

# PORT WAKEFIELD LANDSCAPE CONCEPT DESIGN

Wakefield Regional Council

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GD|studia



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GD|studia

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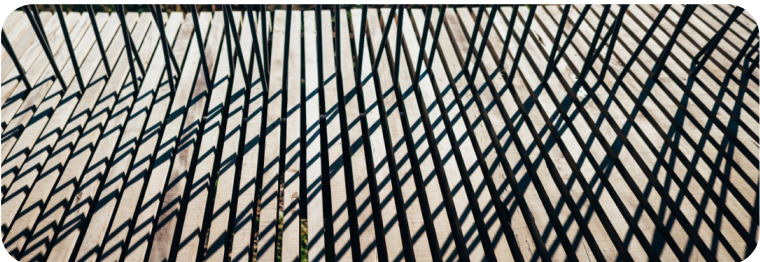
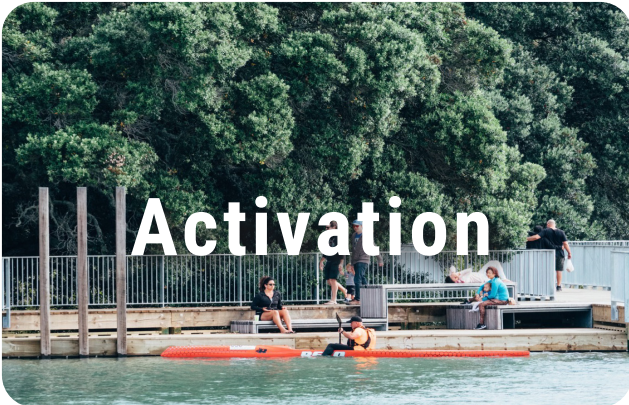
PROJECT\_ PORT WAKEFIELD  
REV/DATE\_ A 24.08.22



# LANDSCAPE VISION

EDWARD STREET + FORESHORE

*“To create an iconic Destination that draws people into Port Wakefield and provides amenity that encourages people to linger longer and discover the beauty of this Historic Destination”*





# EDWARD STREET

## LANDSCAPE CONCEPT (DRAFT)



### LEGEND

- ① **Town Centre**  
The activated heart of Port Wakefield will include feature lighting, planted kerb build outs, feature paving on the road way and on the footpaths.

② **Retained Existing Trees**  
All existing street trees will be retained

③ **Main Trees (Feature)**  
Each Intersection will be celebrated with a large Feature tree that will begin to create a rhythm, along the street.

④ **Secondary Tree (Infill)**  
Infill street tree and understory planting will be installed along the street to help soften, reduce the scale (pedestrian scale) and the Urban Heat Island Effect.

⑤ **Art Nodes**  
Each intersection will feature art work that tells the story of Port Wakefield

⑥ **New Pram Ramps**  
Where existing Pram Ramps are non-compliant these will be demolished and removed to become compliant pram ramps

⑦ **New Paved Path to Foreshore**  
New paving will be installed from the Town Centre to the Foreshore

⑧ **Feature Paved Threshold**  
New paving to the entry of Edward Street will provide a sense of arrival and bookend the revitalised streetscape

⑨ **Feature Signage and Art Work**  
Entry Signage and Artwork will be strategically placed to provide maximum views to the Highway. This will ensure that all passers-by are intrigued to investigate whats down the main street

Note: All existing Driveways, Light Poles and Overhead Power Lines are retained





# EDWARD STREET

## SHEET 01



### LEGEND

- ①

**Town Centre**  
The activated heart of Port Wakefield, will include:

  - A. Feature festoon lighting
  - B. Planted kerb build outs
  - C. Feature paving on the road way and on the footpaths
  - D. Retained Parking
  - E. Lawned Area with Picnic Setting (New)
  - F. Retained Road Width
  - G. New furniture adjacent the Post Office
- ②

**Retained Existing Trees**  
All existing street trees will be retained
- ③

**Main Trees (Feature)**  
Each Intersection will be celebrated with a large Feature tree that will begin to create a rhythm, along the street.
- ④

**Secondary Tree (Infill)**  
Infill street tree and understory planting will be installed along the street to help soften, reduce the scale (pedestrian scale) and the Urban Heat Island Effect.
- ⑤

**Art Nodes**  
Each intersection will feature art work that tells the story of Port Wakefield
- ⑥

**New Pram Ramps**  
Where existing Pram Ramps are non-compliant these will be demolished and removed to become compliant pram ramps
- ⑦

**New Paved Path to Foreshore**  
New paving will be installed from the Town Centre to the Foreshore
- ⑧

**Retained Existing Gravel**  
Existing gravel is to be retained
- ⑨

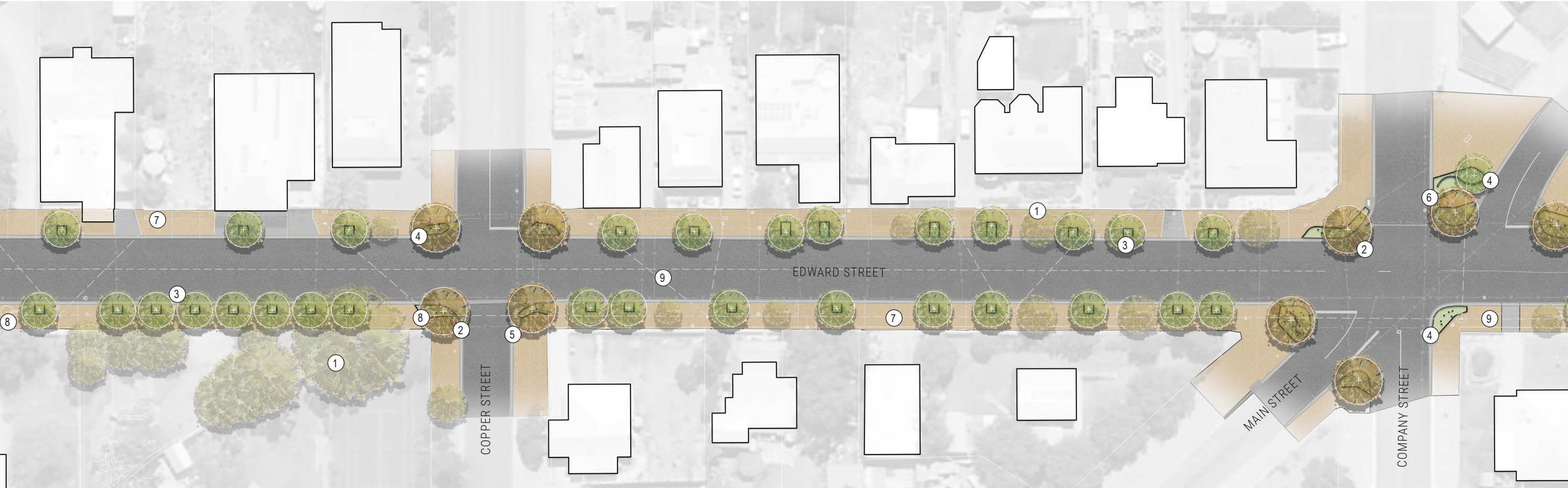
**Existing Light Pole**
- ⑩

**Existing Overhead Power Line**



# EDWARD STREET

## SHEET 02



### LEGEND

- ①

**Retained Existing Trees**  
All existing street trees will be retained
- ②

**Main Trees (Feature)**  
Each Intersection will be celebrated with a large Feature tree that will begin to create a rhythm, along the street.
- ③

**Secondary Tree (Infill)**  
Infill street tree and understory planting will be installed along the street to help soften, reduce the scale (pedestrian scale) and the Urban Heat Island Effect.
- ④

**Art Nodes**  
Each intersection will feature art work that tells the story of Port Wakefield
- ⑤

**New Pram Ramps**  
Where existing Pram Ramps are non-compliant these will be demolished and removed to become compliant pram ramps
- ⑥

**Public Furniture**  
Proposed Bench Seat and Bin located at Key Intersection
- ⑦

**Retained Existing Gravel**  
Existing gravel is to be retained
- ⑧

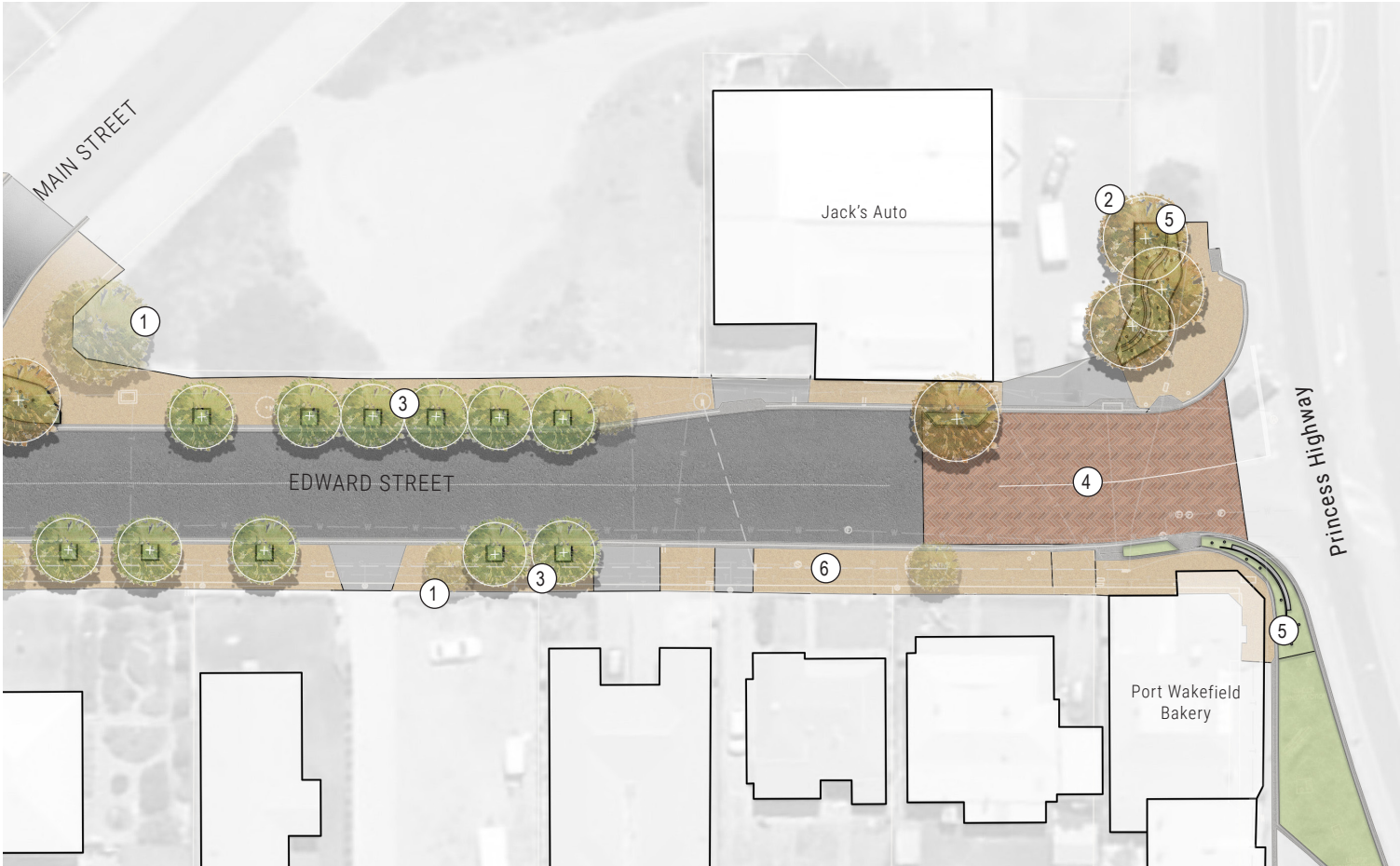
**Existing Light Pole**
- ⑨

**Existing Overhead Power Line**



# EDWARD STREET

## SHEET 03



### LEGEND

- ① **Retained Existing Trees**  
All existing street trees will be retained

② **Main Trees (Feature)**  
Each Intersection will be celebrated with a large Feature tree that will begin to create a rhythm, along the street.

③ **Secondary Tree (Infill)**  
Infill street tree and understory planting will be installed along the street to help soften, reduce the scale (pedestrian scale) and the Urban Heat Island Effect.
- ④ **Feature Paved Threshold**  
New paving to the entry of Edward Street will provide a sense of arrival and bookend the revitalised streetscape

⑤ **Feature Signage and Art Work**  
Entry Signage and Artwork will be strategically placed to provide maximum views to the Highway. This will ensure that all passers-by are intrigued to investigate whats down the main street

⑥ **Existing Overhead Power Line**





# FORESHORE

## LANDSCAPE CONCEPT (DRAFT)



### LEGEND

- ① **Boardwalk**  
Proposed Boardwalk link that touches the existing mangroves and threads the foreshore to the Wharf in a seamless transition

② **Boardwalk Lookout**  
Where the old boardwalk was located will be a new lookout to watch the King Tides permeate through the waterway

③ **Revitalised Shelter area**  
Existing shelter to be upgraded with new furniture and paving
- ④ **Revitalised Caravan Park**  
The existing Caravan Park will be revitalised with new understory planting, trees and lawned areas

⑤ **The Island**  
Option to remove the existing boardwalk in the lagoon and create an island that activates the whole lagoon for recreation use

⑥ **Wakefield Street**  
Wakefield Street will be transformed into a one-way street that prioritises pedestrian movement. A section of the caravan park will be relocated allowing the road to be re-opened, creating flow and access along the foreshore to the wharf area
- ⑦ **New parking and Reclaimed Land**  
The existing boat parking area will be transformed into open space and formalised parking - this will act as an extension to the caravan park whilst providing more open space for the foreshore

⑧ **The Lookout**  
This area will feature a bespoke shelter and terracing that acts as a sculptural element that takes advantage of the views out to the horizon
- ⑨ **RSL + Soldiers War Memorial Hall**  
The entry to the Foreshore becomes a seamless paved precinct that can cater for events and informal parking. The RSL features a bespoke shelter that activates the building with a flexible Plaza space

⑩ **The Playspace**  
An iconic playspace that reinterprets the salt marshes and mangroves and plays with the tidal influences of the lagoon





# FORESHORE

SHEET 01



LEGEND

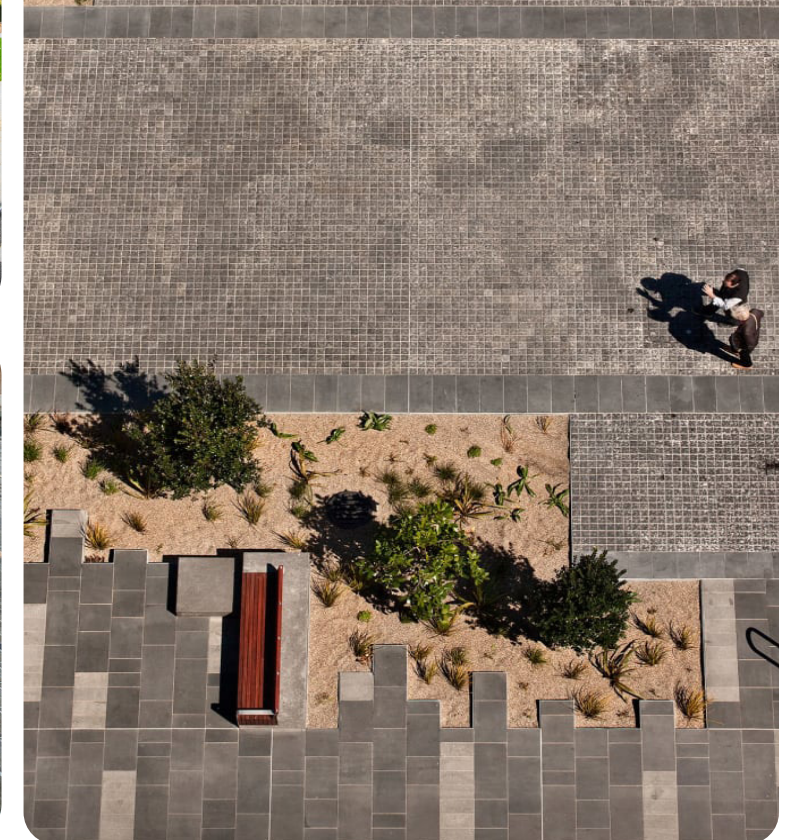
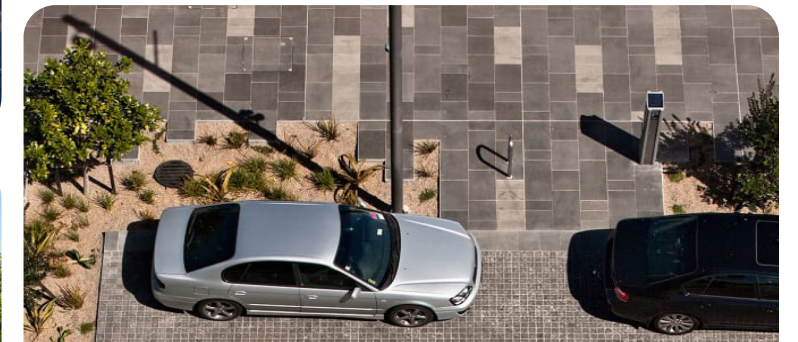
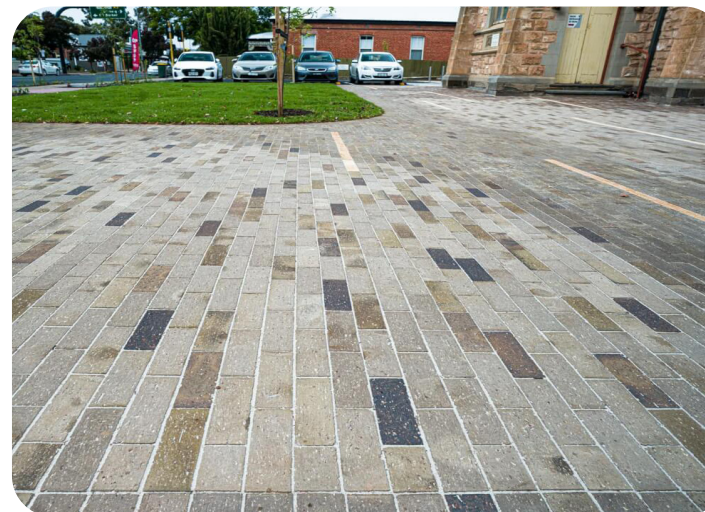
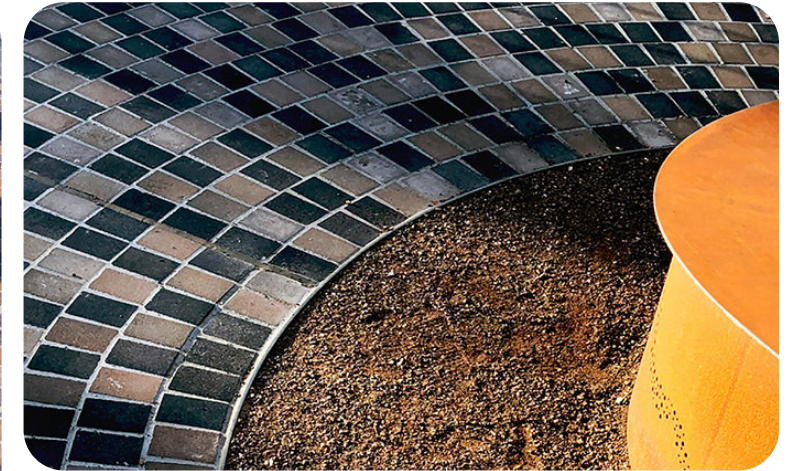
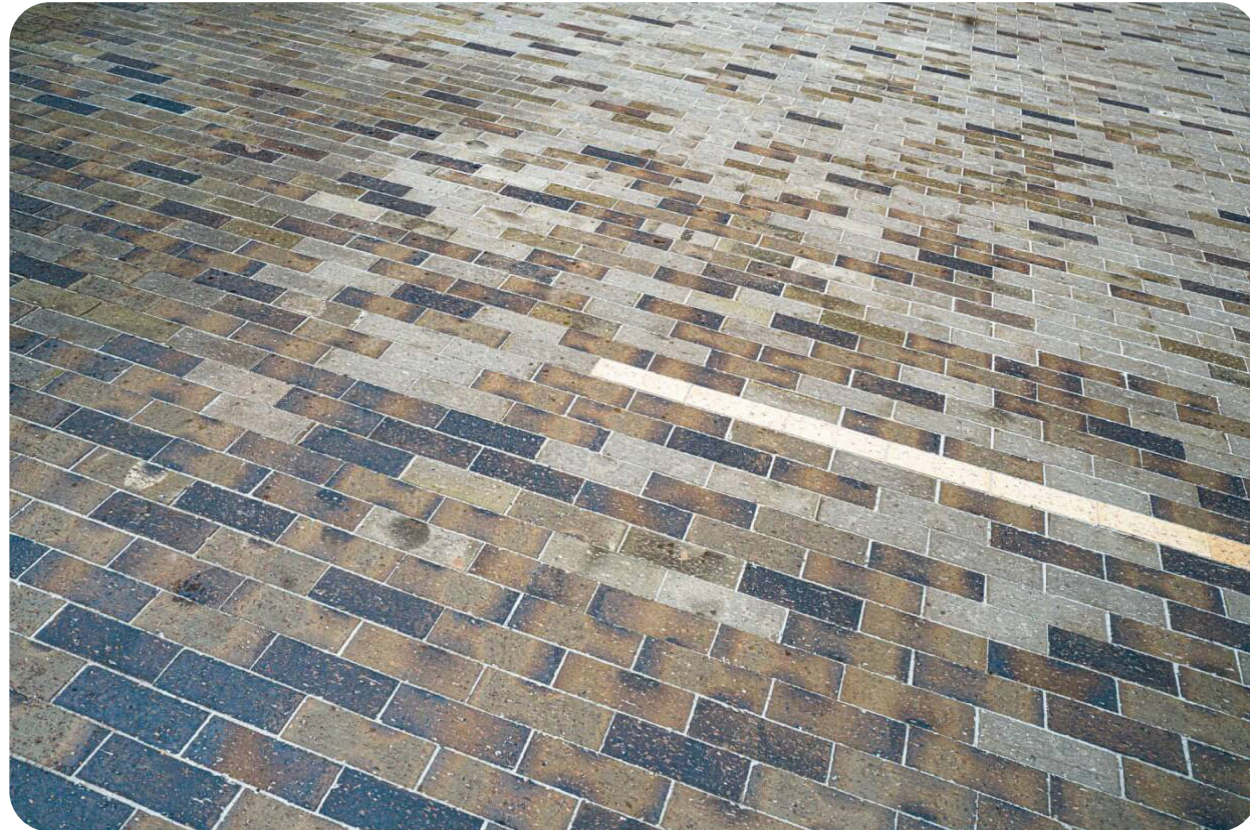
① One-way flush Roadway Transition	⑤ Feature paving to Soldiers War memorial	⑨ The RSL Plaza with bespoke shelter	⑬ Terracing wall to water edges - replace existing	⑰ Stone seating wall	⑳ Embankment slide	㉓ Retained existing shelter
② Indented Carparks	⑥ Connected Pedestrian Link around Lagoon	⑩ Irrigated Lawn	⑭ The Island	⑱ Water play - sprayers	㉔ Mangrove Trail	㉖ Informal Parking
③ Proposed Ramp Crossing	⑦ Retained Trees	⑪ Shelter with Picnic Settings	⑮ Option to create a jetty to island	㉒ Water play - lagoon	㉕ Sky walk with iconic tower	㉗ Connections into Lawn Bowls
④ Existing Toilets	⑧ Existing Memorial	⑫ Shelter with Picnic Settings and BBQ	⑯ Feature artwork	㉓ Totem Forest	㉖ Basket Swing	㉘ New Tree planting and understory planting



# LOOK & FEEL

## STREETSCAPE + SURFACES

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# LOOK & FEEL

## ARTWORK INTEGRATION

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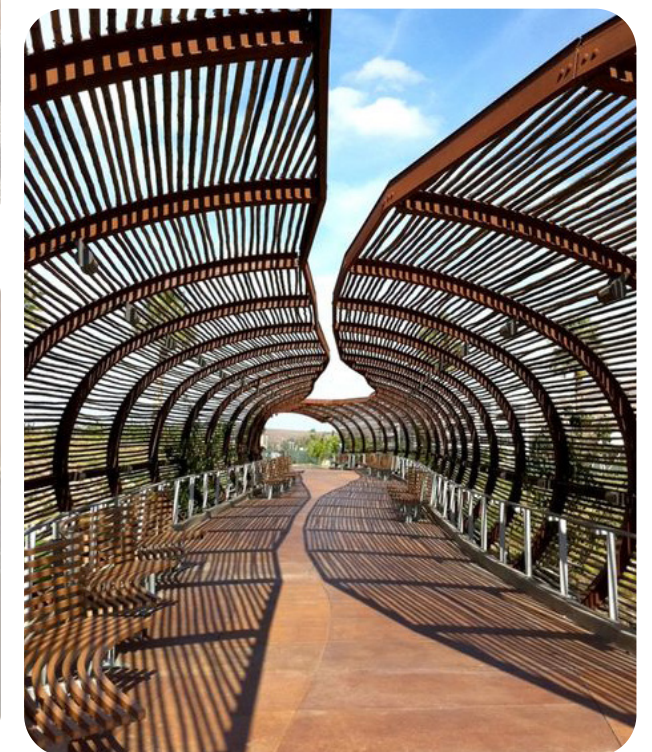
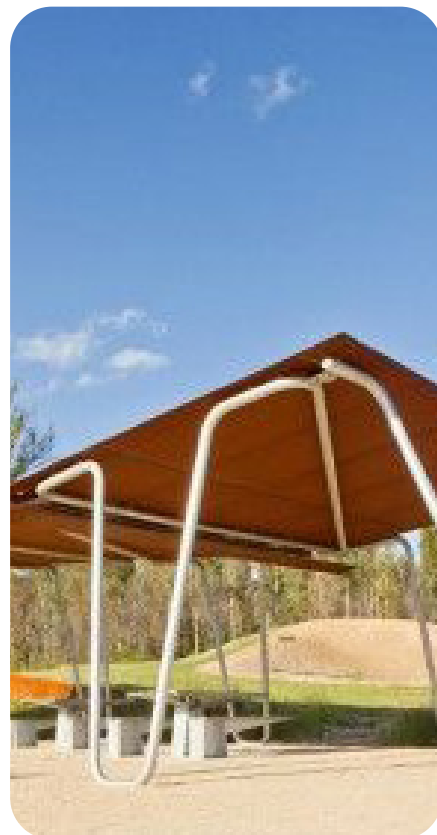




# LOOK & FEEL

SHADE

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# LOOK & FEEL

## PLAY SHEET 01

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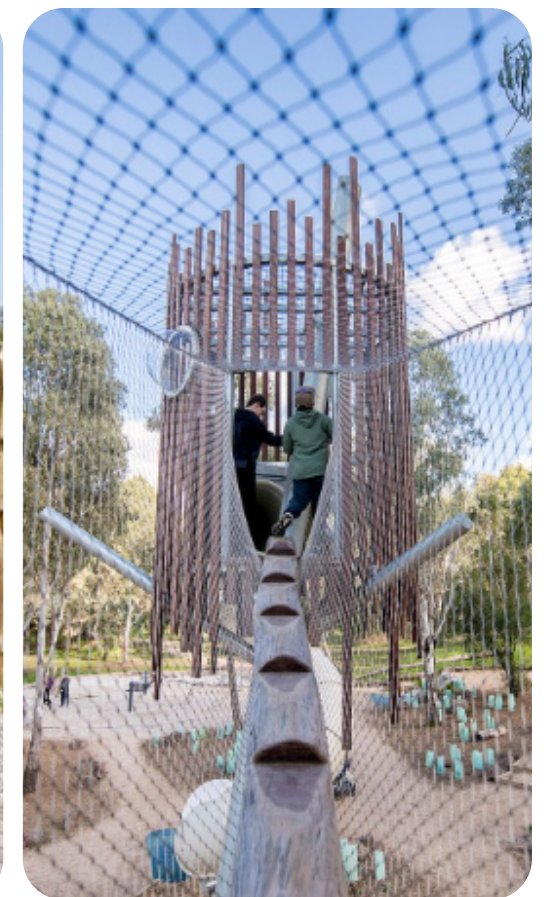




# LOOK & FEEL

## PLAY SHEET 02

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