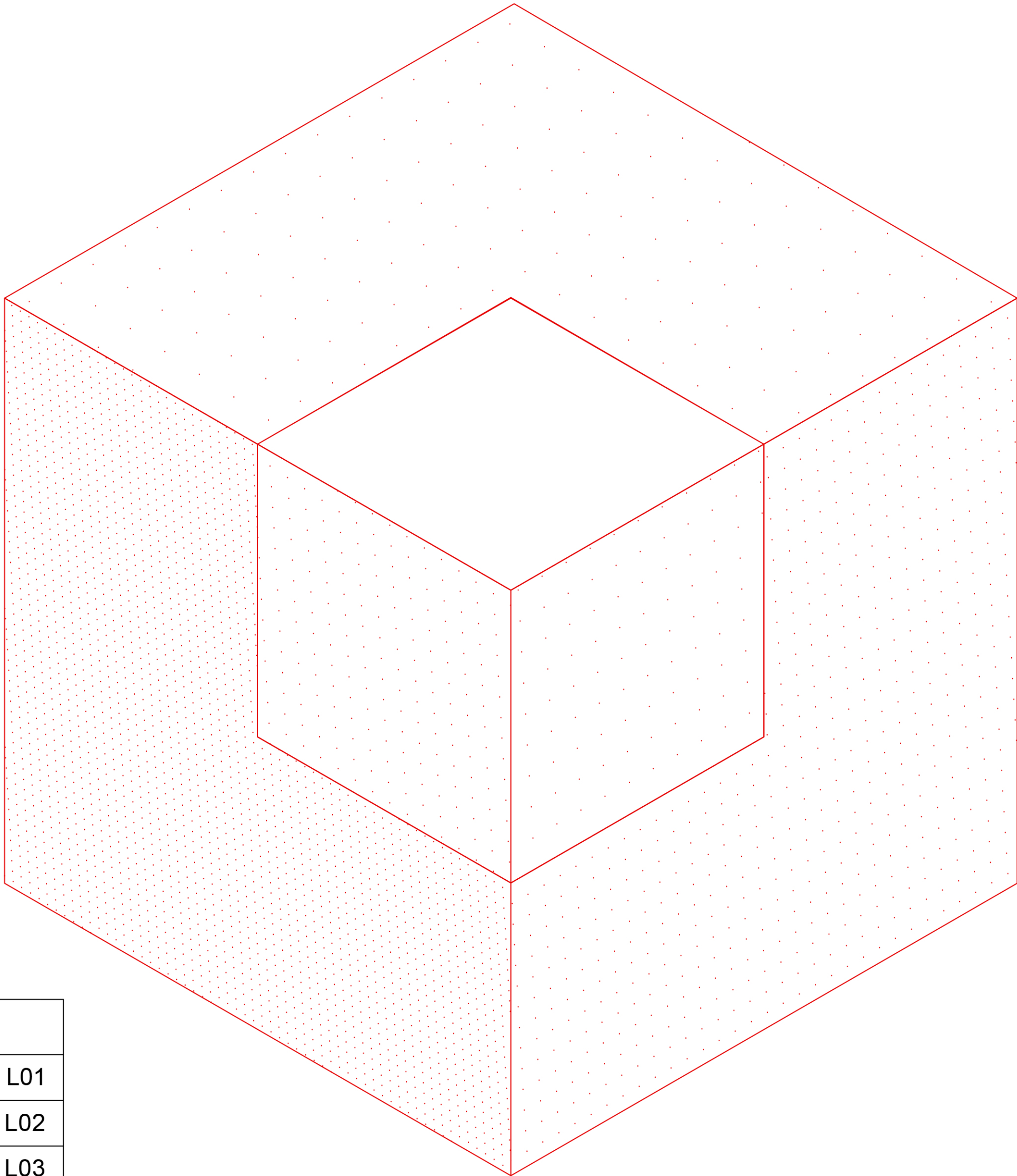


# LANDSCAPE ARCHITECTURAL DRAWINGS

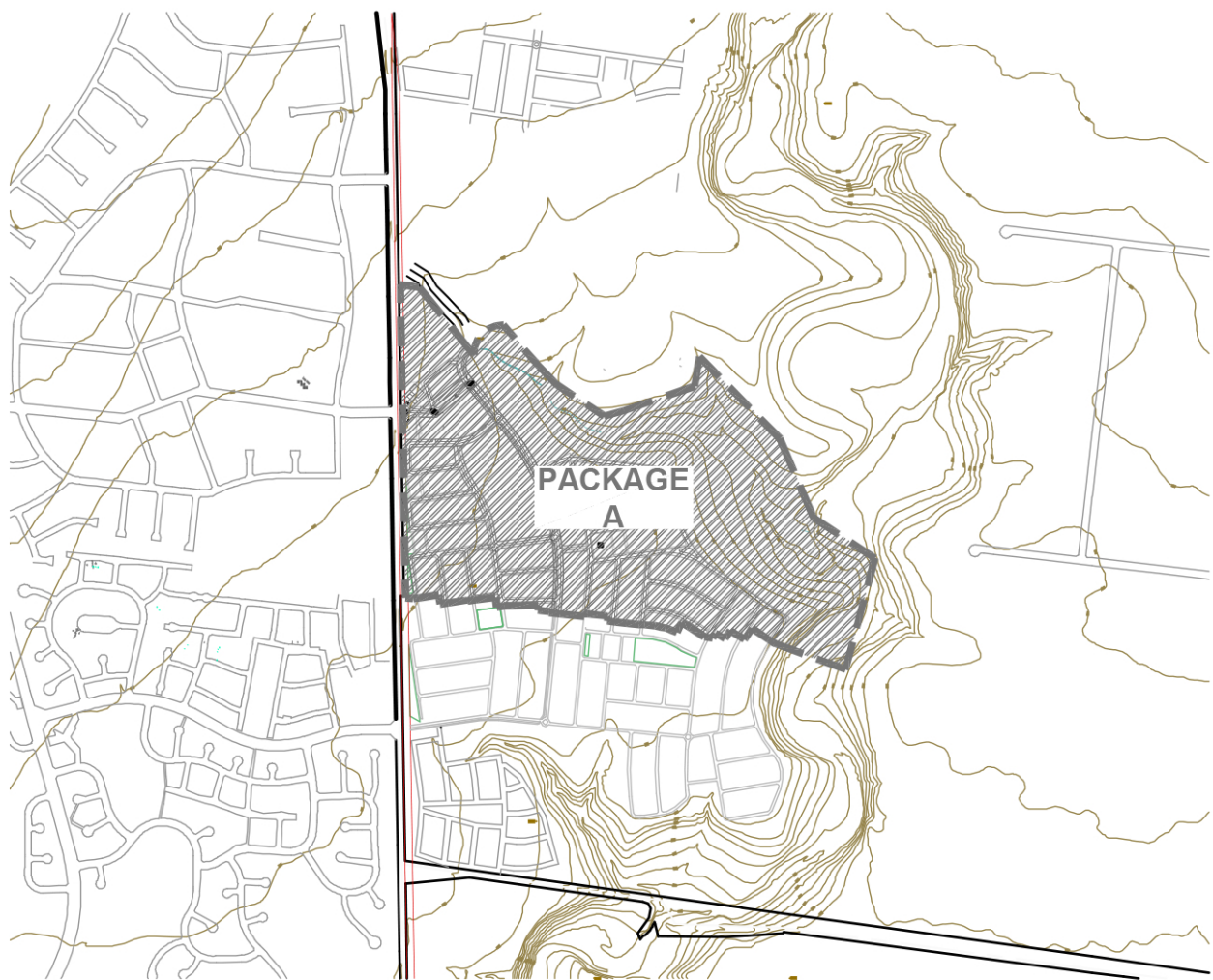
## 170 Lancefield Road & 45 Gellies Road

### Sunbury 3429

### Masterplan



DRAWING TITLE	
COVER PAGE	L01
OVERALL MASTERPLAN	L02
STREET TREE PLAN	L03
URBAN DESIGN THEMING	L04
ENTRY PLAN	L05
TOWN CENTRE PLAN	L06
LOCAL PARK & TREE RESERVE PLAN	L07
WETLAND PLAN	L08



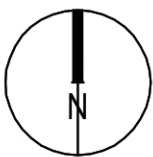
KEY PLAN  
Scale 1:20000 @ A1

GENERAL NOTES:

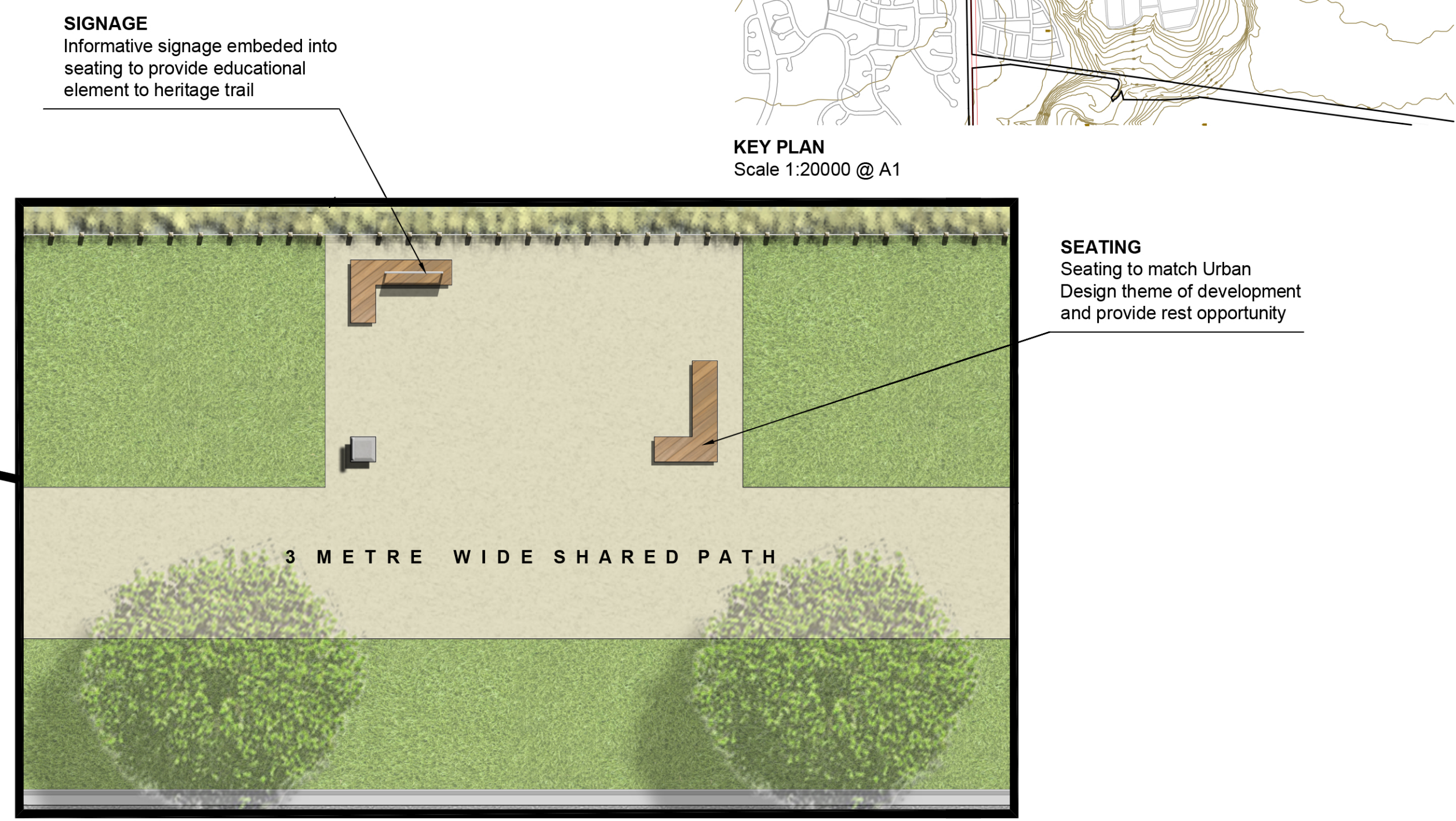
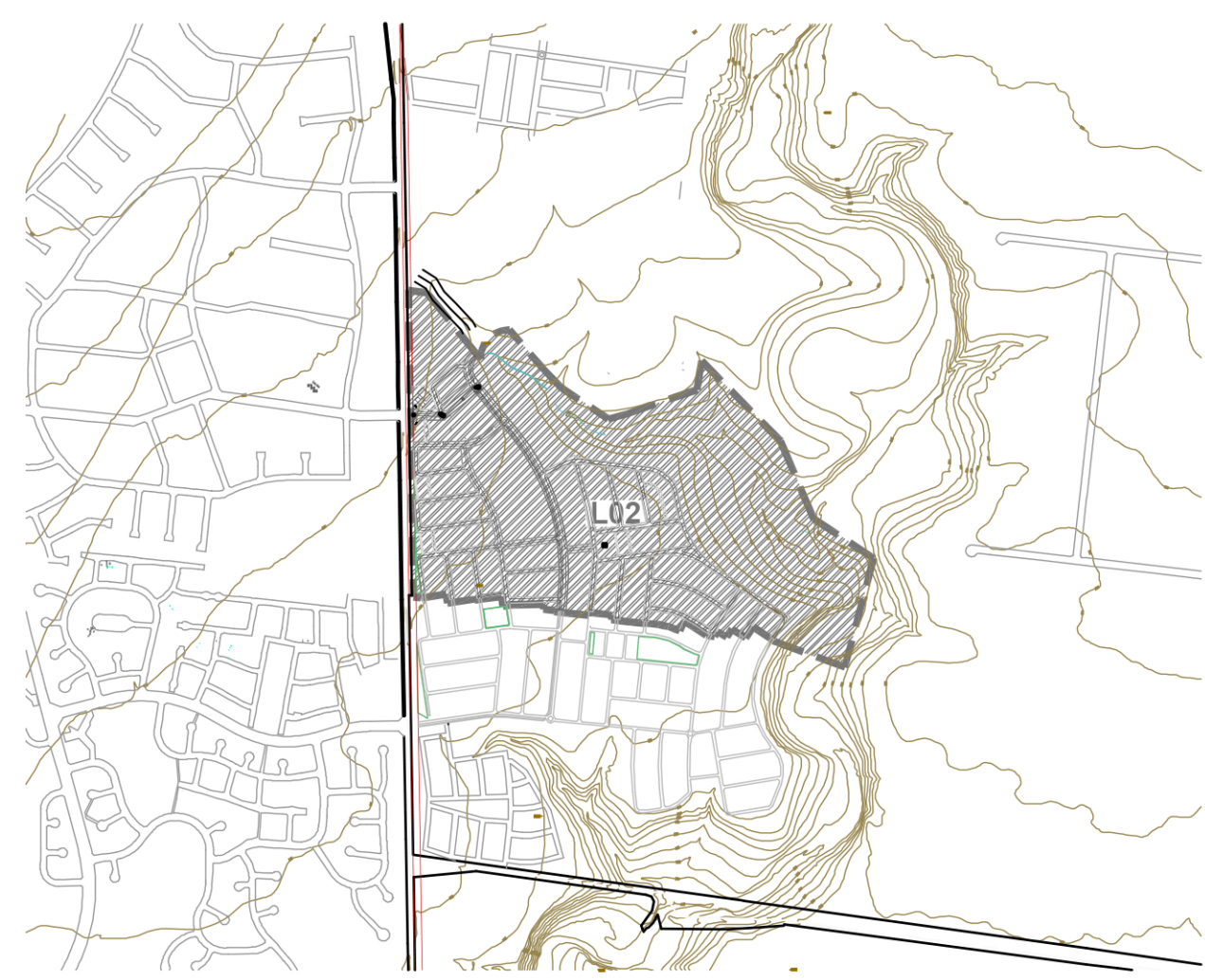
- Unless otherwise specified on the drawings all measurements, lengths, heights and distances to be determined from dimensions and NOT scaled off the drawings.
- Before commencement of any works it is the responsibility of the Landscape Contractor to contact Dial Before You Dig. (Tel: 1100) for information on services in the area shown on the plan ([www.dialbeforeyoudig.com.au](http://www.dialbeforeyoudig.com.au)).
- The locations of underground and building services are approximate only and their exact location should be proven on site. No guarantee is given that all existing services are shown. The contractor shall verify the location and depth of all services and coordinate with the builder for connection points prior to commencing on site.
- The Contractor shall be liable for any damage to services during landscape works.
- Any change in plant species must have the approval of the Superintendent.
- All trees and plants shall be planted in locations shown on this plan, unless otherwise approved.
- The Superintendent is to inspect trees and plant stock supplied by the Contractor prior to planting.
- All property boundaries to be pegged out or fenced by the Principal's surveyors prior to set out of landscape works.
- All construction works and related activities are to be contained within the site boundary and are not to extend or infiltrate into the adjacent properties. All waste and excess materials to be removed from site and disposed of to legal point of discharge.



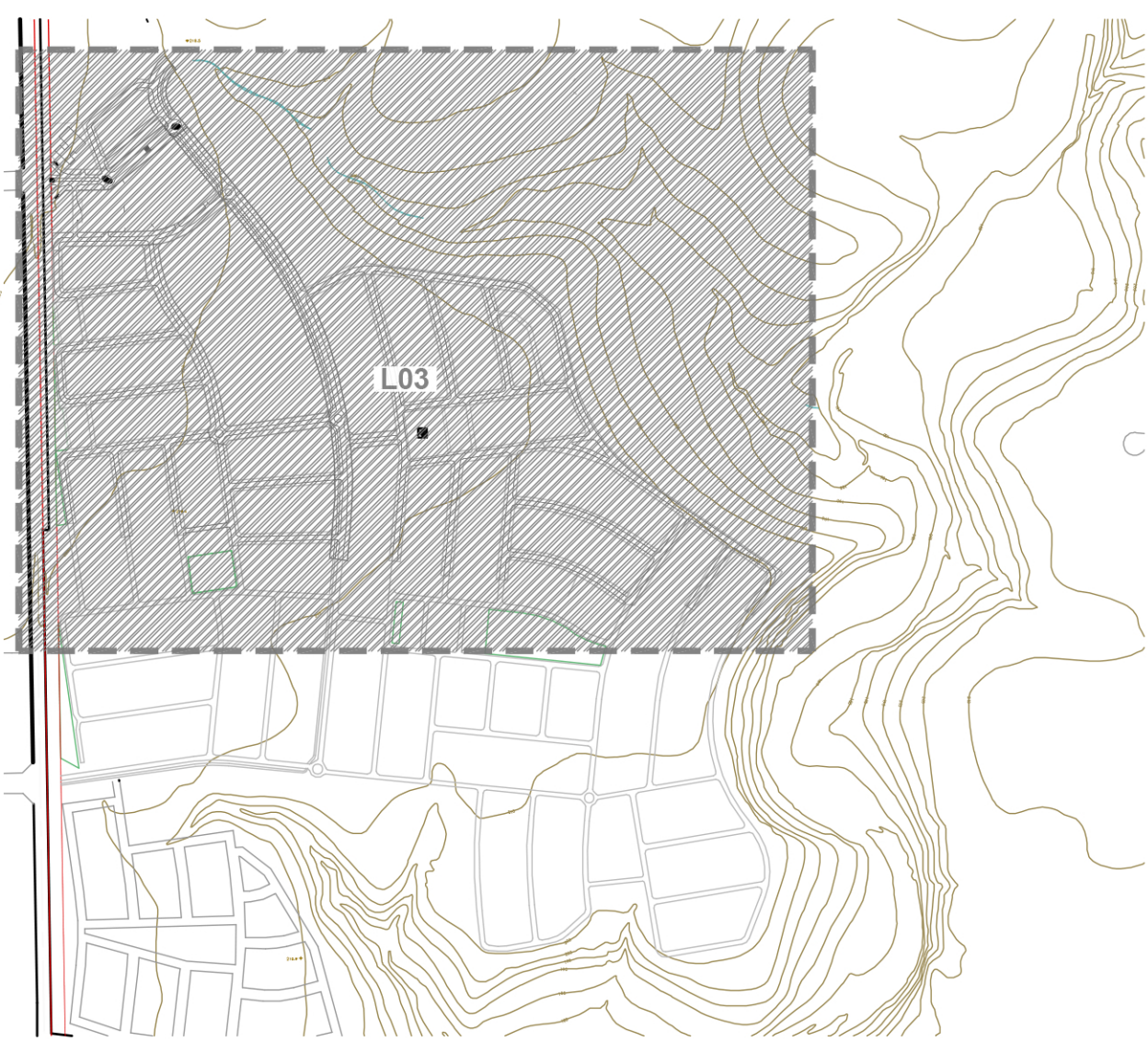
CONTEXT PLAN  
Not to scale











KEY PLAN  
Scale 1:10000 @ A1

LEGEND

- STREET TREE TYPE 1:**  
*Acer rubrum* 'October Glory'
- STREET TREE TYPE 2:**  
*Eucalyptus salmonophloia*
- STREET TREE TYPE 3:**  
*Corymbia citriodora* 'Scentuous'
- STREET TREE TYPE 4:**  
*Eucalyptus pauciflora* 'Little Snowman'
- STREET TREE TYPE 5:**  
*Acacia melanoxylon*
- NO STREET TREES**  
Laneway

STREET TREE PALETTE IMAGES



OCTOBER GLORY MAPLE  
*Acer rubrum* 'October Glory'



SALMON GUM  
*Eucalyptus salmonophloia*



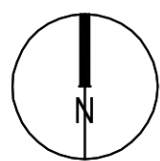
"SCENTUOUS" GUM  
*Corymbia citriodora* 'Scentuous'



LITTLE SNOWMAN GUM  
*Eucalyptus pauciflora* 'Little Snowman'



COMMON WATTLE  
*Acacia melanoxylon*







**URBAN GROVE**  
Grid of feature trees



**URBAN MATERIALS, INTEGRATED SURFACES**  
Paving and seating faces to wrap and morph, transitioning from horizontal to vertical



**INFORMAL SEATING OPPORTUNITIES**  
Walling and steps delineate and divide spaces, offering relaxed seating opportunities and meeting points



**URBAN PLAZA**  
Hard paved open space, with feature trees and incidental seating



**VISUAL CUES & DIRECTIONALITY**  
Landforms, paving and furniture used to direct movement and views



**FEATURE PAVING**  
Random Bluestone



**PAVING TEXTURES**  
Contrasting tones and textures to delineate spaces and meld materials



**COLOURED CONCRETE TILES**  
Contrasting tones



**REUSE & RECYCLING**  
Site rock to be retained and reused where possible



**PERMEABLE PAVING**  
Tuscan Toppings, texturised trafficable surfaces



**STREET LIGHTING**  
Contemporary style, black colour



**GABION WALLING**  
Incorporates natural materials in contemporary style



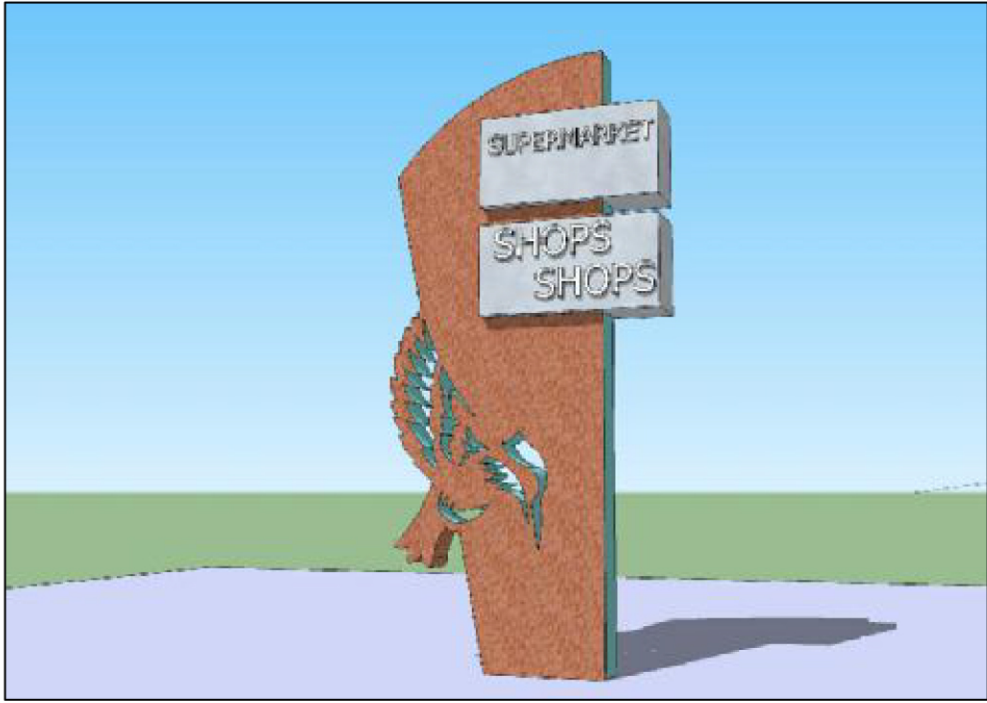
**FENCING**  
Timber post and wire, rural style



**STREET FURNITURE**  
Contemporary, robust, natural materials



**SCULPTURE & WAYFINDING**  
Kingfisher signifier



**ENTRY STATEMENT - THEMED SIGNAGE BLADE CONCEPT**  
Sculptural elements, materiality and colour tones - refer Entry Plan



**THEMED SIGNAGE**  
Identifying the Town Centre and commercial elements - refer to L06

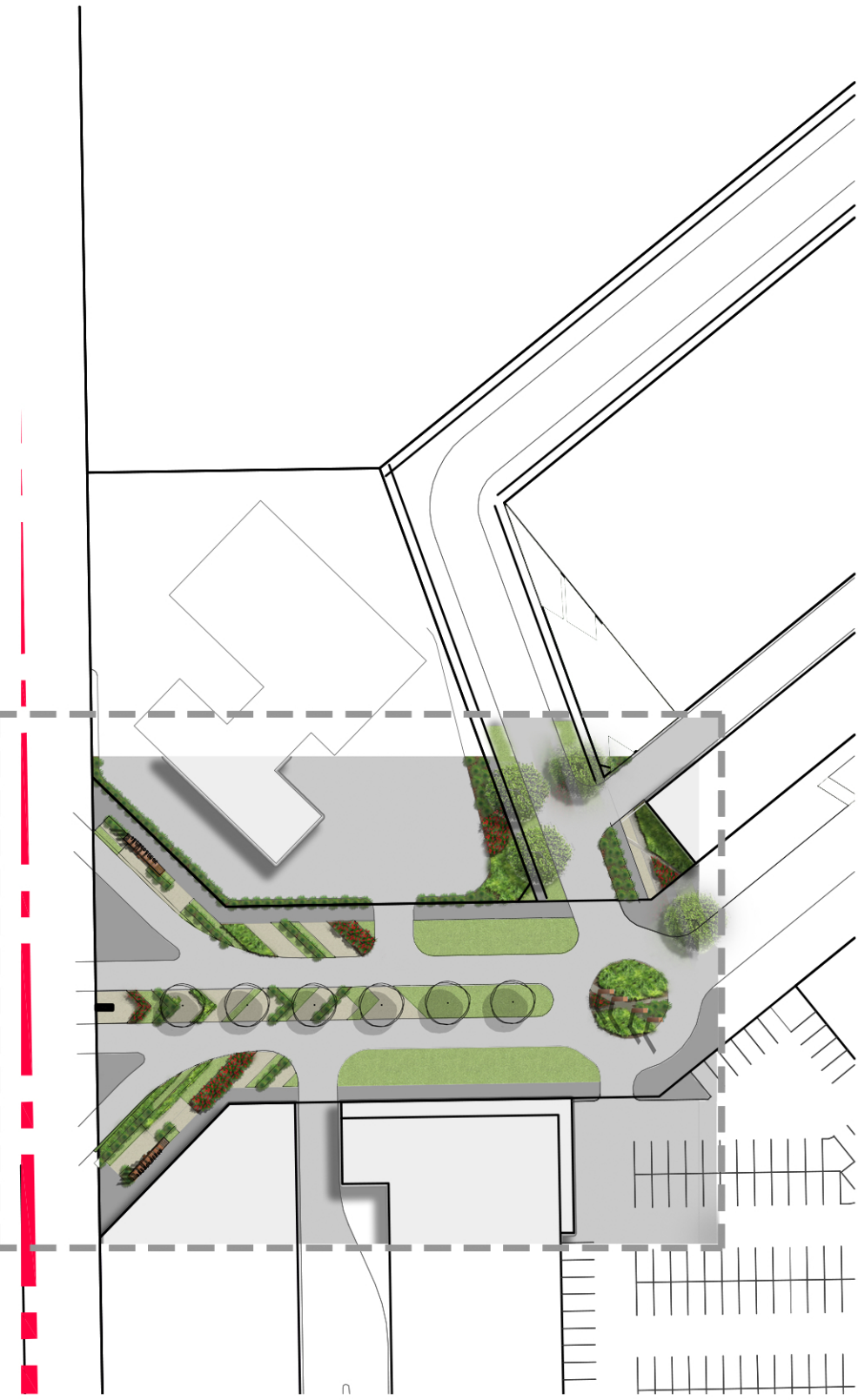


**PLANT PALETTE**  
Native species

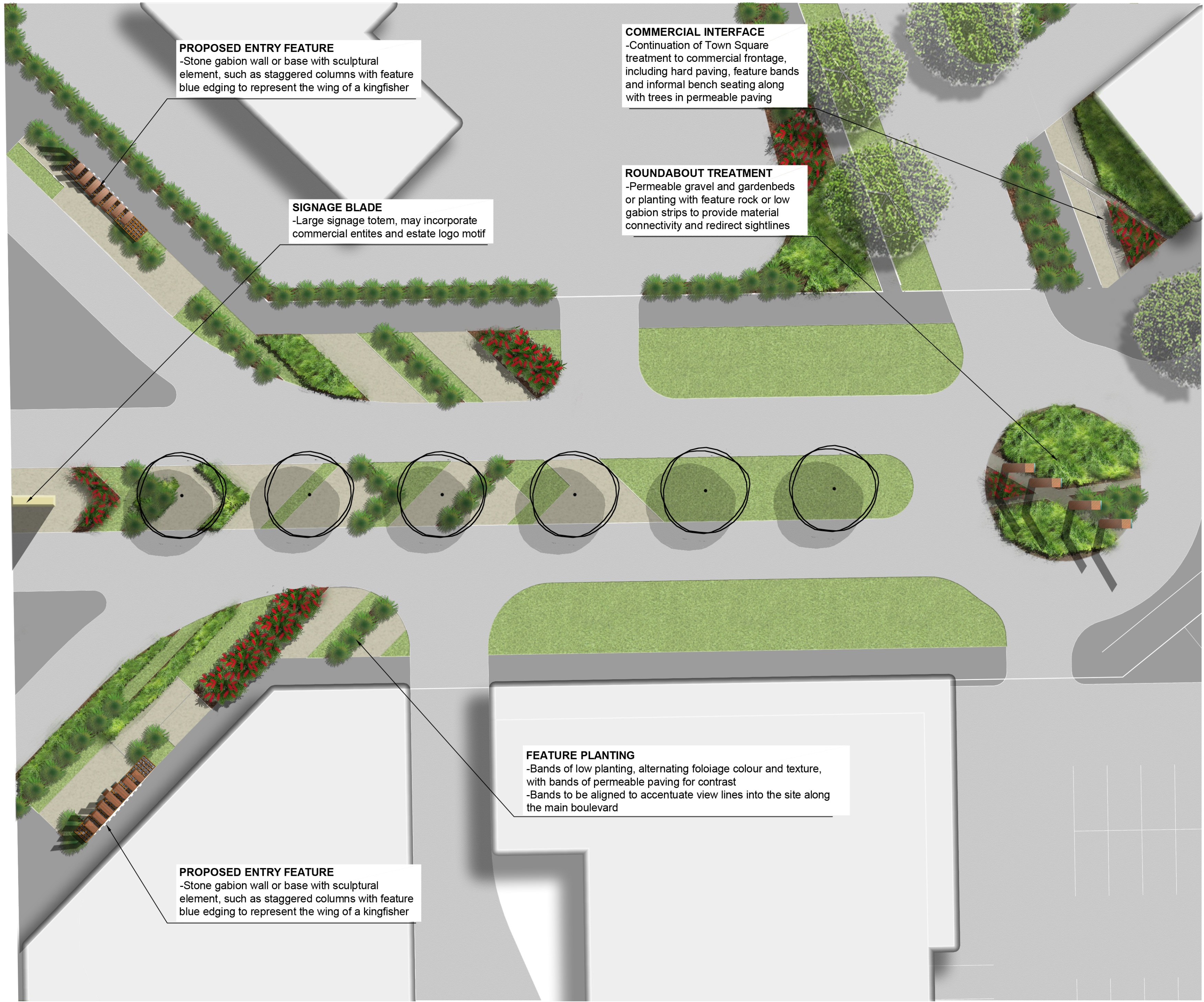
**FLOWERING & BIRD ATTRACTING**  
Native Palette to attract fauna

**FOLIAGE INTEREST**  
Low growing to maintain clear sightlines





**SIGNAGE BLADE CONCEPT**  
Refer to L04



**KEY PLAN**  
Scale 1:10000 @ A1

**DESIGN STATEMENT**

The Kingfisher Estate entry is a strong, contemporary and stylish signifier for the development.

A large signage totem located centrally at the entrance to the development provides clear signage for the commercial entities as well as identifying the Estate itself. The totem may include logos and branding in conjunction with a stylised Kingfisher motif to provide a strong visual and sculptural element to the signage.

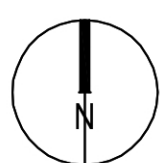
Either side of the entry roads are bound by a series of layered, low feature planting bands. These are angled in such a way to direct sightlines into the site as well as creating a sense of layering, contrast and texture.

The materials palette is introduced by two sculptural "gateway" elements, nestled into the feature planting bands. These vertical elements, such as arched columns of steel or timber featuring assorted blue tones, unfurl in a manner representative of Kingfisher wings or beckoning hands, greeting visitors to the site.

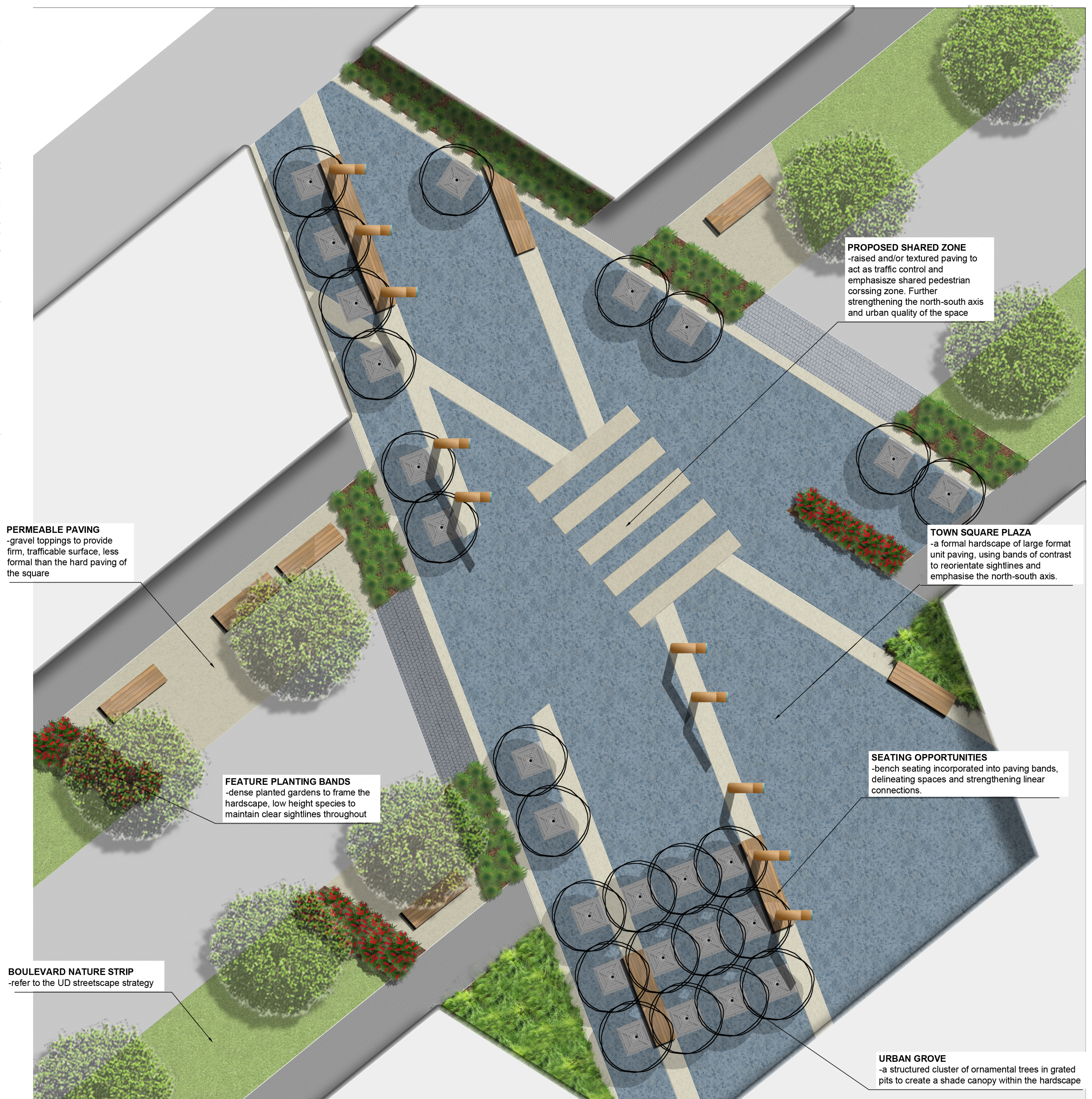
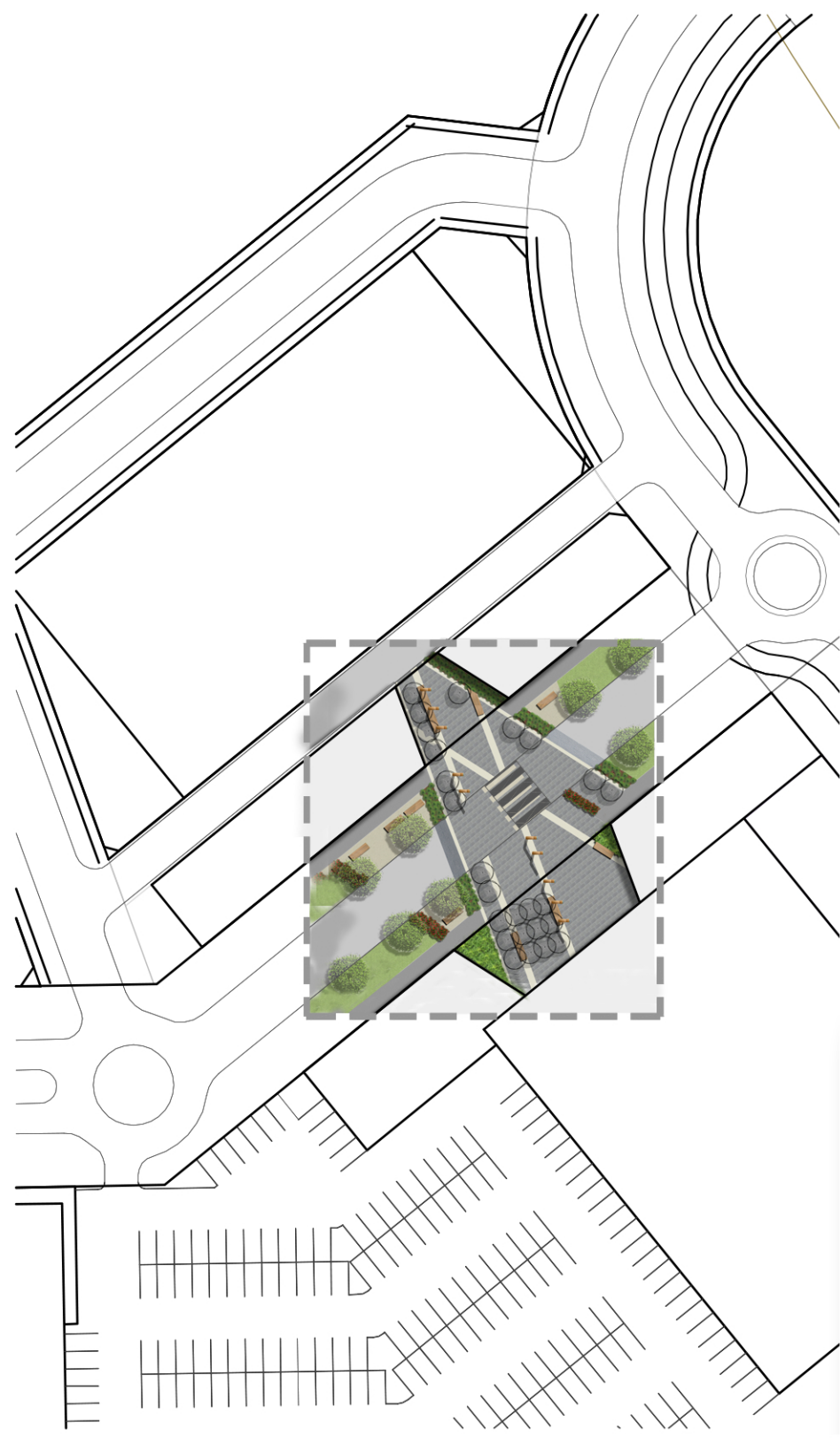
Materials used include stone and gabion, gravel and planting. The bands of feature planting and gravel continue through the Boulevard median, connecting north and south nature strips and entry features and strengthening the visual direction into the site.

Planting is used in swathes of low foliage to provide soft framing and contrast to the paving, road and built form. An avenue of clear trunk trees provides canopy and vertical structure along the main avenue.

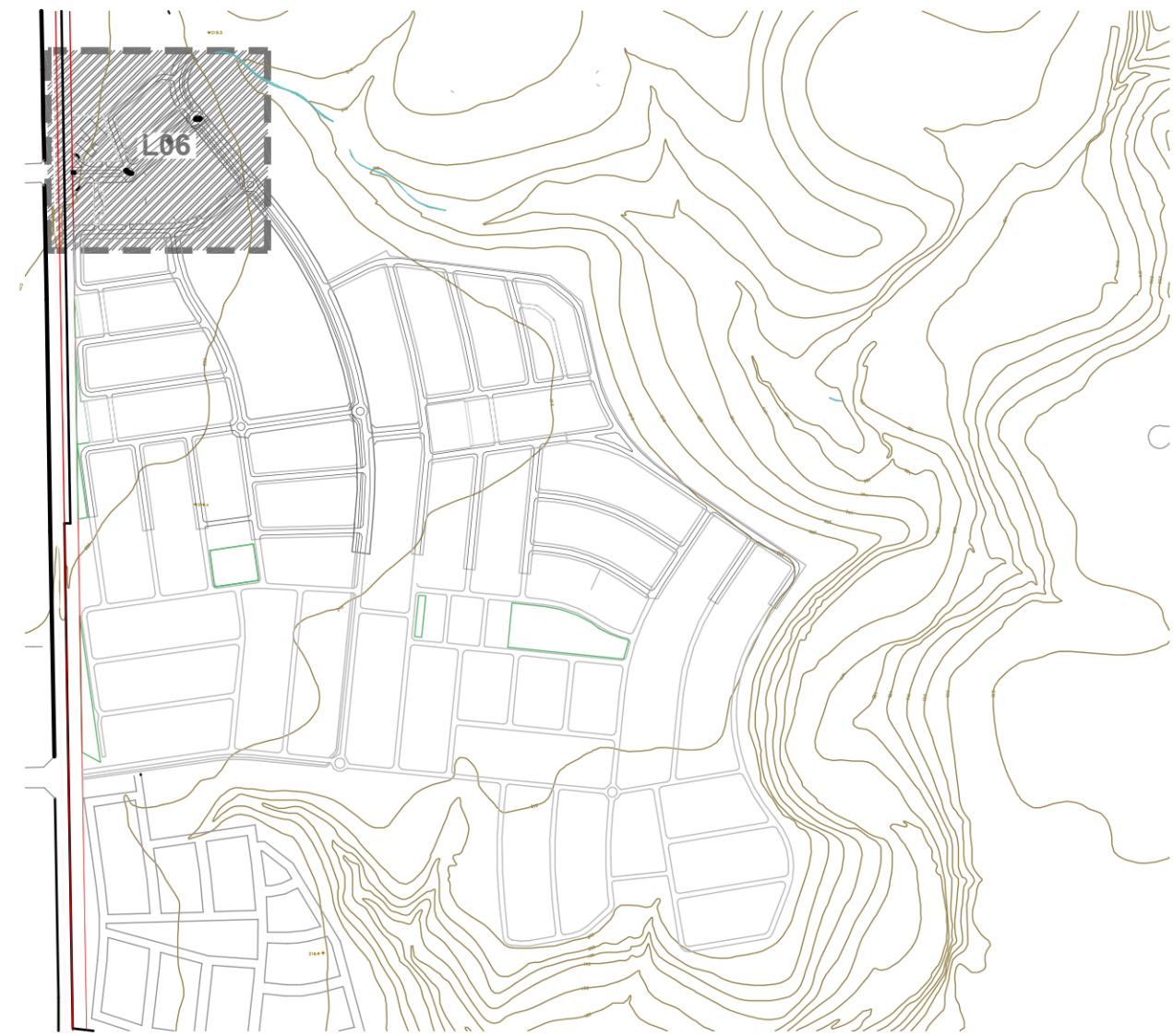
Interpretive signage and opportunities for sculptural elements, such as stylized bronze Kingfishers, are suggested throughout to act as marker points, wayfinding and connective devices.







**TOWN CENTRE MATERIALS AND LAYOUT PLAN**  
Scale 1:1000 @ A1

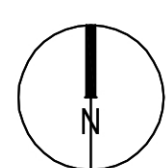


**KEY PLAN**  
Scale 1:10000 @ A1

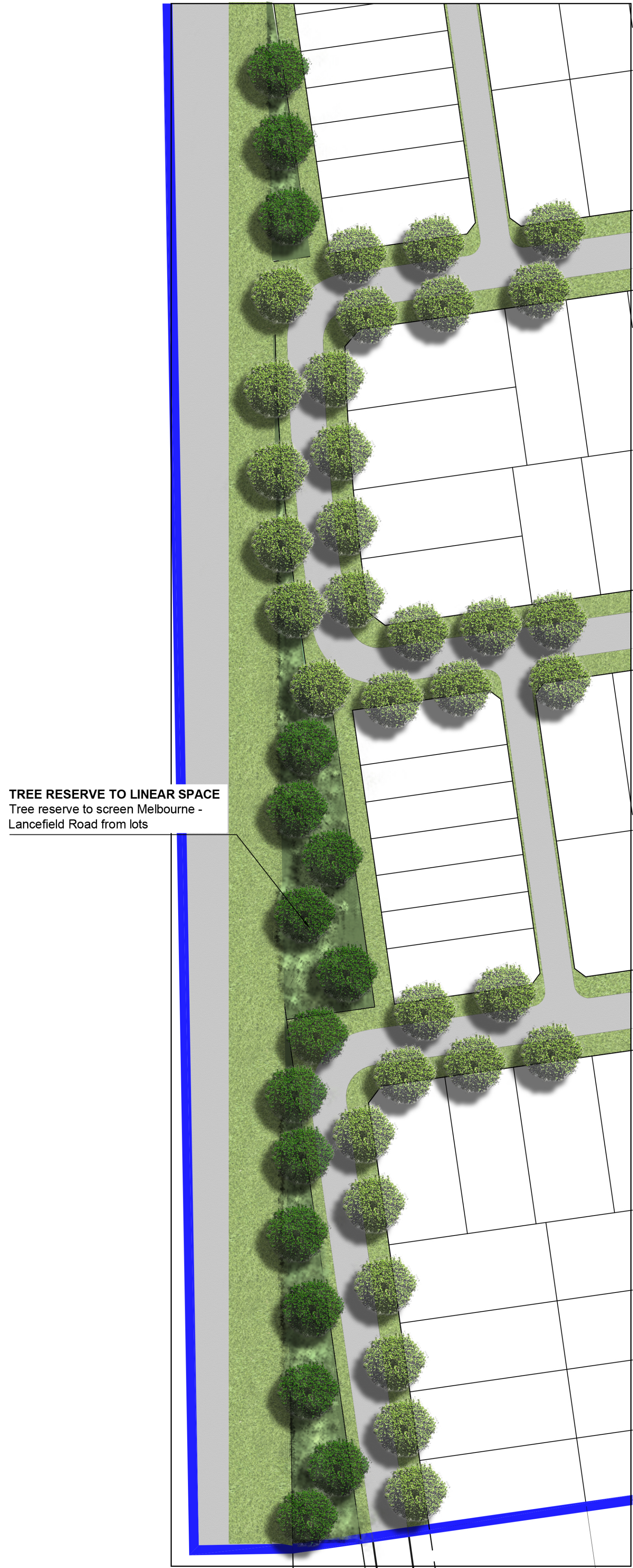
**DESIGN STATEMENT**  
The town centre provides a unique opportunity to deliver a vibrant and energetic commercial area that places an emphasis on social interaction and pedestrian permeability. The design for Kingfisher Town Centre aims to revive public life through the design of a traditional square, pedestrian malls and meeting spaces. Clever use of the topography and interaction with the Emu Creek gully provides a spatial connection to the landscape and solidifies the town centre as the heartbeat of the development. The power of mixed use development lies in its flexibility. The integration of medium and high density residential development will connect the town centre to the immediate area, whilst reiterating its identity as the core of the development. Mixed use development provides an opportunity for different businesses to co-exist and extends the life of town centres, ensuring they are useable at all times. The current demand and existing population of Sunbury allows early delivery with the proposed population to provide additional need.

- QUALITY OPEN SPACES:**
- Range of open space forms have been provided for, including squares, greens, linear corridors, parklands and creek reserves. Approximately 4% of total site area.
  - Each open space type to be defined by its size and use via landscaping. They are to include such uses as leisure, recreation, play and contemplation.
  - Open spaces surrounding by homes or structures where possible.
  - Local parks to provide focal points and destinations, and look to enhance safety and enhance interaction.

The Kingfisher Town Center is comprised of a number of open spaces of varying size, catering for a range of uses and different activity zones. Materiality is proposed as a key connective device, providing a consistency and unity across the development. Reuse of local materials in the form of gabion walling act as a structural feature and a connective device, accentuating sightline, providing seating opportunities and framing spaces. Connectivity and active interaction are a key focus running through the site. The design seeks to reorient the dominant view through the central plaza. Planting is use in swathes of low foliage to provide soft framing and contrast to the hard paving. An "urban grove" of clear trunk trees provides canopy and shelter within the Town Square as well as emphasizing the reoriented axis and pedestrian dominance. Water Sensitive Urban Design opportunities can be harnessed to capture run-off for the hard paving and roads via tree pits in the Urban Grove or rain gardens incorporated into the garden beds, functioning to capture and filter site water before discharging into the storm water system or Emu Creek. Interpretive signage and opportunities for sculptural elements, such as stylize bronze Kingfishers, are suggested throughout to act as marker points, wayfinding and connective devices.





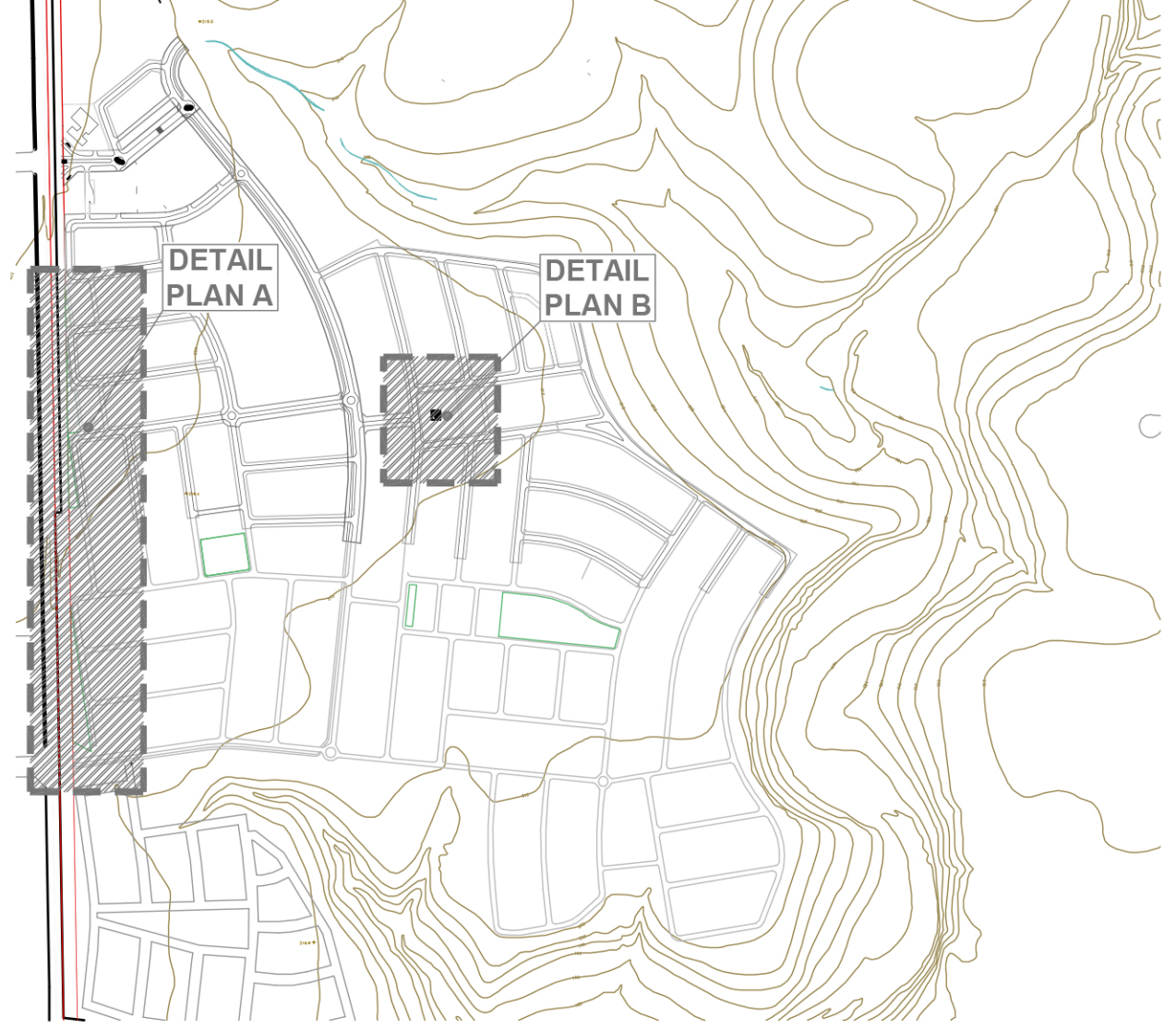


**TREE RESERVE TO LINEAR SPACE**  
Tree reserve to screen Melbourne -  
Lancefield Road from lots

**DETAIL PLAN A: TREE RESERVE**  
Scale 1:600 @ A1



**DETAIL PLAN B: LOCAL PARK PLAN**  
Scale 1:250 @ A1



**KEY PLAN**  
Scale 1:10000 @ A1

**TREE SCREENING GROVE**  
Grove to provide screening for lots  
from local park

**PLAY EQUIPMENT**  
Playground to provide local park level  
infrastructure to area. Refer below for  
type

**INFORMAL PARK SHELTER**  
Park shelter to provide additional  
shade. Opportunities for picnic tables

**FUN GOALS**  
Fun goals to kick and throw space



**REBOUND WALL**  
Tennis / Wall based games

**LOCAL PARK INDICATIVE TREATMENTS PALETTE**



**BERLIN.05 - BERLINER (PLAYWORLD)**  
Netting Play Structure



**TEETER TUNNEL - PLAYWORLD**  
Seesaw / Tunnel Play

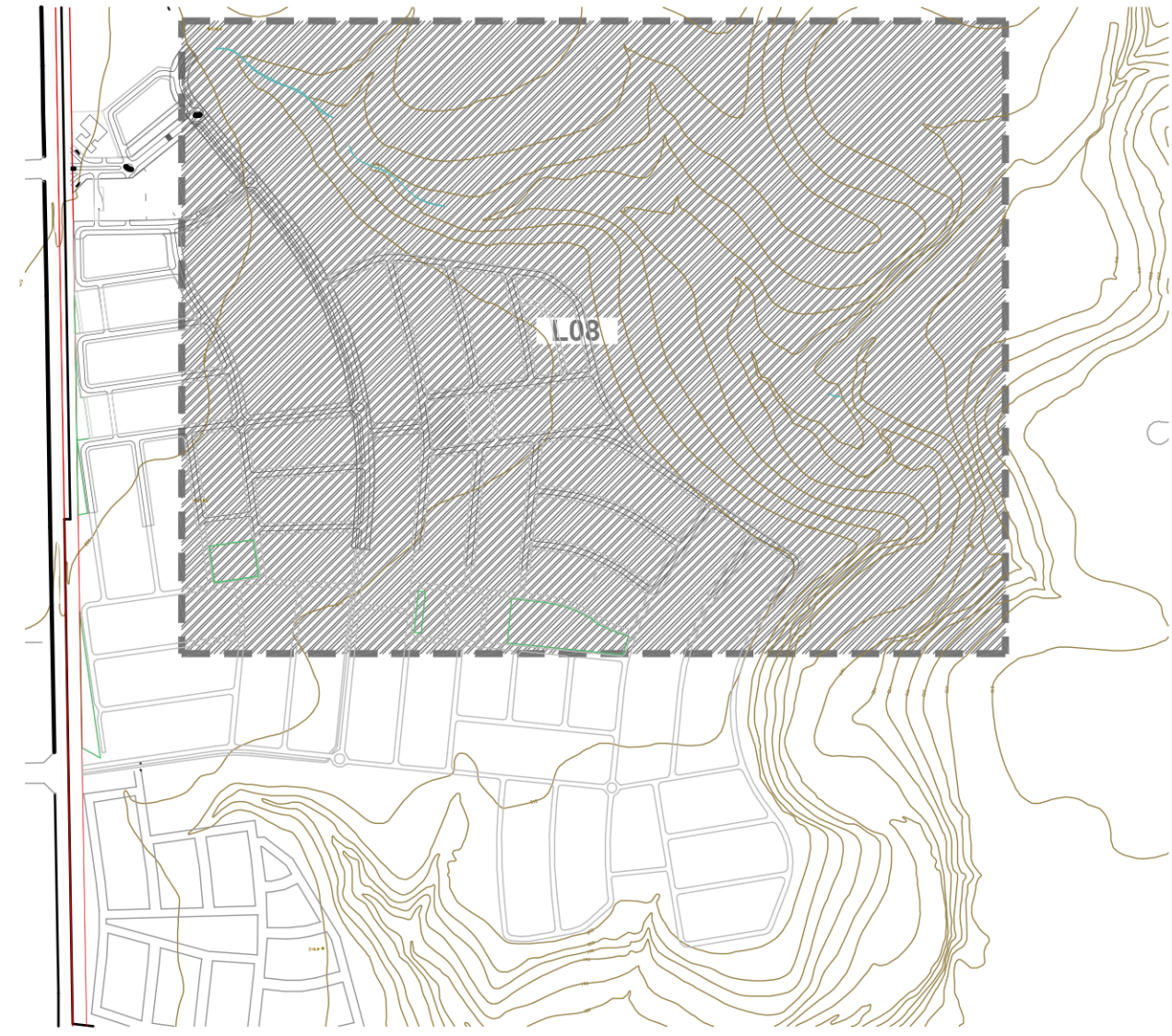


**CUSTOM SHELTER - SPIIRE AUSTRALIA**  
Abstract Park Shelter



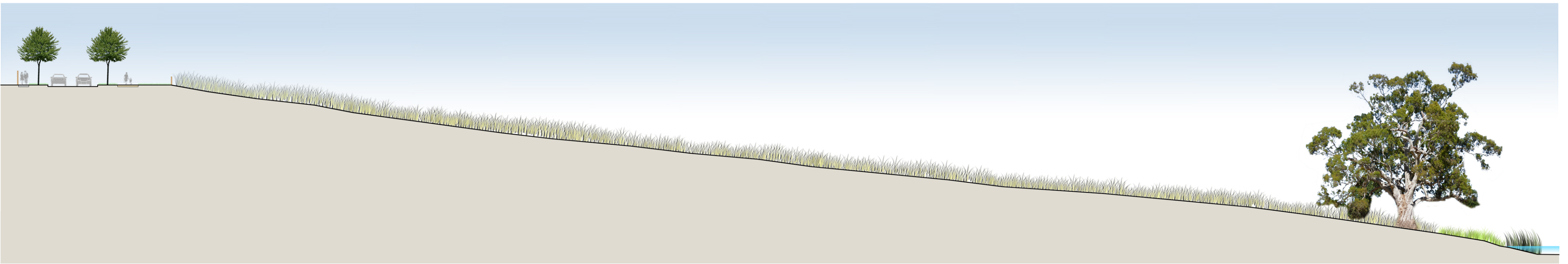
**FUN GOALS - ABEL SPORTS**  
Kick and throw space



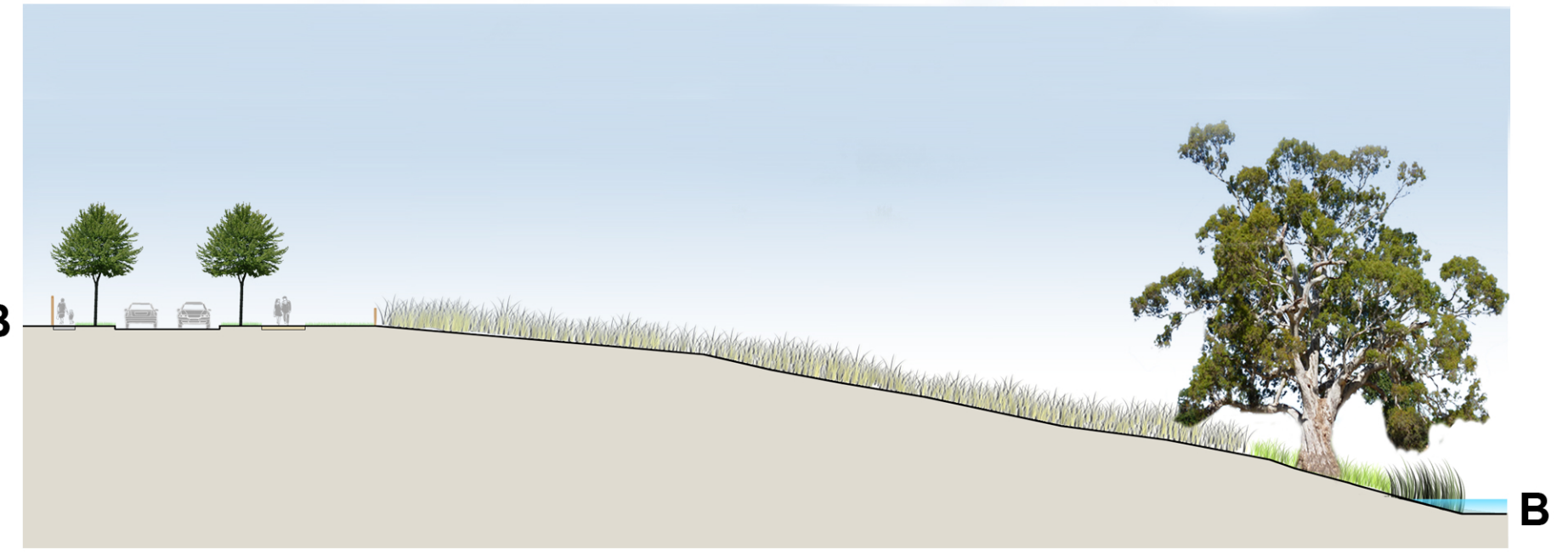


KEY PLAN  
Scale 1:10000 @ A1

WETLAND PLANTING PALETTE



TYPICAL ESCARPMENT SECTION A-A  
Not to scale



TYPICAL ESCARPMENT SECTION B-B  
Not to scale

