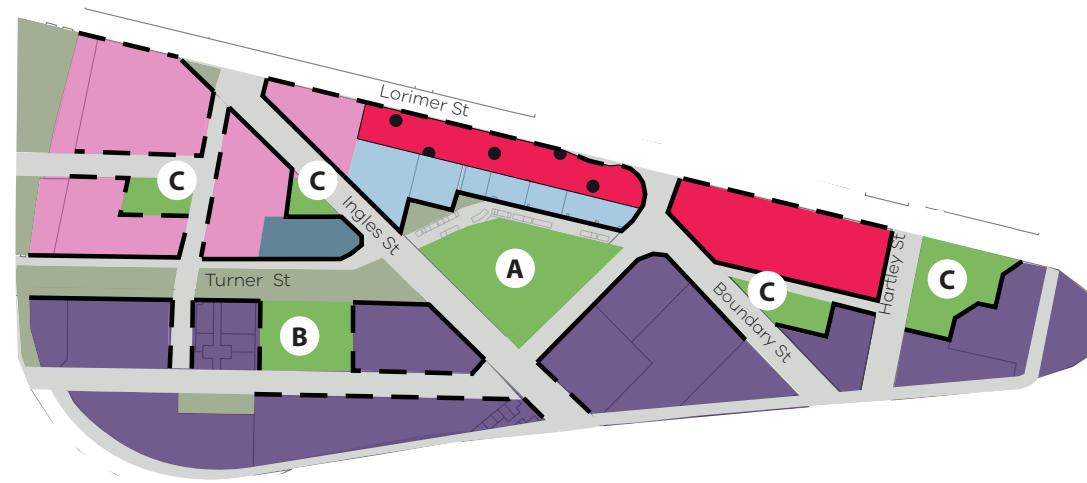


# Lorimer DDO

## Design Development Overlay










### LEGEND

#### Active frontages

— Primary active frontages    - - - - Secondary active frontages

#### Building heights

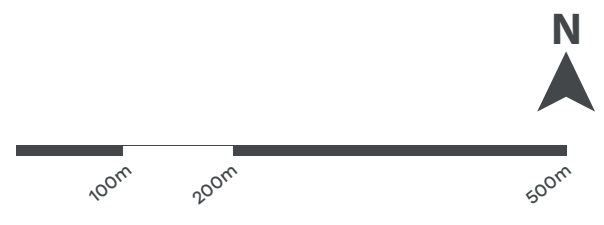
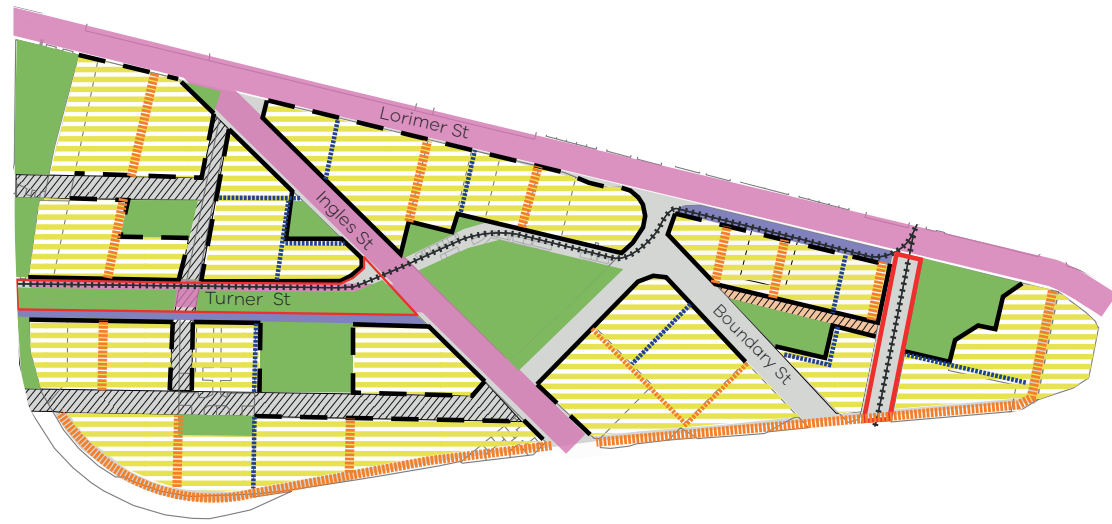
 29.4m (8 storeys)	 42.2m (12 storeys)	 80.6m (24 storeys)
 35.8m (10 storeys)	 61.4m (18 storeys)	 None Specified

 New and existing public open space  
(No overshadowing controls)

#### Overshadowing Controls

 Public open space

Lorimer CCZ  
 Capital City Zone  
 Map 1



**LEGEND**

Active frontages

— Primary active frontages

- - - Secondary active frontages

▨ Core area

■ New public open space

■ No crossovers permitted

■ 10m landscape setback

▨ New road - 22m wide

▨ New road - 18m wide

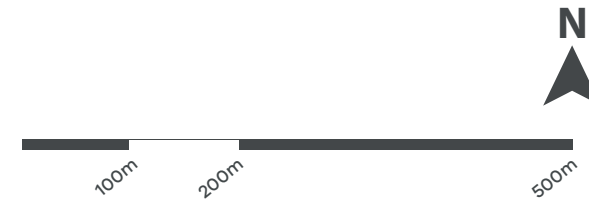
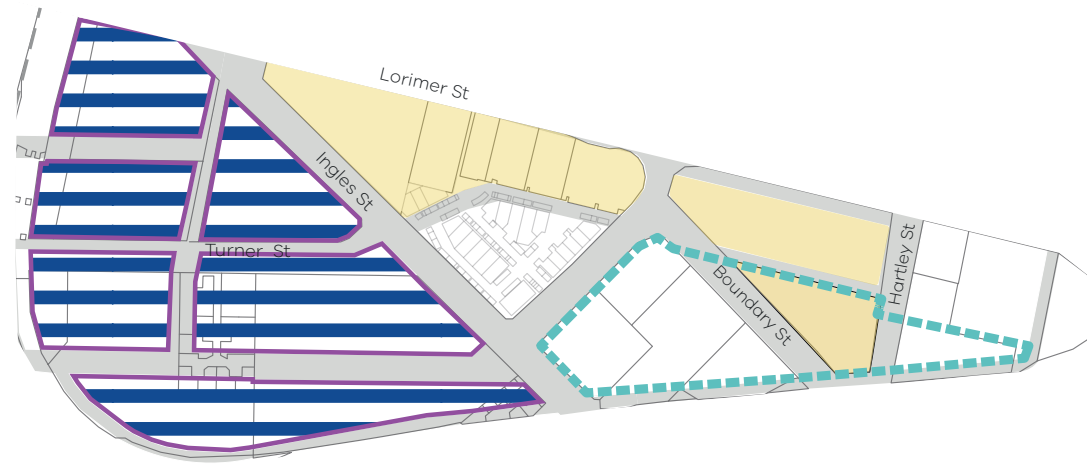
▨ New road - 12m wide

▨ Potential future tram corridor

▨ New laneway  
(Location indicative)




— Road closure

Lorimer CCZ  
Capital City Zone  
Map 2



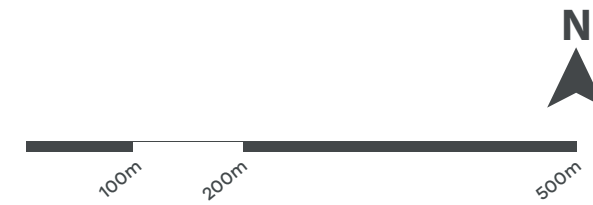
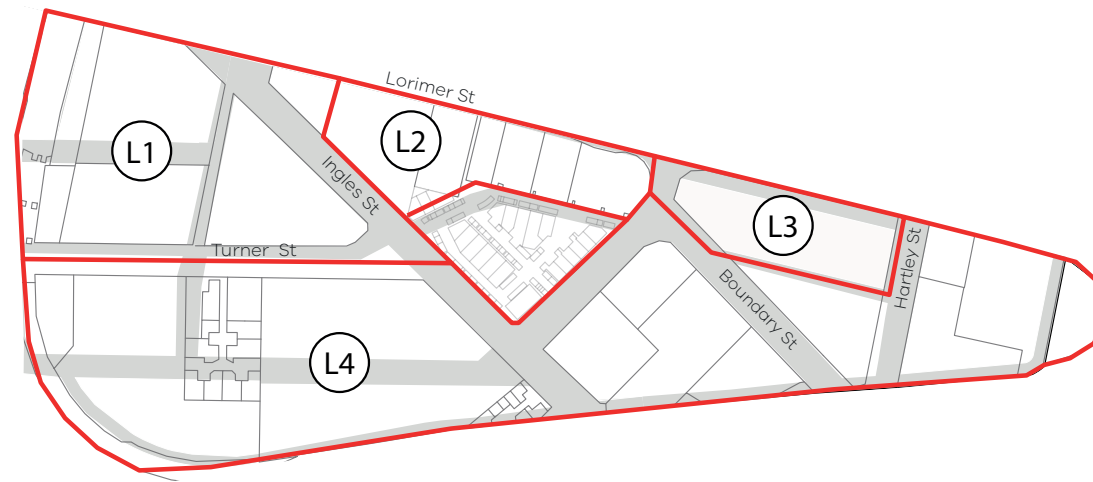
**LEGEND**

Community Infrastructure Investigation Areas


-  Sport and recreation hub
-  Arts and cultural hub
-  Education and community hub (primary)


# Lorimer MSS

## Municipal Strategic Statement



### LEGEND

 Indicative sub-precinct boundary

 Sub-precinct number