

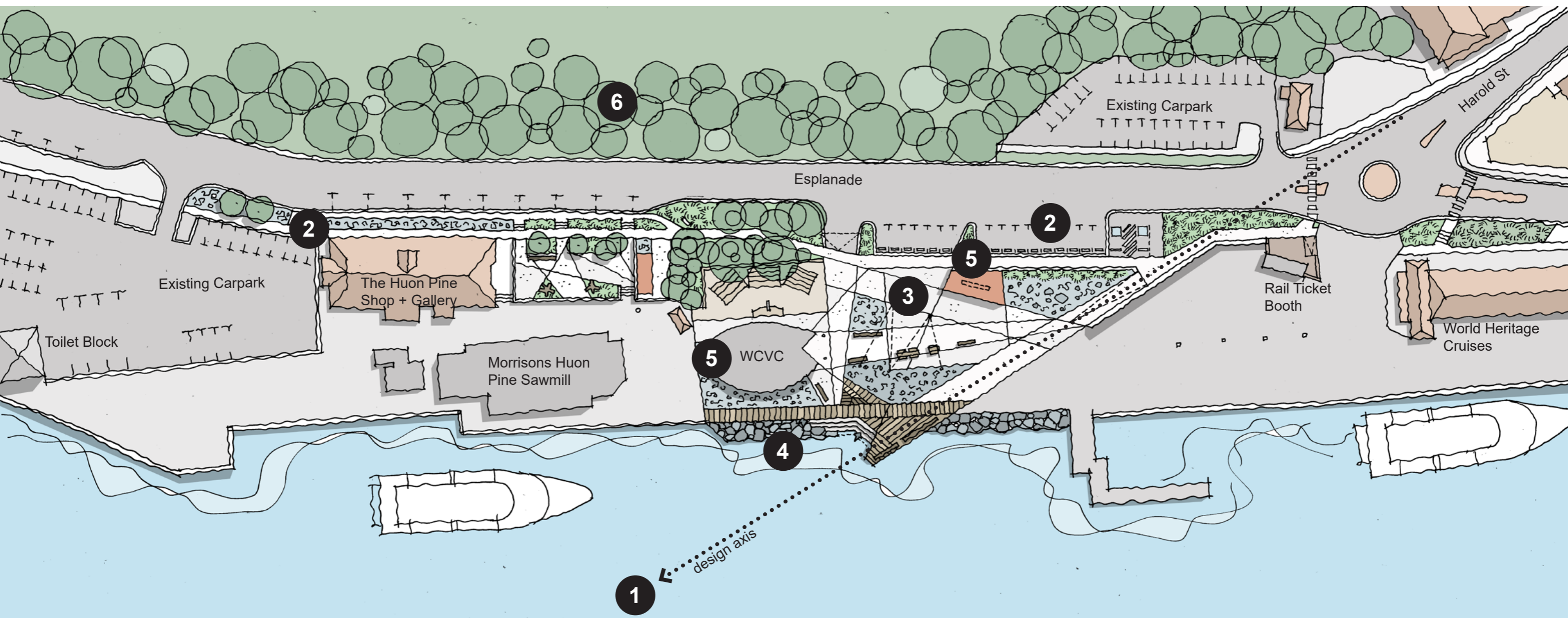


5 KEY DESIGN FEATURES

West Coast Tas: Lean into the West Coast brand that promotes robust and tough personality and spirit for the region. This is reflective in materials and layout eg. 'Gravel not Grass'

- 1. Design Axis:** Removal of fuel tanks and toilet block to open up strong views into the site, viewing deck and onto the heads of Long Bay
- 2. Visitor Access:** Increase the amount of parking opposite site by creating new 90 degree parking bays, including universal access parking, with links into the site and surrounding pedestrian network
- 3. Destination Space:** Create inviting, robust outdoor space with new pavement, boardwalk, seating and tables, lighting, shelter and viewing deck to attract visitors into the space and Visitor Centre

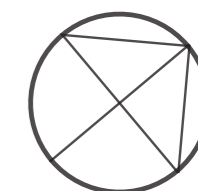
- 4. Water:** Engage with the water with cantilevered viewing platform, large format concrete access steps and Maugean Skate sculpture
- 5. Shelter:** Re-imagining and reinvigorating the WCVC providing shelter and focus for the visitor experience, with new shelter proposed adjacent to new waterfront seating area
- 6. Re-vegetation:** Opportunity to undertake staged removal of existing weed and exotic vegetation species along escarpment on west side of the Esplanade and replacement with indigenous species



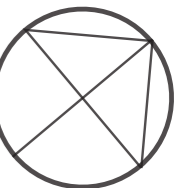
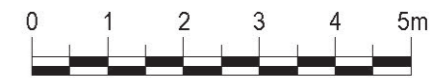
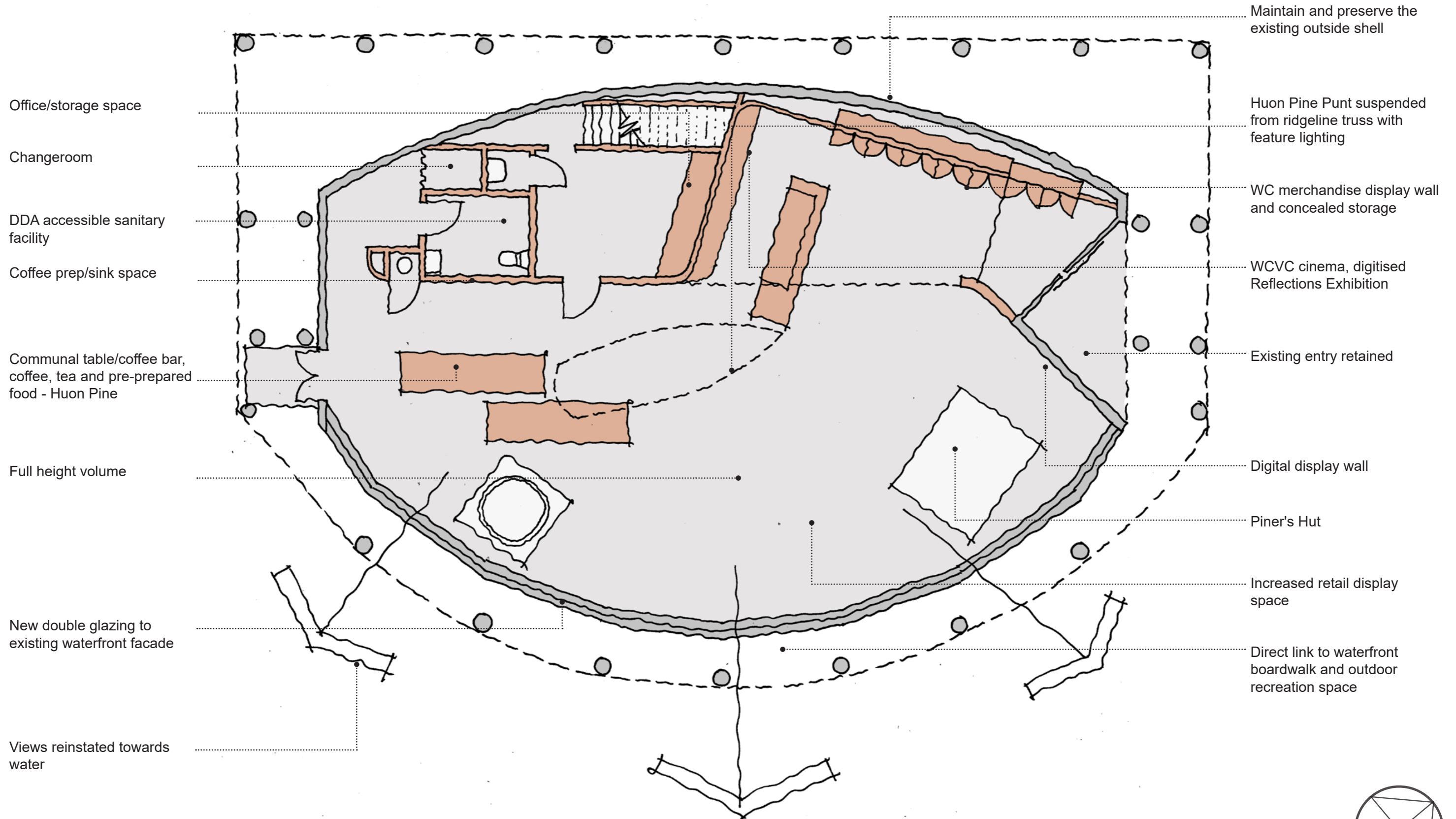
SHELTER

CONNECTION

ATTRACTION



→ WCVV - GROUND FLOOR PLAN





CROSS SECTION

Create strong/direct pedestrian link reinforced with indigenous planting to reinforce the 'Wild Way'

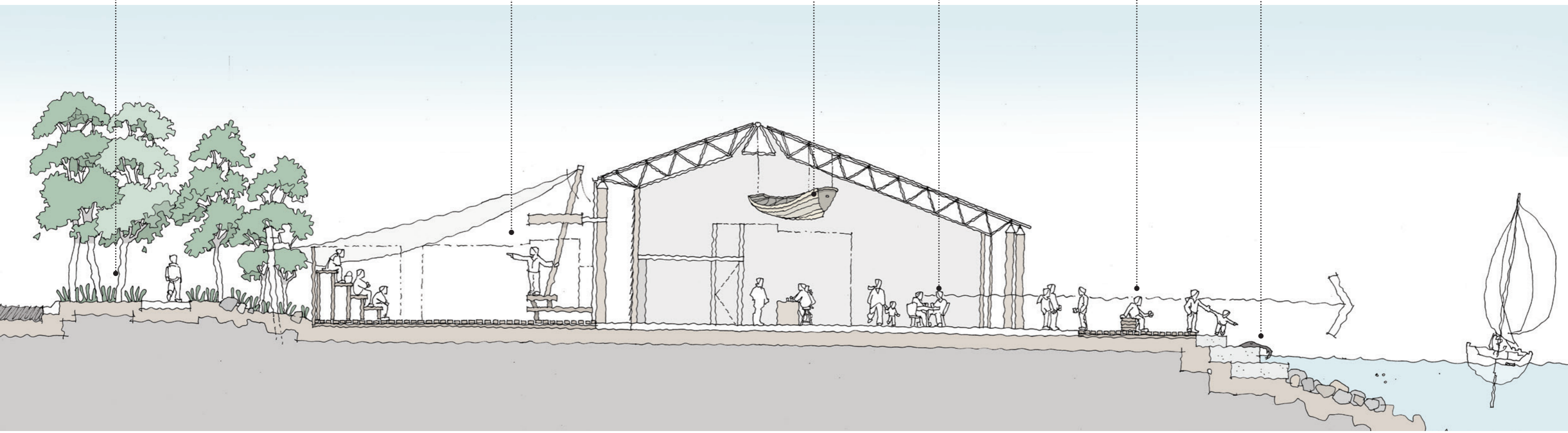
Existing stage and tiered seating to be retained and protected.....

Huon Pine Punt suspended from ridgeline truss with feature lighting.....

Vegetation removed from building edge to reinstate views out to water from building

Direct link from building out to waterfront and seating.....

Concrete block steps down to water level with Maugean Skate sculpture



Esplanade Wild Way The Ship That Never Was Reinvigorated Visitor Centre Waterfront Boardwalk Connection Concrete Steps Long Bay

