

--/20--
Proposed
C308

SCHEDULE 1 TO CLAUSE 43.02 DESIGN AND DEVELOPMENT OVERLAY

Shown on the planning scheme map as **DDO1**.

URBAN DESIGN IN THE CENTRAL CITY AND SOUTHBANK

1.0

--/20--
Proposed
C308

Design objectives

To achieve a high standard of urban design, architecture and landscape architecture in all development proposals.

To ensure that development integrates with, and makes a positive contribution to its immediate surrounding context through a demonstrated response to Urban Structure, Site Layout, Building Program, Building Mass, Public Interfaces and Design Detail.

To ensure that development responds to the hierarchy of main streets, streets and laneways through the arrangement of fronts and backs of buildings, and promotes a legible, walkable, and attractive pedestrian environment through the introduction of additional connections.

To ensure that the internal layout and program of a building has a strong relationship with the public realm, through the management of parking and services, is adaptable for alternative uses.

To ensure that development provides a high quality human scaled environment through maintaining the City's distinctive vertical rhythm and contributes to a visually interesting, comfortably scaled and safe edge to the public realm.

Comment [A1]: The Design Objectives have been reviewed to remove duplication and reordered. These changes are in response to *Management Response to Issues 2. Drafting of DDO1*

2.0

--/20--
Proposed
C308

Buildings and works

A permit is not required to:

- Construct a building or construct or carry out works to provide access for persons with disabilities that comply with all legislative requirements to the satisfaction of the responsible authority.
- Develop a heritage place which is included on the Victorian Heritage Register if either:
 - A permit for the development has been granted under the Heritage Act 2017.
 - The development is exempt under Section 66 of the Heritage Act 2017.
- Construct a building or construct or carry out works by or on behalf of Melbourne Parks and Waterways or Parks Victoria under the *Water Industry Act 1994*, the *Water Act 1989*, the *Marine Act 1988*, the *Port of Melbourne Authority Act 1958*, the *Parks Victoria Act 1998* or the *Crown Land (Reserves) Act 1978*.
- Construct a building or construct or carry out works for Railway purposes.
- Construct a building or construct or carry out works for bus and tram shelters required for public purposes by or for the Crown or a public authority in accordance with plans and siting to the satisfaction of the responsible authority.
- Construct a building or construct or carry out works for information booths and kiosks required for public purposes by or for the Crown, a public authority or the City of Melbourne.
- Externally alter a building by making changes to the glazing of an existing window to not more than 15% reflectivity.

2.1 Definitions

For the purpose of this schedule:

- **street** means a road reserve of a public highway more than 9 metres wide.
- **main street** means a road reserve of a public highway more than 20 metres wide.
- **laneway** means a road reserve of a public highway 9 metres or less wide.
- **publicly accessible private plazas** means a privately owned space provided and maintained by the property owner for public use.
- **building services** includes areas used for the purposes of loading, waste management, and electrical, communications, gas, water and fire prevention infrastructure.
- **stationary activity** means activities by pedestrians that involve extended stays within a space, such as sitting and eating, rather than walking through.
- **sleeving** comprises the positioning of active uses between carpark or service areas and the public realm to achieve an active and safe street edge.

Comment [A2]: Minor edits to provide further clarification. Definitions for 'fine grain' and 'vertical rhythm' have been deleted as these are commonly known planning terms. These changes are in response to *Management Response to Issues 2. Drafting of DDO1*

2.2 Application requirements

The following application requirements apply to an application for a permit under Clause 43.02, in addition to those specified in Clause 43.02 and elsewhere in the scheme, and must accompany an application, as appropriate, to the satisfaction of the responsible authority.

- Written and diagrammatic demonstration of how the development addresses the Design Outcomes and Design Requirements.
- A comprehensive site analysis and urban context report documenting the contextual influences on the development.
- Photographic and/or diagrammatic study of architectural elements and materials in the surrounding streetscape including any heritage elements.
- Photomontage studies of the proposal within its streetscape context from pedestrian eye level within the street (including relevant proposals and approvals).
- Analysis of relationship between the proposal and adjacent buildings (including likely adjacent development envelopes) and open space.
- Elevations of the street block within which a development is proposed showing the contribution to its context.
- A 3D digital model of the proposed development and its immediate surrounds, as appropriate, in accordance with relevant City of Melbourne guidelines for buildings and works above 20 metres in height or the Department of Environment, Land, Water and Planning Advisory Note 3D Digital Modelling, as applicable.
- Detailed plan, elevation and section drawings (1:50 or 1:20) and written statement describing the design of the lower levels of the building including entries, shop front design, service doors or cabinets, weather protection canopies and integrated signage elements.
- Concept landscape plan for any publicly accessible podium and rooftop spaces detailing hard and soft landscape elements and evidence of the structural depth required to accommodate any deep soil planting.
- Where car parking is proposed at or above ground level, appropriately annotated plan and section drawings for relevant levels and a statement by a suitably

qualified engineer are to be provided to demonstrate the capacity to adapt to alternate uses.

- Where student housing, hotel or serviced apartments are proposed, provide layout plans demonstrating the potential for conversion to alternative uses with an acceptable level of amenity.

Comment [A3]: Reference to suitably qualified professional changed to suitably qualified engineer in response to *Management Response to Issues 12. Requirements for carparking adaptability.*

Comment [A4]: Edits to consolidate in response to *Management Response to Issues 2. Drafting of DDO1.*

2.3 Exemption from notice and review

An application for construction of a building or to construct or carry out works is exempt from the notice requirements of Section 52(1)(a), (b) and (d), the decision requirements of Section 64(1), (2) and (3) and the review rights of Section 82(1) of the Act.

2.4 Requirements

A permit cannot be granted to vary the Mandatory Requirements in Tables 4 and 5 to this Schedule.

The following design outcomes and design requirements apply to an application to construct a building or construct or carry out works.

Table 1: Urban Structure

Urban Structure relates to the network of main streets, streets, laneways and open spaces which define the size and shape of urban blocks.

Design Outcome	Design Requirement
Development contributes to a reduction in urban block size and reduces walking distances through new shared streets and pedestrian connections.	Provide new pedestrian connections where the average length of a street block exceeds 100 metres, except within 200 metres of a rail station where more frequent connections are desirable to manage high pedestrian volumes.
Development provides new, direct and convenient pedestrian connections.	Provide at least two pedestrian connections for street blocks exceeding 200 metres in length.
Development maintains and improves the quality of existing pedestrian connections and arcades where they complement the street network.	Locate pedestrian connections centrally within the street block and where possible, less than 70 metres from the next intersection or pedestrian connection.
	Provide new pedestrian connections which are open to the sky.
	Provide new high quality arcades in the Central City only where open to the sky pedestrian connections are not possible.
	Ensure new pedestrian connections or the redevelopment of existing pedestrian connections or arcades are: <ul style="list-style-type: none"> Safe, direct, attractive, well lit and provide a line of sight from one end to the other; Publicly accessible and appropriately secured with a legal agreement; At least six metres wide; Lined by active frontages.
	Ensure pedestrian connections do not result in any entrapment spaces or areas with limited opportunities for passive surveillance.
	Provide pedestrian connections for development with a frontage to two or more streets or laneways where this improves walkability of the block.

Comment [A5]: Edits made to clarify open to sky pedestrian connections as documented in Attachment 3: *Management Response to Issues 5 Specific issues and suggestions regarding provisions: Table 1 Urban Structure*

Design Outcome	Design Requirement
	<p>Provide direct and convenient pedestrian connections that align with other laneways or pedestrian connections on nearby sites by:</p> <ul style="list-style-type: none"> ▪ Providing partial pedestrian connections which can be completed when adjacent site development occurs; ▪ Connecting or extending existing or proposed adjacent pedestrian connections on adjoining sites.

Comment [A6]: Edits to consolidate Table 1 as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

Table 2: Site Layout

Site Layout refers to the arrangement of buildings and spaces, including the position of entries, servicing, and circulation cores and how these elements respond to and reinforce the hierarchy of streets and laneways within the urban structure.

Design Outcome	Design Requirement
<p>The site layout of development responds to the function and character of adjoining main streets, streets and laneways.</p> <p>Development maintains a consistent building alignment to the street edge.</p> <p>Development provides opportunities for stationary activity in well designed and oriented, publicly accessible exterior spaces.</p> <p>Development retains existing exterior spaces on ground level where these provide for stationary activity or alleviate congestion within the public realm.</p> <p>Development responds to anticipated pedestrian volumes within the adjacent public realm.</p>	<p>Position entries, circulation and services to respond to the function of adjoining main streets, streets and laneways for development with more than one street frontage.</p> <p>Position vehicle access, loading areas and services so that they are not located on main street frontages.</p> <p>Avoid the creation of small, narrow, publicly accessible alcoves and recesses that lack a clear public purpose.</p> <p>Avoid deeply recessed ground floor facades or low-height colonnades.</p> <p>Align new buildings to the street at ground level, without setback, unless the design response includes an open to the sky setback to provide a publicly accessible space with a high level of amenity including good solar access, comfortable wind conditions, seating and landscape elements.</p> <p>Retain a minimum of 50% of any existing publicly accessible private plaza oriented to a main street or street that contributes to reducing pedestrian congestion or where there is good potential through retrofit and repurposing to achieve a high quality space with opportunities for stationary activity.</p> <p>Position building entries away from busy intersections or points of congestion near tram stops.</p>

Comment [A7]: Edits to consolidate Table 2 as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

Table 3: Building Mass

Building Mass relates to the three dimensional form of a building, including its scale, height, proportions and composition.

Design Outcome	Design Requirement
<p>Development distinguishes between components and or buildings where a development comprises multiple buildings.</p> <p>Built form respects the height, scale and proportions of adjoining heritage places or buildings within the Special Character Area.</p>	<p>Ensure development adopts a diversity of forms, typologies and architectural language, where a development comprises multiple buildings over a large site.</p> <p>Employ multiple architectural firms, where a development comprises multiple buildings over a large site.</p> <p>Adopt lower street wall heights along streets and laneways where appropriate to respond to their characteristic narrow cross section and reduced daylight conditions.</p> <p>Adopt street wall heights, upper level setbacks and appropriate building separation, to respond to the scale of adjacent heritage buildings.</p>

Design Outcome	Design Requirement
Development adopts a variety of street wall heights, which reinforce the traditional fine grain, vertical rhythm and visual interest of streetscapes.	Reinforce the street wall as the dominant component within the Special Character Area through visually recessive upper level built form.
Tall buildings are designed to maintain a diverse and interesting skyline which carefully considers relationships to adjacent tall buildings.	Step down both the street wall and overall building height to respond to adjacent lower built form within the Special Character Area.
	Break up buildings with a wide street frontage into smaller vertical sections, with a range of parapet heights and rebates of sufficient depth to provide modulation in the street facade.
	Avoid the exclusive use of surface or decorative architectural effects where modulation is required to achieve a transition in of building mass to an adjacent heritage place or precinct.

Comment [A8]: Edits to consolidate Table 3 as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.
Edits to remove provisions as they may relate to Amendment C270 as documented in Attachment 3 Management Response to Issues 3. Conflict with provisions of Amendment C270.

Table 4: Building Program

Building Program relates to the position and configuration of uses internal to a building. This is a key urban design consideration due to the direct relationship of internal areas to the public realm.

Design Outcome	Design Requirement	Mandatory Requirement
The arrangement of uses internal to a building promote a safe and high quality interface between the public and private realm.	Position active uses to address main street, street and laneway frontages.	Locate vehicle parking in the Central City within the basement levels of a building.
Development maximises activation of the public realm within main streets, streets and laneways.	Locate service or back of house areas away from main streets, streets and public spaces, or within basements or upper levels.	Where podium parking is proposed within Southbank: <ul style="list-style-type: none"> Locate carparking on the first floor or above; Sleeve carparking with active uses to main streets and streets.
Development minimises the impact of car parking and building services on the public realm.	Co-locate service cabinets internal to loading, waste or parking areas where possible to avoid impact on the public realm.	Design parking structures above ground level with floor to floor heights of at least 3.5 metres to enable future adaptation.
The internal configuration of development secures a high level of wellbeing for building occupants, through natural light, ventilation, outlook and thermal comfort.	Avoid car parking entries on small sites, where they impact on the activation and safety of the public realm.	Ensure the area of any ground floor of a building occupied by building services, including waste, loading and parking access is less than 40% of the total site area.
The structural and spatial design of buildings allow for adaptation to other uses over time.	Minimise the impacts on the pedestrian network through the location and width of vehicle entries.	
The lower levels of the buildings are designed to accommodate a range of tenancy sizes, including smaller tenancies.	Locate new publicly accessible areas in the lower levels of a building so that they have a direct visual and physical connection to the public realm.	
The parts of the building accessible to the public are designed to promote a strong physical and visual relationship with the street.	Co-locate any publicly accessible parts of a building with adjacent public space or pedestrian connections.	
Internal common areas or podium-rooftop spaces are positioned and designed to	Maximise the number of pedestrian building entries along main street, street and laneway frontages, to provide for public interaction	

Comment [A9]: Edits made to clarify the intent of the control as documented in Attachment 3: Management Response to Issues 12 Requirements for carparking adaptability.

Comment [A10]: Edits to consolidate Table 4 as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

Design Outcome	Design Requirement	Mandatory Requirement
<p>maximise surveillance and interaction with the public realm.</p>	<p>and long term flexibility of tenancies.</p> <p>Avoid long expanses of frontage with a limited number of building entries at ground level.</p> <p>Sleeve large floorplate tenancies with fine grain uses at ground level at a boundary to a street, laneway or pedestrian connection.</p> <p>Maximise privacy, daylight and outlook through the arrangement of spaces within a building.</p> <p>Provide ceiling heights of at least 3.5 metres floor to floor within the lower 20 metres of a building.</p> <p>Ensure car parking areas do not rely on ramped floorplates that preclude adaptation to other uses.</p> <p>Configure tenancies so that they do not rely upon queueing within the public realm, except where this occurs on a pedestrian only laneway where this is the established character.</p>	

Table 5: Public Interfaces

Public Interfaces relates to the boundary between the internal program of a building and the public realm in main streets, streets, laneways and open spaces.

Design Outcome	Design Requirement	Mandatory Requirement
Active frontages		
<p>Building frontages contribute to the use, activity, safety and interest of the public realm.</p> <p>Development provides continuity of ground floor activity along streets and laneways within the Special Character Areas.</p> <p>Development allows unobstructed views through openings into the ground floor of buildings.</p>	<p>General Development Areas</p> <p>Provide the following in buildings with ground level main street, street and laneway frontages to ensure they present an active and attractive pedestrian-oriented frontage to the satisfaction of the Responsible Authority:</p> <ul style="list-style-type: none"> At least 80% of the length of a frontage as an entry or window to an entry or display window to a shop and/or a food and drink premises; or as other uses, customer service areas and activities, 	<p>Special Character Areas</p> <p>Provide the following in buildings with ground-level main street and street frontages to ensure they contribute to the appearance and function of the area:</p> <ul style="list-style-type: none"> At least 80% of the length of a frontage as an entry or display window to a shop and/or a food and drink premises; or as other uses, customer service areas and activities, which provide pedestrian interest and interaction. This measurement excludes stall-risers to a maximum height of 700mm in addition to pilasters,

Design Outcome	Design Requirement	Mandatory Requirement
	<p>which provide pedestrian interest and interaction. This measurement excludes stall-risers to a maximum height of 700mm in addition to pilasters, window and door frames.</p> <ul style="list-style-type: none"> ▪ Clear glazing (security grilles or mesh is to be transparent and mounted internal to the shop front). ▪ Any signage or product display maintains views to and from the tenancy interior to the public realm. ▪ Where an existing heritage place is concerned, the percentage of active frontage cannot be further reduced. <p>Provide thickness, depth and articulation of shop fronts within the ground floor of a building.</p> <p>Avoid long expanses of floor to ceiling glass.</p> <p>Avoid the use of tinted, opaque or high reflectivity glass which obscures views between the public realm and building interior within the lower levels of a building.</p> <p>Ensure security installations are transparent, and designed in a manner that does not obscure views into tenancies at night.</p> <p>Ensure in flood prone areas, a direct connection at grade to usable space within ground level tenancies, with level transitions contained within the building envelope.</p> <p>Ensure in flood prone areas, transitions in floor levels between exterior and interior spaces do not rely on external stairs or ramps.</p> <p>Integrate seating perches into street facades, where narrow footpaths preclude on-street dining.</p>	<p>window and door frames.</p> <ul style="list-style-type: none"> ▪ Clear glazing (security grilles or mesh) must be transparent and mounted internal to the shop front. ▪ Any signage or product display maintains views to and from the tenancy interior to the public realm. ▪ Where an existing heritage place is concerned, the percentage of active frontage cannot be further reduced.

Comment [A12]: Edits to delete the reference to 5 metres under the Mandatory Requirement as the 80% is considered sufficient as documented in Attachment 3: *Management Response to Issues 14 Mandatory requirement for active frontage.*

Comment [A13]: Edits made to include a modified condition for heritage buildings as documented in Attachment 3: *Management Response to Issues 14 Mandatory requirement for active frontage.*

Comment [A14]: Edits to consolidate Table 5 Active Frontages as documented in Attachment 3 *Management Response to Issues 2. Drafting of DDO1.*

Comment [A11]: Edits made to include a modified condition for heritage buildings as documented in Attachment 3: *Management Response to Issues 14 Mandatory requirement for active frontage.*

Design Outcome	Design Requirement
Services, waste and loading	
<p>Building services incorporate innovative design to maximise the quality and activation of the public realm.</p> <p>Where services must be located on a street, they do not dominate the pedestrian experience and are designed as an integrated component of the façade.</p> <p>The design of waste collection facilities are considered as an integral part of the building design.</p>	<p>Position access doors to any waste, parking or loading area at or within 500mm of the street edge as an integrated design element.</p> <p>Ensure the location and access for waste complies with the requirements specified in the relevant City of Melbourne Waste Management Guidelines.</p> <p>Sleeve internal waste collection areas with active uses that interface with the public realm.</p> <p>Ensure service cabinets do not dominate street frontages and employ high quality materials.</p> <p>Avoid large setback undercroft spaces for waste or loading where they impact on the safety and continuity of the pedestrian realm.</p> <p>Configure and design service rooms and entries so that they do not create alcoves and recessed areas of entrapment.</p>

Comment [A15]: Edits to consolidate Table 5 Services, waste and loading as documented in Attachment 3 *Management Response to Issues 2. Drafting of DDO1.*

Design Outcome	Design Requirement
Public realm projections and weather protection	
<p>Development provide for pedestrian comfort and protection from rain, wind and summer sun in the public realm.</p> <p>Projections do not adversely impact the levels of daylight or views to the sky from within a street or laneway.</p> <p>Weather protection canopies are functional, of high design quality, and contribute to the human scale of the street.</p> <p>Minor building projections above ground level contribute to the depth and visual interest of building facades.</p> <p>Where projections are considered appropriate, they are discrete rather than prominent elements of the design.</p> <p>Projections balance addition and subtraction in the facade to provide streetscape interest and facade depth.</p> <p>Projections do not obstruct the service functions of a main street, street or laneway through adequate clearance heights.</p>	<p>Provide continuous weather protection along main streets within the Central City and Southbank except where a heritage place warrants an alternative approach.</p> <p>Design weather protection canopies:</p> <ul style="list-style-type: none"> ▪ To be between 3.5 metres and 5 metres in height to provide enclosure to the public realm. ▪ With a depth that provides for choice of exposure to winter sun and shelter from summer sun. ▪ To provide rhythm that reflects the fine grain of ground floor shop fronts. ▪ To a high design standard including material selection and the appearance of the soffit and fascia. ▪ To allow upward views to the facade of a building through the use of transparent canopy materiality where appropriate. <p>Avoid weather protection canopies that enclose more than one third of the width of the laneway.</p> <p>Where balcony projections at the first floor or above are appropriate, provide a vertical clearance of at least 5 metres from any public space.</p> <p>For main streets, where upper level projections are appropriate, design:</p> <ul style="list-style-type: none"> ▪ Unenclosed first floor balconies that project no more than 1.6 metres in depth or 800mm from the back of kerb, whichever is the lesser if in association with an active commercial or communal use. ▪ Lightweight, Juliette balconies, adjustable screens or windows, cornices or other architectural features that project no more than 600mm from the title

Design Outcome	Design Requirement
	<p>boundary from the first floor to the top of the street wall.</p> <p>For streets and laneways, where upper level projects are appropriate, design:</p> <ul style="list-style-type: none"> Lightweight Juliette balconies, adjustable shading devices, windows, cornices or other architectural features that project no more than 300mm from the title boundary from the first floor to the top of the street wall. <p>Ensure that development does not include enclosed balconies or habitable floor space projecting over the public realm.</p> <p>Ensure that development does not rely on upper level public realm projections as the primary design feature.</p> <p>Ensure that public realm projections at the upper levels do not extend the full width of a building frontage.</p> <p>Ensure that projections and weather protection canopies allow for future growth of street trees, including planned street trees as specified in any adopted City of Melbourne plan.</p>

Comment [A16]: Edits to consolidate Table 5 Public realm projections and weather protection as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

Table 6: Design Detail

Design Detail refers to the resolution of a contextually responsive building exterior that contributes to the quality of the public realm through its expression, materials and finishes.

Design Outcome	Design Requirement
<p>Development establishes a clear relationship between the appearance of new development and the valued characteristics of its context.</p> <p>Development responds to the distance at which the building is viewed and experienced from the public realm in the selection, scale and quality of design elements.</p> <p>Sufficient design detail is incorporated into the lower levels of a building to ensure a high quality City at eye level.</p> <p>All visible sides of a building are designed to a high standard.</p>	<p>Provide for depth and a balance of light and shadow in upper level facade design through the use of balconies, integrated shading, rebates or expression of structural elements.</p> <p>Ensure any blank walls which are visible from the public realm, are designed as an integrated three dimensional component of the building.</p> <p>Employ durable, robust and low maintenance materials in the higher parts of a building.</p> <p>Employ natural, tactile and visually interesting materials at the lower levels near the public interface to reinforce a human scale.</p> <p>Avoid surface finishes and materials that deteriorate over time at the public realm interface.</p> <p>Avoid building materials and finishes such as painted concrete or ventilation louvres which undermine the visually rich, tactile quality of laneway environments.</p> <p>Avoid façade surfaces which result in unacceptable levels of glare to the public realm.</p>

Comment [A17]: Edits to consolidate as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1. A review of this Table includes the renaming to Design Detail as the design outcomes and requirements relate to the finer details of built form.

3.0

---f20---
Proposed
C308

Subdivision

No permit is required to subdivide land.

4.0

---f20---
Proposed
C308

Advertising signs

None specified.

5.0 Decision guidelines

~~1-120-~~
Proposed
C308

Before deciding on an application, in addition to the decision guidelines in Clause 65, the responsible authority must consider, as appropriate:

- Whether the development is consistent with the Design Objectives, Design Outcomes and Design Requirements of this Schedule.
- Whether the development is consistent with the Central Melbourne Design Guide, June 2018.