

MIDLAND OVAL REDEVELOPMENT
URBAN DESIGN GUIDELINES



City of Swan

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Next review date	DD/MM/YYYY

01.

INTRODUCTION

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1.1 Background

The Midland Oval Redevelopment Urban Design Guidelines (MODG) have been prepared by Cox Howlett and Bailey Woodland on behalf of the City of Swan (the City) and provides an outline of the principles, key priorities and processes to guide great urban design, architecture and sustainable development for the Midland Oval Precinct (The Precinct).

The Precinct builds upon growth expectations for Midland as a strategic metropolitan centre and regional hub for the north-east sub-region, encompassing local government areas of Swan, Kalamunda and Mundaring.

Key to this strategy is the redevelopment of Midland city centre, to implement higher density development, provide employment and housing opportunity, and promote economic growth.

Midland Oval Precinct aims to deliver a diverse mix of land use functions in civic scaled public spaces, offering housing and business choice, as well as civic and cultural amenity.

Midland Oval Precinct builds upon a long history of studies targeted at revitalising the Midland Oval site. Opened in 1902, Midland Oval was originally a recreational reserve for community gathering and activity. In the early 20th century the oval was used for a range of sporting activities, including football, cricket and cycling.

The Oval has been targeted for redevelopment as far back as 1968, as such, sporting activities began moving from the site in the 1980's and 90s.

Council endorsement of the current Midland Oval Redevelopment Master Plan (MORM) on 11 April 2018 has seen the inclusion of the MODG to progress the work for development.

1.2 Vision

Midland Oval Precinct aims to provide a high-quality development, encouraging a comfortable pedestrian environment that is both lively, attractive and safe.

It aims to support positive community engagement through generously scaled public spaces, bounded by attractive and activated built form, with a density and mix that engages its urban condition.

The MORM responds to the City's key principles and development objectives for the site, as outlined below.

The Precinct:

- Is lively and safe, with round the clock activity
- Is attractive and convenient to walk in
- Recognises the important current and future role of public transport through rail and bus networks locally and regionally
- Has a mixture of activities and higher density development to create the critical mass for lively cafés and activities
- Has a strong sense of place
- Increases the residential population and allows for apartments and business facilities that are designed to co-exist happily
- Encourages and attracts high quality investment
- Provides for the economic wellbeing of existing and new business

The MODG are intended to support these values, and ensure high quality and innovative design outcomes which are environmentally sustainable, commercially viable and respond appropriately to place.

The City will be seeking proposals which respond to these principles, with designs which:

- Demonstrate a strong sense of place, identifying and integrating the character of Midland and the region
- Respond well to the Midland micro-climate and incorporate appropriate solar access, natural ventilation, shading, landscaping and weather protection
- Support strong and cohesive streetscapes, character and human-scaled frontages
- Support interaction from inside and outside buildings to enhance street level activation
- Demonstrate innovation and support an urban experience
- Incorporate environmentally sustainable design principles and are responsive to energy and water consumption
- Support interface between existing and new development, being respectful of adjacent and neighbouring development and context
- Recommend that the heritage buildings on The Avenue that are listed at Category 3 on the City's Heritage List and Local Heritage Survey (previously Local Government Inventory) be retained

1.3 Purpose

The MODG works with the MORM to set out key principles to guide great development.

It is a manual for developers, designers and the community. The document clarifies intent and expected outcomes for developers and the community, as well as future businesses and residents of the Midland Oval Precinct.

The purpose of the document is to provide an assessment framework to support quality outcomes.

1.4 Discretionary Clause

The MODG are not intended to limit opportunity or creativity, but support exceptional design outcomes. There is allowance within the MODG for the developer to meet design requirements through an alternate solution where, in the City's opinion, the developer has met or exceeded requirements.

The City may approve a development application, where an applicant has provided an alternative solution to the Design Requirements, where, in the City's opinion, the applicant has demonstrated that the alternative solution is compatible with the Midland Activity Centre Structure Plan, and meets or exceeds Guidelines Objectives, and the intent of the Design Requirements.

1.5 Objectives

The MODG provide direction for developers and designers to clarify development and design process, and enable a release to market. The MODG assist the City in assessing compliance of individual projects.

The MODG are adopted under the provision of the LPS No. 17 (The Scheme). The MODG have been adopted by the City as local planning policy in accordance with the Scheme provisions, and should be read in conjunction with the Scheme, Midland Activity Centre Structure Plan and the Midland Activity Centre Design Guidelines (as amended).

This document should be read in conjunction with National Construction Code (NCC), Disability Discrimination Act and other relevant legislation, Australian Standards, GBCA and Green Star.

Residential dwellings or the residential component of a mixed use development should satisfy the provisions of SPP 7.3 Residential Design Codes Volume 2- Apartments. With the exception of the following provisions which are overridden by the Midland Activity Centre Structure Plan and these design guidelines:

- 2.2 Building Height
- 2.3 Street Setbacks
- 2.4 Side and Rear Setbacks
- 2.5 Plot Ratio
- 2.7 Building Separation

It is the responsibility of the developer to ensure any proposal conforms with the necessary requirements of these instruments. Any approval given does not guarantee approval under any of these other standards and regulations.

1.6 Structure

The MODG have been structured into five parts to assist when preparing designs and applications.

01 INTRODUCTION

Outlines the vision and purpose of the document, as well as the assessment process and development expectations.

02 MASTER PLAN OVERVIEW

Outlines Midland Oval Precinct context, streets and public open space as delivered by the City.

03 & 04 PRECINCT & BUILT FORM GUIDELINES

The MODG have been framed into three parts:

- Objectives – outlines the design intent and principles underpinning the design controls. Objectives outline the desired outcomes to be achieved.
- Design Requirements – mandatory criteria that must be met to ensure the principles and objectives of the MODG are met. Proponents can provide alternative solutions if it can be demonstrated that the alternate design solutions meet the objectives.
- Design Guidance – Recommendations to enhance sustainable design, architectural character or community interaction.

05 DETAILED PRECINCT PLANS (DPPs)

Development controls indicating the specific requirements of the site and local context. All developments are assessed against the requirements and intent of the Detailed Precinct Plans. Where there is an inconsistency between the R-Codes and the DPPs, the requirement of the DPPs shall prevail.

01 Pre DA Submission	02 Development Application
01 - Sketch Design It is recommended that the lot owner engages an architect, designer or builder who has proven skills and experience in working with Design Guidelines.	06 - Application for Planning Approval The lot owner shall submit endorsed drawings to the City.
02 - Sketch Design preliminary discussion It is required that the lot developers meet with the City to discuss design and sustainability concepts.	07 - Sustainability Performance Review The lot owner shall provide the City with Sustainability Performance documentation for assessment.
03 - Sketch Design Submission Developers must provide the City with detailed design information and drawings for comment and preliminary check for compliance.	08 - Planning Approval Review Drawings to be reviewed by the City for recommendation.
04 - Sketch Design Review It is recommended that the lot developer contact the City to organise their design to be review by the City's Design Review Panel or the State Design Review Panel.	9 - Planning Application Submission The City assesses and determines the application having regard to any advice received.
05 - Design Endorsement The City will provide endorsement of submissions compliant with MODG and design intent.	
03 Development	04 Construction
10 - Application for Building Permit The lot owner shall submit working drawings to the City demonstrating compliance with the planning approval.	12 - Construction Developers undertake construction.
11 - Building Permit Submission Building Permit applications shall be submitted to the City for endorsement, stamping and approval.	13 - Construction compliance Ongoing monitoring to ensure compliance with sustainability requirements, design excellence and build quality.



1. 01 DEVELOPMENT APPROVAL PROCESS

1.7 Design Process

Designers and developers should engage with the City early and often before seeking formal review. This approach minimises design costs, supports an effective review process, and efficient release to market.

1.8 Approvals Process

Role of the City:

To work with designers and develops to support design quality and encourage the best quality environment for future residents, maximise sales and protect investment value.

1.9 Design Excellence

Objectives

- Facilitate a high level of architectural, urban and landscape design, appropriate to the location using the design principles from SPP 7.0 Design for the Built Environment
- Development shall use high-quality materials
- Development shall contribute positively to the amenity and character of streetscapes and the precinct
- Development appropriately responds to site – considering view corridors, sustainability, materiality, street level interface and precinct sense of place

1.10 Glossary

CPTED	Crime Prevention Through Environmental Design
DPP	Detailed Precinct Plan
GBCA	Green Building Council of Australia
LPS	Local Planning Scheme
NCC	National Construction Code
MACSP	Midland Activity Centre Structure Plan
MODG	Midland Oval Redevelopment Urban Design Guidelines
MORM	Midland Oval Redevelopment Master Plan

1.11 Interpretation

01 - Continuous Awning

An awning adjacent to the building providing shade and protection to the footpath beneath. Awnings are required to be 2.0m wide and shall make up 80% of the façade length.

02 - Colonnade

An awning adjacent to the building providing shade and protection to the footpath beneath. The colonnade is required to be 4.0m wide and shall make up 100% of the façade length. The colonnade is required to be supported by columns at the edge of the structure. Column proportions are to be consistent across development sites. Design of colonnades will be tabled early with the City to ensure an integrated and consistent approach across development sites.

03 - Permanent Corner Elements

Assisting in defining street character and wayfinding, it is an architectural feature that addresses the corner and has a distinguishable character or treatment from the main building façade. It is required to be within development height limits.

02.

MASTER PLAN OVERVIEW



map data Google Earth

Legend

-  Midland Oval Precinct
-  Midland Activity Centre
-  Train line
-  Existing Midland Train Station
-  Walkable catchment (400 metre increment)
-  Future Midland Train Station

2.01 LOCATION PLAN

North

2.1 Context

The MORM is the result of comprehensive community, stakeholder and consultant consultation. It responds to Council vision to deliver an iconic, vibrant and diverse destination for Midland, and support economic growth.

Fig. 2.01 Location Plan indicates the location of the precinct in context with the Midland Activity Centre.

The precinct represents an opportunity within the Midland Activity Centre to establish a vibrant mixed-use town centre in the heart of Midland.

The precinct expects to establish around 1,000 dwellings, 90,000sqm commercial office space, 25,000sqm retail, along with civic, hospitality and hotel land uses. The precinct contains over 2.3Ha of open space to support a diverse range and scale of community activities and uses.

The precinct encourages pedestrian movement along public transport corridors, and builds upon the future vision of Cale Street as an active pedestrian armature connecting to the proposed Midland Train Station.

The precinct will look to the unique character of Midland, and the sporting history of the Oval, to facilitate a contemporary, urban mixed-use precinct, offering a highly activated streetscape with unique built form and public realm.



2.2 Midland Culture

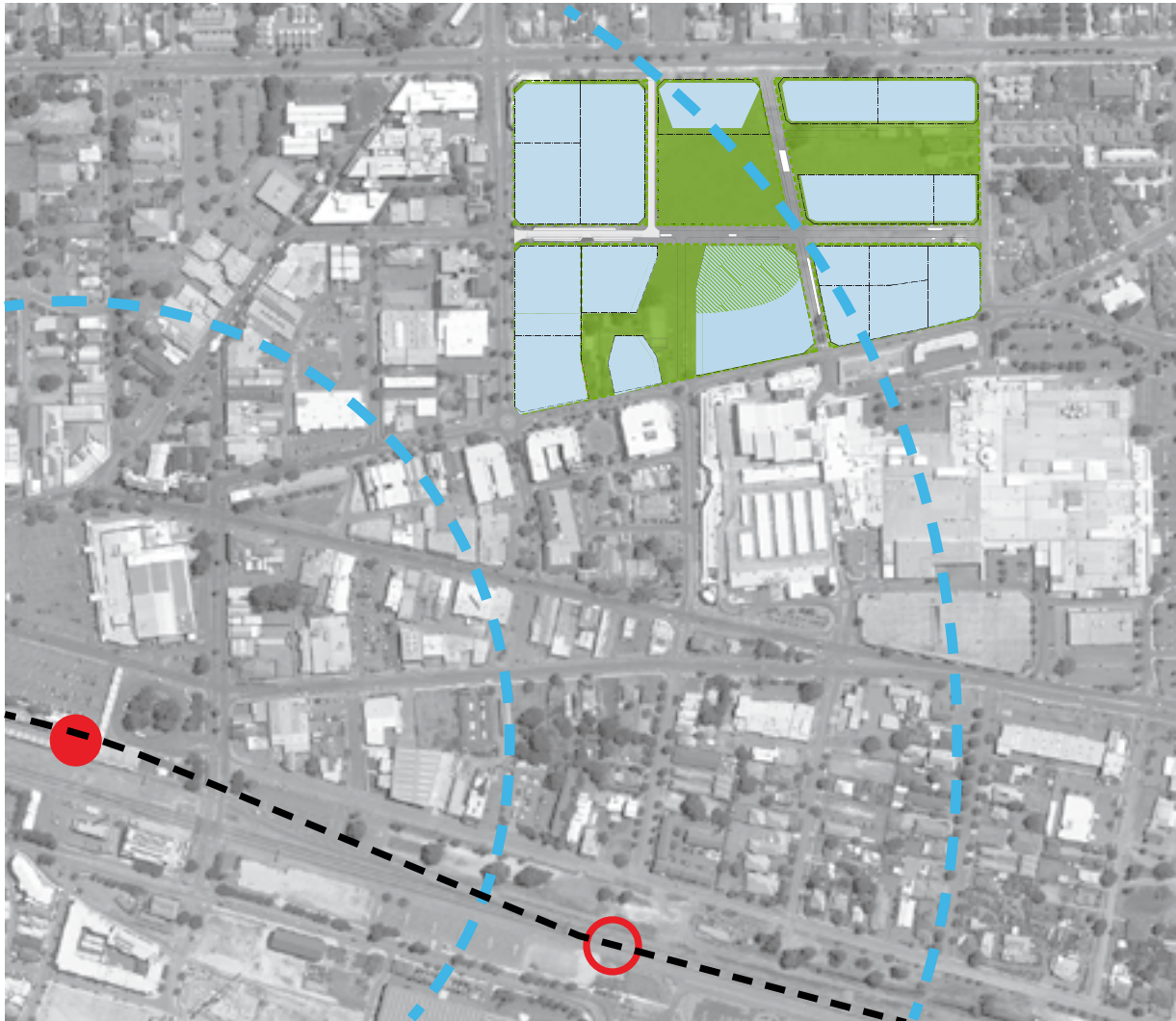
Regionally Midland forms the gateway to the Midwest and the Wheatbelt. Sited at the foothills of the Darling Scarp, it is known for its proud industrial heritage and agricultural beginnings. Historical buildings such as the town hall (1906) and post office (1913) are iconic reminders of this history.

Midland's unique identity is characterised by the long-standing residents and community living in the area. Historically predominantly blue collar workers and migrants employed at the Midland Railway Workshops or industry associated with Midland's fertile soils and market gardens, Midland still retains part of this proud identity today.

Today Midland is home to around 4,000 residents, with access to shopping centres, pedestrian malls, cinemas, boutiques and farmers markets at its town centre. The Midland Oval Precinct aims to contribute to this diversity and mix, offering additional opportunities for hospitality, retail and civic functions, as a meeting place for local community, and a gateway to rural communities.

The architecture of Midland Oval should draw upon existing Midland fabric, while having its own independent character and expression





Legend

- Midland Oval Sub-precincts
- Publicly Accessible Open Space Undercroft
- Public Open Space
- Train line
- Existing Midland Train Station
- Walkable catchment (400 metre increment)
- Future Midland Train Station

2.02 ILLUSTRATIVE MASTER PLAN

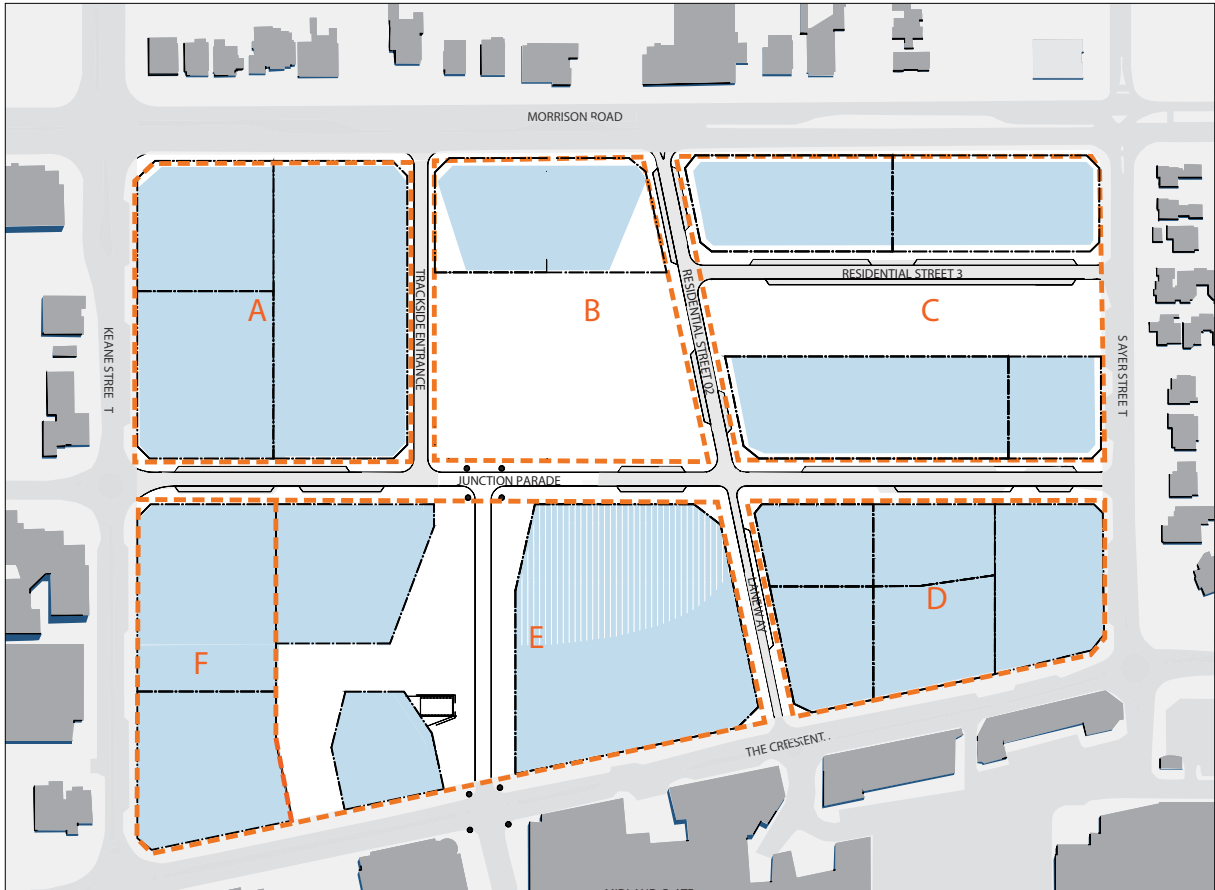
North

2.3 Midland Oval Redevelopment Master Plan

The MORM envisions an iconic mixed use destination for Midland city centre. The precinct proposes a vibrant and highly activated urban hub, combining highly permeable streets and large civic open space to support a diverse mix of community uses.

The following themes outline the urban framework for the precinct:

- Connected road and open space network with strong connection to existing roads
- Support residential and commercial intensification through mixed-use development with active edges at ground level
- Iconic identity with a connected civic centre. The precinct as a gateway to Midland city centre and region
- Support economic viability through appropriate scale, mix and development density
- Provide high-quality civic scaled public open space, surrounded by well articulated, active and high-quality development
- Encourage pedestrian movement through legible, human-scaled, active streetscapes that support way-finding and strong sense of place as per the Midland Oval Place Making Strategy
- Reinterpret and reflect Midland Oval and Midland local character in a contemporary urban setting



Legend

- - - Sub-precinct Boundary
- - - Lot Boundary

2.03 SUB-PRECINCTS

North

2.4 Sub-precincts

Midland Oval Precinct comprises six Sub-precincts. Although the area will be understood as one cohesive place, each Sub-precinct will have its own character as defined by the open space, land uses, neighbouring frontages, pedestrian and vehicular activity and expected built form unique to each.

Sub-precinct A

Bounded by Keane Street, Morrison Road, Junction Parade and Trakside Entrance, this precinct supports framed street connections back to Midland's old town centre. 1.5Ha in size, sub-precinct A represents an opportunity for buildings of a significant scale, along with prominent corner elements at Morrison Road and The Avenue. Predominantly mixed use commercial land uses, along with a public parking component is expected to make up land-uses in this area.

This precinct contains two properties (No 2 and 6 The Avenue) which are Category 3 on the City of Swan Local Heritage Survey (previously Local Government Inventory). These properties are recommended to be retained in any new development.



2 The Avenue, Midland

Sub-precinct B

1.3Ha in size, Sub-precinct B is expected to accommodate mixed use residential, and civic and commercial uses. This area forms a backdrop to Midland Piazza and the civic terminus of Cale Street. Containing Weeip Park, development in this area is expected to enhance active recreational uses

for the Park. Bounded by Morrison and the Avenue, with service access from Residential Streets 2 and three.

Sub-precinct C

Comprising 2.2Ha and bounded by Sayer Street, Morrison Road, the Avenue and Residential Street 2, development in this area is expected to be exclusively residential. Containing Residential Park, and Residential Street 3, development is expected to support passive recreational uses within the park, as well as safety and surveillance.

Sub-precinct D

This Sub-precinct (1.1Ha) is expected to contain mixed-use residential land use, with active frontages along The Crescent, the Laneway and The Avenue. Development in this area should respond to opportunities presented from the adjacent Midland Gate Shopping Centre and encourage pedestrian movement to the Precinct from the Laneway.

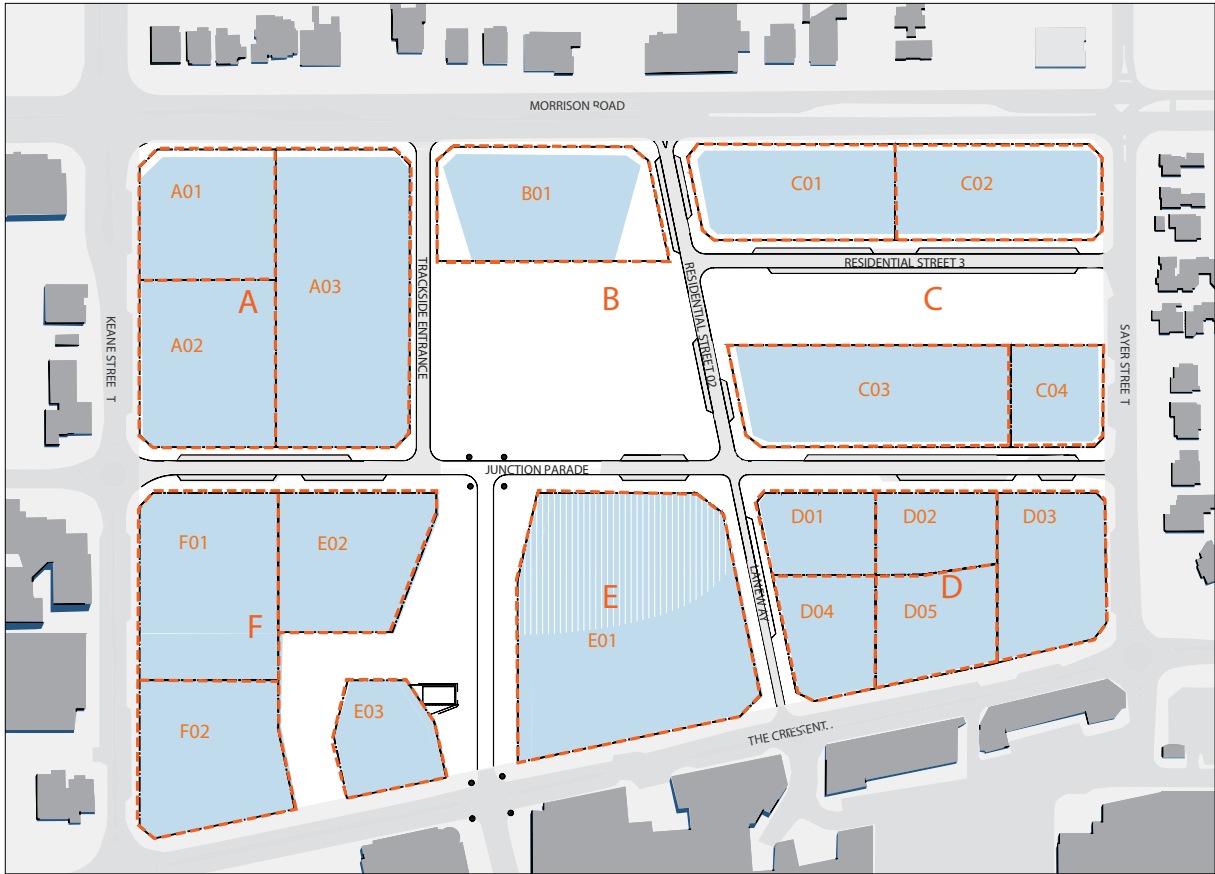
Sub-precinct E

Containing Midland Piazza open space, Sub-precinct E (2.3Ha) is expected to be the focus for community and pedestrian activity in the Precinct. The extension of Cale Street through to the Piazza forms the gateway to the Precinct. With visual connection to Midland Gate Shopping Centre, and bound by The Crescent and The Avenue, this area is expected to contain major retail, community and hotel land uses.

Sub-precinct F

Sub-precinct F is bounded by The Avenue, Keane Street and The Crescent, forming the southern gateway to the Precinct. It provides opportunity for significant scale development, with mixed-use commercial, serviced apartment land-uses predicted.

This precinct contains two properties (No 5 and 7 The Avenue) which are Category 3 on the City of Swan Local Heritage Survey (previously Local Government Inventory). These properties are recommended to be retained in any new development.



Legend

- Development Lots
- Lot Boundary

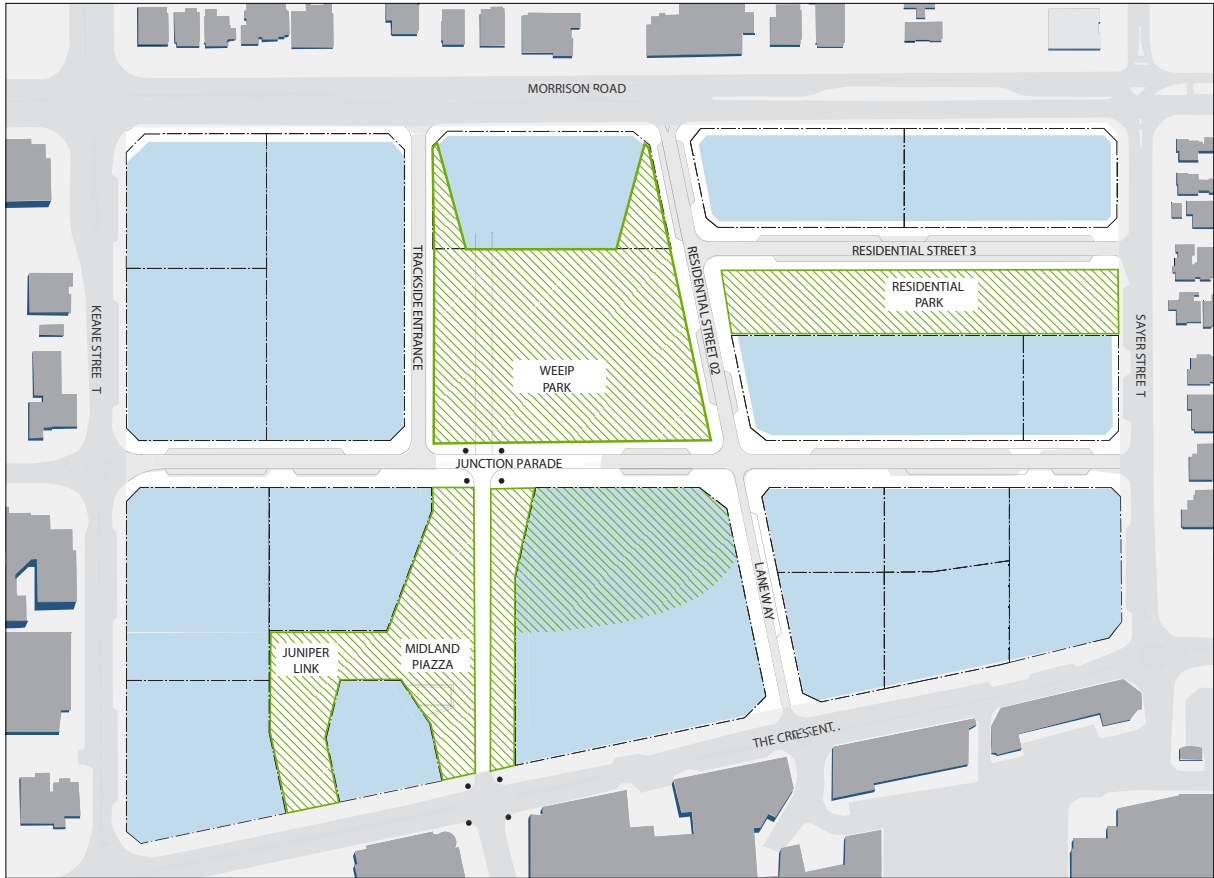
2.04 DEVELOPMENT LOTS

North


2.5 Block and Development Parcel Structure

The arrangement of development parcels within the precinct facilitates higher density urban development. Block size and scale encourages mixed-use development, and supports of Midland Activity Centre intentions for urban growth, density and mix.

Carefully arranged lot structure and mix supports a finer grain, human scale experience at ground level, and supports an integrated and walkable neighbourhood, while providing an urban scale mixed use development capable of supporting expectations for economic growth.



Legend

-  Public Open Space
-  Publicly Accessible Open Space Undercroft

2.05 PUBLIC OPEN SPACE

North

2.6 Open Space

Public open space has been devised as a coordinated series of high-quality spaces offering opportunity for community activity, respite and recreation. Spaces provide both active and passive uses, at a range of scales, and encourage a diverse range of use.

The location and mix of open spaces has been developed to offer flexibility and variety and enhance community and civic engagement.

A brief description of public open space is outlined as follows:

01 Residential Park will be a passive green space, predominantly serving local residents. Highly turfed and bounded by residential development, the Park supports both passive and recreational uses within relaxed landscaped surroundings.

02 Weeip Park comprises an active green space. This space offers recreational activity within a large turfed area and surrounds. Visually connecting Midland Piazza and Residential Park, this space ties together the recreational and sporting history of the site with larger civic scaled spaces.

03 Midland Piazza forms the gateway to the precinct from The Crescent and Cale Street. Comprising high-quality public open space, and bounded by hospitality and retail uses, the space has been designed to maximise flexibility and facilitate high levels of day / night community activity.

04 Juniper Link supports a smaller scale, intimate range of uses. With both hard-paved and turfed areas, and canopy / arbour public art piece, the space connects to adjacent community land uses, as well as Juniper Gardens and The Crescent, to provide both active and passive land use.

A variety of public open space contributes to the diversity and opportunities for community engagement within the Precinct



01 Residential Park



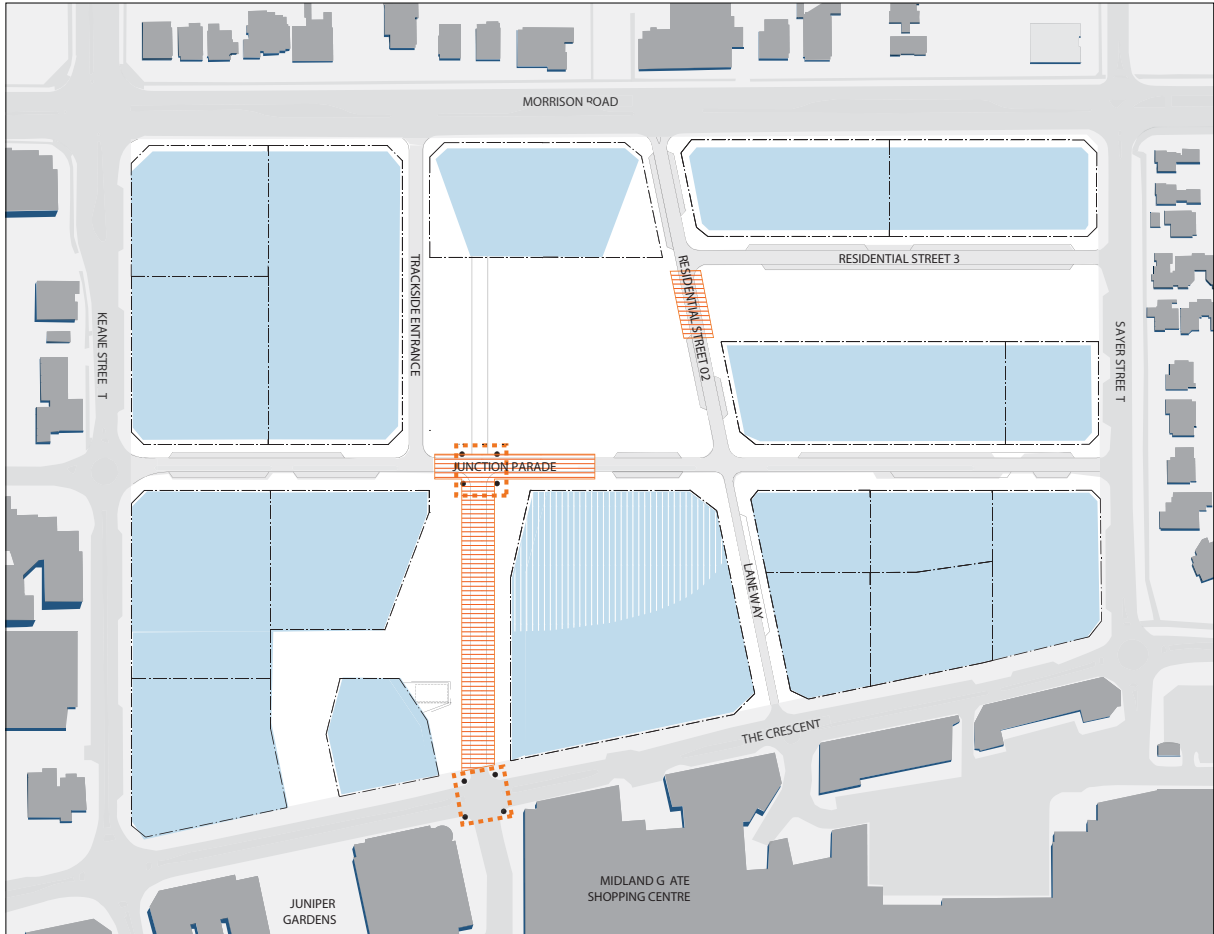
02 Weeip Park





03 Midland Piazza



04 Juniper Link



Legend

-  Shared Street
-  Signalled intersection (preferred)

The intersection arrangements shown are indicative only. Proponents should contact the City to confirm intersection arrangements prior to lodging a development application.

Neighbourhood Connector

- Junction Parade
- Cale Street

Local Street

- Trackside Entrance
- Residential Street 02
- Residential Street 03

Laneway

- Laneway

2.06 STREETS



2.7 Street Layouts

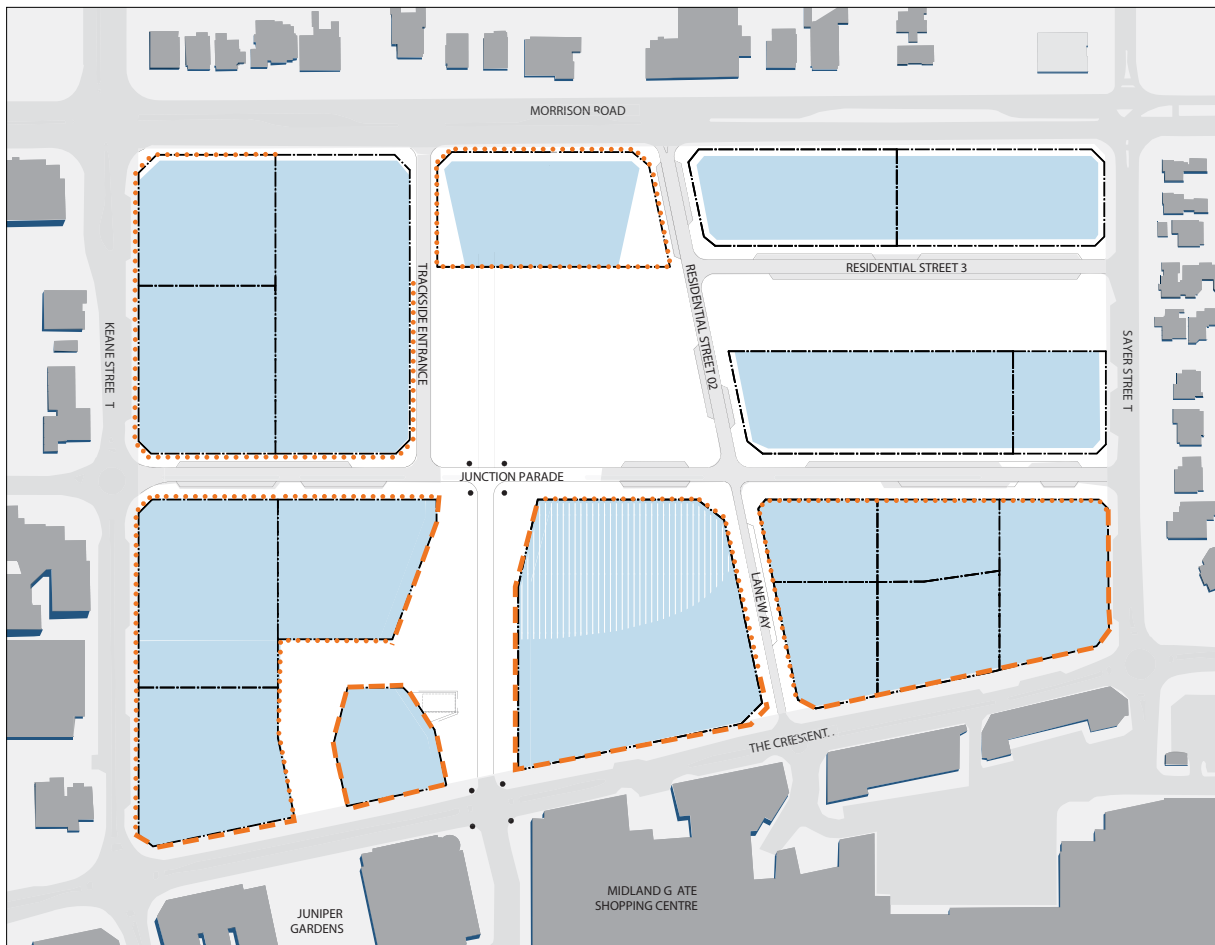
The Midland Oval Precinct street layout diagram (Fig. 2.03) identifies the movement network and road hierarchy through the precinct. Street arrangement reinforces the wider street network and cadastral arrangement, and connects the new development with the existing road framework.

The street network facilitates:

- Comfortable and safe pedestrian and cyclist movement within and beyond the precinct
- Access to public transport for workers, residents and visitors
- Pedestrian oriented streetscapes, providing a high level of amenity for pedestrian movement
- Encourages low speeds via shared streets and spaces
- Supports precinct visibility and permeability, encouraging pedestrians and vehicles opportunity to move through, and stay. Enhancing access to retail and commercial land uses



Clear view corridors, along with shade and landscaping contribute to a safe and comfortable pedestrian environment



Legend

- — — Primary activated frontage (Main Street Edge)*
- Secondary activated frontage (Semi Active Edge)*

(Frontages as per the MACSP. This diagram does not indicate Commercial & Residential Front Door and Service Edges)

* In addition, Active Frontages in Sub-preincts B and E respond to the design of the open space contained within the lot

2.07 ACTIVE FRONTAGES

North

2.8 Active Frontages

Active frontages promote visibility to both the interior and exterior of buildings. This assists in supporting an activated, comfortable and safe pedestrian environment and streetscape.

Active frontages, as shown in diagram Fig. 2.07 have been indicated along public open space and major road reserves, enhancing activity and pedestrian movement along these edges.

Primary frontages indicate a high level of articulation and visibility with predominantly hospitality and retail ground floor land uses. Secondary frontages indicate less levels of activation.

Development along primary frontages is intended to support day/night activation and active uses and support public open space amenity.



Secondary frontages: clear entries, apertures and articulation are encouraged at ground level



Primary frontages: Retail land uses are encouraged to 'spill out' onto adjacent public realm

03.

PRECINCT GUIDELINES



Development supports visual permeability and interaction at ground level



Sustainability principles visible from the public realm



Built form supports public space between buildings

3.1 Introduction

This section outlines key urban design elements that are applicable to all development lots.

A degree of flexibility has been provided for designers and developers to identify opportunities for varied outcomes, where variations exceed design requirements and City expectations and vision.

3.2 Climate Characteristics

Midland Region climate zone 5 – warm temperate.

Climate Characteristics of Midland:

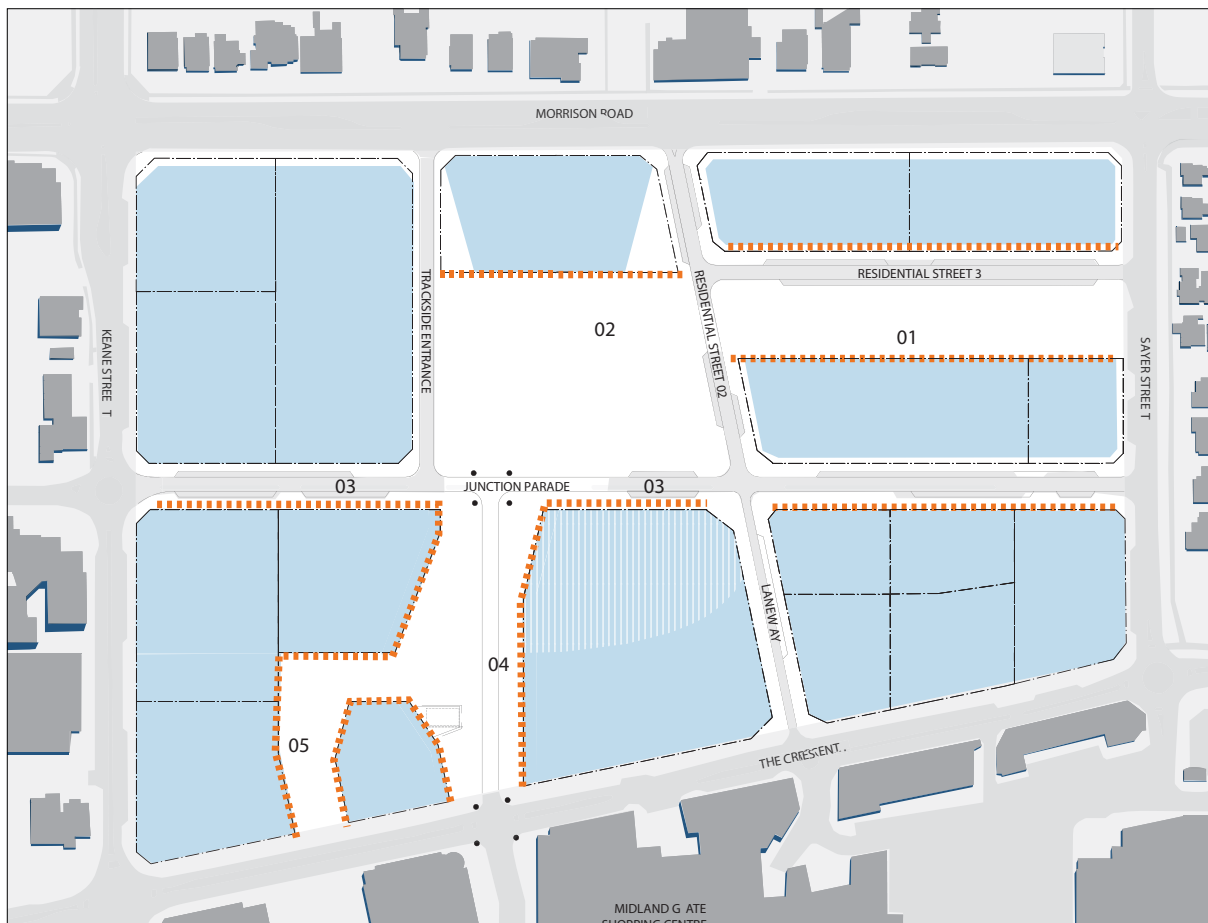
- 25km inland from Indian Ocean
- Minimal cooling sea breezes during Summer.
- Prevailing hot Easterlies
- Hot micro climate in urban context
- Hot and harsh environment during Summer
- High diurnal range
- Summer and Winter can exceed human comfort

Objectives

- Buildings are designed to respond to their environment
- Facilitate an amenable micro-climate and minimise the urban heat island affect

Design Requirements

- Buildings must demonstrate best practice principles for environmentally sustainable design.
- Buildings to be designed in accordance with solar passive design principles, refer 4.4 Environmental Performance requirements
- Buildings shall incorporate appropriate shading devices to minimise ongoing energy consumption, refer 4.4 Environmental Performance requirements



Legend

- 01 Residential Park
- 02 Weep Park
- 03 Junction Parade
- 04 Midland Piazza
- 05 Juniper Link

||||||| Public realm frontage*

* In addition, frontages in Sub-preincts B and E respond to the design of the open space contained within the lot

3.01 PUBLIC OPEN SPACE INTERFACE WITH DEVELOPMENT LOT



3.3 Interface with Public Domain

Given the proposed density and urban nature of the development, care should be taken at the interface between built form and public realm. The character of the precinct will be shaped by the bulk and scale, articulation and materiality of buildings and landscape. The built form should support and enhance the character and identity of the precinct.

Objectives

- Provide an appropriate response to the public realm to support precinct character and vision
- Provide amenity to the development and the public realm
- Enhance a sense of safety through passive surveillance
- Enhance pedestrian connection to public open space through cross-site pedestrian links for large development lots

Design Requirements

- Buildings are to address the public realm, blank walls are not permitted
- Liaise early with the City to ensure a coordinated approach with neighbouring lots
- Residential dwellings are to satisfy Element 3.6 Public domain interface and Element 3.7 Pedestrian access and entries of SPP 7.3 Residential Design Codes where applicable.

Public open space description and expected development design response are outlined as follows:

01 RESIDENTIAL PARK

Paved and grassed open space for community and residential active and passive activity.

Built form design response:

- For residential development at least one major opening per dwelling to be provided to address public realm
- Frontages to include balconies or terraces
- Enhance passive surveillance to park
- High level of articulation
- Provide direct access at ground level from residential lift lobbies to park or individual apartment suites
- Support green roofs and/ or communal open space fronting the Park

02 WEEIP PARK

Active turfed space, incorporating active recreational uses. Community multi-generational activities will be promoted in this area.

Built form design response:

- Active commercial and retail frontages to address public realm
- Support green roofs and / or communal open space fronting the park
- Minimise blank walls
- Built form to minimise overshadowing to turfed area

03 JUNCTION PARADE

Tree lined boulevard providing pedestrian connection to the existing Avenue. A double row of trees to South of street is preferred as it supports pedestrian movement along retail frontages. Incorporating raised streets/shared streets to enhance pedestrian connections across site. Integrates with the publicly accessible open space undercroft.

Built form design response:

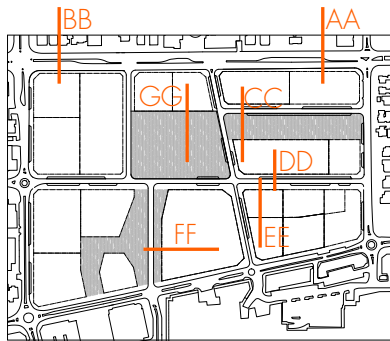
- Active commercial/retail/hospitality frontages
- High level of articulation
- Minimise services/cross overs and entries
- Minimise blank walls

04 MIDLAND PIAZZA

A large, flexible civic piazza accommodating a diverse mix and range of scaled events. Includes a large stage and screen to support a high level of community activity. Integrates with the publicly accessible open space undercroft.

Built form design response:

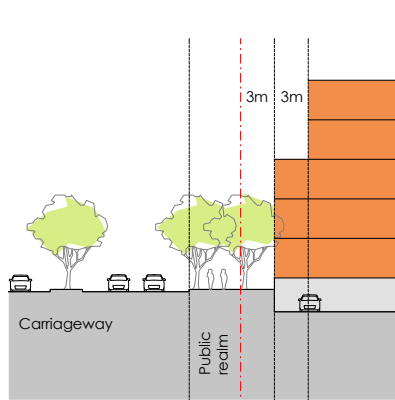
- Colonnade frontages integrated into the built form
- High level of articulation
- Highly active commercial/retail/hospitality frontages
- No blank walls
- No service vehicle access or crossovers to development lots fronting Midland Piazza + Juniper Link
- Design in seating opportunities into built form (for example alfresco seating)
- Services, access panels, and emergency doors shall be located away from this area



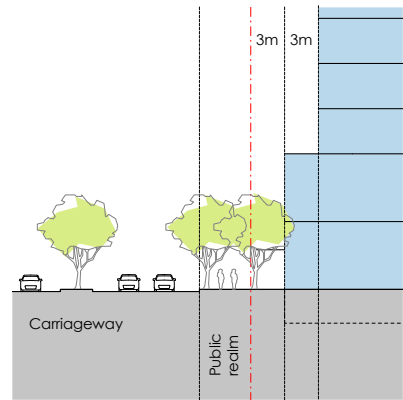
Section marker location plan

Legend

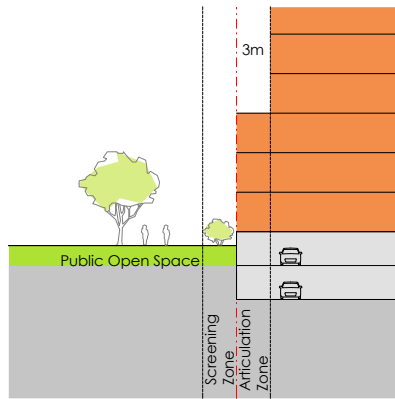
- Parking
- Residential land use
- Non residential land use
- Public Open Space



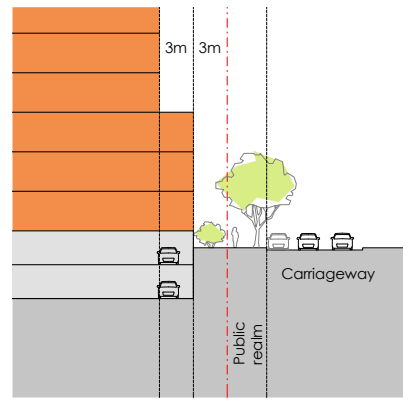
Section AA - Morrison Road interface



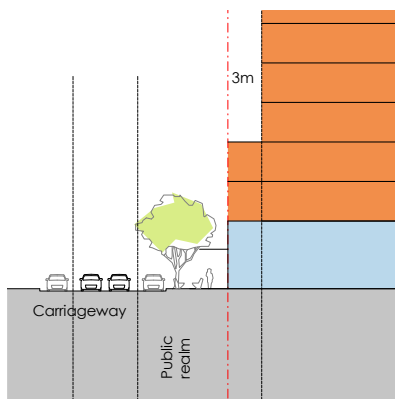
Section BB - Morrison Road interface



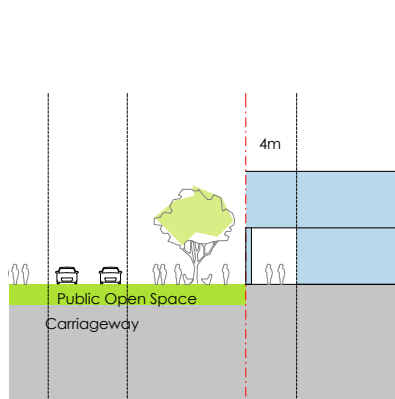
Section CC - Residential Park interface



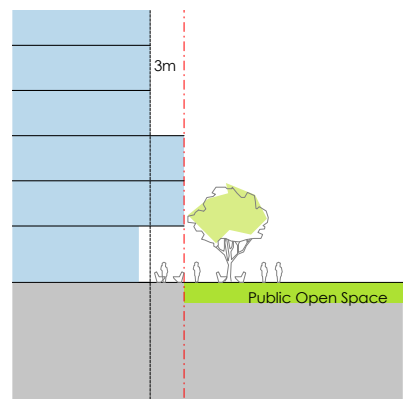
Section DD - Junction Parade interface



Section EE - Junction Parade interface



Section FF - The Piazza interface - colonnade



Section GG - Weeip Park interface

3.02 EDGE INTERFACE SECTIONS

05 JUNIPER LINK

Smaller scale piazza space accommodating active community uses, trellis/arbours, turf, play space, and public space connection to Juniper Gardens.

Built form design response:

- High level of articulation
- Active commercial/retail/hospitality frontages
- Minimise blank walls
- Walls detailed with materiality, colour and form to promote visual interest and quality
- Design in public amenity – seating/play opportunities into built form to allow alfresco dining

3.4 Frontages

Built form and ground level frontages with commercial and retail uses facilitate street level activity, visual connection internally and externally, and promote physical and visual activity on the street

Objectives

- Enhance pedestrian comfort and safety
- Orient commercial/retail/hospitality uses towards the street front or public realm

Design Requirements

- Where on an active frontage (2.07 active frontages), building frontages present as active uses to 80% of the ground level.
- Service openings, screened car parking, car entries and service areas shall not exceed 10% of remaining frontage
- A minimum of 70% street frontage for commercial or retail tenancy shall be clear glazing



Promote day and night time activity



3.5 Podiums

Midland Oval Precinct will predominantly be arranged around low rise podiums with mid rise towers setback from the street. This will break up the height and mass of the tower elements, enhancing visual amenity to the precinct.

The use of podiums enhances street level interface and provides a diverse mix of uses from the tower, creating a sense of human scale and an appropriate scale for built form at street level. Podiums also provide the opportunity for green roofs and upper level activation.

Objectives

- Development shall provide fine grain articulation and human scale character to podiums
- Podiums shall enhance the streetscape character and reduce building bulk and massing at street level

Design Requirements

- Podiums shall incorporate human scale elements and appropriately articulated frontages, taking into consideration balconies, awnings, windows and roof terraces
- Façades shall consider adjacent and neighbouring context and contribute to a considered streetscape character
- Half basement car parking to be appropriately screened with planting, fences or screens. Long blank walls are to be avoided, with high-quality materials and surface articulation supported
- Materials and architectural features assist in articulating built form and fine grain character of façades
- Continuous pedestrian awnings are to be provided to all primary streets and activated frontages of secondary streets
- Podium roofs shall include active uses such as communal private space
- Podium roofs shall be designed to limit potential overlooking of residential areas

3.6 Towers

Mid rise towers within Midland Oval Precinct will contribute to the future urban character of Midland city centre. The visual presence of the towers will be ameliorated through setbacks.

Objectives

- Towers are to demonstrate high quality contemporary design and provide visual interest through materials and construction methods.
- Towers will be appropriately proportioned and enhance the visual amenity of the precinct
- Towers shall allow for daylighting and natural ventilation through the use of setbacks, and minimise overshadowing of neighbouring buildings and the public realm

Design Requirements

- Maximise visual permeability through the site
- Position and orient tower elements to maximise solar access to public realm and assist wind amelioration
- Articulate towers to break up building bulk and scale
- Emphasise verticality of tower elements through material selection and architectural design
- Overshadowing of no more than 50% of the public domain (excluding streets) and communal space areas for a minimum of two hours between 9am and 3pm on 21 June.

3.7 Wind

Objectives

Buildings are to be designed to minimise impact of wind on the public realm and ensure a comfortable pedestrian environment at ground level

Design Requirements

Development shall ensure acceptable environmental wind conditions are met in the public realm

- Provide Building Wind Impact Statement to the satisfaction of the City

3.8 Views + Vistas

Objectives

- Facilitate visual permeability and way finding across Midland Oval Precinct
- Enhance the experience of the urban realm and encourage interaction
- Support views to the public realm and view corridors

Design Requirements

- Buildings shall enhance and/or frame views to significant places/open space
- Buildings should not impede vistas view corridors or impact iconic markers
- Specific views and sight line requirements shall be relevant to each site to the satisfaction of the City



Podium frontages to include human scale elements such as awnings and canopies



3.9 Diversity

Objectives

- Building activities and uses shall complement the existing Midland context
- Facilitate a range and mix of business opportunities to support day and night time activation
- Support work-life opportunities within the precinct and surrounding neighbourhood
- Support a diverse range of housing types through dwelling size and mix

Design Requirements

- Ground floor commercial/retail uses shall be located as per the MACSP
- For residential apartments:
 - Provide a variety of apartment types in accordance with Element 4.8 Dwelling Diversity of SPP 7.3 Residential Design Codes
 - Locate a mix of one and three bedroom apartments on the ground level to support universal access
 - Optimise the number of accessible and adaptable apartments to cater for a range of occupants
 - Support flexible apartment configurations

Design Guidance

- For residential dwellings refer to the design guidance in Element 4.8 Dwelling Mix of SPP 7.3 Residential Design Codes
- Buildings should allow for flexibility and adaptability over time.
- Provide for floor to floor heights which allow for a mix of uses over time, facilitating building resilience.
- An increase of ground level floor to floor heights in commercial and civic frontages to public open spaces of 5m would support potential future commercial and retail uses

3.10 Public Art

The integration of public art into buildings and the public realm will support a unique sense of place for Midland Oval Precinct. The expression of Midland character and site history through public art will support the unique character and identity of the precinct.

Objectives

- Support Precinct sense of place
- Public art shall be an integral part of all developments
- Enhance the quality of the built environment

Design Requirements

- Public artworks shall be designed and built in accordance with City's Public Art Policy and Midland Oval Public Art Strategy (when adopted) and developer guidelines for public art
- Use of appropriate, robust materials
- Central Identity marker at Midland Oval shall maintain primary iconic reference



*Public art can be integrated with the building
Artist Rick Vermey, Title Spectrum, Wexford Apartments, 2015*

3.11 Safety

Objectives

- Minimise opportunities for crime and contribute to the safety of the precinct
- Promote safety and security through building design
- Facilitate casual surveillance of the public realm
- Clearly delineate between public, semi-private and public realm
- Provide open site lines

Design Requirements

- Demonstrate casual surveillance of public realm
- Building entries and exits shall be clearly visible from adjacent buildings and public realm, and face the street
- Provide opportunities for casual surveillance from inside to the public realm
- Provide direct and well lit access between car-parking facilities and building entrances
- Submit crime prevention through environmental design (CPTED) analysis for Development Application approval
- Major openings shall facilitate passive surveillance of the public realm
- Provide lighting for safe and secure pedestrian movement. Refer 4.4.6 Lighting



Habitable rooms fronting public realm promote passive surveillance

3.12 Signage + Wayfinding

Objectives

- Signage to be compatible with precinct identity, character, scale and proportions of the development
- Signage not to interfere with view lines and vistas
- Signage is of high quality and integrated with the buildings
- Ensure that signage for businesses provides adequate exposure while contributing to the amenity of The Precinct
- Focus on intuitive way finding strategies

Design Requirements

- Signage shall be limited to one wall for each tenancy in a building, except where a tenancy has more than one frontage
- All signage must meet the criteria in the local planning scheme. Ensure compliance/consideration with any relevant City policy/guidelines relating to signage and wayfinding as part of the design process.
- Development shall submit a signage strategy for planning approval prior to placement of any signage
- All signage must be relative to the activity/use of the building and complement the immediate pedestrian experience
- Way finding and signage to be submitted in consideration of the Signage Policy and to the satisfaction of the City



3.13 Parking and Vehicle Access

Located within walking distance of the proposed new location of the Midland Train Station, development within Midland Oval Precinct aims to minimise reliance on car use while accommodating a reasonable level of car parking on site for residents, workers and visitors.

Objectives

- Provide safe, accessible and secure parking for residents and workers while minimising the visual impact of access to the public realm
- Integrate the location and design of car parking with the design of the development
- Integrate vehicular access early into the building design
- Design and location of circulation and vehicle access and parking should be integrated and not compromise pedestrian movement and safety or the design quality of the building or public realm

Design Requirements

- Provide parking in accordance with the local planning scheme and relevant access strategies - refer to MACSP. List parking requirements for each land use
- Minimise parking above grade. Where parking is above ground, parking is to be 'sleeved' by other land uses (such as retail or office) or creatively screened so as not be visible from the public realm or adjacent development
- Above ground car parking higher than 2 levels shall be covered (by a roof or roof garden) and minimise visual impact from adjacent developments
- Crossovers and vehicle access points must adhere to Detailed Precinct Plans
- Cross overs and driveways shall terminate at the foot path, with priority given to pedestrian movement
- Vehicular entrances shall be designed to minimise requirement for signage
- Minimise impact of service vehicle access on pedestrian amenity
- Basement level parking is encouraged where

possible

- In order to demonstrate compliance, a parking and servicing strategy demonstrating impact of approach on public realm and pedestrian experience may be required for submission with the application at the discretion of the City
- In order to demonstrate compliance, a Traffic Impact Assessment may be required to submitted with the application at the discretion of the City
- Vehicle access shall be designed and detailed to integrate with the building design and incorporated into the design treatment of landscapes
- Vehicle crossovers must allow for safe and efficient access to the road reserve and not impede pedestrian and cyclist movement
- Vehicle access gates shall contribute to the visual amenity of the streetscape and building design
- Loading, service and car park access should be located and designed to minimise impact on the public realm. Single discrete crossovers and access points are favoured over multiple or large alternatives
- Vehicle access not supported from Residential Park, Weeip Park or Midland Piazza
- Service areas should be integrated into the building design and not detract from the character of the streetscape
- Provide separate entries for vehicle and bicycle access
- For residential and mixed use development, refer to Element 3.8 Vehicle access of SPP 7.3 Residential Design Codes for further design guidance.

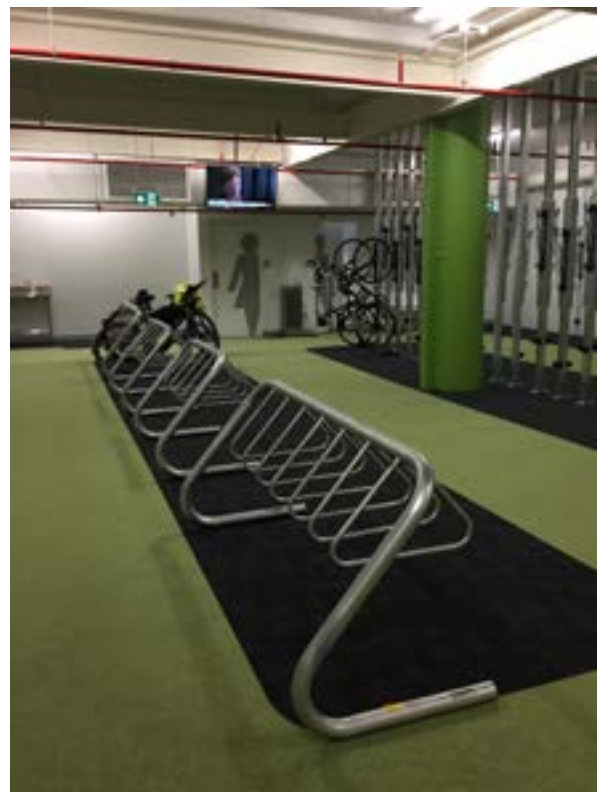
3.14 Bicycle Parking

Objectives

- Provide good quality, safe and convenient end of trip facilities and secure bicycle parking
- Support the use of bicycles as a convenient mode of transport
- Provide access to existing cycle and footpaths through the provision of good quality end-of-trip facilities for cyclists, walkers and runners

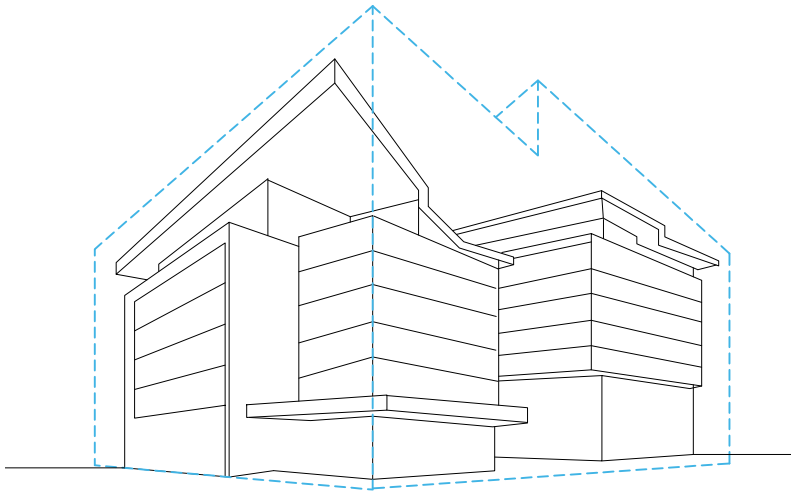
Design Requirements

- Provide secure bicycle parking and end of trip facilities in accordance with MACSP
- Bicycle parking facilities are to be designed, located and constructed in accordance with AS 2890.3 and Aust Roads Guide to Road Design and Pedestrian and Cycle Paths
- Changing room facilities must be secure, and located adjacent to the showers, providing for ease of surveillance
- Lockers and change rooms must be well ventilated and sufficient size to store cycle clothing and equipment
- Locate end of trip facilities as close to bicycle parking as possible
- Design facilities in accordance with CPTED principles

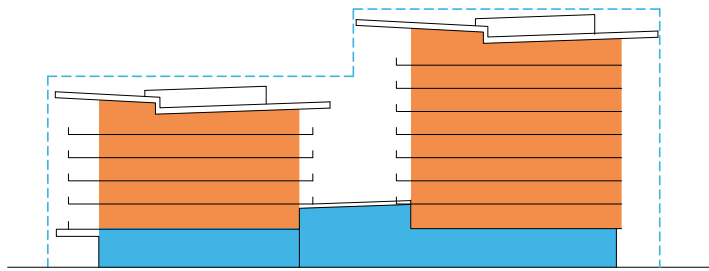


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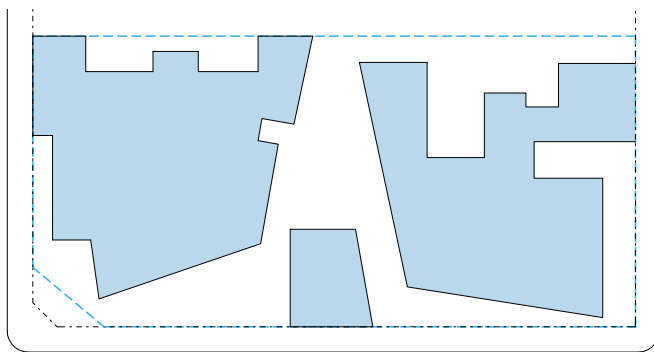
BUILT FORM GUIDELINES



Maximum Building Envelope



Building Height



Building Depth

4.01 BUILDING ENVELOPE OVERVIEW

4.1 Building Envelope

Building envelopes set the appropriate scale of future developments in terms of bulk and height in relation to street layout, block and lot sizes. They prescribe the limits for development and are not intended to indicate final built form, mass, or scale. Maximum building envelopes assist in determining bulk and defining streetscape, diversity, solar access, view lines and coordinate density between development lots.

4.1.1 Building Depth

Objectives

- Ensure that the bulk of the development is in scale with the desired future context and character of the Midland Oval Precinct
- Provide adequate access to daylight and natural ventilation supporting occupant amenity
- In residential development, provide for dual aspect apartments where possible

Design Requirements

- For residential dwellings, refer to Element 2.6 Building Depth for SPP 7.3 Residential Design Codes
- Podium levels may be greater in depth than 20m where land use is for commercial/retail purposes or for the provision of above ground parking

4.1.2 Building Height

Objectives

- Provide sufficient access to daylight and natural ventilation, maintaining views and privacy for occupants and to the public realm

Design Requirements

- Development to adhere to height controls as outlined in Detailed Precinct Plans
- Architectural features may exceed max. heights by 5m and in accordance with MACSP
- Lift machinery and plant rooms may exceed max. heights but must be fully screened to ensure they don't impact on the visual amenity of the development

Design Guidance

- Height measurements are to be taken from the Primary Road Boundary. Measurements do not include undercover parking levels
- Architectural Feature is a non habitable space and in accordance with MACSP
- Landmark Site is defined in the MACSP
- Design WA outlines considerations and limits to assessing building heights
- The term 'storey' is defined in the MACSP

4.1.3 Floor Levels

Objectives

- To design resilience into building floor levels, allowing for flexibility of uses into the future
- Facilitate continuity between adjacent buildings and consistency along the street edge
- Ensure buildings adequately address the public realm at ground level



Generous floors at ground facilitates flexibility

Design Requirements

- Floor to floor heights for ground floor tenancies shall be a minimum of 5.0m for non residential use only
- Floor to ceiling heights for residential land uses shall satisfy the requirements of Element 4.3 Size and Layout of Dwellings in SPP 7.3 Residential Design Codes
- Residential floor levels shall be a maximum of 1m above adjacent street level
- For commercial/retail developments, the floor to footpath relationship must be flush/level, ensure adherence to universal access
- Where the ground floor is elevated above finished footpath, level ramps that facilitate universal access shall be accommodated within the interior of the building to reduce their visual impact and assist in achieving a strong built edge to the street boundary
- Car park venting and utility infrastructure shall not detract from the visual amenity of the street and shall be hidden or screened, refer 3.5 Podiums

4.1.4 Setbacks

Objectives

- Establish proportions and define and enhance the street edge
- Establish a clear distinction between private and public space
- Allow for street landscape opportunities
- Minimise overshadowing of the street and adjacent buildings
- Provide access to daylight, natural ventilation, privacy, views and outlook

Design Requirements

- Refer section 05 Detailed Precinct Plans

Design Guidance

- Where setbacks are equal or greater than 3m, this zone should be allocated for landscaping and support clear distinction between public and private uses
- All elements of a building will sit within the designated setbacks. Exceptions may be allowed under special circumstances:
 - Basement/undercroft parking structures no more than 1m above ground or where the roof of the parking structure is private or communal space
 - Raised courtyards (to a max. 1.0m above GFL)

4.1.5 Building Separation

Objectives

- To allow the precinct and buildings to have adequate access to daylight and natural ventilation
- To provide visual and acoustic privacy to occupants
- To ensure new development is scaled to support the desired precinct character with appropriate massing and spaces between buildings
- To allow for the provision of open space with appropriate size and proportion for recreational activities for occupants
- To provide deep soil zones for stormwater management and tree planting, where contextual and site conditions allow

Design Requirements

- Refer section 05 Detailed Precinct Plans

4.2 Character

4.2.1 Architectural Character

Objectives

- Re-interpret and re-imagine the historic / existing Midland character with an imaginative and innovative design, appropriate to its site context
- Provide a design response which is respectful and reflective to the shape of the historic Midland Oval, in particular in Sub-precincts A, B, C, E and F
- Provide a contemporary response to local character
- Provide active edges at ground level with articulated facades on upper levels
- Architectural elements shall facilitate a cohesive urban form and assist in defining public realm

Design Requirements

- For guidance on heritage buildings listed on the State Register of Heritage Places or the City of Swan Heritage List or Local Heritage Survey (previously Local Government Inventory) refer to 2.2.5 Heritage in the Midland Activity Centre Design Guidelines
- Recommend the buildings on The Avenue currently listed at Category 3 on the City of Swan Heritage List or Local Heritage Survey (previously Local Government Inventory) are to be retained in the new development
- All buildings on the City of Swan Heritage List or Local Heritage Survey (previously Local Government Inventory) are recommended to be retained in the new development

4.2.2 Facades

Objectives

- Ensure that façades are of a high quality and enhance the public domain
- Façades should provide an appropriate response to development type and use, site context, orientation and qualities of each street

Design Requirements

- Façade character shall respond to its specific location within the precinct
- Composition and scale must respond to building use
- Façades at street level must respond to pedestrian scale and grain
- For residential developments balconies are mandatory on street facing façades
- Permanent blank walls, reflective glass, precast concrete, superfluous detailing and highly saturated colour palettes are not permitted
- An exposed parapet must have the same level of finish as the primary facade. Detailing for permanently exposed blank walls should contribute positively to the streetscape

4.2.3 Rhythm of Solids + Voids

Objectives

- Recognise & reinforce the historic character of Midland streetscapes through solid void relationship
- Reinterpret low scale shopfront character through rhythm of solids and voids on upper levels
- Support ground floor void condition, with upper floor solid condition
- Repetition, with windows spaced evenly on upper levels is encouraged

Design Requirements

- Provide mostly glazing to active frontages at ground level. Facilitate an interpretation of Midland solid void relationship to upper levels



Midland character - repetition of solid and void

4.2.4 Building Corners

Objectives

- Building corners must respond to adjacent buildings, streetscape and precinct identity and support a continuity in streetscape
- Buildings on corner lots must respond to their specific context, while facilitating way-finding and supporting a positive pedestrian experience
- Street corner development must contribute positively to the unique character and identity of the precinct
- Development corners should respond to building use
- Promote architectural excellence, quality and beauty through detailing, materiality and built form scale

Design Requirements

- Buildings on corners must address both street frontages
- Buildings on corners must include strong architectural expression



Architectural elements provide definition at development corners and assist with way-finding

4.2.5 Roofs

Objectives

- Integrate roof forms with the building design and respond to the character of the Precinct
- Enhance the character and expression of individual buildings, and contribute positively to amenity of residents, workers and visitors
- Where possible, roof spaces are utilised to add open space, amenity, solar energy generation or other benefits to the development

Design Requirements

- Towers shall contribute positively to the skyline
- Incorporate signage and lighting into design
- Design consideration shall be given to the view of the roof from adjacent streets, public realm and taller buildings
- Building services located on the roof are not visually obtrusive when viewed from the street
- Incorporate communal and roof top gardens on roof space where possible
- Useable roof space is safe for users and minimises overlooking and noise impacts on private open space and habitable rooms within the development and on adjoining sites

Design Guidance

- For residential dwellings refer to Element 4.1.1 Roof Design of SPP 7.3 Residential Design Codes for further design guidance



Contemporary roof forms align with the predicted character of Midland Oval

4.2.6 Colonnades

Objectives

- Provide shelter for pedestrians and maintain a continuous urban wall
- Design colonnades from high-quality materials
- Colonnades shall be well proportioned and contribute to the public realm
- Colonnades shall present a cohesive and coordinated street edge
- Integrate lighting into colonnade design with consideration of any Lighting Strategy Report that may be applicable

Design Requirements

- Colonnades shall be built to development boundaries
- Liaise with the City early in the design process in response to a Precinct wide approach to colonnade design
- Colonnades shall be integrated in to the building design
- Colonnades must have a minimum width of 4.5m between columns at ground level
- Colonnades must consider pedestrian safety and the security of adjacent businesses, particularly at night
- Colonnades shall be constructed of a suitable masonry material



Provide a high level of articulation along colonnades

4.2.7 Materials

Objectives

- Promote visual interest and diversity through the use of a variety of materials and textures
- Use a balance of durable high-quality materials that reflects the urban character and civic nature of the precinct
- Materials should be locally sourced where possible
- Consider environmental performance of materials selected
- Material selection should support Midland and/or Precinct character and identity

Design Requirements

- Building products shall be durable, robust and be constructed in accordance with any technical requirements for local conditions
- Use finer grain materials at ground floor levels
- Concrete tilt up panel (or other similar pre-formed construction materials) to be finished to a high quality, including cladding or post form/pre-form design features
- Application for Planning Approval shall include proposed materials and colours
- A Materials Palette shall be submitted to the satisfaction of The City

4.2.8 Entries

Objectives

- Support the identity of a building and enhance development legibility
- Create a clear transition between the street and the interior of the building
- Contribute positively to the building façade and support a coherent and legible streetscape
- Lighting, signage, materials and landscape elements should be used to highlight building entrances

Design Requirements

- Pedestrian and vehicular entry points must be separate and well defined
- Commercial and residential entries must be separate and well defined
- Pedestrian entries must be designed to satisfy Element 3.7 Pedestrian access and entries of SPP 7.3 Residential Design Codes

4.3 Landscape

Development shall integrate landscape design to achieve better environmental performance, support a more comfortable micro-climate, provide shade and absorb heat. Drought tolerant and natives are encouraged to minimise reliance on water.

4.3.1 Landscaping on Structures

Objectives

- Encourage planting on built structures / green roofs / roof tops gardens
- Demonstrate water wise principles in the selection of planting species
- Provide amenity for residents, workers and visitors
- Green roofs can be extensive (low soil depth) or intensive (high soil depth)

Design Requirements

- Integrate the design of basement car parks with landscape design to ensure growth and the long term health of planting
- All landscape is to be designed for cold water requirements
- Minimum of 60% local native flora is to be used
- Provide optimum conditions for plant growth, taking into account soil depth, soil volume, soil area, type of planting, irrigation methods and drainage
- Residential and mixed use developments shall satisfy Element 3.3 Tree canopy and deep soil areas and Element 4.12 Landscape Design of SPP 7.3 Residential Design Codes

Design Guidance

- Consideration of benefits in developments that provide green roofs and/or rooftop garden spaces



Landscape integrated with building design

4.3.2 Communal Open Space

Communal outdoor space is an outdoor area within private development that is shared by residents / workers.

Objectives

- Place making principles should be applied to the design of communal open space to ensure it is valued by workers/residents and/or visitors
- Development sites to provide communal open space at roof top or podium levels – roof terraces shall be incorporated into the building design
- Communal outdoor space will be accessible and functional for workers/residents and contribute to development amenity
- Communal open space should provide a high level of amenity such as shade – trees, structures, seating, tables, BBQ areas, casual play, and passive active use
- The use of artificial turf is discouraged

Design Requirements

- The requirement for Communal Open Space is to align with Element 3.4 Communal open space of SPP 7.3 Residential Design Codes
- Incorporate communal open space into the design of the building – actively plan as gardens, green space
- An allowance of space for recreational activity is also to be provided (be it gyms, pools, shared kitchens, common rooms)
- Forecourts and lobbies should be designed as communal spaces with connection to both public and private space
- Communal open space should have passive surveillance/overloading to enhance privacy
- Communal open space is to be co-located with deep soil areas and/or planting on structure areas and/or co-indoor communal spaces

4.4 Environmental Performance

Midland Oval Precinct will be an exemplar project for sustainable urban design. Sustainable elements are to be integrated into the design of development lots. Developments shall contribute to the creation of communities that balance social, environmental, and economic outcomes for residents, workers and visitors, as well as the wider community.

4.4.1 Design for Climate

Objectives

- Integrate good passive solar design principles to reduce embodied and future energy use needs for development
- Use innovative design, construction and management techniques to support sustainable design outcomes
- Minimise the demand for non-renewables and reduce greenhouse gas emissions

Design Requirements

- Development sites are to meet the requirements of the Green Star rating, as outlined in Part 05 Detailed Precinct Plans
- Buildings must demonstrate best practice principles for environmentally sustainable design
- Buildings to be designed in accordance with solar passive design principles and GBCA
- Buildings shall incorporate appropriate shading devices to minimise ongoing energy consumption
- In addition, residential dwellings shall satisfy the requirements of SPP 7.3 Residential Design Codes Volume 2 - Apartments in regards to best practise for dwellings.

4.4.2 Solar Access + Shading

Objectives

- Reduce energy demands of a building over the course of its lifetime
- Optimise thermal performance and natural lighting
- Allow for good solar access to public realm and adjacent buildings
- Facilitate passive solar design principles to optimise cross-ventilation solar gain in winter and heat transfers in summer

Design Requirements

- Access of Summer sun into openings and private open spaces shall be controlled through high quality design elements. (e.g. – full height and moveable screens, louvres etc.)
- Minimise heat gain to East and West facing walls
- Optimise access to daylighting, for residential apartments minimise Southern aspect
- Residential dwellings, shall satisfy the requirements of SPP 7.3 Residential Design Codes Volume 2 in regards to solar access, natural ventilation and dwelling design to optimise access to sunlight.



Sustainable design elements integrated into building facade and landscape

4.4.3 Acoustic

The nature of Midland Oval Precinct as an urban centre, bounded by major roads with a large urban piazza at its heart provides the potential for noise intrusion and emissions.

Objectives

- All developments must ensure appropriate measures are taken to minimise the impacts of noise
- Potential issues to be addressed at the planning design phases, with high quality design solutions incorporated into the building design
- Provide a high level of acoustic comfort for residents, workers and visitors
- Appropriately consider impacts of adjacent and nearby noise sources

Design Requirements

- All development must be designed and constructed to incorporate high performance acoustic attention measures and details
- Sound attenuation treatments must meet design sound levels within Table 1 of Australian Standards 2107
- Development shall address the requirements and considerations of any state or local legislation, policy or guidelines relating to sound attenuation
- Residential dwellings shall satisfy the requirements of Element 4.7 Managing the impact of noise from SPP 7.3 Residential Design Code Volume 2

Design Guidance

- Refer to 1.7.2 and 1.8.3.4 of the Midland Activity Centre Structure Plan
- Note: Applicants may be required to submit a report prepared by a qualified acoustic consultant equivalent to those required for admission as a Member of the Australian Acoustical Society, in order to demonstrate appropriate acoustic levels.
- Note: Applicants may be required to submit a noise management plan in accordance with 1.8.3.4 of the Midland Activity Centre Structure Plan.

4.4.4 Openings + Ventilation

Objectives

- Facilitate Summer breezes to passively cool buildings and reduce the need/requirement for mechanical cooling
- Promote energy efficiency through sustainable design solutions
- Minimise barricades to breeze paths and airflow, and enhance the thermal comfort of occupants with direct access to fresh air.

Design Requirements

- Buildings shall promote cross-ventilation, maximising opportunity for access to direct breeze paths for cooling and air circulation
- Provide adequate ventilation for building function
- Residential dwellings shall satisfy the requirements of Element 4.2 Natural Ventilation of SPP 7.3 Residential Design Codes Volume 2.
- Glazing systems to be installed with draught seals/weather stripping



Screening limits solar access while contributing to facade detail



Screening limits solar access and contributes to articulation

4.4.5 Water Saving

Objectives

- Promote collection, storage and reuse of on-site water
- Demonstrate sustainable approach to water management – reduce water demand, maximising water re-use
- Minimise the impacts of storm water on adjoining sites
- Utilise water efficient facilities and fixtures to maximise water conservation
- Reduce reliance on potable water
- Promote opportunity for rainwater connection and re-use on site
- Ensure provision for storm water collection and storage early in the planning process

Design Requirements

- Reduce mains consumption of potable water by installing water-wise fixtures and fittings
- Stormwater to be contained within the site
- Tap ware and showers should exceed BCA requirements for Star Ratings by one star per fixture
- Residential development shall satisfy the provisions of Element 4.16 Water management and conservation of SPP 7.3 Residential Design Codes Volume 2

Design Guidance

- Refer to GBCA and storm water management Plan



Use of indigenous planting species

4.4.6 Lighting

Objectives

- Integrate lighting into buildings to create a safe, interesting, attractive and ambient night time environment
- Use energy efficient and innovative lighting technologies
- Provide levels of lighting to support safety and security in the private and public realms
- Lighting should highlight key features of buildings and landscapes
- Lighting should be concealed to minimise glare and assist in facilitation pedestrian way finding through secure routes

Design Requirements

- Lighting shall be provided under all awnings to illuminate footpath and support safe and secure pedestrian movement
- Lighting selection to comply with City standards
- To work in consideration of any Lighting Strategy Report that may be applicable.



Illuminated awnings and canopies

4.5 Services

4.5.1 Waste

Objectives

- Ensure servicing requirements of development do not negatively impact on the character and amenity of the public realm
- Minimise the generation of waste through design, material selection and building practice, source separation, reuse and recycling
- Ensure efficient storage and collection of waste and quality design of facilities
- Waste management is planned and coordinated as an integral component of design and development

Design Requirements

- A waste management plan is to be prepared in consultation with the City and submitted with all development applications
- Loading and service area location should minimise visibility from the street and not be visible from public open space (for residential and mixed use developments, refer to element 4.17 Waste Management of SPP 7.3 Residential Design Codes for further design guidance)
- Ensure that on-site waste management and storage facilities are considered during the design phase, taking into account storage access and collection, minimising pedestrian and vehicular disruption
- Screen service areas from view – reduce odours and sound emissions
- Ensure that service areas are in appropriate locations
- Refuse storage and collection facilities are to comply with City's waste and recycling requirements.

4.5.2 Services + Roofs

Objectives

Minimise the effect of services on the visual amenity of the building and surrounding developments

Design Requirements

- Air conditioning units must not be visible from the street or from the roofline of buildings
- Piped and wired services are to be concealed from view
- FESA pumps and booster cabinets, transformers etc. shall be incorporated into the design of the building and minimise visual impact on the public realm
- Service meters and related infrastructure to be neatly contained within the site boundary and fully integrated to minimise visual impact
- Provision of outdoor clothing dryers is supported (to minimise a building energy consumption), however dryers shall be appropriately screened and not visible from the street
- Provide accessible and secure mail delivery points. Integrate with the design of building
- Incorporate and conceal lift overruns and services, integrate into the roof design
- Services including tv antennae, satellite dishes etc. must not be visible.
- Where possible, roof design and orientation allows for installation of solar energy collectors.

4.5.3 Storage

Objectives

For residential development:

- Provide adequate storage space within the apartment as well as longer term storage at a remote location
- Provide functional and accessible storage in addition to bicycle parking facilities

Design Requirements

- Lockable storage must be provided for each dwelling
- Size of storage area as per Element 4.16 Storage of SPP 7.3 Residential Design Codes Volume 2
- Buildings must provide a water tap adjacent to any storage area

05.

Detailed Precinct Plans



5.01 DETAILED PRECINCT PLAN

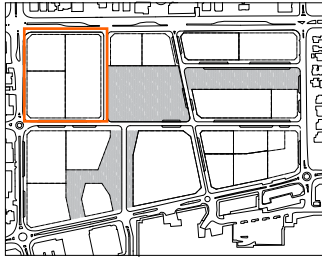
5.1 Introduction

The Detailed Precinct Plans (DPPs) within this section outline Lot Specific Requirements for all development lots within the Midland Oval Precinct.

Please note lot configuration shown in the Precinct Plans is subject to change with staging and further subdivision due to market demand and land tenure.

SUB-PRECINCT A

LOCATION PLAN



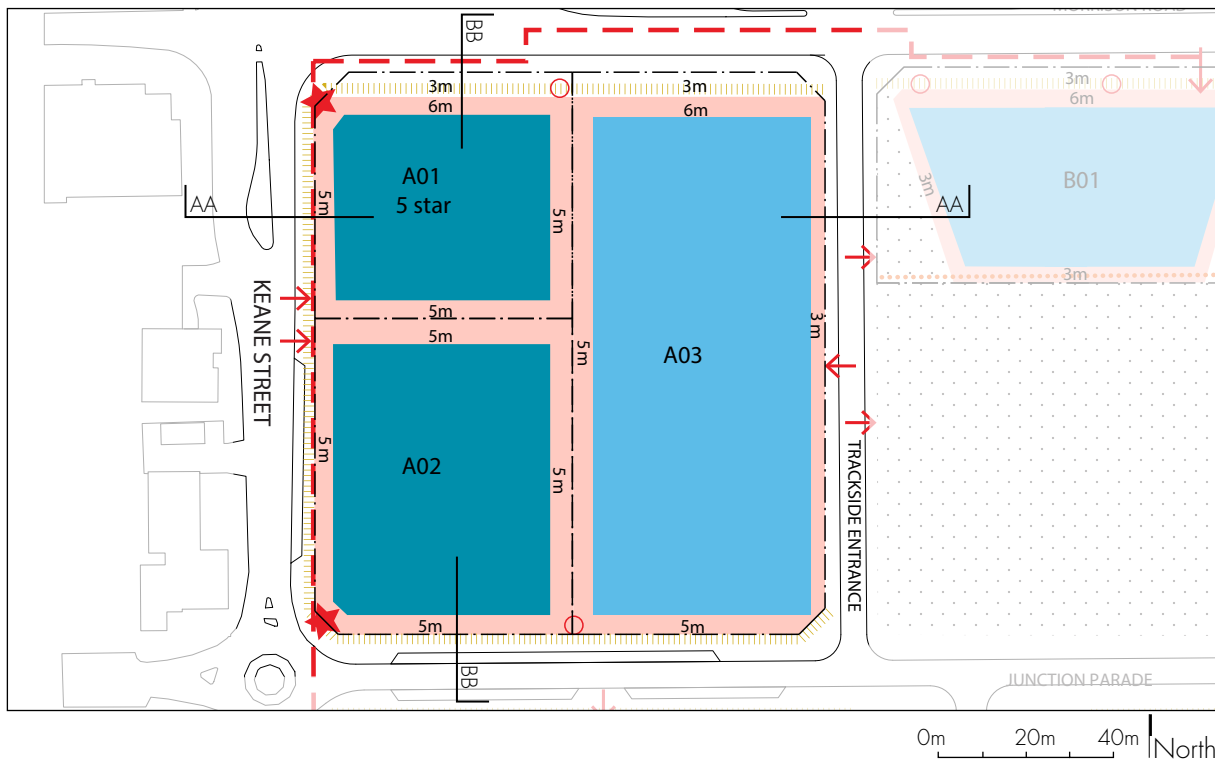
PLAN LEGEND

- Undercroft Basement Level
- Minimum 2 storeys + Maximum 3 storeys
- Minimum 3 storeys + Maximum 5 storeys
- Minimum 6 storeys + Maximum 8 storeys
- Minimum 7 storeys + Maximum 10 storeys

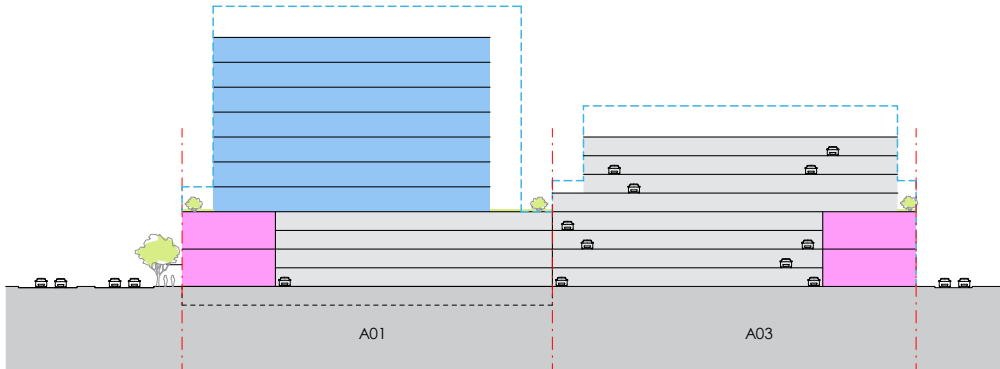
SECTION LEGEND: PREFERRED LAND USE

- Parking
- Hotel
- Residential
- Community
- Office
- Building Envelope
- Retail | Hospitality | Showroom | Office
- Retail | Hospitality | Showroom | Office | Residential

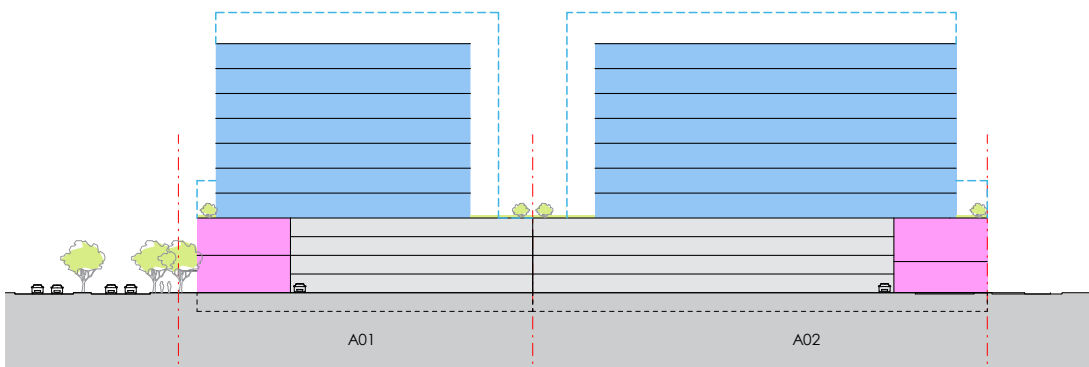
- Recommended vehicular access
- Western Power dome location
- Prominent Corner Element
- Continuous Awning
- Colonnade
- P.O.S Edge Interface
- Public Open Space
- Cross-site Pedestrian Link
- A01 Redevelopment Number
- 6 star Green Star Rating (where no rating has been allocated the site is deemed a 4 star site.)



5.4 Sub-precinct A



Section AA - through redevelopment lot A01 + A03



Section BB - through redevelopment lot A01 + A02

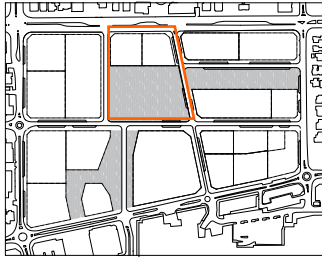
SUB-PRECINCT A DEVELOPMENT TABLE									
Lot No.	Site Area (sqm)	Plot Ratio	Heights		Setbacks (m)				
			Podium Max.	Tower Max.		North	East	South	West
A01	3316	5.6:1	3 storeys (12m)	10 storeys	Podium Upper Levels	3 min. 6 min.	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.
A02	4416	6.0:1	3 storeys (12m)	10 storeys	Podium Upper Levels	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.
A03	7391	5.3:1	3 storeys (12m)	8 storeys	Podium Upper Levels	3 min. 6 min.	nil permitted 3 min.	nil permitted 5 min.	nil permitted 5 min.

Basement setbacks can be reduced to nil where basement fronting street is fully below ground level, except where deep-soil planting is required.

The City has the discretion to vary the plot ratio requirements provided they are in keeping with the vision and objectives of the Precinct. A Storey is defined as a complete horizontal section of a building. Storeys may vary according to land-use type. 12metre max. podium height is to be adhered to achieve a consistent street frontage.

SUB-PRECINCT B

LOCATION PLAN



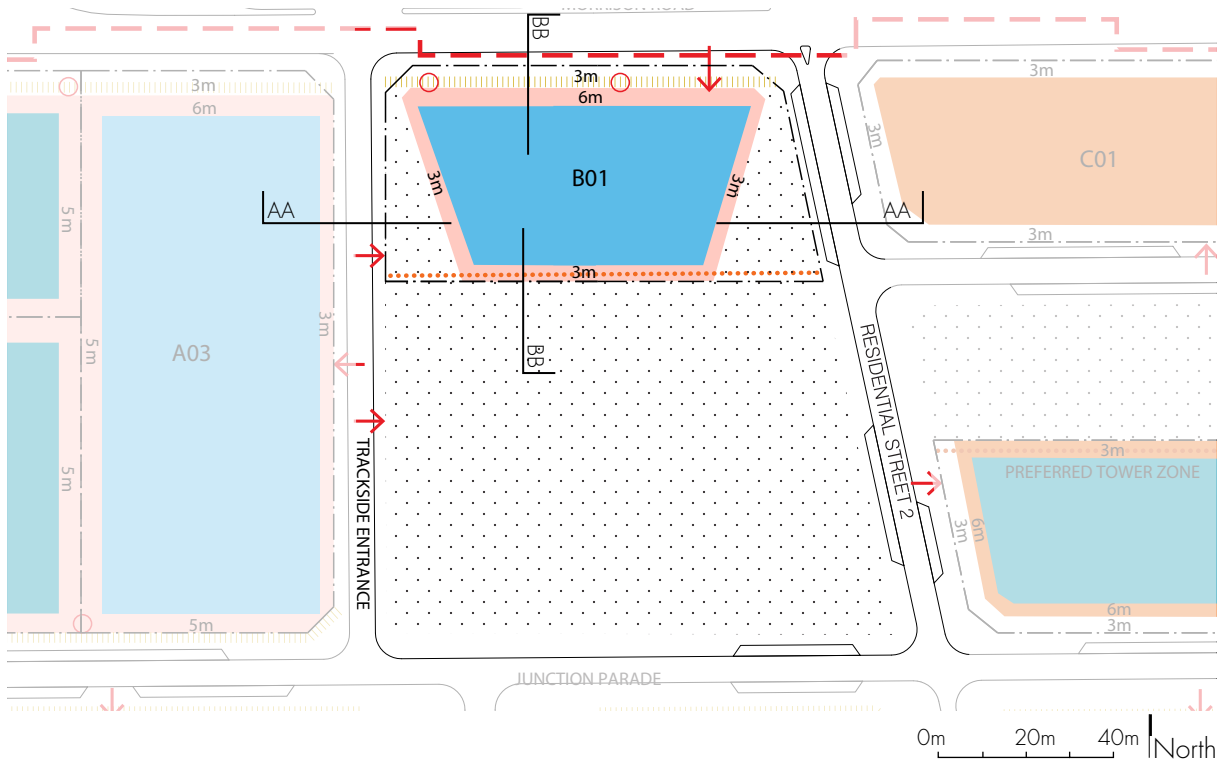
PLAN LEGEND

- Undercroft Basement Level
- Minimum 2 storeys + Maximum 3 storeys
- Minimum 3 storeys + Maximum 5 storeys
- Minimum 6 storeys + Maximum 8 storeys
- Minimum 7 storeys + Maximum 10 storeys

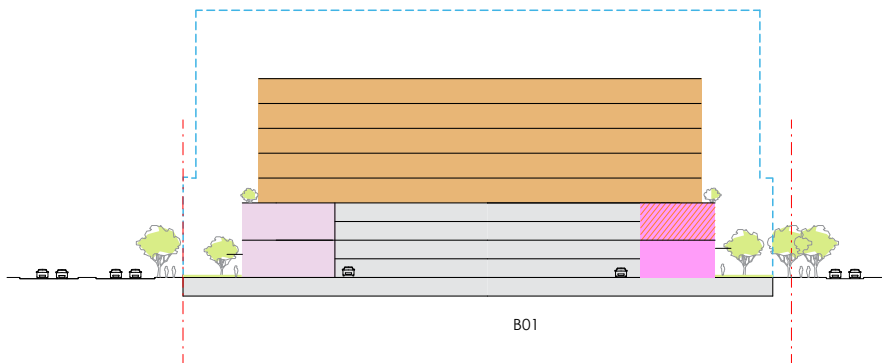
SECTION LEGEND: PREFERRED LAND USE

- Parking
- Hotel
- Residential
- Office
- Community
- Building Envelope
- Retail | Hospitality | Showroom | Office
- Retail | Hospitality | Showroom | Office | Residential

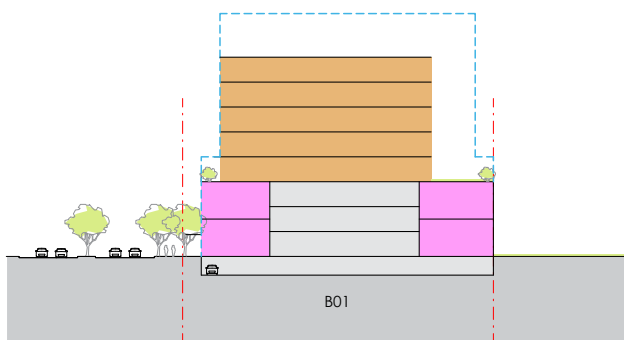
- Recommended vehicular access
- Western Power dome location
- Prominent Corner Element
- Continuous Awning
- Colonnade
- P.O.S Edge Interface
- Public Open Space
- Cross-site Pedestrian Link
- A01 Redevelopment Number
- 6 star Green Star Rating (where no rating has been allocated the site is deemed a 4 star site.)



5.4 Sub-precinct B



Section AA - through redevelopment lot B01



Section BB - through redevelopment lot B01

SUB-PRECINCT B DEVELOPMENT TABLE									
Lot No.	Site Area (sqm)	Plot Ratio	Heights		Setbacks (m)				
			Podium Max.	Tower Max.		North	East	South	West
B01	3240	4.6:1	3 storeys (12m)	8 storeys	Podium Upper Levels	3 min. 6 min.	nil permitted* 3 min.*	nil permitted 3 min.	nil permitted* 3 min.*

* The footprint of the proposed structure in Sub-precinct B allows for 1,000-1,300sqm of green open space to the East and West which allows view corridors through to and from Morrison Road. Building setbacks to the East and West are varied accordingly and respond to the design of the open space..

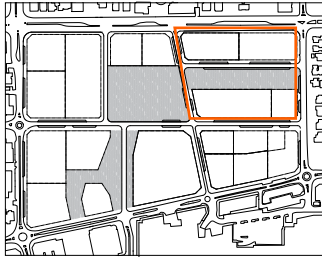
Basement setbacks can be reduced to nil where basement fronting street is fully below ground level, except where deep-soil planting is required.

The City has the discretion to vary the plot ratio requirements provided they are in keeping with the vision and objectives of the Precinct. A Storey is defined as a complete horizontal section of a building. Storeys may vary according to land-use type. 12metre max. podium height is to be adhered to achieve a consistent street frontage.

Please note that the building envelope shown is indicative only.

SUB-PRECINCT C

LOCATION PLAN



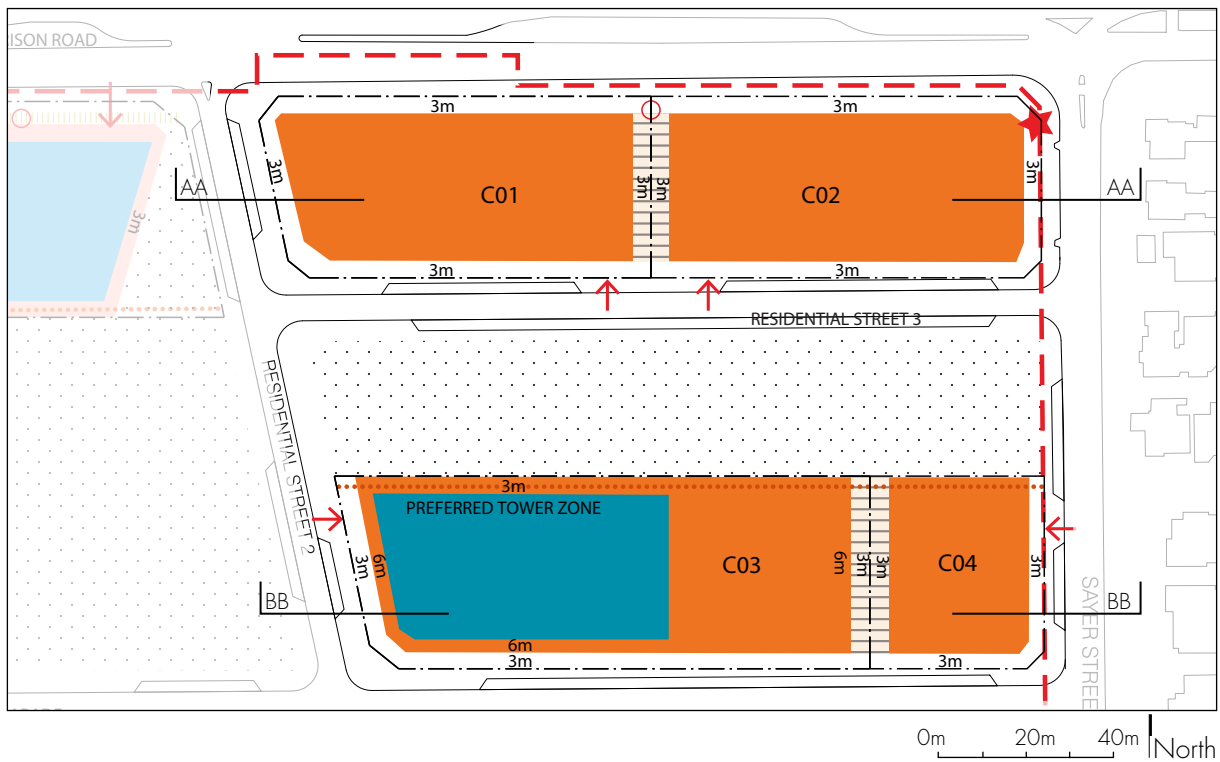
PLAN LEGEND

- Undercroft Basement Level
- Minimum 2 storeys + Maximum 3 storeys
- Minimum 3 storeys + Maximum 5 storeys
- Minimum 6 storeys + Maximum 8 storeys
- Minimum 7 storeys + Maximum 10 storeys

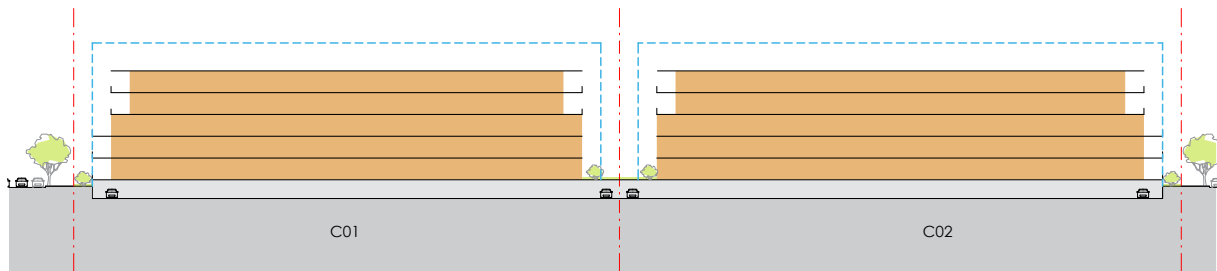
SECTION LEGEND: PREFERRED LAND USE

- Parking
- Hotel
- Residential
- Community
- Office
- Building Envelope
- Retail | Hospitality | Showroom | Office
- Retail | Hospitality | Showroom | Office | Residential

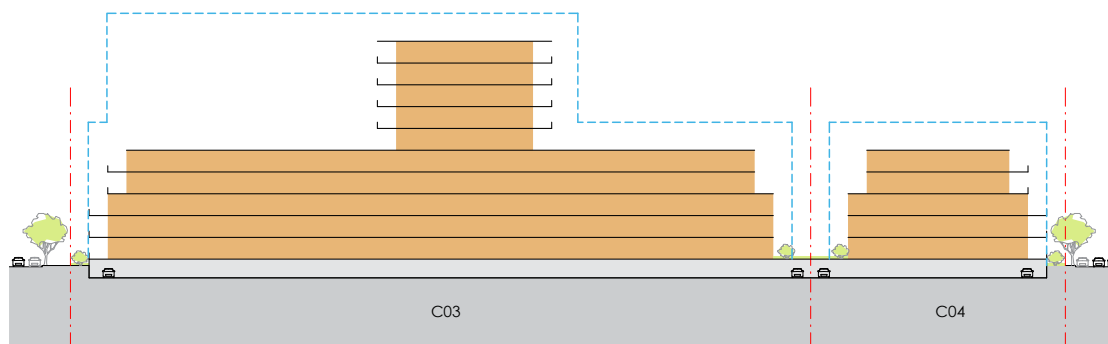
- Recommended vehicular access
- Western Power dome location
- Prominent Corner Element
- Continuous Awning
- Colonnade
- P.O.S Edge Interface
- Public Open Space
- Cross-site Pedestrian Link
- A01 Redevelopment Number
- 6 star Green Star Rating (where no rating has been allocated the site is deemed a 4 star site.)



5.4 Sub Precinct C



Section AA - through redevelopment lot C01 + C02



Section BB - through redevelopment lot C03 + C04

SUB-PRECINCT C DEVELOPMENT TABLE									
Lot No.	Site Area (sqm)	Plot Ratio	Heights		Setbacks (m)				
			Min.	Max.		North	East	South	West
C01	3448	3.0:1	3 storeys	5 storeys		3 min.	3 min.	3 min.	3 min.
C02	3541	3.0:1	3 storeys	5 storeys		3 min.	3 min.	3 min.	3 min.
C03	5325	5.0:1	3 storeys	10 storeys	Upper Levels	nil permitted 3 min.	3 min. 6 min.	3 min. 6 min.	3 min. 6 min.
C04	1773	3.0:1	3 storeys	5 storeys		nil permitted	3 min.	3 min.	3 min.

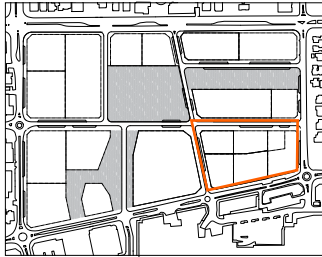
Basement setbacks can be reduced to nil where basement fronting street is fully below ground level, except where deep-soil planting is required.

There is potential for redevelopment lots C03 + C04 to be amalgamated. This approach would be subject to specific building requirements.

The City has the discretion to vary the plot ratio requirements provided they are in keeping with the vision and objectives of the Precinct. A Storey is defined as a complete horizontal section of a building. Storeys may vary according to land-use type. 12metre max. podium height is to be adhered to achieve a consistent street frontage.

SUB-PRECINCT D

LOCATION PLAN



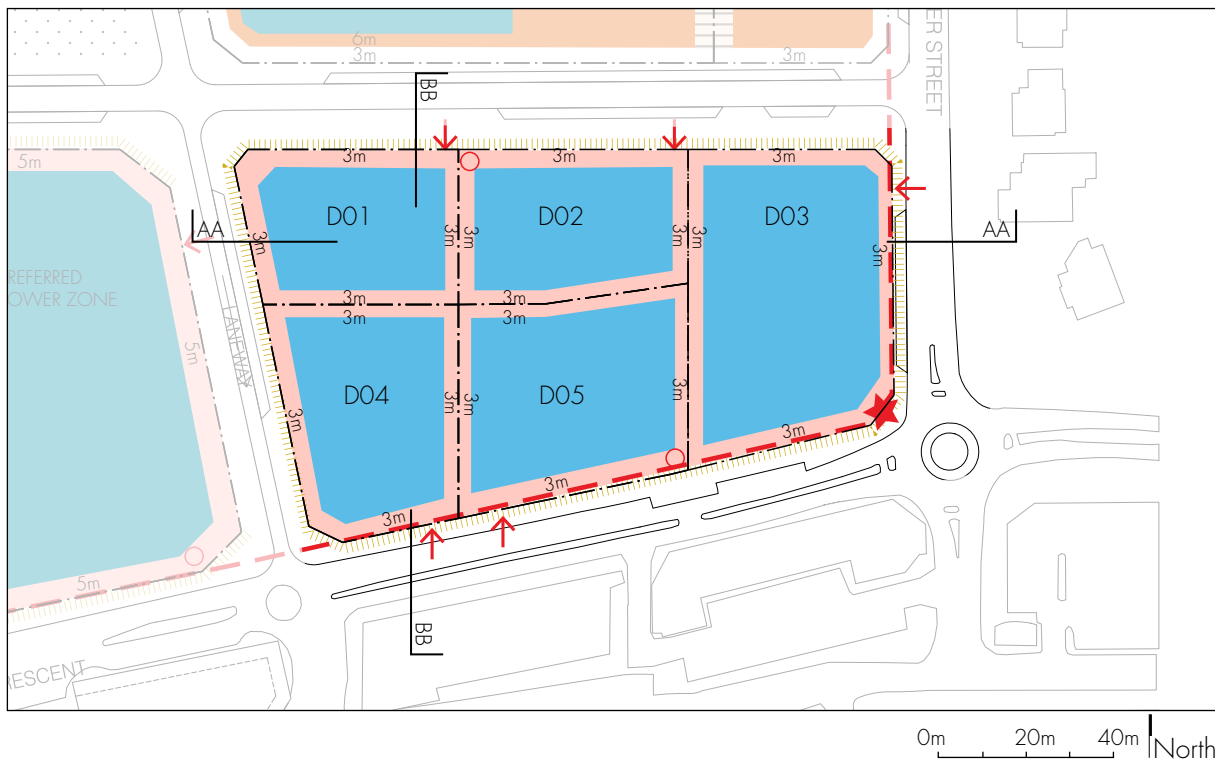
SECTION LEGEND: PREFERRED LAND USE

- Parking
- Hotel
- Residential
- Community
- Office
- Building Envelope
- Retail | Hospitality | Showroom | Office
- Retail | Hospitality | Showroom | Office | Residential

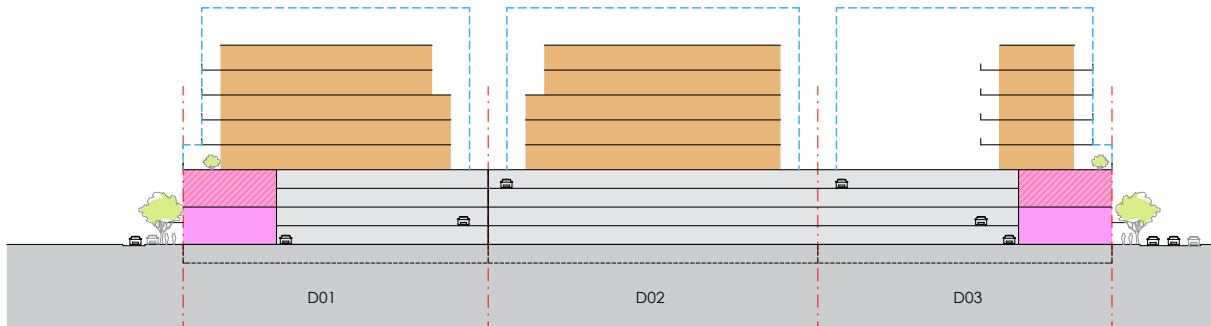
PLAN LEGEND

- Undercroft Basement Level
- Minimum 2 storeys + Maximum 3 storeys
- Minimum 3 storeys + Maximum 5 storeys
- Minimum 6 storeys + Maximum 8 storeys
- Minimum 7 storeys + Maximum 10 storeys

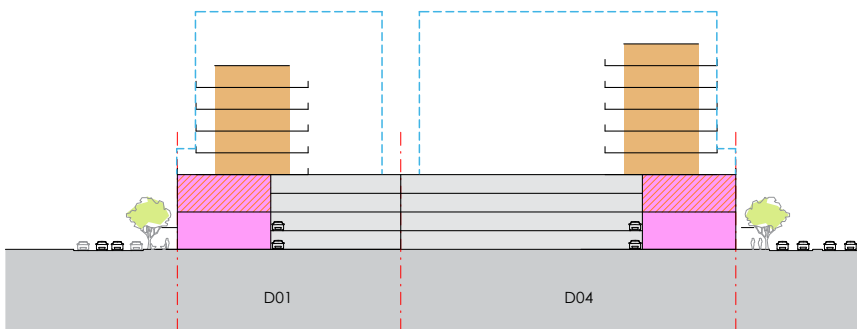
- Recommended vehicular access
- Western Power dome location
- Prominent Corner Element
- Continuous Awning
- Colonnade
- P.O.S Edge Interface
- Public Open Space
- Cross-site Pedestrian Link
- A01 Redevelopment Number
- 6 star Green Star Rating (where no rating has been allocated the site is deemed a 4 star site.)



5.4 Sub-precinct D



Section AA - through redevelopment lot D01 - D03



Section BB - through redevelopment lot D01 + D04

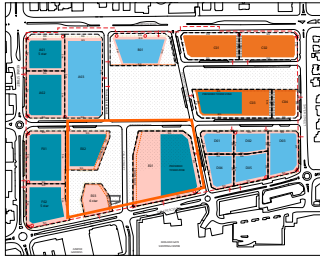
SUB-PRECINCT D DEVELOPMENT TABLE									
Lot No.	Site Area (sqm)	Plot Ratio	Heights		Setbacks (m)				
			Podium Max.	Tower Max.		North	East	South	West
D01	1927	5.0:1	3 storeys (12m)	8 storeys	Podium Upper Levels	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.
D02	1596	5.0:1	3 storeys (12m)	8 storeys	Podium Upper Levels	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.
D03	3472	5.0:1	3 storeys (12m)	8 storeys	Podium Upper Levels	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.
D04	2427	5.0:1	3 storeys (12m)	8 storeys	Podium Upper Levels	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.
D05	2040	5.0:1	3 storeys (12m)	8 storeys	Podium Upper Levels	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.	nil permitted 3 min.

Basement setbacks can be reduced to nil where basement fronting street is fully below ground level, except where deep-soil planting is required.

The City has the discretion to vary the plot ratio requirements provided they are in keeping with the vision and objectives of the Precinct. A Storey is defined as a complete horizontal section of a building. Storeys may vary according to land-use type. 12metre max. podium height is to be adhered to achieve a consistent street frontage.

SUB-PRECINCT E

LOCATION PLAN



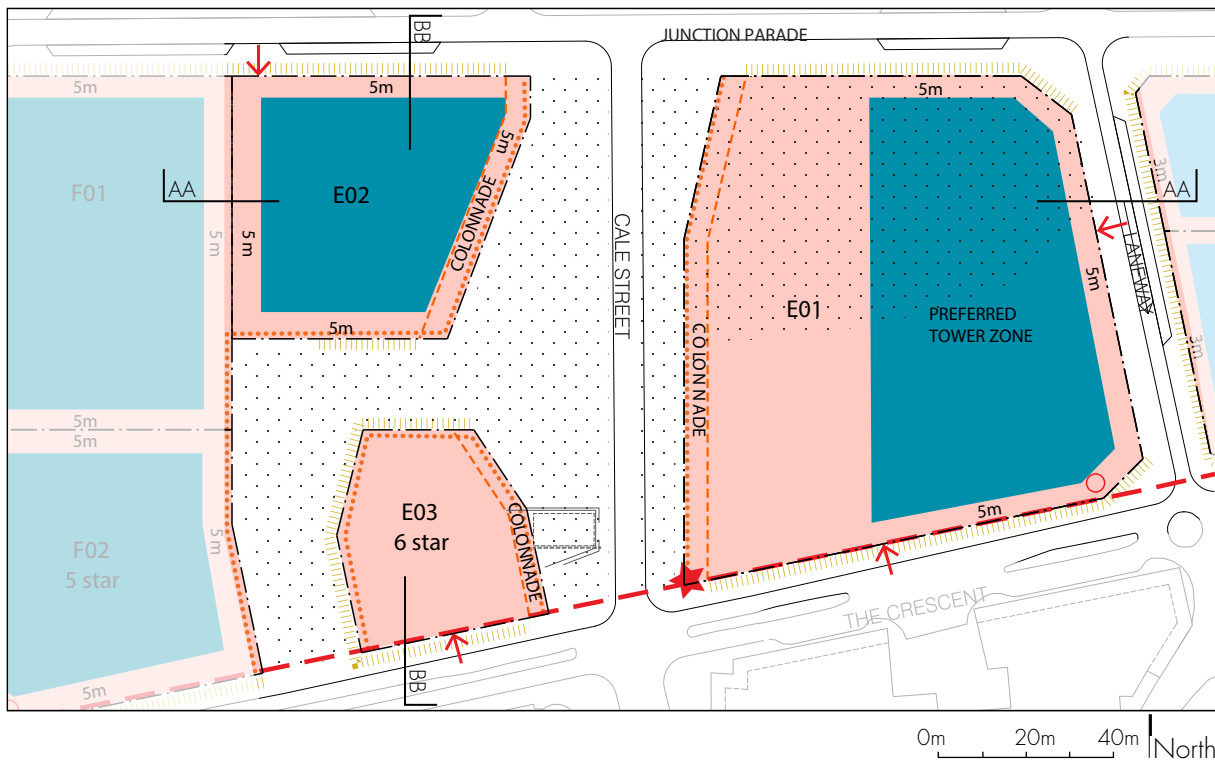
PLAN LEGEND

- Undercroft Basement Level
- Minimum 2 storeys + Maximum 3 storeys
- Minimum 3 storeys + Maximum 5 storeys
- Minimum 6 storeys + Maximum 8 storeys
- Minimum 7 storeys + Maximum 10 storeys

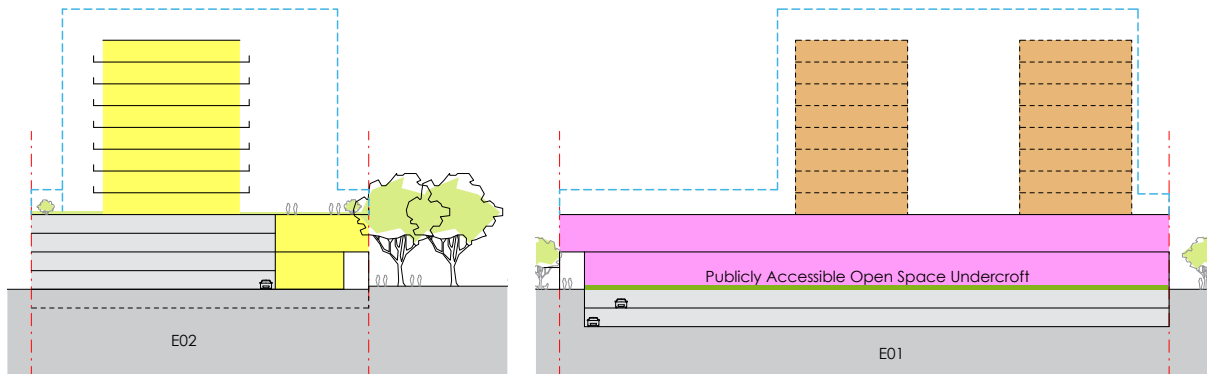
SECTION LEGEND: PREFERRED LAND USE

- Parking
- Residential
- Office
- Retail | Hospitality | Showroom | Office
- Retail | Hospitality | Showroom | Office | Residential
- Hotel
- Community
- Building Envelope

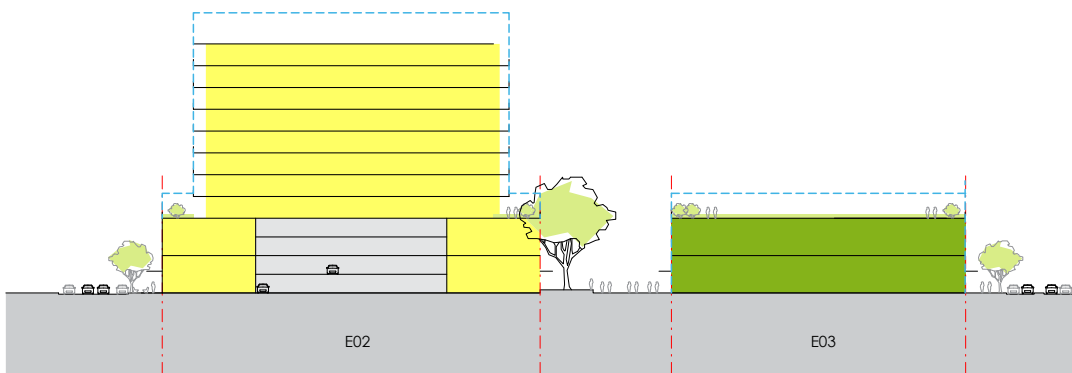
- Recommended vehicular access
- Western Power dome location
- Prominent Corner Element
- Continuous Awning
- Colonnade
- P.O.S Edge Interface
- Public Open Space
- Cross-site Pedestrian Link
- A01 Redevelopment Number
- 6 star Green Star Rating (where no rating has been allocated the site is deemed a 4 star site.)



5.4 Sub-precinct E



Section AA - through redevelopment lot E02 - E01



Section BB - through redevelopment lot E02 - E03

SUB-PRECINCT E DEVELOPMENT TABLE									
Lot No.	Site Area (sqm)	Plot Ratio	Heights		Setbacks (m)				
			Podium Max.	Tower Max.		North	East	South	West
E01	10395	4.7:1	3 storeys (12m)	10 storeys	Podium Upper Levels	nil permitted* 5 min.	nil permitted* 5 min.	nil permitted 5 min.	nil permitted* 35 min.
E02	3711	6.0:1	3 storeys (12m)	10 storeys	Podium Upper Levels	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.
E03	1908	2.2:1	2 storeys	3 storeys (12m)		nil permitted	nil permitted	nil permitted	nil permitted

* The proposed structure in Sub-precinct E (parcel E01) allows for the provision of a 4,300-4,500sqm publicly accessible open space as an undercroft which reflects the location of the historic Midland Oval. Building setbacks are varied accordingly and respond to the design of the open space undercroft.

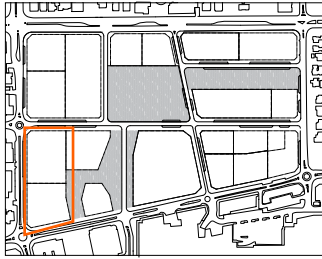
Basement setbacks can be reduced to nil where basement fronting street is fully below ground level, except where deep-soil planting is required.

The City has the discretion to vary the plot ratio requirements provided they are in keeping with the vision and objectives of the Precinct.

A Storey is defined as a complete horizontal section of a building. Storeys may vary according to land-use type. 12metre max. podium height is to be adhered to achieve a consistent street frontage.

SUB-PRECINCT F

LOCATION PLAN



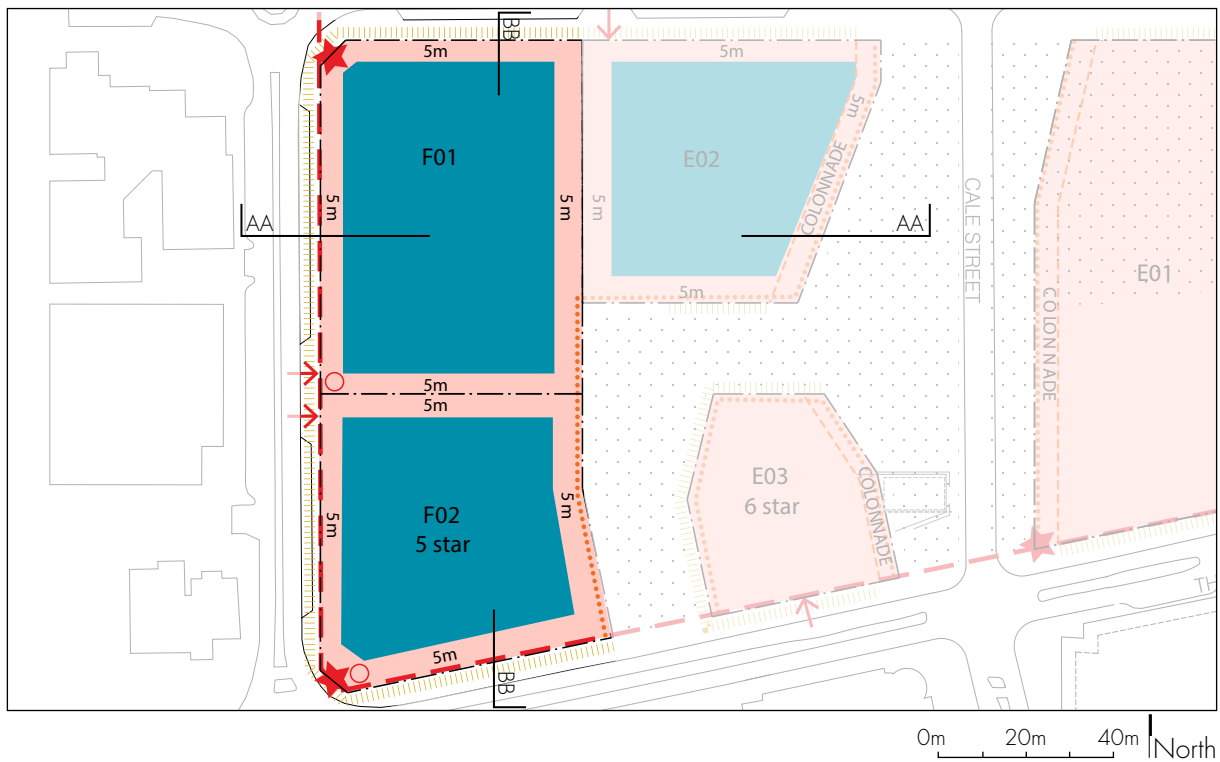
PLAN LEGEND

- Undercroft Basement Level
- Minimum 2 storeys + Maximum 3 storeys
- Minimum 3 storeys + Maximum 5 storeys
- Minimum 6 storeys + Maximum 8 storeys
- Minimum 7 storeys + Maximum 10 storeys

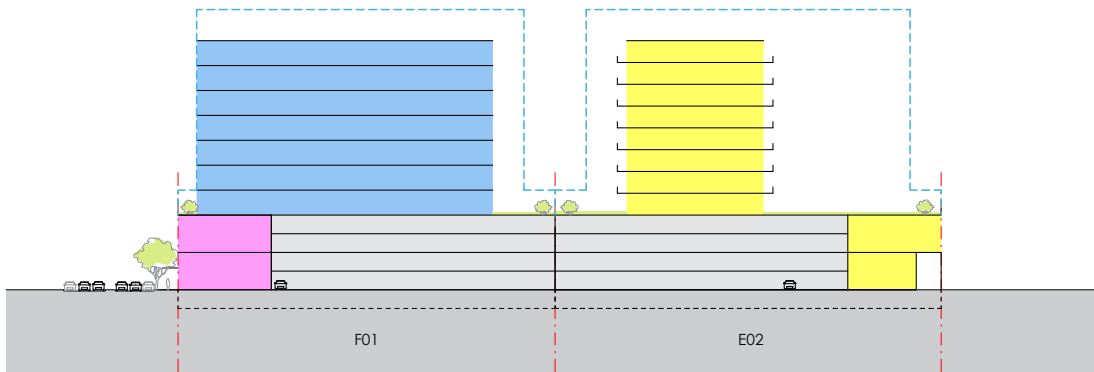
SECTION LEGEND: PREFERRED LAND USE

- Parking
- Residential
- Office
- Retail | Hospitality | Showroom | Office
- Retail | Hospitality | Showroom | Office | Residential
- Hotel
- Community
- Building Envelope

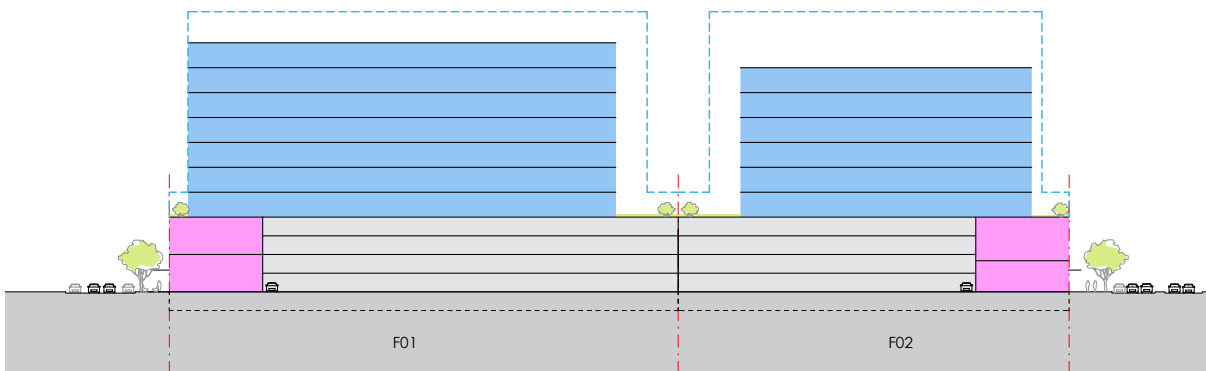
- Recommended vehicular access
- Western Power dome location
- ★ Prominent Corner Element
- Continuous Awning
- Colonnade
- P.O.S Edge Interface
- Public Open Space
- Cross-site Pedestrian Link
- A01 Redevelopment Number
- 6 star Green Star Rating (where no rating has been allocated the site is deemed a 4 star site.)



5.4 Sub-precinct F



Section AA - through redevelopment lot F01 - E02



Section BB - through redevelopment lot F01 + F02

SUB-PRECINCT F DEVELOPMENT TABLE									
Lot No.	Site Area (sqm)	Plot Ratio	Heights		Setbacks (m)				
			Podium Max.	Tower Max.		North	East	South	West
F01	4805	6.0:1	3 storeys (12m)	10 storeys	Podium Upper Levels	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.
F02	4009	6.0:1	3 storeys (12m)	10 storeys	Podium Upper Levels	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.	nil permitted 5 min.

Basement setbacks can be reduced to nil where basement fronting street is fully below ground level, except where deep-soil planting is required.
 The City has the discretion to vary the plot ratio requirements provided they are in keeping with the vision and objectives of the Precinct. A Storey is defined as a complete horizontal section of a building. Storeys may vary according to land-use type. 12metre max. podium height is to be adhered to achieve a consistent street frontage.

