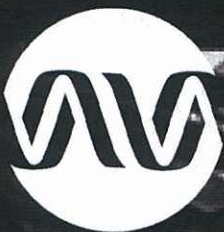


RPS

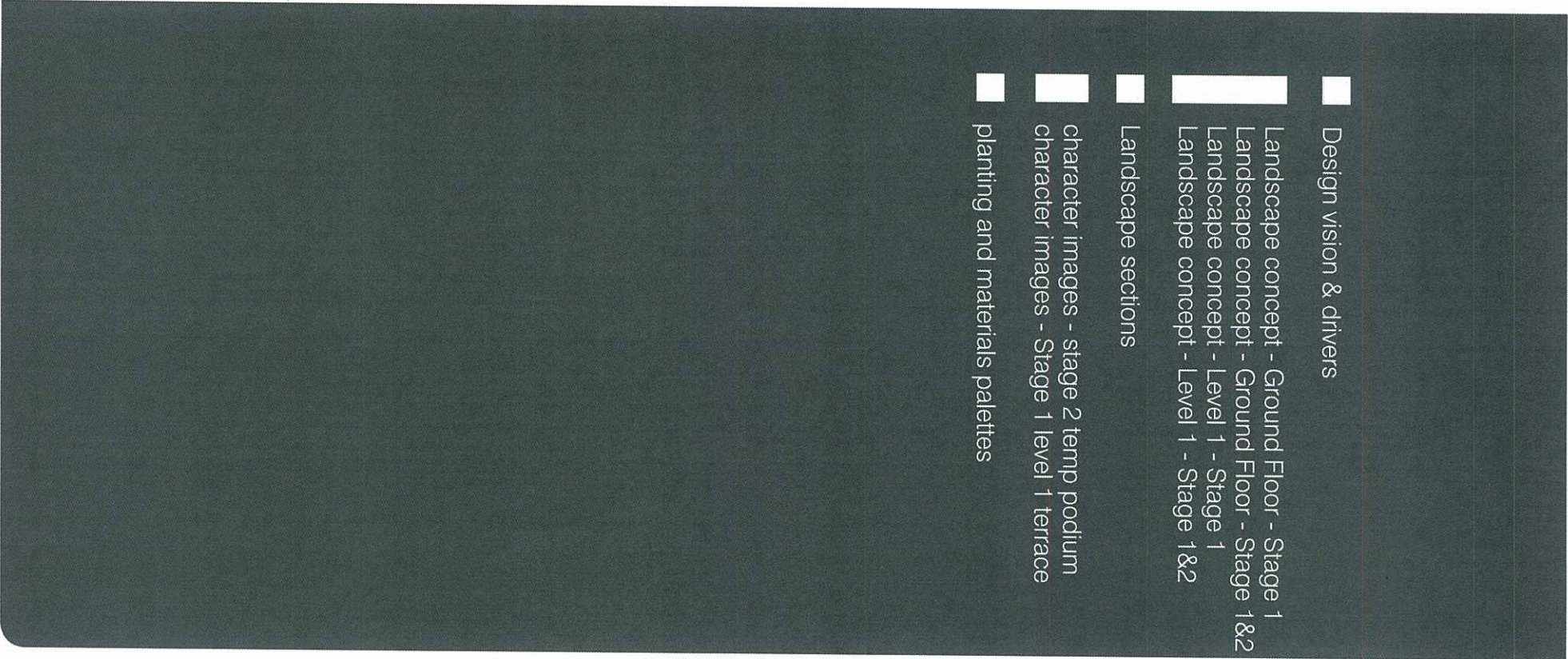
Sullivan Nicolaides Pathology -
Bowen Hills Headquaters

landscape schematic design report
116007 SD
2013-04-18 [E]



Sullivan
Nicolaides
PATHOLOGY

PLANS AND DOCUMENTS
referred to in the PDA APPROVAL
21 MAY 2013
MEDQ



- Design vision & drivers
- Landscape concept - Ground Floor - Stage 1
- Landscape concept - Ground Floor - Stage 1&2
- Landscape concept - Level 1 - Stage 1
- Landscape concept - Level 1 - Stage 1&2
- Landscape sections
- character images - stage 2 temp podium
- character images - Stage 1 level 1 terrace
- planting and materials palettes

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.....	14
.....	15

precinct vision

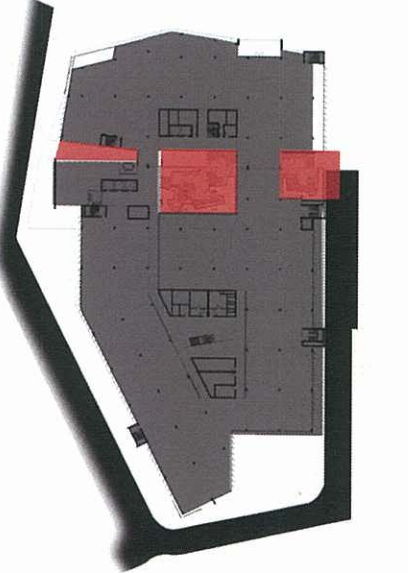
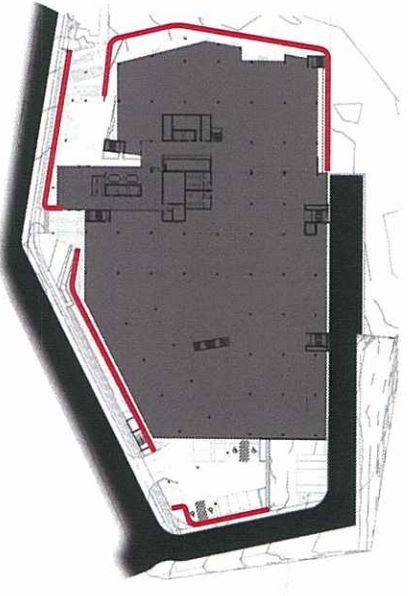
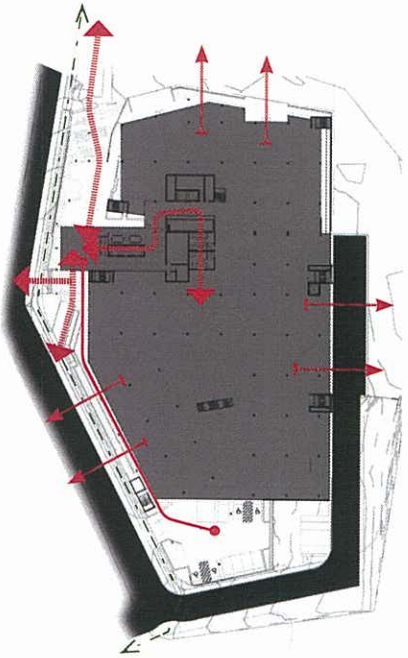
The landscape intent recognises the need to blur the sites edges & connect, both visually & physically with the surrounding streetscape and future parkland. Pulling the landscape from outside to inside, the connection is further reinforced internally through an integrated landscape that unveils a series of courtyard garden spaces.

The concept aims to:

- Bind the site within its context through the continuation of the existing landscape character
- Create a series of seamlessly integrated gardens that are shaped by the different uses within the precinct
- Create connections and links with the adjacent park and the external residential community
- Manage the scale of the existing built form and extent of infrastructure by creating areas of respite and sanctuary



precinct design drivers



connection

Visual & physical connectivity of the public realm is a critical element in the design. The central spine connects the lobby north to south, integrates the central landscape terrace with the parkland and the street and is the hub of all external activity. Through pavement, seating, lighting, awning and walls, it unifies the site, defines public space, recreational use and pedestrian movement.

the interface

The SNP development will blend into its surroundings through the integration of the structure into the existing landscape. The interface is crucial for informing arrival and way finding, with clearly identified access points allowing access from both the park and streetscape. The green trellis interface along the podium boundary of the site acts to bring the existing landscape up, onto & into the internal landscape.

the core

A series of internal courtyard spaces are revealed throughout the site, displaying a unique character that is specific to its space and context. The gardens are a sanctuary, characterised by lush vegetation and vertical screening structures to provide respite to internal private spaces. The courtyards are of human scale for ultimate comfort and amenity.

- Legend
- 1 feature paving
 - 2 climber trellis to basement edge
 - 3 entry stairs to Hurworth st
 - 4 entry stairs to parkland
 - 5 landscape entry courtyard
 - 6 recessed planter to basement edge
 - 7 feature seating
 - 8 internal atrium planter
 - 9 structure over courtyard entry
 - 10 access to bicycle parking
 - 11 1500mm concrete footpath
 - 12 turf streetscape with planting areas & trees
 - 13 notional access to park - not part of these works
 - 14 carpark
 - 15 existing sewer easement
 - 16 shade structure w/ BBQ & tables
 - 17 notional walking track
 - 18 planters with shade trees
 - 19 low green roof planting
 - 20 turf on podium
 - 21 access to lobby
 - 22 turf bank to provide access from park to services access laneway - max grade 1:16. Barrier to edge to be provided if required
 - 23 gravel mulch to podium roof

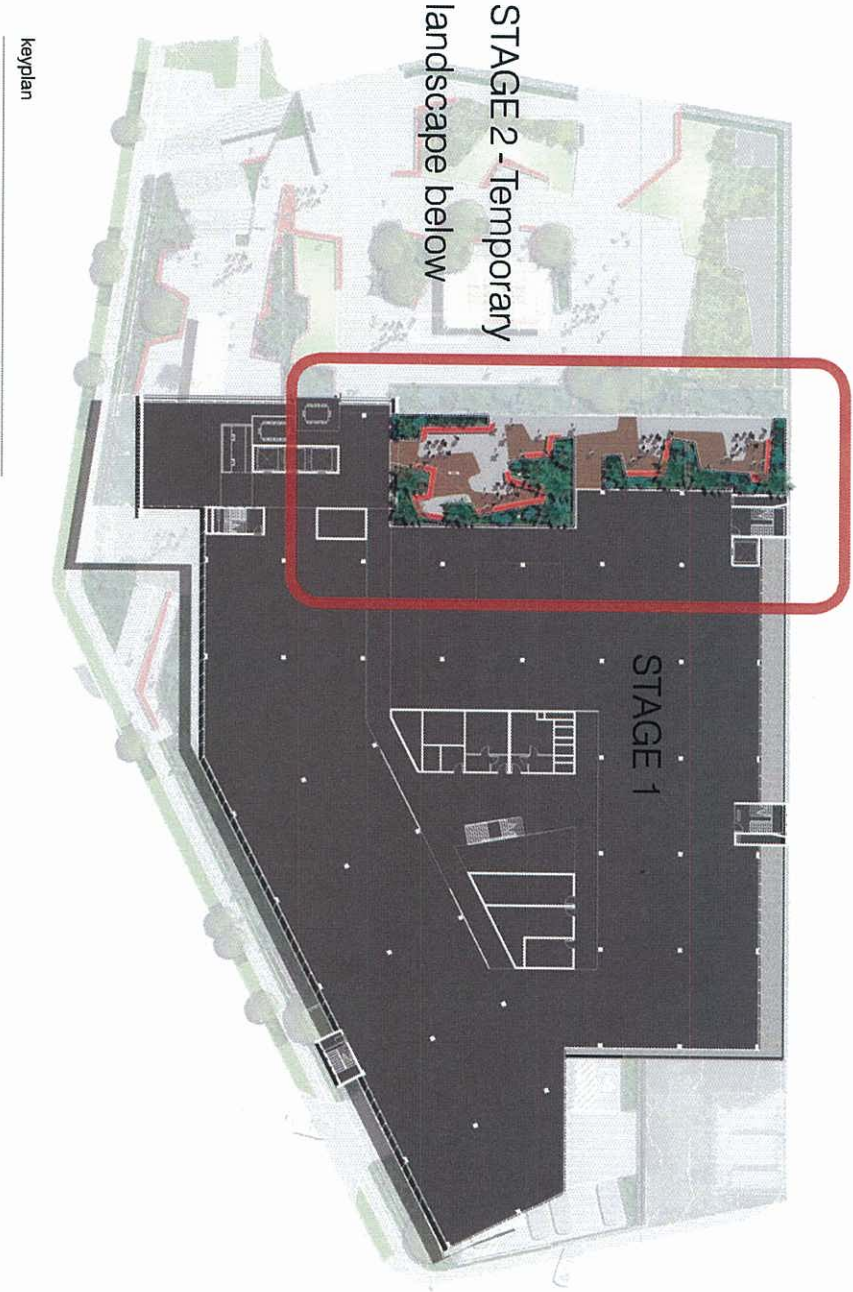
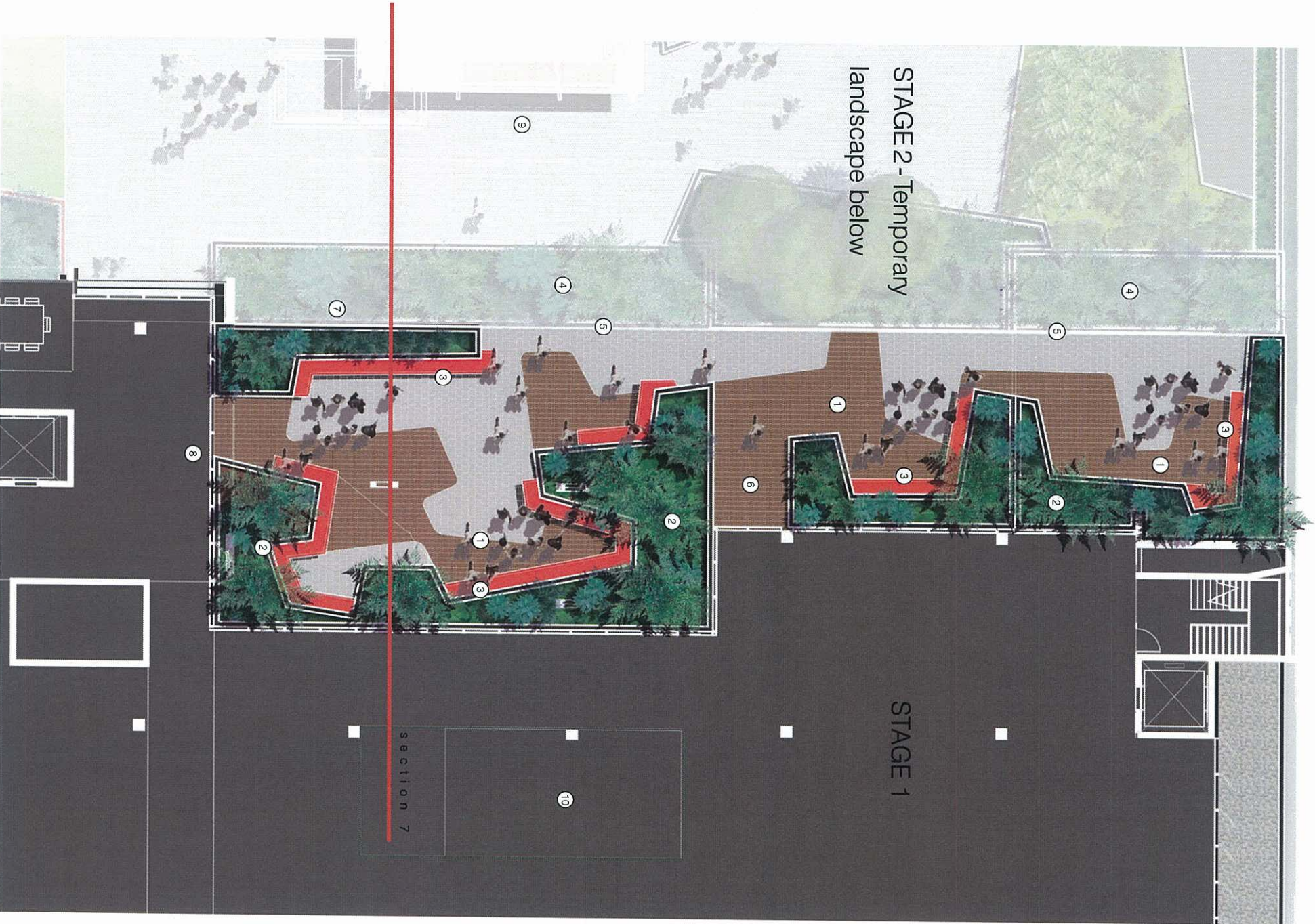


GROUND FLOOR - Stage 1
temporary landscape treatment

- Legend
- 1 feature paving
 - 2 climber trellis to basement edge
 - 3 entry stairs to Hurworth st
 - 4 entry stairs to parkland
 - 5 landscape entry courtyard
 - 6 recessed planter to basement edge
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 - 14 carpark
 - 15 existing sewer easement
 - 16 turf bank to provide access from park to services access laneway - max grade 1:16. Barrier to edge to be provided if required



GROUND FLOOR - Stage 1&2

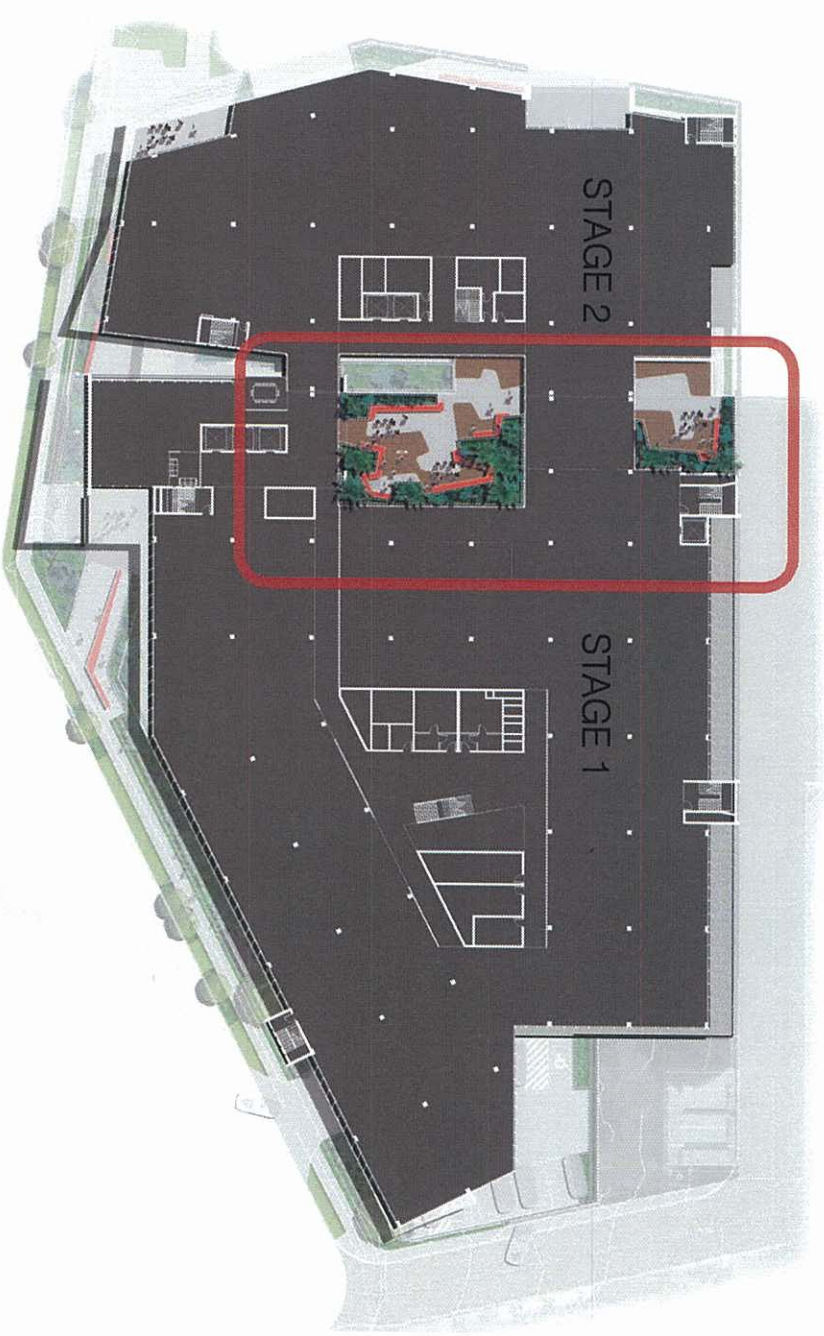


keyplan

LEVEL 1 Courtyard - Stage 1

legend

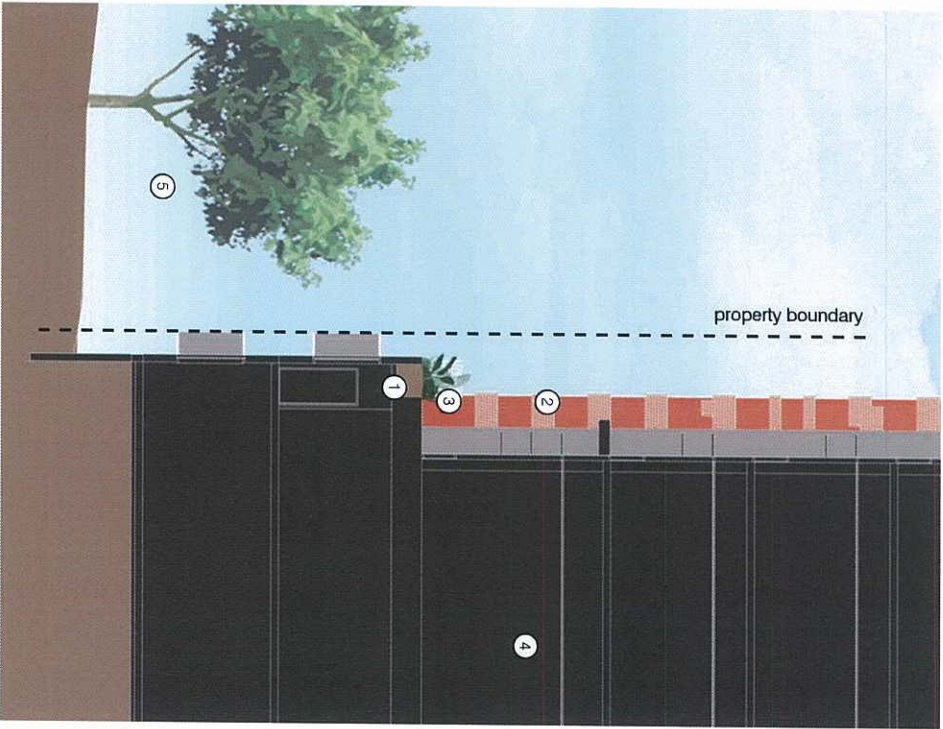
- | | | |
|--|-----------------------------------|---|
| ① feature paving | ⑤ balustrade to edge of terrace | ⑨ temporary landscape to stage 2 podium below |
| ② raised planters | ⑥ future expansion to Stage 2 | ⑩ sta transport zone |
| ③ fixed feature seating | ⑦ trellis to back of void planter | |
| ④ void down to planter on ground level | ⑧ main access from level 1 | |



LEVEL 1 Courtyard - Stage 1&2

legend

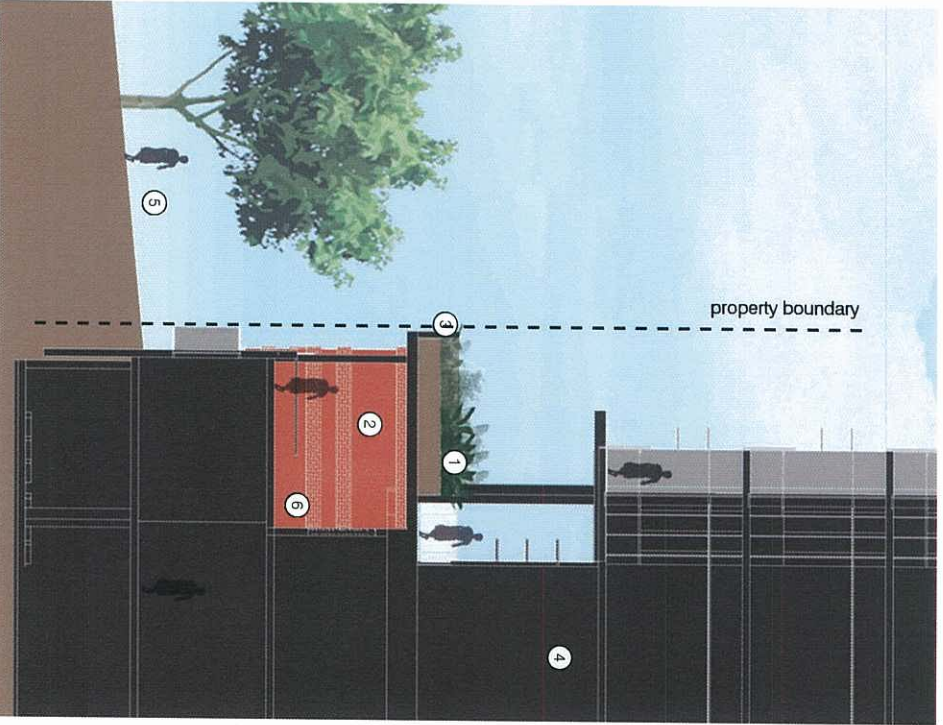
- | | | |
|--|-----------------------------------|----------------------|
| ① feature paving | ⑤ balustrade to edge of terrace | ⑨ sta transport zone |
| ② raised planters | ⑥ future expansion to Stage 2 | |
| ③ fixed feature seating | ⑦ trellis to back of void planter | |
| ④ void down to planter on ground level | ⑧ main access from level 1 | |



section 1

legend

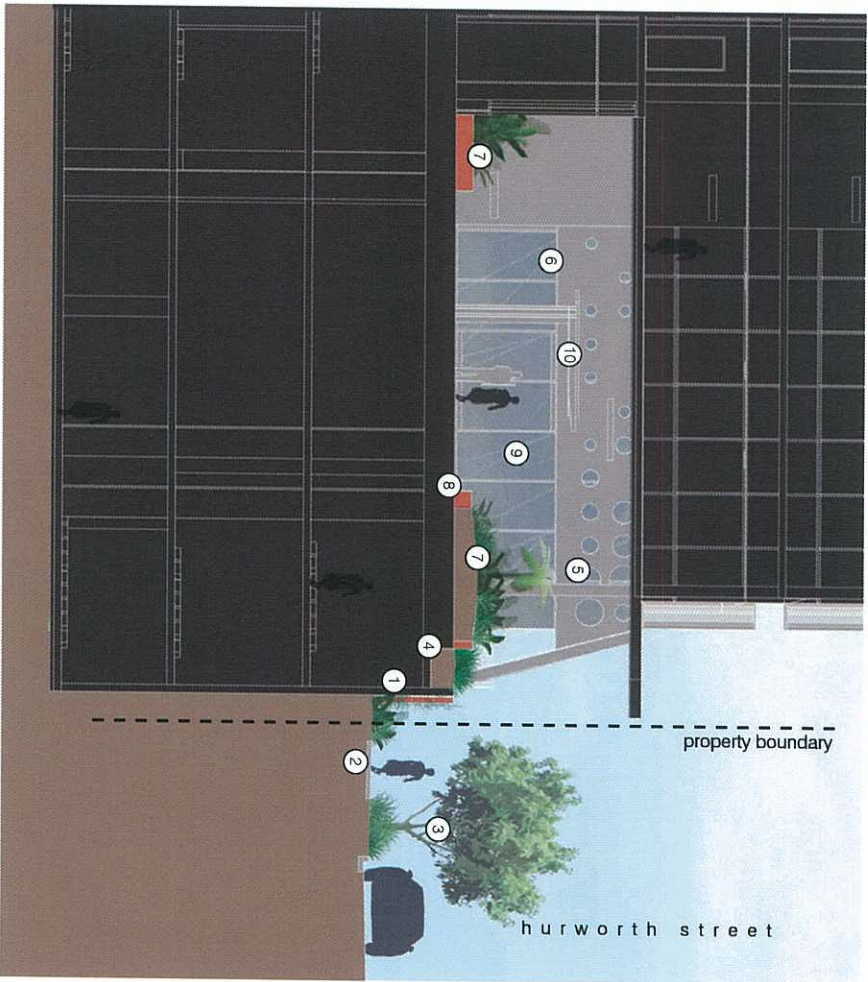
- ① recessed planter to basement edge
- ② facade behind
- ③ balustrade to basement edge
- ④ future expansion to stage 2
- ⑤ works to park - not part of this application



section 2

legend

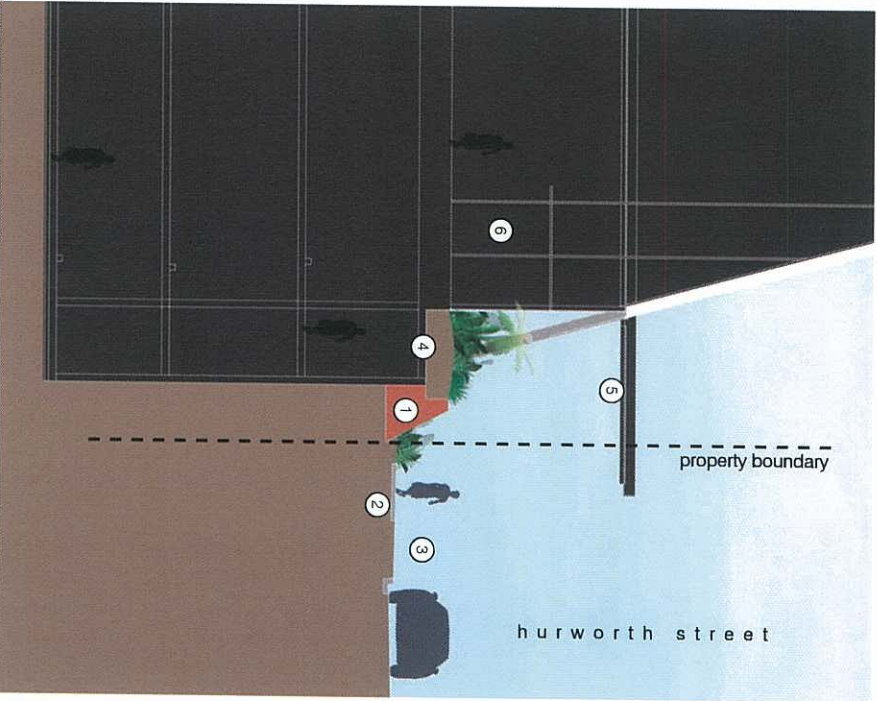
- ① fixed raised planter
- ② facade behind
- ③ balustrade to basement edge
- ④ future expansion to stage 2
- ⑤ works to park - not part of this application
- ⑥ access to bicycle parking



section 3

Legend

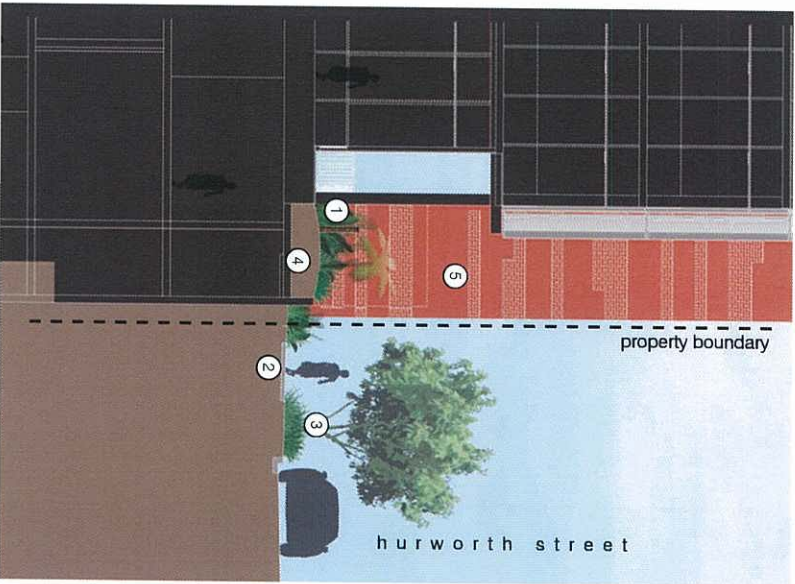
- | | |
|--|----------------------------------|
| ① climber trellis to basement edge | ⑥ Landscape entry courtyard |
| ② 1500mm concrete footpath | ⑦ raised planters |
| ③ turf streetscape with planting areas & trees | ⑧ feature seating |
| ④ recessed planter to basement edge | ⑨ lobby behind |
| ⑤ facade behind | ⑩ structure over courtyard entry |



section 4

Legend

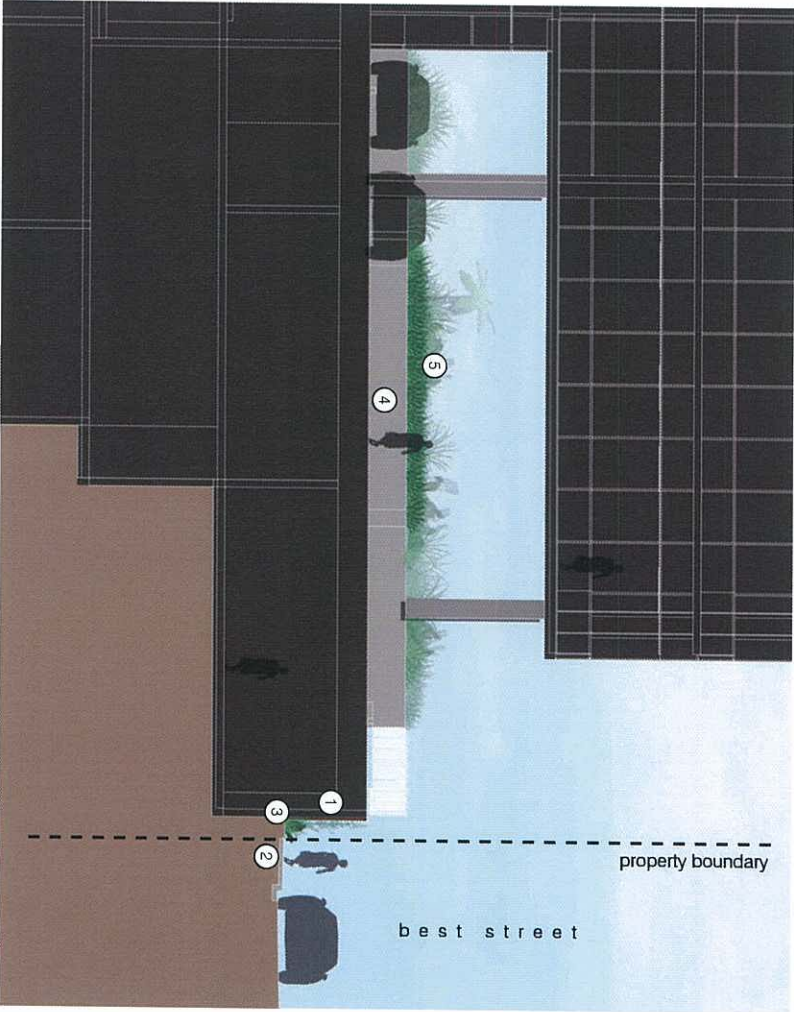
- | |
|--|
| ① entry signage wall - refer Arch. dwgs |
| ② 1500mm concrete footpath |
| ③ turf streetscape with planting areas & trees |
| ④ recessed planter to basement edge |
| ⑤ entry awning |
| ⑥ lobby behind |



section 5

legend

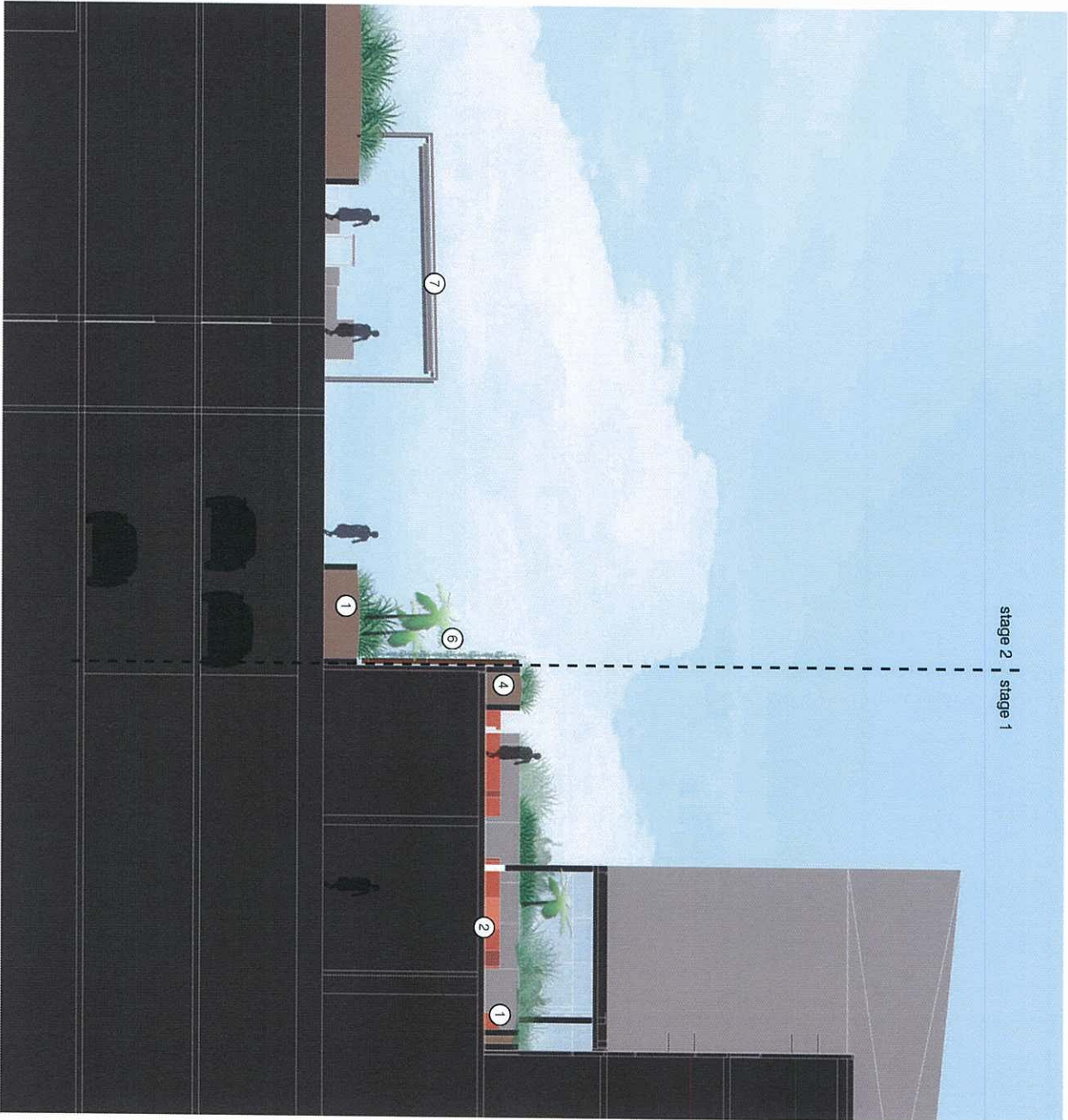
- ① climber trellis to basement edge
- ② 1500mm concrete footpath
- ③ turf streetscape with planting areas & trees
- ④ recessed planter to basement edge
- ⑤ facade behind



section 6

legend

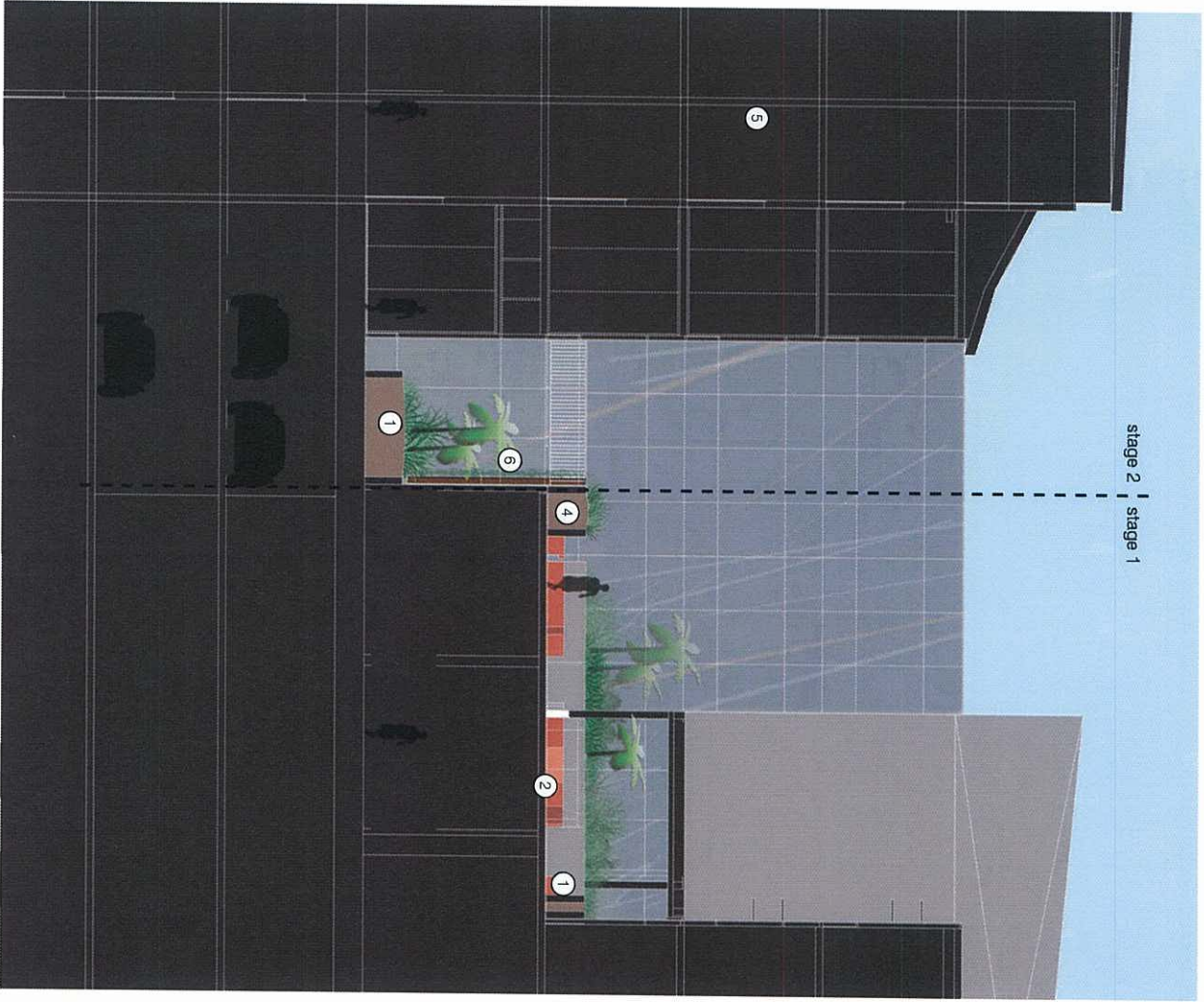
- ① climber trellis to basement edge
- ② 1200mm concrete footpath
- ③ planting to basement edge
- ④ carpark
- ⑤ planters behind



section 7

legend

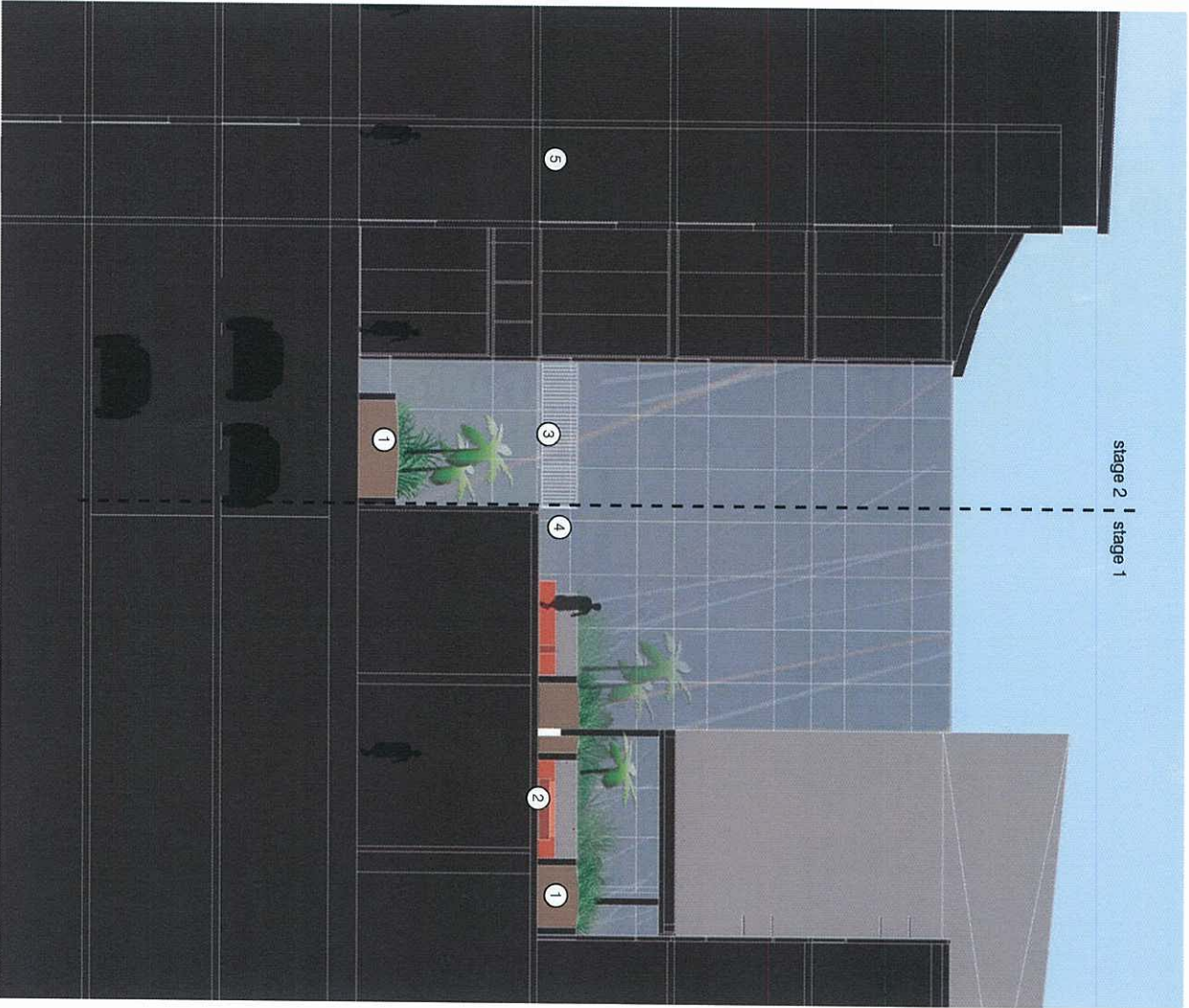
- ① raised planters
- ② fixed feature seating
- ③ void down to planter on ground level
- ④ planter to edge of terrace
- ⑤ future expansion to Stage 2
- ⑥ trellis to back of void planter
- ⑦ temporary landscape to stage 2 podium below



section 8

legend

- ① raised planters
- ② fixed feature seating
- ③ void down to planter on ground level
- ④ planter to edge of terrace
- ⑤ future expansion to Stage 2
- ⑥ trellis to back of void planter

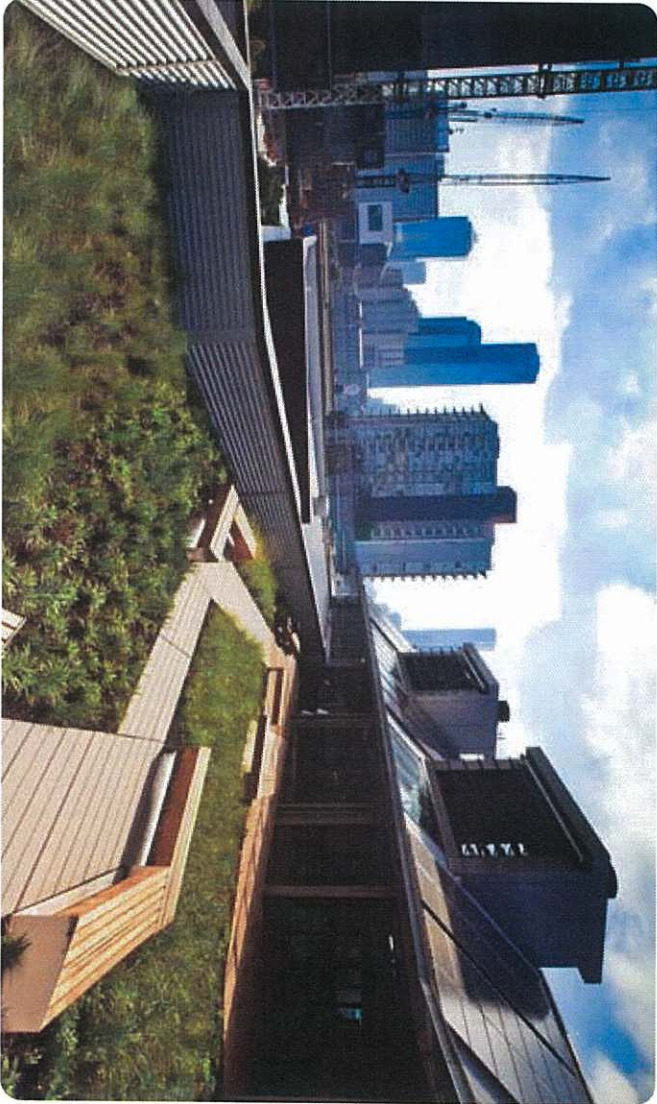


section 9

- legend
- | | |
|--|-------------------------------|
| ① raised planters | ⑤ future expansion to Stage 2 |
| ② fixed feature seating | |
| ③ void down to planter on ground level | |
| ④ balustrade to edge of terrace | |

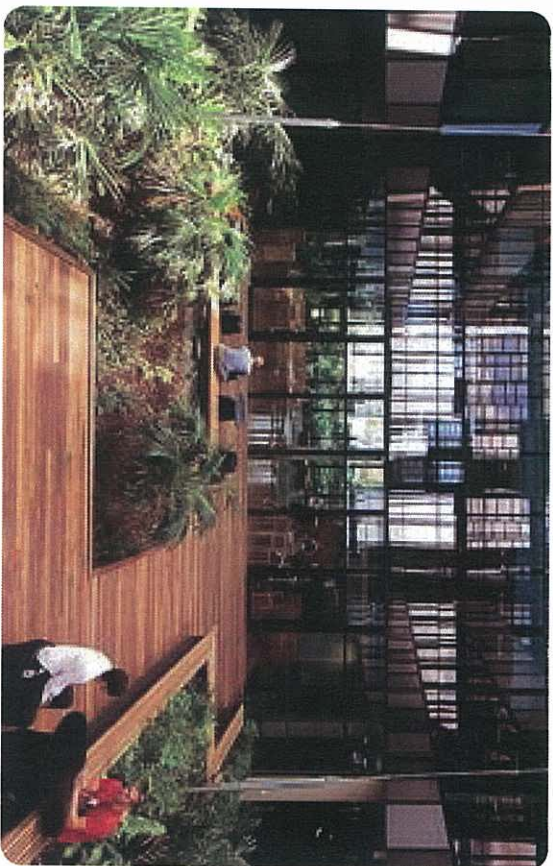
character images

stage 1 temporary podium landscape (future stage 2 expansion zone)



character images

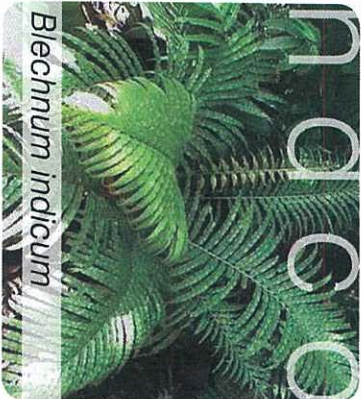
level 1 terrace



planting palette



Asplenium australasicum



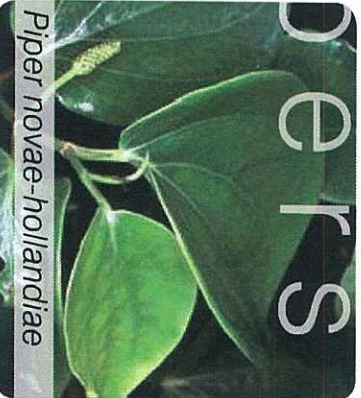
Blechnum indicum



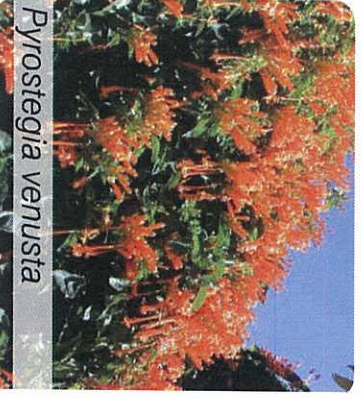
Dianella caerulea



Cissus antarctica



Piper novae-hollandiae



Pyrostegia venusta



Agathis robusta



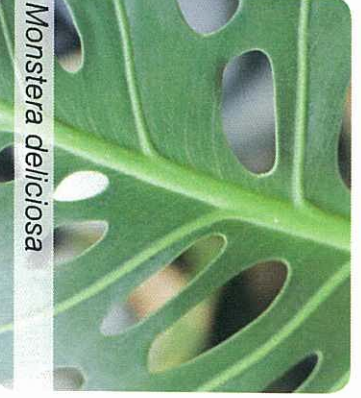
Waterhousea floribunda



Bromeliad sp.



Philodendron 'Congo'

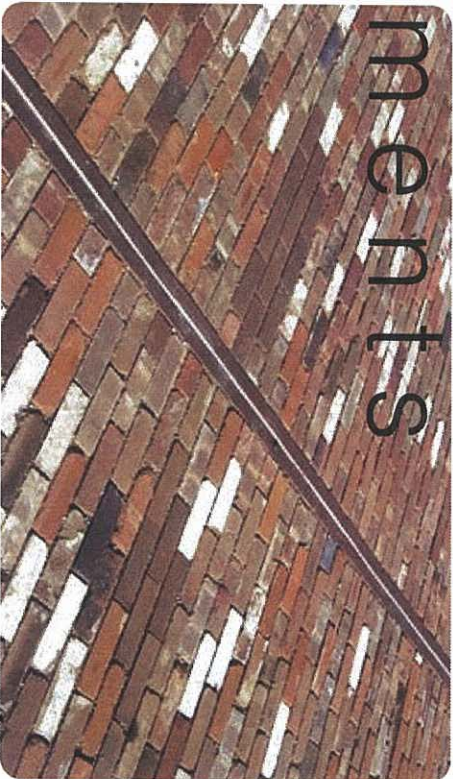


Monstera deliciosa

materials



pave



mements

