

## 2.2 Local Context

The site is located in the Mapesbury Ward, LB of Brent adjacent to the boundary with LB of Camden which runs along Shoot-Up Hill.

The site is well served by public transport (PTAL 5) with Kilburn and Brondesbury Stations a 5-10 minutes walk to the south of the site. Bus stops adjacent to the estate provides access to frequent bus services running on Shoot-Up Hill.

The Mapesbury conservation area is located to the west of the site and is characterised by streets of grand Victorian villas. The immediate context as experienced from Shoot-Up Hill is more mixed and comprises a number of post war housing estates and buildings of various scales.



## 2.3 Existing Site Photos



1. EXISTING PLAY AREAS LOCATED WITHIN SITE PREVIOUSLY IDENTIFIED FOR INFILL DEVELOPMENT.



2. VEHICULAR ACCESS FROM EXETER ROAD IS NOT CURRENTLY SUITABLE FOR REFUSE VEHICLES, FIRE APPLIANCES OR CONSTRUCTION ACCESS. WHICH PRECLUDES DEVELOPMENT OF PLOT BEHIND MAISONNETTES.



3. EXISTING MAISONETTE BLOCK WHICH RESTRICTS ACCESS FROM EXETER ROAD



KEY TO PHOTOGRAPHS



4. CAR PARK RAMP AND GARAGES DOMINATE APPROACH TO WINDMILL COURT. PUBLIC REALM SUFFERS FROM LACK OF PASSIVE SURVEILLANCE AND POOR LEGIBILITY FOR VISITORS.



5. EXISTING MAISONETTE BLOCK WHICH STRADDLES BOUNDARY WITH PETRIE CLOSE

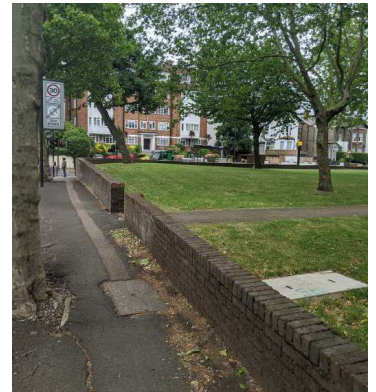
## 2.3 Existing Site Photos



6. EXISTING MATURE TREES (3 CATEGORY A) ON CORNER OF MAPESBURY ROAD AND SHOOT-UP HILL BRING CONSIDERABLE VISUAL AMENITY TO THE ESTATE.



7. TWO STOREY OPEN SIDED CAR PARK LOCATED WITHIN AREA MOST SUITABLE FOR REDEVELOPMENT. EXTENT OF PARKING PROVISION TO BE RE-PROVIDED WILL DICTATE PROPOSED BUILDING FOOTPRINT AND QUANTUM OF ACCOMMODATION.



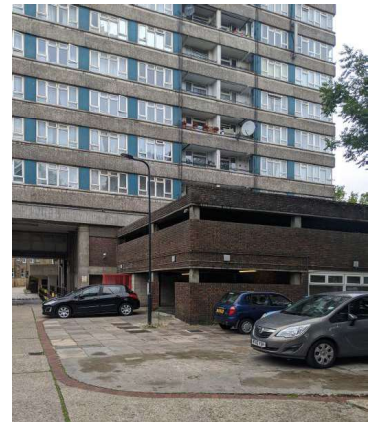
8. EXISTING RETAINING WALL ALONG SITE BOUNDARY WITH MAPESBURY ROAD AND SHOOT-UP HILL



KEY TO PHOTOGRAPHS



9. POOR QUALITY PUBLIC REALM AND VISUALLY DOMINANT BIN STORES RESULT IN AN UNINVITING ENTRANCE TO THE EXISTING TOWER



10. AD-HOC PARKING ARRANGEMENT AND POOR QUALITY PUBLIC REALM ON APPROACH TO THE ESTATE FROM THE SOUTH