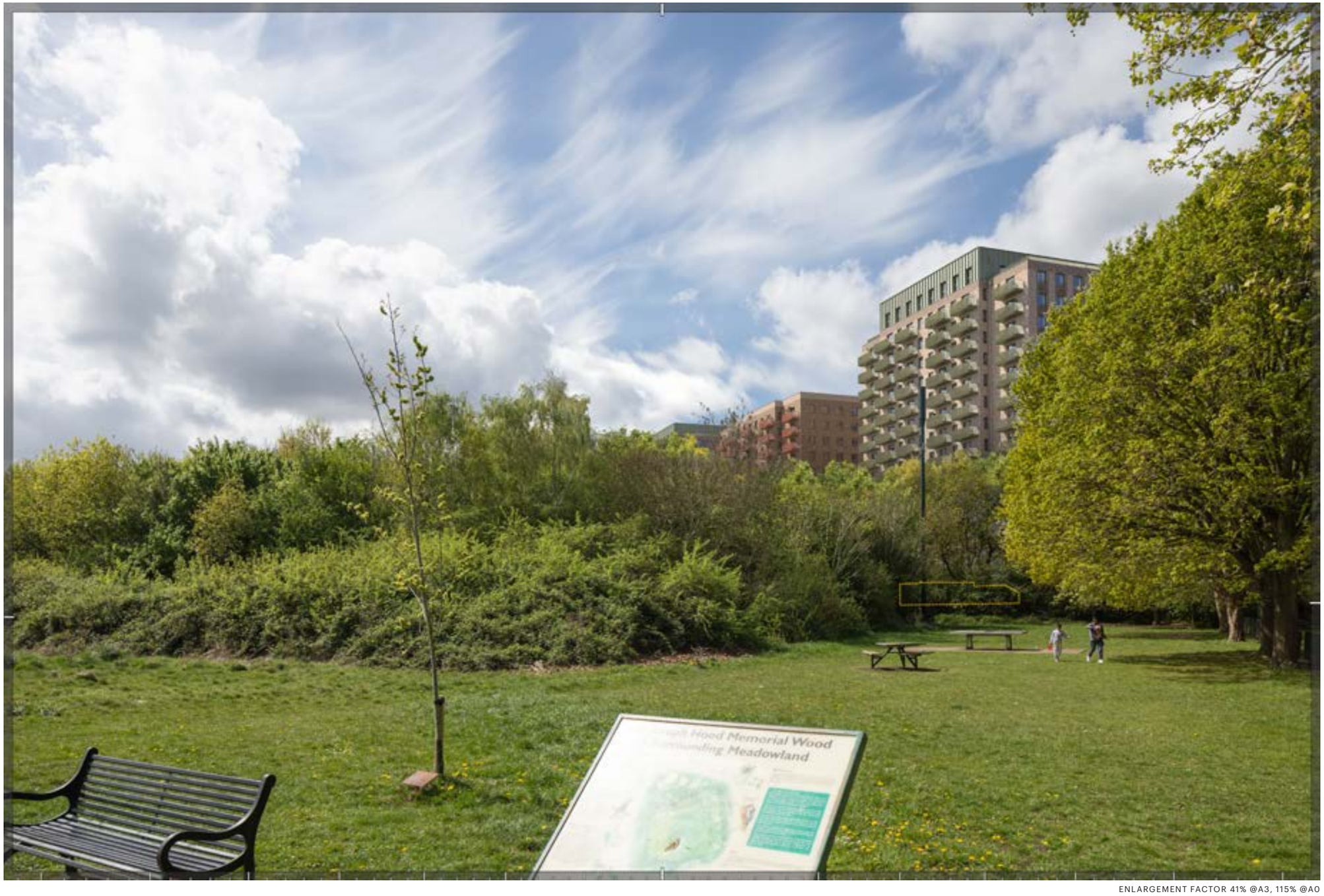
1853_PLA_00_211_8_00

PROPOSED WITH CUMULATIVE



ENLARGEMENT FACTOR 41% @A3, 115% @A0

INFO@ROCKHUNTER.CO.UK
ROCKHUNTER.CO.UK
+44 (0)20 7627 0416

20 VP22 Northeast corner near Marina Avenue

1853_PLA_00_221_0_00 BASELINE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

INFO@ROCKHUNTER.CO.UK
ROCKHUNTER.CO.UK
+44 (0)20 7627 0416

PROPOSED

1853_PLA_00_221_7_00

TYPE 4 VISUALISATION

ENLARGEMENT FACTOR 41% @A3, 115% @A0

1853_PLA_00_221_8_00

PROPOSED WITH CUMULATIVE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

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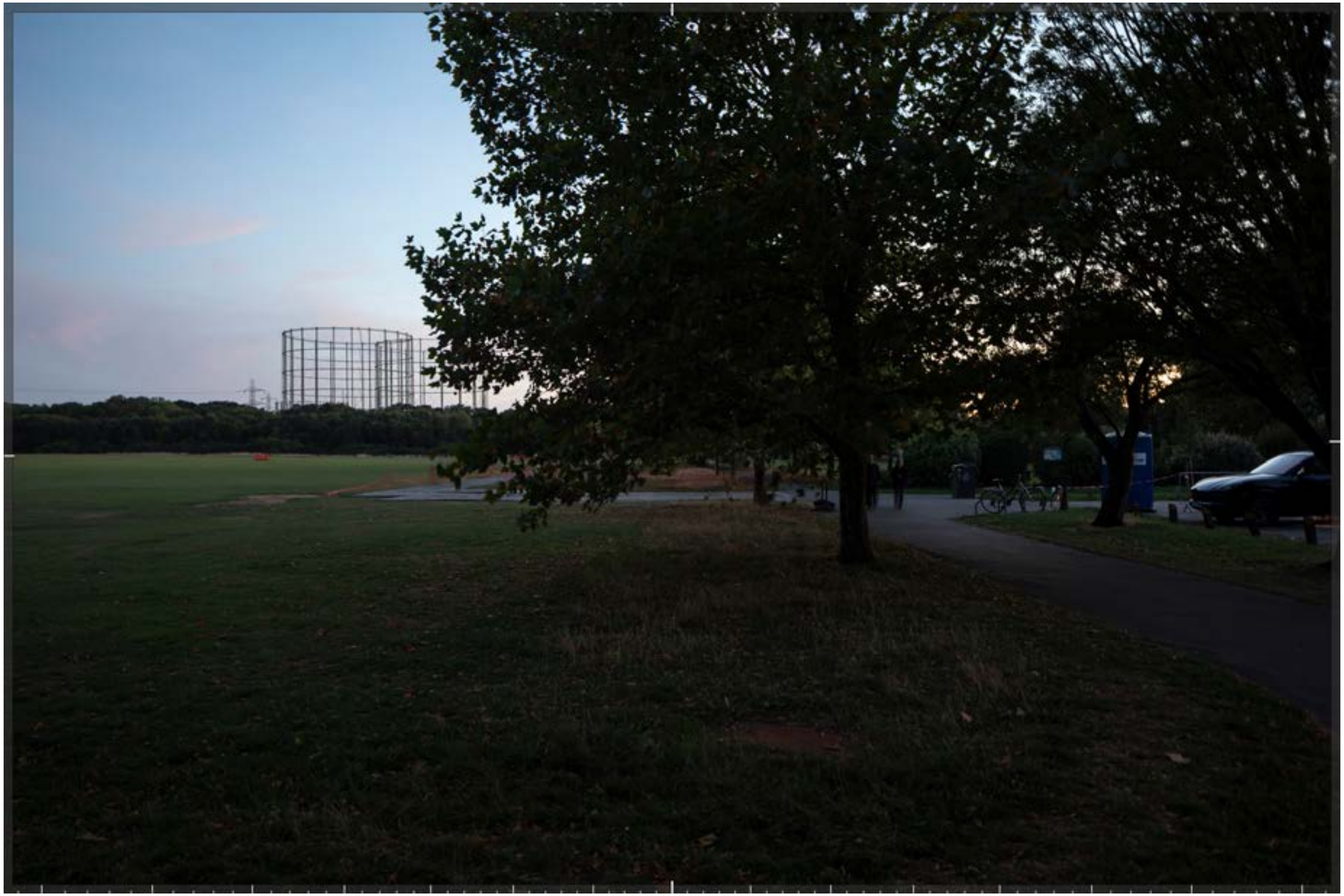
ROCKHUNTER.CO.UK
+44 (0)20 7627 0416

21 VP22 Northeast corner near Marina Avenue - Dusk

1853_PLA_00_222_0_00 BASELINE



ENLARGEMENT FACTOR 41% @A3, 115% @A0

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+44 (0)20 7627 0416

PROPOSED

1853_PLA_00_222_7_00

TYPE 4 VISUALISATION

ENLARGEMENT FACTOR 41% @A3, 115% @A0

1853_PLA_00_222_8_00

PROPOSED WITH CUMULATIVE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

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22 VP23 Allotments, north of Kingshill Avenue

1853_PLA_00_231_0_00 BASELINE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

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+44 (0)20 7627 0416

PROPOSED

1853_PLA_00_231_7_00

TYPE 4 VISUALISATION

ENLARGEMENT FACTOR 41% @A3, 115% @A0

1853_PLA_00_231_8_00

PROPOSED WITH CUMULATIVE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

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23 VP23 Allotments, north of Kingshill Avenue - Dusk

1853_PLA_00_232_0_00 BASELINE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

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ROCKHUNTER.CO.UK
+44 (0)20 7627 0416

PROPOSED

1853_PLA_00_232_7_00

TYPE 4 VISUALISATION

ENLARGEMENT FACTOR 41% @A3, 115% @A0

1853_PLA_00_232_28_00

PROPOSED WITH CUMULATIVE

ENLARGEMENT FACTOR 41% @A3, 115% @A0

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APPENDIX 2: AVR METHODOLOGY

MOTSPUR PARK GAS HOLDERS

1853 - MOTSPUR PARK
AVR IMAGES METHOD STATEMENT

PREPARED FOR 12.09.2025

Method Statement

1 STANDARDS

1.1 The AVR images contained in this document have been produced in accordance with the best practices and advice taken from the following documents:

a) Revised Supplementary Planning Guidance, London View Management Framework, March 2012, henceforth LVMF

b) 2015 Erratum to the LVMF 2012 SPG

c) Landscape Institute: "Visual Representation of Development Proposals, Technical Guidance Note 06/19", henceforth TGN06/19

d) Landscape Institute/IEMA: Guidelines for Landscape and Visual Impact Assessment (GLVIA3)", henceforth GLVIA3.

e) Scottish Natural Heritage: "Visual Representation of Wind Farms v2.2 February 2017", henceforth SNH 2017

2 SCOPE OF WORK

2.1 Rock Hunter Ltd. were appointed as imaging consultant, producers of AVRs and computer generated view study images on behalf of Berkeley Homes. The architects are Maccreanor Lavington. Rock Hunter Ltd. are an architectural visualisation company with over 20 years of experience in creation of 3D computer models, rendering and digital imaging.

3 AFFILIATION AND PLACE OF WORK

3.1 Rock Hunter Ltd. is not affiliated with any party involved in the planning, consultation or design of the Motspur Park project and is acting as an independent consultant on the project. All processing of data, documentation and production of this document has been carried by Rock Hunter Ltd,

4 COMPUTER MODEL

4.1 Rock Hunter received a 3d computer model of the proposed development from Maccreanor Lavington as well as selected architectural drawings and a site survey. The computer model was adapted to work with Rock Hunter's 3d modelling software and design changes were undertaken on instruction from Maccreanor Lavington on the basis of supplied architectural drawings to reflect the latest design. All AVRs in this document are based on this computer model.

5 PHOTOGRAPHY

5.1 Rock Hunter produced all photography used in these images. A digital 35mm format DSLR, mounted on a tripod, was used throughout the project. The details of each photo (Camera, Lens, Date, Time, as well the position are listed in the **Technical Methodology**). Unless otherwise specified, the camera is positioned 1.6m above ground level, and the positions permanently marked on the ground. Alternatively, where marking of the ground is impractical or not permanent, an existing, distinct feature on the ground was chosen, or the point marked with temporary markings and surveyed within a few days of the photograph taken.

6 SURVEY

6.1 A professional surveyor was commissioned to survey the marked camera location and survey a set of camera control points for each viewpoint. This is used to determine the location of the camera position and for camera control points, a set of survey points within each photograph that are used to demonstrate the accuracy of the camera match. The survey is carried out using a mix of GNSS and laser total station and are tied into OS coordinates.

7 TYPE OF AVR SHOWN

7.1 Based on the above mentioned information and our computer model, Rock Hunter then generated a set of AVRs for each viewpoint. The set includes the baseline photograph, one montage showing baseline + proposed development, and a "baseline + proposed development + cumulative schemes". Depending on what type of visualisation has been agreed with the local authority, the proposed development will be shown as AVR1 or AVR3 (LVMF) / Visualisation Types 3 or 4 (TGN 06/19).

8 VERIFICATION

8.1 Rock Hunter publishes in the **Technical Methodology** located withing this document, all relevant details of the recorded photographs, the source information of all computer models as well as the working methods used in the creation of the AVRs to which will allow independent verification of the AVRs.

9 METHOD STATEMENT

9.1 This document was created by Rock Hunter Ltd., and shows visual representations of the proposed development in accordance with LVMF "Accurate Visual Representation" standards and TGN06/19 "Survey-verified" standards.

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a) The LVMF defines an AVR as: *"An AVR is a static or moving image which shows the location of a proposed development as accurately as possible; it may also illustrate the degree to which the development will be visible, its detailed form or the proposed use of materials. An AVR must be prepared following a well-defined and verifiable procedure so that it can be relied upon by assessors to represent fairly the selected visual properties of a proposed development. AVRs are produced by accurately combining images of the proposed building (typically created from a three-dimensional computer model) with a representation of its context; this usually being a photograph, a video sequence, or an image created from a second computer model built from survey data. AVRs can be presented in a number of different ways, as either still or moving images, in a variety of digital or printed formats."*

b) The TGN06/19 defines Survey-verified as: " *Survey-verified photography involves using a surveyor, or survey equipment, to capture camera locations and relevant target points within the scene, which are then recreated in the 3D-model and used to match the camera image with a high degree of precision. Surveying equipment allows the camera location and fixed target points in the view to be calculated down to centimetre accuracy. Highly accurate visualisations may be produced by correctly matching the 3D model camera position and geometry of the view to the original photograph, using pixel level data, resulting in a survey-verified photomontage."*

10 CHOICE OF VIEWS

10.1 Rock Hunter was provided with location maps for photography for each view by Montagu Evans. Where no exact location was provided, Rock Hunter took candidate photography and alternative candidate photography based on aesthetic considerations. From these candidate views Montagu Evans selected the final short list of camera locations.

11 FIELD OF VIEW

11.1 The TGN06/19 (p5, para 2.2) states that *"Baseline Photography should:*

- *include the extend of the site and sufficient context;"*

and that (p21, para 4.5.3) "*Baseline photography should be carried out with a Full Frame Sensor (FFS) camera and 50mm Focal Length prime lens, unless there are exceptional conditions where wider-angle lenses are required to fully capture the scene (e.g. tall tower blocks - see below). In such cases, any departures from FFS +50mm FL should be explained and agreed with the competent authority.",*

and that (p.28, para 1.1.7) "*If a 50mm FL lens cannot capture the view in landscape or portrait orientation (for example, if the highest point of the development is approaching 18° above horizontal) the use of wider-angled prime lenses should be considered, working through the following sequence of fixed lenses in this order: 35mm FL > 28mm FL > 24mm FL > 24mm FL Tilt-Shift.*"

and that (p.35, para 4.1.5) "V*iews should include the full extent of the site / development and show the effect it has upon the receptor location. Additional photographs may illustrate relevant characteristics, such as the degree and nature of intervening cover along a highway or footpath, without showing the site / proposal.*"

and that (p.36, para 4.2.1.) "*The proposal under consideration and its relevant landscape context will determine the FoV (horizontal and vertical) required for photography and photomontage from any given viewpoint.",*

and that (p.54, para 13.1.1) "*The 24mm tilt shift is typically used for visualisation work where viewpoints are located close to a development and the normal range of prime lenses will not capture the proposed site*"

11.2 The preference for a 50mm prime lens, or to use a prime lens in portrait mode often does not satisfy the para 1.17, para 4.1.5 or para 4.21 for confined urban contexts, and as such a compromise has to be found that produces a wide enough HFoV, as well as including the full height of the proposed development. The reason for each choice of lens that deviates from the "FFS +50mm FL" approach has been noted in **Table "Viewpoint figure notes"**.

12 SCALE VERIFIABLE

12.1 The images are shown 325mm wide if the document is printed at it's correct size of A3. Using the viewing distance reference (TGN06/19 p.14 para 3.8.4 of 542mm) this results in a viewing scale of 90% for 50mm FL landscape views, and 41% for 24mm FL landscape views.
To view them between 100-150% as per TGN06/19, prints of 50mm FL views can either be viewed at a slightly reduced viewing distance, or if printed at A2 at 118%, in the middle of the recommended range.
24mm FL views have to be printed at A0 for a 117% scale representation.

12.2 To allow views to be assessed when viewed on screens, which can have a wide variety of sizes and thus unpredictable scale, a graticule overlay has been created for each view. This shows an angle grid for the HfoV and acts as a comparative ruler for the image assessors. The graticule also shows the centre of the view on the top and bottom bars, as well as an indicator for the calculated horizon level on the left and right bars. This helps to assess the amount of vertical shift that has been used in a photograph that was captured with a Tilt and Shift Lens.

13 EYE LEVEL, SHIFT, ROLL

13.1 The camera was mounted on a tripod, centred over the surveyed camera locations, so that the camera is vertically positioned 1.6m above ground level (measured to the centre of the lens). This can reasonably be considered eye level, and is an accepted common practice for creating AVRs.

13.2 Virtual cameras in 3D computer programs can currently not accurately simulate shift used on Tilt and Shift lenses. For the purpose of camera matching photographs with perspective control, the image canvas is enlarged vertically so that the horizon comes to rest again in the centre of the image and a standard camera simulation is used in the 3D software package.

13.3 The camera is levelled horizontally with the aid of spirit levels or internal electronic level sensors. The resulting level is typically less than 0.5° in any direction, so that images can have both tilt (looking up or down) and roll (rotation of the horizon). Where possible, horizon control points were surveyed and allow the camera rotations to be determined from overlaying the horizon control points and photograph directly. If horizon control points are not available, the camera control points are used to derive a camera match, and in this process a good match can only be achieved when rotational parameters of the virtual camera correspond to the actual levelling errors of the photograph.

14 CAMERA MATCH

14.1 Camera Control Points provided by the surveyor are used to establish a camera match. The survey points are easily identifiable, static objects in the view such as corners of windows, roofs, bases of street lights, chimney tops or road-markings. When camera matching only a virtual camera that has the same optical parameters and relationship to the 3D model, as the real camera's optical parameters and relationship to the real site will produce an accurate overlay of the Camera Control Points onto their corresponding features in the photographs.

14.2 Rock Hunter generally use a combined formula for compensating the curvature of the earth and atmospheric refraction to produce the correct Z offset for camera survey points. The formula is taken from the 2015 Erratum to the LVMF 2012 SPG, p. 282.

15 FRAMING VIEWS/ PANORAMAS

15.1 No photographs were cropped in this document. Where indicated for aesthetic reasons, a photograph was vertically extended by adding an additional photograph taken with a different amount of perspective control on the lens from the same location as the base photograph. This does not affect the quality of the camera match, as the full base photograph was used for camera matching.

15.2 The TGN06/19 makes a case for panoramas (p.36, para 4.2.1-4.2.5) for a variety of reasons. In Appendix 8 (pp.45-47)(para 8.4.1) it confirms the SNH 2017 approach to re-projecting rectangular projections from panoramas. (p.25, para 113).
For panoramic views we capture a full 360° panorama. Camera matching, and the montage of the Proposed and Proposed + Cumulative versions are completed as 360° panoramas, before individual rectangular projection images are re-projected back for presentation, at the size and HfoV as required for each view.

16 COMPOSITING

16.1 Compositing aims to blend the computer generated content with the source photograph into a consistent montage. The proposed scheme will often be partially occluded by urban context. In long and medium distance views this will typically be buildings and terrain topography, for close views it may also include street lighting, signs, vegetation and movable objects like vehicles. The visualiser will determine the degree to which the proposed development will be visible by identifying its urban context in the photograph from site visits and notes as well as combining information from maps, camera survey data, a 3D context model, aerial and ground level photographs of the site and its surroundings. For close distance views the visualiser will determine the local context from general observations.

16.2 The proposed scheme may in places reveal context in the photograph that is hidden from the “existing” view when the existing buildings have a different massing to the proposed building. Where necessary, the revealed context was visually reconstructed from additional photography.

17 LIGHT AND MATERIALS

17.1 For fully rendered views the 3D software package uses a simulation of the sun which is set to the same date, time and geographic coordinates as the photograph. With these settings the software simulates angle and lighting of the sun and the 3D model is rendered in a virtual environment that presents a close match to the conditions in the photograph. Some differences may remain, due to haze, clouds and other atmospheric conditions at the time of the photograph, which the visualisation artist will correct using his/her experience and observations from the photograph.

17.2 The computer model itself is augmented with simulations of materials as specified by the architect. Using his/her experience and libraries of materials the visualiser will closely match these virtual materials to colour, reflectivity, refraction and light behaviour to their real-world behaviour. Such approximations are generally satisfactory in their appearance, however where directed by the design team or based on the visualiser’s experience and judgement the appearance of materials may be adjusted when the AVR montage is assembled. Such alterations are generally holistic across the material and can include addition of environmental reflections. The final appearance of materials will be adjusted as directed and is at the discretion of the architect.

18 COMPUTER MODEL

18.1 Rock Hunter combined the computer model as well as the camera survey data and maps into a common, **unified coordinate system**. This unified system allows schemes and cameras to appear correctly in relation to each other and is based on OS mapping information with datum point defined near the proposed site. Choosing a local datum alleviates inherent numerical tolerances that occur in 3D software packages.

19 CUMULATIVE SCHEMES

19.1 Computer models for cumulative schemes were produced by Rock Hunter Ltd. based on electronic or paper planning application drawings publicly available from respective local authorities, come from our library of 3D models, or were provided by the project architect. Table **List of cumulative schemes** lists the sources for each scheme. The computer models were placed in the **unified coordinate system**, using any information contained in the original planning application documents. Some planning documents contain obvious errors or no relevant OS map information. In these cases the respective architects were contacted for more information (and where made available, used) or models were placed using a “best fit” by cross referencing information from other documents, maps and available sources.

19.2 Cumulative schemes are shown using a constant thickness wire outline. The line is generated from computer renderings of each scheme and represents an “inside stroke”. This means that the outer edge of the line touches the massing of cumulative schemes from the inside.

19.3 Where schemes are not directly visible in a view, the outline is represented with a dotted line that also uses the “inside stroke” principle. Visibility of a development is determined by permanent visual boundaries such as a buildings, infrastructure, terrain and street furniture that obscure the development and by temporary visual borders such as vegetation, people, vehicles or temporary hoardings. We treat the visibility of the proposed development based on a best judgement. A single tree in leaf does not obstruct the development as seasonal or maintenance measures affect the opacity over time, a number of trees behind each other can obscure a development even without leaves. Where the visibility changes across a small section of image, we aim for clarity of the diagram.

20 LIMITATIONS

20.1 Rock Hunter strives to work accurately and fairly throughout the creation of AVR images and employs a selection of advanced software packages and working methods. Despite all advances in computer simulations, rendering techniques and care taken in the process, no simulation is currently able to take into account all physical properties of camera equipment and all lighting effects inside the software package. The purpose of these AVRs is to allow a fair representation of the proposed scheme in it’s photographic context as described in the LVMF and LI documents. Adjustments to the proposed scheme’s appearance are done to the judgement and experience of the visualisation artist to allow for lighting and atmospheric conditions of the photograph, they are not however a scientific simulation.

21 OS INFORMATION AND LIMITING FACTORS

21.1 The basis of the 3D computer model and survey information are Ordnance Survey Sitemap® digital maps, at a 1:1250 survey scale. OS define their tolerances as follows:

Survey Scale	Absolute accuracy compared with the National Grid. Absolute error – root mean square error (RMSE)	Absolute accuracy 99% confidence level	Relative accuracy Distance between points taken from the map. Relative error	Relative accuracy 99% confidence level
1:1250 (urban)	0.5 metres	<0.9 metres	+/- 0.5 metres (60 metres)	<+/- 1.1 metres (60 metres)

Source: Ordnance Survey “os-sitemap-user-guide.pdf”

21.2 Camera locations which are positioned on bridges are typically subject to greater tolerances than camera locations which are positioned on stable ground. Bridges are flexible structures and can be subject to movement caused by vibration, loading and wind. This is especially noticeable on suspension bridges.

21.3 Camera locations reshot for winter and summer views can contain obstacles such as new vehicles or roadworks, making the view impossible to replicate. These views are looked at and adjusted using best practice and knowledge to achieve a similar view despite a slightly altered location, this is fairly common when doing winter and summer views on areas under constant development. The TGN-06-19 (p.52, para 11.5.2) “*Regarding positional accuracy, the LI takes the view that a proportionate approach is required.*” and also TGN-06-19 (p.36, para 4.2.1) “*Views may appear different in winter compared to summer, which may affect the exact location selected*”
Camera locations revisited months later, despite using a surveyor can lead to slight deviation in location or image , these are within tolerances specified above and in the GLVIA3, and a proportionate approach has been taken as stated above to achieve a position/shot as close to the original as possible. Furthermore, as part of the verification process a table in the Technical Methodology section of this document displays the camera locations and data pertinent to the views.

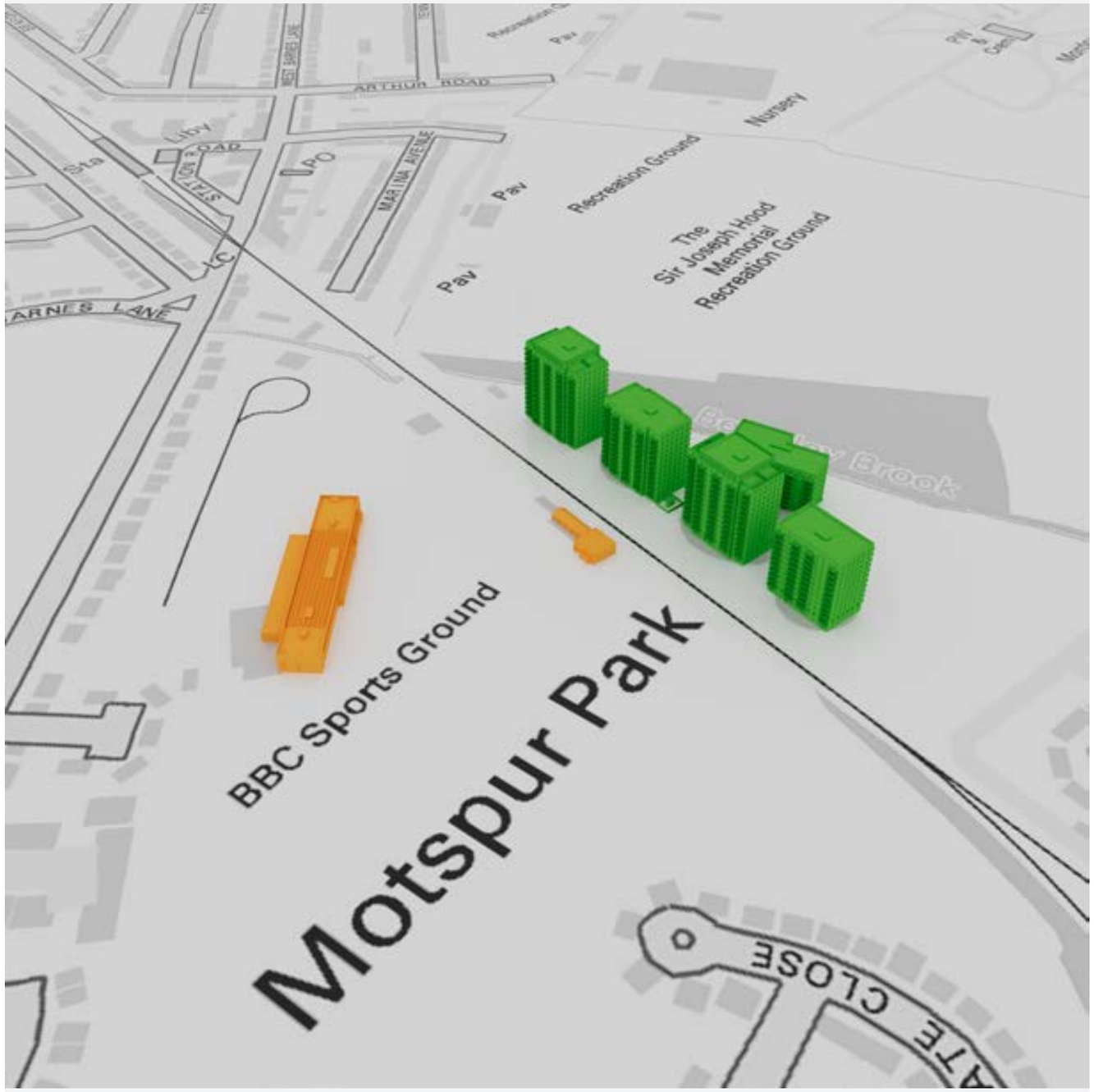
Technical Methodology

22 VIEWPOINT FIGURE NOTES

Job ID	Description	Easting/ Northing	Date/Time	Bearing	Distance	Camera	Lens	HFov	Accuracy	Chosen Lens Justification
011	Sir Joseph Hood Memorial Playing Field near Cemetery Entrance	522895.8 , 167336.1	22/03/2021, 12:18:35	250.7°	430.2m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
021	Paddocks Permissive Footpath	522790.6 , 167058	22/03/2021, 11:55:54	294.4°	328.4m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
041	Kingshill Avenue	522425.1 , 166872.3	22/03/2021, 10:18:40	13.6°	326m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
051	Motspur Park Train Station Footbridge	522574.6 , 167679.6	27/03/2021, 08:22:10	186.9°	495.1m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
071	Corner of Green Lane and Kingshill Avenue	522596.8 , 166690.6	22/03/2021, 09:59:42	348.4°	512.2m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
081	Mayfair Avenue (Close to junction with Broadmead Avenue)	522255.1 , 166650.6	22/03/2021, 10:46:12	25.8°	590.1m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
091	Bargate Close	522263.9 , 166912	22/03/2021, 15:31:25	42.1°	360m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
101	Claremont Avenue (Close to junction with Consfield Avenue)	522505.6 , 167665.9	22/03/2021, 16:03:13	180.3°	474.5m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
111	Sir Joseph Hood Memorial Playing Field	522914 , 167209.5	27/03/2021, 08:50:40	270.9°	423.8m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
121	Southern End of Paddocks Permissive Footpath	522838.2 , 166881.4	13/01/2023, 09:47:54	304.8°	465.9m	Canon 5D MK II	24mm TS/E	72.2°	Better than 1m	Inclusion of local context
131	Entrance from Malden Road into Manor Park (RBKuT Important View 120)	521667.6 , 166748.6	16/04/2025, 11:46:22	66.4°	934.6m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
141	Lower Morden Equestrian Centre	523009.2 , 166889.9	16/04/2025, 14:18:05	298.1°	600m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
151	No. 124 Motspur Park	522341.5 , 167423.3	16/04/2025, 16:57:42	147.6°	275.5m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
161	Blakes Lane in front of Horticultural Society (RBKuT Important View 121A)	522201.3 , 167657.2	16/04/2025, 15:52:57	146.4°	548.1m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
181	West Barnes Lane at railway crossing	522536.8 , 167566.6	16/04/2025, 16:27:08	177.5°	377.8m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
182	West Barnes Lane at railway crossing - Dusk	522536.7 , 167566.7	20/08/2025, 20:03:05	180.3°	377.8m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
191	West Barnes Lane at northern site entrance	522556.1 , 167578.7	16/04/2025, 16:37:14	188.2°	392.6m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
201	Mayflower Park Wetlands	523140.8 , 166590.8	16/04/2025, 14:35:32	312.3°	885.3m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
211	In front of Sir Joseph Memorial Wood board	522630.8 , 167359.2	22/04/2025, 11:23:31	212.8°	218.5m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
221	Northeast corner near Marina Avenue	522821.8 , 167492.9	16/04/2025, 13:36:42	243.7°	447.7m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
222	Northeast corner near Marina Avenue - Dusk	522821.8 , 167492.9	20/08/2025, 20:19:53	243.4°	447.7m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
231	Allotments, north of Kingshill Avenue	522503.3 , 166989.1	16/04/2025, 12:13:25	350°	202.9m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context
232	Allotments, north of Kingshill Avenue - Dusk	522503.3 , 166989.1	25/08/2025, 20:11:50	348.3°	202.9m	Canon 5D MK IV	24mm TS/E	76.6°	Better than 1m	Inclusion of local context

23 TABLE: LIST OF CUMULATIVE SCHEMES

	Project Name	Model source	Reference
●	Proposed	Model provided by architect	
●	Former BBC Sports Ground	Purchased from VuCity	18/15124/FUL



24 CAMERA LOCATIONS

24.1 Top row:

VP01 Sir Joseph Hood Memorial Playing Field near Cemetery Entrance
VP02 Paddocks Permissive Footpath
VP04 Kingshill Avenue



24.2 Second row:

VP05 Motspur Park Train Station Footbridge
VP07 Corner of Green Lane and Kingshill Avenue
VP08 Mayfair Avenue (Close to junction with Broad-mead Avenue)



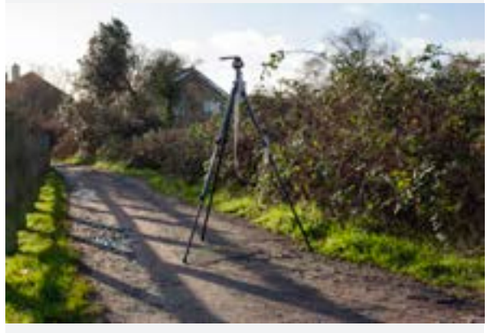
24.3 Third row:

VP09 Bargate Close
VP10 Claremont Avenue (Close to junction with Cons-field Avenue)
VP11 Sir Joseph Hood Memorial Playing Field



24.4 Fourth row:

VP12 Southern End of Paddocks Permissive Footpath
VP13 Entrance from Malden Road into Manor Park (RBKuT Important View 120)
VP14 Lower Morden Equestrian Centre



24.5 Top row:

VP15 No. 124 Motspur Park
VP16 Blakes Lane in front of Horticultural Society (RBKuT Important View 121A)
VP18 West Barnes Lane at railway crossing

24.6 Second row:

VP19 West Barnes Lane at northern site entrance
VP20 Mayflower Park Wetlands
VP21 In front of Sir Joseph Memorial Wood board

24.7 Third row:

VP22 Northeast corner near Marina Avenue
VP23 Allotments, north of Kingshill Avenue

APPENDIX 3: NON-VERIFIED VIEWS

MOTSPUR PARK GAS HOLDERS

VIEW 03: MOTSPUR PARK (CLOSE TO JUNCTION WITH PURBECK AVENUE) VIEW SHOWN WITH TREES IN LEAF.

VIEW 03: MOTSPUR PARK (CLOSE TO JUNCTION WITH PURBECK AVENUE) VIEW SHOWN WITH NO TREES.

VIEW 06: MORDEN CEMETERY (CLOSE TO PLOT G1) VIEW SHOWN WITH TREES IN LEAF.

VIEW 06: MORDEN CEMETERY (CLOSE TO PLOT G1) VIEW SHOWN WITH NO TREES.

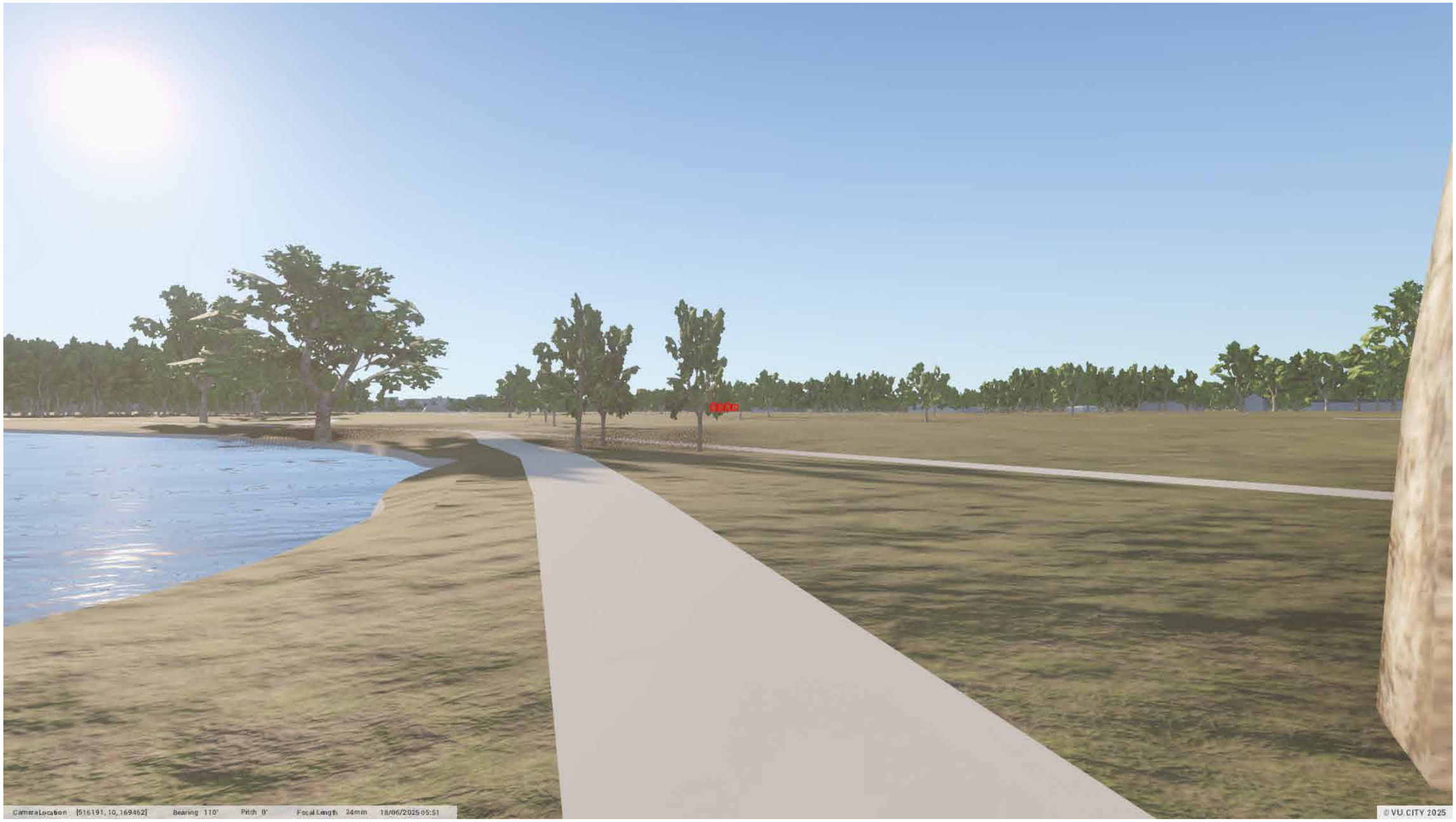
VIEW 17: NORTH EAST SURREY CREMATORIUM VIEW SHOWN WITH TREES IN LEAF.

VIEW 17: NORTH EAST SURREY CREMATORIUM VIEW SHOWN WITH NO TREES.

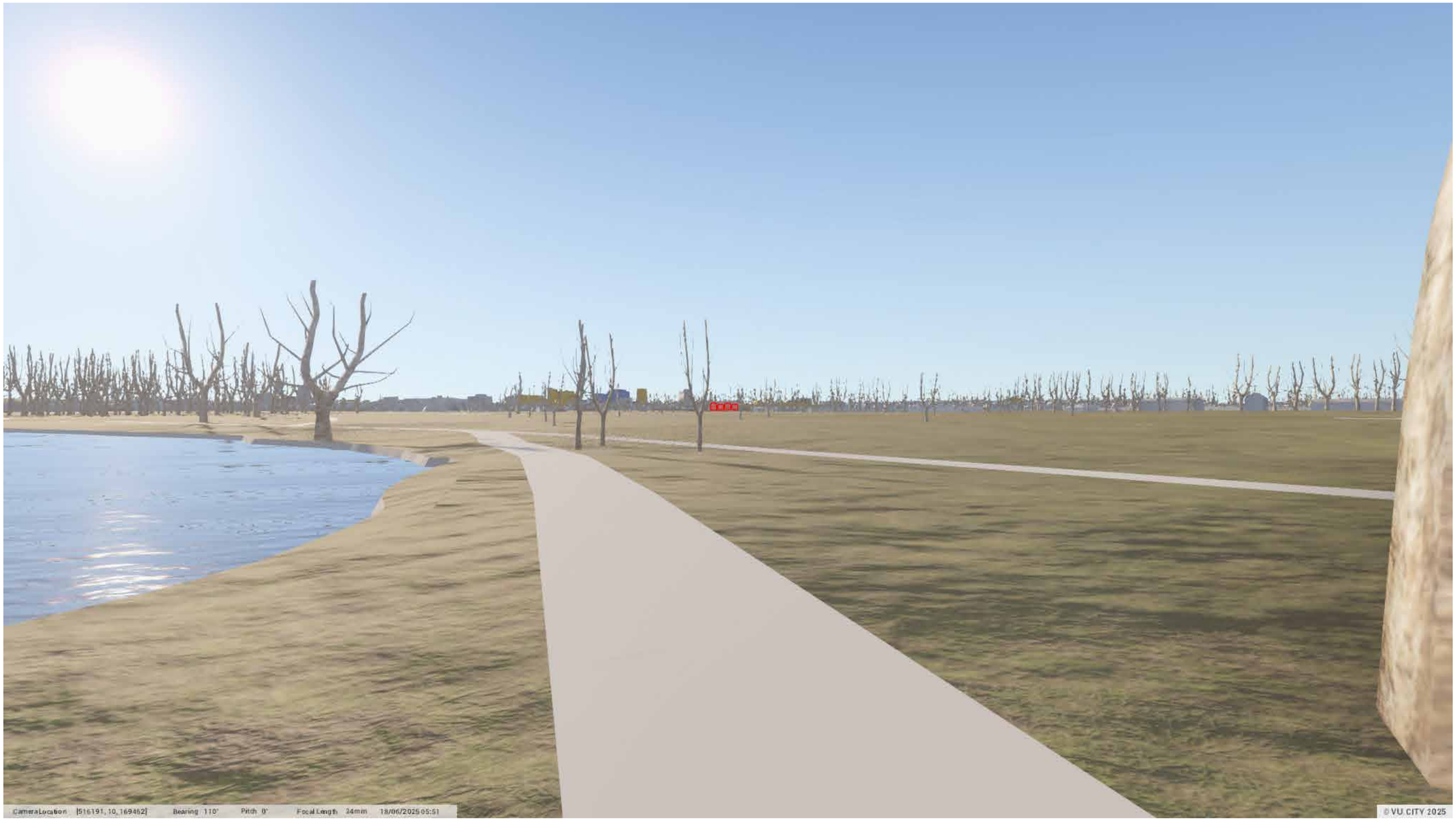
VIEW 24: VHIV2 HAMPTON COURT PALACE 1ST FLOOR DRAWING ROOM, LONG WATER VISTA (HLA 4D) VIEW SHOWN WITH TREES IN LEAF.

VIEW 24: VHIV2 HAMPTON COURT PALACE 1ST FLOOR DRAWING ROOM, LONG WATER VISTA (HLA 4D) VIEW SHOWN WITH NO TREES.

VIEW 25: VHIV6 WEST SIDE OF HERON POND IN BUSHY PARK AND LOOKS EAST (HLA 145) VIEW SHOWN WITH TREES IN LEAF.

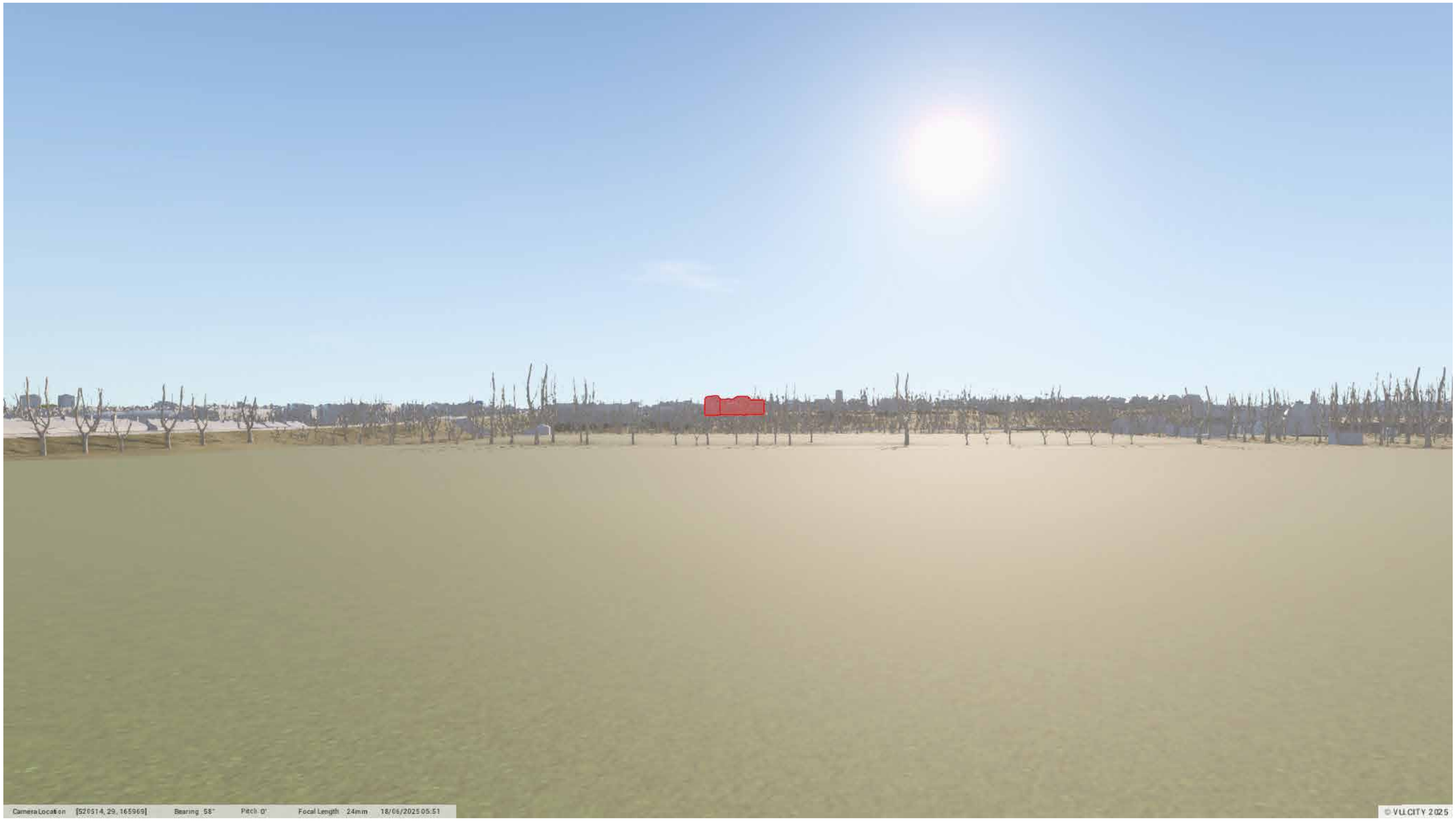


VIEW 25: VHIV6 WEST SIDE OF HERON POND IN BUSHY PARK AND LOOKS EAST (HLA 145) VIEW SHOWN WITH NO TREES.

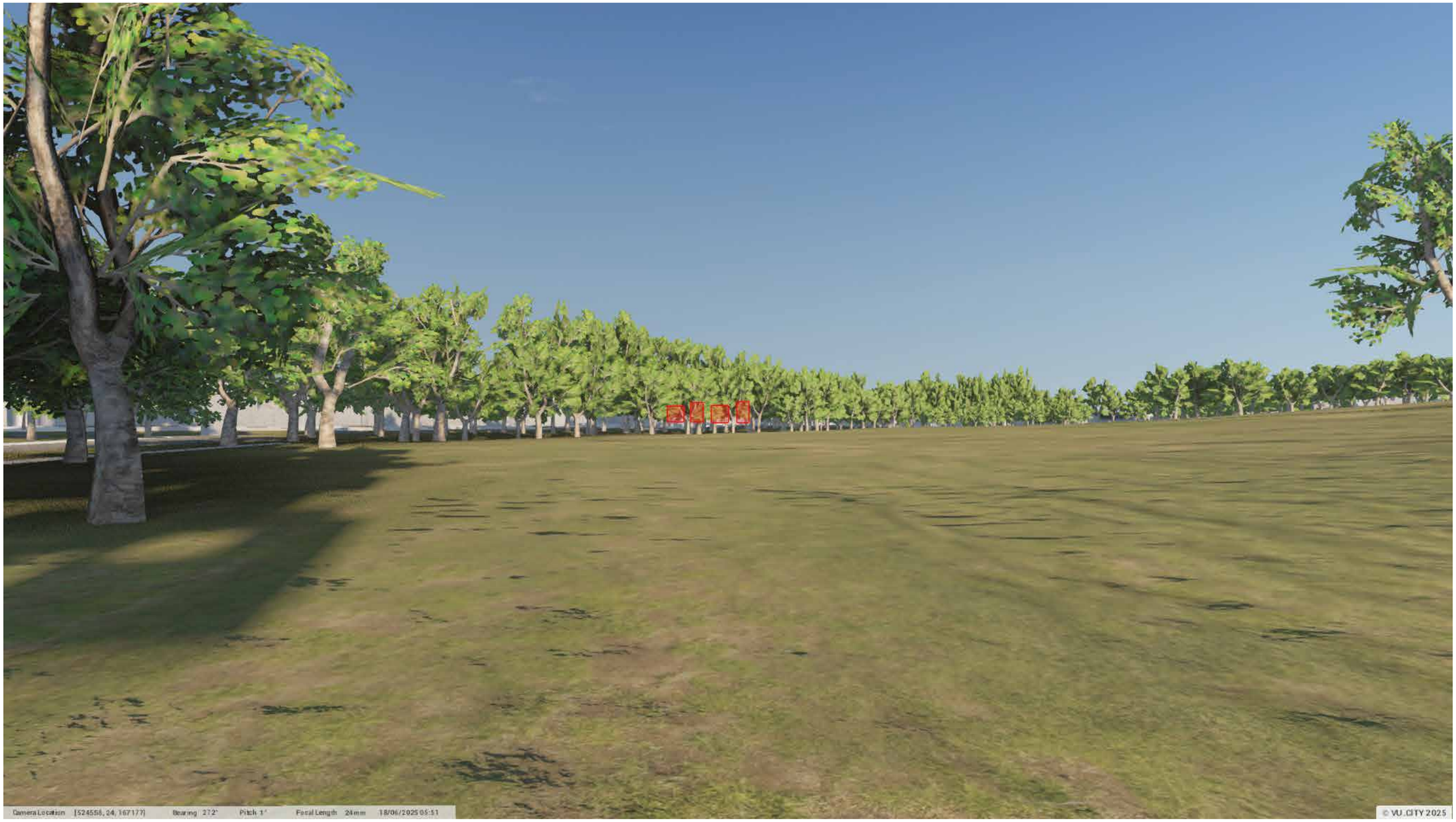


VIEW 26: WORCESTER PARK, NEAR SURREY ESTATE COMMUNITY CENTRE VIEW SHOWN WITH TREES IN LEAF.

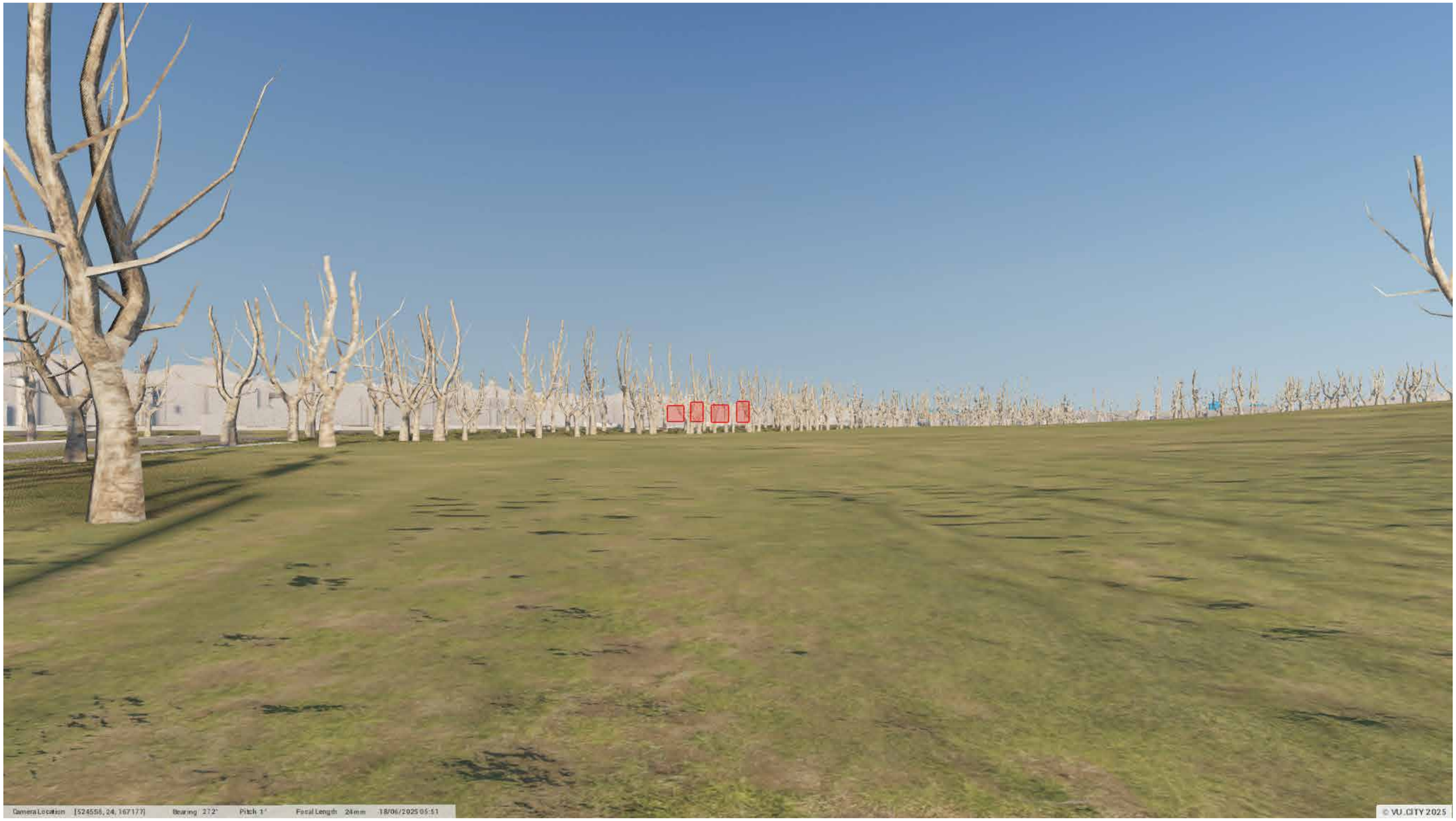
VIEW 26: WORCESTER PARK, NEAR SURREY ESTATE COMMUNITY CENTRE VIEW SHOWN WITH NO TREES.



VIEW 27: MORDEN PARK, WEST LAWN NEAR CRICKET GROUND VIEW SHOWN WITH TREES IN LEAF.



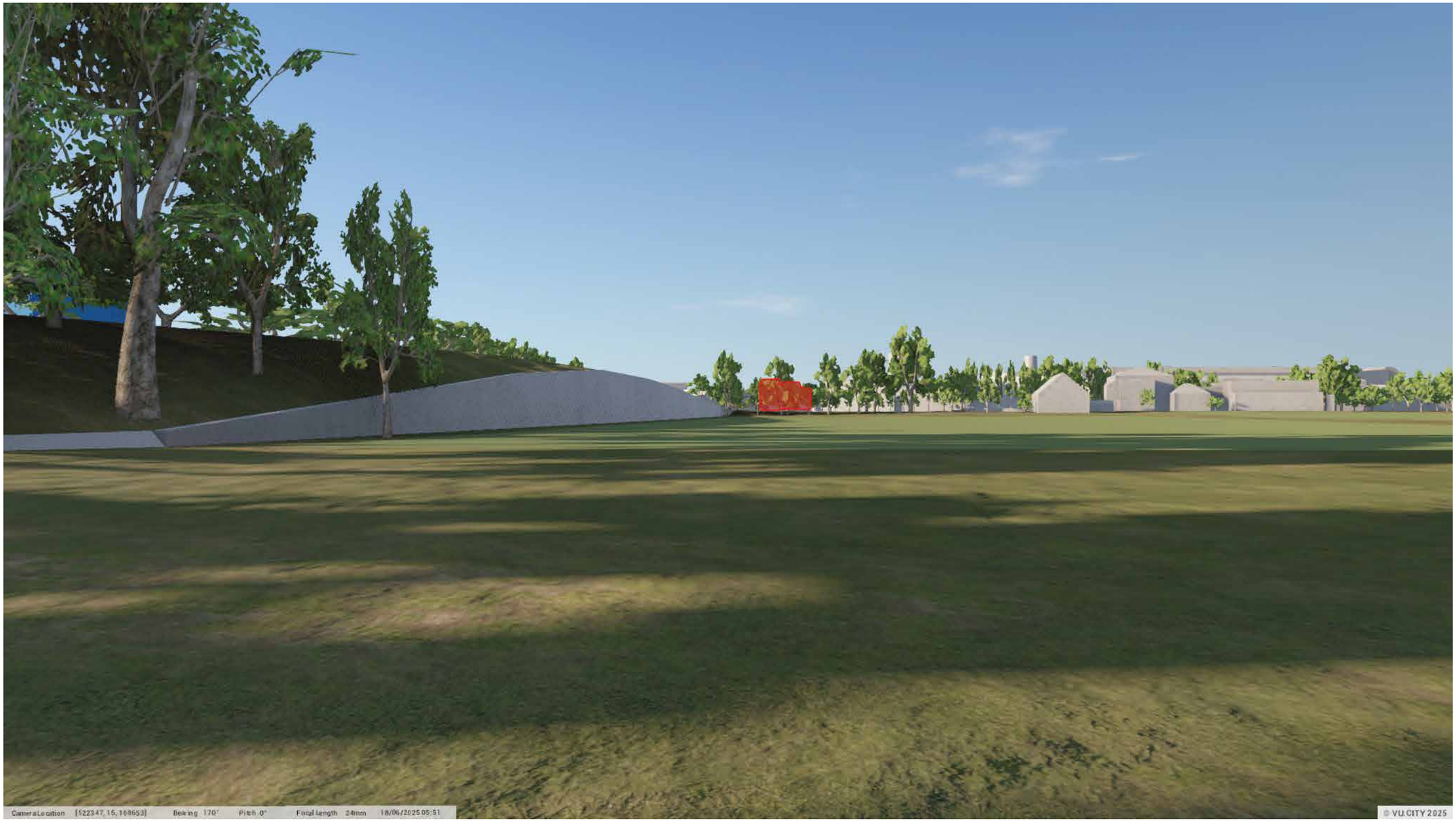
VIEW 27: MORDEN PARK, WEST LAWN NEAR CRICKET GROUND VIEW SHOWN WITH NO TREES.



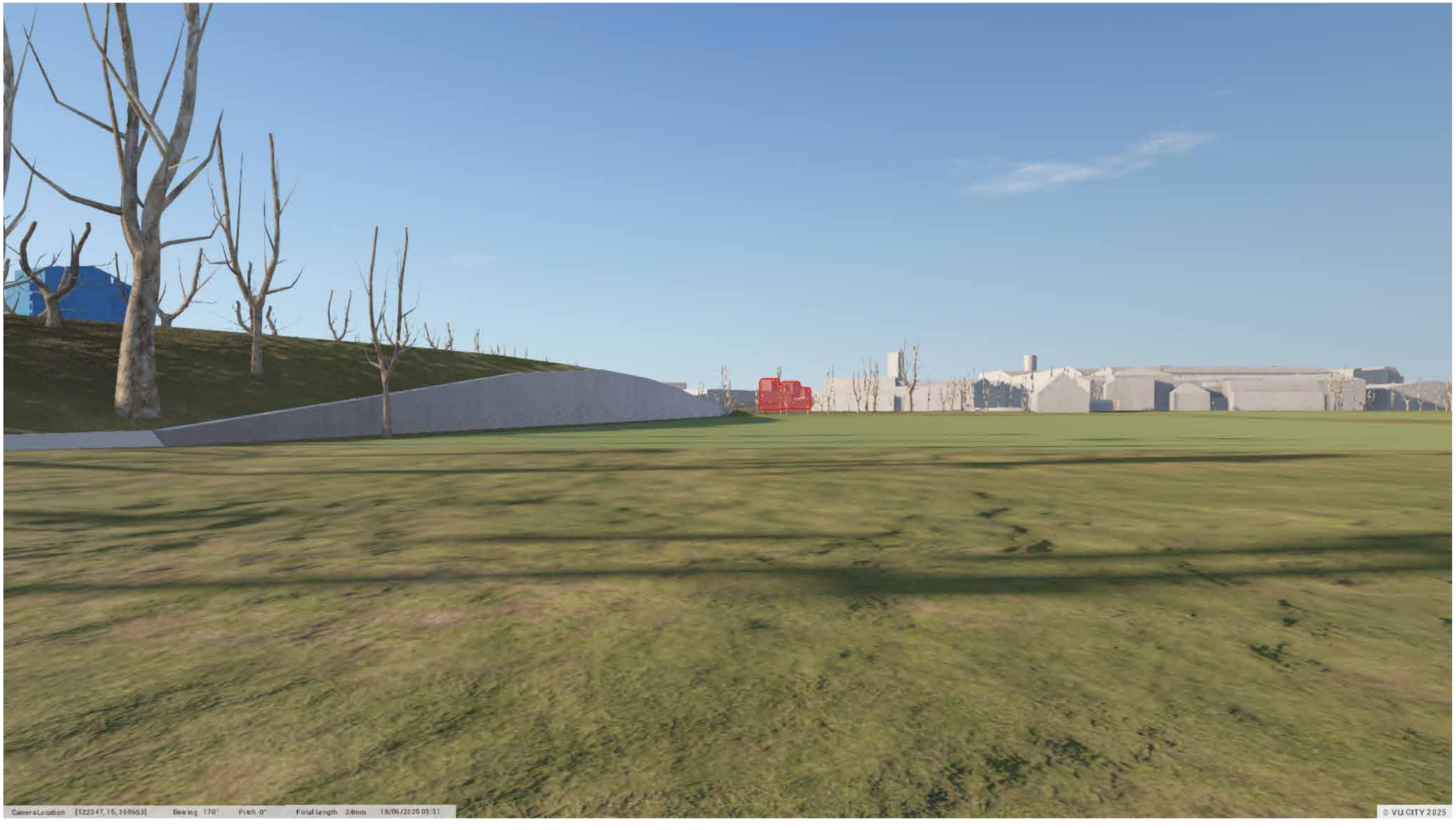
VIEW 28: MORDEN PARK, EAST LAWN/NEAR OLD TENNIS COURT VIEW SHOWN WITH TREES IN LEAF.

VIEW 28: MORDEN PARK, EAST LAWN/NEAR OLD TENNIS COURT VIEW SHOWN WITH NO TREES.

VIEW 29: BLAGDONS SPORTS GROUND VIEW SHOWN WITH TREES IN LEAF.



VIEW 29: BLAGDONS SPORTS GROUND VIEW SHOWN WITH NO TREES.



APPENDIX 4: ALTERNATIVE FUTURE BASELINE ASSESSMENT

MOTSPUR PARK GAS HOLDERS

TECHNICAL APPENDIX 4.0: ALTERNATIVE FUTURE BASELINE WITHOUT GAS HOLDERS

A4.1 This appendix provides an assessment of the proposed development based on an alternative future baseline without the gasholders, currently on site.

A4.2 The EIA Scoping Opinion states on page 11:

"As agreed during the preapplication process, in addition to the previously set out future baselines, the Townscape and Visual Impact Assessment will undertake an assessment of an alternative future baseline in which the demolition and clearance of the site has been undertaken. The findings of this context assessment will be presented in a Technical Appendix."

TOWNSCAPE

A4.3 Following the removal of the gasholders, the site would remain brownfield land and not accessible to the public.

A4.4 The delivery of the proposed development would bring the benefits set out in **Section 8.0**. The proposed development would open up the site, establishing the pedestrian routes from West Barnes Lane and Green Lane and improving the environment along Beverly Brook.

A4.5 Overall, all effects remain as in the scenario discussed at **Section 8.0**. and are reprovided below for ease of reading.

REF	TOWNSCAPE RECEPTOR	TOWNSCAPE VALUE	SUSCEPTIBILITY	SENSITIVITY	MAGNITUDE (CONSTRUCTION)	LIKELY EFFECT (CONSTRUCTION)	MAGNITUDE (OPERATIONAL)	LIKELY EFFECT (OPERATIONAL)	LIKELY EFFECT (CUMULATIVE)
1	Interwar housing	Low	Medium	Low-Medium	Low	Minor Adverse	Low	Minor Beneficial	Minor Beneficial
2	Green spaces	Medium	Medium	Medium	Very Low	Negligible Adverse	Medium	Moderate Beneficial	Moderate Beneficial
3	Infrastructure	Low	Low	Low	Low	Minor Adverse	High	Moderate Beneficial	Moderate Beneficial
4	Commercial/Industrial Use	Low	Not assessed						

VISUAL IMPACT

A4.6 In the alternative future baseline, the change resulting from the removal of the gasholders would fall away. In this scenario, the proposed development would be assessed against a baseline without the gasholders.

A4.7 The removal of the gasholders would not alter the visual amenity value. The receptors' susceptibility to the type of development does not change. Calibrated with the visual amenity value, the sensitivity would remain as set out in **Section 9.0**. All effects during the Demolition and Construction Stage would remain as above.

A4.8 The receptor group 'Amenity users of other open green spaces' would remain unaffected, given that the gasholders do not form part of the receptors' visual amenity, neither in the baseline set out at **Section 6.0** nor in the alternative future baseline.

A4.9 The absence of the gasholders, however, would not change the Magnitude of Impact for the remaining receptor groups. Applying professional judgement, the likely effects may be slightly more pronounced, given that the proposed development would be seen against an unobstructed sky. The likely effects for the Users of Sir Joseph Hood Memorial Playing Fields, Users of Motspur Park sports ground and Commuters would be **Major** and for residents **Moderate**. All of the effects would be **Beneficial** due to the high quality architecture and the improved landscape treatment at Beverley Brook and along the access routes from West Barnes Lane and Green Lane. All effects would be permanent, long-term and significant.

A4.10 The table below summarises the effects for the assessment based on the alternative future baseline.

RECEPTORS	VISUAL AMENITY VALUE	SUSCEPTIBILITY	SENSITIVITY	MAGNITUDE OF IMPACT (DEMOLITION AND CONSTRUCTION STAGE)	LIKELY EFFECT (DEMOLITION AND CONSTRUCTION STAGE)	MAGNITUDE OF IMPACT (COMPLETED DEVELOPMENT STAGE)	LIKELY EFFECT (COMPLETED DEVELOPMENT STAGE)	LIKELY EFFECT (CUMULATIVE)
Receptor group								
Users of Sir Joseph Hood Memorial Playing Fields	Medium	Medium	Medium	Low	Minor Adverse	High	Major Beneficial	Major Beneficial
Users of Motspur Park sports ground	Low	Low	Low	Low	Minor Adverse	High	Major Beneficial	Major Beneficial
Amenity users of wider MOL and other open green spaces	Medium	Medium	Medium	Very Low	Negligible Adverse	Nil	None	None
Commuters	Low	Medium	Low-Medium	Very Low	Negligible Adverse	Low	Major Beneficial	Major Beneficial
Residents in vicinity of the Site	Low	Medium	Low-Medium	Low	Minor Adverse	Low to Medium	Moderate Beneficial	Moderate Beneficial
Static views								
VHIV2 (Hampton Court)	High	High	High	Nil	None	Nil	None	None
VHIV6 (Bushy Park)	High	High	High	Nil	None	Nil	None	None

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