



Union / Edward Street Entry

This proposal is a **Landmark Building** for the Pyrmont Locality. It presents a **Positive Iconic Presence** to Sydney Harbour and in particular the Pyrmont Bridge approach to the Peninsula. It provides an **Active Podium** to Union Street that is responsive to the historic character of the Streetscape by way of its **Materiality and Scale**. It provides activation via its Hotel entries, Retail frontages, Hotel lobby activity - cafe and bar, and buffet and gaming entries. It improves Pedestrian linkages through the existing Casino creating a more inviting and **Continuous Public Domain** in the form of an day lit 'eat street'.

The Vision for the tower is **Fresh and Contemporary** - it provides a **Separate Identity** and **Counterpoint** to the existing Casino Buildings however in the curvature of its north facade makes **Reference** to the form of the existing Casino Buildings. It is crisp, restrained and understated in its detail and includes many ESD initiatives.

The proposal makes a significant contribution to the **Built Form** and quality of **Public Domain** to the Peninsula. It will improve **Amenity** for residents, and workers and add significantly to the **Entertainment/Leisure/Accommodation** Capacity of the Darling Harbour Precinct.



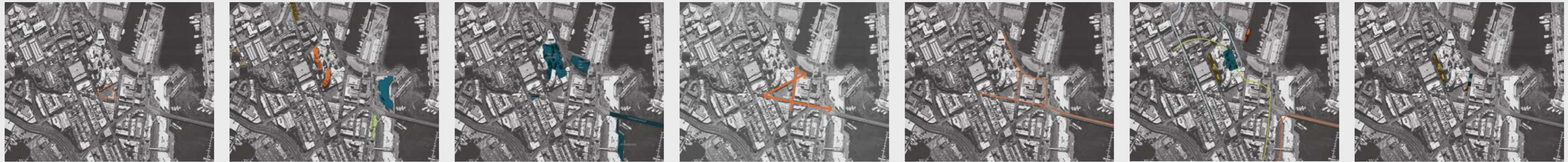
View from East



Union / Pyrmont Street Entry



CONTEXTUAL SITE STUDY



- Site
- Casino ■ DH Hotels ■ Maritime Museum
- Ways Terrace ■ Jackson's Landing
- Urban Spaces
- View Corridors
- Main Pedestrian Circulation - - - Secondary Pedestrian Circulation
- Wharf Services ■ Major Porte-Cochere
- Major Transport Interchange (Bus & Lightrail) ■ Major Porte-Cochere
- Mono Rail — Light Rail — Bus
- Major Porte-Cochere ■ Car Park Entry
- Lyric Theatre Loading

SITE

- A Historic 18/19 Century Urban Context with significant renewal in the last two decades
- Significant variety in building type and scale - cottages, terraces, warehouses to large scale residential development
- Significant harbour interface and 'working harbour' heritage wharf structures
- Immediate Context to the Switching Station Site includes a variety of Scale and Building types including Sandstone Cottages, Terraces, Pubs to Union Street, Warehouses to Pymont Street, recent Commercial and Retail to Edward Street, and the existing Star City abutting the immediate north boundary to the Site

LANDMARKS

- Star City is the predominate landmark to the eastern edge of the Pymont Peninsular - both in site area and height. Other significant adjacent developments on approach from Darling Harbour include the Maritime Museum and Hotels forming it's western edge
- More broadly on Pymont Peninsular significant structures include "Ways Terraces" and surrounding recent Residential development to the North - as viewed from around the Harbour and CBD
- Scale significant structures and buildings are located on the ridgeline to the west side of Pymont Peninsular - these include the Jacksons Landing development and the adjacent Anzac Bridge

URBAN SPACES

- Significant Urban Public Spaces in the vicinity of the Switching Site include: Union Square, Pymont Bay Park, Pymont Bridge, Star City eastern stepped forecourt/ approach, Star City Roof Terrace, Darling Harbour open space foreshore.

VIEW CORRIDORS

- Significant CBD and harbour view potential for the site - particularly at lvs above Star City Lyric Theatre flytower.
- View Corridors from Union Square to the CBD are significant, particularly on the Union Street alignment which is terminated by Sydney Tower.
- View Corridor on Edward Street permits views to Pymont Bay.

PEDESTRIAN MOVEMENT

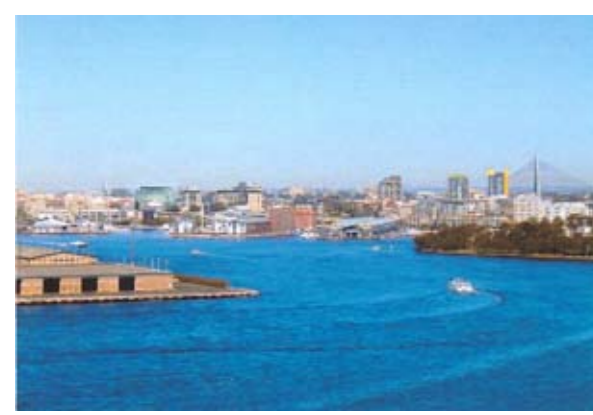
- Prime Pedestrian movement immediately adjacent the Switching Station Site is along Union Street - linking Harris Street and Union Square to the Darling Harbour entertainment precinct and the CBD via Pymont Bridge.
- Other secondary pedestrian movement is along Pirrama Road - linking Pymont Park, Star City, and harbour side development to Darling Harbour and the CBD.

PUBLIC TRANSPORT

- A major Public Transport Interchange is located at and adjacent Star City addressing Pirrama Road. This includes light-rail, bus (public, charter and tourist) and taxi.
- Also adjacent in Pymont Bay is Star City Wharf with use by water taxis.
- A Mono-Rail station is located within walking distance of the Switching Station Site at Darling Harbour.

VEHICLE MOVEMENT

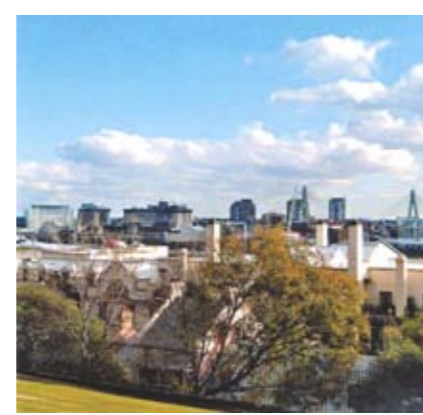
- Roads immediately adjacent the Switching Station site are local traffic roads - Union Street and Edward Street. Union street is closed to east-bound traffic at Harris Street. Edward Street is closed to through traffic due to the Light Rail, however Edward Street also contains a major Star City car park entry, the other is off Pirrama Road immediately north of the Edward Street Light Rail crossing.
- Loading Dock to the directly adjacent Star City Lyric Theatre is off Edward Street.
- The existing Porte Cochere is one-way - entry off Jones Bay Road, exit on to Pymont Street. Its use is for taxis and hotel patrons.



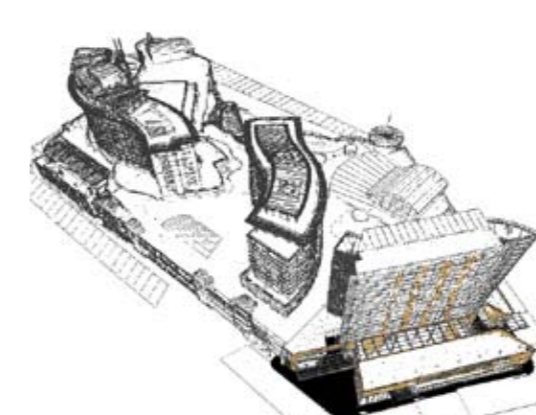
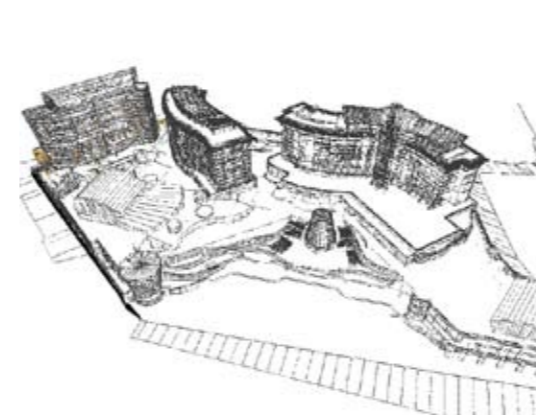
View from McMahon's Point



View from King Street Wharf



View from Observatory Hill



URBAN DESIGN ANALYSIS



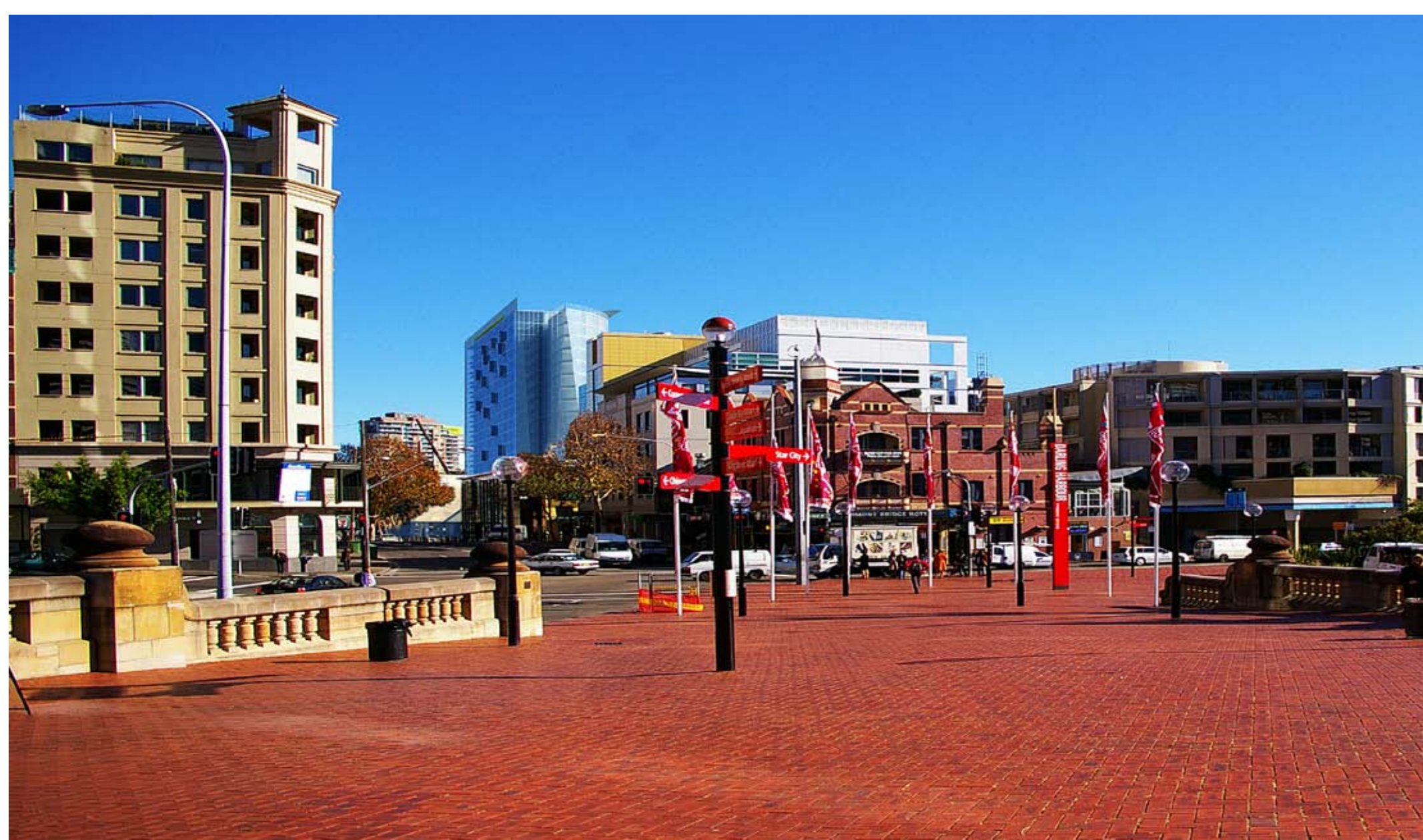
- STREET ACTIVATION**
 - Street front activated with retail / hotel / foyer and hotel cafe / lounge.
- PUBLIC MOVEMENT**
 - Hotel lobby as public circulation and extension of retail arcade at 50 Union Street.
 - Link from corner of Edward and Union Street to Retail arcade.
 - Through building link to Pymont / Union street reworked to improve clarity of public circulation.
- VIEW CORRIDORS / VISTAS**
 - Reinforce and frame existing key urban view corridors.
- BUILDING SERPARATION**
 - 12m minimum separation from existing serviced apartments balcony to new hotel.
- SET BACK**
 - 20m tower setback to Union and Pymont Street.
- TOWER ALIGNMENT**
 - Tower aligned to Union Street.
 - Tower minimizes impact on serviced apartments.
 - Orientated to maximise views to CBD.
 - End conditions 'articulated' to present 'slender' form.
 - North facade responds to existing casino built form.
- STREET DEFINITION**
 - New podium to reinforce street block pattern.



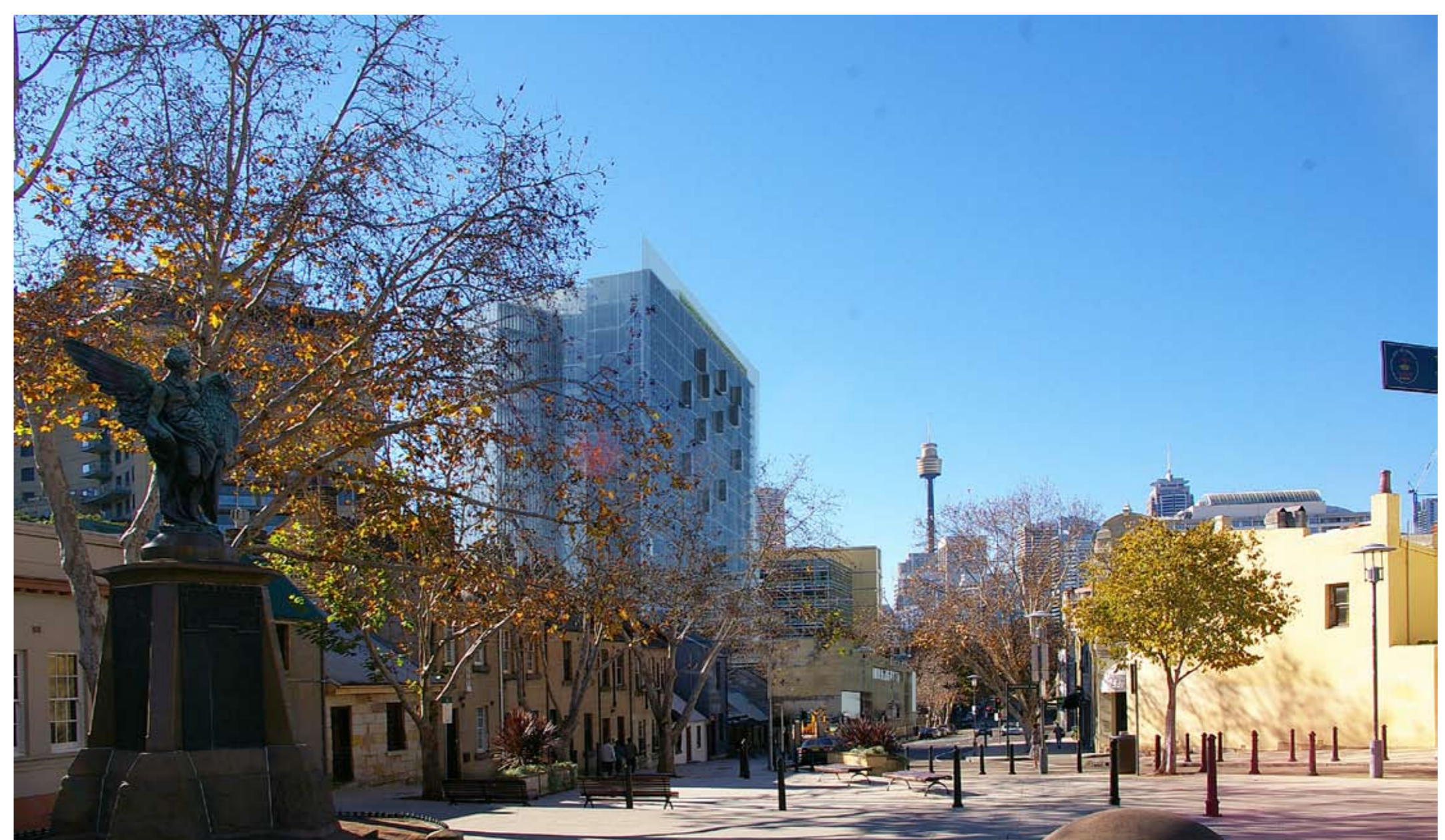
Aerial View from West



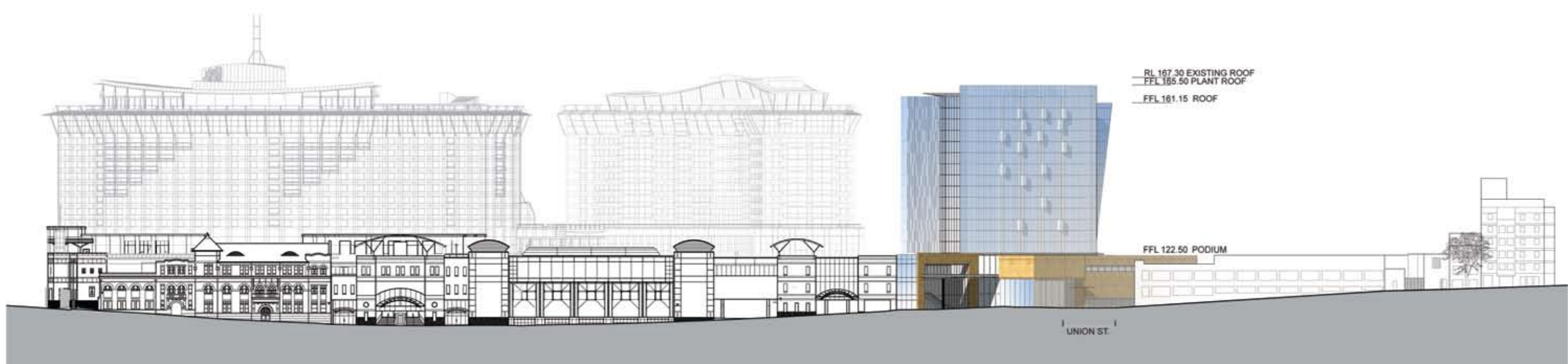
View from Pymont Bay



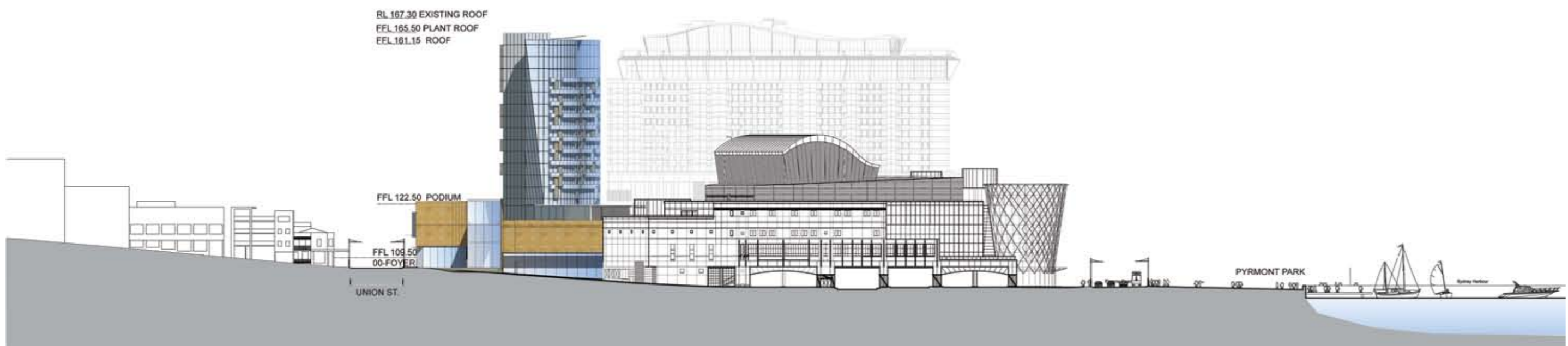
View from Pymont Bridge



View from Union Square



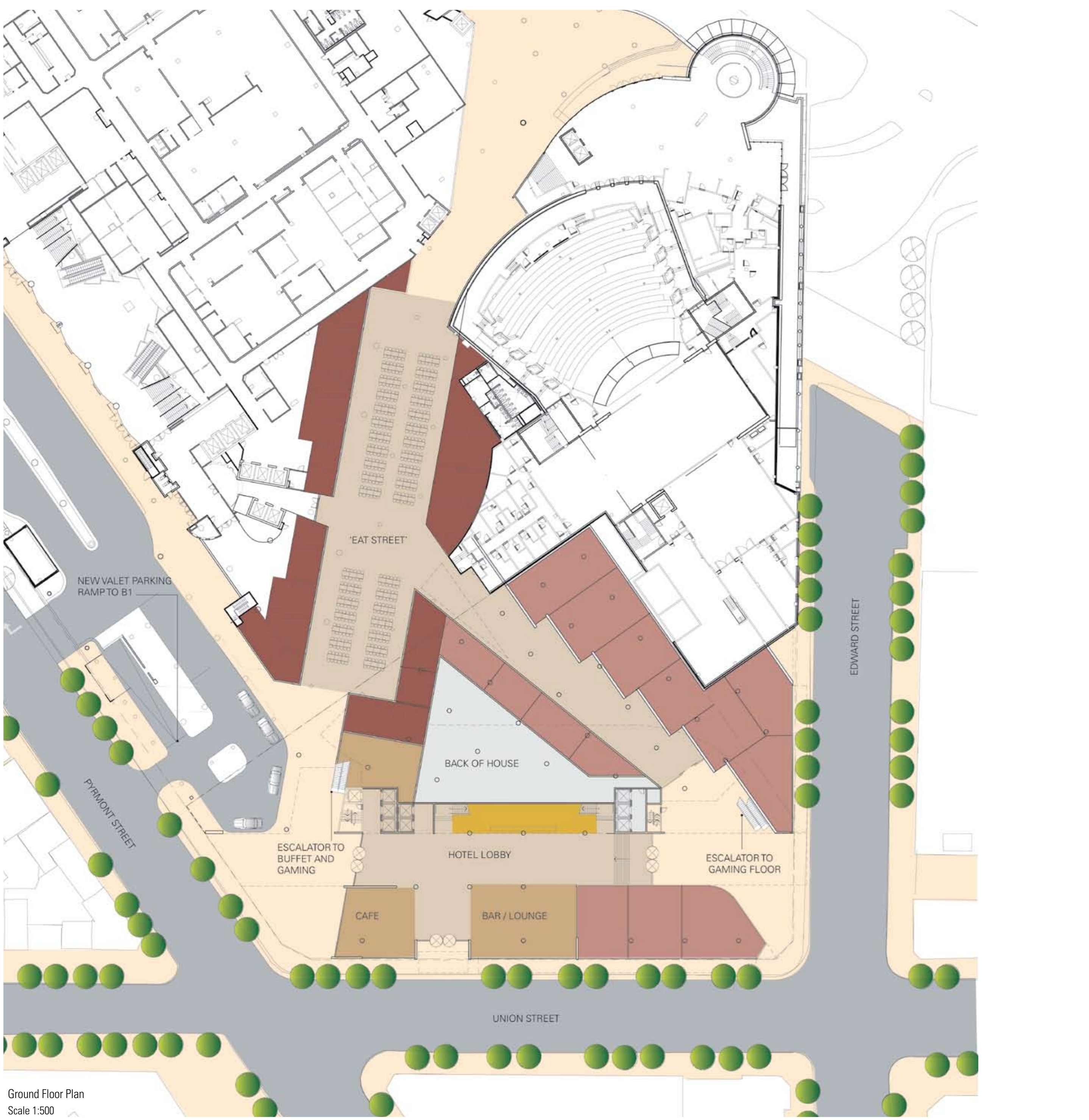
Pymont Street Elevation
Scale 1:1000



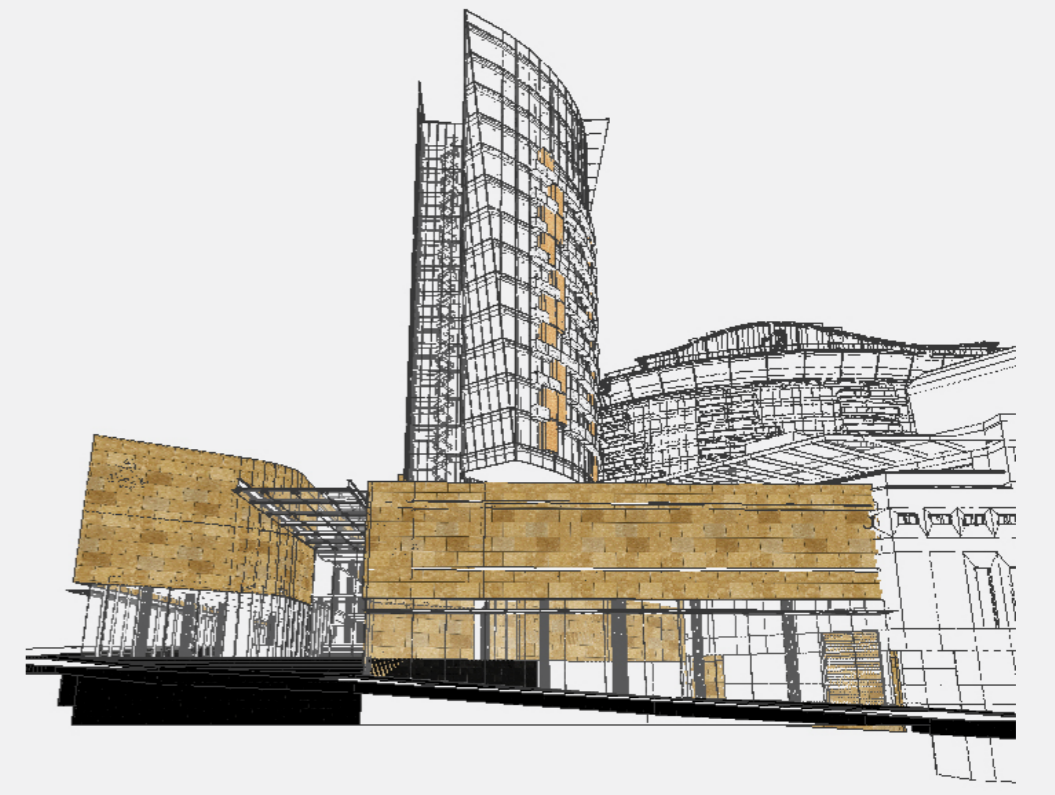
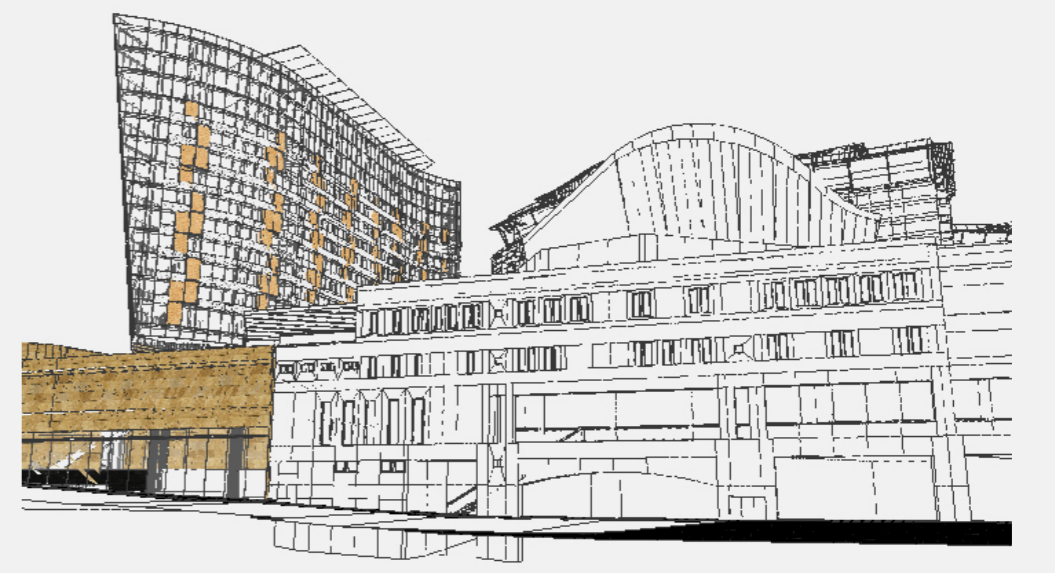
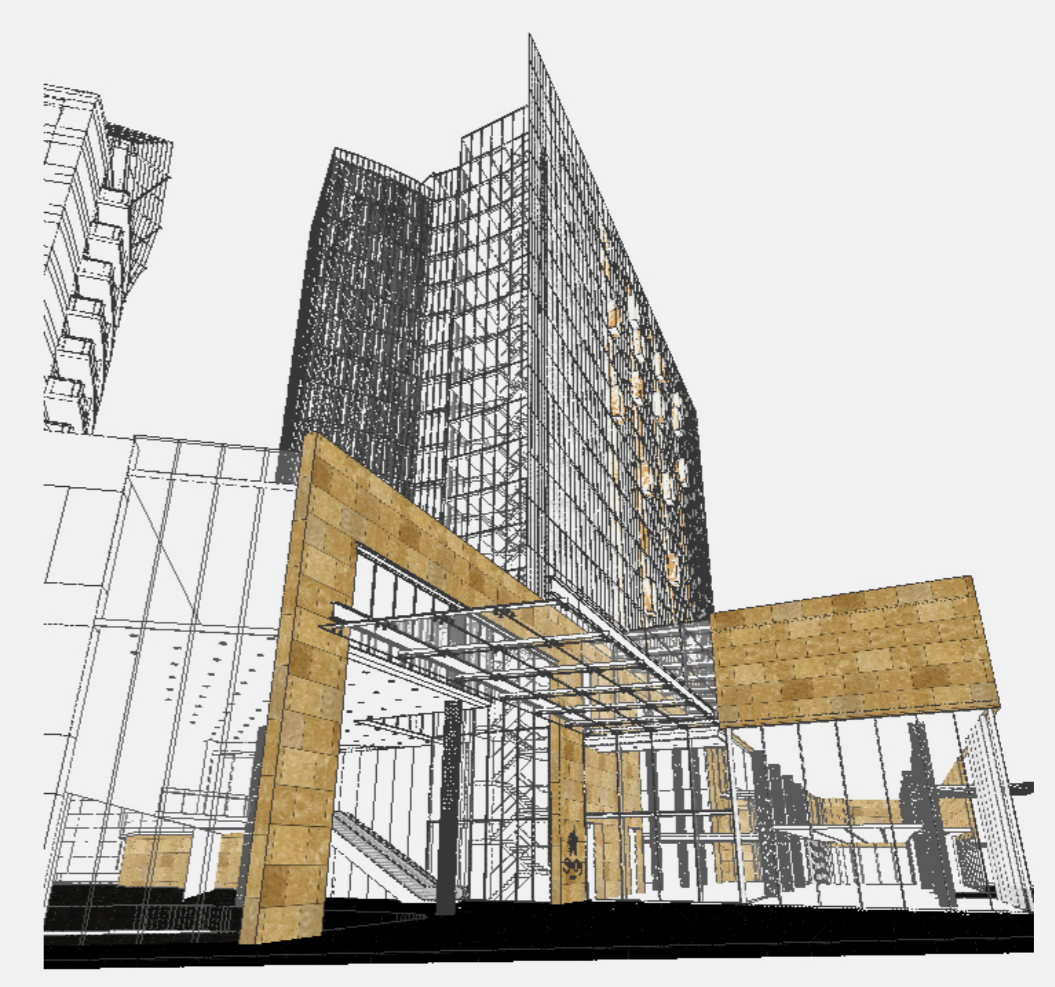
Edward Street Elevation
Scale 1:1000



Union Street Elevation
Scale 1:1000



Ground Floor Plan
Scale 1:500

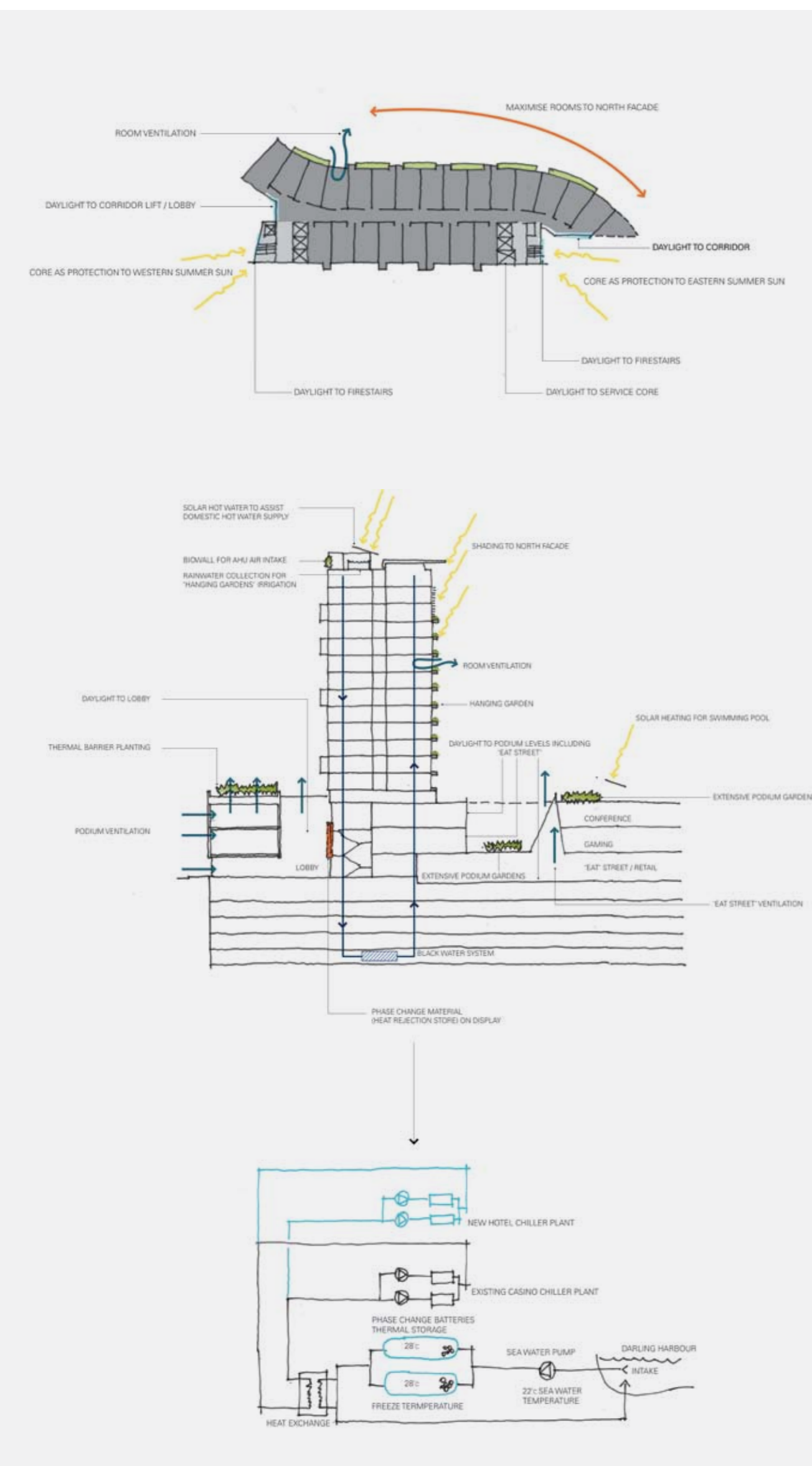
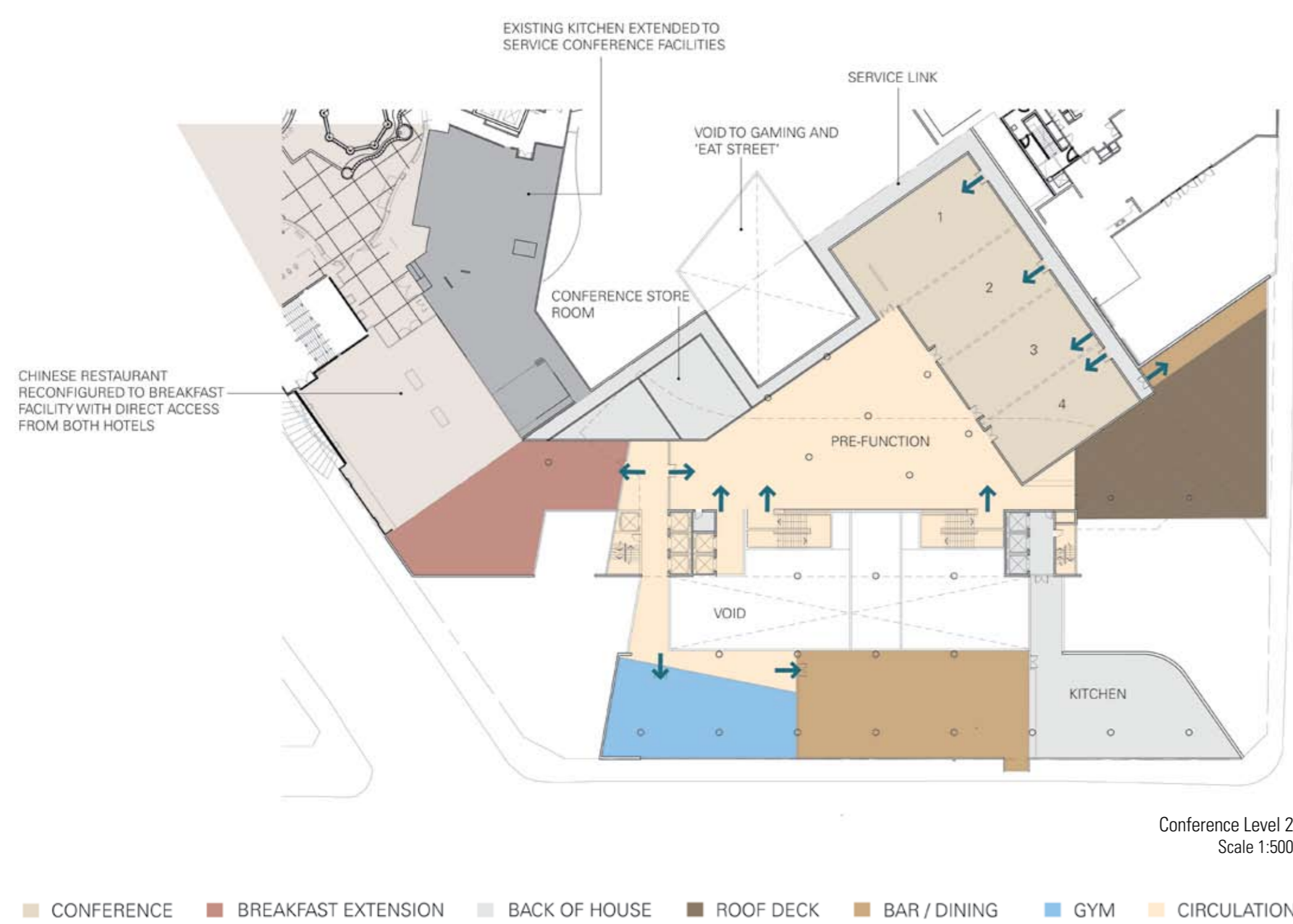
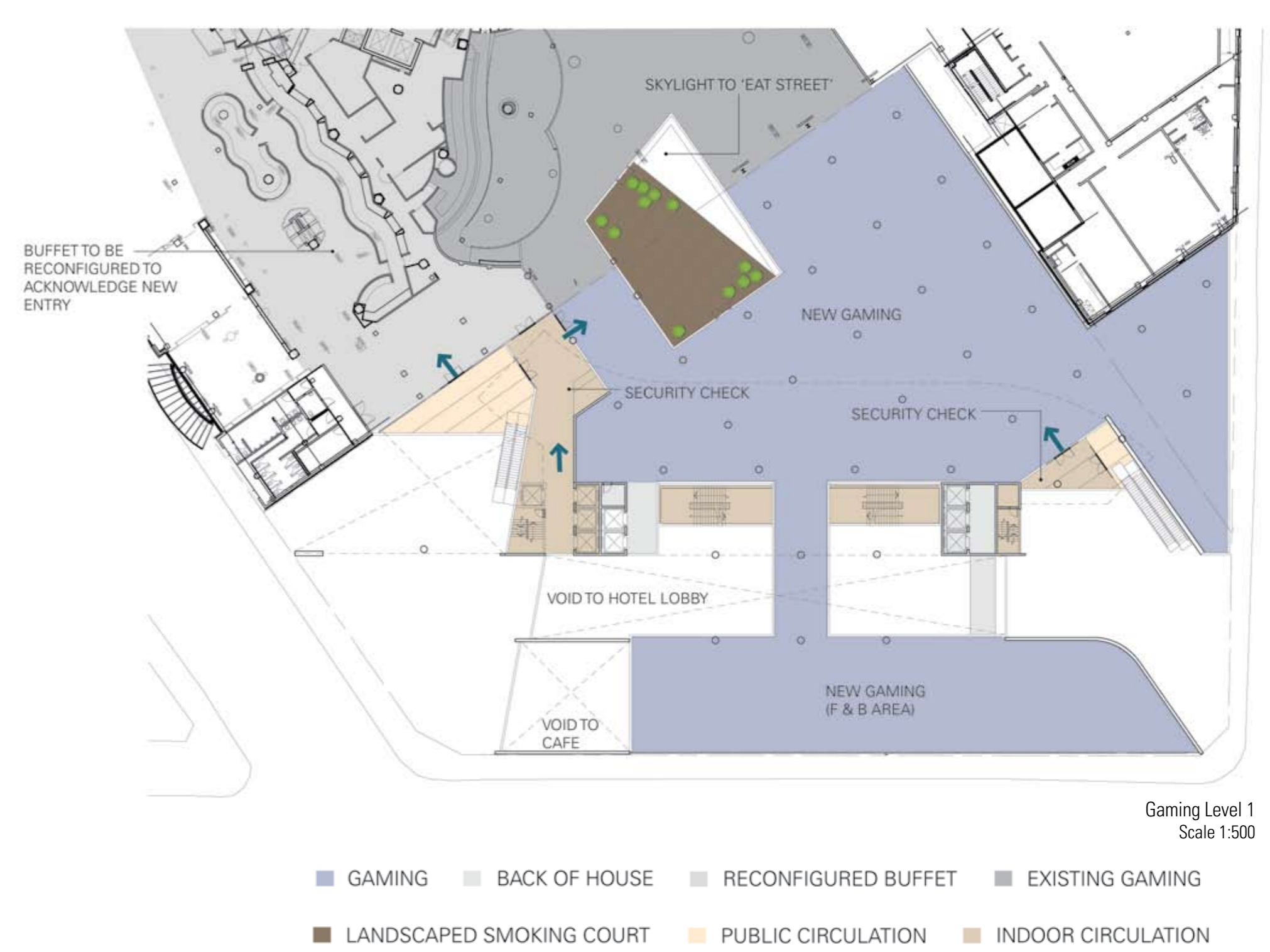


PUBLIC DOMAIN IMPROVEMENTS

- Reconfigured through-site retail link improving the clarity of PUBLIC DOMAIN. An 'Eat Street' Food Hall is proposed seamlessly addressing the corner of Union Street/Pymont Street.
- The Corner of Union Street/Pymont Street will have 'enhanced' solar access and widened footpath due to sculpting of Podium.
- The Hotel Lobby will be treated as a 'through-site' link with dual entries - at Union Street/Pymont Street (major entry) and Union Street/Edward Street (minor entry) facilitating permeability and directly linking the lobby to the Darling Harbour Entertainment precinct. The alignment of the Lobby responds to the Retail Arcade alignment of 'The Atrium' directly across Edward Street.
- The Hotel Lobby will contain active uses which enhance the PUBLIC DOMAIN, encourage public use and are consistent with Union Street activity such as Cafe/Bars.
- Union Street and Edward Street are activated via Retail frontages. Improvements to the PUBLIC DOMAIN via Street Trees, footpath awnings, Lighting and Traffic Calming Devices are proposed.
- The podium, through its extensive use of sandstone and the appropriateness of its scale, will relate positively to the Union Street Character.
- A pedestrian connection is proposed over the Light Rail at Edward Street to positively connect Union Street to Pymont Bay and Park.
- An extension to the landscaped terrace of the existing Casino is proposed.

CASINO IMPROVEMENTS

- Increased quantity of Hotel Accommodation, Conference, Leisure and Entertainment Facilities.
- Integrated Porte Cochere solution with Valet parking servicing both Hotels.
- Enhanced Gaming Facilities with integrated 'landscaped smoking court/ light well'. New clear entries addressing Union Street/Edwards Street and Union Street/Pymont Street intersections.
- Improved Breakfast Facilities (in location of current lvl 2 Chinese Restaurant) directly servicing both Hotels.
- Reconfigured lvl 1 Buffet with clear address to Union Street/Pymont Street Intersection.



ESD INITIATIVES

The new Hotel Development will be designed to differentiate itself from the existing facility. The building will be designed to attract a boutique younger professional market. Accordingly it is acknowledged that the Facility will need to express a level of environmental responsiveness superior to that of the existing facility. The environmental responsiveness will need to be not only functional but also visible. The overall concept will be to achieve a high environmental benchmark through the design, construction and operation of the Hotel and Casino development.

DESIGN INITIATIVES

Ventilation

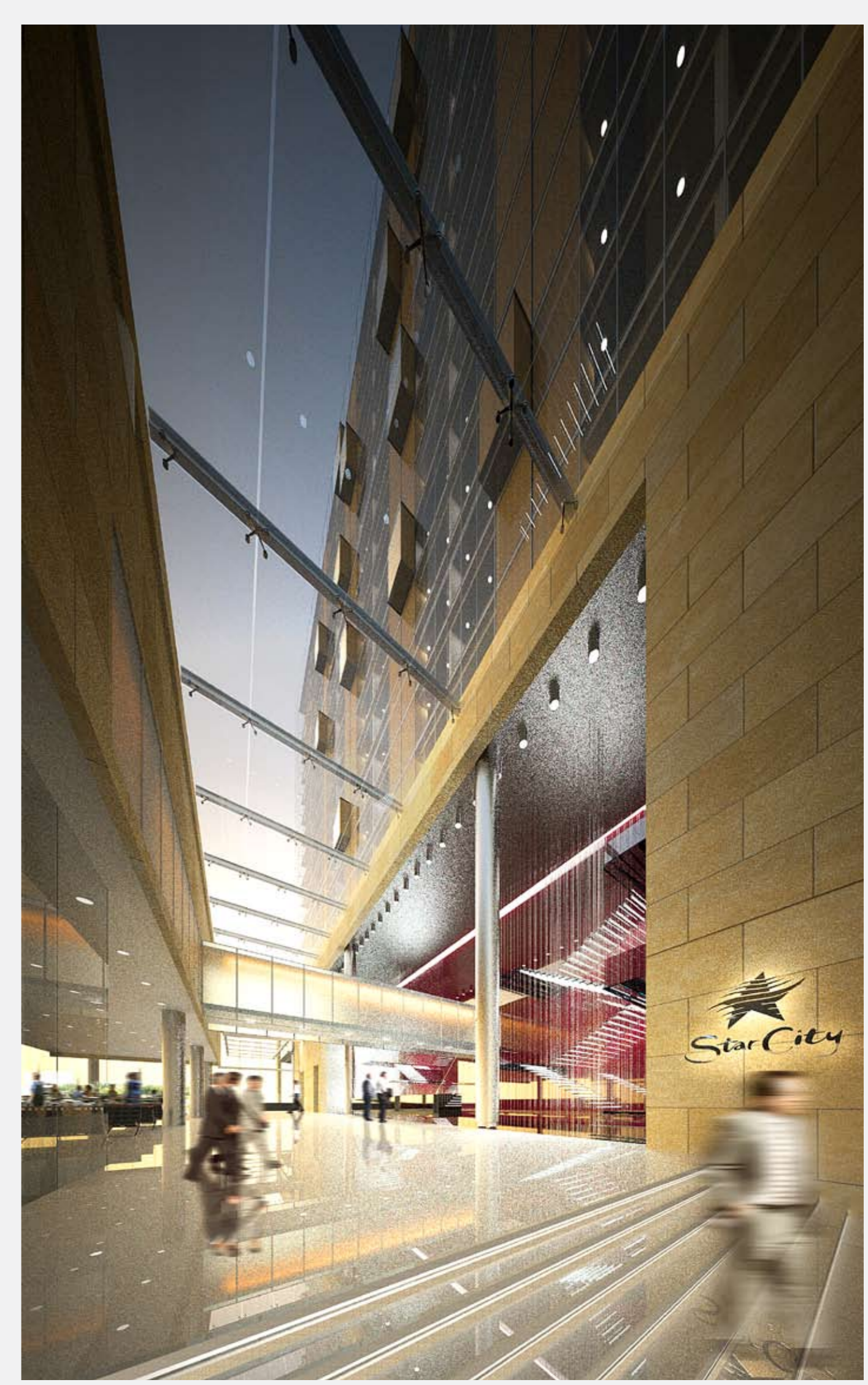
- Mixed mode natural single-sided ventilation serving the hotel rooms. Air-Conditioning will be interlocked with open window sensors.
- Mixed Mode natural ventilation to Hotel Atrium/Lobby and other podium spaces: Gymnasium, Bars and Dining areas when ambient conditions are suitable. Operable louvres at a low level, such as over the entry doors, would assist a stack effect to provide ventilation to the voluminous space.
- Bio-wall for mechanical outdoor air intake. Bio-wall would be made up of plants known to clean air of pollutants.

Planning

- Orientation of the building is such that maximum number of rooms are allocated to the north, and conversely a minimum number allocated to the south.
- The Cores are located to the south-east and south-west providing 'protection' to the building from early morning and late afternoon summer sun.
- Fire Stairs are located on the eastern and western facades to facilitate daylighting of these spaces and the use of daylight sensors to control fire stair lights.

Water

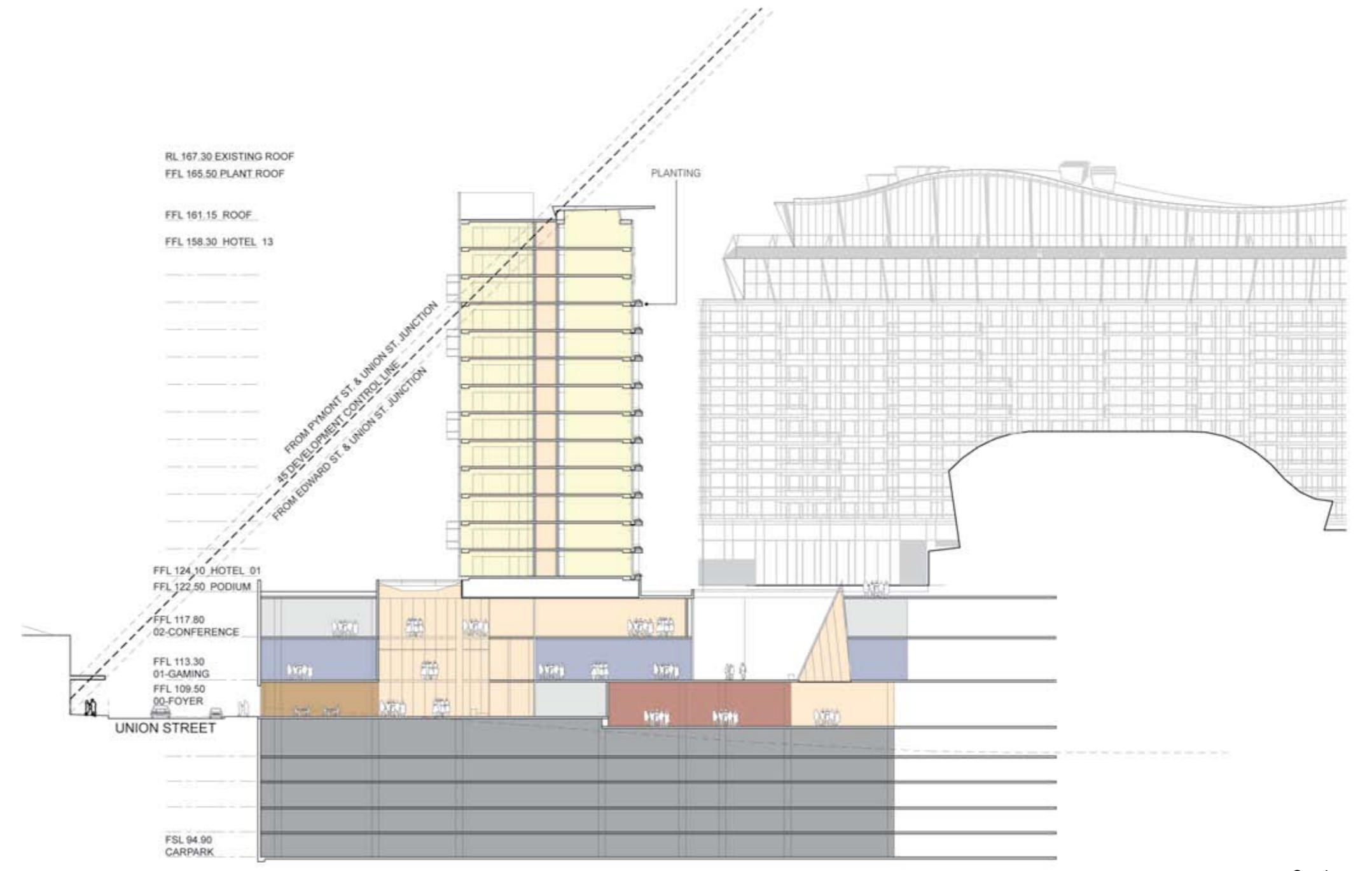
- Solar hotwater will be provided to assist in supplying the 300 room hotel domestic hot water demand.
- Rainwater capture and storage will play an important role in providing water conservation
- Blackwater treatment plant will be provided to treat and recycle waste water from the site for reuse for toilet flushing. Treated blackwater could also be used to supplement the laundry water demand in the existing Casino development.
- Augmentation of the current seawater cooling system capacity for use as heat rejection for the chiller plant. Use of phase change materials to store potential heat rejection for slow release to harbour. Phase change material will be used as a feature in the Hotel Lobby demonstrating the 'environmental operation' of the building.
- Solar heating for swimming pool.
- Extensive external vertical planting to north facade provides a strong message of green focus. External planting will be indigenous varieties and will also be located on the podium. Tower planting will provide solar protection to north facade. Tower roof Rainwater capture will provide landscape irrigation to facade planting. Podium terrace/roof planting will provide a thermal protection to podium.
- Use of low water flow fittings will need to be considered with respect to expectations of patrons in the hotel. Shower use will be one of the significant water uses as will toilet flush.
- Use of 'skytube' lights to service area.
- Demand controlled lighting and ventilation on Conference Rooms.
- Encourage occupants or staff to separate waste for disposal into different waste streams for collection.
- All standard Green Globe core guidelines such as: Key tag switches; Dual flush; Energy efficient fixtures such as TV and fridge.





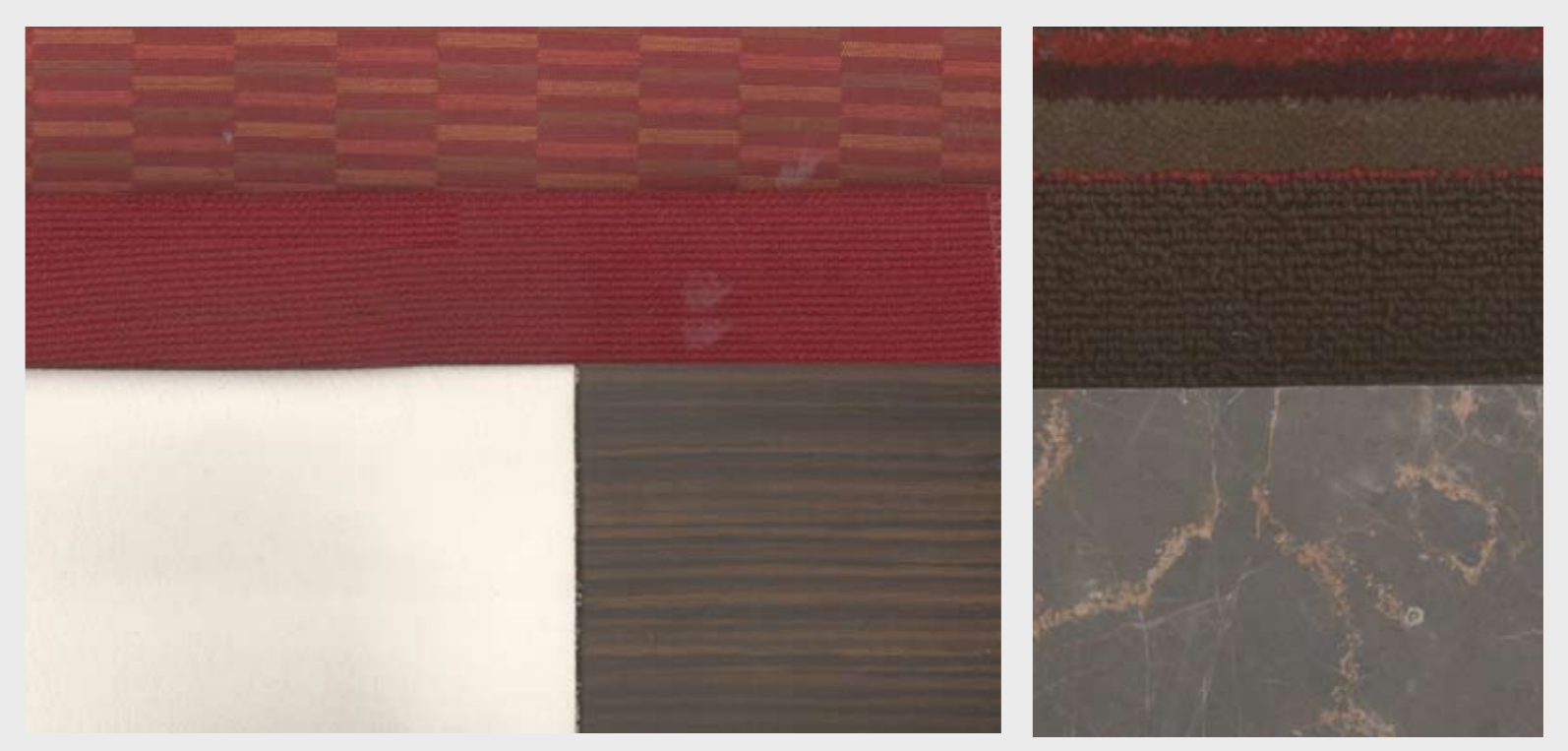
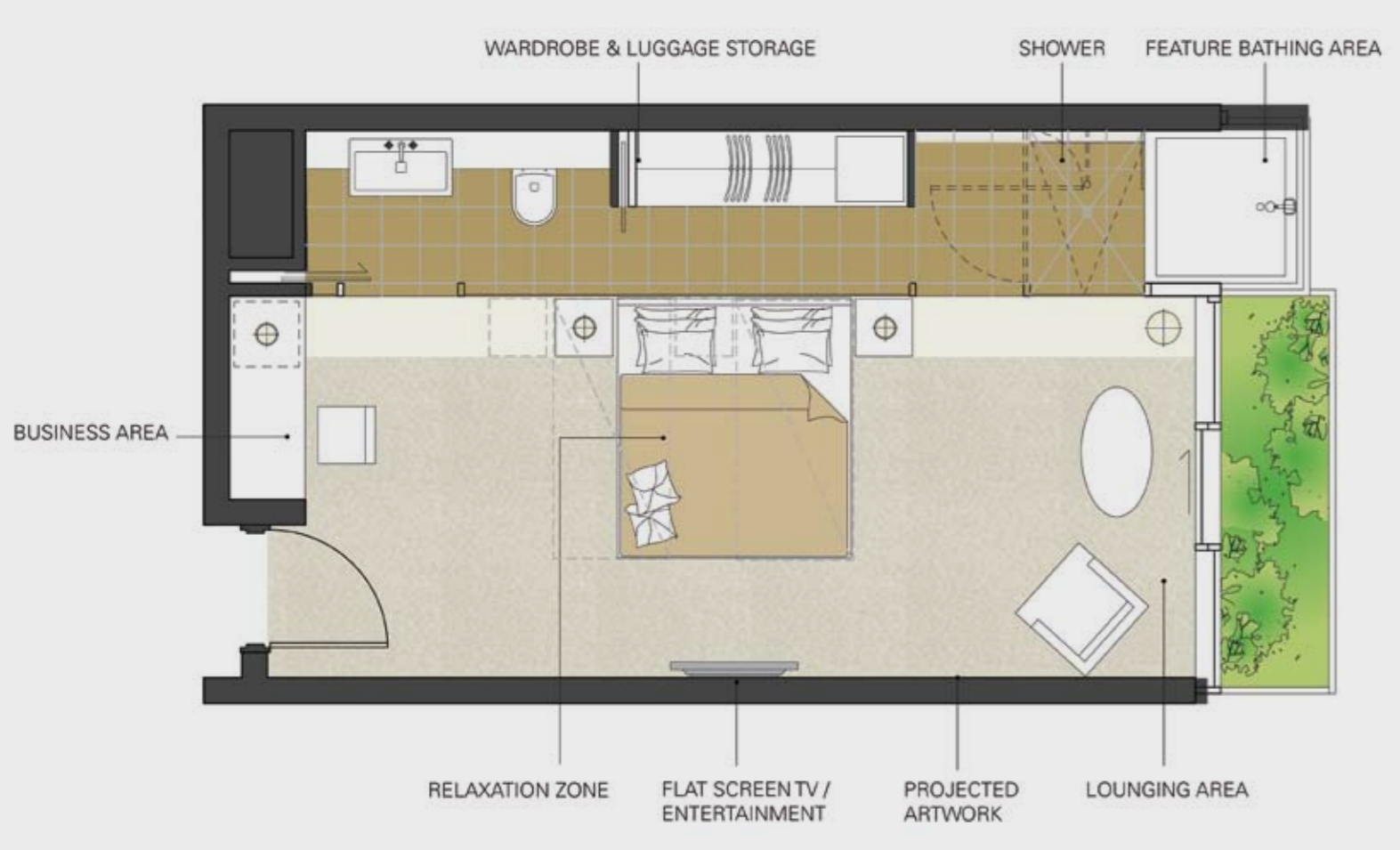
Typical tower Plan
Scale 1:1000

■ GUEST ROOM ■ BACK OF HOUSE ■ CIRCULATION ■ LANDSCAPE ■ UPPER FLOOR



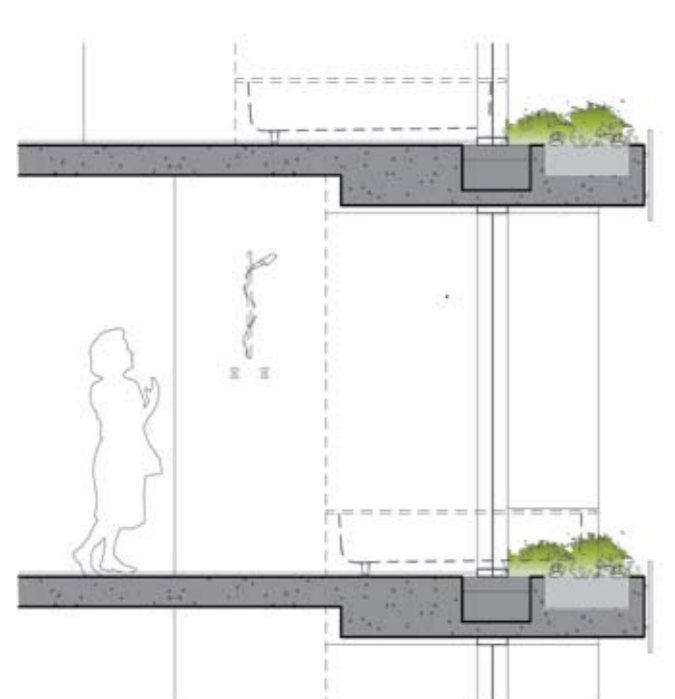
Section
Scale 1:500

■ RETAIL ■ BAR / LOUNGE ■ GAMING ■ BACK OF HOUSE ■ CAR PARK ■ CIRCULATION ■ GUEST ROOM



Typical Room Finishes

Typical King - Zipper Room
Scale 1:50



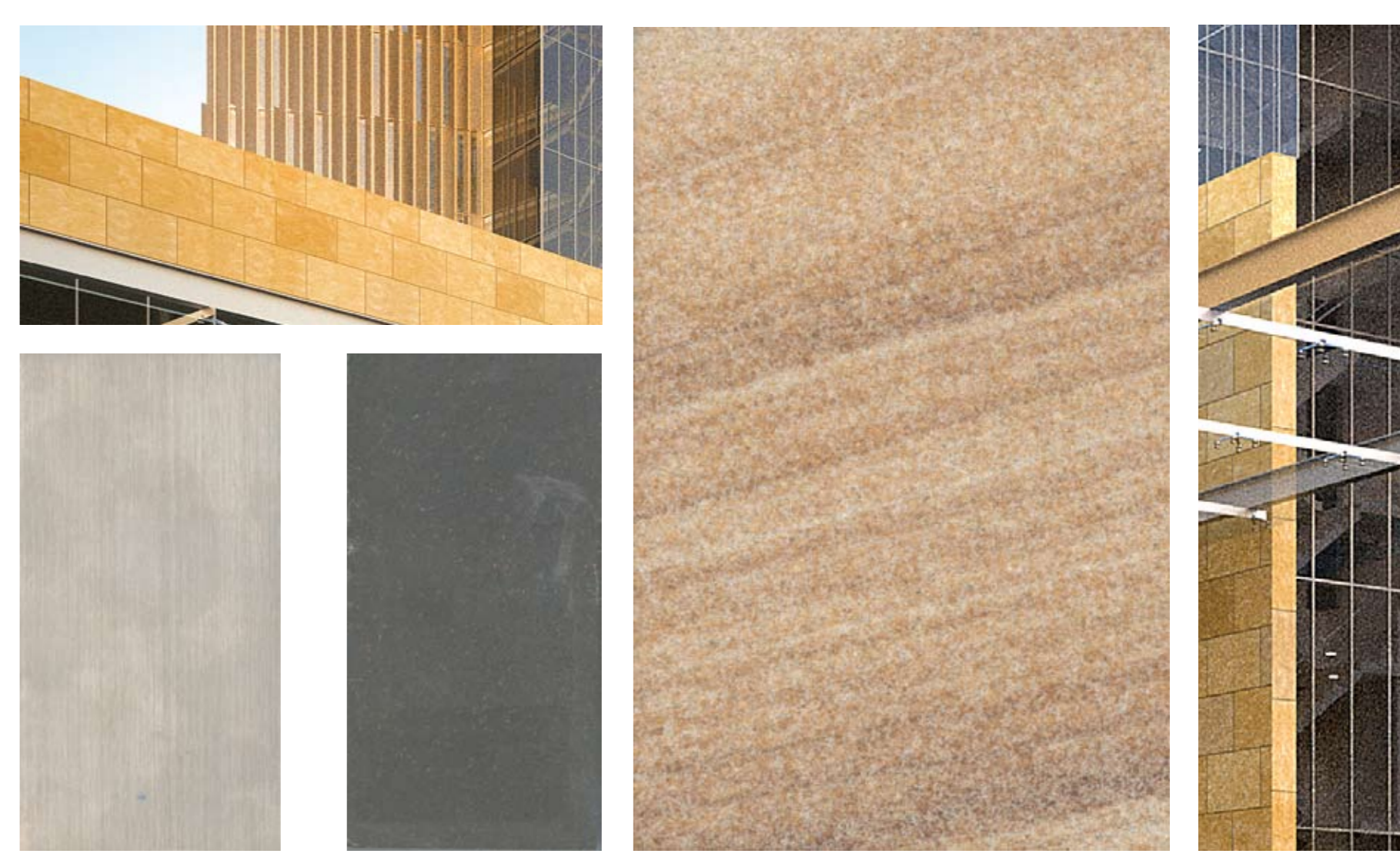
Typical North Facade Section
Scale 1:50

SWITCHING STATION SITE DEVELOPMENT AREA SCHEDULE											
	Hotel Facility	Hotel BOH	Retail	Food Retail	Restaurant / Cafe / Bar	Gaming	Conference	Gym	Internal Circulation	Retail Arcade	GFA / Level
L00 Retail / Lobby	910	440	1,340	260	120	-	-	-	-	400*	3,070
L01 Gaming	-	-	-	-	-	2,580	-	-	310	-	2,890
L02 Conference	-	630	-	-	510	-	600	210	1,000**	-	2,950
L03 Podium	1,030	-	-	-	-	-	-	35	-	-	1,065
Typical Floors (x12)	1,030	-	-	-	-	-	-	-	-	-	1,030
TOTAL GFA	22,335										
FSR	4.45										

Note: * Area of retail arcade public circulation is excluded from GFA calculation. ** Area including conference breakout space.

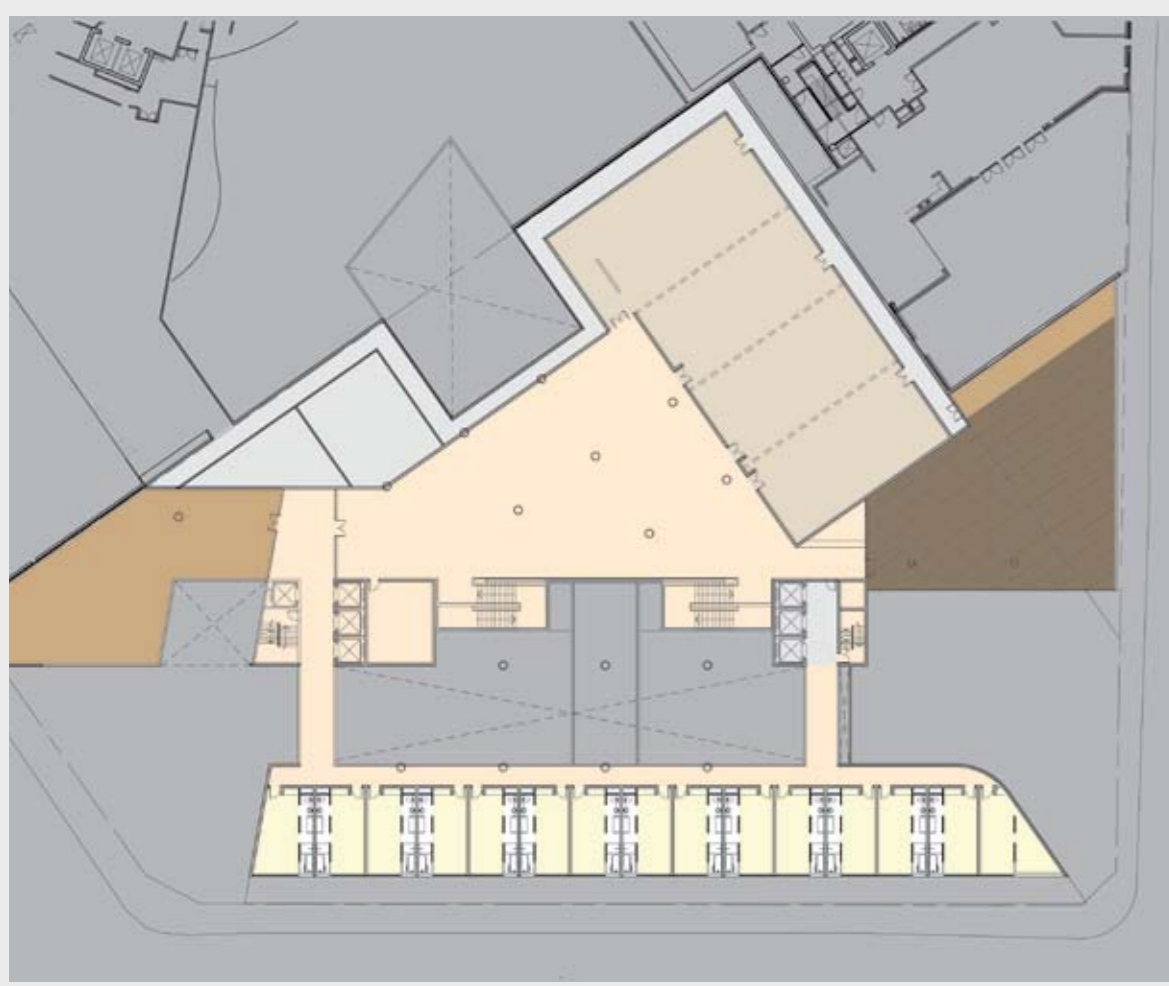
SCHEDULE OF HOTEL ROOM TYPES			
	No.	Size	Location
Standard Rooms	272	32 m ² NET	
Corner Room Type 1	2	32 m ² NET	Western End of Tower - 3rd Floor
Corner Room Type 2	12	43 m ² NET	Western End of Tower - 4th - 15th Floors
Corner Room Type 3	7	33 - 43 m ² NET	Eastern End of Tower - 3rd - 9th Floors
Suites	6	43 - 54 m ² NET	Eastern End of Tower - 10th to 15th Floors
TOTAL ROOMS	229		

ROOM CONFIGURATION TYPES		
	No.	Percentage
King Zipper	242	81 %
Double Double	51	17 %
Suites	6	2%



External Finishes

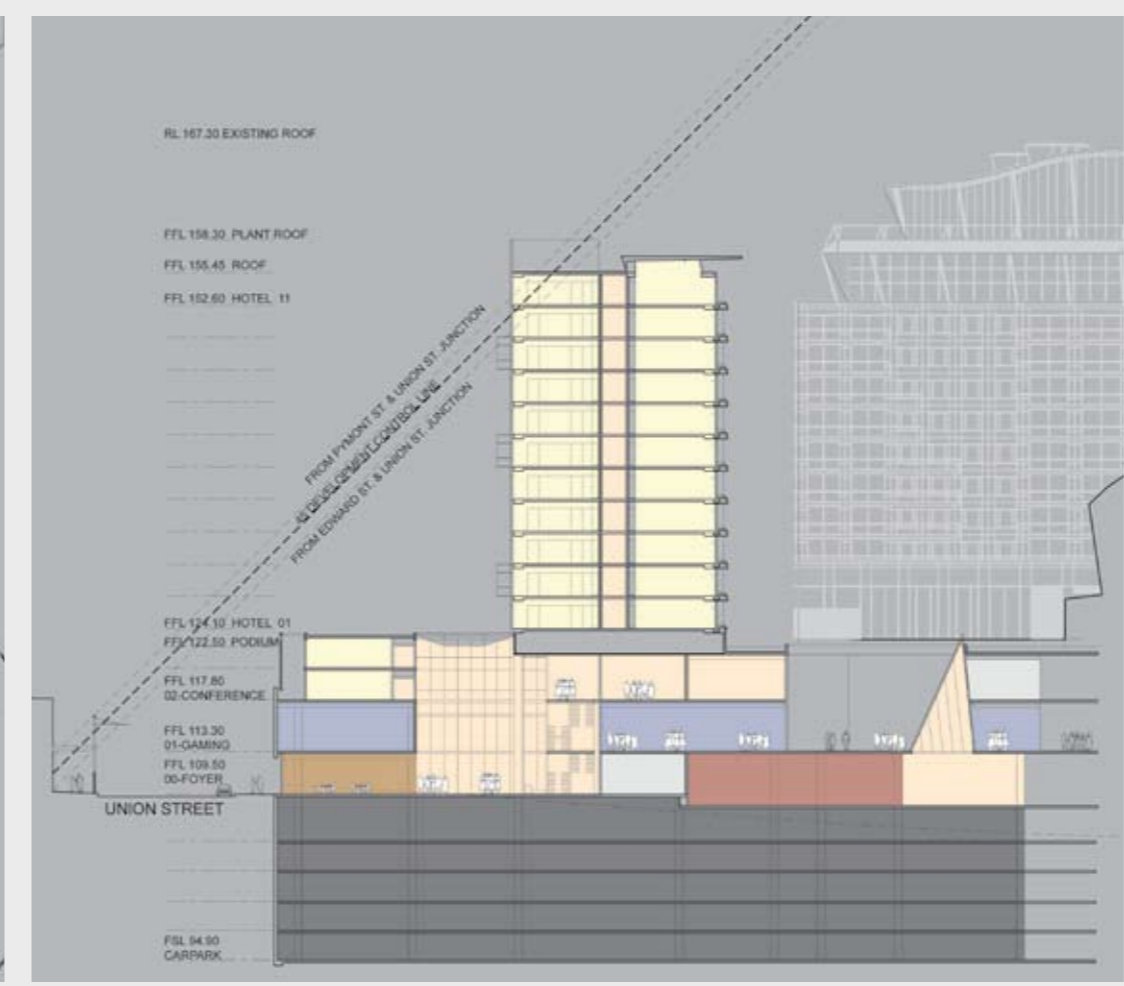
LOWER TOWER HEIGHT ALTERNATIVE



Revised Conference Level 2
- To include hotel rooms



Revised Typical Tower Plan
- Two additional rooms at west end



Revised Section
- Upper 2 levels of tower deleted



Revised View from Union Street