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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

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Proposed  
C308

#### Design objectives

To achieve a high standard of urban design, architecture and landscape architecture in all development proposals, ~~befitting the profile of the Central City and Southbank as the social, cultural and economic heart of metropolitan Melbourne.~~

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

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

~~To ensure that development responds to the positive attributes of the Central City and Southbank and provides a high quality human scaled environment through the maintenance of the City's distinctive vertical rhythm and the design of building interfaces which ensure a safe, high quality, and comfortable edge to the public realm.~~

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

To ensure that the internal ~~configuration and~~ layout and program of a building ~~of a building~~ promotes has a strong relationship ~~interaction w~~with the public realm, through the management of parking and services, ~~supports the wellbeing of occupants and~~ is adaptable for alternative uses.

To ensure that development provides a high quality human scaled environment through the maintenance of the maintaining the City's distinctive vertical rhythm and the design of building interfaces which ensure a visually interesting, comfortable and safe edge to the public realm, 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

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Proposed  
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#### 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.
- ~~**fine grain** means a network of small parcel sizes or detailed buildings and/or streetscapes.~~
- ~~**vertical rhythm** means the division of a broad building mass into smaller scale parts with vertical proportions and variations of parapet heights along the length of a building or several adjoining buildings.~~
- **building services** includes areas used for the purposes of loading, waste management, ~~in addition to~~ 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 ~~that than simply~~ walking through.
- ~~**sleeving** a carpark or building services area means surrounding it in the carpark or services area in spaces for other, more active uses (or smaller buildings) in order to screen it the carpark or services area from the public realm 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 **key** 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.
- ~~Written and diagrammatic demonstration of how the development addresses the Design Outcomes and Design Requirements.~~
- A 3D digital model of the proposed development and its immediate surrounds, as appropriate, ~~must be submitted to the responsible authority and be to the satisfaction of the responsible authority~~ 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.
- ~~Photographic and/or diagrammatic study of prevailing materiality and architectural elements in the surrounding streetscape including any heritage elements.~~
- ~~Photomontage studies of the proposal within its streetscape context from pedestrian eye level from street level. (Including relevant proposals and approvals).~~
- ~~Analysis of relationship between the proposal and adjacent buildings (including likely adjacent development envelopes) and open space in order to maximise the amenity of public and private realm.~~
- ~~Street elevations of the block showing how the development proposal sits and contributes to its context.~~
- 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, provide appropriately annotated plan and section drawings for relevant levels and provide a statement by a suitably qualified engineer as to be provided to demonstrate the capacity to adapt to alternate uses.
- ~~For development within Southbank, provide a statement by a suitably qualified professional demonstrating that any above ground parking can be easily adapted for alternative uses.~~
- ~~Where car parking is proposed at or above ground level, provide appropriately annotated plan and section drawings for relevant levels to demonstrate the capacity to adapt to alternate uses.~~
- ~~Layout plans demonstrating the potential for conversion to alternative uses with an acceptable level of amenity~~ 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~~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
<p><u>Development contributes to a reduction in urban block size and improves/reduces walking distances through new shared streets and pedestrian connections.</u></p> <p><del>Development provides new, direct and convenient pedestrian connections that are aligned with other laneways or pedestrian connections on nearby sites.</del></p> <p>Development maintains and <del>reinforces</del> <u>improves the quality of</u> existing pedestrian connections and arcades where they complement the street network <del>of the City.</del></p> <p><del>In Southbank, development contributes to a reduction in urban block size and improves walking distances through new shared streets and pedestrian connections.</del></p>	<p>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.</p> <p><u>Provide at least two new pedestrian connections</u> <del>For street blocks exceeding 200 metres in length, at least two pedestrian connections are provided.</del></p> <p><u>Locate p</u> <del>Pedestrian connections are located</del> centrally within the street block and where possible, less than 70 metres from the next intersection or pedestrian connection.</p> <p><u>Provide new pedestrian connections which are open to the sky.</u></p> <p><u>Provide new high quality arcades in the Central City only where open to the sky pedestrian connections are not possible.</u></p> <p><del>Development is to p</del> <u>Provide-Ensure</u> new pedestrian connections <u>or the redevelopment of existing pedestrian connections or arcades which are:</u></p> <ul style="list-style-type: none"> <li>▪ Safe, direct, attractive, well lit and provide a line of sight from one end <del>of</del> to the other;</li> <li>▪ Publicly accessible and appropriately secured with a legal agreement;</li> <li>▪ At least six metres wide;</li> <li>• <del>Open to the sky;</del></li> <li>▪ Lined by active frontages.</li> </ul> <p><del>Redevelopment of an existing pedestrian connections or arcades is to maintain and or achieve the following which are to be:</del></p> <ul style="list-style-type: none"> <li>• <del>Safe, direct, attractive, well lit and provide a line of sight from one end to the other;</del></li> <li>• <del>Publicly accessible and appropriately secured with a legal agreement;</del></li> <li>• <del>At least six metres wide;</del></li> <li>• <del>Lined by active frontages.</del></li> </ul> <p><u>Design</u> <del>Ensure p</del> <u>Ensure p</u> Pedestrian connections <del>are to be designed in a manner that does</del> not result in any entrapment spaces</p>

**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>or areas with limited opportunities for passive surveillance.</p> <p><del>Provide nNew high quality arcades are to be provided in the Central City only where open to the sky pedestrian connections are not possible.</del></p> <p><del>Provide pedestrian connections for dDevelopment with a frontage to two or more streets or laneways provides for pedestrian connections where this improves walkability of the block where this improves walkability of the block.</del></p> <p><del>Provide Development provides direct and convenient pedestrian connections that align with other laneways or pedestrian connections on nearby sites through the following by:</del></p> <ul style="list-style-type: none"> <li><del>Providing pPartial pedestrian connections which can be completed when adjacent site development occurs;</del></li> <li><del>Connecting or extending existing or proposed adjacent pedestrian connections on an adjoining sites;</del></li> <li><del>Creating pPedestrian connections in Southbank that are uncovered (open to the sky) in Southbank.</del></li> </ul>

**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 surrounding adjoining main streets, streets and laneways.</p> <p>Development maintains streetscape a consistent continuity building alignment to the street edge through the alignment of built form frontages to adjoining streets.</p> <p>Development provides opportunities for stationary activity in well designed and oriented, publicly accessible exterior spaces.</p> <p><del>Development responds to anticipated pedestrian volumes within the adjacent public realm.</del></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><del>Development responds to anticipated pedestrian volumes within the adjacent</del></p>	<p><del>In development with more than one street frontage, 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.</del></p> <p><del>Position vVehicle access, loading areas and services are positioned so that they are not located on main street frontages.</del></p> <p><del>Avoid the creation of small, narrow, publicly accessible alcoves and recesses that lack a clear public purpose in the arrangement of the development and external spaces.</del></p> <p><del>Avoid deeply recessed ground floor facades or low-height colonnades.</del></p> <p><del>Align nNew buildings align to the street at ground level, without setback, unless the design response includes a npurposeful, 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.</del></p> <p><del>Avoid The arrangement of the development and external spaces is to avoid the creation of small, narrow publicly accessible alcoves and recesses that lack a clear public purpose in the arrangement of the development and external spaces.</del></p> <p>Retain a minimum of 50% of any existing publicly accessible private plazas oriented to a main street or street which 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><del>Position iInternal spaces and building entries are positioned</del></p>

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

Design Outcome	Design Requirement
<a href="#">public realm.</a>	away from <del>busy corners</del> <a href="#">intersections</a> or points of congestion <a href="#">near tram stops</a> . <del>in order to manage anticipated pedestrian volumes within the adjacent public realm.</del> <del>Avoid d</del> <a href="#">Deeply recessed ground floor facades or low-height colonnades are avoided.</a>

**Comment [A8]:** Edits to consolidate Table 2 as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

**Table 3: Building [M](#)mass**

Building ~~mass~~ [Mass](#) ~~comprises~~ [relates to](#) the three dimensional form of a building, including its scale, height, proportions and composition.

Design Outcome	Design Requirement
<a href="#">Development <del>Development</del> adopts <del>A</del> a diversity of forms, typologies and architectural languages to distinguishes between components and or buildings where a development comprises multiple buildings.</a>	<del>Employ multiple architectural firms, where a development comprises multiple buildings over a large site.</del> <a href="#">Ensure development adopts a diversity of forms, typologies and architectural language, where a development comprises multiple buildings over a large site.</a> <del>Employ multiple architectural firms, where a development comprises multiple buildings over a large site.</del>
Built form respects the height, scale and proportions of adjoining heritage places or buildings within the Special Character Area.	<a href="#">Adopt lower street wall heights along streets and laneways where appropriate to respond to their characteristic narrow profile cross section and reduced daylight conditions.</a>
Development adopts a variety of street wall heights, which reinforces the traditional fine grain, vertical rhythm and visual interest of streetscapes.	<a href="#">Adopt street wall heights, front and side upper level setbacks, and appropriate building separation, to respond to the scale of adjacent heritage buildings.</a> <a href="#">Reinforce the street wall as the dominant component within the Special Character Area through visually recessive upper level built form.</a>
<del>Slender, well spaced towers, which maximise solar access to the adjacent public realm, where taller built form above the street wall is appropriate</del>	<del>Graduate the s</del> <a href="#">Step down in both the street wall and overall building height in tall buildings to respond to adjacent lower built form within the Special Character Area.</a> <del>Break- up b</del> <a href="#">Buildings with a wide street frontage to be broken into smaller vertical sections, with a range of parapet heights and rebates of sufficient depth to provide modulation in the street facade between various components of the building mass.</a>
<a href="#">Tall buildings are designed to maintain a diverse and interesting skyline which carefully considers relationships to adjacent tall buildings.</a>	<del>Street walls or podiums on wide street frontages do not present continuous facades to the street without articulation.</del>
<del>The design of built form above 40 metres addresses views from public vantage points.</del>	<del>Surface effects with limited depth are not to be relied on to provide articulation and modulation to broad building frontages. Provide depth in articulation and modulation for broad building fronts including street walls and podiums. [see point 24 Table 3 DDO10]</del> <a href="#">Avoid the exclusive use of flat facades with reliance on surface or decorative architectural effects. <del>W</del> where a setback modulation is required to achieve a transition in height and of building mass to an adjacent heritage place or precinct, avoid flat facades with reliance on surface or decorative effects. Include depth in articulation and modulation in design where a setback is required to achieve a transition in height and mass to a heritage building.</a> <del>Adopt lower street wall heights along streets and laneways where appropriate. The massing of built form along streets and laneways is to adopt lower street wall heights to</del>

Design Outcome	Design Requirement
	<p><del>respond to their characteristic narrow profile and reduced daylight conditions.</del></p> <p><del>Built form is to adopt street wall heights, front and side setbacks, and appropriate building separation, to respond to the scale of adjacent heritage buildings.</del></p> <p><del>The massing of tall buildings provides to provide an appropriate a graduated stop down in both street wall and overall building height to adjacent built form within the Special Character Area, and avoids creating an abrupt shift in scale.</del></p> <p><del>Design upper level built form to be visually recessive to reinforce the street wall as the dominant component within the Special Character Area through visually recessive upper level built form, any upper level built form is visually recessive to reinforce the street wall as the dominant component.</del></p> <p><del>The spacing and shape of new towers maximises sunlight and daylight penetration at street level.</del></p> <p><del>Design floorplates in new tall buildings are shaped and oriented to maximise views toward the public realm and away from adjacent development sites.</del></p> <p><del>Development does not present as a wall of built form when viewed from key public vantage points.</del></p>

**Comment [A9]:** 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 ~~comprises~~ 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 ~~on~~ to the public realm.

Design Outcome	Design Requirement	Mandatory Requirement
<p>The arrangement of uses internal to a building promote a safe and high quality interface between the public and private realm.</p> <p><del>M</del> <u>Development maximises activation of the public realm within main streets, streets and laneways.</u></p> <p>Development minimises the impact of car parking and building services on the public realm.</p> <p>The internal configuration of development secures a high level of wellbeing for building occupants, through natural light, ventilation, outlook and thermal comfort.</p> <p>The structural and spatial design of buildings allow for adaptation to other uses over time.</p> <p>The lower levels of the buildings are designed to accommodate a range of</p>	<p>Position active uses to address main street, street and laneway frontages.</p> <p>Locate service <u>or back of house</u> areas away from main streets, streets and public spaces, or within basements or upper levels <del>to maximise activation of the public realm within main streets, streets and laneways.</del></p> <p>Co-locate service cabinets internal to loading, waste or parking areas where possible to avoid impact on the public realm.</p> <p><del>A</del> <u>void c</u> <del>Car parking entries are to be avoided on small sites, where they would impact on the activation and safety of the public realm.</del></p> <p><u>Minimise the impacts on the pedestrian network through</u> <del>t</del> <u>he location and width of vehicle entries, minimises impacts on the pedestrian network.</u></p>	<p><u>Locate v</u> <del>Vehicle parking in the Central City must be located</del> within the basement levels of a building.</p> <p>Where podium parking is proposed within Southbank, <del>the carpark must be:</del></p> <ul style="list-style-type: none"> <li>Locate <del>carparking</del> on the first floor or above;</li> <li>Sleeve <del>carparking</del> <u>by with</u> active uses to main streets and streets.</li> </ul> <p><u>Design p</u> <del>Parking structures at or above ground level must be designed</del> with floor to floor heights of at least 3.5 metres to enable future adaptation.</p> <p><u>Ensure t</u> <del>The area of any ground floor of a building occupied by building services, including waste, loading and parking access must be</del> <u>is</u> less than 40% of</p>

**Comment [A10]:** Edits made to clarify the intent of the control as documented in Attachment 3: Management Response to Issues 12 Requirements for carparking adaptability.

Design Outcome	Design Requirement	Mandatory Requirement
<p>tenancy sizes, including smaller tenancies.</p> <p>The parts of the building accessible to the public are designed to promote a strong physical and visual relationship with the street.</p> <p>Internal common areas or podium-rooftop spaces are positioned and designed to maximise surveillance and interaction with the public realm.</p>	<p>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.</p> <p><del>Co-locate any p</del>Parts of the publicly accessible parts of a bui-building accessible to the public are to be co-located with adjacent public space or a pedestrian connections to activate the public realm.</p> <p>Maximise the number of pedestrian building entries along main street, street and laneway frontages, to provide for public interaction and long term flexibility of tenancies.</p> <p><del>Avoid l</del>ong expanses of frontage with a limited number of building entries at ground level. <del>are to be avoided.</del></p> <p><del>Sleeve l</del>arge floorplate tenancies with fine grain uses at ground level directly at a boundary to a street, laneway or pedestrian connection <del>are to be sleeved in fine grain uses at ground level.</del></p> <p><del>Maximise</del>The arrangement of spaces within a building maximises 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><del>Ensure c</del>ar parking areas do not rely on ramped parking structures/floorplates that preclude adaptation to other uses.</p> <p><del>Configure t</del>enancies are to be configured 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>	<p>the total site area.</p>

**Comment [A11]:** Edits to consolidate Table 4 as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

**Table 5: Public Interfaces**

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

Design Outcome	Design Requirement	Mandatory Requirement
<b>Active frontages</b>		
<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 <u>through openings</u> into the ground floor of buildings.</p>	<p><b>General Development Areas</b></p> <p><u>Provide the following in</u></p> <p><del>b</del><u>Buildings with ground level main street, street and laneway frontages to ensure they are to</u> present an active and attractive pedestrian-oriented frontage to the satisfaction of the Responsible Authority, <del>by</del> <u>providing:</u></p> <ul style="list-style-type: none"> <li>At least <del>5 metres or</del> <u>80% (whichever is the greater)</u> of the <u>length of a</u> 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, which provide pedestrian interest and interaction. This measurement excludes stall-risers to a maximum height of 700mm in addition to <u>pilasters, window and door frames.</u></li> <li>Clear glazing (security grilles or mesh is to be transparent and mounted internal to the shop front).</li> <li>Any signage or product display maintains views to and from the tenancy interior to the public realm.</li> <li><u>Where an existing heritage place is concerned, the percentage of active frontage cannot be further reduced.</u></li> </ul> <p><u>Provide thickness, depth and articulation of shop fronts within the ground floor of a building.</u></p> <p><del>Avoid</del> <u>!</u> Long expanses of floor to ceiling glass <del>are to be avoided.</del></p>	<p><b>Special Character Areas</b></p> <p><u>Provide the following in</u></p> <p><del>b</del><u>Buildings with ground-level main street and street frontages to ensure they must</u> contribute to the appearance and function of the area, <del>by providing:</del></p> <ul style="list-style-type: none"> <li>At least <del>5 metres or</del> <u>80% (whichever is the greater)</u> of the <u>length of a</u> 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 <u>pilasters, window and door frames.</u></li> <li>Clear glazing (security grilles or mesh) must be transparent and mounted internal to the shop front.</li> <li>Any signage or product display maintains views to and from the tenancy interior to the public realm.</li> <li><u>Where an existing heritage place is concerned, the percentage of active frontage cannot be further reduced.</u></li> </ul>

**Comment [A13]:** 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 [A14]:** 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 [A15]:** Edits to consolidate Table 5 Active Frontages as documented in Attachment 3 Management Response to Issues 2. Drafting of DDO1.

**Comment [A12]:** 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	Mandatory Requirement
	<p><del>Avoid t</del>he 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 <del>is to be avoided</del>.</p> <p><del>Ensure s</del>Security installations are <del>to be</del> transparent, and designed in <del>a manner that does</del> <del>manner that does</del> not obscure views into tenancies at night.</p> <p><del>Ensure that i</del>n flood prone areas, a direct connection at grade to <del>usable space</del> <del>within</del> ground level tenancies, with level transitions contained within the building envelope.</p> <p><del>Ensure that i</del>n flood prone areas, transitions in floor levels between exterior and interior spaces do not rely on external stairs or ramps.</p> <p>Integrate seating <del>or</del> perches into street facades, where narrow footpaths preclude on-street dining.</p>	

Design Outcome	Design Requirement
<b>Services, waste and loading</b>	
<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 <del>component part</del> of the building design.</p>	<p><del>Position a</del>Access doors to any waste, parking or loading area <del>are positioned</del> at or within 500mm of the street edge <del>and are an integrated component of into the design as an integrated design element</del>.</p> <p><del>Ensure t</del>he 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><del>Ensure s</del>Service cabinets do not dominate street frontages and <del>are of</del> employ high quality materials.</p> <p><del>Avoid l</del>arge setback undercroft spaces for waste or loading <del>are avoided</del> where they impact on the safety and continuity of the pedestrian realm.</p> <p><del>Configure and design s</del>Service rooms and entries <del>are configured and designed</del> so that they do not create alcoves and recessed areas of entrapment.</p>

**Comment [A16]:** 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
<b>Public realm projections and weather protection</b>	
<p><u>Development provide for pedestrian comfort and protection from rain, wind and summer sun in the public realm.</u></p> <p><u>Projections do not adversely impact <del>Maintain</del> the levels of daylight or views to the sky from <del>are maintained</del> within a street or laneway.</u></p> <p><del>Development provides protection from rain, wind and summer sun to provide for pedestrian comfort.</del></p> <p>Weather protection canopies are functional, of high design quality, and contribute to the human scale of the street.</p> <p><del>The width of weather protection canopies provide for choice of exposure to winter sun and shelter from summer sun within the public realm.</del></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 <del>prevailing prominent</del> 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><u>Design weather protection canopies:</u></p> <ul style="list-style-type: none"> <li>▪ <u>To be between 3.5 metres and 5 metres in height to provide enclosure to the public realm.</u></li> <li>▪ <u>With a depth that provides for choice of exposure to winter sun and shelter from summer sun.</u></li> <li>▪ <u>To provide rhythm that reflects the fine grain of ground floor shop fronts.</u></li> <li>▪ <u>To a high design standard including material selection and the appearance of the soffit and fascia.</u></li> <li>▪ <u>To allow upward views to the facade of a building through the use of transparent canopy materiality where appropriate.</u></li> </ul> <p><del>Canopies <u>allow upward views to the facade of a building where appropriate through the use of transparent materiality of canopies materiality where appropriate.</u></del></p> <p><del>Weather protection canopies are to be between 3.5 metres and 5 metres in height to <u>provide enclosure to the public realm through the use of weather protection canopies that are between 3.5 metres and 5 metres in height.</u></del></p> <p><del><u>Avoid w</u>Weather protection canopies <del>do not</del>that enclose more than one third of the width of the laneway to <u>preserve outlook to the sky.</u></del></p> <p><del><u>Where balcony projections at the first floor or above are appropriate, provide a vertical clearance of at least 5 metres from any public space.</u> <u>Ensure c</u>Canopies are of a high design quality including the design and materiality of soffits and fascias.</del></p> <p><del>Weather protection canopies <u>provide for rhythm in weather protection canopies to reflect the fine grain of ground floor shop fronts.</u></del></p> <p><del><u>Ensure that p</u>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.</del></p> <p><del><u>Maintain the levels of daylight within a street or laneway</u>Building projections shall maintain the levels of daylight within a street or laneway.</del></p> <p><del>Balcony projections, where appropriate <u>provide a vertical clearance of at least 5 metres for weather protection canopies from any public space.</u></del></p> <p><u>For m</u>Main streets, <u>where upper level projections are appropriate, design</u>design:</p> <ul style="list-style-type: none"> <li>▪ Unenclosed first floor balconies <del>may that</del> project <u>no more than</u> <del>to</del> 1.6 metres in depth or 800mm from the back of kerb, whichever is the lesser if in</li> </ul>

Design Outcome	Design Requirement
	<p>association with an active commercial or communal use.</p> <ul style="list-style-type: none"> <li>Lightweight, Juliette balconies, adjustable screens or windows, cornices or other architectural features <del>may that</del> project <del>no more than to</del> 600mm from the title boundary from the first floor to the top of the street wall.</li> </ul> <p><del>For s</del>Streets and laneways, <del>where upper level projects are appropriate, design:</del></p> <ul style="list-style-type: none"> <li>Lightweight Juliette balconies, adjustable shading devices, windows, cornices or other architectural features <del>may that</del> project <del>no more than to</del> 300mm from the title boundary from the first floor to the top of the street wall.</li> </ul> <p><del>Ensure that d</del>Development does not include enclosed balconies or habitable floor space projecting over <del>main streets, streets, laneways, or open space</del> <u>the public realm.</u></p> <p><del>Avoid f</del>Facade elements do not <del>that</del> rely on public realm projections as the primary design feature. <del>Ensure that development does not rely on upper level public realm projections as the primary design feature.</del></p> <p><del>Avoid p</del>Projecting balconies do not <del>that</del> extend the full width of a frontage where this would contribute to the visual bulk of a street wall. <del>Ensure that public realm projections at the upper levels do not extend the full width of a building frontage.</del></p> <p><u>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.</u></p>

**Comment [A17]:** 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 ~~quality~~Detail**

Design ~~d~~Detail quality 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 ~~is relates to the resolution of contextually responsive buildings and open spaces through a clear concept design identity that expresses a distinct identity and that contributes to the quality of the public and private realm.~~

Design Outcome	Design Requirement
<p><del>Development</del> <u>Development</u> establishes <del>Determine a</del> strong design narrative <u>Development</u> to establish <del>es</del> a clear relationship between the appearance of new development and <del>with</del> the valued characteristics of its context.</p> <p><del>Tall buildings are designed to maintain a diverse and interesting skyline which carefully considers relationships to adjacent tall buildings.</del></p> <p><u>Development</u> <u>Respects</u> <del>responds to</del> the <del>selection, scale and quality of design elements reflect the distance at which the building is viewed and experienced from the</del></p>	<p><u>Employ a</u> <del>A</del> Competitive Design Process is to be employed for the development of large sites with multiple buildings or sites of strategic significance.</p> <p><u>Employ</u> <del>Where a development comprises multiple buildings, multiple architectural firms, where a development comprises multiple buildings, are employed to achieve a diversity of forms, typologies and architectural languages, and distinguish between components within a development.</del></p> <p><u>Ensure</u> <del>Visually prominent buildings address vistas on arrival to the Central City and Southbank.</del></p> <p><u>Integrate and visually express</u> <del>innovative sustainable building technologies are to be integrated into development, and visually expressed, to provide legibility and public education.</del></p> <p><u>Design all visible sides of a building to a high</u></p>

Design Outcome	Design Requirement
<p>public realm <del>in the selection, scale and quality of design elements.</del></p> <p><del>Lower levels of a building</del>  <del>Incorporate S</del>ufficient design detail <del>is incorporated into the lower levels of a building</del> to ensure a high quality City at eye level.</p> <p><del>Design a</del>All visible sides of a building are designed to a high standard.</p>	<p><del>standard.</del></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 <del>and or</del> expression of structural elements.</p> <p><del>Design Where</del>Ensure any blank walls which are visible from the public realm, <del>they</del> are designed as an integrated three dimensional component of the building.</p> <p>Employ <del>durable, robust and</del> low maintenance materials in the higher parts of a building.</p> <p><del>Employ -and-</del>natural, tactile and visually interesting materials at the lower levels near the public interface to reinforce a human scale.</p> <p><del>Avoid in d</del>Development is not to employ surface finishes and materials <del>that deteriorate over time</del> at the public realm interface <del>that deteriorate over time, or lack tactility and an appropriate sense of scale.</del></p> <p><del>Avoid b</del>Building materials and finishes such as painted concrete or ventilation louvres which undermine the visually rich, tactile quality of laneway environments <del>are to be avoided.</del></p> <p><del>Avoid in d</del>Development does not adopt facade surfaces <del>high reflectivity building materials which result in unacceptable levels of glare that cause nuisance to the public realm, or reflective finishes that contribute to reduced visibility between the interior and public realm.</del></p>

**Comment [A18]:** 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**  
~~120~~  
 Proposed  
 C308

**Subdivision**

No permit is required to subdivide land.

**4.0**  
~~120~~  
 Proposed  
 C308

**Advertising signs**

None specified.

**5.0**  
~~120~~  
 Proposed  
 C308

**Decision guidelines**

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.