



4.1 Landscape Context

The hotel and leisure centre development form part of the wider Western Sydney Stadium masterplan.

The development sits on the edge between the naturalistic environment of UNESCO World Heritage Parramatta Park, and the more urban, dense context of the City of Parramatta.

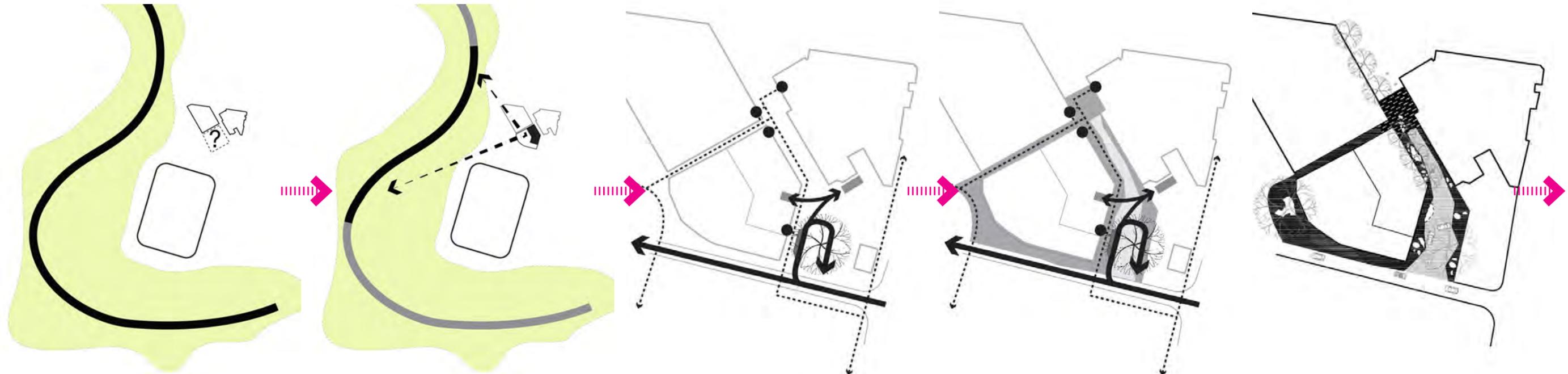
The design team recognise the importance of the development as an interface between these two landscape typologies, as well as its position between the Parramatta Leagues Club and the new Western Sydney Stadium.

There are a number of wider connections across the site which will be heavily used, particularly on match day and the flow of people and traffic across the site has been carefully considered within the proposal. The design team has sought to use the natural pedestrian desire lines to influence the form of the future plot north of the stadium, which may be set back, or under cut to allow movement through between the leagues club and hotel, and down towards the stadium.



4.2 Concept Development

The series of diagrams below set out concept development for the public realm.



RIVER

Parramatta River flows through the 85 hectare Parramatta park adjacent to the site. The 160yr old public park, with 2.1million visitors annually, includes a 3.2km cycle route, picnic and play areas and a wide range of flora and fauna. This is the biggest landscape feature within Parramatta and is the starting point for the design concept.

HOTEL

The Hotel design seeks to maximise views towards the river and parkland.

MOVEMENT

Multiple vehicular and pedestrian flows break up the site and dictate the arrangement. Flows will vary on match and non-match days and the public realm needs to manage this effortlessly.

REFUGE

Using the circulation routes along with ground plane, to inform the use of surface materials, textures, sizes, laying patterns and subtle changes in colour. This along with physical barriers for vehicles creates a sense of refuge for pedestrians against the building and guides and vehicles as they move through the site.

FRICION

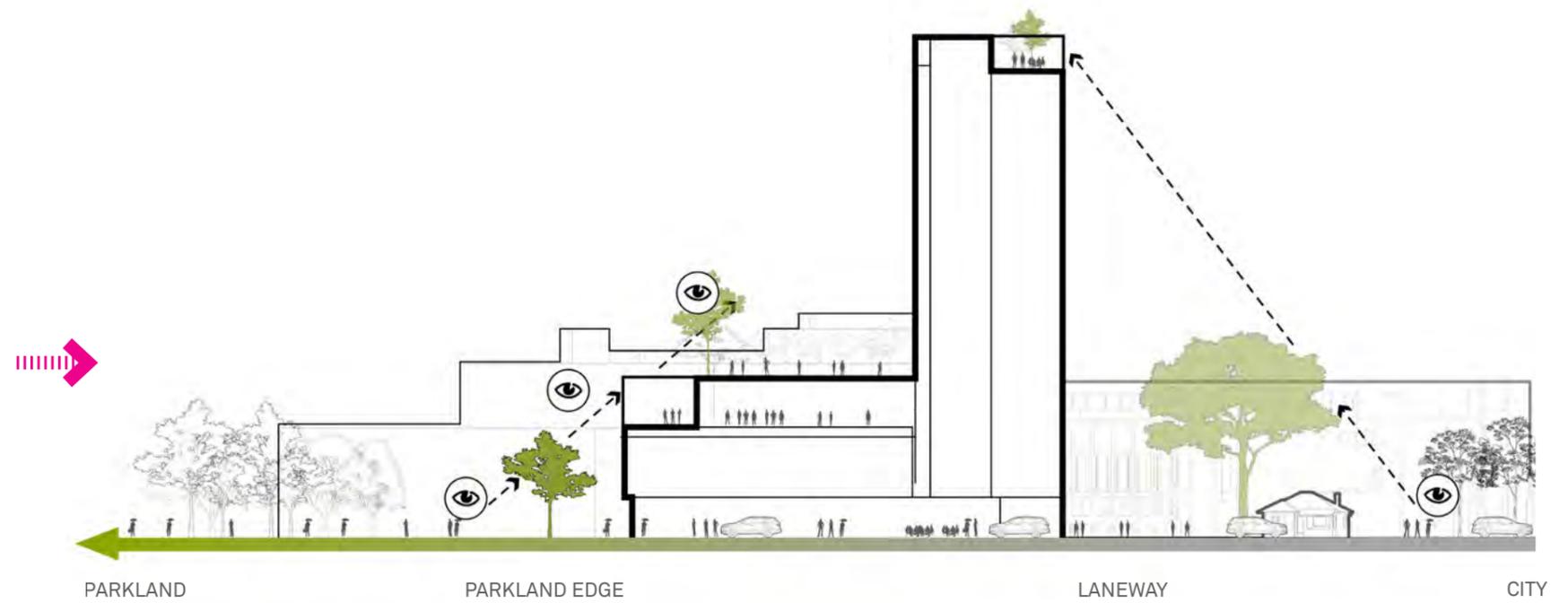
Seating and trees will be used to enhance the pedestrian environment and to guide vehicles through the site, rather than the traditional use of bollards and line markings. They will create friction along the building facade and help activate the space, especially on match or event days.

4.2 Concept Development



GREEN TO GREY

Referencing the transition from parkland to city through the use of planting. The western elevation will be lushly planted with grasses and multiple trees to relate to the parkland, whilst the lane-ways to the east will be harder in nature with street trees and formalised shrub planting.



CONCEPT SECTION

4.2 Landscape Character Areas

The public realm surrounding the hotel can be divided into a number of character areas as shown on the adjacent plan.

Northern Access Road

The Western Sydney Stadium proposals include a new road to access the car park - the Northern Access Road. As part of the hotel development this will be widened to allow for access to the hotel drop off. The street also acts as a key connection to Parramatta park from O'Connell Street.

Hotel Arrival and Drop off

The existing gum tree is to be retained and act as the centre point for the arrival and drop off circulation. The space will be as de-engineered as possible, with low kerbs, continuity of paving materials, use of seating and bollards where required and changes in material texture to guide traffic.

Hotel Porte Cochere

The drop off sits just underneath the Hotel's canopy providing weather protection for users.

Hotel Cafe Spillout

A designated area of the public realm will be used for spillout from the hotel ground floor cafe. There will be fixed furniture elements along with room for freestanding flexible elements.

Servicing Zone

Acting as an extension of the hotel drop off but with a pedestrianised feel, an area of hardstand is required to facilitate vehicle movements to service both the hotel and leagues club.

Laneway

The space between the Hotel and Leagues Club will be a pedestrianised laneway, that will be closed off, except for emergency or maintenance access. It will be a shared space with seating, street trees, bike stands and opportunity for market traders to utilise the space on match days.

Arrival Square

With the hotel development there is an opportunity to unify the entrances of the Car park, Leagues Club and New Hotel / leisure centre by providing a pedestrianised square.

Stadium Interface

So the western edge of the hotel the public realm will interface with the car park to provide free movement of people during match days as well as provide a suitable setting for the leisure centre.

Level 04 Terrace

The Hotel will have an accessible green roof on level 04 for hotel and conference venue guests to use. The final proposal will be developed during detailed design however a conceptual plan is provided within this report.

Level 16 Roof Terrace

The Hotel will have a partially covered roof top bar on level 16, providing stunning views over Parramatta city. The final proposal will be developed during detailed design however a conceptual plan is provided within this report.

Gatehouse

Potential for future adaptive re-use of heritage cottage for incorporation into public domain (not part of this application)



4.3 Ground Floor Landscape Plan

Precedents



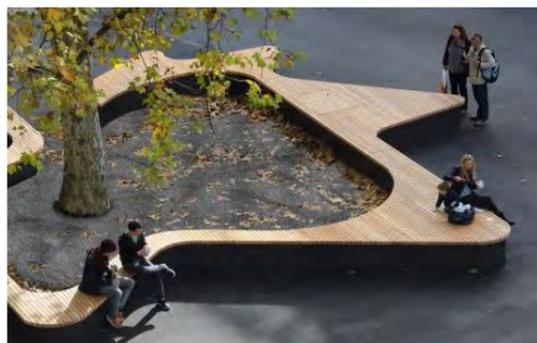
Hotel Drop Off



Stone seating elements to control traffic and provide rest



Shared surface laneway



'Island' Seat and planter to southwest edge



01 - Existing tree retained with planting to base, permeable paving surround

02 - New boundary fence line with screening planting to 'green' drop off area

03 - Hotel Arrival Drop off and porte cochere

04 - Cafe spillout and activation

05 - Shared space laneway with street trees, seating and space for vendors during match day

06 - Sculptural seating elements to control vehicle movements and provide opportunities for rest

07 - Connection bridge from Hotel conference venue to Leagues club

08 - Arrival Square to connect leisure centre, car park and leagues club

09 - Feature Island seating planter with feature tree

10 - Opportunity for Hotel Signage location

4.3 Level 04 Landscape Plan (Indicative only)

Precedents



Low level planting in relation to hard standing areas, creating an infinity effect



Decked and planted accessible areas



Breakout space for relaxation and functions, with views over the parkland



A variety of planting species to enrich the 'parkland' experience



01 - Decked breakout and relaxation area

02 - Formal relaxation lawn

03 - Ornamental Shrub and Grass planting, with feature planting

04 - In built furniture

05 - Flexible furniture and planters

06 - Trees to outer building edge to screen car park and future development plots

07 - 1.5m high impermeable balustrade to edge

08 - Gravel Maintenance strip with gates and anchor points for safety

09 - Views towards Parramatta Parkland

**4.3 Level 16 Landscape Plan
(Indicative only)**



- 01** - Covered portion of terrace
- 02** - 'Island' seating and bar top pods with planting to centre
- 03** - Planters to building edge
- 04** - Various floor finishes throughout, suitable for external applications
- 05** - City view bar top with bar stools, looking out over Parramatta City
- 06** - Balustrade to edge
- 07** - Plants in plots
- 08** - Stainless steel arbour, with climbing and hanging plants

Precedents



Hotel bar with city views



Indoor / outdoor bar experience lush with planting



Open roof with small tree planting amongst seating

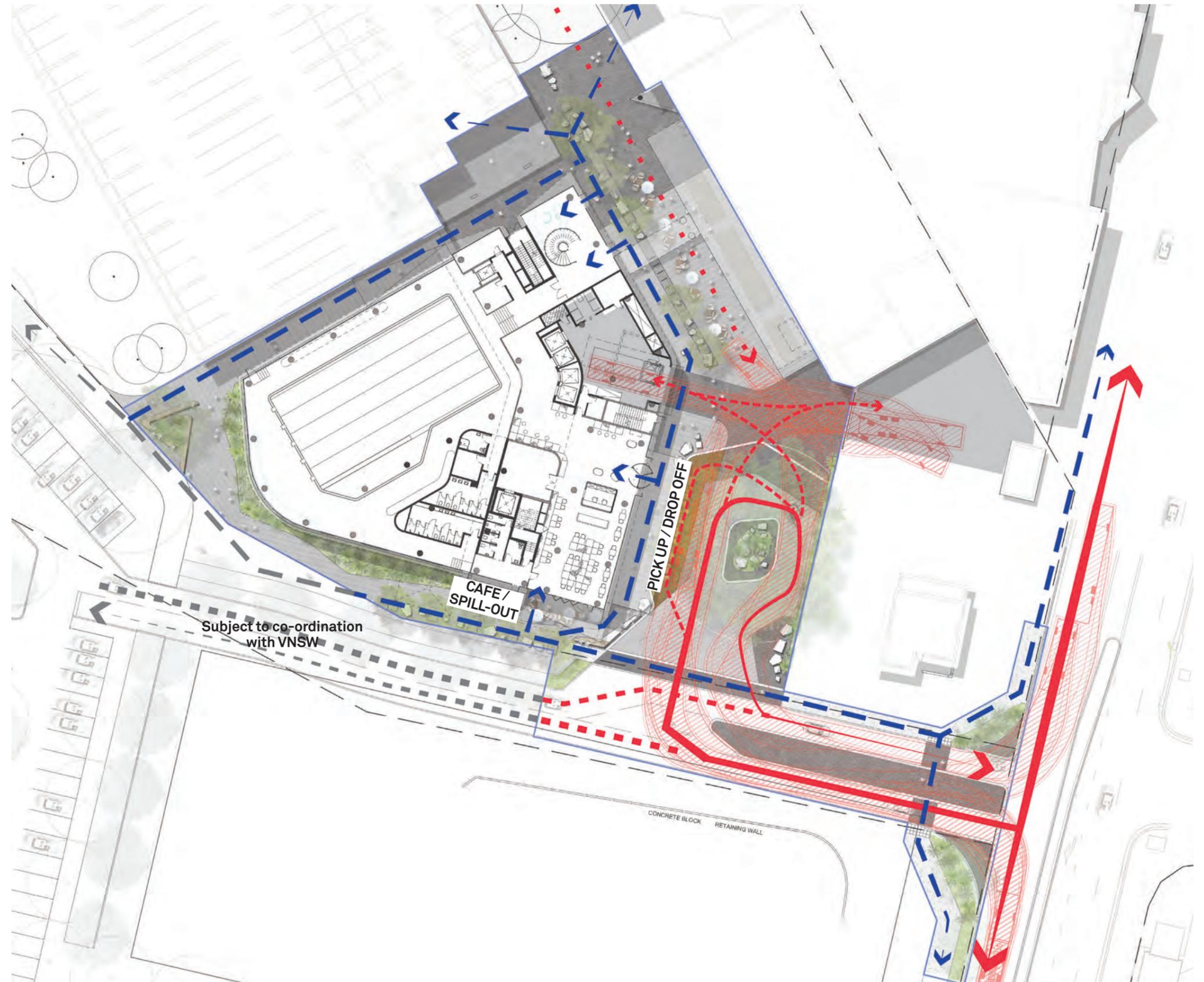


High end roof top terrace design

4.4 Site Access and Circulation Non-Match Day

LEGEND

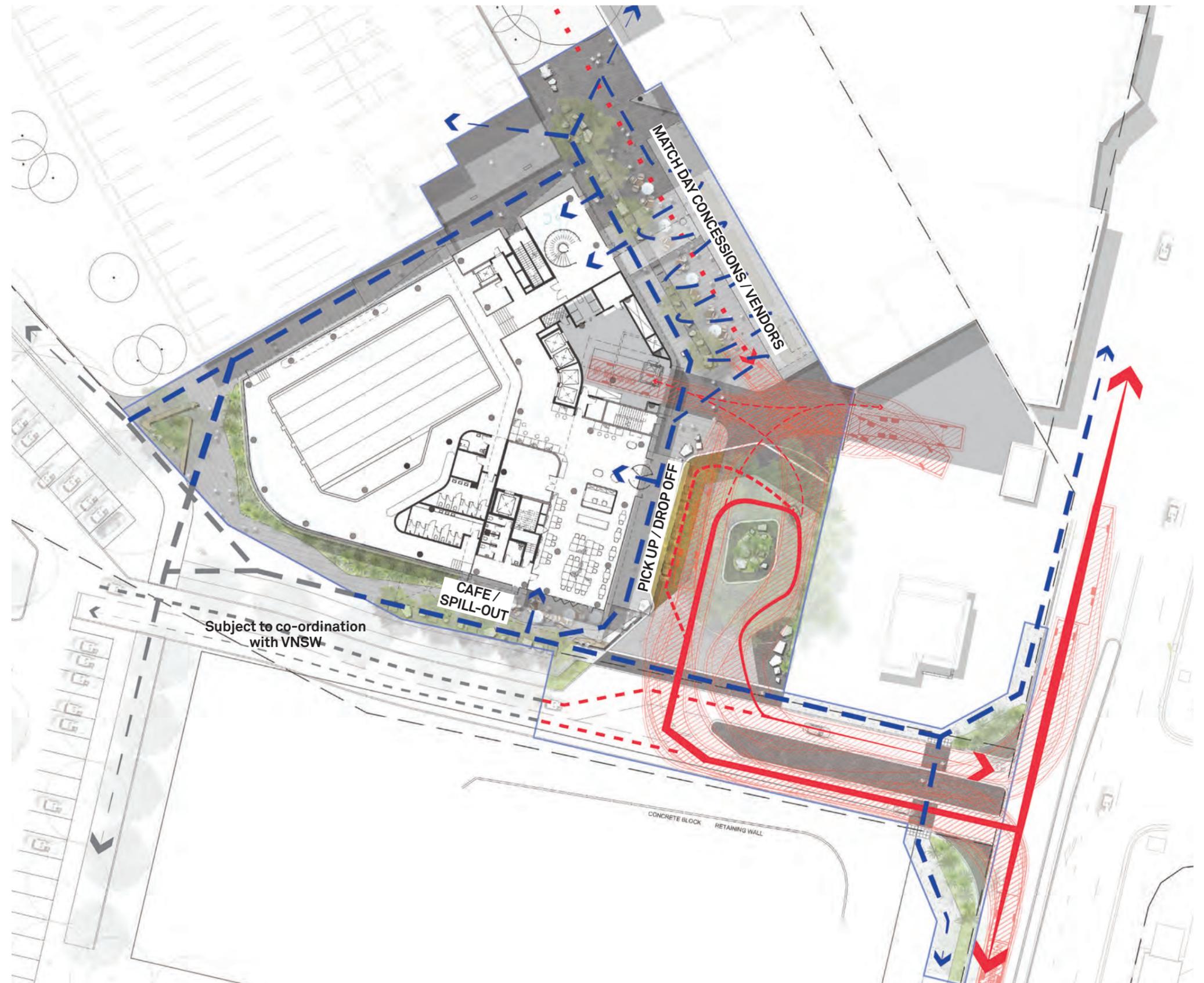
- Vehicle Movements
- Pedestrian Movements (Accessible)



4.4 Access and Circulation Match Day

LEGEND

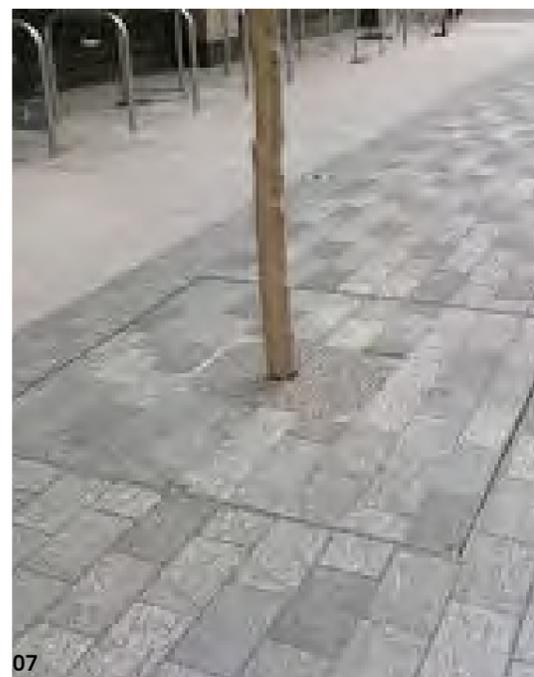
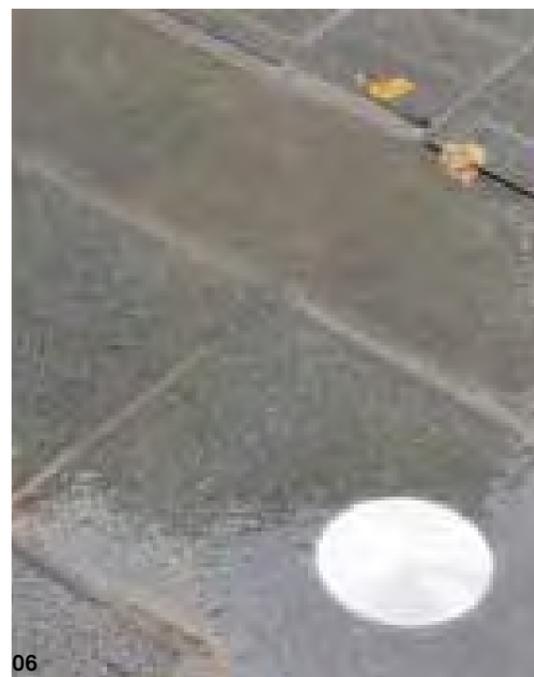
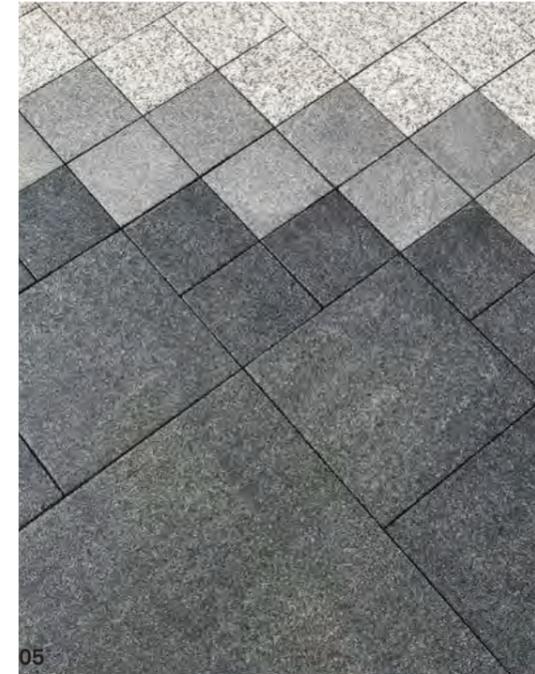
- Vehicle Movements
- Pedestrian Movements (Accessible)



4.5 Hard Materials & Furniture

Hard materials and furniture across the development will be of high quality. The intention is to use a constrained materials palette that ties into the existing materials uses on the adjacent leagues club carpark. Changes in colour and texture will guide users through the site, whilst furniture items and cycle parking will add value to the public realm.

- 01 Tri-Hex permeable paving to area surrounding existing tree - Grey / Charcoal
- 02 Austral Black Granite- Sandblasted To pedestrian areas.
- 03 Austral Black Granite- Bush Hammered To pedestrian and vehicle Areas
- 04 Stone seating elements to act, doubling up as control to vehicle movement
- 05 Combination of laying sizes to subtly delineate pedestrian and trafficable areas
- 06 Changes in paving tone and texture to assist wayfinding and vehicular circulation
- 07 Stainless Steel Studs - Flush - to assist delineation of drop off bay, and servicing areas
- 08 Recessed tree grilles along pedestrian routes
- 09 General character of Laneway between Leagues Club and Hotel Development
- 10 Steel cycle stands (Flat bar)



4.6 Trees & Planting

The intention is to carry forward the tree and planting mixes used on the adjacent leagues club car park in order to extend the character of the development and create a more defined approach across the site. Native species will be chosen across all ground level tree and shrub / grass planting.

- 01 Eucalyptus haemastoma - Scribbly Gum (Tree)
- 02 Eucalyptus haemastoma - Scribbly Gum (Bark)
- 03 Eucalyptus pilularis - Blackbutt (Tree)
- 04 Eucalyptus pilularis - Blackbutt (Bark)
- 05 Corymbia maculata - Spotted gum (Tree)
- 06 Corymbia maculata - Spotted gum (Bark)
- 07-08 Native shrub and grass mix planting offering swathes of colour and texture



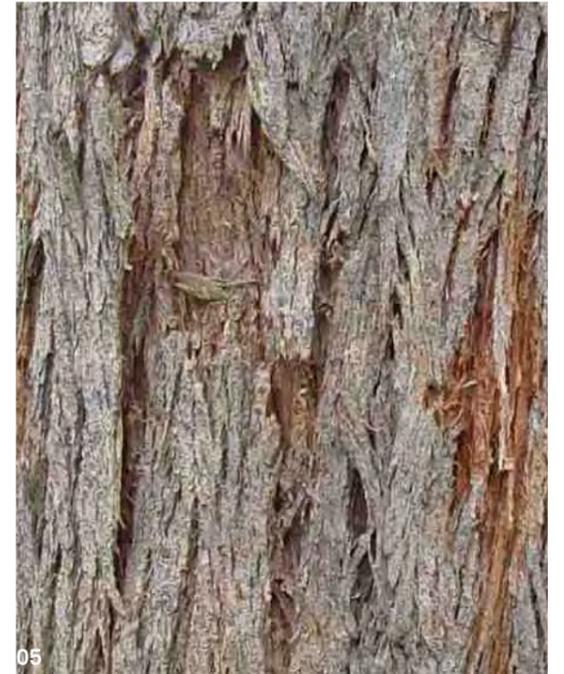
01



04



05



05



06



07



08



09