

The Plymouth Pavilions Arena: Sketch Design

7905/B05.June 2006

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The Plymouth Arena

*a placemaking strategy
as part of Millbay*

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Introduction

This study has been commissioned by English Cities Fund to begin to explore the potential for transforming the existing Pavilions Site in Plymouth into a new arena, conferencing and exhibition venue.

This project includes:

- retaining and updating the auditorium space itself,
- new 'front of house' accommodation (foyer space, box office, bars, cloaks, toilets etc)
- new 'backstage' accommodation (dressing rooms, green rooms, offices etc)
- storage
- new conference and exhibition facilities,
- plant and other services

In addition there is the opportunity to provide commercial space as part of the development that adds useful facilities to the venue as well as contributing revenue to the project. This might include restaurants or bistros, and a hotel.

Furthermore, in considering the 'city block' as a whole (this includes the land vacated by the demolition of the entrance link, swimming pool and ice-rink, and the adjacent car park also owned by Plymouth City Council) and its relationship to the future redevelopment of Millbay, this study begins to explore the potential for additional development that generates revenue to contribute towards the construction of the redeveloped Arena. This includes the potential for residential, retail and office space on the residual land.

The proposals for the Arena are based on a brief for areas supplied by The Pavilions dated April 2006.

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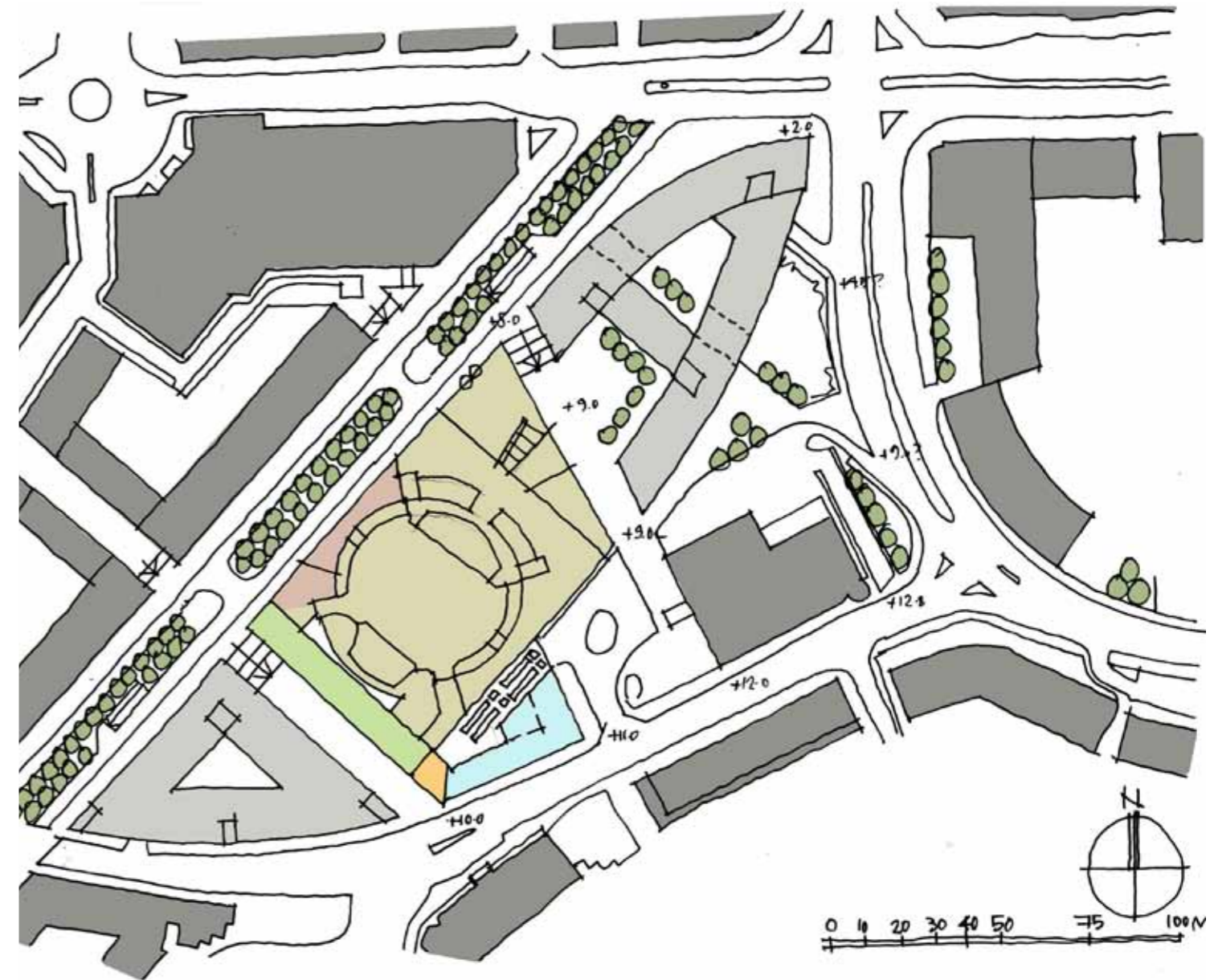
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Urban design strategy

The following key issues have been identified as being important in addressing the role of the new building set within the context of the revitalised Millbay area. These are:

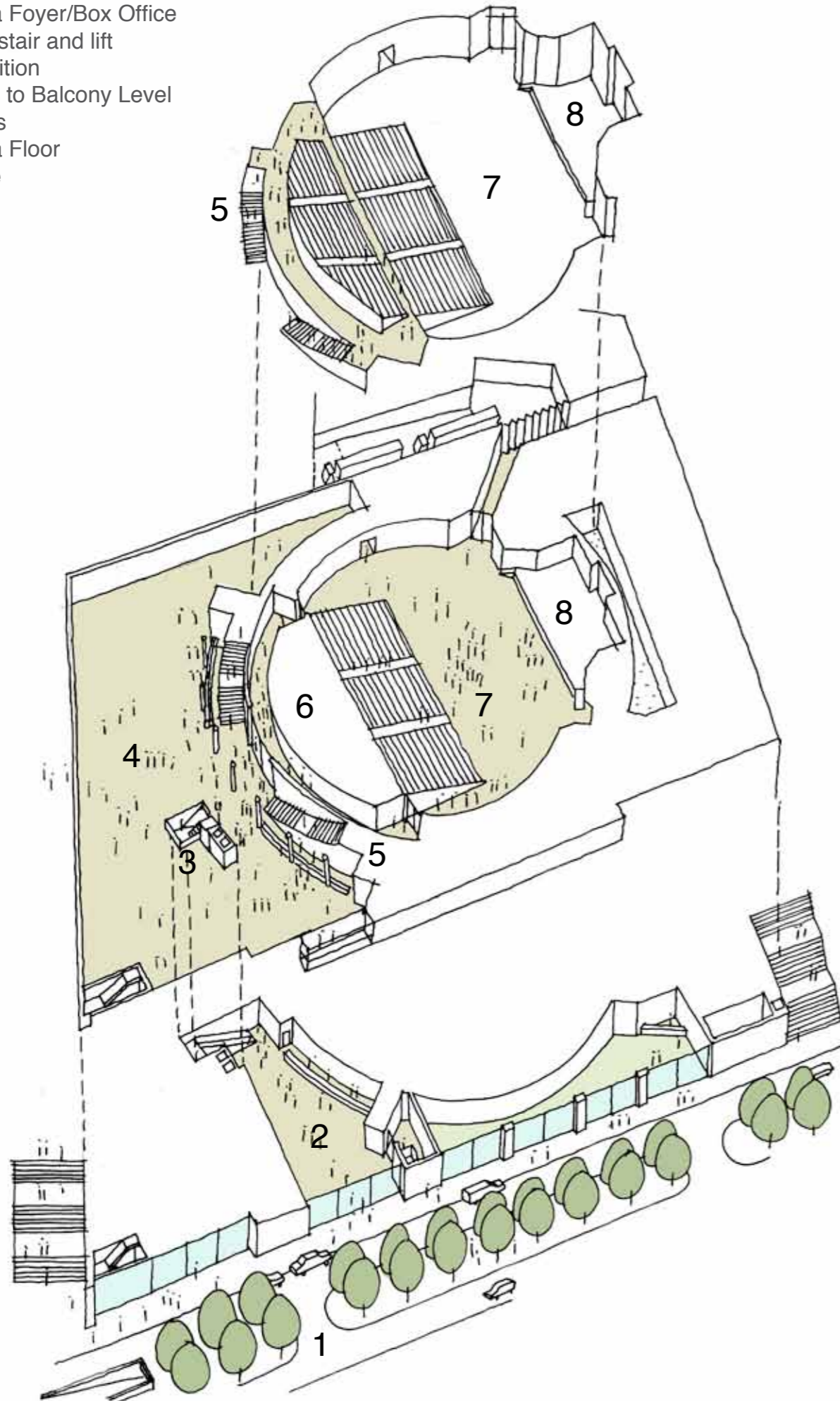
- the entrance to the Arena should be off the new Boulevard
- the Arena should present to the Boulevard an active, lively frontage (people and activity)
- the tendency of buildings such as this is to present large blank facades to the public realm (eg backstage areas and exhibition space) - this should be mitigated/controlled by, for example, locating uses that require windows on to the street
- the alignment of the new facades should respond to its context, acknowledging the position, orientation and scale of the adjacent buildings
- the location of bin stores, the get-in and other service entrances should be carefully screened
- the materials and elevational treatment should respect the design approach adopted for the regeneration of the Millbay area
- The commercial buildings should also respond to the scale and massing of both the existing and proposed context for the Millbay area



Below/right are illustrations showing similar buildings to the proposed scheme - glazed entrance and prominent stair, the use of colour and texture (timber) and a render/glass facade include bris soliel.



- 1 Boulevard
- 2 Arena Foyer/Box Office
- 3 Main stair and lift
- 4 Exhibition
- 5 Stairs to Balcony Level
- 6 Toilets
- 7 Arena Floor
- 8 Stage



Arena design strategy

The following key issues have been identified as being important in developing a strategy for the reuse of the existing arena main space and integrating this with new Front of House, exhibition and conferencing facilities. These are:

- provide a clear legible means of accessing the main arena floor level from the Boulevard
- bring together the main internal public levels by means of clear and legible vertical circulation so as to encourage people to move between floors and avoid congestion
- 'celebrate' the circulation to make the means of getting to the event (almost) as joyous as attending the event itself, including the use of natural daylight, taking advantage of views in and out of the building, and viewing between levels
- take advantage of views across the city eg use the roof as a terrace.
- provide clear public and private zones
- provide opportunities for commercial activities that both contribute to the funding of the venue and add to the 'life' in and around the Arena
- provide functional 'get-in' and other service access to the backstage areas
- provide a great working environment for the staff of the building

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Key strategies area:

- locate the arena main entrance on to the new Boulevard with immediate access to reception/box office/cloaks - the 'shop window'
- easy access is also possible to the adjacent Bistro and possibly a car park below the Boulevard
- a new grand stair (and associated lifts) leads everyone up to the main level (level 02)
- once at level 02, access to the main arena space is clear and balanced to both sides with improved access routes avoiding the need to use the utilitarian escape stairs, although these are retained for means of escape at all arena levels.
- the exhibition space 'wraps' around the arena space connecting all entrances and the new bar areas
- the main public toilet areas are located underneath the balcony seating
- access to the balcony level again is clear and legible by means of two new curved stairs that connect level 02 to level 04 - this encourages movement up and around the public areas
- conference facilities (syndicate rooms) are located on the top level (level 04) where they can take advantage of natural daylight and ventilation
- the conference rooms can be arranged in a variety of configurations to suit events including removing internal partitions
- offices are located on level 04
- the get-in is located to the Millbay Road side with access the new square - access to Arena level is achieved via an 'internal ramp'
- the stage door entrance is located adjacent to the get-in
- the main storage area is located at level 04 with access via a lift in the get-in area
- dressing rooms and green rooms are located adjacent to the stage at level 02.
- plant space is located at the top of the building (levels 06/07) with louvres overlooking the roof area to minimise their impact on the locality
- a lightwell/sound buffer zone is located behind the stage area to mitigate noise to the adjacent hotel and provide an amenity to the backstage areas (including potential for natural ventilation)



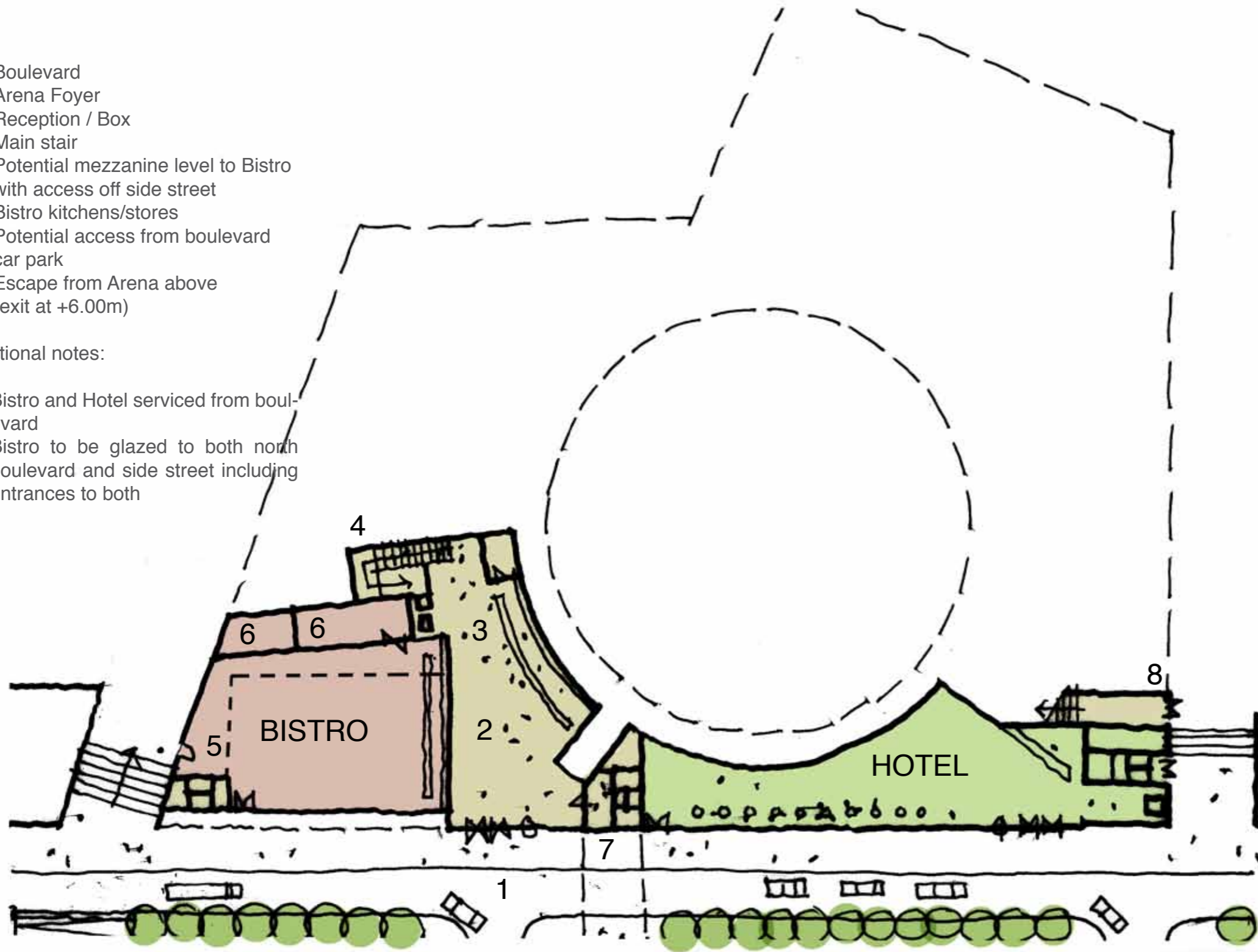
| Level | Area by Use Arena | Bistro/Restaur't | Hotel | Office/B1/Art | Residential |
|----------------|----------------------|------------------|----------------|---------------|----------------|
| 07 | 305 | 0 | 0 | 0 | 535 |
| 06 | 305 | 0 | 590 | 0 | 660 |
| 05 | 310 | 0 | 590 | 0 | 660 |
| 04 | 2810 | 700 | 590 | 0 | 660 |
| 03 | 0 | 0 | 590 | 0 | 590 |
| 02 | 5720 | 610 | 560 | 450 | 140 |
| 01 | 500 | 700 | 600 | 0 | 0 |
| 9950 m2 | | 2010 m2 | 3520 m2 | 450 m2 | 3245 m2 |

Sketch Floor Plans

- 1 Boulevard
- 2 Arena Foyer
- 3 Reception / Box
- 4 Main stair
- 5 Potential mezzanine level to Bistro with access off side street
- 6 Bistro kitchens/stores
- 7 Potential access from boulevard car park
- 8 Escape from Arena above (exit at +6.00m)

Additional notes:

- Bistro and Hotel serviced from boulevard
- Bistro to be glazed to both north boulevard and side street including entrances to both



Level 01 (+5.0m)

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The Plymouth Arena

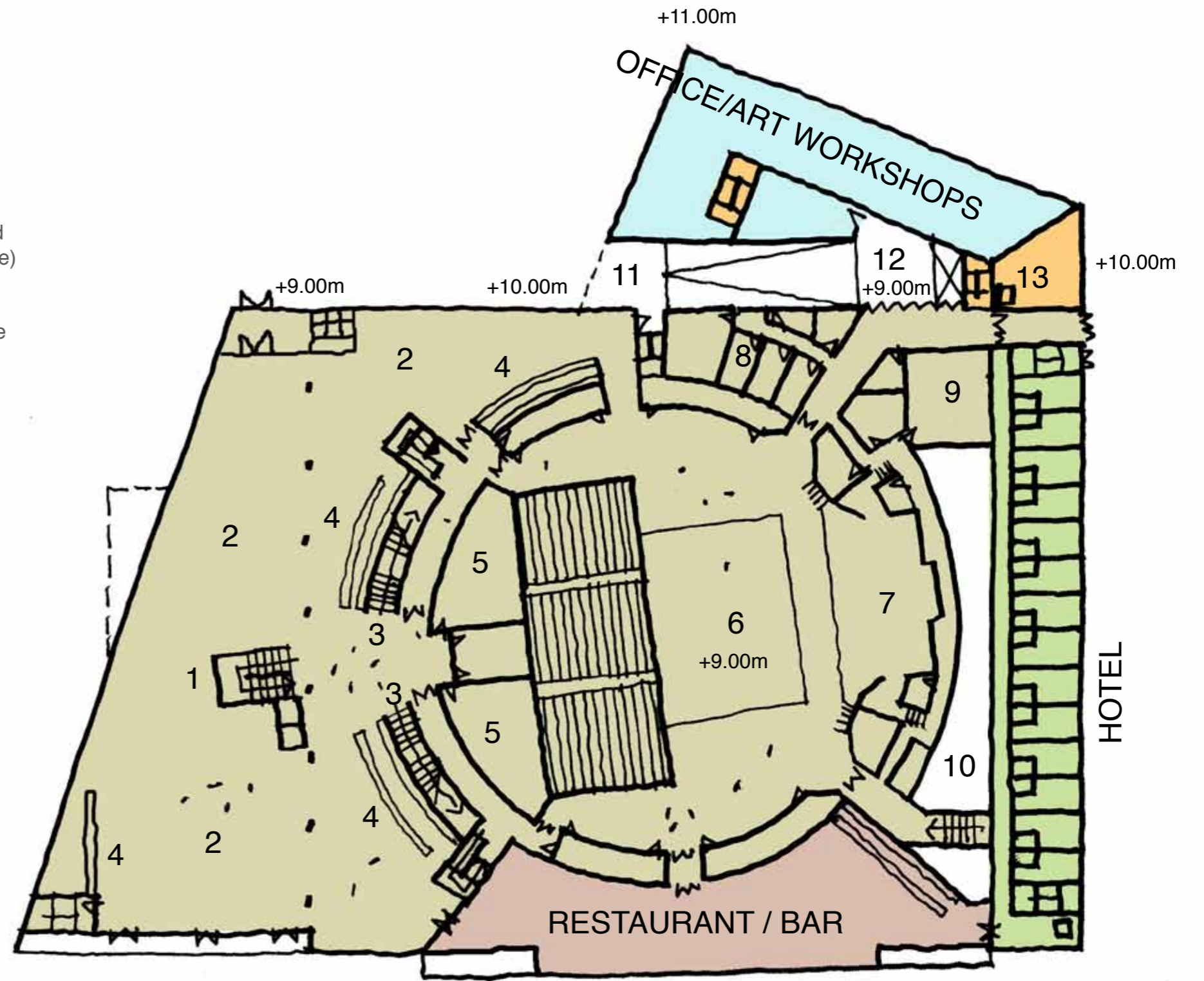
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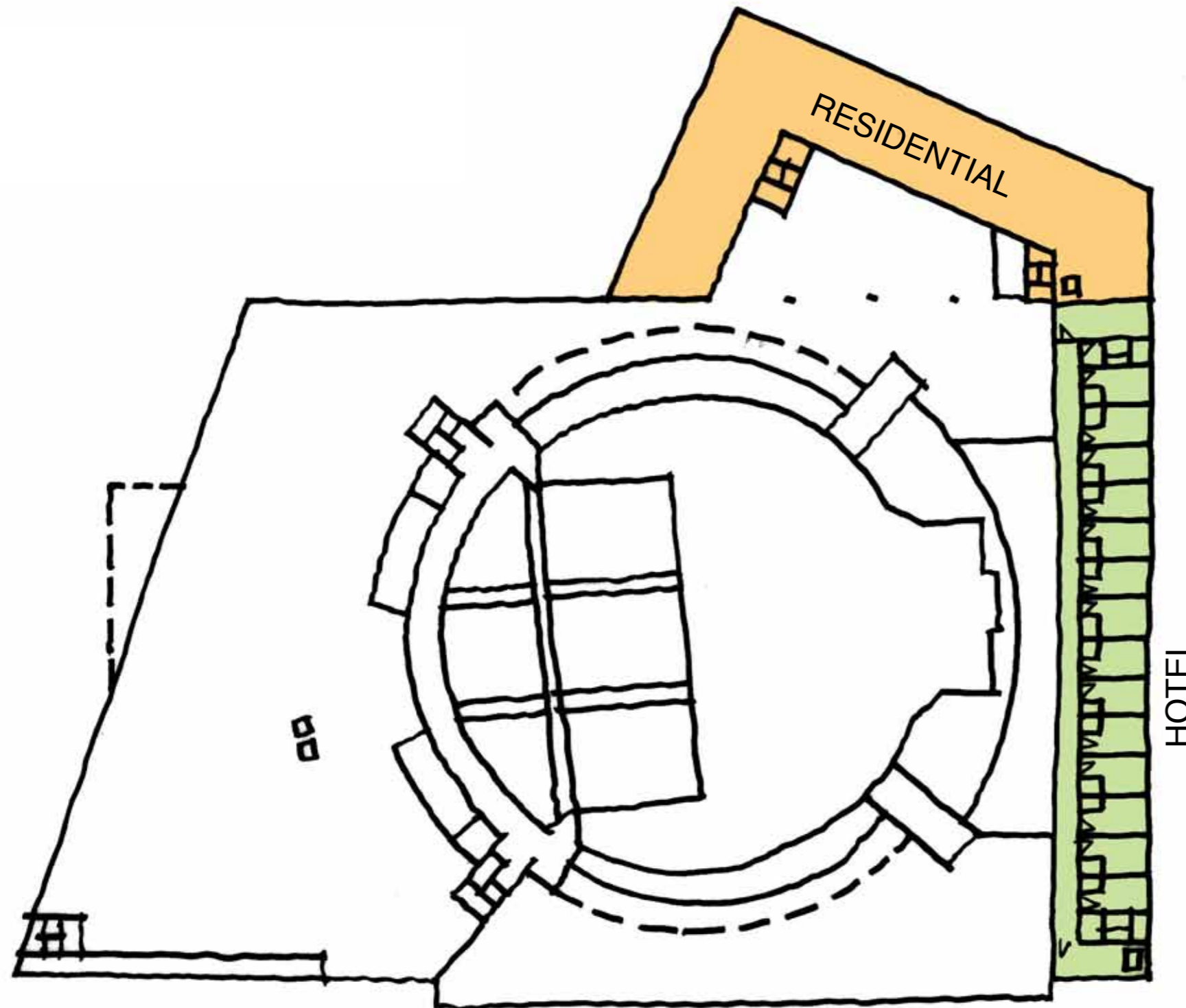
- 1 Stair & lift
- 2 Exhibition
- 3 Stairs to balcony
- 4 Bars
- 5 Toilets
- 6 Arena
- 7 Stage
- 8 Dressing Rooms
- 9 Green Rooms
- 10 Lightwell / Courtyard
(or additional storage)
- 11 Get-In
- 12 Lift to Store (above)
- 13 Residential Entrance



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Level 03 (+12.0m)

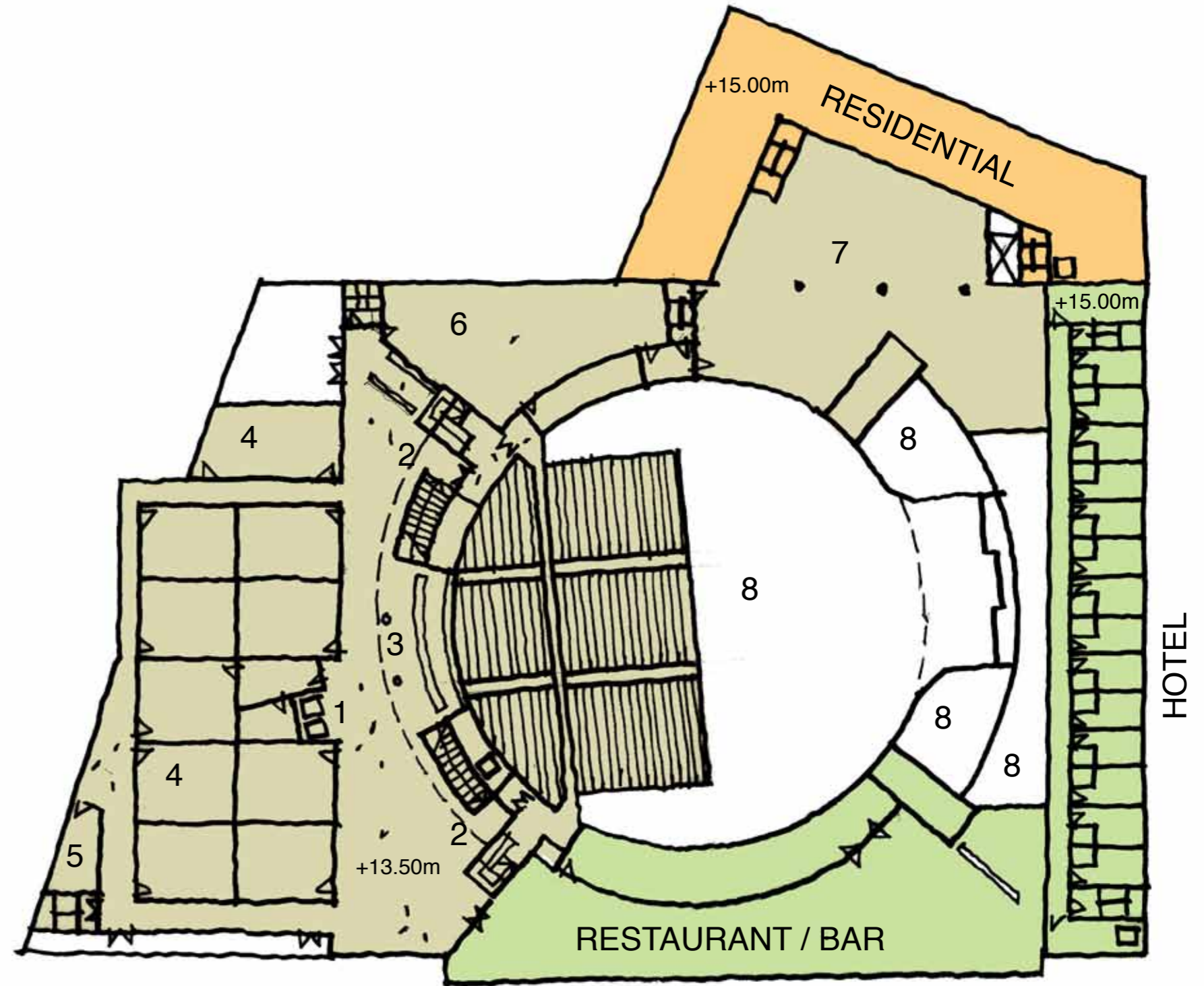
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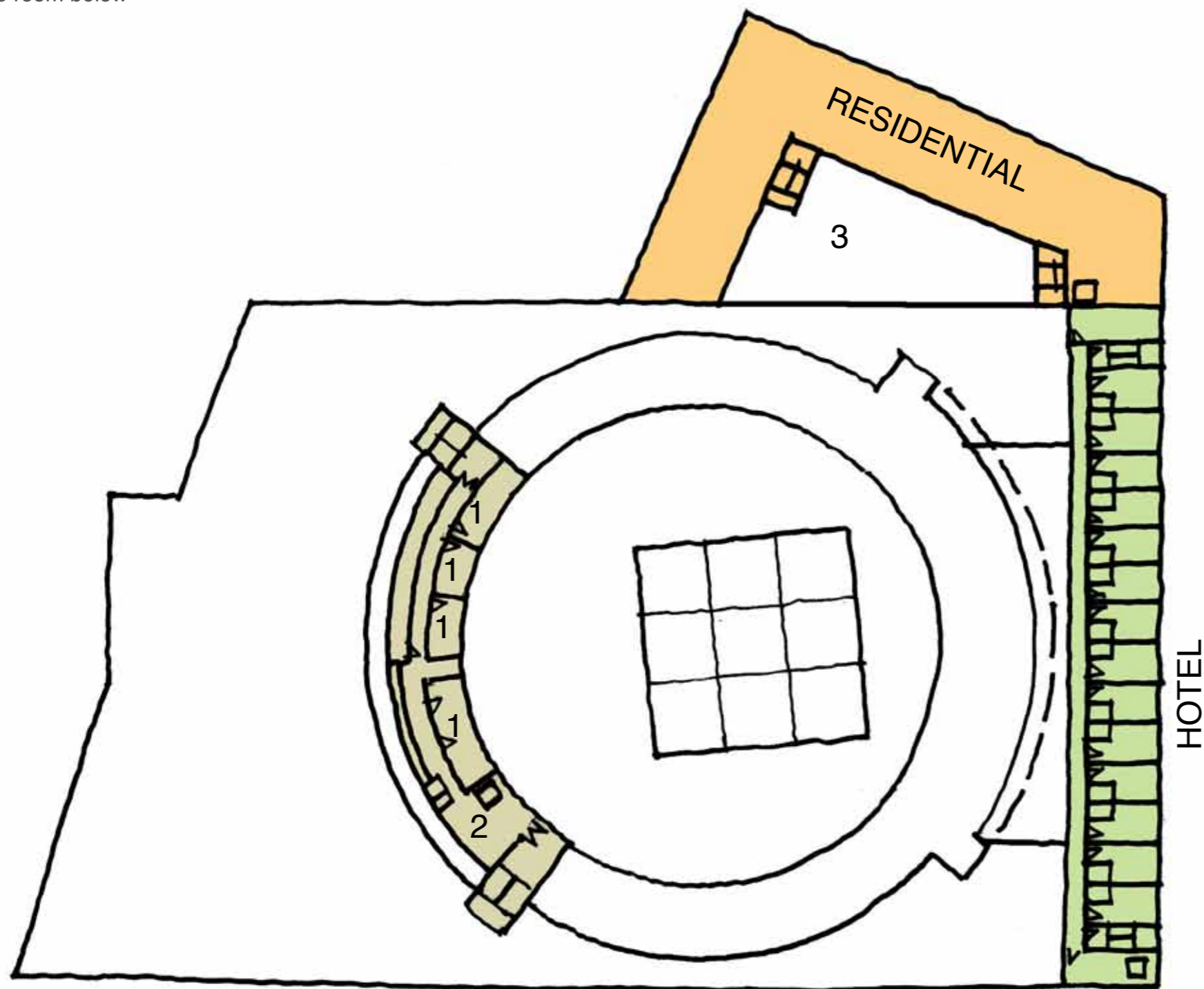
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- 1 Lifts
- 2 Stairs
- 3 Bar
- 4 Syndicate Rooms
- 5 Kitchen
- 6 Offices
- 7 Store (6m high)
- 8 Void



- 1 Control Room
- 2 New lift
- 3 Void over store room below



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The Plymouth Arena

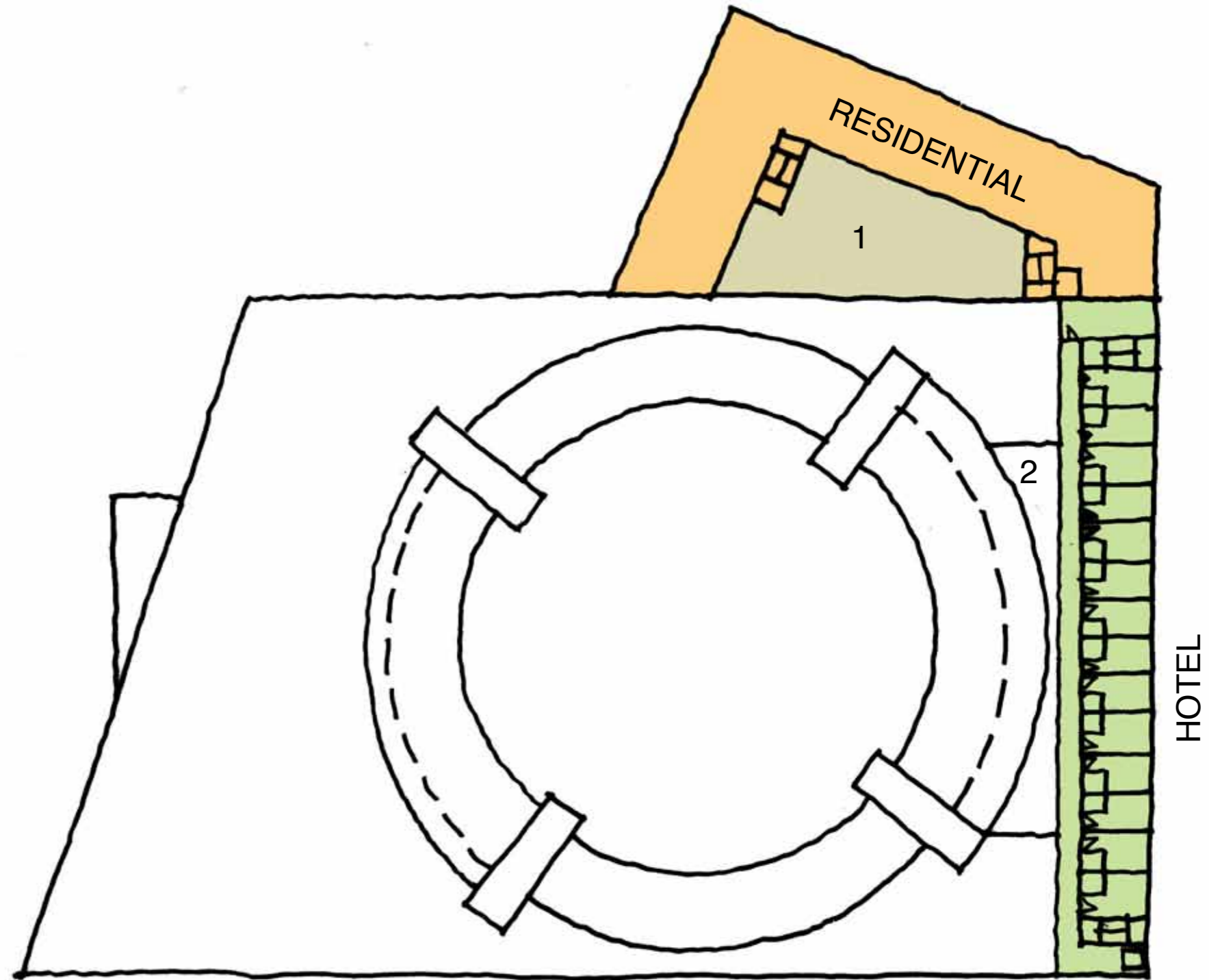
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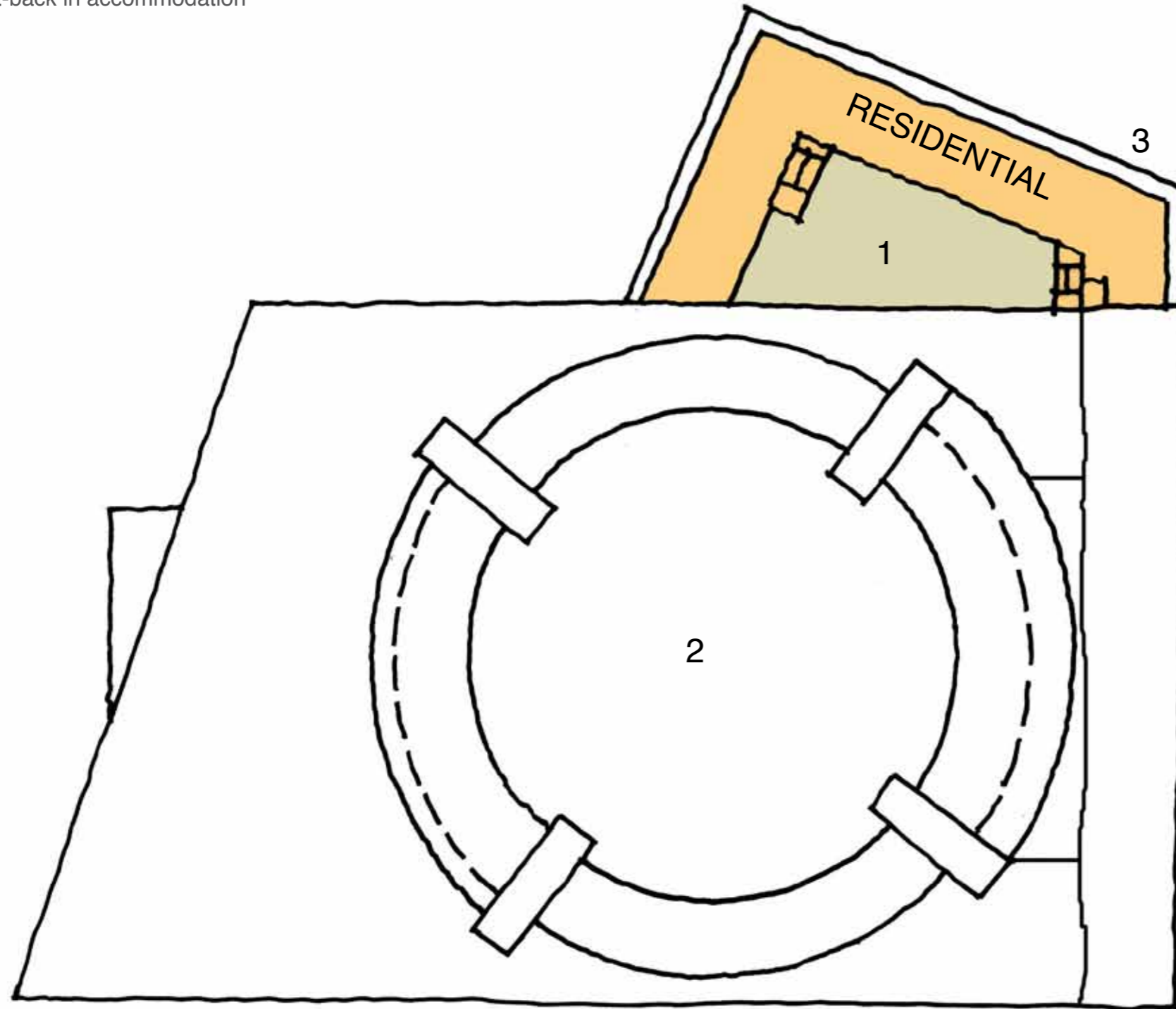
1 Plant
2 Void

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- 1 Plant
- 2 Roof
- 3 Balcony to set-back in accommodation



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Level 07 (+24.0m)

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