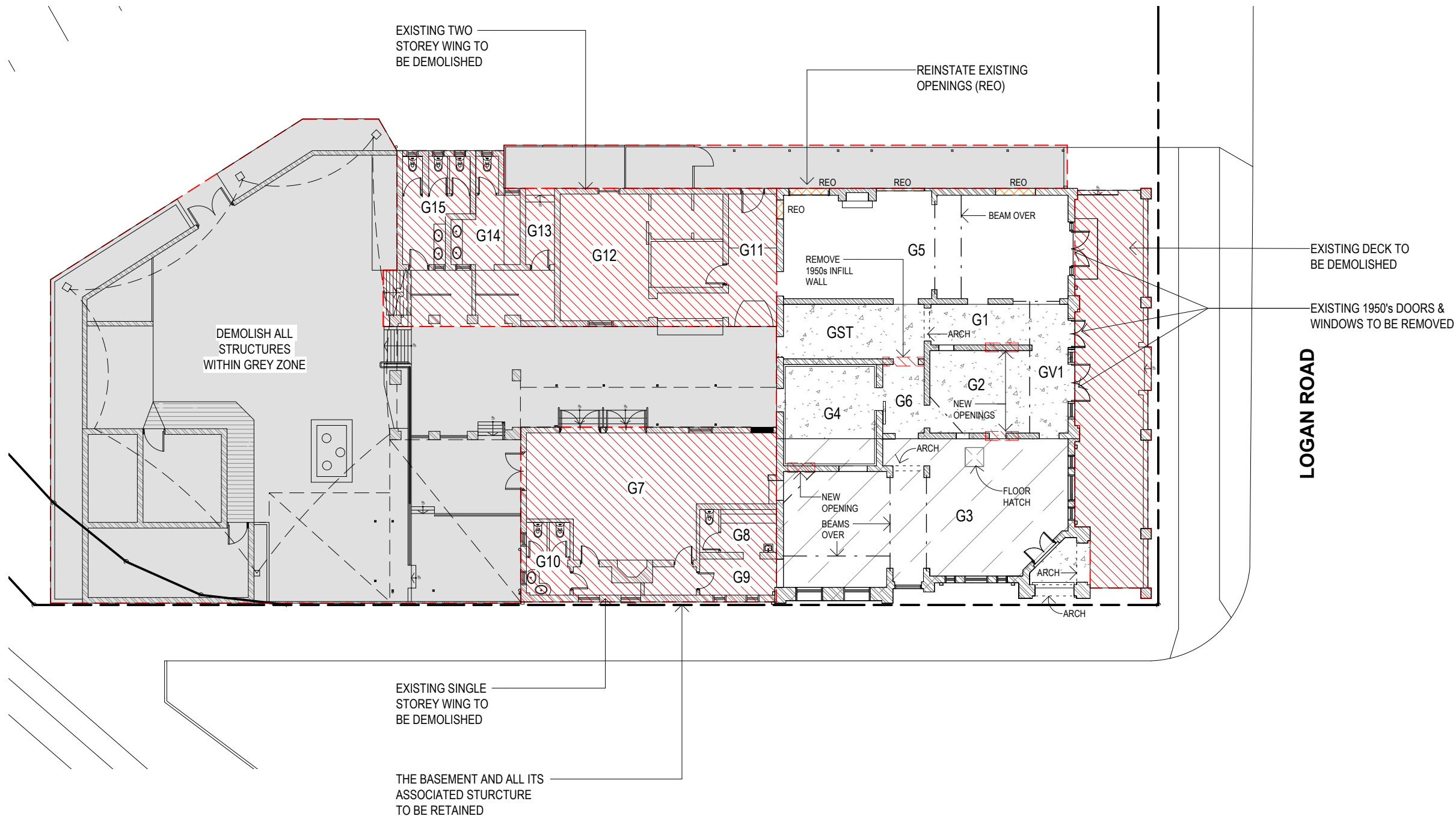


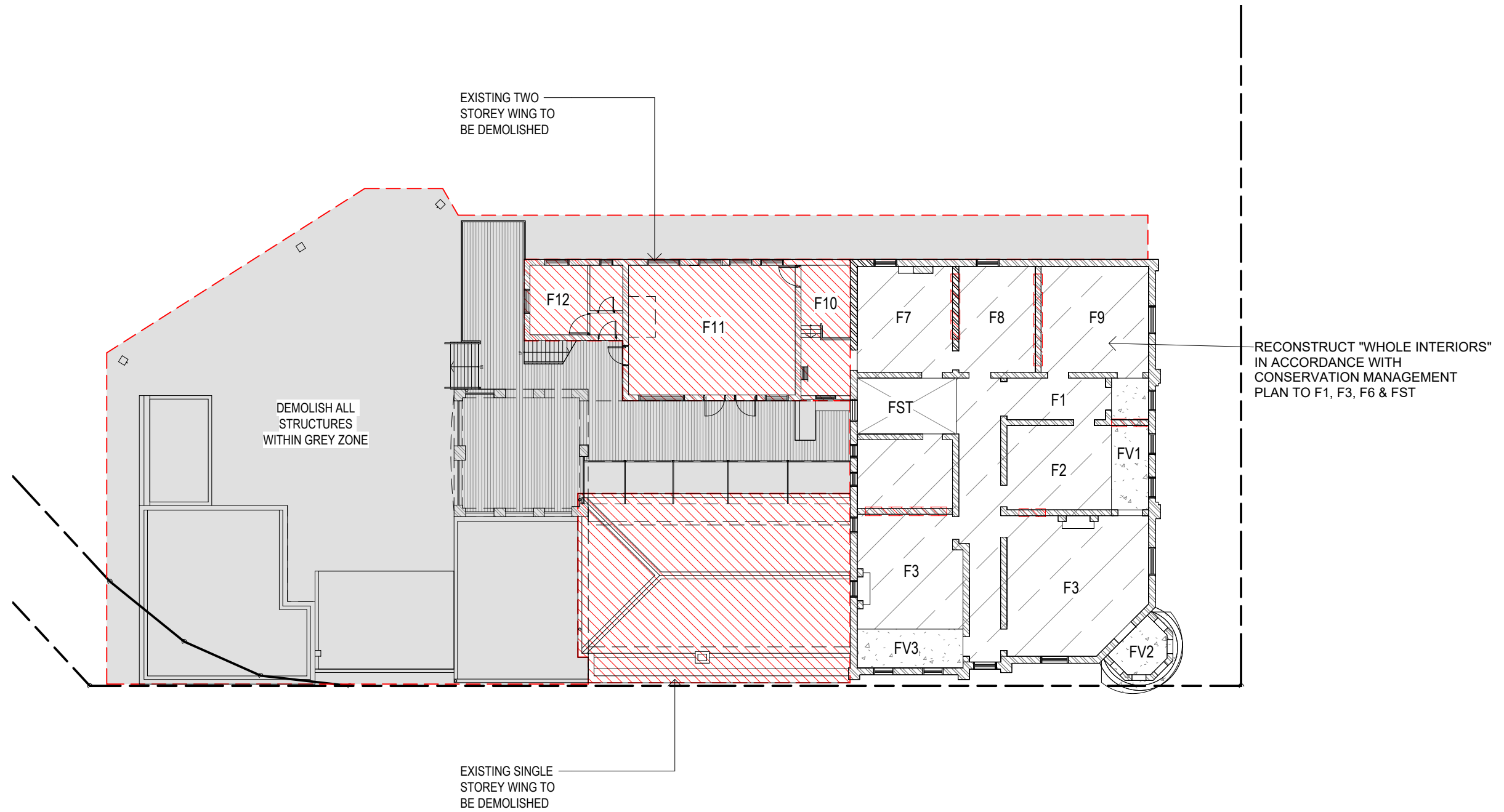
BROADWAY HOTEL HERITAGE WORKS





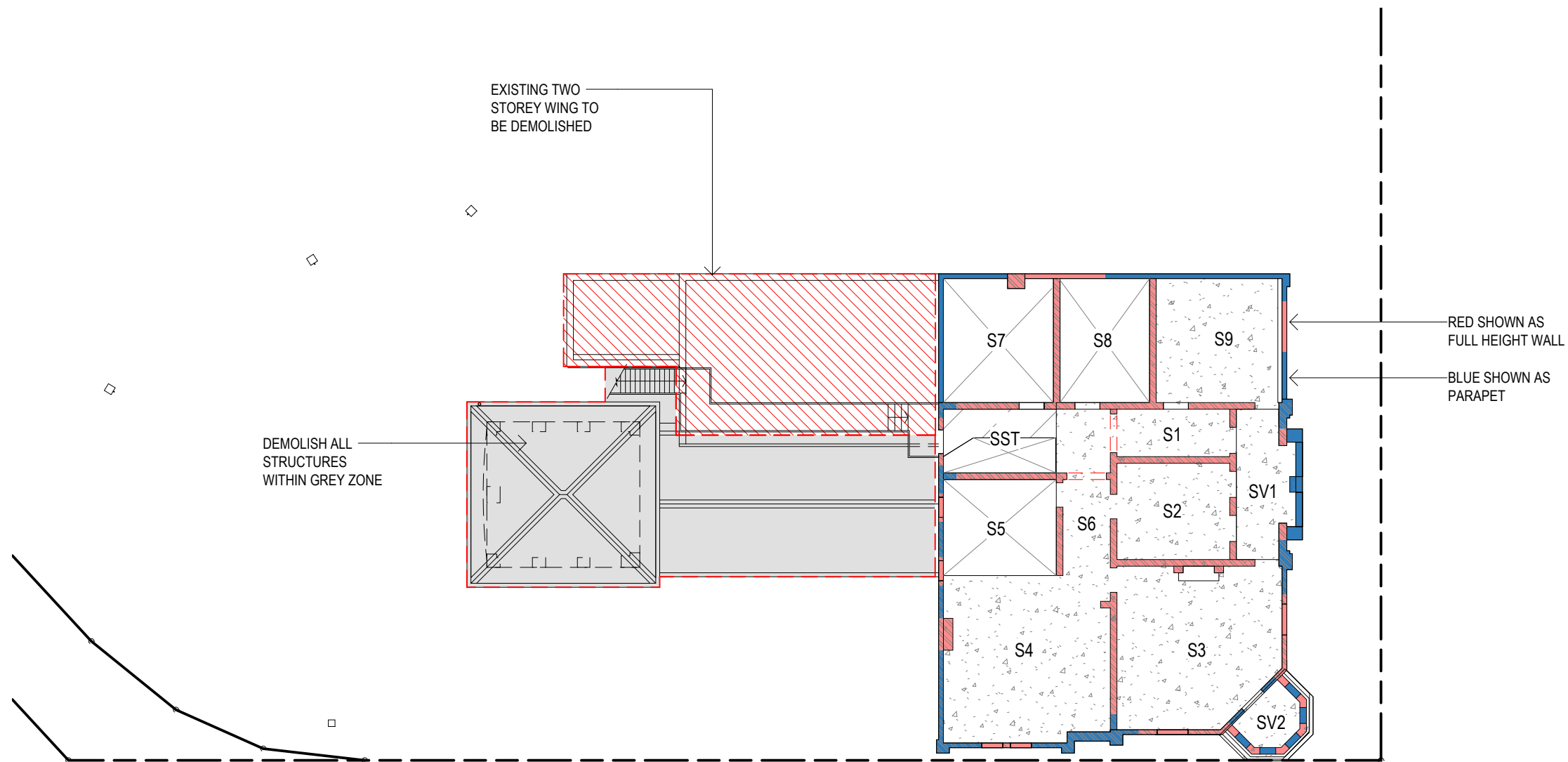
1 GROUND FLOOR DEMOLITION PLAN
1 : 200@A3





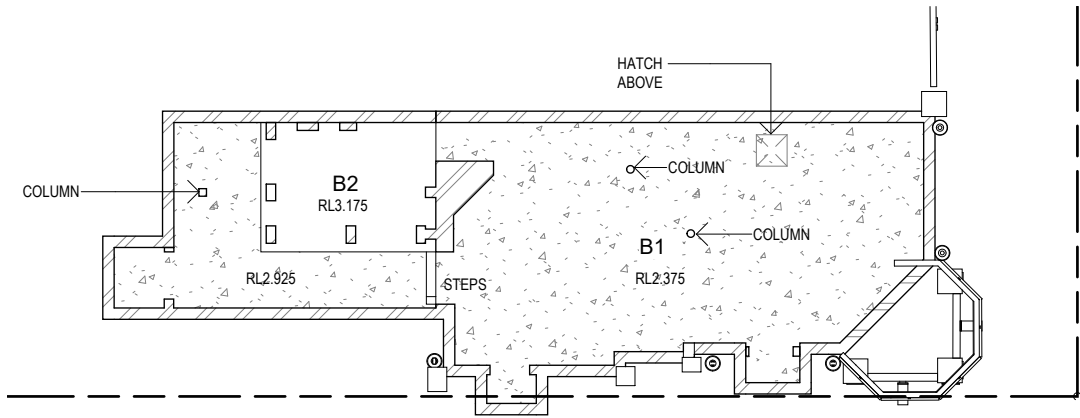
1 LEVEL 1 DEMOLITION PLAN
1 : 200@A3



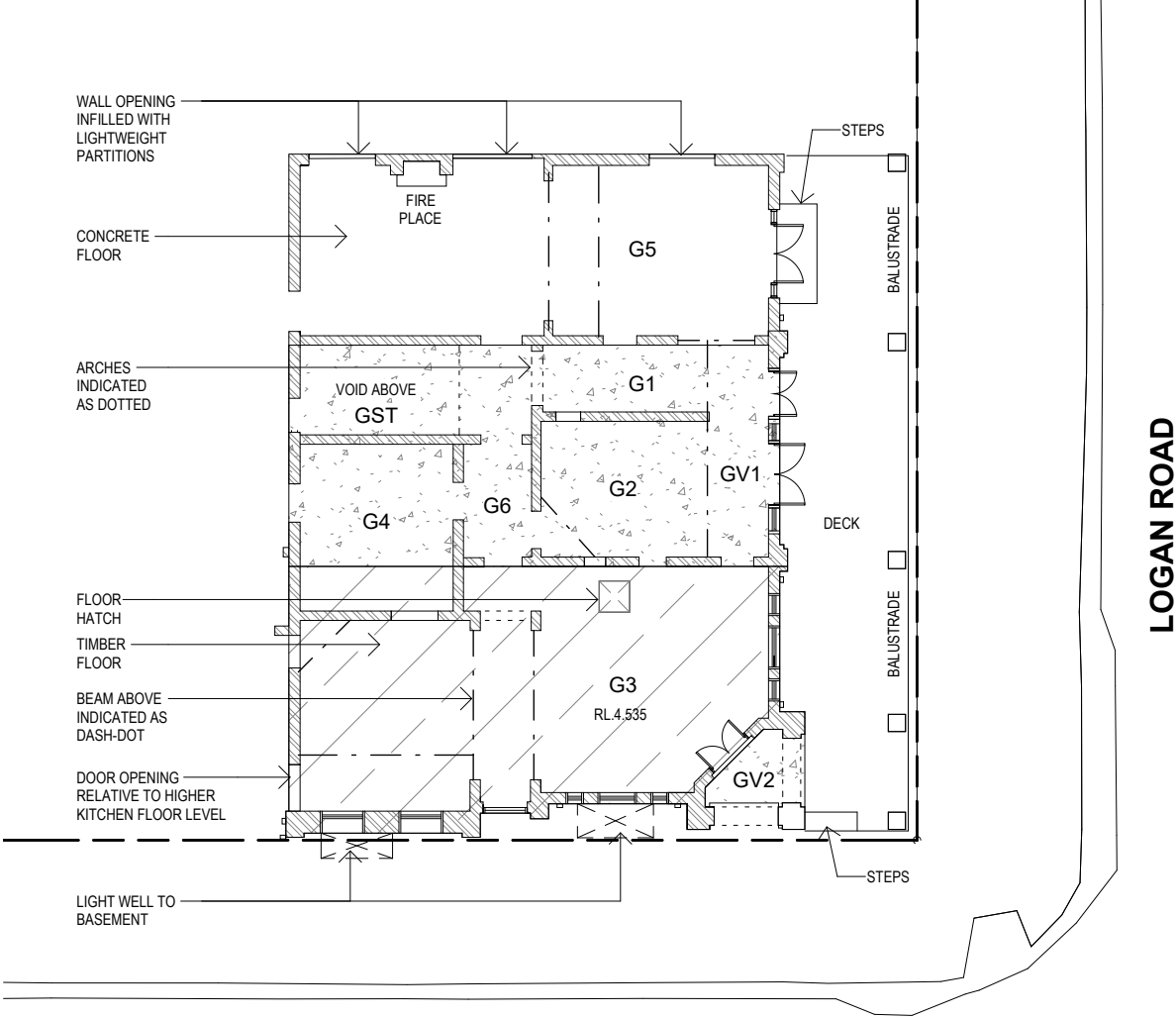


1 LEVEL 2 DEMOLITION PLAN
1 : 200@A3





1 HOTEL EXISTING - BASEMENT FLOOR PLAN
1 : 200@A3

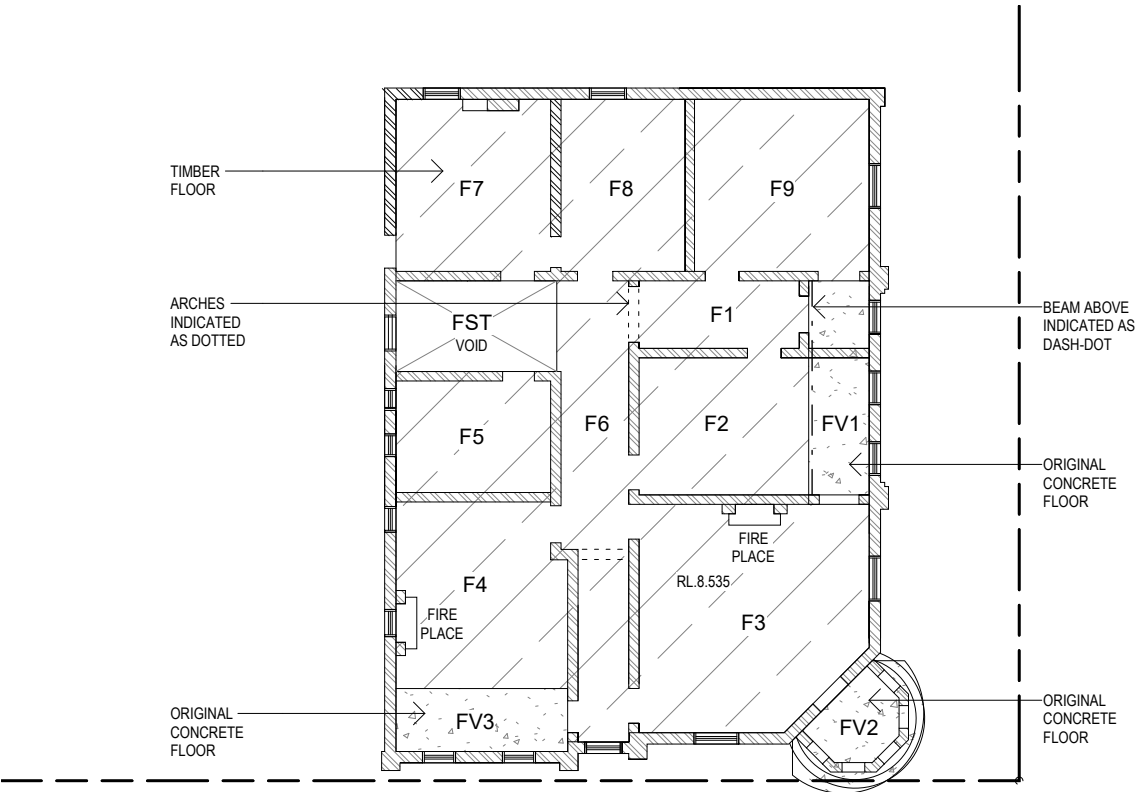


2 HOTEL EXISTING - GROUND FLOOR PLAN
1 : 200@A3

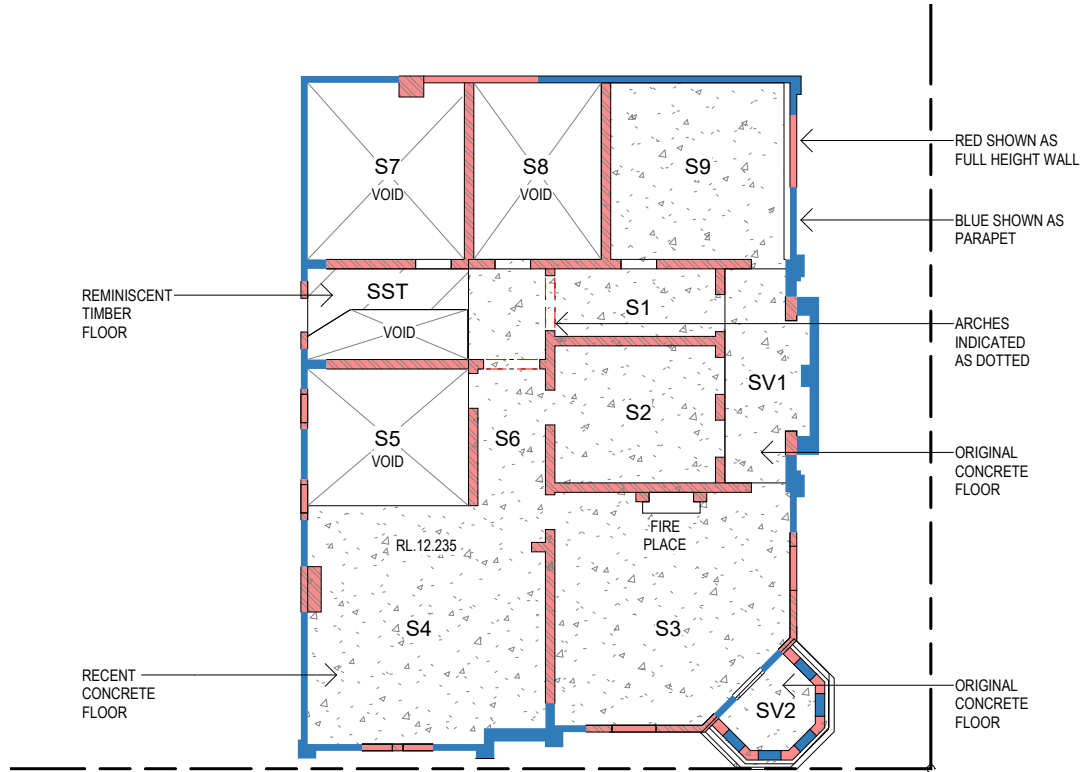


RED DOOR
ARCHITECTURE



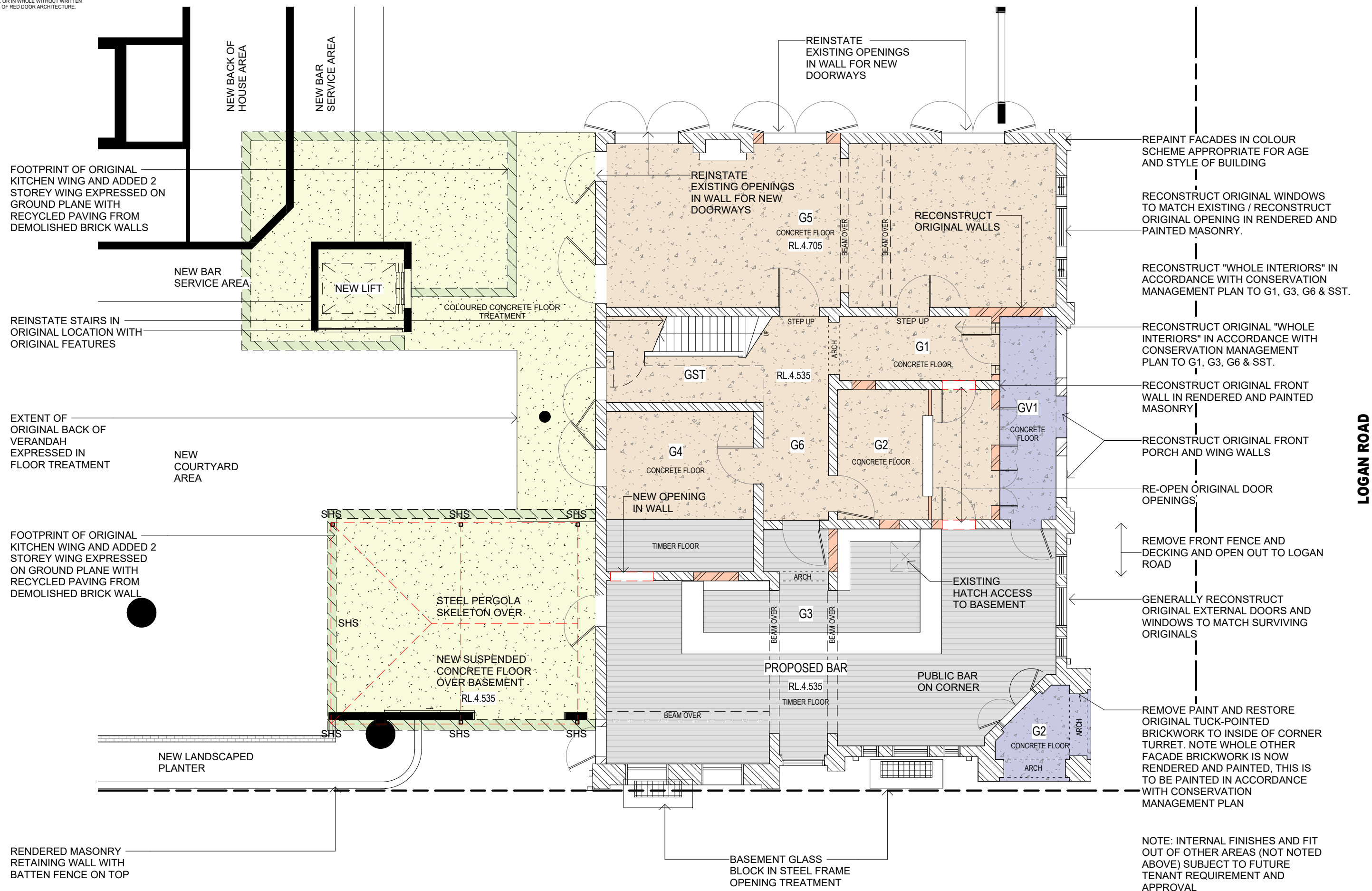


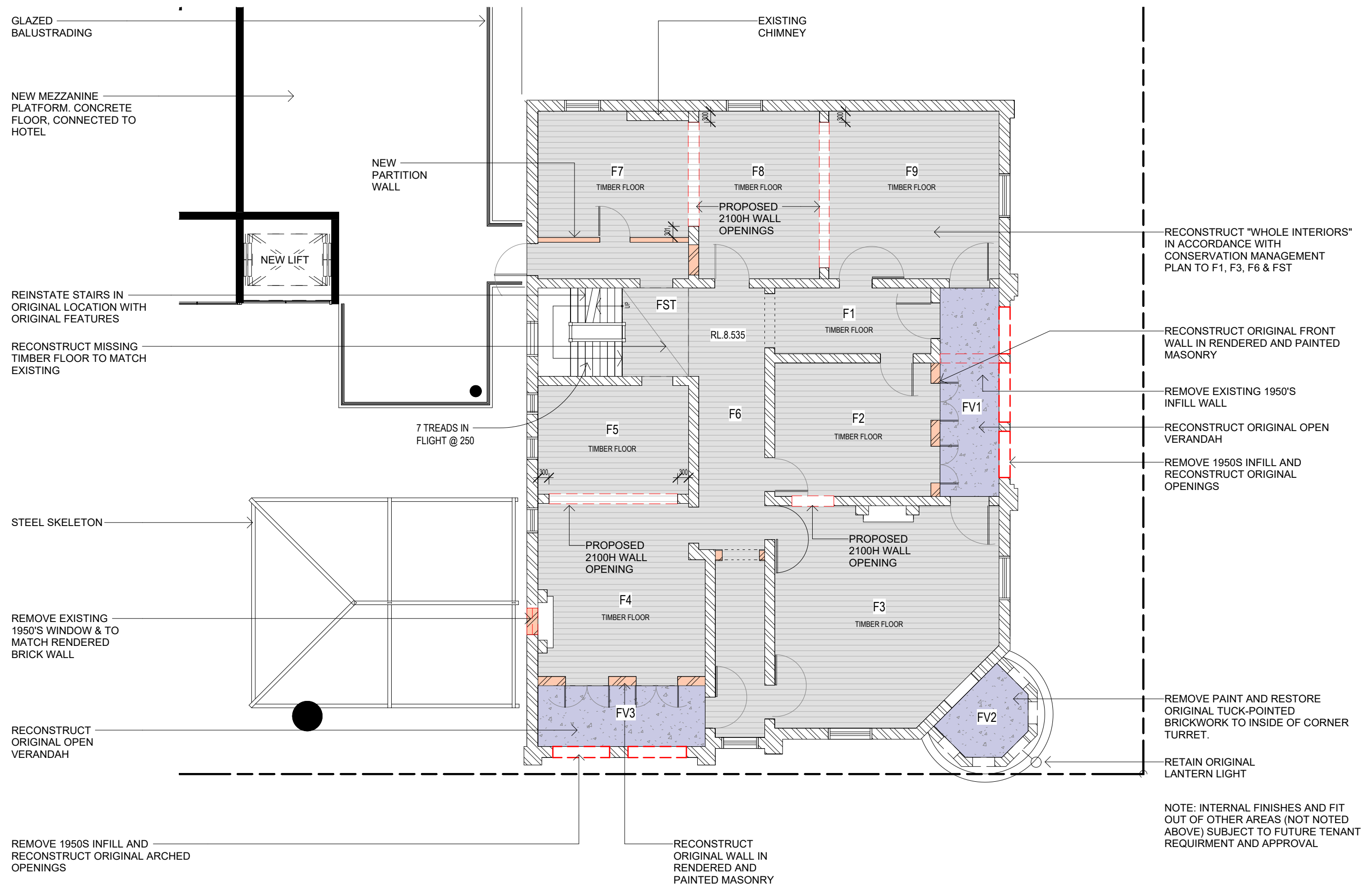
2 HOTEL EXISTING - LEVEL 1 FLOOR PLAN
1 : 200@A3

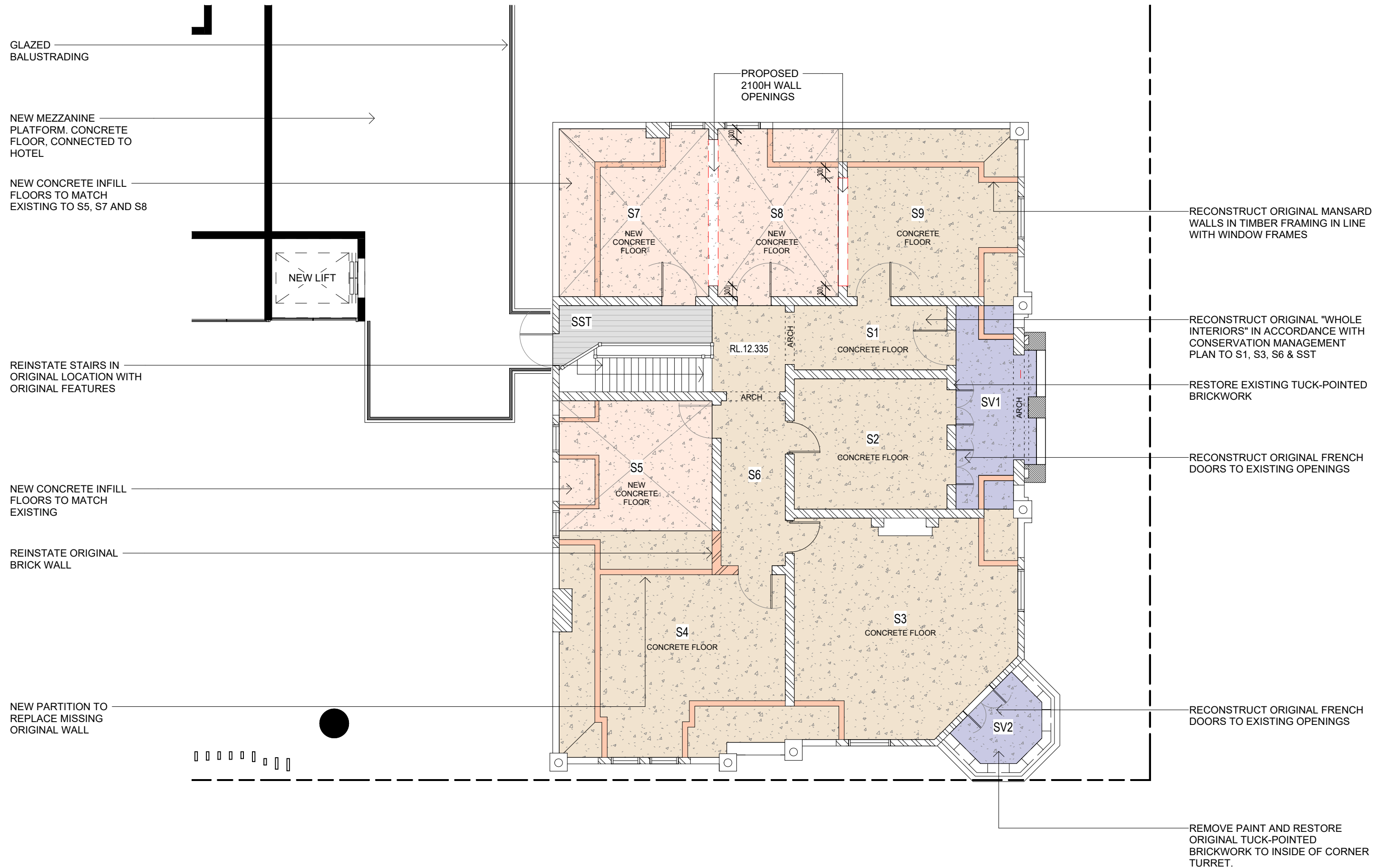


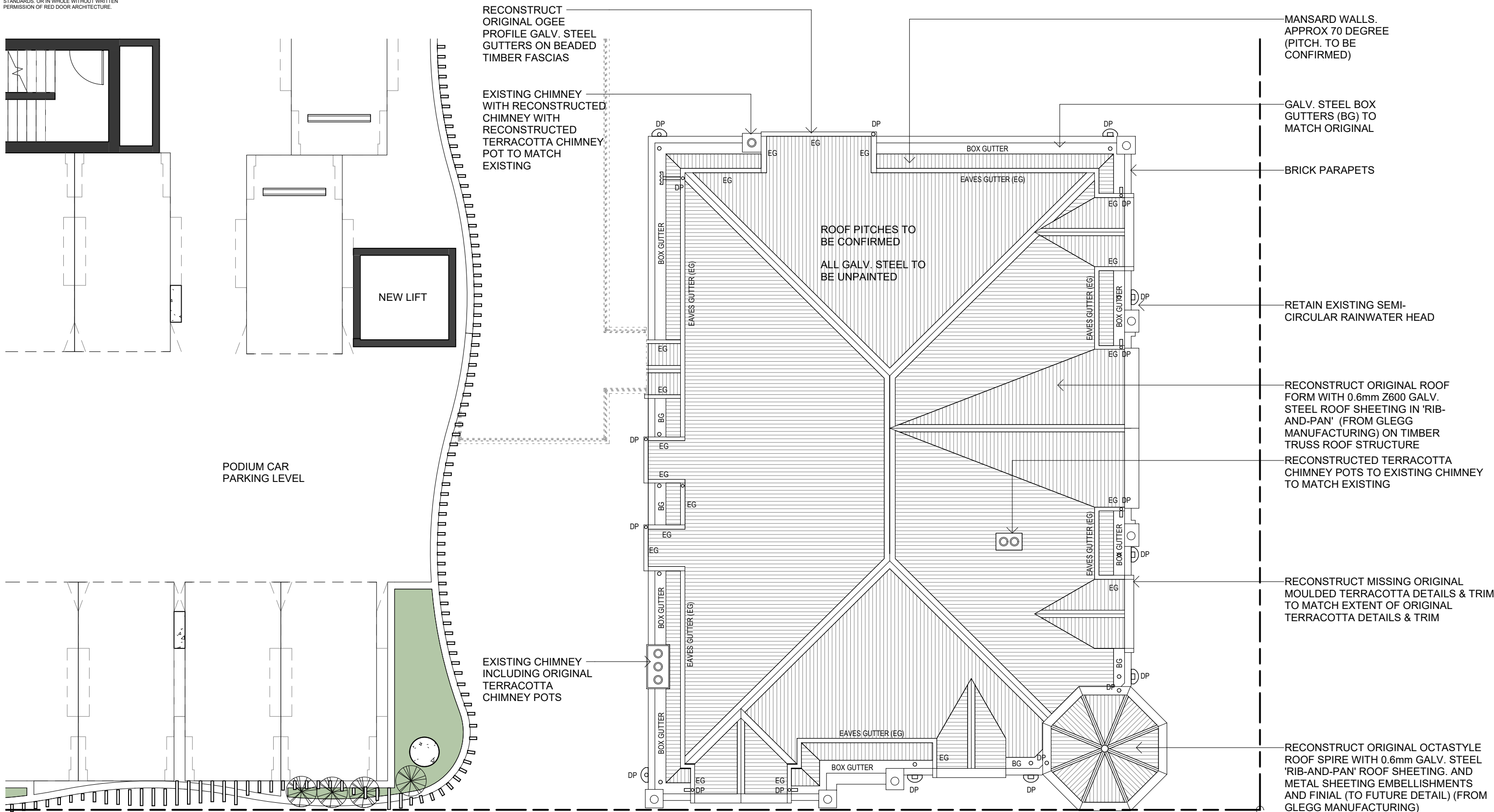
3 HOTEL EXISTING - LEVEL 2 FLOOR PLAN
1 : 200@A3











1 ROOF PLAN - HOTEL PROPOSED
1 : 100@A3



HOTEL NOTES

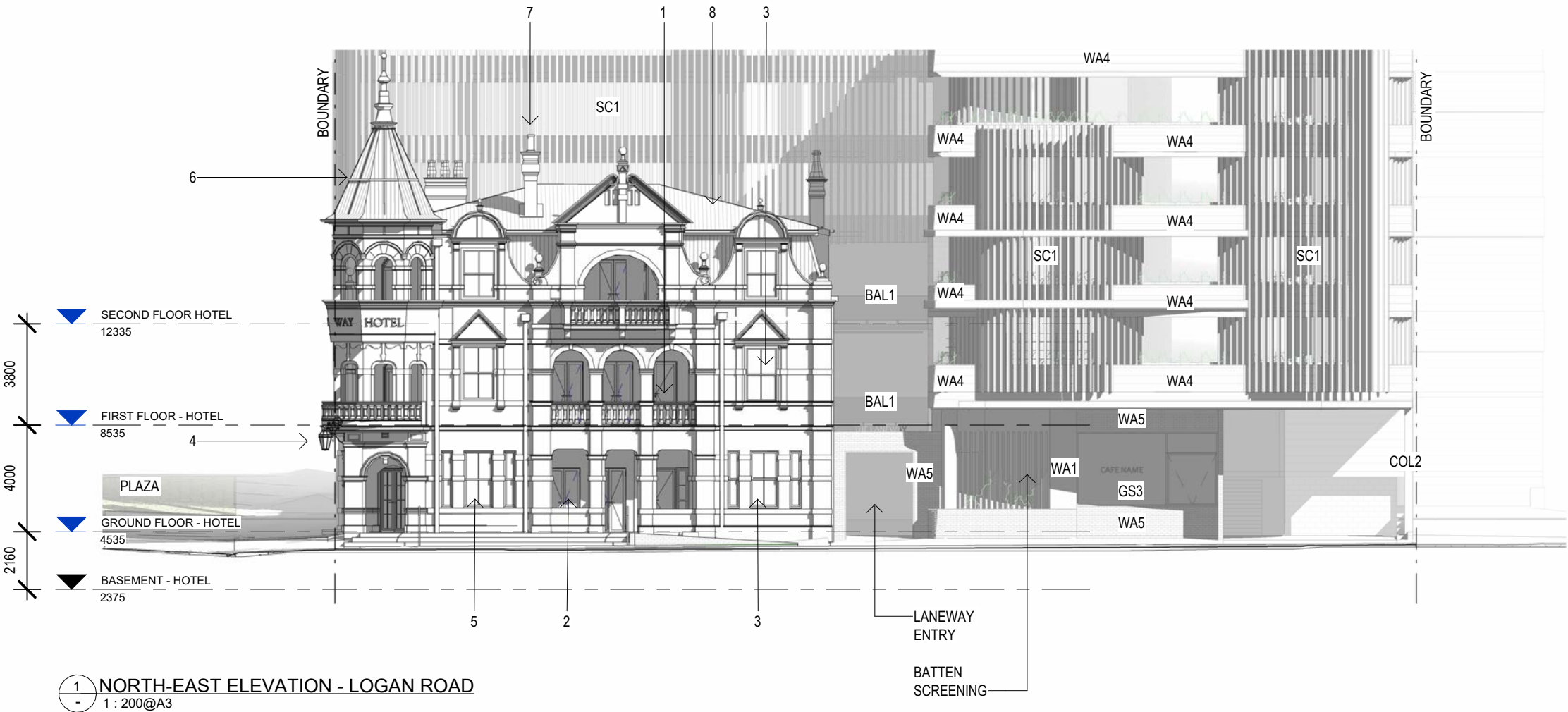
1. ORIGINAL WIDE OPENINGS RECONSTRUCTED BY REMOVING 1950'S INFILL
2. ORIGINAL FRONT PORCH & WING WALLS RECONSTRUCTED
3. ORIGINAL OPENINGS & WINDOWS RECONSTRUCTED
4. RETAIN ORIGINAL LANTERN LIGHT
5. RECONSTRUCT ORIGINAL EXTERNAL DOORS & WINDOWS TO MATCH SURVIVING ORIGINALS
6. RECONSTRUCT ORIGINAL OCTASTYLE ROOF SPIRE WITH 0.6mm GALV. STEEL "RIB-AND-PAN" ROOF SHEETING WITH METAL SHEETING EMBALLISHMENTS & FINIAL (TO FUTURE DETAIL) (FROM CLEGG MANUFACTURING)
7. RECONSTRUCT TERROCOTTA CHIMNEY POTS TO EXISTING CHIMNEY TO MATCH EXISTING
8. ROOF SHEETING 0.6mm Z600 GALV. STEEL "RIB-AND-PAN" (FROM CLEGG MANUFACTURING. RESTORE BALUSTRADING TO MATCH ORIGINAL
9. STEEL PERGOLA SKELETON TO REPRESENT EXISTING WING OF HOTEL
11. RE-INSTATE EXISTING OPENINGS FOR NEW DOORWAYS
12. NEW CONCRETE STAIR TO HOTEL ENTRY LEVEL
13. INFILL HIGHER OPENING TO MATCH EXISTING ADJACENT WALLS

NEW BUILDING NOTES

- AR1 - ARBOUR STRUCTURE - AL. POWDERCOATED
- AR2 - ARBOUR STRUCTURE - AL. POWDERCOATED
- BAL1 - FRAMELESS GLASS BALUSTRADE
- BAL2 - AFS TYPE - CONC UPSTAND - PAINTED
- COL1 - CIRCULAR CONC COLUMN - PAINTED
- COL2 - RECTANGULAR CONC COLUMN - PAINTED
- CR1 - CONC ROOF - PAINTED
- DR1 - METAL DOME ROOF - COLORBOND
- GS1 - TINTED GLAZING - AL. FRAMED WINDOW SYSTEM
- GS2 - CURTAIN WALL GLAZING SYSTEM
- GS3 - SHOPFRONT WINDOW SYSTEM
- SC1 - VERTICAL AL. BATTEN SCREENING
- SC2 - VERTICAL AL. BATTEN SCREENING
- WA1 - RENDER - PAINTED FINISH
- WA2 - RENDER - PAINTED FINISH
- WA3 - AL. TIMBER LOOK CLADDING
- WA4 - PRE-CAST CONC PANELS - HORIZONTAL LINES
- WA5 - BRICK FINISH

COLOUR

- ANODIC BRONZE
- WHITE
- CLEAR
- WHITE
- WHITE
- WHITE
- WHITE
- SHALE GREY
- ANODIC BRONZE
- MONUMENT
- MONUMENT
- ANODIC BRONZE
- WHITE
- WHITE
- MONUMENT
- JARRAH
- FLOODED GUM
- WHITE



HOTEL NOTES

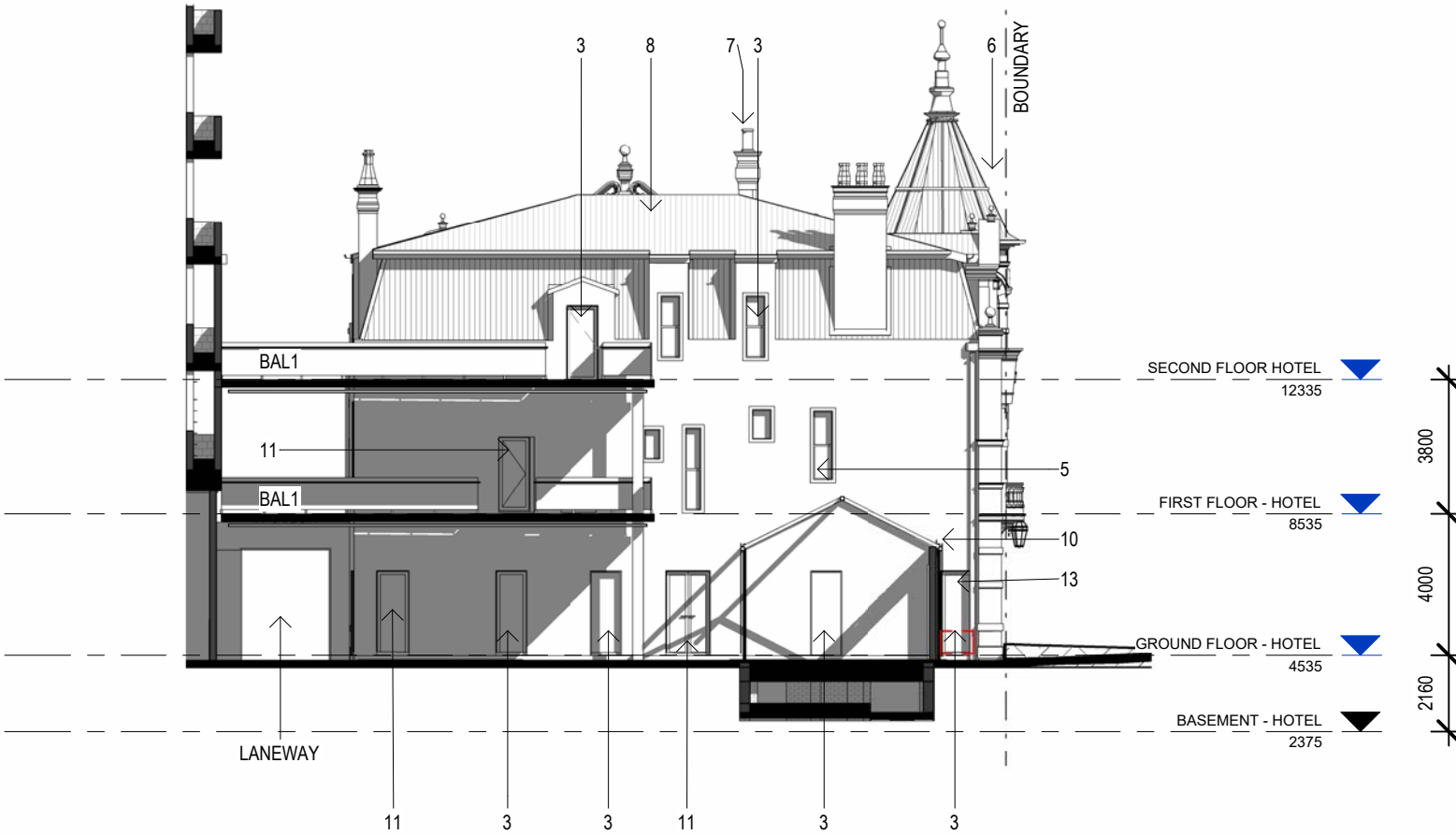
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2. ORIGINAL FRONT PORCH & WING WALLS RECONSTRUCTED
3. ORIGINAL OPENINGS & WINDOWS RECONSTRUCTED
4. RETAIN ORIGINAL LANTERN LIGHT
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9. RE-INSTATE EXISTING OPENINGS FOR NEW DOORWAYS
10. NEW CONCRETE STAIR TO HOTEL ENTRY LEVEL
11. INFILL HIGHER OPENING TO MATCH EXISTING ADJACENT WALLS

NEW BUILDING NOTES

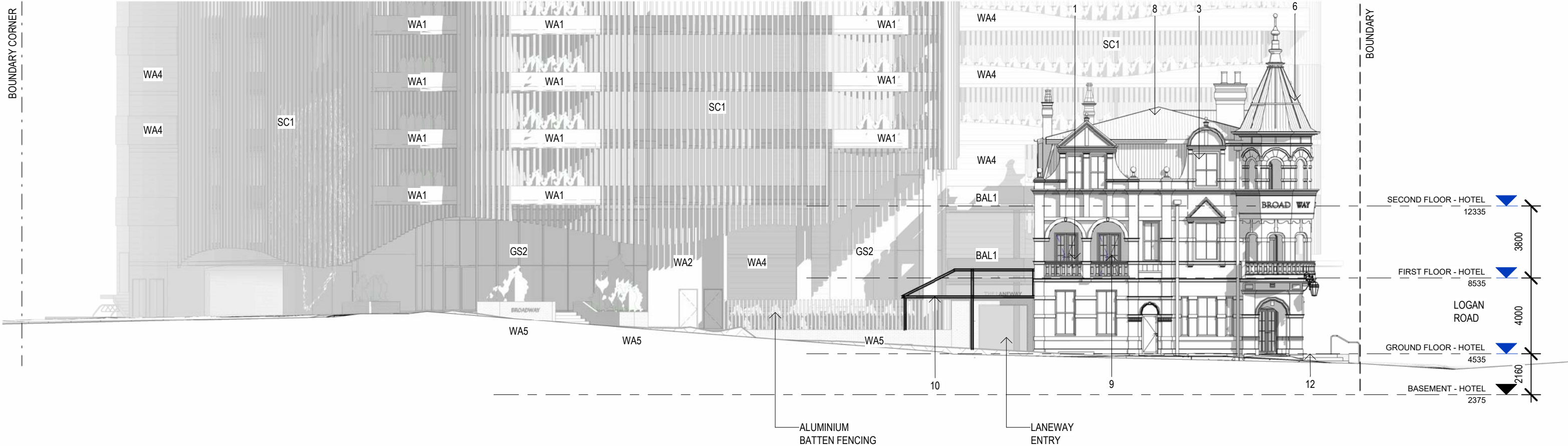
- AR1** - ARBOUR STRUCTURE - AL. POWDERCOATED
AR2 - ARBOUR STRUCTURE - AL. POWDERCOATED
BAL1 - FRAMELESS GLASS BALUSTRADE
BAL2 - AFS TYPE - CONC UPSTAND - PAINTED
COL1 - CIRCULAR CONC COLUMN - PAINTED
COL2 - RETANGULAR CONC COLUMN - PAINTED
CR1 - CONC ROOF - PAINTED
DR1 - METAL DOME ROOF - COLORBOND
GS1 - TINTED GLAZING - AL. FRAMED WINDOW SYSTEM
GS2 - CURTAIN WALL GLAZING SYSTEM
GS3 - SHOPFRONT WINDOW SYSTEM
SC1 - VERTICAL AL. BATTEN SCREENING
SC2 - VERTICAL AL. BATTEN SCREENING
WA1 - RENDER - PAINTED FINISH
WA2 - RENDER - PAINTED FINISH
WA3 - AL. TIMBER LOOK CLADDING
WA4 - PRE-CAST CONC PANELS - HORIZONTAL LINES
WA5 - BRICK FINISH

COLOUR

- ANODIC BRONZE
WHITE
CLEAR
WHITE
WHITE
WHITE
WHITE
SHALE GREY
ANODIC BRONZE
MONUMENT
MONUMENT
ANODIC BRONZE
WHITE
WHITE
MONUMENT
JARRAH
FLOODED GUM
WHITE



3 SOUTH EAST ELEVATION - LANEWAY
1 : 200@A3



4 SOUTH-EAST ELEVATION - BALACLAVA ST
1 : 200@A3

- HOTEL NOTES
1.

ORIGINAL WIDE OPENINGS RECONSTRUCTED BY REMOVING 1950'S INFILL
2.

ORIGINAL FRONT PORCH & WING WALLS RECONSTRUCTED
3.

ORIGINAL OPENINGS & WINDOWS RECONSTRUCTED
4.

RETAIN ORIGINAL LANTERN LIGHT
5.

RECONSTRUCT ORIGINAL EXTERNAL DOORS & WINDOWS TO MATCH SURVIVING ORIGINALS
6.

RECONSTRUCT ORIGINAL OCTASTYLE ROOF SPIRE WITH 0.6mm GALV. STEEL "RIB-AND-PAN" ROOF SHEETING WITH METAL SHEETING EMBALLISHMENTS & FINIAL (TO FUTURE DETAIL) (FROM CLEGG MANUFACTURING)
7.

RECONSTRUCT TERROCOTTA CHIMNEY POTS TO EXISTING CHIMNEY TO MATCH EXISTING
8.

ROOF SHEETING 0.6mm Z600 GALV. STEEL "RIB-AND-PAN" (FROM CLEGG MANUFACTURING. RESTORE BALUSTRADING TO MATCH ORIGINAL
9.

STEEL PERGOLA SKELETON TO REPRESENT EXISTING WING OF HOTEL
10.

RE-INSTATE EXISTING OPENINGS FOR NEW DOORWAYS
11.

NEW CONCRETE STAIR TO HOTEL ENTRY LEVEL
12.

INFILL HIGHER OPENING TO MATCH EXISTING ADJACENT WALLS

- NEW BUILDING NOTES
- AR1 -

ARBOUR STRUCTURE - AL. POWDERCOATED
- AR2 -

ARBOUR STRUCTURE - AL. POWDERCOATED
- BAL1 -

FRAMELESS GLASS BALUSTRADE
- BAL2 -

AFS TYPE - CONC UPSTAND - PAINTED
- COL1 -

CIRCULAR CONC COLUMN - PAINTED
- COL2 -

RECTANGULAR CONC COLUMN - PAINTED
- CR1 -

CONC ROOF - PAINTED
- DR1 -

METAL DOME ROOF - COLORBOND
- GS1 -

TINTED GLAZING - AL. FRAMED WINDOW SYSTEM
- GS2 -

CURTAIN WALL GLAZING SYSTEM
- GS3 -

SHOPFRONT WINDOW SYSTEM
- SC1 -

VERTICAL AL. BATTEN SCREENING
- SC2 -

VERTICAL AL. BATTEN SCREENING
- WA1 -

RENDER - PAINTED FINISH
- WA2 -

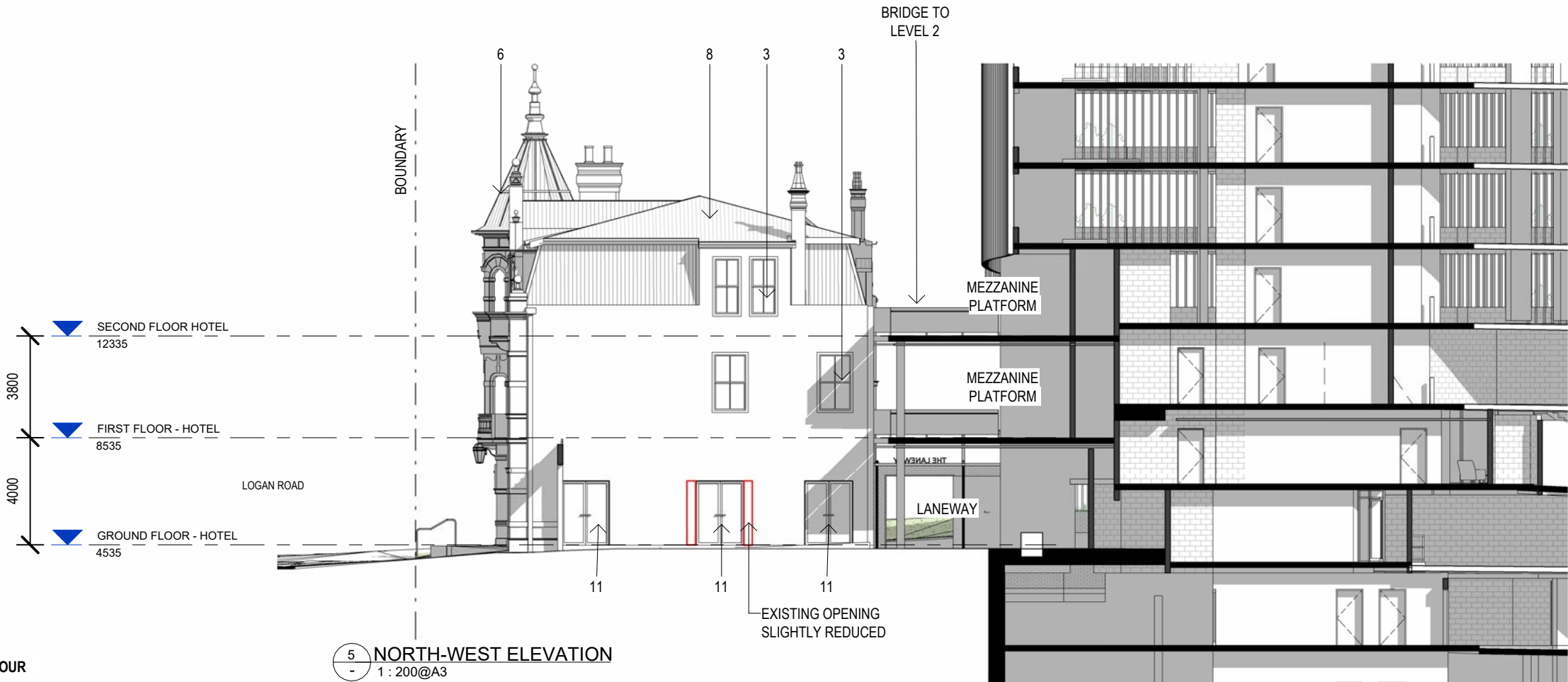
RENDER - PAINTED FINISH
- WA3 -

AL. TIMBER LOOK CLADDING
- WA4 -

PRE-CAST CONC PANELS - HORIZONTAL LINES
- WA5 -

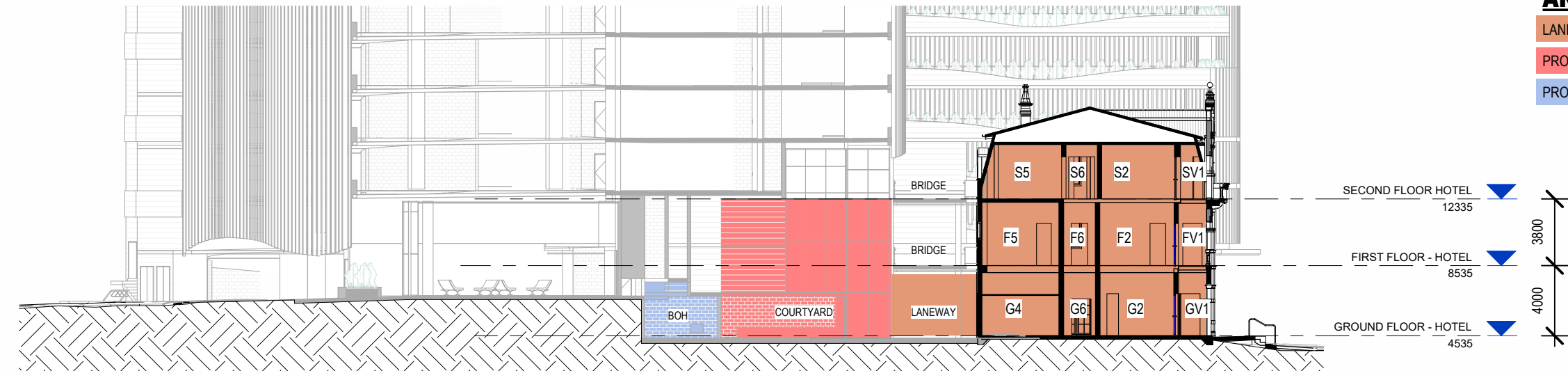
BRICK FINISH

- COLOUR
- ANODIC BRONZE
- WHITE
- CLEAR
- WHITE
- WHITE
- WHITE
- WHITE
- WHITE
- SHALE GREY
- ANODIC BRONZE
- MONUMENT
- MONUMENT
- ANODIC BRONZE
- WHITE
- WHITE
- MONUMENT
- JARRAH
- FLOODED GUM
- WHITE

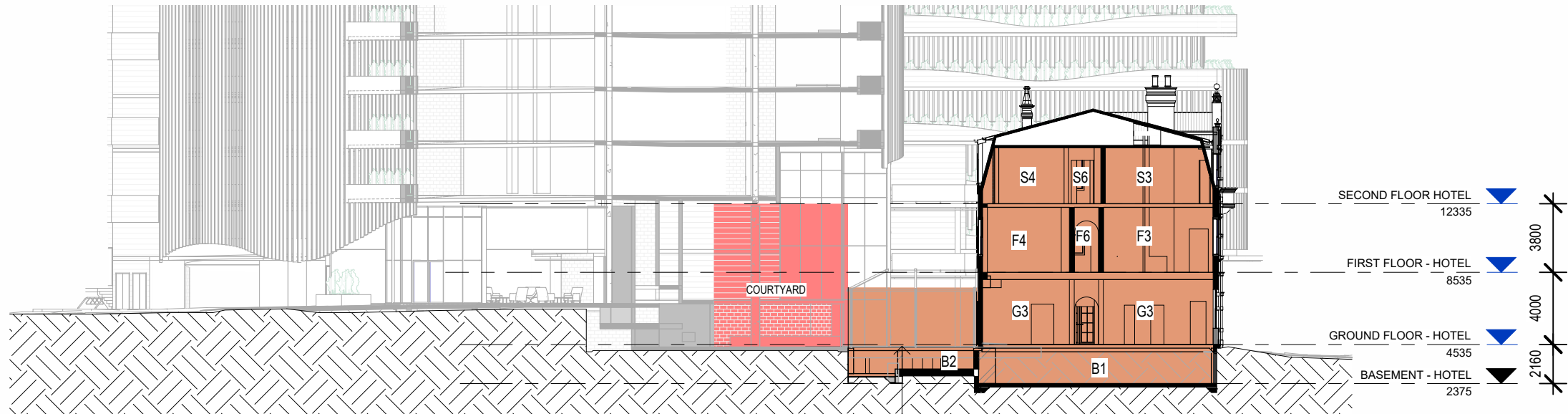


AREA TYPE LEGEND

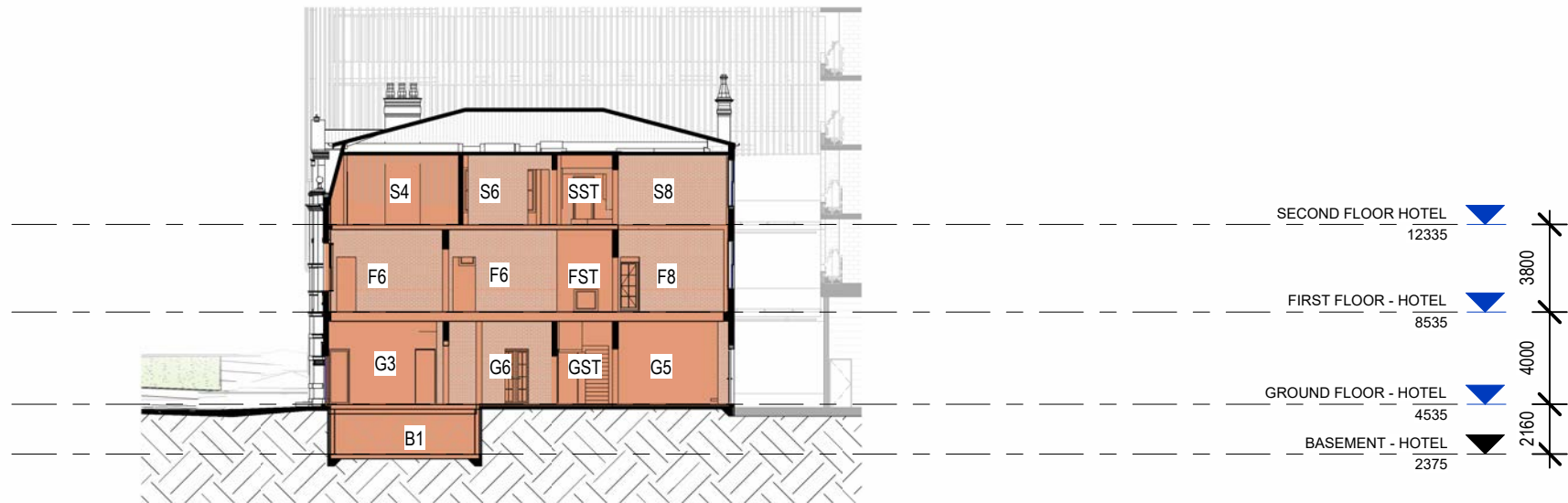
- LANEWAY + EXISTING HOTEL
- PROPOSED HOSPITALITY SPACE
- PROPOSED BACK OF HOUSE SPACE



1 CROSS SECTION 1
1 : 300@A3



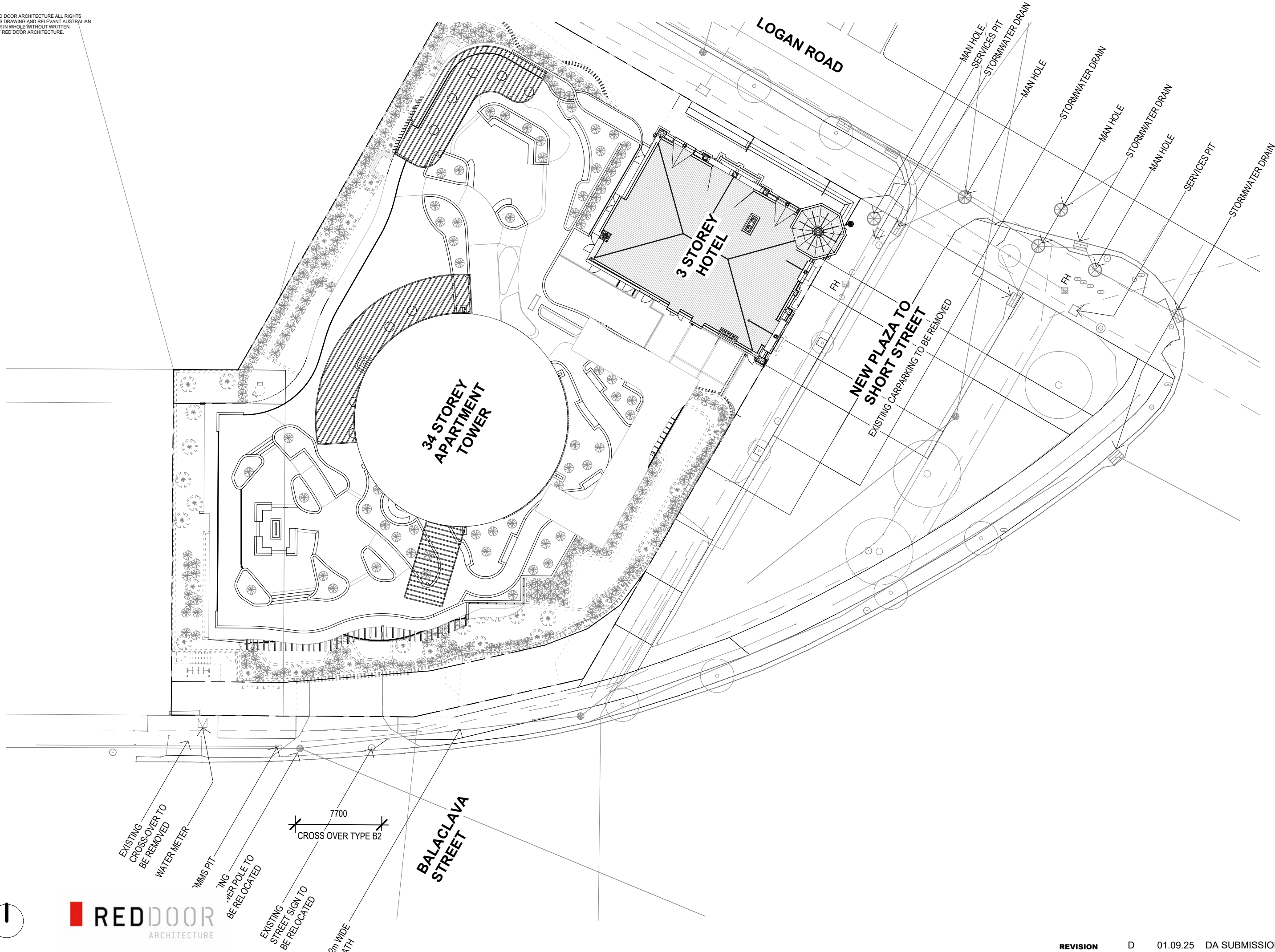
2 CROSS SECTION 2
1 : 300@A3



3 CROSS SECTION 3
1 : 300@A3

BROADWAY HOTEL RESIDENTIAL PROPOSAL



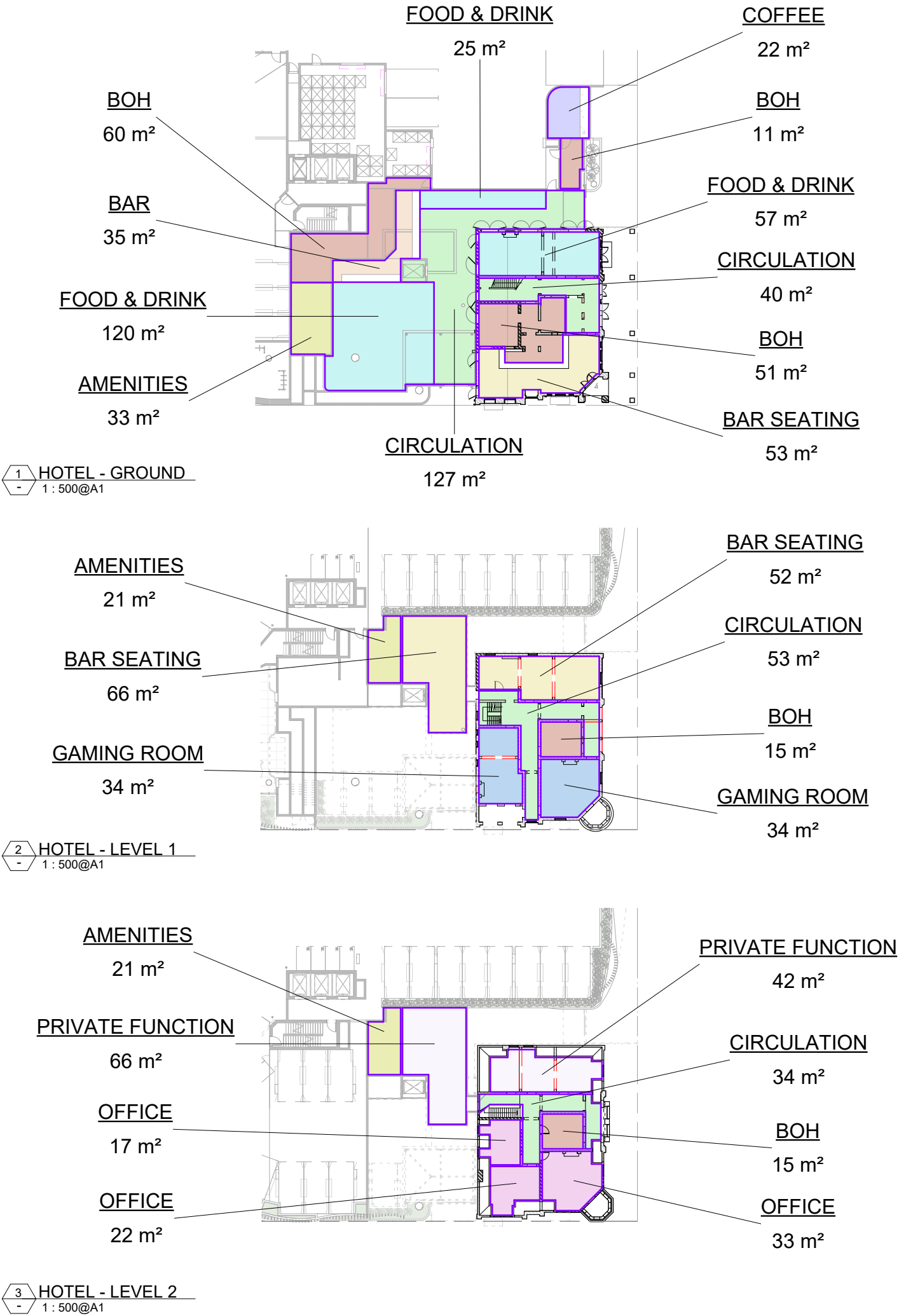


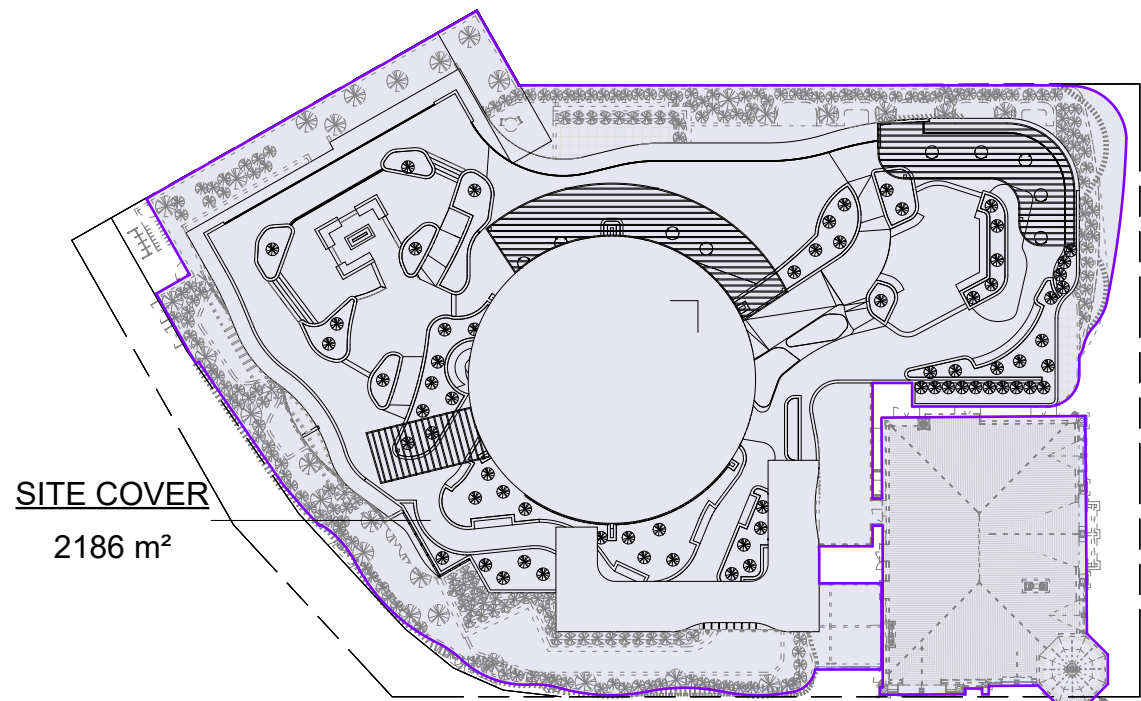
AREA (GBA)

1878
1878
1878
1480
1119
1904
2002
1787
1787
1787
1787
927
1396
1380
1398
1382
1396
1380
1396
1380
1396
1380
1396
1380
1398
1382
1396
1380
1396
1380
1396
1380
1398
1382
1396
1384

56318

HOTEL - AREAS BY ACTIVITY (m²)		
LEVEL	ACTIVITY	AREA (m²)
GROUND - OUTDOOR	BAR / KITCHEN / BACK OF HOUSE / STORAGE	106
	FOOD & DRINK (PATRONS AREA)	167
	CIRCULATION	127
	AMENITIES	33
GROUND - INDOOR	HOTEL BAR (PATRONS AREA)	53
	HOTEL BAR / BACK OF HOUSE / STORAGE	51
	HOTEL FOOD & DRINK	57
	CIRCULATION	40
LEVEL 1 - OUTDOOR	HOTEL BAR SEATING - MEZZANINE	66
	AMENITIES	21
LEVEL 1 - INDOOR	HOTEL - BAR / SEATING	52
	BACK OF HOUSE	15
	GAMING ROOM	68
	CIRCULATION	53
LEVEL 2 - OUTDOOR	PRIVATE FUNCTIONS - MEZZANINE	66
	AMENITIES	21
LEVEL 2 - INDOOR	PRIVATE FUNCTIONS - ROOM	42
	BACK OF HOUSE	15
	HOTEL OFFICES	72
	CIRCULATION	34

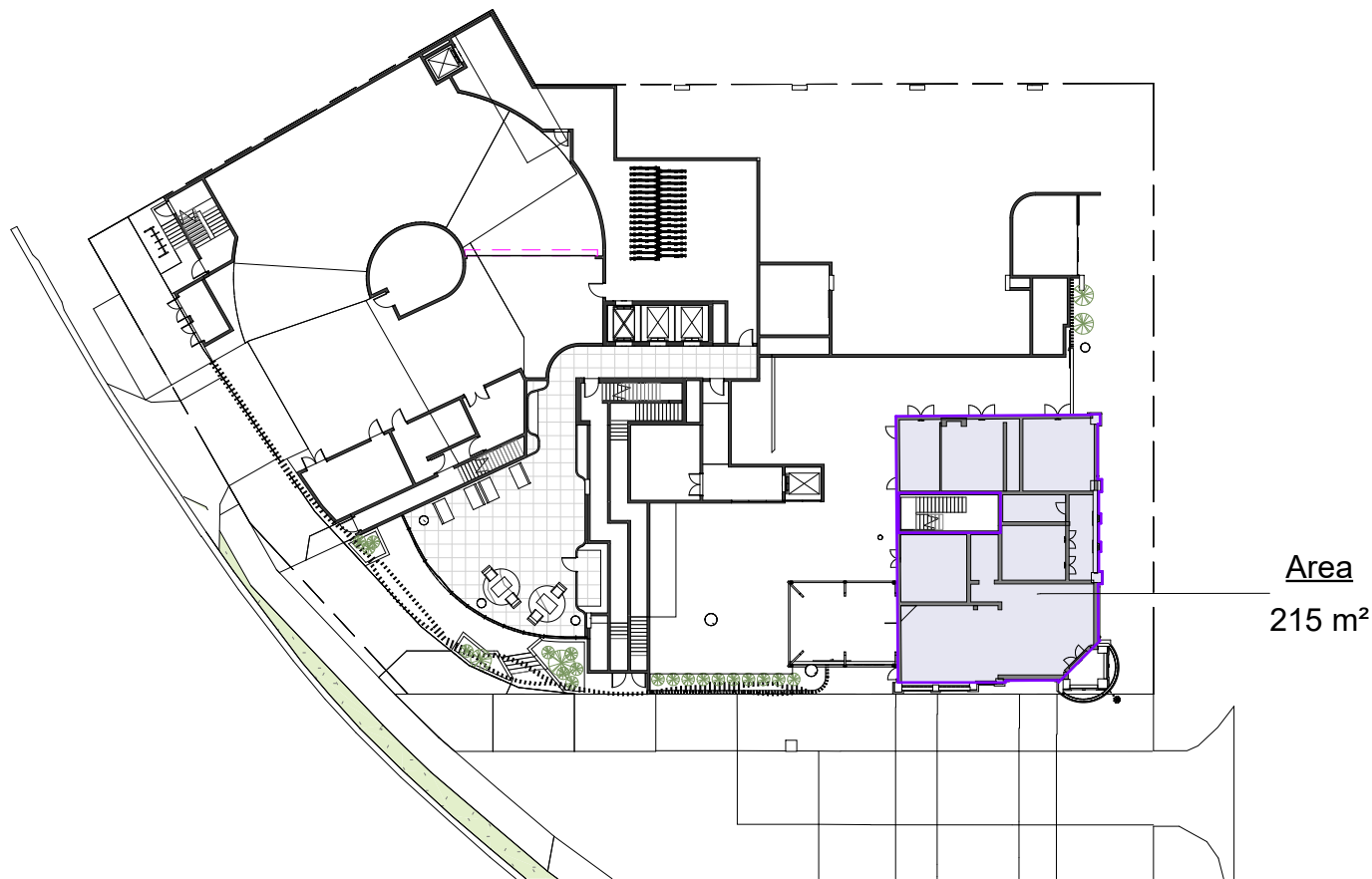




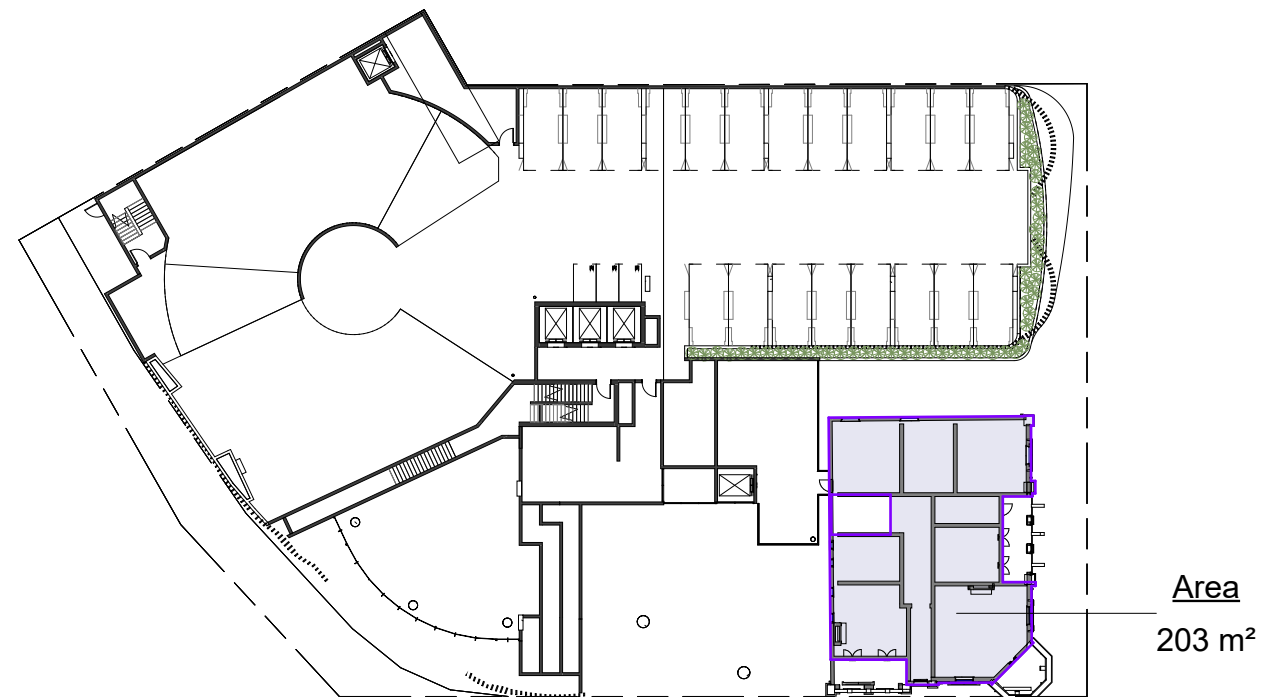
1 SITE COVER
- 1 : 500@A1



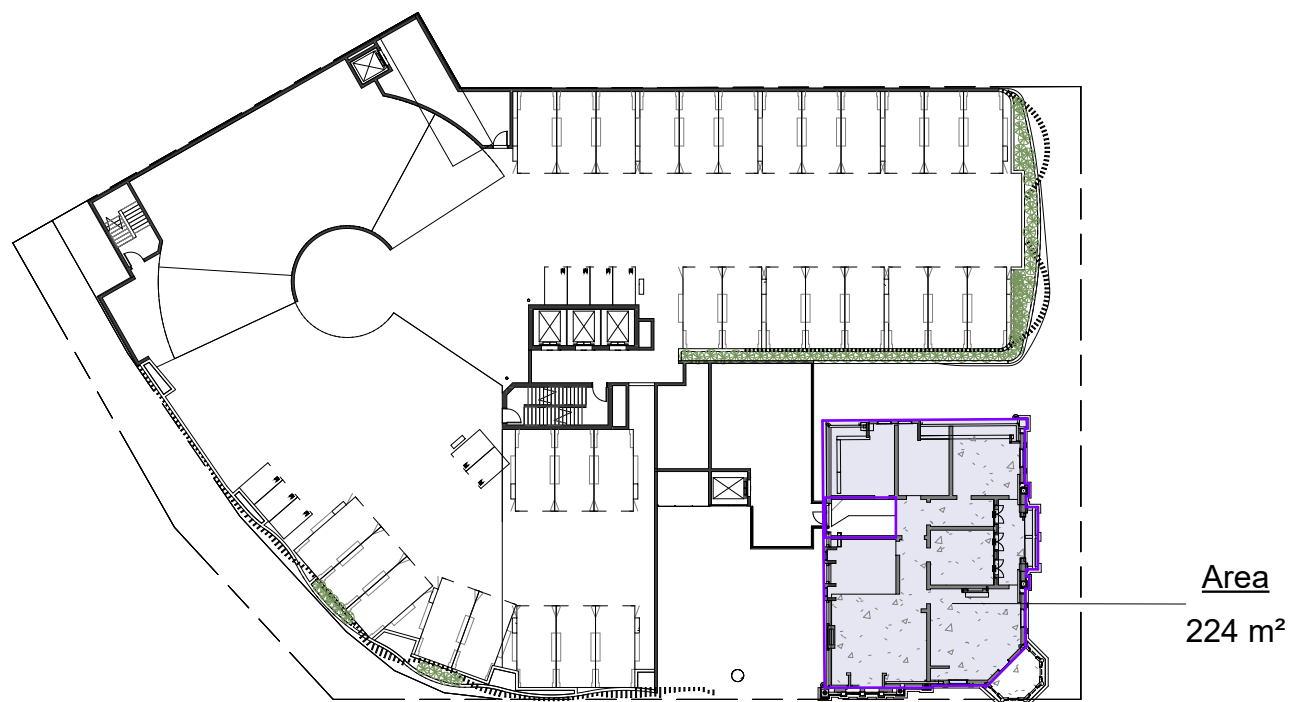
RED DOOR
ARCHITECTURE



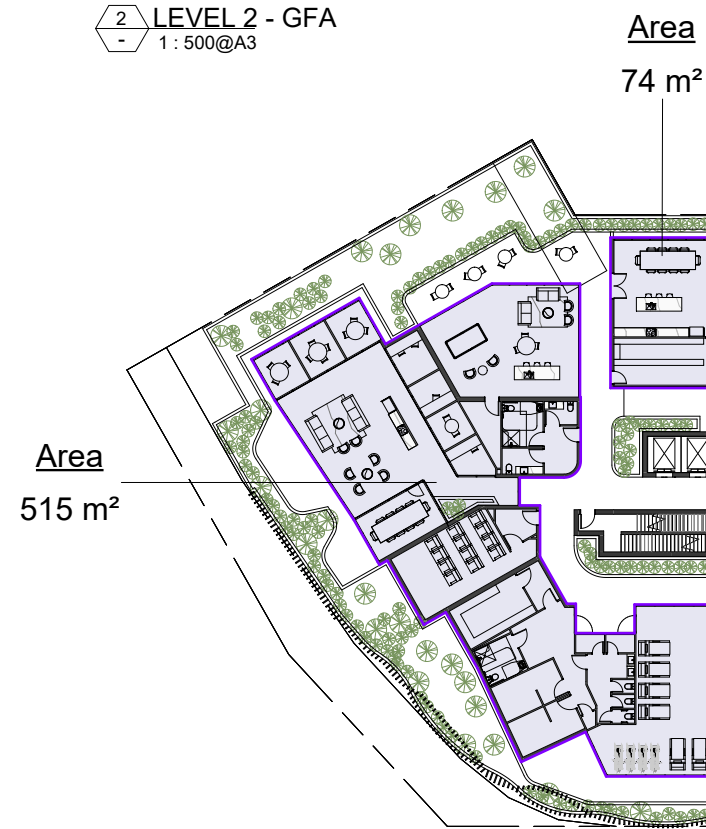
1 LEVEL 1 (GF) - GFA
1 : 500@A3



2 LEVEL 2 - GFA
1 : 500@A3



3 LEVEL 3 - GFA
1 : 500@A3



4 LEVEL 7 PODIUM - GFA
1 : 500@A3

TOTAL AREA: 589m²

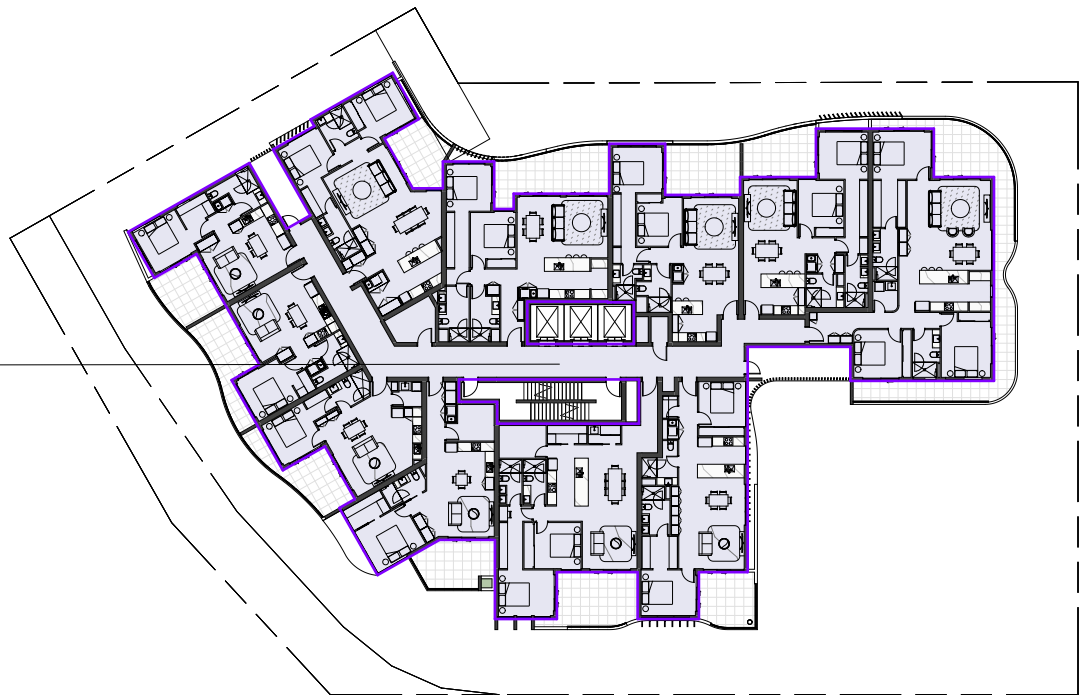


Area
645 m²



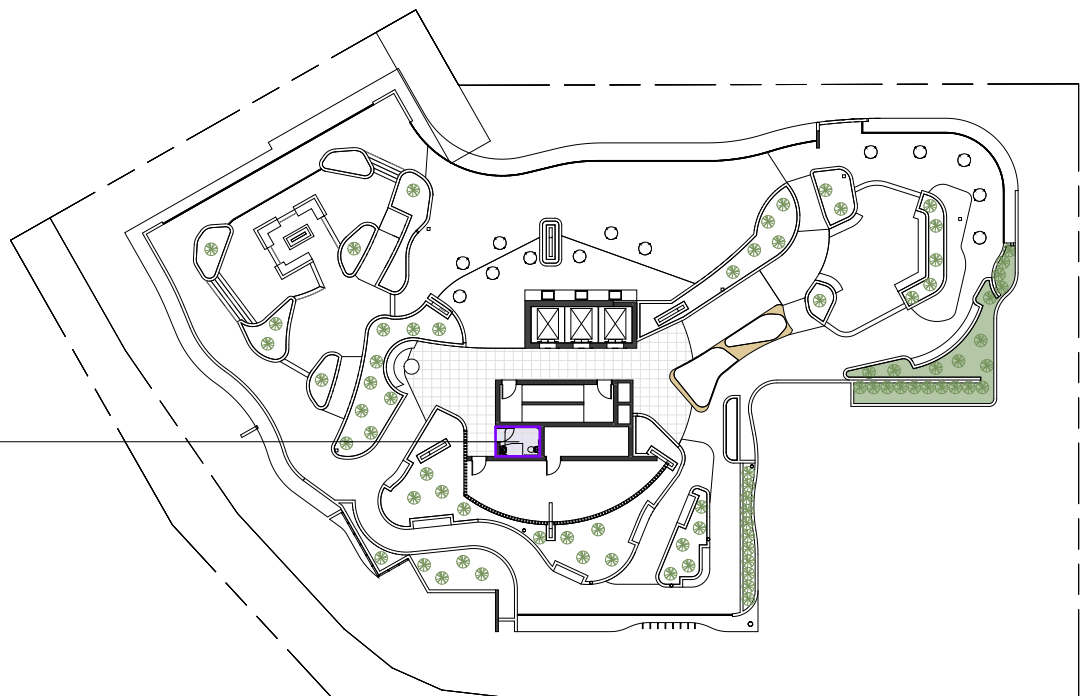
5 LEVEL 8 - GFA
1 : 500@A3

Area
1070 m²



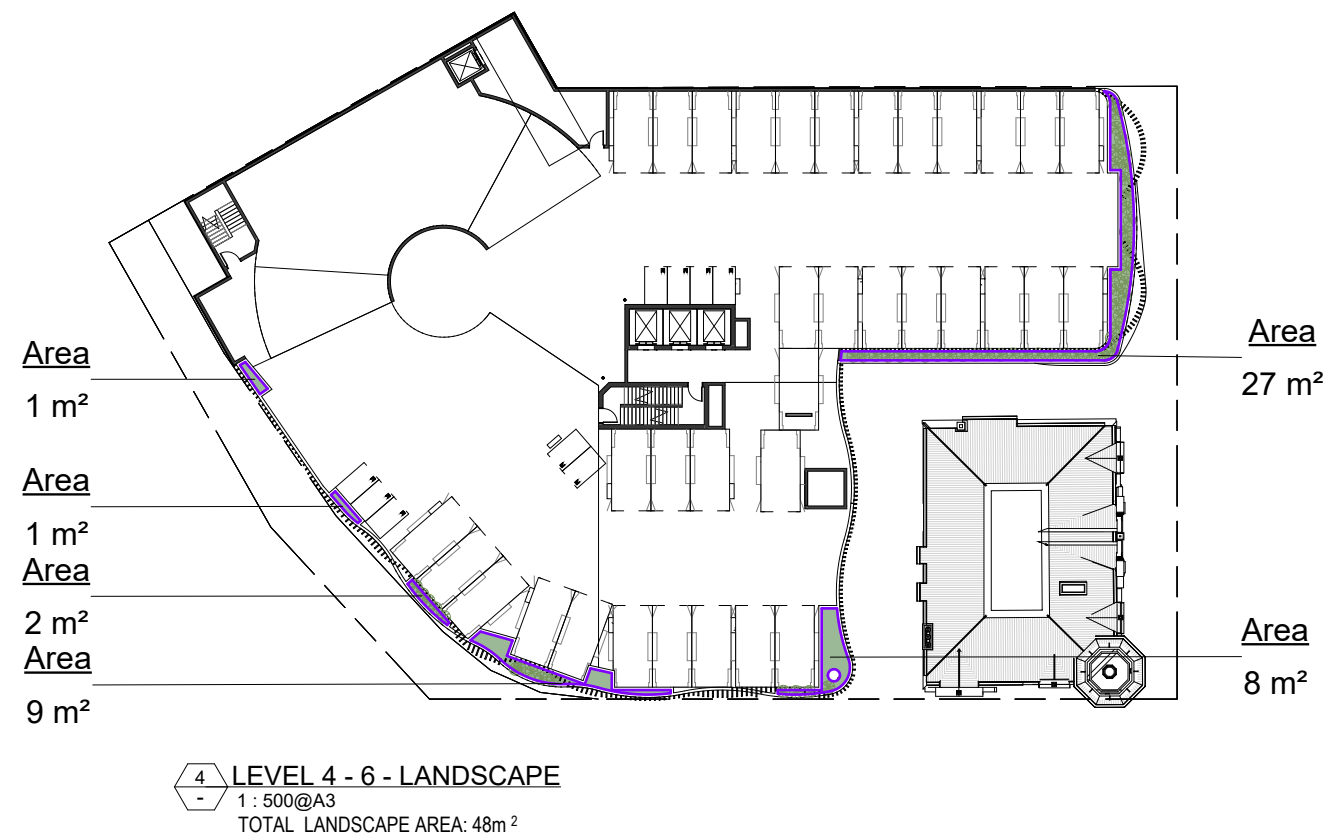
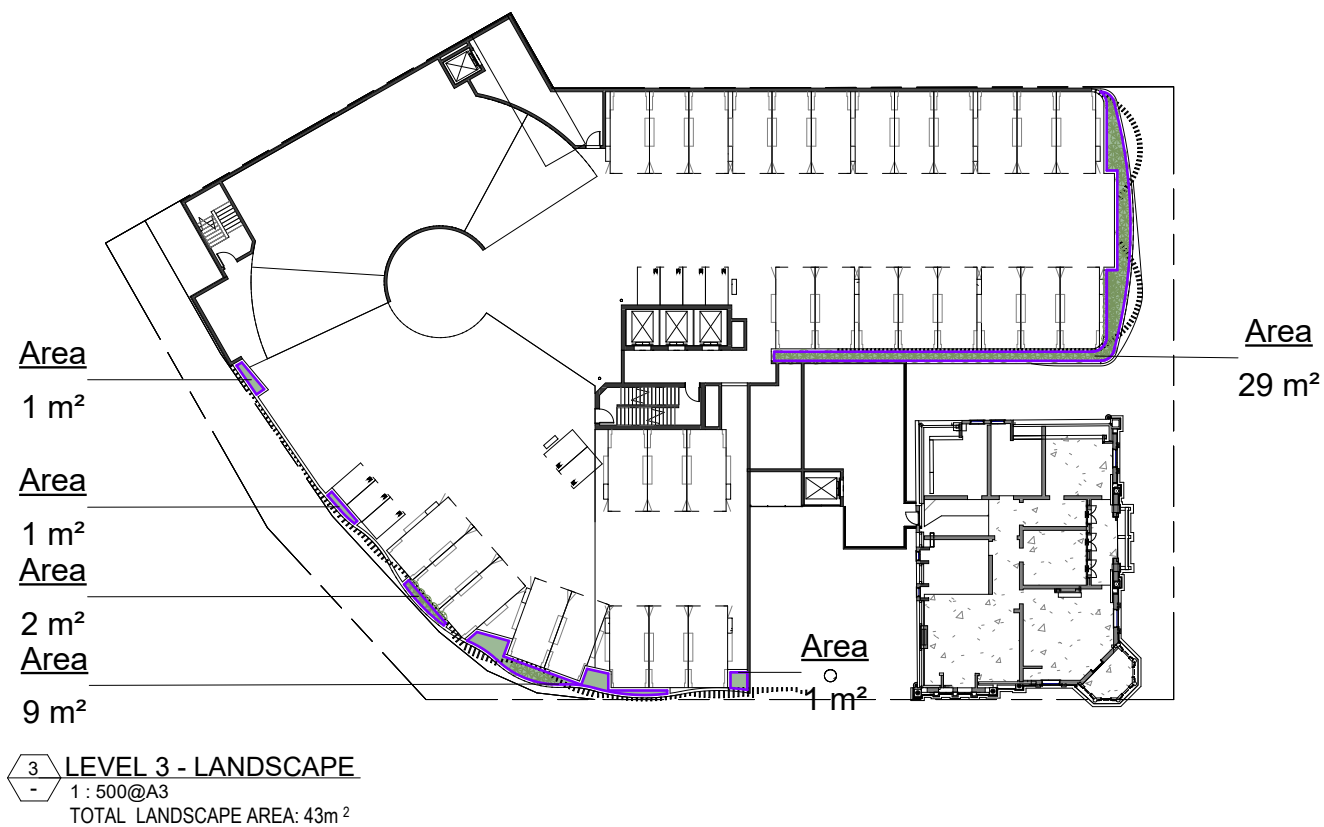
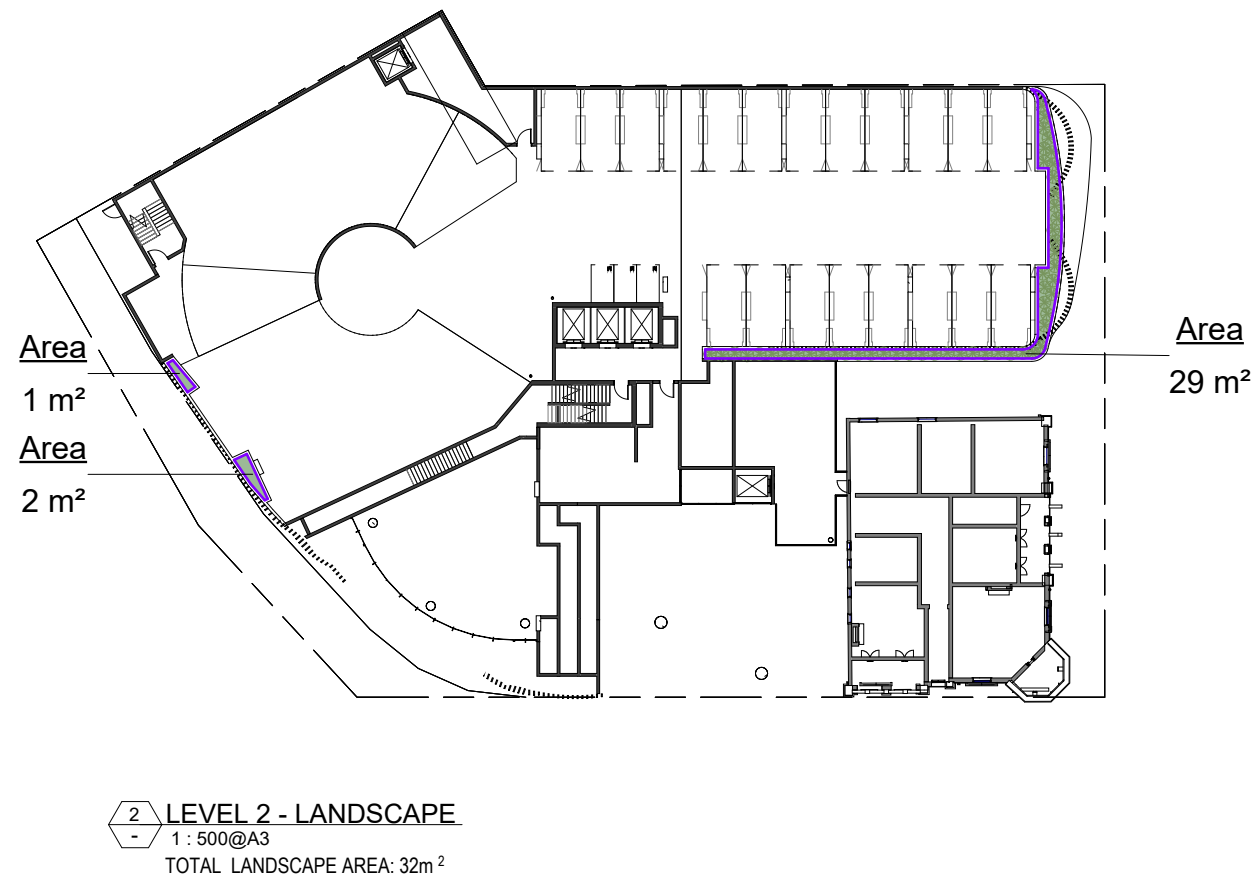
6 TYPICAL FLOOR (LEVELS 9-33)
1 : 500@A3

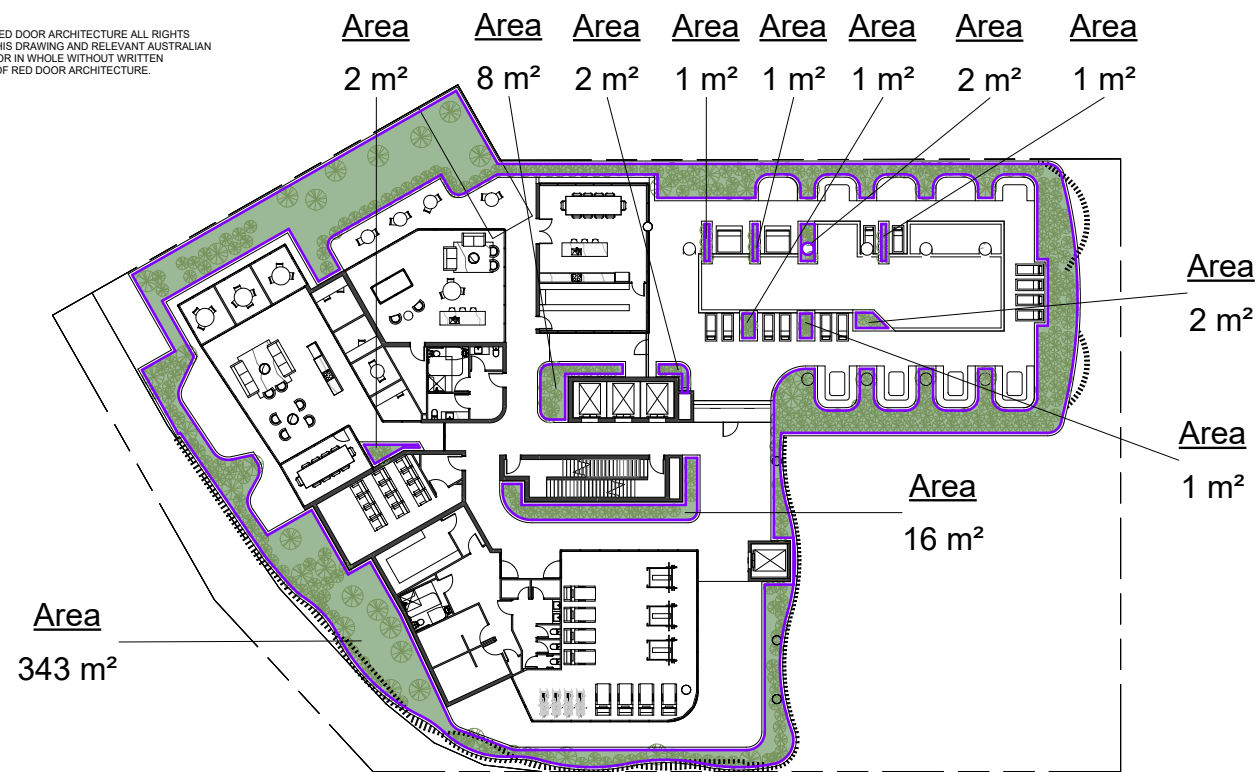
Area
6 m²



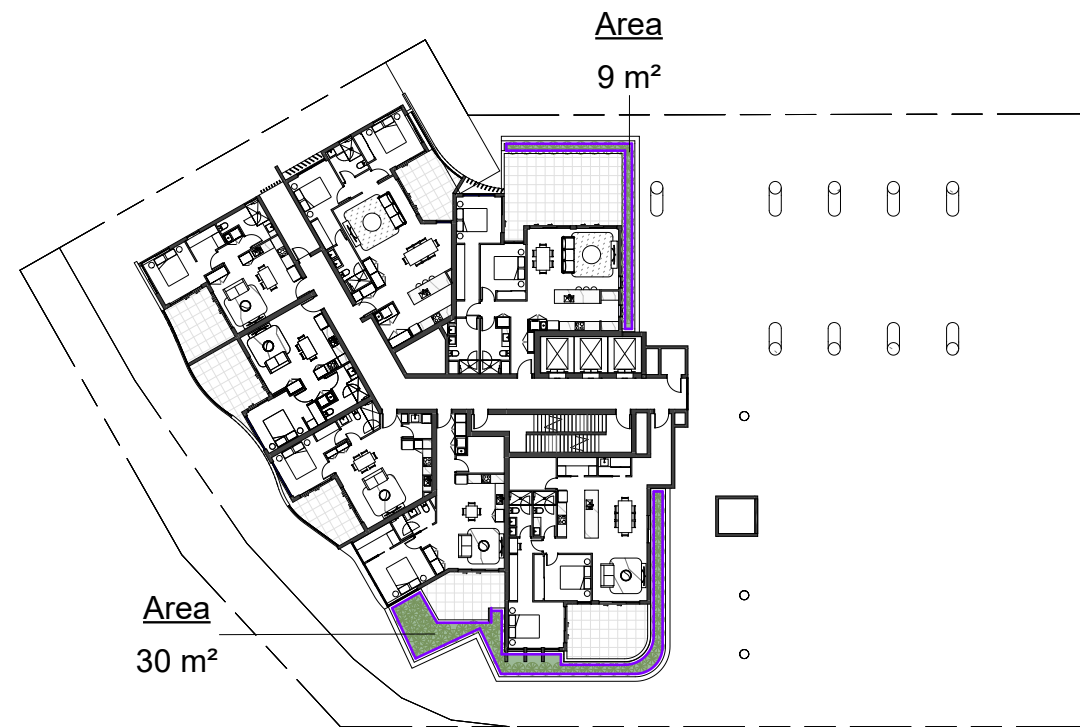
7 ROOF TERRACE - GFA
1 : 500@A3



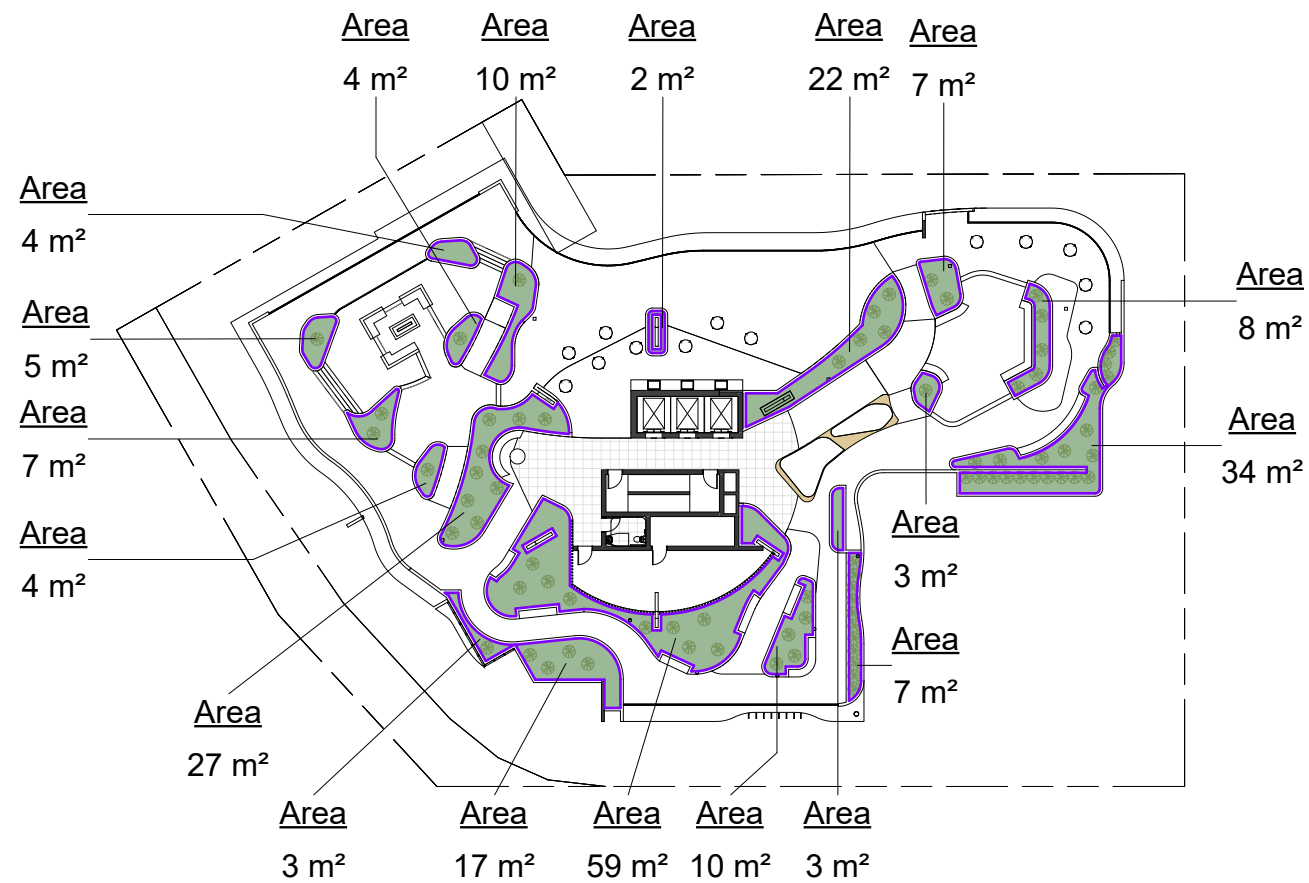




5 LEVEL 7 PODIUM - LANDSCAPE
1 : 500@A3
TOTAL LANDSCAPE AREA: 380m²

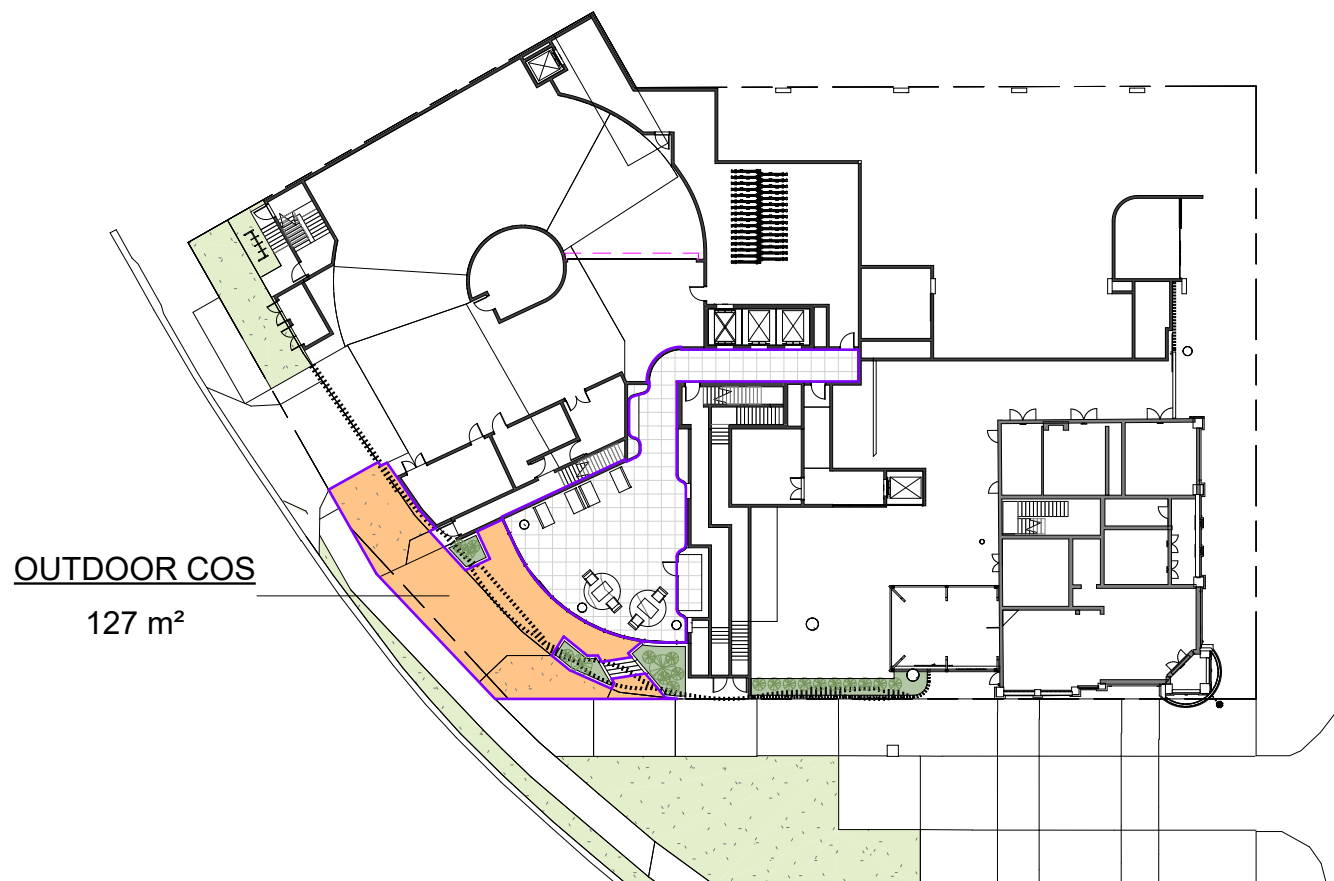


6 LEVEL 8 - LANDSCAPE
1 : 500@A3
TOTAL LANDSCAPE AREA: 39m²

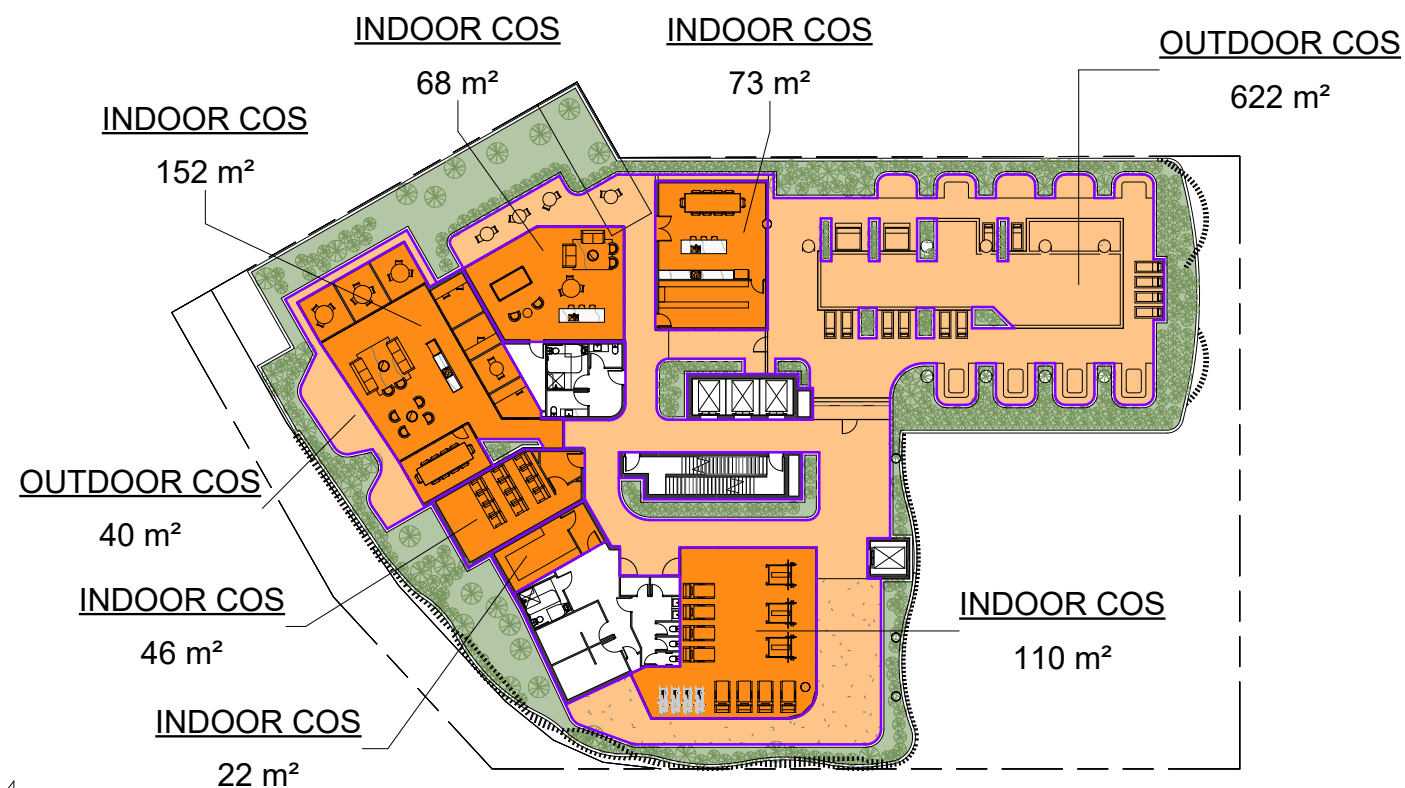


1 ROOF TERRACE - LANDSCAPE
1 : 500@A3
TOTAL LANDSCAPE AREA: 236m²

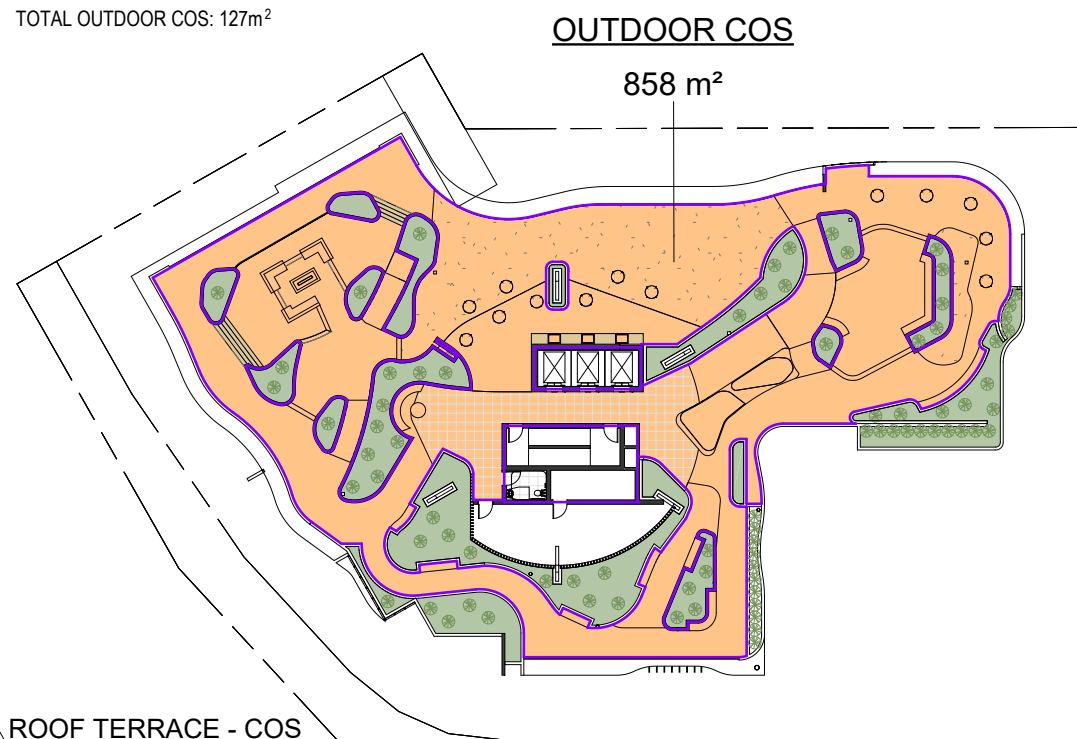




1 LEVEL 1 (GF) - COS
1 : 500@A3
TOTAL OUTDOOR COS: 127m²



2 LEVEL 7 - COS
1 : 500@A3
TOTAL OUTDOOR COS: 661m²
TOTAL INDOOR COS: 471m²



3 ROOF TERRACE - COS
1 : 500@A3
TOTAL COS: 858m²

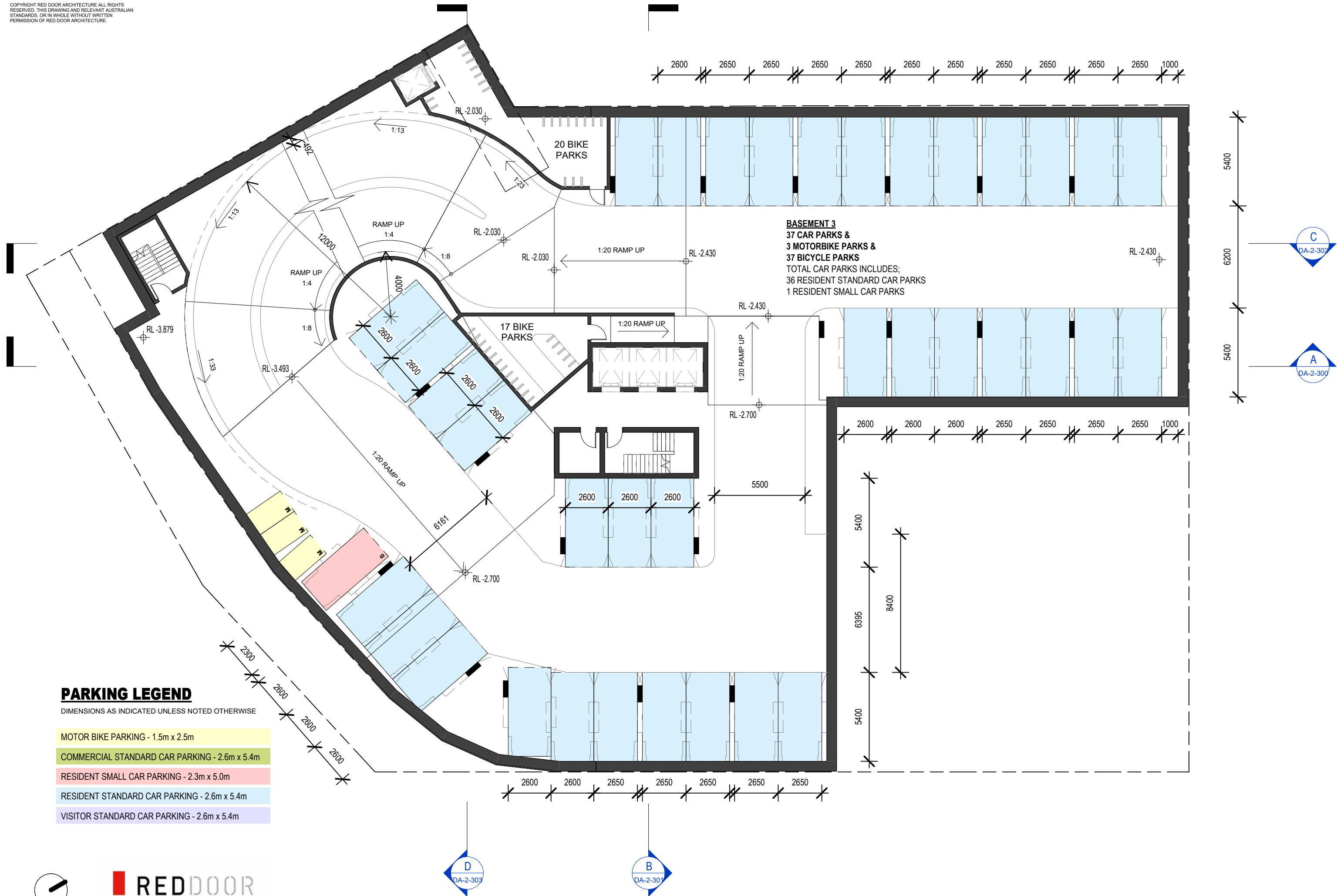


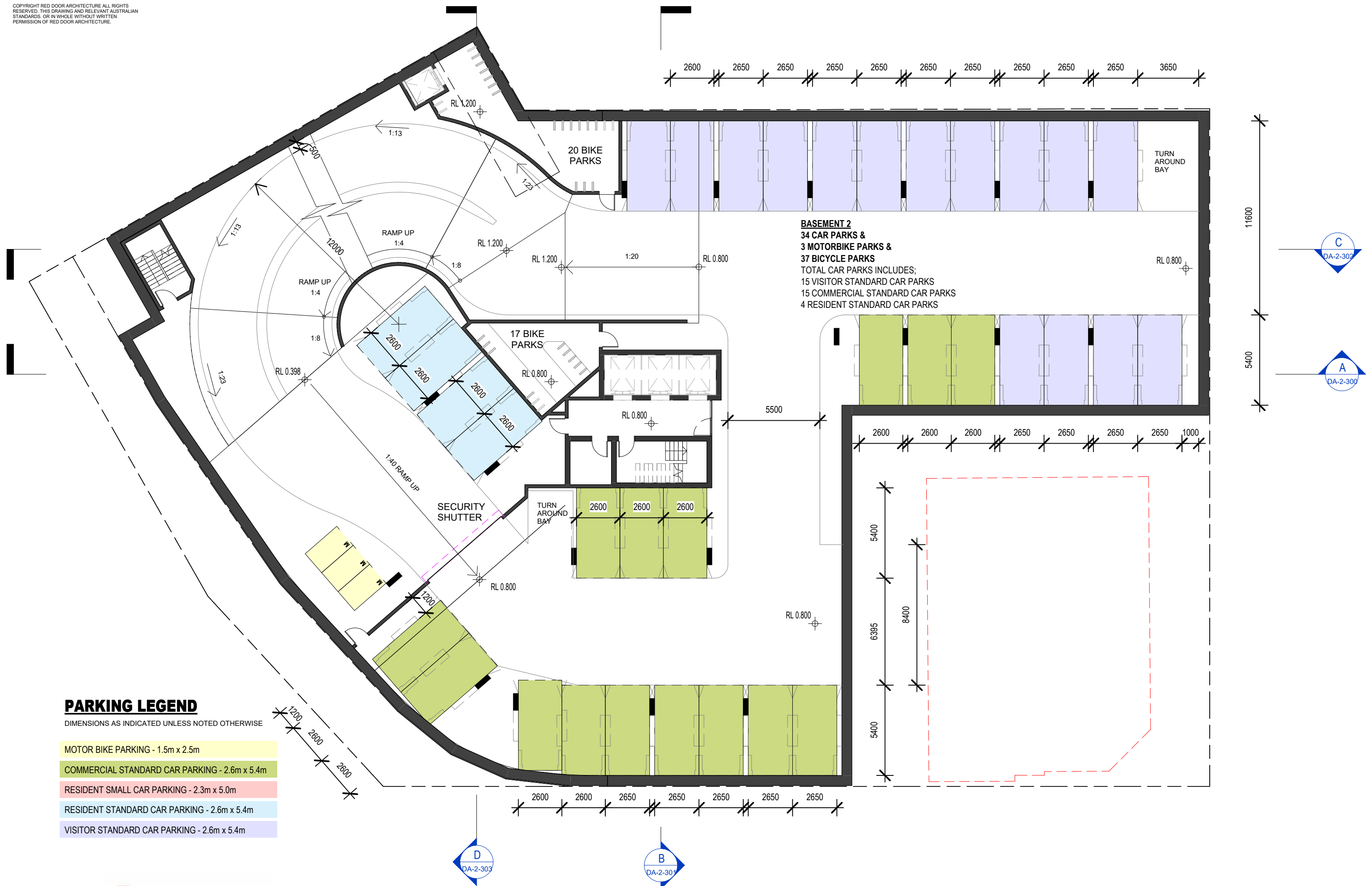


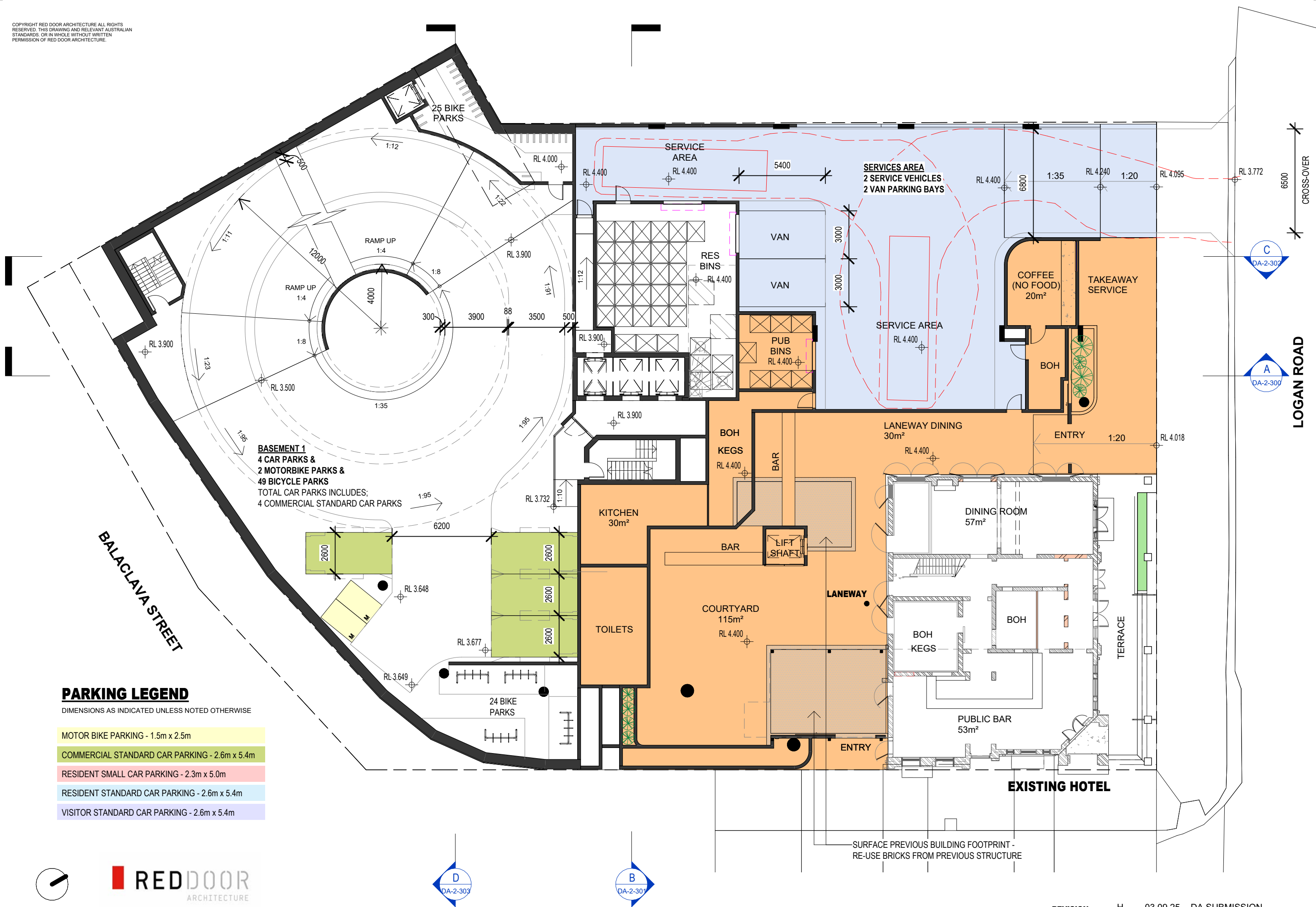


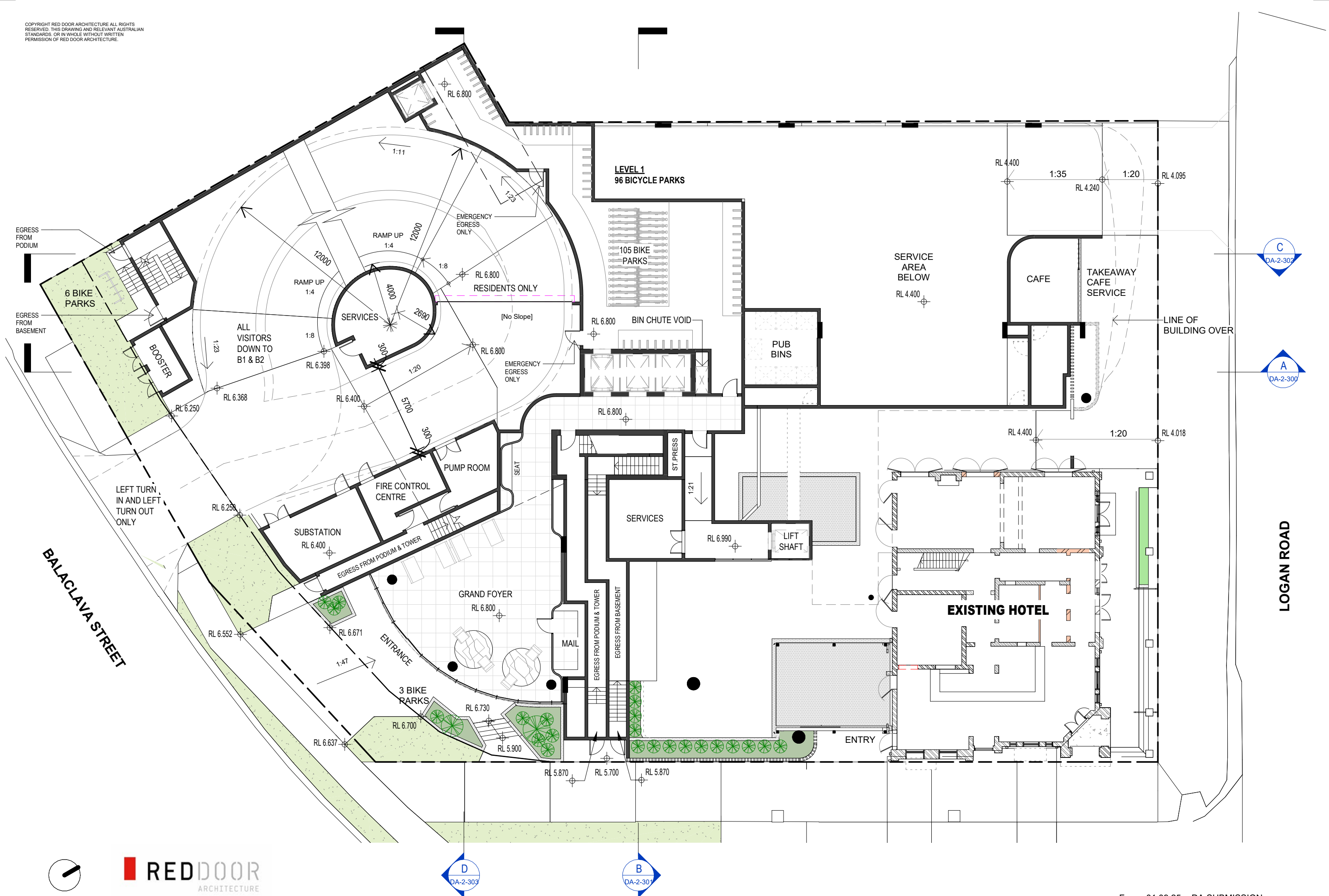


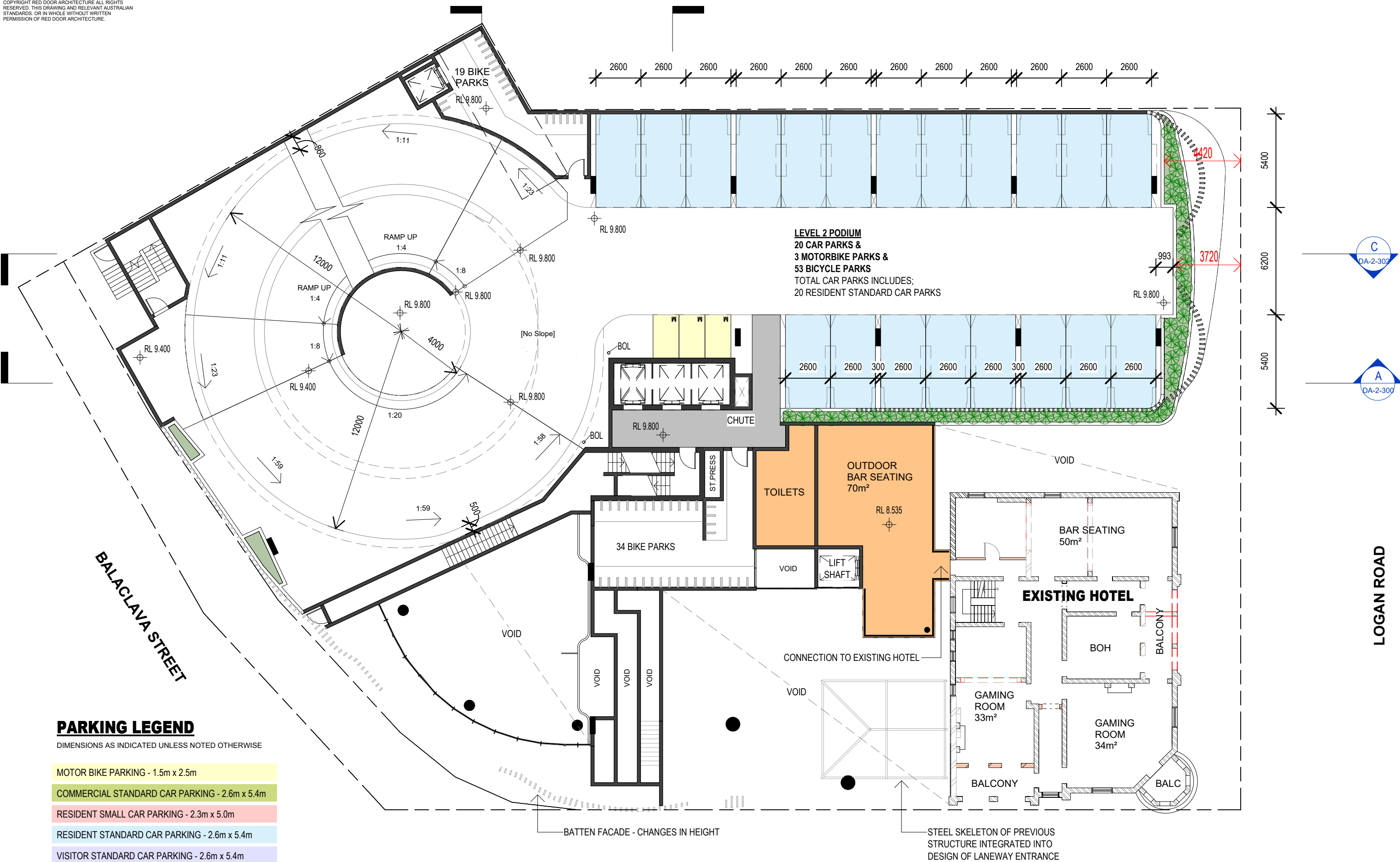


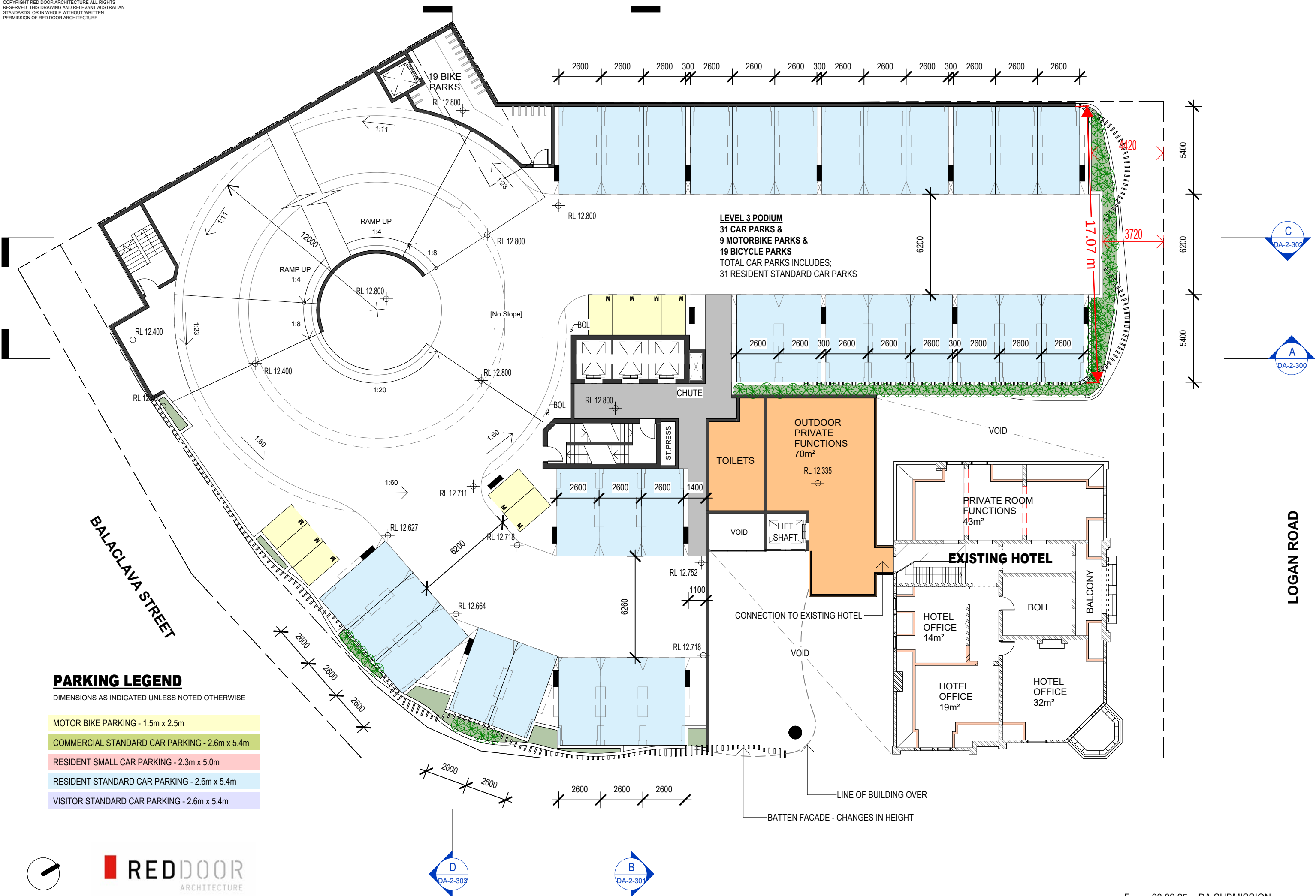


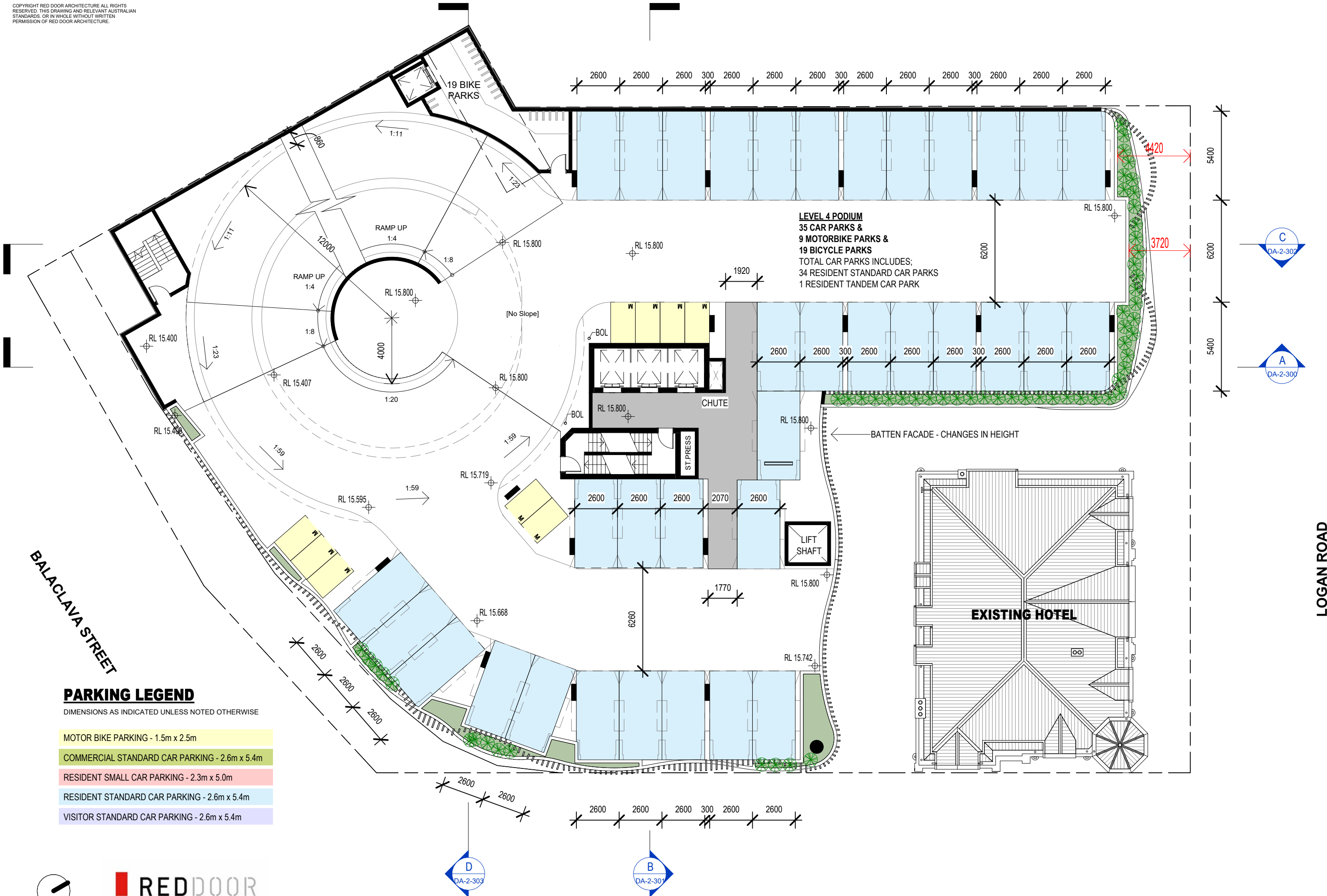












PARKING LEGEND

DIMENSIONS AS INDICATED UNLESS NOTED OTHERWISE

MOTOR BIKE PARKING - 1.5m x 2.5m

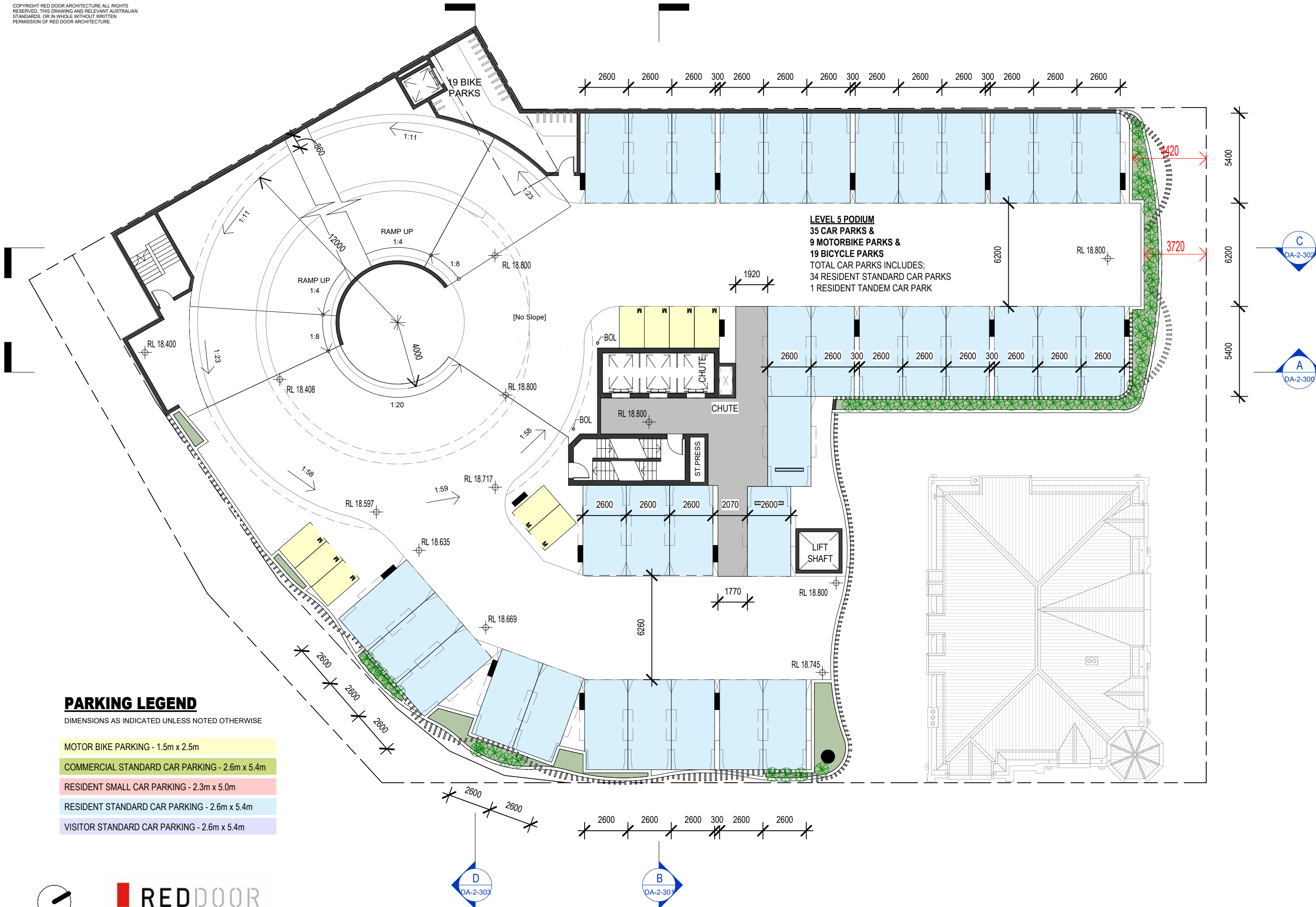
COMMERCIAL STANDARD CAR PARKING - 2.6m x 5.4m

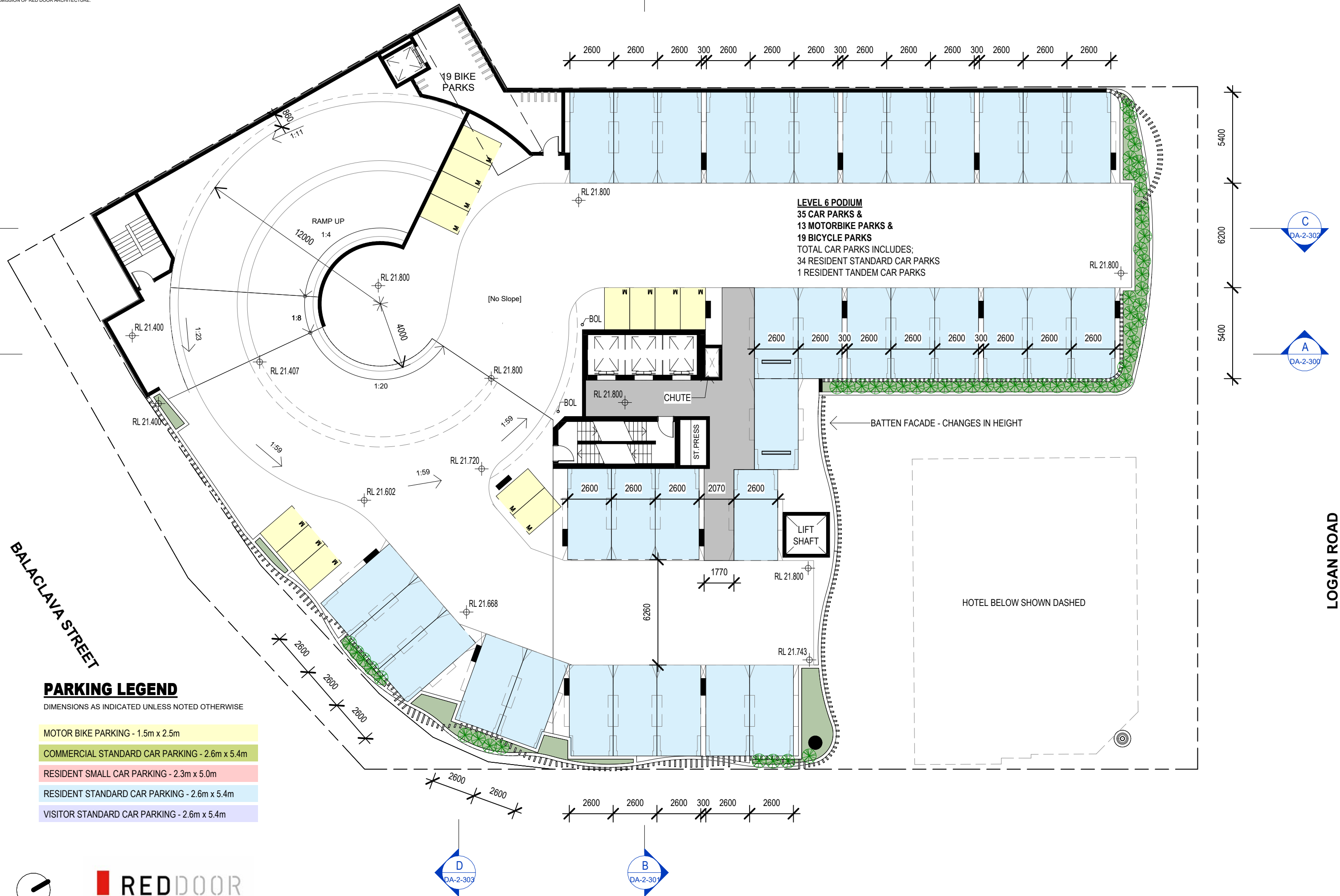
RESIDENT SMALL CAR PARKING - 2.3m x 5.0m

RESIDENT STANDARD CAR PARKING - 2.6m x 5.4m

VISITOR STANDARD CAR PARKING - 2.6m x 5.4m

REVISION F 03.09.25 DA SUBMISSION





PARKING LEGEND

DIMENSIONS AS INDICATED UNLESS NOTED OTHERWISE

- MOTOR BIKE PARKING - 1.5m x 2.5m
- COMMERCIAL STANDARD CAR PARKING - 2.6m x 5.4m
- RESIDENT SMALL CAR PARKING - 2.3m x 5.0m
- RESIDENT STANDARD CAR PARKING - 2.6m x 5.4m
- VISITOR STANDARD CAR PARKING - 2.6m x 5.4m



REDDOOR
ARCHITECTURE



POTENTIAL FUTURE DEVELOPMENT

DASHED LINE INDICATES LEVEL ABOVE

COMMUNAL SPACE BELOW SHOWN DASHED

HOTEL BELOW SHOWN DASHED

BALACLAVA STREET

LOGAN ROAD



REDDOOR
ARCHITECTURE

WWW.RDARCH.COM.AU

210078

SCALE 1 : 200

01.09.25

93 LOGAN ROAD, WOOLLOONGABBA, QLD. 4102

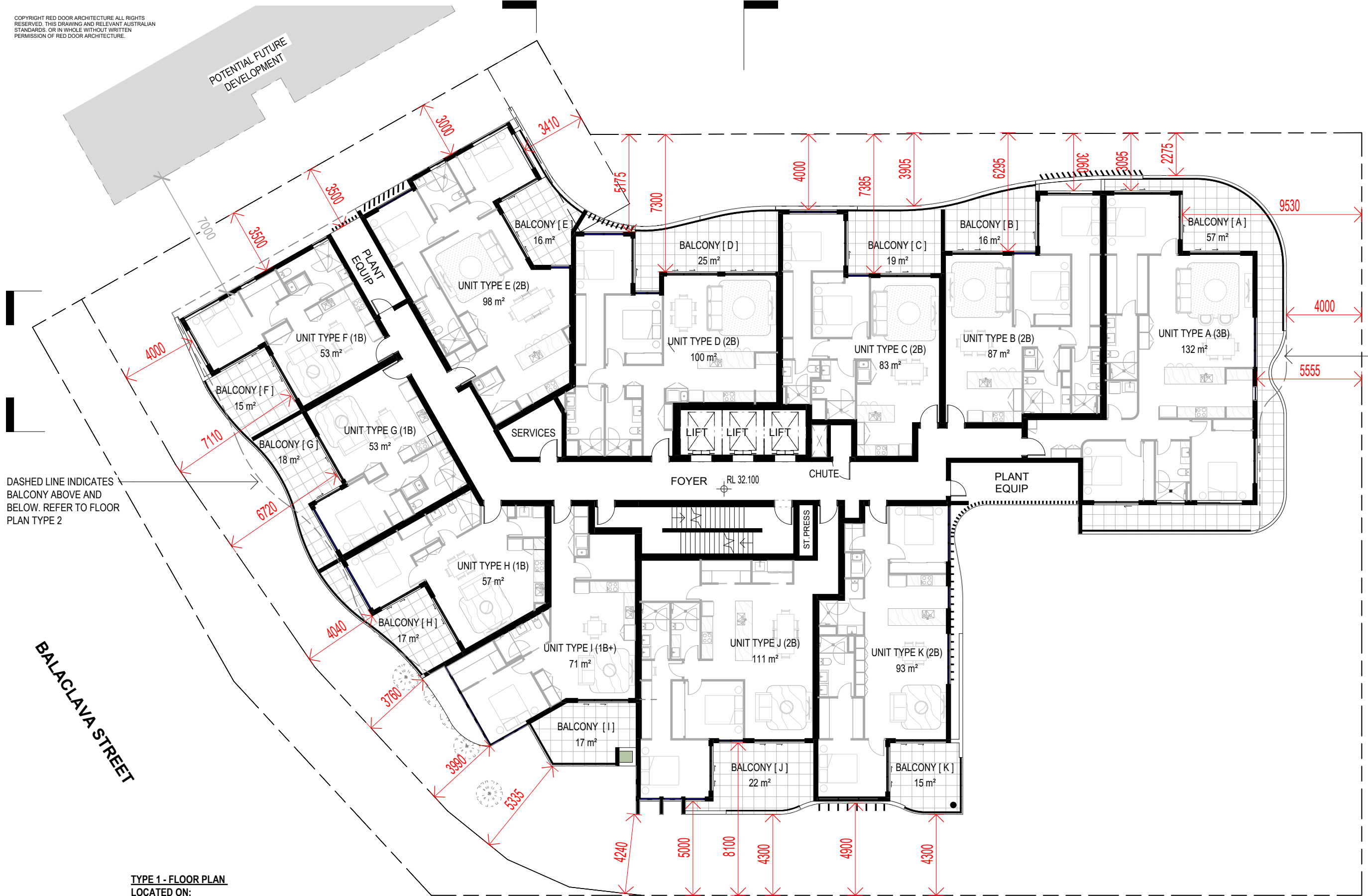
MIXED USE DEVELOPMENT

REVISION E 01.09.25 DA SUBMISSION

DA-2-117 LEVEL 8 FLOOR PLAN



POTENTIAL FUTURE DEVELOPMENT



DASHED LINE INDICATES BALCONY ABOVE AND BELOW. REFER TO FLOOR PLAN TYPE 2

DASHED LINE INDICATES BALCONY ABOVE AND BELOW. REFER TO FLOOR PLAN TYPE 2

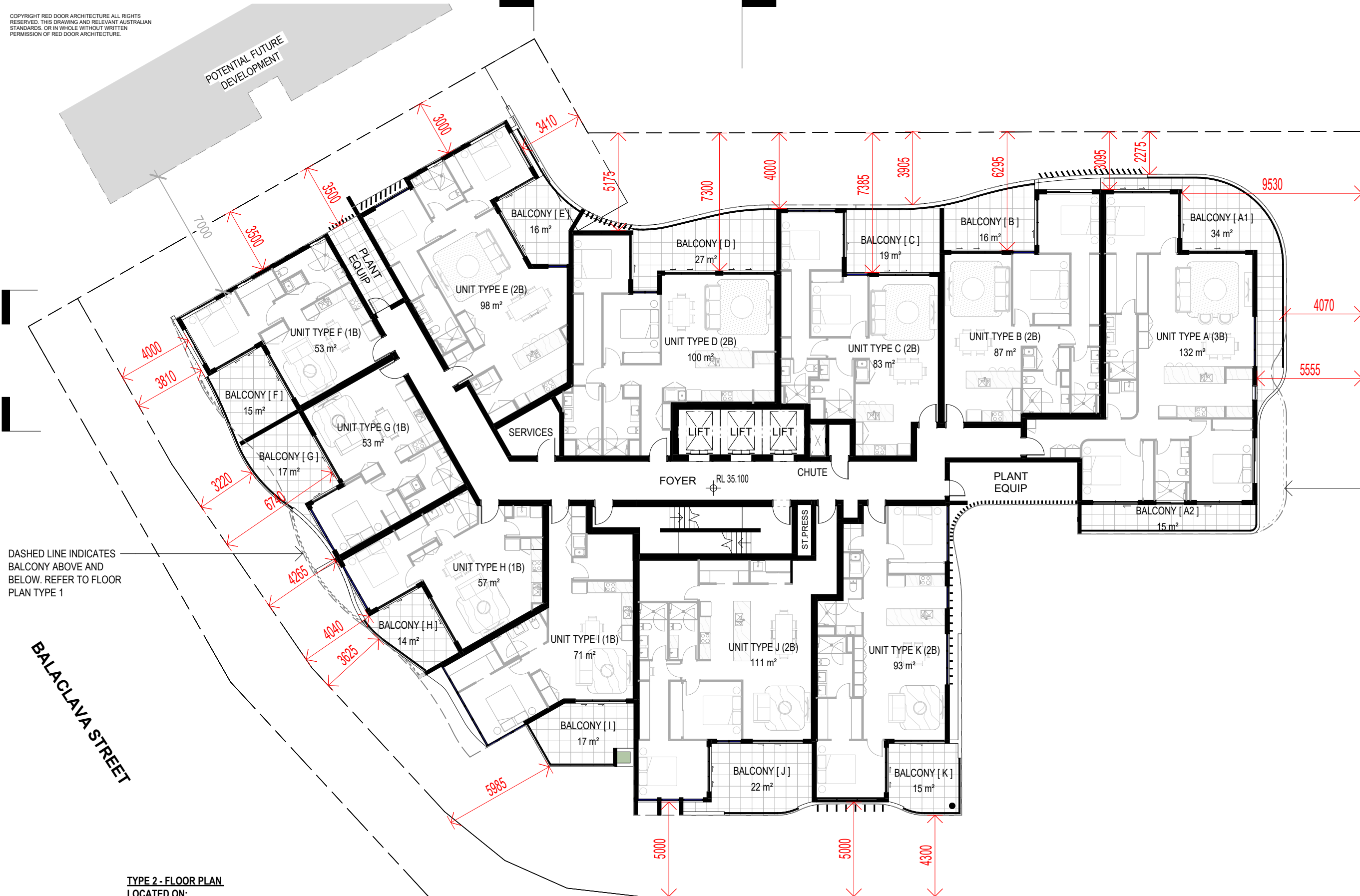
**TYPE 1 - FLOOR PLAN
LOCATED ON:**

LEVEL 9	LEVEL 23
LEVEL 13	LEVEL 25
LEVEL 15	LEVEL 27
LEVEL 17	LEVEL 29
LEVEL 19	LEVEL 33



REDDOOR
ARCHITECTURE

POTENTIAL FUTURE DEVELOPMENT



DASHED LINE INDICATES BALCONY ABOVE AND BELOW. REFER TO FLOOR PLAN TYPE 1

DASHED LINE INDICATES BALCONY ABOVE AND BELOW. REFER TO FLOOR PLAN TYPE 1

BALACLAVA STREET

LOGAN ROAD

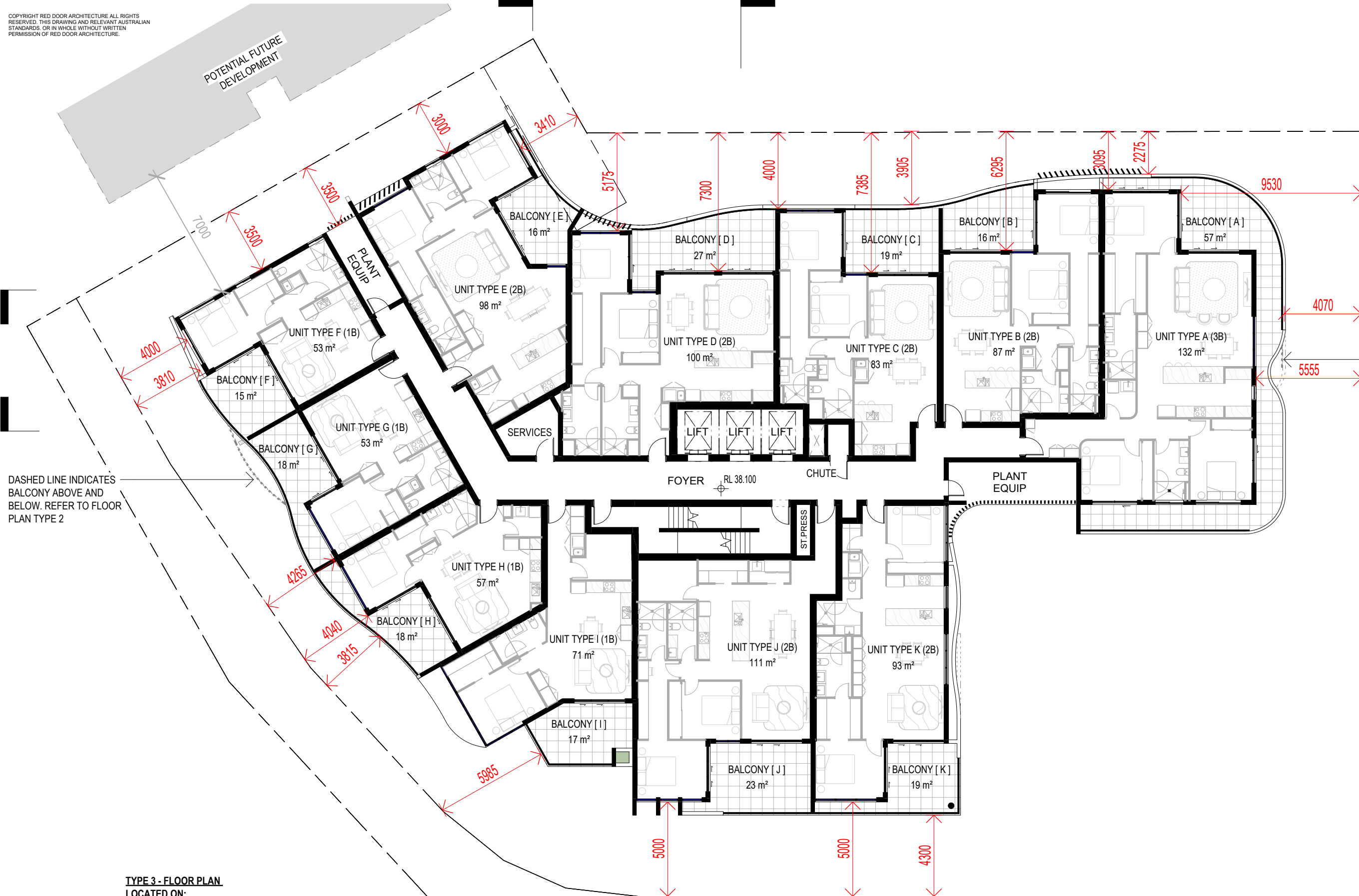
**TYPE 2 - FLOOR PLAN
LOCATED ON:**

- | | |
|----------|----------|
| LEVEL 10 | LEVEL 24 |
| LEVEL 14 | LEVEL 26 |
| LEVEL 16 | LEVEL 28 |
| LEVEL 18 | LEVEL 30 |
| LEVEL 20 | |



REDDOOR
ARCHITECTURE

POTENTIAL FUTURE DEVELOPMENT

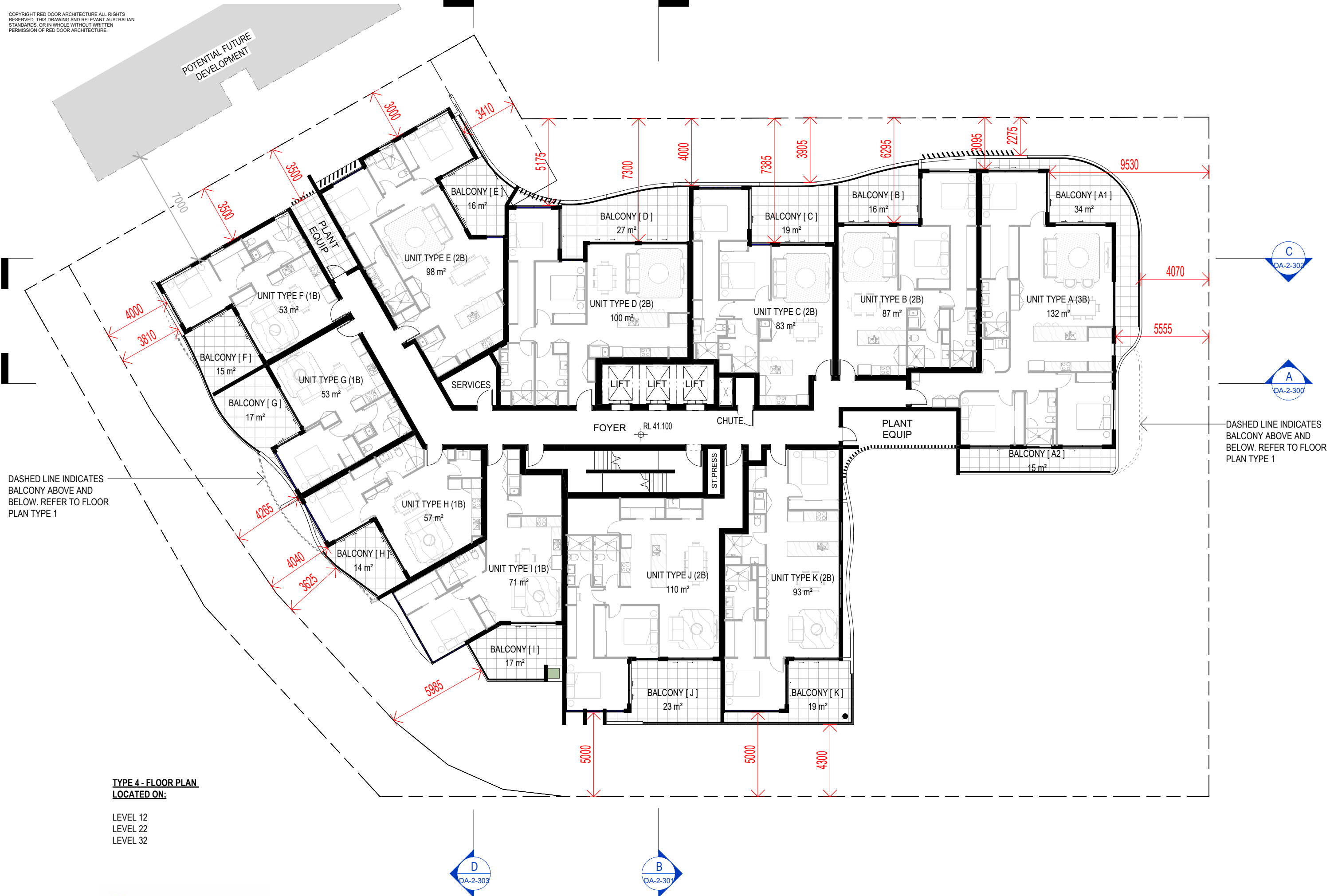


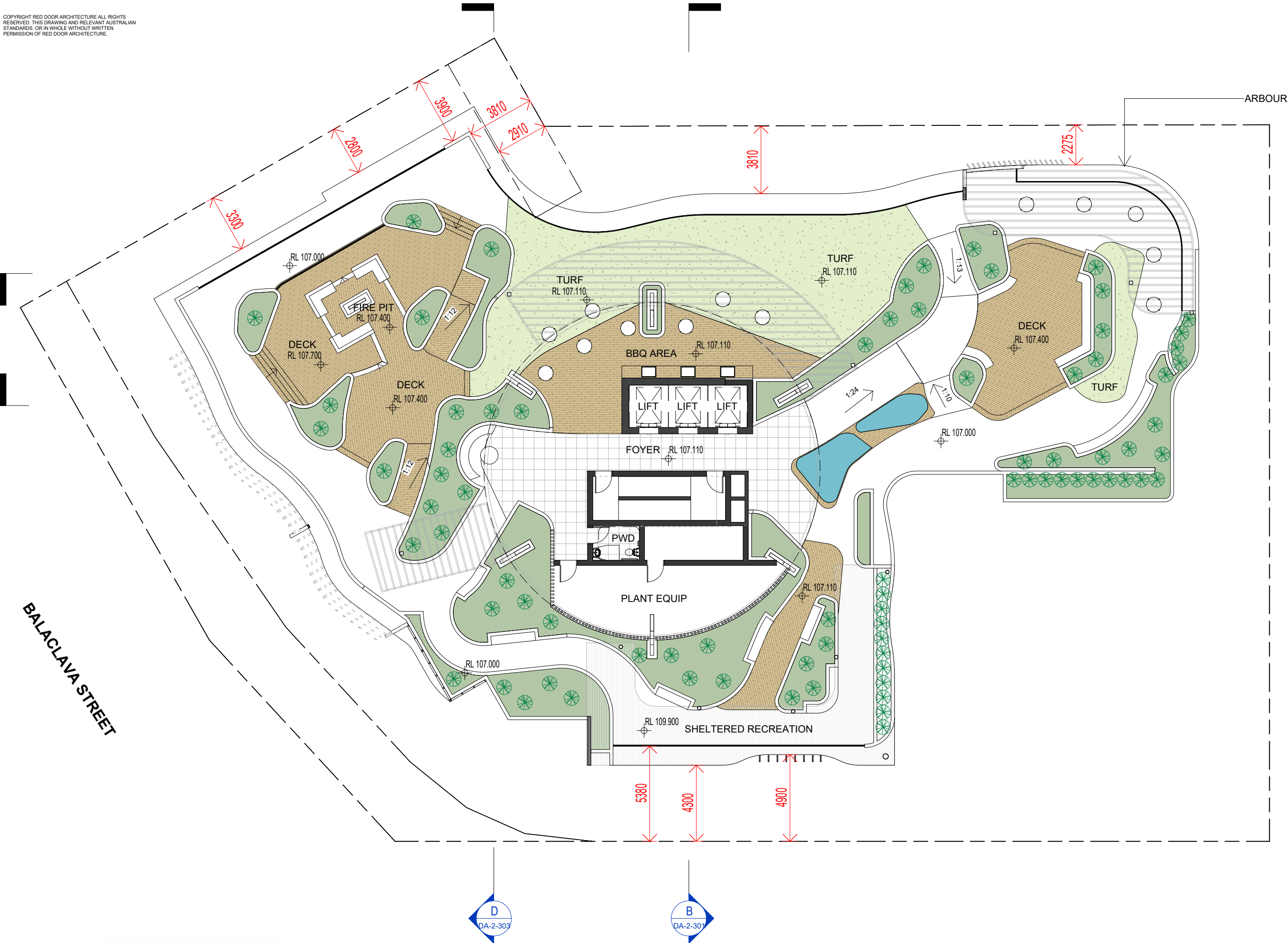
TYPE 3 - FLOOR PLAN
LOCATED ON:

LEVEL 11
LEVEL 21
LEVEL 31



REDDOOR
ARCHITECTURE



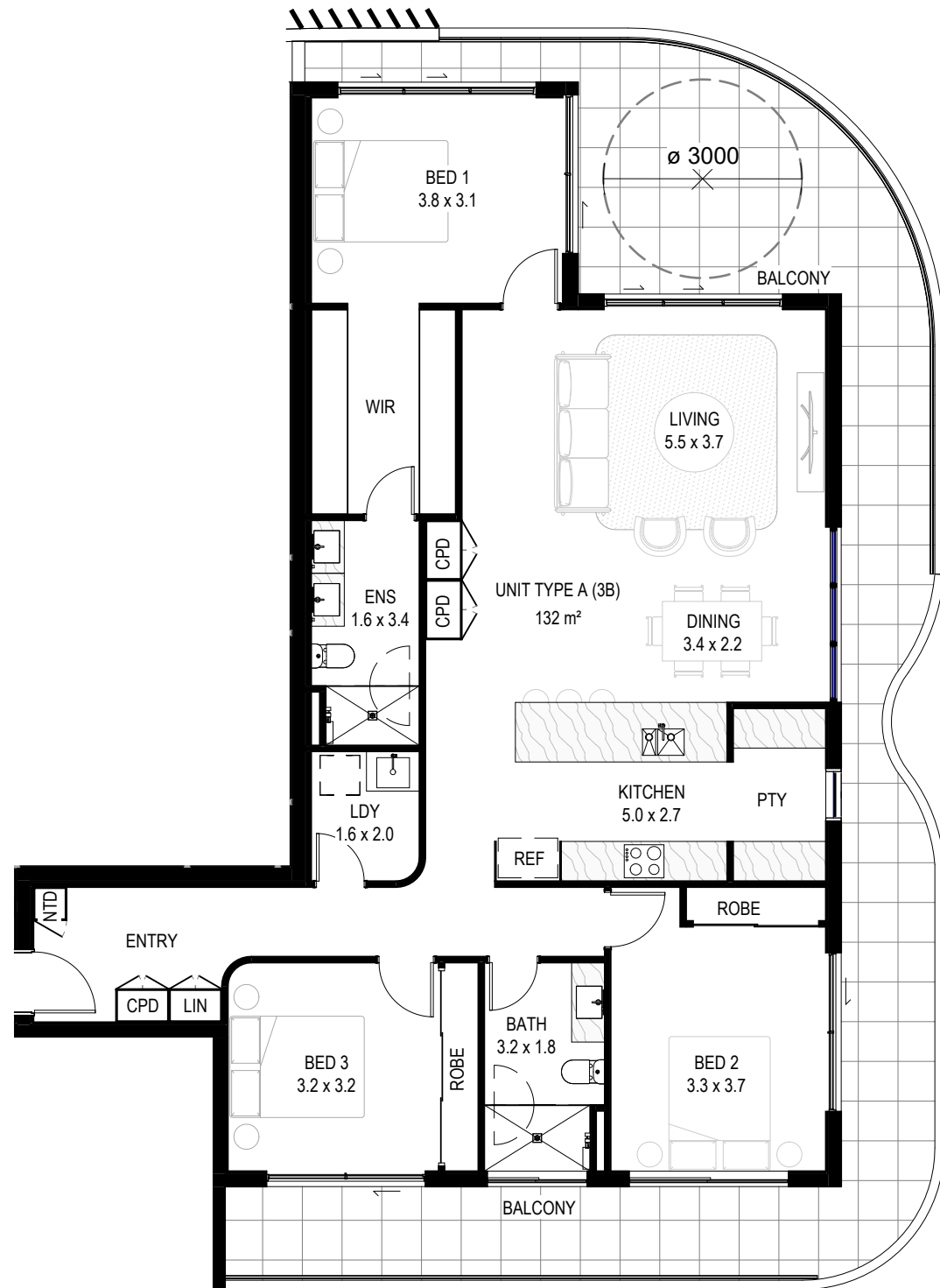


BALACLAVA STREET

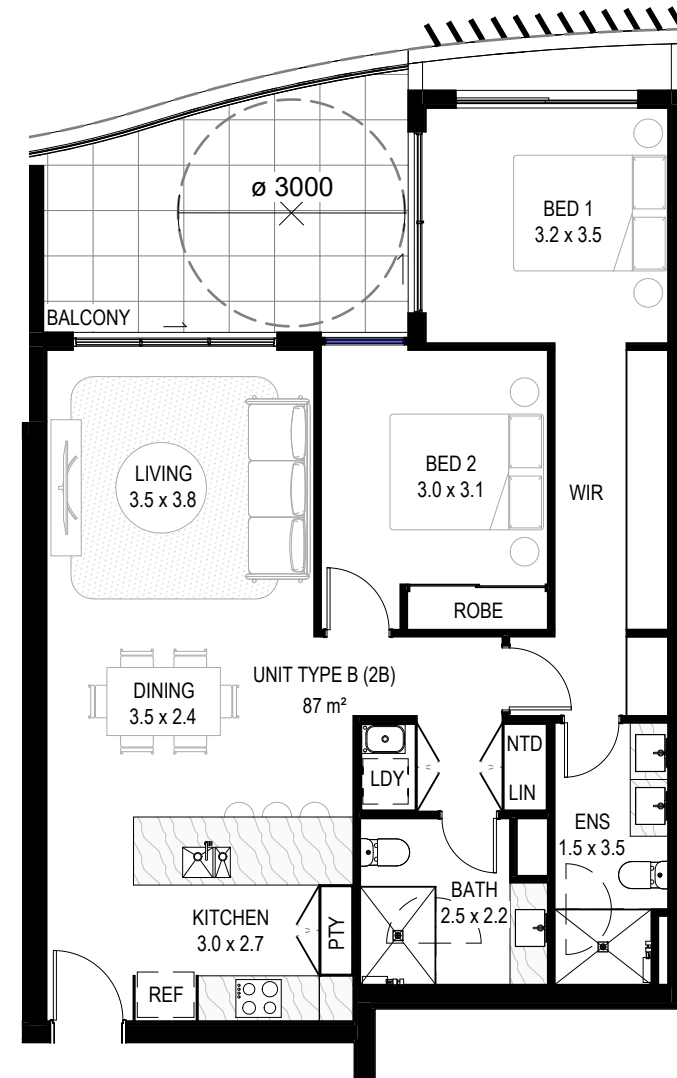
LOGAN ROAD



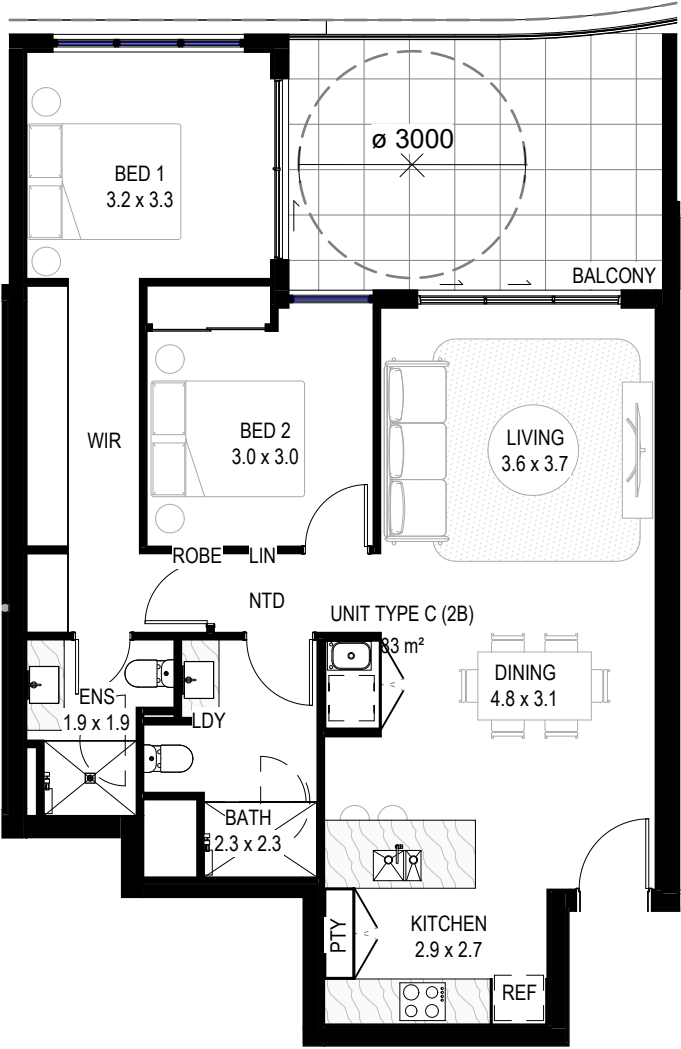
REDDOOR
ARCHITECTURE



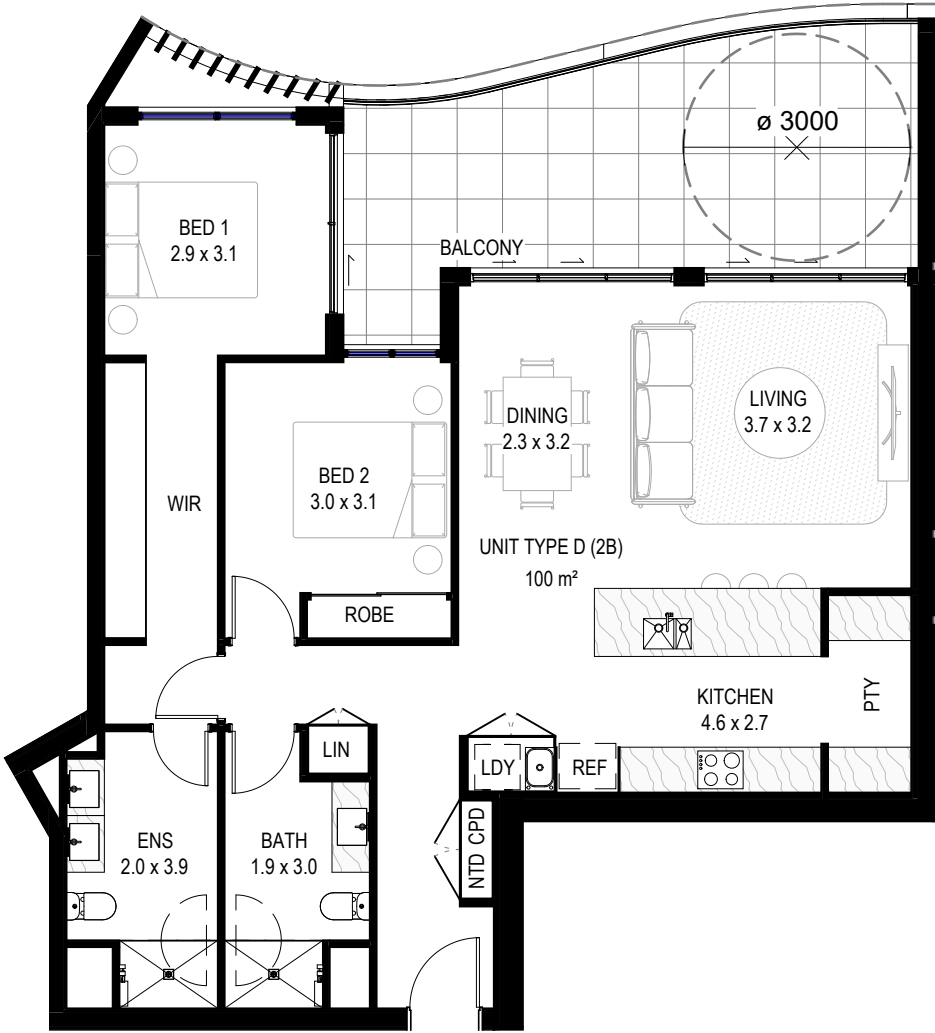
A UNIT DETAIL PLAN - TYPE A
1 : 100@A3



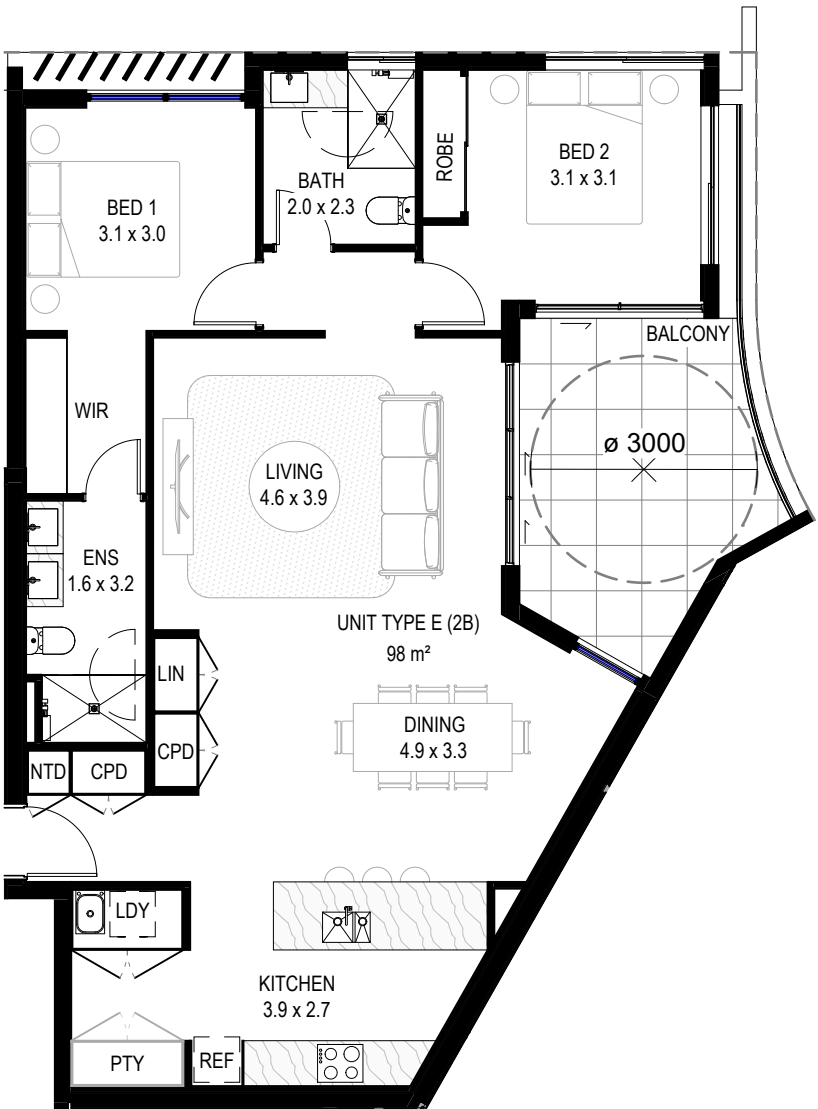
B UNIT DETAIL PLAN - TYPE B
1 : 100@A3



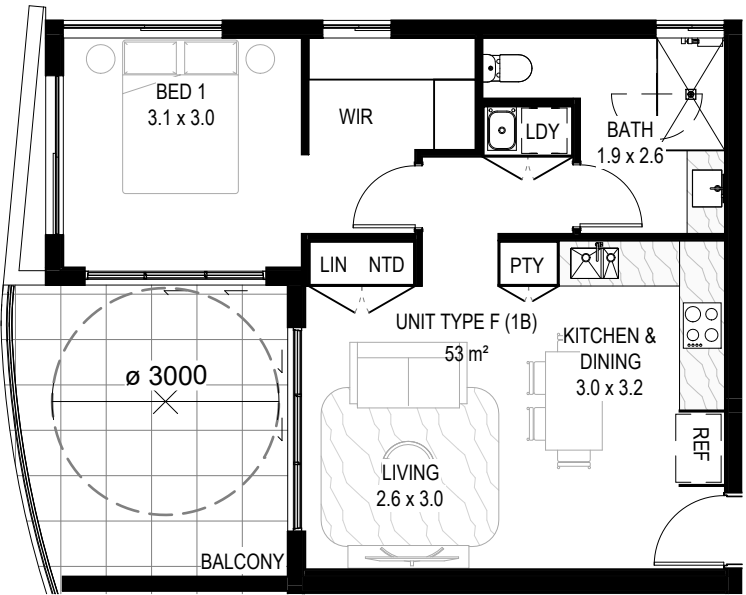
C UNIT DETAIL PLAN - TYPE C
1 : 100@A3



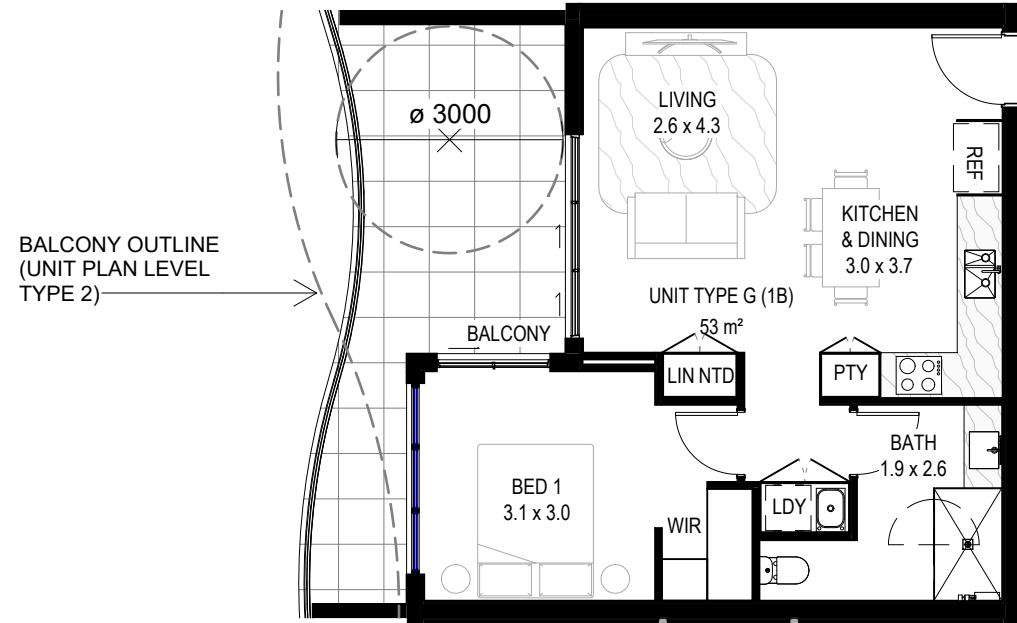
D UNIT DETAIL PLAN - TYPE D
1 : 100@A3



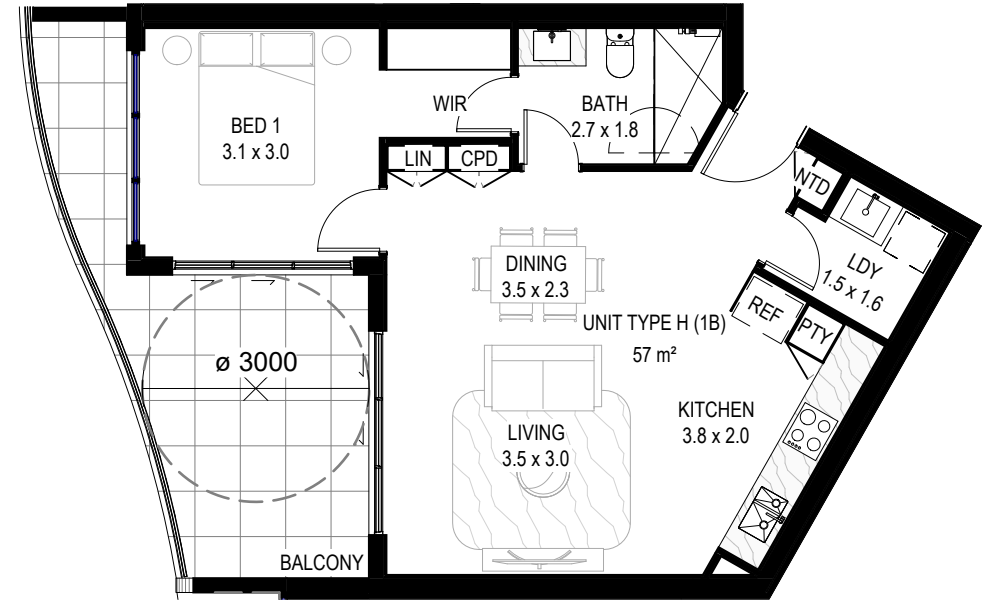
E UNIT DETAIL PLAN - TYPE E
1 : 100@A3



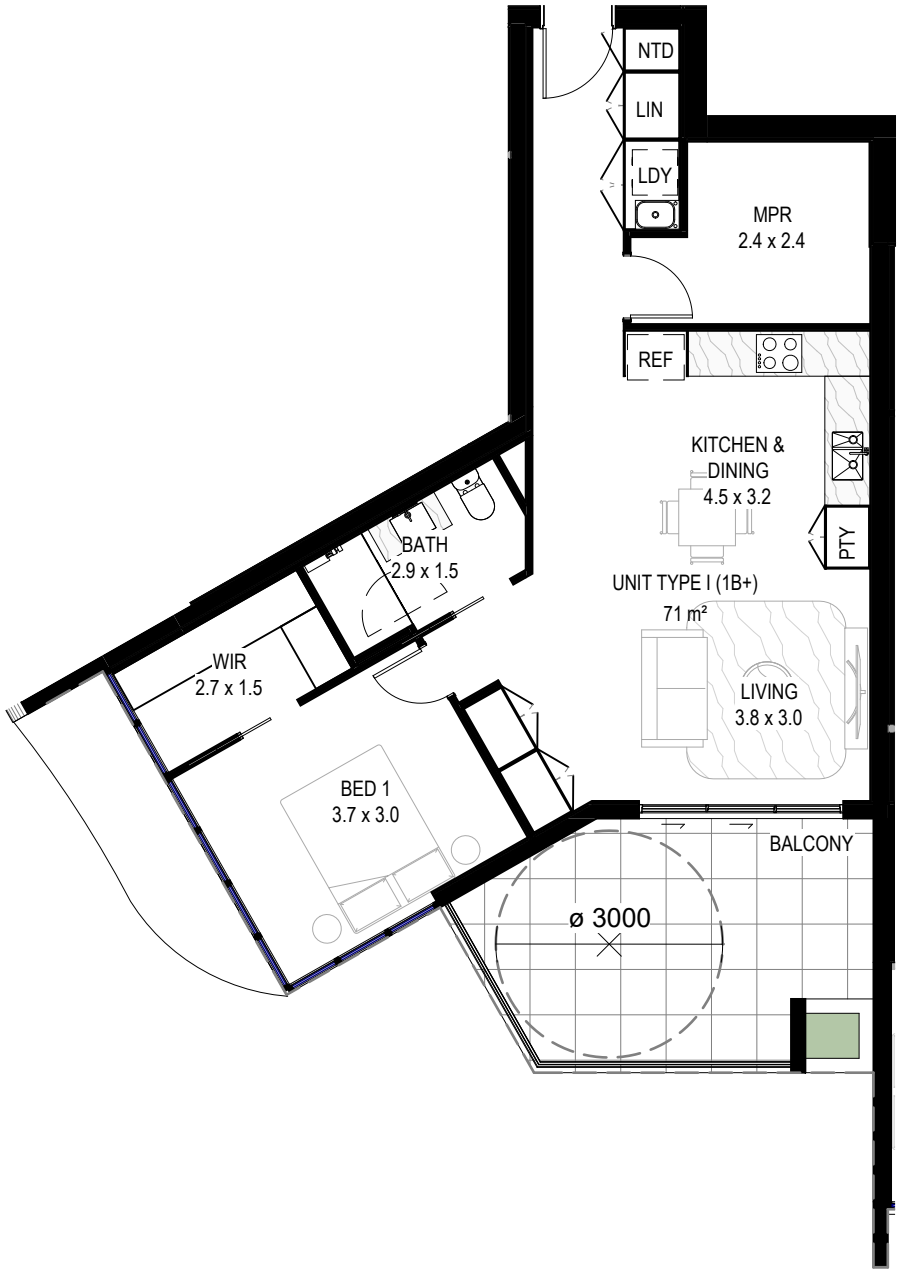
F UNIT DETAIL PLAN - TYPE F
1 : 100@A3



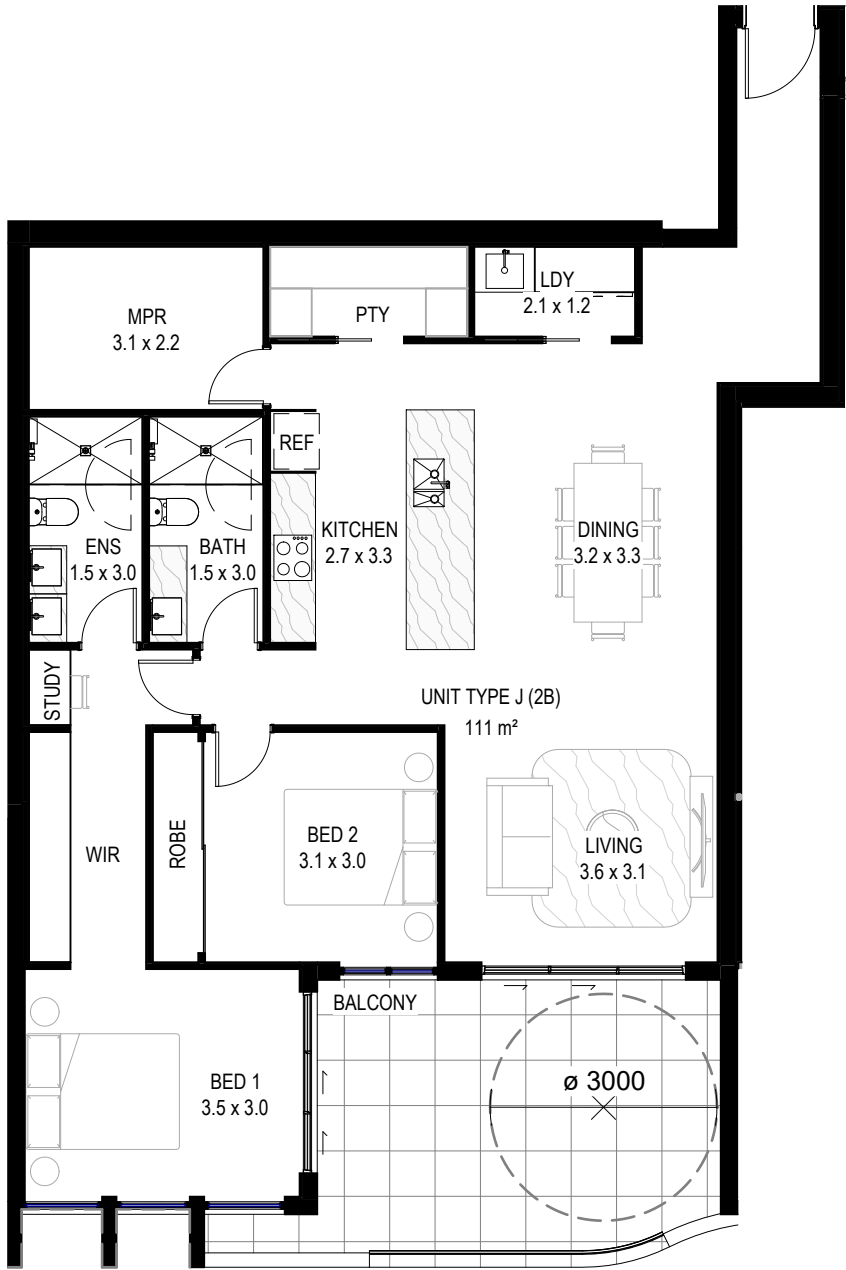
G UNIT DETAIL PLAN - TYPE G
1 : 100@A3



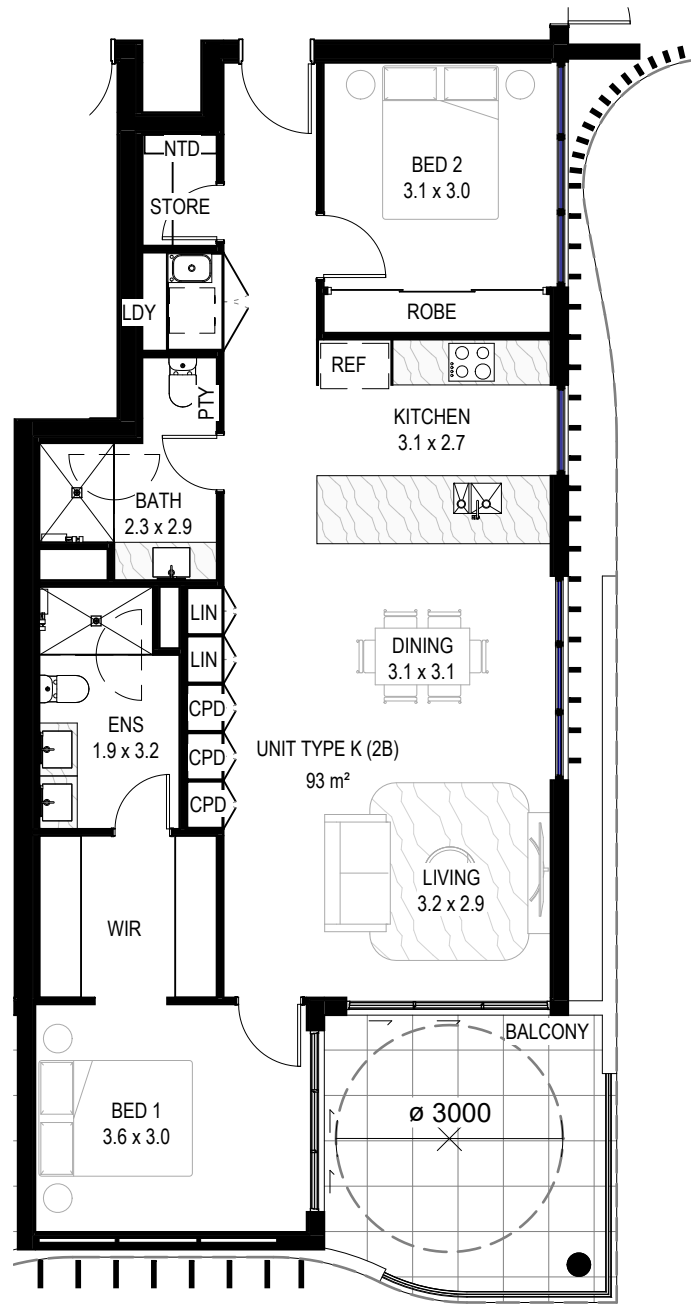
H UNIT DETAIL PLAN - TYPE H
1 : 100@A3



I UNIT DETAIL PLAN - TYPE I
1 : 100@A3



J UNIT DETAIL PLAN - TYPE J
1 : 100@A3



K UNIT DETAIL PLAN - TYPE K
1 : 100@A3

ROOF TERRACE					
107100					
LEVEL 33					
104100					
LEVEL 32					
101100					
LEVEL 31					
98100					
LEVEL 30					
95100					
LEVEL 29					
92100					
LEVEL 28					
89100					
LEVEL 27					
86100					
LEVEL 26					
83100					
LEVEL 25					
80100					
LEVEL 24					
77100					
LEVEL 23					
74100					
LEVEL 22					
71100					
LEVEL 21					
68100					
LEVEL 20					
65100					
LEVEL 19					
62100					
LEVEL 18					
59100					
LEVEL 17					
56100					
LEVEL 16					
53100					
LEVEL 15					
50100					
LEVEL 14					
47100					
LEVEL 13					
44100					
LEVEL 12					
41100					
LEVEL 11					
38100					
LEVEL 10					
35100					
LEVEL 9					
32100					
LEVEL 8					
29100					
LEVEL 7					
25600					
LEVEL 6					
21800					
LEVEL 5					
18800					
LEVEL 4					
15800					
LEVEL 3					
12800					
LEVEL 2					
9800					
LEVEL 1 (GF)					
6800					
BASEMENT 1					
3500					



MATERIAL & FINISHES LEGEND

CODE	DESCRIPTION	COLOUR
AR1 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	ANODIC BRONZE
AR2 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	WHITE
BAL1 -	FRAMELESS GLASS BALUSTRADE	CLEAR
BAL2 -	AFS TYPE - CONCRETE UPSTAND BALUSTRADE - PAINTED	WHITE
COL1 -	CIRCULAR CONCRETE COLUMN - PAINTED	WHITE
COL2 -	RECTANGULAR CONCRETE COLUMN - PAINTED	WHITE
CR1 -	CONCRETE ROOF - PAINTED	WHITE
DR1 -	METAL DOME ROOF - COLORBOND	SHALE GREY
GS1 -	TINTED GLAZING, AL. WINDOW SYSTEM - POWDER COATED	MONUMENT
GS2 -	CURTAIN WALL WINDOW SYSTEM - POWDER COATED	MONUMENT
GS3 -	SHOPFRONT WINDOW SYSTEM - POWDER COATED	MONUMENT
SC1 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	ANODIC BRONZE
SC2 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	WHITE
WA1 -	RENDER - PAINTED FINISH	WHITE
WA2 -	RENDER - PAINTED FINISH	MONUMENT
WA3 -	AL. TIMBER LOOK CLADDING	JARRAH
WA4 -	PRE-CAST PANELS - HORIZONTAL LINES	FLOODED GUM
WA5 -	BRICK FINISH	WHITE

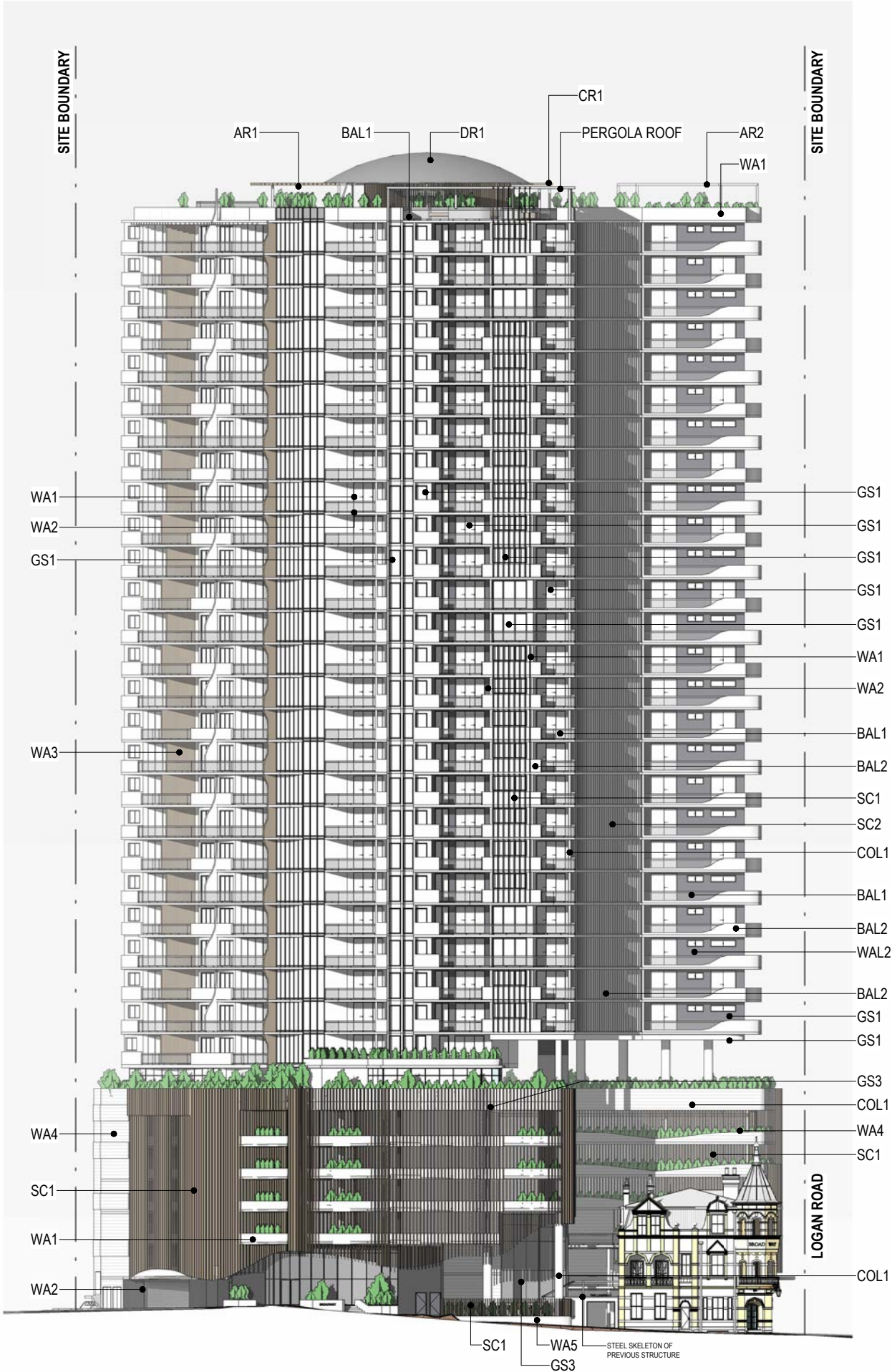
ROOF TERRACE				
107100				
LEVEL 33				
104100				
LEVEL 32				
101100				
LEVEL 31				
98100				
LEVEL 30				
95100				
LEVEL 29				
92100				
LEVEL 28				
89100				
LEVEL 27				
86100				
LEVEL 26				
83100				
LEVEL 25				
80100				
LEVEL 24				
77100				
LEVEL 23				
74100				
LEVEL 22				
71100				
LEVEL 21				
68100				
LEVEL 20				
65100				
LEVEL 19				
62100				
LEVEL 18				
59100				
LEVEL 17				
56100				
LEVEL 16				
53100				
LEVEL 15				
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LEVEL 9				
32100				
LEVEL 8				
29100				
LEVEL 7				
25600				
LEVEL 6				
21800				
LEVEL 5				
18800				
LEVEL 4				
15800				
LEVEL 3				
12800				
LEVEL 2				
9800				
LEVEL 1 (GF)				
6800				
BASEMENT 1				
3500				



MATERIAL & FINISHES LEGEND

CODE	DESCRIPTION	COLOUR
AR1 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	ANODIC BRONZE
AR2 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	WHITE
BAL1 -	FRAMELESS GLASS BALUSTRADE	CLEAR
BAL2 -	AFS TYPE - CONCRETE UPSTAND BALUSTRADE - PAINTED	WHITE
COL1 -	CIRCULAR CONCRETE COLUMN - PAINTED	WHITE
COL2 -	RECTANGULAR CONCRETE COLUMN - PAINTED	WHITE
CR1 -	CONCRETE ROOF - PAINTED	WHITE
DR1 -	METAL DOME ROOF - COLORBOND	SHALE GREY
GS1 -	TINTED GLAZING, AL. WINDOW SYSTEM - POWDER COATED	MONUMENT
GS2 -	CURTAIN WALL WINDOW SYSTEM - POWDER COATED	MONUMENT
GS3 -	SHOPFRONT WINDOW SYSTEM - POWDER COATED	MONUMENT
SC1 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	ANODIC BRONZE
SC2 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	WHITE
WA1 -	RENDER - PAINTED FINISH	WHITE
WA2 -	RENDER - PAINTED FINISH	MONUMENT
WA3 -	AL. TIMBER LOOK CLADDING	JARRAH
WA4 -	PRE-CAST PANELS - HORIZONTAL LINES	FLOODED GUM
WA5 -	BRICK FINISH	WHITE

ROOF TERRACE				
107100				
LEVEL 33				
104100				
LEVEL 32				
101100				
LEVEL 31				
98100				
LEVEL 30				
95100				
LEVEL 29				
92100				
LEVEL 28				
89100				
LEVEL 27				
86100				
LEVEL 26				
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LEVEL 25				
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77100				
LEVEL 23				
74100				
LEVEL 22				
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LEVEL 21				
68100				
LEVEL 20				
65100				
LEVEL 19				
62100				
LEVEL 18				
59100				
LEVEL 17				
56100				
LEVEL 16				
53100				
LEVEL 15				
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LEVEL 14				
47100				
LEVEL 13				
44100				
LEVEL 12				
41100				
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LEVEL 10				
35100				
LEVEL 9				
32100				
LEVEL 8				
29100				
LEVEL 7				
25600				
LEVEL 6				
21800				
LEVEL 5				
18800				
LEVEL 4				
15800				
LEVEL 3				
12800				
LEVEL 2				
9800				
LEVEL 1 (GF)				
6800				
BASEMENT 1				
3500				



MATERIAL & FINISHES LEGEND

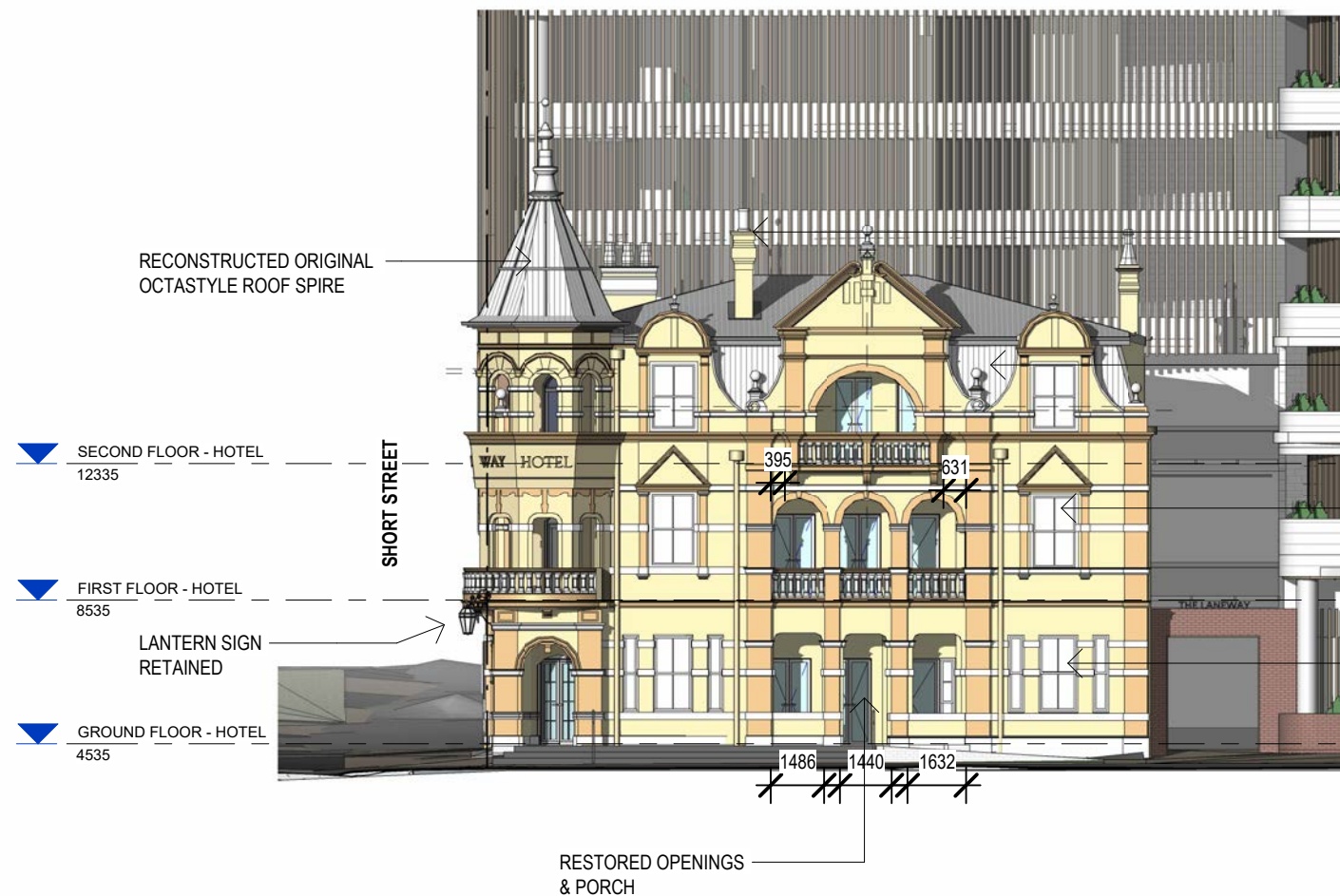
CODE	DESCRIPTION	COLOUR
AR1 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	ANODIC BRONZE
AR2 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	WHITE
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BAL2 -	AFS TYPE - CONCRETE UPSTAND BALUSTRADE - PAINTED	WHITE
COL1 -	CIRCULAR CONCRETE COLUMN - PAINTED	WHITE
COL2 -	RECTANGULAR CONCRETE COLUMN - PAINTED	WHITE
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GS1 -	TINTED GLAZING, AL. WINDOW SYSTEM - POWDER COATED	MONUMENT
GS2 -	CURTAIN WALL WINDOW SYSTEM - POWDER COATED	MONUMENT
GS3 -	SHOPFRONT WINDOW SYSTEM - POWDER COATED	MONUMENT
SC1 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	ANODIC BRONZE
SC2 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	WHITE
WA1 -	RENDER - PAINTED FINISH	WHITE
WA2 -	RENDER - PAINTED FINISH	MONUMENT
WA3 -	AL. TIMBER LOOK CLADDING	JARRAH
WA4 -	PRE-CAST PANELS - HORIZONTAL LINES	FLOODED GUM
WA5 -	BRICK FINISH	WHITE

ROOF TERRACE				
107100				
LEVEL 33				
104100				
LEVEL 32				
101100				
LEVEL 31				
98100				
LEVEL 30				
95100				
LEVEL 29				
92100				
LEVEL 28				
89100				
LEVEL 27				
86100				
LEVEL 26				
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LEVEL 7				
25600				
LEVEL 6				
21800				
LEVEL 5				
18800				
LEVEL 4				
15800				
LEVEL 3				
12800				
LEVEL 2				
9800				
LEVEL 1 (GF)				
6800				
BASEMENT 1				
3500				

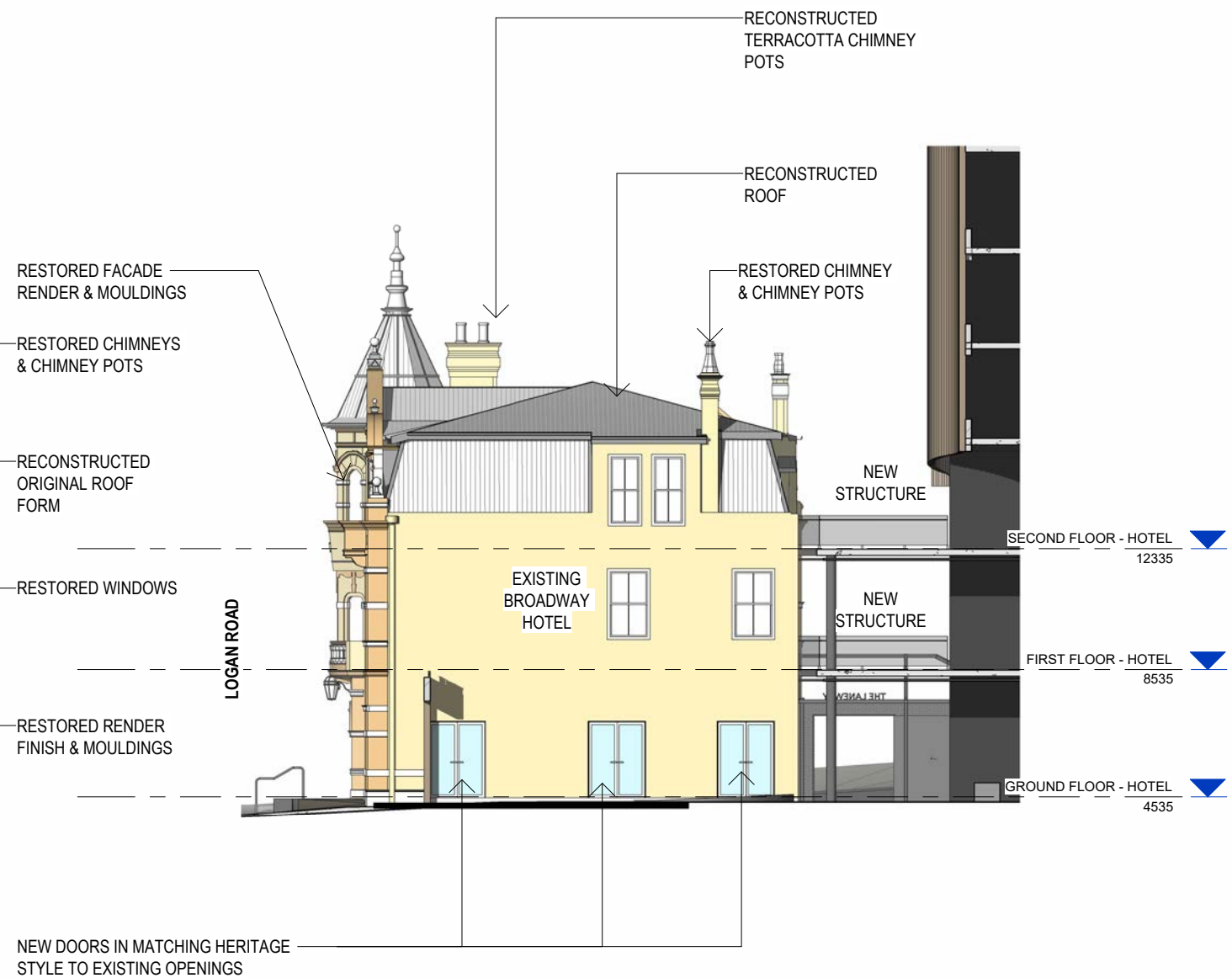


MATERIAL & FINISHES LEGEND

CODE	DESCRIPTION	COLOUR
AR1 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	ANODIC BRONZE
AR2 -	ARBOUR STRUCTURE - ALUMINIUM POWDERCOAT	WHITE
BAL1 -	FRAMELESS GLASS BALUSTRADE	CLEAR
BAL2 -	AFS TYPE - CONCRETE UPSTAND BALUSTRADE - PAINTED	WHITE
COL1 -	CIRCULAR CONCRETE COLUMN - PAINTED	WHITE
COL2 -	RECTANGULAR CONCRETE COLUMN - PAINTED	WHITE
CR1 -	CONCRETE ROOF - PAINTED	WHITE
DR1 -	METAL DOME ROOF - COLORBOND	SHALE GREY
GS1 -	TINTED GLAZING, AL. WINDOW SYSTEM - POWDER COATED	MONUMENT
GS2 -	CURTAIN WALL WINDOW SYSTEM - POWDER COATED	MONUMENT
GS3 -	SHOPFRONT WINDOW SYSTEM - POWDER COATED	MONUMENT
SC1 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	ANODIC BRONZE
SC2 -	VERTICAL AL. BATTEN SCREENING - POWDER COATED	WHITE
WA1 -	RENDER - PAINTED FINISH	WHITE
WA2 -	RENDER - PAINTED FINISH	MONUMENT
WA3 -	AL. TIMBER LOOK CLADDING	JARRAH
WA4 -	PRE-CAST PANELS - HORIZONTAL LINES	FLOODED GUM
WA5 -	BRICK FINISH	WHITE



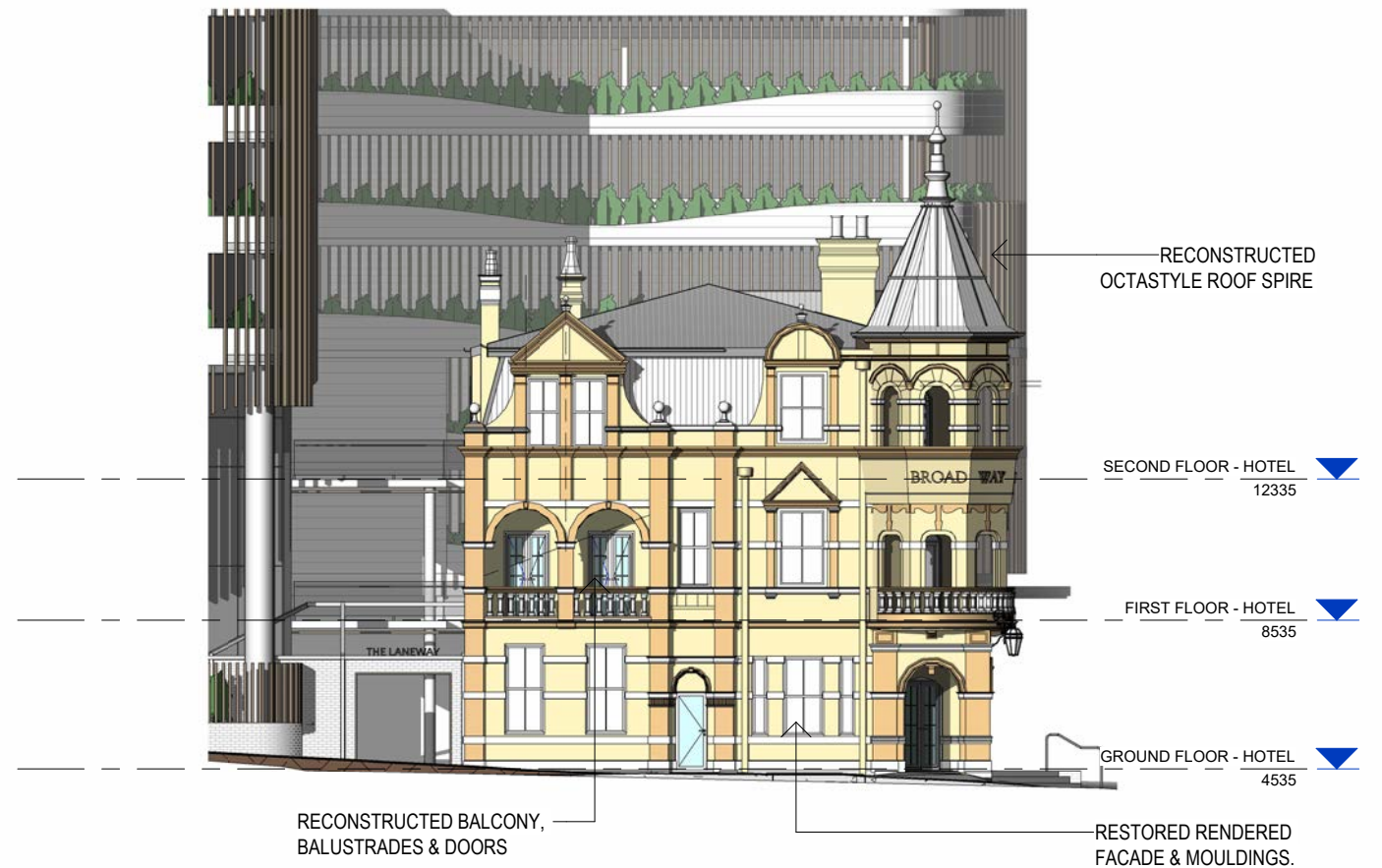
1 HOTEL - NORTH EAST ELEVATION
1 : 200@A3



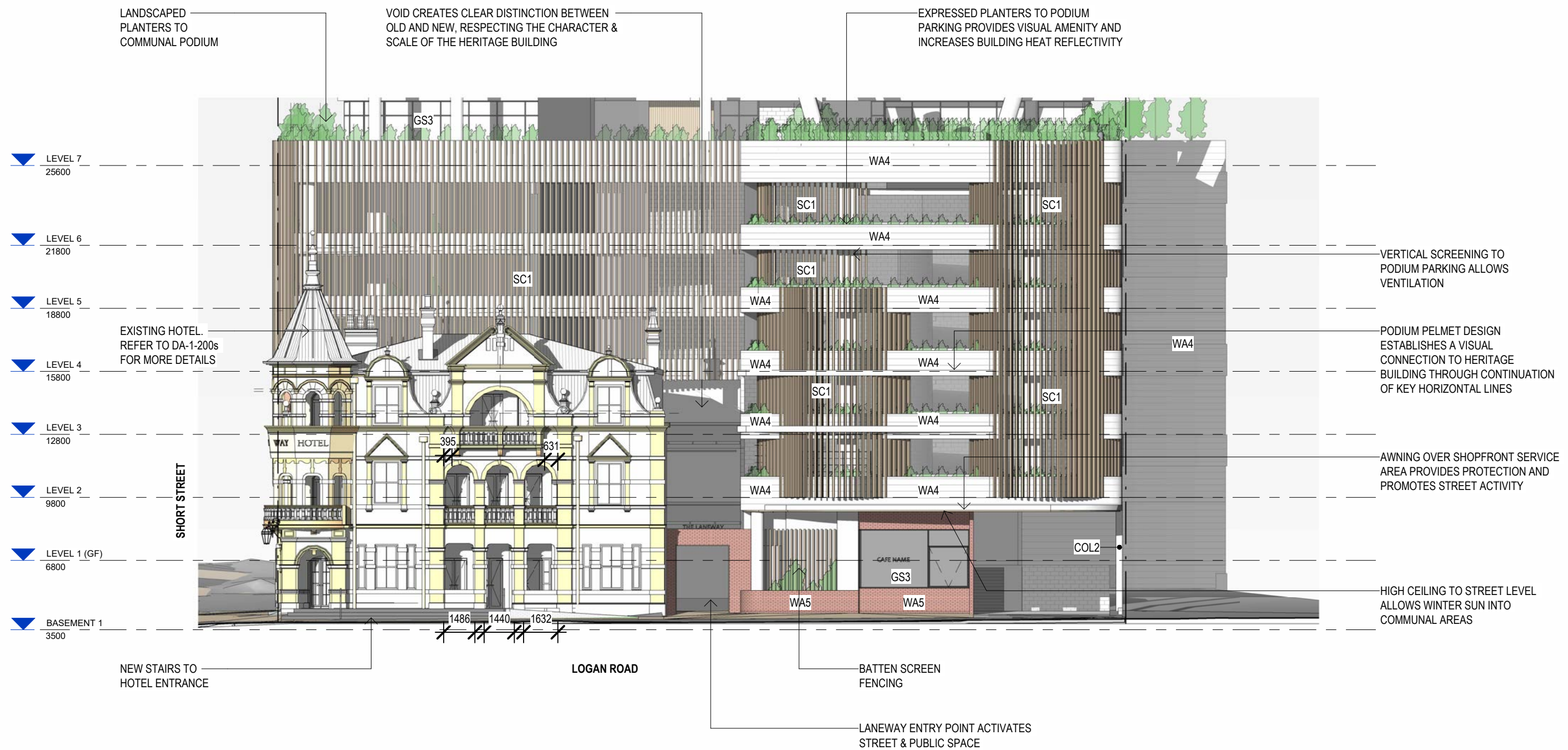
2 HOTEL - NORTH WEST ELEVATION
1 : 200@A3



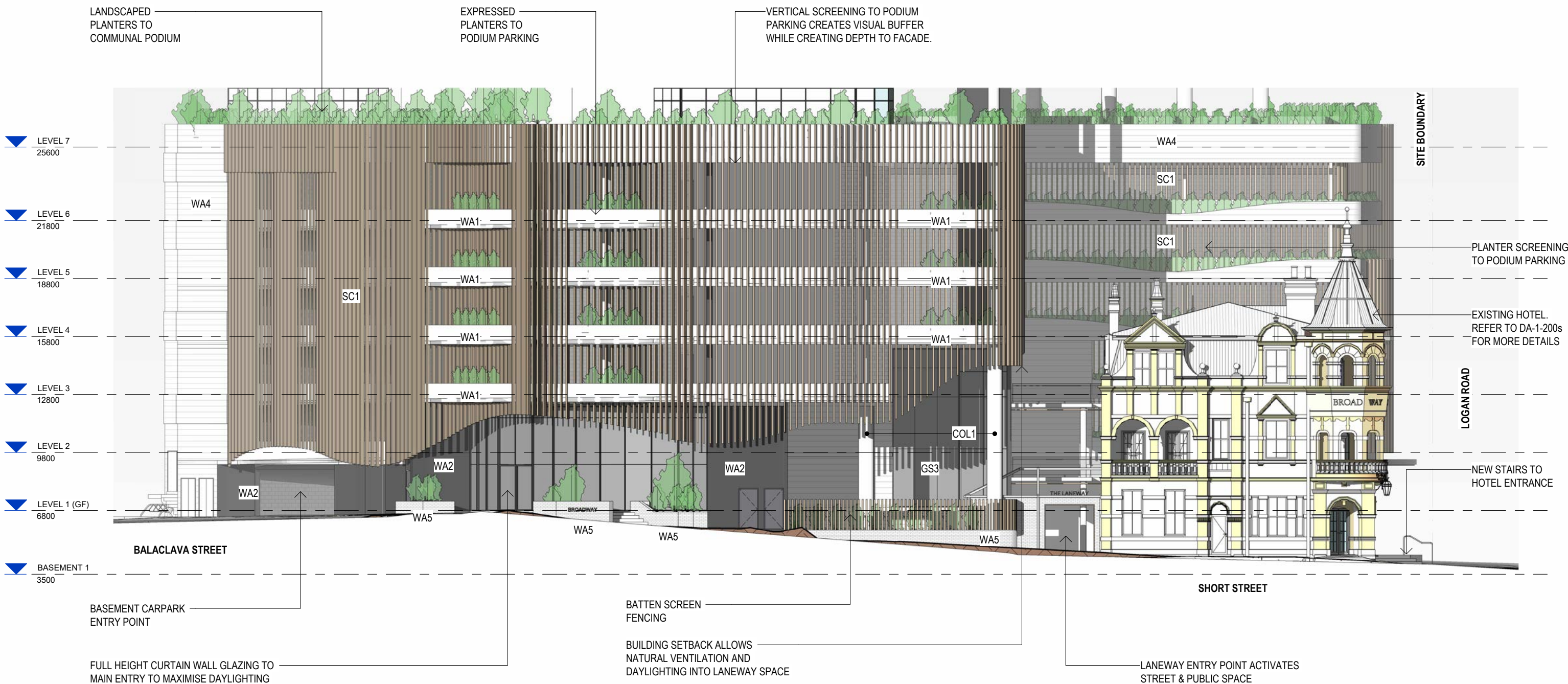
1 HOTEL - SOUTH-WEST ELEVATION
1 : 200@A3



2 HOTEL - SOUTH EAST ELEVATION
1 : 200@A3



1 NORTH-EAST ELEVATION - LOGAN ROAD
- 1:200@A3

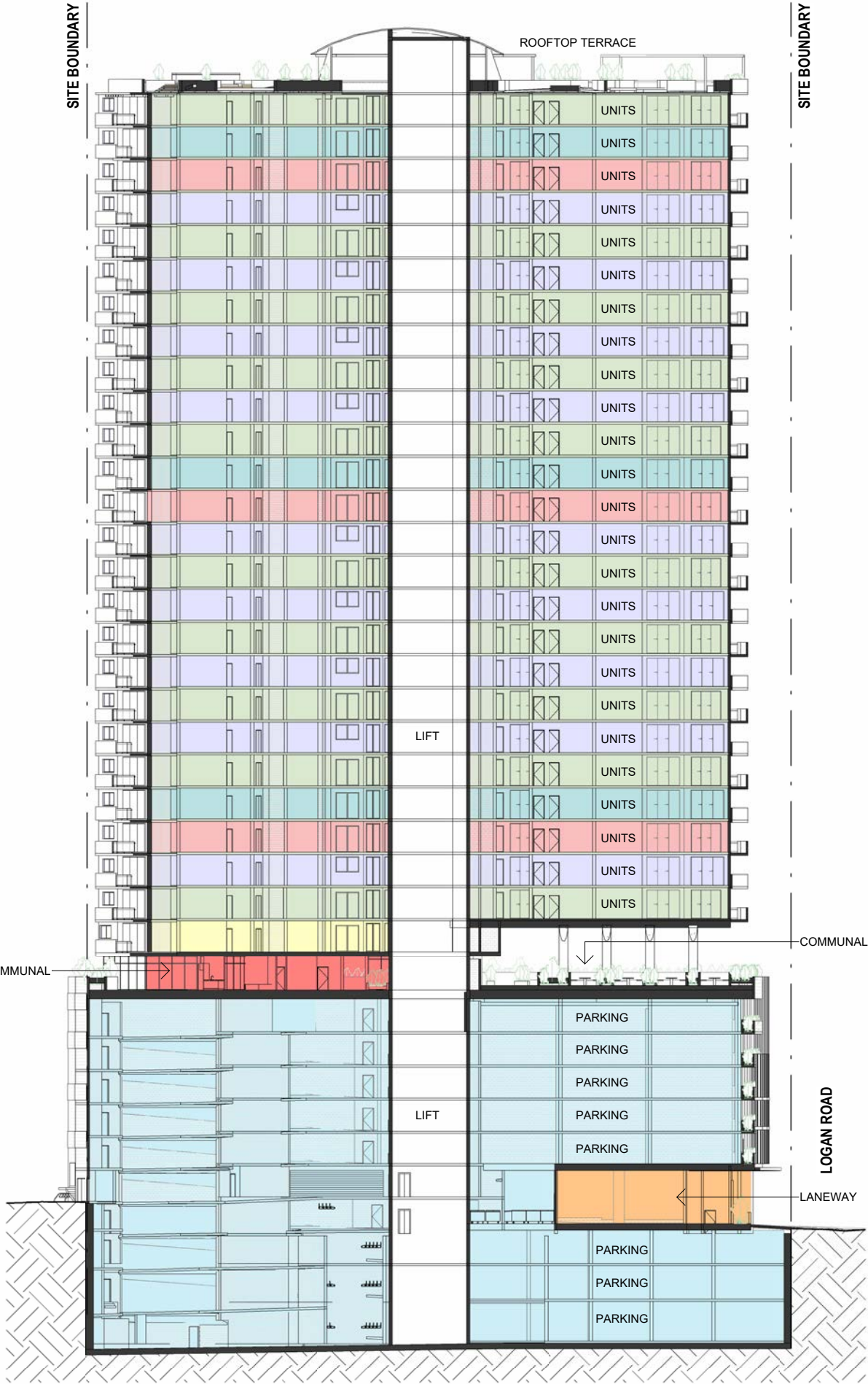


1 SOUTH-EAST ELEVATION - SHORT STREET
1:200@A3

LEVEL TYPE LEGEND

PARKING
LANEWAY
COMMUNAL
GRAND FOYER
UNIT LEVEL - HALF LEVEL (LEVEL 8)
UNIT LEVEL - TYPE 1
UNIT LEVEL - TYPE 2
UNIT LEVEL - TYPE 3
UNIT LEVEL - TYPE 4

ROOF TERRACE		
107100		
LEVEL 33		
104100		
LEVEL 32		
101100		
LEVEL 31		
98100		
LEVEL 30		
95100		
LEVEL 29		
92100		
LEVEL 28		
89100		
LEVEL 27		
86100		
LEVEL 26		
83100		
LEVEL 25		
80100		
LEVEL 24		
77100		
LEVEL 23		
74100		
LEVEL 22		
71100		
LEVEL 21		
68100		
LEVEL 20		
65100		
LEVEL 19		
62100		
LEVEL 18		
59100		
LEVEL 17		
56100		
LEVEL 16		
53100		
LEVEL 15		
50100		
LEVEL 14		
47100		
LEVEL 13		
44100		
LEVEL 12		
41100		
LEVEL 11		
38100		
LEVEL 10		
35100		
LEVEL 9		
32100		
LEVEL 8		
29100		
LEVEL 7		
25600		
LEVEL 6		
21800		
LEVEL 5		
18800		
LEVEL 4		
15800		
LEVEL 3		
12800		
LEVEL 2		
9800		
LEVEL 1 (GF)		
6800		
BASEMENT 1		
3500		
BASEMENT 2		
800		
BASEMENT 3		
-2700		
BASEMENT 4		
-6470		

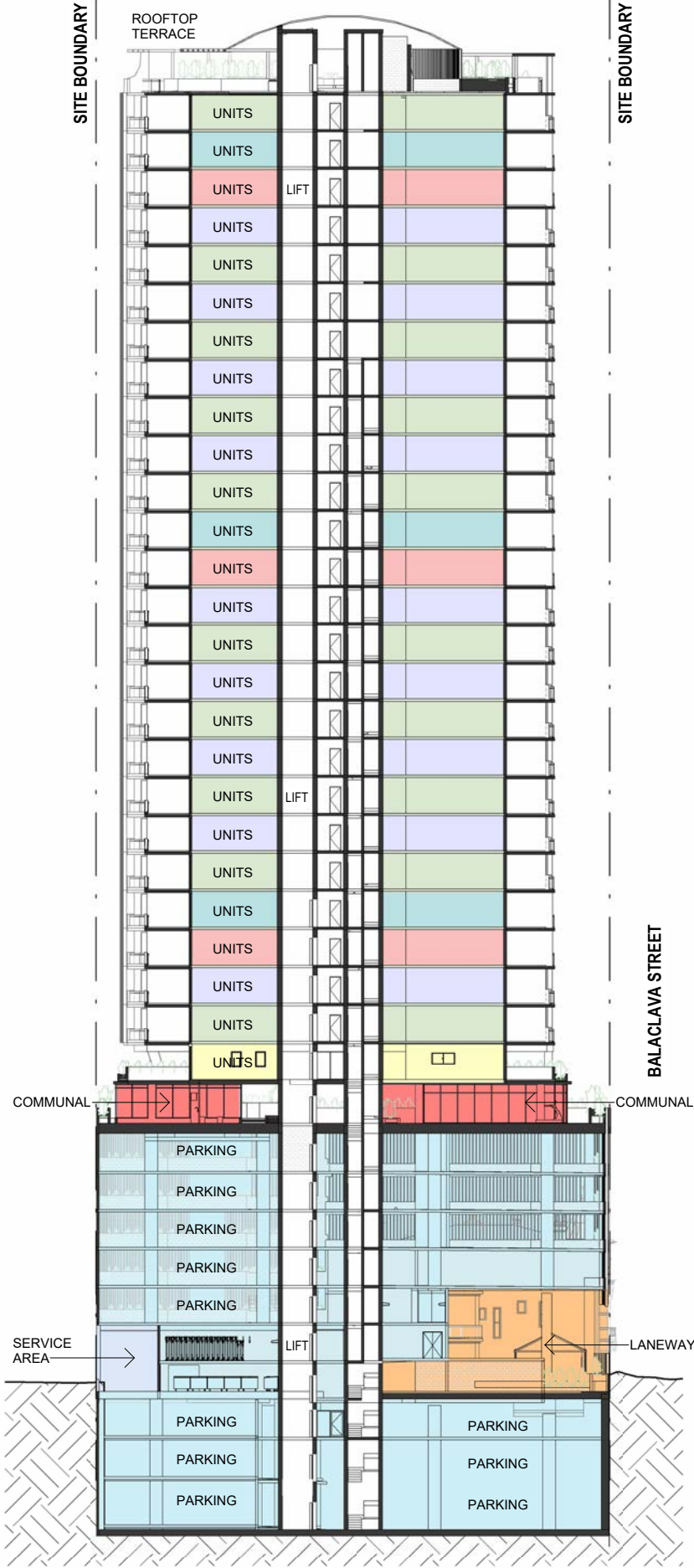


A SECTION A
1 : 500@A3

LEVEL TYPE LEGEND

PARKING
LANEWAY
COMMUNAL
GRAND FOYER
UNIT LEVEL - HALF LEVEL (LEVEL 8)
UNIT LEVEL - TYPE 1
UNIT LEVEL - TYPE 2
UNIT LEVEL - TYPE 3
UNIT LEVEL - TYPE 4

ROOF TERRACE		
107100		
LEVEL 33		
104100		
LEVEL 32		
101100		
LEVEL 31		
98100		
LEVEL 30		
95100		
LEVEL 29		
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77100		
LEVEL 23		
74100		
LEVEL 22		
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LEVEL 21		
68100		
LEVEL 20		
65100		
LEVEL 19		
62100		
LEVEL 18		
59100		
LEVEL 17		
56100		
LEVEL 16		
53100		
LEVEL 15		
50100		
LEVEL 14		
47100		
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44100		
LEVEL 12		
41100		
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LEVEL 10		
35100		
LEVEL 9		
32100		
LEVEL 8		
29100		
LEVEL 7		
25600		
LEVEL 6		
21800		
LEVEL 5		
18800		
LEVEL 4		
15800		
LEVEL 3		
12800		
LEVEL 2		
9800		
LEVEL 1 (GF)		
6800		
BASEMENT 1		
3500		
BASEMENT 2		
800		
BASEMENT 3		
-2700		
BASEMENT 4		
-6470		

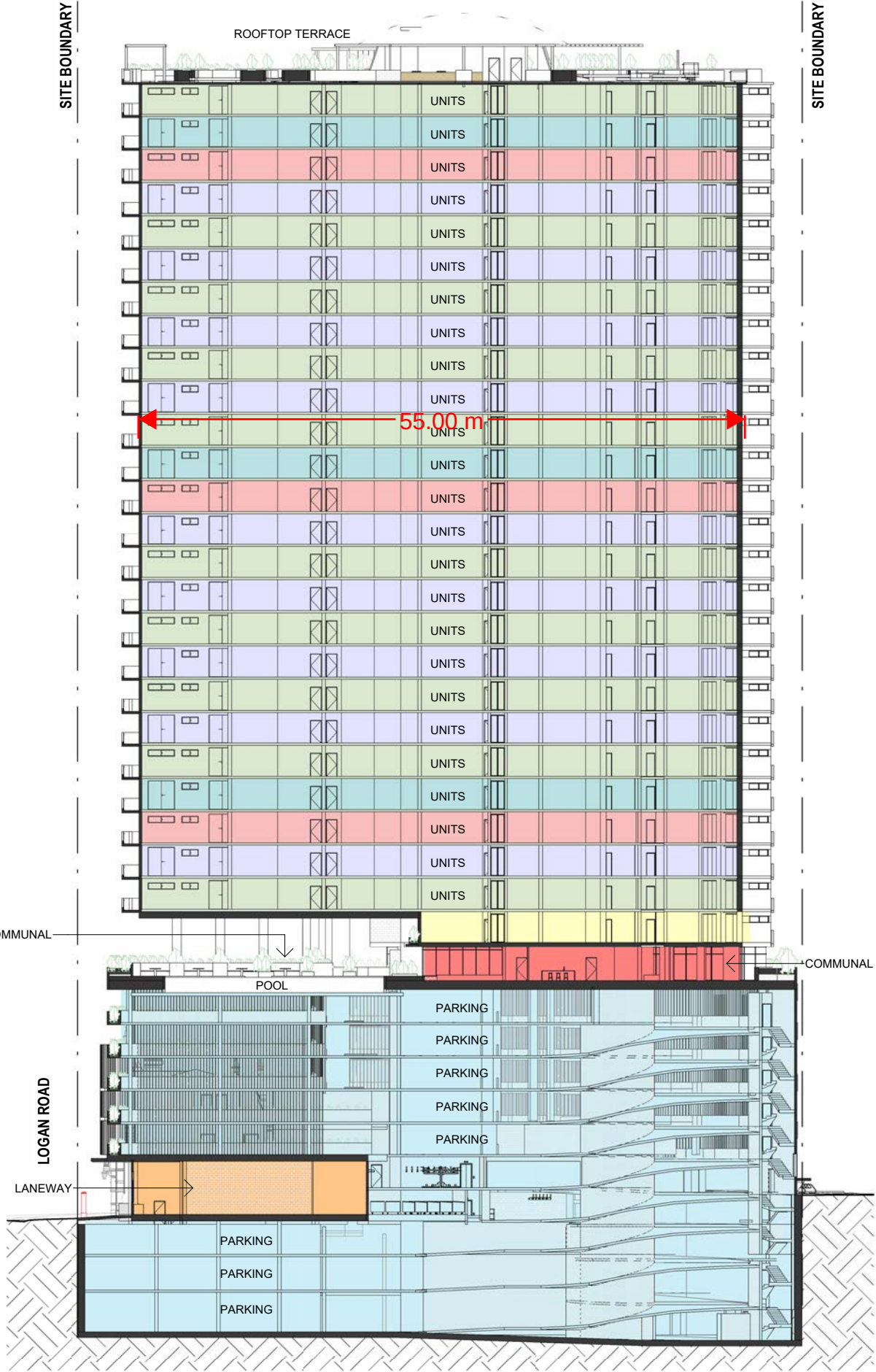


B SECTION B
1 : 500@A3

LEVEL TYPE LEGEND

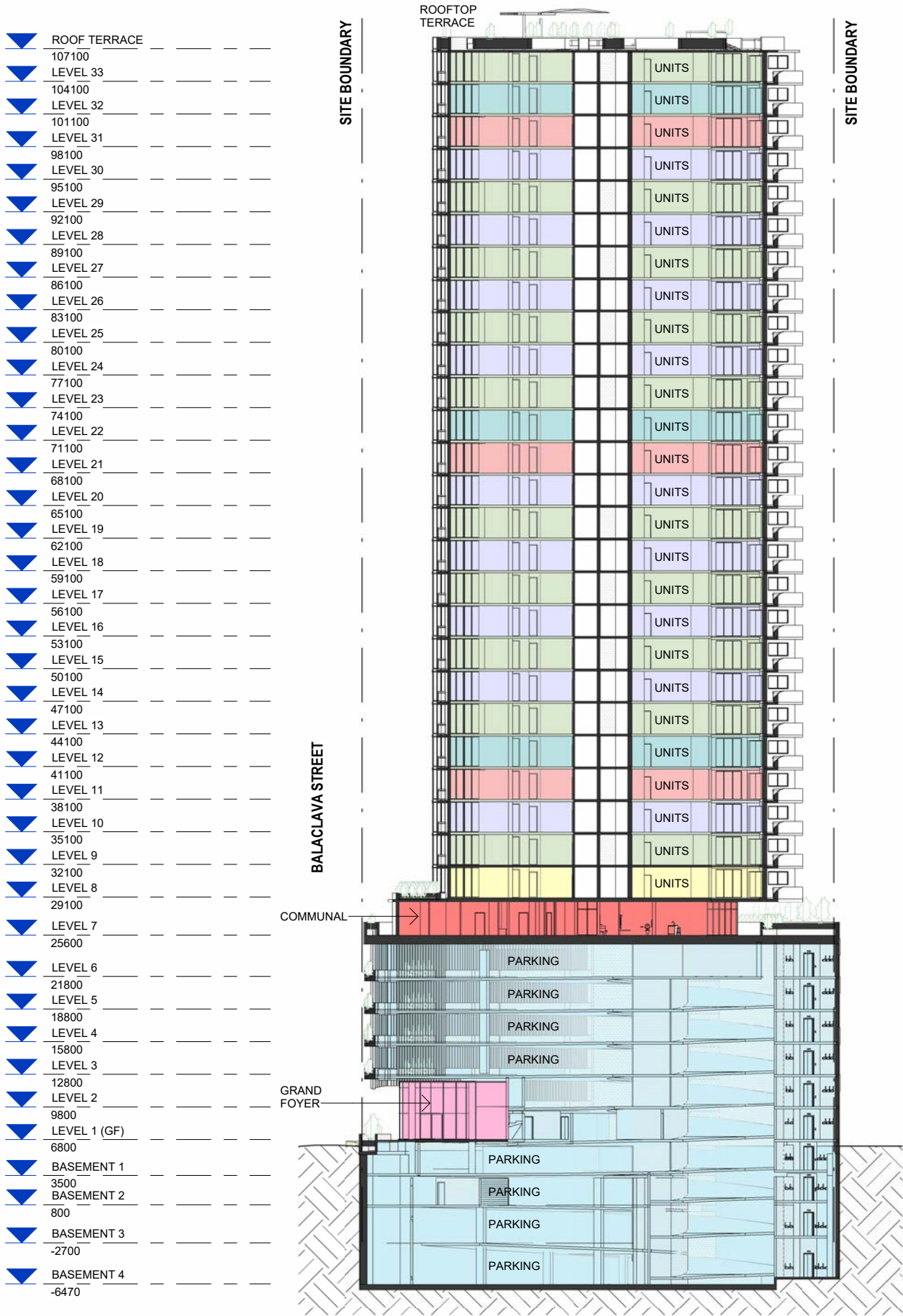
PARKING
LANEWAY
COMMUNAL
GRAND FOYER
UNIT LEVEL - HALF LEVEL (LEVEL 8)
UNIT LEVEL - TYPE 1
UNIT LEVEL - TYPE 2
UNIT LEVEL - TYPE 3
UNIT LEVEL - TYPE 4

ROOF TERRACE		
107100		
LEVEL 33		
104100		
LEVEL 32		
101100		
LEVEL 31		
98100		
LEVEL 30		
95100		
LEVEL 29		
92100		
LEVEL 28		
89100		
LEVEL 27		
86100		
LEVEL 26		
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LEVEL 21		
68100		
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LEVEL 14		
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LEVEL 13		
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LEVEL 12		
41100		
LEVEL 11		
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LEVEL 10		
35100		
LEVEL 9		
32100		
LEVEL 8		
29100		
LEVEL 7		
25600		
LEVEL 6		
21800		
LEVEL 5		
18800		
LEVEL 4		
15800		
LEVEL 3		
12800		
LEVEL 2		
9800		
LEVEL 1 (GF)		
6800		
BASEMENT 1		
3500		
BASEMENT 2		
800		
BASEMENT 3		
-2700		
BASEMENT 4		
-6470		



LEVEL TYPE LEGEND

PARKING
LANEWAY
COMMUNAL
GRAND FOYER
UNIT LEVEL - HALF LEVEL (LEVEL 8)
UNIT LEVEL - TYPE 1
UNIT LEVEL - TYPE 2
UNIT LEVEL - TYPE 3
UNIT LEVEL - TYPE 4



D SECTION D
1 : 500@A3



SPRING EQUINOX 9 a.m.



SPRING EQUINOX 12 p.m.



SPRING EQUINOX 3 p.m.



SUMMER SOLSTICE 9 a.m.



SUMMER SOLSTICE 12 p.m.



SUMMER SOLSTICE 3 p.m.



RED DOOR
ARCHITECTURE



AUTUMN EQUINOX 9 a.m.



AUTUMN EQUINOX 12 p.m.



AUTUMN EQUINOX 3 p.m.



WINTER SOLSTICE 9 a.m.



WINTER SOLSTICE 12 p.m.



WINTER SOLSTICE 3 p.m.

