

Triabunna Urban Design Study Report

GILBY + BREWIN ARCHITECTURE / URBANISM

December, 2014



Looking over Triabunna Township, March 2014. Photograph by Joel Grey

This document has been designed to be printed double sided



Early survey drawing of Triabunna_ Image courtesy of Glamorgan Spring Bay council

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INTRODUCTION + OVERVIEW

1.1 Project Overview

This design report is the outcome of an urban design study of the town of Triabunna, undertaken as a collaboration between the Monash University Art Design and Architecture (MADA), the Regional Urban Studies Laboratory (RUSL) within the School of Architecture & Design at the University of Tasmania, the Glamorgan Spring Bay Council, Spring Bay Mill and gilby + brewin architecture / urbanism. The background research that has informed this report is collated in a complementary report SPECULATE: Spring Bay Region, compiled by RUSL, which contains analysis of the historic context and current conditions of Triabunna and a selection of speculations for future scenarios developed by the team from MADA.

The research contained in this and the RUSL reports aims to build on the 2013 Glamorgan Spring Bay Community Plan and the 2011 Triabunna / Orford Structure Plan (revised in April 2014), which provides a broad vision for Triabunna, Orford and Spring Beach over the next 20 years. The structure plan concludes with a number of ‘Recommended Actions’ for the Triabunna town centre which the design proposals in this report extend from and develop into a series of ‘Stage 1’ projects for the town



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1.2 Acknowledgements + Credits

An extensive amount of work has been undertaken by the students and without their input and creativity, the study would not have been possible. Many of the students’ drawings, diagrams and design ideas are incorporated into this document and we have been careful to credit these accordingly.

UTAS Postgraduate Architecture Students

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Monash University Postgraduate Architecture Students

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Shelli Kuperman

Andy Lim

Jasmine Placentino

Aaron Polson

Raphael Rizzo

Samantha Stefanou

Gretel Stent

Yu Tian

Jie Zhengl



The Monash team pictured at the Triabunna wharf

This study has also relied on the enthusiastic involvement of the local community, and their engagement with this study has been integral to the outcome of this report.

Thank you to all Triabunna community members who attended the consultation sessions and exhibitions and those that provided venues for the exhibition.

Urban Study Consultant Team

Gilby + Brewin Architecture/Urbanism:

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Anna Gilby, Architect / Studio Leader, MADA

In Association with:

Dr Helen Norrie, UTas, School of Architecture

Urban Study Guest Consultants

Alysia Bennett, Architect

Lucinda McLean, Architect

Wil Goodsir, Architect

Urban Study Sponsors

Glamorgan Spring Bay Council

Spring Bay Mill

Urban Study – General Support (alphabetical)

David Allingham, Contract Planner, Glamorgan Spring Bay Council

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Stuart Loone, General Manager, Spring Bay Mill

David Metcalf, General Manager, Glamorgan Spring Bay Council

Adrian O’Leary, Glamorgan Spring Bay Council

Angela Turvey, Executive Officer, Glamorgan Spring Bay Council

Graeme Wood, Spring Bay Mill

Report Project Team

Ross Brewin, Anna Gilby, Aaron Polson

1.3 Urban Design Study Structure

Approach: Developing A Unique Collaborative Design Consultation Model

In response to the typical challenge for regional councils to attain quality design consultancy within limited budgetary means, a unique approach to the design study was developed in conjunction with Glamorgan Spring Bay Council, Spring Bay Mill, University of Tasmania (UTAS) School of Architecture & Design and Monash Architecture (MADA). The study was approached as a form of educational experience, which incorporated community consultancy and generated design based research that in turn has informed the production of this 'practical' design document for the town. This approach was founded on the idea that a certain energy and momentum could be created from the interaction between students (from both within and outside of Tasmania), members of the local community, the design consultants and the 'event' of having a larger than usual number of (young) creative people looking at and thinking about the town. The engagement of the study and consultation process over the full period of a semester allowed for a slower, repeated interaction with the community which surfaced a number of particular issues and ideas that may not have come to the fore otherwise. Students were also able to bring 'fresh eyes' to the town and were able to speculate, relatively free of the constraints of professional standards. Three community consultation sessions were undertaken in the first half of 2014 (Refer page 6).

Background Research – SPECULATE Report; Compiling + Theming

Two university groups collaborated on the background research over the full period of a semester; The University of Tasmania School of Architecture (UTas) and Monash Architecture (MADA). The UTas students undertook a thorough study of Triabunna within the context of Spring Bay and the East Coast region, while MADA students developed a series of speculative design research projects that considered the future of a number of different sites in the town. A full catalogue of this student research provides a complement to this design report. The research report, SPECULATE: Spring Bay Region, identifies a series of broad themes that frame areas of focus for Triabunna's future:

- > landscape, heritage, culture
- > movement and urban legibility
- > facilities and amenity
- > tourism and economy

These four themes are expanded into a series of key design strategies, which are illustrated by students' speculative design propositions that demonstrate:

01. Preventing by-passing
02. Clarifying wayfinding and creating connectivity
03. Strengthening the gateway to Maria Island
04. Establishing a gateway to the Spring Bay Mill
05. Redefining the relationship to the landscape + the seasons
06. Revealing the hidden history
07. Engaging the local
08. Enhancing the marina as the civic heart
09. Activating the wider urban area
10. Supporting an aging population
11. Increasing sport and recreation opportunities
12. Facilitating community exchange

These design strategies also form the backbone of the proposals presented in this report.

This Report; Synthesising + Proposing

Synthesising this background research, we (gilby + brewin architecture / urbanism) as primary design consultants, have in this report identified three key areas of focus in the town;

- > the highway entries,
- > the main streets, and
- > the waterfront

Presented within a context of optimism for the future of the town, and framed within an overarching idea that proposes the establishment of a coordinated culture and environment focused network of contemporary public buildings, spaces and artworks, this report presents a series of analyses and urban design recommendations for each of the three areas of the public realm listed above. The design recommendations conclude by proposing a series of 'Stage 1' projects for further development. These projects have been put forward based on what could have most immediate impact on the town whilst being achievable within assumed modest financial means. The three projects presented in this report are:

- 1> TOWN ENTRY> The Gateway Gatehouse** – A proposal for the southern entrance that announces the town from the highway, orchestrates the entry experience and provides a flexible community space for the town,
- 2> MAIN STREETS> Melbourne St Intersection** – A proposal that aims to neaten and clarify the intersection of Vicary and Melbourne streets, a key main street entry and wayfinding threshold to the town.
- 3> WATERFRONT> Dead island Gathering Place** – A proposal to make a series of public facilities and amenities at the waterfront overlooking Dead Island and Spring Bay.

This report, whilst summarising and concluding the design research undertaken in the town to date, forms the starting point of the next stage of community consultation towards the implementation of these projects that ultimately aim to improve the urban condition of the town and assist Triabunna in transitioning to the exciting next phase of it's urban existence.



Cover of the SPECULATE background research report

CONSULTATION PROCESS

2.0 Community Consultation

Integral to the Triabunna Urban Design Study have been three community consultation sessions undertaken during the first half of 2014 that invited the Triabunna community to see, hear and contribute to the design research being developed by the students and the consultation team.

2.1 Consultation 1 > March, 2014_ Getting a 'Lay of the Land'

The project team and students spent several days in Triabunna observing and documenting the existing conditions of the town and meeting and talking with members of the community, listening closely to their hopes and desires for the future of the town. The team and students were guided around the town by various community representatives and even included a boat trip out on Spring Bay by a local fisherman. The visit culminated in the formulation of a long list of hopes and desires expressed by the members of the community.



Images from initial community consultations and town visit



TRIABUNNA > Notes from 1st Community Meeting_ Friday 14th March, 2014

Visitors

- > Nothing to encourage people to enter the town - need a highway grab
- > No clear significant attractions
- > Tasman Highway is busy – vehicles passing at 70km/hr pass through quickly
- > Once people pass Charles Street from the north they can't stop or turn around
- > Identity Signage is outdated – no longer the home of forestry + fishing
- > General visitor signage needs improvement
- > Potential negative connotation to the name Triabunna (Fish & “Chips”)
- > No visitors in winter / Seasonal visitor flux is an issue for local businesses
- > Not enough promotion of what the town can offer
- > Undersold history of the township + one of the oldest municipalities in Australia
- > Historic industries are under presented
- > Mainstreet could be more welcoming
- > Desire to make the besser brick buildings more inviting / aesthetic
- > Highlighting heritage buildings – currently unprogrammed + underutilised
- > Nothing open past a certain time of day / opening hours of businesses
- > Not enough shade
- > Discovery centre isn't open due to safety and accessibility compliance issues (toilets)
- > Unable to purchase or take a long lease on Abalone factory buildings
- > New location of visitor centre will be disconnected on the other side of the Marina – how will visitors be drawn across the waterway? Lack of pedestrian connection + visual links across the Marina.
- > Missed opportunity to sell 'seafood off the boat' - 90% seafood is processed on the Mainland and sold back to Tasmania
- > Not enough food services
- > Improve how people are informed about what Triabunna has to offer
- > Improve Triabunna as the gateway to Maria Island
- > Improve connection between Maria Island + Triabunna (visitor interest + history + facilities + equipment)
- > Accommodations need improving/ increasing
- > Public toilet upgrade
- > Dark at night on the street (note – this is good for stargazing)
- > phone reception
- > active attractions

General

- > Change to state government
- > Finance – limited financial resources/ focus on state and federal grant applications
- > Want to maintain the image of the town as a working town with Orford the Holiday town
- > Sewerage treatment plant next to Pelican walk has not been fully decommissioned – safety + water quality issues unknown
- > No loop around pelican walk
- > Town centre is sparsely distributed along Vicary Rd - disconnection + low intensity to mainstreet activity
- > Lack of shelter and seating along main streets
- > Lack of pedestrian pathways
- > A lot of vacant land
- > Transportation is not convenient
- > Flooding risks over time

Locals

- > a new identity / rejuvenation of identity
- > Locals want functioning industry = jobs
- > Loss of ~45 jobs at the closure of the woodchip mill
- > No jobs – discourages families returning/ arriving + investing
- > Lack of confidence - Nearby golf course + residential development has stalled
- > Older people return/ arrive to retire will require facilities + appropriate care
- > Youth - Significant loss of younger people – to further education (yr 11 & 12 and employment)
- > Limited activities for kids other than sport
- > Wants: gym, pool, pontoon, bike park
- > Recreational centre upgrade: social space + amenities
- > poor swimming opportunities
- > No youth centre
- > No hub for older people
- > Marina is too small for larger (future) fishing vessels
- > Recreational private vessels take up a lot of space at the Marina (don't want to lose the 'fishing vessels' docking at the Marina / working port asthetic)
- > online local portal required – to connect skills + create local collaborative opportunities

Notes compiled after the first community consultation meeting

CONSULTATION PROCESS

2.2 Consultation 2 > April, 2014_ Presenting Initial Ideas

The second consultation involved an open community meeting whereby the consultant team presented a set of common aims for the town that future design projects would ideally respond to. These 12 design strategies (shown opposite) were based on a summary of the long list of thoughts and ideas from the community representatives that were teased out the first consultation session. At the same time, the students exhibited initial speculative design proposals and the community were invited to comment and discuss the ideas.



Images from community consultations and student project pin-up



The 12 Design Strategies developed out of the community consultation



01 PREVENTING BY-PASSING



02 CLARIFYING WAYFINDING AND CREATING CONNECTIVITY



03 STRENGTHENING THE GATEWAY TO MARIA ISLAND



04 ESTABLISHING A GATEWAY TO SPRING BAY MILL



05 REDEFINING THE RELATIONSHIP TO THE LANDSCAPE



06 REVEALING THE HIDDEN HISTORY



07 ENGAGING WITH LOCAL MATERIALS, TRADES AND TRADITIONS



08 ENHANCING THE MARINA AS THE CIVIC HEART



09 ACTIVATING THE WIDER URBAN AREA



10 SUPPORTING AN AGING POPULATION



11 INCREASING SPORT AND RECREATIONAL OPPORTUNITIES



12 FACILITATING COMMUNITY EXCHANGE

CONSULTATION PROCESS

2.3 Consultation 3 > June, 2014__ Exhibiting Proposals.

The third community consultation was in the form of a well-attended public exhibition of the student design research projects called 'Triabunna Tomorrow'. Launched at the Glamorgan Spring Bay Council offices on the 18th of June, the week-long exhibition was dispersed across the town, including at the new Glamorgan Spring Bay Council Offices, Spring Bay Hotel, Triabunna Gourmet Meats and Triabunna Take-Away Shop windows, Triabunna District School, The Village and Gallery Art Spaces Cafe. Residents and visitors were invited to wander around the town to explore the exhibition, and those unaware, may simply have stumbled across it as they passed through or went about their daily business.

In all there were 17 different project proposals on display, along with a number of draft copies of the RUSL regional analysis report. Formal feedback on the report and proposals was invited via a written feedback form that was available at the various exhibition venues. As part of the exhibition, a series of posters were produced that catalogued the various project proposals so the discussions around them could continue beyond the life of the exhibition.

Images from Triabunna Tomorrow student exhibition





University of Tasmania, School of Architecture
 Studio Leader: Dr Helen Norrie
 Students:
 Timothy Cuthbertson
 Mitchell Dwyer
 Daniel Ford
 Sam McQueenay
 Theng Hui Phua (Constance)
 Timothy Stolkusa

Monash Art Design & Architecture
 Studio Leaders: Ross Bagwin + Anna Gilby
 Students:
 Dmitry Argonov
 Samantha Bell
 Anna Black
 Stacey Epstein
 Joel Grey
 Shing Hei Ho
 Nancy Iosifidis
 Jong Hoon Kim
 Shelli Kuperman
 Andy Lim
 Jasmine Placentino
 Aaron Polson
 Raphael Rizzo
 Samantha Stefanou
 Gretel Stent
 Yu Tian
 Jie Zheng

JOIN US WEDNESDAY 18TH JUNE, 3PM
SPRING BAY COUNCIL OFFICES
9 Melbourne Street, Triabunna

as we launch an exhibition of design research projects by Master of Architecture students from The University of Tasmania and Monash University.

The exhibition is the culmination of a collaborative, semester-long project by U Tas and Monash students, researching and speculating on the future of the Tasmanian coastal town of Triabunna. 6 students from U Tas have been engaged in a broad regional study that considers Triabunna within the East Coast region, and 17 Monash students have developed detailed architectural design proposals set in various locations around the town itself.

The exhibition is dispersed across the town, including at the new council offices, local pub, butcher's and take-away shop windows, school, and The Village and Cafe art spaces. Residents and visitors are invited to wander around the town to explore the exhibition, and those unaware, may simply stumble across it as they pass through and go about their daily business.

The exhibition is the third in a series of community consultations that form an integral part of an ongoing urban design study of Triabunna that will be delivered to the Glamorgan Spring Bay Council as a report later this year.

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GLAMORGAN SPRING BAY COUNCIL

SPRING BAY MILL

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Invitation for the Triabunna Tomorrow student exhibition

CONSULTATION PROCESS



THE WORKING PORT
Anna Black

Triabunna has a long historical connection with water and fishing and therefore currently the marina is the focal point for the town's activity. The marina has the potential to reframe the existing fishing industry, allowing visitors to experience the atmosphere of a working port and its local character.

The main part of the design strategy is to reclaim the old abalone sheds and through series of subtractions and additions, adapt them into a dual-purpose building. The sheds have the potential to be a community asset due to their prime location at the edge of the marina. By converting them into a seafood processing plant and education centre, this new hub can support and supplement the existing fishing industry, encourage tourism and reaffirm Triabunna's identity as a working fishing port. This expansion of fishing and tourism could generate new employment opportunities leading to a more viable future for the whole town.

1 CONNECTING TRIABUNNA Aaron Polson

A town left disconnected, fragmented; Triabunna lacks vital connections with the highway condition that confines it, the mill that is separated from it, and the stunning landscape that surrounds it.

A means of re-connecting with these elements and in turn ensuring strong ties between the town and the proposed Spring Bay Mill development, the project highlights five critical sites and proposes architectural insertions of varying scales. Embedded within the landscape, these insertions aim to not only frame and highlight the natural beauty that lies within Triabunna, but also offer subtle hints of history while at the same time provide visual cues to guide people through the town, hopefully on a journey of discovery.



1 SOUTH BANK RENEWAL Raphael Rizzo

The project investigates how the future development of the currently unutilised south bank of the town's marina can serve to generate renewal for the town. Composed of a connected series of small scale contemporary architectural elements, the project aims to rearticulate, formalise and extend existing uses, heighten and showcase the rich heritage and natural beauty of the landscape, and begin a relationship with the proposed Spring Bay Mill development.

The project establishes an explorative and informative arts based precinct in conjunction with the future plans for the relocated Maritime Discovery Centre & Artists studios, and proposals for the South Bank Marina, along with a camping ground and series of experiential walkways north of the bridge.



1 FORGOTTEN LANDSCAPE Jong Hoon Kim

The aspiration of this proposal sets people to experience the history & ecology of a forgotten landscape; the tidal flats adjacent to the town's entrance. A series of small architectural elements in the form of an 'Ecology Archive', along a boardwalk aim to re-engage the town with this landscape and communicate the profound nature of Dead Island to locals & visitors.

Through a series of varying scaled wooden structures, the archive articulates the particular land condition & nature of the tidal ecology around Dead Island. Tall timber columns that are the primary structure of the boardwalk, register the tidal levels and as people walk along the boardwalk, a series of installations reveal the wetland ecology; tide, erosion, succession, and process. Eventually, the boardwalk concludes the tidal experience with a look out point, where the history of Triabunna has buried.



4 TRIABUNNA: FORMING RELATIONSHIPS Sandy Bell

This project is based around developing a strong relationship between the Spring Bay Mill and the town of Triabunna; to create an exchange between the two adjacent destinations. As the Spring Bay Mill is predicted to be a major draw card, this exchange is vital in ensuring Triabunna can access the predicted influx of tourism and become an important and relevant part of The East Coast of Tasmania.

The project will serve as an example of the type of industry driven tourism development that may be undertaken within the town. The Project proposes a facility driven by the idea of visitors getting the opportunity to catch their own fish and learning to prepare it in on-site facilities. This aims to boost the number of tourists in the town's economy while expanding the brand of the existing fishing industry in the town. The building itself responds directly to its immediate context, situated on a key site at the waterfront, nestled between the Butcher, Spring Bay Hotel and houses.



RUSL REPORT: SPRING BAY REGION Timothy Cuthbertson, Mitchell Dwyer, Daniel Ford, Sam McQueeney, Then Hui Phua, Timothy Stoklosa

The Regional Urban Studies Laboratory (RUSL) report on the SPRING BAY REGION collates and analyses a range of research to provide an the understanding of the potential future development of Triabunna and the adjacent settlements of Orford and Maria Island. It highlights the importance of understanding both the past and present conditions as a context for speculating on the future, and this provides a complement to the design propositions presented by Monash University.

The research is structured into three parts. Firstly, the historic context is evaluated through timelines that record significant aspects of settlement and industry. The second section records aspects of the current condition, particularly physical connectivity and wayfinding, context, character, primary industry services, including healthcare, education, tourism, small business, and the mill. Finally, speculations are presented for future scenarios which range from regional to local ideas that could assist in envisioning Triabunna Tomorrow.

UNIVERSITY OF TASMANIA SCHOOL OF ARCHITECTURE Studio Leader: Dr Helen Norrie

RUSL REPORT
Timothy Cuthbertson
Mitchell Dwyer
Daniel Ford
Sam McQueeney
Then Hui Phua (Constance)
Timothy Stoklosa

MONASH ART DESIGN & ARCHITECTURE Studio Leaders: Ross Brewin + Anna Gilby

1 GLAMORGAN SPRING BAY COUNCIL OFFICES
Jong Hoon Kim
Aaron Polson
Raphael Rizzo

2 TRIABUNNA DISTRICT SCHOOL - OFFICE FOYER
Nancy Iosifidis

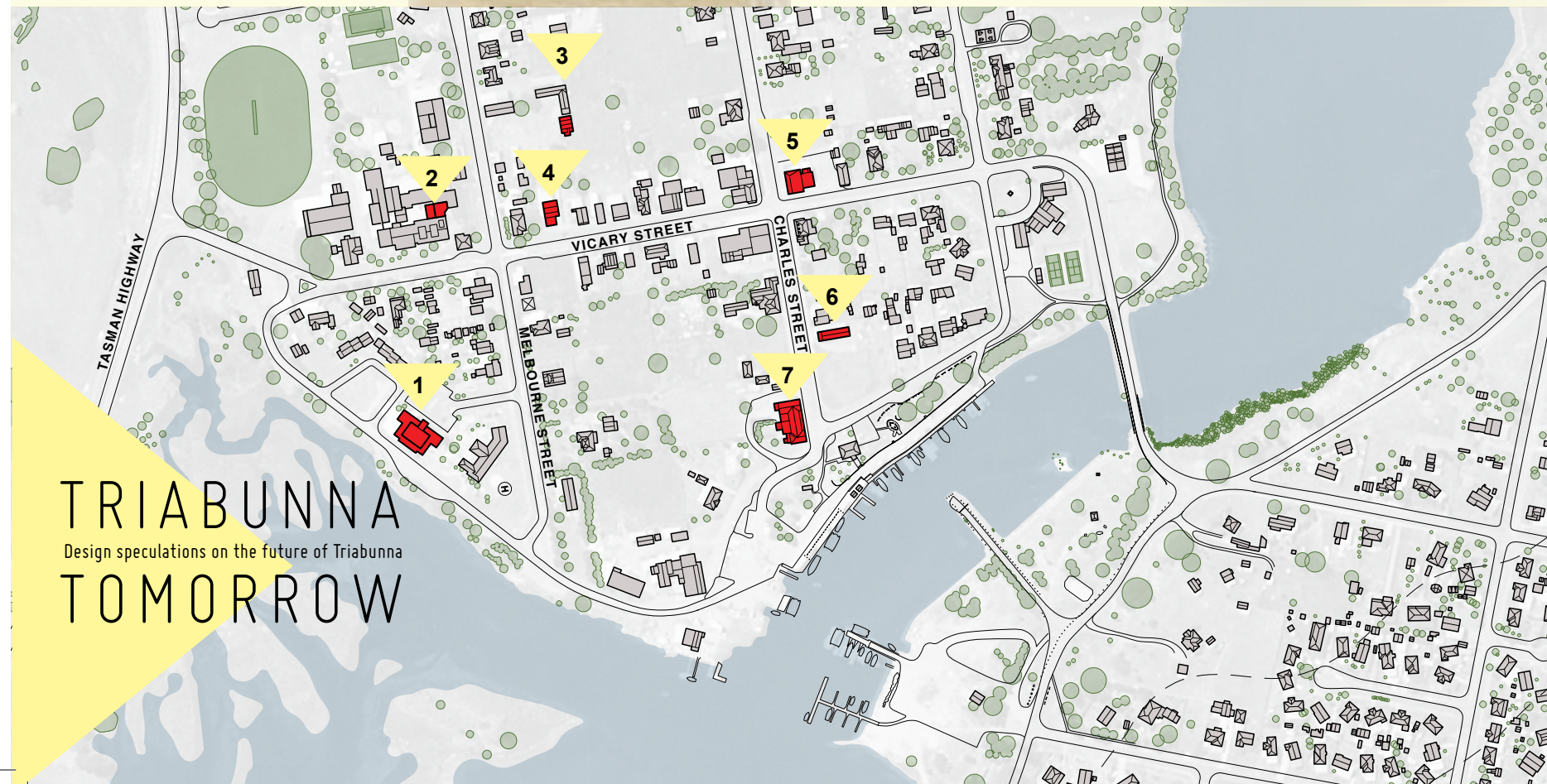
3 THE VILLAGE TRIABUNNA
Stacey Epstein
Jasmine Placentino
Yu Tian
Jie Zheng

4 GALLERY ART SPACES CAFE
Sandy Bell
Anna Black

5 TRIABUNNA TAKE-AWAY
Dmitry Argentov
Shing Hei
Shelli Kuperman
Andy Lim

6 TRIABUNNA GOURMET MEATS
Gretel Stent

7 SPRING BAY HOTEL
Joel Grey
Samantha Stefanou



TRIABUNNA Design speculations on the future of Triabunna TOMORROW



TRIABUNNA TOMORROW

An exhibition of design research projects by Master of Architecture students from The University of Tasmania and Monash University.

The exhibition is the culmination of a semester-long collaborative project by UTas and Monash students, researching and speculating on the future of the Tasmanian coastal town of Triabunna. 6 students from UTas have been engaged in a broad regional study that considers Triabunna within the East Coast region, and 17 Monash students have developed detailed architectural design proposals set in various locations around the town itself.

The exhibition is dispersed across the town, including at the new Glamorgan Spring Bay Council Offices, Spring Bay Hotel, Triabunna Gourmet Meats and Triabunna Take-Away Shop windows, Triabunna District School, The Village and Gallery Art Spaces Cafe. Residents and visitors are invited to wander around the town to explore the exhibition, and those unaware, may simply stumble across it as they pass through and go about their daily business.

The exhibition is the third in a series of community consultations that form an integral part of an ongoing urban design study of Triabunna that will be delivered as a report to the Glamorgan Spring Bay Council later this year.

JUNE 18 - 25, 2014

MADA

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GLAMORGAN SPRING BAY
COUNCIL

SPRING BAY MILL

Triabunna Tomorrow student exhibition poster



5

TRIABUNNA'S [A3] EXPERIENCE
Andy Lim

This project focuses on developing a stronger connection between Triabunna and the Tasman Highway. Currently the town has little to no interaction with the highway, which has caused visitors to simply bypass the town and miss out on the town's natural beauty.

The highway must first become a part of Triabunna's identity in order to increase the number of visitors to the town and to help create a sense of place for motorists travelling on the highway.

Through a set of varying scale projects that are carefully embedded within the landscape and the highway, a stronger identity for the town is created. These interventions will help reflect an image of the town onto the highway and will help frame and capture key moments into Triabunna for motorists. The intention is that these interventions will allow people to stop, reflect and enter the town to see the natural beauty that lies within Triabunna.



5

WELCOME TO TRIABUNNA
Sheli Kuperman

This project is about the revitalization of the 2 main streets of the town - Charles and Vicary. The current state of the main streets is one of bareness and emptiness, which leaves a negative first impression on visitors and is also an unattractive place for the locals. The project's aim is to transform the main streets into a place that could attract activity and feel more welcoming, ultimately changing tourists first impressions of Triabunna and encouraging local use.

The project responds to the issues of sparseness, lack of vegetation and building materials through two strategies: one that involves an immediate change - stage 01, through the creation of temporary places of growing and parklets; and one that involves more permanent solutions - stage 02 - upgrading the sides of the buildings and a streetscaping strategy.



5

JUNCTION HUBS ON VICARY
Shing Hei Ho

The proposal prioritises the four intersections along Triabunna's main street so they can become welcoming hubs of activity for locals and visitors. It identifies the closed and disinterested nature of the buildings and spaces around the junctions and uses a consistent architectural strategy to open them up to the street.

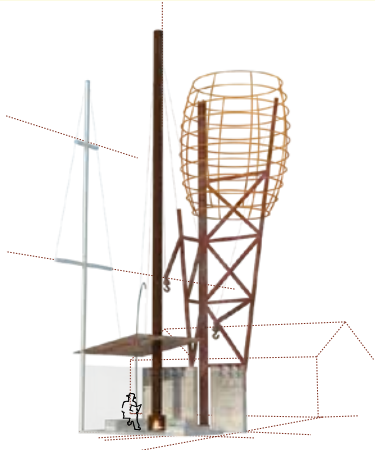
By altering facades and adding to what is already there, the public nature of specific amenities is emphasised. Transparency, urban furniture and soft edges between interior and exterior help strengthen their connection to the street and encourage the use of the surrounding spaces. To develop an individual and cohesive character for each junction, landscape and streetscape treatments support the main architectural components.

The series of projects aim to create four distinct intersections that can be used as navigational points along Vicary Street and showcase the open, hospitable nature of Triabunna.

TRIABUNNA: A RENEWAL NETWORK
Dimitry Argentov

5

This project attempts to engage Triabunna on a wider basis by exploring a strategy that utilises a series of interventions and artworks of varying scales, in different locations as catalysts for urban renewal. The first stage of this strategy involves four insertions into the town - an "iconic" entry pavilion, the re-activation of the disused barracks, a new ferry terminal, and a lookout, with a series of outdoor artworks dotted in-between. Each of the four insertions has a specific purpose in its own right. The entry pavilion is a method of placemaking and creating an identity for the entire town; the barracks will now house site-specific art installations in a space that hints at the former glory of the buildings; the ferry terminal will enhance the visitor experience to the redeveloped mill precinct and Maria Island, as well as providing a connection to future insertions; and the lookout will allow the visitor to observe the town and its inherent beauty.



UNCOVERING TRIABUNNA'S HIDDEN TREASURES
Stacey Epstein

This project identifies the broad array of collections scattered around the town of Triabunna and intends to reveal them through architectural means. These collections can be regarded as the key to unlock the rich historical account of this small coastal town and demonstrate it's unique character.

A series of architectural strategies not limited to puncturing, framing, cracking and reconstructing, are employed to carefully manipulate existing buildings in order to reveal the collection gathered inside. In other cases, these strategies will serve to draw attention to collections by using the matter itself as building material to create walkways or pronounced entries.

The ultimate urban revitalisation strategy entails curating these small interventions into an urban scale museum which will showcase the colourful history of the town to visitors and locals.



3

RECREATIVITY
Jie Zheng

The design strategy focuses on providing a stronger connection between the town and the people in the form of movements and relationships with their surroundings. The designs help address different issues the town faces and also helps create community spaces that are more habitable and attractive.

Sandstone is chosen as the primary material for the project as it represents the history of the town. The material is used to help unveil different stories of the town's past and while helping enhance the interaction between private and public realms of the town. Triabunna will be given a new iconic identity that will not just simply renew the town's image, but also set a new direction for the town's future development.



3



2

A FOOD NETWORK
Nancy Iosifidis

Food unites all people together, regardless of where someone is from, whether it be internationally or locally. This project aims to reveal and enhance the already established food network that exists in Triabunna, to create a future focus for the town that hooks into Tasmania's reputation as a place of quality local produce, and the food focus of the future Spring bay Mill development.

Currently, much of the food related parts of the town are uncelebrated and tucked away behind fences. This project seeks to reveal, infill and add to these current food nodes such as the Fish Van, school garden and The Village, in order to create a stronger, more connected network for now and the future.

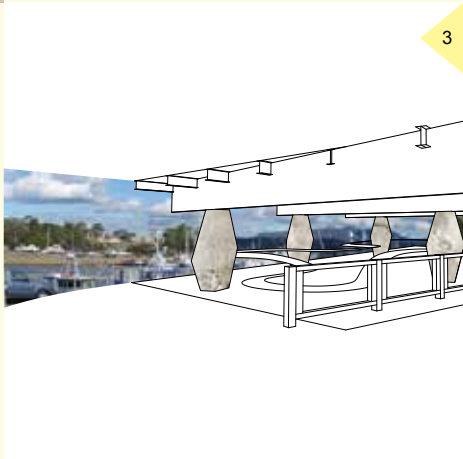


3

MEETING PLACE
Jasmine Placentino

This project examines the relationships between existing community facilities, and aims to build upon these to facilitate a bridging of the inter-generational gap that currently exists within Triabunna. The project proposes a mixed-use community facility on the site located adjacent to the Triabunna Sports Oval and Cemetery, with the design response focusing primarily on the interfaces between these key areas.

At various levels of scale, the design examines the idea of overlaying and overlapping, with regard to both programmatic and social factors. The design intends to subtly represent the layering of various age groups within the site context, and encourage intergenerational exchange through the creation of a series of spaces where people can gather, play, pause and remember. The project aims to facilitate the coming together of a community, and provide a meeting place where activity can be enhanced and relationships can be strengthened.



3

BONDING
Tony Tian

This project identifies several opportunities for the currently undervalued townscape of Triabunna and puts forward ideas to enhance the 'bonds' within and around Triabunna.

The project is composed of four parts:

- An information centre that notionally 'spreads' along the Tasman Highway to attract people's attention.
- A park traces the history of Triabunna to arouse locals' memory of its glorious past and index historical significance for visitors to find out more.
- A fence reveals the hidden richness of the local community centre, The Village, and builds visual connections to the street.
- A cafe pavilion with only one table encourages exchanges between local and visitors.

Together, they enhance the bonds between the highway and the town, between history and the people, between existing community and new residents, between locals and visitors.

URBAN CATALYST: For the urban renewal of Triabunna
Gretel Stent

6

This project seeks to weave Triabunna and its local story into the Maria Island 'experience'; utilising the motive of restoration by way of revealing local history, providing greater visitor experience and ultimately enhancing overall economic and social capital within the town.

The scheme operates on a time based strategy and takes place across three significant sites in Triabunna, the first the reactivation of the old stone barracks, the second being lodgings at the rear of the site and the third being small scale social infrastructures on the property which is currently being occupied as an informal caravan park.

The project comprises of a series of urban interventions, with each scheme operating on the understanding that the project idea is locally sourced and developed by locals in discussion with one another. It's about utilising local assets, such as regionally sourced materials, as well as the towns people, in order to see the project realised.



SEASONALLY INFLUENCED
Samantha Stefanou

The design strategy for this project focuses on a seasonal revitalisation project for Triabunna. The primary site for intervention is located around the northern estuary of Spring Bay, where the town's salt marshes are currently experiencing severe degradation, possibly from the nearby leeching sewerage ponds.

The design considers a number of opportunities for the town's revitalisation through both the rehabilitation of the natural landscape and by introducing architectural elements that support new and existing activities over the course of the seasons. The architectural proposals are manifested through either permanent, portable or in-flux typologies that are staged to provide a variety of experiences over the seasons in a changing landscape. The intention is that the project will strengthen engagement with the landscape in conjunction with the future Spring Bay Mill developmet, ultimately allowing the town to develop a new identity.



7

TRIA>MARIA>TRIA
Joel Grey

This project will utilise the vast potential that is held at Maria Island, returning appropriate aspects to the mainland and acting as a facilitator for the renewal of Triabunna. It will strengthen the connection between the island and the town, allowing Triabunna to live up to its name as the gateway to Maria.

The scheme hugs the coastline of Spring Bay and reinforces the town's connection to the waterway. The project incorporates a long walk into the landscape connecting Triabunna to neighbouring Orford and eventually the redeveloped Spring Bay Mill. A series of ruinous follies are dotted along this, each with an architectural, historical and natural connection to Maria Island. In the centre is a redeveloped visitor information centre, research laboratory and stop for the regional bus. This will be the nexus of all visitor arrivals into the town with bicycle rental and public toilets complimenting the visitor information centre. Furthermore, the tourism industry has been partnered with research and regeneration facilities.



7

DESIGN PROPOSALS

3.1 Context

Triabunna; A Climate of Change

Across Australia, regional areas face a range of difficult issues stemming from fundamental changes to and loss of industry, population drain to regional centres and cities, and the growing effects of climate change. Decreasing and aging population bases, social isolation and natural disasters are all significant challenges that face these places now and heading into the future. Triabunna, a town of just over 900 people, located on the east coast of Tasmania, is a prime example of a regional town where the effects of these issues are currently being strongly felt.

Triabunna has for a number of years been suffering the compound economic and social effects of the closure of the nearby wood chip mill – a significant part of the town’s former economic lifeblood. This closure, along with presence of the Tasman Highway bypass has lead to a reduction in the number of people passing through and living in the town. However, this study comes at a time of genuine optimism for Triabunna with the recently announced mixed use development of Spring Bay Mill, the future development of a nearby fish processing plant, and a gathering momentum around the tourism potential of Maria Island and the East Coast in general all presenting tremendous opportunities for the town to reflect on, rethink, and redefine it’s future role within the region.

From the Outside – Potential to Exploit Existing Assets

It is clear to us as outsiders looking in, that the town has enormous potential to capitalise on it’s currently under presented cultural and physical assets, and it’s location as a gateway to both Maria Island and the future Spring Bay Mill development. Located just 1 hour’s drive north of Hobart, along the East Coast tourist trail, Triabunna is well situated to tap into the growing Tasmanian tourism market. Visitors currently pass through the town on their way to Maria Island to experience the island’s unique environmental and historical attributes. Both of these ‘assets’ also have the potential to be exploited within Triabunna, with it’s rich colonial history evidenced in a number of old sandstone buildings and colonial graves, and the stunning natural setting of Spring Bay that envelops the town. We can imagine a scenario whereby someone making their way to Maria Island would also be interested in staying in Triabunna in order to experience the environmental and colonial assets of the town that through the way they are framed and presented, complement those found on the island.



Images of Triabunna’s rich colonial history – Dead Island Colonial graves (top) + Old Colonial Barracks (bottom)

Reasons to be Optimistic – Future Development

The town is also poised to be able to exploit it’s location in relation to the future Spring Bay Mill development and become a gateway to this unique culture and environment focused ‘draw card’ to the area. The development aims to create a genuine destination on the East Coast of Tasmania and seeks to build on the growing environment, food and culture related tourism that holds enormous potential to increasingly contribute to the state’s economy. This type of tourism potential is exemplified by the Museum of Old and New Art (MONA) which since it’s opening in 2011 has drawn an unprecedented number of tourists from interstate and internationally to Tasmania to visit both the museum and be part of the festivals and events that surround it. If Triabunna were to strategically align itself with the vision of the Spring Bay Mill development, the town could become a kind of service centre for visitors to ‘the Mill’ and develop into a cultural destination in it’s own right. In other words, the town could be revitalised through a strategic engagement with environment and culture –led projects that form a close relationship with the activities at both MONA and the Spring Bay Mill.



Concept images of the future Spring Bay Mill development. By Gilby + Brewin Architecture / Urbanism

Culture and Environment- led Revitalisation – Future Potential

There are numerous, well documented examples of environment and culture- led regional revitalisation strategies throughout the world, a number of which have been included later in this document as case studies. Typically, successful examples of these revitalisation projects are structured with a main ‘draw card’ – a destination – something that ‘pulls’ people in, such as an international art museum, which triggers off and supports a series of complimentary projects and community activities that notionally ‘orbit’ around it. If the Spring Bay Mill and Maria Island become the destinations they promise to be, then the township of Triabunna is the ideal location for such a series of complementary projects that could create points of interest and activities in the town that would benefit both visitors and residents alike. Fundamentally, this would bring more people into the town for longer periods of time, stimulating the local economy.

It is within this context of optimism and potential that the design projects in this document are proposed.



Concept images of the future Spring Bay Mill development. By Gilby + Brewin Architecture / Urbanism



Image showing a new pavilion framing a view across the town and Spring Bay. By Aaron Polson

DESIGN PROPOSALS

3.2 Design Proposals Overview

Introduction

This section of the report presents a series of design proposals that are a distillation of the research undertaken through the community consultation process. Each of the proposals is presented in three parts; first outlining strategic analysis of the urban **issues** of the town, followed by an articulation the broad urban design **opportunities** and recommendations, and culminating in specific architectural **projects** for possible Stage 1 implementation. The proposals are embedded in long term thinking about Triabunna and how the coordinated and concerted implementation of a network of well designed contemporary public spaces and structures, could over time improve the physical environment of the town for residents and visitors alike.

Overarching Strategy; Establishing a Network of Contemporary Public Spaces

The research has revealed the potential for the establishment of a coordinated network of contemporary public spaces, structures and artworks in and around Triabunna. During the consultation and design research, a number of different sites were identified as possible locations for small scale contemporary architectural or artistic insertions that could improve the urban space of the town, re-frame and augment existing natural and built features and spark off new activities. These are indicated on the map on the next page. These types of projects have the potential to be framed as part of an ongoing program that sees the periodic commissioning of an architect, designer or artist to undertake a small scale public project. The three design projects presented in this document could be thought of as the first of these. The town could then market this as an ongoing series of experiential architectural or artistic projects dotted around the town to those coming to Tasmania to visit MONA or the future Spring Bay Mill. This could become a unique drawcard for Triabunna. This idea is demonstrated by a number of the case studies included in this report.

3 x Stage 1 Projects

Framed by the strategic idea of a coordinated, incremental insertion of new public buildings and spaces in and around Triabunna, the proposed Stage 1 projects included in this report have been selected for design development based on what we feel could have an immediate positive impact on the urban fabric of the town, whilst being embedded in longer term thinking about it's future. Attention has been paid to the scope and scale of these first projects to ensure that they could be achievable within assumed modest financial means, a challenge not uncommon to regional councils in regards to funding public projects.

The first project responds to the need to orchestrate the experience of entry into Triabunna, the second considers ways of improving the condition of the town's main streets, the third proposes ways of strengthening public space connectivity along the waterfront.

01 TOWN ENTRY

GATEWAY GATEHOUSE

p18



02 MAIN STREET

MELBOURNE STREET INTERSECTION

p24

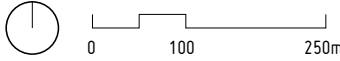


03 WATERFRONT

DEAD ISLAND GATHERING PLACE

p30





Map showing a possible future network of contemporary public spaces throughout the town, highlighting the 3 Stage 1 projects proposed in this report

DESIGN PROPOSALS

01 TOWN ENTRY_Issues



Fig 1_ Signage at the turn off from Tasman Hwy into Henry St



Fig 2_ Current signage at turn off from Tasman Hwy into Charles St



Fig 3_ Outdated Service Station signage approaching the Northern entry to town



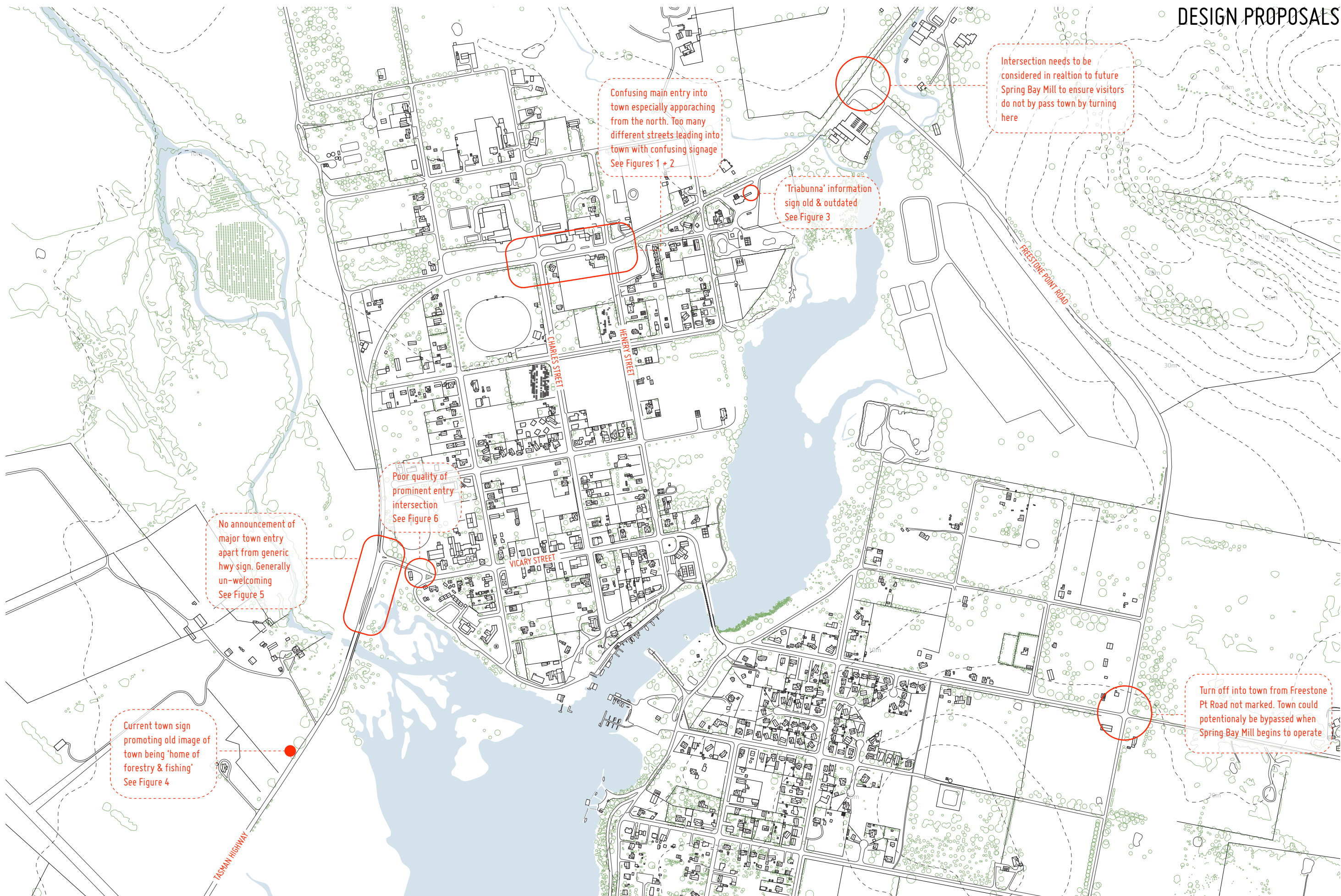
Fig 4_ Outdated town sign approaching the Southern entry to town



Fig 5_ The poorly articulated southern turnoff from Tasman Hwy onto Vicary st



Fig 6_ View of poorly defined area immediately after the southern turnoff from Tasman Hwy



Map showing the town entries problems and constraints

DESIGN PROPOSALS

01 TOWN ENTRY_ Opportunities

Long Term Vision; Re-branding + Re-signing

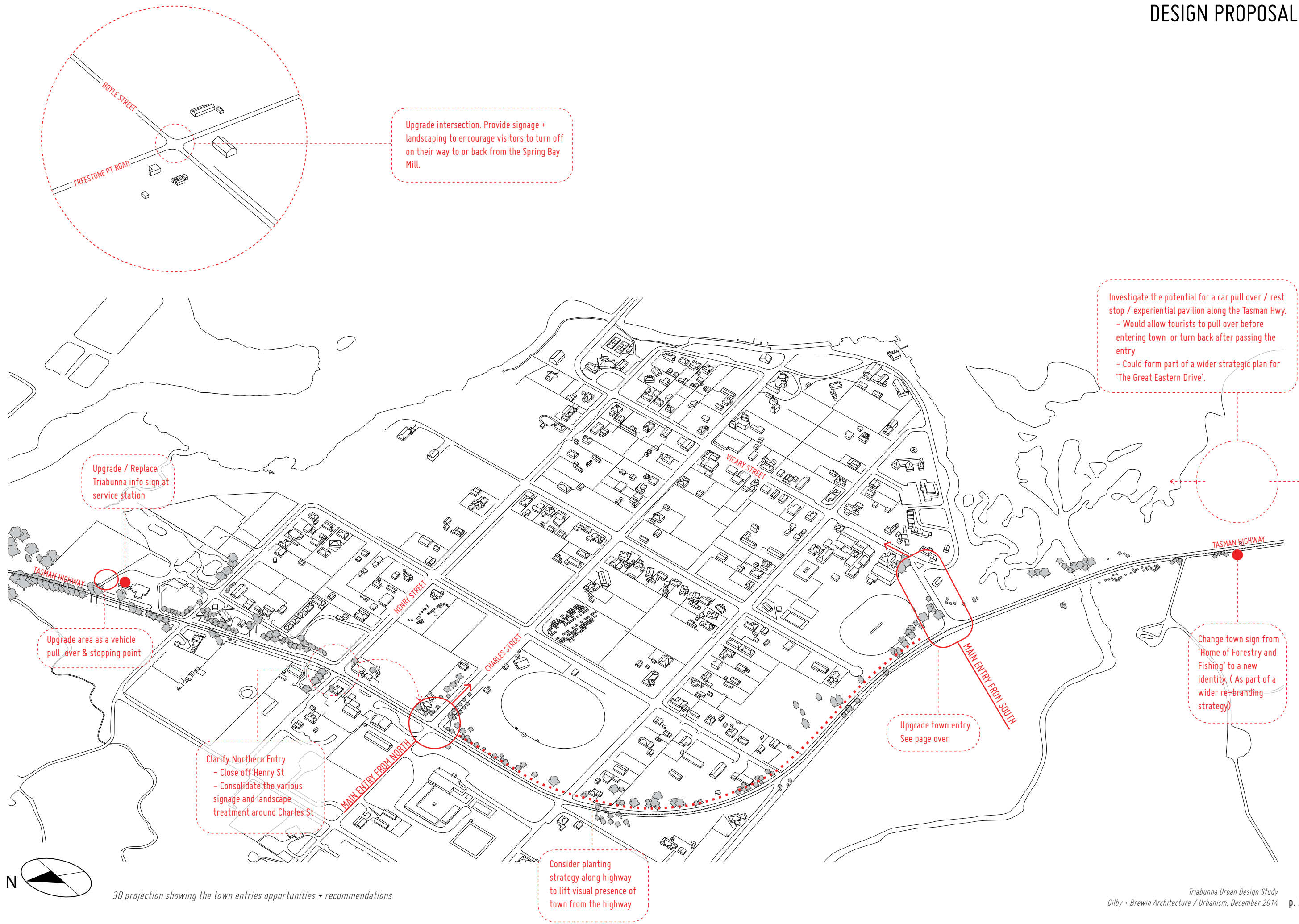
It is vital to carefully consider how the town is perceived from the highway in order to present a better first impression and entice visitors to turn in and spend time in the town. This includes the rationalising of the type and position of road signage, the clear articulation of where the main entries are, and the provision of places to pull-over, pause and possibly turn back, should the entries be missed. It is also critical to consider what the entry experience is, once a visitor has turned in and how they find where they're going.

The re-design of the town's signage could be considered as part of a forward thinking re-branding strategy and marketing push for the town. With the owner of the The Spring Bay Mill having a background in developing information technologies, it is likely that new web-based technologies will be integrated into it's future operations, understanding that tourists are increasingly relying on hand-held devices for navigation, information and booking purposes. There is an opportunity for Triabunna to capitalise on this type of tourist coming through the town by carefully strategising the future branding and marketing of the town in relation to online technologies – website, QR codes, and applications.

Short Term; Focus on Vicary St turn off from Tasman Hwy

Triabunna is already considered the gateway to Maria Island and in the future, will have the opportunity to become the gateway to the Spring Bay Mill. With this in mind, it is fair to assume that the majority of people visiting the town will be arriving via the nearest city, Hobart and will therefore be approaching the town from the south along the Tasman Highway. The opportunity here is to establish the Vicary St turnoff as the main entrance to the town and to create a positive entry experience for residents and visitors alike. This is explored further in the project proposal on Page 22.





3D projection showing the town entries opportunities + recommendations

DESIGN PROPOSALS

01 TOWN ENTRY_ Stage 1 Recommendation_ Gateway Gatehouse

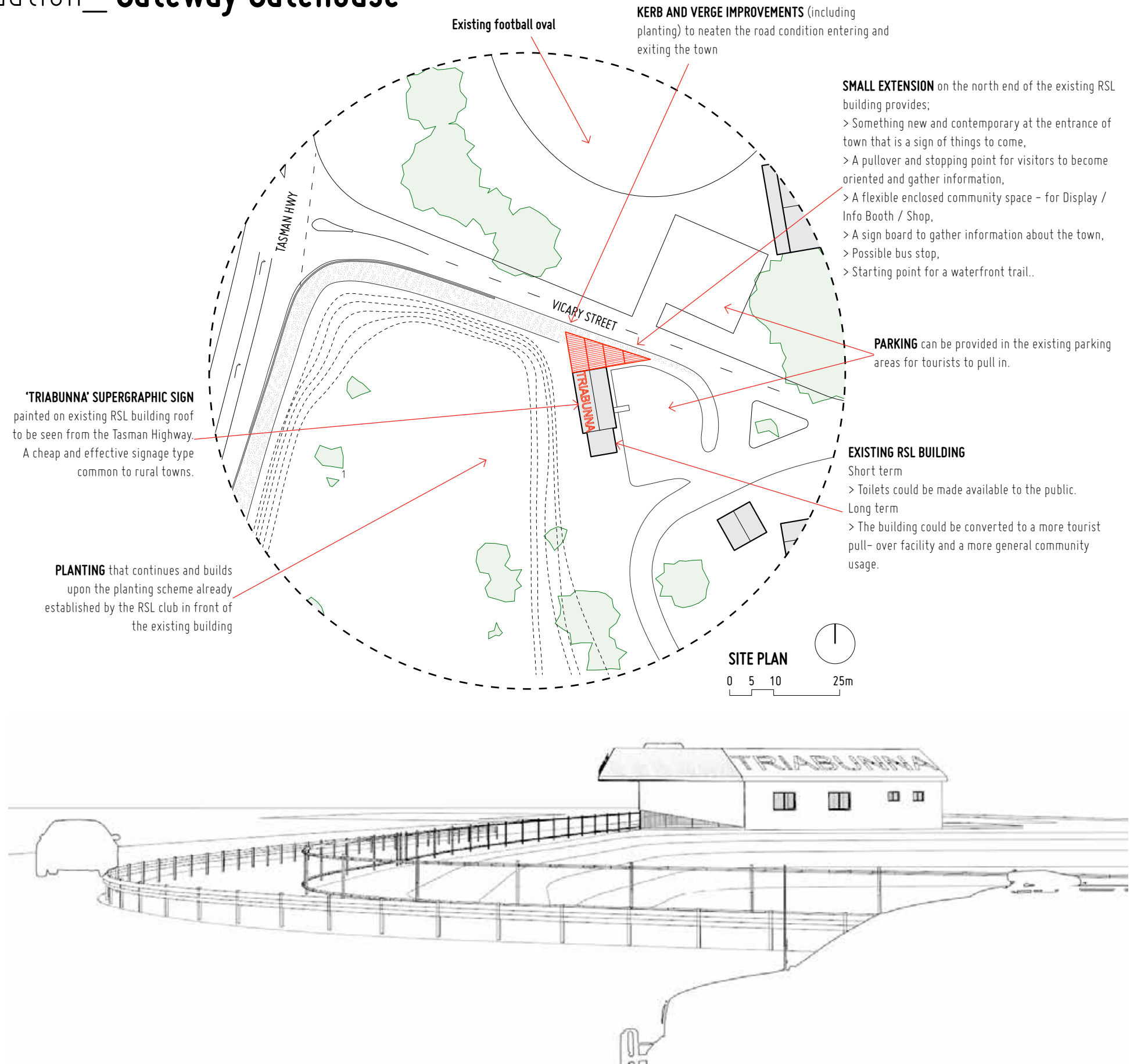
One of the main considerations at the Vicary St turnoff is the existing RSL building which occupies a prime location at the entrance to the town. Despite the building hosting an important community group who have over the years made a number of significant improvements to the building and the surrounding grounds, it is a building that lacks civic presence considering it is first building one encounters having turned off the highway. Based on this being council owned land, could the building and site be reconsidered towards framing and creating a memorable entry experience to the town?

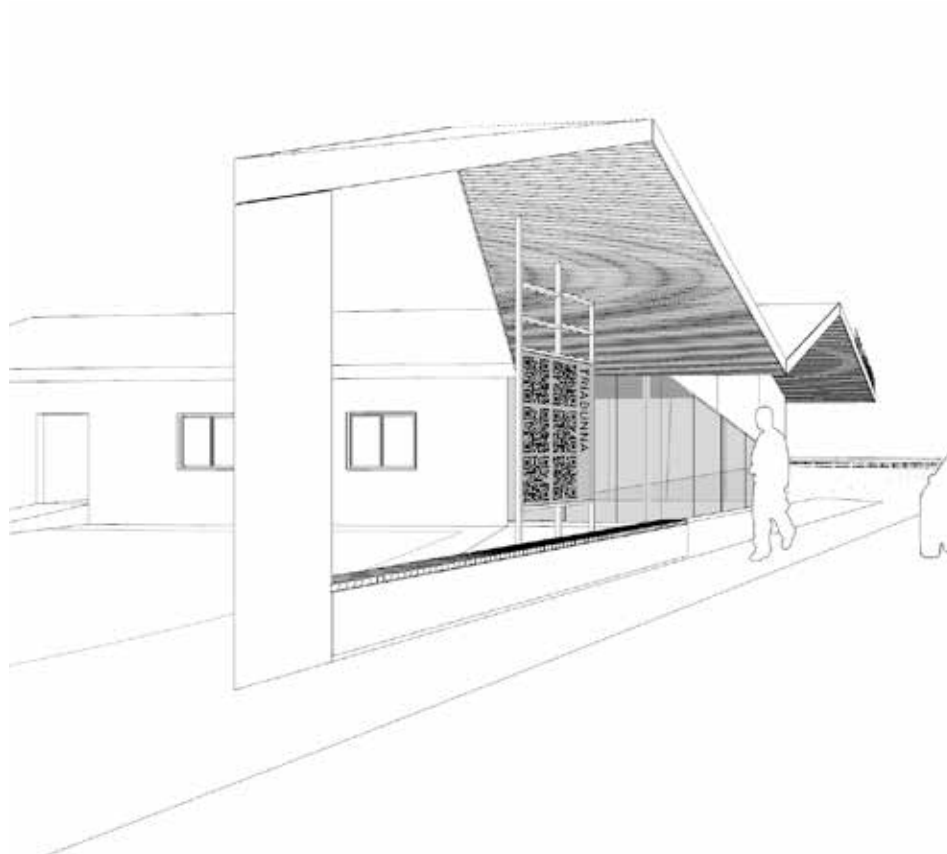
The Gateway Gatehouse proposes an extension to the northern end of the RSL club building to create a kind of new welcoming building and pull-over space for visitors entering town.

It is a humble scaled proposal, responsive to anticipated budgetary constraints, that seeks to do many things at once including; being seen from the highway, creating an entry marker and signaling the new, providing a place to pull over, and somewhere to find out what's happening in and around the town, including at Spring Bay Mill. Displayed under the canopy could be a series of 'QR' codes that provide up-to-date information to visitors via their personal smart phones such as maps of the town, things to see and do, and current events.

The small, glazed extension to the existing RSL building is a simple flexible space that could function as a 'satellite' display room for either the Spring Bay Maritime Discovery Centre, Spring Bay Mill, or other local community groups. In the future, the space could become an information booth or even a store selling local produce as a kind of roadside-stop. The extension could also possibly improve the amenity of the existing building by opening the end to northern light and the view to the football oval opposite. The canopy and seat area could also be used as a bus stop. The extension would be paired with an upgrade to the road kerbing and verge planting to neaten the road edge condition and a large supergraphic sign on the roof of the existing building to be seen from the Tasman Highway.

One of the first European land owners in Triabunna was named Gatehouse, a fact that along with the idea of creating a building that is located and functions as a gatehouse in a town that itself is a 'gateway', gives this proposal its name as the Gateway Gatehouse.





View of Gateway Gatehouse proposal looking west along Vicary st showing the QR code information signboard



View of existing RSL club building (taken from Google street view)



The same view showing the Gateway Gatehouse proposal

DESIGN PROPOSALS

02 MAIN STREETS_Issues



Fig 1_ Image showing lack of footpath at south west end of Vicary St



Fig 2_ Image of the Post Office with exposed side



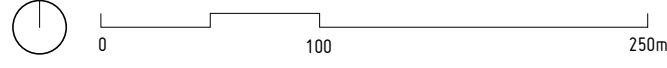
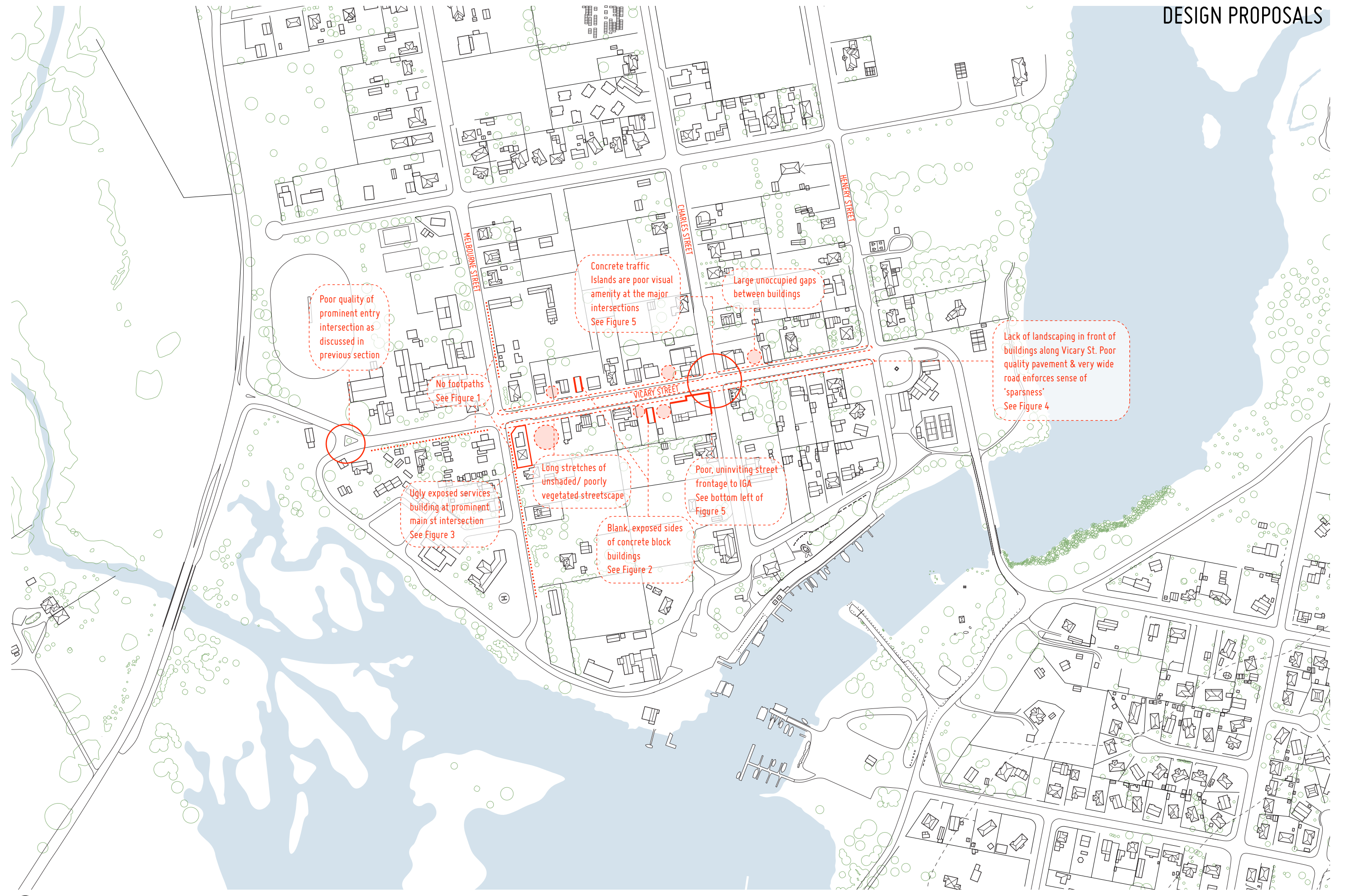
Fig 3_ View of Vicary + Melbourne St intersection with Telstra transmission building tot he right



Fig 4_ View looking west showing the width of Vicary st and blank IGA street frontage on the left.



Fig 5_ Studies of Vicary St intersections showing the large concrete and paving islands with no landscaping.



Map showing the main streets problems and constraints

DESIGN PROPOSALS

02 MAIN STREETS_Opportunities

Long Term Vision; Commission Streetscape Design Study

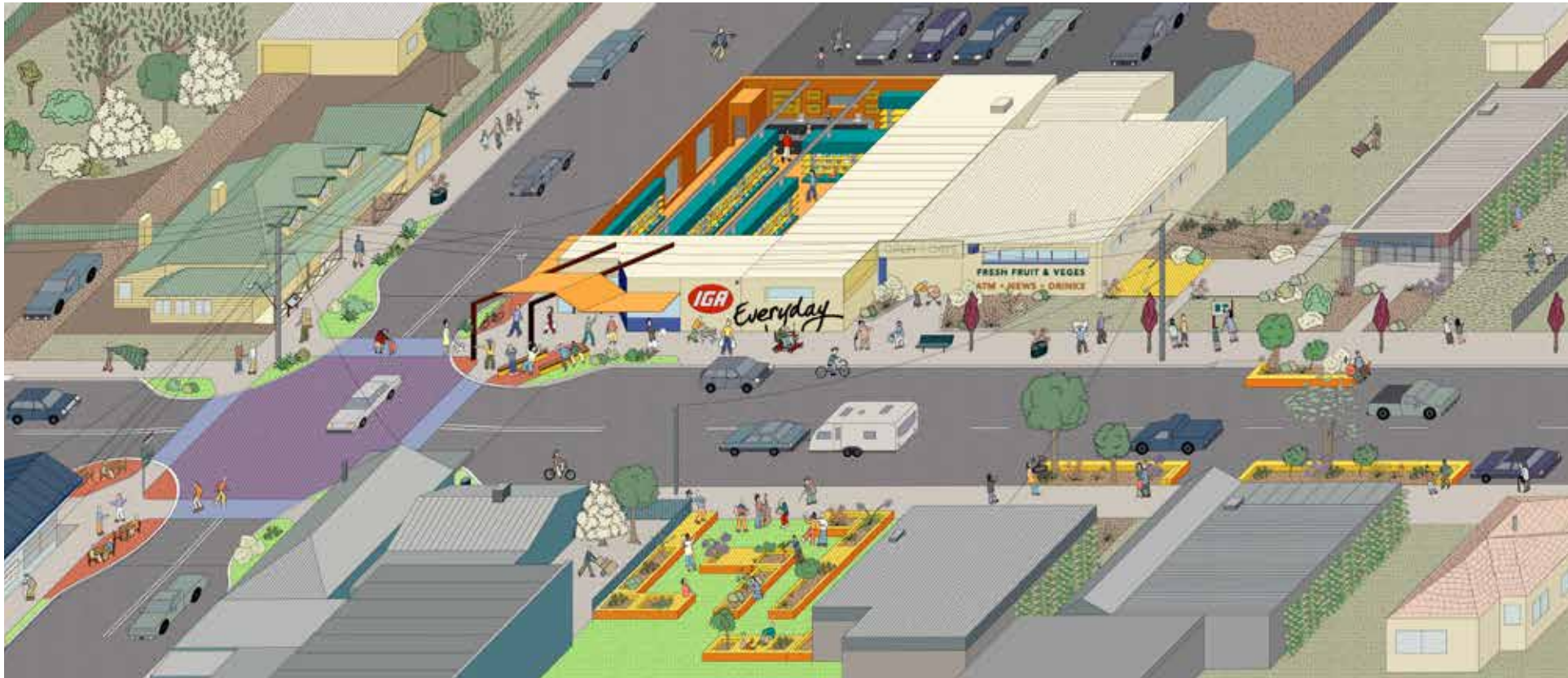
We recommend that the council commission a targeted design study that considers a staged implementation of streetscape works over time. This should include consideration of the following:

- > Street Tree Planting,
- > Paving repair, replacement and addition / extension (with particular focus on universal accessibility)
- > General planting strategies,
- > Upgrade and provision of new street furniture,
- > Shopfront garden design guidelines,
- > Shopfront signage guidelines,
- > Frontage guidelines for future development along Vicary St.

There is also potential for the currently disused shopfronts to be programmed with a series of art events and pop-up stalls to help 'activate' the main street.

Short Term; Focus on Melbourne and Vicary St Intersections

We recommend that in the short term, the focus should be placed on establishing the key intersections along Vicary St as moments where a cohesive impression of the urban fabric can begin to be created. This would include the southern entry to town from the Tasman Highway as demonstrated in the Gateway Gatehouse project (see page 22), along with Melbourne St and Charles St intersections. These intersections are all key entry thresholds and wayfinding moments in the town and have the potential to become activity hubs that provide vital public space for residents and visitors alike.



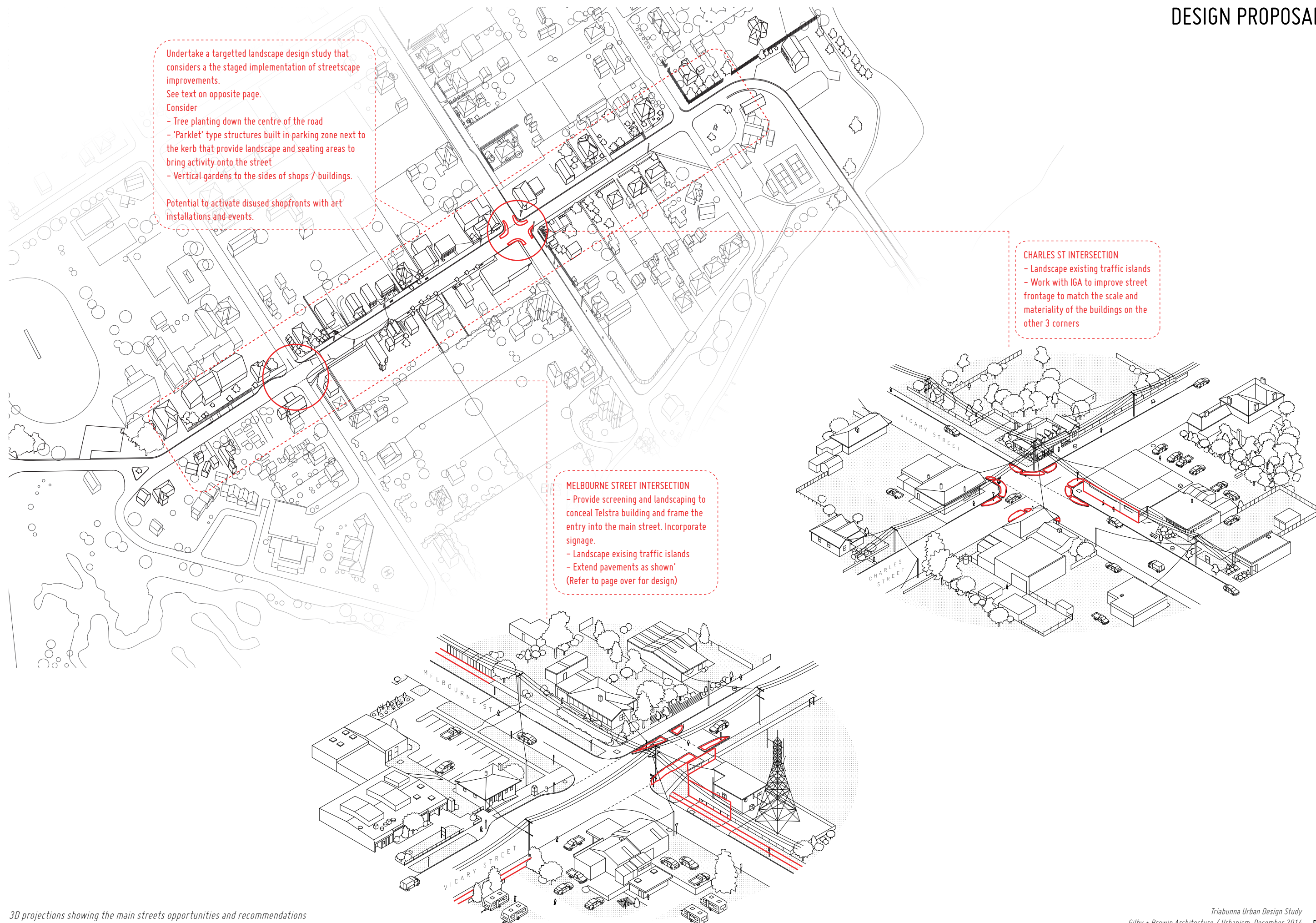
Drawing showing a long term vision of streetscaping along Vicary street by Shing Hei Ho & Sheli Kuperman



Possible Vicary St streetscaping _ image by Sheli Kuperman



Vicary St and Charles St intersection showing the IGA entry re-oriented and possible streetscaping _ Image by Shing Hei Ho



3D projections showing the main streets opportunities and recommendations

DESIGN PROPOSALS

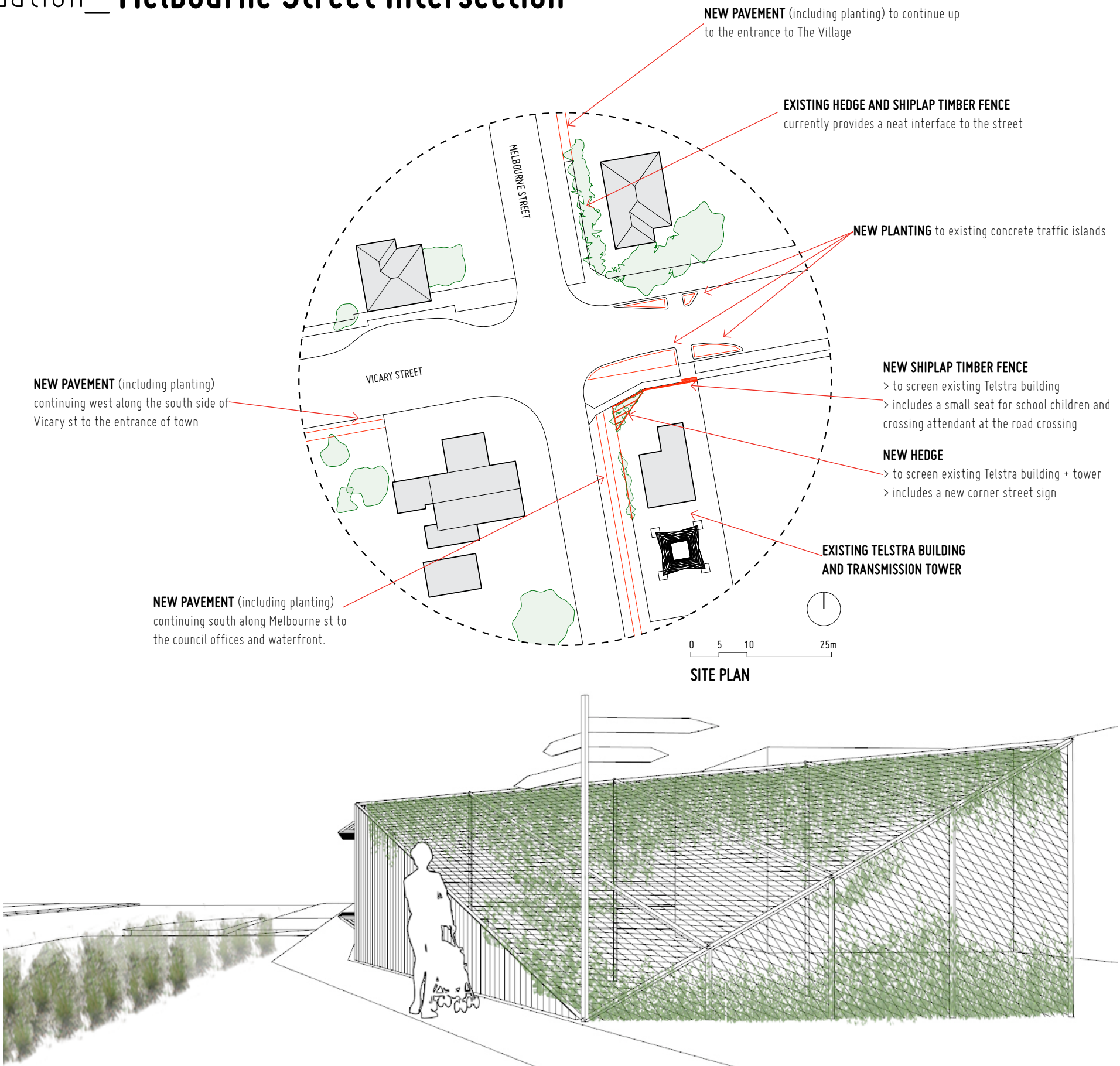
02 MAIN STREETS_Stage 1 Recommendation_Melbourne Street Intersection

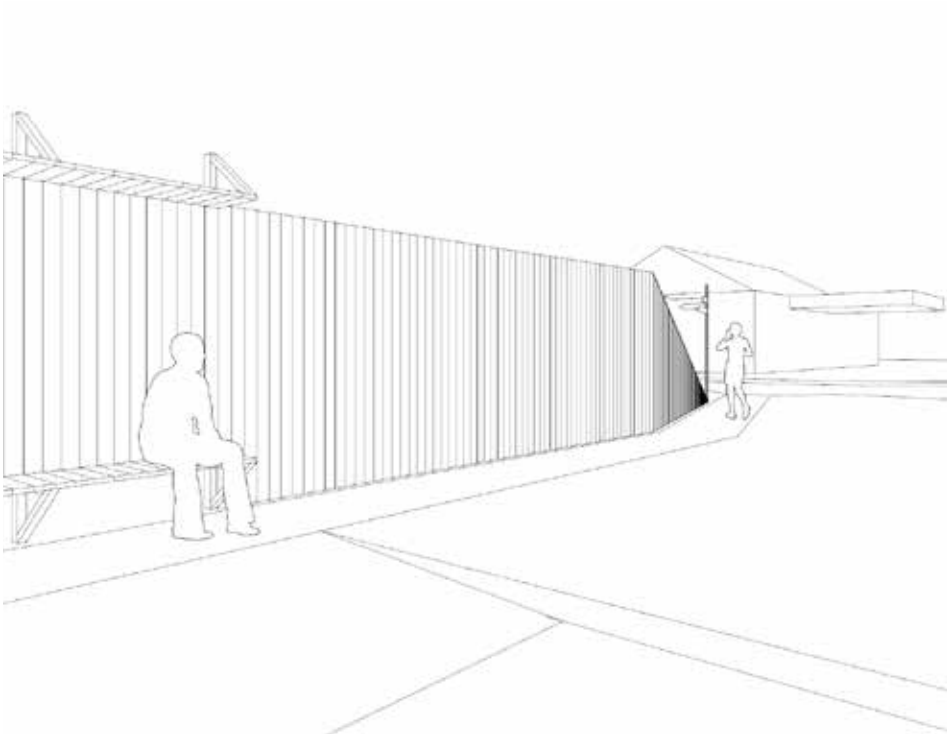
Having considered the Vicary Street entrance from the Tasman Highway in the Gateway Gatehouse proposal, the next intersection at Melbourne Street is an important wayfinding moment and a place where the first impression of the town is consolidated. It is the first moment where you see the waterfront (down the end of Melbourne St) and as the turn off for the school, The Village and the council offices, it is an important second entry threshold into the town. Currently, a tall Telstra transmission tower and brown brick building on the south eastern corner dominate the intersection, leaving the corner and intersection poorly defined.

This project proposes a corner fence and screening element in front of the Telstra building that takes scale and material prompts from the opposite north eastern corner where a simple hedge and timber fence define the property boundary and present a neat interface to the street. At the eastern end of the proposed screen, where there is a school crossing over Vicary street, would be a traditional shiplap timber fence that has a small seat integrated into it for use by school children waiting to be picked up, or the school road crossing attendant. As the fence turns the corner towards the waterfront, it turns into a galvanised fence pole structure covered with chainmesh fencing. A vine would be grown over it to become a hedge. Integrated into the design at the corner is a galvanised pole signpost to the school, The Village, Glamorgan Spring Bay Council offices and the waterfront.

This project also proposes a number of streetscaping improvements to the Vicary and Melbourne St intersection. The large existing concrete traffic island that sits in front of the proposed screen would be planted out using native grasses and wild-flowers. This would serve as an example of what could be done to the other of these concrete islands that exist along Vicary st. We also suggest that new pavement be installed heading west along the south side of Vicary st and heading north along the east side of the Melbourne st towards The Village.

It is envisioned that Telstra could be approached to provide partial funding for the project or possibly as an in-kind donation to the town.





View of the shiplap timber fence with built-in seat for school children or road crossing attendant



View of existing intersection (taken from Google street view)



The same view showing the corner screen proposal

DESIGN PROPOSALS
03 WATERFRONT_Issues



Fig 1_ Image of the underplayed landscape amenity of the tidal flats lying to the south west of the town



Fig 2_ Image of people walking across to Dead Island



Fig 3_ View looking west along the tidal flat foreshore showing the existing path running out



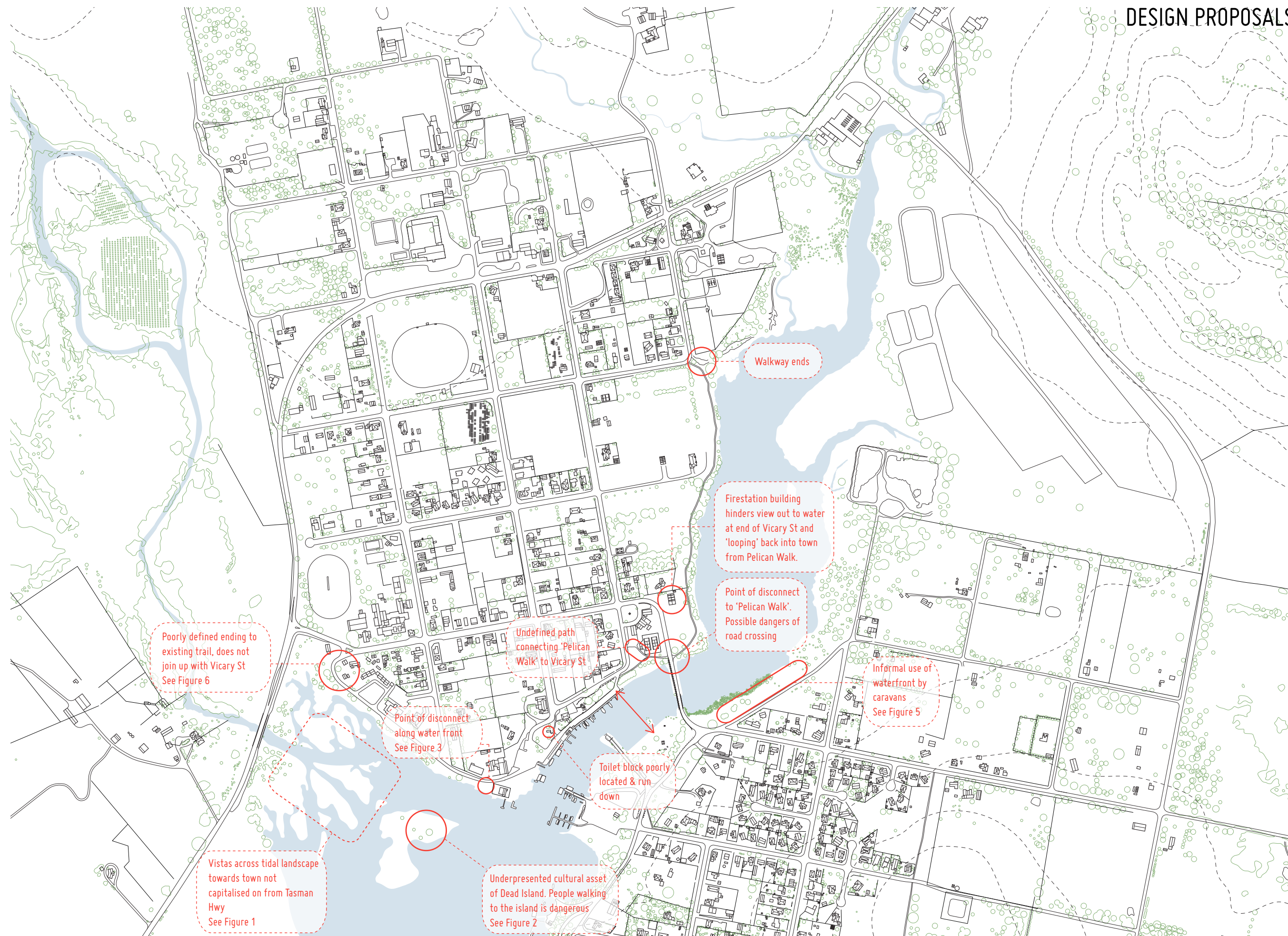
Fig 4_ Image of the entry point to Pelican Walk



Fig 5_ Image of campervan on south east foreshore



Fig 6_ Image of the sudden end to the waterfront pathway to the west of the town



Map showing the waterfront problems and constraints

DESIGN PROPOSALS

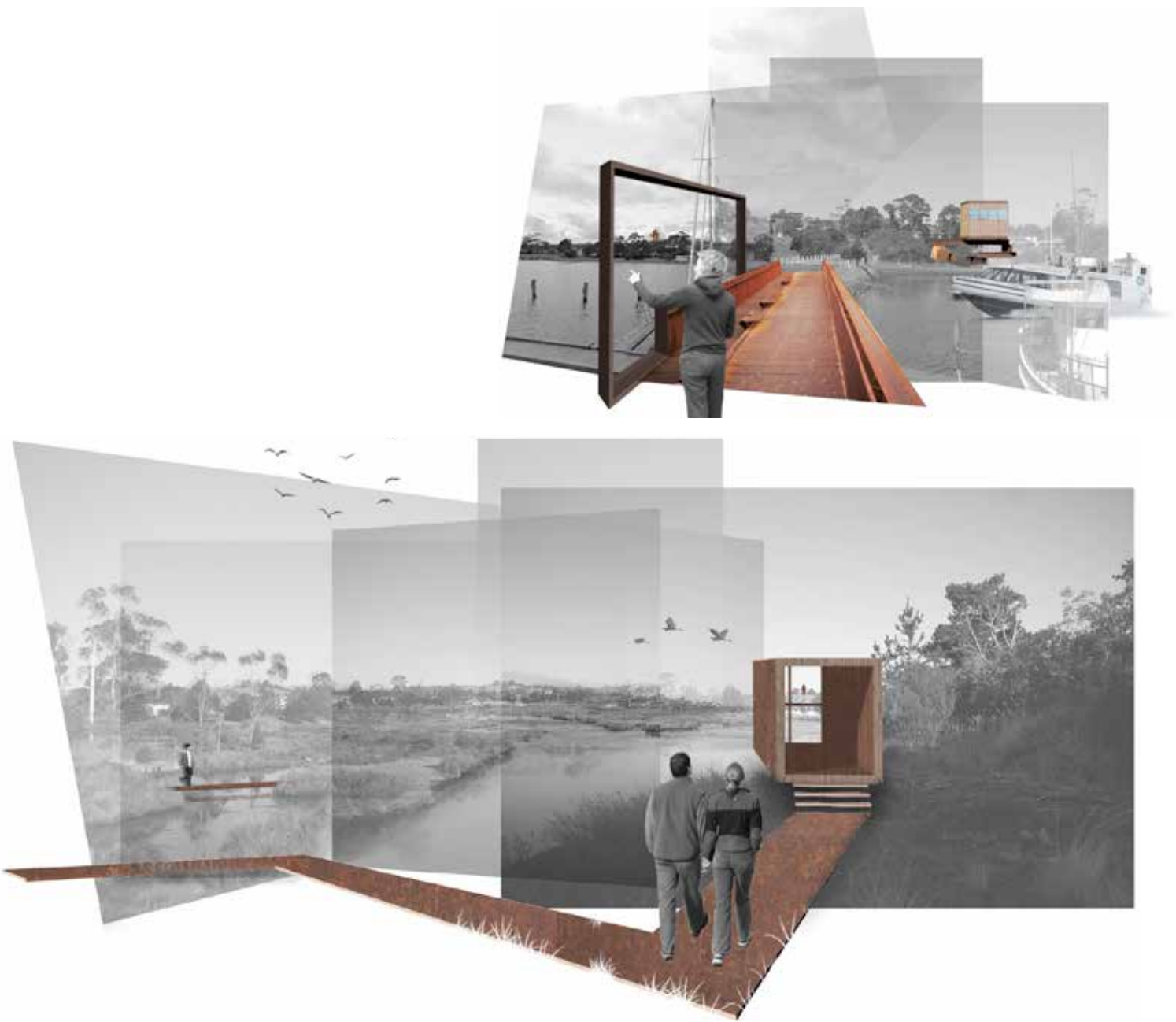
03 WATERFRONT_Opportunities

Long Term Vision; Establish a Connected and Curated Public Waterfront Trail

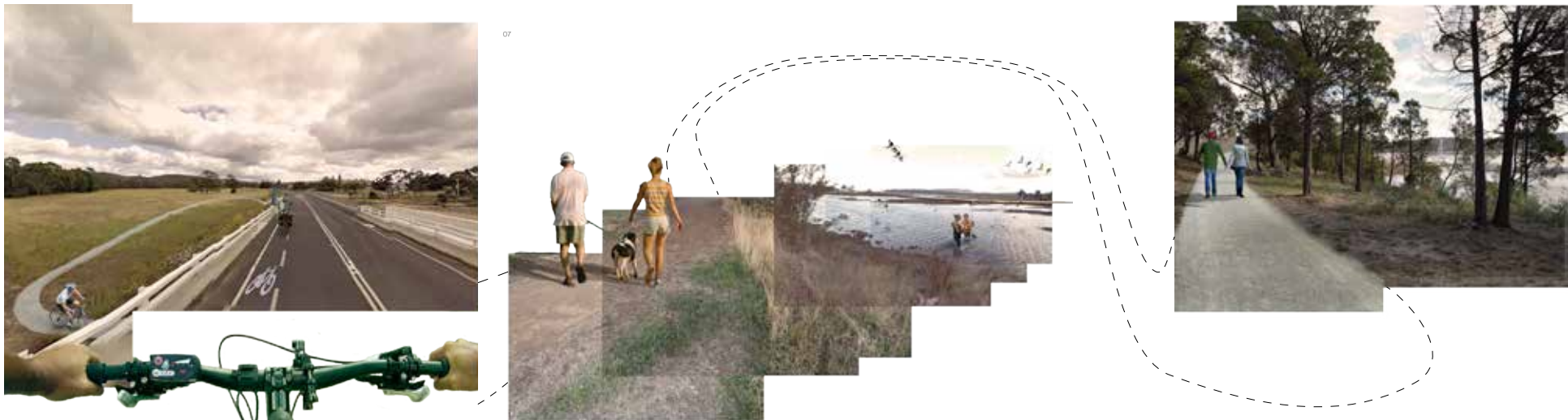
This proposal recommends that a landscape design master plan be commissioned that would seek to capitalise on Triabunna’s key natural asset – it’s waterfront. The aim should be to develop a ‘branded’ public trail that seeks to connect a continuous walkway and bike path along the Triabunna waterfront. This could be developed closely with the Spring Bay Maritime & Discovery Centre and possibly named the ‘Marine Discovery Waterfront Trail’. Regionally, the trail could connect into the future branded ‘Great Eastern Drive’, the growing cycling tour route culture, and existing and future regional walking trails. Locally, the trail would connect the beautiful wetlands located to the north east of the town, with the existing Pelican Walk trail, the working port and marina frontage at the end of Charles Street, and the tidal flats lying south west of the town. The trail would also capitalise on the key reasons why people are going to Maria Island – to experience nature and the colonial history.

Short Term: Focus on Creating New Public Spaces by the Waterfront

At the start and end points of the waterfront trail would be located key interchange points where people could gather, find information and transition to other parts of the town. The Gateway Gatehouse proposal on page 22 could be thought of as one of these. Then, located along the trail could be a series of contemporary architectural pavilions that at once provide places of pause, recreation and historical interpretation. These could provide experiential drawcards and recreational amenity for both tourists and residents, which would capitalise on key reasons why people will be going to Spring Bay Mill – for contemporary landscape and architectural experiences. The series of pavilions along the waterfront could be complemented by a series of contemporary art installations that form a sculpture trail along the foreshore. The Stage 1 design proposal on page 34 called the Dead Island Gathering Place, proposes the first of these.

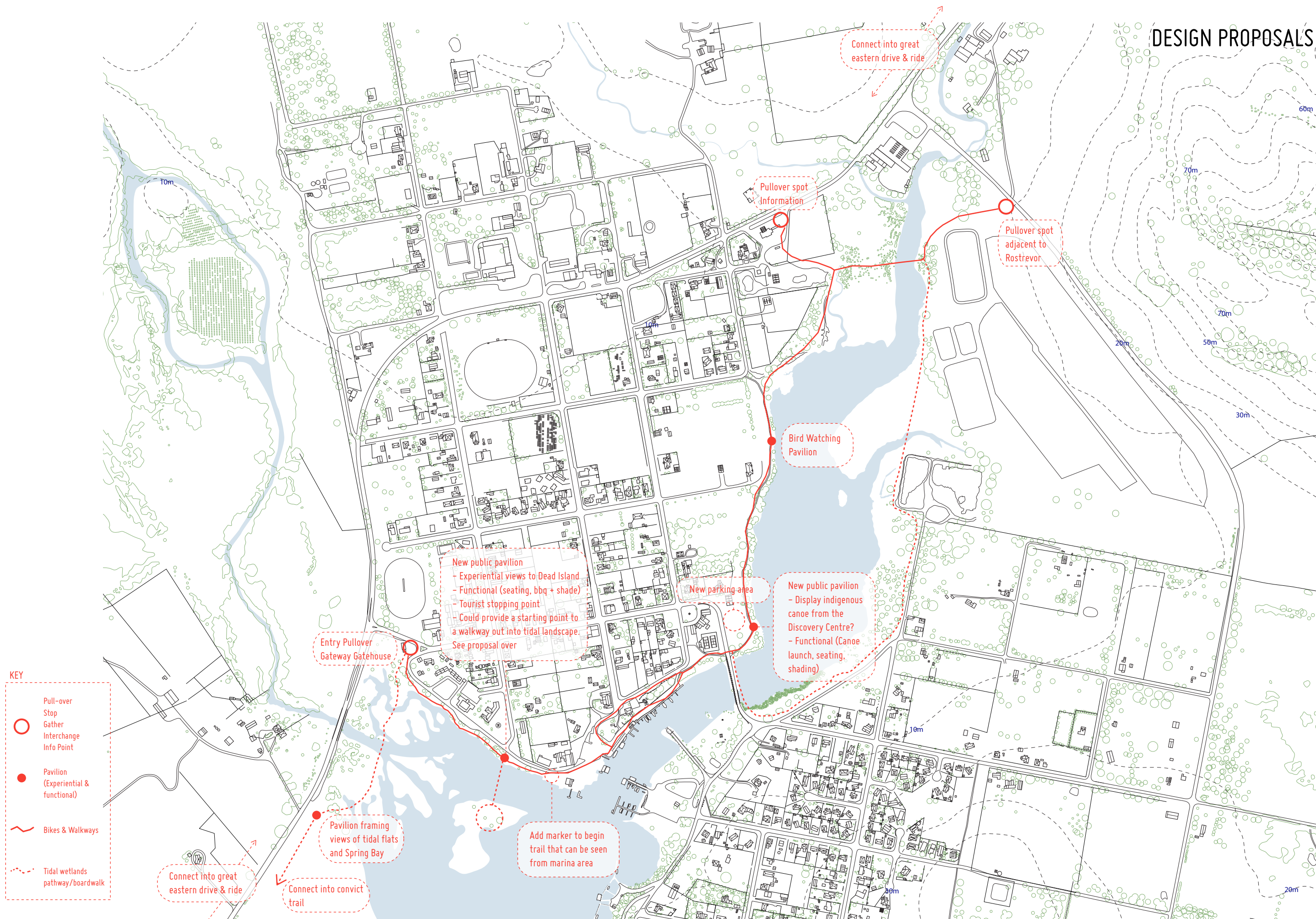


Images of possible waterfront boardwalks and experiential pavilions by Aaron Polson



Images of bike and walk trails by Joel Grey

DESIGN PROPOSALS



Map showing the waterfront opportunities and recommendations

DESIGN PROPOSALS

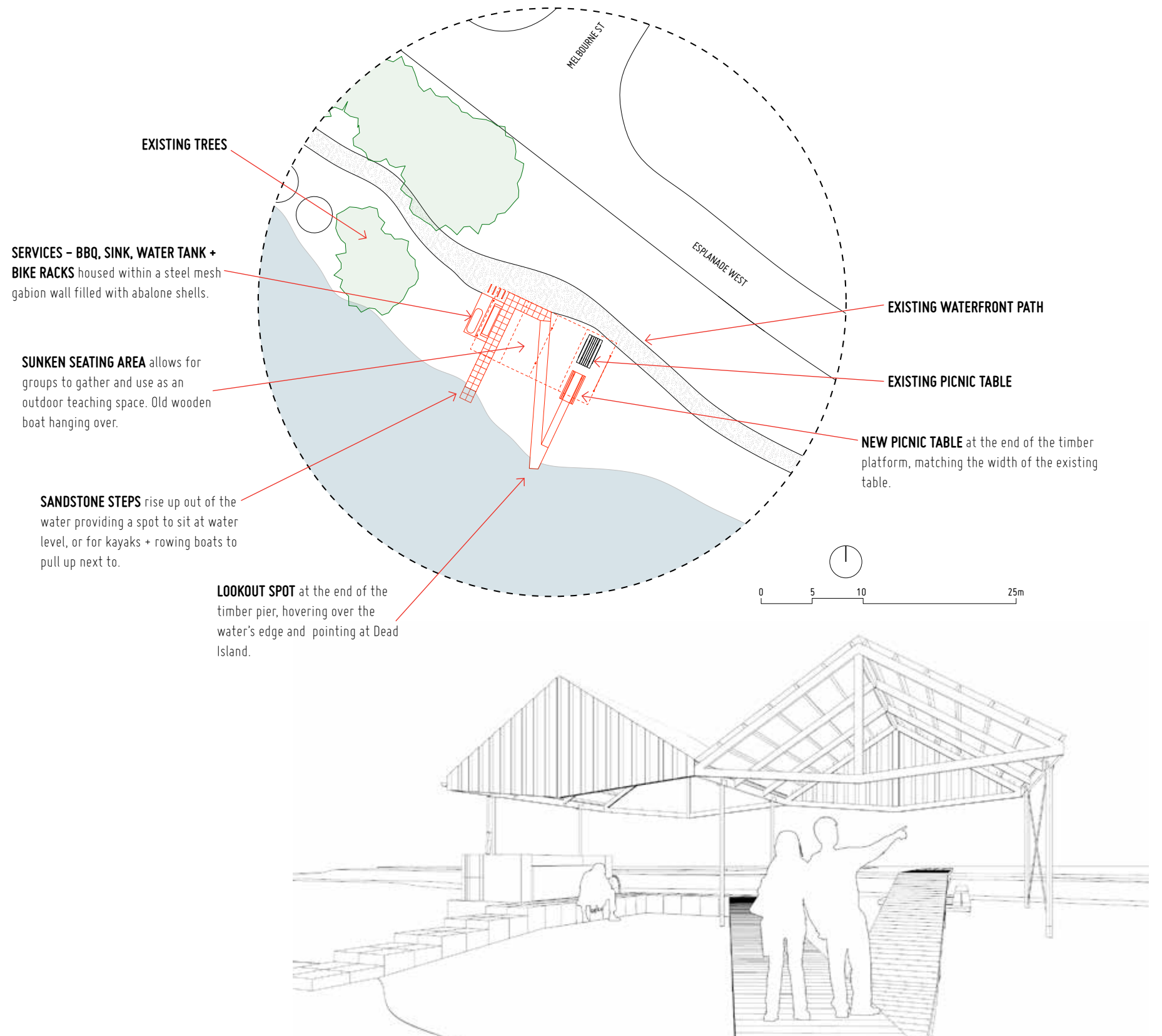
03 WATERFRONT_Stage 1 Recommendation_ Dead Island Gathering Place

This project proposes a place for social gathering by the waterfront that overlooks and engages with Dead island, a key historical asset of the town located in the beautiful tidal flats south west of the township. Positioned at the site of an existing picnic table at the end of Melbourne St, the project is composed of an open, timber framed shelter with a series of platforms arranged below. These structures are joined together to form a continuous seating element that rises out of the water as a set of sandstone steps, before zig zagging below the roof to create a sunken seating area, turning into a timber pier that points out towards Dead Island, and finally turns back on itself and rises up to match the height and width of the existing picnic table. This continuous element literally and metaphorically connects the sea to the table – a notion that plays on Triabunna’s long fishing history.

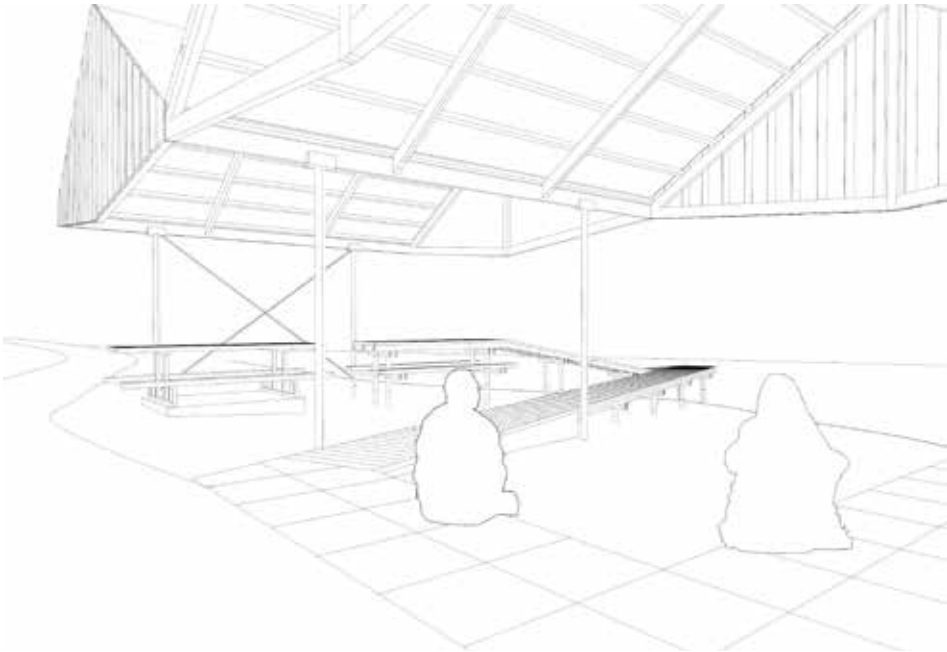
Included in the design is a bar-b-que and sink housed in a gabion wall filled with abalone shells from the former abalone processing sheds that the Spring Bay Marine and Discovery Centre currently occupies. The canopy is modeled on a traditional boat house structure that typically has a deep roof for storing boats beneath. We are hoping that under the roof, over the sunken seating area could hang an upside down old wooden boat, becoming a beautiful domed ceiling feature that marks the rich history of boat making in the town. Lobster pots could also be turned into lights as seen in the Spring Bay Hotel dining room. The idea of ‘Sea to Table’ could also be thought of as a possible future branding strategy for the town, that could capitalise on Tasmania’s growing produce and culinary tourism market.

We envision that this place would become somewhere for outside community events and bar-b-ques, perhaps associated with the council or the Discovery Centre, and also provide a kind of outdoor classroom for school groups to gather by the water. It would also be a point of interest to visitors to the town in terms of engaging them with some of the key landscape and cultural assets of the town. It would also provide a day-to-day recreational picnic shelter at the waterfront available to all including those living in the aged care facilities across the road.

Attention has been paid in the design to the sourcing and use of local materials and simple building methods that would allow the community to be involved in the construction. It is envisioned that the pavilion could be built to coincide with an event that marked the beginnings of the future of the town.



View looking back at the pavilion from the end of the lookout spot



View from under the shelter looking out to Dead Island



View of existing picnic table overlooking Dead Island and Spring Bay



A similar view showing the gathering place proposal

IMPLEMENTATION

Only the Beginning

This urban study should be considered as only the beginning. The proposals outlined in this report present a series of ideas that will need further design development in order to be implemented in a cohesive and effective manner. By development we are referring to both the ‘quality’ of the built outcomes in terms of scale, material, construction type and architectural ‘feel’, as well as the manner in which the projects are undertaken in relation to community consultation and involvement. The process of design development and construction of these projects will need to continue the high level of community consultancy that has characterised the engagement so far in order to build on the enthusiasm and community ownership of project. The manner of executing the projects will need to be thought of as creatively as the designs themselves and should carefully consider the planning of the ‘event’ of construction to ensure community awareness of and involvement in the process.

It is critical that the first stage of projects aim to make a real difference. The Stage 1 projects should be implemented with a clear view of the future vision for the town, should have relevance to both residents and visitors, and be highly visible in order to signal the start of a new era for the town. It is vital that whatever is done, that it is done well. There should be high aspirations for the projects to not only improve the quality of the town, but also put it on the local, national and potentially international map.

Regarding Stage 1 implementation, we recommend the following actions:

COMMUNITY COMMUNICATION + CONSULTATION

- > Copies of this and the RUSL report to be displayed in the council offices and website for public viewing for an extended period of time,
- > Report and Stage 1 proposals to be presented to community by the consultant team and exhibited at the council offices.

DESIGN DEVELOPMENT

- > Consultant team to be engaged as required to develop the designs and oversee construction.
- > Once engaged, the consultant team to pro-actively discuss proposals with various community groups to identify opportunities for their involvement, and identification of people with specific resources and skills relevant to the projects,
- > At the same time, develop possible synergies with the Spring Bay Mill development – particularly regarding materials, resources and connections to future uses,
- > Obtain costings by a professional cost planner prior to any further design development of the proposals,
- > Pursue funding from external sources such as grants and private funding (council planners should investigate all relevant grant opportunities and be as ‘grant application ready’ as possible).
- > Identify any planning issues relevant to the project proposal.

CONSTRUCTION

- > Council / consultant team to plan intimate social gatherings (eg. BBQs/ working bees/ parties/ music...) around the key stages of the projects’ implementation: eg, preparation/ clearing of site; raising of structures; planting of trees; final completion.
- > Council / consultant team to look at coordinating the timing of the various stages of the project to coincide with other town events / festivals / activities to ensure maximum exposure and support for the relevant project/s.

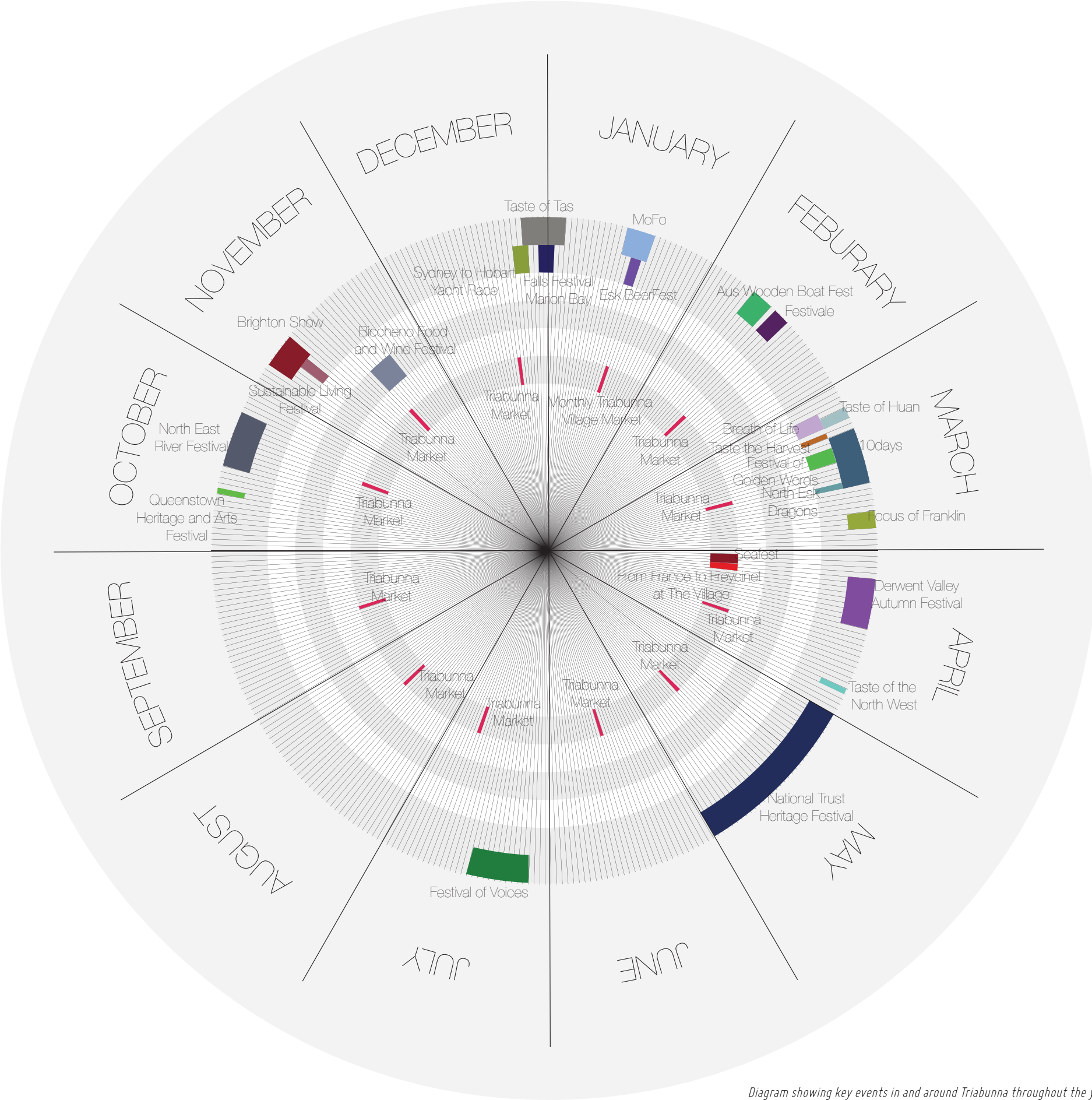


Diagram showing key events in and around Triabunna throughout the year

CASE STUDIES

This section of the report presents a series of case studies of other contemporary regional revitalisation projects. These projects, located in different parts of the world engage with the basic premise that regional areas can be revitalised with progressively designed environment and culture -led projects that attract visitors, prompt new economic activity, and ultimately instill a pride of place in the permanent residents of the host towns and regions. Central to the success of each of the case studies is the presence of bold, contemporary architectural design which not only supports the functional requirements of the project but critically, also frames a memorable, experience of place for the visitor.



BENESSE, SETO ISLANDS, JAPAN



ARTPOLIS, KUMAMOTO, JAPAN



NORWEGIAN TOURING ROUTES, NORWAY



BUS: STOP, AUSTRIA



GASPI, TASMANIA, AUSTRALIA

5.1 Seto Islands, Japan

The Seto Islands are a series of small islands in the Seto Inland Sea in Japan that over recent decades have experienced the loss of industry and subsequent aging and shrinking of their populations. In the late 1980's, businessman Tetsuhiko Fukutake came to an agreement with the then mayor of the island of Naoshima to develop the south side of the island into an education and culture destination under the name of Benesse. In 1992, Benesse House opened combining hotel rooms with spaces to display modern art. Over the years a series art spaces and accommodations were added in a number of locations around the island, designed by one of Japan's leading architects Tadao Ando. In 2004, Benesse Art Site Naoshima was adopted as the name for the Benesse's activities on Naoshima, coinciding with the opening of the internationally renowned Chichu Art Museum. An ongoing program called 'Art House Project' was also established that sees the commissioning of artists and architects to make installations in disused houses and buildings in the small townships that dot the island.

These programs of art and architecture led revitalisation have now expanded to the islands of Inujima and Teshima where the community benefit of increasing the numbers of visitors to the islands is also evident. On Inujima, a larger former copper refinery was converted into an art space that is heated by drawing geothermal energy up through the building via the old smoke stack, an idea that something that once polluted, now provides a means to harness sustainable energy. A series of smaller, contemporary art spaces designed by leading Japanese architect Kayuzo Sejiima are then dotted around the main township, providing an engaging juxtaposition with the older built fabric, and springing up small businesses such as cafes, home stay accommodations and post card sales.

On Teshima, a similar program of revitalisation has been undertaken with the building of a unique art museum as a key destination that is surrounded and supported by a series of smaller artworks and spaces in other parts of the island. The building of the art museum was paired with the restoration of the rice paddie terraces that surround it, helping reinvigorate the lost industry of rice growing on the island. As an example of the positive economic effect these 'drawcards' are having on the island, locally run bike hire businesses have sprung up around the port to meet the demands of visitors wanting to get to the museum located several kilometers away. There is also a community run kitchen that was set up to showcase local cuisine, while providing a place of social exchange for local residents.

In 2010, the first Setuchi International Art Triennale was held across the Seto Islands, a successful festival that now attracts visitors from around the world to engage with the unique program of cultural events that are supported by the local populations of the islands.



Yellow Pumpkin public sculpture on Naoshima by Yayoi Kusama. Photograph by Ross Brewin



Experiential art pavilion on Inujima by SANAA. Photograph by Ross Brewin



Teshima Art Museum by SANAA. Photograph by Ross Brewin

CASE STUDIES

5.2 Kumamoto Artpolis, Japan

Running since 1988, the Kumamoto Artpolis program sees the commissioning of often emerging architects to design public buildings in the Kumamoto region, a southern prefecture in Japan. The project procurement process ensures a high level of community consultation where local residents work closely with the architect to consider how their communities might be improved through the project. Evidence suggests the program has fundamentally lifted the quality of public buildings in Kumamoto and built an architectural culture within the region. The quality of the buildings along with the community 'trust' created through the careful consultation process, ensures the buildings have a vital role in, and contribute to the these regional communities. Exhibitions and publications about the program has built an international reputation that attracts people to the region, stimulating the regional economy through greater visitor numbers.



Catalogue of Artpolis projects sourced from <http://www.pref.kumamoto.jp/>

5.3 Norwegian Touring Route, Norway

In 2002, the Norwegian government launched a program of commissioning architects to design a series overlooks, walkways, picnic areas and toilets along Norway’s 18 designated ‘touring routes’ or scenic highways. The program is a large, long term investment that seeks to build upon Norway’s already flourishing tourism industry in view of increasing visitor numbers and boosting local economies in regional areas.

Each of the structures is a unique piece of architecture that typically aims to enhance the experience of nature, whilst providing functional amenity including pull-over areas, seating, and toilets. The projects are carefully designed experimental pieces of architecture that provide memorable experiential moments, combining to become destinations in their own right. The relatively small scale of the various projects and the manner in which they are considered a series, demonstrates that architecture does not necessarily have to be big to create an impact.

A selection of images of Norwegian Touring Route pavilions by various architects



Architect_ Reiulf Ramstad



Architect_ Carl-Viggo Holmebakk, Photographer_ Magne Myrevold



Architect_ 70N Arkitektur



Architect_ Snohetta, Photographer_ Jarle Wæhler



Architect_ 3RW Arkitekter, Photographer_ Per Kollstad



Architect_ Manthay Kula.



Architect_ Peter Zumthor, Photographer_ Andrew Meredith

CASE STUDIES

5.4 BUS:STOP, Krumbach, Austria

Conceived of as an international exchange of ideas, a number of high profile international architects were commissioned to design a series of bus shelters in a small Austrian town of around 1000 people called Krumbach. The international architects were paired with local practices and craftspeople in order to mediate ‘cutting edge’, internationally engaged architectural ideas with locally based skills and knowledge. These small, experimental structures that are somewhere between functional architectural spaces and landscape sculptures have turned this small regional village into a world class design tourism destination.

Bus: Stop pavilions. Various architects. Photographs by Yuri Palmin



5.5 GASPI, Glenorchy, Tasmania

While not being exactly ‘regional’, the Glenorchy Art and Sculpture Park (GASP) by Tasmanian based architecture practice Room 11 presents an interesting case study of an ongoing community focused public space revitalisation project in Tasmania. The project is effectively a public walkway and boardwalk, running along a section of Derwent River foreshore that had over the years been cut off from the neighbouring suburb by a busy road and neglected. The gently arcing walkway links a series of public pavilions and spaces that will in the future play host to a series of other public artworks.

In response to limited available funding, the GASPI project was undertaken over a series of strategically defined stages that have been guided by a clear future vision that was developed in close consultation with local community groups. Stages 1 and 2 have won a host of design awards attesting to the quality of the architectural design of the various built elements of the project so far. However, it is not just the level of community involvement or quality of the architecture that has ensured the project’s success, but also the ongoing regular programming of activities and events at the park.



GASP by Room 11 Architects. Photographs by Ben Hosking

CONCLUSION

Our expertise as architects and urban designers is centred around thinking about and designing spaces and places for people. This study has been carried out under the premise that good design can improve the urban quality of the town, making it more desirable to both tourists and residents, and in turn generating social, environmental and economic benefits. Whilst a number of the urban issues facing Triabunna are common to other regional towns across Australia, it is important that a one-size-fits-all approach isn't applied to design responses. Instead, through the broader urban study and the design proposals in this report we have tried to tease out and celebrate the unique qualities of the town in order to avoid generic responses and ensure design proposals are grounded in the particularities of the place itself. Also, whilst being respectful to the old, established and the existing, we are purposefully being bold and contemporary, advocating for the potential of contemporary architecture and urban design as kinds of urban revitalisation 'catalysts'.

The contents of this report cannot alter the course of past events in Triabunna, nor 'solve' the town's problems. Instead, this urban design study aims to tap into the current optimism and future potential of the town and present a set of progressive design ideas that with the right support and implementation could make a real difference to the town's urban environment. It is of utmost importance that the consultation process is continued in order to ensure the Triabunna community's long term engagement with, and ownership of the future of the town. The implementation of the ideas presented in this report will take time and serious commitment from all stakeholders but if undertaken passionately and rigorously, will ultimately improve the urban condition of the town and set in place a solid foundation for future generations to benefit from and build upon.



Gateway Gatehouse



Melbourne St Intersection



Dead Island Gathering Place

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