

Design Review Report – Item 1

Local government:	City of Stirling	
Item no.:	Item 1 – DA21/1749 – 60 Main Street, Osborne Park – Mixed Use Development	
Chairperson:	Emma Williamson	
Panel members:	Philip Gresley Tony Blackwell Stephen Carrick	
Local government officers:	Karina Bowater Dean Williams Simone Palmer	Senior Planning Officer Senior Planning Officer DRP Support Officer
Observers	Austin Donaghey Robert Woods	Coordinator Planning (via Zoom) Planning Officer
Date:	14 April 2022	Time: 2pm
Venue:	City of Stirling via Zoom	

Proponent/s		
	Kieran Hunt	Resolve Group (<i>Applicant</i>)
	Jordan Busher	Resolve Group
	Eric Soh	Architecture 63
	Owners	Yongyong Xu

Observer/s

Briefings		
Development assessment overview	Karina Bowater	Senior Planning Officer
Technical issues	Karina Bowater	Senior Planning Officer
Design Review		
Proposed development	Item 1 – DA21/1749 – 60 Main Street, Osborne Park – Mixed Use Development	
Property address	60 Main Street, Osborne Park	
Background		
Proposal		
Applicant or applicant's representative address to the design review panel	Kieran Hunt	Resolve Group
Key issues / recommendations	The Panel thank the Applicant for their presentation and look forward to seeing further development of the proposal to adequately address issues of landscape, sustainability and amenity. As this proposal is likely to be subject to further negotiations with council in regard to the planning context, and any possible exercising of discretion,	

	the comments in this report are based purely on the design merits of the proposal as submitted without consideration to the planning framework.
Chairperson signature	

Design quality evaluation Item 1 – DA21/1749 – 60 Main Street, Osborne Park – Mixed Use Development DRP Meeting – Thursday 14 April 2022	
	<i>Design Principle satisfied</i>
	<i>Design Principle pending further attention</i>
	<i>Design Principle not satisfied</i>
Principle 1 Context and character	<i>Good design responds to and enhances the distinctive characteristics of a local area, contributing to a sense of place.</i>
	1a. The Panel encouraged the Applicant to apply further thought around the implications of the proposal to the existing and future context. 1b. It was recommended by the Panel to include some cross sections with neighbouring properties and levels as this would further the understanding of the impacts of the proposal on the neighboring properties, in particular in relation to overshadowing. 1c. It was stated by the Panel a full streetscape analysis is required for this proposal.
Principle 2 Landscape quality	<i>Good design recognises that together landscape and buildings operate as an integrated and sustainable system, within a broader ecological context.</i>
	2a. The Panel supported the roof garden although questioned whether the productive garden on the roof terrace is practical. 2b. Concern was shown by the Panel in relation to the astro turf and if it is an appropriate material to use. It was suggested that an alternate material such as decking may be more appropriate. 2c. There was concern expressed by the Panel in relation to the applicability and true contribution the landscape in the laneway is making. 2d. The Panel seeks clarification in terms of access to maintain planting on structure as this is a significant component of the proposal. Additionally consideration should be given to the possible visual impacts of some of the planting locations. 2e. Further clarification was requested in relation to the Landscape plan which states the proposal is non-compliant in relation to the trees. 2f. The suggestion was made by the Panel the storerooms could be located at a higher level to allow for additional landscaping.
Principle 3 Built form and scale	<i>Good design ensures that the massing and height of development is appropriate to its setting and successfully negotiates between existing built form and the intended future character of the local area.</i>
	3a. Due to the significant departure from the current LDP the Panel is silent on the issue of bulk and scale in relation to planning, instead making comment in relation to the proposal presented. 3b. The Panel expressed concern around the long snorkels and how light will penetrate the bedrooms and stated this is not supported and requires further work. 3c. Comment was made by the Panel the canopy to the street could be lower and improve the pedestrian experience. 3d. The Panel advised subject to planning resolution and if supported this principle would be green.
Principle 4 Functionality and build quality	<i>Good design meets the needs of users efficiently and effectively, balancing functional requirements to perform well and deliver optimum benefit over the full life-cycle.</i>
	4a. The Panel suggested looking at the planning of the proposal through the residential and visitor experience. 4b. There was concern shown by the Panel around the distance Unit One occupants would be travelling to arrive at the entry point.

	4c. The Panel stated the carparking circulation could be more efficient and requires further thought. 4d. The Panel requested further detail around waste management and access from the restaurant and commercial tenancies to the back of house areas 4e. Recommendation was made by the Panel to further develop the planning of the apartments to remove circulation spaces and increase internal usable area.
Principle 5 Sustainability	<i>Good design optimises the sustainability of the built environment, delivering positive environmental, social and economic outcomes.</i>
	5a. The Panel noted cross ventilation diagrams are necessary to demonstrate how this is achieved. 5b. The Panel noted this principle has not been adequately addressed and there is opportunity for further thought and development. 5c. The Panel encouraged the Applicant to make a commitment to sustainability. 5d. The Panel recommended engaging the services of a sustainability consultant.
Principle 6 Amenity	<i>Good design optimises internal and external amenity for occupants, visitors and neighbours providing environments that are comfortable, productive and healthy.</i>
	6a. Comment was made by the Panel the northern orientation could be further explored to increase the amenity of apartments. 6b. The Panel requested further clarification in regard to waste management. 6c. It was stated by the Panel some balconies attached to the central units are undersized. 6d. The Applicant was commended on having the air conditioner condensers located on the roof, noting that this will have a cost impact but the alternative option of having these on the balconies is not supported. 6e. Concern was shown by the Panel around the visual amenity and access to breezes of the apartments with screening to the balconies. 6f. There was concern around the privacy of residents for some apartments.
Principle 7 Legibility	<i>Good design results in buildings and places that are legible, with clear connections and easily identifiable elements to help people find their way around</i>
	7a. It was stated by the Panel further work is required on the arrival experience, particularly when considering the legibility for visitors. 7b. The residential experience could be improved and is taking a back seat to commercial. It was recommended by the Panel more emphasis should be placed on the residential experience. 7c. Further thought and development could be introduced to improve visitors experience of the laneway.
Principle 8 Safety	<i>Good design optimises safety and security, minimising the risk of personal harm and supporting safe behaviour and use.</i>
	8a. The Panel suggested adding corner windows to the bedrooms fronting the laneways to improve passive surveillance into the laneway. 8b. It was mentioned the landscaping could cause a sightline problem into the laneway.
Principle 9 Community	<i>Good design responds to local community needs as well as the wider social context, providing environments that support a diverse range of people and facilitate social interaction.</i>
	9a. The Panel supported the communal area on the roof. 9b. This design principle is supported by the Panel.

Principle 10 Aesthetics	<i>Good design is the product of a skilled, judicious design process that results in attractive and inviting buildings and places that engage the senses.</i>
	10a. This principle is broadly supported by the Panel. 10b. Comment was made the recycled brick is positive. 10c. The Panel support the composition of the street facing façade and look forward to the development of the north and south elevations to have greater articulation.

See Addendum A (attached) for further clarification

Design Review progress Item 1 – DA21/1749 – 60 Main Street, Osborne Park – Mixed Use Development DRP Meeting – Thursday 14 April 2022			
	<i>Design Principle satisfied</i>		
	<i>Design Principle pending further attention</i>		
	<i>Design Principle not satisfied</i>		
	DR1 14/4/2022	DR2	DR3
Principle 1 - Context and character			
Principle 2 - Landscape quality			
Principle 3 - Built form and scale			
Principle 4 - Functionality and build quality			
Principle 5 - Sustainability			
Principle 6 - Amenity			
Principle 7 - Legibility			
Principle 8 - Safety			
Principle 9 - Community			
Principle 10 - Aesthetics			

Addendum A

In relation to 60 Main Street Osborne Park the concern of the Panel relates to the larger impacts an approval of this proposal would have on the developing streetscape. In approving this proposal, with nil setbacks, neighbouring properties would have a good case to pursue the same zero setbacks.

The planning policy currently has a vision for a detached streetscape character with 3m side setbacks. This has the effect of creating a streetscape with gaps between buildings at the lower levels and promotes outlook, access to daylight and ventilation, and landscaped setbacks. This also protects the amenity of existing residents from imposing 2-storey high boundary walls.

This will change from a detached character to an attached character at the ground floor, creating a continuous street frontage for the first two floors.

The ability to determine the quality of the design is therefore contingent on whether the anticipated planning for the area is tolerant of this approach for ALL properties in this location. This is a planning and urban design question which considers the neighbourhood and not a DRP question for an individual site.

The DRP could provide advice in this regard should the City decide to undertake an analysis of this alternate urban design response.

In conclusion, if the City deems an attached streetscape model appropriate to this part of Main St then the DRP would support the **Built Form and Scale** principle of this proposal at 60 Main Street.

Recommendations Summary**Item 1 – DA21/1749 – 60 Main Street, Osborne Park**

DR1 – DRP Recommendations DRP Meeting – 14/4/2022	DR1 – Applicant Response DRP Meeting – 14/4/2022	DR2 DRP Recommendations DRP Meeting –	DR2 – Applicant Response DRP Meeting –
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8a. The Panel suggested adding corner windows to the			

bedrooms fronting the laneways to improve passive surveillance into the laneway.			
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PROPOSED MULTIPLE DWELLING (MIXED USE)

#60 (LOT 396) MAIN STREET, OSBORNE PARK, WA
FOR
YONGKAI PTY LTD

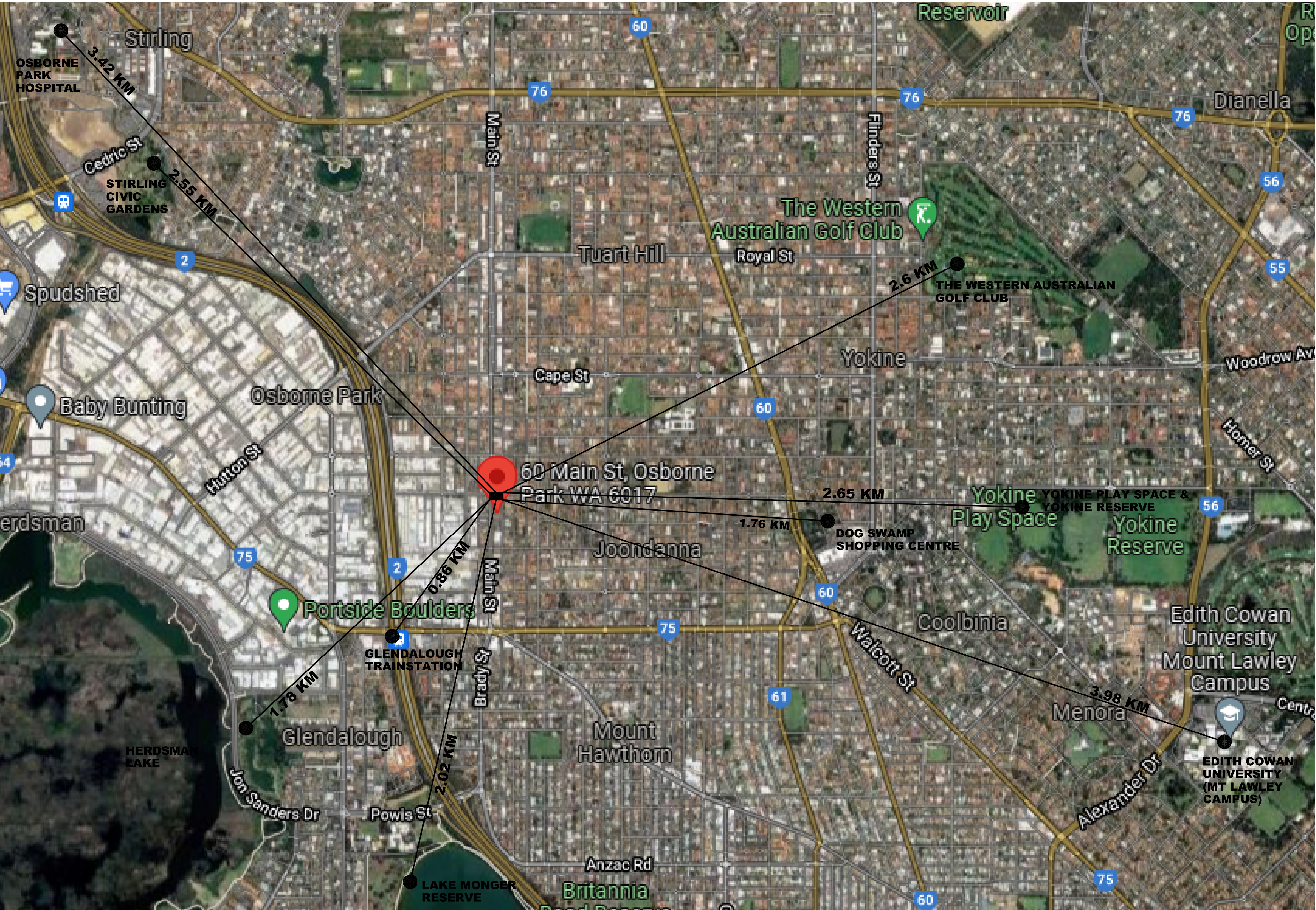
DEVELOPMENT APPROVAL ISSUE

19 OCTOBER 2021
REVISION A

DRAWING SCHEDULE

	COVER & DRAWING SCHEDULE
SK - DA 1-1	CONTEXT PLAN & DEVELOPMENT SUMMARY
SK - DA 3-1	-01 LEVEL - BASEMENT PLAN (CAR PARK)
SK - DA 3-2	00 LG LEVEL - LOWER GROUND FLOOR (SHOP, CAR PARK)
SK - DA 3-3	00 UG LEVEL - UPPER GROUND FLOOR (SHOP, CAR PARK)
SK - DA 3-4	01 LEVEL (APARTMENTS, GARDEN)
SK - DA 3-5	02 LEVEL (APARTMENTS)
SK - DA 3-6	03 LEVEL (APARTMENTS)
SK - DA 3-7	04 LEVEL (APARTMENTS, ROOF GARDEN)
SK - DA 3-8	05 LEVEL (APARTMENTS - LOFT)
SK - DA 3-9	ROOF PLAN / SHADOW DIAGRAM
SK - DA 6-1	ELEVATIONS (EAST & WEST ELEVATIONS)
SK - DA 6-2	ELEVATIONS (NORTH ELEVATION)
SK - DA 6-3	ELEVATIONS (SOUTH ELEVATION)
SK - DA 7-1	SECTION A
SK - DA 40-1	PERSPECTIVE 1
SK - DA 40-2	PERSPECTIVE 2
SK - DA 40-3	PERSPECTIVE 3
SK - DA 40-4	PERSPECTIVE 4





SITE CONTEXT PLAN

60 MAIN STREET, OSBORNE PARK, WA
DEVELOPMENT SUMMARY 13 March 2022

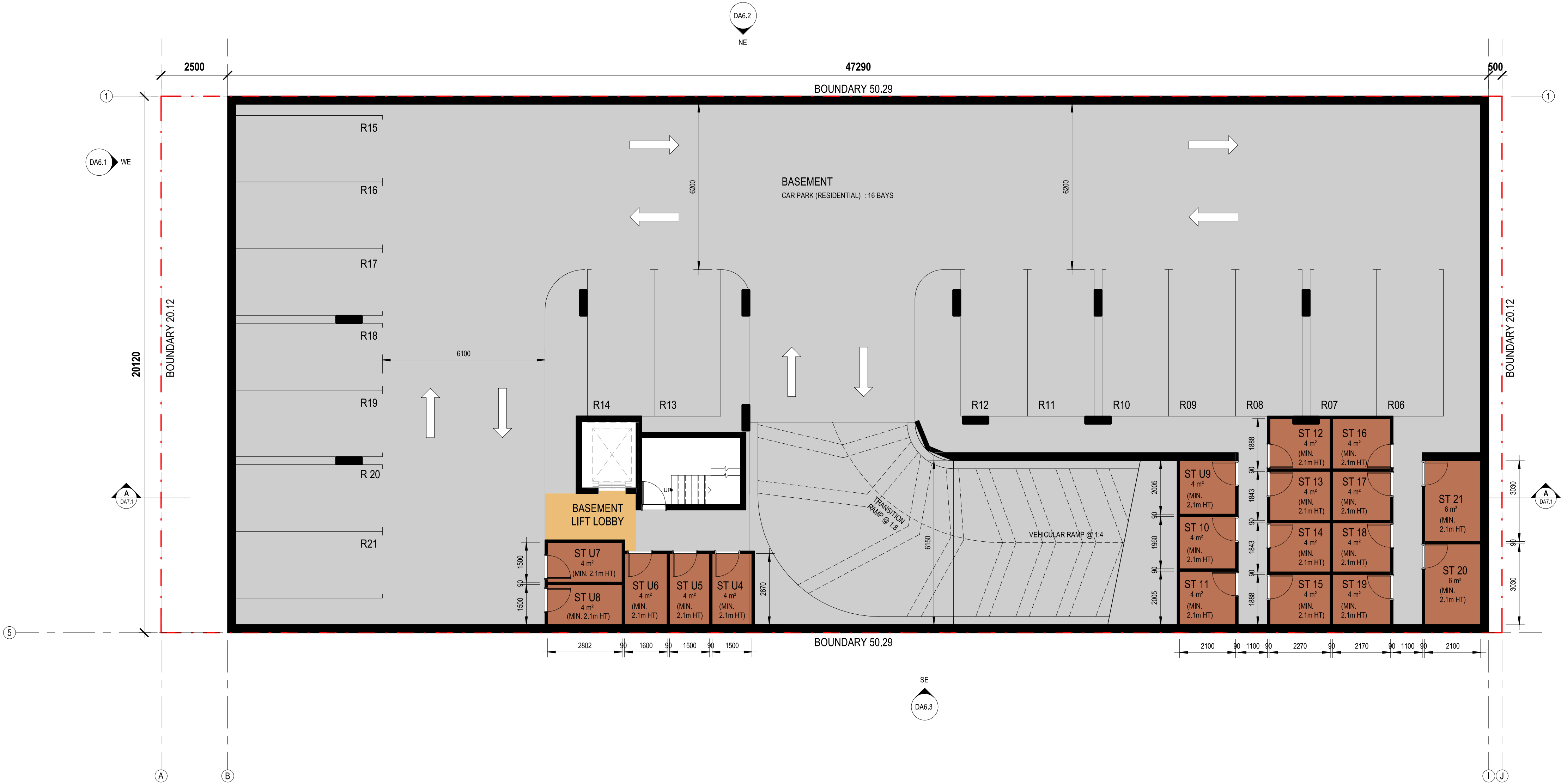
TOTAL SITE AREA	1011 m ²	
ZONING	MIXED USE	
TPS NO.	03	
SPECIAL CONTROL AREA	HERSDMAN GLENDALOUGH SPECIAL CONTROL AREA	
STRUCTURE PLAN AREA	HERSDMAN GLENDALOUGH STRUCTURAL PLAN AREA	
ALLOWABLE PLOT RATIO	: 2.5 (BASE), WITH ADDITIONAL 0.5 AS BONUS (xxx13-50 DWELLINGS PROVIDED)	
ALLOWABLE BUILT UP AREA	: 2527.5 m ²	
PROPOSED BUILT UP AREA	: 1666 m ² (1: 1.65)	
LAND USES PROVIDED	: COMMERCIAL TENANCY : 142 m ² (2 UNITS)	
	: APARTMENT : 1524m ² (21 UNITS – 20 nos. X TWO BEDROOM UNITS; 1 nos. X 1 BED STUDIO UNITS)	
DEVELOPMENT CONFIGURATIONS	: BASEMENTS : LOWER GROUND (MAIN ST) : UPPER GROUND (GARNER LANE) : LEVEL 01 : LEVEL 02 : LEVEL 03 : LEVEL 04	
	: – RESIDENTIAL CAR PARKS, STORE ROOMS : – RESIDENTIAL CAR PARKS, BIKE & MOTORCYCLE PARKING, 2 X COMMERCIAL UNITS, APARTMENT LOBBY ENTRY : – VISITOR CAR PARKS, COMMERCIAL CAR PARKS, BINS & SERVICES : – APARTMENTS – 6 X TWO BEDROOM APARTMENTS; PODIUM GARDEN : – APARTMENTS – 6 X TWO BEDROOM APARTMENTS, : – APARTMENTS – 5 X TWO BEDROOM APARTMENTS + 1 X ONE BEDROOM STUDIO : – APARTMENTS – 3 X TWO BEDROOM APARTMENTS); ROOF GARDEN	
CAR PARKING REQUIRED	21 APARTMENTS : 21 BAYS 2 COMMERCIAL UNITS : 7 BAYS VISITOR : 6 BAYS	
CAR PARKING PROVIDED	APARTMENT : 21 BAYS 2 COMMERCIAL UNITS : 6 BAYS + 1 SERVICE BAY + 1 DISABLED BAY + 1 REVERSING BAY VISITOR : 5 BAYS	
TOTAL CAR PARK REQUIRED	: 34 BAYS	
BIKE PARKING PROVIDED	: 11 BAYS (RESIDENTIAL), 4 BAYS (VISITOR)	
MOTORCYCLE PARKING PROVIDED	: 3 BAYS (RESIDENTIAL).	
BIN STORE AREA	: – RESIDENTIAL BIN STORE: 22.79 m ² : – COMMERCIAL BIN STORE : 14.91m ²	
(NUMBER of BINS ARE PROVIDED AS PER WASTE MANAGEMENT REPORT)		
TOTAL UNIT STORE AREA	21 STORE ROOMS PROVIDED @ MIN. 4m ² EACH	
OPEN SPACE PROVIDED	LEVEL 01 & LEVEL 04 - GARDEN & AMENITIES - REFER LANDSCAPE PLAN	

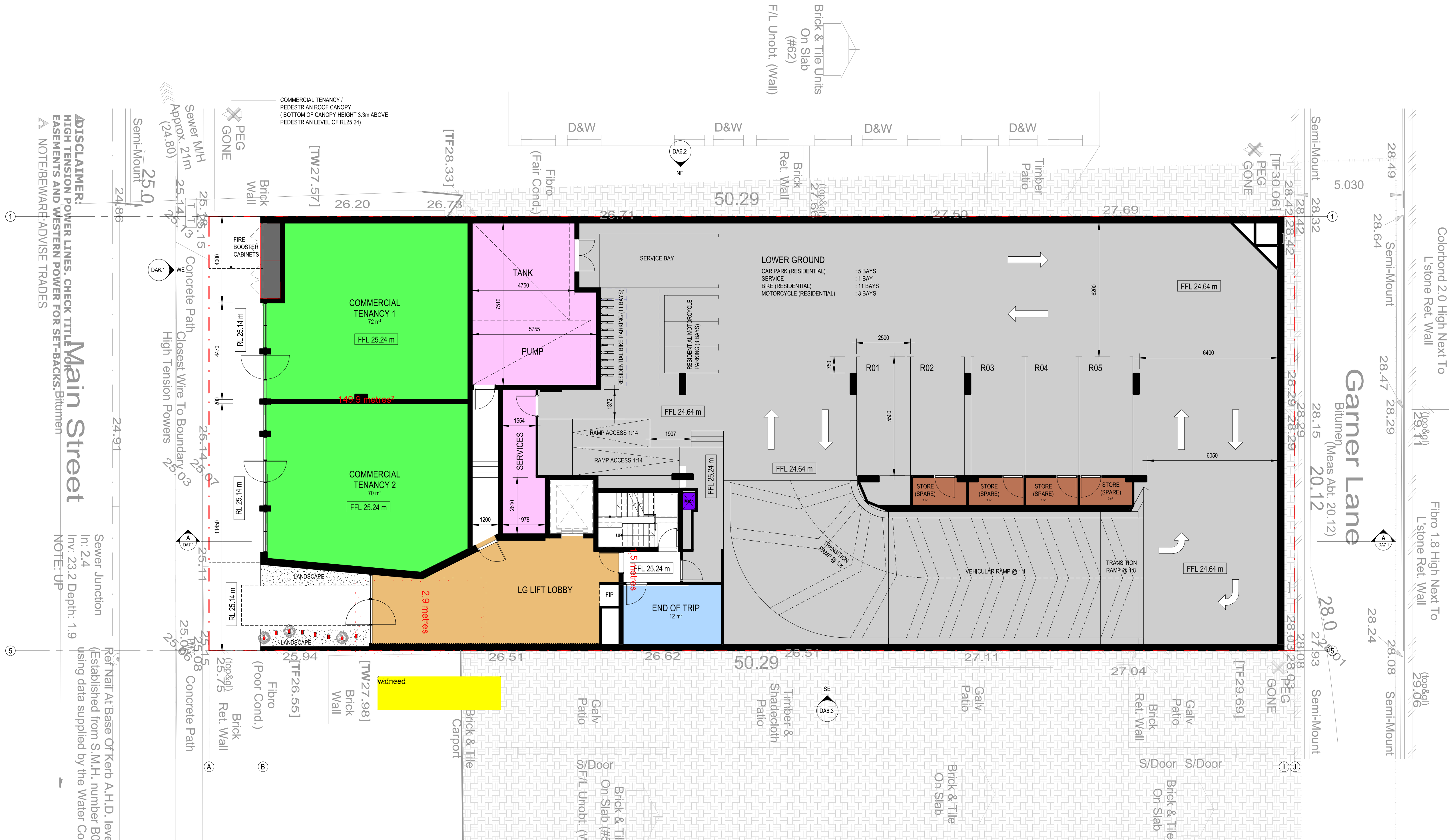


no change

- 1X1 APT
- 2X2 APT
- 2X2 APT + LOFT
- BALCONY
- COMMERCIAL TENANCY
- COMMUNAL ROOM
- END OF TRIP
- LANDSCAPE
- LOBBY
- OFFICE
- RESIDENTS CARPARK
- SERVICES
- STORE
- VISITOR & COMMERCIAL CARPARK

-01 Level (BASEMENT)

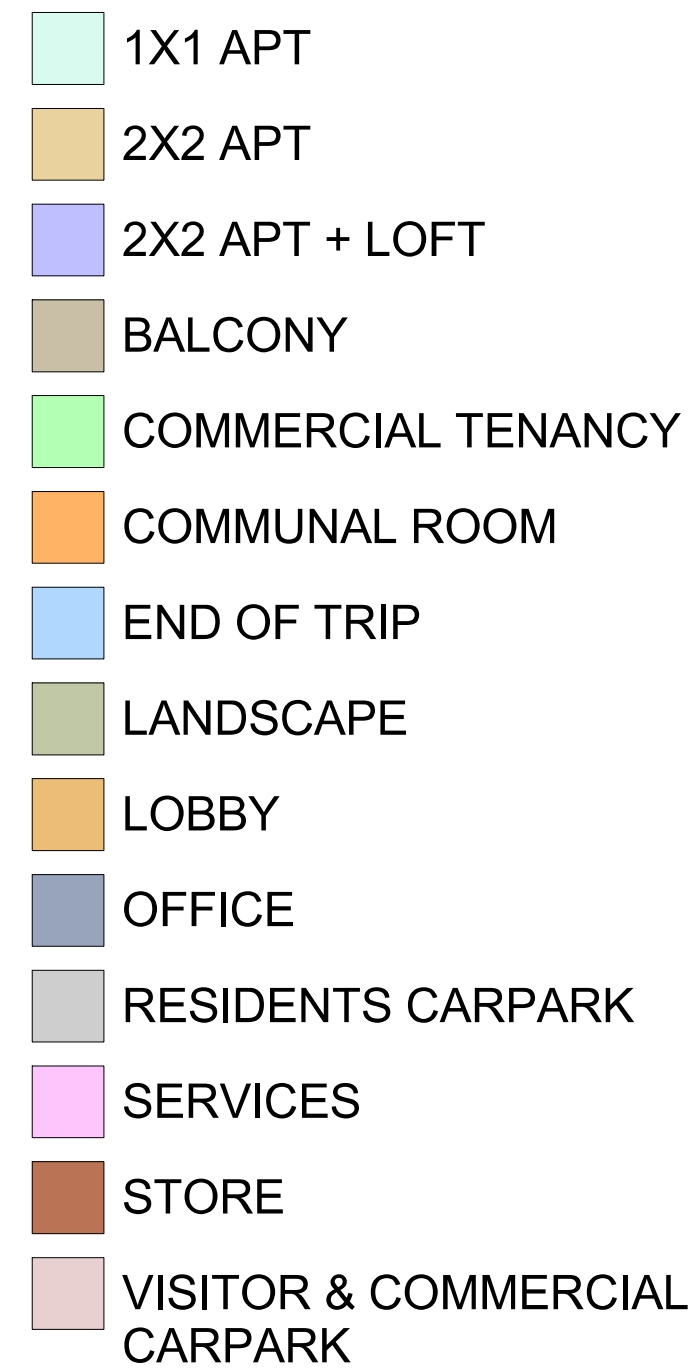




- 1X1 APT
- 2X2 APT
- 2X2 APT + LOFT
- BALCONY
- COMMERCIAL TENANCY
- COMMUNAL ROOM
- END OF TRIP
- LANDSCAPE
- LOBBY
- OFFICE
- RESIDENTS CARPARK
- SERVICES
- STORE
- VISITOR & COMMERCIAL CARPARK

00 LG LEVEL (LOWER GROUND)





00UG LEVEL (UPPER GROUND)



60 MAIN ST - 21 UNITS APARTMENT

DA3.3

Issue Date

WINDOW LEGEND

- A FULL HEIGHT WINDOW (BOTTOM HEIGHT TO MATCH LANDSCAPE)
B HIGHLIGHT WINDOW
C FULL HEIGHT WINDOW
D FULL HEIGHT WINDOW (OBSCURED TO 1600mm AFL)
E FULL HEIGHT WINDOW (OBSCURED)

BALUSTRADE LEGEND

- F 1100mm HIGH GLASS BALUSTRADE (CLEAR)
G 1600mm HIGH GLASS BALUSTRADE (CLEAR)
H 1600mm HIGH GLASS BALUSTRADE (FROSTED)
J 1100mm HIGH METAL BALUSTRADE
R 600mm HIGH METAL BALUSTRADE + 600mm HIGH SOLID WALL BELOW.

SCREEN LEGEND

- K 1600mm HIGH PRIVACY SCREEN
L VERTICAL ALUMINIUM BLADE SCREEN
M 2000mm HIGH SCREEN FOR MECHANICAL PLANT
N 1100 HIGH SOLID WALL
P 1300 HIGH SOLID WALL
Q 600 HIGH SOLID WALL

- 1X1 APT
2X2 APT
2X2 APT + LOFT
BALCONY
COMMERCIAL TENANCY
COMMUNAL ROOM
END OF TRIP
LANDSCAPE
LOBBY
OFFICE
RESIDENTS CARPARK
SERVICES
STORE
VISITOR & COMMERCIAL CARPARK

01 LEVEL



WINDOW LEGEND

- A FULL HEIGHT WINDOW (BOTTOM HEIGHT TO MATCH LANDSCAPE)
B HIGHLIGHT WINDOW
C FULL HEIGHT WINDOW
D FULL HEIGHT WINDOW (OBSCURED TO 1600mm AFL)
E FULL HEIGHT WINDOW (OBSCURED)

BALUSTRADE LEGEND

- F 1100mm HIGH GLASS BALUSTRADE (CLEAR)
G 1600mm HIGH GLASS BALUSTRADE (CLEAR)
H 1600mm HIGH GLASS BALUSTRADE (FROSTED)
J 1100mm HIGH METAL BALUSTRADE
R 600mm HIGH METAL BALUSTRADE + 600mm HIGH SOLID WALL BELOW.

SCREEN LEGEND

- K 1600mm HIGH PRIVACY SCREEN
L VERTICAL ALUMINIUM BLADE SCREEN
M 2000mm HIGH SCREEN FOR MECHANICAL PLANT
N 1100 HIGH SOLID WALL
P 1300 HIGH SOLID WALL
Q 600 HIGH SOLID WALL

- 1X1 APT
2X2 APT
2X2 APT + LOFT
BALCONY
COMMERCIAL TENANCY
COMMUNAL ROOM
END OF TRIP
LANDSCAPE
LOBBY
OFFICE
RESIDENTS CARPARK
SERVICES
STORE
VISITOR & COMMERCIAL CARPARK

02 LEVEL



WINDOW LEGEND

- A FULL HEIGHT WINDOW (BOTTOM HEIGHT TO MATCH LANDSCAPE)
B HIGHLIGHT WINDOW
C FULL HEIGHT WINDOW
D FULL HEIGHT WINDOW (OBSCURED TO 1600mm AFL)
E FULL HEIGHT WINDOW (OBSCURED)

BALUSTRADE LEGEND

- F 1100mm HIGH GLASS BALUSTRADE (CLEAR)
G 1600mm HIGH GLASS BALUSTRADE (CLEAR)
H 1600mm HIGH GLASS BALUSTRADE (FROSTED)
J 1100mm HIGH METAL BALUSTRADE
R 600mm HIGH METAL BALUSTRADE + 600mm HIGH SOLID WALL BELOW.

SCREEN LEGEND

- K 1600mm HIGH PRIVACY SCREEN
L VERTICAL ALUMINIUM BLADE SCREEN
M 2000mm HIGH SCREEN FOR MECHANICAL PLANT
N 1100 HIGH SOLID WALL
P 1300 HIGH SOLID WALL
Q 600 HIGH SOLID WALL

- 1X1 APT
2X2 APT
2X2 APT + LOFT
BALCONY
COMMERCIAL TENANCY
COMMUNAL ROOM
END OF TRIP
LANDSCAPE
LOBBY
OFFICE
RESIDENTS CARPARK
SERVICES
STORE
VISITOR & COMMERCIAL CARPARK

03 LEVEL



WINDOW LEGEND

A	FULL HEIGHT WINDOW (BOTTOM HEIGHT TO MATCH LANDSCAPE)
B	HIGHLIGHT WINDOW
C	FULL HEIGHT WINDOW
D	FULL HEIGHT WINDOW (OBSCURED TO 1800mm AFL)
E	FULL HEIGHT WINDOW (OBSCURED)

BALUSTRADE LEGEND

F	1100mm HIGH GLASS BALUSTRADE (CLEAR)
G	1600mm HIGH GLASS BALUSTRADE (CLEAR)
H	1600mm HIGH GLASS BALUSTRADE (FROSTED)
J	1100mm HIGH METAL BALUSTRADE
R	600mm HIGH METAL BALUSTRADE + 600mm HIGH SOLID WALL BELOW.

SCREEN LEGEND

K	1600mm HIGH PRIVACY SCREEN
L	VERTICAL ALUMINIUM BLADE SCREEN
M	2000mm HIGH SCREEN FOR MECHANICAL PLANT
N	1100 HIGH SOLID WALL
P	1300 HIGH SOLID WALL
Q	600 HIGH SOLID WALL

1X1 APT
2X2 APT
2X2 APT + LOFT
BALCONY
COMMERCIAL TENANCY
COMMUNAL ROOM
END OF TRIP
LANDSCAPE
LOBBY
OFFICE
RESIDENTS CARPARK
SERVICES
STORE
VISITOR & COMMERCIAL CARPARK

04 LEVEL



WINDOW LEGEND

- A FULL HEIGHT WINDOW (BOTTOM HEIGHT TO MATCH LANDSCAPE)
- B HIGHLIGHT WINDOW
- C FULL HEIGHT WINDOW
- D FULL HEIGHT WINDOW (OBSCURED TO 1600mm AFL)
- E FULL HEIGHT WINDOW (OBSCURED)

BALUSTRADE LEGEND

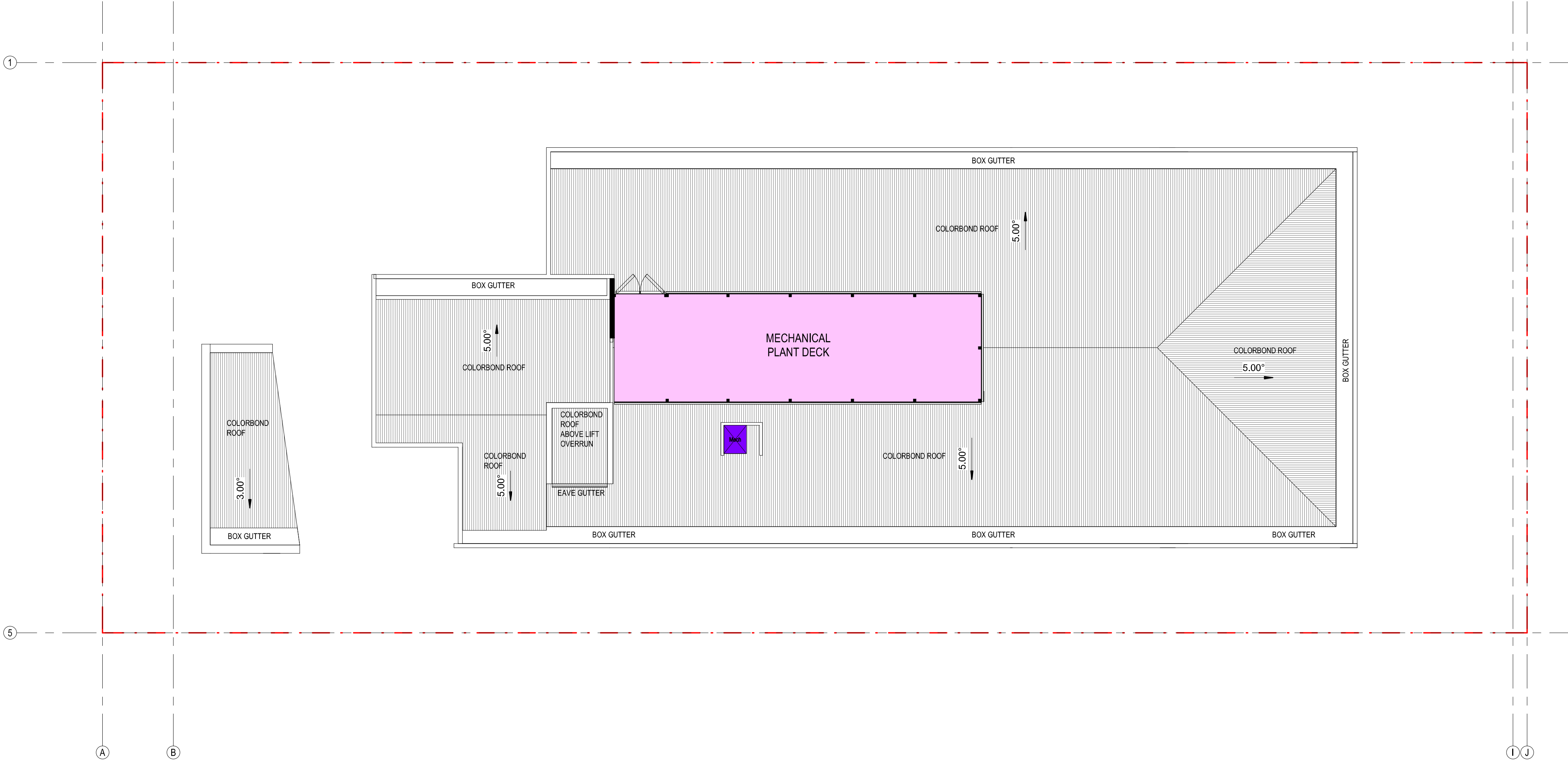
- F 1100mm HIGH GLASS BALUSTRADE (CLEAR)
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- H 1600mm HIGH GLASS BALUSTRADE (FROSTED)
- J 1100mm HIGH METAL BALUSTRADE
- R 600mm HIGH METAL BALUSTRADE + 600mm HIGH SOLID WALL BELOW.

SCREEN LEGEND

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- L VERTICAL ALUMINIUM BLADE SCREEN
- M 2000mm HIGH SCREEN FOR MECHANICAL PLANT
- N 1100 HIGH SOLID WALL
- P 1300 HIGH SOLID WALL
- Q 600 HIGH SOLID WALL

- 1X1 APT
- 2X2 APT
- 2X2 APT + LOFT
- BALCONY
- COMMERCIAL TENANCY
- COMMUNAL ROOM
- END OF TRIP
- LANDSCAPE
- LOBBY
- OFFICE
- RESIDENTS CARPARK
- SERVICES
- STORE
- VISITOR & COMMERCIAL CARPARK

05 LEVEL





ROOF PLAN (SHADOW DIAGRAM)

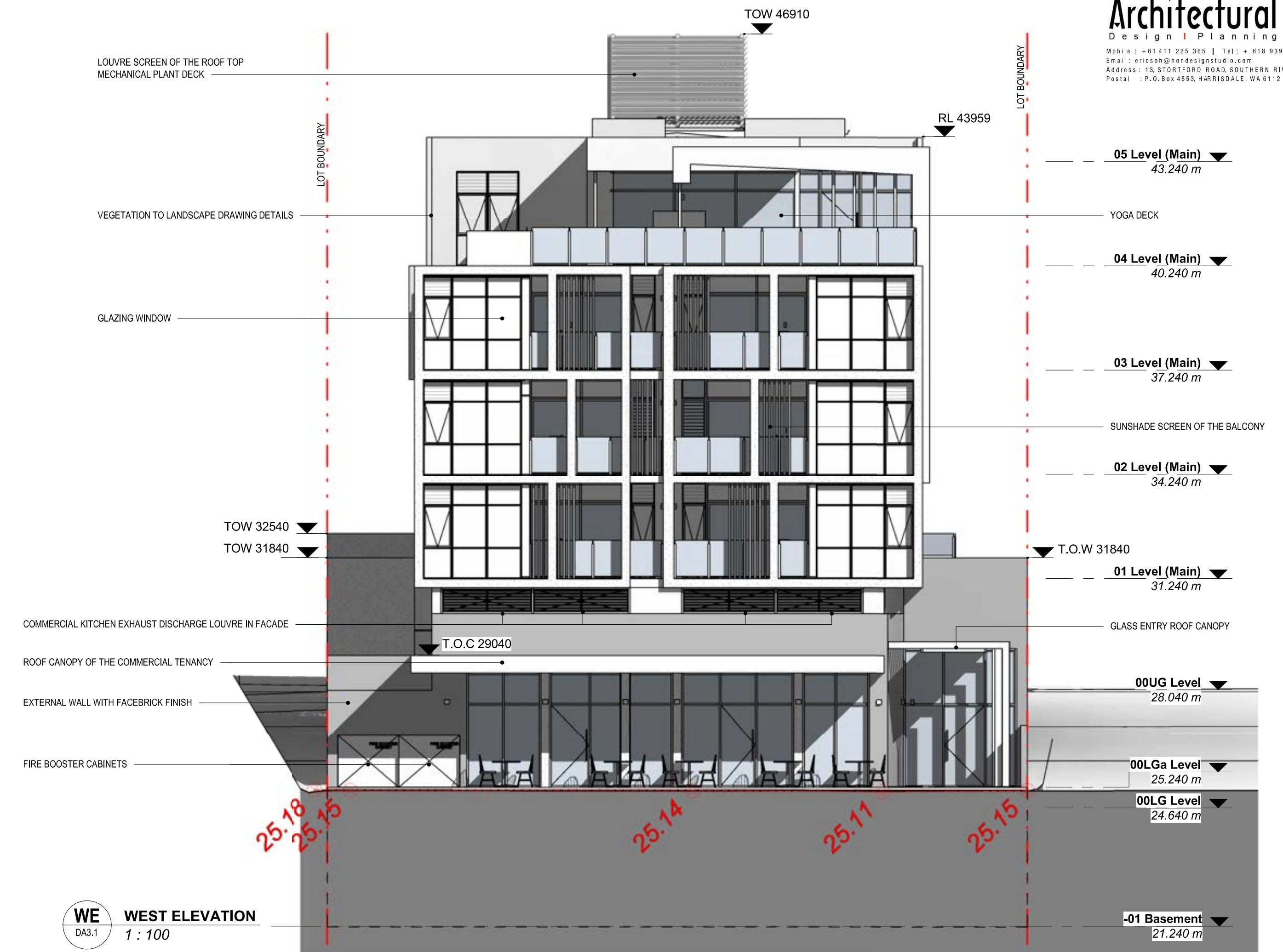
| DATE = 21st JUNE | TIME = 12:00pm



60 MAIN ST - 21 UNITS APARTMENT

DA3.9
SK

Issue Date



ELEVATIONS (EAST & WEST)





WINDOW LEGEND

- A FULL HEIGHT WINDOW (BOTTOM HEIGHT TO MATCH LANDSCAPE)
- B HIGHLIGHT WINDOW
- C FULL HEIGHT WINDOW
- D FULL HEIGHT WINDOW (OBSCURED TO 1600mm AFL)
- E FULL HEIGHT WINDOW (OBSCURED)

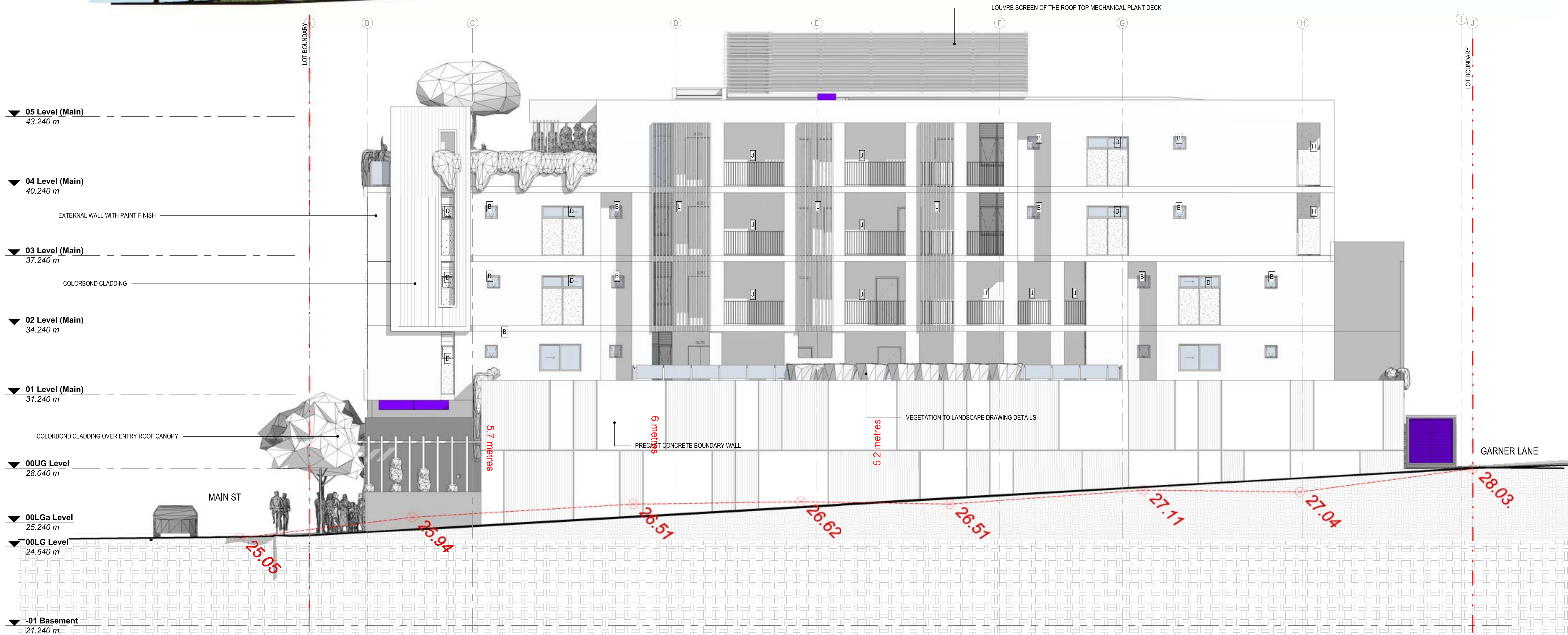
BALUSTRADE LEGEND

- F 1100mm HIGH GLASS BALUSTRADE (CLEAR)
- G 1600mm HIGH GLASS BALUSTRADE (CLEAR)
- H 1600mm HIGH GLASS BALUSTRADE (FROSTED)
- J 1100mm HIGH METAL BALUSTRADE
- R 600mm HIGH METAL BALUSTRADE + 600mm HIGH SOLID WALL BELOW.

SCREEN LEGEND

- K 1600mm HIGH PRIVACY SCREEN
- L VERTICAL ALUMINIUM BLADE SCREEN
- M 2000mm HIGH SCREEN FOR MECHANICAL PLANT
- N 1100 HIGH SOLID WALL
- P 1300 HIGH SOLID WALL
- Q 600 HIGH SOLID WALL

SOUTH ELEVATION

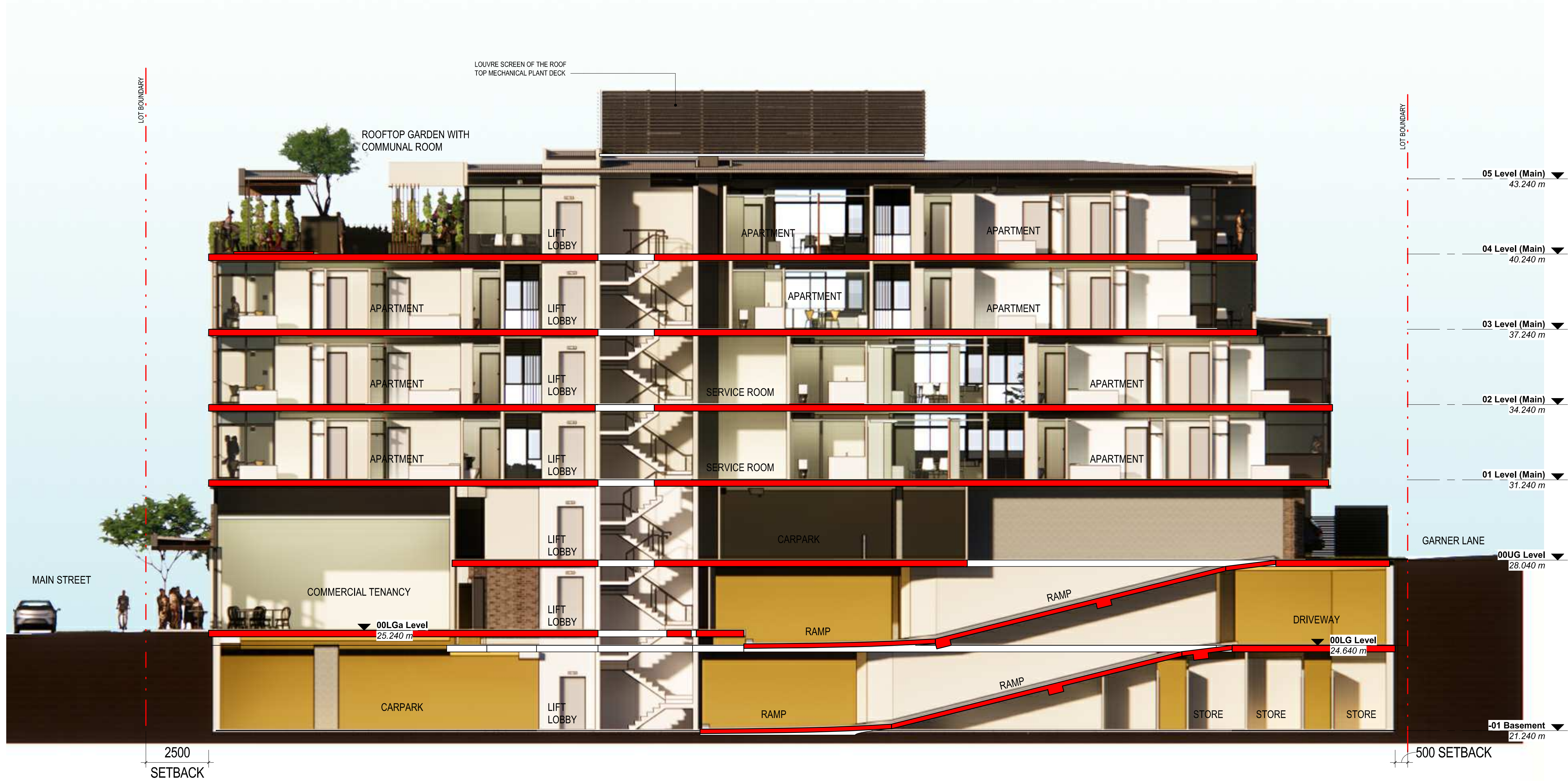


60 MAIN ST - 21 UNITS APARTMENT

DA6.3

Issue Date

SK

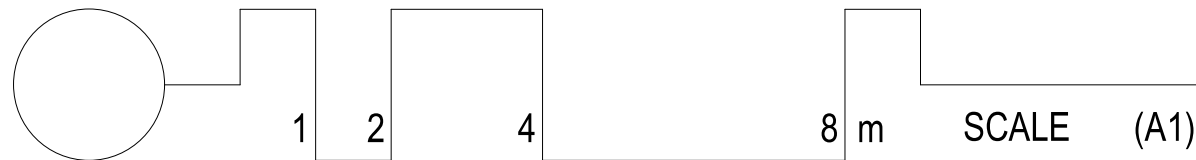


SECTION A





PERSPECTIVE 1



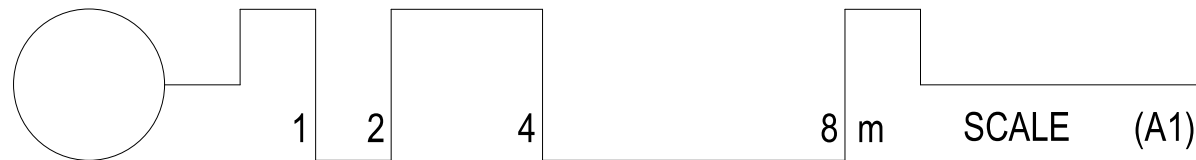
60 MAIN ST - 21 UNITS APARTMENT

DA40.1
SK

Issue Date



PERSPECTIVE 2



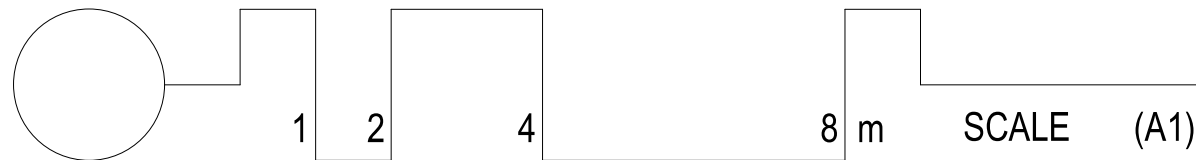
60 MAIN ST - 21 UNITS APARTMENT

DA40.2
SK

Issue Date



PERSPECTIVE 3





PERSPECTIVE 4

