

05/03/2015
C137

SCHEDULE 9 TO THE DESIGN AND DEVELOPMENT OVERLAY

Shown on the planning scheme map as **DDO9**

MOOROOLBARK NEIGHBOURHOOD ACTIVITY CENTRE

1.0

05/03/2015
C137

Design objectives

To create a safe and accessible activity centre that provides for people of all ages and levels of mobility.

To create a socially and environmentally sustainable community centred around the railway station and supported by additional housing choice and diversity which allow younger and older people to remain in their community.

To create a more pedestrian focussed, 'liveable' neighbourhood centre with a safe, connected walking and cycling network and reduced car dependency.

To create a thriving mixed-use centre with a diverse range of convenience retailing, entertainment, professional services and locally based employment opportunities.

To create a tree-lined centre with attractive, easily accessed parks, natural environments and community facilities, which are well integrated with each other.

To re-invigorate the civic and commercial precinct.

To ensure high quality urban design and environmental sustainability.

To strengthen integration and connectivity between transport modes.

To consolidate community facilities and activities.

2.0

05/03/2015
C137

Buildings and works

A permit is not required for:

- The installation of an automatic teller machine.
- An alteration to an existing building façade provided:
 - The alteration does not include the installation of an external roller shutter.
 - At least 80 per cent of the building façade at ground level is maintained as an entry or window with clear glazing.
 - An awning that projects over a road if it is authorised by the relevant public land manager.

All buildings and works requiring a permit must be constructed in accordance with:

- The general design requirements and outcomes to be achieved as set out in Table 1 to this Schedule.
- Any additional design requirements and outcomes to be achieved for the relevant site as set out in Table 2 to this Schedule.

A permit may be granted for buildings and works that do not accord with any of the requirements of this schedule provided the design objectives and outcomes to be achieved are satisfied.

Storey

For the purpose of interpreting the design requirements in the Tables to this Schedule 'storey' does not include a basement.

In calculating the building height based on storeys the following floor to floor dimensions should apply:

- 4.5 metres for ground level.
- 3 metres for upper levels.

3.0

05/03/2015
C137

Advertising signs

All signs requiring a permit under any other provision of this planning scheme must be constructed in accordance with the following:

- External facades or walls of buildings are not to be painted or coloured in a way that creates a form of advertising.
- Buildings should not be dominated by corporate/advertising colours of signage.
- Pole, A-frame, balloon, animated, flashing or rotating signs will not be supported.
- Signs are to be designed to form an integrated part of the building and not dominate the architecture of the building.
- Signs are not to be located on the roof of a building or extend above the parapet of the building.
- Animated signs are discouraged.
- Visual clutter associated with signs is to be avoided.
- The type of illumination, if any, of the signs should be appropriate to its function and should not detract from the architecture of the building, particularly during daylight.

4.0

05/03/2015
C137

Application requirements

A development application must be accompanied by:

- A report detailing how the design of the proposed development responds to the design objectives of this schedule.
- If the proposed development exceeds a floor area of more than 1500 square metres, a report detailing how Environmentally Sustainable Design techniques such as energy and water conservation, waste minimisation, vegetation retention and promotion of alternative transport options have been incorporated in the proposed development.
- Three dimensional illustrations showing the proposed development in the context of the surrounding buildings in the Activity Centre.
- Details of any effect a building or works may have on adjoining residential properties or public domain areas.

If in the opinion of the responsible authority the need to provide the above information is not relevant to the evaluation of an application, it may waive or reduce the requirement.

5.0

05/03/2015
C137

Decision guidelines

Before deciding on an application the responsible authority must consider:

- The design objectives of this Schedule.

- Whether the proposal achieves the design requirements and the outcomes contained in the relevant tables of this Schedule.

6.0

05/03/2015
C137

Reference document

Mooroolbark Activity Centre Structure Plan (March 2011).

Vision 2020 by Design – Shire of Yarra Ranges (May 2008).

TABLE 1 TO SCHEDULE

General design requirements	
Design requirement	Outcome to be achieved
<p>Urban Context</p> <p>New development should reinforce the pattern of existing development with mostly narrow fronted shops and strongly articulated facades.</p> <p>Views to surrounding hills, trees and other landscape elements should be retained.</p> <p>The facades of new development on corner lots should be detailed to provide visual interest from both streets.</p> <p>Big box structures with bland facades, and building bulk that is out of proportion with other elements of the town centre, are discouraged.</p> <p>Contemporary design that complements the scale and detail of existing buildings in the town centre is preferred.</p> <p>New crossovers and car parking between a building and its frontage are discouraged.</p> <p>Pedestrian access to buildings should be located at the same level of the footpath, be well lit and clearly visible from the street, and provide for mobility impaired access.</p> <p>Soft visual screening techniques such as landscape planting and mounding are preferred to hard screening structures such as fences and walls.</p> <p>Where fences are necessary for safety or security they should avoid creating imposing or bland structures that detract from the safety and appearance of abutting public places.</p>	<p>To reinforce the focus of business and pedestrian activity in the precinct.</p> <p>To contribute a distinctive built form and streetscape characteristics to the precinct.</p>
<p>Built Form</p> <p>Development should provide active transparent and articulated building edges, avoiding long expanses of blank walls.</p> <p>Development should avoid bland, boxy, unarticulated building forms.</p> <p>Development on key corner sites should emphasise the corner location with buildings of high architectural quality.</p> <p>New developments should limit the impact of garages along the street frontage with setbacks, sensitive material selection and alternative drive location.</p> <p>Development should provide articulated building forms along frontages and side streets with varied and sensitive choice of materials.</p> <p>The upper level of developments should be recessed and articulated to reduce the dominance of the upper level, and the impacts of overlooking and visual bulk.</p> <p>Building facades should be articulated by incorporating a variety of materials, textures and colours that enhance the particular qualities of buildings in the precinct.</p> <p>Buildings should discourage the use of excessive decoration and historic reproduction detailing.</p> <p>Buildings should utilise materials which reflect the natural</p>	<p>To provide a visually attractive built form character.</p> <p>To provide buildings which are designed for longevity, with varied form and materiality to create interest and individuality.</p> <p>To activate the street edges with frontages that interact with the surrounding environment.</p> <p>To respect views and outlook from adjacent properties.</p> <p>To design all outbuildings to integrate visually with the main dwelling.</p> <p>To encourage the use of balconies for overlooking of public open space.</p> <p>To ensure that building façades define the public realm and reflect the form and character of their surrounds.</p>

General design requirements	
Design requirement	Outcome to be achieved
<p>environment.</p> <p>Buildings should avoid the use of bold colours on primary elements.</p>	
<p>Car parking</p> <p>On site parking for vehicles should be located to have a minimal visual impact on the streetscape and adjoining public spaces. Parking between the front of the building and the street should generally be avoided.</p> <p>The number of vehicle crossovers should be minimised and where possible provided from laneways or secondary street frontages.</p> <p>On site parking should be provided through underground or undercroft car parking where possible to maximise useable floor space in the Centre.</p> <p>Basement car parks should be naturally ventilated wherever possible.</p> <p>Entry and exit points should be located to facilitate safe vehicle and pedestrian movements.</p> <p>All parking areas, including entry and exit points, should be well lit and clearly identified with signage.</p> <p>Lighting should be unobtrusive, with more low rather than high-mast poles used. Light spill beyond the car park should not occur.</p> <p>Loading facilities should be screened from the public realm.</p> <p>Trees should be used to provide shade in open lot car parking.</p> <p>Water sensitive urban design treatments should be adopted in the design of car parking areas and associated landscaping.</p>	<p>To provide safe and convenient on site car parking that has a minimal visual impact on public places.</p> <p>To ensure that car parking is designed as an integral part of a development.</p>
<p>Environmental Sustainability</p> <p>Developments should maximise use of public and private open space by appropriate orientation and use of hard and soft materials.</p> <p>Building designs should be a minimum of six (6) Star Rating for energy efficiency.</p> <p>Designs should show options for the use of rainwater tanks, solar hot water and heating, grey water usage, etc in both public and private areas.</p> <p>Designs should show provision of orientation, natural ventilation and sun shading devices where possible to limit impact of weather along the northern and western elevations.</p>	<p>To encourage the use of water sensitive design in all public areas, particularly areas of vehicular parking.</p> <p>To limit the use of hard surfaces where possible and encourage the use of permeable paving materials.</p> <p>To maximise use of public and private open space by appropriate orientation and use of hard and soft materials.</p> <p>To achieve building energy efficiency by orientation, natural ventilation and solar access.</p> <p>To reduce the use of potable water usage and encourage the re-use of the developments grey water.</p> <p>To reduce the amount of a building site development devoted to car parking and access in order to minimize land consumption and limit the “heat-island” effect.</p>

TABLE 2 TO SCHEDULE

DDO – Brice Avenue Precinct	
Design requirement	Outcome to be achieved
<p>Urban Context</p> <p>New development should reinforce the pattern of existing development in the town centre with mostly narrow fronted shops and strongly articulated facades.</p> <p>Building designs should reinforce the existing town character adopting disaggregated building forms, articulated facades, and design detailing that uses lighter materials such as timber.</p> <p>Verandahs should be provided on the street frontage of buildings to provide continuous weather protection.</p> <p>Long blank walls should be avoided by incorporating wherever possible retail premises that abut the blank sides of such structures.</p> <p>Any larger buildings that are likely to generate significant pedestrian movement should abut the main street or be designed to provide a pedestrian connection with the main street.</p> <p>New buildings should be constructed with zero setbacks from the main street frontage.</p> <p>Buildings should provide an active interface with the main street and passive surveillance to all abutting streets and other public places using techniques such as clear glazed windows and upper level balconies.</p> <p>Reflective and opaque glazing, is discouraged particularly on street frontages.</p> <p>New buildings abutting a residential property should meet the side and rear setback objectives in Clauses 54.04-1 and 55.04-1, and the overshadowing open space objectives in Clauses 54.04-5 and 55.04-5 of this planning scheme.</p>	<p>To reinforce the main street as the focus of business and pedestrian activity in the town centre.</p> <p>To enhance the distinctive built form and streetscape characteristics of the town centre.</p>
<p>Building Envelope</p> <p>Building heights should not exceed 7.5 metres (two storeys). A third level may be permitted where the overall height of the building will match that of an adjacent building or where it is setback so as not to be easily discernible from the opposite side of the street.</p> <p>Buildings up to 13.5 metres in height (four storeys) may be permitted where the building has a footprint of 3000 square metres or greater.</p>	<p>To ensure that commercial and industrial buildings complement the predominant building form in the area and be of high architectural quality.</p> <p>To ensure that building façades define the public realm and reflect the form and character of their surrounds.</p>
<p>Landscape design and open space</p> <p>Landscaping should be integrated with the design of the development and complement the landscaping of adjoining public places.</p> <p>Established canopy trees should be retained, protected and incorporated into the landscaping of the site.</p> <p>Additional canopy trees should be planted, wherever practical, to provide shade and visual interest.</p>	<p>To maintain an attractive town environment with native vegetation as a prominent feature.</p>
<p>Car parking</p>	

DDO – Brice Avenue Precinct	
Design requirement	Outcome to be achieved
Views of cars on upper level car parks should be screened from the public realm.	<p>To provide safe and convenient on site car parking that has a minimal visual impact on public places.</p> <p>To ensure that car parking is designed as an integral part of a development.</p>
DDO – The Terrace Shopping Centre	
Design requirement	Outcome to be achieved
<p>Urban Context</p> <p>Developments should provide active transparent and articulated building edges, avoiding long expanses of blank walls.</p> <p>Developments on Brice Avenue should feature verandahs along the frontage to provide a strong active pedestrian amenity along all edges.</p> <p>Developments should limit the impact of driveways and vehicles by utilizing undercroft or basement parking, and locating parking to the rear of the building where possible.</p> <p>Developments should provide car parking for traders to the rear of the site. Parking should be concealed visually from residential areas and street.</p> <p>Developments should provide sufficient room in street frontages, open space and along the interface with Hookey Park for the planting of new canopy trees.</p> <p>Developments should provide sufficient room in street frontages for the planting of new canopy trees.</p>	<p>To encourage casual surveillance of the park from front gardens and balconies.</p> <p>To provide a strong active pedestrian edge along Brice Avenue.</p> <p>To maintain continuity and alignment of the building edge to Brice Avenue to physically define street space.</p> <p>To encourage pedestrian and bicycle permeability through the site and enhance connections to Hookey Park, village and train station.</p> <p>To maintain the vegetated character of the area.</p>
<p>Building Envelope</p> <p>New buildings should not exceed 16.5 metres (5 storeys) above natural ground level.</p> <p>Developments should provide variation in finish, colour or setback to side and rear walls.</p> <p>Siting and setback:</p> <p>Along Hookey Park – varied offset to allow for both active edges and residential interface.</p> <p>Along Brice Avenue – generally build to property line while retaining significant oak tree at corner.</p> <p>Along Bathurst Avenue and Charles Street – setback to allow minimum 3m wide landscape buffer.</p>	<p>To encourage a vertical mix of uses eg. commercial and offices with residential in the upper levels.</p> <p>To avoid bland, boxy, unarticulated building form.</p> <p>To limit the dominance of side and rear walls.</p> <p>To provide space for appropriate landscaping.</p> <p>To provide an active interface to Hookey Park.</p>
<p>Landscape design and open space</p> <p>Developments should include balconies or terraces in the upper levels that overlook the street below and Hookey Park.</p> <p>Front fences if required should be low scale (below 1.2 metres in height) and be at least 75% transparent or generally reflect the typical fencing style of the street.</p>	<p>To provide casual surveillance of public open space.</p>

DDO – Station Car Park Precinct	
Design requirement	Outcome to be achieved
<p>Urban Form</p> <p>New buildings along Manchester Road should include verandahs for pedestrian amenity.</p> <p>Developments should provide pedestrian permeability and connection to the station.</p>	<p>To provide a strong active pedestrian edge along Manchester Road and the Brushy Creek Reserve.</p> <p>To encourage pedestrian and bicycle permeability through the site and enhance connections to the village and train station.</p>
<p>Building Envelope</p> <p>New buildings should not exceed 14 metres (4 storeys) above natural ground level.</p> <p>Developments should recess and articulate upper levels. Avoid a bland, boxy, unarticulated building form.</p> <p>Developments should provide variation in finish, colour or setback to side and rear walls.</p> <p>Siting and Setback:</p> <p>Along Manchester Road – build to street frontage.</p> <p>Along Brushy Creek – min. 10 metres setback from top of bank to allow for a 2.5 metre wide shared path and sufficient landscape buffer along the creek corridor.</p> <p>Along railway line – sufficient to allow for a 2.5 metre wide shared path and a 3.5 metre min. width landscape buffer.</p>	<p>To encourage a vertical mix of uses (e.g. Shop top housing and/or offices over shops).</p> <p>To reduce the impacts of overlooking and visual bulk.</p> <p>To limit the dominance of side and rear walls.</p>
<p>Landscape design and open space</p> <p>Landscape should include a majority of local native and indigenous species with only local indigenous species in the Brushy Creek Reserve.</p> <p>Developments adjoining public open space should enhance surveillance of the public open space.</p> <p>Developments should be sited and designed to retain significant trees where possible.</p>	<p>To enhance public surveillance of the public open space.</p> <p>To provide attractive and well-landscaped open space.</p> <p>To provide landscaping which provides a sense of character and place.</p> <p>To provide a heavily vegetated edge along the Brushy Creek.</p>
DDO – Manchester Road Precinct	
Design requirement	Outcome to be achieved
<p>Building Envelope</p> <p>Building heights should not exceed 7.5 metres (two storeys). A third level may be permitted where the overall height of the building will match that of an adjacent building or where it is setback so as not to be easily discernible from the opposite side of the street.</p>	<p>To ensure that commercial and industrial buildings complement the predominant building form in the area and be of high architectural quality.</p> <p>To ensure that building façades define the public realm and reflect the form and character of their surrounds.</p>
<p>Street pattern and quality</p> <p>Verandahs should be provided on the street frontage of buildings to provide continuous weather protection.</p> <p>Long blank walls should be avoided by incorporating wherever possible retail premises that abut the blank</p>	<p>To enhance the distinctive built form and streetscape characteristics of the town centre.</p>

DDO – Manchester Road Precinct	
Design requirement	Outcome to be achieved
<p>sides of such structures.</p> <p>Any larger buildings that are likely to generate significant pedestrian movement should abut the street or be designed to provide a pedestrian connection with the street.</p> <p>New buildings should be constructed with zero setbacks from the street frontage.</p> <p>Buildings should provide an active interface with the street and passive surveillance to all abutting streets and other public places using techniques such as clear glazed windows and upper level balconies.</p> <p>Reflective and opaque glazing is discouraged particularly on street frontages.</p> <p>New buildings abutting a residential property should meet the side and rear setback objectives in Clauses 54.04-1 and 55.04-1, and the overshadowing open space objectives in Clauses 54.04-5 and 55.04-5 of this planning scheme.</p>	
<p>Car parking</p> <p>Views of cars on upper level car parks should be screened from the public realm.</p>	<p>To provide safe and convenient on site car parking that has a minimal visual impact on public places.</p> <p>To ensure that car parking is designed as an integral part of a development.</p>
DDO Mixed Use Precinct	
Design requirement	Outcome to be achieved
<p>Street pattern and quality</p> <p>Developments should locate car parking under or behind new buildings. Development on sites with existing car parks fronting main roads should provide improved car park landscaping.</p> <p>Front fences are discouraged in this precinct, however, if required they should be low scale (below 1.2 metres in height) and be at least 75% transparent.</p>	<p>To maintain attractive streetscapes.</p>
<p>Building Envelope</p> <p>Buildings should not exceed 11 metres (3 storeys) above natural ground level provided the lot is at least 1500 square metres. If the minimum lot size cannot be met building height should not exceed 9 metres (two storeys) above natural ground level.</p> <p>Buildings should not be setback more than 3.5 metres, allowing for high quality landscape development at the street interface.</p> <p>Side setbacks should be a minimum of 2 metres.</p>	<p>To encourage a vertical mix of uses e.g. commercial and offices with housing in the upper levels.</p> <p>To ensure the scale and form of new buildings does not detract from the existing built character.</p> <p>To provide and maintain a high quality interface with the public realm.</p>
<p>Building materials</p> <p>New commercial and mixed-use buildings should incorporate articulated facades, fenestration, parapet treatments and other detailing, and materials which reflect the natural environment.</p>	<p>To ensure new commercial and mixed-use buildings are of high architectural quality.</p> <p>To utilise materials which reflect the natural environment.</p>

DDO Mixed Use Precinct	
Design requirement	Outcome to be achieved
<p>Glazing and roofing materials should have low reflectivity.</p> <p>Developments should avoid the use of bold colours including strong corporate theme colours as a primary element in a design.</p>	
<p>Landscape design and open space</p> <p>Developments should ensure that space is available for planting and retention of large trees, and provide a majority of native and indigenous species.</p>	<p>To maintain an attractive town environment with native vegetation as a prominent feature.</p>
DDO Hookey Park Precinct	
Design requirement	Outcome to be achieved
<p>Urban Context</p> <p>New buildings should incorporate balconies to provide passive surveillance of Hookey Park.</p>	<p>To provide a strong active pedestrian edge along existing residential housing.</p> <p>To provide casual surveillance of public open space.</p> <p>To provide a sense of active interaction between Hookey Park and abutting residences.</p>
<p>Street pattern and quality</p> <p>Street frontages and open space should minimise setback while providing sufficient room for the planting of new vegetation.</p>	<p>To limit the impact of driveways along Station Street by blending materials and textures with the main structure.</p> <p>To maintain an element of natural landscape with visible vegetation.</p> <p>To maximise the visual relationship between dwellings and the public realm.</p>
<p>Building Envelope</p> <p>Buildings should not exceed 11 metres (3 storeys) above natural ground level provided the lot is at least 1500 square metres, stepping down to existing residential areas. If the minimum lot size cannot be met building height should not exceed 9 metres (two storeys) above natural ground level.</p> <p>Garages and carports should not be visually intrusive when viewed from the street and should be located behind the rear of the building. Where possible vehicle access should be from the rear of the property.</p> <p>Siting and setback:</p> <p>Along Station Street, front setbacks should be approximately 3.5 metres.</p> <p>Along the laneway, front setbacks should be approximately 2.0 metres.</p> <p>Along Charles Street, front setbacks should be approximately 3.5 metres.</p> <p>Adjacent to existing Charles Street housing, front setbacks should be approximately 3.5 metres.</p>	<p>To ensure the scale and form of new buildings does not excessively detract from the existing built character.</p> <p>To articulate the form and façade of buildings through the use of materials and colour, and to provide varied rooflines.</p> <p>To provide space for appropriate landscaping.</p>
<p>Landscape design and open space</p>	

DDO Hookey Park Precinct	
Design requirement	Outcome to be achieved
<p>Developments should provide for front setback vegetation that does not obstruct passive surveillance of Hookey Park.</p> <p>Front fences if required should be low scale (below 1.2 metres in height) and be at least 75% transparent or generally reflect the typical fencing style of the street. It is desirable to avoid fences in the park setting.</p>	<p>To provide strong garden settings and encourage the use of the garden for casual visual surveillance.</p> <p>To encourage a mix of communal and private open space.</p>

DDO Brushy Creek Precinct	
Design requirement	Outcome to be achieved
<p>Urban Context</p> <p>Developments should provide articulated building edges, avoiding long expanses of blank walls particularly along pedestrian and bike routes.</p> <p>Garages and car ports should not be visually intrusive when viewed from the front street, being located to the rear of the building.</p>	<p>To provide a park interface with residential housing along the Brushy Creek Reserve and the bike path along the rail line.</p> <p>To provide for a variety of housing types and sizes and compatible uses such as home offices, etc.</p> <p>To provide a strong visual connection to open space and Manchester Road for casual surveillance.</p> <p>To maintain an attractive streetscape and built form character.</p>
<p>Building Envelope</p> <p>Buildings should not exceed 11 metres (3 storeys) above natural ground level provided the lot has an area of at least 1500 square metres, stepping down to existing residential areas. If the minimum lot size cannot be met building height should not exceed 9 metres (two storeys) above natural ground level.</p> <p>Setback along Manchester Road should be a minimum of 3.5 metres.</p> <p>Setback along Brushy Creek should be a minimum of 7.5 metres from top of bank to allow for a 2.5 metre wide shared path and a sufficiently wide landscape buffer.</p> <p>Setback along bike path should be a minimum of 3.5 metres.</p>	<p>To ensure the scale and form of new buildings does not detract from the existing built character.</p> <p>To provide an attractive interface with public land.</p>
<p>Landscape design and open space</p> <p>New buildings should be sited and designed to retain the existing plane trees and any other significant trees on the site.</p> <p>Developments should provide a majority of native and indigenous species with only local indigenous species in the Brushy Creek Reserve.</p>	<p>To enhance surveillance of users of the public open space.</p> <p>To maintain the vegetated character of the area.</p>

DDO – Winyard Drive Precinct	
Design requirement	Outcome to be achieved
<p>Urban Context</p> <p>New development or redevelopment should provide pedestrian access to, and visual interaction with, the</p>	<p>To create a stronger presence of Brushy Creek in the study area, by strengthening the</p>

DDO – Winyard Drive Precinct	
Design requirement	Outcome to be achieved
Brushy Creek reserve to the rear.	connections and consequently the township identity between Brushy Creek, abutting areas and the town centre.
<p>Building Envelope</p> <p>Building heights should not exceed 7.5 metres (two storeys). A third level may be permitted where the fall of the land will allow a building to remain no more than 7.5 metres in height at the Winyard Drive frontage.</p>	To ensure that commercial buildings complement the predominant building form in the area and be of high architectural quality.
<p>Street pattern and quality</p> <p>Verandahs should be provided on the street frontage of buildings to provide continuous weather protection.</p> <p>Long blank walls should be avoided by incorporating wherever possible retail premises that abut the blank sides of such structures.</p> <p>Any larger buildings that are likely to generate significant pedestrian movement should abut the street.</p> <p>New buildings should be constructed with zero setbacks from the Winyard Drive frontage.</p> <p>Buildings should provide an active interface with the street and passive surveillance to all abutting streets and other public places using techniques such as clear glazed windows and upper level balconies.</p> <p>Reflective and opaque glazing is discouraged particularly on street frontages.</p>	<p>To contribute a distinctive built form and streetscape characteristics to the precinct.</p> <p>To ensure that building façades define the public realm and reflect the form and character of their surrounds.</p>

DDO Precincts

