

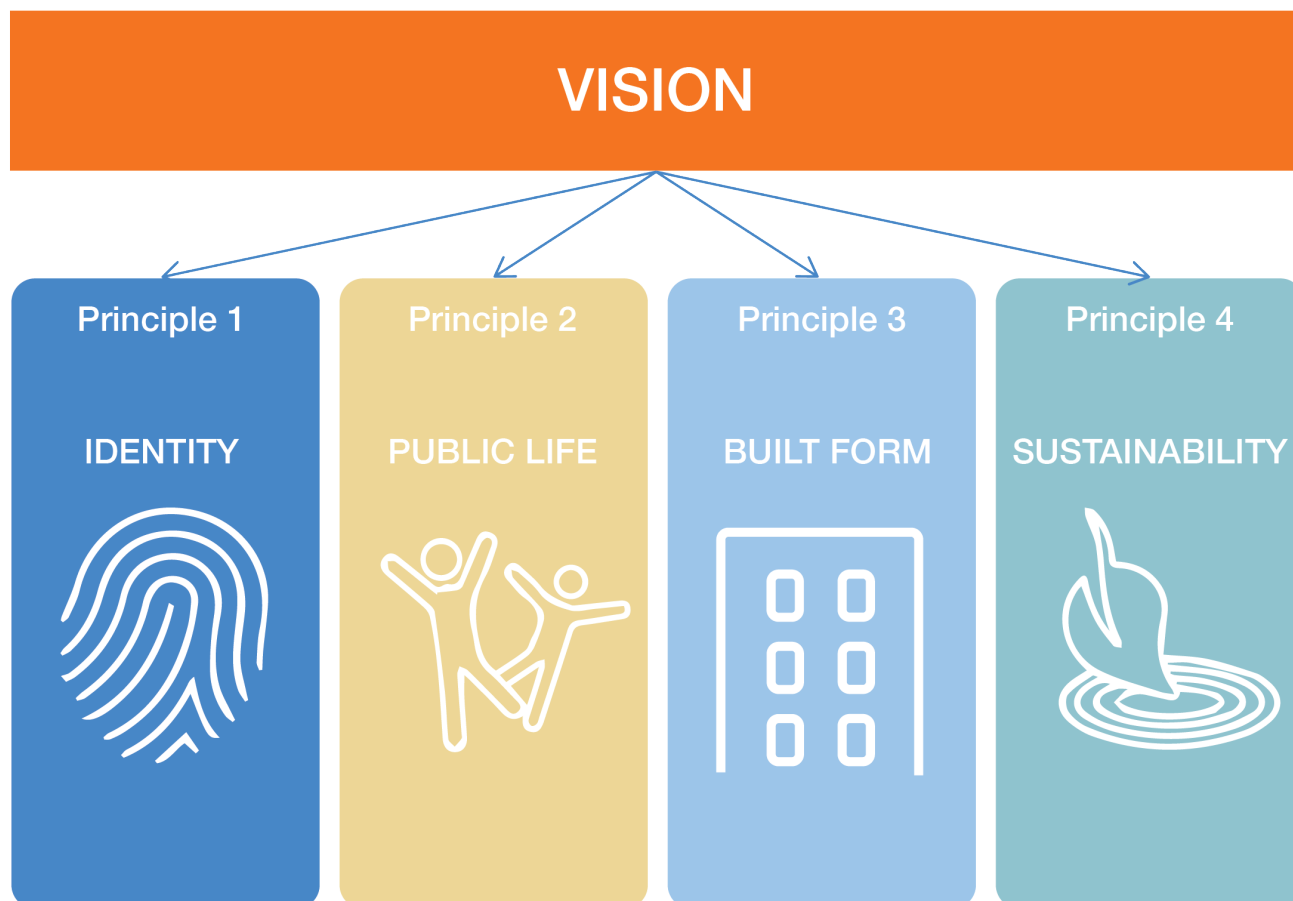


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# 1.0 Context and purpose

This Urban Design Framework (UDF) has been written to provide an overarching cohesive and comprehensive framework for the design and development of the Skennars Head Neighbourhood Village Centre. It is intended to closely align with the *Ballina Development Control Plan 2012* (DCP) - particularly the Special Residential Control for the Skennars Head Village Expansion Area - while envisioning a unique new centre for community. It is organised by outlining four key principles for the Neighbourhood Centre, each with a range of more specific objectives which may contribute to achieving that principle. This UDF should be read in conjunction with the *NSW State Environmental Planning Policies* (SEPPs) and *Local Environmental Plans* (LEPs).



## 2.0 B1 Neighbourhood Centre Rezoning

This UDF provides support to the proposed rezoning of the site area to B1 zone, thus relocating the existing B1 zone from further north, to a new location further south (see below). This UDF should be read together with the planning proposal for the rezoning of the Skennars Head Neighbourhood Centre.

From an urban design perspective, the proposed relocation of the B1 zone would best achieve the principles outlined in this UDF, particularly those relating to:

- the integration of the neighbourhood centre with the coast and neighbourhood park,
- the gateway and sense of arrival provided by the neighbourhood centre to the surrounding expansion area,
- the walkability of the neighbourhood centre as a central location in relation to the surrounding expansion area, and
- the commercial viability of a neighbourhood centre which must mix and achieve a critical mass of retail uses.

The current B1 area could not achieve these outcomes, and so a relocation of the B1 zone is suggested and supported.

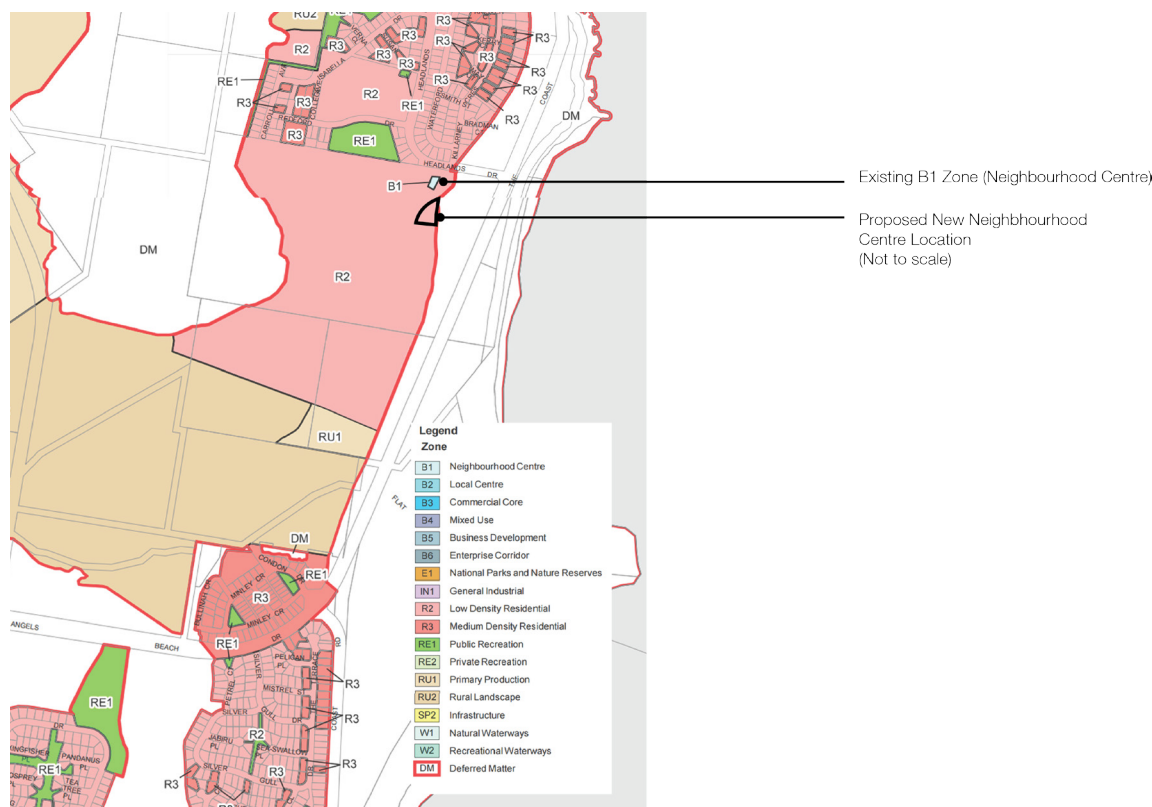


Image Source: *Ballina Local Environmental Plan 2012*



## 3.0 Vision statement

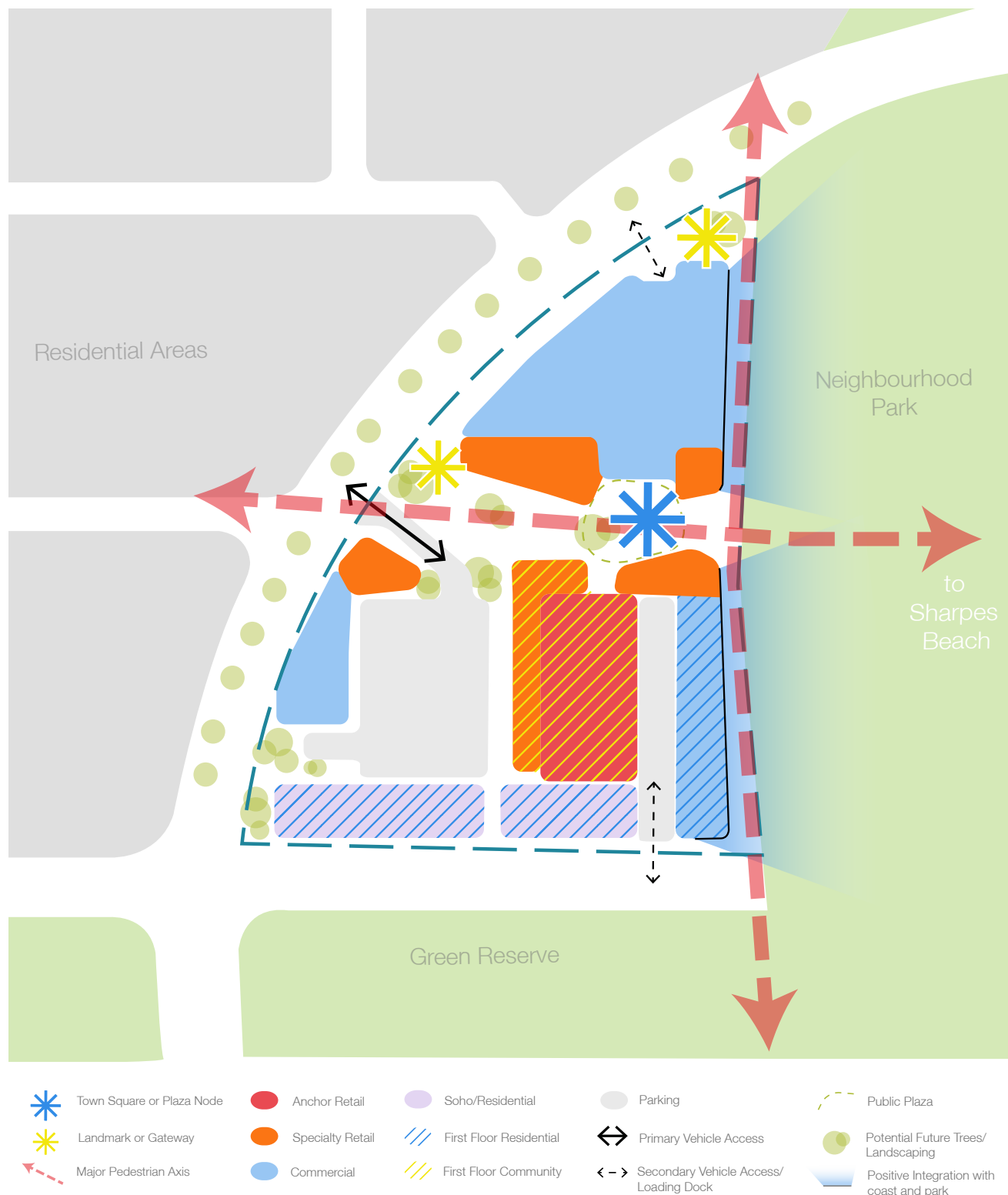
### VISION

“

Skennars Head Neighbourhood Village Centre will be an inspiring, contemporary coastal **village hub**; the easy-going beach side lifestyle is celebrated in the village heart where a vibrant **community** lives, shops and holidays. People meet and come together, fostering local connections symbolic of the unique Skennars Head Village identity. Whether you're walking, sitting or cycling, Skennars Head is both an intimate neighbourhood village and ideal weekend getaway. Residents and visitors enjoy **sweeping ocean views** captured from the town square, enjoying a fusion of fresh produce, boutique shops and quality dining experiences. The whole centre will be easily walkable, forging connections within the neighbourhood centre and it's beach surrounds.

**Skennars Head – your coast, your community, your village.**

## 4.0 Neighbourhood Centre Concept Plan





## 5.0 Principles

### Principle 1



#### IDENTITY

To create a local, family friendly coastal village, symbolic of its unique coastal setting. Distinguished by artesian markets, quality outdoor dining and community facilities, people will be found laughing both day and night.

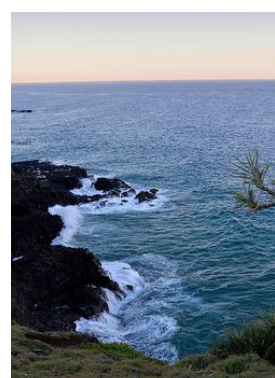
#### Objective 1.1 Local Village

- Building facades should consider how they can enhance the visual landscape by including creative artwork, sculptures, patterns and textures, or live foliage to reference the beach, local environs or indigenous heritage. Designs should link buildings with their natural setting.
- Building heights should vary across the neighbourhood centre, sensitive of the existing residential character to the west, while simultaneously confident in addressing the coastline with prominent built form orientated to the east.
- The design should warmly address and integrate with an expansive village common and/or green open space. This space should support activities and uses commonly associated with coastal living. The provision of the following public amenities should be considered; fresh water showers, public toilets water fountains, bins, bike racks etc.



#### Objective 1.2 Neighbourhood Character

- Include permanent and durable public art as a central part and theme of the neighbourhood centre and adjacent coastal park, with priority given to local artists and designers.
- Consider the use of different lighting fixtures (hanging, in-ground, recessed, fixed etc) as attractive ways to create a unique identity bringing colour, life and people to the village centre. They should be positioned along key pedestrian nodes, to enhance the safety and delight of walking and cycling.

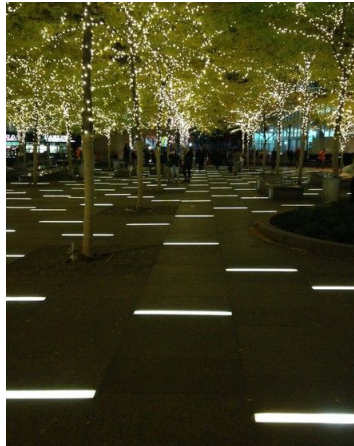
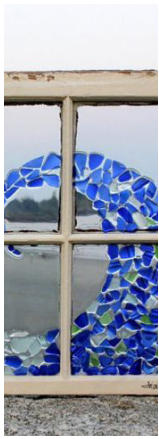




## Principle 1



### IDENTITY



#### Objective 1.2 Neighbourhood Character cont.

- Visually or physically acknowledge the coastal wetlands to the west of the Skennars Head Village Expansion Area.
- Building use and orientation should provide a walkable, active street frontage addressing the adjacent residential dwellings to the west

#### Objective 1.3 Coastal Living

- A clearly defined, safe and interactive pedestrian path should form a promenade connection between the existing dwellings, through the village centre and coastal parkland and linking Sharpes Beach.
- Provide a safe pedestrian crossing for convenient access across The Coast Road to Sharpes Beach.
- Landscaping should be comprised predominately of native species endemic to the Skennars Head region.
- The orientation of new built form and permeability of open spaces should capture views towards Sharpes Beach. New development should be conscious to not impede beach views for users of the neighbourhood centre.

## Principle 2



### PUBLIC LIFE

To create public space which connects people. A diverse and co-located mix of leisure, retail and residential uses should create social synergies between local people, visitors and beachgoers, and the opportunity to form a sense of community.

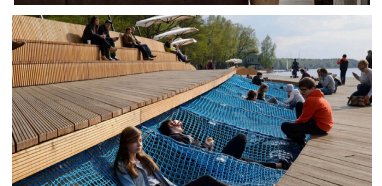
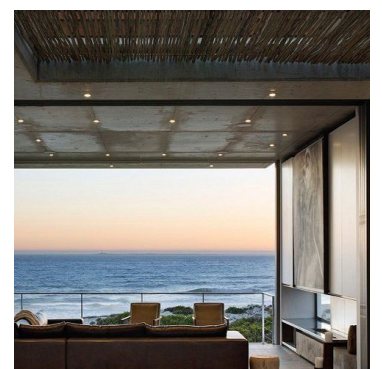
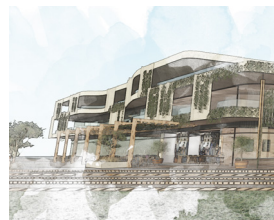
#### Objective 2.1 Housing Diversity

- Provide a range of higher density residential dwellings including shop-top housing and SoHo (Small office, Home office).
- Provide a range of dwelling sizes to accommodate a diversity of residents, ages and household structures.
- Dwellings should enhance the visual landscape by using a diversity of internal and external architectural forms, materials and structures.



#### Objective 2.2 Public Space Activation

- Provide opportunity for passive surveillance to enhance public safety. Windows and balconies should overlook public spaces where possible.
- Provide a quality public plaza design using built form and other installations which offer shelter from the sun and rain, ensuring spaces can be used at multiple times of the day and night.
- Public spaces should be of differing sizes, using spatial variation to create both group gathering and intimate spaces.
- Pedestrian spaces and paths should utilise an irregular shaped plan to frame and highlight surprising and interesting views towards Sharpe's beach.
- A material palette should be carefully used to stimulate various responses and senses including look, touch and sound.



#### Objective 2.3 Complimentary mix of uses

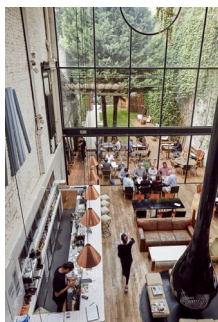
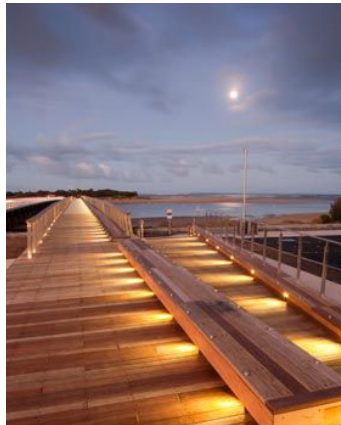
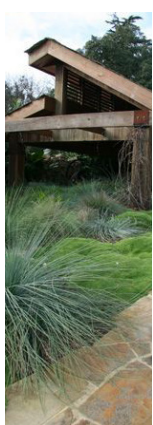
- Retail and Commercial spaces should have a flexible internal floor-plan to accommodate a range of different uses over time.
- Café and dining premises should be flexible and open plan, and be physically and visibly accessible from key pedestrian routes.
- Accommodate a mix of morning, day and night trading patterns.



## Principle 2



### PUBLIC LIFE



#### Objective 2.3 Complimentary mix of uses cont.

- Tenants should be encouraged to create and enhance the unique identity for Skennars Head, and contribute to a village feel. Retail fronts should avoid excessive advertising and posters.
- Visual permeability and light penetration should be prioritised as design characteristics across all building uses.

#### Objective 2.4 Accessibility and Safety

- Ensure dedicated pedestrian and cycle paths connect at key nodes with local and regional networks.
- Provide access to all areas of the development for pedestrians, strollers, scooters, wheelchairs and bicycles.
- Vehicle movement should occur primarily around the outside of the site, and within parking areas close to the main vehicle roads.
- Car parking should be designed to maximise openness and visibility, and become a pleasant place to walk; for example by incorporating pedestrian priority paths, garden beds, rain gardens and reducing blank walls facing car parks.
- Car parking can be accommodated on grade or potentially within sub-basement/ under-croft areas to take advantage of the sloping site.
- Car parking can be provided to accommodate a multiple trip generation, so residents enjoy retail, restaurant and a mix of other uses on the site.
- Pedestrian and vehicle circulation should connect with multiple egress points to allow a circulation flow free of dead-ends.
- Open or at-grade car parks should not be located in front setback areas, and instead should be located at the periphery of the site, sleeved with first floor uses.
- Garage / car park doors must be integrated with the design of the building, must not dominate the facade and should be visually permeable to allow passive surveillance.

## Principle 3

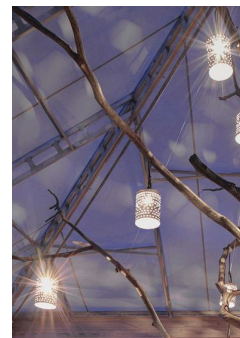
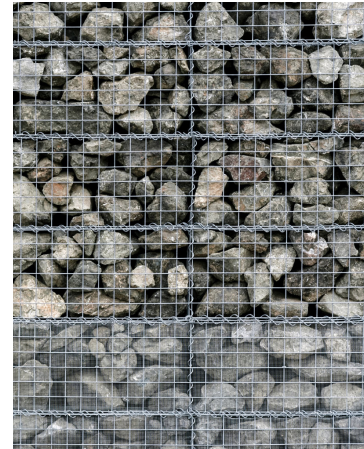


### BUILT FORM

To create an exciting destination using a sensitive coastal and urban aesthetic to articulate an active neighbourhood core.

#### Objective 3.1 Coastal Aesthetic and Architecture

- Utilise non-reflective materials for buildings and public spaces, with earthy colours and tones that reference the local beaches.
- Use subtropical building design principles.
- Use typical Northern Rivers coastal hamlets and villages as design inspiration.
- Provide visually interesting and harmonious roof-scape and skylines.
- Building facades should avoid long expanses of any one material, and should vary from transparent, semi-transparent and opaque over large expanses of wall.





## Principle 3



### BUILT FORM

#### Objective 3.2 Flexible Interfaces

- Shop-fronts should wrap around corners, with entrances located centrally to the corner.
- Vary the ground surfaces around the edges of buildings as a buffer between open space, semi-open space and indoor spaces. For example; decking, boardwalk, glass or natural landscaping may be used to reference the coastal character.
- Provide a range of formal and informal places to sit and linger. For example; tables and chairs, fountain edges, steps, small walls or artwork.
- Openings in buildings should be large and provide a flexible and seamless transition between outdoor and indoor.
- Clearly define entrances to buildings using landscaping, topography and built form features prominent to the identity of Skennars Head.
- East-facing interfaces should positively connect to and address the coast and green space and associated views.



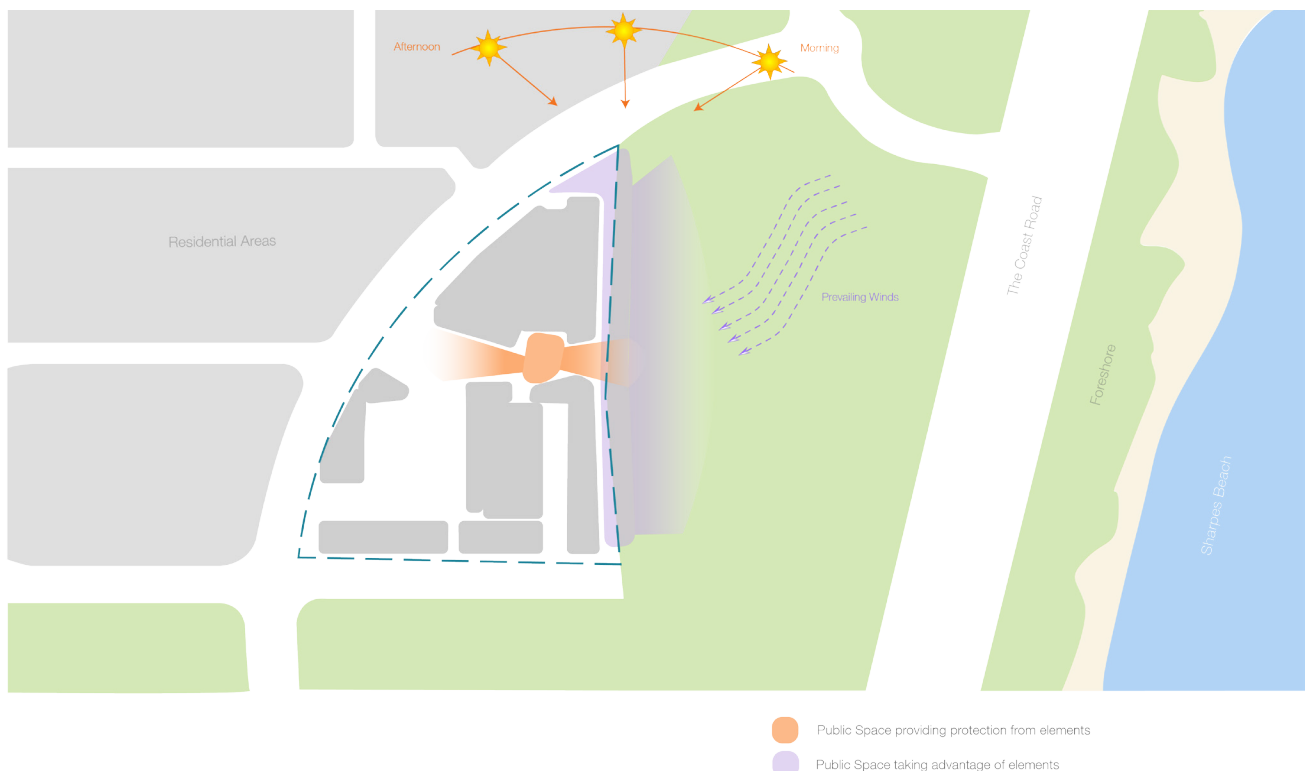
## Principle 3



### BUILT FORM

#### Objective 3.3 Plazas and Open Space

- Two primary pedestrian routes running north-south and east-west should traverse the site. A northern 'Plaza' should define the village and pedestrian access along the north-south axis. A village square should create a centralised space along or close to the intersection of the two primary pedestrian corridors.
- Create nooks, corners and façades which provide shelter and invoke surprise around each corner.
- Vary ground level slightly, to provide a stepped, or contoured surface, while maintaining DDA compliance and an accessible design.
- Promote activation throughout the plaza, both at day and night with a mix of retail, commercial and other uses which attract a variety of people and activities.
- Awnings providing continuous shelter from the weather should be provided for the full extent of an active street frontage.
- Ensure that public areas respond to the needs of people with sensory and other disabilities.
- Utilise landscaping and planting as an integral component to soften, shape and enhance the visual appearance of the built form and enhance stronger 'place' connections.
- Include street trees or clusters of street trees suitable to the micro-climate and orientation of the street or open space.
- Public open spaces should be oriented to best capture northern sunlight.



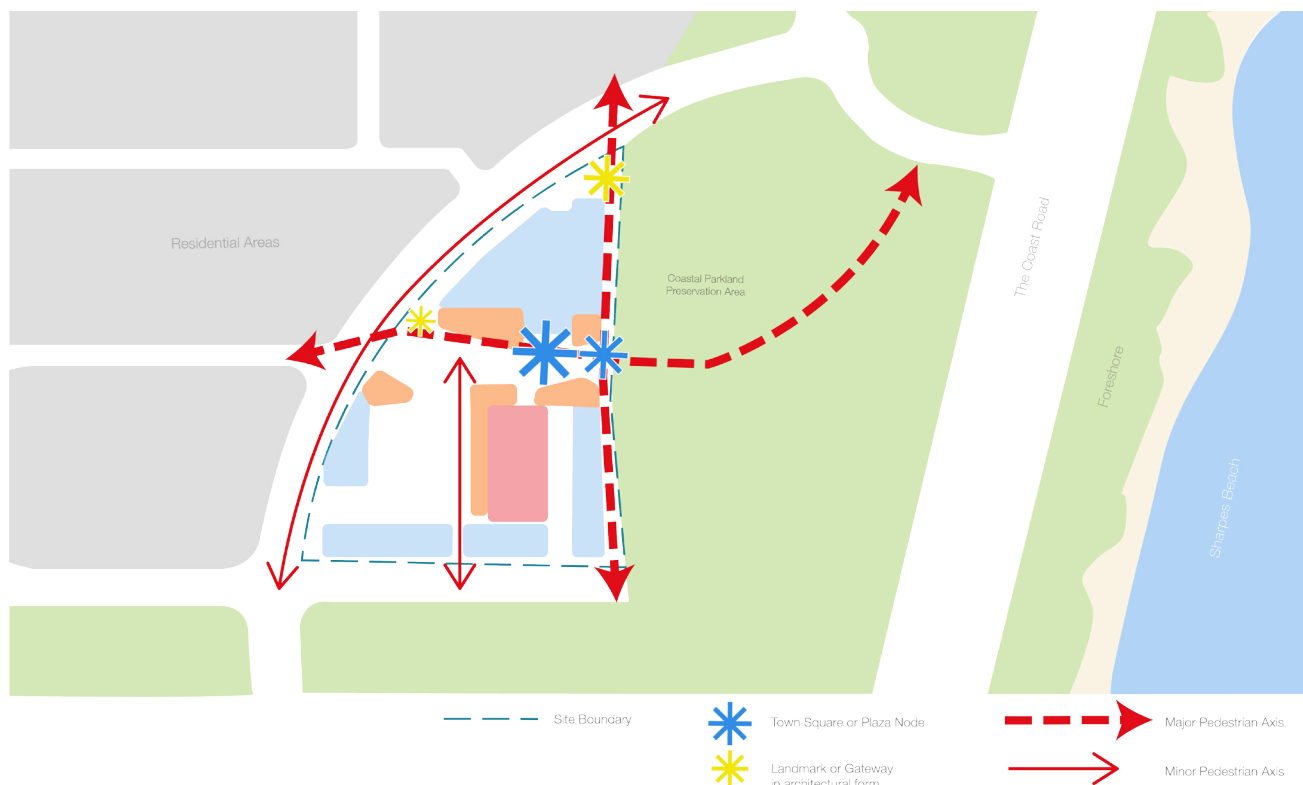
## Principle 3



### BUILT FORM

#### Objective 3.4 Movement, Access and Connectivity

- The promenade should be a linear connection along the eastern edge of the neighbourhood centre, but meander in sections to integrate with the built form and provide relief from a totally straight pathway.
- All paths should be obvious and direct thoroughfares for pedestrians.
- The promenade should provide a contrast and transition between the finer grain neighbourhood built form and the open space of the village commons and sweeping beach views.
- Provide a range of experiences along the promenade and in the plaza to engage people's sense of vision, touch and smell (for example particular smelling native vegetation, playground or sensory wall).
- Encourage walking and cycling by building designated paths for each mode of transport.
- Address the exposed coastal conditions of the promenade and provide areas of shade and wind protection.
- The link between the plaza and promenade should provide a physical and visual 'opening-up' toward the ocean.
- Pedestrian paths should visually indicate their destination.
- Prioritise pedestrian paths over vehicle paths.



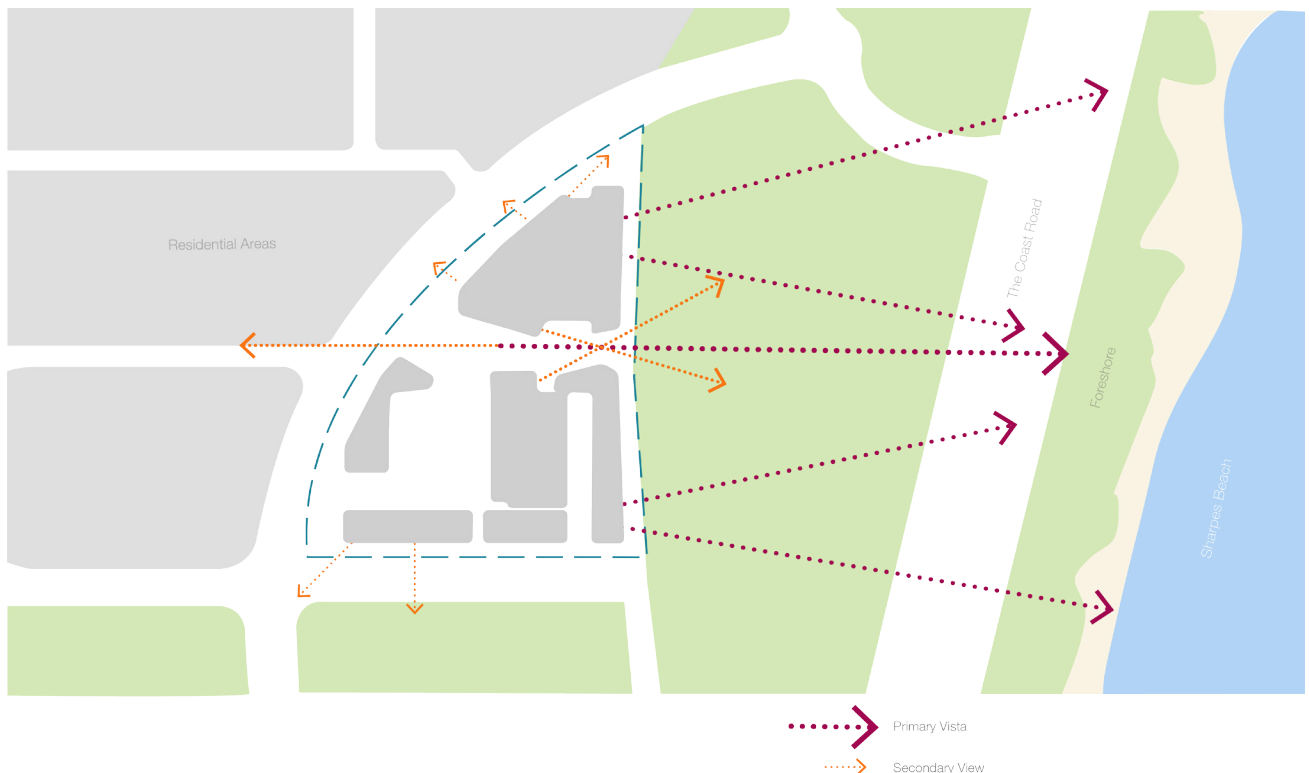
## Principle 3



### BUILT FORM

#### Objective 3.5 Landmarks and gateway

- Enhance the 'gateway' into the development from key local, and regional entrances.
- Utilise building height, building facades, sculpture or artwork to create features or landmarks which define the neighbourhood centre's beach identity.
- Corner sites should be treated as entry points, and utilise design elements such as increased wall heights, splayed corner details, expression of junction and building planes and contrasting building materials to ensure a distinctive gateway statement.





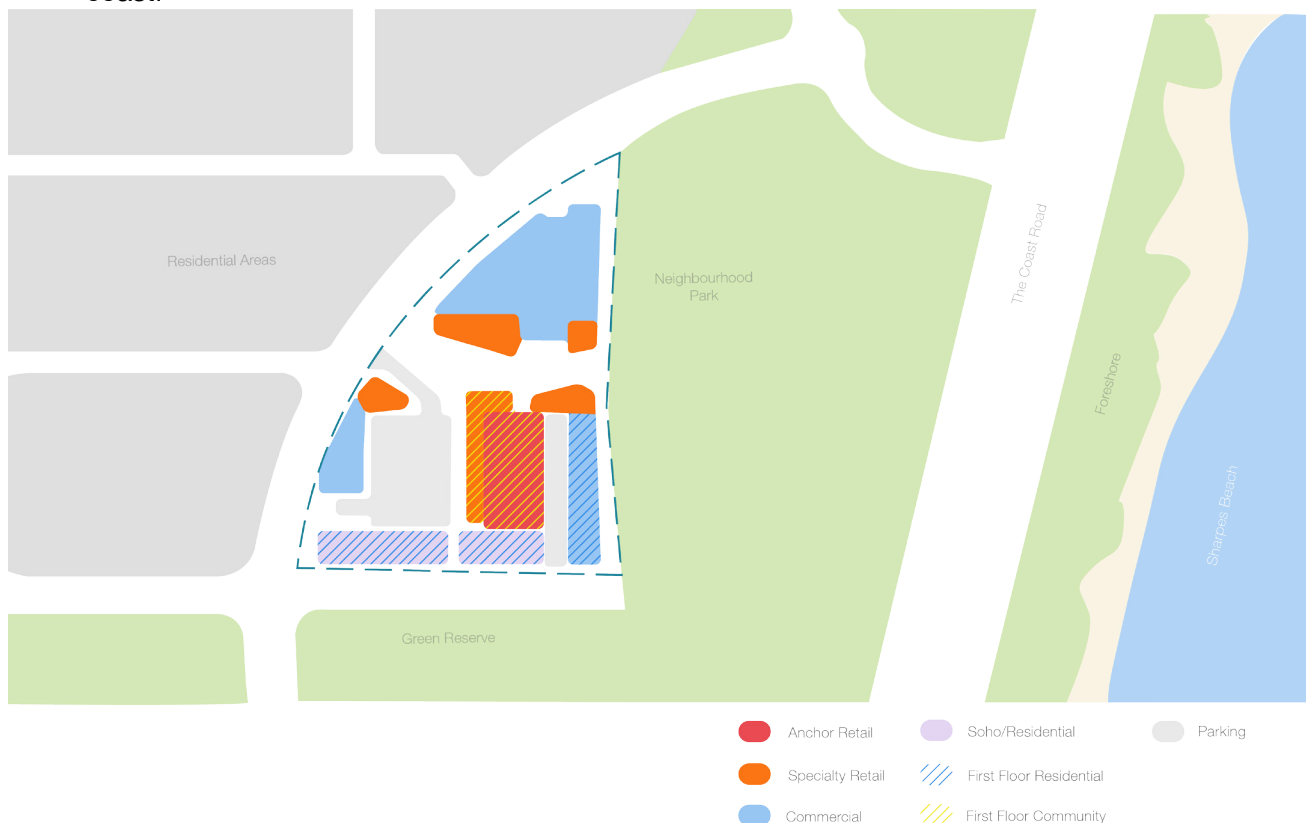
## Principle 3



### BUILT FORM

#### Objective 3.6 Built form, Massing and Function

- Create visual cohesion within the streetscape by reinforcing a consistent design language.
- Ensure design and scale reinforces prominent corners, a strong street address and frontage.
- Design quality must enhance the existing natural landscape and adequately support the diverse needs of a community, integrating a mix of uses.
- Built form should create a clear urban village identity, structure and legibility which is easy to navigate and understand, by utilising strong site lines and defined movement corridors.
- Ensure development scale and massing is consistent with its immediate interface. Built form should express a language and rhythm which maximises the site's visual aesthetic, movement and orientation towards the coast.
- A network of public spaces should inform the structure and layout at ground floor.
- An appropriate structure and hierarchy of uses should be located to active pedestrian linkages and street frontages.
- Development should achieve a vertical and horizontal mix of uses to enhance the urban design quality.
- Deliver a mix of supporting uses including retail, commercial and residential to underpin the diversity of the village from neighbouring towns.
- The design will support healthy living as a focus with spaces that can attract uses such as a yoga studio, gymnasium, childcare etc.
- The provision of shop-top housing should create synergies with retail / commercial uses. This level of activity will broaden the hours of activity within the precinct.



## Principle 4



## SUSTAINABILITY

To shape Skennars Head as a healthy and liveable community for today and tomorrow. Adopting a 'place-based' design approach, sustainability will address social, economic and environmental elements in one holistic and integrated approach.

### Objective 4.1 Social Sustainability

- Design outcomes should engineer opportunities for people to physically interact and connect.
- Walking should be the primary transport mode through the village, enhancing safety and amenity.
- Shared spaces and local artwork can be used to foster a sense of belonging and identity.
- The provision of 'end of trip' facilities will encourage 'active' modes of transport to the village.
- Governance structures and a 'place' committee should be established early to seed a community and ensure the village is well managed.
- Deliver community facilities and public amenities as a priority.

### Objective 4.2 Environmental Sustainability

- Provide space for, and form partnerships between educational and/or ecological management groups to meet and/or learn about the protection of the local environment.
- The use of local materials and suppliers should be prioritised. Materials should be selected on the basis of their durability and aesthetic qualities.
- The design outcome should encourage first floor uses and appropriate levels of density as a way to reduce the developments overall building footprint.
- Community gardens are encouraged in and around the neighbourhood centre, as a way to enhance biodiversity and support local food production.

### Objective 4.3 Economic Sustainability

- Provided a mix of uses supporting a local community aged 8 - 80.
- The inclusion of first floor dwellings and diverse housing types should provide an affordable housing mix.

### Objective 4.4 Environmentally Sustainable Design

- Roofs and surfaces are designed to capture/ manage rainfall and storm water run-off.
- On-site water retention should be integrated into open spaces & landscapes, including raingardens, swales, water tanks, permeable concrete etc.
- Water Sensitive Urban Design principles should be referenced through design outcomes.
- Building design and performance standards should meet the relevant performance rating systems.
- Planting of native species should be prioritised over introduced species.
- Passive design features must be clearly articulated in building designs.
- An emphasis should be placed on delivering energy efficient buildings. Energy efficiency should be viewed as a holistic approach to lighting, heating, cooling and electricity consumption.

## 6.0 Responding to the Ballina DCP

The *Ballina Development Control Plan 2012* (DCP) sets out the standards, controls and guidelines for development in the Ballina Shire local government area. This Urban Design Framework (UDF) has been drafted to align with the Ballina DCP and the existing character for Ballina Shire.

The table below responds specifically to the clauses of the Ballina DCP relevant to the Skennars Head Neighbourhood Centre, and identifies where this UDF addresses each planning objective.

Clause	Name	General Objectives / Controls applicable to Skennars Head Neighbourhood Centre	How this UDF is meeting the DCP Objectives	Associated UDF Principle
Chapter 2 - General and Environmental				
3.2	Ridgelines and Scenic Areas	To protect and enhance scenic value, minimise adverse scenic impacts and be designed with materials and colours and to blend with earth and surrounding natural landscape.	Proposes a character that is uniquely coastal, utilising materials, finishes and heights consistent with a coastal village.	Identity Built Form
3.15	Crime Prevention through Environmental Design	Opportunity for passive surveillance and minimize concealed spaces.	Promotes an open, public village life with centralised pedestrian plazas and promenades. Façades should be transparent, and residential areas incorporated into the neighbourhood centre for activation night and day.	Public Life Built Form
3.16	Public Art	Use art to enhance sense of place, respects the history, community, diversity and Aboriginal cultural heritage of the place.	Defines key areas for public art as a landmark or gateway; promotes use of local materials and artists in signifying a connection to 'place' and culture.	Identity Built Form
3.18	Protection of Foreshore and Public Open Space Areas	Enhance and compliment adjoining foreshore areas, by maximising public space, casual surveillance, and minimizing overshadowing.	Utilises the expansive foreshore reserve as an asset to frame the view of the beach, and for passive recreation. The orientation of built form activates the sites prominent east facing frontage, providing facilities for beach goers.	Identity Built Form Sustainability
3.19	Car Parking and Access	Provide sufficient car parking to relevant standards.	Accommodates parking on-site at-grade and/or in undercroft areas taking advantage of the sloping site	Public Life

Clause	Name	General Objectives / Controls applicable to Skennars Head Neighbourhood Centre	How this UDF is meeting the DCP Objectives	Associated UDF Principle
Chapter 3 - Urban Subdivision				
5.7	Skennars Head Expansion Area			
5.7.2	Desired Future Character	Create a contemporary coastal residential village between coast and wetland. Protect natural assets, connect pedestrians and cyclists with green space and a neighbourhood centre should maintain panoramic beach views, and should be a focal point for community activity and social interaction.	This clause forms the basis for the vision statement of this UDF, and guides all the resulting principles and objectives.	Vision All
5.7.3	Planning Objectives	<p>b. facilitate development for residential, open space, neighbourhood shopping, public amenities and infrastructure.</p> <p>d. deliver usable, well landscaped public space with sustainability and recreation amenity.</p> <p>f. provide a range of residential forms, with higher densities in proximity to neighbourhood centre.</p>	Provides a mix of uses which integrate appealing public spaces throughout the development and creates the opportunity for vertical activation, first floor uses and moderate residential density at upper levels delivering a true neighbourhood centre.	Built Form
5.7.4	Development Controls: Element E – Neighbourhood Centre	<p>Relate strongly to the new residential area while servicing the wider urban catchment including the residents of the existing Headlands Estate and visitors to Sharpes Beach;</p> <p>Be developed using subtropical building design principles and in a manner which is adaptable to a variety of future uses; Enhance the “gateway” into the development;</p> <p>Have a strong coastal character typical of Northern Rivers coastal hamlets and villages; and</p> <p>Be easily accessible via safe public pathways from the coastal parkland, new and existing residential areas and Sharpes Beach.</p>	Directly incorporates these objectives into various principles.	Built Form Identity
	Development Controls: Element C – Open Space	Landscape treatments to reinforce strong coastal landscape character, give preference to local plants and materials, embellish coastal parkland as neighbourhood park, provide durable public art,	Integrates a strong connection to the coastal parkland atmosphere, taking reference from the coast, and giving guidance to the materials and design principles of a coastal landscape and village.	Identity Public Life
Chapter 6 - Commercial Development				
3.1	General Controls applying to business and commercial development			
3.1.3	Development Controls	Building height, roof form, setbacks, arcades, landscaping, gateways and landmark sites, vehicular access and parking, pedestrian entries and access, water efficiency.	Supports and is in accordance with each element outlined in the DCP.	Built Form Sustainability
4.1	Development controls applying to mixed use developments			
4.1.3	Planning Objectives	Integration of commercial and residential uses; designed regarding amenity of occupants and users	Supports and is in accordance with each element outlined in the DCP.	Public Life Identity