

DESIGN GUIDELINES

Traffic, car parking + services access

Objectives

- Respect in-ground archaeology, existing infrastructure, potentially contaminated land and overland flood risk in the design of above ground car parking. All car parks to be raised to above the floor datum to ensure protection of assets, plant and vehicles
- Provide safe and secure car parking with good lighting and ease of access to secure lobbies.
- Ensure car park entrances are easy to find and access. Avoid queuing on public streets.
- Allow car parks to be places.
- Consider graphics to assist wayfinding in car park.

Controls

- Maximum car parking ratios:

Student accommodation	0 cars
Studios	0 cars
1Bed units	0.5 cars
1Bed + study units	1.2 car
2Bed units	1 car
3Bed units	2 cars
Commercial	max 50 cars.
- Public car parking to be provided on site for 400 cars. in the North West plot.
- Service and loading vehicle access from public roads is to be provided in a "drive in/ drive out" configuration.
- Car park and services access to be shared to minimise vehicle entry opening on façade.
- Lane splitting to access car park to occur where required.
- Loading dock should be located in close proximity to service access for retail and where possible, concealed from general public realm/ interfaces.
- A clear height of 4.5 metres minimum should be provided for loading and service areas to meet statutory requirements.

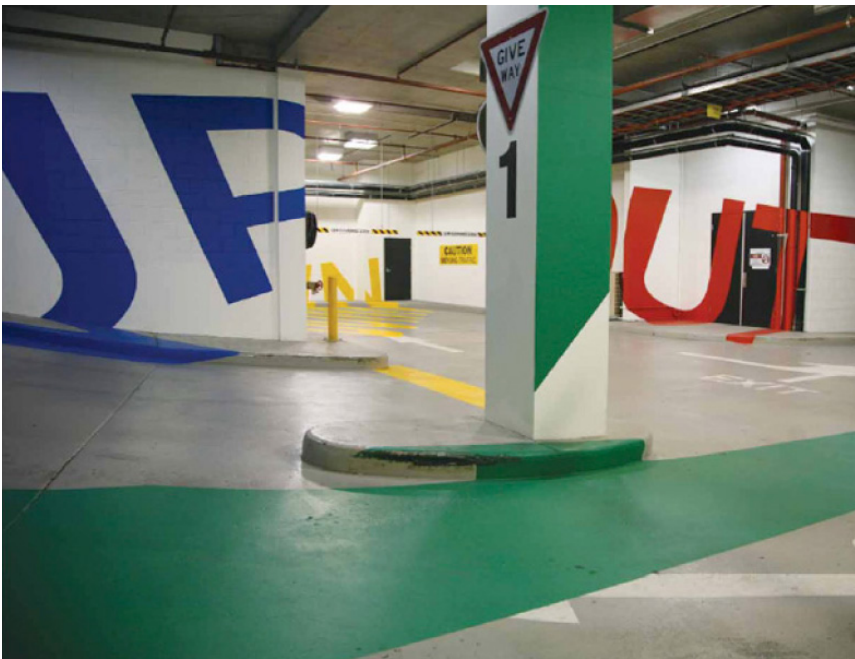


Figure 4.17. Precedent for car parks with super graphics

DESIGN GUIDELINES

Articulation

Objectives

- The urban blocks should adopt a fine grain that reflects and integrates with Chinatown.
- Architectural solutions with limited materials and simple details should be proposed to avoid over-articulating the façade and compromising the overall appearance.
- Fenestration pattern in the towers should be varied.
- Expression of façade should provide variety and buildings should be distinctive from one another.
- Maximise ground level articulation to all public frontages.

Controls

- Architectural expression shall be achieved within a nominated 500mm architectural zone (non-habitable space) – refer relevant parameter plans.
- Avoid creating large horizontal surfaces or ledges to minimise risk of staining or bird fouling. Streetscape façade design will provide shade and visual interest through window, wall and balcony recesses.

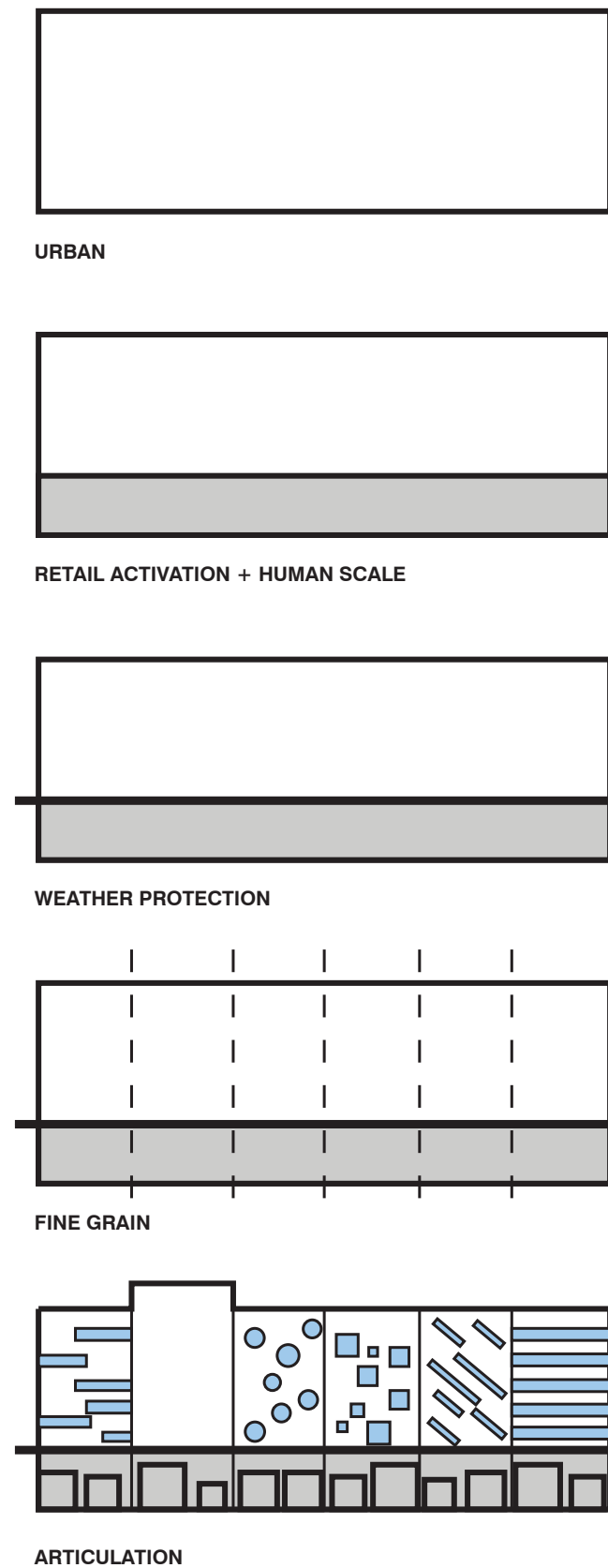


Figure 4.18. Building articulation diagram

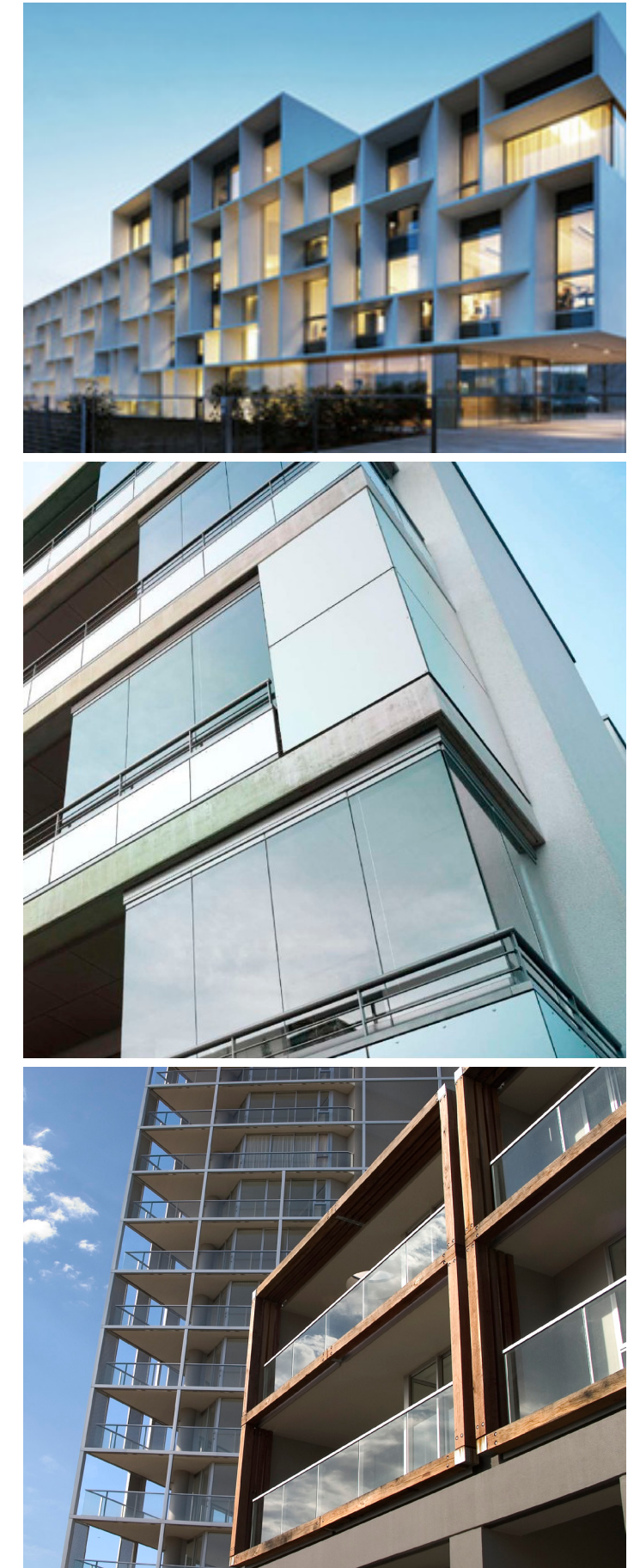


Figure 4.19. Facade articulation precedent

BRICK (BRICK INTERPRETIVE)

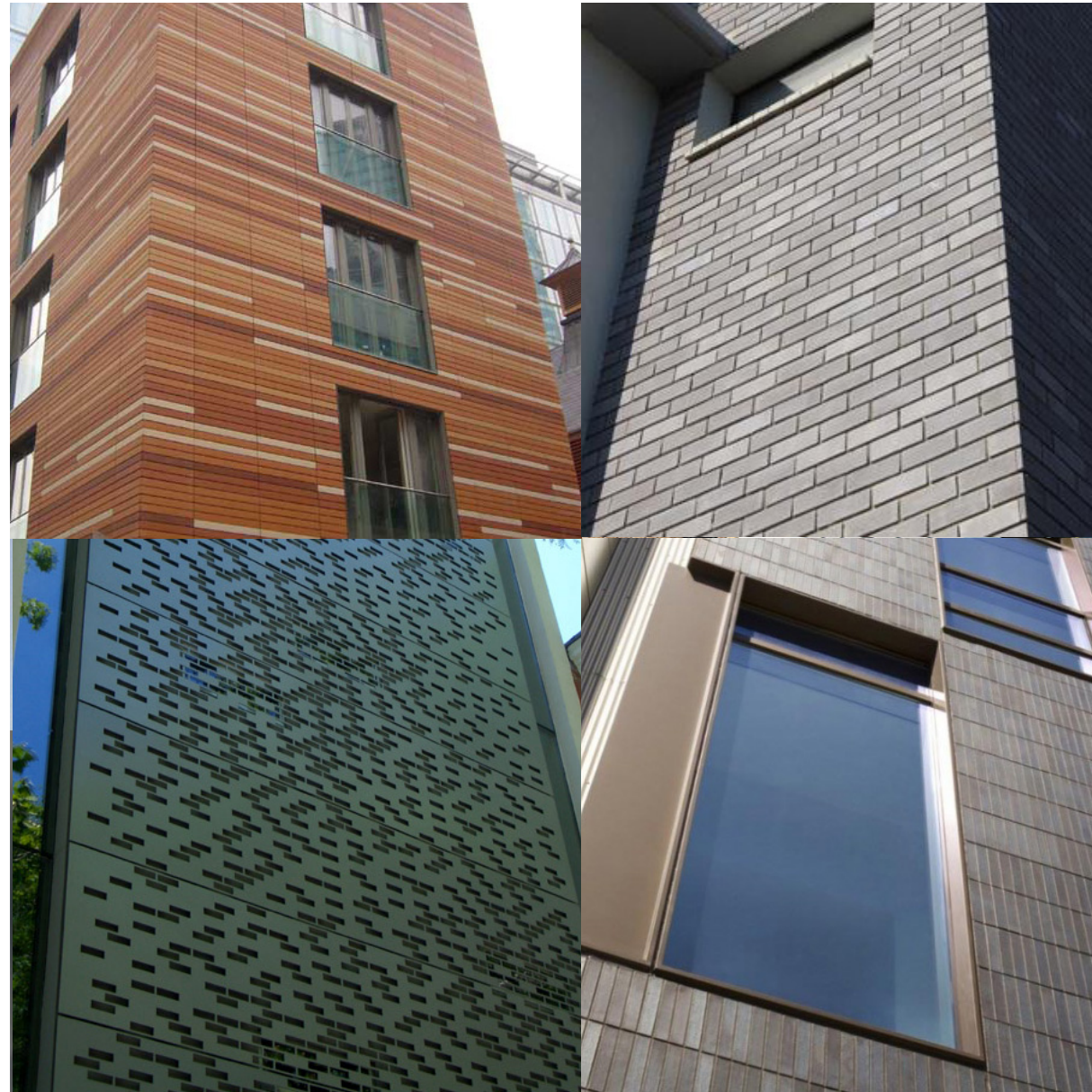


Figure 4.20. Palette of brick (brick interpretive) material precedent

Materiality

Objectives

- Adopt a limited palette of materials that complement the surrounding urban fabric and historic character.
- Building design should not replicate existing brickwork buildings, but be a contemporary re-interpretation which contributes to the ongoing built narrative of the Haymarket redevelopment.
- Embodied energy should be considered in the selection of materials.
- Quality, long-lasting and low maintenance materials should be selected to maintain quality appearance.
- Utilise variation in materials, application and texture to achieve richness in architecture whilst allowing standardisation of tower forms.
- A greater richness in materiality and texture should be provided at the lower levels.

Controls

- Longevity, durability and flexibility shall be considered in the choice of materials.

DESIGN GUIDELINES

CAR PARK SCREENS

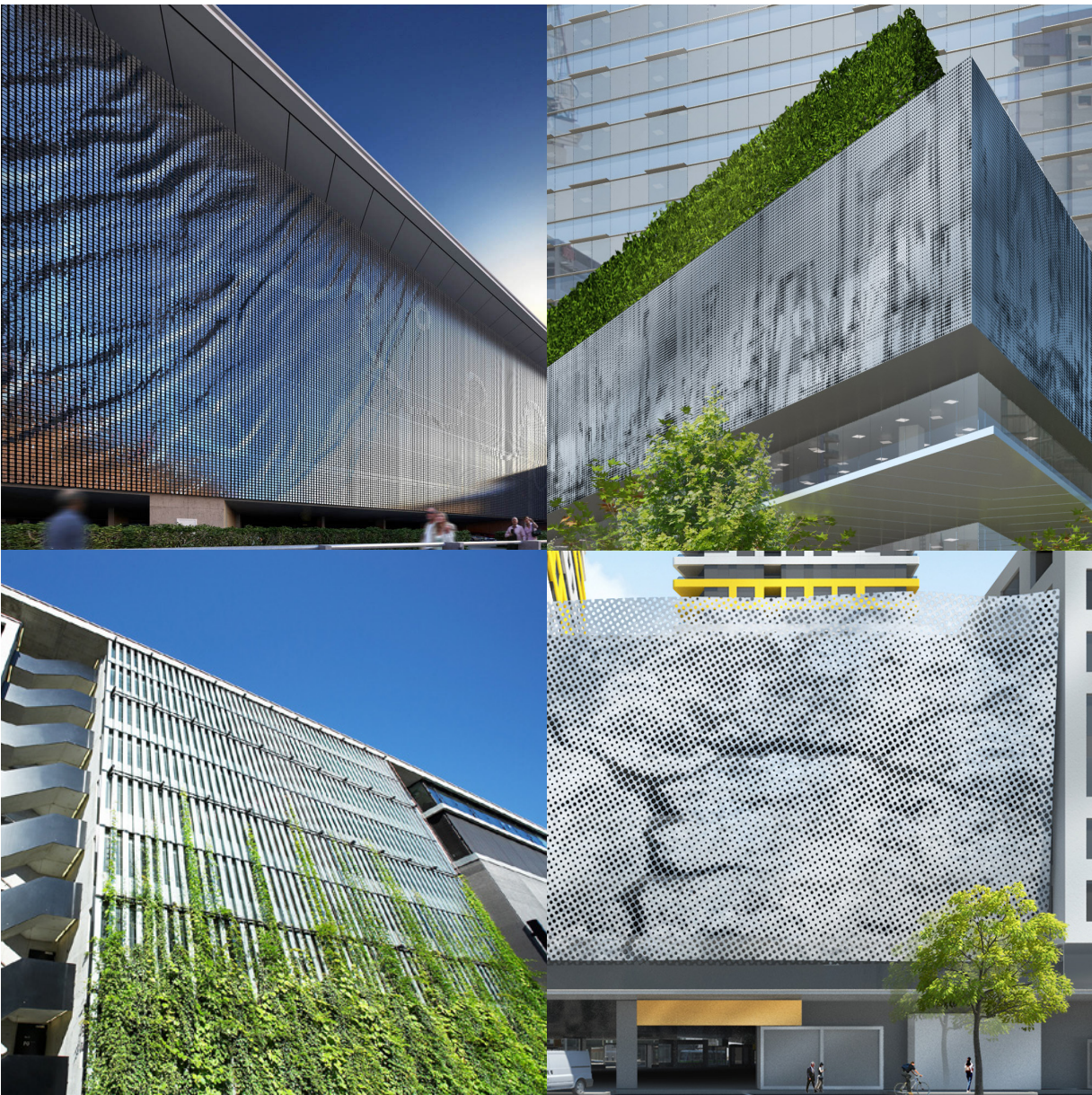


Figure 4.21. Palette of car park screen precedent

METAL PANELS

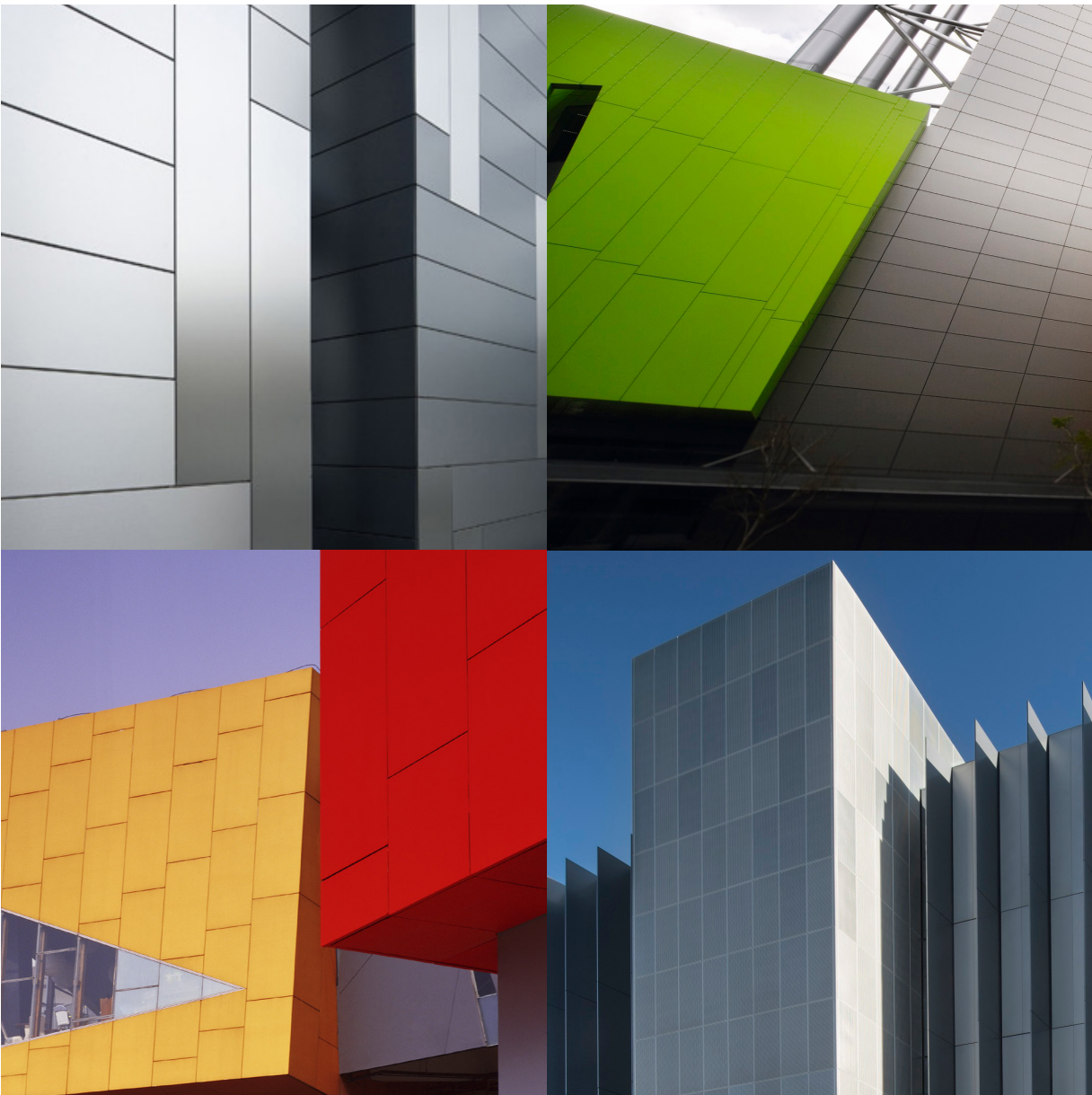


Figure 4.22. Palette of metal material precedent

CONCRETE PANELS



Figure 4.23. Palette of concrete material precedent

GLASS RETAIL SHOP FRONTS



Figure 4.24. Glass shop front precedent

DESIGN GUIDELINES

Signage

Objectives

- To ensure that the location, size, appearance and quality of all signage is appropriate and contributes to the successful place making of the precinct.
- To provide a consistent approach to building identification and wayfinding signage within The Haymarket.
- To ensure that the precinct is legible and can be easily navigated by pedestrians and visitors.
- To ensure safe and enhanced pedestrian experience 24/7.

Controls

Commercial building and public car park

- All signage related to the Commercial Building and Public Car Park will be located within the zones listed below and identified on the signage diagram :-
 - Ground plane signage
 - Mid-level signage
 - Tower signage
 - Roof Signage (generally flush with the roof)
- High level signage to be limited to a maximum height of 2 storeys.
- Content of signage shall relate to building and/or tenant identification.
- Detailed design of signage is to be considered as part of the overall design of the building.
- Use of various forms of signage as a sleeve for the above-ground car park will be investigated.

Residential buildings

- All signage to be located within the zones listed below and identified on the Signage diagram :-
 - Entry Level and Lobby signage
 - Podium signage
 - Tower signage
- Tower signage to be limited to a maximum of 2 storeys in height.
- Content of permanent signage shall relate to building naming/identification.
- Content of temporary signage within the zones identified may include for the developers branding or other advertising.
- Detailed design of signage to be considered as part of the overall design of the building.

Retail/community

- All signage to be located within the zones listed below and identified on the Signage diagram :-
 - Shop front
 - Canopies, awnings and umbrellas
- Content of signage shall relate to retail/community tenancy naming/branding/identification.

Public domain

- Details of signage to be considered as part of the overall design of the public domain.
- Signage within the public domain is to be coordinated to achieve a consistent language throughout the SICEEP Precinct.
- Public Domain signage to include wayfinding, banner pole and statutory signage.
- The indicative signage locations are illustrated on the signage diagram as shown in Public Domain Report prepared by Hassell.