

Point Grey Precinct Plan

Testing the Scenarios and Image and Character Ideas
14/12/2012



01 _ Testing the Scenarios



Masterplan Scenario 01

“Facelift to existing buildings and new public plaza space”

Key Elements

- Minor facelift and works to existing buildings - paint and small scale maintenance or improvements
- New public plaza space created from the existing car parking
- New car parking areas behind the public plaza
- Existing green spaces to remain

Pros:

- Small scale capital works funding/ expenditure required
- New public plaza is easily deliverable
- Uses to site do not change

Cons:

- Represents only a temporary fix
- Expenditure may be wasted in the medium - long term
- Does not represent a sustainable future for the site
- Non-economic in an ongoing sense (generates no return)
- Doesn't meet any of the expectations of the community
- Presents a poor image of Lorne to visitors and tourists



Masterplan Scenario 02

“New integrated facilities within the Restaurant and Co-op building and new public spaces”

Key Elements

- Consolidation of existing and new facilities/ uses on site within a new building on the Fishing Co-op site
- New dedicated public open space to the foreshore with paved and lawn areas
- New rationalised carpark providing better located car parking provision
- New stand alone pavilion/ shelter/ picnic area to the foreshore
- Revitalised picnic and bbq area on top of the midden area

Pros:

- New public spaces and picnic areas close to the foreshore
- Increased provision of open space areas
- New 2 storey building provides new facilities, restaurant
- Good weather protection to new open space/ plaza
- Car parking rationalised and improved

Cons:

- Potential for limited sense of enclosure around public space/ plaza
- 2 Storey built form might be considered too bulky/ large
- Access to upper level uses could be an issue?
- Site potentially still dominated by car parking

01 _ Testing the Scenarios



Masterplan Scenario 03

“Two new buildings surrounding the plaza space”

Key Elements

- Creation of the key public space plaza as a high quality landscaped space at the start of the pier
- Creation of 2 new buildings either side of the new public space/ plaza adjacent the pier
- Limited car parking to the lower level of the site - dedicated disabled and small general parking provision
- New, more efficient car parking to the southern end of the precinct
- Potential overflow car parking to upper grassed level

Pros:

- Good sense of enclosure and comfort to the public plaza
- Both buildings could be single storey if needed
- Car parking in convenient locations but not dominating the site
- Good views from all spaces and buildings
- Economic benefits of increased leasable space for uses

Cons:

- Creation of 2 buildings is potentially more costly
- Reduced car parking provision near pier
- Car movements may still dominate the site



Masterplan Scenario 04

“Two new buildings including a building set into the hill, and a new public plaza”

Key Elements

- Consolidation of existing and new facilities/ uses on site within a new building on the Fishing Co-op site
- New dedicated public open space to the foreshore with paved and lawn areas
- New rationalised carpark providing better located car parking provision away from the public spaces
- New facilities building set into the hill, providing multi-purpose spaces integrated with foreshore area
- Through traffic on site eliminated, a drop-off and small scale parking area is provided to lower level

Pros:

- New public spaces and picnic areas close to the foreshore
- New 2 storey building provides new facilities, restaurant
- Significant provision for community/ gallery/ civic spaces
- Good weather protection to new open space/ plaza
- Car parking provided away from public space

Cons:

- Removal of northern car entry may be an issue
- 2 storey built form might be considered too bulky/ large
- Significant building floor area could be costly and needs defined uses
- Vehicle circulation may still dominate the precinct

01 _ Testing the Scenarios

Masterplan Scenario 05

"Building embedded into hillside"

Key Elements

- Single storey building embedded into hillside and smaller building located north of boat ramp access to provide shelter of public space
- Car park provided on top grassed area adjacent to Great Ocean Road and towards Shelley Beach
- Access to boat ramp and building servicing remains
- Large public space with expansive views

Pros:

- Opens up a views not previously available and reinstates the point as a public place
- All car parking removed from lower level of the precinct to provide greater pedestrian priority
- Buildings have minimal visibility from the Great Ocean Rd
- Large public plaza created

Cons:

- Public space will have little sense of enclosure - won't feel comfortable for people
- Buildings provide less protection from wind than scenarios with buildings in the location of the existing Restaurant / fishing co-op
- Less desirable for restaurant uses if set back from the water
- Car parking highly visible, diminishes view across the precinct and loses some of the upper grassed area
- Servicing / delivery / bins is challenging for larger building

Masterplan Scenario 06

"Major building embedded into hillside"

Key Elements

- Larger single storey building embedded into hillside
- Car park provided on top grassed area adjacent to Great Ocean Road and towards Shelley Beach
- Access to boat ramp and building servicing remains
- Large public space with expansive views

Pros:

- Opens up views not previously available and reinstates the point as a public place
- All car parking removed from lower level of the precinct to provide greater pedestrian priority
- Buildings have minimal visibility from the Great Ocean Rd
- Large public plaza created

Cons:

- Public space will have little sense of enclosure - won't feel comfortable for people
- Building provides less protection from wind than scenarios with buildings in the location of the existing Restaurant / fishing co-op
- Car parking highly visible, diminishes view across the precinct and loses some of the upper grassed area
- Less desirable for restaurant uses if set back from the water
- Servicing / delivery / bins is challenging



02 _ Image and Character Ideas

Built Form and Structures



1 Built form imbedded in landform



2 Natural and light weight construction materials



3 Natural materials and simple forms



4 Use of glass providing views to water



5 Use of timbers and glass



6 Simple, contemporary built form



7 Rammed earth



8 Iconic built form. Form reminiscent of boat sail



9 Natural and light weight construction materials



10 Simple form that permits views through



11 Built form framing views to water



12 Iconic built form using corten steel

02 _ Image and Character Ideas

Play Opportunities



1 Nature based play encouraging children to discover the foreshore environment



2 Formal play spaces reminiscent of foreshore environment



3 Recycled materials imbedded into the landscape to encourage site exploration



4 Opportunities for water play

Passive Recreation



5 Lawn areas and facilities for picnicking



6 BBQ facilities



7 Undulating topography creating semi intimate spaces for various uses



8 open lawn areas to read and relax

02 _ Image and Character Ideas

Foreshore Path



1 Existing foreshore path (gravel)



2 Timber board following form of embankment



3 Hardscape paving for all weather access



4 Timber board walk to navigate areas, where a path might not be appropriate

Foreshore Edge



1 Feature engineered embankment providing opportunities to engage with water



2 Hard engineered solution that provides opportunities to engage with water



3 Rock stabilised embankment, revegetated where possible



4 Existing foreshore edge (rock embankment)

02 _ Image and Character Ideas

Plaza / Feature Hardscaped Space



1 Open plaza with feature trees and limited items of furniture



2 Open plaza with feature paving materials



3 Gravel plaza space with low / ground cover planting to allow for views



4 Combination of materials and planting creating a contemporary plaza space



5 Feature paving materials and low / ground cover planting.



6 Open plaza with feature trees and limited items of furniture



7 Open plaza with feature trees and limited items of furniture



8 Open plaza combining lawn, tree and paving

02 _ Image and Character Ideas

Interpretation



1 Simple form using solid timber and historic images



2 Glass walls with interpretive information allowing views through to adjacent landscape



3 Interpretive shelter allowing for all weather access



4 Paving used to provide interpretation



5 Interpretive wall / structure providing shelter and all weather access



6 Interpretive fence / wall providing large amounts of information including images



7 Slim line interpretive signage, ideal for lookouts or views to selected features



8 Interpretive centre / structure providing shelter and all weather access

02 _ Image and Character Ideas

Artwork



1 Recycled timbers reminiscent of foreshore uses



2 Corten steel



3 Bold and visually interesting forms and colours



4 Simple and functional art pieces i.e seating

Car Parking Areas



1 WSUD in car parking areas



2 Permeable gravel parking areas



3 Change in paving material to indicate shared zone / areas



4 Parking on grass during events / peak periods

02 _ Image and Character Ideas

Materials



1 Timbers and recycled concrete



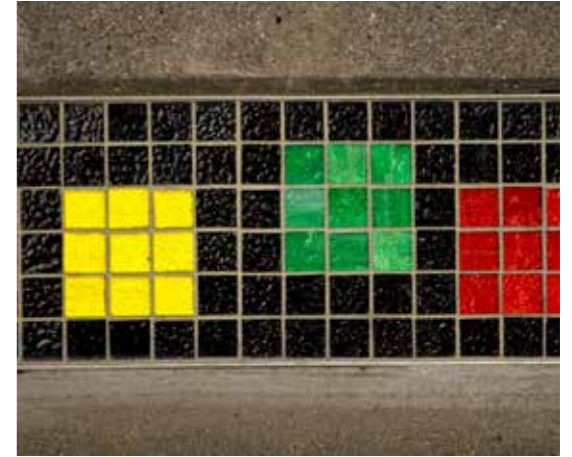
2 Natural timbers



3 Feature recycled timber



4 Recycled and robust materials



5 Small feature details / community art



6 Gravel and uncoloured concrete



7 Timber and uncoloured concrete



8 Solid and robust timbers reminiscent of working pier



9 Timber decking



10 Solid and bulky timbers

02 _ Image and Character Ideas

Sustainability



1 New technology / wave power



2 Water Sensitive Urban Design / Water sensitive design



3 Solar power



4 Water reuse and recycling



5 Water play / discovery learning