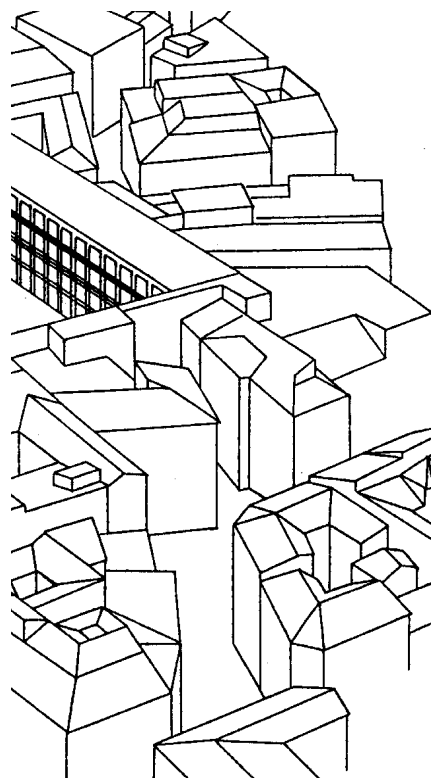


## ROOFS

- 4.9.1 In traditional urban settings, roofs are not usually very visible from most areas of public space at ground level. Because roofs were often hidden behind parapets or only revealed themselves to the space below as eaves, the architectural characteristics of roofs were not usually very important elements in the creation of high quality public space.
- 4.9.2 Because the entire Viaduct Harbour area consists of flat land overlooked by occupants of buildings on the higher ground of the Central Area core to the east and south, the quality of all roof designs in this urban context is important.
- 4.9.3 Urban Design Guidelines:
- Development should:
- (i) place an emphasis on the vertical wall as the predominant public space definer, and screen the roof from view from within the public realm.
  - (ii) break up large areas of roof into smaller components expressive of the structure and the plan form of the building beneath, and of the underlying geometry of the city block/site.
  - (iii) ensure that when the Viaduct Harbour area is viewed from buildings in the Central Area core, the roofscape provides an attractive and richly textured foreground to the view of the harbour.
  - (iv) avoid roof materials which would produce strong glare and/or reflections from their surfaces.
  - (v) house all machinery and building services equipment in an architecturally attractive manner.



**Figure 44: Illustrations of the appropriate character of roofs**



## EAVES

- 4.10.1 An eave is formed by the projection of a roof beyond the face of a building wall. This provides practical benefits such as ensuring good cover to the tops of walls to make the building weatherproof, and providing some protection to opening windows in the upper levels. It also produces an area of shadow along the upper area of the wall surface, providing variation to the play of light and a sense of depth to the facade.
- 4.10.2 The eave also plays a role in limiting the volume of public space. In this sense it acts like a ‘cornice’<sup>1</sup> to the ‘outdoor room’. When viewed from the street below, the eave ‘turns’ the top of the wall in a horizontal direction, suggesting the upper limit of the space.
- 4.10.3 Urban Design Guidelines:
- Development should:
- (i) provide eaves to achieve good public space definition.
  - (ii) provide eaves where shelter and/or shade to upper level windows, doors, and balconies is prudent.



**Figure 45: Illustrations of the appropriate character of eaves**

1. *cornice*: the architectural element (often ornamental) at the junction between the top of a wall and the ceiling of a room.



## DETAILS

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4.11.1 Architectural details providing finesse and embellishment to the bounding surfaces of public space as well as other areas of a building may take many forms. These include lintels, gargoyles, sun screens, shutters, cornerstones, and keystones.

4.11.2 Well designed details emphasise line, shape, and variation in architecture, giving complexity and order to a building elevation.

4.11.3 Urban Design Guidelines:

Development should:

- (i) wherever possible, employ details in their design to modulate the visual scale of the building as a whole and of its composite elements. For example, the expression of window heads and sills, definition of doorways, and delineation of parapets. detail should be used to emphasise the contrast of solid and void, light and shadow.
- (ii) include details consistent with the materials used in the construction.
- (iii) ensure that all details, attachments, and ornamental elements are functional.
- (iv) ensure that any shutters are actually able to modify the internal environment of the building and not be permanently fixed to the wall on either side of a window or door.
- (v) provide appropriately designed and located sun screens, or shading devices to reduce the varying degrees of glare and overheating typically experienced in the interiors of buildings with east, north, and west aspects.



**Figure 46: Illustrations of the appropriate character of details**



## MATERIALS

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4.12.1 The selection of materials for the construction of public and private developments will significantly influence the quality, character, and cohesiveness of public space. The intimate visual and tactile response to materials is as important as the overall impression from a more distant vantage point.

4.12.2 The durability and relationship to other materials in the same or adjacent developments influences the integrity of the whole area.

4.12.3 Contemporary technologies and materials will continue to offer alternative choices for differing design requirements.

4.12.4 Urban Design Guidelines:

Development should:

- (i) be selected for their environmental integrity giving consideration to their production, disposal, and on-site performance.
- (ii) use materials in a way which directly expresses the nature and quality of the material selected, and avoid using one material to create the impression of another.
- (iii) utilise clear glass and avoid the use of mirrored, tinted, or darkened glass, to ensure openings remain transparent.
- (iv) continue the traditions of urban and marine use of materials appropriate to their location. (eg: brightly finished timber for doors, window frames, and railings, and smoothly crafted and naturally finished timbers for wharf railings and steps).
- (v) utilise materials for their qualities of low maintenance and robustness.



## LIGHTING

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- 4.13.1 This section refers to lighting provided by individual developments for the purposes of the activities therein, their interaction with public space, and architectural effect.
- 4.13.2 The way in which individual buildings are lit at night will profoundly affect the quality and safety of the public realm. In recent years, much greater attention has been paid to the architectural quality of lighting the exterior of buildings. For example, ‘up-lighting’ has been used to great effect to dramatise building facades and ‘spot lights’ have been used to illuminate details or special features.
- 4.13.3 Urban Design Guidelines:
- Development should:
- (i) carefully consider the type, quality, and placement of lighting as a fundamental design component, including lighting of building facades and details.
  - (ii) where requested by the Council, make surfaces and structures of buildings available for the fixing of fittings to light public space.



## COLOUR

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4.14.1 The visual complexity of a city scene is profoundly influenced by the colour of its buildings. An area in which there is considerable variation in the colour of buildings is likely to be more interesting and stimulating to the eye than one which is dominated by a restricted palette. The philosophical issues surrounding the specifying of colour in design guidelines are difficult, as such specification can be seen as the first step towards creating a contrived environment, and suppressing spontaneity in the urban environment.

### 4.14.2 Urban Design Guidelines:

Development should:

- (i) use colours of various hues (different colours).
- (ii) use colours which are high in greyness (not pure colours)
- (iii) use colours heavy in weight (darker colours)
- (iv) avoid the use of luminous colours.
- (v) consider a range of colour appropriate to the location of a building within the transition from the maritime nature of the harbour to the urban nature of the city.
- (vi) complement the colours used in adjacent developments, including those across the public space.



# ACTIVITIES

## BUILDING USES

- 5.1.1 Different activities influence the character of public spaces in different ways. For example, the presence of residential uses overlooking public spaces is recognised as assisting in making such spaces safer and more interesting.
- 5.1.2 For public spaces to be lively and stimulating, the activities in the buildings forming their edges need to attract people and engage with the public realm. This is particularly important at ground floor level.
- 5.1.3 The activities taking place at the building interface between the public environment and the private domain should be compatible with and contribute to the enhancement of public life in the adjacent public realm.
- 5.1.4 Urban Design Guidelines:
- Development should:
- (i) cater for activities at ground level which open out to public space and invite the public in.
  - (ii) encourage a mix of activities and be able to accommodate a variety of activities in any one tenancy over time.
  - (iii) contain activities which are vertically mixed within any one building (eg: retail ground floor with offices above or residential above offices above retail).
  - (iv) provide means of vertical circulation, accessible directly from the public space at ground level, which gives access to any one tenancy on any floor level, independent of other tenancies in the same building. This ensures the flexibility and sustainability of the building over the period of its life.
  - (v) exclude introverted activity such as amusement galleries, cinemas, etc., on waterfront sites.
  - (vi) accommodate introverted activities in locations (eg. interior spaces within a city block or site) that do not compromise the desired character of public space.



**Figure 47: Illustrations of building uses enhancing the quality of the public realm**

