

PARK A1 | DETAIL PLAN



COMMUNITY

Design directed by workshops with Unity College and residents

- 1 Principle shelter as vibrant gathering space | community group gathering | outdoor classroom | BBQ area
- 2 Shelter for playground surveillance & gathering
- 3 Mixed use event platform & grass amphitheatre | music | open air cinema
- 4 Village Square | multiuse hardstand area shade + seating + interactive attractive + engaging retail park edge with outdoor dining
- 5 Secure children's playground (1-12yrs)
- 6 Intimate restive spaces | feature shade trees + seating | mounding
- 7 Strolling circuit | links to wider exercise network with distance and directional markers

PLACEMAKING

- 8 Iconic arrival markers | lighting elements + shelters with colour and height to demarcate active nodes and facilitate wayfinding
Locally generated art + story in pavement and shelter detailing | opportunity for ephemeral art as ongoing youth project
- 9 Capitalise on strong viewlines with active pedestrian spines that culminate in active nodes | market areas + feature arbors - NB: RETAIL LAYOUT SHOWN IS INDICATIVE ONLY
Facilitate comfort | furniture | large shade trees

ENVIRONMENT

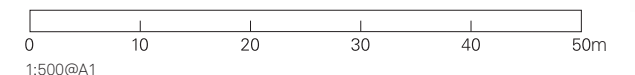
Endemic planting from seed harvesting | opportunity for community planting day

- 10 Feature biopod + stormwater retention edge
Microclimate generation through appropriate vegetation
Native and endemic species | passive irrigation

ADAPTABILITY

- 11 Visible solar energy generation and reuse associated with lighting elements & shelter roof design
Opportunity for shelter + retail building roof water harvesting | reuse for maintenance + establishment
Opportunity for laptop hub with WIFI + charging station at shelter node | solar generated power supply
Opportunity for Landcare & Unity College involvement in managing | monitoring WSUD elements

BVII PARK - PLAN#1



PARK A1 | CHARACTER

THE VILLAGE PARK DRAWS ITS ENERGY FROM THE VIBRANT RETAIL PRECINCT AND ICONIC ARRIVAL MARKERS.

HARD AND SOFTSCAPE ELEMENTS ARE USED TO CREATE A SOMEWHAT SEAMLESS INTERFACE BETWEEN THE PARK AND RETAIL CENTRE.
THE INTERFACE IS SUPPORTIVE OF OUTDOOR DINING AND INTIMATE GATHERINGS, WHILST THE PARK IS SUPPORTIVE OF LARGER COMMUNITY GATHERINGS AND EVENTS.

THE PARK CHARACTER IS INFORMED BY THE ADJOINING RETAIL PRECINCT AND SPENDING FOCUSED ON VERTICAL ELEMENTS SUCH AS SHELTERS AND ARRIVAL MARKERS.

