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Proposed
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SCHEDULE 32 TO CLAUSE 43.02 DESIGN AND DEVELOPMENT OVERLAY

Shown on the planning scheme map as **DDO32**.

FISHERMANS BEND – WIRRAWAY PRECINCT

1.0

Design objectives

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To implement the Fishermans Bend Vision, September 2016 and the Fishermans Bend Framework, ## 2018. [DDO W 1.0p1]

To encourage a diversity of architectural styles and building typologies in response to the desired/preferred place and character by ensuring:

- a predominantly low to mid rise precinct with a diversity of housing choices including family-friendly building typologies that incorporate communal open space with high levels of sunlight access and direct visual connections to apartments in non core areas; and
- a neighbourhood scale retail core with a predominantly mid-rise scale with some slender, well-spaced towers included in core areas. [DDO W 1.0p2]

To ensure the scale, height and setbacks of development maintain sunlight in identified public open space, streets and laneways, and facilitate comfortable wind conditions, to deliver a high quality public realm. [DDO W 1.0p3]

To ensure building separation and setbacks achieve high levels of internal amenity for all development. [DDO W 1.0p4]

To encourage buildings to be designed so that they are capable of being adapted to facilitate reduced car dependence and increased commercial floor space. [DDO W 1.0p5]

2.0

Buildings and works

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Buildings and works for which no permit is required

A permit is not required to construct or carry out works for a new or modified verandah, awning, sunblind or canopy to an existing building. [DDO W 2.0p1]

Requirements

The following requirements apply to an application to construct a building or construct or carry out works. [DDO W 2.0p2]

The following requirements do not apply to: [DDO W 2.0p3]

- An application for buildings and works associated with an existing industrial use which facilitates the urban renewal of Fishermans Bend. [DDO W 2.0p4]
- An application to amend an existing permit granted before the approval date which does not increase the extent of non-compliance with the requirements. [DDO W 2.0p5]

A built form requirement expressed with the term ‘must’ is a mandatory requirement. A permit cannot be granted to vary a mandatory built form requirement unless there is an approved development plan pursuant to Development Plan Overlay Schedule 2 and the permit is generally in accordance with the approved development plan. [DDO W 2.0p6]

A built form requirement expressed with the term ‘should’ is a discretionary requirement. A permit may be granted to vary a discretionary built form requirement. [DDO W 2.0p7]

An application for buildings and works must achieve the relevant built form outcomes. [DDO W 2.0p8]

Definitions

For the purpose of this schedule: [DDO W 2.0p9]

Building height means the vertical distance between the footpath or natural surface level at the centre of the site frontage and the highest point of the building excluding: [DDO W 2.0p10]

- Non-habitable architectural features not more than 3.0 metres in height. [DDO W 2.0p11]
- Building services and communal recreation facilities setback at least 3.0 metres behind the building façade. [DDO W 2.0p12]

Character building means a building that is not a heritage place but contributes to the valued character, identity or sense of place of a precinct.

Comfortable wind conditions means a mean wind speed from any wind direction with probability of exceedance less than 20 per cent of the time, equal to or less than: [DDO W 2.0p13]

- 3 metres/second for sitting areas. [DDO W 2.0p14]
- 4 metres/second for standing areas. [DDO W 2.0p15]
- 5 metres/second for walking areas. [DDO W 2.0p16]

Mean wind speed means the maximum of: [DDO W 2.0p19]

- Hourly mean wind speed, or [DDO W 2.0p20]
- Gust equivalent mean speed (3 second gust wind speed divided by 1.85). [DDO W 2.0p21]

Unsafe wind conditions means the hourly maximum 3 second gust which exceeds 20 metres/second from any wind direction considering at least 16 wind directions with the corresponding probability of exceedance percentage. [DDO W 2.0p17]

Laneway means a road reserve of 12 metres or less in width measured from property line to property line. [DDO W 2.0p18]

Net developable site area means the total site area excluding any land required for public open space or infrastructure identified in the Urban Structure Map in Schedule ## to Capital City Zone, other than local roads or laneways. [DDO W 2.0p22]

Street means a road reserve of greater than 12 metres in width measured from property line to property line. [DDO W 2.0p23]

Street wall means any part of the building constructed within 300mm of a lot boundary fronting a street or laneway or existing or proposed public open space. [DDO W 2.0p24]

Street wall height means the vertical distance between the footpath or natural surface level at the centre of the site frontage and the highest point of the street wall excluding non-habitable architectural features not more than 3 metres in height. [DDO W 2.0p25]

Tower means a building that exceeds the street wall where the overall building height is 13 storeys or higher.

Side and rear setbacks means the shortest horizontal distance from a building facade to the boundary, including projections such as balconies, building services and architectural features greater than 300mm.

Building separation means the shortest horizontal distance from a building façade to the boundary, including projections such as balconies, building services and architectural features greater than 300mm.

Additional shadow means any shadow cast outside shadow from existing buildings or works, but not a shadow cast by incidental elements such as canopies, kiosks, artworks, screens or trees.

Low-rise means development up to and including 4 storeys.

Mid-rise means development of between 5 and 12 storeys.

High-rise means development of 13 storeys or more.

Preferred future character and building typologies **Table 1: Preferred future character and building typologies**

PRECINCT	BUILT FORM OUTCOMES
<p>Wirraway North – Area W1 on Map 1 to this schedule</p>	<ul style="list-style-type: none"> ▪ Generally mid-rise developments: <ul style="list-style-type: none"> • With potential for commercial uses, including campus style developments and smaller scale commercial spaces that support creative industries, north of Woolboard Road. • Including block (such as courtyard and perimeter block developments), hybrid and narrow lot developments, south of Woolboard Road extension. ▪ Retention and adaptive reuse of heritage and character buildings. ▪ Landscaped spaces at ground level through the provision of lanes / through block links, plazas, courtyards and communal open space to provide high levels of amenity for residents and workers. ▪ Create a sense of address for properties fronting the Woolboard Road Linear Park and new Wirraway North Park.
<p>Wirraway Central – Area W2 on Map 1 to this schedule</p>	<ul style="list-style-type: none"> ▪ Mid-rise buildings with taller elements and block developments (including perimeter developments) located to ensure high levels of sunlight access to the south side of Plummer Street. ▪ Development is built to the boundary at the street. ▪ Retention and adaptive reuse of heritage and character buildings. ▪ Lower varied street wall and mid-rise building heights along Plummer Street to create a fine grain character, create a neighbourhood scale for the Retail Core and maximise the amount of sunlight penetrating between tower elements to reach the southern side of the street. ▪ Provision of private and communal open space within developments with good access to sunlight to provide high levels of amenity for residents and workers. ▪ Creation of a network of new lanes and plazas in the Core Area. ▪ Development is lower scale than the Sandridge Core. ▪ Activation of Plummer Street through a diversity of fine-grain street frontages nominally 4-10 metres wide and entrances to buildings. ▪ Activation of new north-south connections that connect to Plummer Street through a diversity of fine-grain frontages, nominally 4-8 metres wide.
<p>Wirraway South – Area W3 on Map 1 to this schedule</p>	<ul style="list-style-type: none"> ▪ Generally a low to mid-rise scale of development, including adaptive reuse of heritage / character buildings, narrow lot, row, block and hybrid developments and do not result in podium-tower forms ▪ A scale of development that responds to the context and character of adjacent low-rise neighbourhoods. Levels above the street wall of development that are visually recessive when viewed from streets and JL Murphy Reserve. ▪ A variety of street wall heights between 4 and 8 storeys to contribute to architectural diversity within the street and provide opportunities for portions of the streets to receive greater levels of sunlight access throughout the day. ▪ Creation of small landscaped frontages to Williamstown Road. ▪ Landscaped spaces at ground level through the provision of lanes / through block links, plazas, courtyards and communal

PRECINCT	BUILT FORM OUTCOMES
Wirraway East – Area W4 on Map 1 to this schedule	<p>open space to provide high levels of amenity for residents and workers.</p> <ul style="list-style-type: none"> ▪ Generally a mid-rise scale of development, including adaptive reuse of heritage and character buildings, narrow lot, row, block and hybrid developments and do not result in podium-tower forms. ▪ Any upper levels above the street wall are visually recessive when viewed from streets and JL Murphy Reserve. ▪ Development is built to the boundary along Plummer Street. ▪ Provision of active frontages to Plummer Street. ▪ Provision of private and communal open space within developments with good access to sunlight to provide high levels of amenity for residents and workers. ▪ A variety of street wall heights between 4 and 8 storeys to contribute to architectural diversity within the street and provide opportunities for portions of the street to receive greater levels of sunlight access throughout the day.

Building height

Table 2: Building height

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>A new building or works should not exceed the building heights shown in Map 2 to this schedule.</p> <p>A new building or works must not exceed the building height of “4 storeys mandatory” shown in Map 2 to this schedule.</p>	<p>The height of new buildings in all areas must:</p> <ul style="list-style-type: none"> ▪ Respond to the preferred future precinct character and building typologies in Table 1. ▪ Ensure sunlight reaches parks and the southern side of Plummer Street. ▪ Limit impacts on the amenity of the public realm as a result of overshadowing and wind. ▪ Provide an appropriate transition and relationship to heritage buildings and existing lower-scale neighbourhoods of Port Melbourne. ▪ Avoid stepped ‘wedding cake’ approach in response to overshadowing of the public realm and public open space requirements. <p>In core areas, buildings:</p> <ul style="list-style-type: none"> ▪ Contribute to a varied and architecturally interesting skyline. ▪ Reinforce a differentiation in height between core and non-core areas.

Overshadowing

Buildings and works must not cast any additional shadow above the maximum street wall height over: [\[DDO W 2.0p31\]](#)

- The existing residential zoned land south of Williamstown Road between the hours of 11.00am and 2.00pm on 22 September. [\[DDO W 2.0p32\]](#)
- The existing or proposed public open spaces or streets shown in the relevant maps of this schedule for the hours specified on the same map. [\[DDO W 2.0p33\]](#)

Street wall height

Table 3: Street wall height

BUILT FORM REQUIREMENTS		BUILT FORM OUTCOMES
Preferred Street wall height	Maximum Street wall height	
<p>All streets and lanes (except Plummer Street in the core area)</p> <p>Any new building should include a street wall (built to the boundary) at least 4 storeys (16m) in height, except where a lower height is necessary to respond to adjoining heritage places. The street wall should not exceed 4 storeys along laneways, except on corner sites in which case the higher street wall applies and should not extend more than 25 metres along the laneway as shown in Diagram 3.</p> <p>Plummer Street in the core area</p> <p>The street wall on Plummer Street (in the core area) should provide a variety of heights at the interface of the street (a ‘tooth and gap’ approach as shown in Diagram 4) through:</p> <ul style="list-style-type: none"> ▪ On sites with a frontage over 50m <ul style="list-style-type: none"> • Provision of a street wall height of 4 storeys for at least 20 percent of the building width at the street frontage. • The remaining street wall height can be up to the maximum building height, however any element higher than 4 storeys should not be wider than 30m at the street frontage. • Any element above 4 storeys should be adjacent to a 4-storey element. ▪ On sites with a frontage to Plummer Street of less than 50m: <ul style="list-style-type: none"> • Provision of a street wall height of 4-6 storeys for at least 40 percent of the 	<p>The street wall must not exceed a height of:</p> <ul style="list-style-type: none"> ▪ 4 storeys along Williamstown Road; or ▪ 6 storeys as shown in Diagram 1; or ▪ 8 storeys on a street >22m wide, where the building height does not exceed 10 storeys as shown in Diagram 2. <p>A permit may be issued to vary this requirement along Plummer Street in the core area where the preferred street wall condition is provided.</p> <p>Where a new building is on the corner, the taller maximum street wall height applies to both frontages..</p>	<p>Street walls that ensure:</p> <ul style="list-style-type: none"> ▪ Respond to the preferred future character and building typologies in Table 1 and Map 1. ▪ Provide a high level of pedestrian amenity, having regard to access to sunlight, sky views and a human scale. ▪ An appropriate level of street enclosure having regard to the width of the street with lower street wall heights to narrower streets. ▪ An appropriate transition to: <ul style="list-style-type: none"> ▪ The street wall height of adjoining approved or existing buildings. • Adjoining heritage or character buildings when viewed from the street. • Abutting public open space. • Areas with lower preferred heights. ▪ On a corner site to make an appropriate transition back to the preferred street wall height. ▪ Provide an appropriate transition in height at the interface with established low-scale residential development. ▪ For new development on Plummer Street (in the core area) encourage a “tooth and gap” approach to provide varied street wall heights, break up the building massing and reduce overshadowing of Plummer Street.

building width at the street frontage. • The remaining street wall height can be up to the maximum building height.		
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Note: For dwellings in non-core areas not on a Secondary active frontage, refer to Table 6: [DDO W 2.0p26]

Diagram 1

Maximum street wall height of 6 storeys

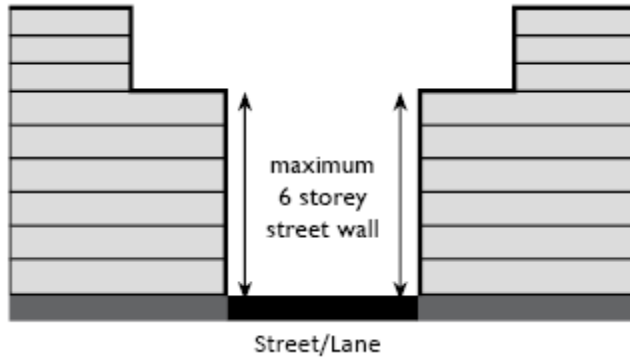


Diagram 2

Maximum 8 storey street wall height for buildings ≤ 10 storeys on streets $>22\text{m}$ wide

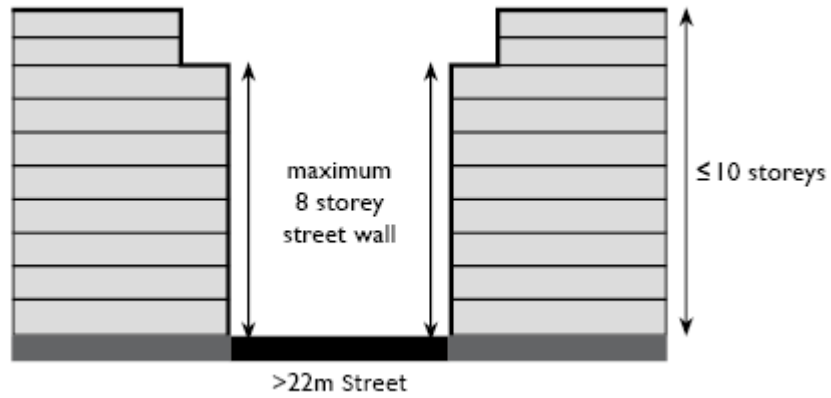


Diagram 3

Street wall height transition along laneways

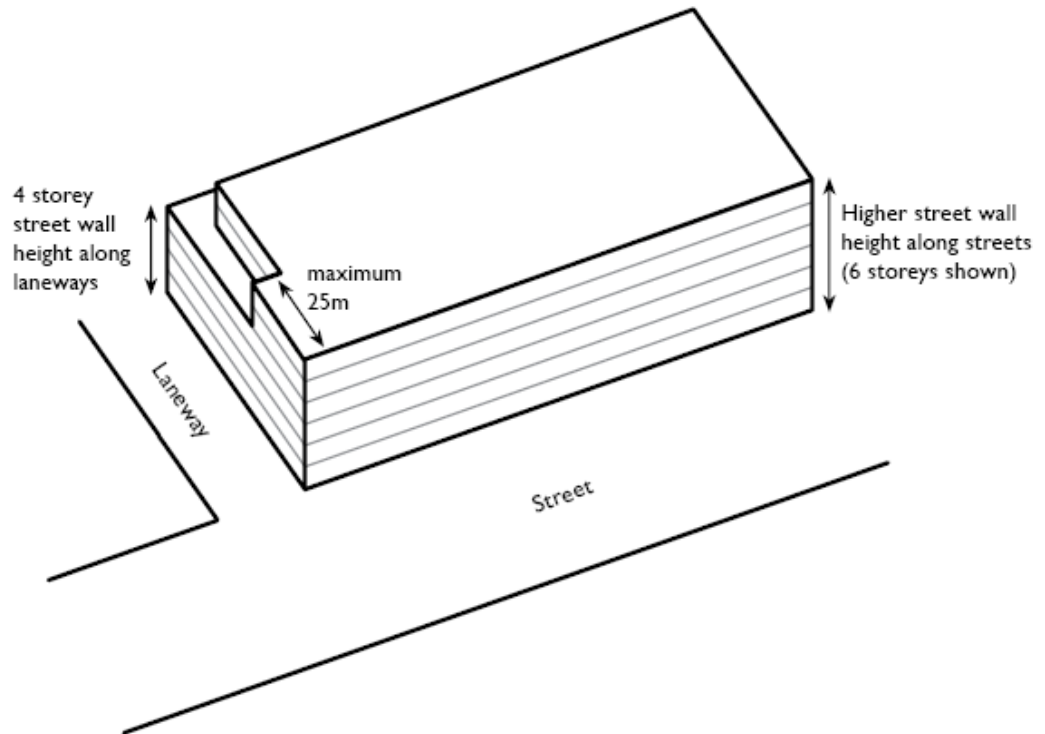
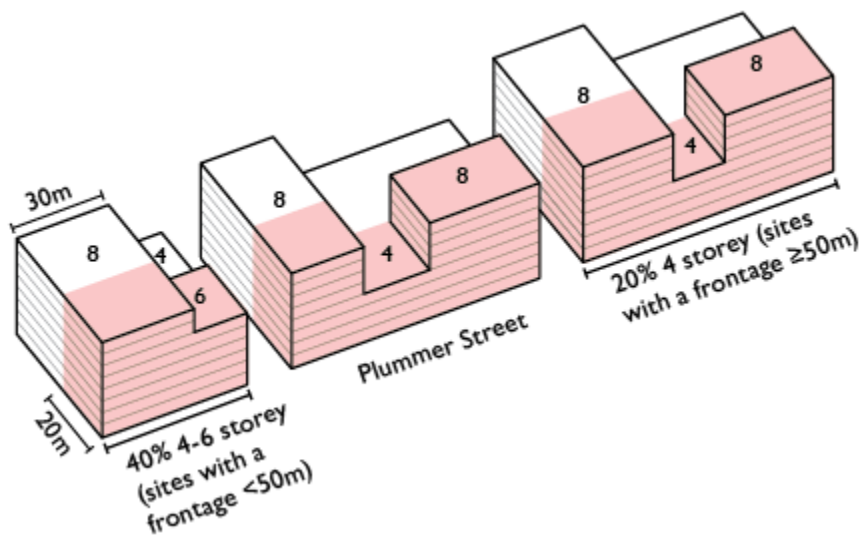


Diagram 4

Plummer Street (in the core area) indicative varied heights at the interface of the street ('tooth and gap' approach).



Setbacks above the street wall from new and existing streets and laneways

Table 4: Setbacks above the street wall from new and existing streets and laneways

BUILT FORM REQUIREMENTS		BUILT FORM OUTCOMES
Preferred Setback	Minimum Setback	
<p>Any part of the building above the street wall should be setback a minimum of:</p> <ul style="list-style-type: none"> ▪ 5m if the building height is 8 storeys or less. ▪ 10m if the building height is greater than 8 storeys. ▪ 20m on sites with a frontage to Plummer Street (in core areas) where the preferred street wall height (tooth and gap approach) is provided. 	<p>Any part of a building above the street wall must be setback a minimum of:</p> <ul style="list-style-type: none"> ▪ 3m if the building height is 8 storeys or less as shown in Diagram 5. ▪ 5m if the building height is between 9 storeys and 20 storeys as shown in Diagram 6. ▪ 10m if the overall building height is greater than 20 storeys as shown in Diagram 7. 	<p>Setbacks above street walls that ensure:</p> <ul style="list-style-type: none"> ▪ A distinction between the street wall and taller elements through the use of upper level setbacks. ▪ Comfortable wind conditions in the public realm. ▪ Adequate daylight and sunlight reaches streets and laneways. ▪ Buildings do not dominate the view from the street or laneway. ▪ Upper levels do not dominate lower scale heritage or character buildings on the site, or adjoining the site. ▪ Upper floors are visually recessive to minimise visual bulk.

Note:

For the purpose of Table 4: [\[DDO W 2.0p26\]](#)

The setback of a building above a street wall from a street or laneway is the shortest horizontal distance from the building façade to the street or laneway boundary. [\[DDO W 2.0p28\]](#) On laneways, upper level setbacks should be measured from the street wall / building façade.

Diagram 5

Minimum 3m setback above the street wall for buildings ≤8 storeys

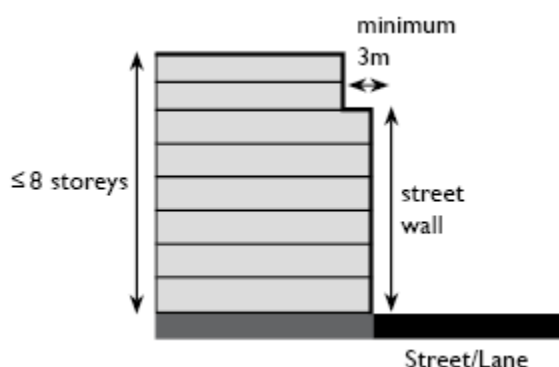


Diagram 6

Minimum 5m setback above the street wall for buildings >8 storeys and ≤20 storeys

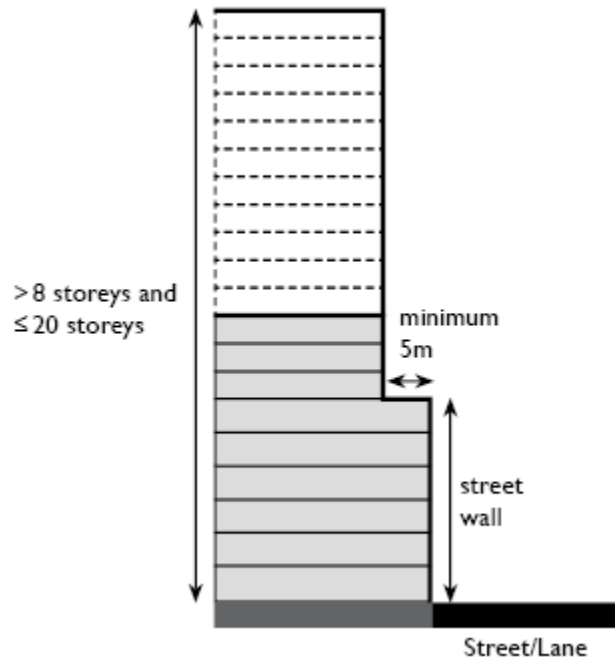
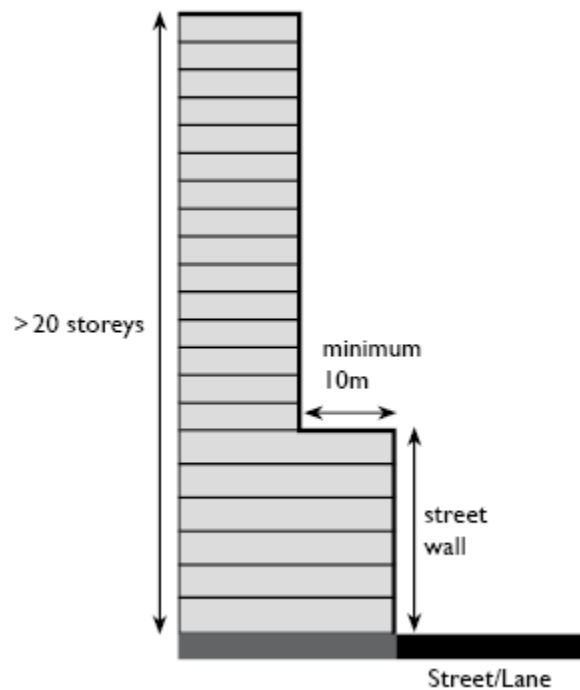


Diagram 7

Minimum 10m setback above the street wall for buildings >20 storeys



Side and rear setbacks

Table 5: Side and rear setbacks

BUILT FORM REQUIREMENTS		BUILT FORM OUTCOMES
Preferred Setback	Minimum Setback	
<p>Any part of a new building up to the maximum street wall height specified in Table 3 should be built on or within 300mm of a side or rear boundary, except where communal open space is provided.</p>	<p>Any part of a building which is up to the street wall height specified in Table 3 and is setback more than 300mm from a side or rear boundary below the street wall height, it must be setback at least 12 metres from that boundary.</p> <p>Any part of a new building above the maximum street wall height specified in Table 3 must be setback from a side or rear boundary at least:</p> <ul style="list-style-type: none"> ▪ 6m if the overall building height is 12 storeys or less or 10m if the overall building height is greater than 12 storeys as shown in Diagrams 8 and 9 (except if the building below the street wall height specified in Table 3 is not built on the side or rear boundary or has a direct interface with the West Gate Freeway). ▪ Where the building below the maximum street wall height specified in Table 3 is not built on the side or rear boundary, the entire building must be setback 12m from that boundary as shown in Diagrams 8 and 9 (except where it has a direct interface with the West Gate Freeway) ▪ Where the the building has a direct interface with the West Gate Freeway, a minimum setback of 5m applies as shown in Diagram 10 (except if the building below the maximum street wall height specified in Table 3 is not built on the side or rear boundary in which case the entire building must be setback 5m from that boundary). 	<p>To create a continuous street wall along all street frontages.</p> <p>New buildings are set back to ensure:</p> <ul style="list-style-type: none"> ▪ Well spaced development withadequate daylight and sunlight into existing and proposed streets and laneways. ▪ High quality internal amenity including opportunities for access to aunlight, daylight and privacy to and outlook from habitable rooms, for both existing and potential developments on adjoining sites. ▪ Wind effects on the public realm are mitigated. ▪ Tall buildings do not appear as a continuous wall when viewed from street level. ▪ Sky views between buildings when viewed from existing or proposed streets and laneways. ▪ Visual bulk is minimised. <p>Internal amenity is achieved by setbacks rather than privacy screening.</p>

Diagram 8

Minimum side and rear setbacks for buildings 12 storeys or less

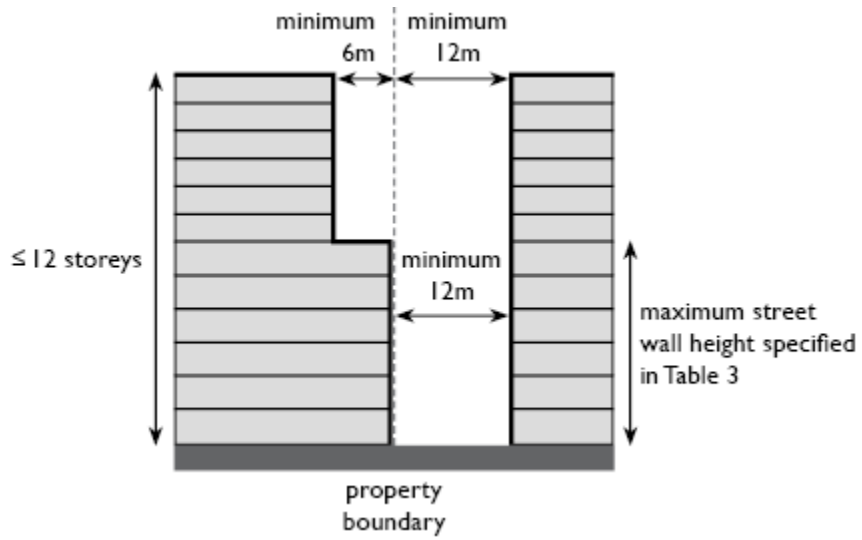


Diagram 9

Minimum side and rear setbacks for buildings above 12 storeys

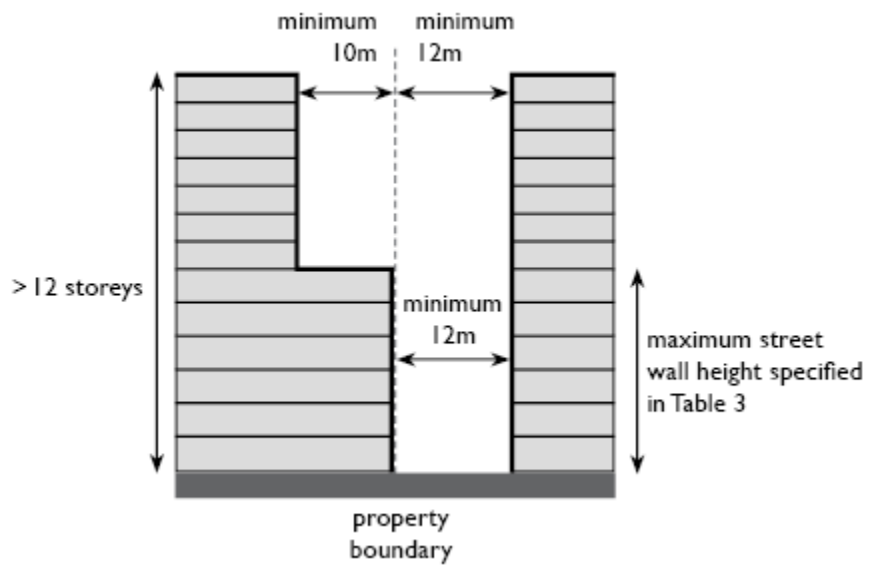
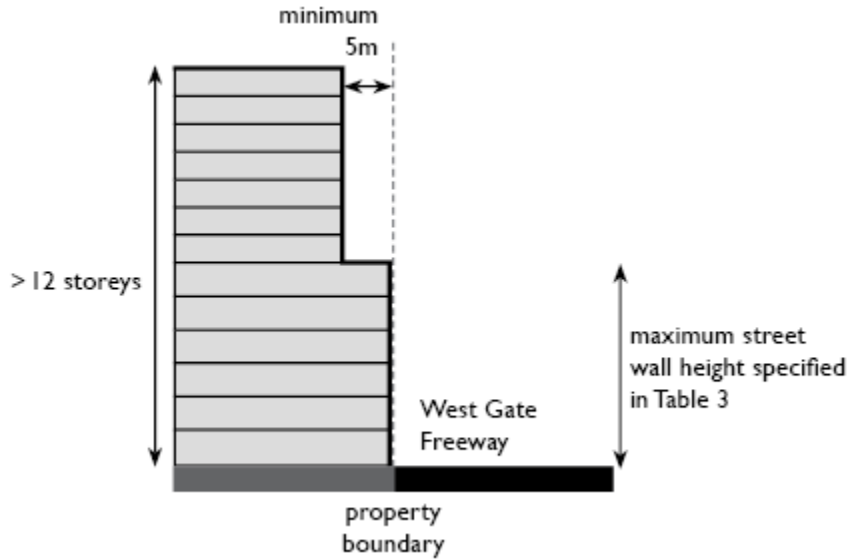


Diagram 10

Minimum side and rear setbacks for buildings above 12 storeys where the building has a direct interface to the West Gate Freeway, Route 96/106 tram corridor or citylink overpass



Building separation within a site

Table 6: Minimum building separation within a site

BUILT FORM REQUIREMENTS		BUILT FORM OUTCOMES
Minimum building separation		
	<p>Buildings within the same site must be separated from each other by at least:</p> <ul style="list-style-type: none"> ▪ 12m for any part of a building which is up to the maximum street wall height specified in Table 3 as shown in Diagrams 11 and 12. ▪ 12m for any part of a building above the maximum street wall height specified in Table 3, where the overall building height is 12 storeys or less as shown in Diagram 11. ▪ 20m for any part of a building above the maximum street wall height specified in Table 3, where the overall building height is over 12 storeys as shown in Diagram 12. 	<p>Building separation ensures:</p> <ul style="list-style-type: none"> ▪ High quality internal amenity outcomes within buildings having regard to outlook, daylight, overlooking, and offsetting direct views between buildings within the same site. ▪ Internal amenity is achieved by building separation rather than screening. ▪ Well spaced development that ensures adequate daylight and sunlight into existing and proposed streets and laneways and private and communal public open space. ▪ Tall buildings do not appear as a continuous wall when viewed from street level.

BUILT FORM REQUIREMENTS		BUILT FORM OUTCOMES
Minimum building separation		
		<ul style="list-style-type: none"> ▪ Create areas of open space between buildings where a road or laneway is not proposed to enhance amenity and increase landscaping, particularly for campus style typologies and other mid-rise typologies. ▪ Sky views between buildings when viewed from existing and proposed streets and laneways. ▪ Visual bulk is minimised.

Note: For the purpose of Table 6 building separation distance within a site is to be measured from the face of each building. [DDO W 2.0p30]

Diagram 11

Minimum building separation for buildings 12 storeys or less

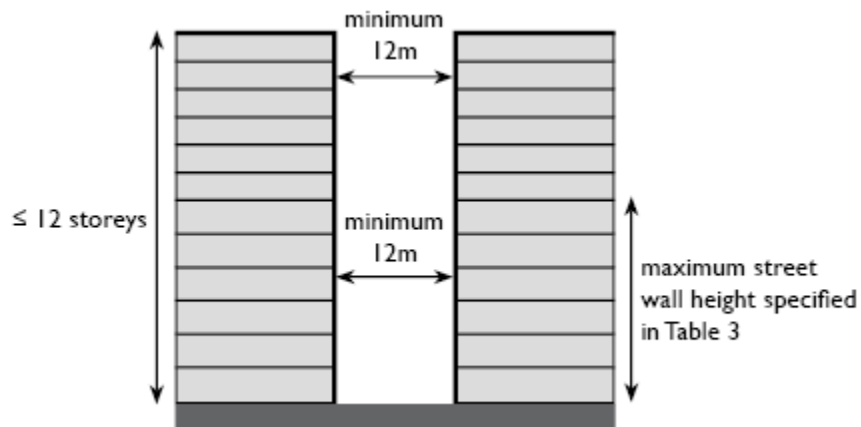
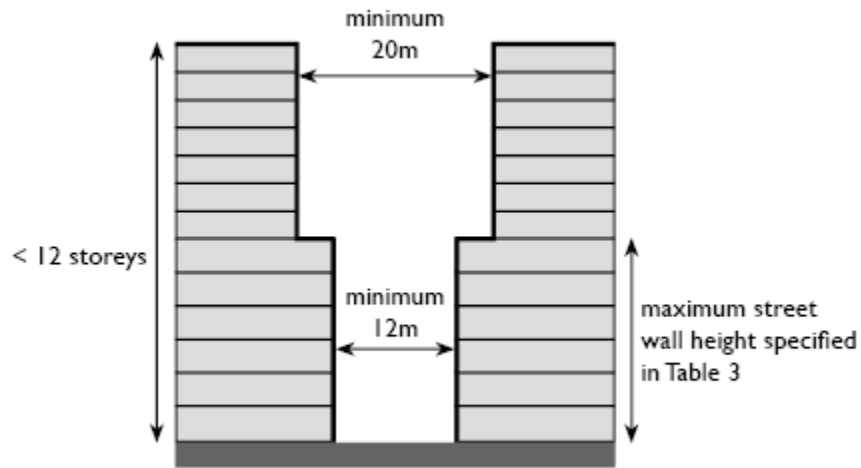


Diagram 12

Minimum building separation for buildings above 12 storeys



Building width

Table 7: Building width

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Mid-rise residential buildings should not exceed 50m in length. This should be achieved through the provision of laneways, through block links or separation between buildings.</p>	<p>Mid-rise residential buildings that:</p> <ul style="list-style-type: none"> ▪ Provide high levels of pedestrian permeability through blocks. ▪ Smaller buildings allow for better views/outlook, daylight and sunlight to dwellings and communal open spaces and reduce the impact of large, slow moving shadows.
<p>Tower size should not exceed:</p> <ul style="list-style-type: none"> ▪ For residential buildings, a maximum dimension along one side of 50m and a maximum floorplate of 1,250sqm. ▪ For non-residential buildings, a maximum dimension along one side of 75m and a maximum floorplate of 2,500sqm. <p>Towers should be designed as three carefully integrated parts: a base building, middle and top.</p>	<p>Well-spaced, slender towers that:</p> <ul style="list-style-type: none"> ▪ Create narrow, fast moving shadows which provide sunlight access to streets and neighbouring residences ▪ Minimise negative wind conditions on surrounding streets, public open space and properties. ▪ Ensure sky views from the public realm. ▪ Allow for passage of natural light, ventilation, outlook and thermal comfort into interior building spaces ensuring a high level of wellbeing for building occupants. ▪ Create architectural interest and visually diminish the overall scale of the building mass.

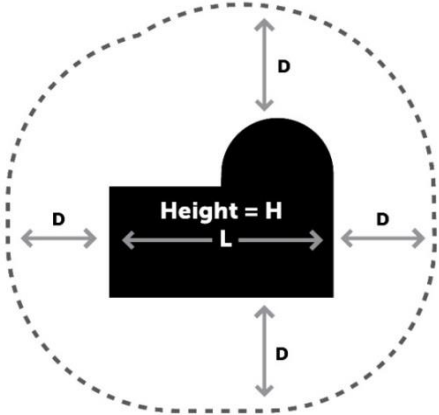
Retention of heritage and character buildings

Table 8: Retention of heritage and character buildings

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
Development should retain and reuse heritage buildings and character buildings.	<p>Designs demonstrate adaptive reuse of heritage and character buildings.</p> <p>Development integrates and does not dominate heritage and character buildings.</p>

Wind effects on the public realm

Table 9: Wind effects on the public realm

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Buildings and works higher than 40 metres:</p> <ul style="list-style-type: none"> ▪ Must not cause unsafe wind conditions. ▪ Should achieve comfortable wind conditions; <p>in publicly accessible areas within a distance equal to half the longest width of the building above 40 metres in height measured from all façades, or half the total height of the building, whichever is greater as shown in the figure below.</p> <div style="text-align: center;">  <p style="text-align: center;">Assessment distance $D =$ greater of: $L/2$ (Half longest width of building) OR $H/2$ (Half overall height of building)</p> </div>	<p>Developments ensure a safe and pleasant pedestrian environment is maintained at street level on footpaths and other public spaces for walking, sitting or standing.</p>

Site coverage and communal open space

These requirements apply only to land within a non-core area. [DDO S 2.0p34]

Table 10: Site coverage and communal open space

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Site coverage should not exceed 70 percent of the net developable site area.</p> <p>Communal open space should be a minimum of 30 per cent of the net developable site area, except where:</p> <ul style="list-style-type: none"> ▪ An existing building is being retained and accounts for >70 per cent of the net developable area; ▪ The site has a gross developable area of less than 1200 sqm; or ▪ The responsible authority is satisfied that other site constraints warrant an reduction in communal open space. <p>Communal open space should be provided at ground level or at the first floor of a development.</p>	<p>Outdoor communal open space is provided within developments.</p> <p>Significant opportunities for landscaping, including large trees, are included within the development and contribute to the visual amenity of apartments.</p> <p>The design and size of the communal open space supports a range of recreational uses.</p> <p>Communal open spaces can be readily accessed from within the development and provide direct pedestrian connections to the street.</p>

Active street frontages

Table 11: Active street frontages

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Primary active frontages</p> <p>On streets marked as Primary active frontages on the relevant maps to this schedule:</p> <p>Buildings should provide:</p> <ul style="list-style-type: none"> ▪ At least 80 per cent visual permeability along the ground level of the building to a height of 2m. ▪ Pedestrian entries at least every 15m. ▪ The frontage to a residential lobby at ground level should not exceed 4m. ▪ Footpath canopies where retail uses are proposed. ▪ The frontage to a residential lobby at ground level should not exceed 4m. 	<p>Buildings designed to:</p> <ul style="list-style-type: none"> ▪ Ensure the facades of buildings are attractive to passing pedestrians. ▪ Provide opportunities for the surveillance of the public realm. ▪ Ground floor occupancies to street frontages are encouraged to directly engage with the street and be visually evident from the street. ▪ Address and define existing or proposed streets or open space and provide direct pedestrian access from the street to ground floor uses. ▪ Create activated building facades with transparent windows and regularly spaced and legible entries. ▪ Avoid unsafe indents with limited visibility. ▪ Ensure car parking and building services that do not detract from the public realm. ▪ Create a safe and high-quality interface between the public and private realm through the arrangement of uses internal to a building.
<p>Secondary active frontages</p> <p>On streets marked as Secondary active frontages on the relevant maps to this schedule, buildings should provide:</p> <ul style="list-style-type: none"> ▪ At least 60 per cent visual permeability along the ground level of the building to a height of 2m. ▪ Footpath canopies where retail uses are proposed. 	
<p>Residential uses at ground floor</p> <p>Buildings with residential development at ground level should be designed to achieve a:</p>	

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<ul style="list-style-type: none"> ▪ Sense of address by providing direct individual street level entries to dwellings or home offices. ▪ Balance between privacy and activation using a mix of low height, solid and transparent balustrade, terrace or fence elements, and incorporating vegetation where possible. <hr/> <p>All buildings</p> <p>On a corner, buildings should be designed to address both street frontages.</p> <p>All buildings should provide:</p> <ul style="list-style-type: none"> ▪ Openable windows and balconies within each level of the street wall along streets and laneways. ▪ Consolidated services within sites and within buildings, located to maximise activation of the public realm and ensure any externally accessible services or substations are integrated into the façade design. <p>Car parking should:</p> <ul style="list-style-type: none"> ▪ Be sleeved with active uses so that it is not visible from the public realm or adjoining sites. ▪ Not be located at ground floor level. ▪ Not be visible from the street. ▪ Be contained within a building. <p>The area of any ground floor of a building occupied by building services, including waste, loading and parking should be less than 40% of the total site area.</p>	

Adaptable buildings

Table 12: Adaptable buildings

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Buildings should be designed with minimum floor to floor heights of at least:</p> <ul style="list-style-type: none"> ▪ 4.0 metres at ground level; ▪ 3.8 metres for other lower levels up to the height of the street wall. ▪ 3.2 metres for all other levels. <p>Car parking areas which are not located within a basement should:</p> <ul style="list-style-type: none"> ▪ Have level floors. ▪ Provide a floor-to-floor height not less than 3.8 metres (except for ramps). ▪ Make provision for future conversion of car parking areas to alternate uses over time. 	<p>Buildings are designed to accommodate employment uses and provide for future adaptation or conversion of parts of a building accommodating non-employment generating uses (including car parking) to employment generating uses over time.</p> <p>Car parking is designed:</p> <ul style="list-style-type: none"> ▪ So that it can be adapted to other uses over time. ▪ To minimise its footprint within a building. <p>Dwellings are designed to enable the consolidation or reconfiguration over time to alter the number of bedrooms.</p>

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Ramped parking structures which preclude adaptation for other uses should be avoided.</p> <p>Mechanical systems should be utilised to reduce the footprint of car parking areas.</p> <p>Internal layouts and floorplates should be designed and arranged:</p> <ul style="list-style-type: none"> ▪ With minimal load bearing walls that maximise flexibility for retail or commercial refits. ▪ To enable one and two bedroom dwellings to be combined or adapted into three or more bedroom dwellings. ▪ To enable adaptable floor plates to accommodate change of uses over time. 	<p>Buildings are designed with adequate floor to floor heights which enable daylight penetration and adaptation to other uses.</p>

Façade design and building finishes

Table 13: Façade design and building finishes

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>New buildings should incorporate common industrial materials reflecting the building materials and finishes of neighbouring and surrounding pre-existing industrial buildings where appropriate.</p> <p>Buildings should avoid blank walls.</p> <p>Building walls on shared boundaries that are visible from the public realm should be finished or treated to provide visual interest.</p> <p>Building materials and finishes for buildings fronting main roads should not exceed 15 per cent perpendicular reflectivity, measured at 90 degrees to the façade surface.</p> <p>Buildings should provide different façade treatments every 6 to 12m.</p>	<p>The exterior finishes, materials and architectural details of buildings reference the industrial context where appropriate and are sympathetic to any neighbouring heritage or character buildings.</p> <p>Ensure the use of high quality building material and details.</p> <p>All visible sides of a building are designed to a high standard, to provide visual interest and an enduring quality of finish.</p>

Landscaping

Table 13: Landscaping

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
<p>Landscaping should be provided in new streets, communal open space and private open space provided as part of any development.</p> <p>Development should:</p> <ul style="list-style-type: none"> ▪ Include deep soil zones of at least 1.5 metres or planter pits to accommodate canopy trees. ▪ Incorporate green facades, rooftop, podium or terrace planting that is located and designed to be sustainable, viable and resilient and 	<p>Landscaping contributes to the quality and amenity of communal and public open spaces.</p> <p>Building design incorporates opportunities for planting on structures.</p> <p>Landscaping enhances the microclimate and sustainability of the development and the public realm.</p>

BUILT FORM REQUIREMENTS	BUILT FORM OUTCOMES
appropriate to micro-climate conditions. <ul style="list-style-type: none"> ▪ Encourage vertical and roof top greening to contribute to biodiversity outcomes. 	

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. [\[DDO W 2.0p35\]](#)

3.0 Subdivision

--/20--
Proposed
GC81

None specified. [\[DDO W 3.0p1\]](#)

Exemption from notice and review

An application to subdivide land 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. [\[DDO W 3.0p2\]](#)

4.0 Advertising signs

--/20--
Proposed
GC81

None specified. [\[DDO W 4.0p1\]](#)

5.0 Decision guidelines

--/20--
Proposed
GC81

The following decision guidelines 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 which must be considered, as appropriate, by the responsible authority: [\[DDO W 5.0p1\]](#)

- The preferred built form outcomes identified in this schedule. [\[DDO W 5.0p2\]](#)
- Whether the cumulative impact of the proposed development and any existing adjoining development supports achievement of a high quality pedestrian amenity in the public realm, in relation to scale, visual bulk, overshadowing and wind effects. [\[DDO W 5.0p3\]](#)
- Whether the proposed building setbacks and separation distances allow equitable access to privacy, sunlight, daylight and outlook. Consideration of this issue should have regard to the proposed internal use/s within a new building and the height of any existing or proposed adjoining built form. [\[DDO W 5.0p4\]](#)
- The effect of the proposed buildings and works on solar access to existing and proposed public spaces having regard to: [\[DDO W 5.0p5\]](#)
 - the area of additional shadow cast over the public space relative to the total area of public space and the area which will remain sunlit; [\[DDO W 5.0p6\]](#)
 - any adverse impact on soft landscaping in public space; and [\[DDO W 5.0p7\]](#)
 - whether allowing additional shadows to be cast on public spaces other than open space, is reasonable having regard to the function and orientation of the space and shadows cast by adjacent buildings. [\[DDO W 5.0p8\]](#)
- Whether the proposal delivers design excellence, and contributes to creating a range of built form typologies. [\[DDO W 5.0p9\]](#)
- The impacts of built form and visual bulk on daylight, sunlight and sky views from within public spaces or on adjoining heritage places. [\[DDO W 5.0p10\]](#)

- The internal amenity of the development and the amenity and equitable development opportunities of adjoining properties. [DDO W 5.0p11]
- The impacts of wind on the amenity and useability of nearby public open spaces, streetscapes or the public realm. [DDO W 5.0p12]

Map 1: Wirraway sub-precincts



Map 2: Building heights



- 4 storeys (mandatory)
- 6 storeys unless noted (discretionary)
- 12 storeys (discretionary)
- 15 storeys (discretionary)
- Proposed public open space
- Proposed encumbered public open space
- Existing public open space
- Privately owned open space
- Proposed road
- Proposed laneway
- Proposed tram line
- Bridge
- Potential Metro Station box
- Proposed Metro Station entry

Map 3: Active street frontages



- Core Area
- Core Retail Area
- Non-Core Area
- Primary Active Frontage
- Secondary Active Frontage
- Proposed public open space
- Proposed encumbered public open space
- Existing public open space
- Privately owned open space
- Proposed road
- Proposed laneway
- Proposed tram line
- Bridge
- Potential Metro Station box
- Proposed Metro Station entry

Map 4: Overshadowing



- A** Public Open Space
Overshadowing control from 11am to 2pm, 21 June to 22 September
- B** Public Open Space
Overshadowing control from 11am to 2pm, 22 September
- C** Public Open Space
Overshadowing control from 12:30pm to 3:30pm, 22 September
- D** Public Open Space
Overshadowing control from 10am to 1pm, 22 September
- Public Open Space
No overshadowing controls
- Plummer Street Boulevard (first 6m north of property boundaries)
Overshadowing control from 11am to 2pm, 22 September