

APPENDICES

APPENDIX A: MASTERPLAN STAGE 1

APPENDIX B: WAYFINDING & CONNECTIVITY STRATEGY

APPENDIX C: LCH PROJECT PRIORITY MATRIX

APPENDIX D: MASTERPLAN STAGES 2 & 3 (TO BE COMPLETED 2016)

APPENDIX E: LCH ECONOMIC IMPACT STATEMENT

APPENDIX F: LCH SOCIAL IMPACT STATEMENT

An aerial photograph of a city grid, rendered in a dark, monochromatic style. A river or canal flows along the left side of the image. The text is overlaid on the top portion of the map.

LCH MASTERPLAN STAGE 1

PUBLIC REALM - MAJOR PUBLIC SPACES

PROJECT 1: CIVIC SQUARE





CIVIC SQUARE (PART OF CAMERON STREET PRECINCT)

The Civic Square Project is a key sub project identified as part of the overall Launceston City Heart Project. Civic Square was one of two areas identified by the community as being of the highest priority for revitalisation. Feedback centred on place activation, flexible use of the space, increased public amenity and small-scale infrastructure.

The features and issues identified by the community included:

- Civic Square is underutilised, a thoroughfare, it is open and people feel on show;
- There is little to encourage people to linger and interact;
- Many groups within the community visit the precinct to visit LINC, pay bills and visit the council building and a range of office workers use and pass through the space;
- There is a lack of community programming and entertainment, events and activation within the precinct;
- There needs to be more interaction with destinations such as LINC Launceston; and
- There is a lack of seating and weather-protected areas within the Square.

The redevelopment of Civic Square includes a number of small infrastructure human scale improvements to create a unique and activated civic space for the city. The Civic Square project can also be broken up into stages depending on priorities and availability of funding.

The redevelopment of Civic Square as the city's meeting place will create a clear identity as the main central major events and playspace attracting all ages.

Works will include:

- A new Playspace area, landscaping, pavement, seating and shelter (eastern side of Civic Square). In addition, small scale improvements to the laneway running between the LINC and St Andrews Church buildings.
- A new flexible event area (central) including a covered stage and terraced landscape seating and grassed area.
- Improvements to the pedestrian safety to the western end of Civic Square. Works will also include further seating, landscaping and associated small scale infrastructure to support future events.
- The western end of Macquarie House will require further investigation of the removal of the water fountain to allow for potential development. This can be seen as a future strategic opportunity and be the last stage of the overall Civic Square Space.

Some works will be undertaken in Stage 1 with the balance in Stage 2 and 3 subject to funding.



PLACE PRINCIPLES

The Launceston City Heart (LCH) Project is underpinned by 7 core principles. Complementary to our Core Play Principles these Place Principles have also been instrumental in cross referencing our concepts. Detailed below is the ways in which the design satisfies these principles:



LOCAL & UNIQUE

- Design celebrates cultural and environmental history of Launceston



FLEXIBILITY

- Play space can be used by a range of users
- Location capitalises on adjoining facilities (LINC) & open space areas (Civic Square) to encourage complementary activities



MEETING & SOCIALIZING

- Delivers a space that will be a natural congregation point
- Enjoyment & activities are free
- Complementary elements that provide protection & encourage year round use.



GREENERY

- Maximizes areas of planting & elevates it to maximize visibility
- Focus on sensory species & indigenous species



HEALTHY & CONNECTED

- Will get kids out into Civic Square, playing, climbing, jumping etc.
- Link to Brisbane St Mall will encourage pedestrians to move through the city



CREATIVE & INNOVATIVE

- It will be an urban playspace like no other in Australia
- Utilizes technology & learning to ensure playspace stays fresh & original



MIXED USE PLANING

- Will form the core of Civic Square, encouraging people into the city & ensure they stay longer

CORE DESIGN PRINCIPLES



ACCESS

- Maintain strong physical and visual links from both major entry points into and through the space
- Integrate the access into existing buildings with new wayfinding strategy
- Promote Launceston as a walkable city by creating an iconic destination



VEGETATION

- Where possible incorporate the existing vegetation into the new design
- Explore opportunities to utilize indigenous plant material as an educational element



AN 'EVERYDAY' DESTINATION

- Create a comfortable, vibrant, and inspiring space for the 'everyday' users of Civic Square which encourages people to stay and engage with the siteround use.



LOCAL AND UNIQUE

- Reflect the city, the people and the rich layers of cultural history of Launceston



A FLEXIBLE SPACE

- Create a vibrant and flexible space which includes gathering, play or quiet contemplation
- Design a space that can flourish in both large and small scale events
- Allow for the flow of activity from The LINC out into the site



SAFETY

- Provide infrastructure to provide comfort from the wind, rain or sun
- Provide play spaces that are encouraging and interactive with a safe level of risk
- Maximize CPTED objection within the proposed design

MICRO ANALYSIS - WALKING THROUGH THE SITE/EXISTING FEATURES



Legend

- 1. Existing Japanese Garden
- 2. Large pine tree

- 3. Fern garden into the annex
- 4. Chinese Elms
- 5. Bronze statues

- 6. Future LINC coffee/cafe area
- 7. Existing water feature



A.



B.



C.



D.



E.



F.



G.

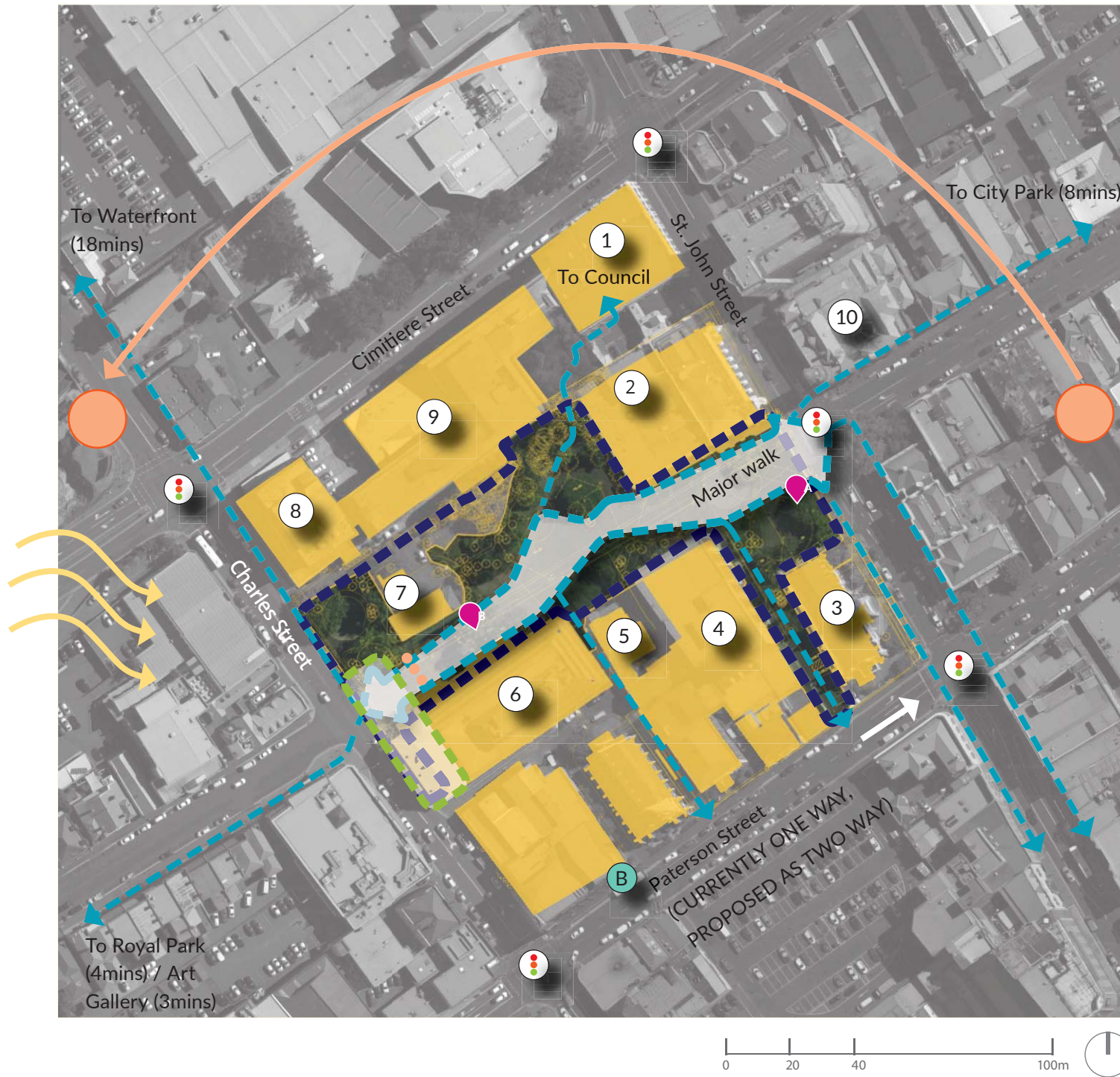


H.



I.

MICRO ANALYSIS - PEDESTRIAN AND VEHICULAR ACCESS



Legend

1. Council Annex
2. Council Town Hall
3. St Andrews Church
4. The LINC
5. Medical Centre
6. Henty House
7. Macquarie House
8. Launceston Court
9. Tasmanian Police
10. Post Office/Travel Info Centre/Town Clock

- Site Boundary
- Walking path
- Sun Path
- Prevailing winds
- Traffic Lights
- Bus Stop
- On-site parking and vehicle access



A SITE PHOTO

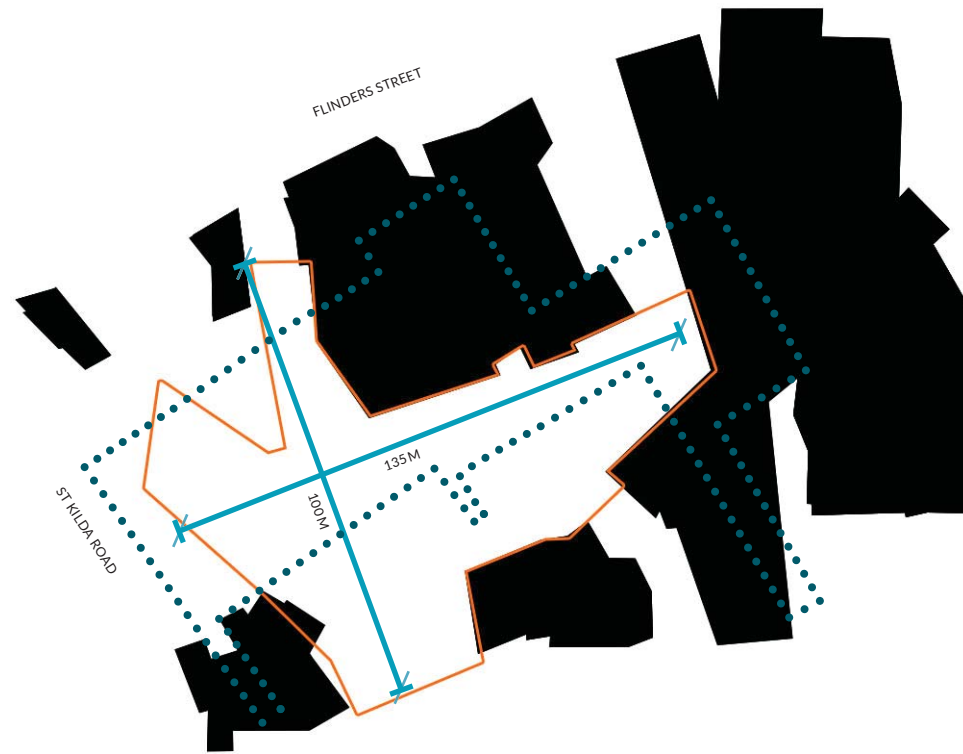


B SITE PHOTO

CIVIC SQUARE - SITE COMPARISONS: FEDERATION SQUARE



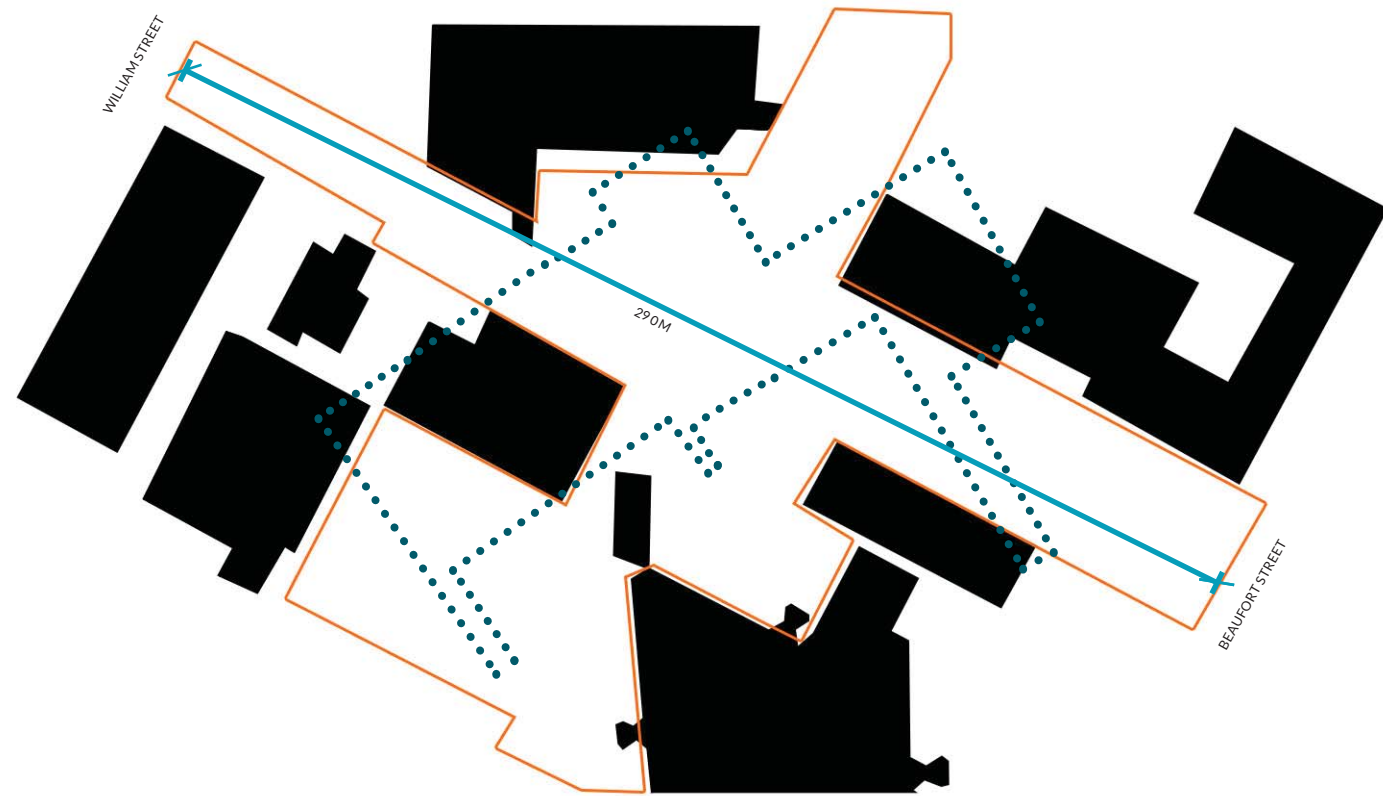
CIVIC SQUARE
Launceston, Tasmania
160m from St. John Street to Charles Street
62m at widest N/S point
24m at narrowest N/S point



FEDERATION SQUARE
Melbourne, Victoria
135 m Across paved area E/W
100m at widest N/S point



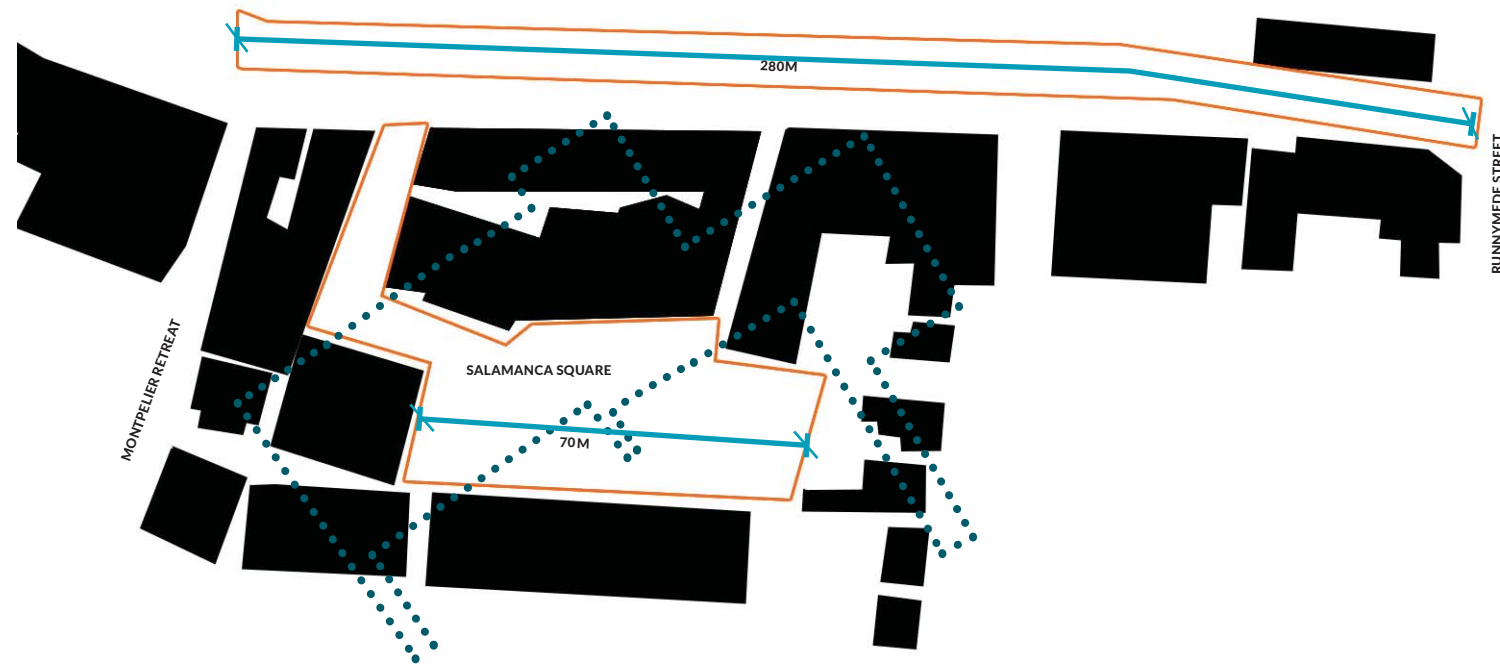
CIVIC SQUARE - SITE COMPARISONS: PERTH CULTURAL CENTRE



CULTURAL CENTRE
Perth, Western Australia
290m from William Street to Beaufort Street
Surrounding Buildings:
Art Gallery, PICA, Museum,
State Library and State Theatre



CIVIC SQUARE - SITE COMPARISONS: SALAMANCA PLACE



SALAMANCA PLACE
Hobart, Tasmania
800m from Runnymede Street to Davey Street
280m from Runnymede Street to Montpellier Retreat



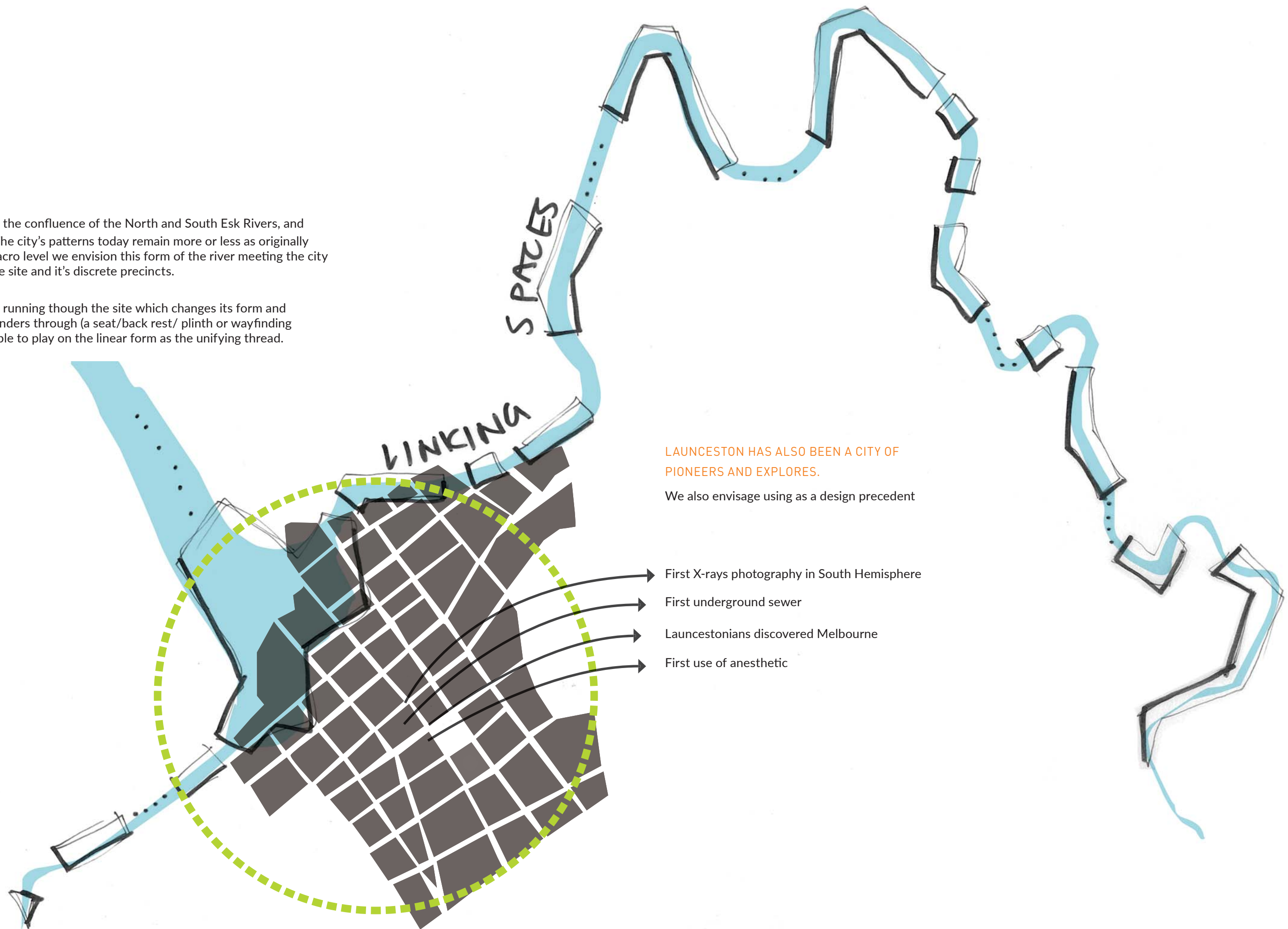
PRECEDENTS



CONCEPT

Launceston sits at the confluence of the North and South Esk Rivers, and the Tamar River. The city's patterns today remain more or less as originally designed. On a macro level we envision this form of the river meeting the city as a tool to link the site and its discrete precincts.

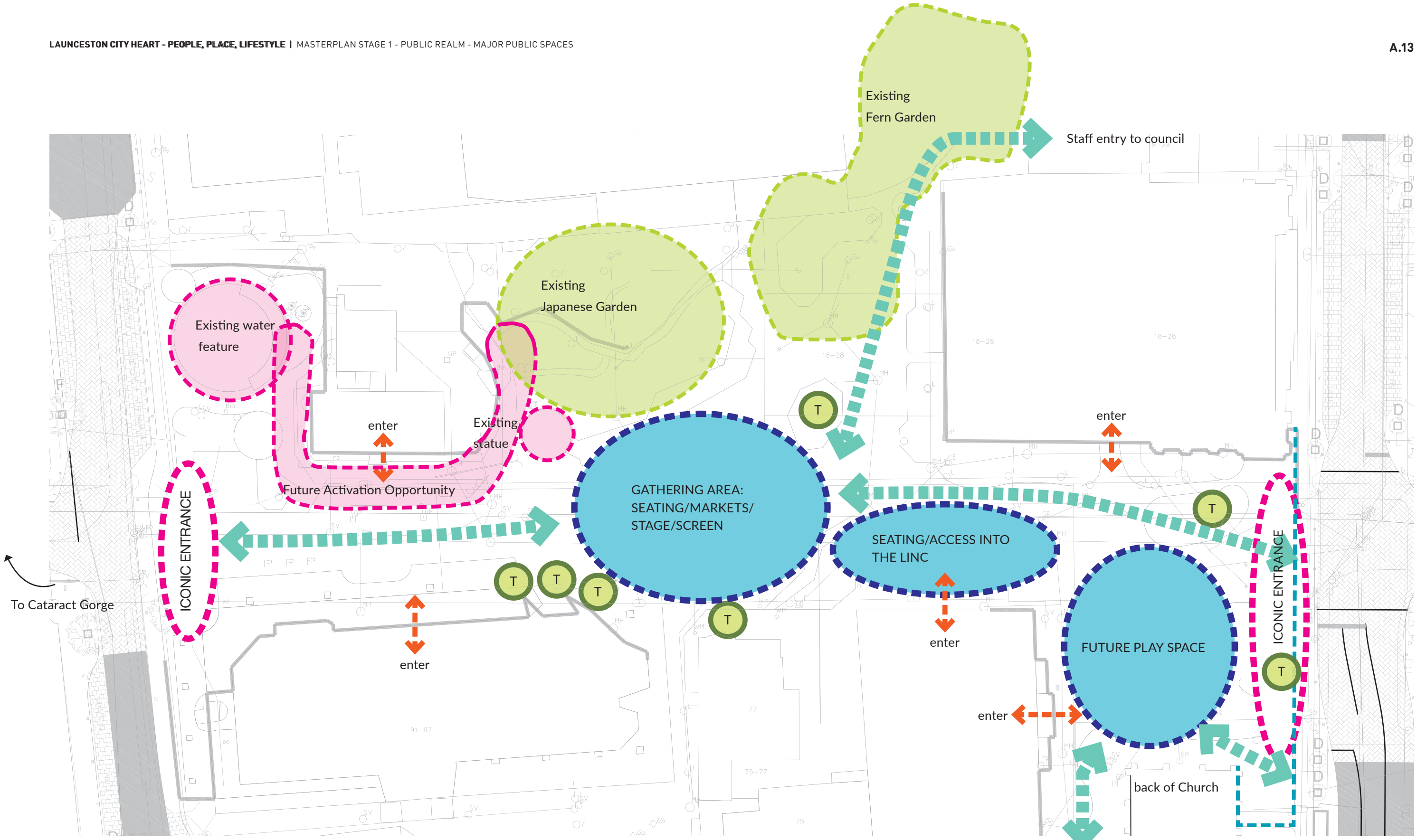
We propose a link running through the site which changes its form and function as it meanders through (a seat/back rest/ plinth or wayfinding anchor). We are able to play on the linear form as the unifying thread.



LAUNCESTON HAS ALSO BEEN A CITY OF PIONEERS AND EXPLORES.

We also envisage using as a design precedent

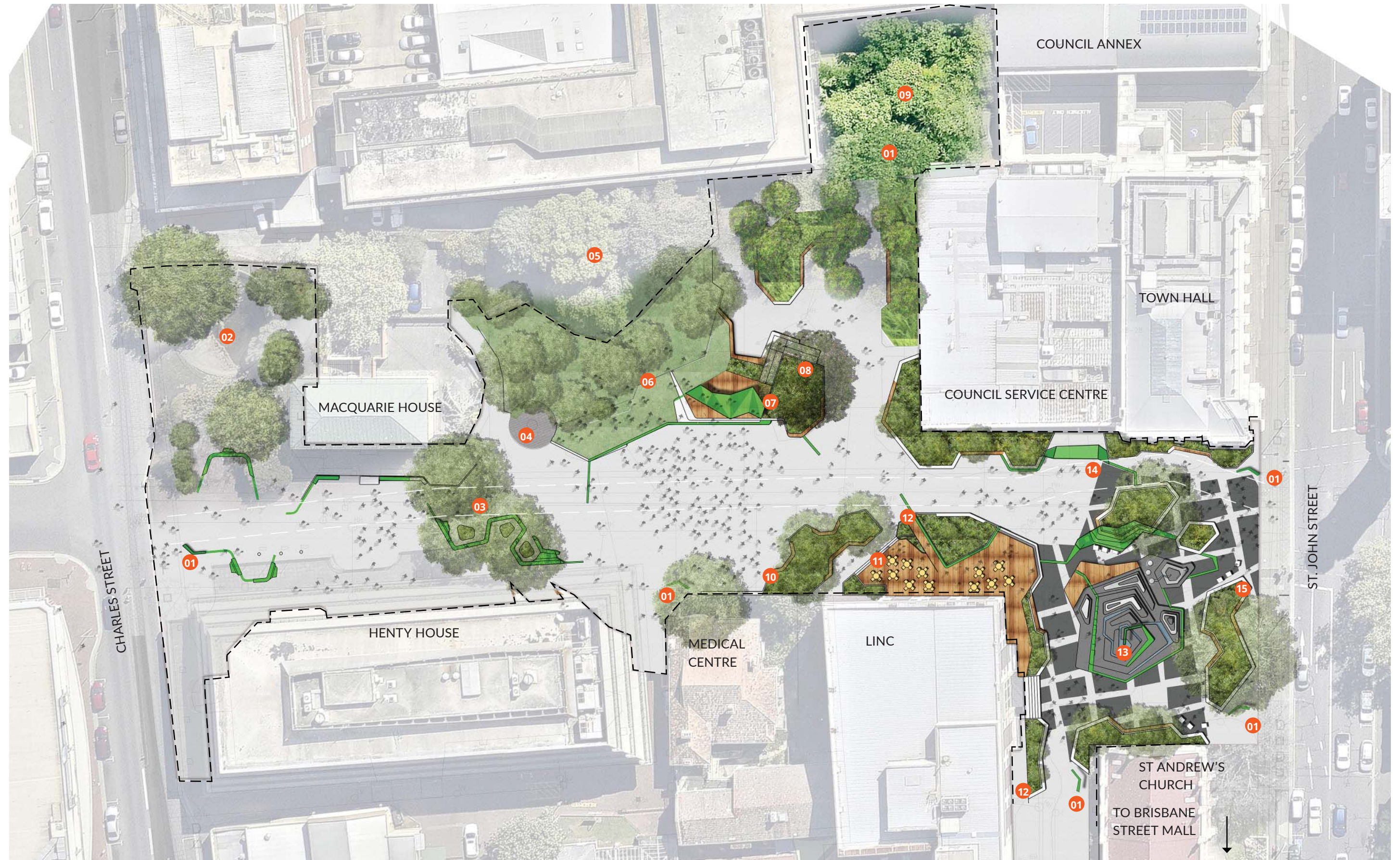
- First X-rays photography in South Hemisphere
- First underground sewer
- Launcestonians discovered Melbourne
- First use of anesthetic



Scale 1:500 @ A3



- Legend
- Main pedestrian access route
 - Existing tree to retain/highlight
 - Existing gardens to retain
 - Existing features to retain
 - Site Boundary

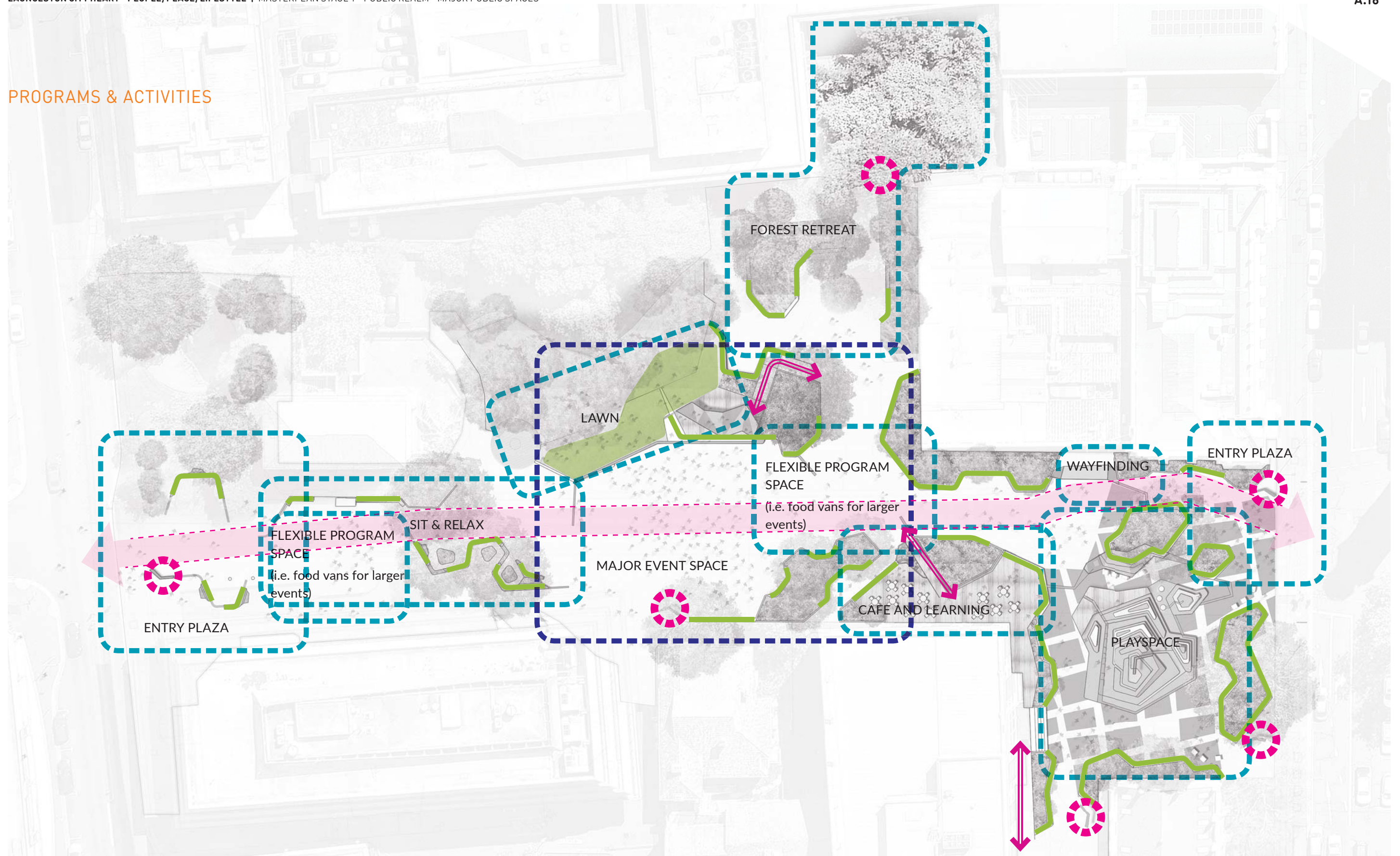


LEGEND

1. Iconic Entry Wayfinding Element
 2. Existing Water Feature
 3. Integrated Wave Seat
 4. Existing Sculpture retained
 5. Existing Japanese Garden retained
 6. Reconfigured Terraces & expanded grass area
 7. Proposed Stage & Infrastructure
 8. Pine Tree Retained "The Christmas Tree"
 9. Existing Fern Garden: "A Place to Reflect"
 10. The Long Bench
 11. LINC seating terrace
 12. Ramp access into The LINC
 13. Civic Square Playspace
 14. Civic Centre Portico
 15. Tasmanian Tiger Sculpture
- Site Boundary
- Existing Paving



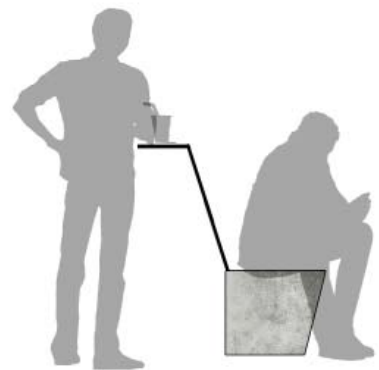
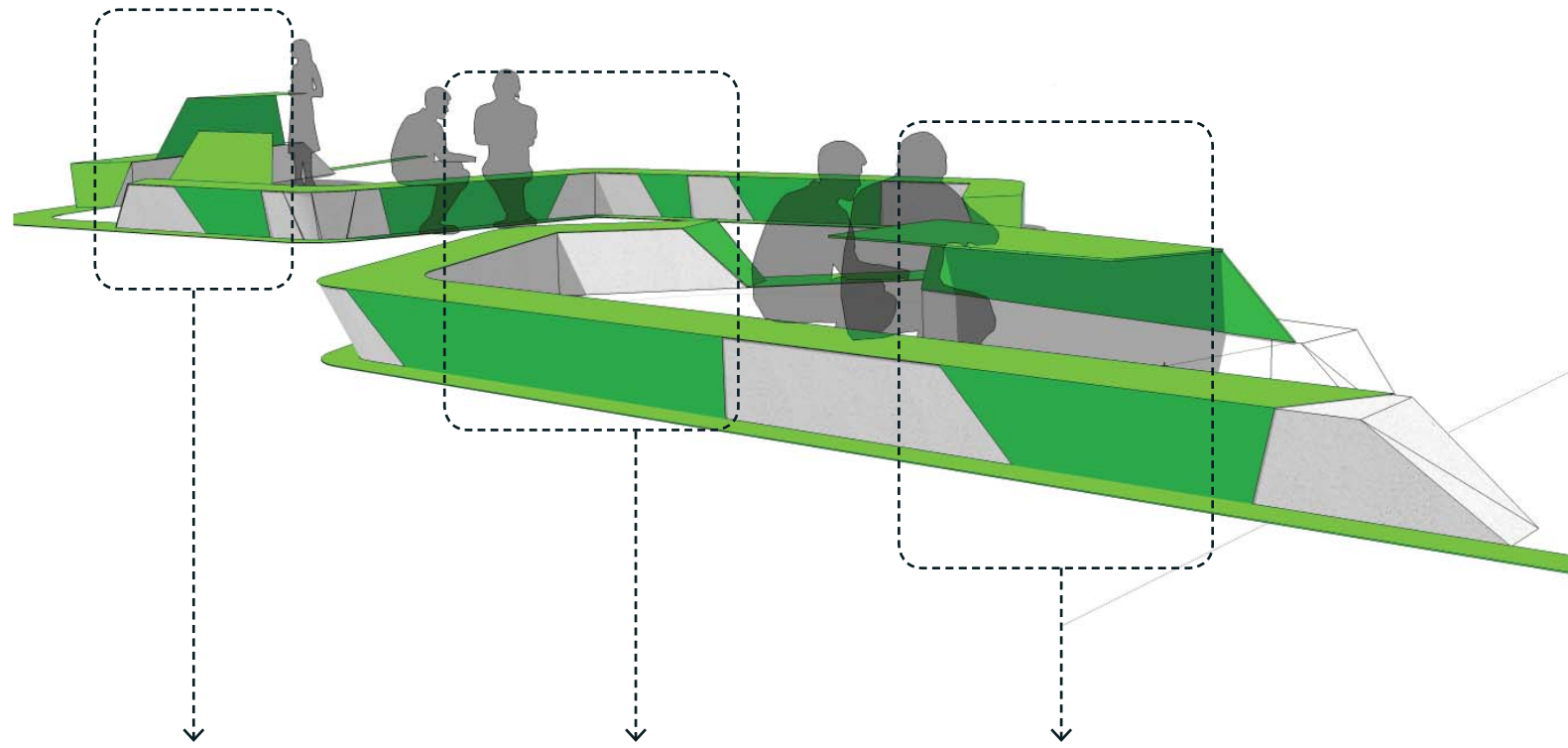
PROGRAMS & ACTIVITIES



LEGEND

- Entry Signage/Wayfinding
- EVA Access
- DDA Ramp Access
- Inbuilt Seating Edge
- Lawn Seating

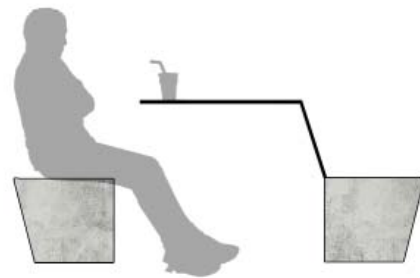
A PLACE TO CHAT...



Segment A:
Backrest folded as a casual
cafe table



Segment B:
Normal module, backrest
on one side



Segment C:
Backrest folded as a picnic table



A PLACE TO RELAX...



A PLACE TO MEET...



A PLACE TO GATHER...



A PLACE TO CELEBRATE...

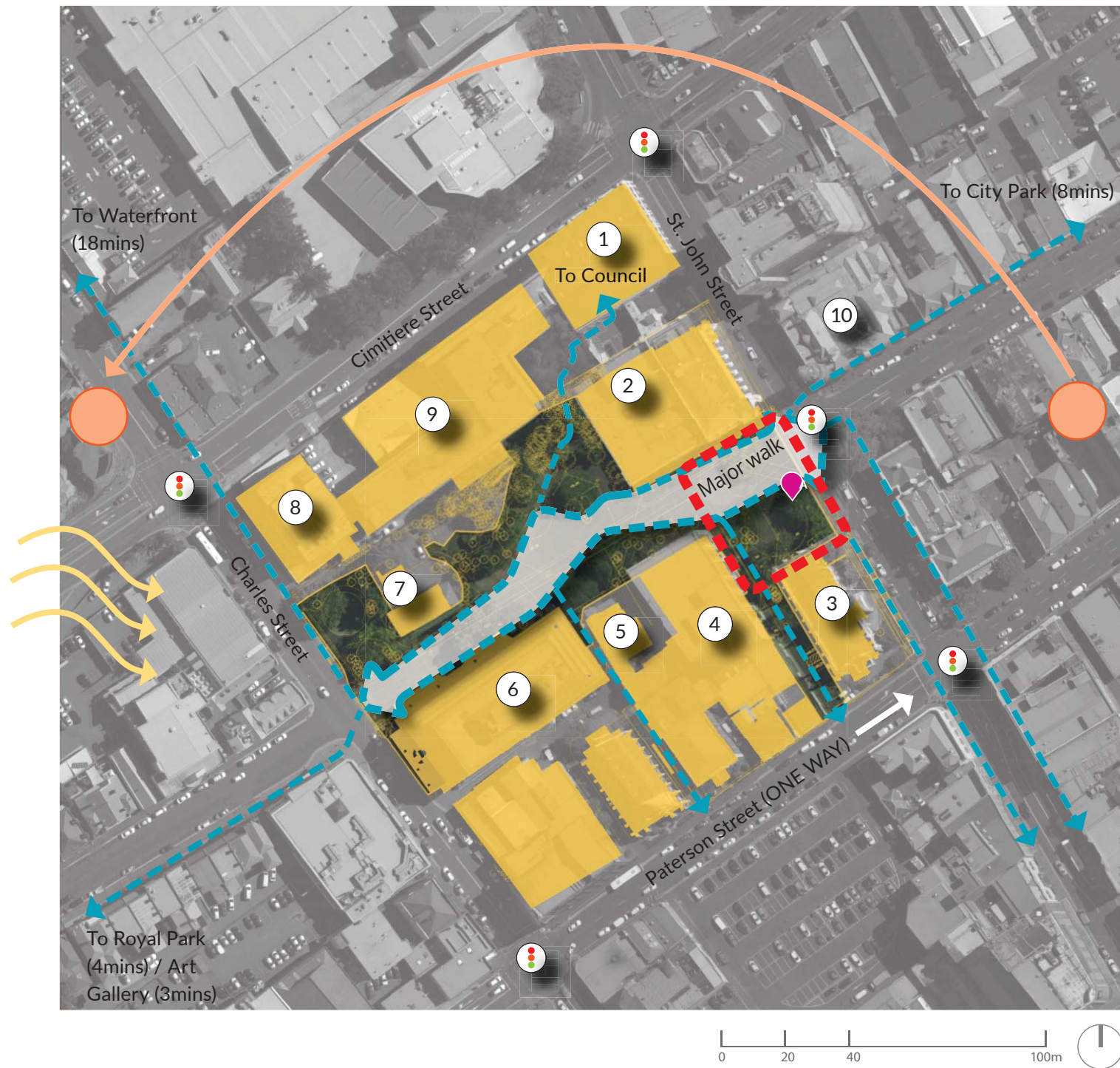


PROJECT 1: CIVIC SQUARE (PLAYSPACE)





MICRO ANALYSIS - PEDESTRIAN AND VEHICULAR ACCESS



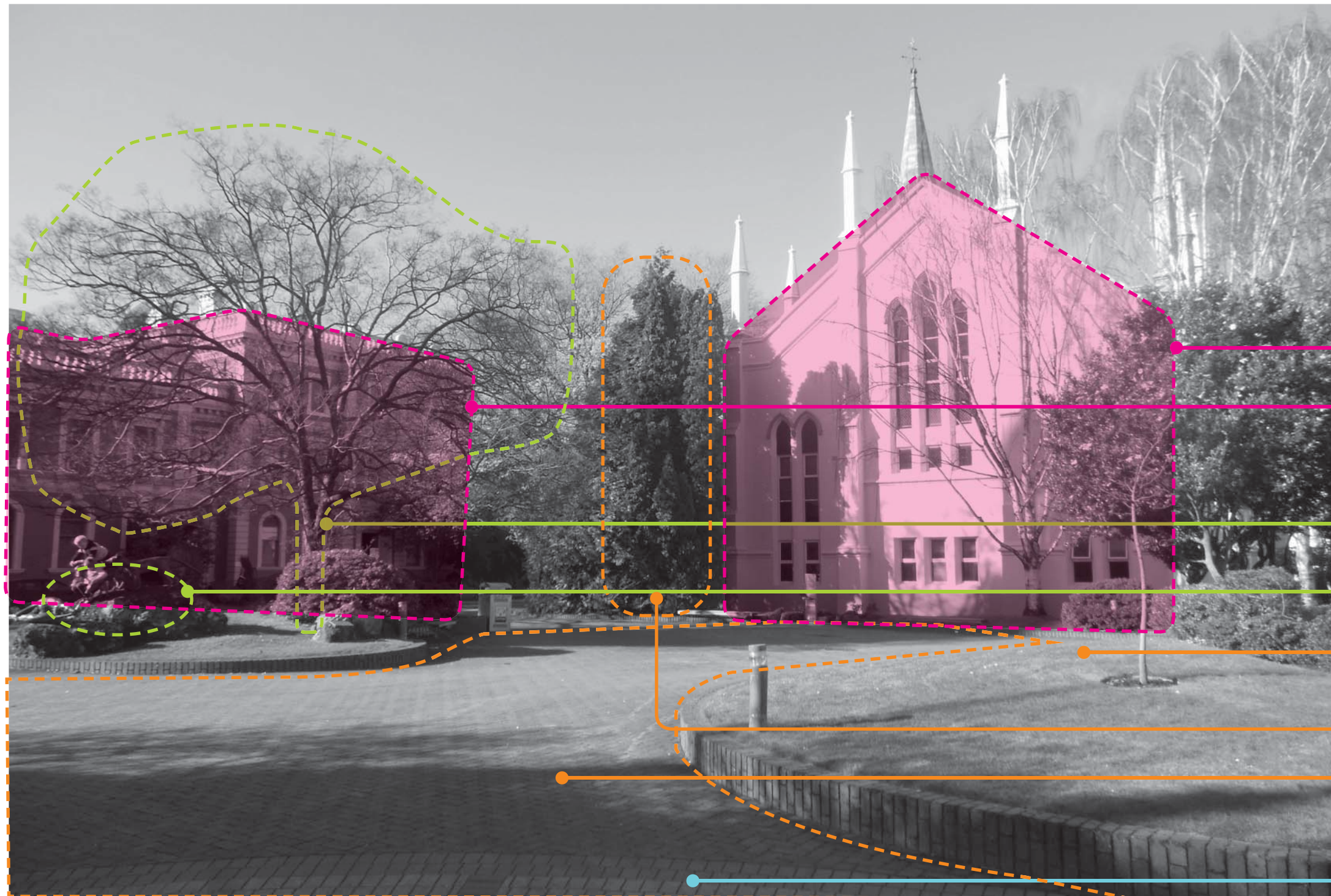
Legend

- 1. Council Annex
 - 2. Council Town Hall
 - 3. St Andrew's Church
 - 4. The LINC
 - 5. Medical Centre
 - 6. Henty House
 - 7. Macquarie House
 - 8. Launceston Court
 - 9. Tasmanian Police
 - 10. Post Office/Travel Info Centre/Town Clock
- Site Boundary
 - Walking path
 - Sun Path
 - Prevailing winds
 - Traffic Lights



Site photo

SWOT ANALYSIS



Strength

- Existing church and heritage building facades
- Surrounding buildings & vegetation provide protection from elements

Oppportunity

- Existing trees define site & provide shade/shelter
- Existing sculptures very popular as play items

Weakness

- Elevated existing garden edges create spaces not accessible for everyone
- Street furniture looking tired
- Trees adjacent church obscure views into the site

Threat

- Paving reinforces roadway feel
- Varying furniture styles adds to visual clutter
- No current activation of space
- No protection between the road and the proposed playspace

CORE PLAY PRINCIPLES

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ACCESS

- Create a play space for all ages & all abilities
- Promote the space as a 'Place for All'



LEARNING

- Tailor a new playspace that synchronises with The LINC's motto 'Learn Discover Access'
- Design a playspace which encourages constructive, creative and imaginative play



AN 'EVERYDAY' DESTINATION

- Create a comfortable, vibrant, and inspiring space for a range of intergenerational users.
- Deliver a play space that encourages people to stay and engage with the siteround use.



LOCAL AND UNIQUE

- Deliver a play space that reflects the city, the people and the environment of Launceston



SAFETY

- Provide comfort from the wind, rain and/or sun
- Provide play spaces that are encouraging and interactive with a safe level of risk
- Maximize casual surveillance of the play space from adjoining streets & buildings
- Maximize usage throughout all times of day and night

CORE DESIGN PRINCIPLES



LOCAL & UNIQUE

- Design celebrates cultural and environmental history of Launceston



FLEXIBILITY

- Play space can be used by a range of users
- Location capitalises on adjoining facilities (LINC) & open space areas (Civic Square) to encourage complementary activities



MEETING & SOCIALIZING

- Delivers a space that will be a natural congregation point
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GREENERY

- Maximizes areas of planting & elevates it to maximize visibility
- Focus on sensory species & indigenous species



HEALTHY & CONNECTED

- Will get kids out into Civic Square, playing, climbing, jumping etc.
- Link to Brisbane St Mall will encourage pedestrians to move through the city



CREATIVE & INNOVATIVE

- Provide infrastructure It will be an urban playspace like no other in Australia
- Utilizes technology & learning to ensure playspace stays fresh & original



MIXED USE PLANING

- Will form the core of Civic Square, encouraging people into the city & ensure they stay longer

CONCEPT PHILOSOPHY

OVERALL

Launceston sits at the confluence of the North and South Esk Rivers, and the Tamar River. The city's patterns today remains more or less as originally designed. On a macro level we envision the form of the river meeting the city could be a tool to link the site and it's adjoining precincts

Launceston has also been a city of pioneers & explorers including:

- First X-rays photography in South Hemisphere
- First underground sewer
- Launcestonians discovered Melbourne
- First use of anesthetic
- First laminated tennis racket
- We will celebrate this pioneering & exploring link to create a varied & interesting play space

THE PLAYSPACE

The concept behind the playspace itself is one of 'peeling back the layers'. We see it as a valuable educational and interpretive tool with which we can explore the city's pre and post European history and celebrate the unique and individual elements that are Launceston.

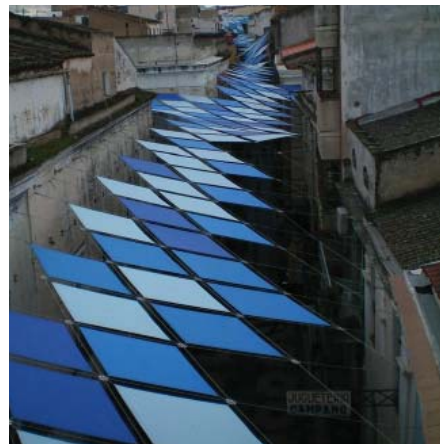
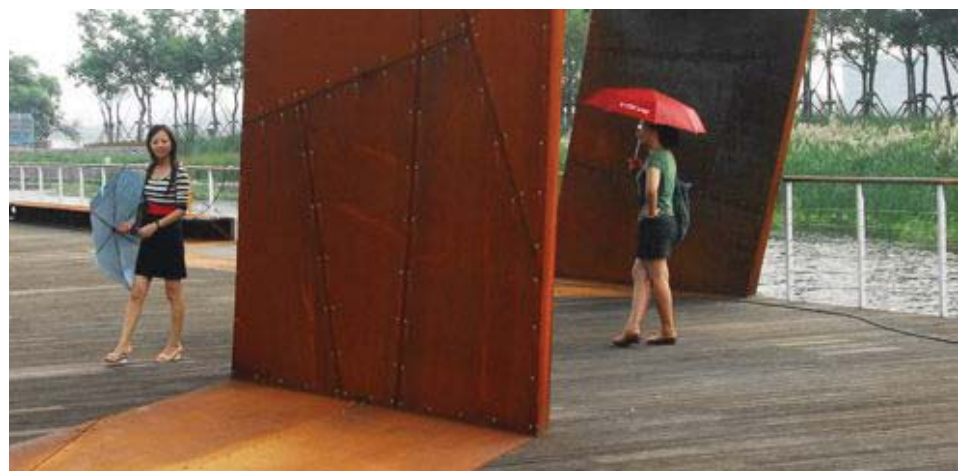
Specifically, we have looked more closely at one of Launceston's claims to Australia's 'First X-Ray photographs' in 1896. It is this concept of X-rays that we will use as the technique to expose & explore the individual elements; looking through into the past & the future.



PRECEDENTS -
WAYFINDING AND
ENGAGING ELEMENTS



PRECEDENTS - SHADE AND SHELTER



PRECEDENTS - ART AND NATURE



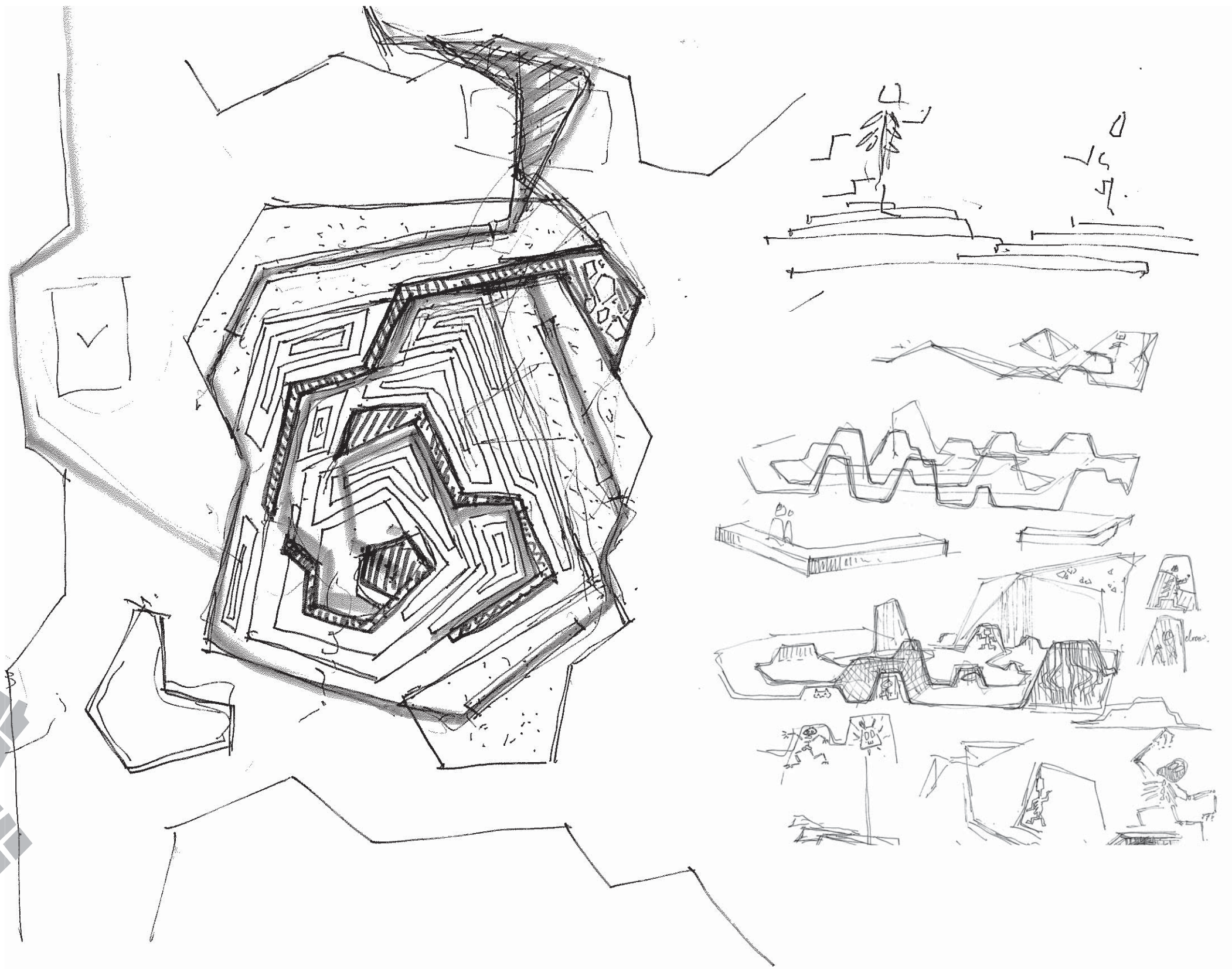
SKETCH DESIGN

CONCEPT DEVELOPMENT PROCESS

- Abstracting the patterning from the historical urban fabric to form a new base layer.
- Extruding sitting, gathering, playing & walk-through spaces form this base layer.
- Building upon the metaphor layer of finding the gorge by viewing “the drops” of water falling down. Transforming this concept into a series of water play elements.
- Overlaying the “X-ray” layer as a salute to Launceston as Australia’s first application of X-Ray Photographs.
- Exploring in various ways of “X-Ray” play: exploring, discovering, meandering, crawling, running, jumping, posing etc.
- Overlaying the final texture layer with interpretive graphics, text & sculpture to encourage further exploration.



HISTORICAL URBAN FRABIC TRACED FROM MAP



SITE PLAN - PLAYSACE



LEGEND

1. The LINC seating deck
2. Stair access up to LINC deck
3. Bench seating
4. Entry to The LINC via stairs
5. Entry to The LINC via ramp
6. Misting spouts
7. X-ray 'seats'
8. Beginning of water rill with feature water source
9. X-ray play deck with skeleton frames
10. Water rill
11. Raised garden beds with seating
12. Play water mounds with sensors
13. Shade structure
14. Seating
15. Super graphic
16. Wayfinding/entry portal to Civic Centre
17. EVA route (4m)
18. Existing Feature trees
19. Existing brass sculptures (retained & protected)
20. Multi-use/flexible space

SITE PLAN - NARRATIVE

THE ADVENTURE LINK



1. The water source
Here you can watch the waterfall from the 'peak'. This element is interactive and can be turned on and off .



2. The hidden river
The water rill appears and disappears allowing children to follow leaves or tactile elements along the trail.



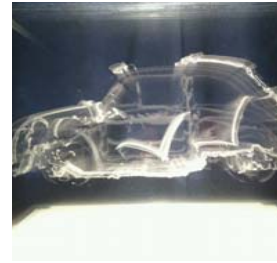
3. The wavelength bench
Based on an xray wavelength this link becomes a seating/climbing/ wayfinding connection through the space & into civic



4. The peaks
Climbable peaks are created with button activated water sources that allow water to cascade down



5. Spray line
A grouping of grate like openings between the peaks that randomly spray water mist upwards.



6. Viewfinder
The wavelength bench extends upwards onto the play deck to create individual viewfinders. These would be etched glass elements



7. The supergraphic
Using the city grid reference, children can follow/jump between the painted graphic on the ground plane

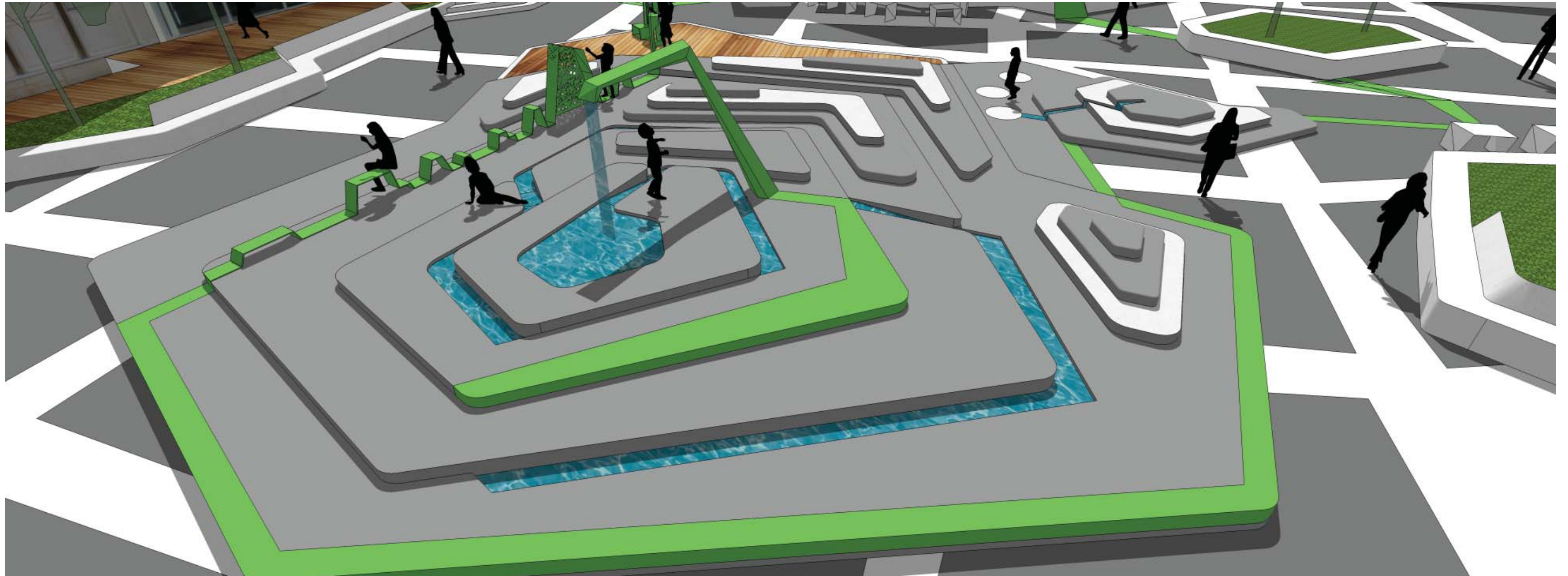


8. Existing sculptures
Relocate the existing Tasmanian Tiger sculptures to this a protected zone



DESIGN ELEMENTS - WATER

THE WATER SOURCE AND THE HIDDEN RIVER



WATER PLAY ELEMENTS