





<b>01 DESIGN AND CONTEXT</b>		<b>03 ARCHAEOLOGY</b>	
Design Statement .....	1	Plans .....	41
Locality/ Context Plan .....	4	Section A + Images .....	42
Site Analysis Plan .....	5	Section B + Section C .....	43
Existing Context Survey Plan .....	6	Renderings .....	44
Existing Site SurveyPlan .....	7	<b>04 FENESTRATION DETAIL</b>	<b>45</b>
<b>02 PLANS/ SECTIONS/ ELEVATIONS</b>	<b>8</b>	<b>05 EXTERNAL FINISHES</b>	<b>46</b>
Ground .....	8	<b>06 SHADOW STUDY</b>	
Basement 1 .....	9	study 01 - Winter Solstice 9 am, 10 am .....	47
Basement 2 .....	10	study 02 - Winter Solstice 11 am, 12 noon .....	48
Basement 3 .....	11	study 03 - Winter Solstice 1 pm, 2 pm .....	49
Basement 4 .....	12	study 04 - Winter Solstice 3 pm, Summer Solstice 9 am .....	50
Basement 5 .....	13	study 05 - Summer Solstice 10 am, 11 am .....	51
Basement 6 .....	14	study 06 - Summer Solstice 12 noon, 1 pm .....	52
Mezzanine .....	15	study 07 - Summer Solstice 2 pm, 3 pm .....	53
Level 1 .....	16	study 08 - Equinox 9 am, 10 am .....	54
Level 2 .....	17	study 09 - Equinox 11 am, 12 noon .....	55
Level 3 .....	18	study 10 - Equinox 1 pm, 2 pm .....	56
Level 4-11 .....	19	study 11 - Equinox 3 pm .....	57
Level 12-16 .....	20		
Level 17 .....	21		
Level 18 .....	22		
Level 19 .....	23		
Level 20 .....	24		
Level 21-25 .....	25		
Level 26 .....	26		
Level 27 .....	27		
Level 28 .....	28		
Level 29 .....	29		
Roof .....	30		
North Elevation .....	31		
East Elevation .....	32		
South Elevation .....	33		
West Elevation .....	34		
Section .....	35		
Artist Impressions .....	36		

TABLE OF CONTENTS



## SEPP 65 ARCHITECTURAL DESIGN STATEMENT

45-47 MACQUARIE STREET AND  
134-140 MARSDEN STREET, PARRAMATTA (10/052)

PRODUCED BY ALLEN JACK+COTTIER  
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This Design Statement has been prepared to demonstrate that the proposed mixed use development (including a large residential flat building component) has been designed to be consistent with the ten principles in SEPP 65.

### PRINCIPLE 1: CONTEXT

Good design responds and contributes to its context. Context can be defined as the key natural and built features of an area.

Responding to context involves identifying the desirable elements of a location's current character or, in the case of precincts undergoing a transition, the desired future character as stated in planning and design policies. New buildings will thereby contribute to the quality and identity of the area.

The proposed V by Crown development is located in the Parramatta City Centre, close to recreational and shopping precincts as well as major transport nodes. To the north and west lie the Parramatta River and Parramatta Park, offering lifestyle activities like walking and cycling. To the North is the legal district, a potential place of employment. To the south-east lies Westfield Shopping Centre, and the railway station and bus interchange. To the east lies Church Street, the civic artery of Parramatta.

This part of Parramatta is currently undergoing transformation and the development has been designed to sit comfortably in both the existing and future urban fabric, drawing on connections between places of interest and strengthening the new image of the city.

The proposed design maintains the 'semi-commercial' appearance of the previous proposal, but takes it a step further by reducing the prominence of the balconies, which are now recessed behind the façade, presenting a streamlined façade.

The previously approved plaza area has been increased by enclosing the archaeological remains below (refer Archaeology and the Public Domain). This will make a generous addition to the civic spaces of the Parramatta CBD for both residents and visitors to the building to use.



Proposed entry and civic plaza at Macquarie Street

A significant change to the proposal is the through-site link. This link is created by the lobby, which forms an internal street connecting large glazed entries at all three street frontages.

Ground-floor retail areas have been redesigned so that they address the lobby, as well as the external streets. This is intended to create a more inviting, permeable urban environment, which builds on strategies to develop Parramatta CBD's pedestrian network.



Proposed on-street dining along Marsden Street

The building setback to cater for the proposed widening of Marsden Street will provide opportunity for street-side dining, serviced by cafes in the retail areas. The intention is to draw together the best qualities of the locale and develop them into a coherent theme along Marsden Street, creating an attractive, enlivened destination. It is expected that this will attract workers and residents from neighbouring areas.

### PRINCIPLE 2: SCALE

Good design provides an appropriate scale in terms of the bulk and height that suits the scale of the street and the surrounding buildings.

Establishing an appropriate scale requires a considered response to the scale of existing development. In precincts undergoing a transition, proposed bulk and height needs to achieve the scale identified for the desired future character of the area.

The previously proposed lower-on-podium form has been retained, giving human scale to the building at street level, while allowing an elegant tower to soar above. The scale of the tower is appropriate for the intended development of the area as a high density commercial precinct however the podium height and mass has been reduced in the new proposal, to provide an appropriate interface between the tower and the street. Marsden Street, in particular, will benefit from this because the lower height will allow the eating area to receive more solar access. The entry forecourt offers a transition space between the street and the building and is proposed as a well-used civic plaza.

The proposed scheme is the same height as the approved scheme. A comparison of the north elevations in Section 6 shows a thin, elegant facade with a commercial aesthetic which is more consistent with Parramatta City Council's aspirations for the C.B.D. We note that a number of much taller projects for the C.B.D. have been announced, including from the Council itself.



Section through the through-site connection

DESIGN STATEMENT  
DESIGN AND CONTEXT 01



### PRINCIPLE 3: BUILT FORM

Good design achieves an appropriate built form for a site and the building's purpose, in terms of building alignments, proportions, building type and the manipulation of building elements.

Appropriate built form defines the public domain, contributes to the character of streetscapes and parks, including their views and vistas, and provides internal amenity and outlook.

As in the original proposal, the form of the building is broken down into separate masses. This reduces the apparent bulk of the tower and allows natural light deep into the building and the opportunity for views out from the interior lift lobbies and corridors.

The comparison diagrams between the approved and proposed schemes in Section 6 shows that the building depth has been reduced by 3.5 m to 24 m including a 1.6 m wide corridor. This has resulted in a shallower apartment depth, and for the two bedroom apartments has brought the second bedroom closer to the building facade, improving daylight and ventilation.

Rather than completely enveloping the building in a curtain-wall, the glazing is bordered by sleek metal-clad blades, which rise to the top of the building, turning to form hoops that shelter the roof top recreation areas and conceal necessary mechanical equipment. This is an elegant device that provides a formal termination to the lower and will create a visual icon when seen from a distance.

The blade walls have windows cut through them, some with large reveals, some with balconies and some with recesses, articulating the facade.

### PRINCIPLE 4: DENSITY

Good design has a density appropriate for a site and its context, in terms of floor space yields (or number of units or residents).

Appropriate densities are sustainable and consistent with the existing density in an area or, in precincts undergoing a transition, are consistent with the stated desired future density. Sustainable densities respond to the regional context, availability of infrastructure, public transport, community facilities and environmental quality.

The proposed location is well served by public transport and community facilities. Significant market research has indicated that the size and layout of the apartments offer an attractive and affordable choice for purchasers.



2 bedroom apartment and view to wintergarden

For this reason the mix of apartment types has been amended from the approved scheme. The number of affordable studio, 1 bed and 1 bed+study has been increased to 66.6%, the number of large 3 bed apartments has been reduced to 3% and about 30% of apartments are 2 bed. The inclusion of a small number of dual key apartments has also added diversity and choice to the mix.



Studio

### PRINCIPLE 5: RESOURCE, ENERGY AND WATER EFFICIENCY

Good design makes efficient use of natural resources, energy and water throughout its full life cycle, including construction.

Sustainability is integral to the design process. Aspects include demolition of existing structures, recycling of materials, selection of appropriate and sustainable materials, adaptability and reuse of buildings, layouts and built form, passive solar design principles, efficient appliances and mechanical services, soil zones for vegetation and reuse of water.

The approved project was assessed by Advanced Environmental and a sustainability strategy was developed. The sustainability initiatives have been implemented in this proposal as they were in the approved scheme. These initiatives include:

- The residential component of the proposed development will meet the minimum BASIX energy (20%) and water (40%) efficiency targets.
- Water efficiency will be achieved with a number of measures including the use of efficient fixtures and fittings with a WELS rating of 4 and 3 star shower fittings. Rainwater or stormwater collection in a 50kL tank will provide water for irrigation and some toilets.
- Energy efficiency will be achieved with the installation of gas cook tops and electric ovens, ventilated fridge spaces, compact fluorescent lighting, timer switches/ motion sensors in common areas and air conditioning units with a 3-3.5 EER efficiency rating.
- Thermal comfort and passive design have been maximised to ensure health, wellbeing and amenity are achieved. The proposed development will comply with the BASIX requirements for thermal comfort and BCA Section J thermal requirements.

The proposal has been assessed by Windtech for SEPP 65 compliance and the results are as follows:

#### Solar Access:

Direct Solar Access to the windows of the Living Areas:  
Minimum of 2 hrs to living 70% (411 out of 590)  
Minimum of 2 hrs to balcony 78% (407 out of 520)

#### Ventilation

Compliance from  
Wind Tunnel Study: 63.6% (375 out of 590)

### PRINCIPLE 6: LANDSCAPE

Good design recognises together landscape and buildings operate as an integrated and sustainable system, resulting in greater aesthetic quality and amenity for both occupants and the adjoining public domain.

Landscape design builds on the existing site's natural and cultural features in responsible and creative ways. It enhances the development's natural environmental performance by co-ordinating water and soil management, solar access, micro-climate, tree canopy and habitat values. It contributes to the positive image and contextual fit of development through respect for streetscape and neighbourhood character, or desired future character.

Landscape design should optimise useability, privacy and social opportunity, equitable access and respect for neighbours' amenity, and provide for practical establishment and long term management.

Usable communal open space is provided in a number of locations with a variety of treatments to provide alternative outdoor experiences in addition to the entry forecourt. Equitable access is provided to all external spaces.

Indoor and outdoor facilities for residents are provided on Level 1 with a north facing lap pool flowing out from shared facilities. External areas are landscaped with a combination of hard and soft landscape elements. Timber screens and curved awnings are used to provide privacy both from and to the apartments. Open space allows for active recreation area and there is also area for lounging around the pool. There is a gym and sauna which can be accessed from this area.



Pool on level 1

On level 19 an area for residents recreational use is provided with seating and a toilet. The area faces full north with shading provided especially to the west.

On level 26 it is proposed to create an upmarket bar for use by both residents and non-residents alike. This will be a high quality establishment that provides a counterpoint to the proposed restaurant at ground level. This area will be well utilized and will have spectacular views to the city and the Blue Mountains.





### PRINCIPLE 7: AMENITY

Good design provides amenity through the physical, spatial and environmental quality of a development.

Optimising amenity requires appropriate room dimensions and shapes, access to sunlight, natural ventilation, visual and acoustic privacy, storage, indoor and outdoor space, efficient layouts and service areas, outlook and ease of access for all age groups and degrees of mobility.

Redesign of the apartment layouts has resulted in large numbers of the apartments receiving solar access. The majority of the apartments have a "wintergarden" arrangement for their balconies. These hybrid spaces allow for outdoor use when weather is favourable but can be enclosed within the glazing to allow use when prevailing conditions would make traditional balcony use unpleasant.

### PRINCIPLE 8: SAFETY AND SECURITY

Good design optimises safety and security, both internal to the development and for the public domain.

This is achieved by maximising overlooking of public and communal spaces while maintaining internal privacy, avoiding dark and non-visible areas, maximising activity on streets, providing clear, safe access points, providing quality public spaces that cater for desired recreational uses, providing lighting appropriate to the location and desired activities, and clear definition between public and private spaces.

A security consultant has been engaged to review the design and provide advice on minimising crime in the development. As a result of this both passive strategies such as encouraging activity in the forecourt and active strategies such as surveillance measures have been implemented.

### PRINCIPLE 9: SOCIAL DIMENSIONS AND HOUSING AFFORDABILITY

Good design responds to the social context and needs of the local community in terms of lifestyles, affordability, and access to social facilities.

New developments should optimise the provision of housing to suit the social mix and needs in the neighbourhood or, in the case of precincts undergoing transition, provide for the desired future community.

There are studio, 1, 2 and 3 bedroom apartments in the development providing diversity and the decision of what mix of types to include has been heavily based on the providing affordable options as dictated by the market.

### PRINCIPLE 10: AESTHETICS

Quality aesthetics require the appropriate composition of building elements, textures, materials and colours and reflect the use, internal design and structure of the development. Aesthetics should respond to the environment and context, particularly to desirable elements of the existing streetscape or, in precincts undergoing transition, contribute to the desired future character of the area.



Lumiere' in Sydney's CBD

The design reflects current architectural design, with influences drawn from recent additions to the Sydney CBD skyline such as Frasers' Lumiere apartment building in Bathurst Street. The location of the building, amongst glazed commercial towers gave rise to the commercial appearance of glazed curtain walls which conceals an attractive internal residential environment.

While the building adopts a strong formal aesthetic when viewed from a distance, the architecture is intended to be much more playful and engaging at ground level. At the northern end, the V-shaped columns, delicate canopy and public stairs frame the plaza. Additionally, the eastern wall of the lobby curves at either end to address Macquarie and Hunter before twisting up into the sky. These intermediary structures provide a visual transition between ground plane and tower, harmonizing the strong vertical mass of the tower, and the horizontal plane of the forecourt. A variety of materials, stone, glass and metal cladding are proposed.

### ARCHAEOLOGY AND THE PUBLIC DOMAIN

In-depth discussions with the team of archaeological consultants have resulted in a much improved display of the archaeological remains.

The historically significant remains of convict houses can be viewed as originally proposed through a rectilinear opening in the public plaza, but the remains of the old well will now be visible through a separate, geometrically sympathetic, circular opening. Both are surrounded by a protective glass balustrade that aims to minimize visual obstruction of the historic remains.

As can be seen from other examples in Parramatta, such as the old Parramatta Hospital in the Justice Precinct and the well from 'The Babes in the Wood' Hotel, presenting archaeological remains from behind a glass box is not very successful. Not only does this encourage the growth of mould and other vegetation, reflection from the glass obscures the remains.



Parramatta Hospital Justice Precinct



The archaeological remains to the north of the site

The adjacent remains of the former Wheatsheaf Hotel have now been enclosed, which allowed for enlargement of the Plaza. The larger, less-cluttered Plaza becomes more inviting and more usable as a congregating area, whilst also encouraging pedestrians into a new through-site link.

Secure access to the Wheatsheaf Hotel archaeology is now achieved through an internal lift or flight of stairs within the Interpretation Centre. This, in combination with atmospheric artificial lighting, will provide an exciting catacomb-like adventure for visitors of all ages.

The below ground walkway around the remains gives a different perspective from that available from the plaza and also gives the opportunity for displaying interpretative panels and relics closer to their points of interest.



Section through the plaza and archaeological remains

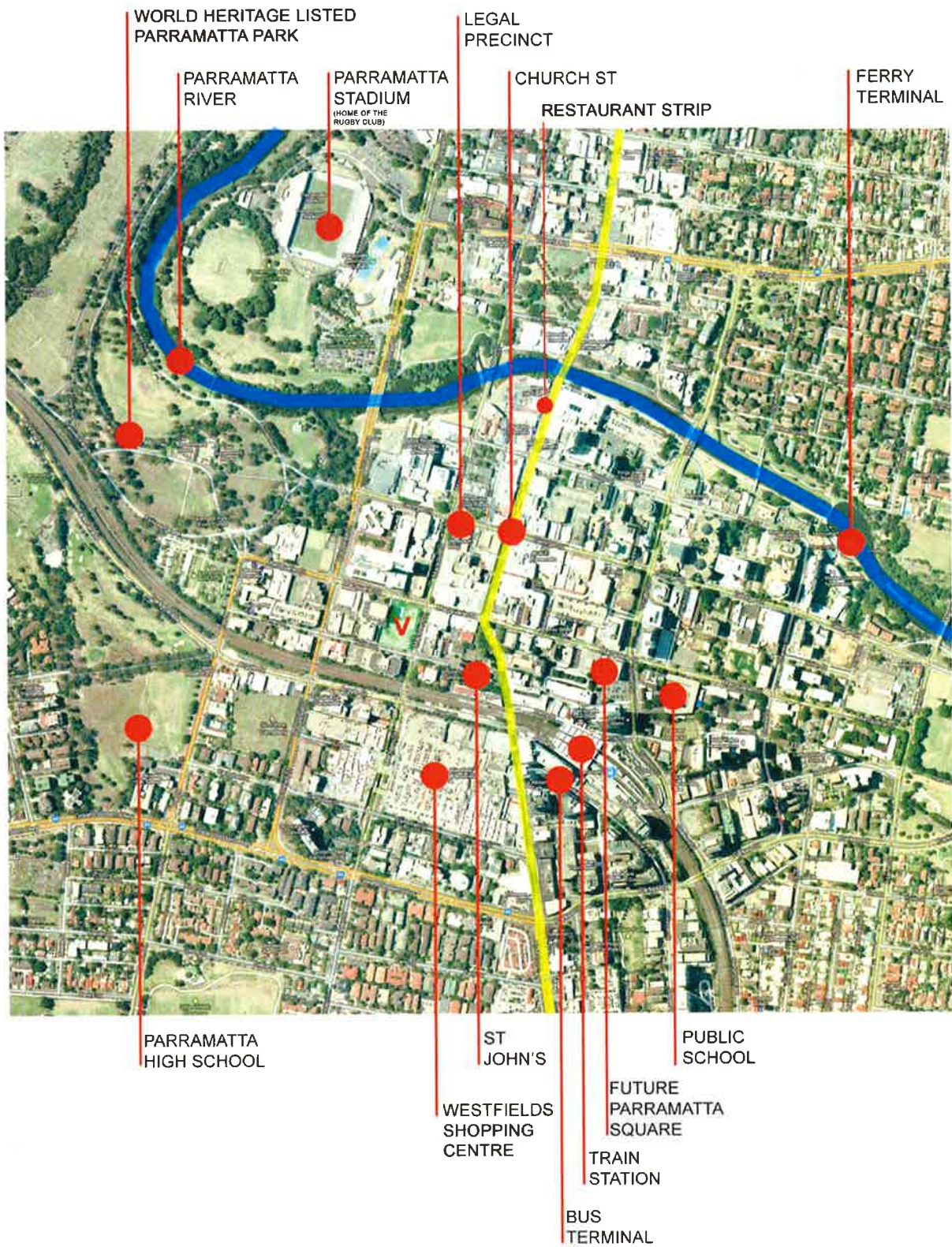
This area, with its associated interpretation centre, has the potential for being the starting point for walking tours of old Parramatta. It is also likely that the plaza will be the venue for lunch-time presentations and music.

See section 3 for further images and plans.

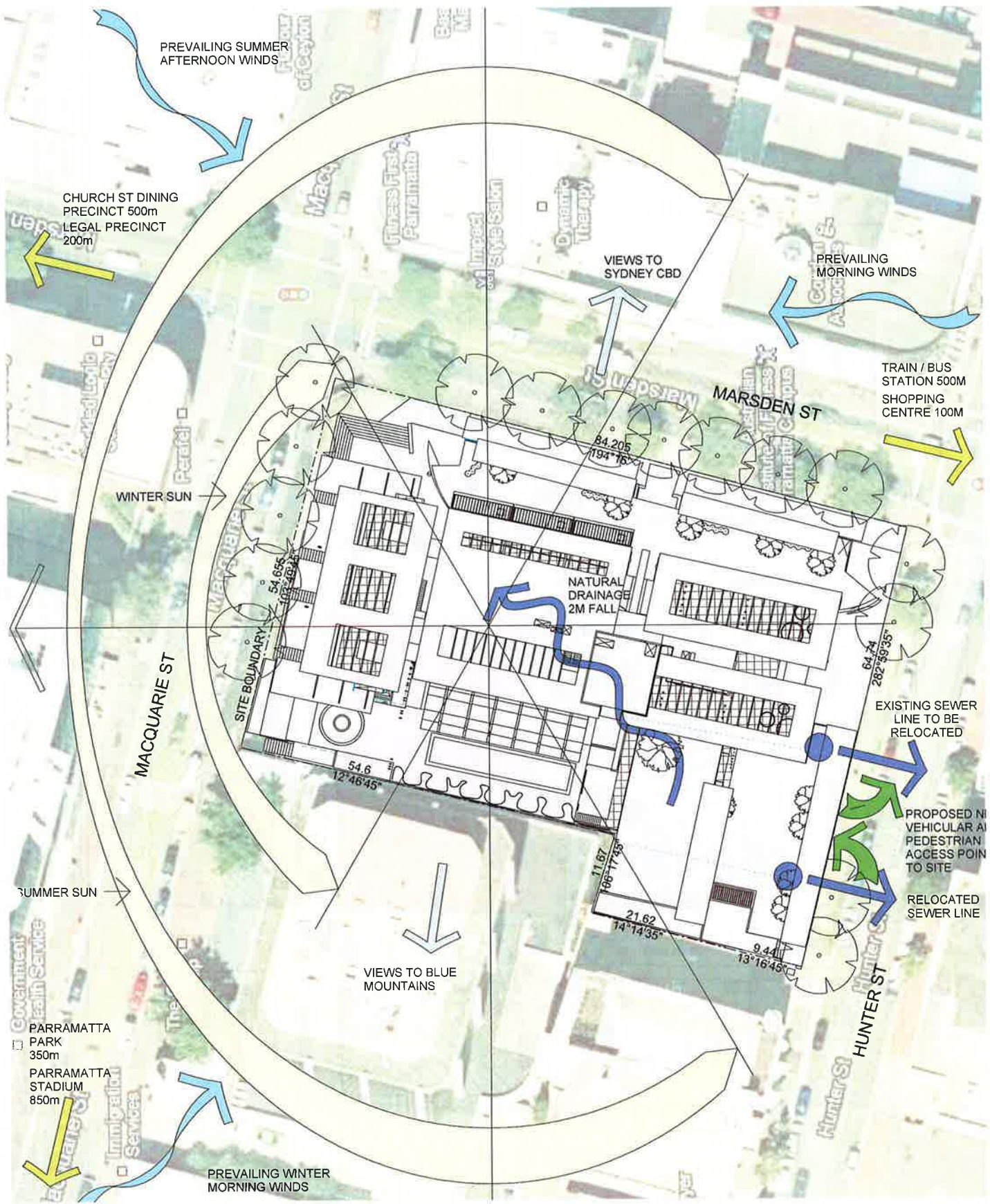
### DESIGN STATEMENT

### DESIGN AND CONTEXT 01









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SITE ANALYSIS PLAN  
DESIGN AND CONTEXT 01

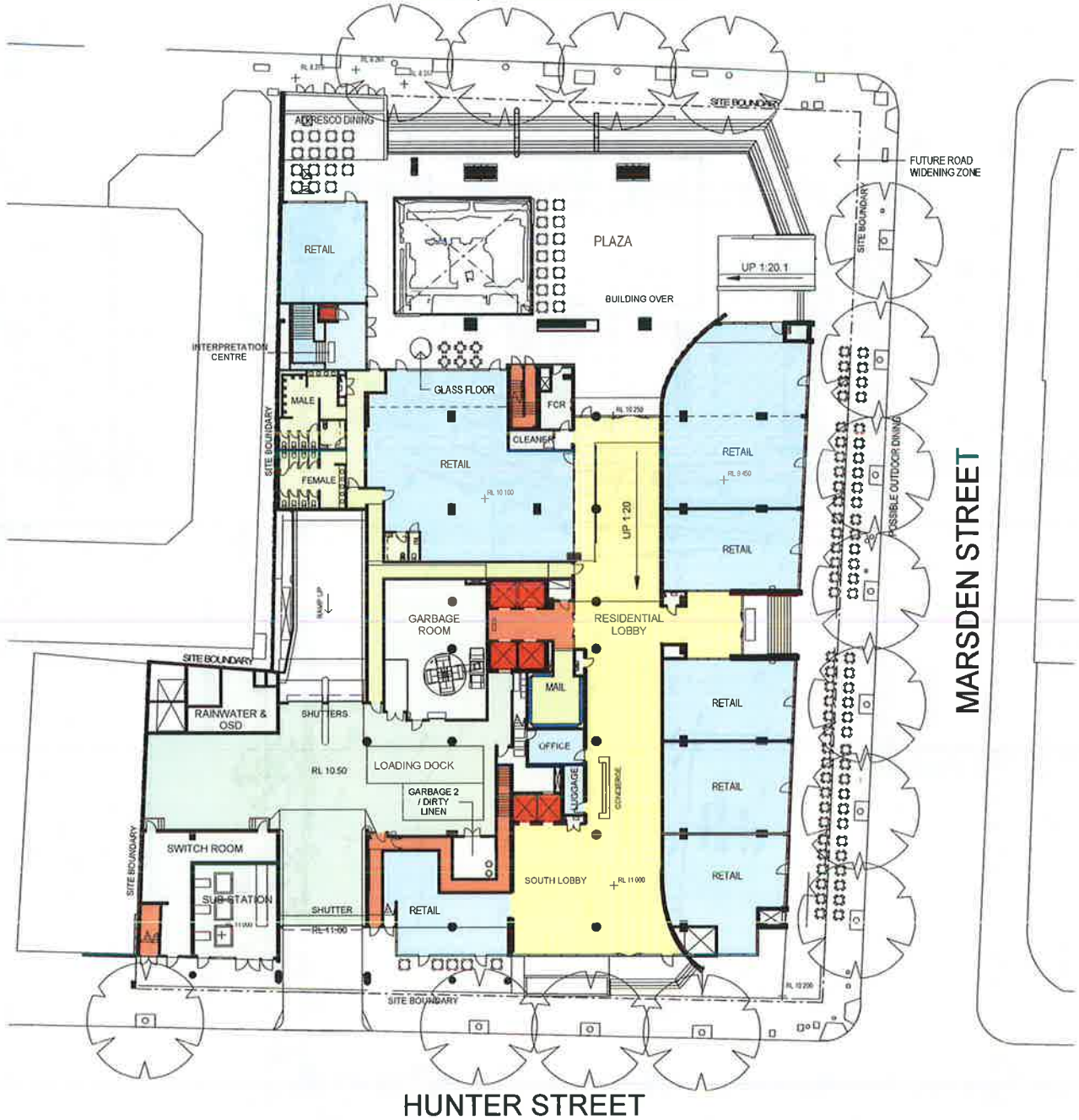


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MACQUARIE STREET



HUNTER STREET

MARSDEN STREET

scale 1:400



GROUND

PLANS/ SECTIONS/ ELEVATIONS 02





RETAIL 1,439m2  
 MAXIMUM 1 SPACE PER 100m2  
 MAXIMUM 15 SPACES  
 12 SPACES PROVIDED

APARTMENTS - 590  
 MAXIMUM 1 SPACE PER 5  
 MAXIMUM 118 SPACES  
 36 SPACES PROVIDED

- Storage Lockers
- Bike Storage

scale 1:400



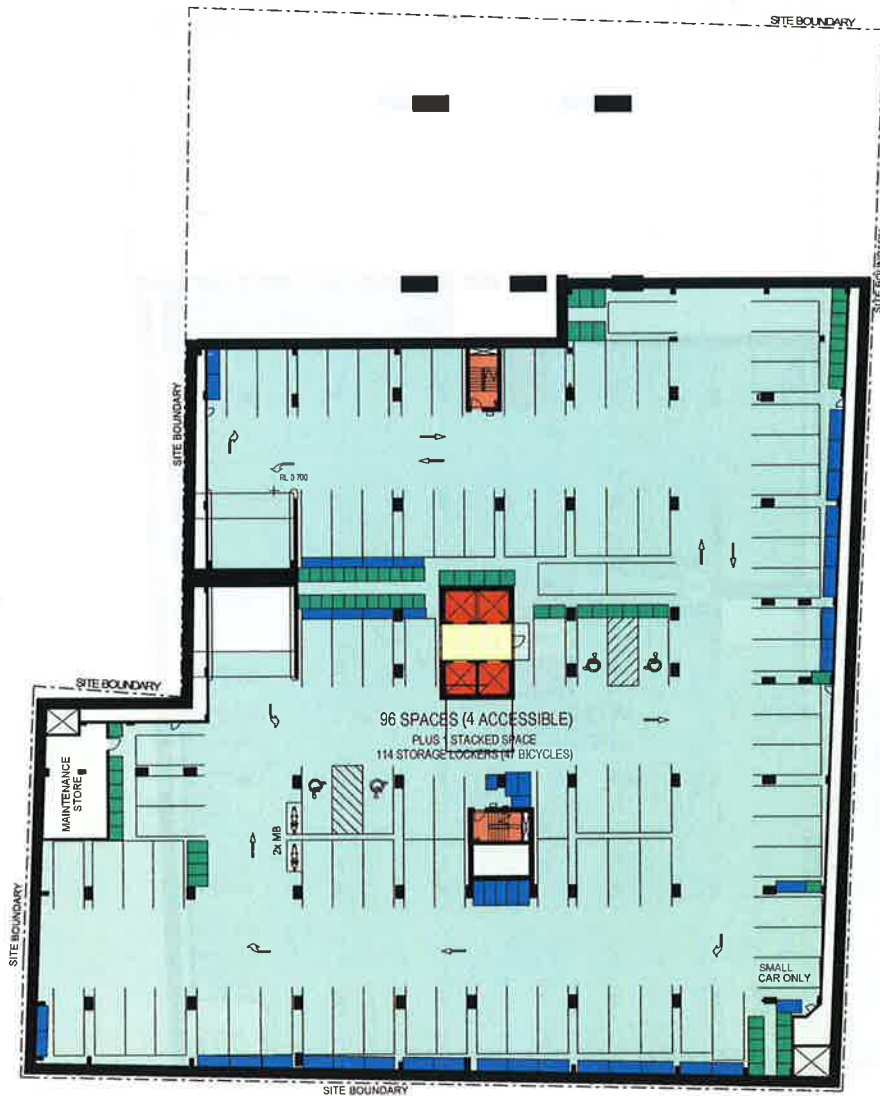
BASEMENT 1

PLANS/ SECTIONS/ ELEVATIONS 02



- Storage Lockers
- Bike Storage





- Storage Lockers
- Bike Storage

scale 1:400



BASEMENT 3

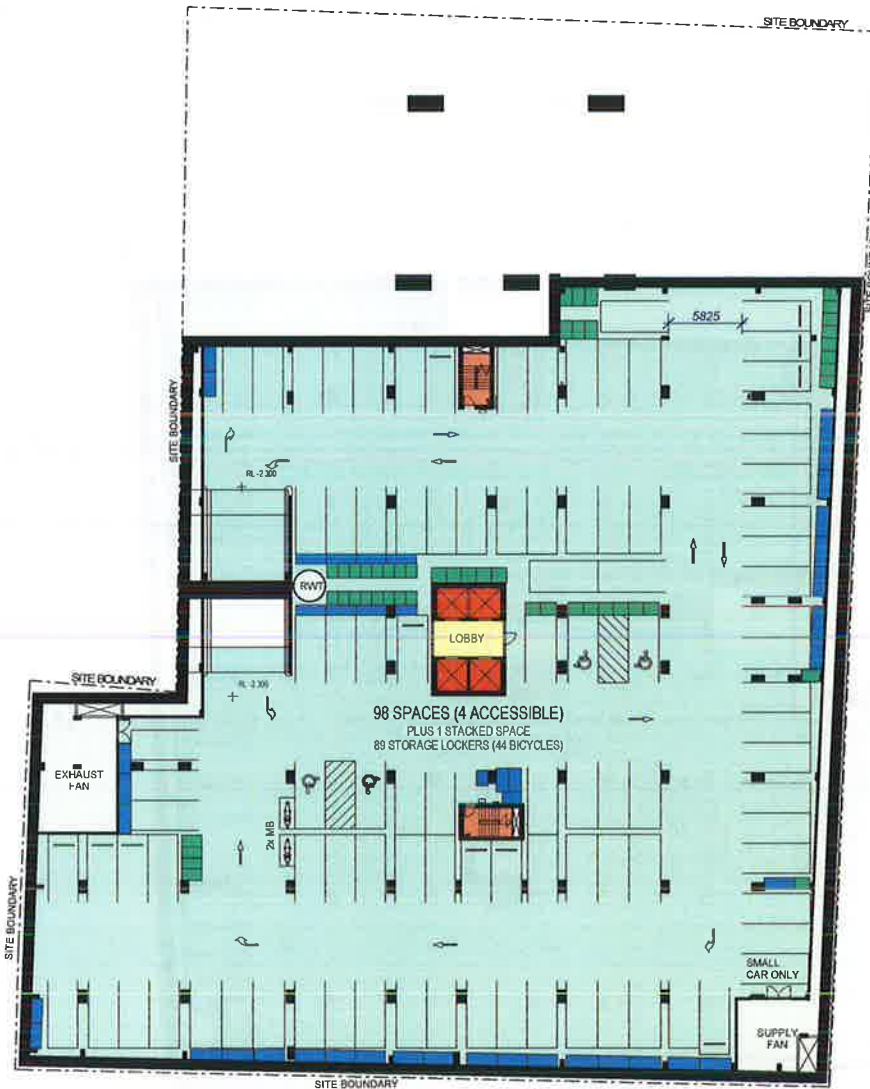
PLANS/ SECTIONS/ ELEVATIONS 02



CROWN



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- Storage Lockers
- Bike Storage

scale 1:400

0 20m



BASEMENT 4

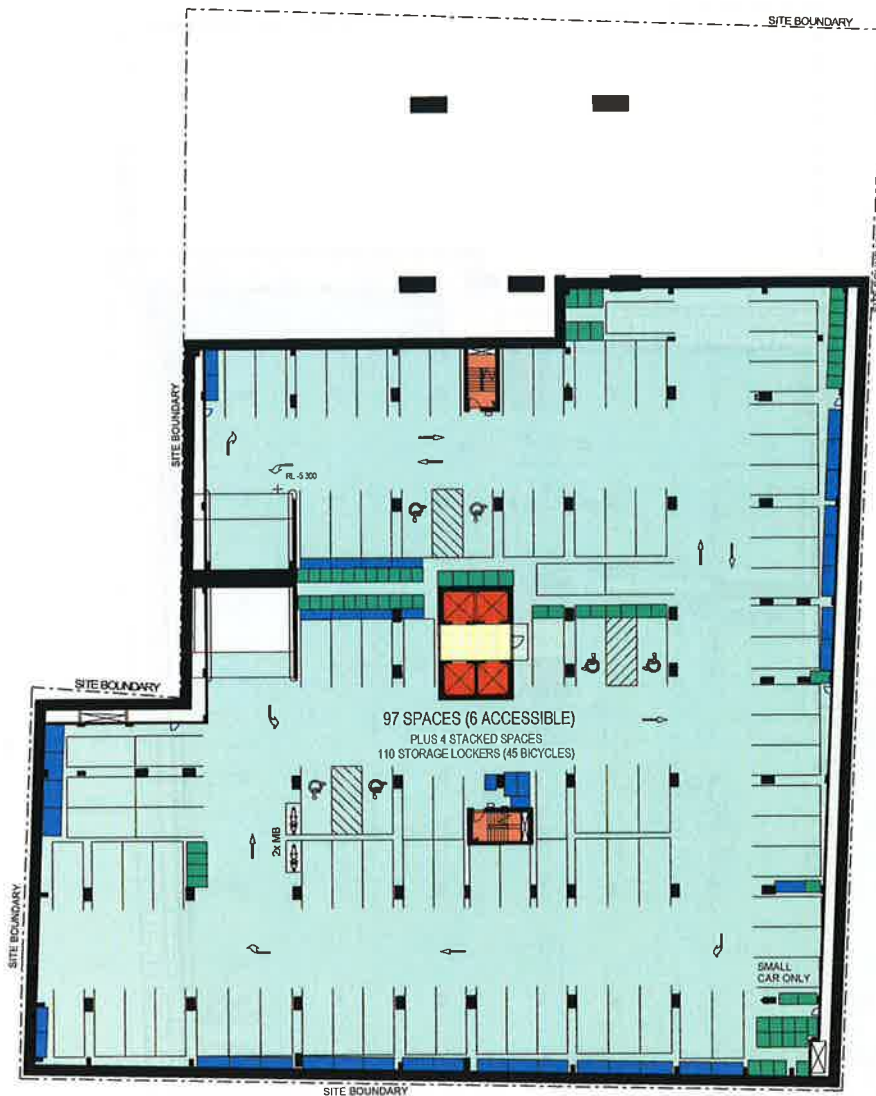
PLANS/ SECTIONS/ ELEVATIONS 02



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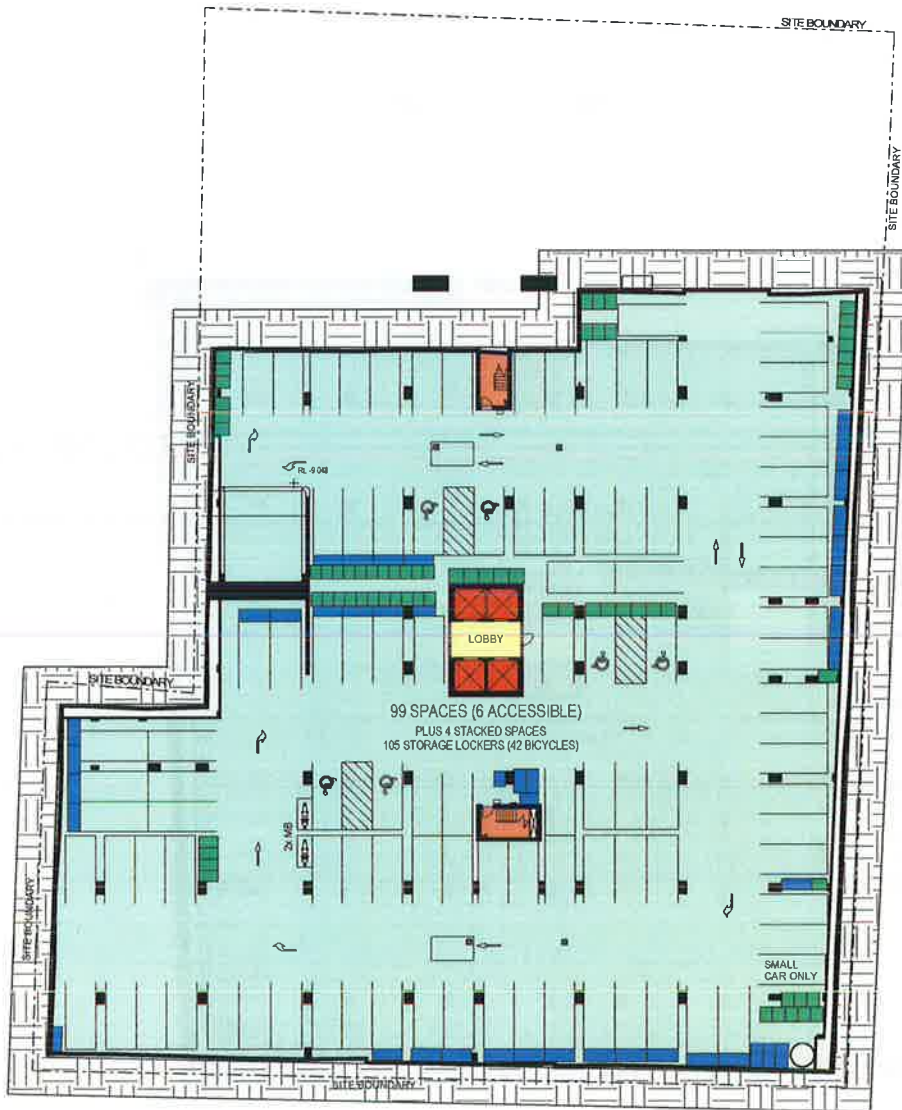
- Storage Lockers
- Bike Storage

scale 1:400



BASEMENT 5

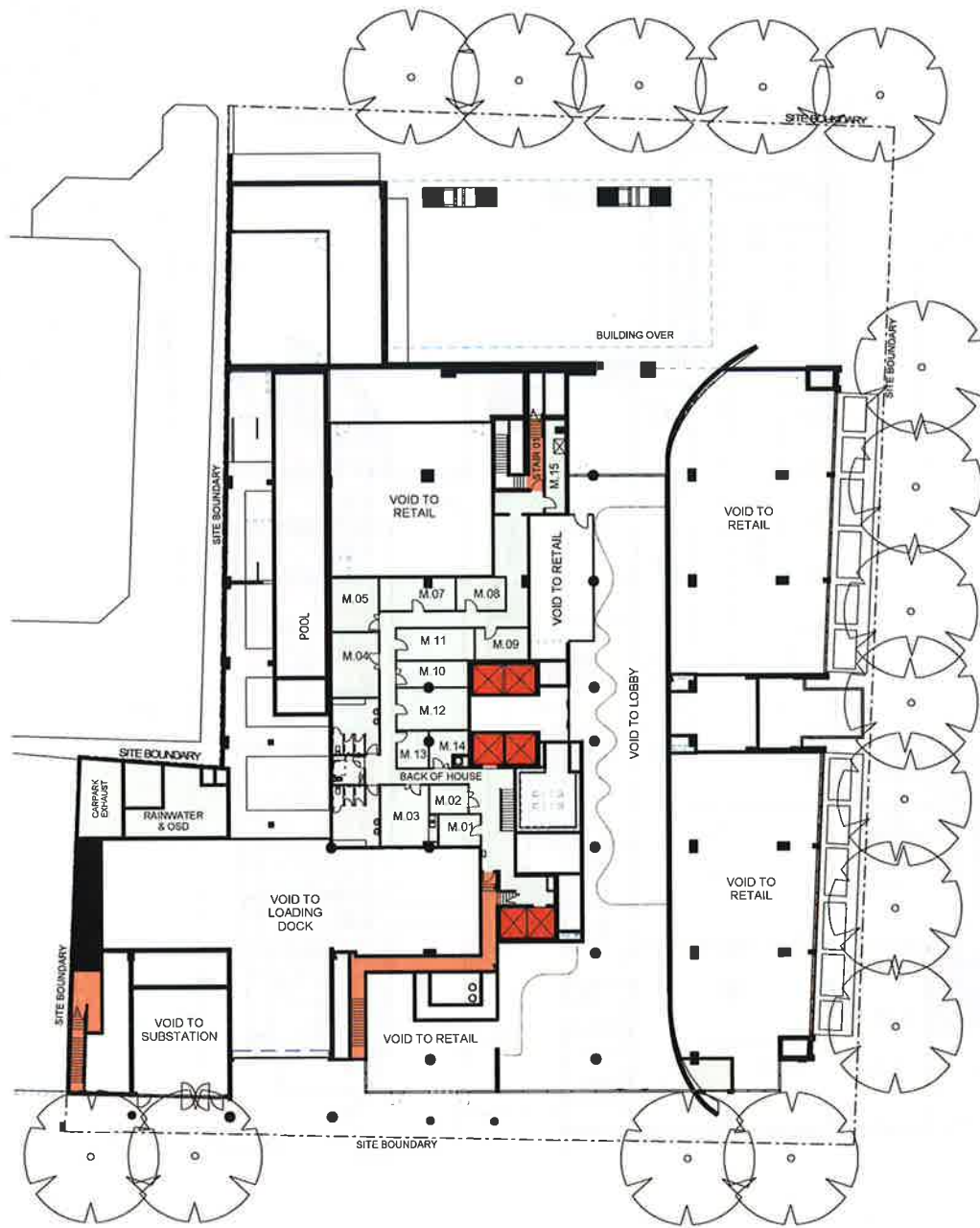
PLANS/ SECTIONS/ ELEVATIONS 02



- Storage Lockers
- Bike Storage

scale 1:400  
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 N

BASEMENT 6  
 PLANS/ SECTIONS/ ELEVATIONS 02



ROOM LEGEND

- M01. MANAGER
- M02. CLEAN LINEN
- M03. STAFF ROOM
- M04. POOL PLANT
- M05. ROOM ATTENDANTS
- M07. CONSUMABLE STORE
- M08. MAINTENANCE STORE
- M09. CLEANERS STORE
- M10. HOUSEKEEPERS STO
- M11. STOCK STORE
- M12. ARCHIVE
- M13. SECURITY
- M14. LINEN
- M15. FAN ROOM

scale 1:400



MEZZANINE

PLANS/ SECTIONS/ ELEVATIONS 02



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Storage

scale 1:400

0 20m



LEVEL 1

PLANS/ SECTIONS/ ELEVATIONS 02





 Storage

scale 1:400



LEVEL 2

PLANS/ SECTIONS/ ELEVATIONS 02



 Storage

scale 1:400

0 20m



LEVEL 3

PLANS/ SECTIONS/ ELEVATIONS 02



D

 Storage

scale 1:400



LEVEL 4-9

PLANS/ SECTIONS/ ELEVATIONS 02



scale 1:400

0 20m



Storage

LEVEL 10-15

PLANS/ SECTIONS/ ELEVATIONS 02



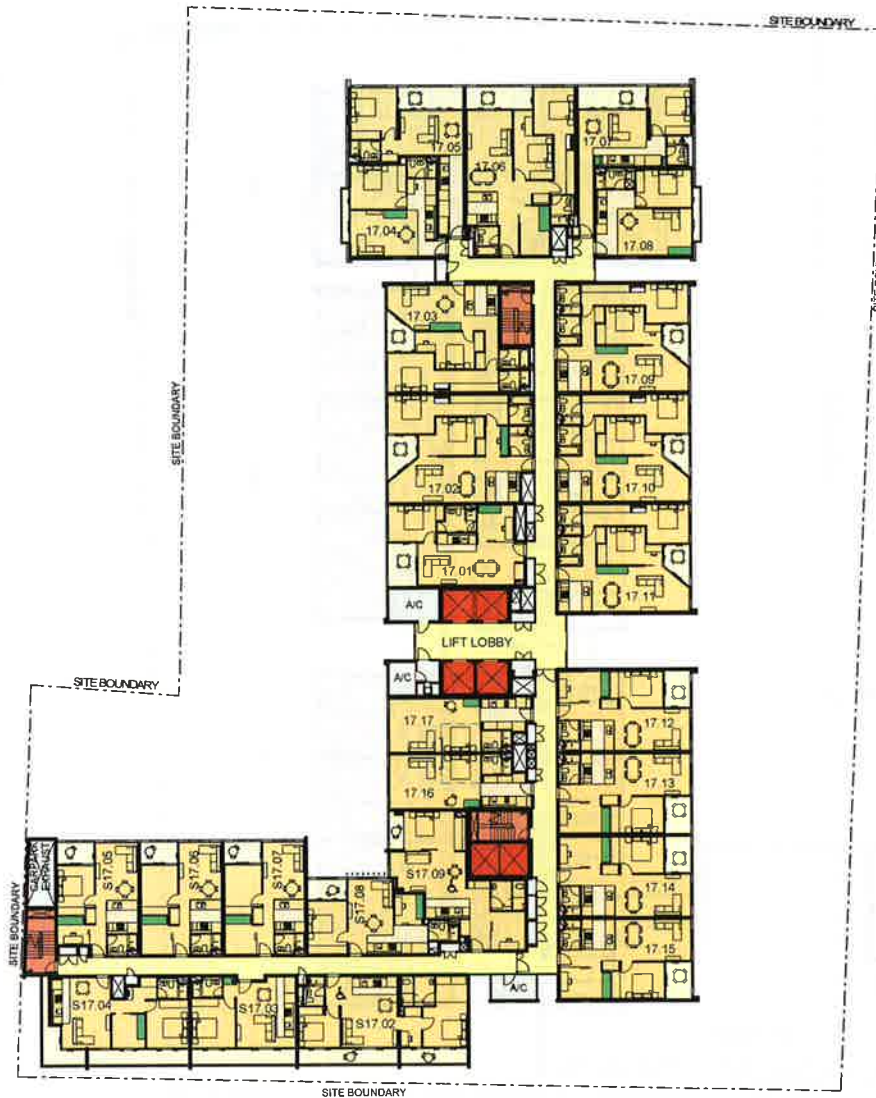
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Storage

scale 1:400



LEVELS 16-17

PLANS/ SECTIONS/ ELEVATIONS 02

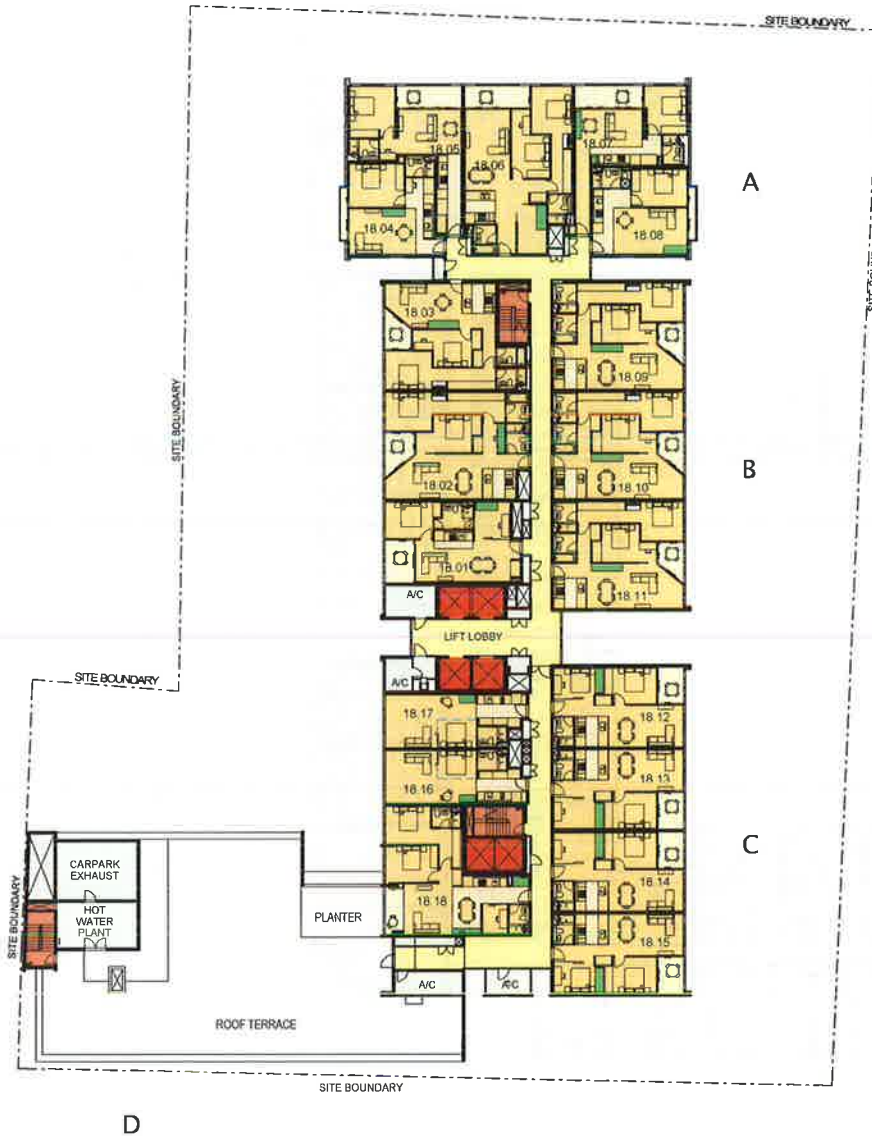
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ALLEN JACK+COOPER



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D

Storage

scale 1:400

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LEVEL 18

PLANS/ SECTIONS/ ELEVATIONS 02

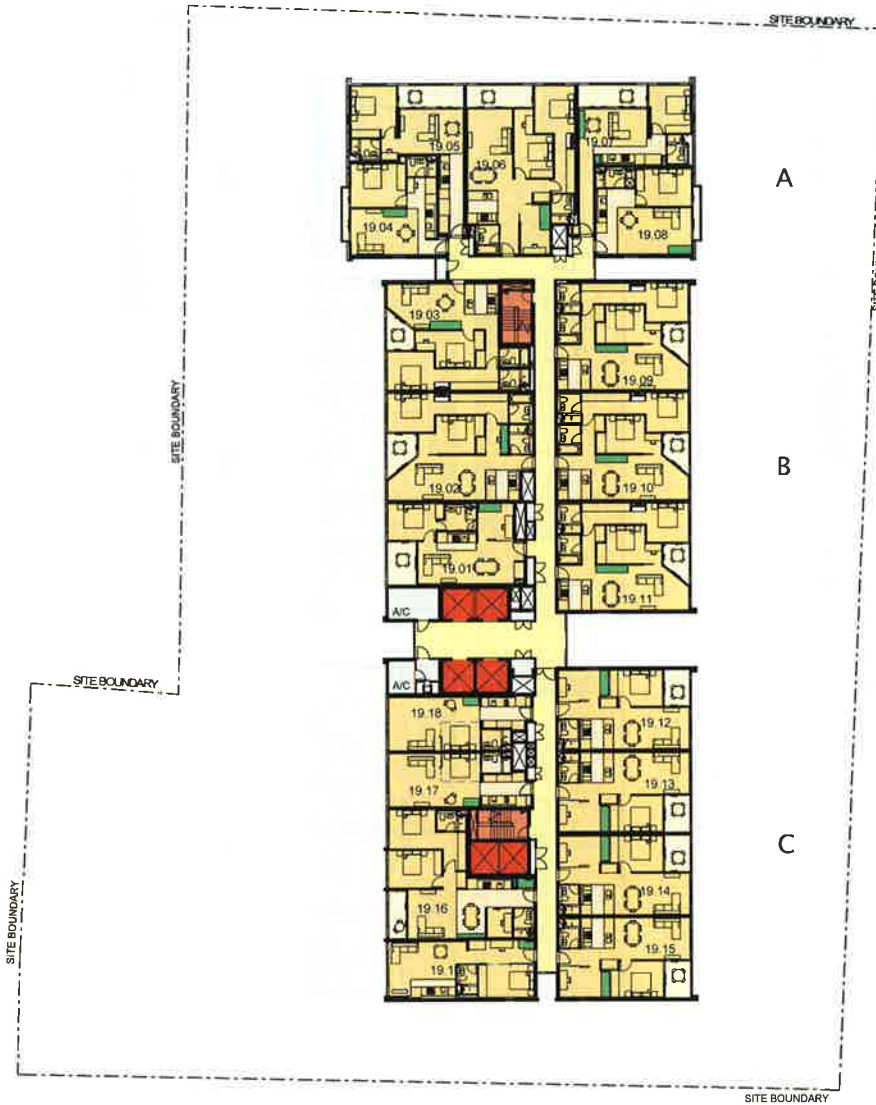


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Storage

scale 1:400

0 20m



LEVEL 19

PLANS/ SECTIONS/ ELEVATIONS 02

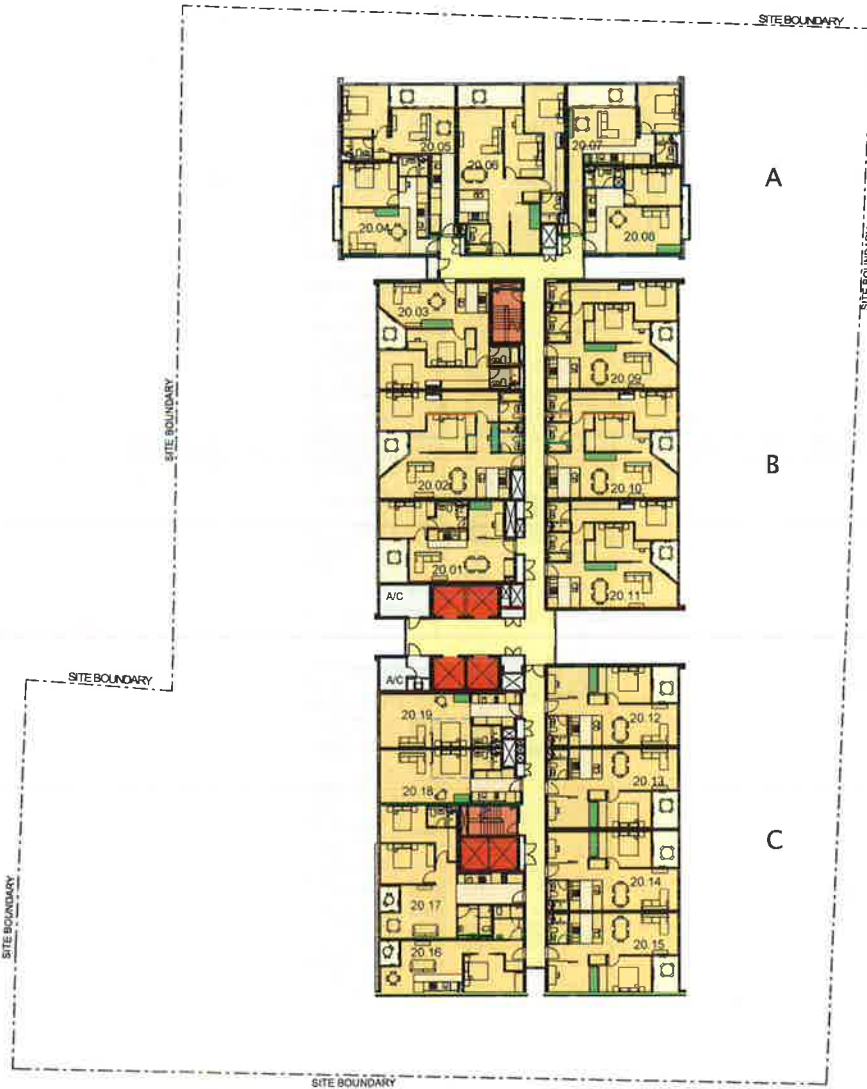
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 Storage

scale 1:400

0 20m



LEVEL 20

PLANS/ SECTIONS/ ELEVATIONS 02



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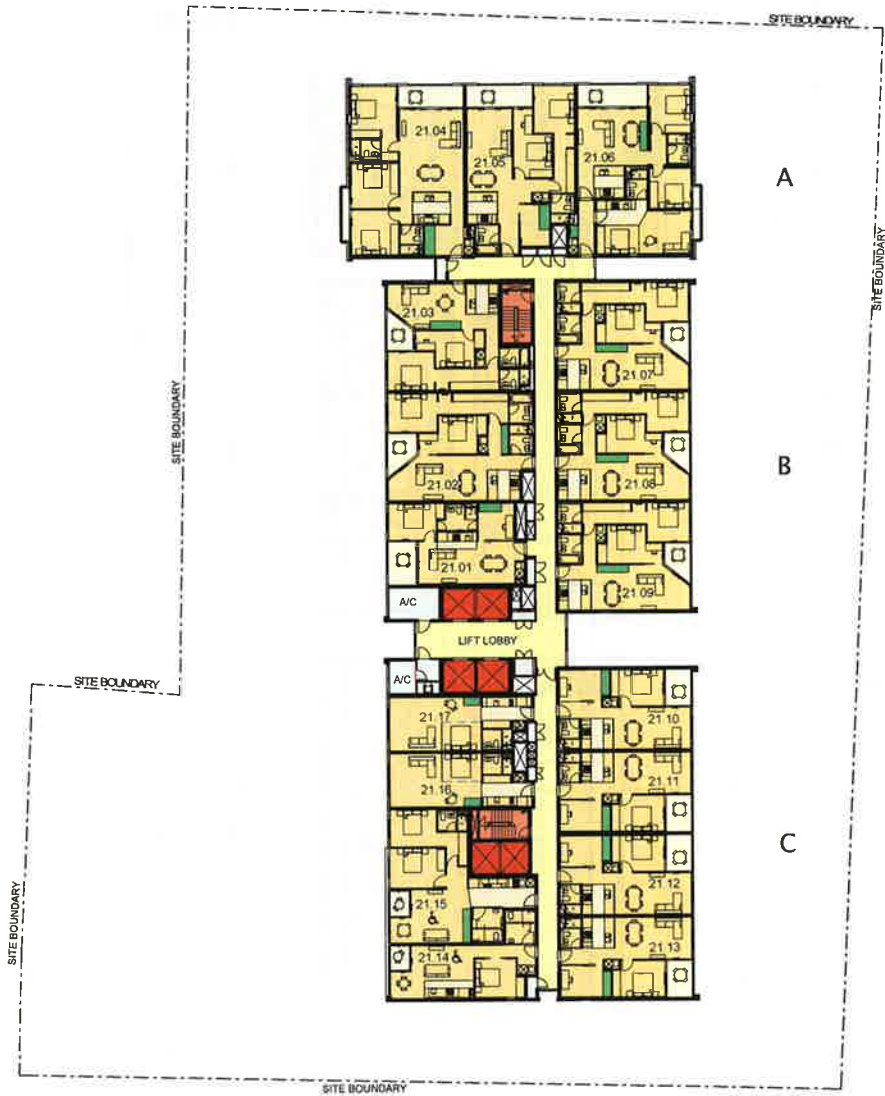


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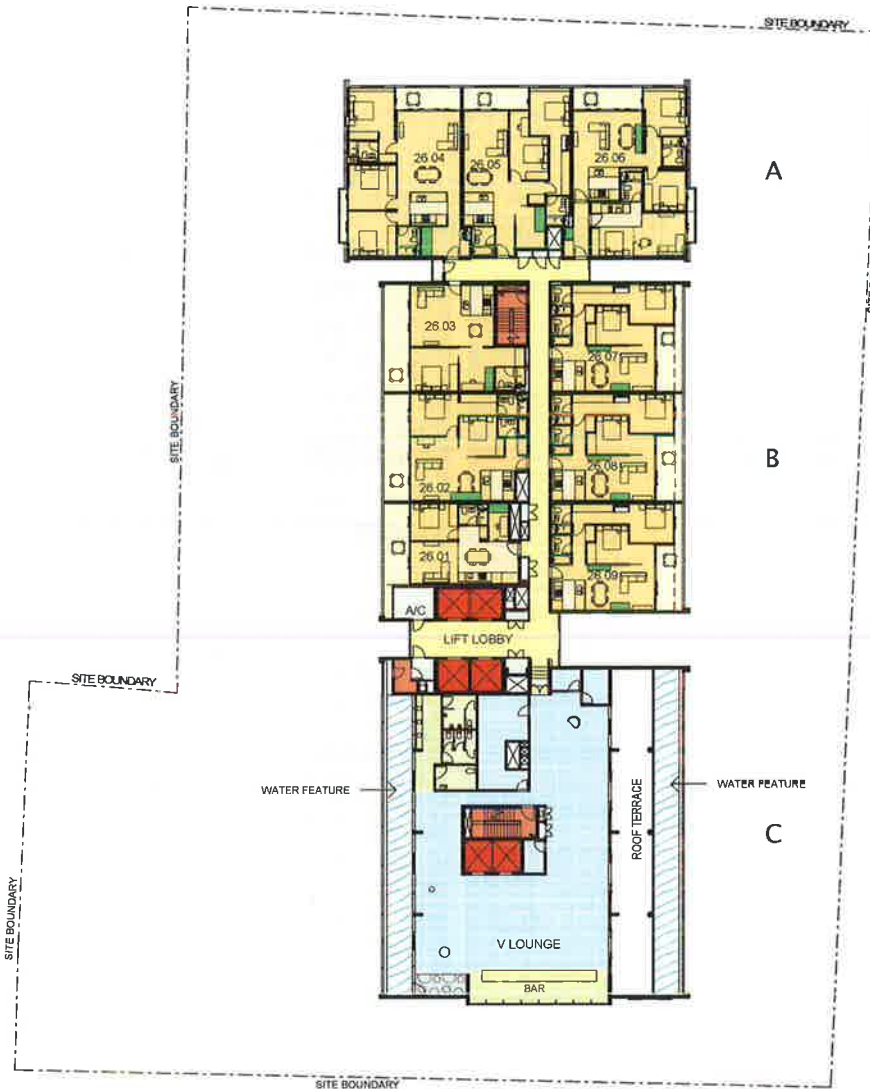
 Storage

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LEVEL 21-25

PLANS/ SECTIONS/ ELEVATIONS 02



Storage

scale 1:400

0 20m



LEVEL 26

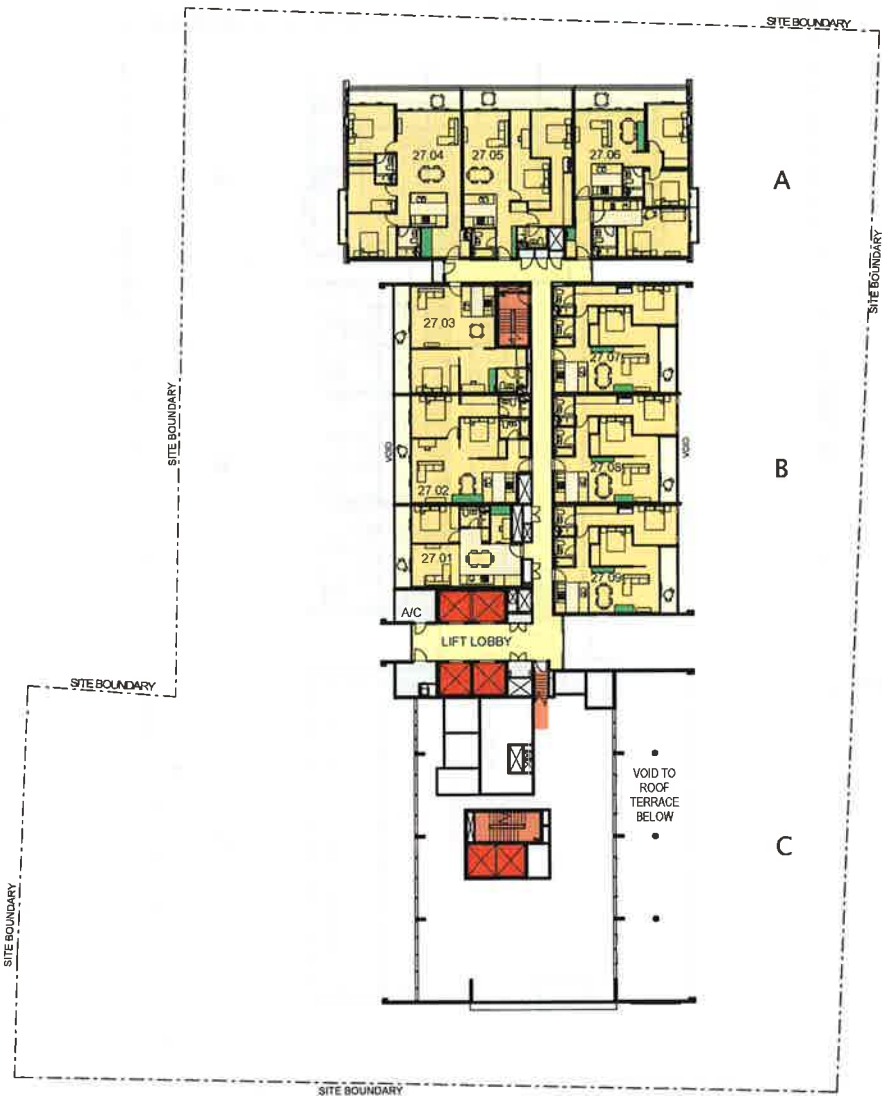
PLANS/ SECTIONS/ ELEVATIONS 02



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 Storage

scale 1:400



LEVEL 27

PLANS/ SECTIONS/ ELEVATIONS 02



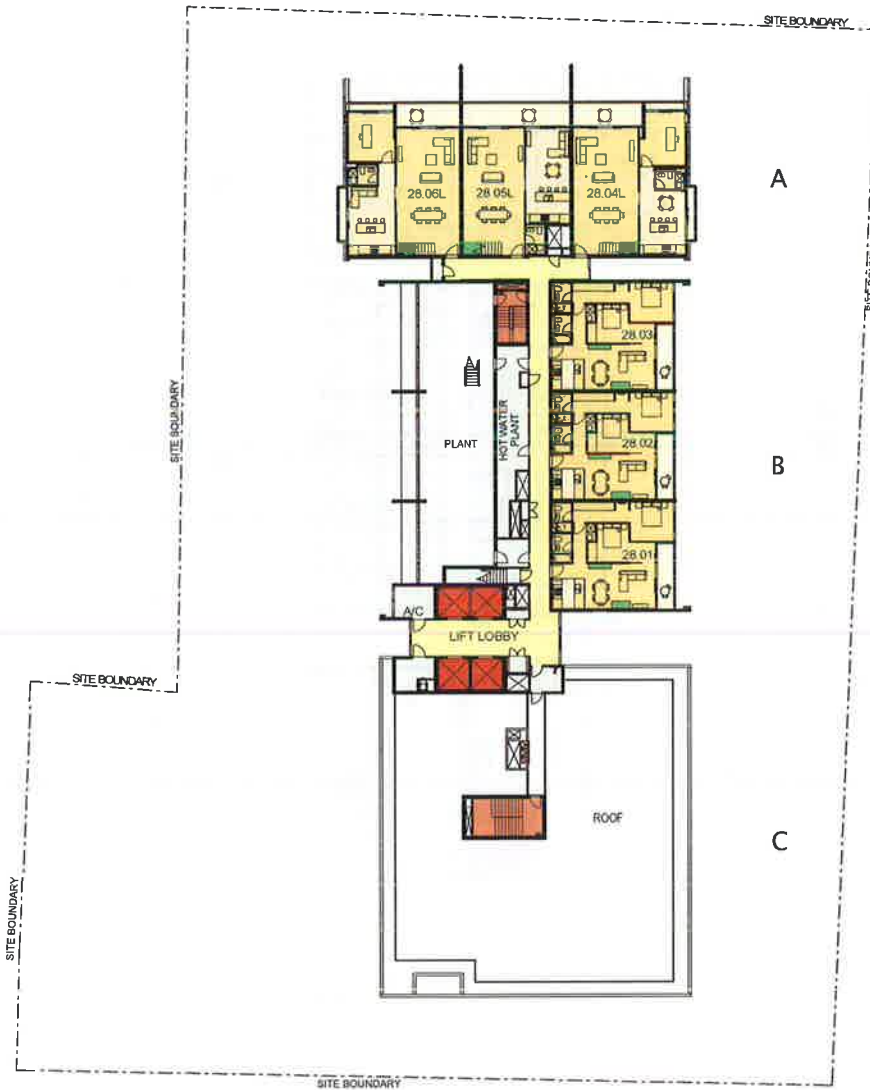
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 Storage

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LEVEL 28

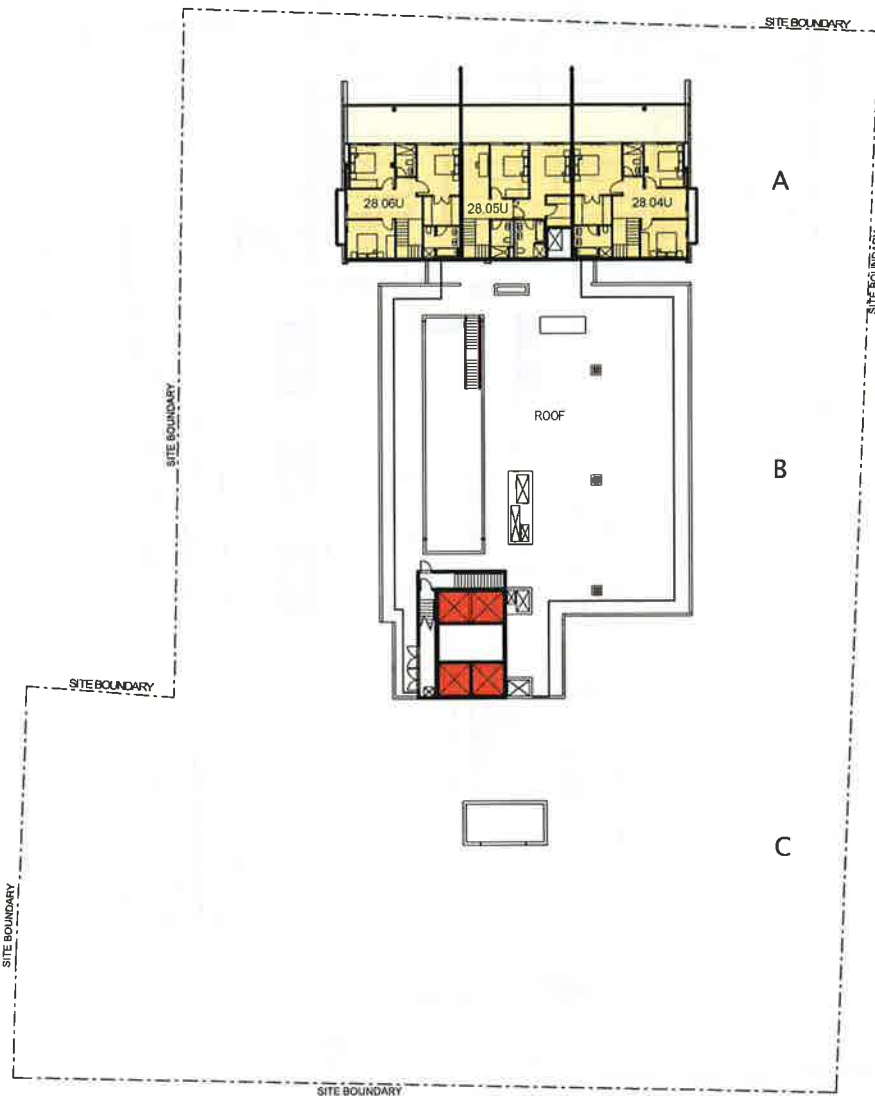
PLANS/ SECTIONS/ ELEVATIONS 02



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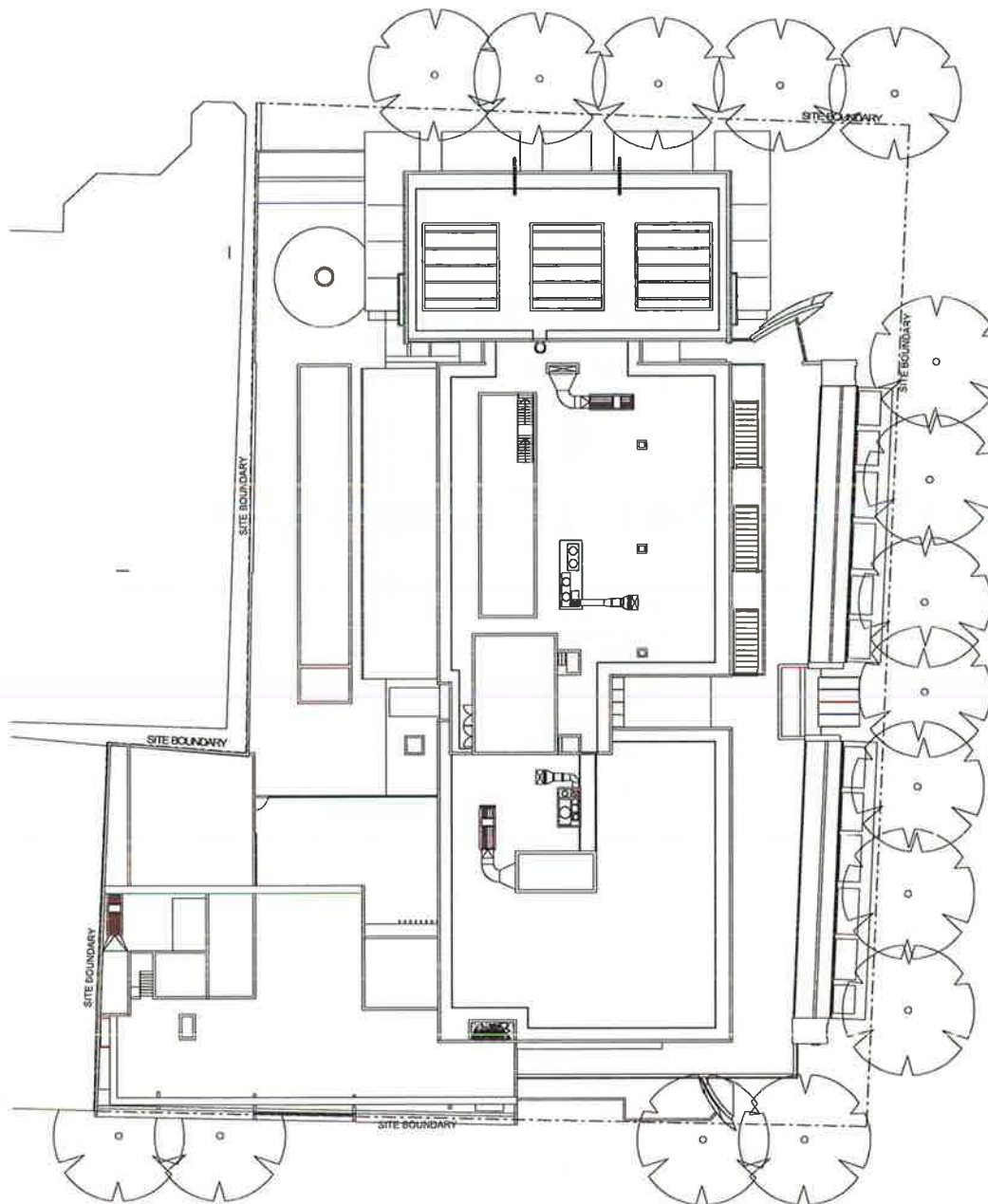
 Storage

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LEVEL 29

PLANS/ SECTIONS/ ELEVATIONS 02



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ROOF

PLANS/ SECTIONS/ ELEVATIONS 02

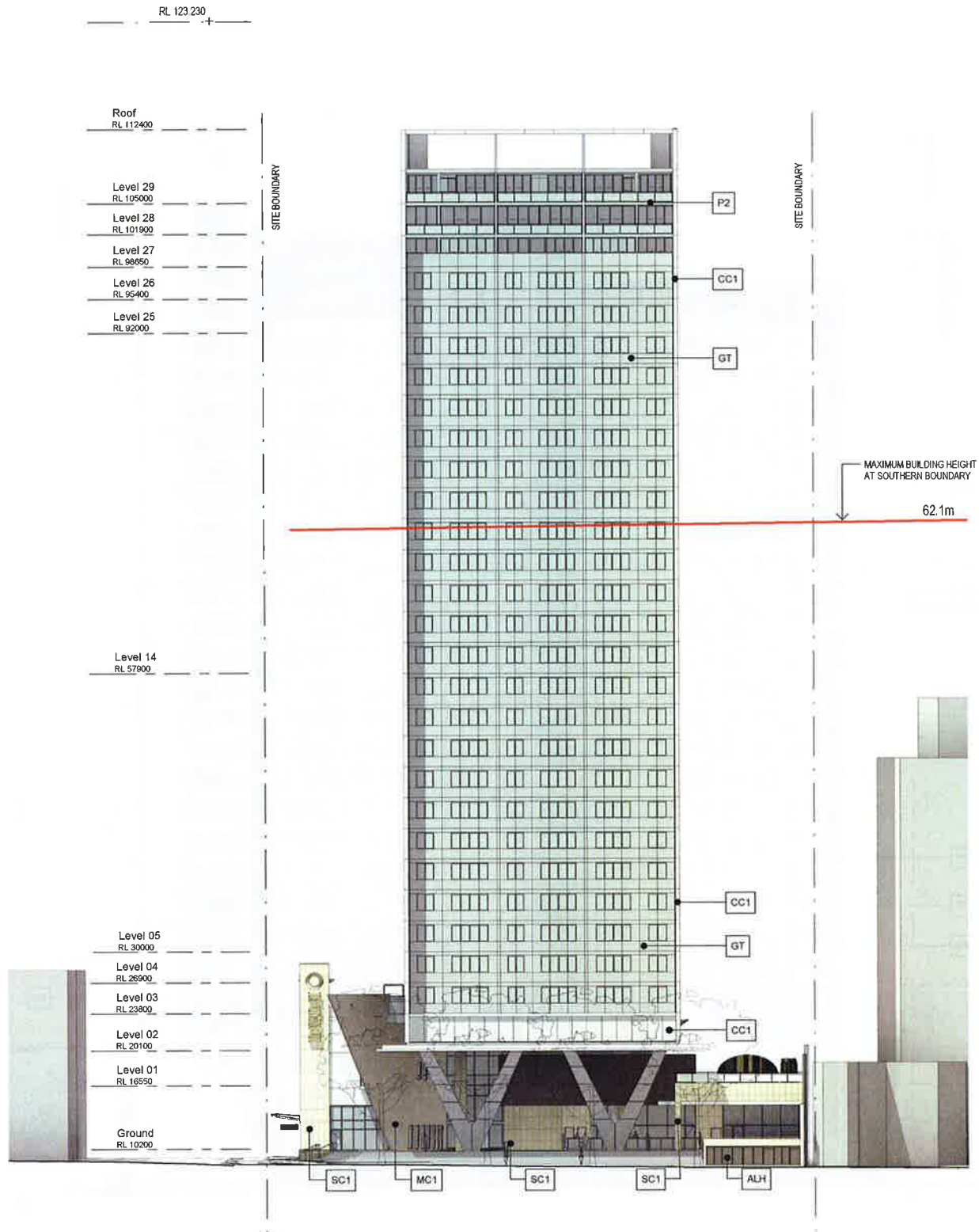
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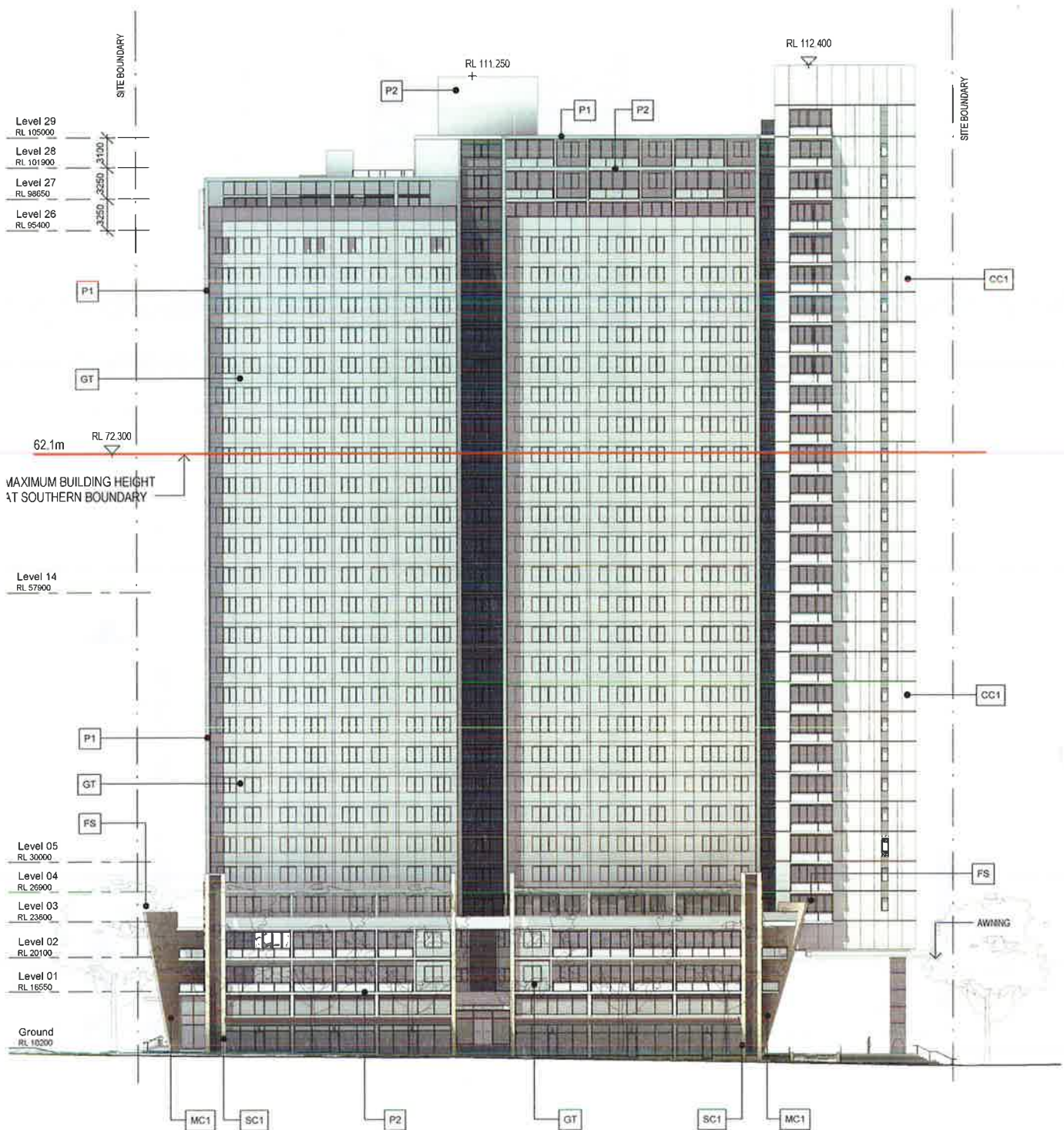


NORTH ELEVATION

PLANS/ SECTIONS/ ELEVATIONS 02

scale 1 400





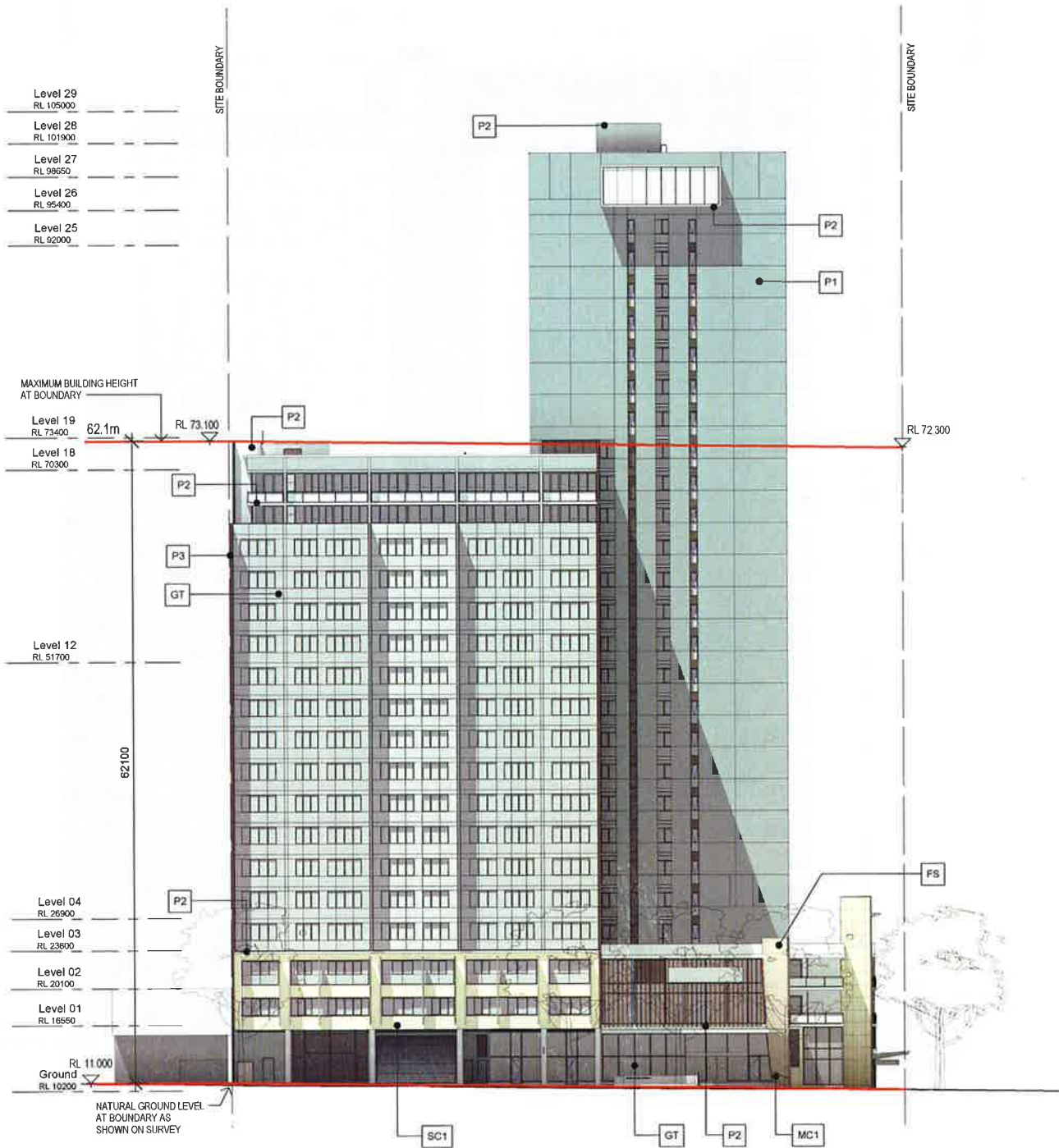
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EAST ELEVATION

PLANS/ SECTIONS/ ELEVATIONS 02



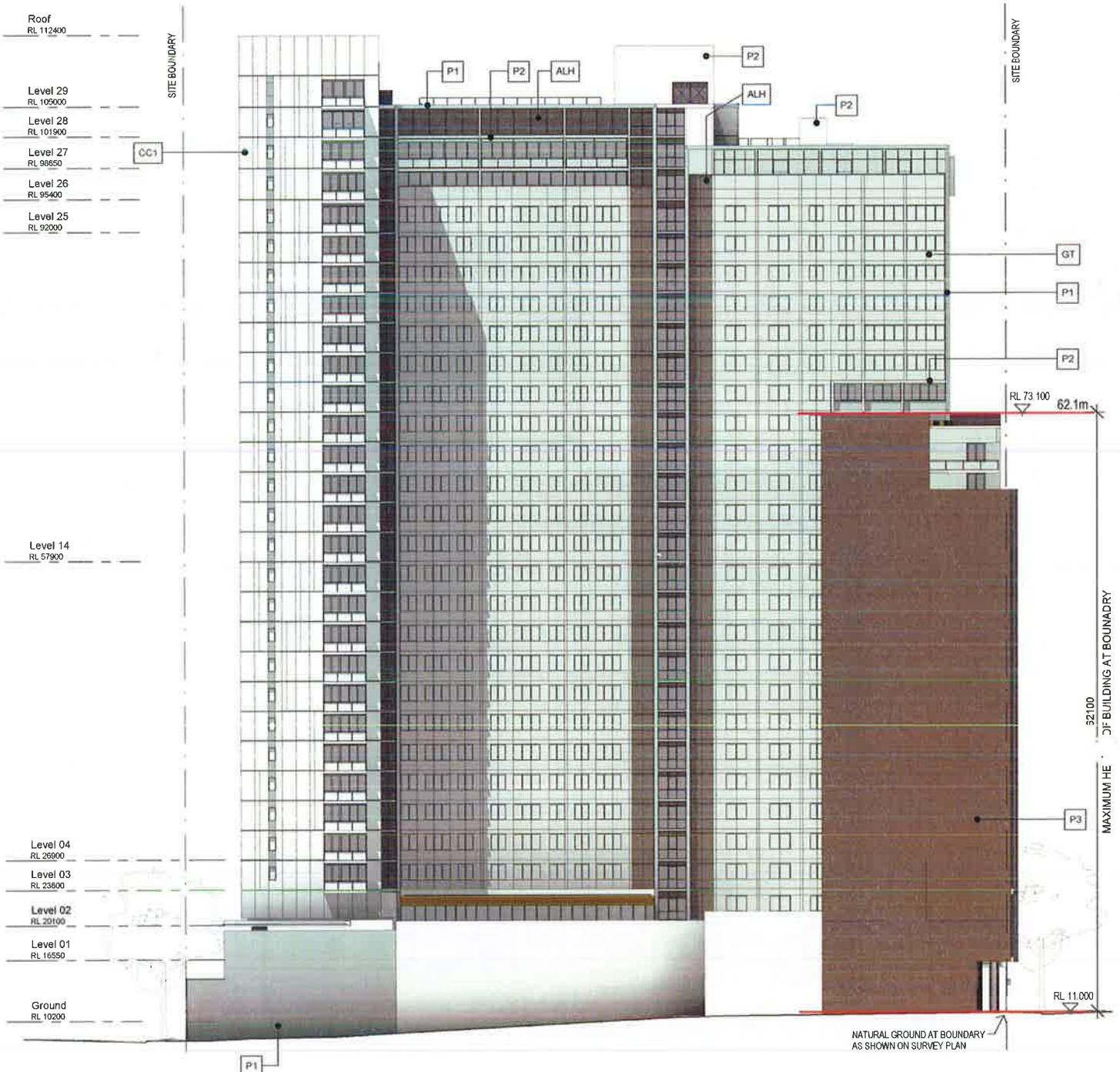


scale 1:400



SOUTH ELEVATION  
PLANS/ SECTIONS/ ELEVATIONS 02

RL 123 230  
+ ---



scale 1:400

0 20m

WEST ELEVATION

PLANS/ SECTIONS/ ELEVATIONS 02

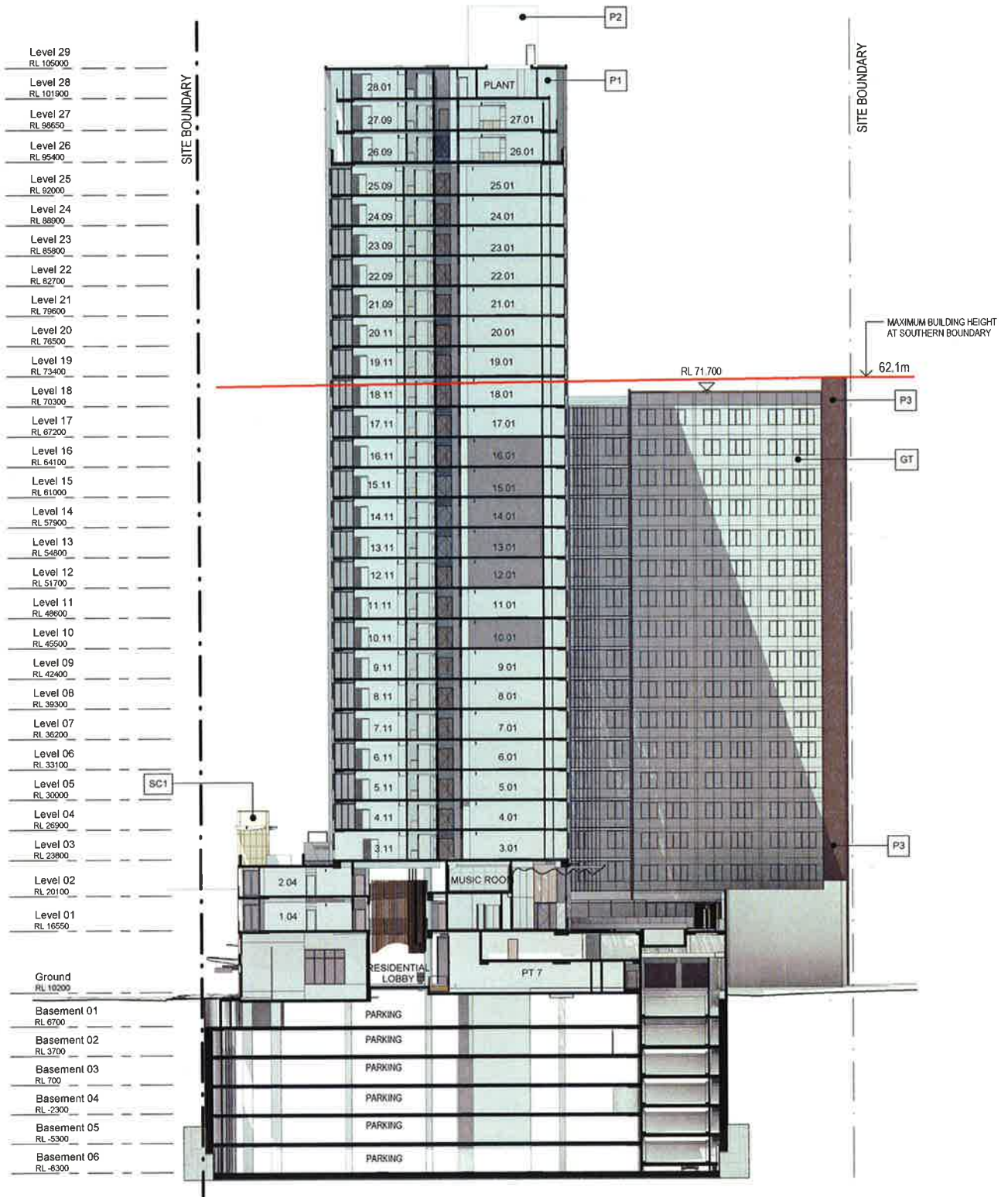
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scale 1:400



SECTION

PLANS/ SECTIONS/ ELEVATIONS 02



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ARTIST IMPRESSION  
PLANS/ SECTIONS/ ELEVATIONS 02



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ARTIST IMPRESSION

PLANS/ SECTIONS/ ELEVATIONS 02

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ALLIN JACK+COUHER



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ARTIST IMPRESSION - HUNTER STREET  
PLANS/ SECTIONS/ ELEVATIONS 02



ARTIST IMPRESSION - MARSDEN STREET  
PLANS/ SECTIONS/ ELEVATIONS 02

AJ+C  
ALLEN JACK+COOPER



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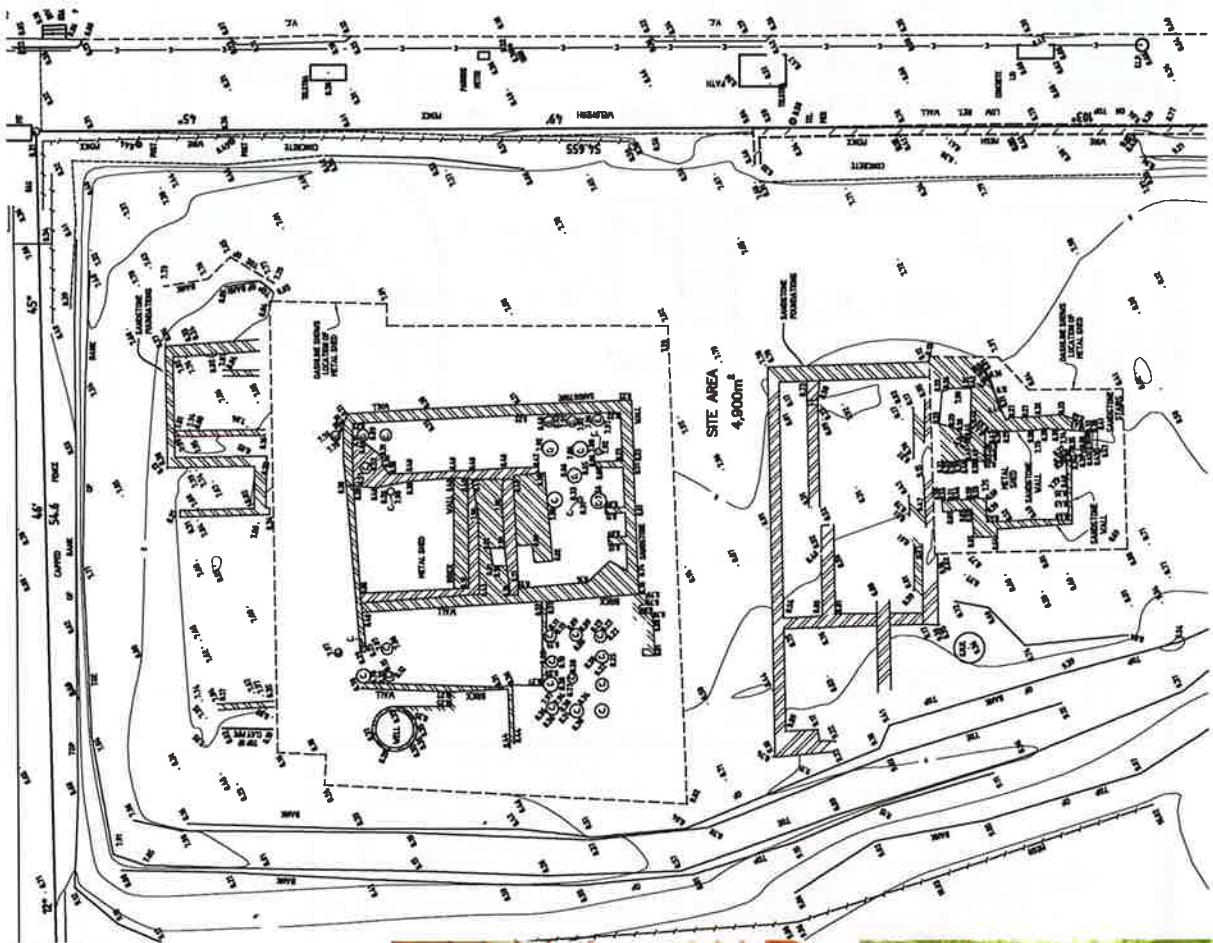




Elevated photo looking east over the revealed archaeology during the 2005 excavations



Part of the archaeological heritage items on the site enclosed in a protective shed.



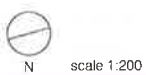
The timber floor of the hotel cellar, before the removal of the timber floor boards for conservation and the protective backfilling

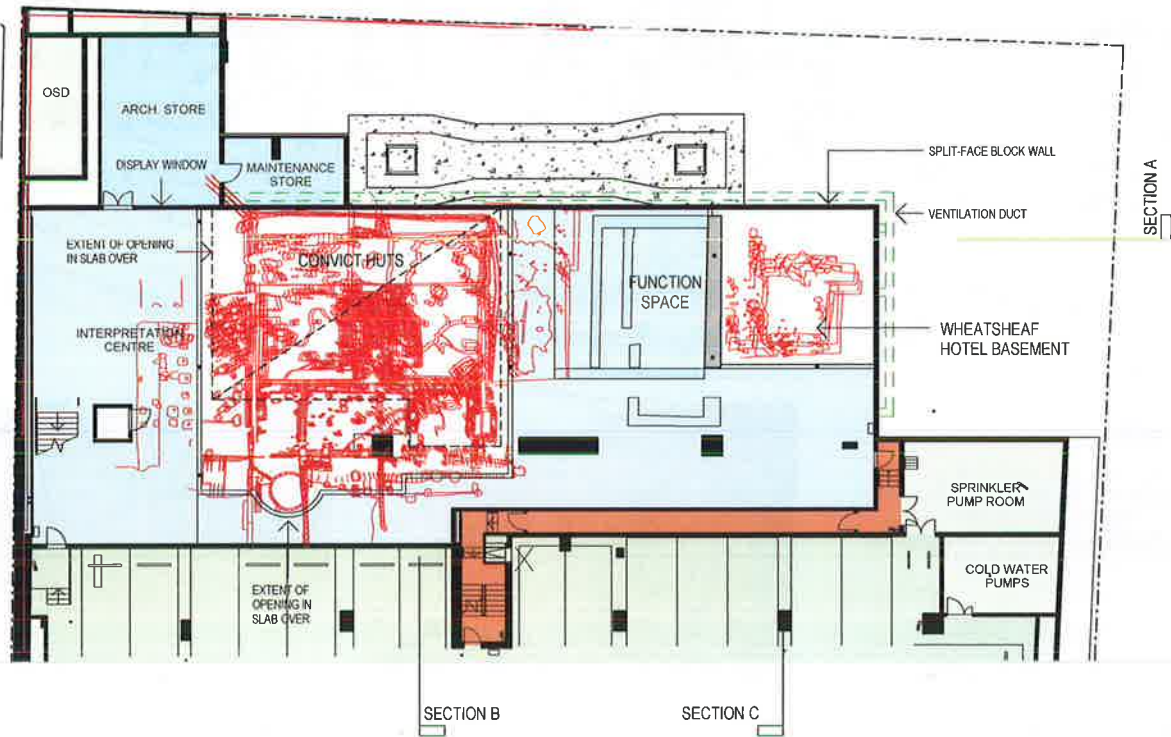
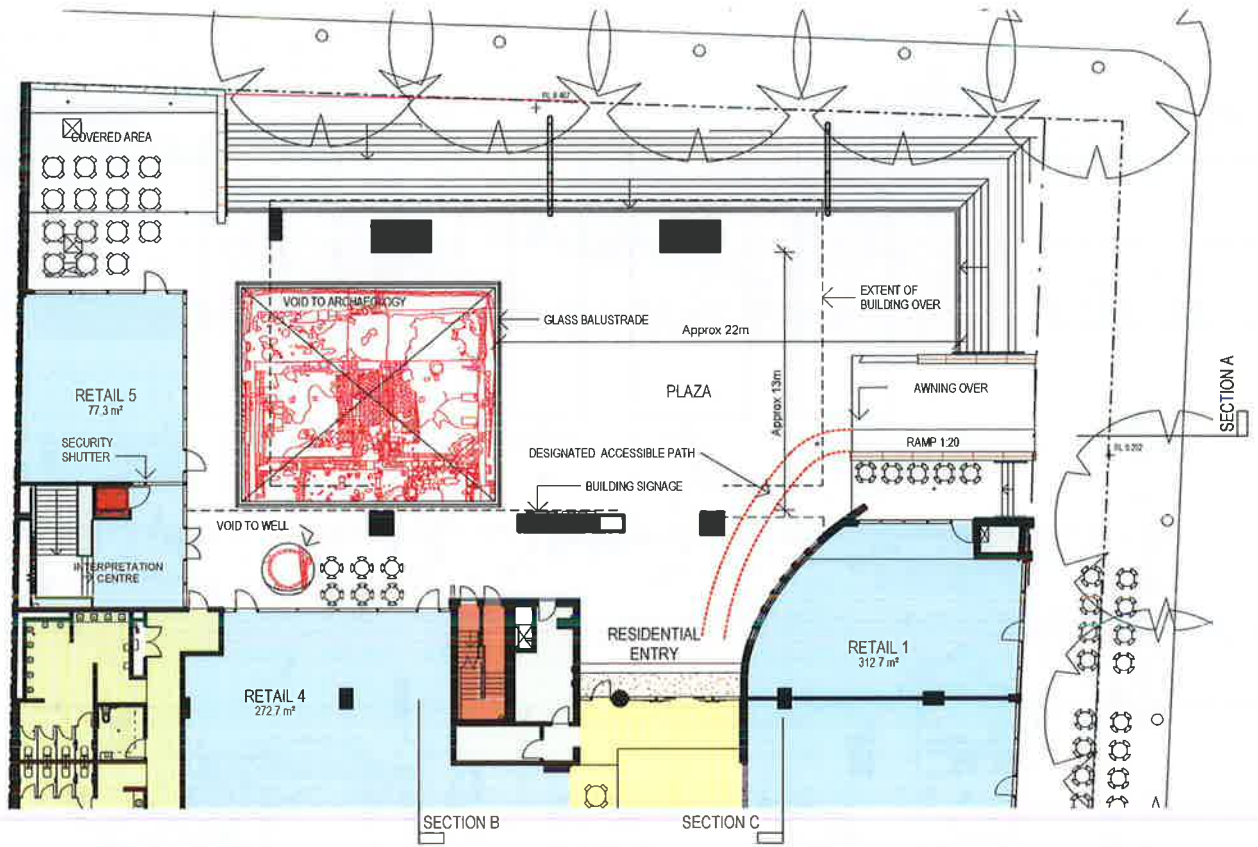


Layers of history revealed in the excavation included later alterations to the early 19th century buildings and reinforced concrete footings from a failed 1970s office development on the site.



Remnants of the 1830s cottage and its later extensions.





N scale 1:250

PLANS  
ARCHAEOLOGY 03

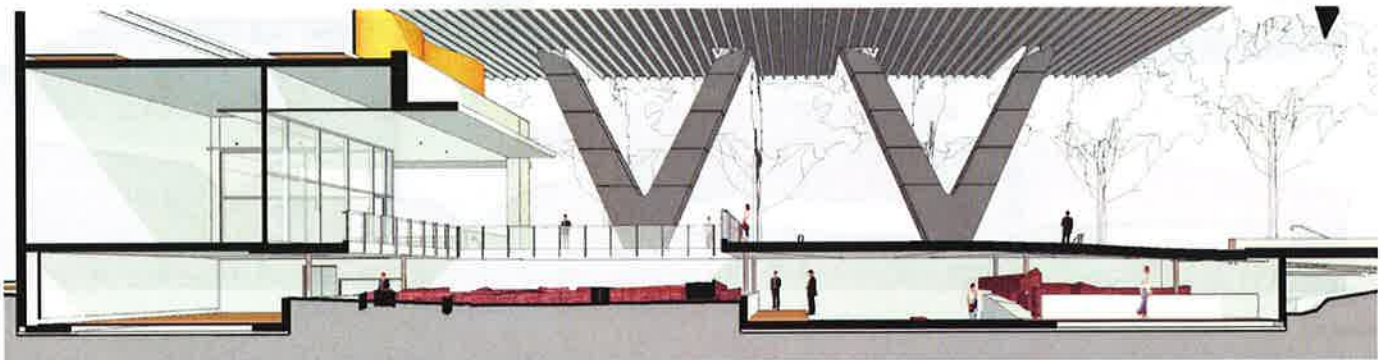
AJ+C  
ALLEN JACK+COULTER



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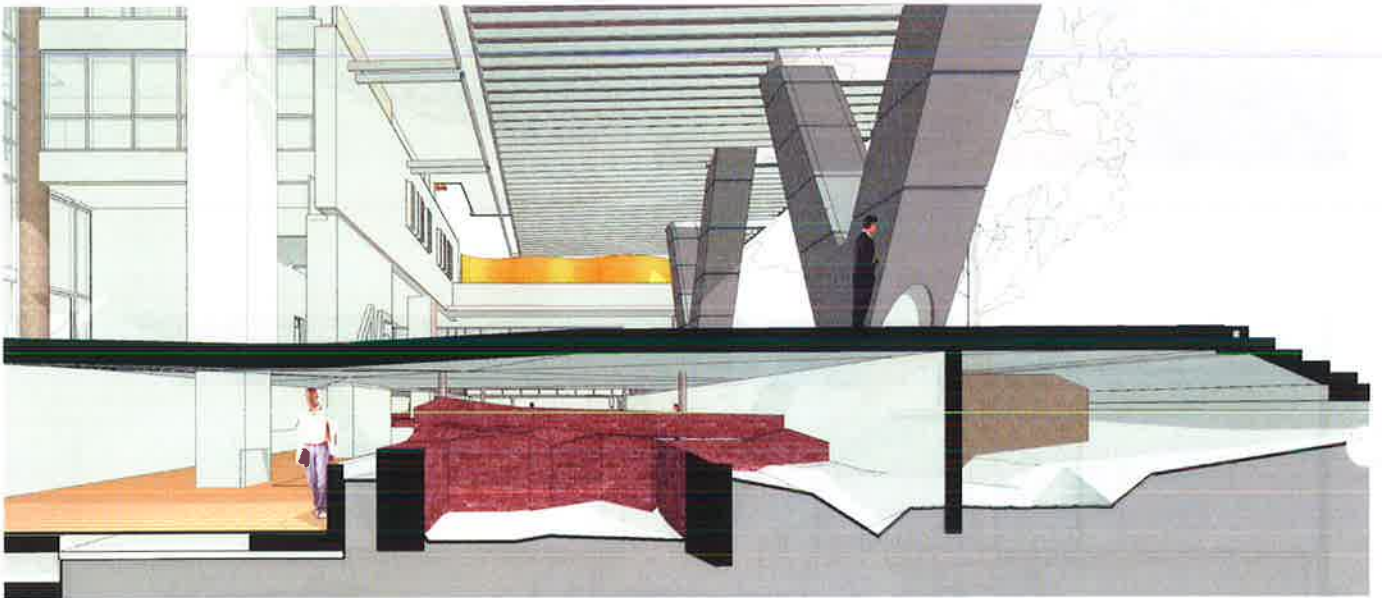


Section A

SECTION A + IMAGES  
 ARCHAEOLOGY 03



Section B



Section C

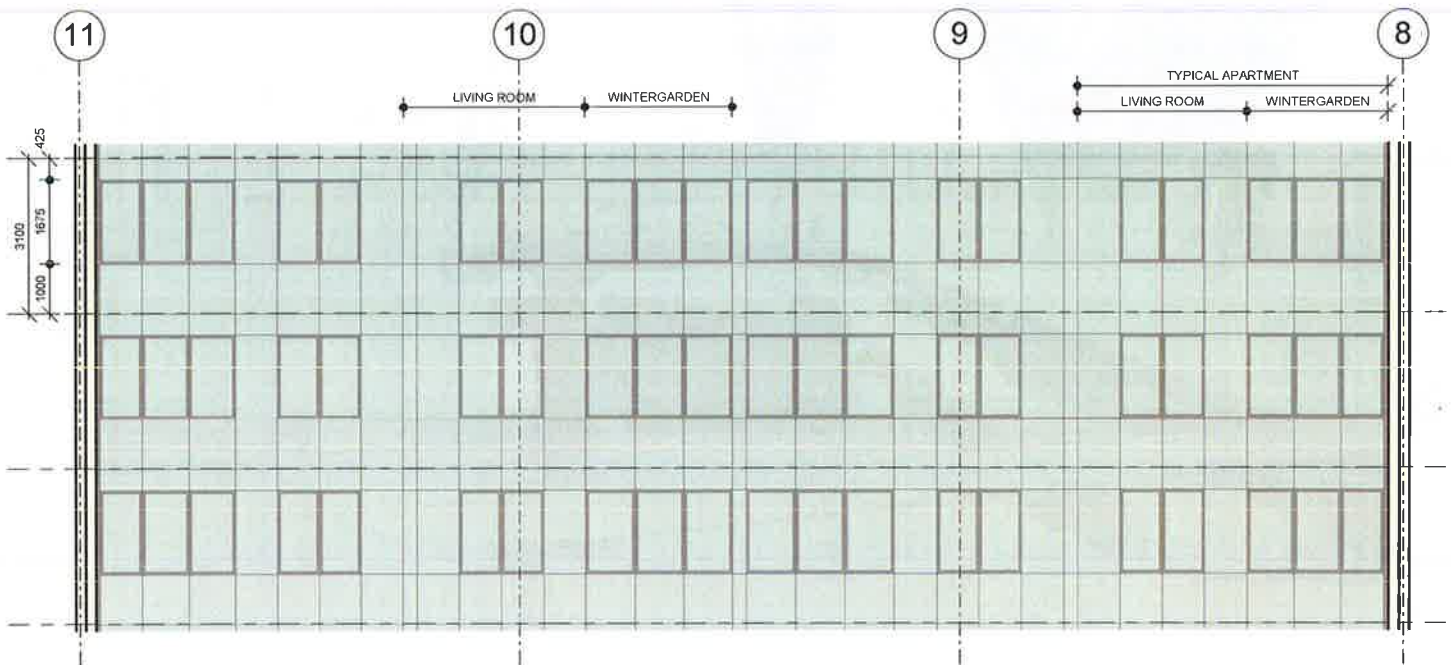
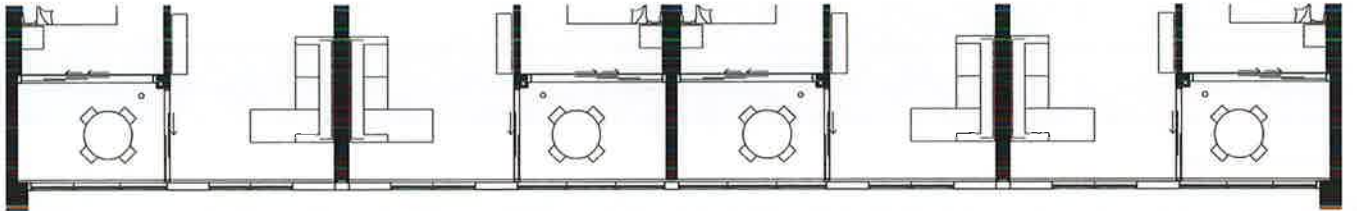
SECTION B + SECTION C  
 ARCHAEOLOGY 03



Archaeology from Viewing Window



Archaeology from Viewing Window



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FENESTRATION DETAIL 04



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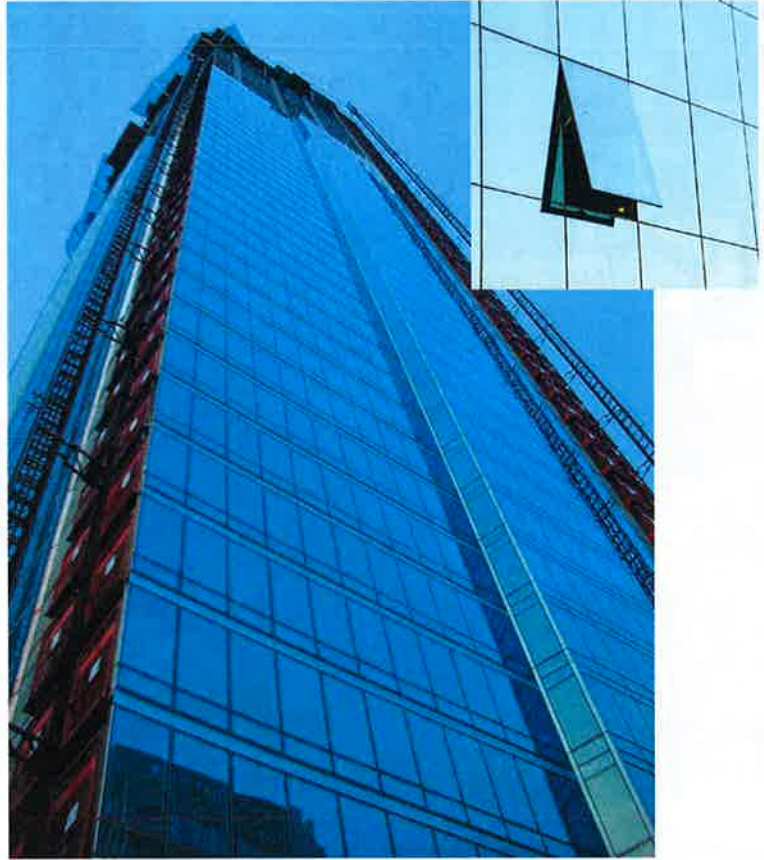


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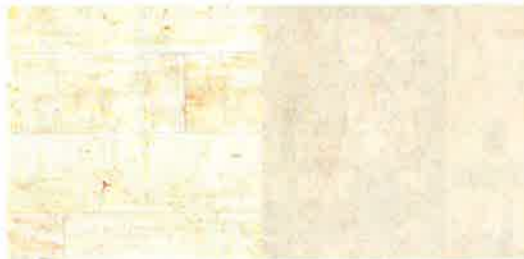
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CC1 - Tower Walls



GT - Curtain Walls

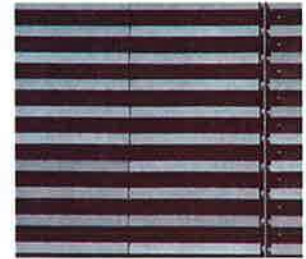


SC1 - Podium Walls

MC1 - Curved Podium Walls



GT - Curtain Walls and Balustrades



ALH - Podium Louvres



P1 - Towers B+C



P2 - Slab Edges



P3 - Tower D

Code	Element/Finish	Location
ALH	Aluminium Horizontal Louvres	Podium Louvres and Tower Screens
CC1	Composite Cladding	Towers B+C External Walls
GT	Tinted Glass, Dark	Curtain walls, Balustrades
MC1	Marmorino	Curved Podium Wall
P1	Dulux Maraetai	External Precast Walls
P2	Dulux White Duck Half	Slab Edges
P3	Dulux Spanish Eyes	Tower D External Walls
SC1	Limestone Cladding	Foyer Entrances
TR1	Textured Render, Light	Balconies, Concrete Slab Edges



Winter Solstice 9:00am



Winter Solstice 10:00am



STUDY 01 - WINTER SOLSTICE 9 AM, 10 AM

SHADOW STUDY 07



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Winter Solstice 11:00am



Winter Solstice 12:00noon



scale 1:2500

STUDY 02 - WINTER SOLSTICE 11 AM, 12 NOON

SHADOW STUDY 07





Winter Solstice 1:00pm



Winter Solstice 2:00pm



STUDY 03 - WINTER SOLSTICE 1 PM, 2 PM

SHADOW STUDY 07



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Winter Solstice 3:00pm



Summer Solstice 9:00am


  
 N scale 1:2500

STUDY 04 - WINTER SOLSTICE 3 PM, SUMMER SOLSTICE 9 AM

SHADOW STUDY 07


  
 ALLEN JACK & COTTER



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Summer Solstice 10:00am



Summer Solstice 11:00am



scale 1:2500

STUDY 05 - SUMMER SOLSTICE 10 AM, 11 AM

SHADOW STUDY 07



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Equinox 9:00am



Equinox 10:00am



STUDY 08 - EQUINOX 9 AM, 10 AM

SHADOW STUDY 07



Equinox 11:00am



Equinox 12:00noon



STUDY 09 - EQUINOX 11 AM, 12 NOON

SHADOW STUDY 07



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As Approved

Equinox 1:00pm



As Approved



N scale 1 2500

STUDY 10 - EQUINOX 1 PM, 2 PM

SHADOW STUDY 07

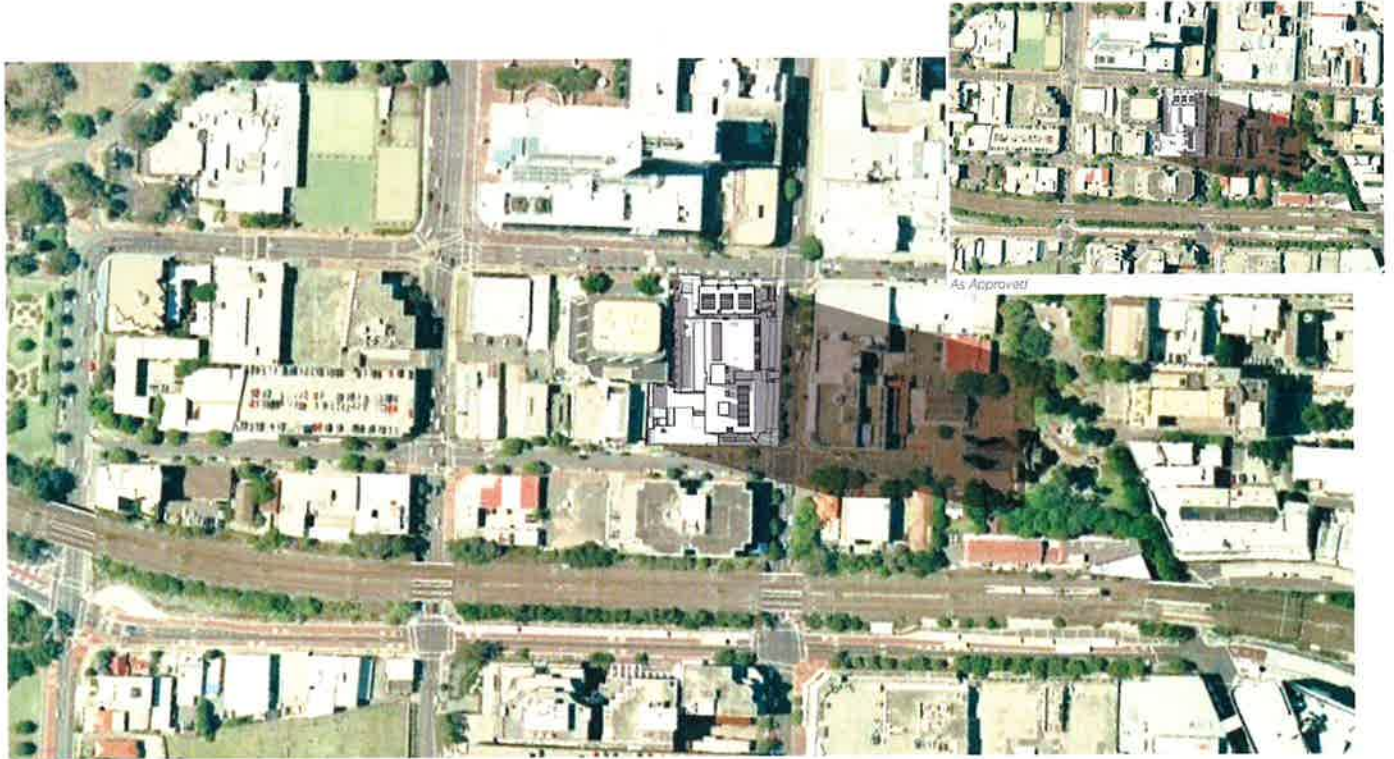


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Equinox 3:00pm



scale 1:2500

STUDY 11 - EQUINOX 3 PM  
SHADOW STUDY 07



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