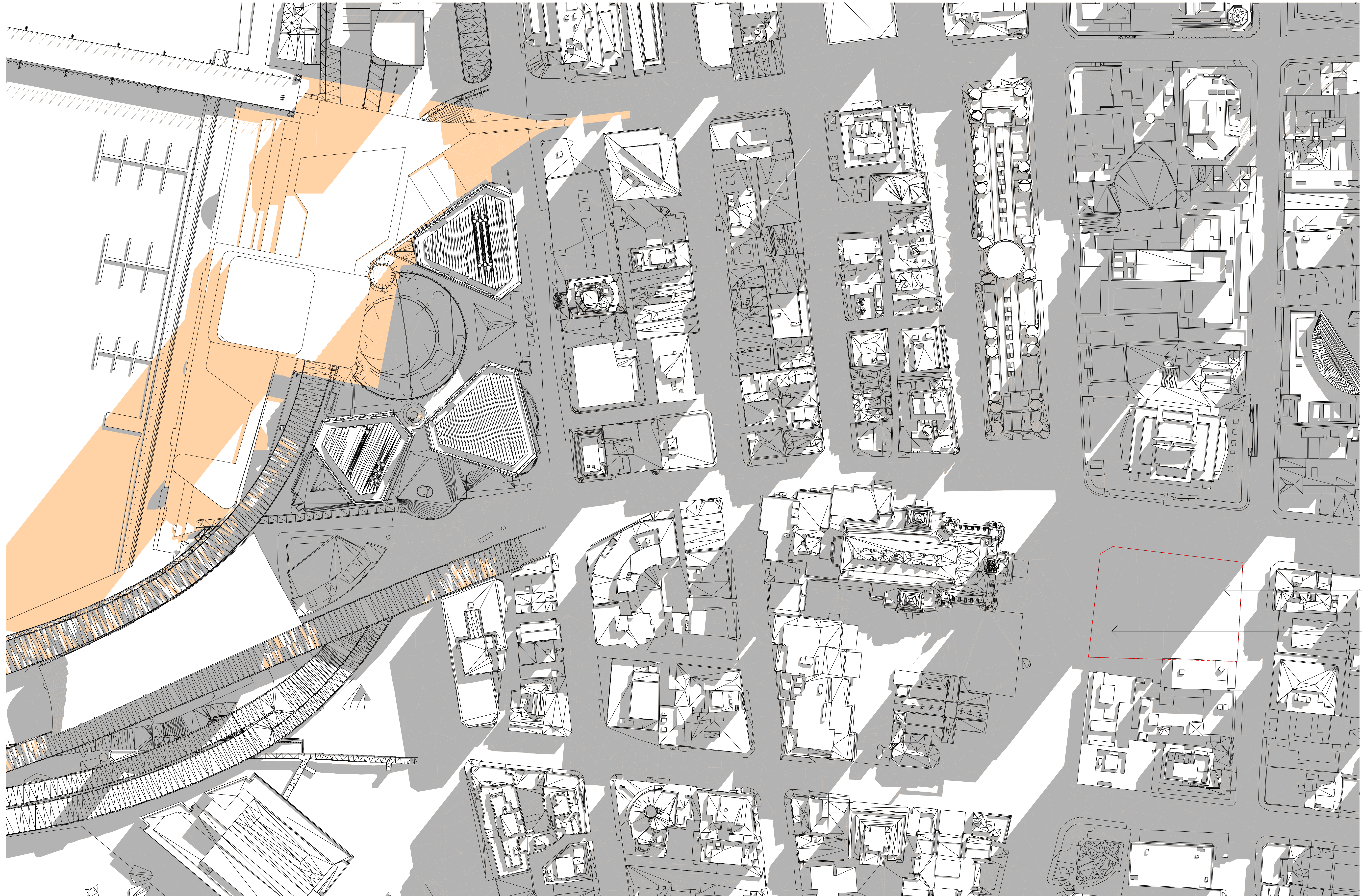


EXISTING
SHADOWS ON
TOWN HALL
SQUARE:

ANZ TOWER

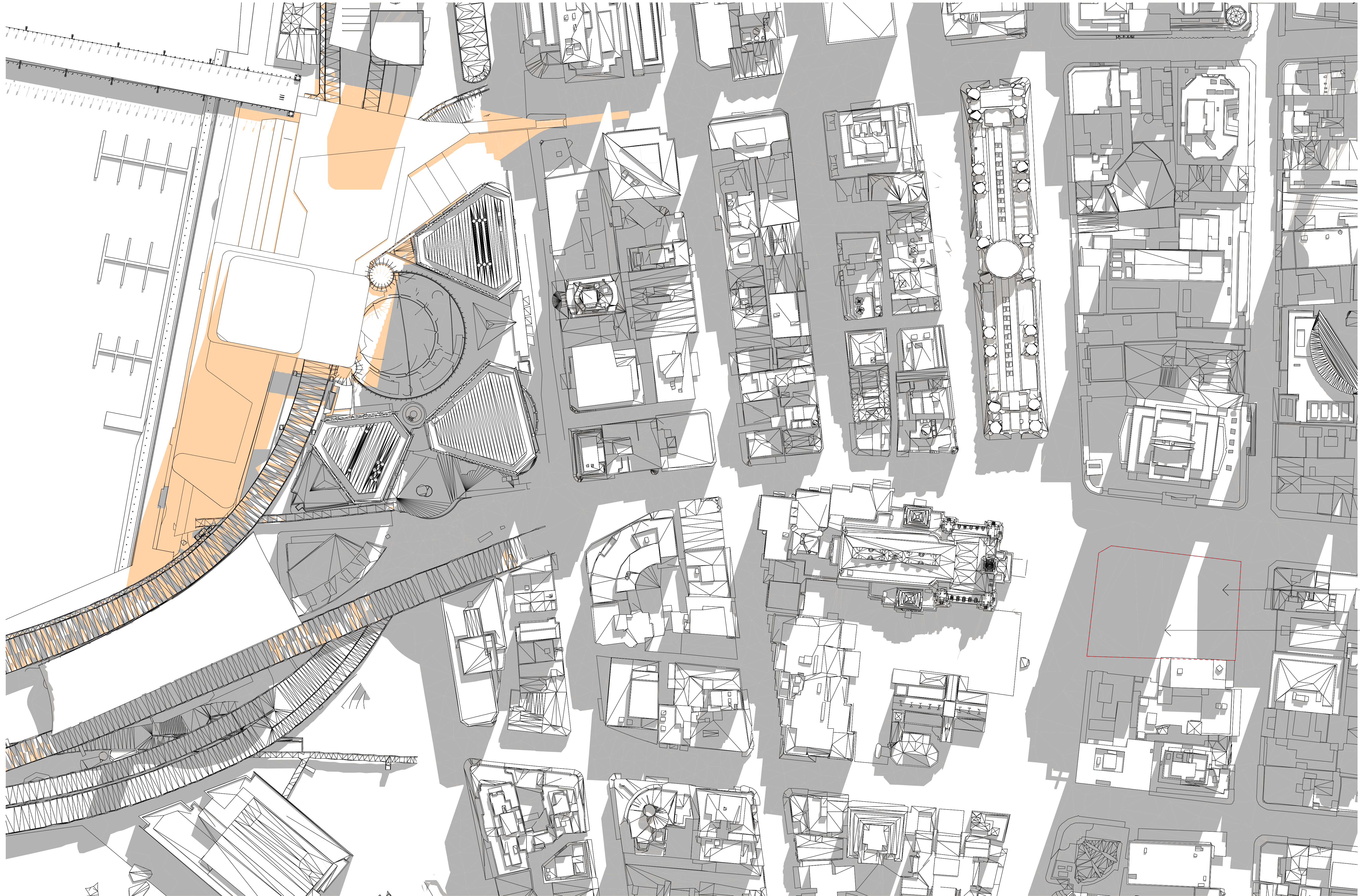
- FUTURE TOWN HALL SQUARE
- EXISTING SHADOWS
- ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




ANZ TOWER
CITIGROUP
CENTRE

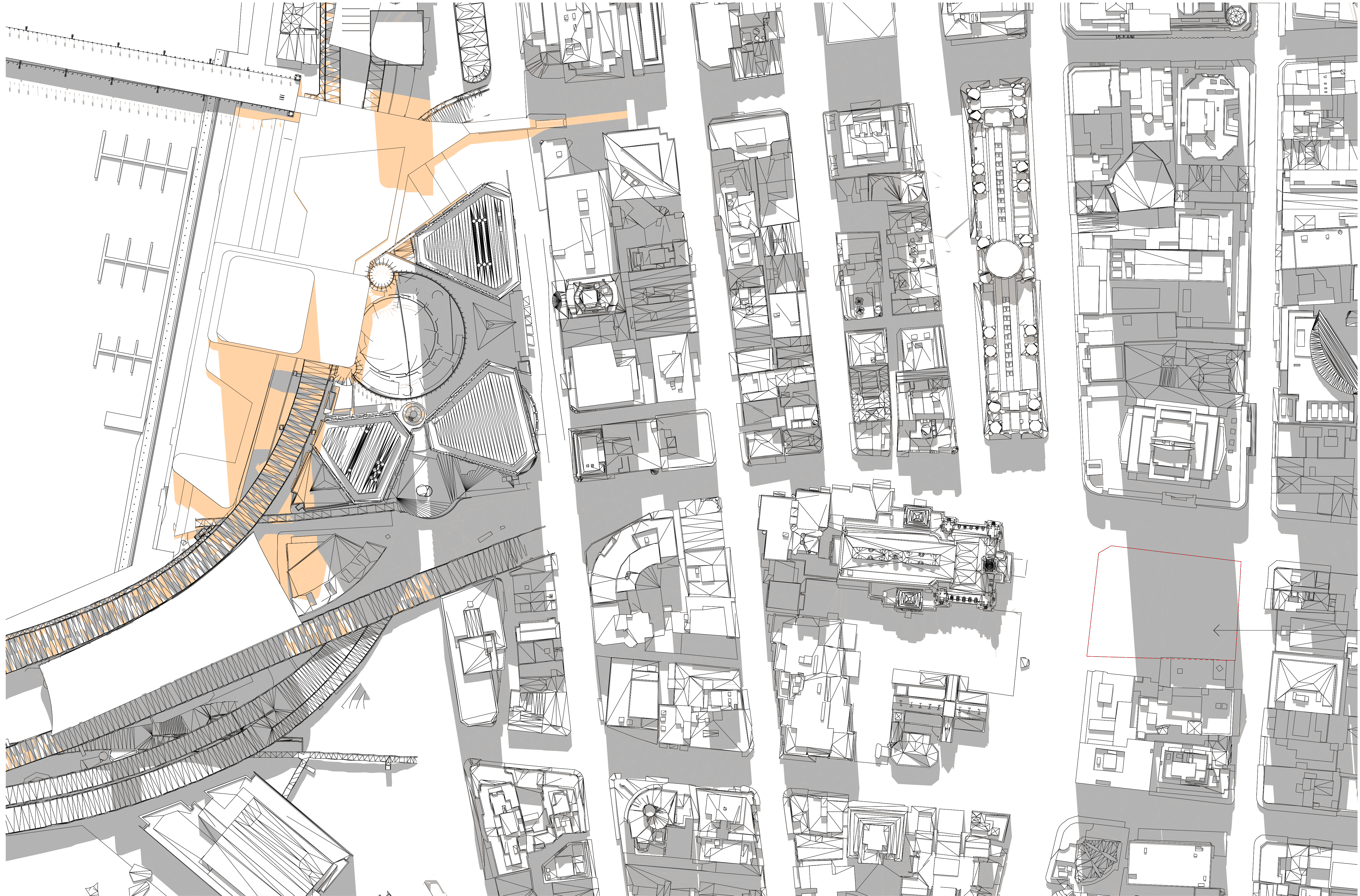
- FUTURE TOWN HALL SQUARE
- EXISTING SHADOWS
- ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:

ANZ TOWER
CITIGROUP
CENTRE

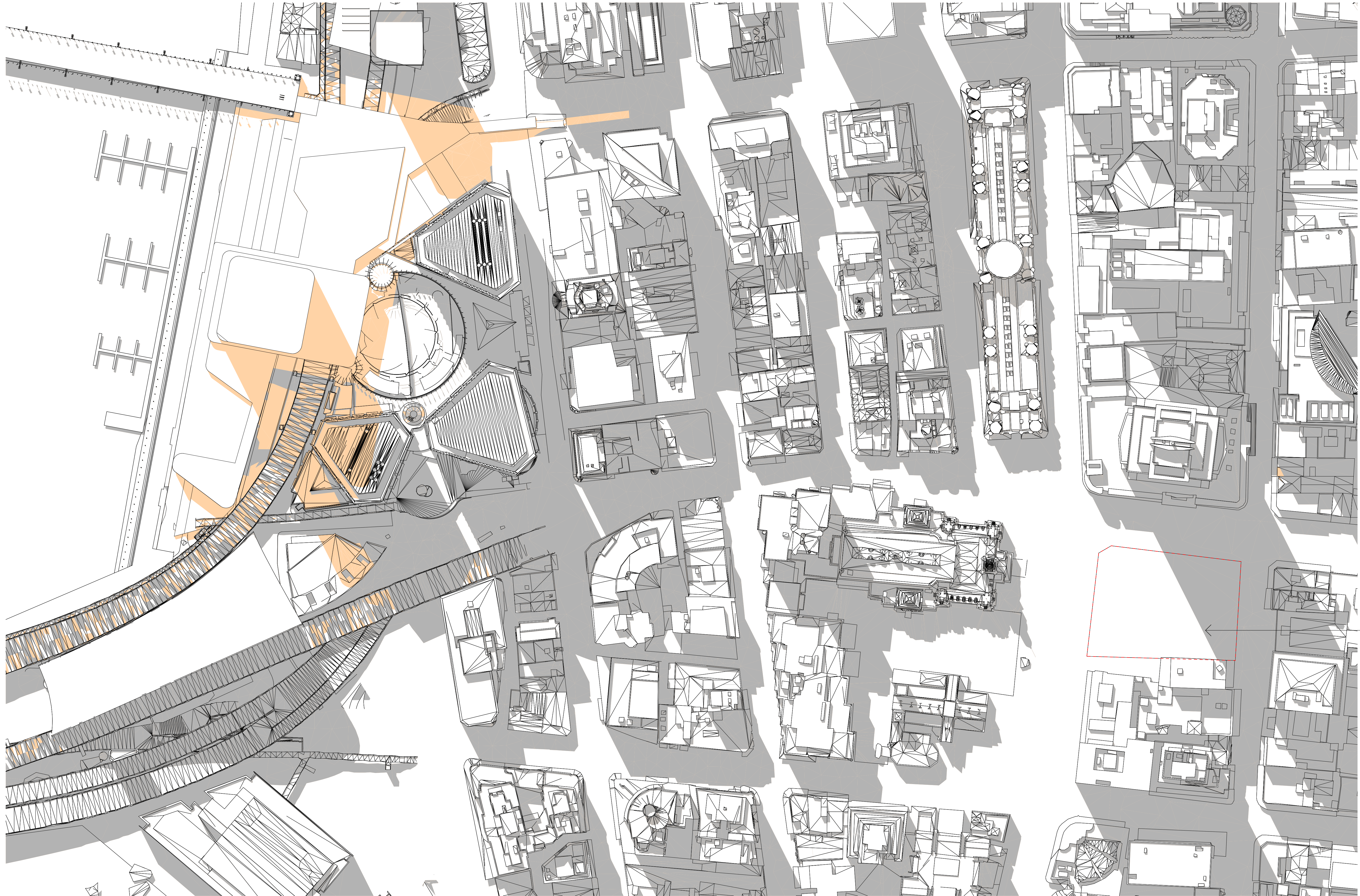
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-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:

CITIGROUP
CENTRE

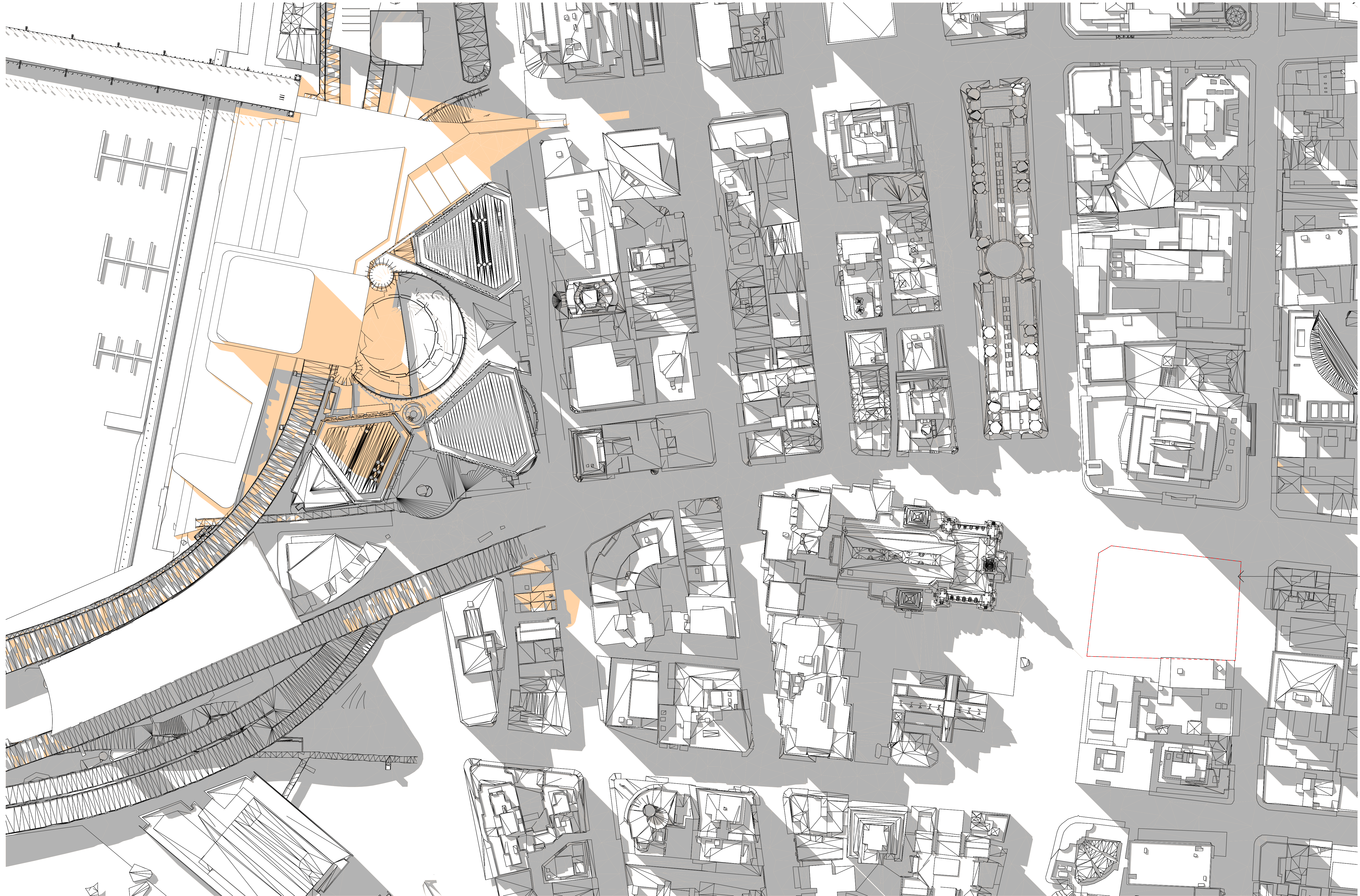
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EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




CITIGROUP
CENTRE

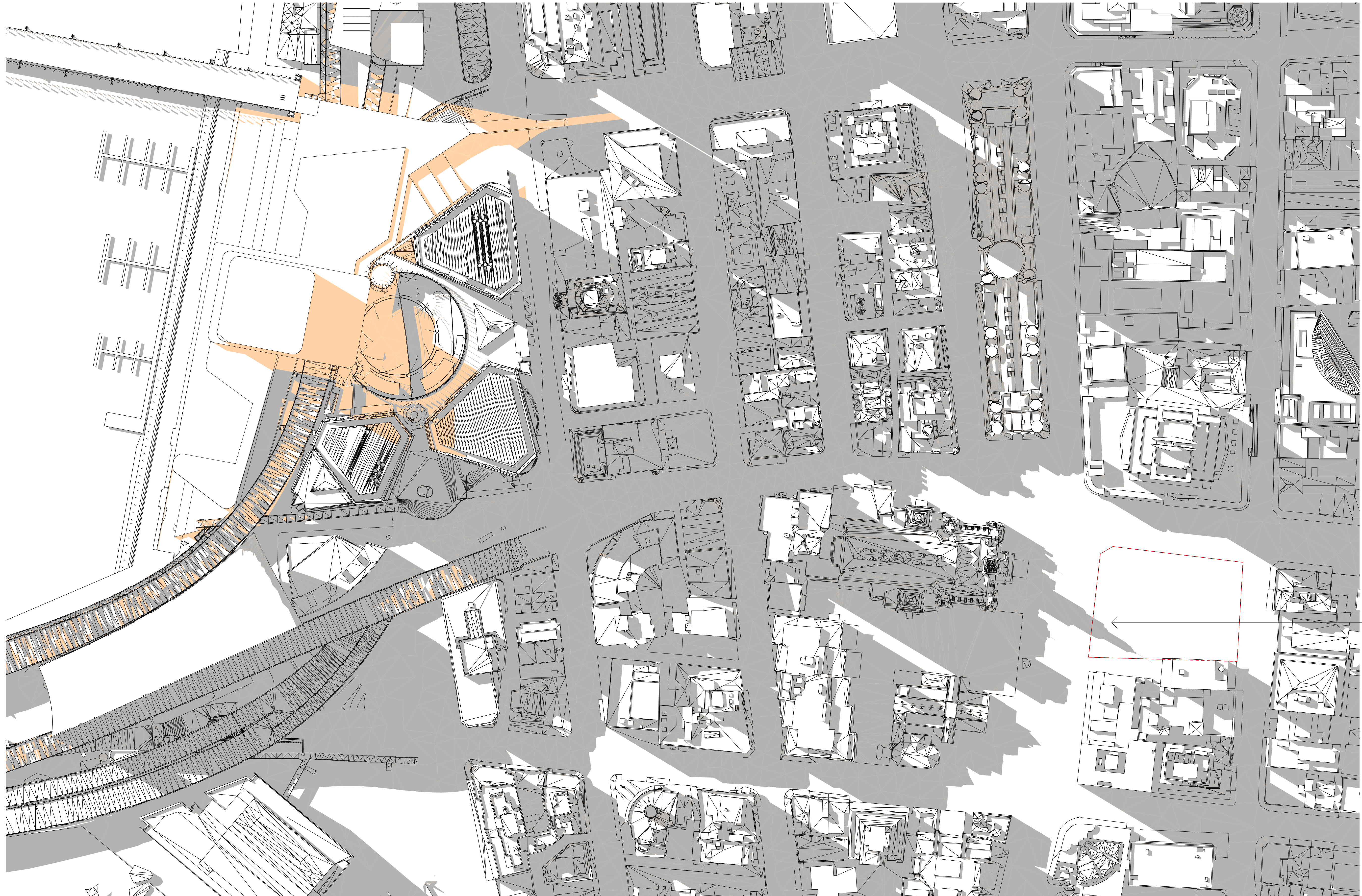
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EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




CITIGROUP
CENTRE

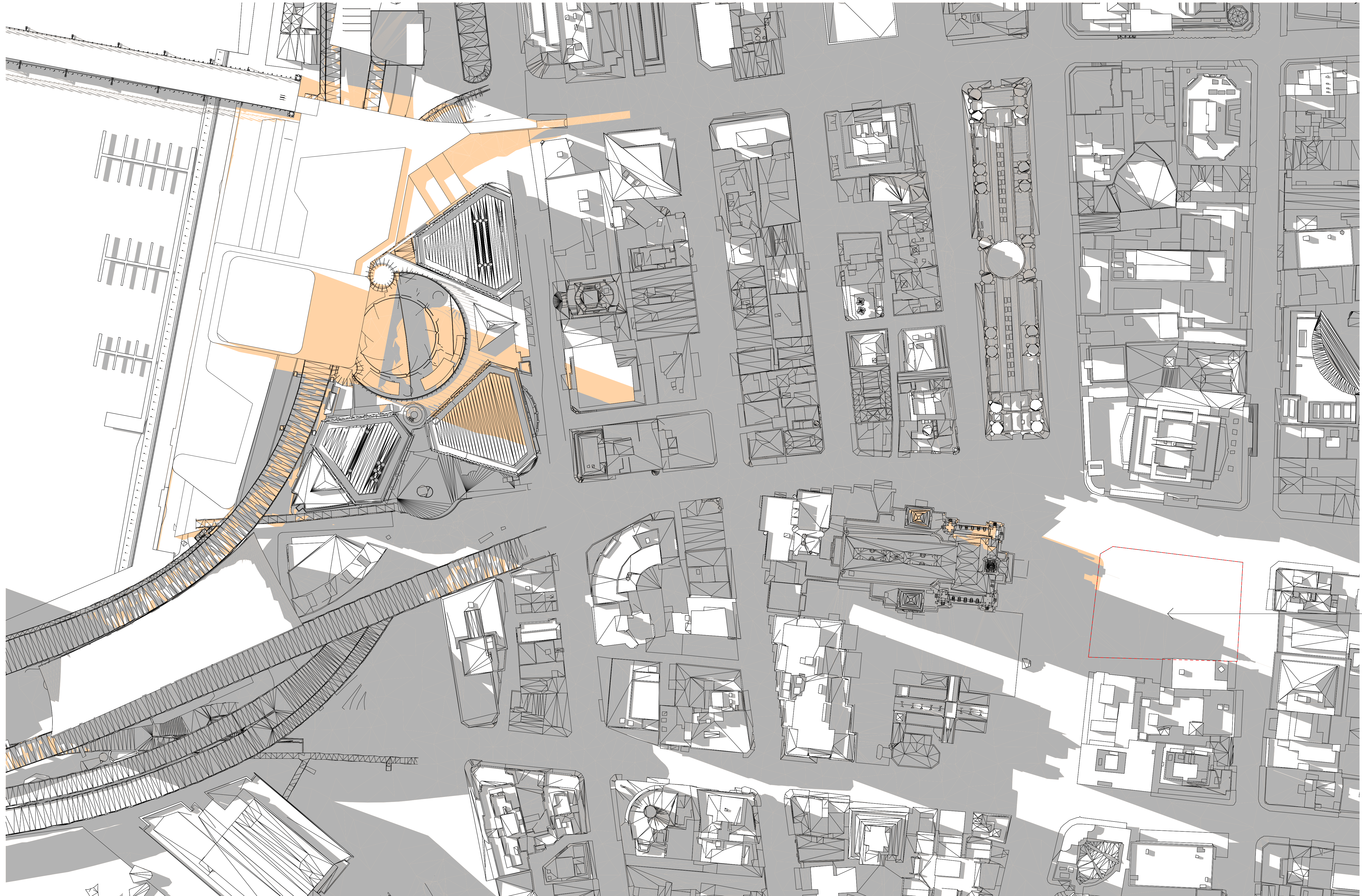
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-  EXISTING SHADOWS
-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




TOWN HALL

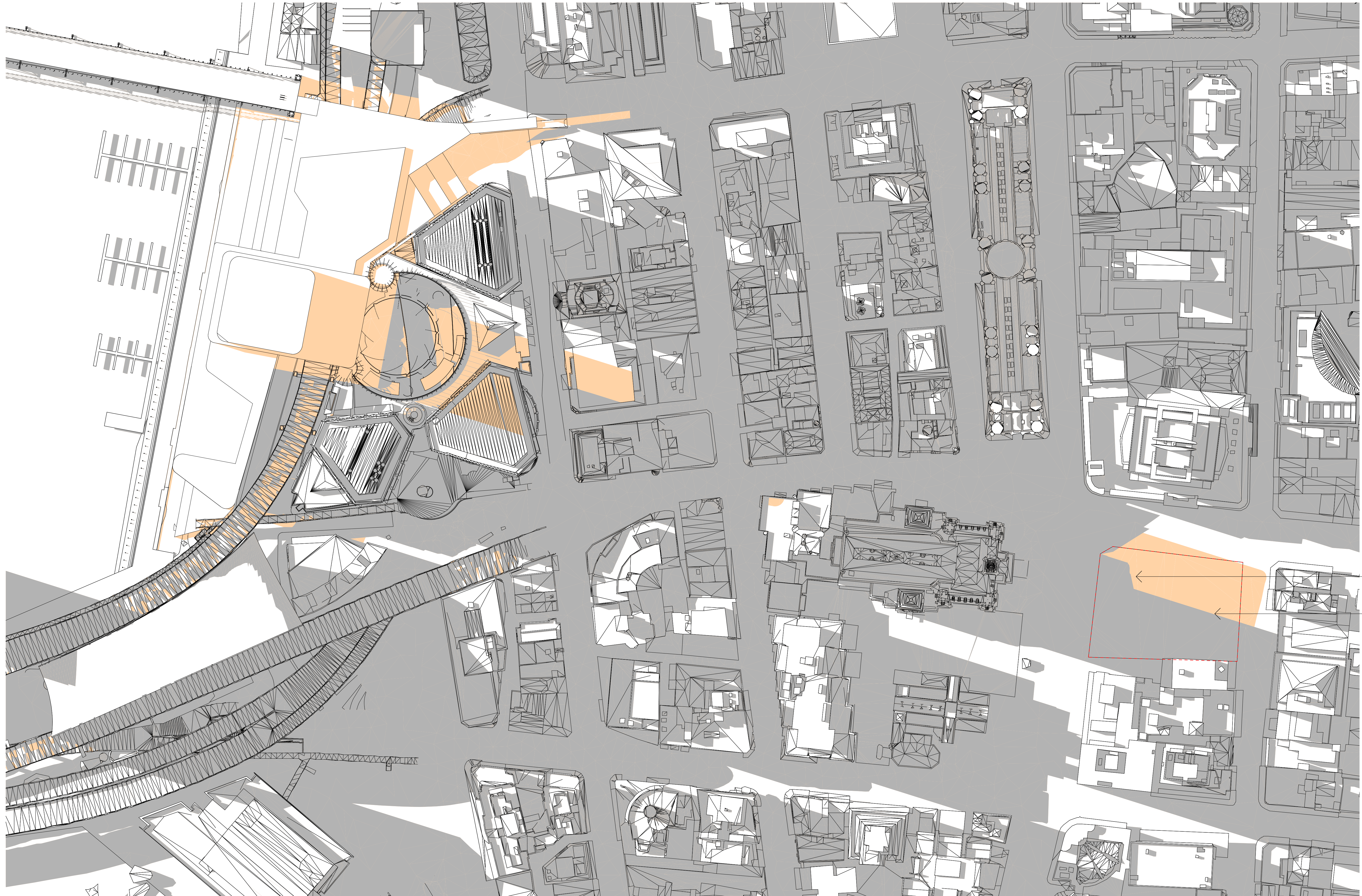
-  FUTURE TOWN HALL SQUARE
-  EXISTING SHADOWS
-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




TOWN HALL
HOUSE

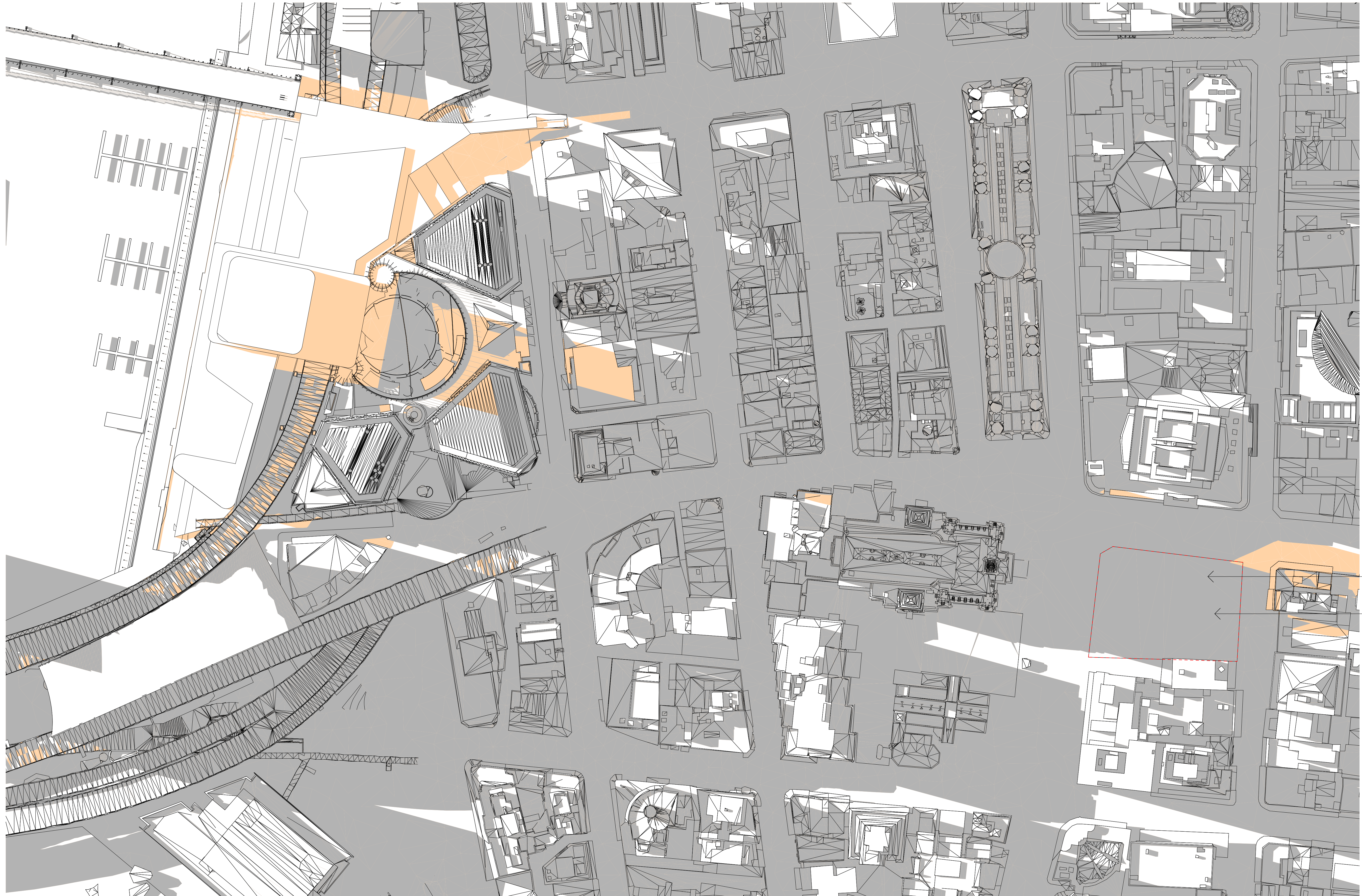
-  FUTURE TOWN HALL SQUARE
-  EXISTING SHADOWS
-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




DP2
TOWN HALL
HOUSE

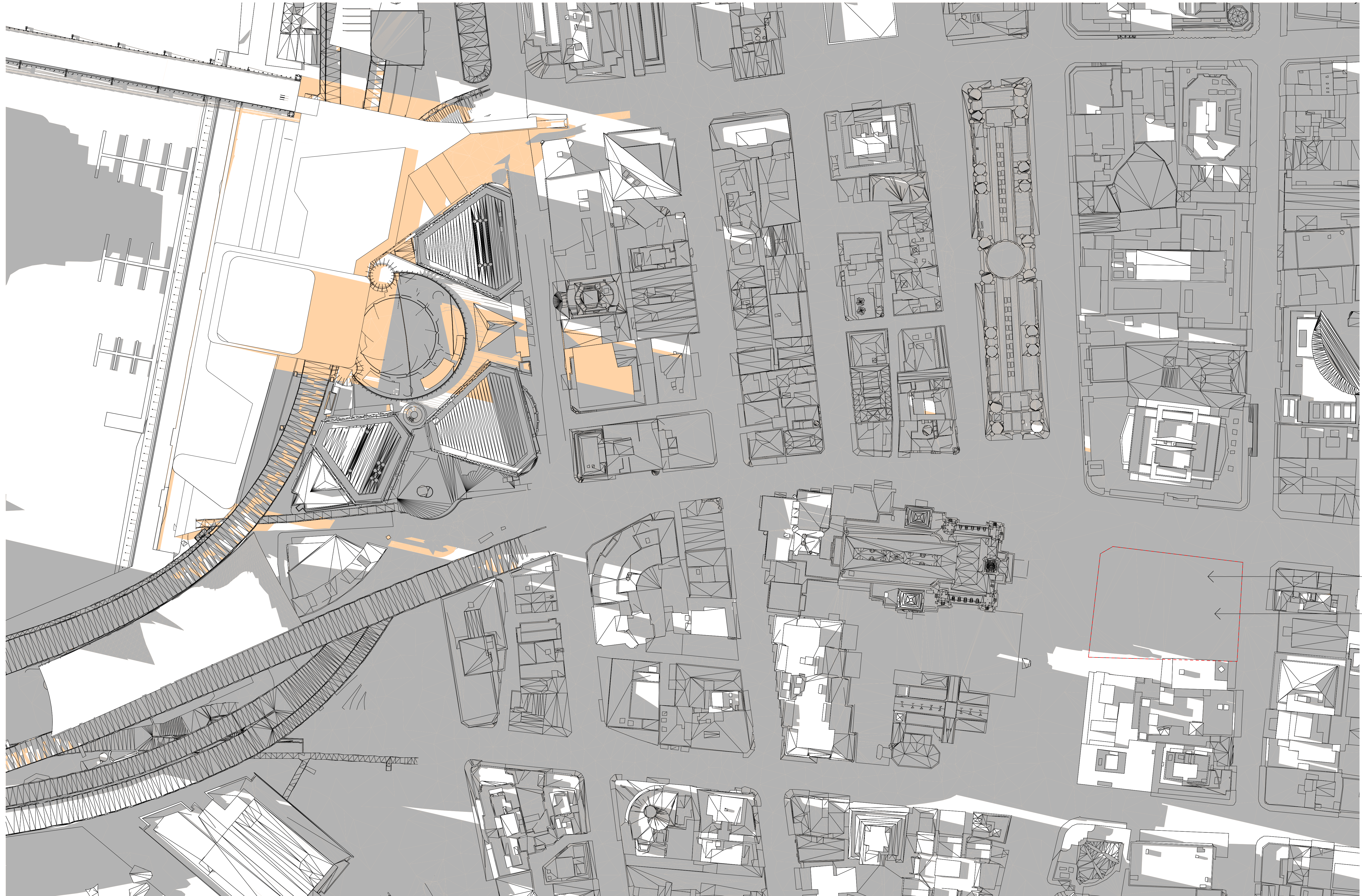
-  FUTURE TOWN HALL SQUARE
-  EXISTING SHADOWS
-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:




DP2
TOWN HALL
HOUSE

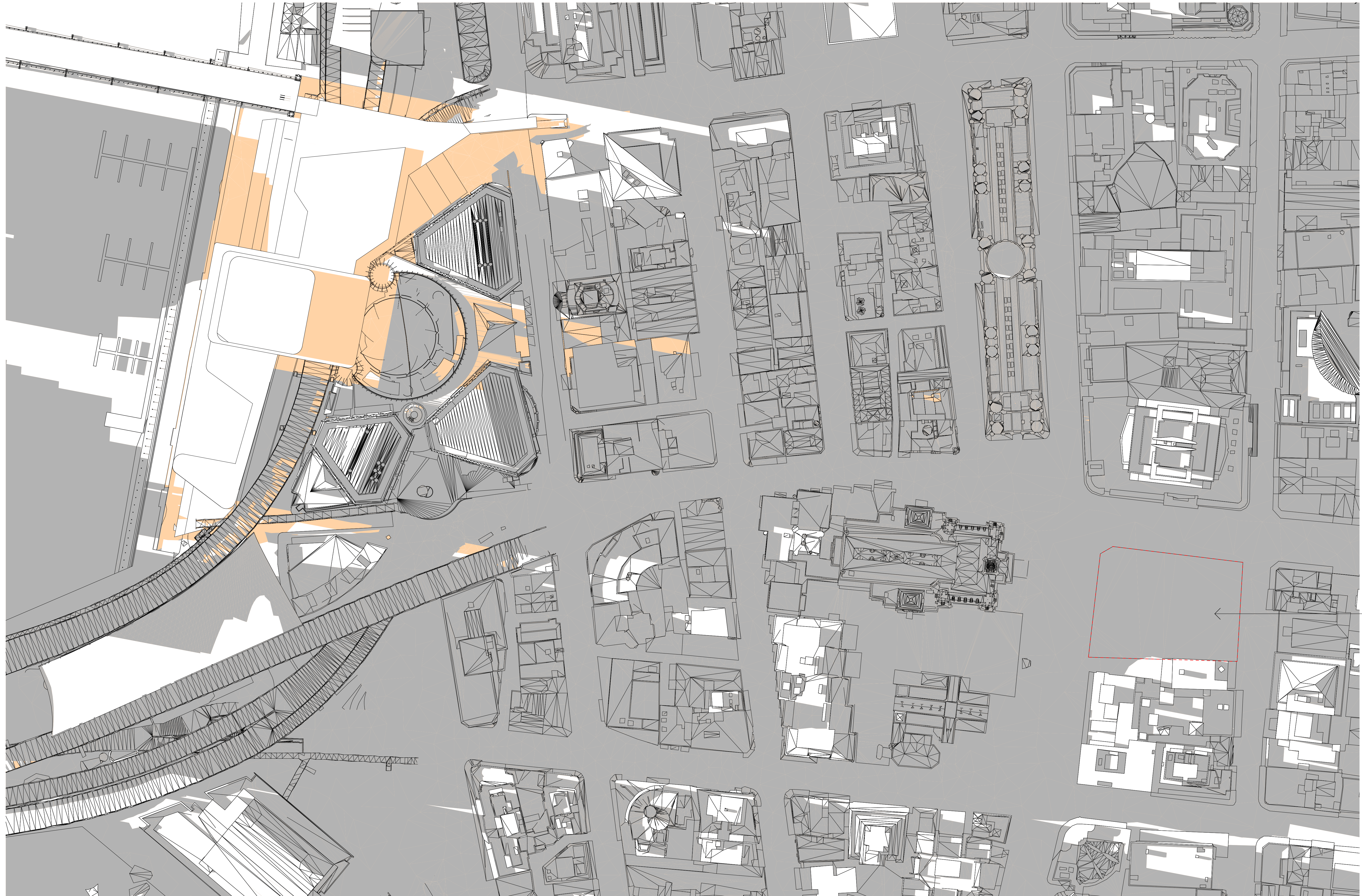
-  FUTURE TOWN HALL SQUARE
-  EXISTING SHADOWS
-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:

DP2
TOWN HALL
HOUSE

-  FUTURE TOWN HALL SQUARE
-  EXISTING SHADOWS
-  ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION



EXISTING
SHADOWS ON
TOWN HALL
SQUARE:

TOWN HALL
HOUSE

- FUTURE TOWN HALL SQUARE
- EXISTING SHADOWS
- ADDITIONAL SHADOW CAST BY INDICATIVE MASSING IN THE NORTH POSITION