

Star City Casino
New Pirrama Road Entry

August 2009

Tabcorp
Brookfield Multiplex
fitzpatrick+partners

The proposed new Pirrama Road entry will be one of Sydney's premier locations providing an unparalleled entertainment experience. Incorporating three new levels of dining and entertainment, it will revitalise the Star City experience while making a significant civic contribution to this world class harbourside city. Designed in accordance with best practice environmental principles, it will become a new international standard destination and landmark in the Pyrmont precinct.

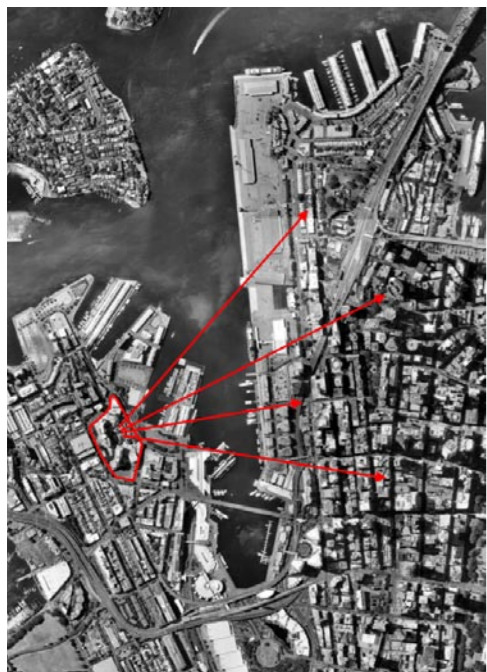
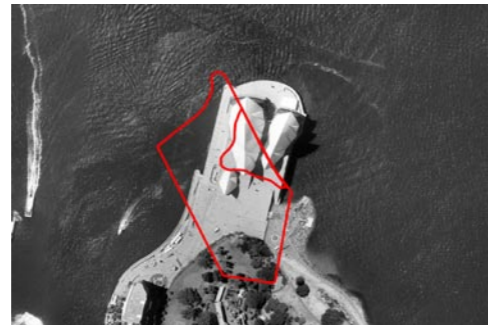


Design Approach

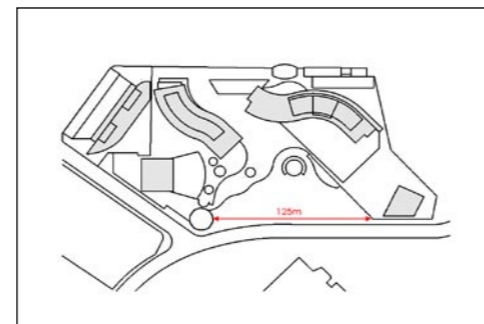


This location plan shows the extent of the existing Star City venue. It is one of the largest sites in the City of Sydney and fills an entire block. It was one of the original anchor projects during the Pyrmont revitalisation in the 1990s, and is now undertaking a comprehensive facelift to improve the entertainment experience.

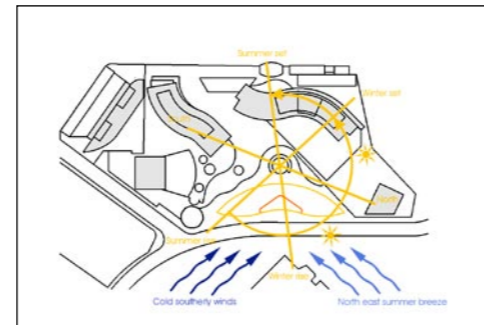
The subject site is comparable in scale to the Major Hall in the Sydney Opera House, and has the opportunity to make a significant architectural and cultural contribution both to the Pyrmont precinct and to the City of Sydney.



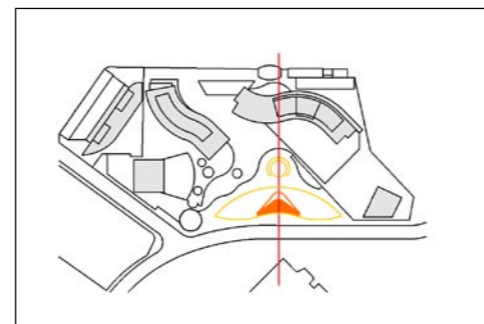
There will be remarkable long distance views from the site. All levels above Ground floor will enjoy views back toward the Sydney CBD skyline. In the evenings, this view will be like a picture postcard.



The Pirrama Road frontage is over 125m long and represents a significant portion of the site dedicated to entry, arrival and experience. The opportunity exists to create a remarkable structure to form the new face for the entire site.



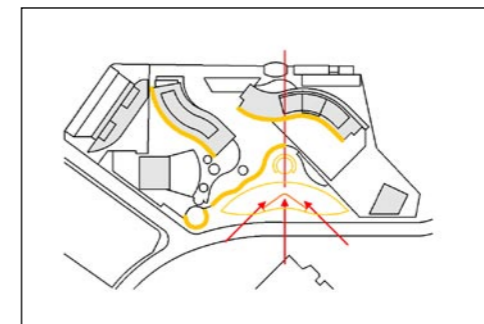
The site faces toward the east and benefits from excellent solar penetration during the morning hours. It is also exposed to the prevailing north easterly summer breezes which may be captured and drawn in to provide internal comfort.



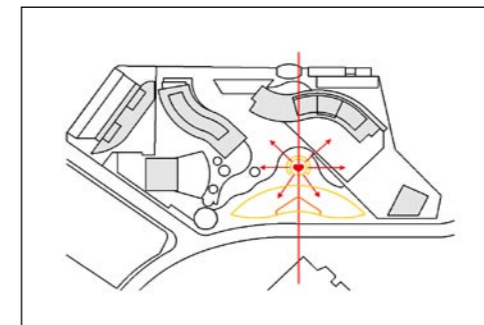
In the centre of the building a dramatic stepped void has been carved out to create a central focus within the building at the point of arrival. Each of the floors steps back from the level below, allowing views up and through the space to all levels, revealing the activities within.



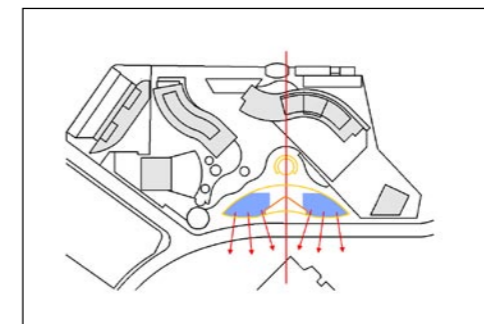
The existing building presents a wide, steep and unattractive expanse of staircases to the Pirrama Road streetfront which makes little contribution to the public domain. The opportunity exists to infill this zone with three new levels of international standard gaming, restaurants, cafes and bars, to bring life and activity to the Pyrmont precinct.



The existing Cox designed building is characterised by its expressive and playful curves. There is a central formal axis through the building, defined by the existing tall glass cone, which will provide a sense of order and clarity in the internal organisation.

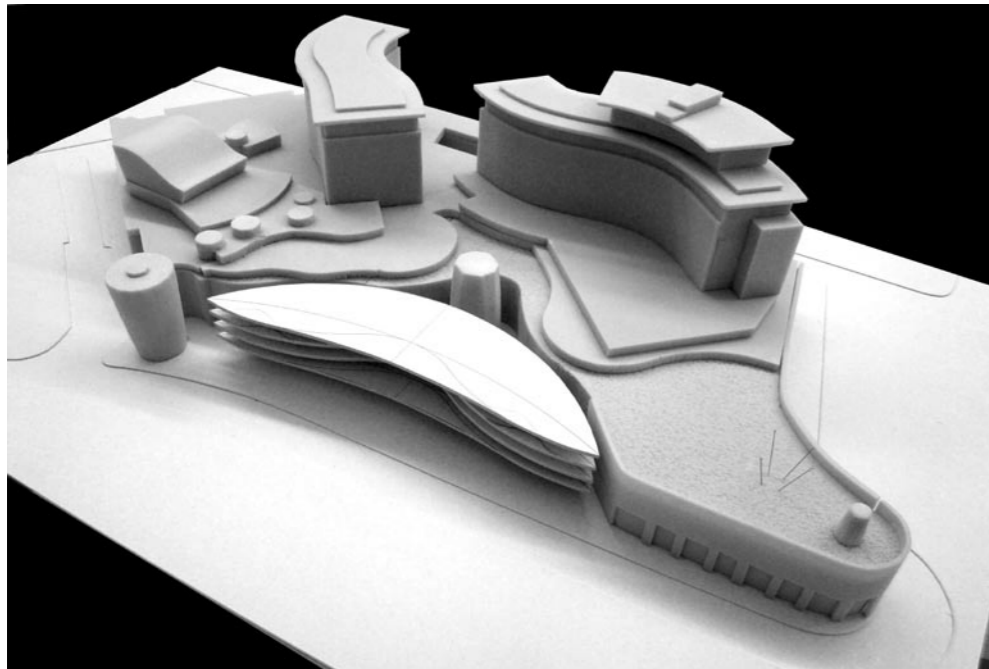
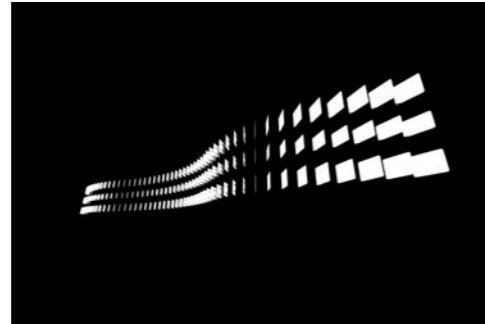


All internal vertical circulation has been located in the centre of the site beneath the existing glass cone. All floors are accessed from this point via a series of top lit stairs and escalators. It will be a dramatic space full of activity.

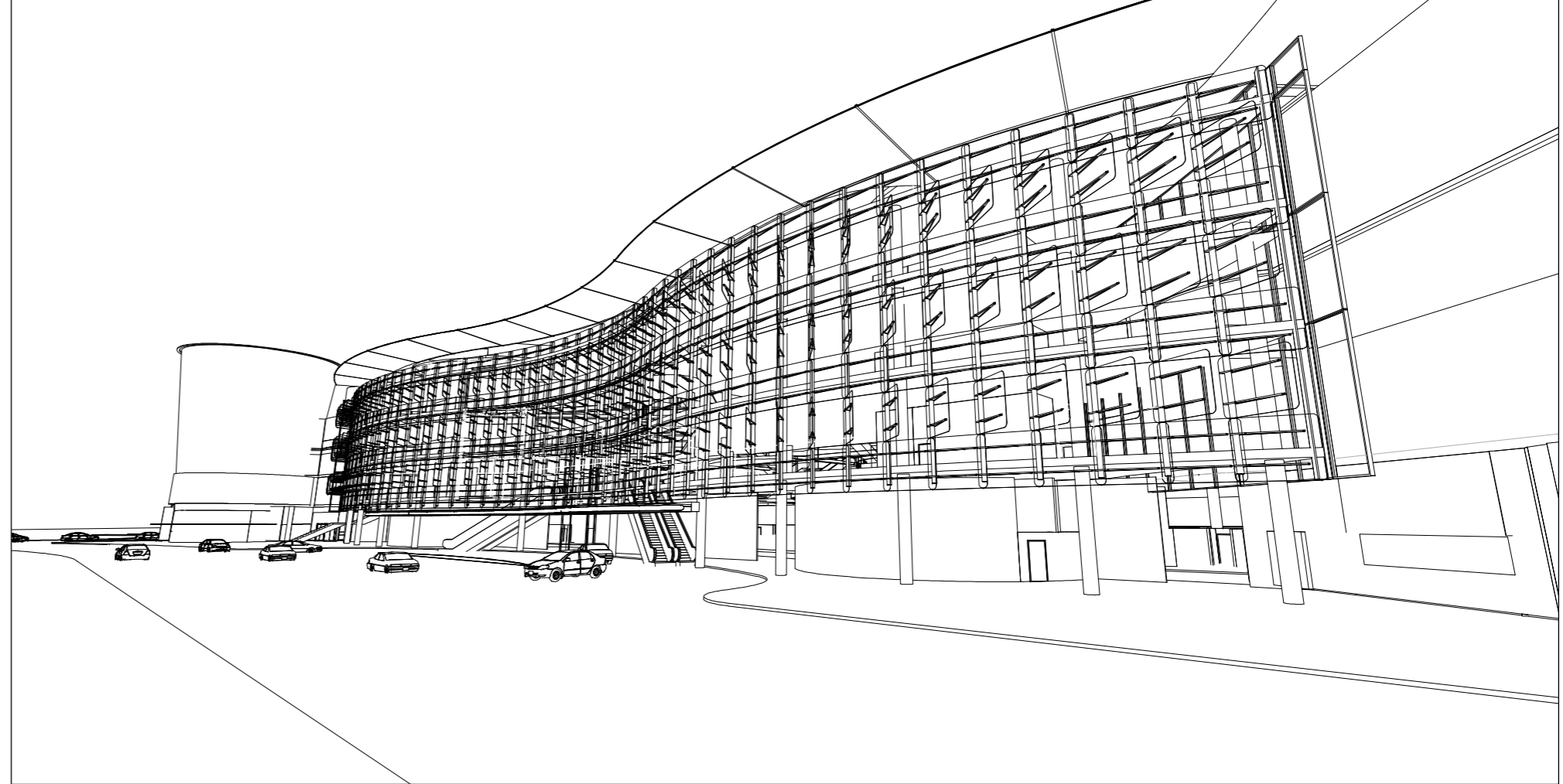


The curved facade forms two distinctive pockets of space on either side which can be dedicated to the internal functions such as gaming areas, restaurants, bars and retail outlets. These spaces, located at the front of the building, will benefit from views in all directions.

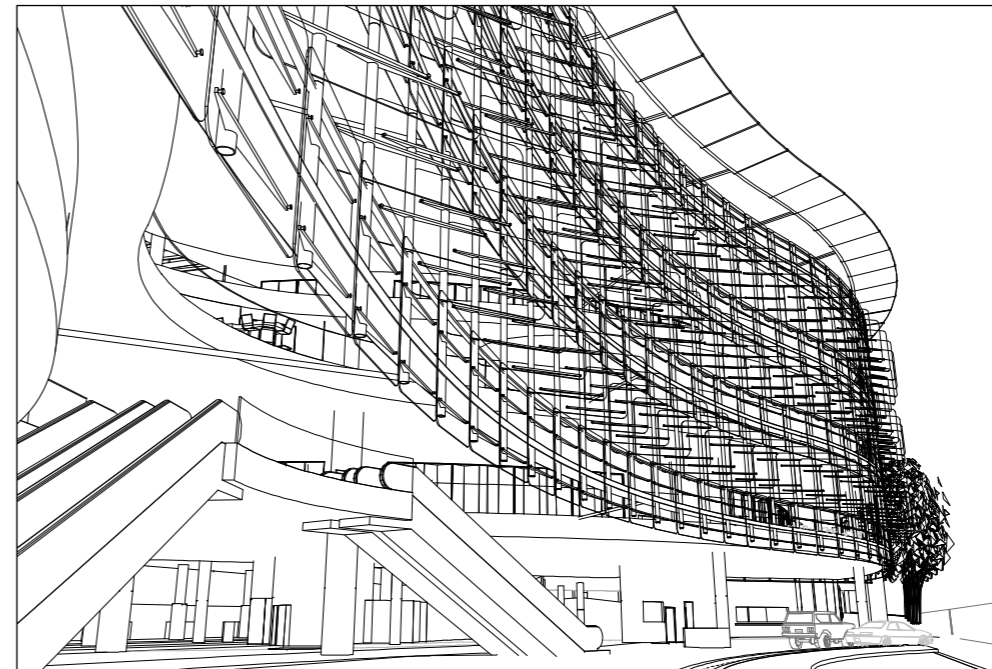
A number of images were collected to provide inspiration for the new design, including simple natural forms such as lotus flowers and fish scales. The influence of light upon glass was also explored with colourful light spectrums that will be generated in the rounded corners of the glass flags. Naturally, a fanned deck of cards was appropriate to the activities within.



The building has been designed with the latest in 3D design software, allowing a virtual model to be created from the earliest stages. The design team has been able to effectively assess the various design options as the project has progressed. This line drawing demonstrates the building form and the effect of the curve as it moves across the Pirrama Road frontage.

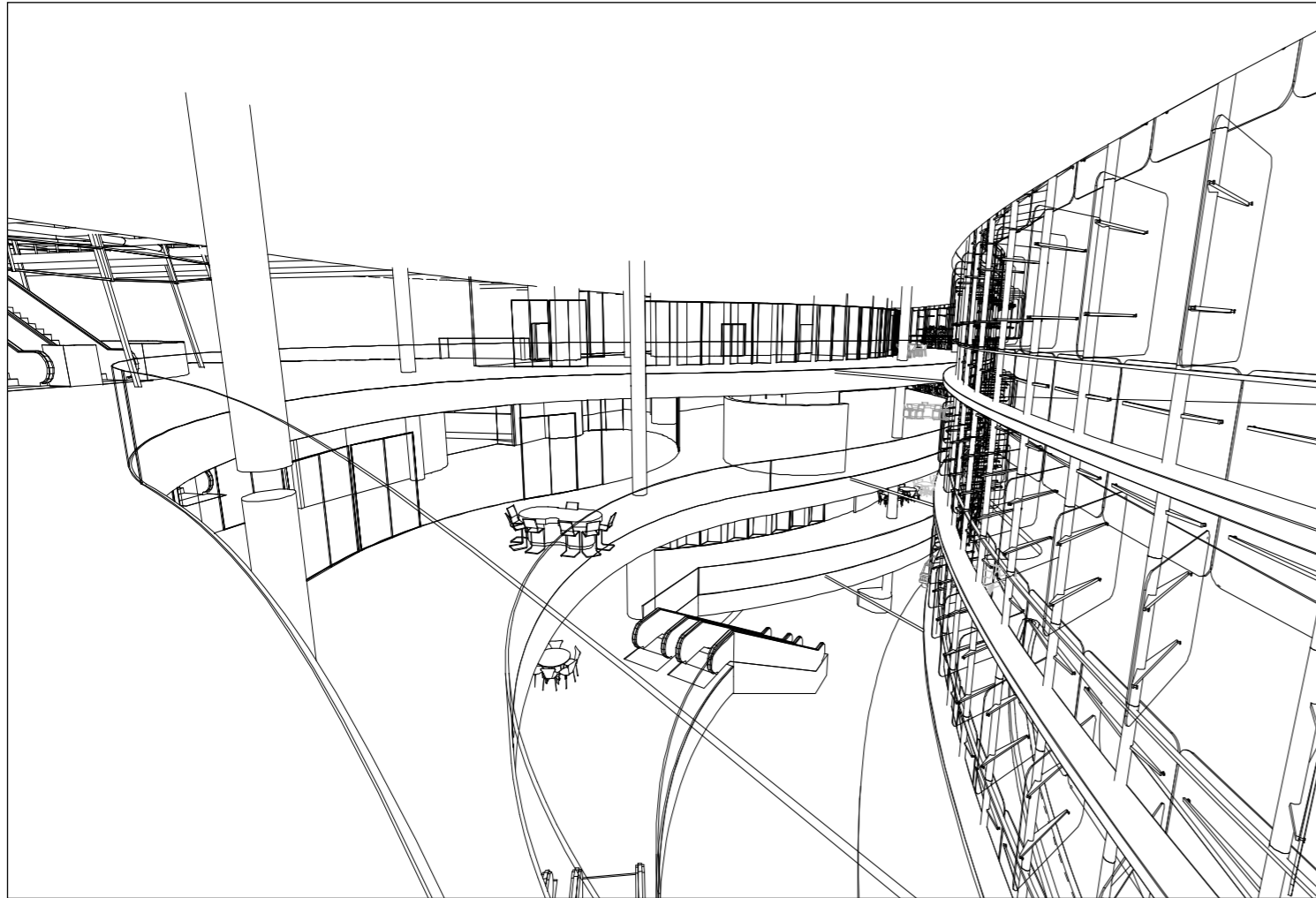
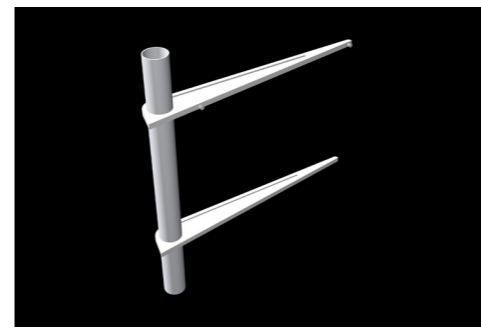


During the early design stages, a number of 1:500 scale models were built to assess the overall form of the new development. The design team felt that a new independent form was the most successful approach. This allowed the building to be materially independent from the existing structures, appropriate to new levels of technology and ESD.

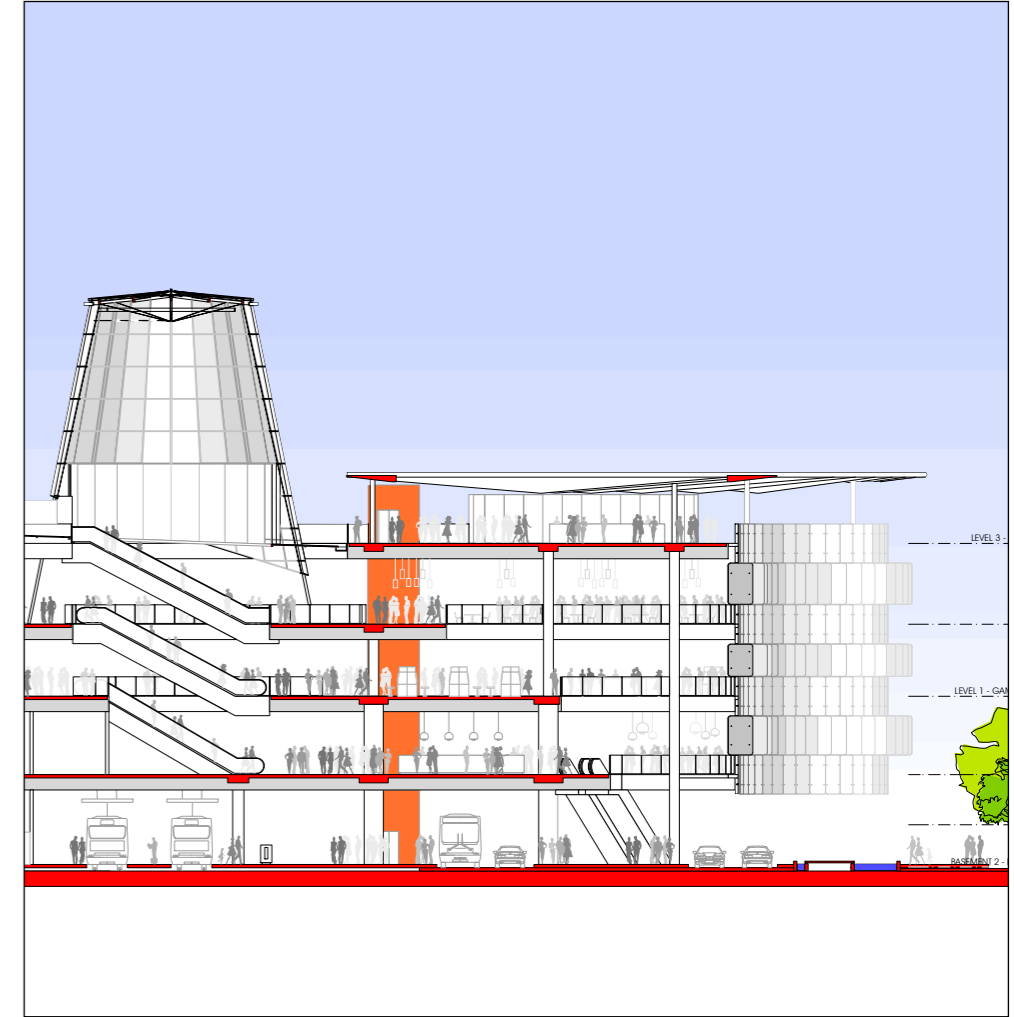


This view from the pedestrian approach was key to the ground floor design. It became apparent that the entire ground level could be opened up to reveal the spaces within, allowing views into the light rail station and bus lane. The twin arrival escalators were also located to provide a natural and lateral arrival, which was appropriate to the direction of approach. It was also interesting to see how glimpses of the spaces above were now visible from the public domain.

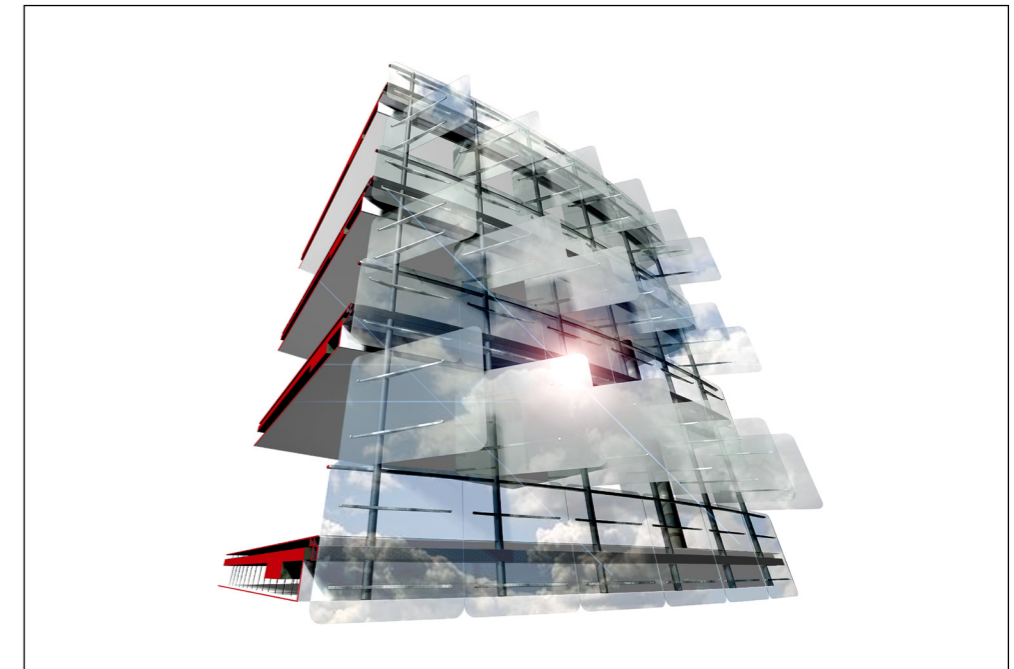
The operable glass flags are supported on custom designed horizontal arms, in cast aluminium. These arms, combined with the circular vertical posts, need to support over 1 tonne of glazing. The point fixings are in four locations only and need to be fabricated to an extremely high tolerance in order to allow the mechanism to work without compromise.



Sketch hidden line view of the central atrium space. Each of the floors within the main central void space step back to create a dynamic volume within the entry space. It will be possible to see each level from the main arrival point at the top of the escalators. All of the activities within the building will be visible from this location, providing simultaneously a sense of orientation and excitement. All floors of the new building are serviced by lifts, stairs and escalators, principally located beneath the existing glass cone.



The glass flags are fully operable, and can be opened to a full 90 degrees, allowing for a free movement of air through the facade. During inclement weather, the flags on the upper and lower restaurant levels can be entirely closed and sealed to form a weather resistant barrier, protecting patrons within. The flags on the Main Gaming Floor will be fixed in an open position throughout the year, allowing for unenclosed gaming spaces with views out over the CBD beyond.



At night time, the facade will be an animated and interesting element in the streetscape. The ultraclear low iron glass flags will reveal the activities within, providing a high degree of animation and visual interest. Feature lighting will create the illusion that the building is floating above the ground level, increasing the amount of open space dedicated to public use. The roof canopy overhead will be uplit to create a dramatic edge across the sky. The entire composition is simple yet complex and will be a high quality addition to the precinct.



Star City Casino Project Team

Tabcorp



Tabcorp is a successful, diversified and responsible organisation, conducting a unique combination of wagering, gaming, hospitality and media activities across Australia. As a diversified entertainment group, Tabcorp strives to offer a first-class entertainment experience for our customers, great opportunities for their employees, support in the community and value for shareholders. The company's culture embraces teamwork, integrity, performance, innovation and customer understanding.

Tabcorp manages leading customer brands in Australia, including the Star City and Jupiters casinos, TAB, Tabaret, Keno and TAB Sportsbet, serving millions of customers every day.

The company continues to actively support many local communities with a range of sponsorships for sporting groups and community services. This is on top of the company's contributions to state community benefit funds in Victoria, New South Wales and Queensland, which in the year to 30 June 2008 totalled \$89.0 million.

Tabcorp's three major business units of Casinos, Wagering and Gaming employ about 11,000 people in all States of Australia.

Tabcorp has more than 200,000 shareholders and has a market capitalisation within the top 50 Australian companies listed on the Australian Securities Exchange.

Brookfield Multiplex



Brookfield Multiplex Constructions was founded as Multiplex Constructions Pty Ltd in 1962 in Perth by Founding Chairman, John Roberts AO. In 2003 the company was listed on the Australian Stock Exchange as Multiplex Limited and in 2007 was acquired by Brookfield Asset Management, with the transaction complete in 2008. Brookfield Asset Management is a global asset manager and one of the world's largest commercial property companies and is co-listed on the New York, Toronto and Euronet Exchanges. Brookfield has stated that Multiplex's strong and successful construction business is an integral part of its growth strategy and complementary to its existing concerns.

Brookfield Multiplex Constructions has established a reputation over the past 40 years as one of Australia's premier builders. Their cranes dominate skylines across Australia and can be seen operating in regions as far a field as the Middle East, the UK and New Zealand.

The company has a strong reputation for quality, innovation and completing complex projects within budget and on or before programme with one of Sydney's largest and most skilled construction workforces. Brookfield Multiplex has completed \$21 billion of construction work in NSW over the last 10 years and is responsible for the construction of major landmark projects in the Sydney CBD, most recently the Macquarie Group Building at King Street Wharf and Lumiere on George Street.

fitzpatrick+partners



fitzpatrick+partners believe that architecture is the fine balance between innovative design solutions and the practical importance of fitting buildings to people, the environment and budgets.

Since its foundation, fitzpatrick+partners have quickly established a reputation for inspiring architectural responses to unique problems throughout Australia. Their work originates from a particular stream or architecture that is independent of the self-conscious style based-approach and is more about technical problem solving. This approach is much closer to engineering than the high aesthetic ground but is not unaware or unconcerned about the aesthetic outcome, instead, it sees this as more a result of good thinking than as a goal in and of itself.

Their creative and inventive solutions relate to the immediate environment and context of the project, and result in buildings that are a pleasure in which to live, work and play. The studio does not limit itself to a particular scale or typography of project type, preferring to work across all scales of building uses within Australia, where they believe they can add value to the design and construction process.