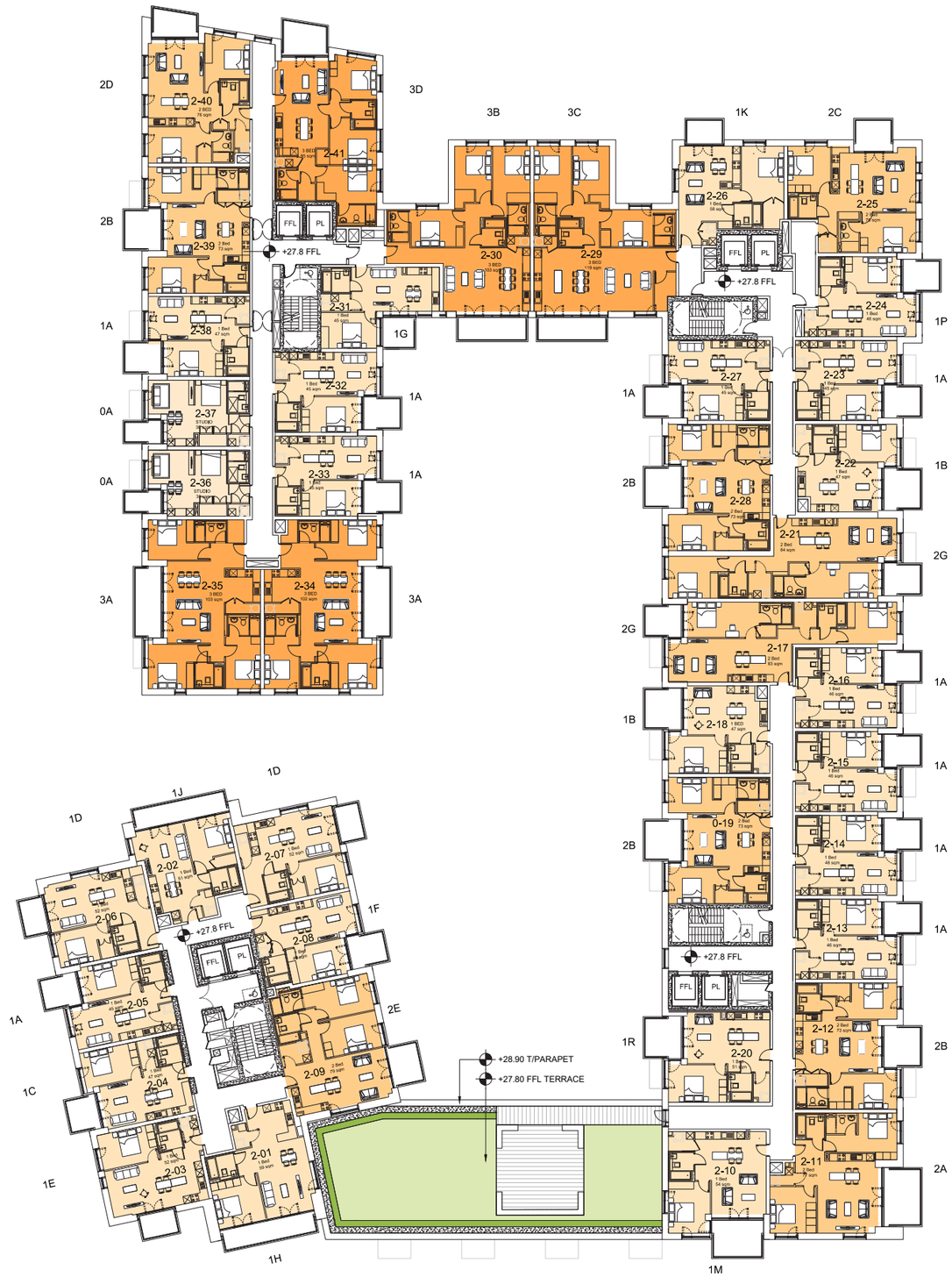
Typical 1-Bed Unit



Typical 2-Bed Unit



Typical 3-Bed Unit



Level 2 Floor Plan

ACCOMMODATION

GROUND FLOOR

The ground floor layout has been developed to maximise the level of active frontage and public uses in appropriate locations; notably the corners which address the public spaces of the Players Park. In these areas, retail spaces are located which will animate the public realm.

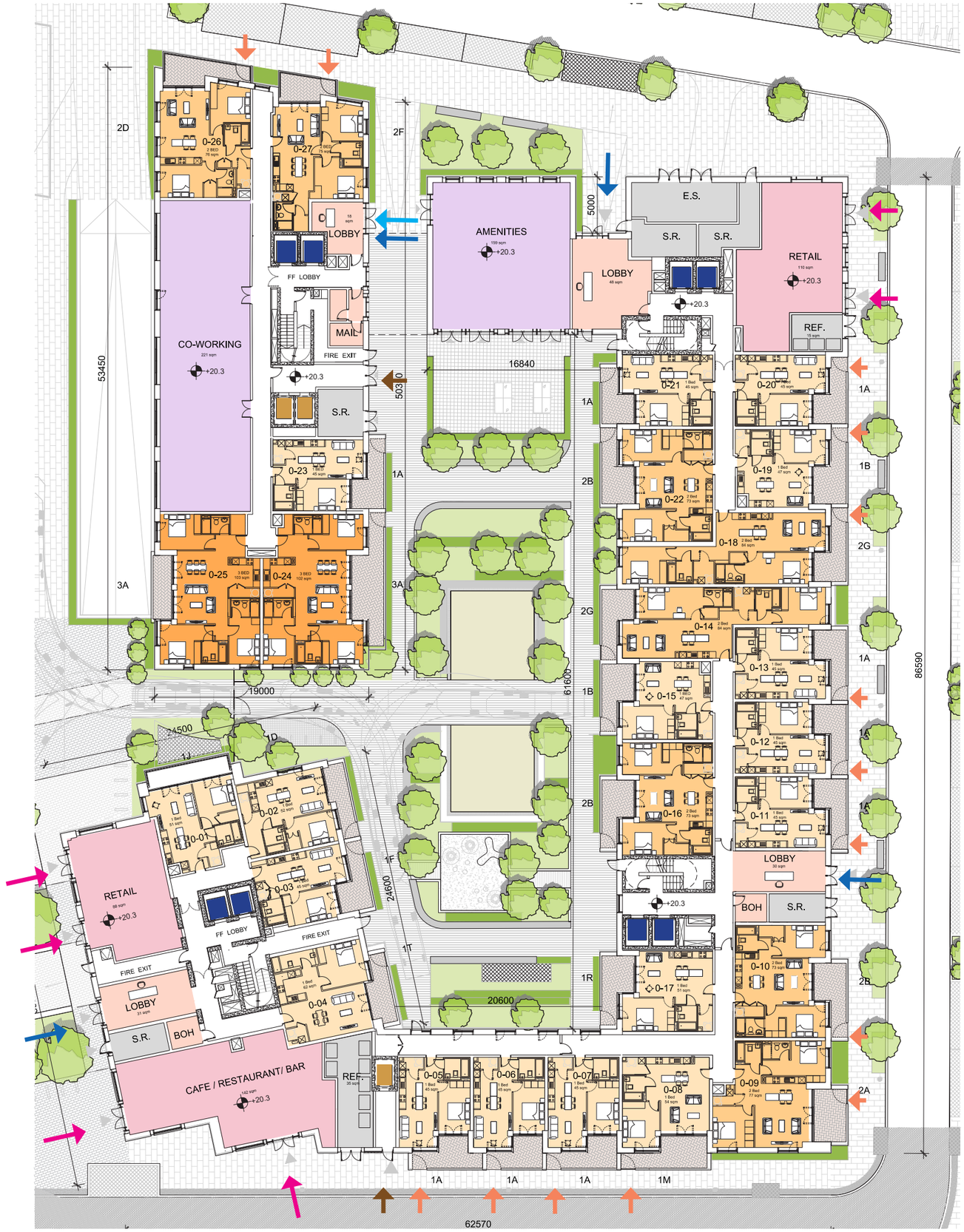
In addition to the retail, for residents leisure use, a separate residents amenity lounge is provided with direct access from two of the four residential lobbies. This will house flexible social spaces serving the occupants and providing places for casual interaction and chance meeting with ones neighbours. In recognition of the changing patterns of our working lives, a dedicated co-working space is also provided which creates a location for remote working to be undertaken outside of ones apartment. All of these spaces create the opportunities to interact and meet the other residents within the building and help to foster a sense of community which benefits the whole block.

The remainder of the ground floor is occupied by apartments both street and courtyard facing. The internal ground floor is slightly raised from the street which, combined with the landscaped privacy zones around the building perimeter create a sense of distance from the street which preserves the privacy of the residents whilst retaining the passive surveillance and overlooking which helps to create a feeling of security along the street. Whilst the ground floor apartments are generally accessed from the internal corridor, they all include a private outdoor terrace and secondary access from the street.

LEGEND:

- Resi Terrace Access
- Bikes Storage
- Retail
- Resi Lobby
- Co-working

- Cultural Space
- Shared Living Unit
- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche



Henry J Lyons KPF

ACCOMMODATION

RESIDENTIAL GROUND FLOOR FRONTAGES

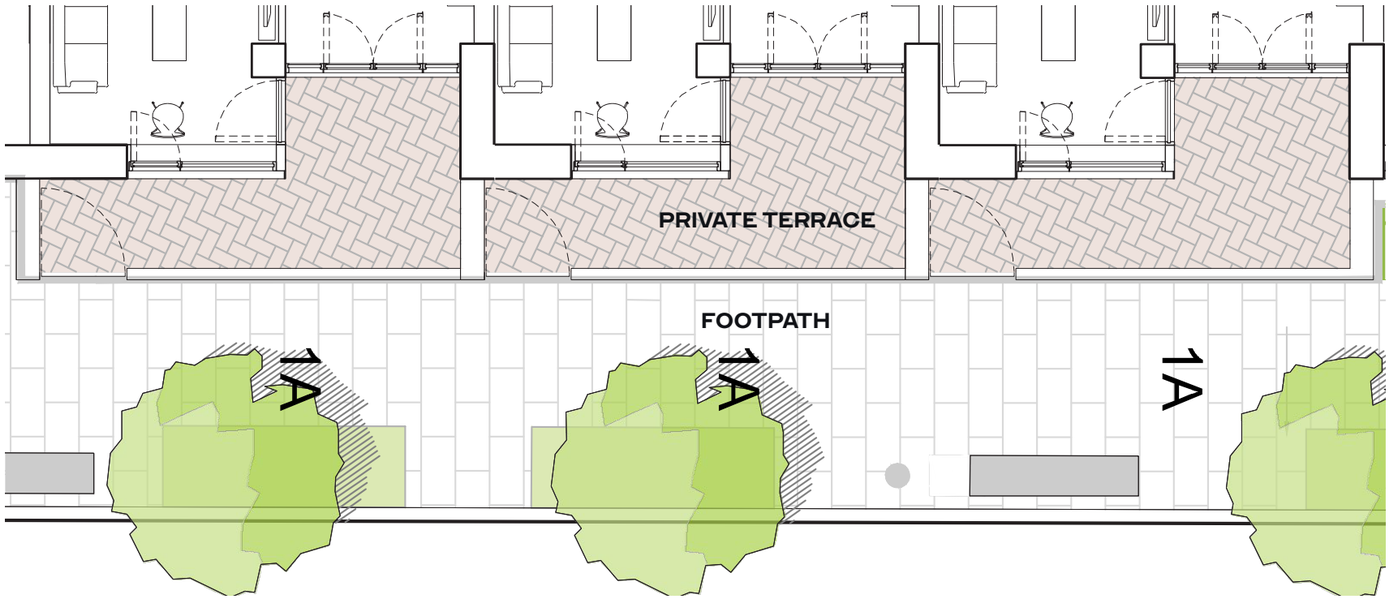
The streets are animated by both residential lobbies as well as smaller terraces which serve as external amenity to the ground floor apartments. Treated as small front gardens, they provide privacy to the apartment interiors as we as an external space for private use.

The raised internal ground level and opportunity for planting around the terrace, both serve to further protect the privacy of the residents as well as enlivening the street through greenery and activity, making the streets feel recognisably residential in character.





Typical Ground Floor Elevation Street Access To Units



Typical Ground Floor Plan Showing Street Access To Units

ACCOMMODATION

ACTIVE FRONTAGES

Whilst the character of the neighbourhood around PW2 is largely residential in nature, there are a number of key nodes of intensity around the public spaces. In these locations, retail / food and beverage facilities are provided activating these public areas and taking advantage of the landscaping to provide external seating areas and places to dwell for residents and visitors alike.

In addition to the retail uses, other areas of the ground floor are activated with communal amenities which create life on the street without the requirement for the footfall necessary for viable commercial uses. In this way the streets are made to feel active, vibrant and safe for all who use them.





Ground Floor Elevation Street Access To Retail



Ground Floor Plan Showing Street Access To Retail

ACCOMMODATION

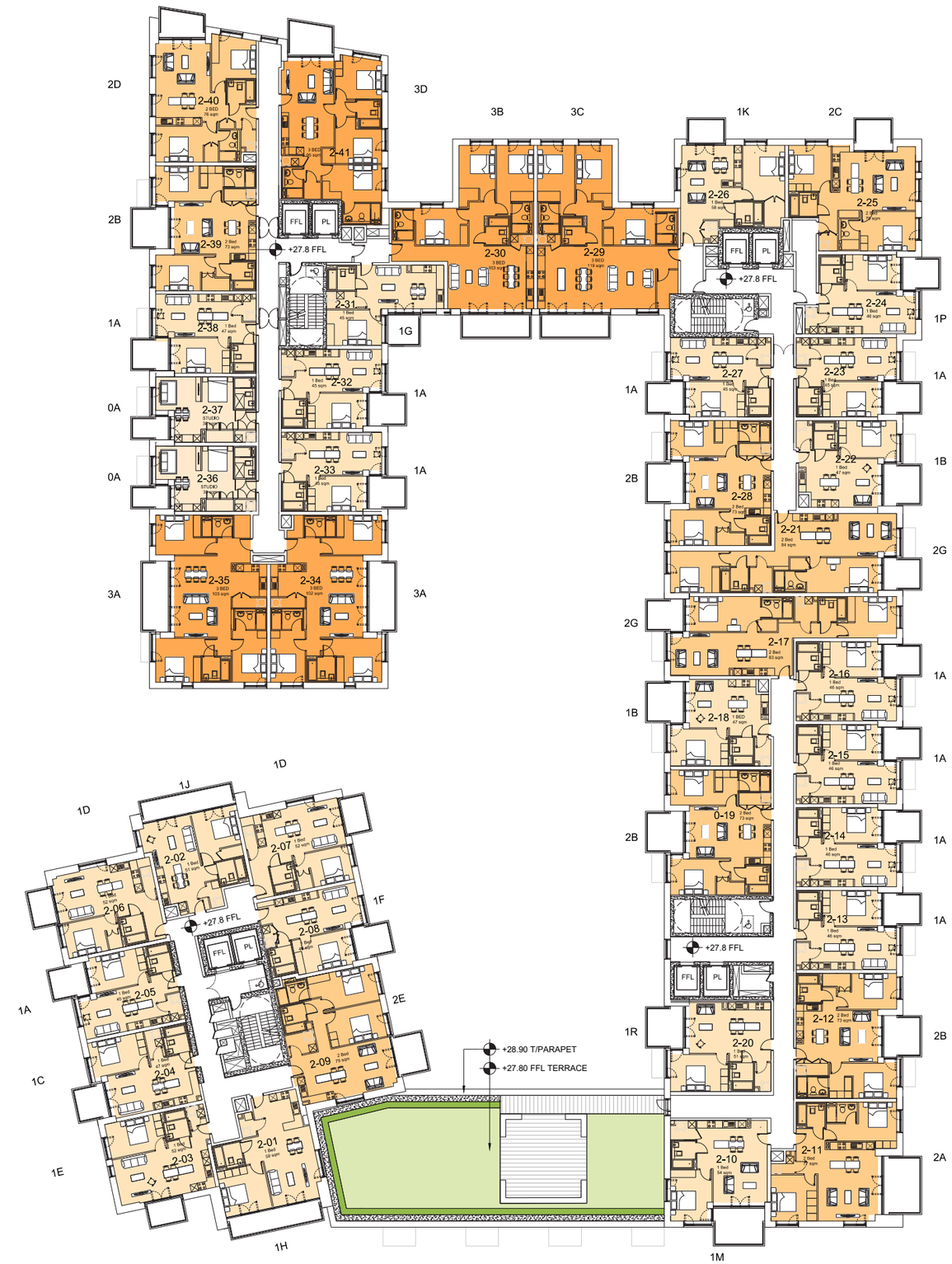


LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

First Floor Plan

HJL

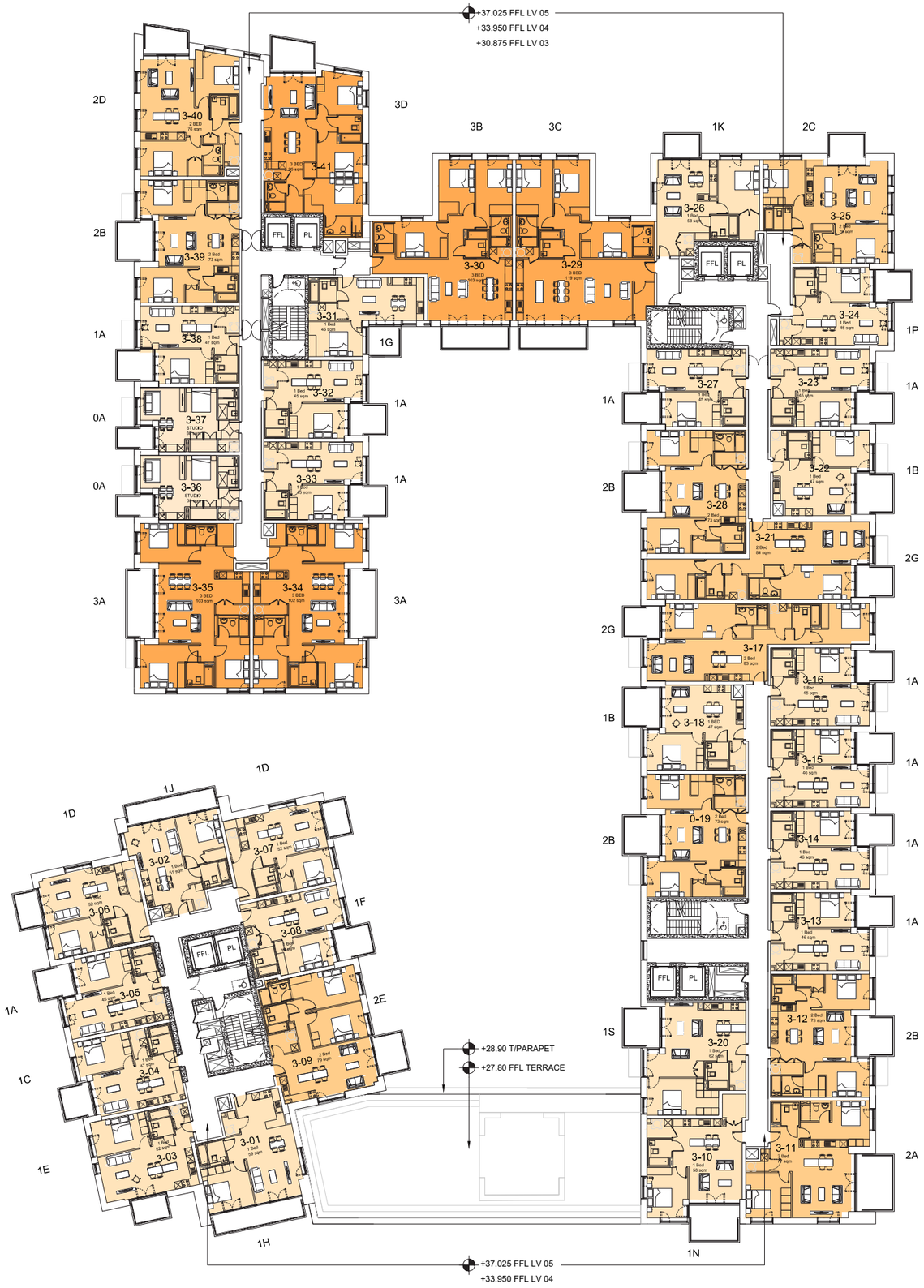


LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 1 Floor Plan

ACCOMMODATION



LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 3-5 Floor Plan

HJL

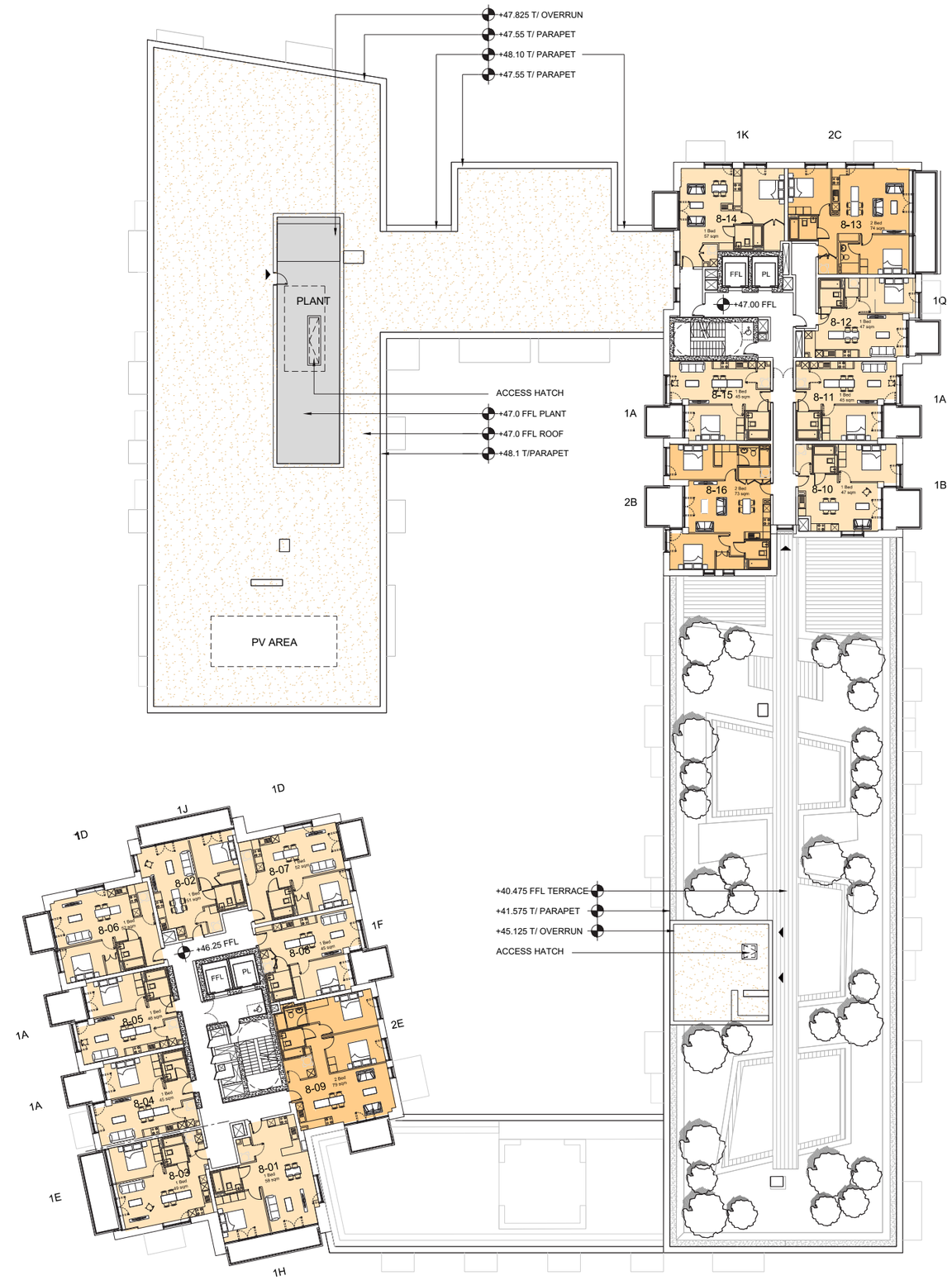


LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 6-7 Floor Plan

ACCOMMODATION

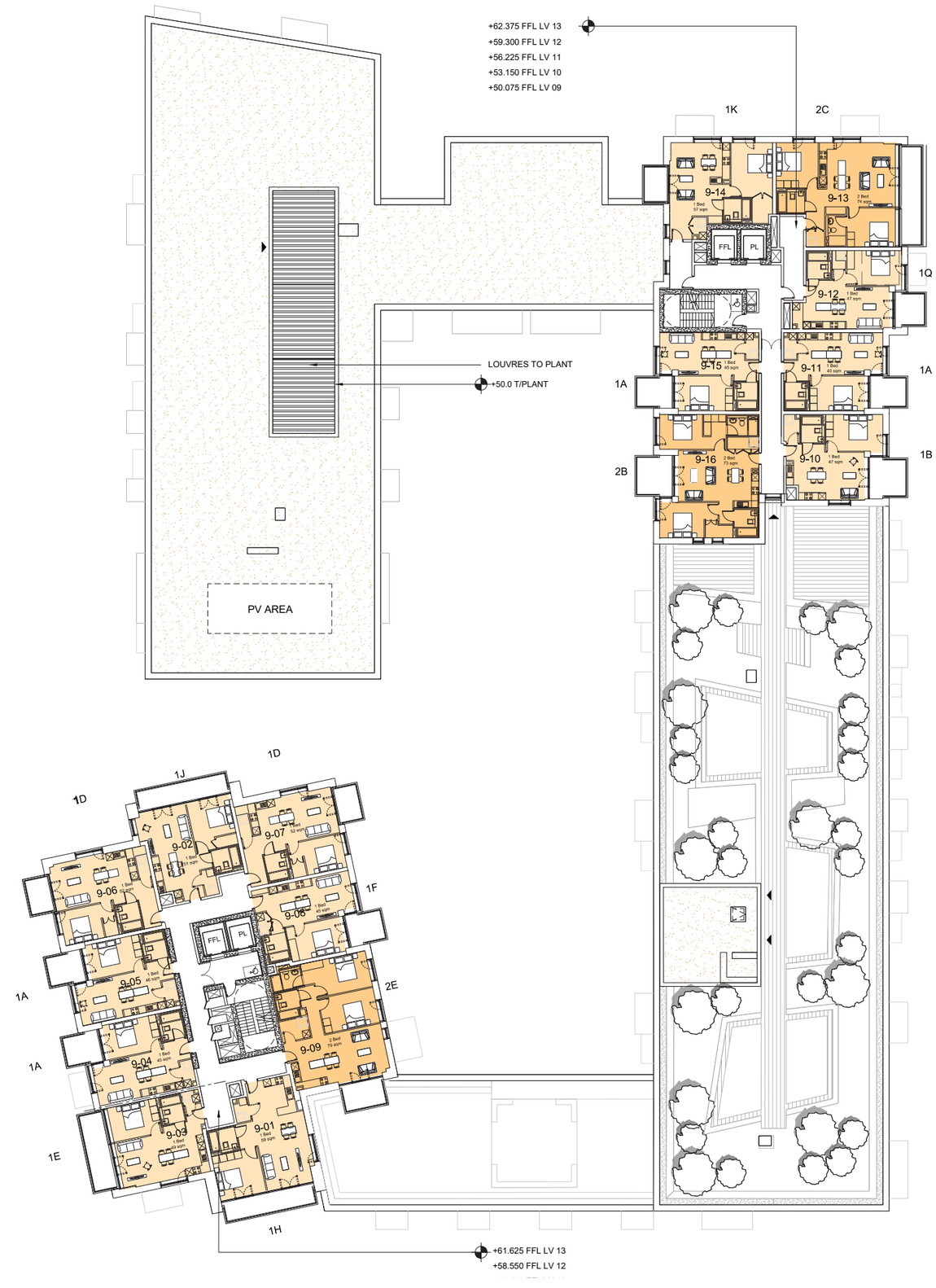


LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 8 Floor Plan

HJL

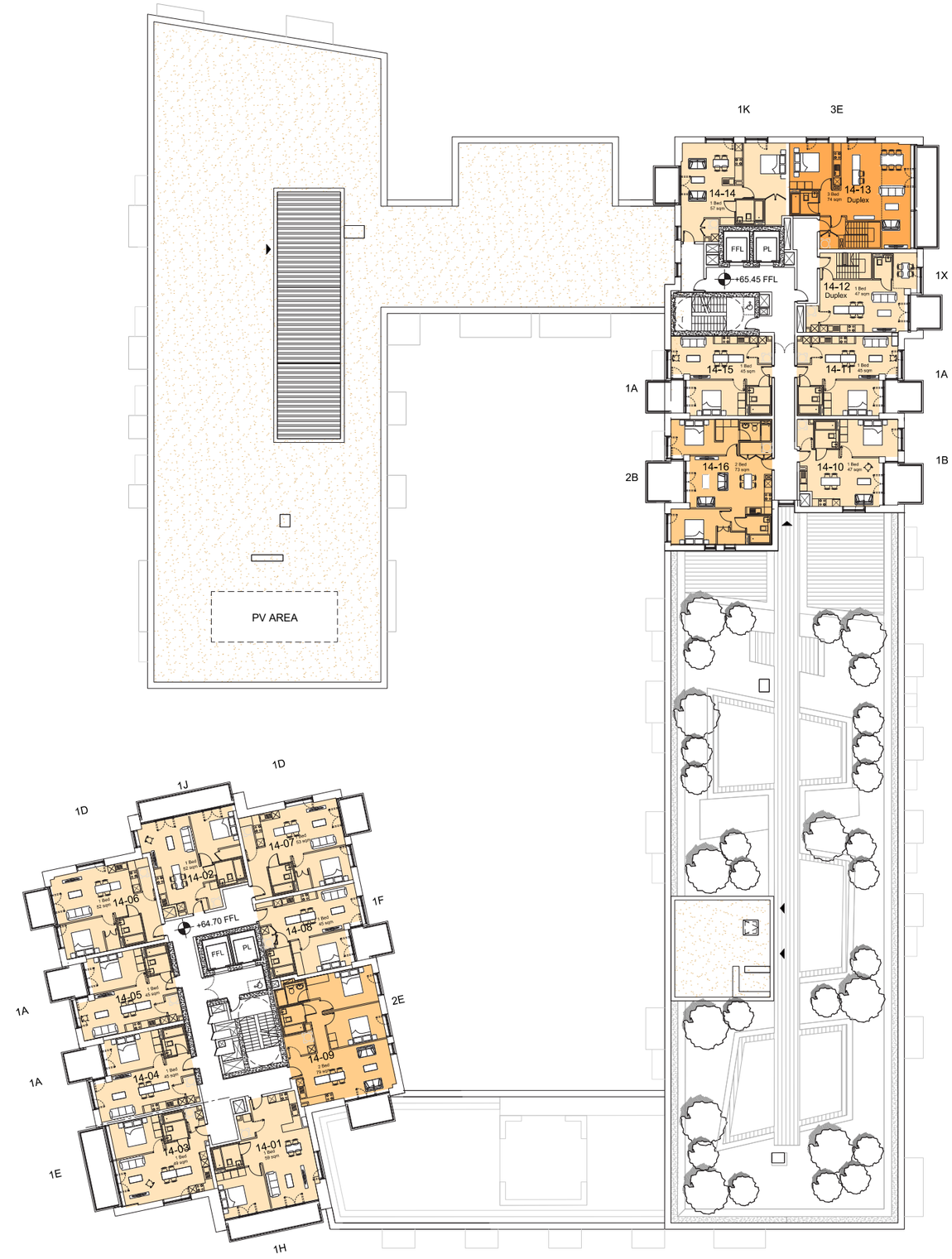


LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 9 -13 Floor Plan

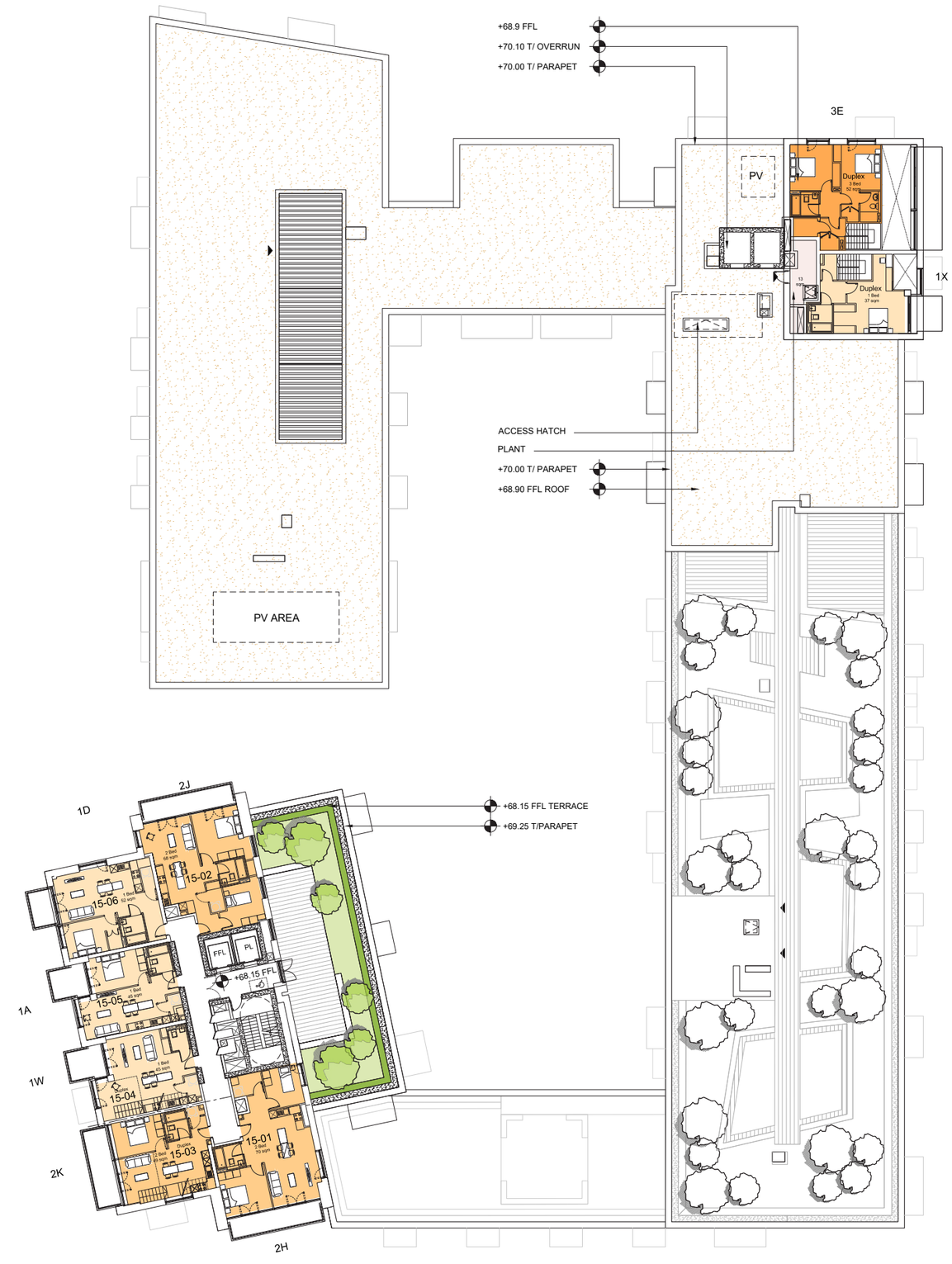
ACCOMMODATION



LEGEND:

- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 14 Floor Plan

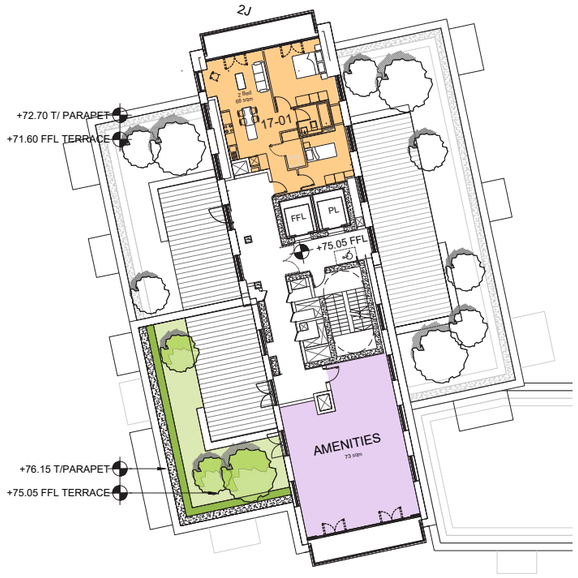


LEGEND:

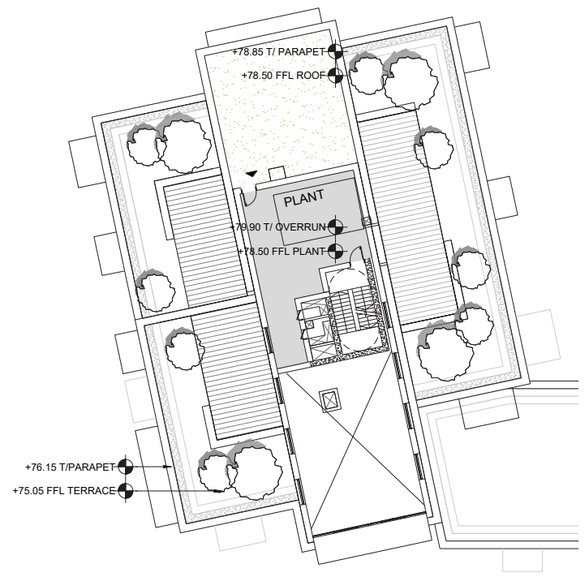
- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

Level 15 Floor Plan

ACCOMMODATION



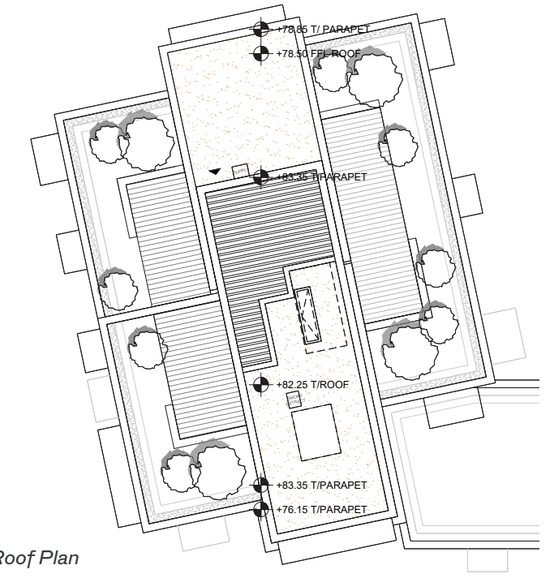
Level 17 Floor Plan



Level 18 Floor Plan

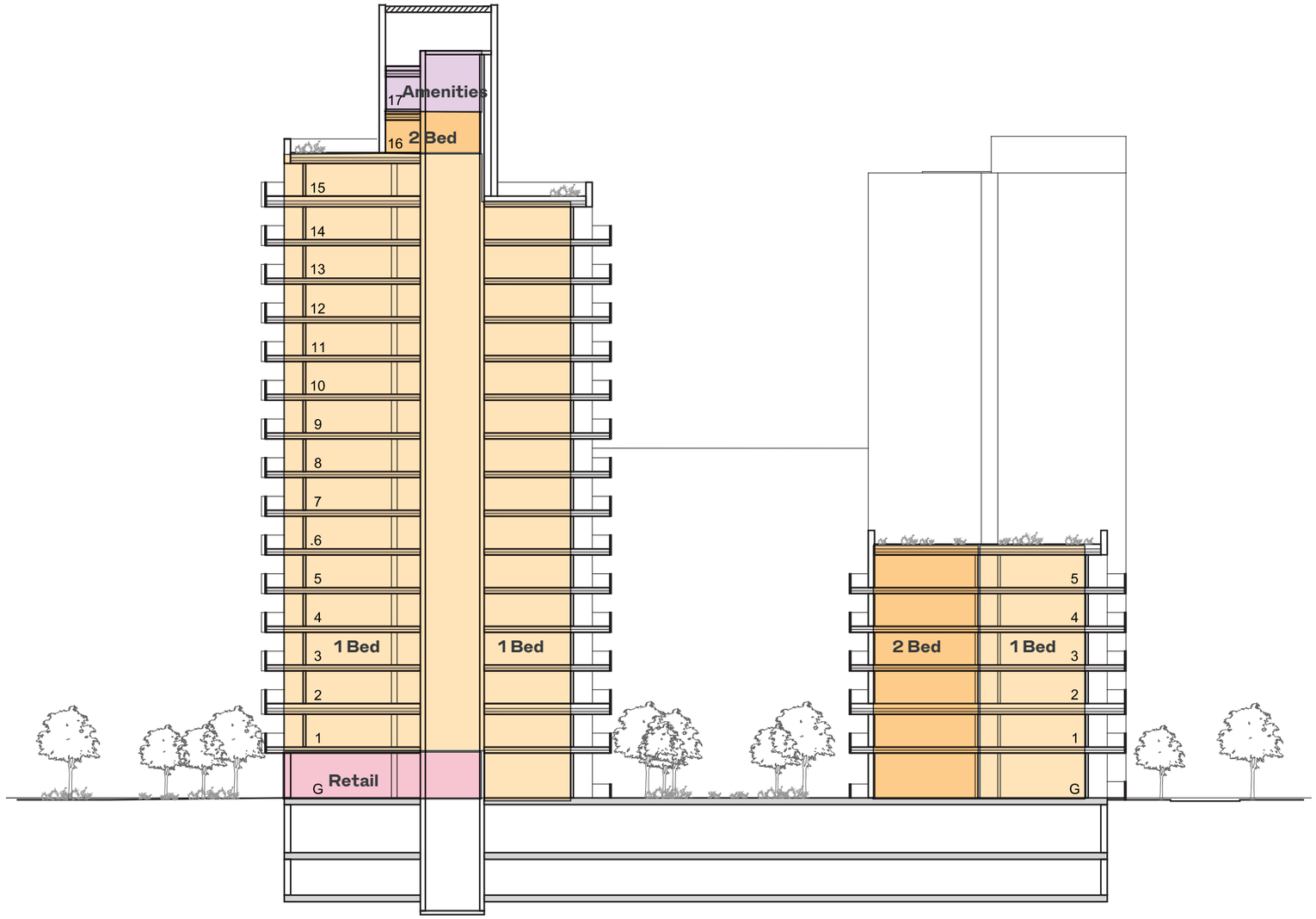


Level 16 Floor Plan

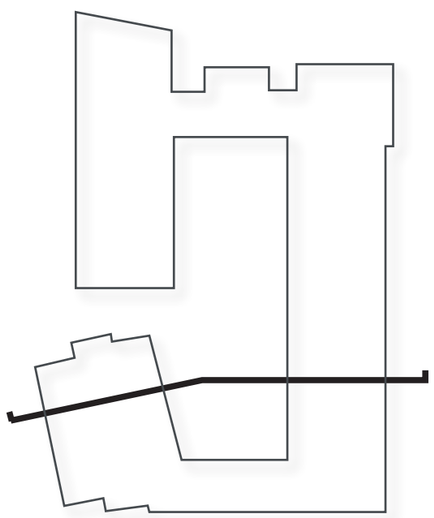


Roof Plan

HJL



Building Section



LEGEND:

- Cultural Space
- Shared Living Unit
- Shared Living Amenity
- Shared Living Facilities
- BTL Amenity Area
- BTL Facility Area
- Commercial Space
- Creche

ACCOMMODATION

EXTERNAL AMENITY SPACE

Every apartment is provided with dedicated, private external space either through a balcony, terrace or small front garden. At the heart of the scheme is a substantial courtyard garden with a variety of spaces for different uses with the building massing developed to maximise the availability to sunlight to ensure that the space can be well used throughout the year.

Beyond this, every effort has been made to free up as much roof space as possible to provide high level roof gardens adding to the diversity of spaces available to residents of the block.



The BRE guide recommends 2 hours of sunlight on March 21st

Zone	Total Area (m)	Area receiving >2h (m)	Percent Receiving >2h
1(Courtyard)	1423	617	44%
2(L02 Terrace)	268	104	39%
3(L06 Terrace)	915	854	93%
4(L15 Terrace)	166	148	89%
5(L16 Terrace)	92	47	51%
6(L17 Terrace)	99	84	85%
Total	2963	1854	63%

Sunlight to Amenity area - 21st March


UPDATE

ACCOMMODATION

SCHEDULE OF ACCOMMODATION

The table opposite outlines the full scope of accommodation provided within the PW2 plot.

	Levels	Ancilliary (SQM)	Community/ Cultural (SQM)		Commercial (SQM)	Other Uses (SQM)	Residential GFA (SQM)	BtR Amenity (SQM)	BtR Facilites (SQM)			Shared Living Facilites (SQM)	Units Per Level	Studio	1 Bed	2 Bed (3 person)	2 Bed (4person)	3 Bed (5person)	3 Bed (6person)	Duplex (2 Bed)			Dual Aspect
BLOCK PW 2	B2	5361				672						34											
	B1	5116				621						209											
	0	139			340		2394	380	163			0	27		17		8		2				9
	1						3439	0	0			0	45	4	27		9		5				16
	2						3183	0	0			0	41	2	24		10		5				19
	3						3183	0	0			0	41	2	24		10		5				19
	4						3183	0	0			0	41	2	24		10		5				19
	5						3183	0	0			0	41	2	24		10		5				19
	6						2259	57	0			0	29	2	17		5		5				17
	7						2259	0	0			0	29	2	17		5		5				17
	8	98					1147	0	0			0	16		13		3						10
	9						1147	0	0			0	16		13		3						10
	10						1147	0	0			0	16		13		3						10
	11						1147	0	0			0	16		13		3						10
	12						1147	0	0			0	16		13		3						10
	13						1147	0	0			0	16		13		3						10
	14						1147	0	0			0	16		13		2		1				10
	15	16					555	0	0			0	6		3	2				1			4
	16						340	0	0			0	2			2							2
	17						179	73	0			0	1			1							1
	18	91											0										
	Subtotal	10821	0	0	340	1293	32186	510	163			243	**415**	16	268	5	87		38	1			212

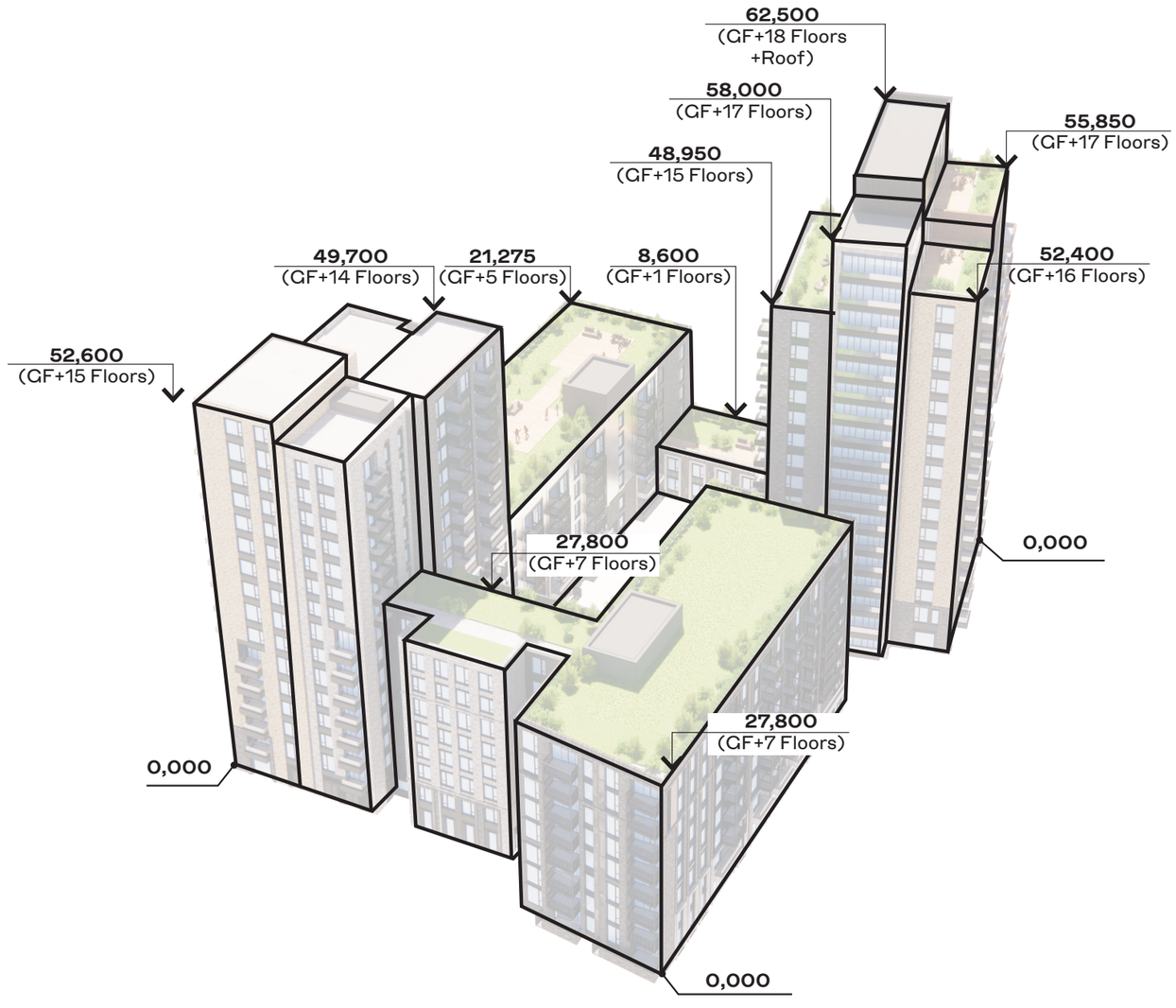
PW2	TOTAL	TOTAL RESIDENTIAL GFA	33,102
PW2	TOTAL	TOTAL GFA exc. Ancillary	34,735
PW2	TOTAL	TOTAL GFA Inc. Ancillary	45,556

Total Bedspaces	1163

EXTERNAL FACADES

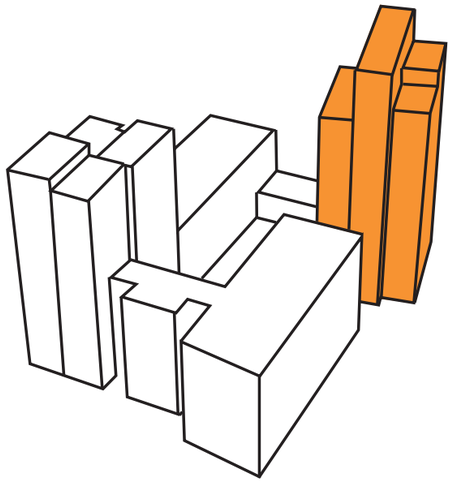
MASSING CONFIGURATION

The building is arranged around a central courtyard with linear podium blocks of two, five and eight storeys and two taller elements of 16 and 19 floors. The taller buildings are broken down into smaller components which reflect the scale of the apartments within and allow for an articulated roof line and a vertical facade expression.



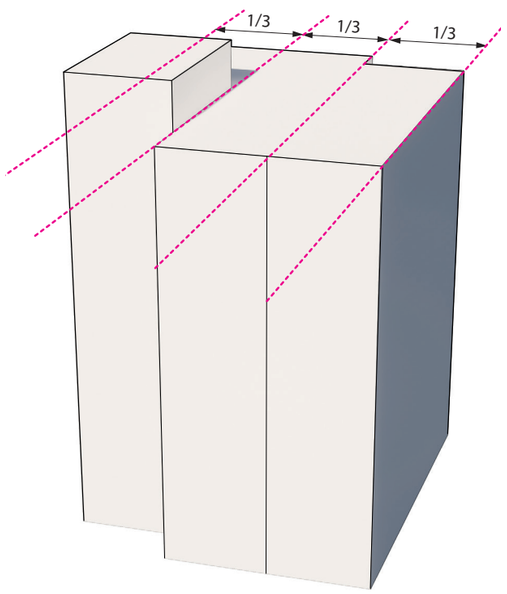


EXTERNAL FACADES

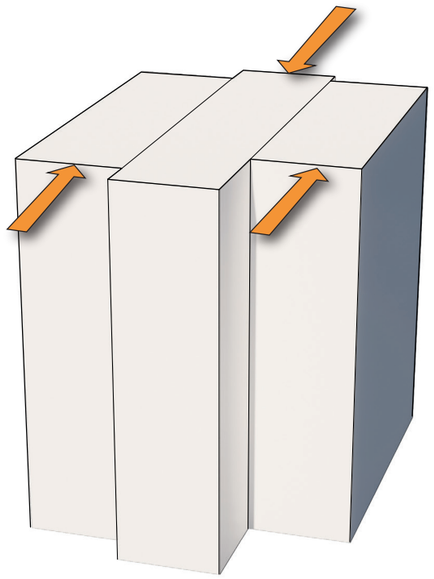


TALL BUILDING 01 COMPOSITION

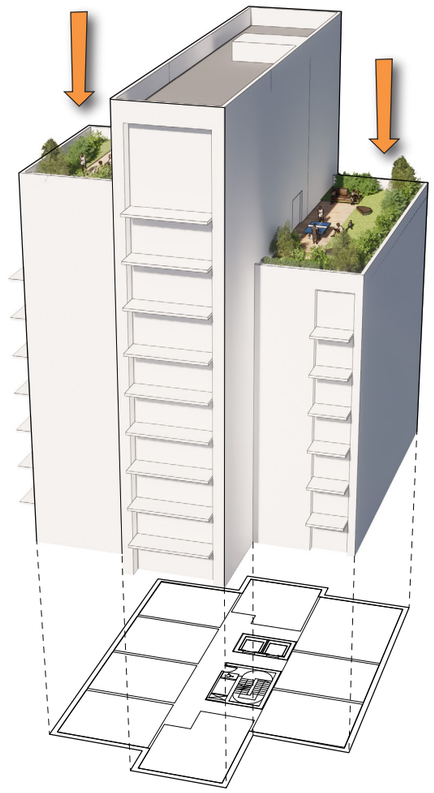
The tallest element within the block addresses the Players Park at the heart of the whole masterplan. It is broken into three equal bays along its length with a staggered plan which reduces the apparent width and emphasises the slenderness of the overall unit. The height of each bay is varied substantially to create an articulated skyline and to provide residential amenity terraces at different levels serving the building occupants.



01. Volumetric Expression
Tower split into three separate elements



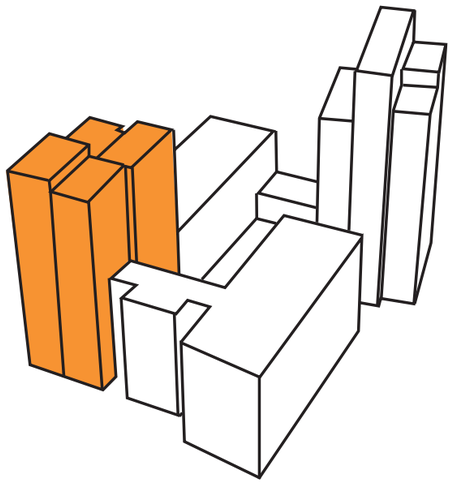
02. Plan Articulation
Outer volumes set back from building frontage



03. Height Modulation
Height of separate volumes varied to create articulated skyline and external terraces

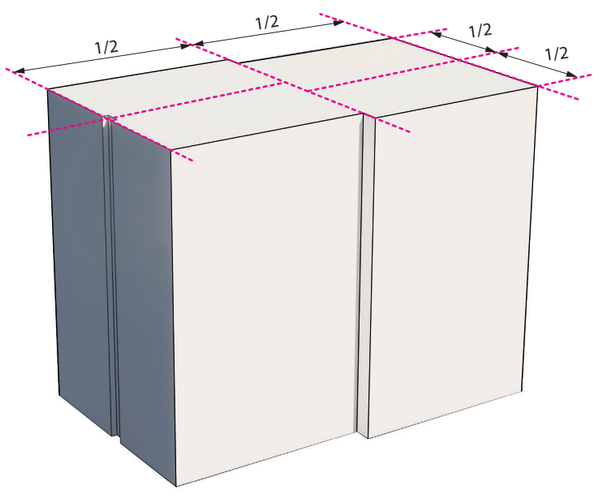


EXTERNAL FACADES

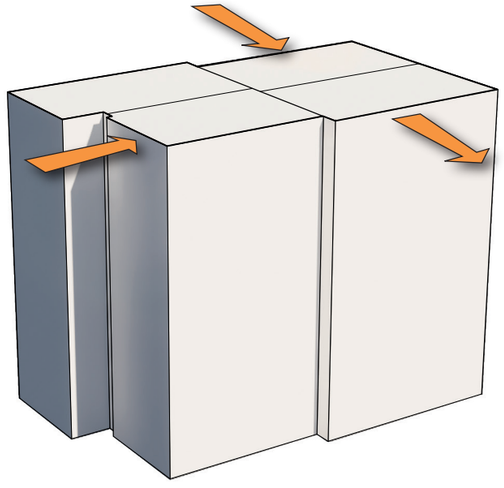


TALL BUILDING 02 COMPOSITION

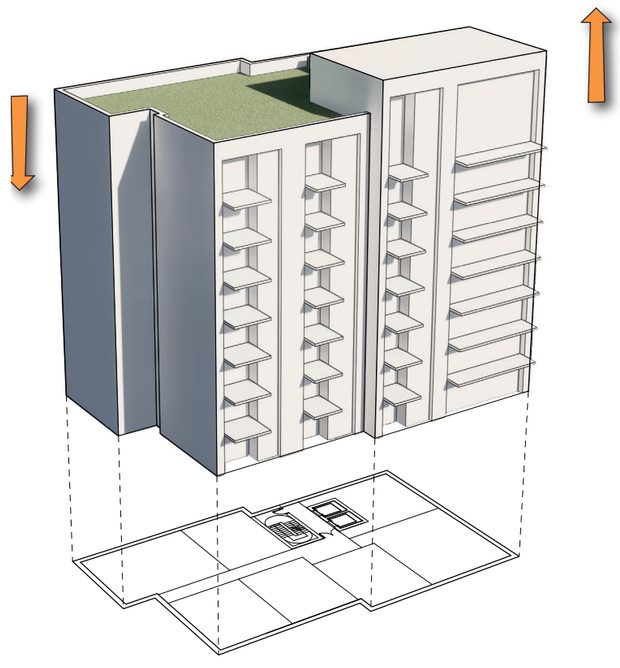
The second tall element addresses the neighbourhood play park to the east. As with the other tall building, it is broken into smaller elements which are expressed within the massing articulation and elevational expression as illustrated below.



01. Volumetric Expression
Tower split into four separate components



02. Plan Articulation
Volumes articulated in plan to emphasise separate elements



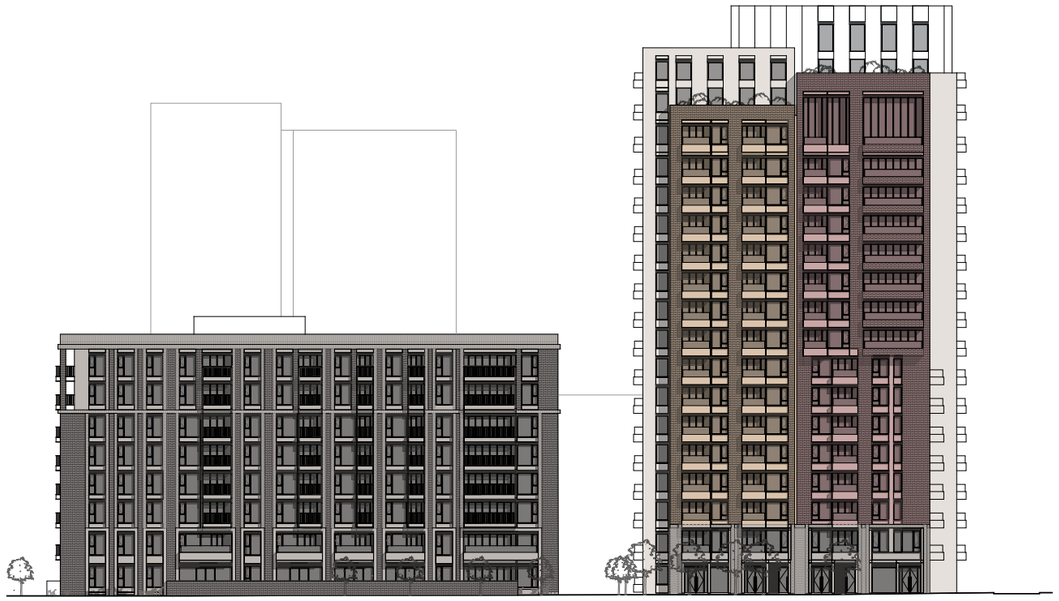
03. Height Modulation
Variation in height creates an expressed roof profile



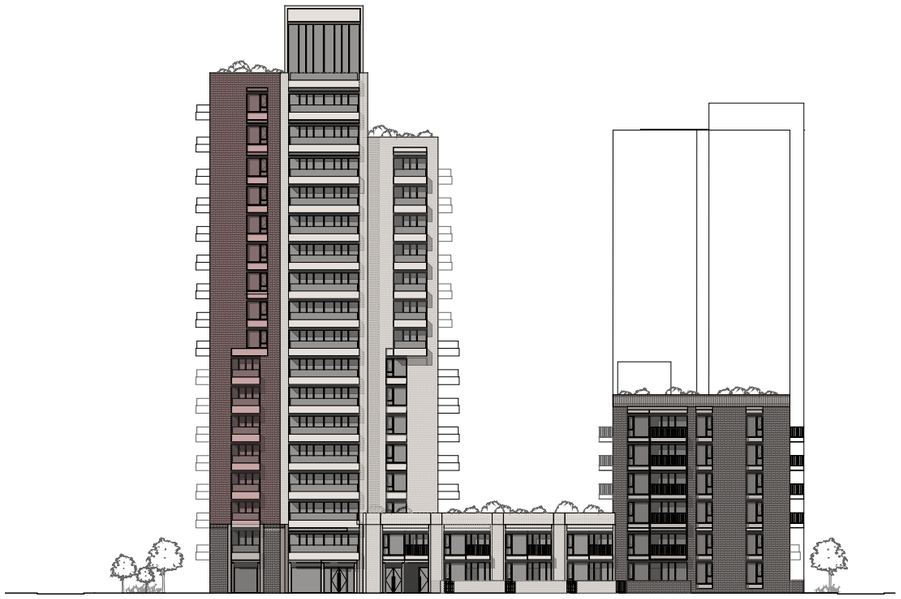
EXTERNAL FACADES

MATERIAL DISPOSITION

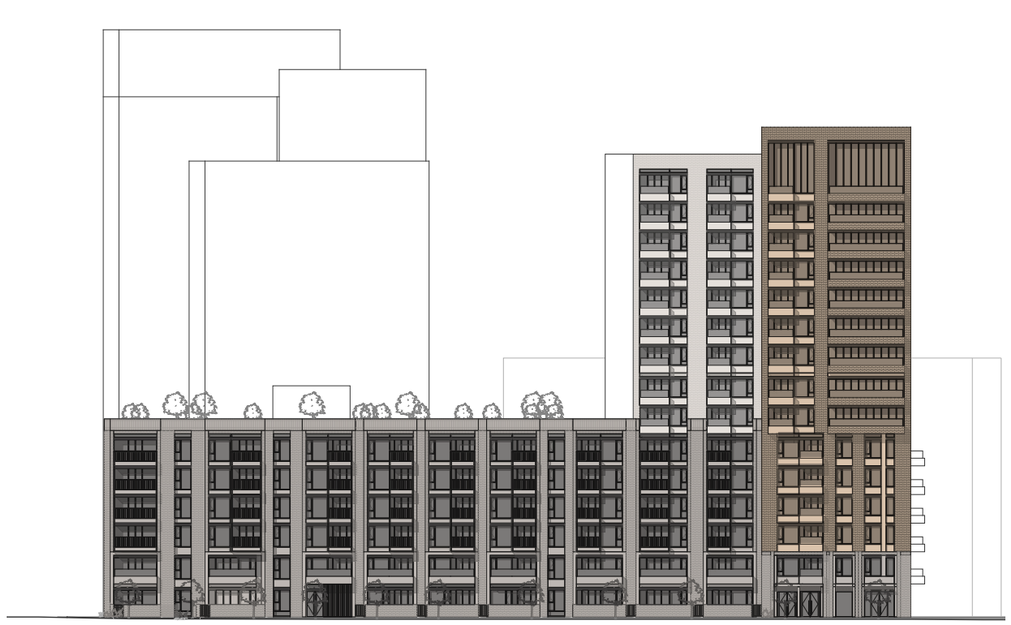
As outlined previously, the variety of brick colours are derived from the multi-stock brick of the adjacent factory building. As an extension of the approach which seeks to differentiate a series of volumes within the building through articulation in plan and height, the range of brick colours are used to emphasise this variety. The street facing elevations are composed of this varied brick palette as illustrated in the diagrams below, whilst the courtyard facing elevations employ a light coloured render in line with the site wide strategy, helping to reflect light around the courtyard garden amenity.



West Elevation



South Elevation



East Elevation



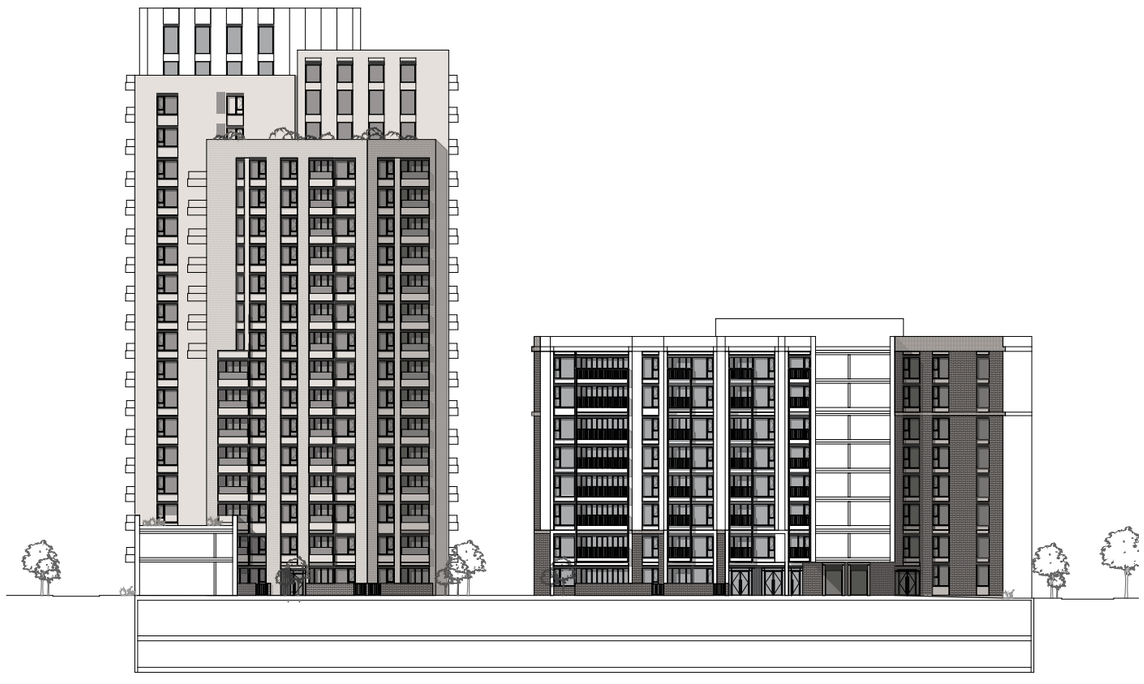
North Elevation

LEGEND:

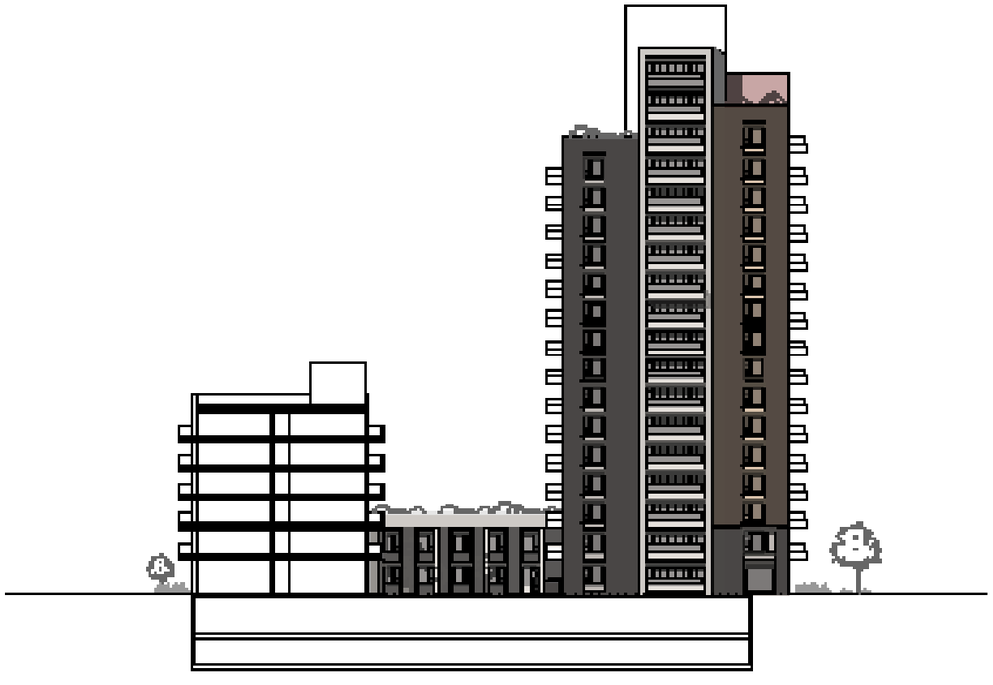
- **Light Grey Brick**
- **Dark Grey Brick**
- **Buff Brick**
- **Red Brick**

EXTERNAL FACADES

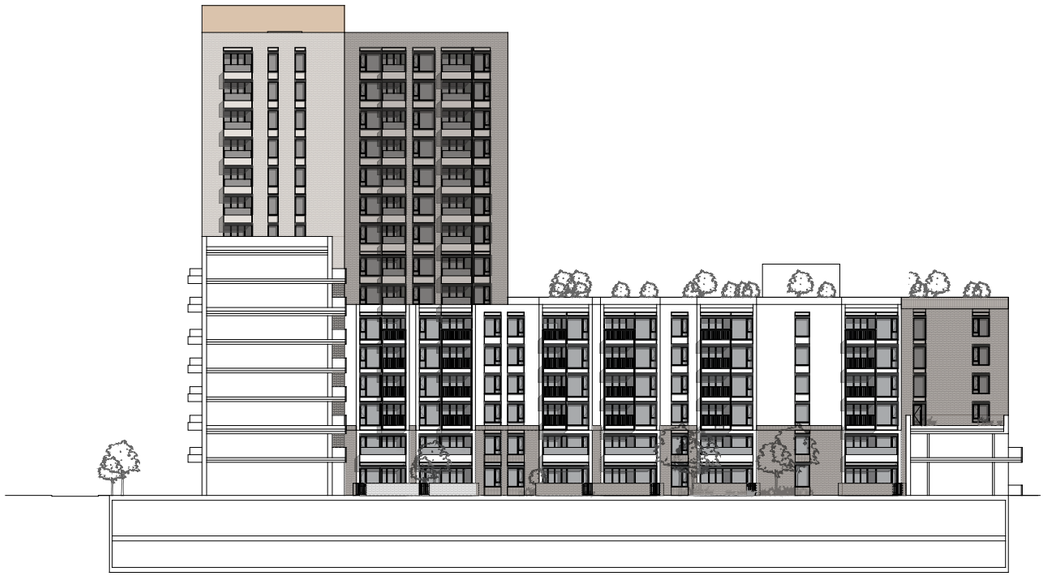
MATERIAL DISPOSITION CONTINUED



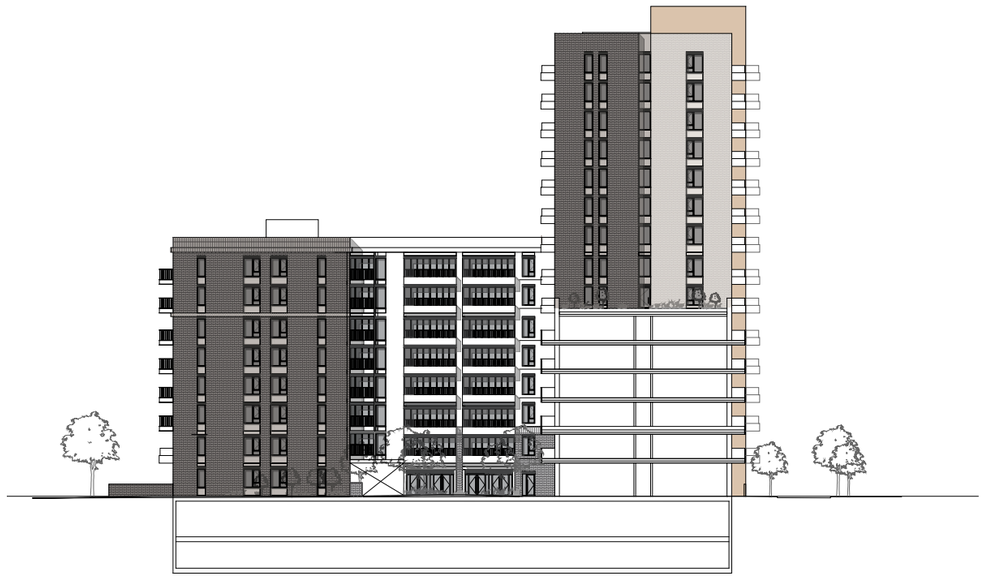
East Courtyard Section - Elevation



North Courtyard Section - Elevation



West Courtyard Section - Elevation



South Courtyard Section - Elevation

LEGEND:

- **Light Grey Brick**
- **Dark Grey Brick**
- **Buff Brick**
- **Red Brick**

EXTERNAL FACADES

ELEVATIONS



East Elevation



South Elevation

EXTERNAL FACADES



West Elevation



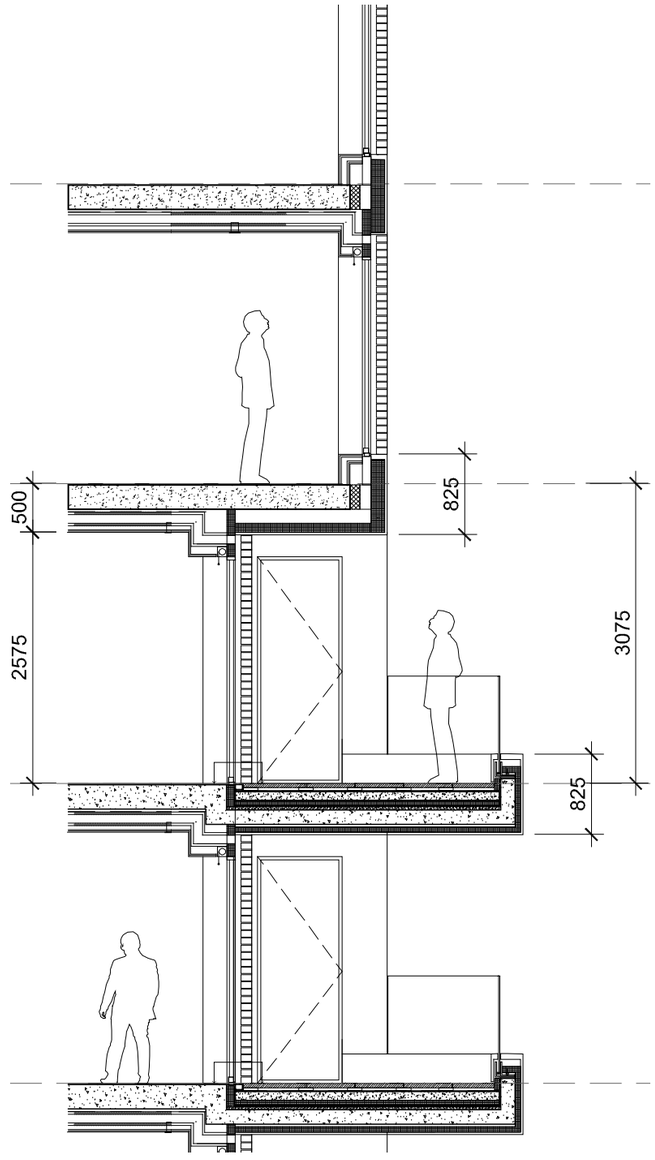
North Elevation

EXTERNAL FACADES

TYPICAL WALL TYPES



Tall Building - Typical



Tall Building - Typical Section

Residential 2 Bed unit. Double height facade emphasised by shadow box spandrel panel.

Simple form creates elegant building crown in the long distance views

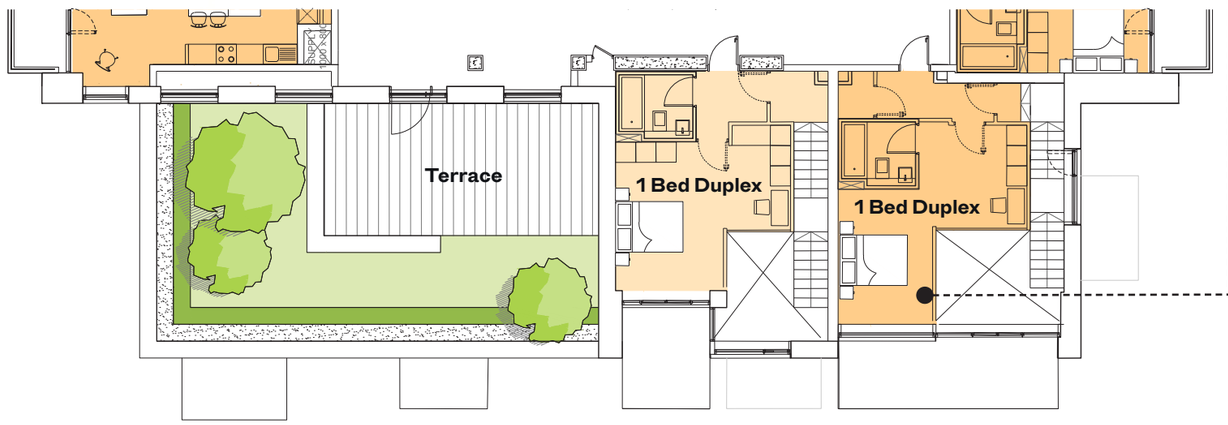


West Tower Plan at Level 17

Duplex residential unit. Double height facade emphasised by omission of balconies.

Double height amenity beyond. Double height facade.





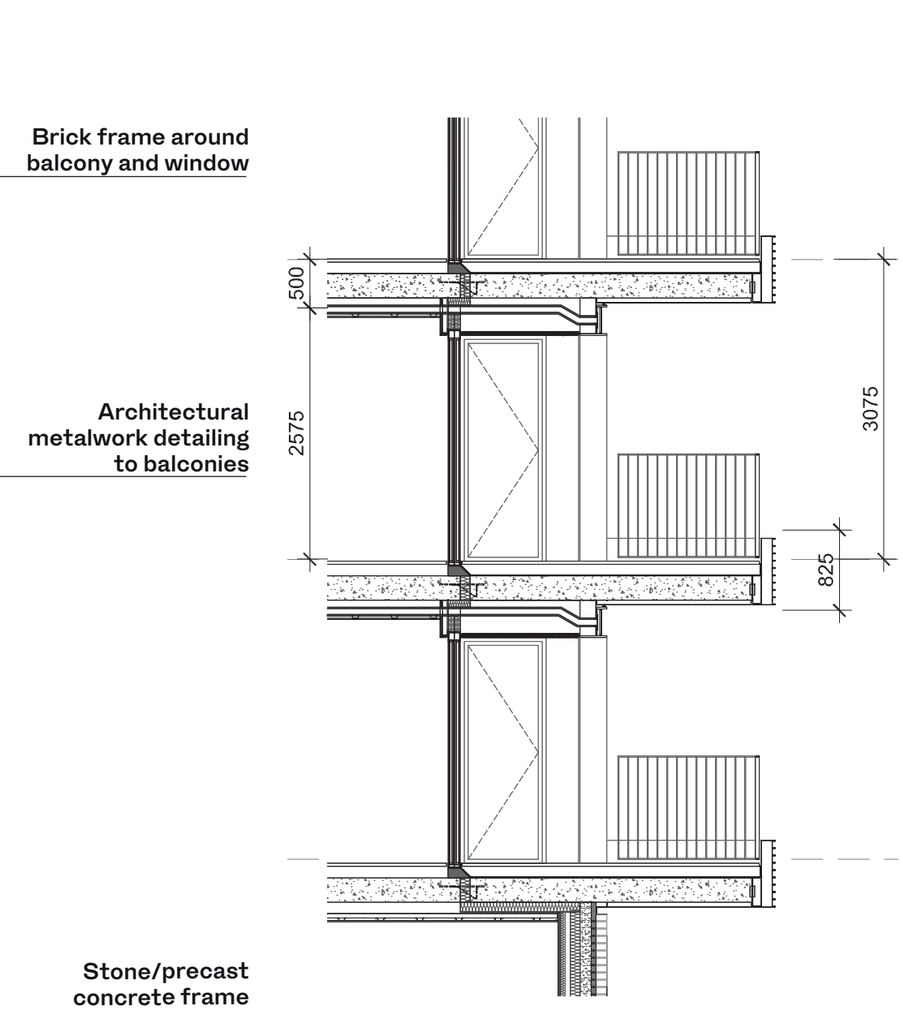
West Tower Plan at Level 16

EXTERNAL FACADES

TYPICAL WALL TYPES CONTINUED

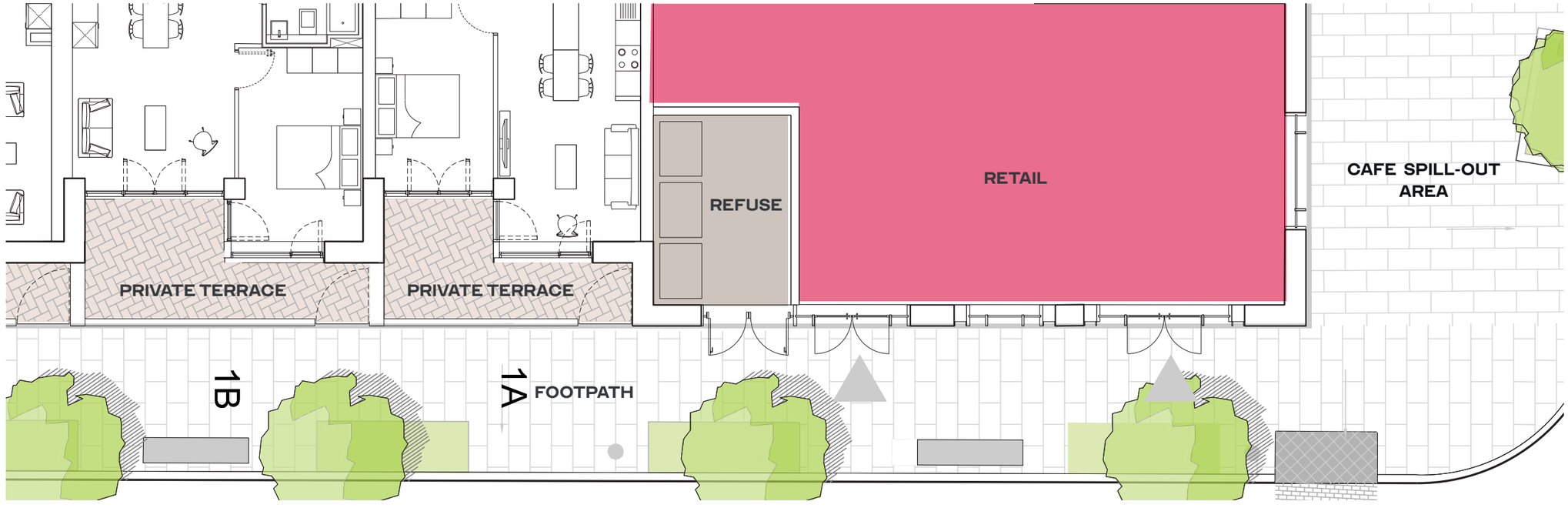


The Podium Block





Elevation at Ground Floor Retail / East Tower



Ground Floor Plan Showing Retail Corner / East Tower

Retail

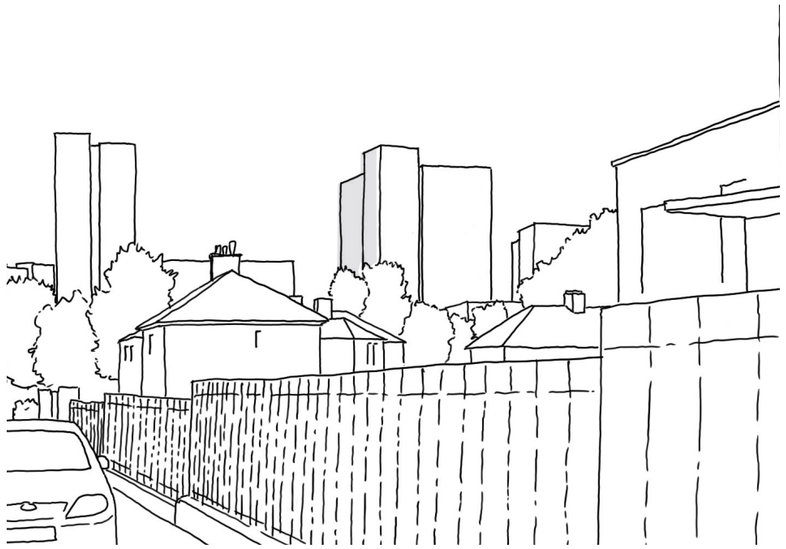
Plant

TOWNSCAPE EVOLUTION

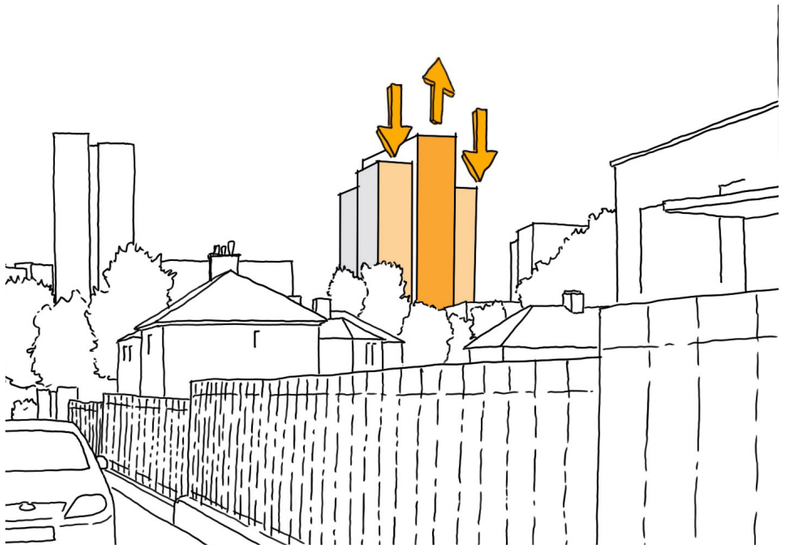
PRINCIPAL VIEWS DEVELOPMENT

The skyline profile of PW2 has been developed in response to detailed analysis and review across a wide range of townscape views as well as through dialogue and consultation with Dublin City Council. In particular, two of the verified views (3 and 18) were identified as being significant in developing the appropriate massing configuration.

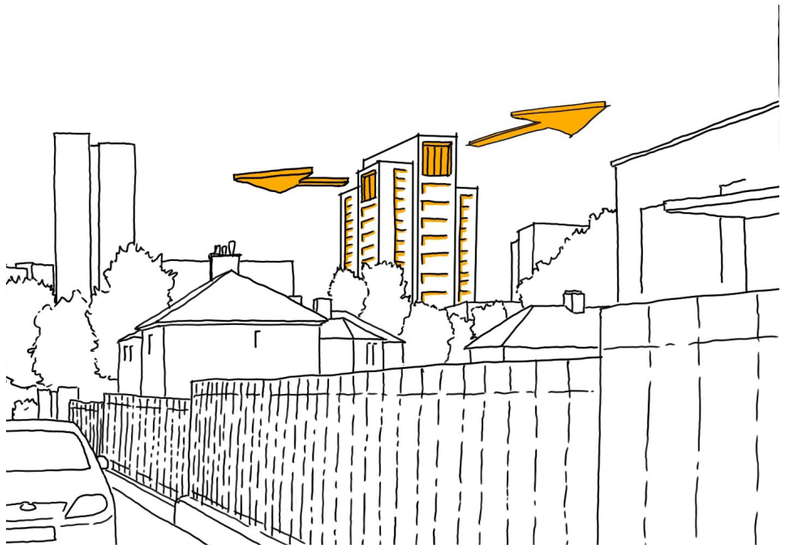
The diagrams below and overleaf, illustrate the evolution from an earlier massing profile to the final configuration that represents the current scheme.



01. *Early massing profile*



02. *Articulation of the skyline*



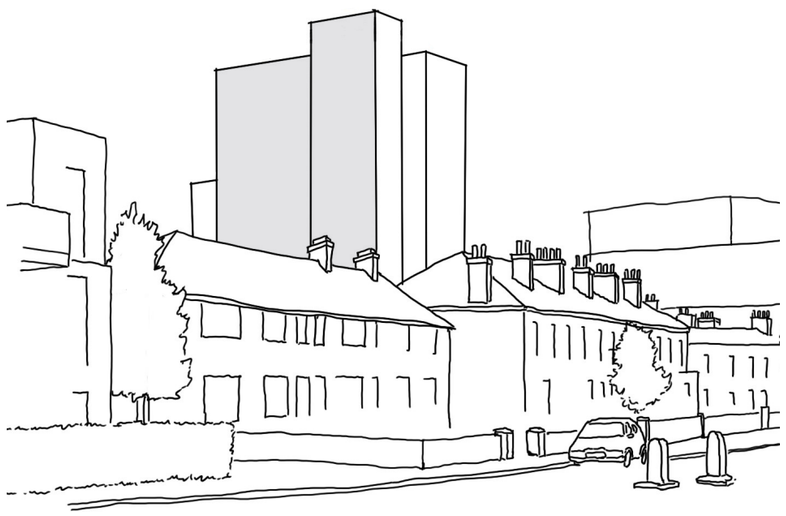
03. *Addressing the building top and corner aspect*



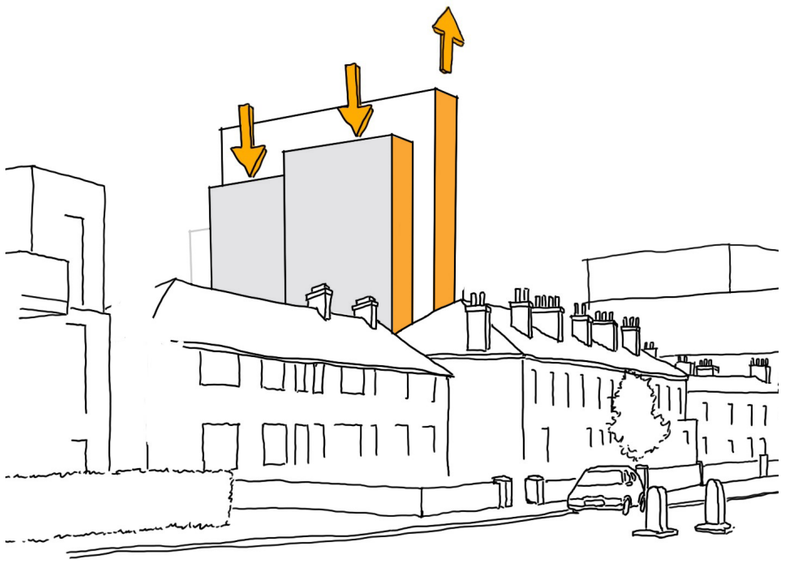
View 18 - verified townscape view

TOWNSCAPE EVOLUTION

PRINCIPAL VIEWS DEVELOPMENT CONTINUED



01. *Early massing profile*



02. *Differentiate the tower volumes and emphasise slenderness*



03. *Mark the building tops with specific architectural features*



View 03 - verified townscape view









LANDSCAPE

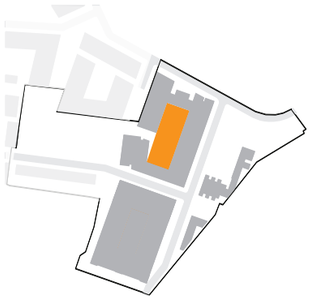
CENTRAL COURTYARD



Reference Image



PW 2 Illustrative Plan



Keyplan

Table Tennis / Games Area

Seating Edge

Defensible Space

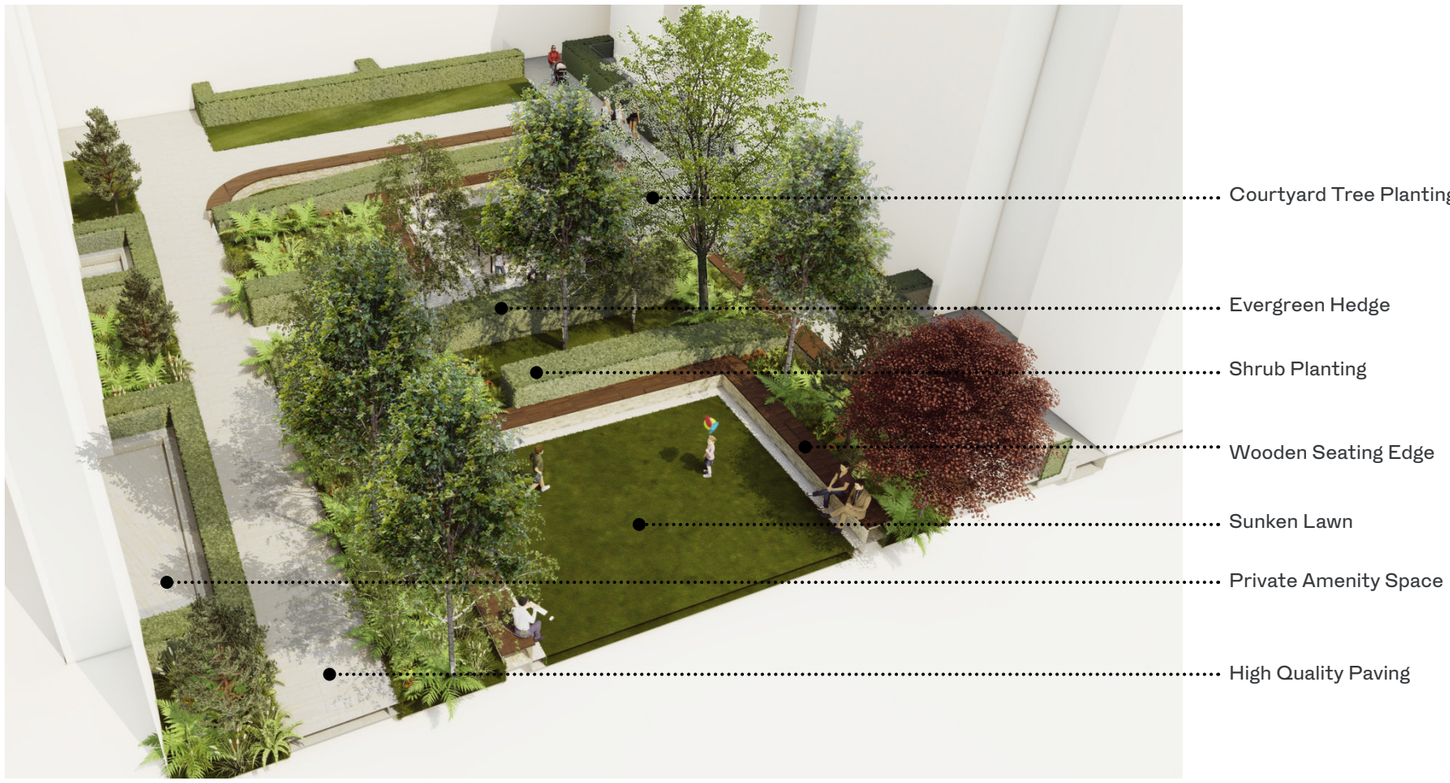
Private Amenity Space

Sunken Lawn

Seating Edge

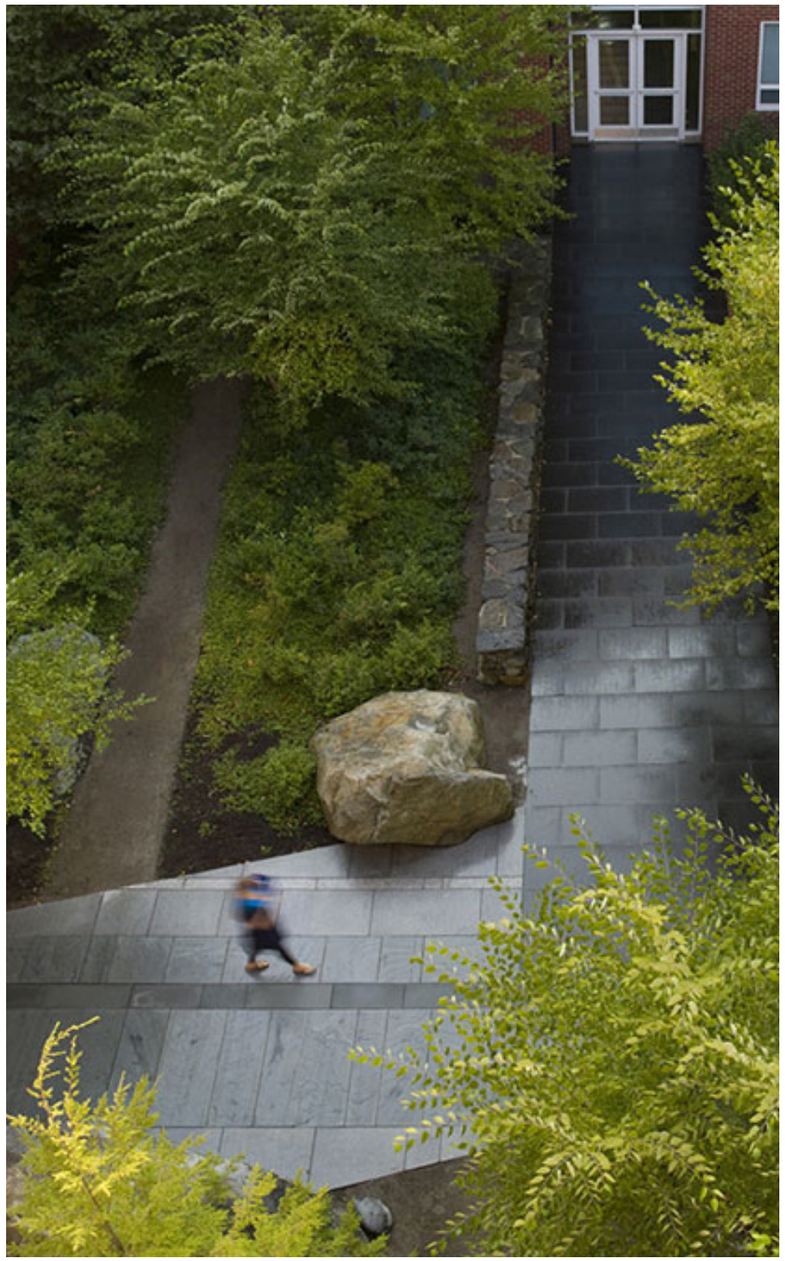
Vent Stack

Cafe Terrace



PW 2 Block 3D Section Diagram


PW 2 Block Section

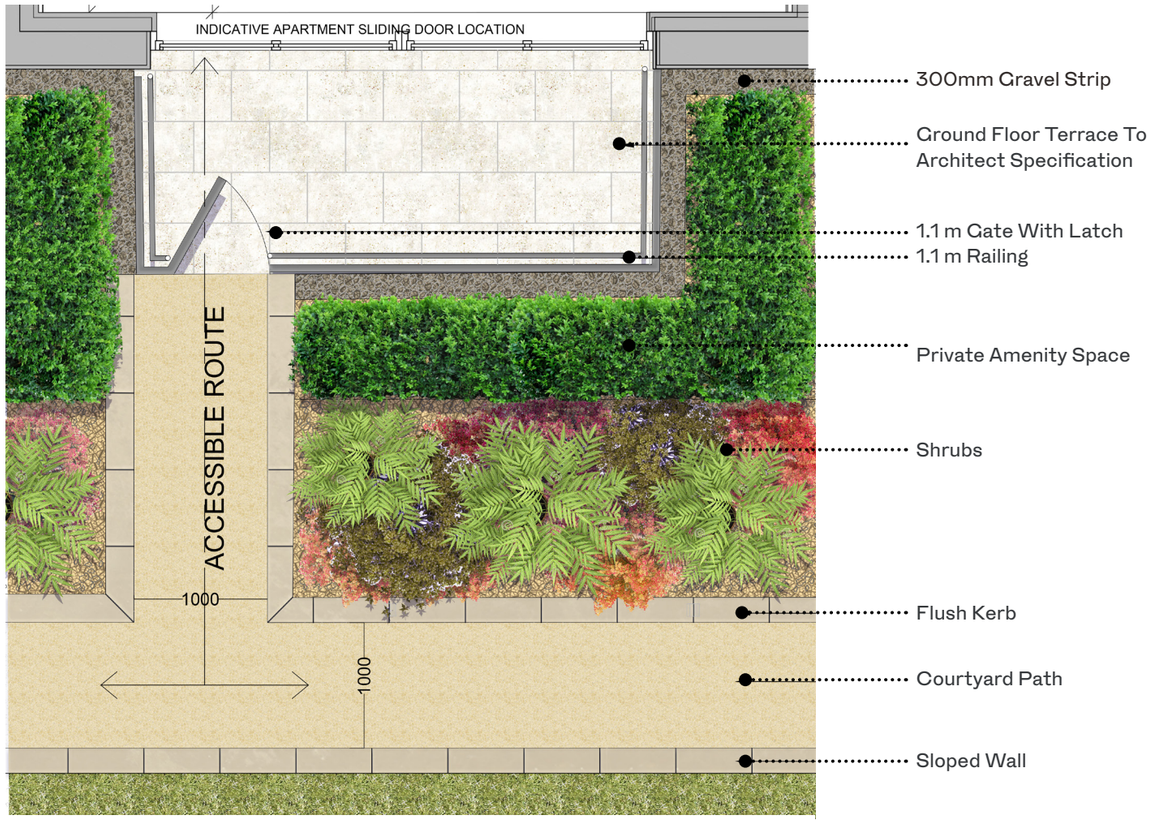

Reference Image

LANDSCAPE

COURTYARD CONCEPT DESIGN



PW 2 Block CGI View





Typical Courtyard Entrance Detail



Reference Image



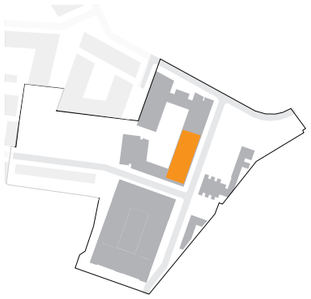
PW 2 Block Courtyard CGI View



Reference Image

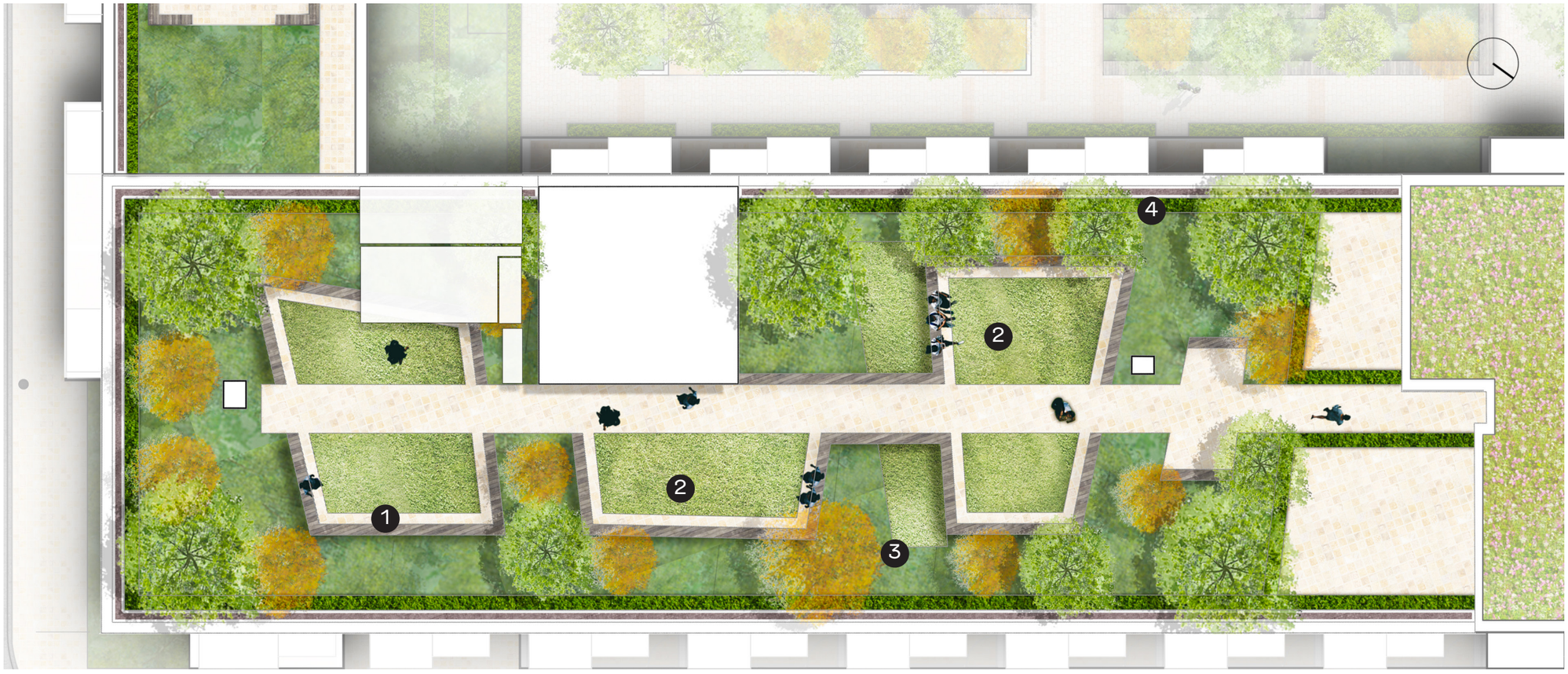
LANDSCAPE

MAIN ROOF GARDEN



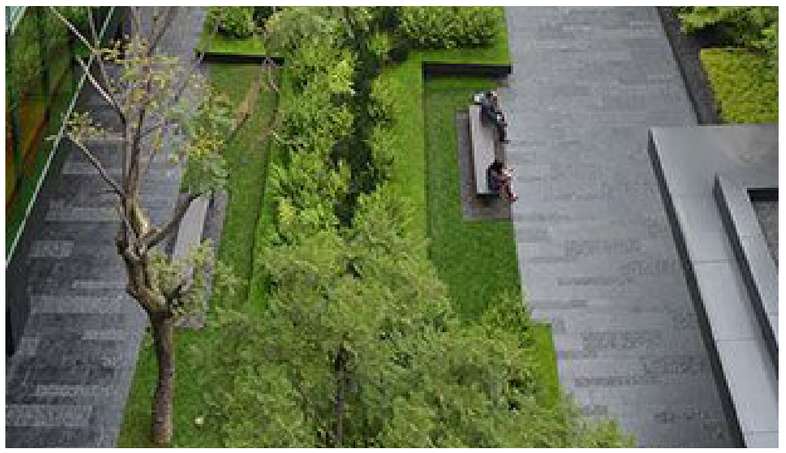
Keyplan

1. Seating
2. Lawn
3. Planting bed
4. Evergreen Hedge





Green Roof Garden With Climbing Plants



Geometrical Roof Garden Design With Seating Nooks



Extensive Sedum Green Roof



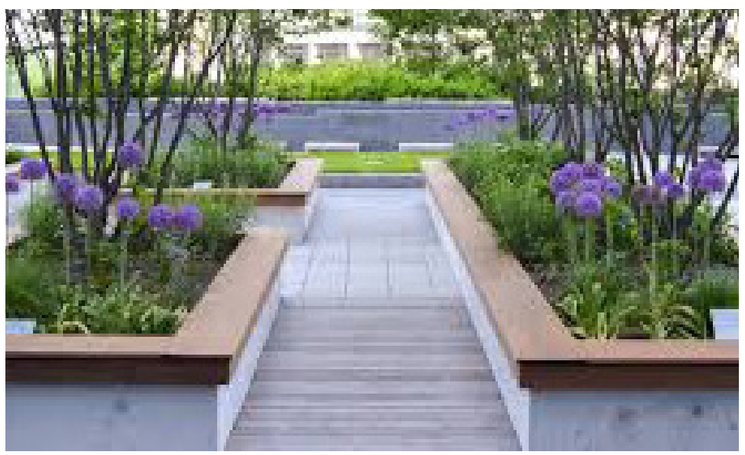
Typical Roof Garden Rendered View - Seating Area And Dining Area



Typical Roof Garden Rendered View - Seating Area And Screening Planting



Buffer Planting To The Edge Of The Roof Garden



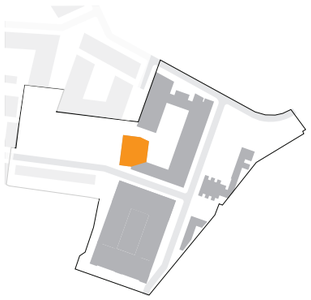
Seatin Edge On The Raised Planter Wall



Roof Garden Dining Area

LANDSCAPE

LEVEL 15, 16 AND 17 ROOF GARDENS



Keyplan

1. Seating
2. BBQ
3. Plantings
4. Evergreen Edge
5. Dining Area



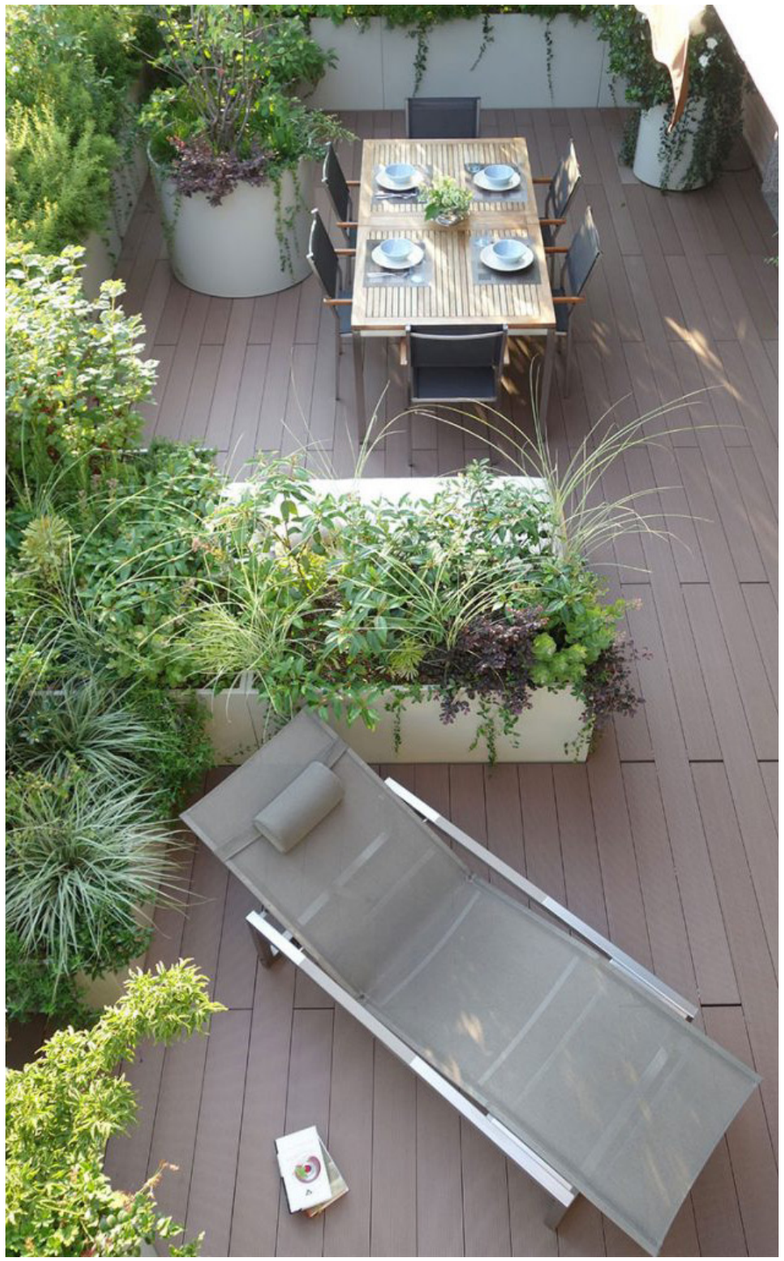
Reference Image



HJL



Reference Image



Reference Image



Reference Image

TECHNICAL STUDIES

CAR PARKING AND CYCLE PARKING

Basement 1 and 2

Vehicular Access to the parking space is provided along the new west road through the vehicular ramp. This location, separated from park, further enhances the pedestrian experience across the center of the site.

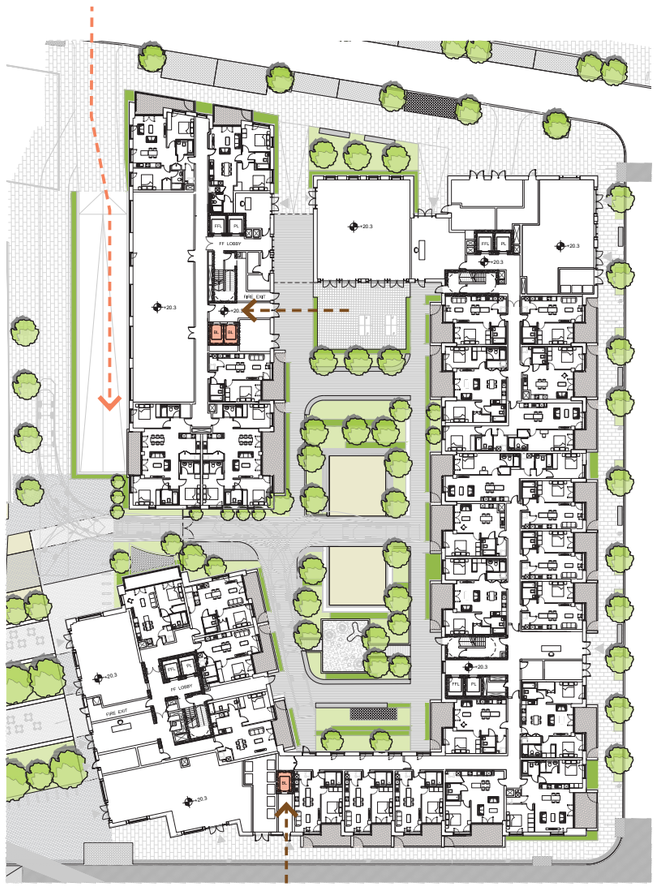
The parking provision in the basement of PW2, 148 no. car parking spaces to serve the proposed build to rent apartments including 19 no. dedicated disabled parking spaces and 6 no. motorcycle spaces. 20 no. spaces for a car sharing club ('Go Car' or similar). 10% of parking spaces fitted with electric charging points.

In addition, in the basement of PW2, use for 81 no. car parking spaces (1,293 sq.m net floor area) including 5 no. dedicated disabled parking spaces, 3 no. motorcycle spaces and 10% of parking spaces fitted with electric charging points to facilitate residential car parking associated with future development on neighbouring lands. The area will not be used for carparking without a separate grant of permission for that future development. In the alternative, use for additional storage (cage/container) for residents of the proposed development.

Cycle Parking

Bicycles will have two primary accesses from the south road and from the internal courtyard, which lead to lifts connecting to the bicycle storages in the basement.

On-site resident and visitor cycle parking will be provided in accordance with the Council policy standards for all land uses. Residential bicycle storage will be allocated in basement levels 1 and 2, and accessed through the refuse/bicycle lifts.



Car & Cycle Parking Strategy
Ground Floor

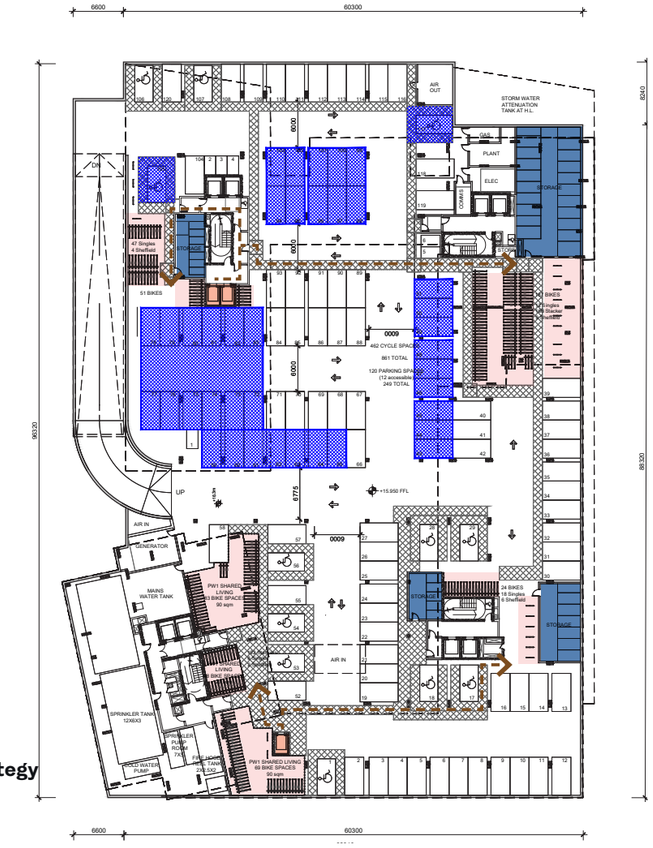
Car Parking Strategy
Basement 01



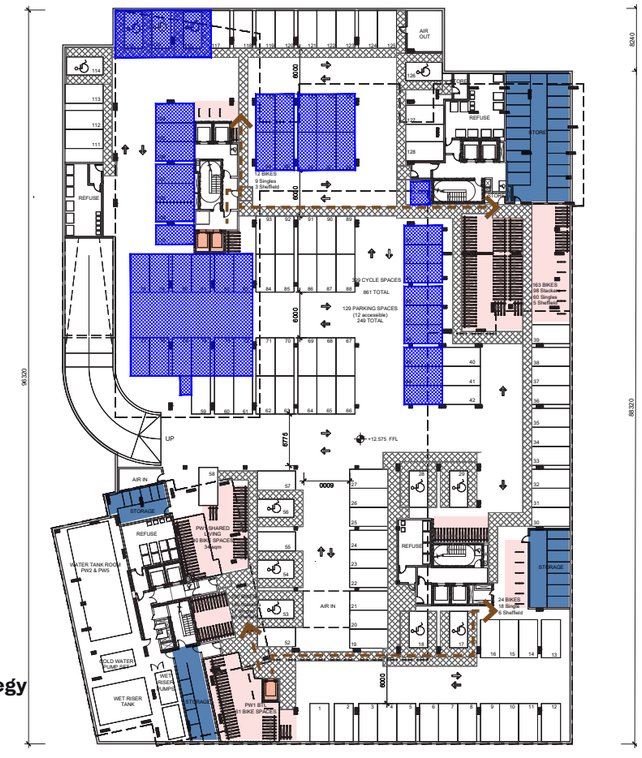
Car Parking Strategy
Basement 02



Cycle Parking Strategy
Basement 01



Cycle Parking Strategy
Basement 02



TECHNICAL STUDIES

WASTE AND DELIVERIES STRATEGY

Residential Floor Refuse Strategy

For the residential units, refuse collection will be a managed service. In the first instance, residents would segregate and store their refuse and recycling through the use of internal compartmentalised waste storage in their kitchens. This would promote the segregation of waste at source.
Residents, or concierge cleaners, will be responsible for transporting the waste to the waste store. The refuse will be deposited by the concierge into a dedicated Eurobin in the Basement storage areas.

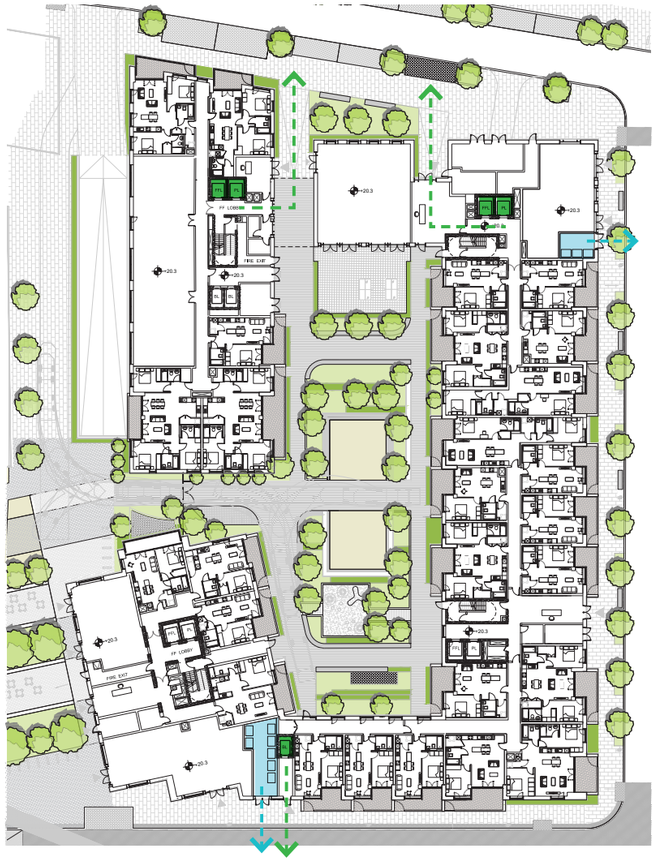
Waste Management

Refuse and recycling will be stored in B2 level waste stores prior to collection days. Each core will have a it's own waste store. At regular intervals, the on-site Facilities Management (FM) company will visit B2 level and exchange full Eurobins from the waste storage area with empty containers. Eurobins will be transported from the basement level up to ground floor level to be collected on the street by the council operatives. FM would then return the emptied Eurobins back to B2 level via these refuse lifts.

LEGEND:

- Residential Refuse Collection
- Residential Refuse
- Refuse Lift
- Retail Refuse Collection
- Retail Refuse

Waste Removal Strategy
Ground Floor



Waste Removal Strategy
Basement 02

