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1 CONTEXT 1
1.1 Metropolitan Context 2
   1.1.1 Dandenong Valley Catchment 2
   1.1.2 Mornington Peninsula Freeway - Link - Dingley Bypass 2
1.2 Local Context 3

2 SITE ANALYSIS 6
2.1 Land Use and Potential Future Development Areas 7
2.2 Connections 9
2.3 Carriageway Height Over NGL 11
2.4 Noisewalls 13
2.5 Fauna Mitigations 15
2.6 Proposed Landscape Plan and Landscape Recommendations 17

3 VISUAL 20
3.1 Visual Impact 21
   3.1.1 Detail Impact Views (DIV) / Cross-Section (CS) / Photo Render 21
      3.1.1.1 CS1 23
      3.1.1.2 CS2 24
      3.1.1.3 DIV1 25
      3.1.1.4 DIV2 27
      3.1.1.5 DIV3 29
      3.1.1.6 DIV4 31
      3.1.1.7 DIV5 33
      3.1.1.8 DIV6 35
      3.1.1.9 DIV7 37
   3.1.2 Impact Views (IV) and Local Character Views (CV) 39
      3.1.2.1 IV and CV 41
   3.1.3 Other Views (OV) 43
      3.1.3.1 Other Views (OV) 43

3.2 Visual Opportunities 43
   3.2.1 Effect of noise walls on viewing opportunities from freeway 43
   3.2.2 View cones - travelling from North to South 45
   3.2.3 View cones - travelling from South to North 47
1 CONTEXT
1 CONTEXT

1.1 Metropolitan Context

1.1.1 Dandenong Valley Catchment
1 CONTEXT

1.2 Local Context
2 SITE ANALYSIS
2 SITE ANALYSIS

2.1 Land Use and Potential Future Development Areas
2 SITE ANALYSIS

2.2 Connections
2 SITE ANALYSIS

2.3 Carriageway Height Over NGL
2 SITE ANALYSIS

2.4 Noisewalls
2 SITE ANALYSIS

2.5 Fauna Mitigations
2 SITE ANALYSIS

2.6 Proposed Landscape Plan

Recommended Landscape Objective

- Long low ground environment should be reflected in design response.
- Apply grassed batters within well spaced canopy trees.
- Minimise verticality of tree planting.
- Obscure noise wall and integrate elevated batters into horizontal landscape setting by:
  1. Using dense foliage planting of medium scale (6-8m) to match existing vegetation.
  2. Minimise verticality of tree planting.
  3. Elevated road batter to read similarly to an earth berm (eg. Photo 1).
Recommended Landscape Objective
Ameliorate visual bulk of noise walls by:
1. Planting out base with dense foliage shrubs, small trees, bushes and ground covers;
2. Applying taller planting (eg. Gippsland Manna Gum) to provide vertical breaks along the tops of noise walls (eg. Photo 3).
3 VISUAL
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section (CS) / Photo Render
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.1 Cross Section 1 - CS1
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.2 Cross Section 2 - CS2
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.3 DIV1 - Chadwick Reserve - Section
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.3 DIV1 - Existing Photo and Render
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.4 DIV2 - Howard Rd Trail, Braeside Park, looking North-
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.4 DIV2 - Existing Photo and Render
3 VISUAL

3.1 VISUAL IMPACT
3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render
3.1.1.5 DIV3 - Park Way, looking East to underpass
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.5 DIV3 - Existing Photo and Render
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.6 DIV4 - View of wetlands from Waterways
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.6 Existing Photo and Render
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.7 DIV5 - View from Spoonbill Pl, Waterways, looking south towards wetlands bridge
3 VISUAL IMPACT

3.1 VISUAL IMPACT
3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render
3.1.1.7 DIV5 - Existing Photo and Render

Assume vertical dimension of:
Bridge structure = 1m (in blue)
Bridge barrier = 1m (in blue)
Noise barrier = 0.5m (in pink)
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.8 DIV6 - View from Bowen Parkway
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.8 DIV6 - Existing Photo and Render

Assume vertical dimension of:
Bridge structure = 1m (in blue)
Bridge barrier = 1m (in blue)
Noise barrier = 2m (in pink)
3 VISUAL

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.9 DIV7 - View east along levy path to bridge descent over Mordialloc Creek
3 VISUAL IMPACT

3.1 VISUAL IMPACT

3.1.1 Detail Impact Views (DIV) / Cross-Section / Photo Render

3.1.1.9 DIV7 - Existing Photo and Render
3 VISUAL

3.1 VISUAL IMPACT

3.1.2 Impact Views (IV) and Local Character Views (CV)
3 VISUAL

3.1 VISUAL IMPACT

3.1.3 Other Views (OV)
3 VISUAL

3.2 VISUAL OPPORTUNITIES

3.2.1 Effect of noise walls on viewing opportunities from freeway
3 VISUAL

3.2 VISUAL OPPORTUNITIES

3.2.2 View cones - travelling from North to South
3 VISUAL

3.2 VISUAL OPPORTUNITIES

3.2.3 View cones - travelling from North to South