

Design Objectives

With ongoing change occurring within the street's catchment area, the LMP can help define, retain and enhance the community's identity, character and economic vitality through the creation of a vibrant, safe and attractive public realm.

Additionally an objective of the LMP is to ensure that the design is cost effective and easily maintainable, resilient and responsive to the local climate. Street furniture will be robust and durable, using materials that require minimal upkeep and intervention.

Furthermore it is expected that creating a public space in this location will raise its visibility within the community, increasing patronage and minimising the opportunity for graffiti.



COMMUNITY

- Provide spaces that harvests community participation, ownership and pride;
- Provide spaces that are flexible and adaptive to cater for all the community;
- Maximise opportunities for social interactions; and
- Provide places that encourage dwelling, occupation and use.



ACTIVATION

- Enable safe and legible pedestrian links and access;
- Provide clear directions of movement into open spaces and to places of interest;
- Retain viewlines and vistas to nodes;
- Create a space that encourages crime prevention through its environmental design;
- Ensure the design makes reasonable steps to provide access for disabled people; and
- Prioritise pedestrians and cyclists over vehicles.



SUSTAINABILITY

- Choose species that are resistant and adaptive to climate change;
- Develop concepts that follow water sensitive design principles, such as water filtration raingardens; and
- Use recycled and sustainable materials where possible.



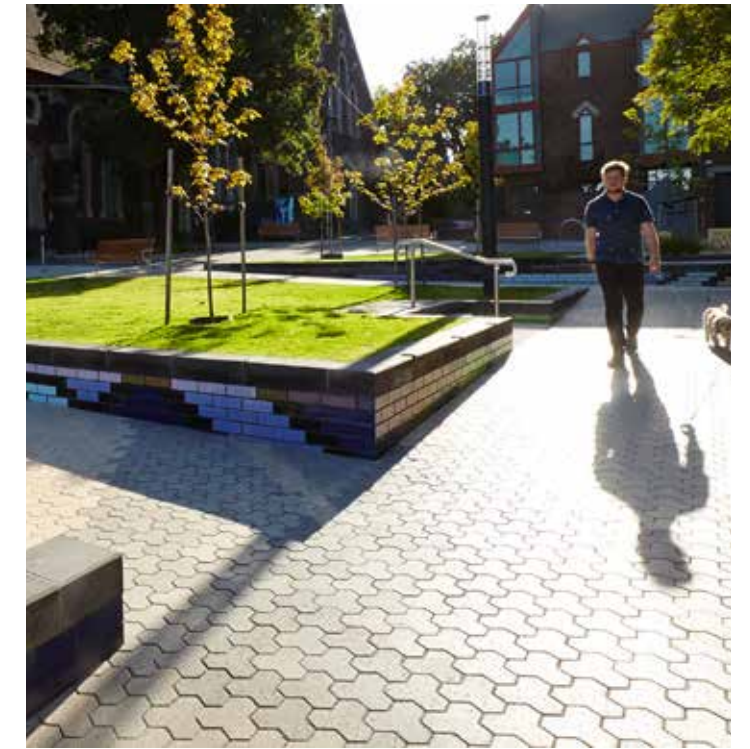
CULTURE

- Provide opportunities for increased mental, social and physical well being; and
- Provide a variety of spaces and places that support both passive and active recreation.

Design Initiatives

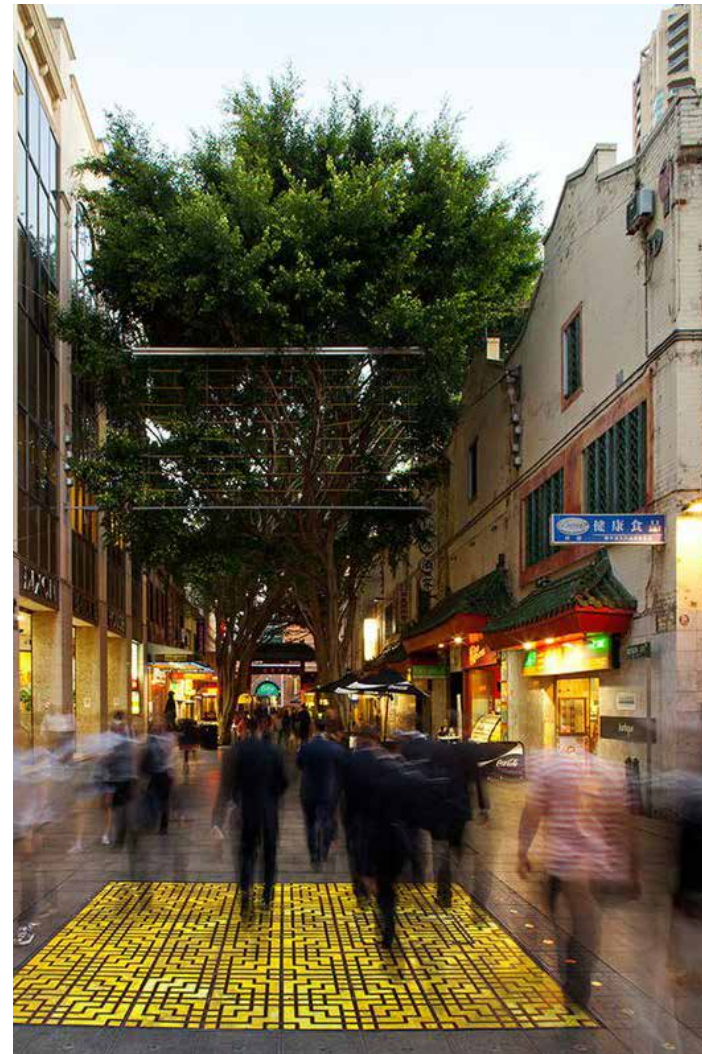
Installation of Pocket Parks

- Provide places for passive recreation and refuge;
- Increase physical, mental and social well-being;
- Provide spaces for increased social interactions, thereby building and supporting the evolution of communities; and
- Investigate opportunities for incidental play.



Provide Areas of Greenery and Shade

- Provide softscape areas for passive and active recreation;
- Lawn to 'break' up spaces;
- Increase site permeability and biodiversity;
- Lessen heat island effects; and
- Provide natural tactile elements that foster a strong relationship and connection with environments.



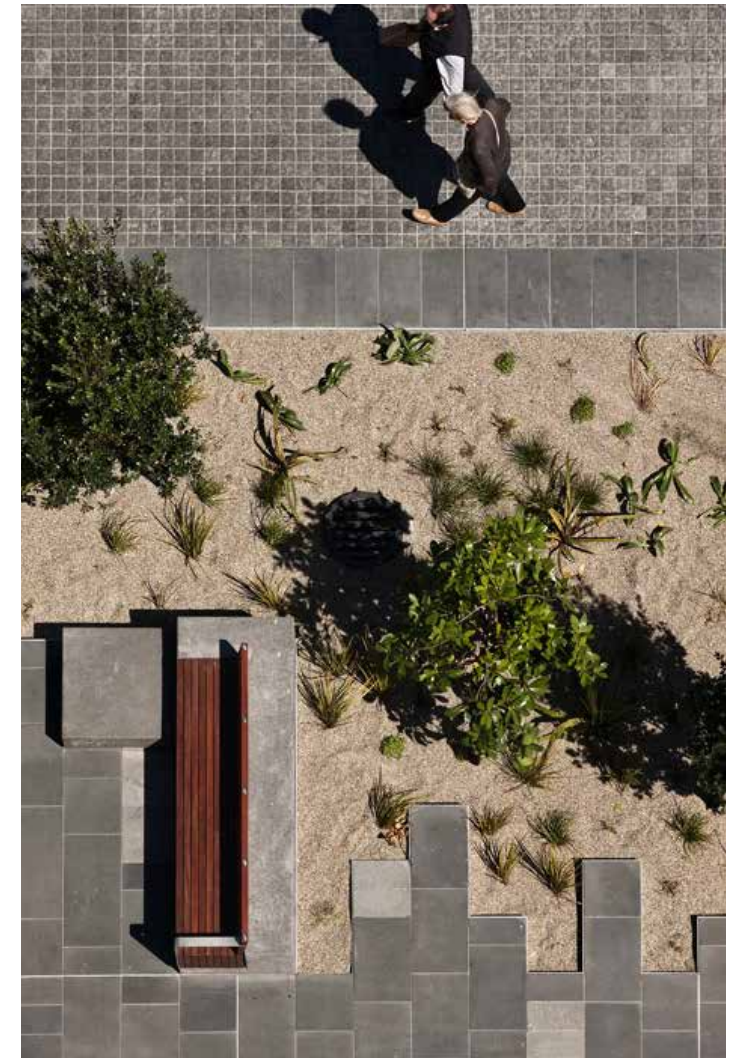
Create a Destination with Public Art

- At raised level;
- At ground level (interactive); and
- Street art.



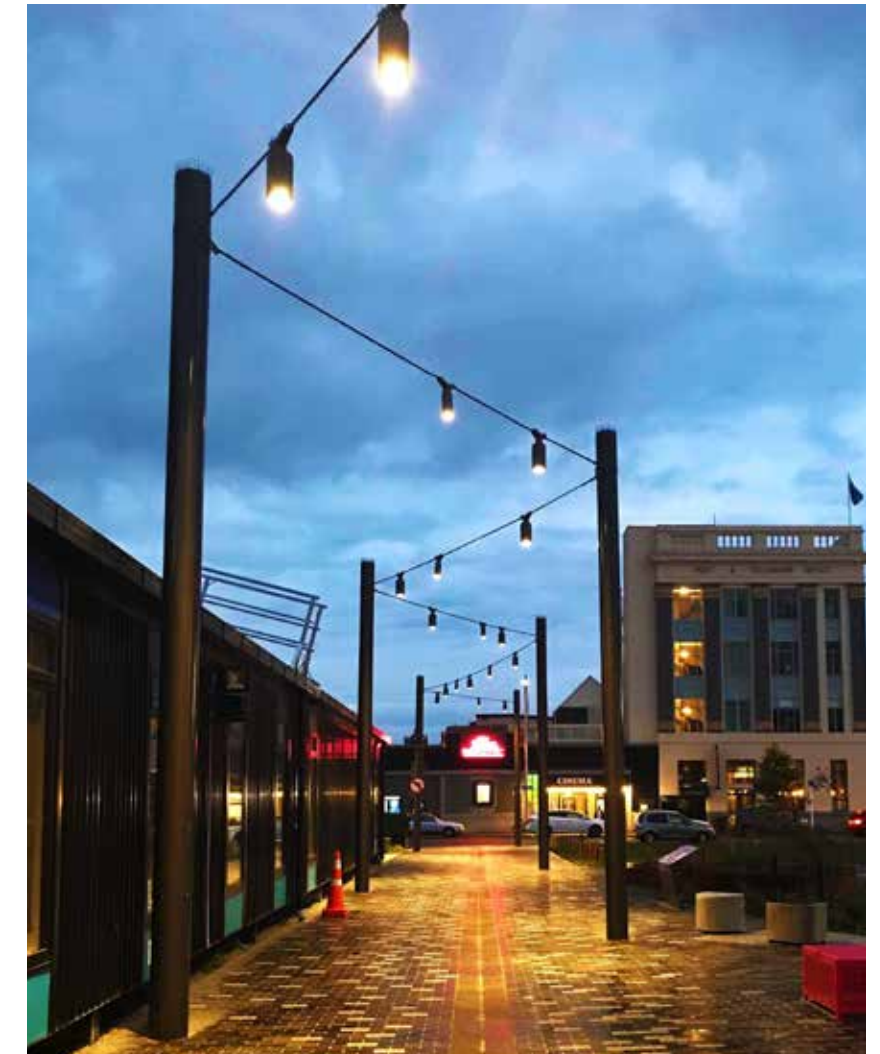
Delineate with New Surface Treatments

- Provide cultural / demographic representation in paving; and
- Utilise a range of paving types to increase interest, enable way-finding, landmark the site and to help designate areas of public open space.



Install New Lighting

- At raised level;
- At ground level (interactive);
- Integrated with custom furniture elements ; and
- Projections (moving image / opportunity for community engagement and programming, non-permanent / ever-changing, part of a 'Fringe' festival.



Promote Water Sensitive Solutions

- Work with natural ecological processes for water treatment;
- Reduce the demand on potable water thereby reducing the burden of scheduled irrigation;
- Minimise stormwater runoff and pollutants;
- Increase habitat for local and non-local flora and fauna.

