

## THE HIGH STREET

The High Street would be the backbone of An Camas Mòr and the strongest element for the identity of the new settlement. It would be the civic forum, the commercial strip, the transport hub, the centre of employment and enjoyment, the location for events and everyday meeting place for the community.

As a whole, the High Street would be the public space which connects the whole community. In its different parts, the High Street would contain the greatest density and diversity of activities, in a 'necklace' of different smaller spaces.

### DETAILING OF THE HIGH STREET

As the community's main space, the High Street would be designed with great care to encourage maximum sociability, creating comfortable convenient places for people to sit or linger, to meet or walk together, to watch other people and to carry out daily routines. The design would be as a sequence of appropriately varying spaces, narrow or wide, to provide shelter and gathering spaces in a way that is easy to know where one is. Glimpses would be provided down wynds, vennels or side streets, bringing the feeling of the woodland into the High Street. Belts of trees also connect the High Street to the woodland beyond.

### PAVING

The paving would be carefully detailed and the creative use of natural and other materials would be carefully considered and designed in great detail to incorporate utilities and services to make maintenance simple. There would be a differentiation of the paving between pedestrians and vehicles, probably created by a visually distinct shallow kerb. Kirkwall, Stromness & Wick provide good exemplars.

### FURNITURE & FITTINGS

The detailed design of all aspects of the public realm would be assisted by appropriate and welcoming furnishings, particularly in sheltered and sunny spots. The existing mature trees would become important focal points in some of these spaces and water may be introduced as a feature in others. New trees would also be provided to reinforce the woodland setting. Water features could be incorporated and art in appropriate places too. Street furniture such as litter bins, post boxes, bus stops, utility connection or service points would be integrated into the general design.

### SIGNAGE

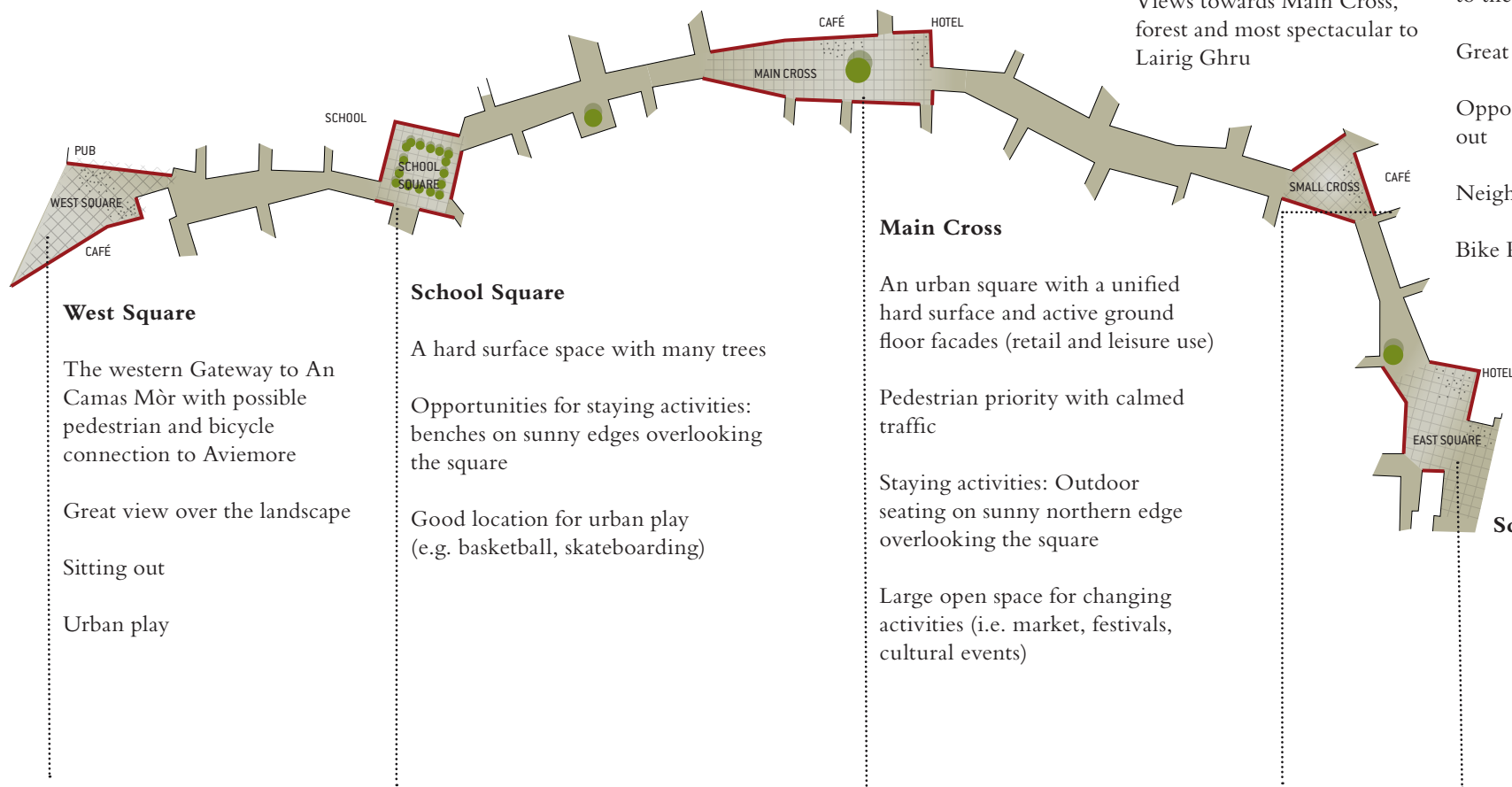
Signage would also be controlled and good signage, including illuminated and hanging signs, would be encouraged. House, building, street and any traffic signage would be carefully designed, to be clear, at a personal scale, unobtrusive and where possible, beautiful.

### LIGHTING

Lighting would generally be fixed to the buildings, avoiding lamp-posts where feasible. Pends would be well lit and dark corners avoided.



# THE HIGH STREET



## West Square

The western Gateway to An Camas Mòr with possible pedestrian and bicycle connection to Aviemore

Great view over the landscape

Sitting out

Urban play

## School Square

A hard surface space with many trees

Opportunities for staying activities: benches on sunny edges overlooking the square

Good location for urban play (e.g. basketball, skateboarding)

## Main Cross

An urban square with a unified hard surface and active ground floor facades (retail and leisure use)

Pedestrian priority with calmed traffic

Staying activities: Outdoor seating on sunny northern edge overlooking the square

Large open space for changing activities (i.e. market, festivals, cultural events)

## Small Cross

Small square at crossroads

Views towards Main Cross, forest and most spectacular to Lairig Ghru

## East Square

The south east gateway to An Camas Mòr, connected to the B970 road

Great views to Lairig Ghru

Opportunities for sitting out

Neighbourhood play

Bike Park

Scale 1:4000 @ A4

