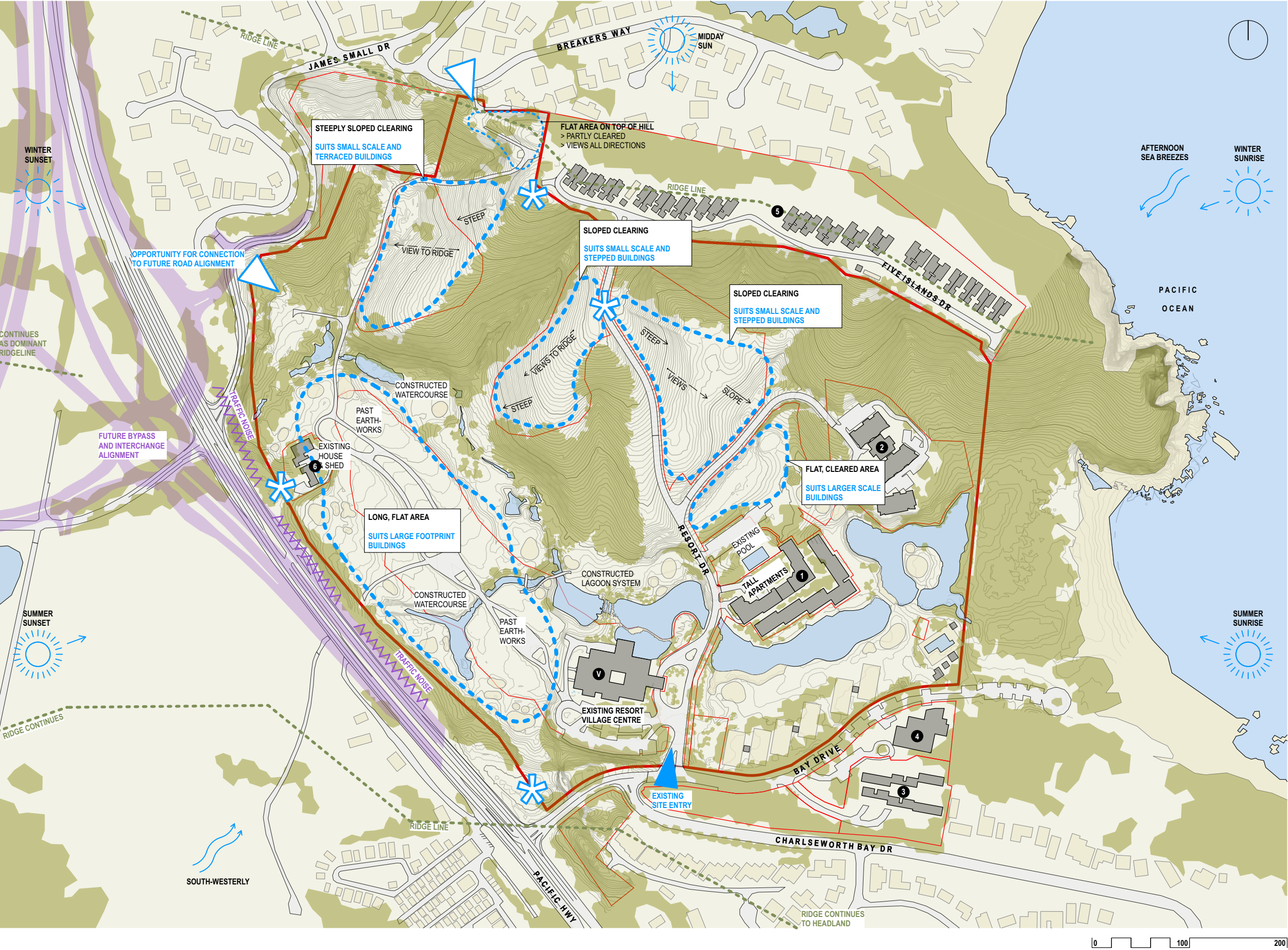


DRAWING SCHEDULE	
PDA	DRAWING TITLE
01	DRAWING SCHEDULE, LOCATION PLAN, DEVELOPMENT SCHEDULE
02	SITE ANALYSIS
03	SITE HISTORY: CONSTRUCTION OF STAGE 1
10	CONCEPT PLAN
11	URBAN CLUSTERS PLAN
12	PROPOSED USES & YIELD SUMMARY
13	ZONING & PERMISSIBILITY
14	POSSIBLE WORK OUTSIDE SITE BOUNDARY
20	SITE TRANSECT & ELEVATIONS: AA & BLOCK MODEL
21	SITE TRANSECT & ELEVATIONS: AA & BLOCK MODEL
22	SITE TRANSECT & ELEVATIONS: SS, WW
23	SITE TRANSECT & ELEVATIONS: SS, WW
24	SITE TRANSECT & ELEVATIONS: DD, EE
25	SITE TRANSECT & ELEVATIONS: DD, EE
30	IMAGERY
31	IMAGERY
32	IMAGERY

DEVELOPMENT SCHEDULE			
SITE AREA		362,861 SQM	
COVERAGE			
BUILDING FOOTPRINT - EXISTING		10,500 SQM	
BUILDING FOOTPRINT - NEW		52,100 SQM	
BUILDING FOOTPRINT - PROPOSED		62,600 SQM	17%
ROADS & HARDSTAND		37,400 SQM	
LANDSCAPE AREA		260,000 SQM	72%
FLOOR AREA			
GFA - EXISTING (APPROX)		41,600 SQM	
GFA - NEW		75,700 SQM	
GFA - PROPOSED		117,300 SQM	FSR 0.3:1
VEHICLES			
PARKING - EXISTING		207 CARS	
PARKING - PROPOSED		1037 CARS	





VIEW FROM NORTH c1988



VIEW FROM NORTH-WEST c1988



VIEW FROM EAST c1988



SITE PLAN

- PROPERTY BOUNDARY
SUBJECT SITE
- LOT BOUNDARIES
WITHIN & ADJACENT SITE
- ▶ SITE ENTRY POINT
EXISTING
- ▶ SITE ENTRY POINT
OPPORTUNITY FOR NEW
- ACTIVE USES
ALONG AVENUE

KEY PROPOSED BUILDINGS

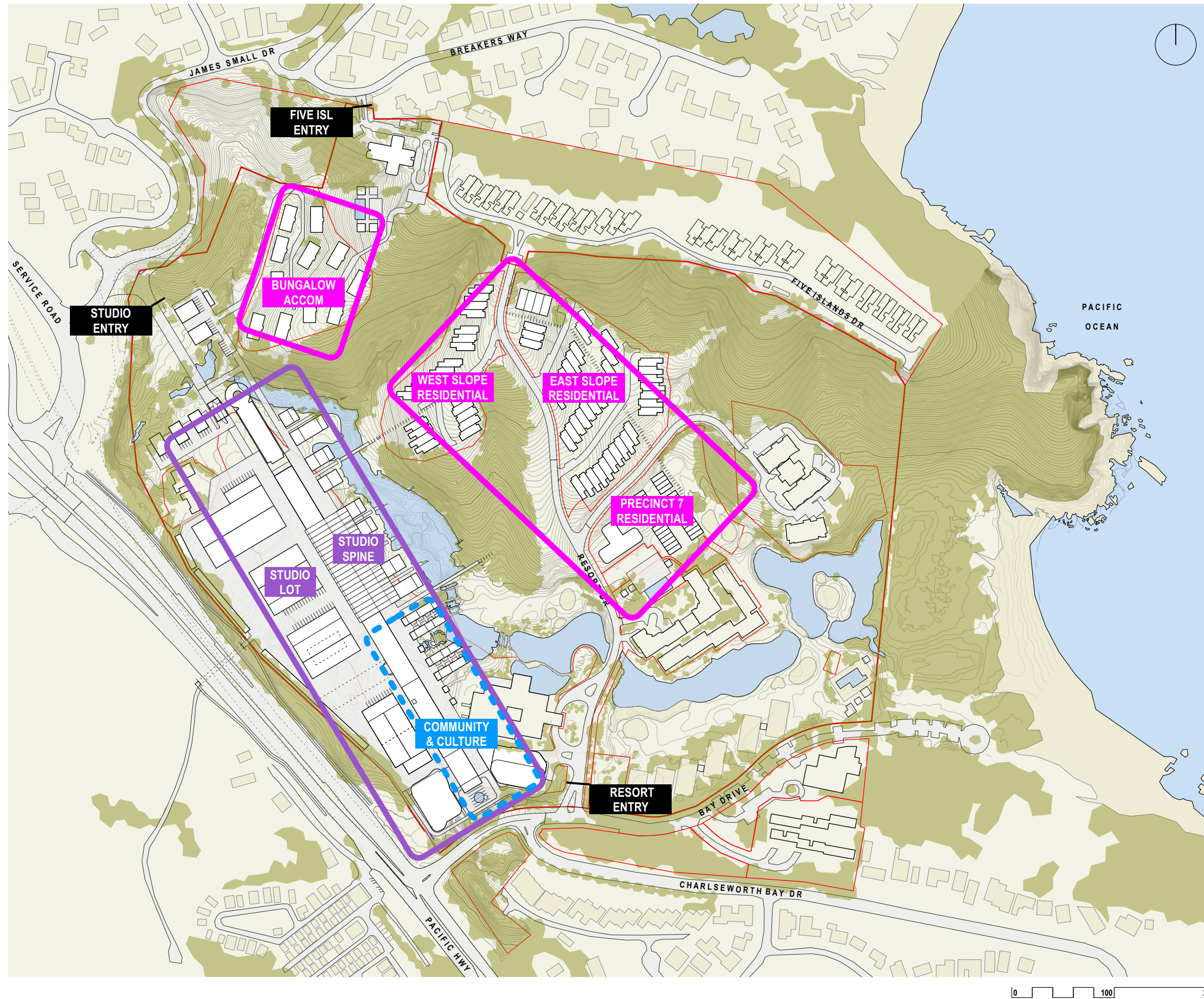
- | | |
|--|--|
| <ul style="list-style-type: none"> PROPOSED BUILDINGS SOUND STAGES ROOFTOP SOLAR ENERGY PRODUCTION | <ul style="list-style-type: none"> (A) PRODUCTION OFFICES SUITES & TENANCIES (B) BUNGALOW ACCOM (C) GALLERY & MUSEUM (D) SINGLE DWELLINGS (E) FILM SCHOOL (H) HOTEL ACCOMMODATION (J) SERVICED APARTMENTS (K) STORAGE & UTILITY (M) MULTI-UNIT RESIDENTIAL (P) PARKING & CHARGING (R) RESORT FACILITIES (S) SOUND STAGES (T) SHOPS OPEN TO STREET (W) WORKSHOP, WAREHOUSE & DISTRIBUTION |
|--|--|

EXISTING BUILDINGS

- | | |
|--|---|
| <ul style="list-style-type: none"> EXISTING STRUCTURES | <ul style="list-style-type: none"> (V) VILLAGE CENTRE (1) PACIFIC BAY APARTMENTS (2) WYNDHAM RESORT (3) TERRACES APARTMENTS (4) NAT MARINE SCIENCE CTR (5) FIVE ISL DRIVE N'HOOD (6) HOMESTEAD & SHEDS |
|--|---|

LAND FEATURES

- VEGETATED AREAS
TREES AND SCRUB
- WATER BODIES
DETENTION, LAGOON, OCEAN



KEY TO URBAN CLUSTERS	
	EXISTING APARTMENTS, HOTEL, FACILITIES. EXISTING ROADS, LANDSCAPING AND LAGOONS.
	STUDIO CLUSTER STAFF, CREW ACCESS AND VISITOR ACCESS TO SOME AREAS. SOUND STAGES, PRODUCTION OFFICES AND ANCILLARY BUILDINGS.
	LIVING CLUSTER QUIET & LEAFY, RESIDENT AMENITIES.
	COMMUNITY & CULTURE WITHIN STUDIO CLUSTER. PUBLIC ACTIVITY, WORK AREAS, HOTEL & SERVICED APARTMENTS.

LAND FEATURES	
	VEGETATED AREAS TREES AND SCRUB
	WATER BODIES DETENTION, LAGOON, OCEAN



KEY TO USES		DEVELOPMENT SUMMARY
CULTURAL MUSEUM & GALLERY		2800 SQM GFA
EDUCATION FACILITY		1600 SQM
HIGH TECH INDUSTRY STUDIO CORE FUNCTIONS		9600 SQM
HIGH TECH INDUSTRY ANCILLARY TO STUDIO		21,000 SQM
CARPARK AND UTILITY		970 CARS
RESORT FACILITY FUNCTION & AMENITY		EXISTING NEW POOLS
SHOPS CONVENIENCE, F&B		1500 SQM
ACCOMMODATION HOTEL		8200 SQM 99 KEYS
ACCOMMODATION SERVICED APARTMENTS		6200 SQM 60 KEYS
RESIDENTIAL MULTIPLE DWELLING		10,800 SQM 66 KEYS
RESIDENTIAL SINGLE DWELLING		10,500 SQM 60 KEYS
NEW DEVELOPMENT		72,200 SQM GFA
NEW RESIDENTIAL		156 DWELLINGS
NEW ACCOMMODATION		159 KEYS

KEY PROPOSED BUILDINGS	
PROPOSED BUILDINGS	
A	PRODUCTION OFFICES SUITES & TENANCIES
B	BUNGALOW ACCOM
C	GALLERY & MUSEUM
D	SINGLE DWELLINGS
E	FILM SCHOOL
H	HOTEL ACCOMMODATION
J	SERVICED APARTMENTS
K	STORAGE & UTILITY
M	MULTI-UNIT RESIDENTIAL
P	PARKING & CHARGING
R	RESORT FACILITIES
S	SOUND STAGES
T	SHOPS OPEN TO STREET
W	WORKSHOP, WAREHOUSE & DISTRIBUTION

EXISTING BUILDINGS	
EXISTING STRUCTURES	
V	VILLAGE CENTRE
1	PACIFIC BAY APARTMENTS
2	WYNDHAM RESORT
3	TERRACES APARTMENTS
4	NAT MARINE SCIENCE CTR
5	FIVE ISL DRIVE N'HOOD
6	HOMESTEAD & SHEDS

LAND FEATURES	
VEGETATED AREAS TREES AND SCRUB	
WATER BODIES DETENTION, LAGOON, OCEAN	



PERMISSIBILITY OF PROPOSED USES IN ZONES

AREA OF BUILDING WHERE USE IS NOT PERMITTED IN THAT ZONE.
AREA WITHIN RE2: 4400 SQM OR 2.4% OF RE2 ZONE WITHIN SITE.
AREA WITHIN R1: 5660 SQM OR 3.6% OF R1 ZONES WITHIN SITE.

AREA OF BUILDING WITHIN 20M OF ADJACENT ZONE WHERE USE IS PERMITTED IN THE ADJACENT ZONE.
AREA WITHIN RE2 ADJACENT R1: 6050 SQM, OR 3.3% OF RE2 ZONE.

ZONE E1
NATIONAL PARK & NATURE RESERVE

ZONE E2
ENVIRONMENTAL CONSERVATION

ZONE R1
GENERAL RESIDENTIAL

ZONE R2
LOW DENSITY RESIDENTIAL

ZONE RE1
PUBLIC RECREATION

ZONE RE2
PRIVATE RECREATION

ZONE SP2
INFRASTRUCTURE - CLASSIFIED ROAD

ZONE BOUNDARIES - BASED ON COUNCIL DATA AND CHLEP 2013.
BOUNDARIES DO NOT NECESSARILY ALIGN WITH LOT OR ADJACENT ZONE BOUNDARY.

PROPERTY BOUNDARY
SUBJECT SITE

LOT BOUNDARIES
WITHIN & ADJACENT SITE

KEY PROPOSED BUILDINGS

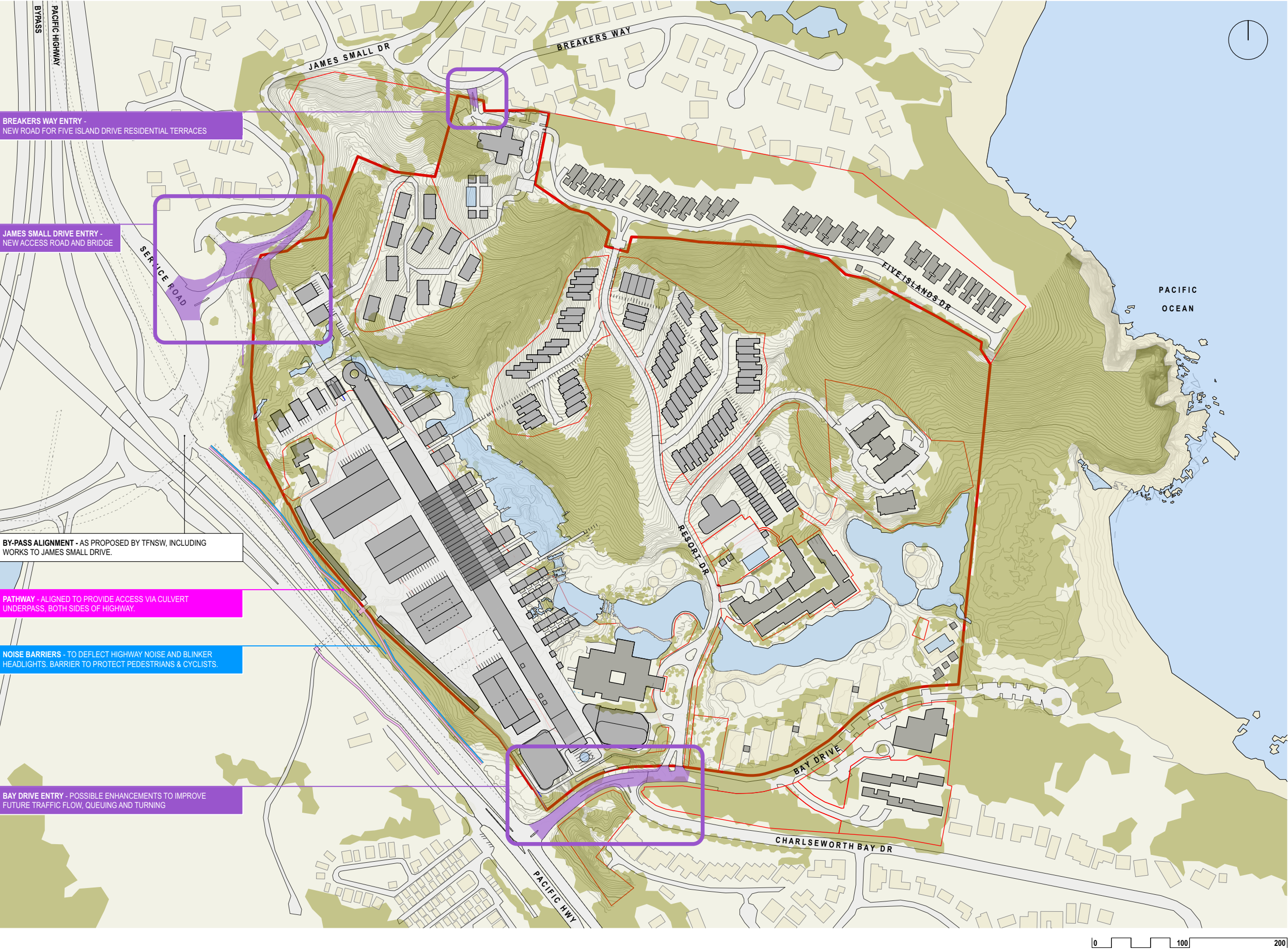
PROPOSED BUILDINGS

- (A) PRODUCTION OFFICES SUITES & TENANCIES
- (B) BUNGALOW ACCOM
- (C) GALLERY & MUSEUM
- (D) SINGLE DWELLINGS
- (E) FILM SCHOOL
- (H) HOTEL ACCOMMODATION
- (J) SERVICED APARTMENTS
- (K) STORAGE & UTILITY
- (M) MULTI-UNIT RESIDENTIAL
- (P) PARKING & CHARGING
- (R) RESORT FACILITIES
- (S) SOUND STAGES
- (T) SHOPS OPEN TO STREET
- (W) WORKSHOP, WAREHOUSE & DISTRIBUTION

EXISTING BUILDINGS

EXISTING STRUCTURES

- (V) VILLAGE CENTRE
- (1) PACIFIC BAY APARTMENTS
- (2) WYNDHAM RESORT
- (3) TERRACES APARTMENTS
- (4) NAT MARINE SCIENCE CTR
- (5) FIVE ISL DRIVE NHOOD
- (6) HOMESTEAD & SHEDS



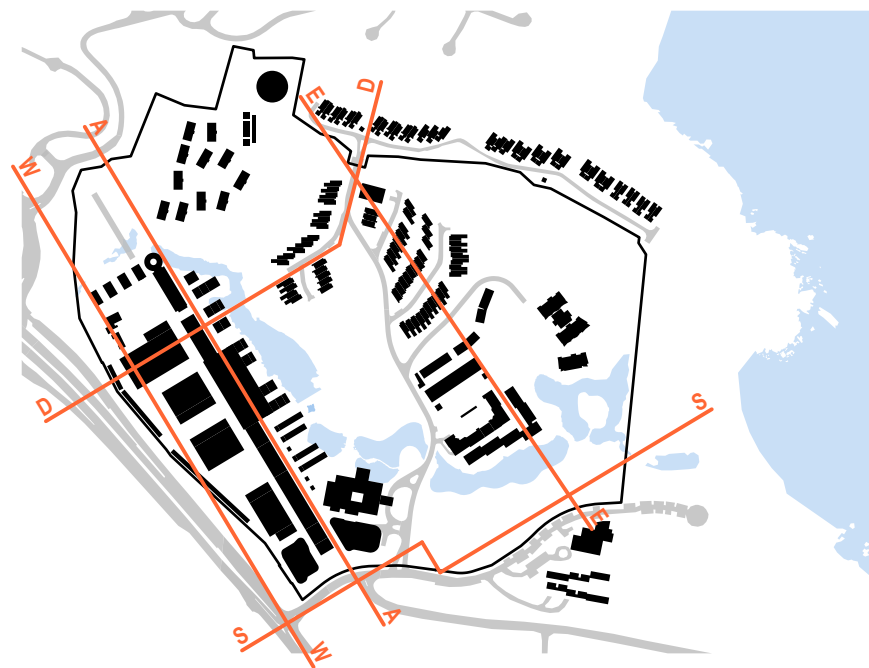
KEY TO POSSIBLE WORK OUTSIDE SITE BOUNDARY

- POSSIBLE CHANGES TO ROAD JUNCTIONS -**
NEW CONNECTIONS AND ENHANCED TRAFFIC FLOW
(IN CONSULTATION WITH TfNSW).
- POSSIBLE PEDESTRIAN & CYCLIST PATHWAY -**
PROVIDE ACCESS VIA CULVERT UNDERPASS.
(IN CONSULTATION WITH TfNSW).
- POSSIBLE NOISE BARRIERS -**
TO DEFLECT HIGHWAY NOISE AND PROTECT AMENITY.
(IN CONSULTATION WITH TfNSW).

BUILDINGS WITHIN SITE
EXISTING & PROPOSED

LAND FEATURES

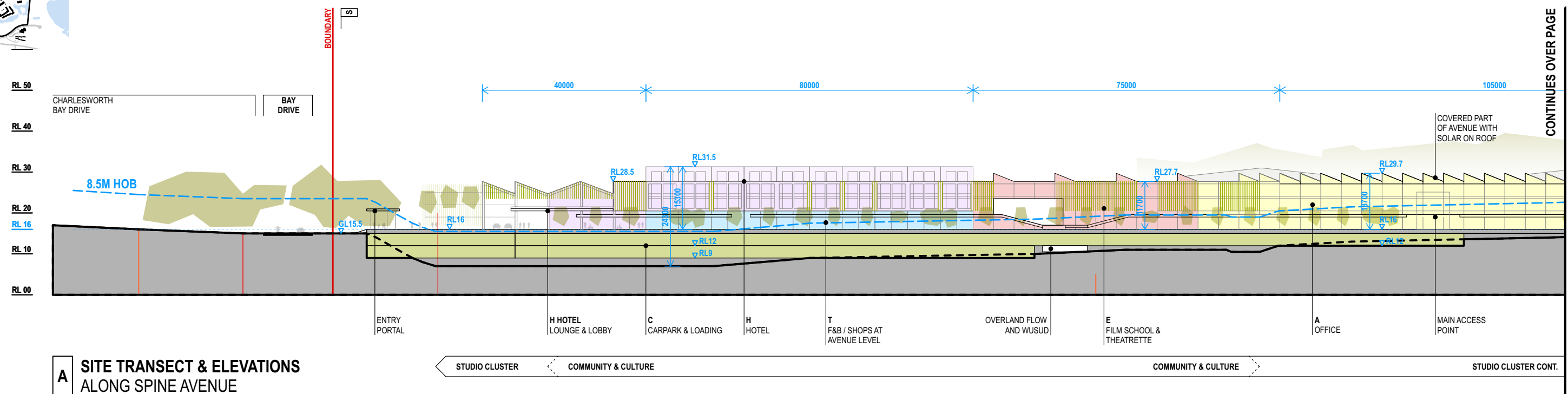
- VEGETATED AREAS**
TREES AND SCRUB
- WATER BODIES**
DETENTION, LAGOON, OCEAN

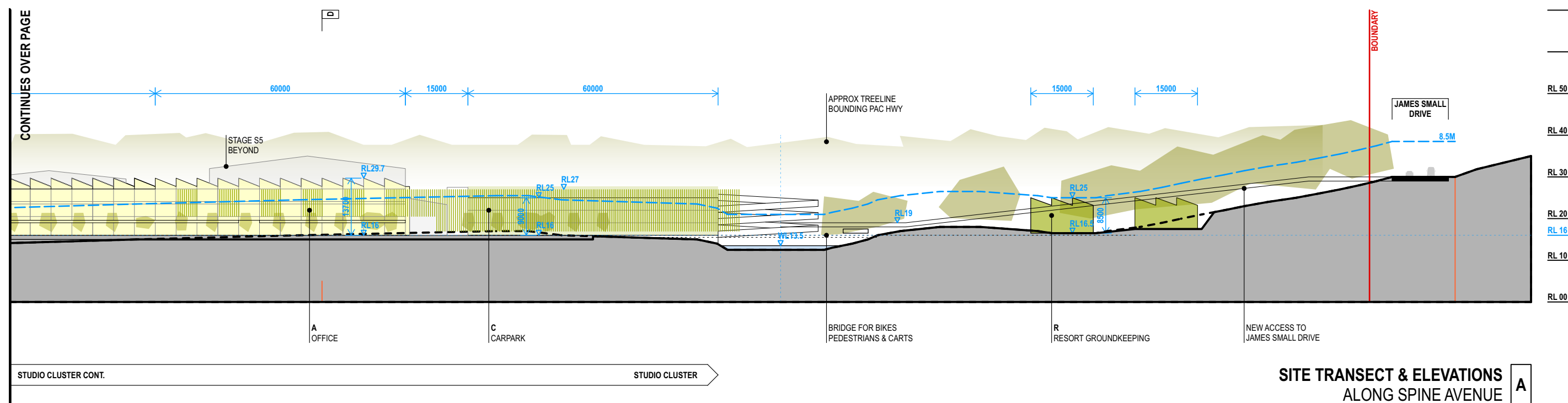


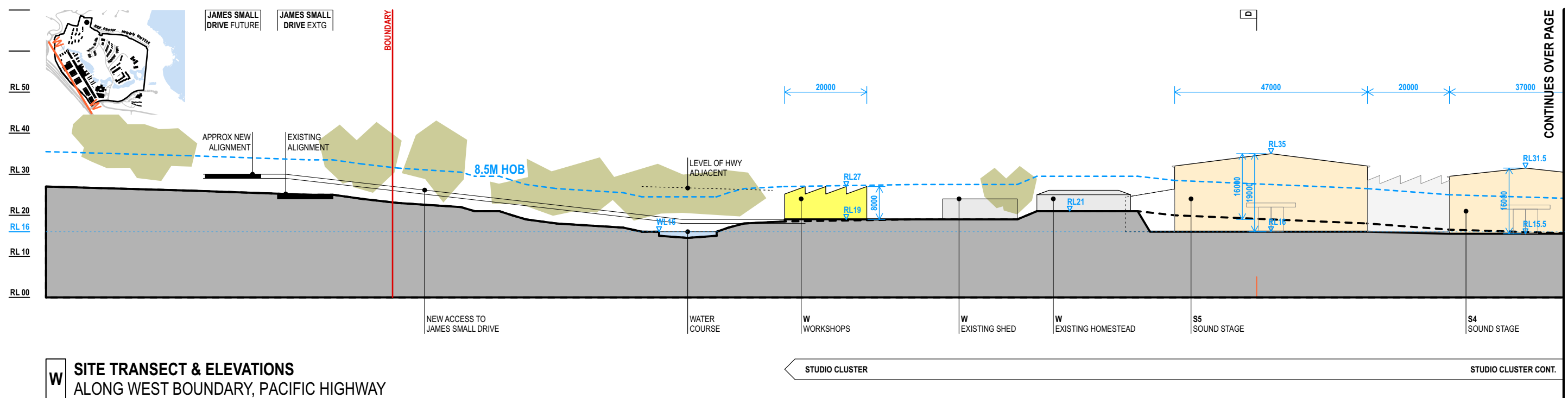
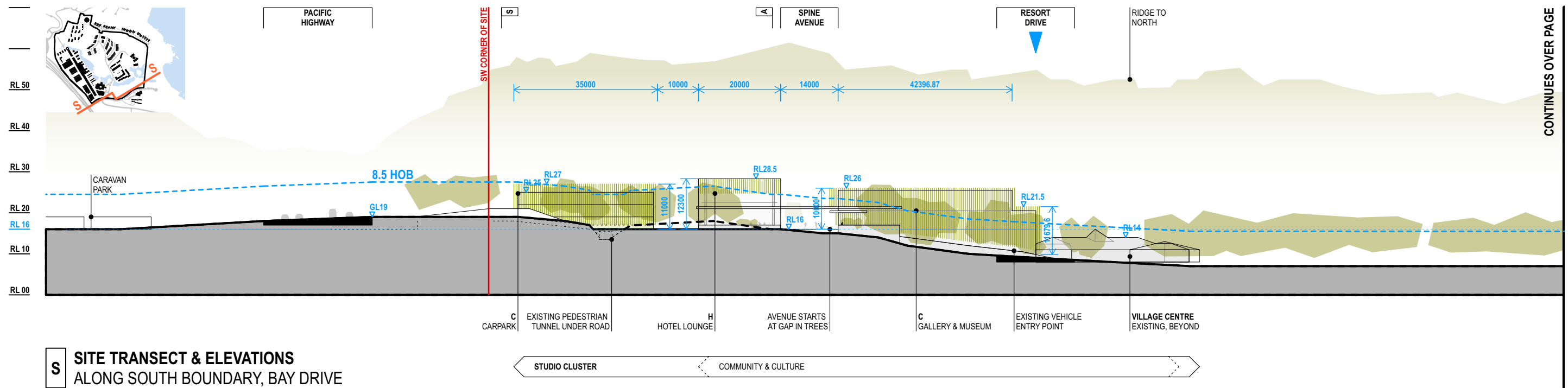
KEY TO SITE TRANSECTS

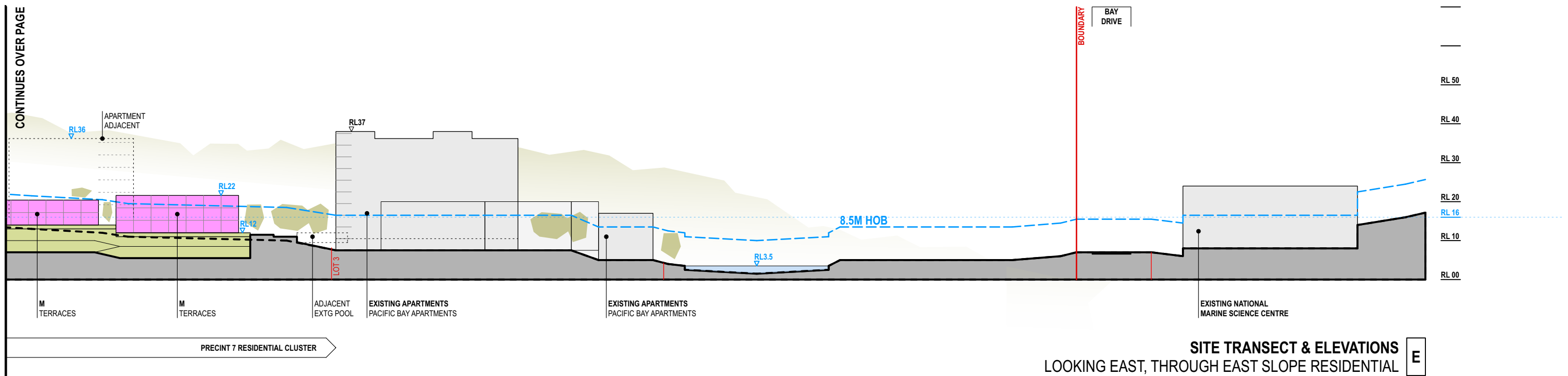
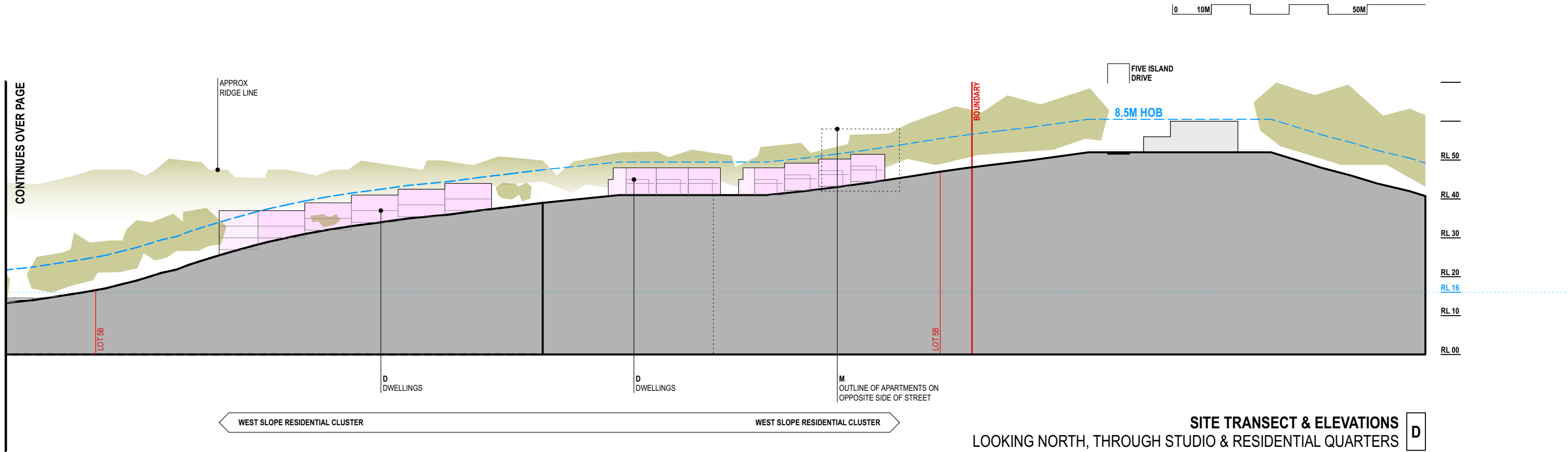


VIEW OF STUDIO CLUSTER











BACKGROUND IMAGE SOURCE: APPLE MAPS



