


## DR3 – Design review report and recommendations (Part 1/4)














*This report is prepared by the panel coordinator and checked by the design review Chair. To maintain the integrity and independence of the design review process this report should be attached, unedited to Council reports and (if applicable) the Development Assessment Panel Responsible Authority Report.*

Local government	Town of Cottesloe	
Item no.	Ocean Beach Hotel (OBH) – 140 Marine Parade	
Date	31 March 2022	
Time	5.00pm	
Location	Via Microsoft TEAMS	
Panel members	Tina Arthur - Chair Lawrence Scanlan Mike Dobson Craig Shepherd	
Local government officers	Matthew Scott Freya Ayliffe Wayne Zimmermann Ed Drewett	Chief Executive Officer Director Development and Regulatory Services Manager, Planning Coordinator, Statutory Planning
Proponent/s	Edge Visionary Living	
Observer/s	Nil	
<b>Briefings</b>		
Development assessment overview	Ocean Beach Hotel development proposal	
Technical issues		
<b>Design review</b>		
Proposed development	Ocean Beach Hotel – Design Principles	
Property address	140 Marine Parade	
Background	On-going consultation with the Town in respect to the development which was referred by the State Development Assessment Unit (SDAU) to then potentially be approved, with conditions by the WAPC.	
Proposal	Ocean Beach Hotel – 12 storey, mixed-use development including 204 residential apartments, 121 hotel rooms, tavern/bar, food and beverage and other commercial elements.	
Applicant/representative address to the design review panel	Refer to attached document	
Key issues/recommendations		
Chair signature		

## DR3 – Design review report and recommendations (Part 2/4)

Design quality evaluation	
	Supported
	Pending further attention
	Not supported
<b>Principle 1 - Context and character</b>	<i>Good design responds to and enhances the distinctive characteristics of a local area, contributing to a sense of place.</i>
	<ol style="list-style-type: none"> <li>1. Generally supported.</li> <li>2. Presents an overarching, good architectural approach to the area, lots of landscaping elements.</li> <li>3. Better articulation along Eric and Gadson Street.</li> </ol>
<b>Principle 2 - Landscape quality</b>	<i>Good design recognises that together landscape and buildings operate as an integrated and sustainable system, within a broader ecological context.</i>
	<ol style="list-style-type: none"> <li>1. Management plan required for landscaping management/maintenance.</li> <li>2. Essential to choose species of plants that will survive.</li> </ol>
<b>Principle 3 - Built form and scale</b>	<i>Good design ensures that the massing and height of development is appropriate to its setting and successfully negotiates between existing built form and the intended future character of the local area.</i>
	<ol style="list-style-type: none"> <li>1. Proposal is an improvement on what the Scheme permits, noting that the building heights and setbacks do not comply with the current Scheme.</li> <li>2. If concessions granted – developer contribution should be requested for the Foreshore redevelopment project and/or Eric Street and Marine Parade junction area.</li> </ol>
<b>Principle 4 - Functionality and build quality</b>	<i>Good design meets the needs of users efficiently and effectively, balancing functional requirements to perform well and deliver optimum benefit over the full life-cycle.</i>
	<ol style="list-style-type: none"> <li>1. Created ground level activation; retail, food and beverage.</li> <li>2. Can see through the site.</li> <li>3. Demand for accommodation in the area (iconic location) – confirm feasibility for the hotel aspect.</li> </ol>
<b>Principle 5 - Sustainability</b>	<i>Good design optimises the sustainability of the built environment, delivering positive environmental, social and economic outcomes.</i>
	<ol style="list-style-type: none"> <li>1. Management/maintenance of landscaping is critical.</li> <li>2. Confirmation of green star status.</li> </ol>
<b>Principle 6 - Amenity</b>	<i>Good design optimises internal and external amenity for occupants, visitors and neighbours, providing environments that are comfortable, productive and healthy.</i>
	<ol style="list-style-type: none"> <li>1. High level of amenity proposed.</li> <li>2. Consider providing additional public amenities such as surfboard storage etc.</li> <li>3. The site is not physically permeable and could have been (as previous scheme).</li> </ol>
<b>Principle 7 - Legibility</b>	<i>Good design results in buildings and places that are legible, with clear connections and easily identifiable elements to help people find their way around.</i>
	<ol style="list-style-type: none"> <li>1. Very legible.</li> <li>2. Each corner proposed to have unique style.</li> <li>3. Retaining landmark of hotel (heritage character).</li> </ol>
<b>Principle 8 - Safety</b>	<i>Good design optimises safety and security, minimising the risk of personal harm and supporting safe behaviour and use.</i>
	<ol style="list-style-type: none"> <li>1. Good passive surveillance.</li> </ol>

Principle 9 - <b>Community</b>	<i>Good design responds to local community needs as well as the wider social context, providing environments that support a diverse range of people and facilitate social interaction.</i>
	<ol style="list-style-type: none"> <li>The proposed development includes a diverse mix of non-residential uses, which will be available to the public, including a mix of food &amp; beverage outlets, a day spa, and retail shops.</li> <li>This variety of uses will assist in creating attractive environment for social interaction.</li> </ol>
Principle 10 <b>Aesthetics</b>	<i>Good design is the product of a skilled, judicious design process that results in attractive and inviting buildings and places that engage the senses.</i>
	<ol style="list-style-type: none"> <li>Generally supported.</li> <li>Good aesthetics and break up of the design (being large).</li> </ol>

<b>DR3 – Design review report and recommendations (Part 3)</b>			
<b>Design review progress</b>			
	Supported		
	Pending further attention		
	Not supported		
	DR1	DR2	DR3
Principle 1 - <b>Context and character</b>			
Principle 2 - <b>Landscape quality</b>			
Principle 3 - <b>Built form and scale</b>			
Principle 4 - <b>Functionality and build quality</b>			
Principle 5 - <b>Sustainability</b>			
Principle 6 - <b>Amenity</b>			
Principle 7 - <b>Legibility</b>			
Principle 8 - <b>Safety</b>			
Principle 9 - <b>Community</b>			
Principle 10 - <b>Aesthetics</b>			

<b>DR1 Recommendations</b>	<b>DR 2 Response</b>	<b>DR3 Response</b>
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1. Context & Character	Supported	
2. Landscape Quality	Supported	
3. Built form & scale	Noting building heights and setbacks do not comply	
4. Functionality & build quality	Supported	
5. Sustainability	Supported	
6. Amenity	Consider providing additional public amenities	
7. Legibility	Supported	
8. Safety	Supported	
9. Aesthetics	Supported	