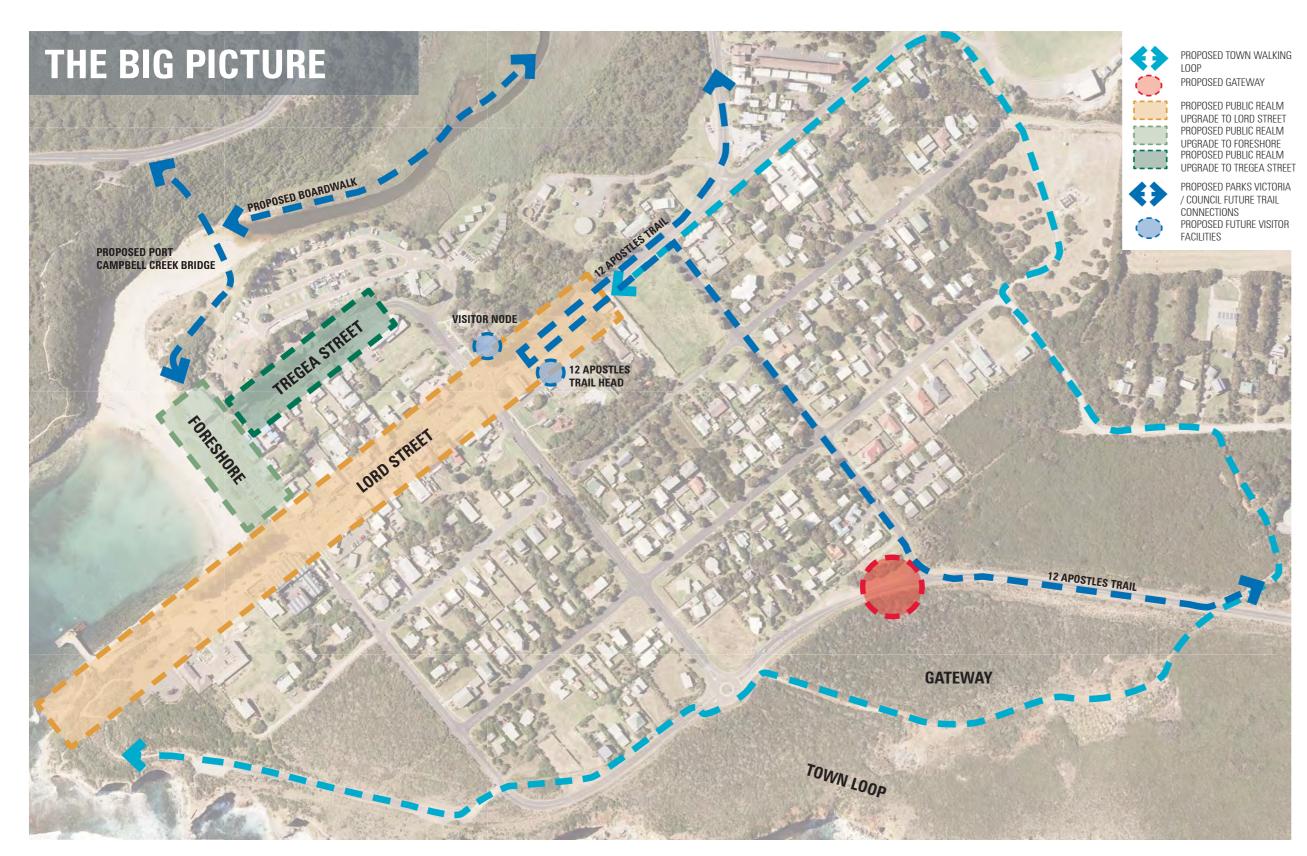
CORANGAMITE SHIRE TERROIR hansen

A WORLD CLASS VISITOR DESTINATION ON THE SHIPWRECK COAST



DESIGN PRINCIPLES:

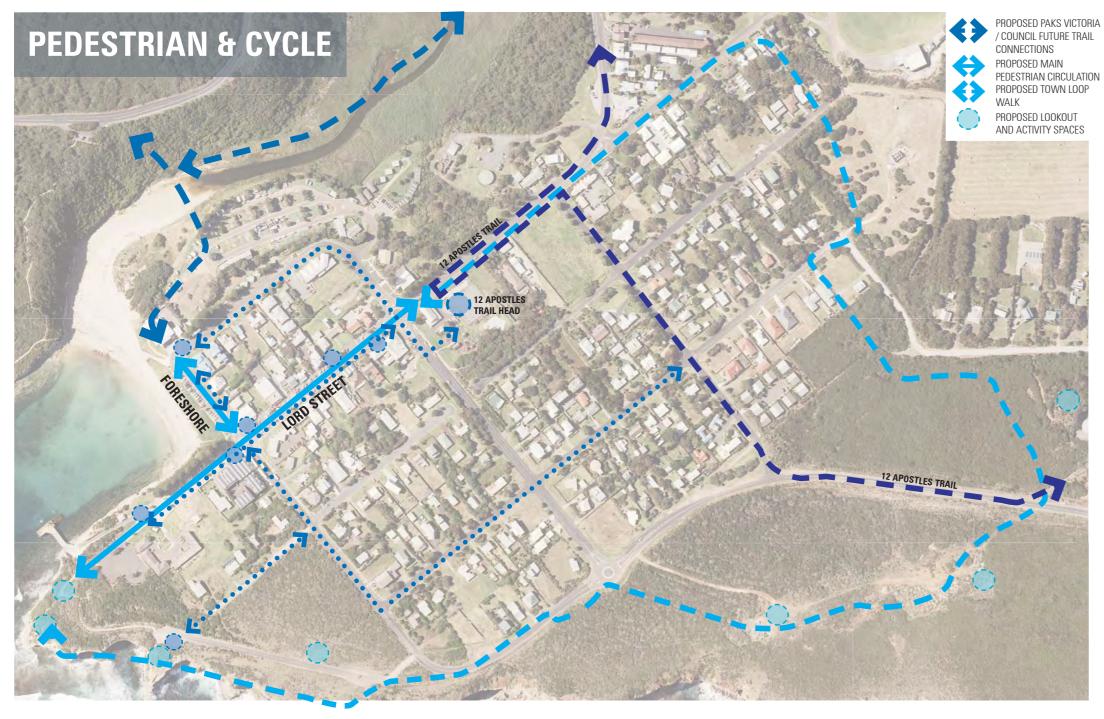
- 1. CAPTURE PORT CAMPBELL'S UNIQUE RURAL, COASTAL AND HISTORIC CHARACTER
- 2. PROVIDE HIGH QUALITY PUBLIC REALM
- 3. CREATE A PEDESTRIAN FOCUSSED TOWN CENTRE
- 4. RESPECT THE NEEDS OF LOCAL RESIDENTS
- 5. CAPTURE THE OPPORTUNITIES PROVIDED BY VISITORS TO THE SHIPWRECK COAST
- 6. CREATE AN ENGAGING AND MEMORABLE VISITOR EXPERIENCE
- 7. APPLY ENVIRONMENTALLY SUSTAINABLE DESIGN PRINCIPLES

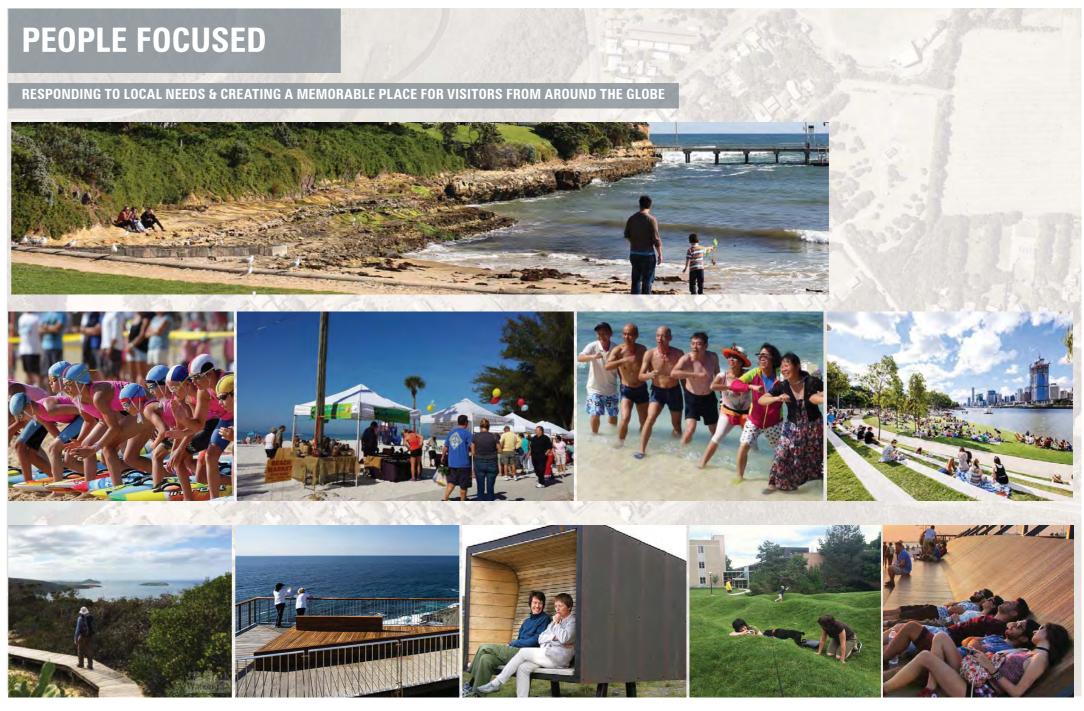














BOTH SIDES OF STREET.

CONCRETE ROMO SURFACE.

· TIMBER 'PIER' FOOTPATHS

· HARD ASPHALT OR

Overview plan of Lord Street (east)

Drawing 3

· DECIGN TO ENSURE

AND PUNNTING.

ACCESSIBILITY FOR MLL.

· NATIVE STREET TREES

LANDSCAPING

MU MBILITIES

DESIGN TO ENSURE EQUITI

ACCESS FOR PEOPLE OF

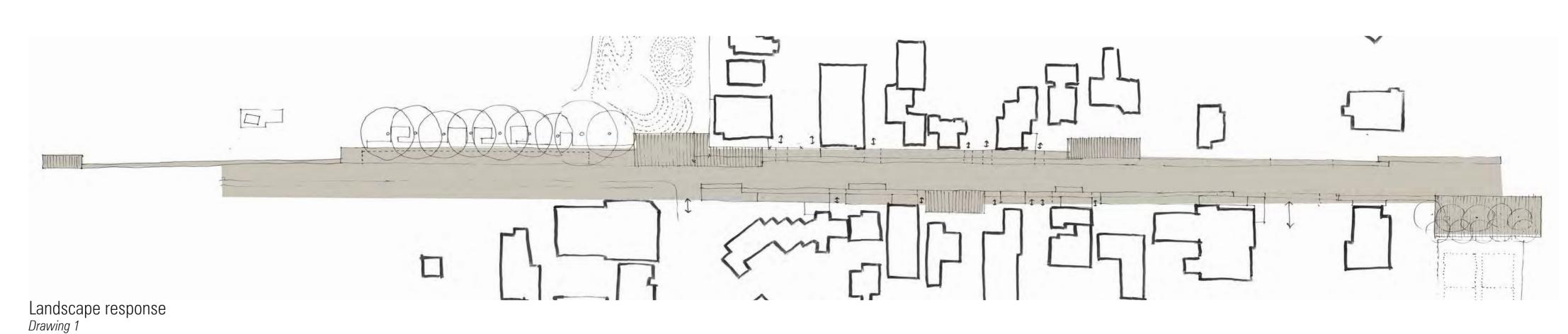
LORD STREET

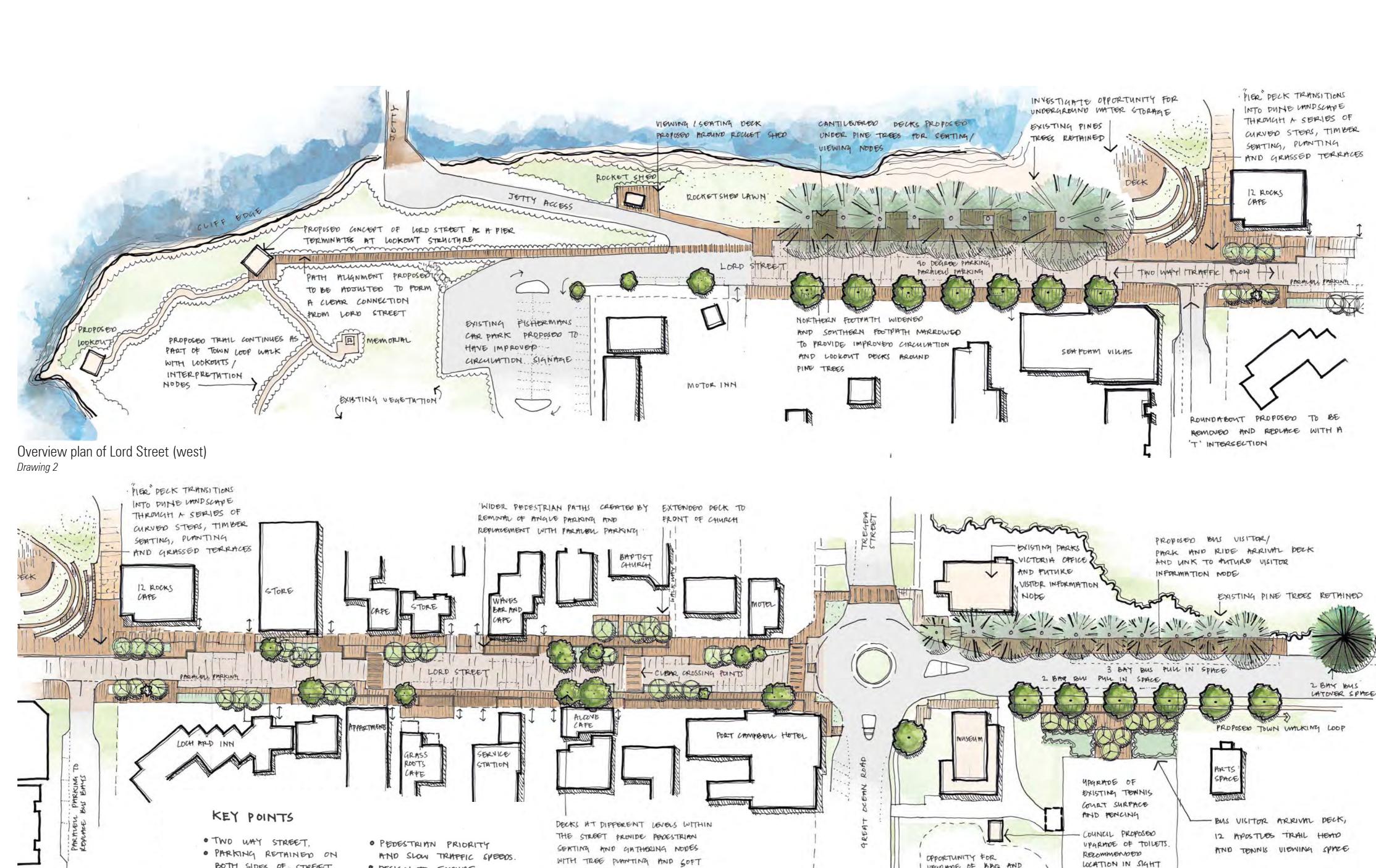




LORD STREET PIER CONCEPT:

PROPOSED CONCEPT OF LORD STREET AS A PIER, FORMING A **CONTINUOUS PEDESTRIAN PRIORITY CONNECTION FROM THE** PUBLIC PURPOSE RESERVE TO THE HEADLAND. TO TIE TOGETHER THE MAIN COMMERCIAL AREA AND PROVIDE A VISITOR EXPERIENCE WHICH ENCOURAGES EXPLORATION OF THE HEADLAND AND PORT **CAMPBELL SURROUNDS.**





LINE OF BUS BAYS

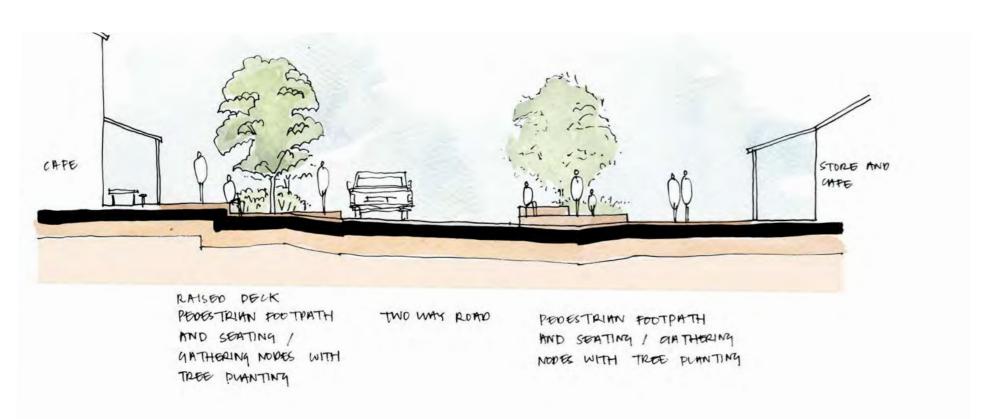
BXISTING SKATE PARK

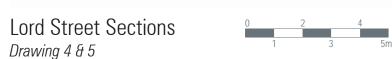
Uparabe of BBQ AND

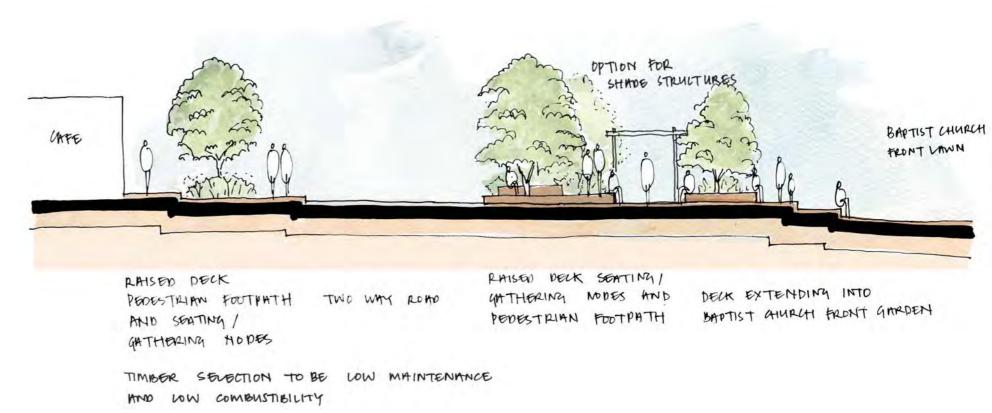
, PLAY FACILITIES

LORD STREET





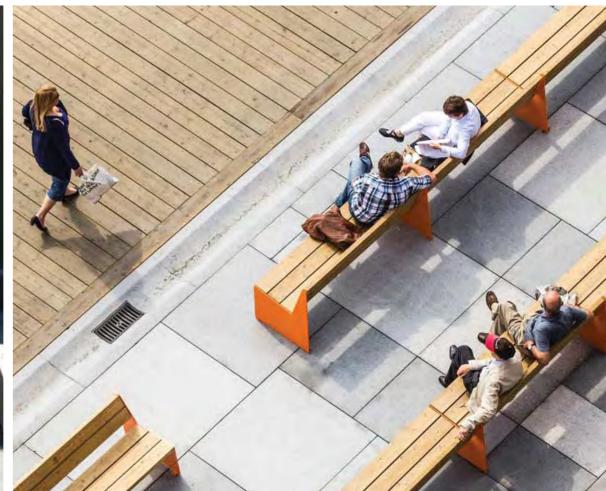






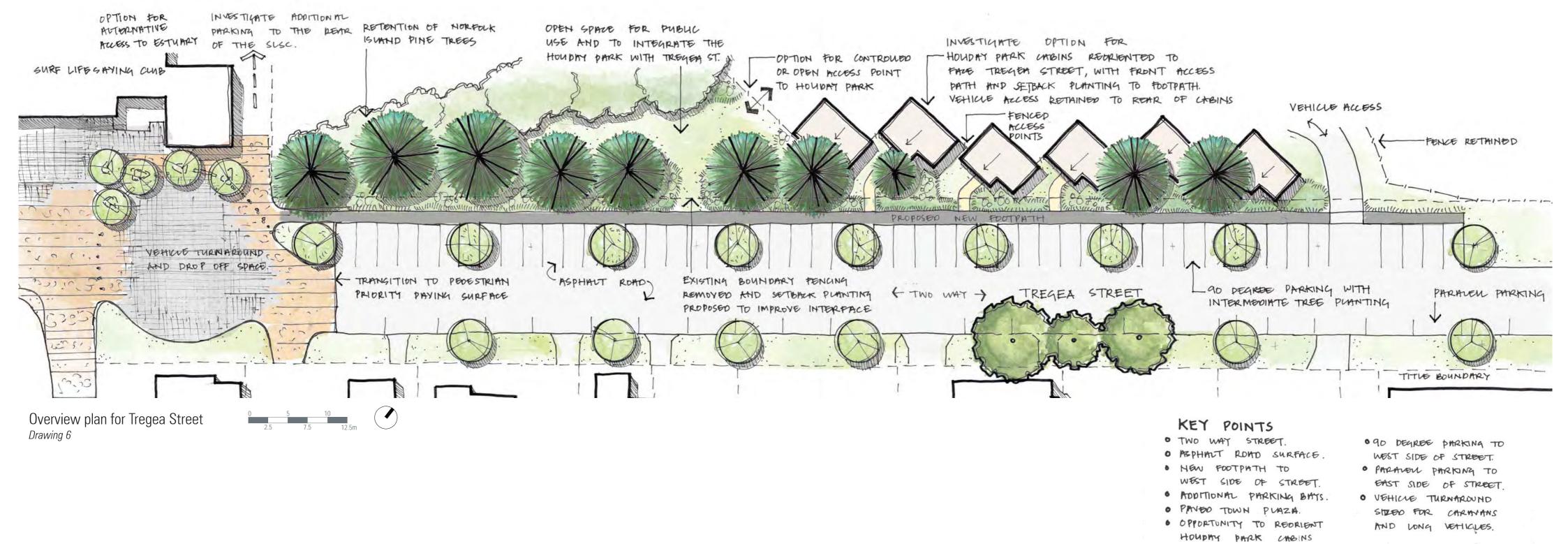


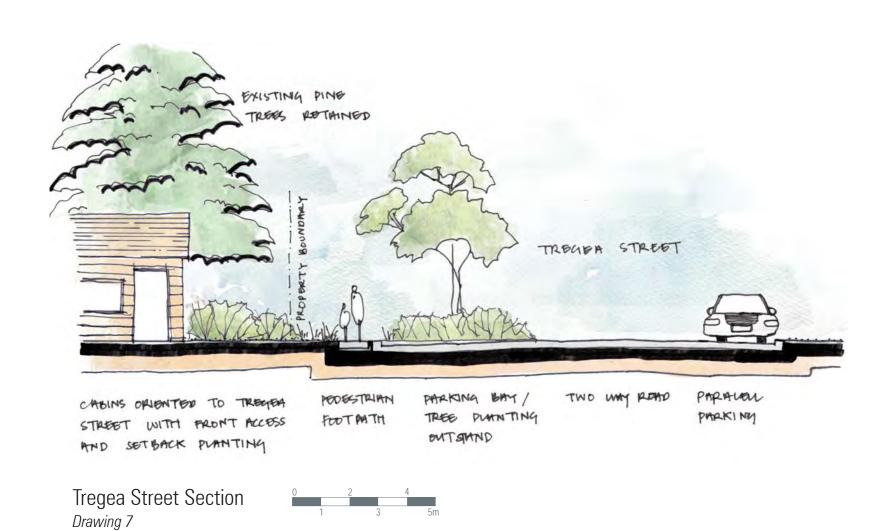


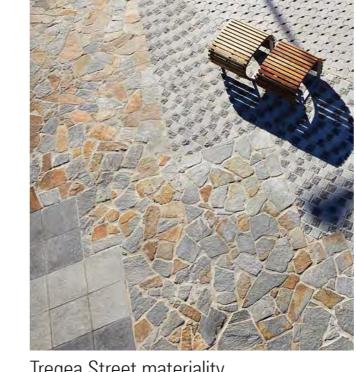


Lord Street materiality

TREGEA STREET











AND IMPROVE THE

INTERFACE TO TREGER ST.

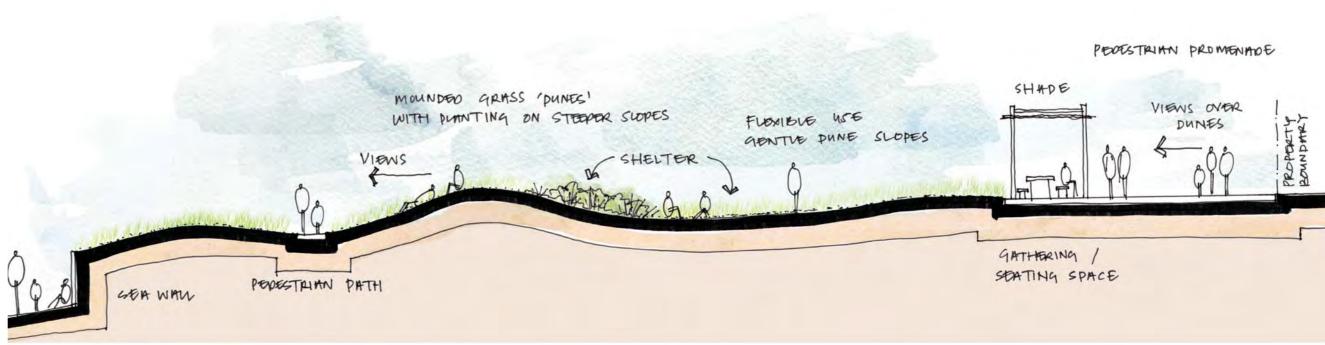
Tregea Street materiality

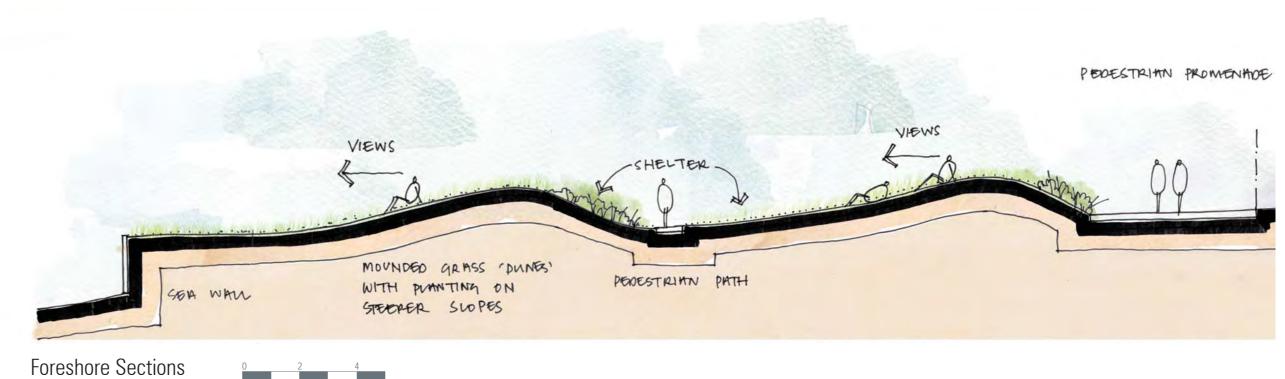
FORESHORE



DUNE FORMATIONS





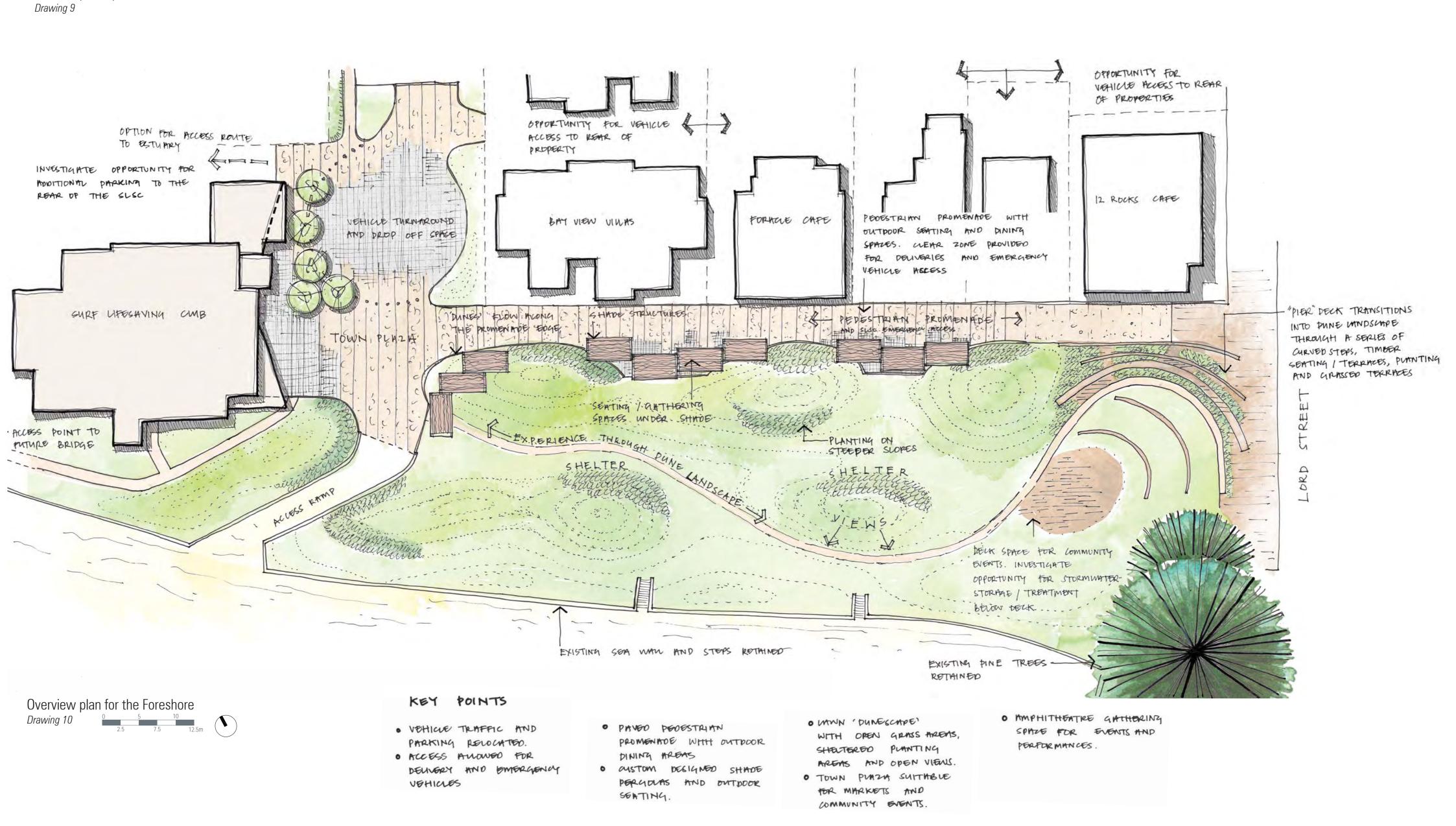


MOUNDING PLANE



FORESHORE DUNE CONCEPT:

CONCEPT OF A 'DUNE' LANDSCAPE FORMED BY GRASSED MOUNDS CREATING AREAS FOR SHELTER, SITTING, VIEWING AND AN EXPERIENCE OF MOVING THROUGH THE FORESHORE.



Drawing 8





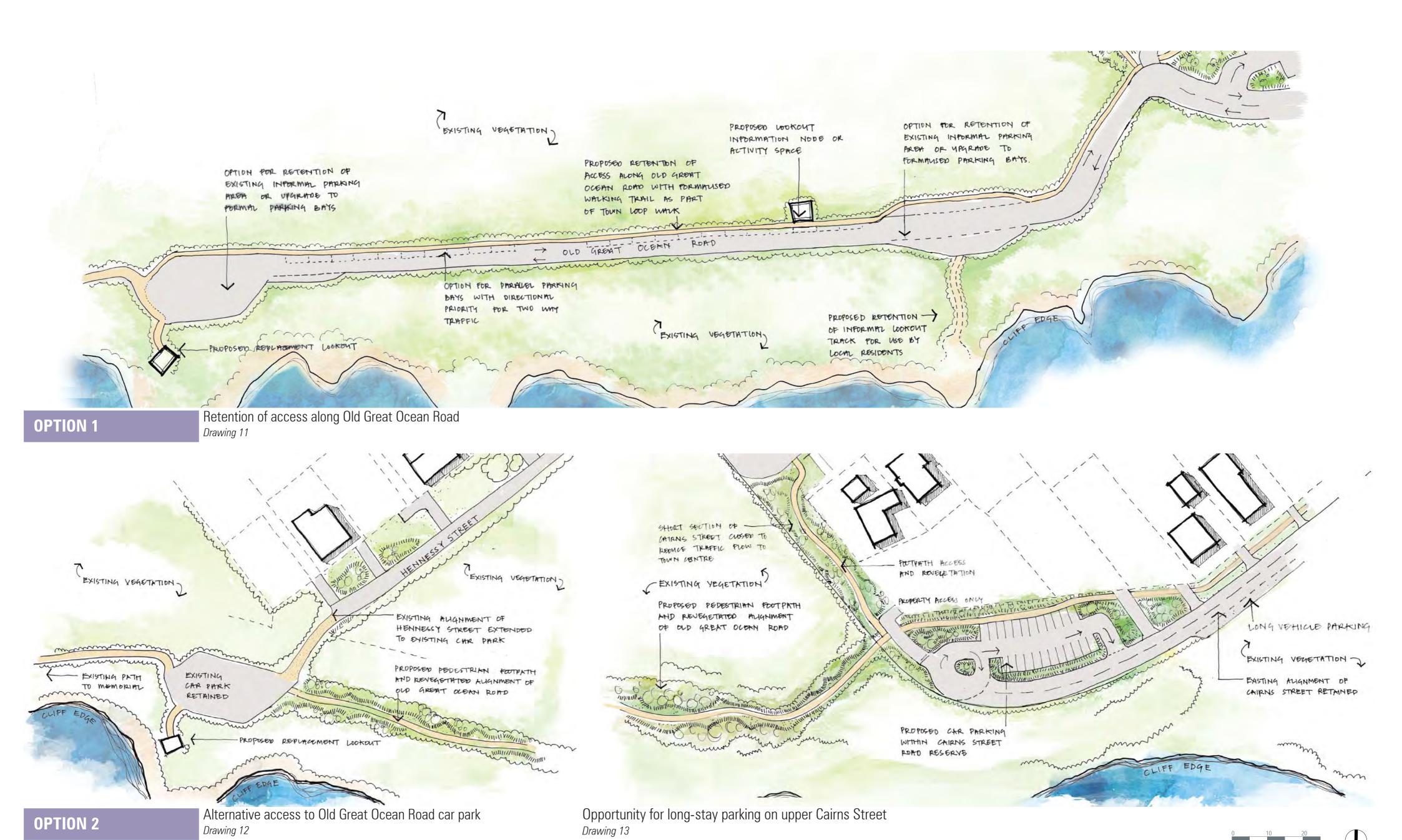




Landscape response

OLD OCEAN ROAD & UPPER CAIRNS STREET





GATEWAYS

INVESTIGATING OPTIONS FOR TOWN ENTRANCE GATEWAYS.



SIGNAGE IDEA

