

- 1 Central Plaza crossing section:  
Raised Road & Pedestrian Permeability
- 2 Central Plaza and Connection:  
Expanding Plaza to Connect to North East Shopping
- 3 Water Play:  
Reduced in Size (Water Conservation)
- 4 Riverina Pocket Park:  
Safety and Connection to Amenities
- 5 Maude Street Entry Interface:  
Safety, Visual and Sound Buffering to Mall
- 6 3 Points Turn:  
3 points turn + Merging Programmed Zones
- 7 Car Park and Multi Functional Space:  
Blending Vehicle and Pedestrian Spaces Through Pavement Integration
- 8 Art Walk & Cinema Event Space:  
Extending plaza through to Stewart Street Car Park
- 9 Urban Lawn:  
Network Connections & Spatial Diversification
- 10 Service Lane Access and Pedestrian Access:  
Operational access and demarcation
- 11 Flexible Event Space:  
Permanent Shaded Elements for Small Events
- 12 Productive Garden and Community Space:  
Drought tolerant & locally significant planting
- 13 Water Sensitive Urban Design:  
Urban Design with Integrated rain garden solutions
- 14 Pedestrian Promenade:  
Pedestrian Traffic Slowing Urban Elements
- 15 High Street Signalised Crossing:  
Signalised Intersection
- 16 Pedestrian crossing:  
Maximising Pedestrian Area
- 17 Deck:  
Flexible space for events

Pedestrian node to encourage gathering and event activation.

(B) Decked Platform + Seating Area  
(E) Decked platforms included in order to maximise flexibility of areas in and out of event activity.

(F) Playground: DDA Accessible + Vertical Play  
(G) Catenary Shade Structure: To playground area

Wayfinding signage:  
Digital Signage with included parking information shown

Pedestrian node to encourage gathering and event activation.

(C) Shared Pavement Height:  
Kerb and channel to be removed. Pavement types to be shared between vehicle and pedestrian zones.

(B) Decked Platform + Seating Area  
(E) Decked platforms included in order to maximise flexibility of areas in and out of event activity.

(I) Secondary Shade Structures:  
Proposed to Malls event spaces in order to maximise amenity and flexible usability

(A) Fractured Programming:  
Activity programming to be interconnected in order to reduce activity segregation

(J) WSUD Integration:  
Passive irrigation to be incorporated within the Mall in order to aid in reducing water use and increasing sustainability and resilience.

(D) Pavement Treatments:  
Surface treatments talks to the concept theme to symbolise the Goulburn River and its geomorphic ephemeral layers.

(G) Shade structures to be proposed throughout Mall in order to maximise amenity.  
(K) Potential use of colour and patterns to reflect program and street art within space.



(F) Playground



(G) Catenary Shade Structures



(H) Primary Shade Structure



(I) Secondary Shade Structure



(J) WSUD Integration



(K) Feature Lighting



Concept Theming



(A) Fractured Programming



(B) Decked Platforms



(C) Shared Pavement Height:



(J) WSUD Integration:  
Passive irrigation to be incorporated within the Mall in order to aid in reducing water use and increasing sustainability and resilience.



(D) Pavement Treatments



(E) Seating Areas

(H) Primary Shade Canopy Structure:  
Creating East/West weather shaded connection

(K) Feature Lighting:  
Feature catenary lighting proposed at key nodes within Mall

(C) Shared Pavement Height:  
Kerb and channel to be removed. Pavement types to be shared between vehicle and pedestrian zones.

