SC6.1 Planning Scheme Policy 1 – Torres Shire Design Guideline

1. Purpose

The purpose of the *Torres Shire Design Guideline* ('the guideline') is to provide guidance in the design of the built environment within the Shire, particularly the design of buildings and structures and the layout of reconfigurations, to ensure that new development is:

(a) reflective of the unique urban character of Torres Shire;
(b) supportive of the creation and enhancement of attractive and engaging urban environments;
(c) responsive to the natural environment within which it is located; and
(d) maximises the safety of the local community.

2. Application

The guideline applies to development that is assessable against a Standard Outcome that references the guideline. The design principles used in the guideline (refer to Sections 3 and 4) are referred to in the Standard Outcomes of the planning scheme.

An example of a Standard Outcome is provided below. Paragraphs (a) to (g) of this example relate to design principles 1-7.

The built environment is:

(a) orientated in a manner that is responsive to solar patterns, to maximise amenity for on-site residents, employees and visitors;

(b) designed to protect internal and external spaces from impacts associated with external heat and sunlight;

(c) designed to provide protection for residents, employees and visitors in times of rainfall;

(d) designed to promote opportunities for outdoor living and provide for a merging of the external and internal environments;

(e) designed to provide an attractive, interesting and distinct character for Torres Shire;

(f) designed to provide opportunities for natural ventilation and cooling and improved attractiveness of outdoor living; and

(g) responsive to the natural environment and uses the natural environment as a feature within designs.

Note – Planning Scheme Policy 1 - Torres Shire Design Guideline provides guidance in demonstrating compliance with the above design principles.

Note – SO6 is not applicable to the determination of whether development is Accepted Development.

Note – The above outcome is provided as an example only to aid in interpretation and is not intended to limit the scope of application of the guideline.

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3. Interpretation

The guideline consists of the following elements in Section 4 which provide the substantive policy content of the guideline.

(a) **design principles** which state the core principles that are to be embraced in all development in Torres Shire;
(b) **design directions** which identify ways in which the design principles may be achieved in new development; and
(c) **design examples** which provide indications of designs that are considered to achieve the intended design principle and can be used to inform the design of new development.

The following layout has been adopted in Chapters 4, 5 and 6 for each design principle.

#	**Design Principle** *An explanation of the design principle will be provided here.*

Design Directions

(a) *Design directions will be listed here to the extent they relate to the design principle.*

(b) *Multiple design directions may be provided for a single design principle.*

Design Examples

Images providing design examples will appear here.	*Multiple images may be provided as design examples.*

Explanation in relation to design examples may also be provided below each example.

✓ *A tick is used to identify examples which are consistent with one or more of the design directions.*

✗ *A cross is used to identify examples which are contrary to one or more of the design directions.*

The design principles have been separated into three themes, namely:

- Design Guideline for the Built Environment (Chapter 4) – Design Principles 1 to 7;
- Design Guideline for Safety (Chapter 5) – Design Principles 8 to 13; and
- Design Guideline for Subdivisions (Chapter 6) – Design Principles 14 to 20.

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4. Design Guideline for the Built Environment

1

Design Principle

The built environment is orientated in a manner that is responsive to solar patterns, to maximise amenity for on-site residents, employees and visitors.

Design Directions

(a) Where possible, buildings are orientated to the north, north-east and east.

(b) Where possible, a western orientation is avoided.

(c) Primary living areas are orientated toward the north, north-east and east.

Design Examples

Not Applicable

2

Design Principle

The built environment is designed to protect internal and external spaces from impacts associated with external heat and sunlight.

Design Directions

(a) Buildings comprise eaves, roof projections, window hoods and awnings that provide sun protection to windows.

(b) Non-habitable spaces are placed along the western elevation of a building, to provide protection from the setting sun.

(c) External pedestrian spaces subject to public use are provided with awnings.

Design Examples



✓ **2.1** Window hoods providing sun protection to windows.



✓ **2.2** Window hoods and recessed windows through the use of balconies provide shading.

Refer also to Design Example 3.1 in relation to Design Direction 3.1.

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3

Design Principle

The built environment is designed to provide protection for residents, employees and visitors in times of rainfall.

Design Directions

(a) External pedestrian spaces subject to public use are provided with awnings.

(b) Entrances to buildings are provided with an awning capable of protecting people from rain.

(c) Areas such as taxi ranks, bus stops and pick up/drop off areas are provided with awnings, covers or with a porte cochere.

Design Examples



✓ **3.1** Awnings provide a pleasant pedestrian space in varying weather conditions.



✓ **3.2** Consistent awnings along a street promote pedestrian activity due to weather protection.



✓ **3.3** Weather protection for pedestrian entrance.

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4

Design Principle

The built environment is designed to promote opportunities for outdoor living and provide for a merging of the external and internal environments.

Design Directions

(a) Buildings are provided with decks, patios, pergolas and other outdoor spaces are provided for all types of buildings.

(b) Outdoor spaces are connected with the primary living or use area/s of the building.

(c) Outdoor spaces provide sun/weather protection such as awnings to provide a cool environment comparable to indoor areas.

(d) Outdoor spaces are improved with landscaping, where practical.

Design Examples



✓ **4.1** Examples of outdoor space facing the primary street frontage.



✓ **4.2** Upper and lower level outdoor living spaces with outlook to the street / shore.

Refer also to Design Examples 5.1 and 6.1.

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5

Design Principle

The built environment is designed to provide an attractive, interesting and distinct character for Torres Shire.

Design Directions

(a) Buildings comprise different materials, colours and textures.

(b) Buildings employ projections and lightweight elements such as awnings and sun shades to break up larger wall spaces.

(c) Buildings comprise an appearance that is compatible with the surrounding area, however employs appropriate differences to create distinction and diversity in the built environment.

Design Examples



✓ **5.1** This building employs a range of features to provide variation and visual interest including changes in shape, colour, text and materials.



✓ **5.2** This house demonstrates compatibility with its surroundings and the local area through use of materials, landscaping and fencing. It provides a lightweight appearance to the street.



✓ **5.3** This building includes variations in form, colour and texture to provide visual interest.

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6

Design Principle

The built environment is designed to provide opportunities for natural ventilation and cooling and improved attractiveness of outdoor living.

Design Directions

(a) Buildings comprise windows, doors and other openings that provide opportunities for natural ventilation.

(b) Buildings maximise the use of natural prevailing breezes for cooling purposes.

(c) Outdoor spaces are located with an aspect that provides access to prevailing breezes.

Design Examples



✓ **6.1** This building includes windows and a balcony in an elevated position to promote natural ventilation to multiple internal spaces.



× **6.2** This building includes a large blank wall, small windows and limited outdoor areas.

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7

Design Principle

The built environment is responsive to the natural environment and uses the natural environment as a feature within designs.

Design Directions

(a) Buildings minimise alterations to the natural terrain where practical through the use of elevated structures and pole and pier design.

(b) Distinct landforms, drainage lines and vegetation are incorporated as features within development.

(c) Buildings include designs and materials that reflect their natural surroundings.

(d) Buildings are complemented by quality landscaping that aids in place making and character.

Design Examples



✓ **7.1** Buildings requiring minimal alterations to the natural terrain of the land.



✓ **7.2** Landscaping can be used as a landmark to provide character and a sense of place.



✓ **7.3** Use of natural terrain and a range of landscaping to provide a responsive design that creates a landmark.

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5. Design Guideline for Safety

8

Design Principle

The built environment is designed to provide opportunities for casual surveillance of the surrounding area, particularly public spaces such as footpaths and parks, while also providing surveillance opportunities of key internal areas of a site from public spaces.

Design Directions

(a) Building windows are orientated towards and are visible from adjoining public spaces.

(b) Building entrances and access areas are provided in a location that promotes activity adjoining public places and provides for visibility of the access areas.

(c) Buildings are designed to engage with adjoining public parkland.

Design Examples



✓ **8.1** Outdoor spaces and building entrance addressing the street.



× **8.2** Blank walls and servicing areas fronting the street providing limited interface with the public realm.



× **8.3** Car parking, blank walls and large fences facing the street provides limited to no overlooking.

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9

Design Principle

The built environment avoids creating locations that are attractive or suited to the conducting of criminal activities.

Design Directions

(a) Locations where a person could become trapped, blind and dark corners and blind spots are not created.

(b) Pedestrian spaces that are narrow or involving multiple turns are not created.

Design Examples



✓ **9.1** The driveway in the left of this photograph promotes visibility of activities along the side and rear of the site.



✓ **9.2** Visibility is provided through the site to the rear buildings.



✓ **9.3** Community facilities are clearly visible from the streetscape allowing casual surveillance.

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Design Principle

The built environment provides for the appropriate definition of public, semi public and private spaces.

Design Directions

(a) The boundaries of private land are delineated through fencing, landscaping or surface treatments.

(b) Boundary treatments do not prevent the achievement of casual surveillance.

(c) Signage is used as a secondary/supporting method of identifying ownership and access restrictions.

Design Examples



✓ **10.1** Fencing is used to provide boundary delineation whilst maintaining surveillance due to its transparent design.



✓ **10.2** Signage is used to regulate activity and identify ownership



× **10.3** A large blank wall to the street prevents casual surveillance

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11

Design Principle

The built environment includes lighting and signage that promotes safety and visibility of people.

Design Directions

(a) Pedestrian paths, building entrances and car parks are provided with lighting.

(b) Lighting is incorporated as a feature of buildings where practical.

(c) Directional signage, building names and street numbers are provided to aid in pedestrian movement.

Design Examples



✓ **11.1** Signage (name and number) is used to identify premises.



✓ **11.2** Clear street numbering on the front of a building to aid in navigation



✓ **11.3** Lighting and signage used to assist in navigation and visibility.

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12

Design Principle

The built environment promotes a merging of external and internal activities to provide activation and safety, in key precincts such as commercial centres or community areas

Design Directions

(a) Spaces such as shop windows, counters and dining areas are provided toward the street.

(b) Outdoor activities such as footpath dining are promoted in appropriate locations.

(c) Where compatible with the amenity and character of the area, a mix of uses that provide increased activation during day and night is promoted.

Design Examples



✓ **12.1** Outdoor dining facing the street, promoting interaction.



✗ **12.2** Limited windows and openings and large blank walls limit surveillance opportunities and engagement with external spaces.

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13

Design Principle

The built environment is designed in a manner that discourages criminal and anti-social behaviour.

Design Directions

(a) Buildings incorporate features which deter criminal activity such as security screens, provided these are integrated in a manner that is architecturally pleasing.

(b) Buildings include surface treatments that are not easily vandalised or defaced.

(c) Monitoring systems such as surveillance cameras are prominently located.

(d) Signage is used to promote security and safety features.

Design Examples



✓ **13.1** Prominent surveillance equipment.

6. Design Guideline for Subdivisions

14

Design Principle

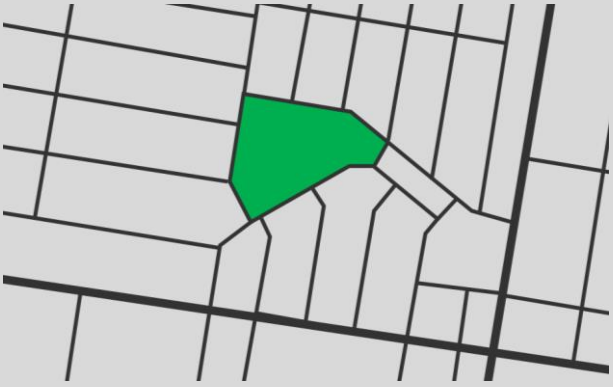
Subdivisions are designed in a manner that promotes community cohesion.

Design Directions

(a) Public parkland and non-residential uses are located in a manner that promotes their use as a gathering place and location of engagement for the community.

(b) Lots are designed to promote the creation of distinct local areas and neighbourhoods.

Design Examples



✓ **14.1** Public parkland (shown in green) provided central to the community.

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Design Principle

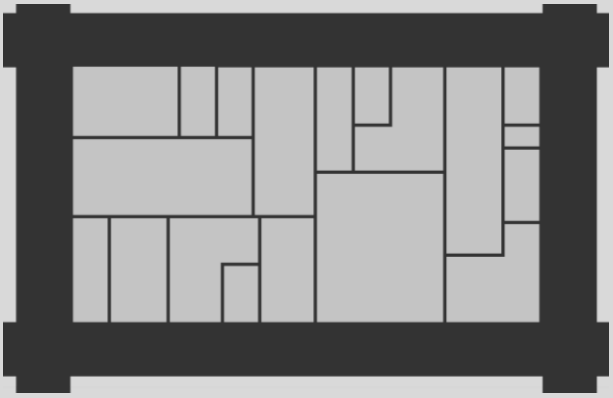
Subdivisions are designed in a manner that promotes community diversity.

Design Directions

(a) A range of lot sizes is provided to accommodate varying types and sizes of buildings, dwellings and uses.

(b) Lot mixes are achieved through an inclusive design rather than through segregation (i.e. all the small lots are not located together, but instead distributed throughout the development with larger lots).

Design Examples



✓ **15.1** The above diagram shows how lot diversity can be integrated within a single block.

16

Design Principle

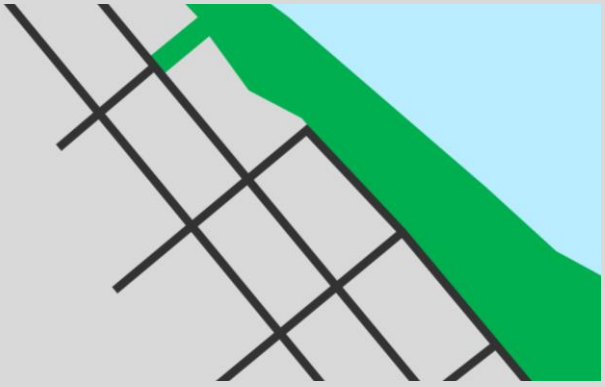
Subdivisions provide for improved community access to the coastline, waterways and other prominent natural areas.

Design Directions

(a) Public parkland is located along coastal areas and retained natural areas.

(b) Coastal public spaces are integrated to provide linear recreational opportunities across broader areas.

Design Examples



✓ **16.1** Integrated linear parkland (shown in green) along the coastline providing public access.

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Design Principle

Subdivisions provide for the efficient movement of pedestrians and vehicles within the local area.

Design Directions

(a) Cul-de-sacs are avoided and otherwise minimised in length.

(b) Pedestrians pathways, of minimal length, are provided at the end of cul-de-sacs to improve connectivity for lots within the cul-de-sac.

(c) Subdivision layouts with centralised access and extensive internal circulating arrangements are avoided.

(d) Subdivision layouts minimise the length of travel internal to the site.

Design Examples



✓ **17.1** Pedestrian linkages (dotted lines) improve connectivity where roads, particularly cul-de-sacs, are unable to be avoided.

18

Design Principle

Subdivisions promote a lower speed of vehicular travel in residential areas to improve resident safety.

Design Directions

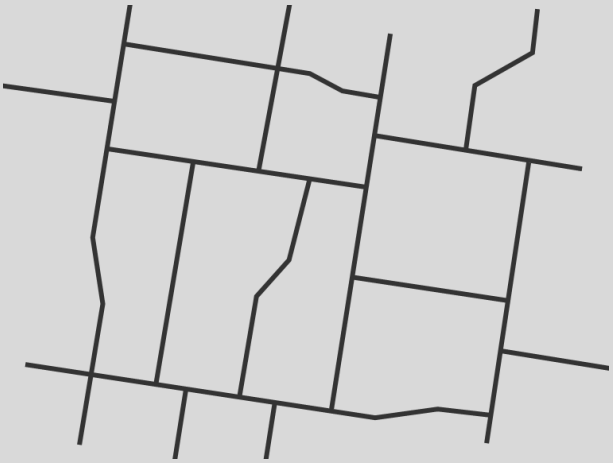
(a) Long straight roads are avoided unless providing an arterial or collector function.

(b) Regular intersections are provided.

(c) Small changes in direction are used, particularly at intersections.

Note – These Design Directions must be implemented have regard to safe and proper engineering practice, particularly in regard to intersection spacing.

Design Examples



✓ **18.1** Various features include offset intersections, small variations in road direction and limits on continuous streets aid in slowing vehicle speed whilst maintaining relatively direct connectivity.

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Design Principle

Subdivisions are designed to aid navigation and develop distinct local character.

Design Directions

(a) Non-residential and community uses are located at prominent locations, such as intersections, within the subdivision, to provide landmarks.

(b) Subdivision layouts avoid multiple or significant changes of direction that have the potential to disorientate road users.

(c) Subdivision layouts that are conducive to repetitive urban forms (such as consistently sized lots) are avoided.

Design Examples



✓ **19.1** Landmarks (shown as orange dots) of varying significance can be used to aid in navigation when located at key decision points.

20

Design Principle

Subdivisions are designed to provide for the buffering of incompatible land uses and activities.

Design Directions

(a) Residential uses fronting major roads are provided with landscape buffering and setbacks.

(b) Landscape buffers are used to physically separate incompatible uses.

(c) Subdivision layouts provide opportunities for access to residential lots fronting major roads, to increase buffering opportunities

Design Examples



✓ **20.1** A combination of fencing, landscaping and building design is used to buffer this building from a major road.

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