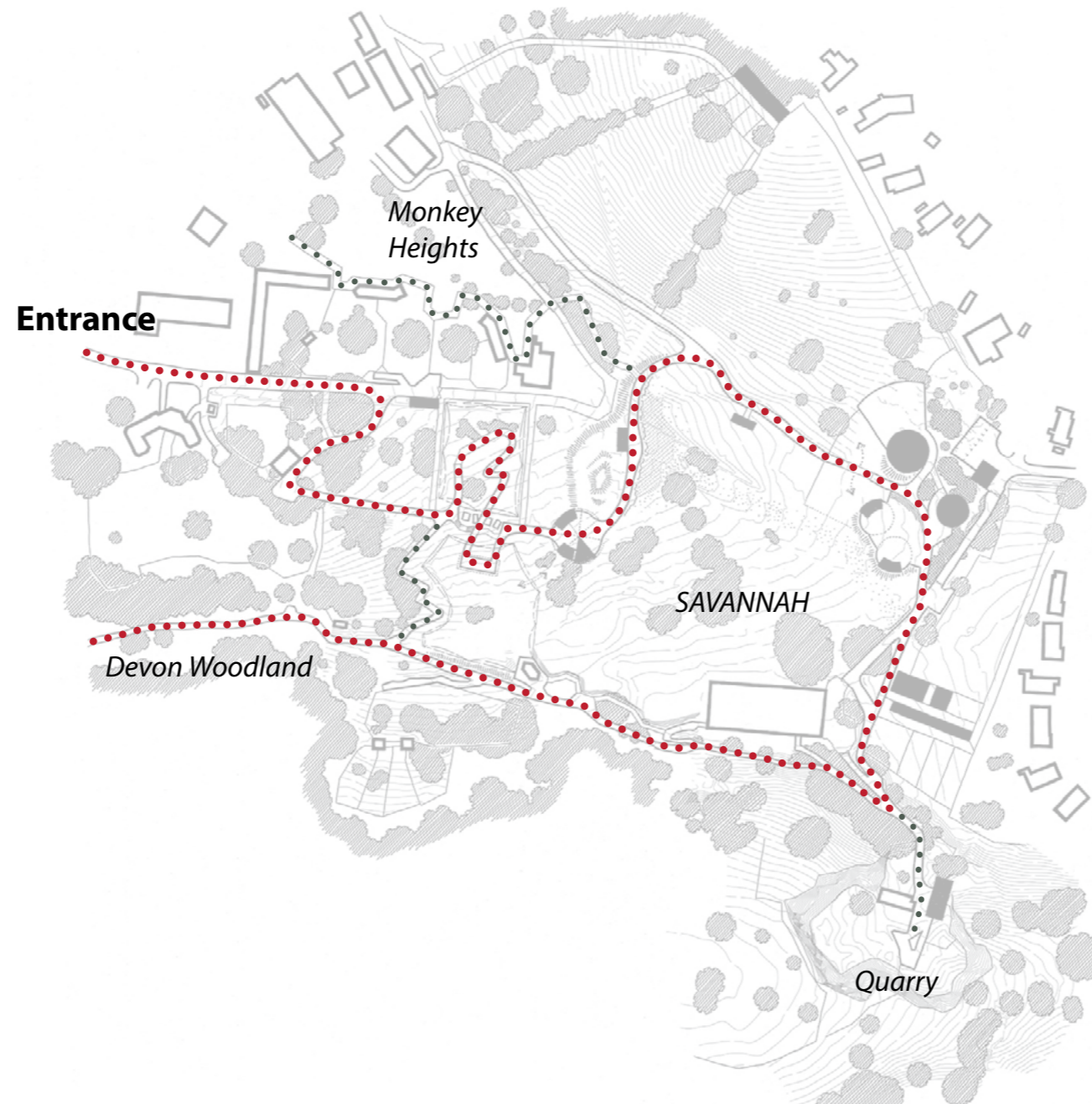


Circulation: Legibility

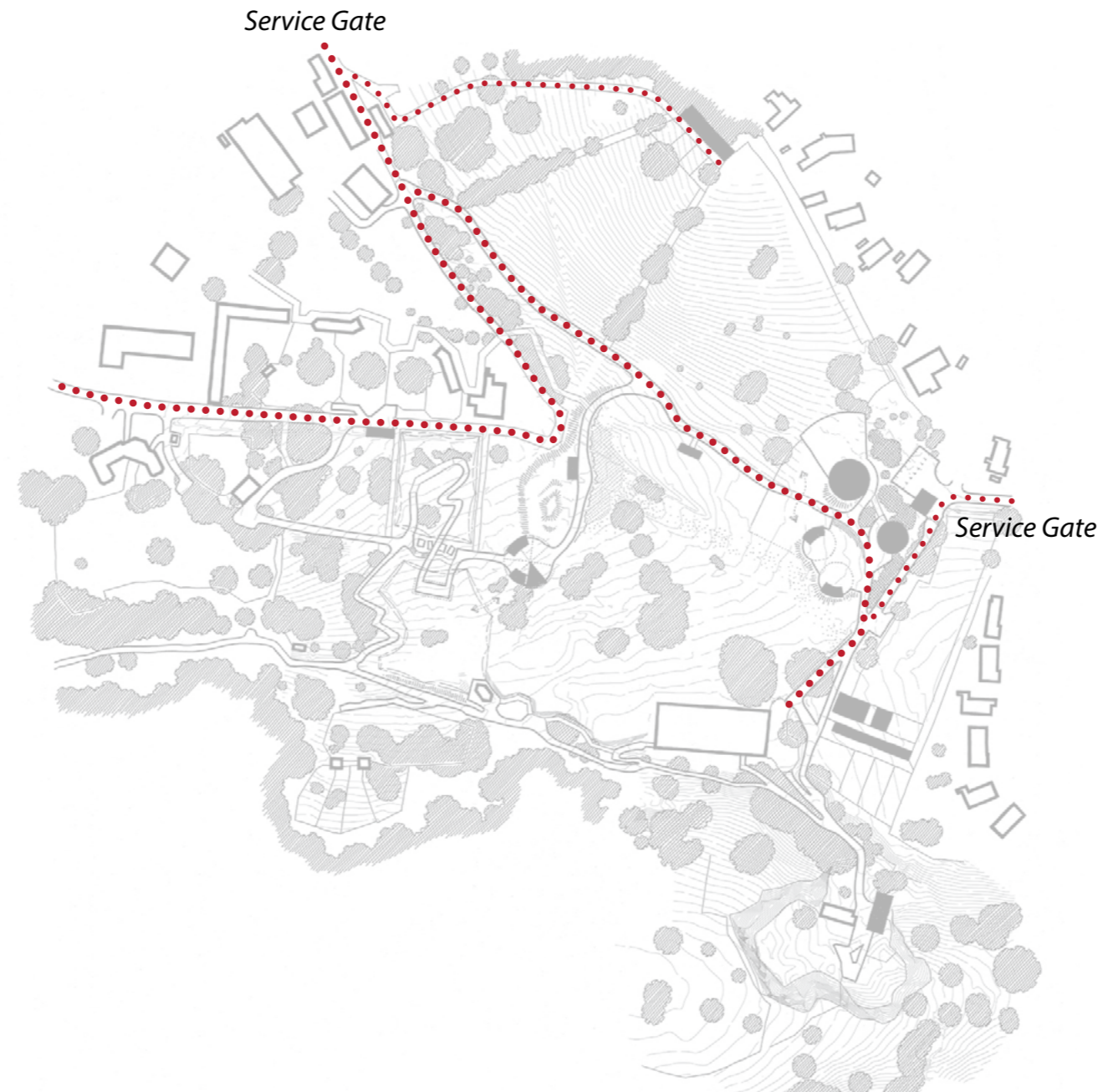
The newly proposed routes integrate with existing pathways to ensure new routes are clear and legible. The proposal ensures that the visitor experience is varied throughout and minimises cross-viewing when looking at animals and exhibits through control of view directions and strategic location of natural and man-made barriers.

The current layout on site suffers from a long stretching main path with continuous edge barriers. The proposal looks to reduce the perceived length of paths through creating meandering pathways, shortening views along the path, eliminating continuous views of the exhibits and augmenting the sense of anticipation by sequential staging of approach views before the animals are actually seen.



A single clear route will lead visitors through the exhibit. Secondary pathways add interest and provide different viewing experiences and perspectives



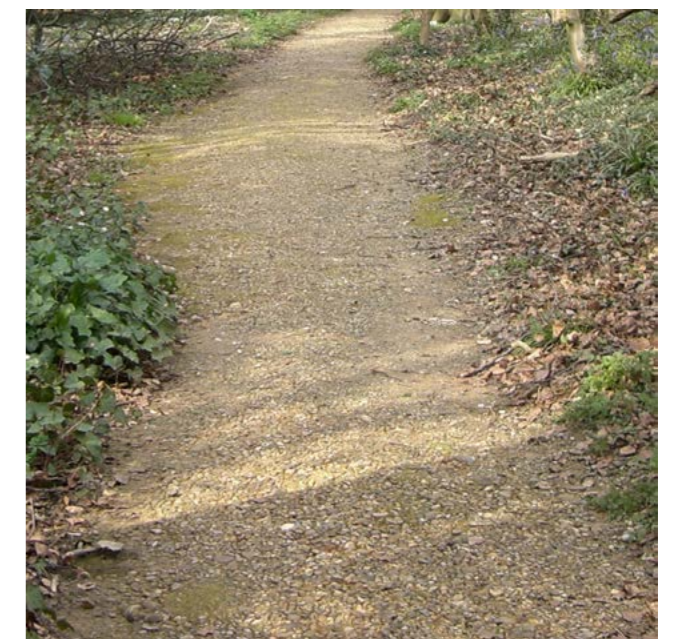


Circulation: Vehicle Access

All of the main points in the exhibit are vehicle accessible. New paths will have suitable radius and turning circles to allow for fire and emergency vehicle access. Primary pathways (right, indicated red) will be the main routes for maintenance vehicles and to transport animals as required.

All buildings and structures will be accessible for necessary periodic maintenance and refurbishment.

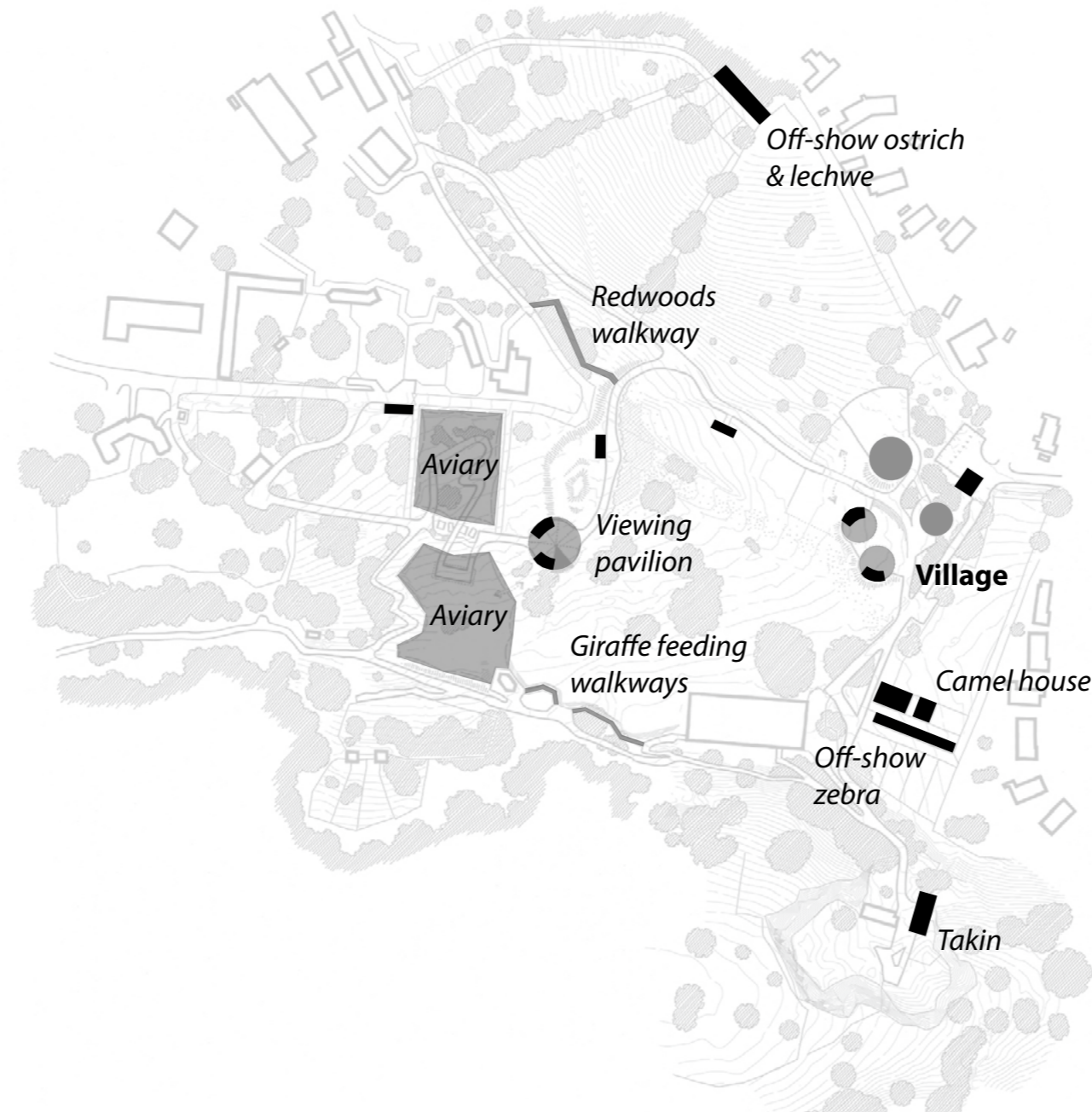
The existing vehicular routes are largely maintained in the new exhibit. New primary pathways will be designed to withstand vehicle loadings.



Buildings and Landscaping: Structures

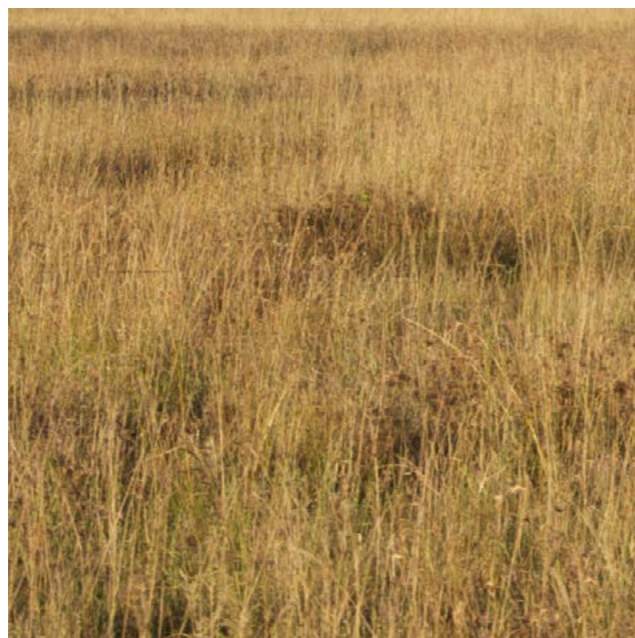
The proposed Structures will appear to grow out of the landscape, and are compatible and subordinate to it. They incorporate a minimum use of materials, each specifically suitable to the visual and functional use it is designed to perform. The proposals include netted structures, bridges walkways, shelters and buildings.

Wherever possible, materials will be of an elemental or industrial nature, such as stone, wood, brick, concrete, iron etc. Refer to subsequent pages for details of some of the theming elements that will be incorporated into the buildings and structures



Proposed structures include bridges, walkways and retaining structures as well as buildings and viewing pavilions

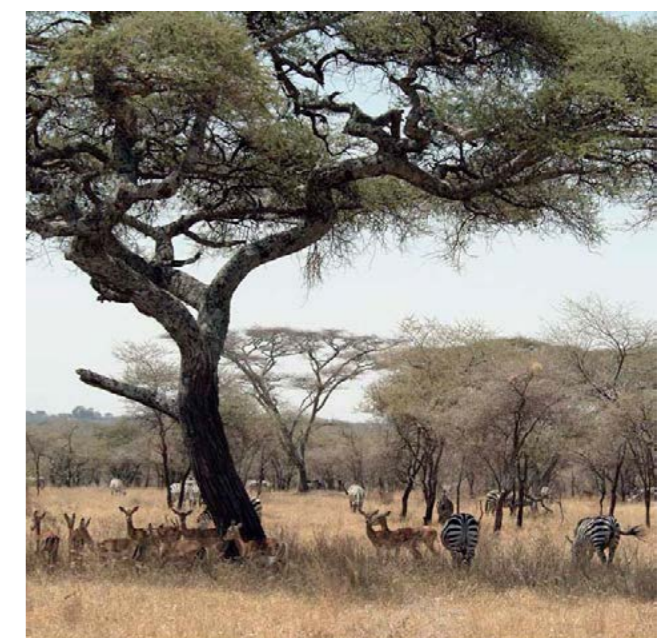




Buildings and Landscaping: Planting

New and existing planting will be carefully selected to enhance the savannah theme. Strategic location of new planting and enhancement of existing will help to screen and focus views and eliminate cross-viewing. Vegetation will be encouraged to grow onto buildings joining them with the landscape. The proposed planting specification, which accompanies this application, describes the proposals in more detail.

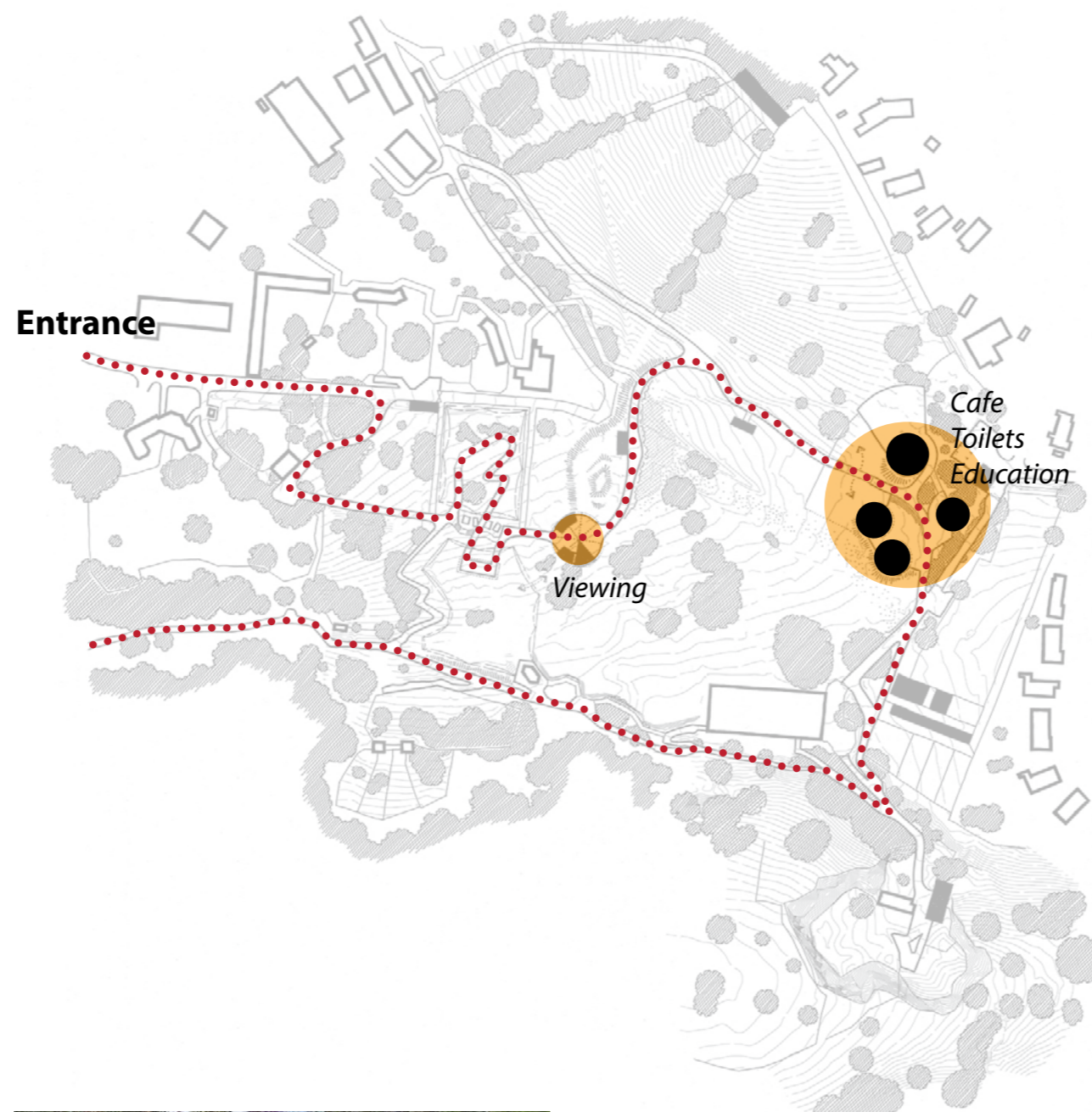
The proposals will combine native planting around the perimeter with species throughout the exhibit which will enhance the savannah theme. Images shown here are indicative only - refer to planting specification for details



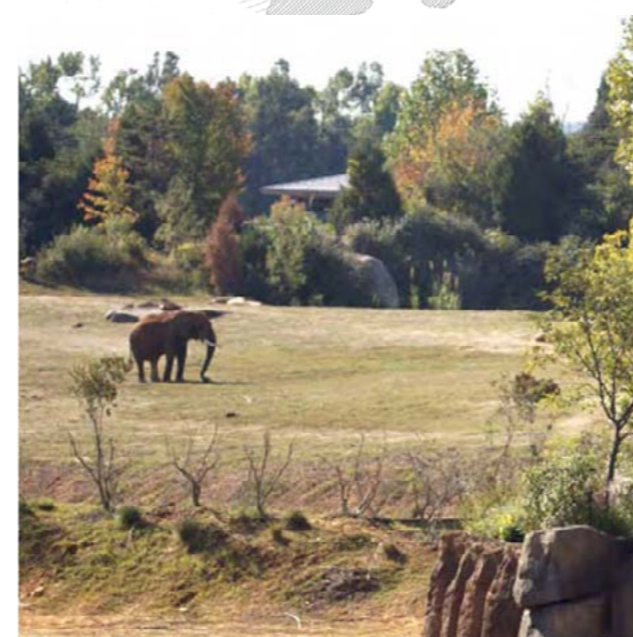
Visitor Experience: Primary Nodes

On emerging from the aviary walk, visitors will encounter a viewing pavilion which will mark the entry to the mixed species areas. This pavilion will allow visitors to take in the scale of the exhibit and note further points of interest along their route ahead.

The proposed new village buildings will create a destination and focal point to the Savannah exhibit. In addition to drawing people further into the zoo the new village will provide much needed toilet facilities to the east of the site. In addition to the cafe, toilet facilities and an exhibit an education building will provide teaching space for larger groups than the zoo can currently accommodate.



The covered viewing area and the village will provide markers for visitors to orient themselves on entry and during their journey through the exhibit



Visitor Experience: Play and exploring



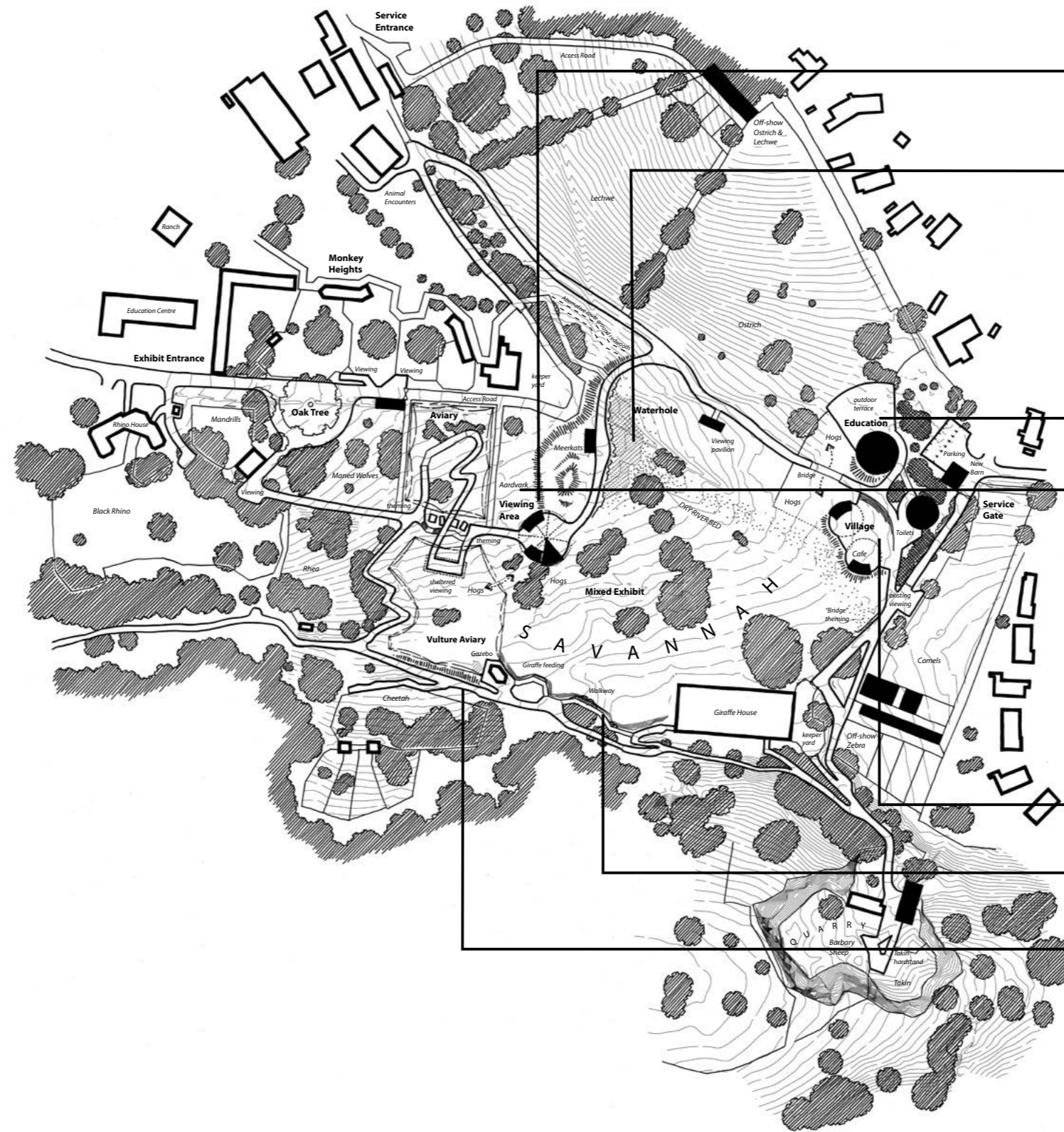
Giving children the opportunity to play and explore can be made integral to the exhibit. Devices like child-only shortcuts and child eye level viewpoints can help engage young visitors with the exhibit. Education can then be incorporated into these to provide more interesting, hands on learning.

Play equipment will be visually integrated with the exhibit, to create harmony often lacking with off-the-shelf equipment. This will help to create an environment where the children engage with the exhibits. Spaces for children such as viewpoints and routes help make the experience personal to them and the zoo a place for them to want return to. The Forestry Commission provides good guidelines and ideas for creating successful "Natural Play". This naturalistic approach to play equipment can be a very cost effective solution.



Play equipment and routes for children integrated into the exhibit: bottom right: National Arboretum, Westonbirt; all other images: Eden Project, Cornwall;

Masterplan: Exhibits and Species



Masterplan: Theming

Small animal enclosures

Here are some examples of how the ideas of education, theming and architecture discussed here will be combined to form a coherent exhibit. The elements shown here will be combined with informative signage, various different media & interactive displays to create a multi-layered visitor experience.

Waterhole



Waterhole acts as a theming device, surface water attenuation and a physical barrier.



Enclosures for the smaller animals such as the aardvark and meerkats allow closer encounters with the animals through various viewing areas and scales.

Education

River Bed



The dry river bed theming, like the waterhole, will play a part in water management as well as to provide “invisible” barriers within the mixed exhibit. It will feature rocks, broken logs and embankments.



The exhibit will feature a covered place for gatherings and talks. Due to its size it may be more appropriate to use “safari” theming such as canvas or more contemporary materials used in Africa such as corrugated steel sheet.

Village

Paths



Paths will feel like trails worn into the landscape with undefined edges and natural aggregate.

Giraffe Feeding



The natural elevation of the site will be used to provide views as well as an opportunity for animal interaction.



The village – theming to contain a café, viewing, animal houses and toilets – will be largely inspired by the local vernacular architecture in the proximity of Matobo National Park. Features of this will include rammed earth walls, indigenous paintings and agricultural barriers.