

PLACE BASED PLANNING

MAROUBRA PRECINCT CTTE
SEPTEMBER 2012

WHAT IS IT?

- Its a spatial strategy for the future growth/enhancement/protection of the PLACE for the next 20+ years, linked to an overall vision
- Provides officers / developers / public a clear understanding of the future aspirations for the PLACE
- It is developed in close consultation with local communities, landowners, business owners, government agencies, and other key interest groups.
- It allows each place to have a 'desired future character statement' which is created in consultation with the people who live there. In principal the 'desired future character statement' captures the hopes and dreams of a particular community for its future.

HOW DOES IT HELP?

- It enables the community to build a common understanding about the 'kind of place we want in the future' - the things that matter most when development is going to happen
- Those values can then form the basis of informing the council, officers and landowners about the most important design elements to build into their proposals
- It enables the council to plan infrastructure investment decisions around that shared vision
- It enable the statutory controls to be designed to enable and shape development to meet those community goals
- It **SHOULD** take the angst out of each development proposal and enable the right kind of change to happen

WHAT KIND OF TOOLS ARE AVAILABLE?

- ❑ VISION SETTING: web- based information and input; on line surveys; community meetings; 3D active design tools
- ❑ VALUES CONSENSUS: focus groups; facilitated community meetings; on line surveys; card games
- ❑ DESIGN FRAMEWORKS: detailed environmental analyses; drawings; sketches; plans; 3D active design tools
- ❑ DCPs: controls that matter; statutory basis for development

Place Based Planning

Place based planning process

- ❑ Community meetings at all stages
- ❑ Working parties established to guide community thinking
- ❑ Vision for the precinct agreed
- ❑ Broad urban design principles established to achieve the vision
- ❑ LEP framework agreed
- ❑ DCP urban design controls established
- ❑ Infrastructure plan and implementation timetable agreed

Definitions

- ❑ Local Environmental Plan (LEP): A zoning plan indicating uses permitted and possible height or density over the site.
- ❑ Development control Plan (DCP): Specific controls for the development site
- ❑ Floor space ratio (FSR): FSR is the amount of development on a site x the site size. 1:1 is one storey over the whole site, or two levels over half the site etc.
- ❑ Set back: As the building goes higher, the development is set back from the front or side walls. A building can have several set backs. It reduces the appearance of height at the street level.
- ❑ Building envelope: All development must be contained within a building envelope ie. a maximum development shape.
- ❑ Building Height: the distance between the ground and the highest point of the building.



Public Consultation



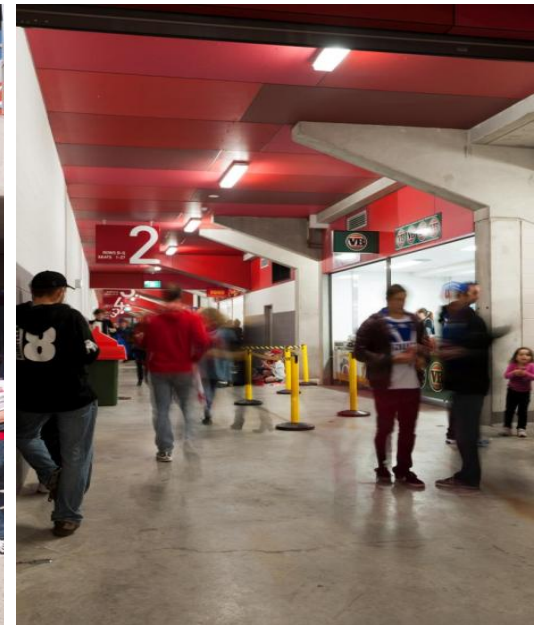
Pavilions on the Park – After



WIN stadium – Before



WIN Stadium Wollongong - After

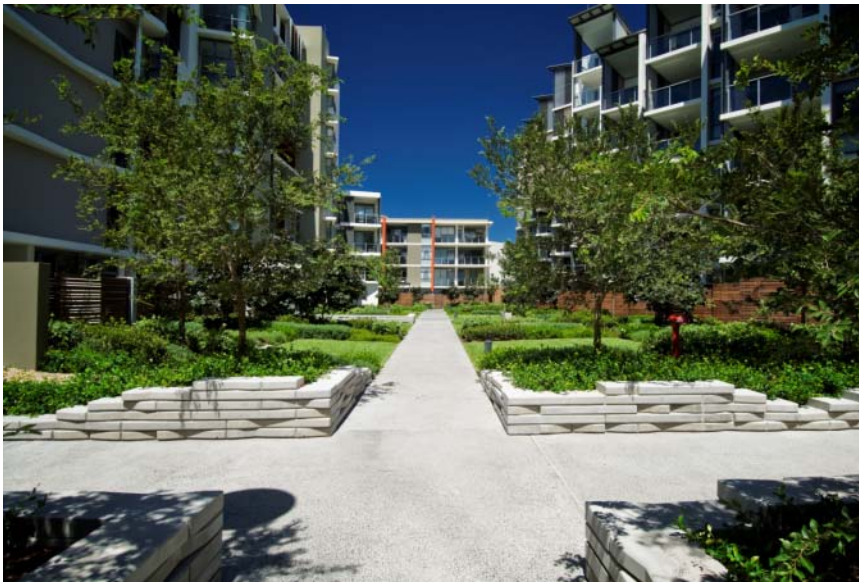




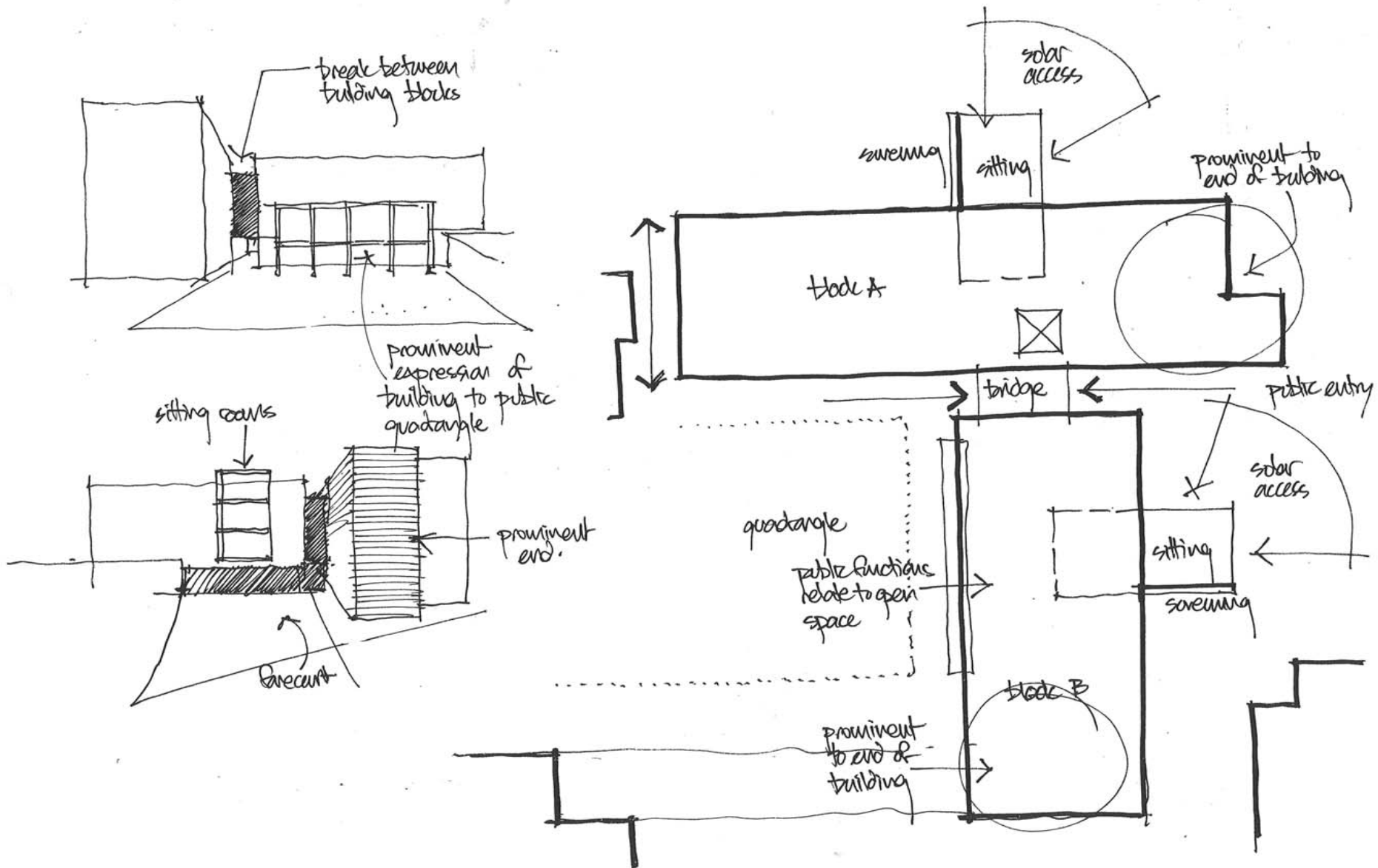


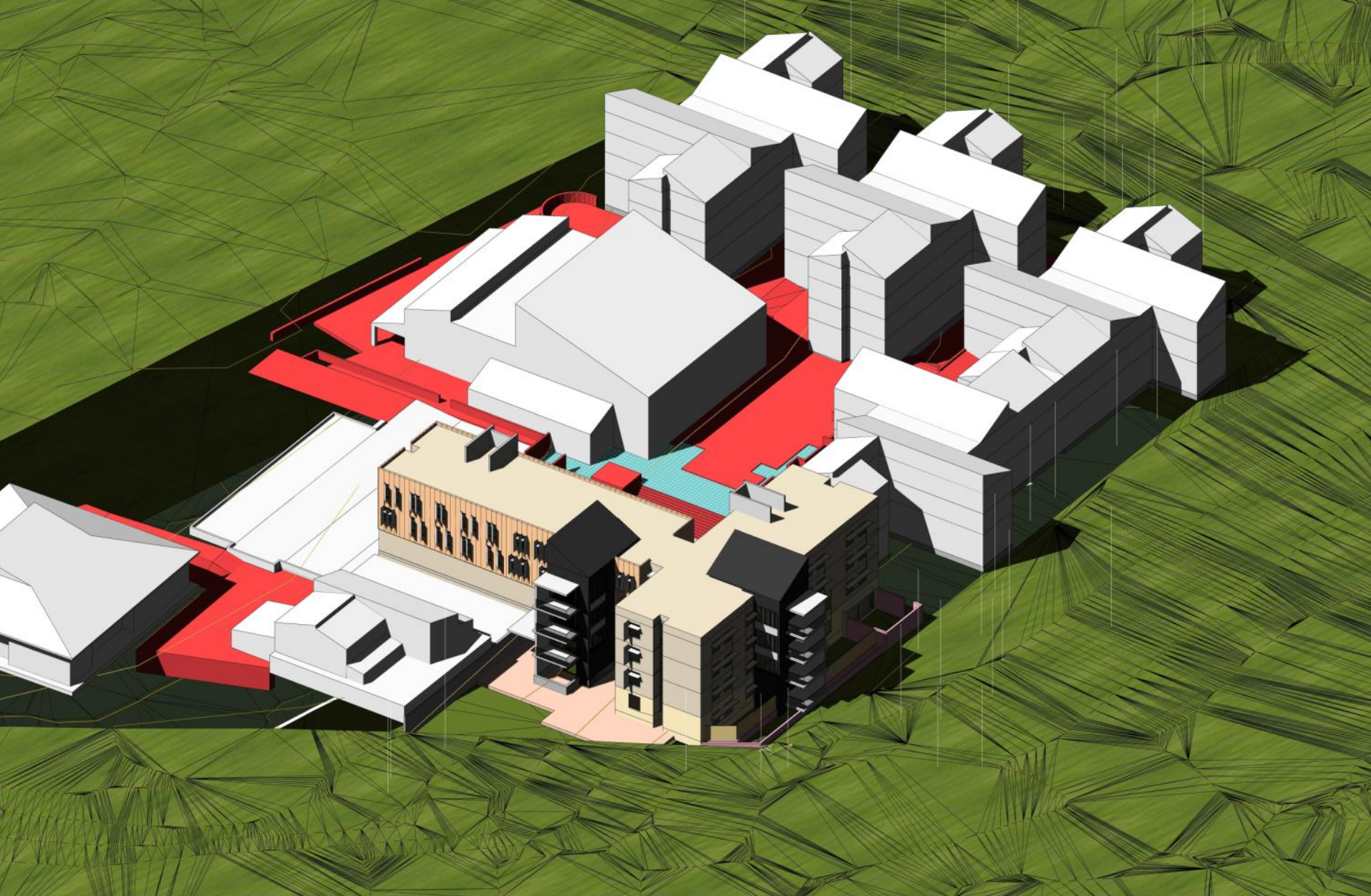
Balgowlah village – Before





Balgowlah Village – After







Robert Menzies College – After

AJ+C
ALLEN JACK+COTTIER

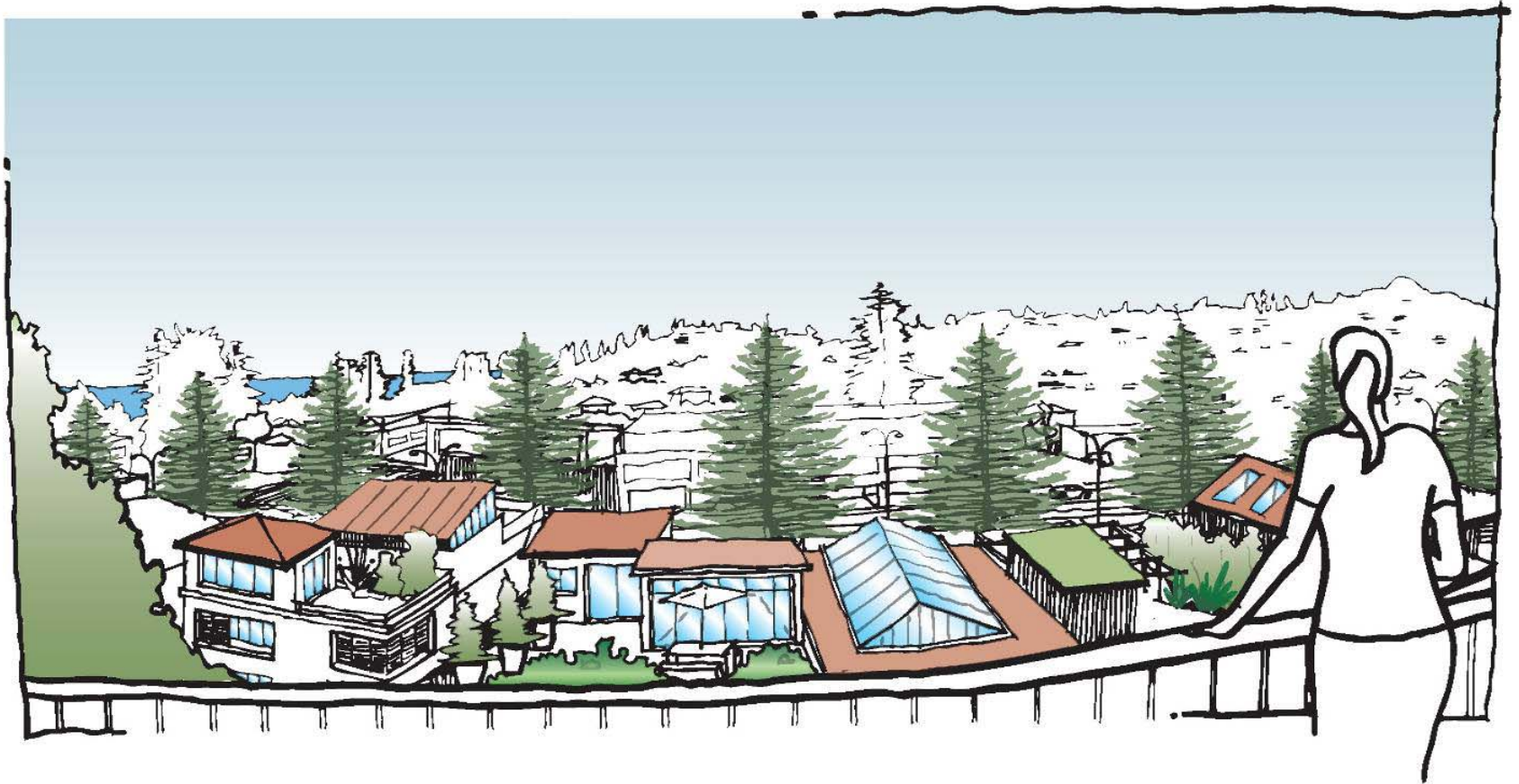
Marrickville:

Urban design principles

- ❑ **Structure and connections:** Organise places that are consistent with, or improve, the urban structure and are well connected.
- ❑ **Accessibility:** Provide ease, safety and choice of access for all people
- ❑ **Complementary mix of uses and types:** Maintain and create a complementary mix of uses and types of buildings and spaces
- ❑ **Appropriate density:** Provide appropriate density, with the highest density focused on commercial centres and public transport nodes where accessibility is the greatest
- ❑ **Urban form:** Manipulate urban form to clearly define public and private space and create spaces that are appropriate to the hierarchy, function and character of places
- ❑ **Legibility:** Help people to understand how places work and to find their way around
- ❑ **Activation :** Stimulate activity and a sense of vitality in public places
- ❑ **Sense of place and character in streetscapes and townscapes :** Recognise, preserve and enhance the characteristics that give places a valued identity and create high quality and distinctive streetscapes and townscapes
- ❑ **Sensory pleasure:** Create places that engage the senses and delight the mind

Newport

STRATEGIES FOR
CHANGE



Newport's Vision

Newport village will be the centre of our lives:

- ❑ A place for connecting with community. A pace that's relaxed and welcoming.
- ❑ A place to stop, linger and enjoy. A pace where you know you're by the sea.
- ❑ A place with everything: home, work, shopping, art and culture, recreation, relaxation. A pace that's lively during the day, and safe and comfortable at night.
- ❑ A place for walking and talking, sitting and chatting.
- ❑ A place for sandy feet – and fine dining.
- ❑ A vibrant place, a gentle pace. Newport style.

Newport's urban design vision

- Create a sustainable village commercial centre serving the Newport and Barrenjoey peninsula community
- Draw on Newport's unique character to celebrate and enhance its image
- Enhance and extend the opportunities for pedestrians and cyclists to move safely and comfortably within the public domain
- Balance traffic flow and parking requirements with the need to promote a pedestrian friendly environment
- Create a lively and active network of streets and public open spaces with high amenity, safety and security
- Provide sensitive, high quality and integrated urban, landscape and architectural design
- Enhance vistas and street views that reveal the topography, relationship between the village centre and the beach, and important natural elements

TRAPS FOR THE UNWARY

- ❑ Engage in vision setting- it's the foundation for everything that follows
- ❑ Be active in building consensus: not everyone is going to agree with everything so be prepared to compromise
- ❑ Make sure there's enough development capacity in the final plan for something to happen -
- ❑ If you're worried about what it will look like, encourage council to use 3D computer technology that can show you exactly what it will be like
- ❑ Make sure that streetscape improvements and other infrastructure are part of the planning process- get commitments from council
- ❑ Focus on the street level..that's what makes a great place. Sun access, wind protection, activities and uses, views to the water from the street...

STEERING CHANGE

- Eventually change will happen. You either hope it will go away or you need to steer it and be part of shaping what happens.
- Work with the land owners. They're the ones that have to find the funds to improve the area. If they are part of the planning, they're more likely to deliver a good outcome for them and the community.
- Ensure that the controls allow redevelopment to take place. If they are too restrictive, the area will just decline and amenities will go.
- Work with the council. If you know what you want, it will much easier for them to help you achieve that.
- Make sure your 'representatives' feed back to you as planning progresses, but if they do, trust them!