



# BUSHFIRE RECOVERY DEMONSTRATION PROJECT

EUROBODALLA REGIONAL

BOTANIC GARDENS

DISCOVERY GARDEN

100% Concept Report



# Introduction

The 100% Concept Masterplan has been developed through reviewing feedback from DPE, the Eurobodalla Shire Council working group and community consultation materials in the form of online and written surveys.

Online surveys completed by 52 participants revealed that:

- Explore, smell and touch were the top three things people would like to do in the new discovery garden.
- Water, plants and rocks were the top three materials participants would like to see in the design.
- Nature, adventure and sustainability were the top three things participants would like to see the new garden demonstrate or represent.
- Places to sit and reflect, water play and information on local species were the top three other elements people wanted to see in the new discovery garden.

Key drivers of the design have been:

- Inclusive design, using the *Everyone Can Play* guideline (NSW Government 2019)
- Nature play, incorporating elements to encourage visitors to connect with and enjoy the gardens
- Adult engagement
- Sensory engagement
- Incorporating elements of discovery, so that there are moments of surprise and delight when moving through the garden.





# Proposal Context



KEY

- ① Proposed Discovery Garden extent of works
- ② Existing playground
- ③ Existing picnic shelter
- ④ Existing Display Garden
- ⑤ Proposed connection path
- ⑥ Existing wetland/basin
- ⑦ Deep Creek
- ⑧ Existing Sandstone Garden
- ⑨ Existing grassy mound
- ⑩ Existing path
- ⑪ Existing ERBG Carpark

1:1000 @ A3  
0m 10m 20m 30m 40m 50m







## 100% Concept Masterplan

### KEY

- ① Existing Display Garden
- ② Micro-forest
- ③ Sensory Garden
- ④ Overhead structures with misters/climbing plants
- ⑤ Adventure swale
- ⑥ Feature wall
- ⑦ Outdoor classroom
- ⑧ Raised boardwalk
- ⑨ Nature play cubby
- ⑩ Adventure trail
- ⑪ Natural pond
- Reclined resting station
- Investigation/microscope viewing station
- Sound element/listening device
- Proposed trees
- Existing trees

1:400 @ A3

0m 5m 10m 15m 20m







Diagrams





## High Level Zoning

- Entry space / threshold
- Sensory experience
- Feature wall
- Active space
- Learning hub
- Passive / quiet space
- Buffer area

The design provides key zones that group together activities of similar level and provide separation where needed.

The wide pathway through the entry and sensory garden allows individuals and groups to meander through the space, as well as congregate under the overhead structures with misters and sensory plant display.

The feature wall, active space and learning hub is the busy heart of the discovery garden, providing opportunities to look, hear, smell, explore and discover. The space caters for people of all ages and abilities, and encourages adventure, interaction, and challenges users to push their comfort levels.

Passive and quiet areas offer people the opportunity to engage with nature in a serene and peaceful environment. The spaces offer places for both individual and small groups to gather and be exposed to the sensitivities and fascinations of the surrounding environment. The buffer area creates a separation between high and low intensity activities, creating a visual and audible buffer.

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## Circulation



-  Main pathways
-  Secondary pathways
-  Minor internal pathways
-  Exploration trails
-  Existing perimeter paths

The adjacent diagram outlines the path hierarchy within the design proposal.

The main pathways provide direct access from the entry (south) through the heart of the gardens to the learning hub (north).

Cross connections to the key features of the garden is provided by the secondary pathways to ensure good accessible circulation.

Access to more intimate spaces is provided by the minor internal pathways that encourage visitors to slow down and enjoy the close surroundings.

More adventurous exploration trails are closely linked to the accessible main and secondary pathways to provide inclusion through parallel use.

Existing perimeter paths remain to allow north south access along the western edge and to

1:400 @ A3

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## Tactile/Audio Guides



- Guiding kickrail
- Gravel guiding edge
- Guiding garden edge
- Tactile wall
- Audible play item / listening device
- Audible tech (speakers)

The adjacent diagram seeks to communicate the design additions and proposals that aim to help facilitate movement and engagement for people with vision impairment.

Catering for people of all abilities is the fundamental objective of the design and as such, much thought and care must be given to ensure that everyone can navigate and engage with the space.

A mix of surface treatments, tactile elements, and safety items such as kick rails will help to ensure persons with vision impairments feel safe and catered for within the space.

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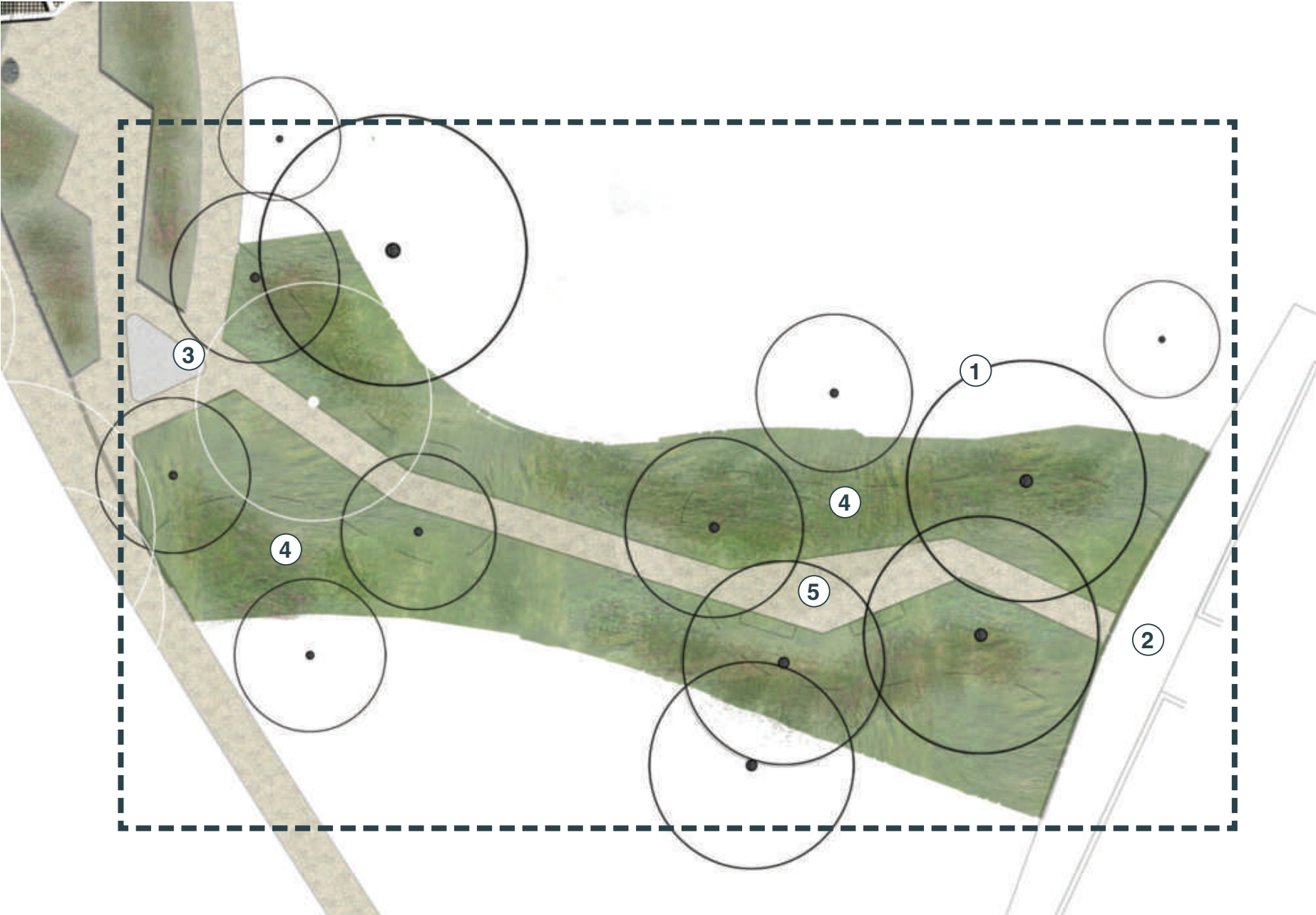




# Detail Areas



Detail Area: Micro-forest



KEY

- ① Micro-forest fire retardent tree planting
- ② Path connection to existing Display Garden
- ③ Connection to Sensory Garden
- ④ Micro-forest fire retardent garden beds
- ⑤ Decomposed granite pathway





## A Fire-retardant Micro-forest

Bushfire has challenged us to rethink how we select and arrange plants near assets.

Transitioning from the existing Display Garden into the proposed Sensory Garden, a fire-retardant micro-forest typology is proposed.

In part taking inspiration from the micro-forest movement started by Akira Miyawaki, people could be taken on a journey of how to create a tiny forest that contains species that do not readily catch alight or burn slowly.





# Detail Area: Sensory Garden



## KEY

- ① Sensory Garden entry. Signage opportunity.
- ② Path connection to existing Display Garden
- ③ Mustering area with seating
- ④ Raised garden bed with sensory plants
- ⑤ Decomposed granite pathway
- ⑥ River pebble pathway
- ⑦ Seating elements
- ⑧ Overhead climbing plant structure with misters

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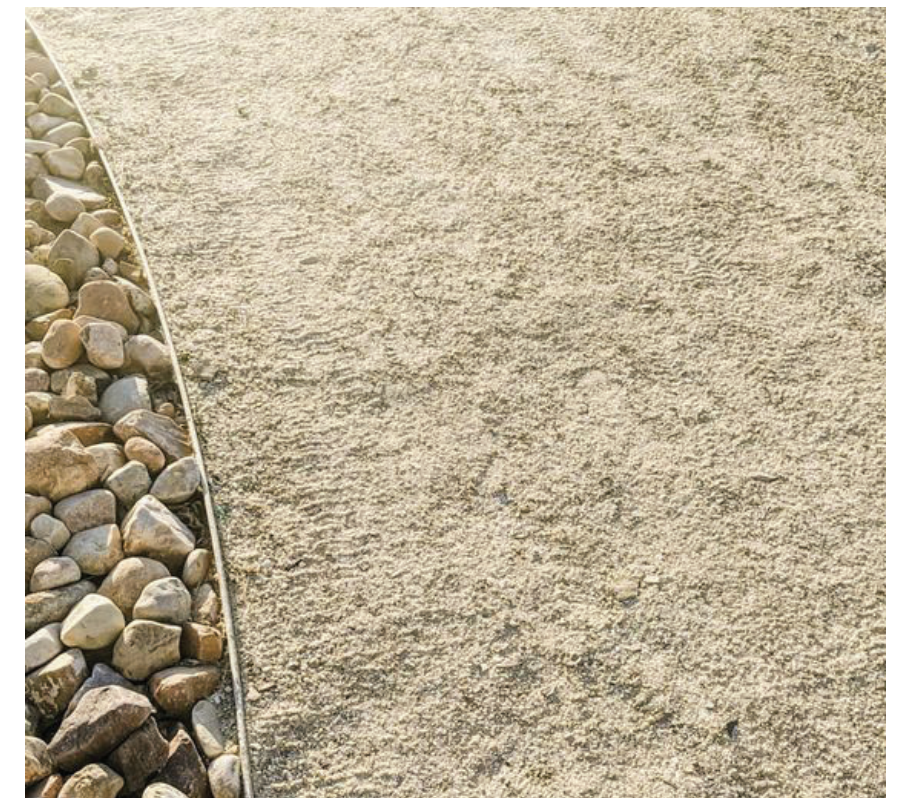
## Sensory Garden

Visitors will be encouraged to touch, smell and in some instances taste the plants on display, ultimately engaging the user's senses. The garden beds will be at staggered levels to allow people of differing heights to engage with the plants throughout the sensory garden.

The materiality of the garden beds looks to utilise heavy duty Corten steel, due to its resilience to fire, ease of construction and its unique aging and weathering over time.

The ground plane material of the sensory gardens will primarily consist of decomposed granite, however, a gravel or similar trail will be incorporated to assist guiding persons with vision impairment through the space. The space will also be dotted with small and large boulders allowing people to choose an alternate path of travel and become elevated off the ground plane. These rocks have the potential to also double as informal seating, which will be complimented by more formalised seating.

Overhead, the design intends to incorporate large sculptural elements. The intent of these elements is to become a marker in the landscape, and communicate to visitors the discovery garden location. The sculptural elements have the potential to incorporate misters, developing a multi-layered sensory experience.





# Detail Area: Active area



## KEY

- ① Feature wall / water cascade
- ② Raised boardwalk
- ③ Opportunity for sound installation/listening device
- ④ Large flat top boulders
- ⑤ Riparian+prehistoric planting
- ⑥ Balance logs / timber steppers
- ⑦ Teaching / discovery shelter
- ⑧ Nature play cubbie
- ⑨ Outdoor classroom / gathering area
- ⑩ Log edging/informal seating
- ⑪ Reclined resting furniture
- ⑫ Seating elements

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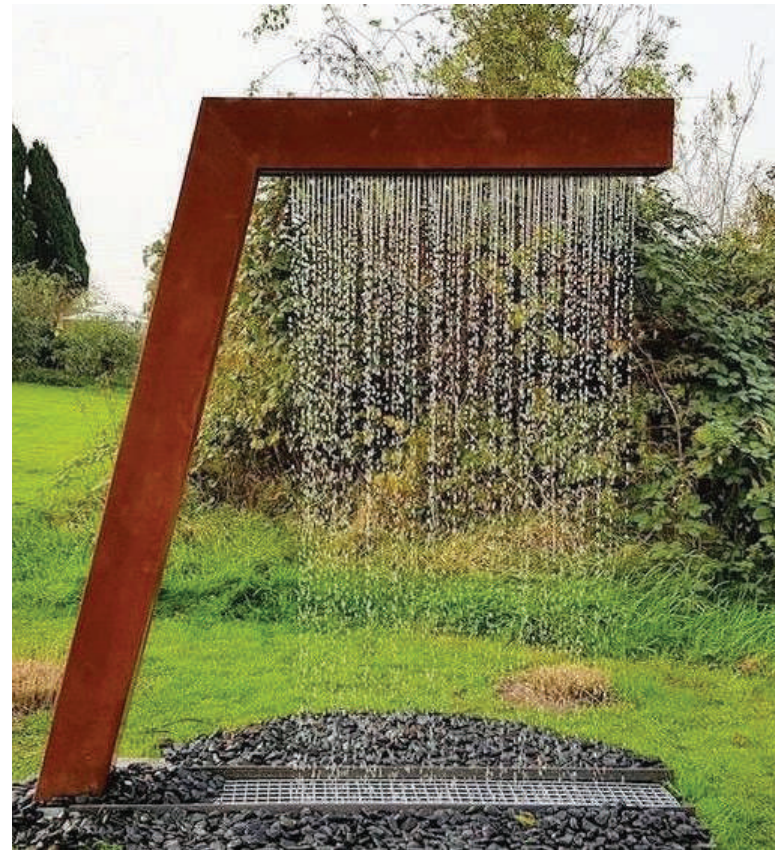
## Feature Wall

The proposal of a feature wall is an exciting addition to the garden and aims to develop a multi-layered discovery experience. Inspired by local geological forms, the wall gradually emerges from the ground plane at an acute angle, developing dramatic opportunities for the inclusion of a water cascade or wet wall.

The exposed faces of the wall could display art installations and interpretation, as well as misters, helping to lower ambient temperatures and compliment the surrounding prehistoric planting.

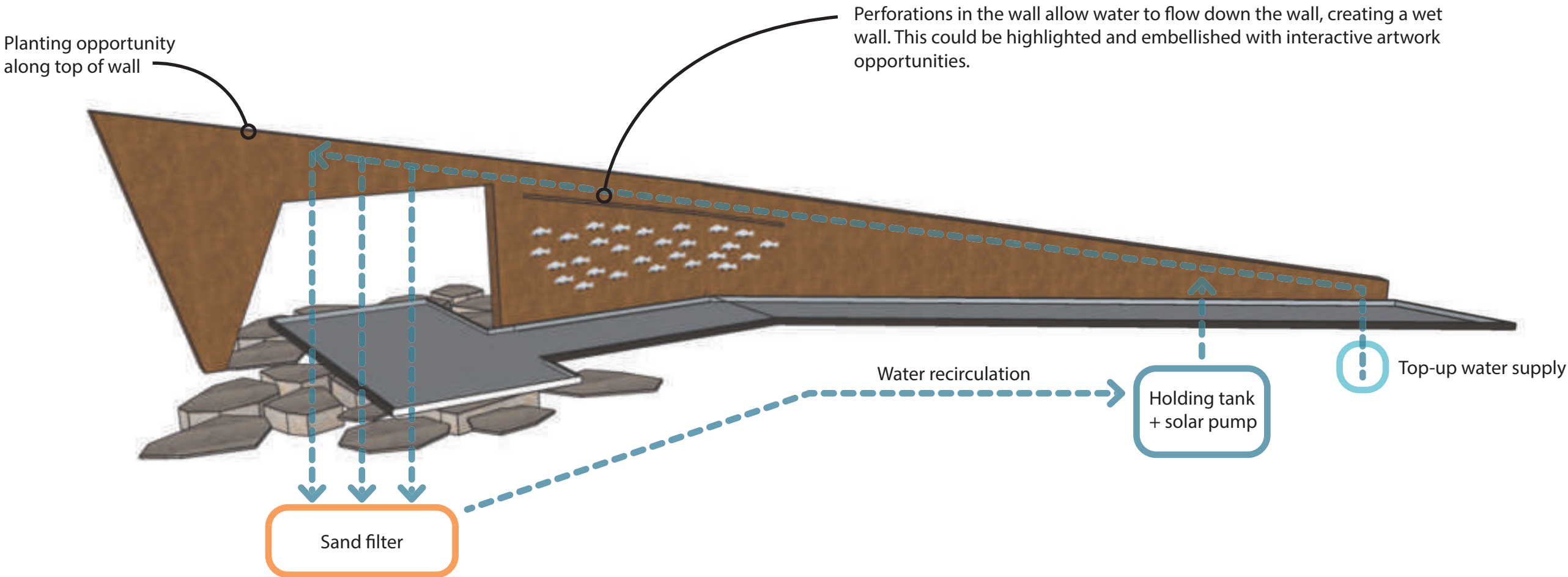
The material of the wall seeks to use cor-ten steel, bringing the material of the sensory garden into the activated space.

The wall has been designed to fold down and create a permeable passage through the eastern perimeter path and mound. This passage has the potential to be rigged with misters, creating an immersive mist tunnel. The higher point of the wall can be designed to be a wet wall, or a cascade, referencing the gorges of the area.





# Feature Wall Water Circulation + Interaction Options



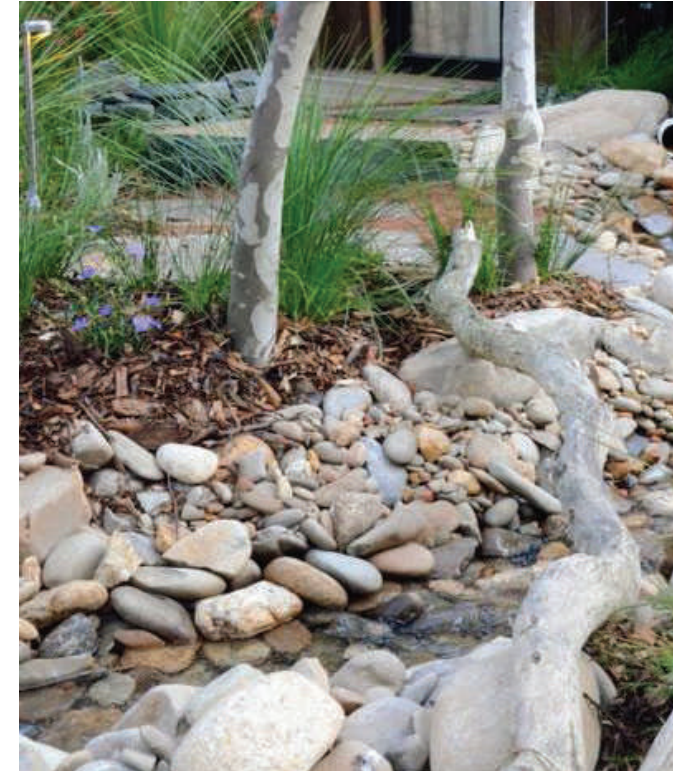
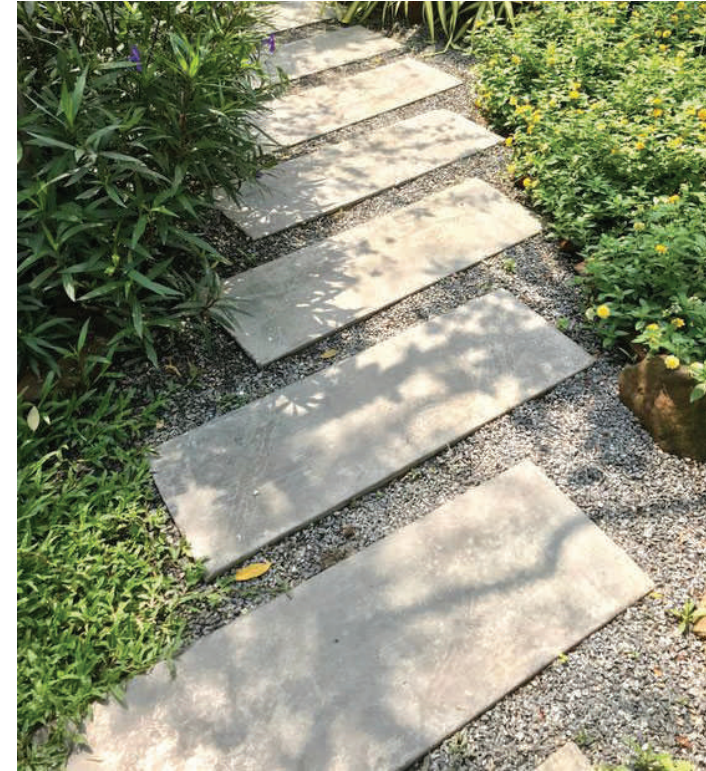


## Adventure Swale

The adventure swale seeks to become the active heart of the discovery garden. Transitioning from the sensory garden, users will be lead through a range of immersive experiences that aim to engage the senses and bring users close to nature.

The adventure swale consists of a mix of small, large, and medium-sized boulders, promoting rock-hopping, creating adventurous paths of travel, and challenging a wide range of demographics.

Much of the adventure swale will be bordered by the raised boardwalk, and interaction between the differing levels will be supported by stepping logs, sandstone terrace seating and larger-sized boulders.





# Adventure Trail

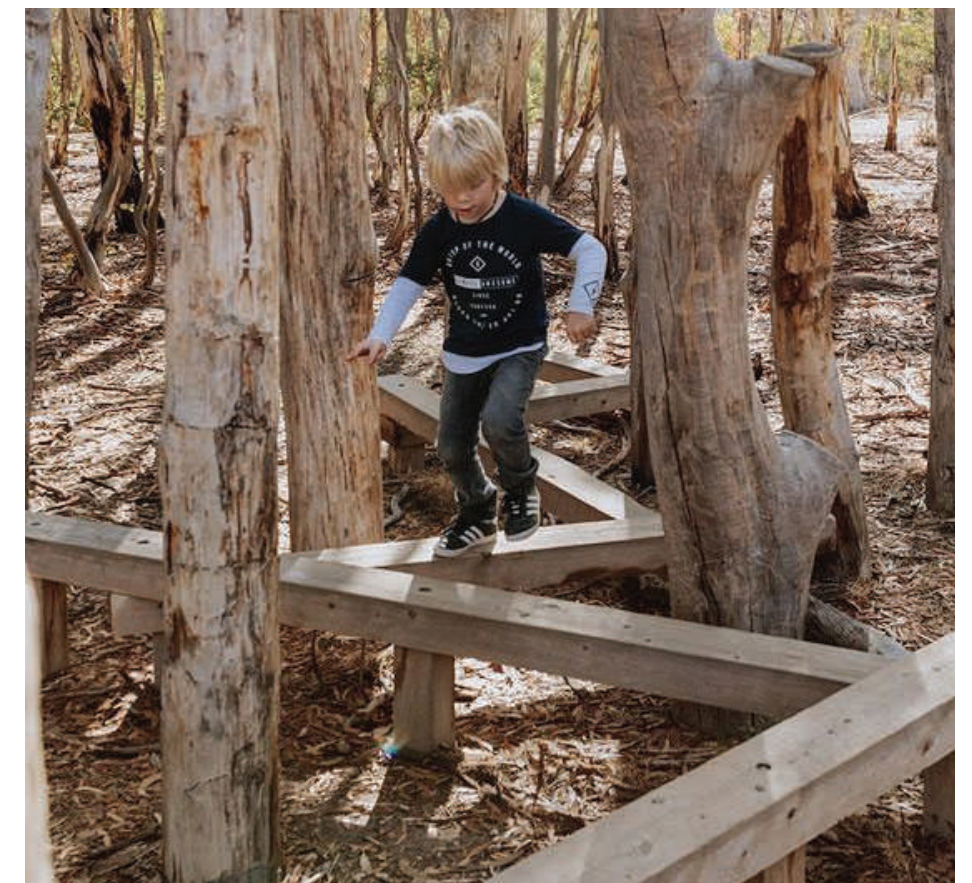
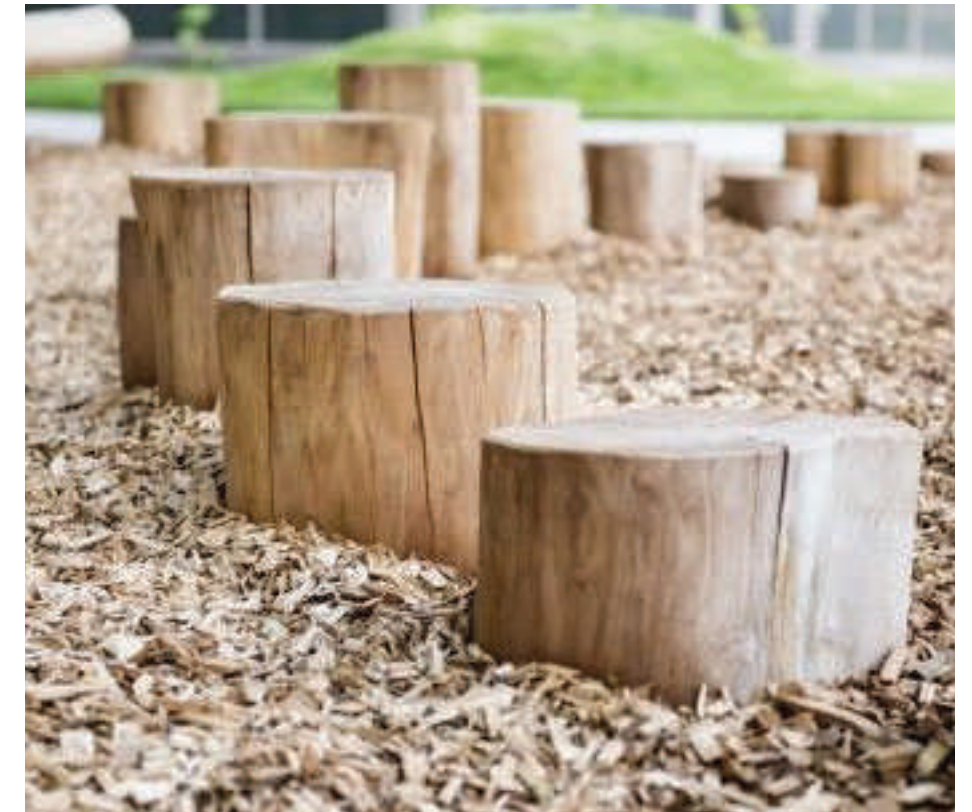
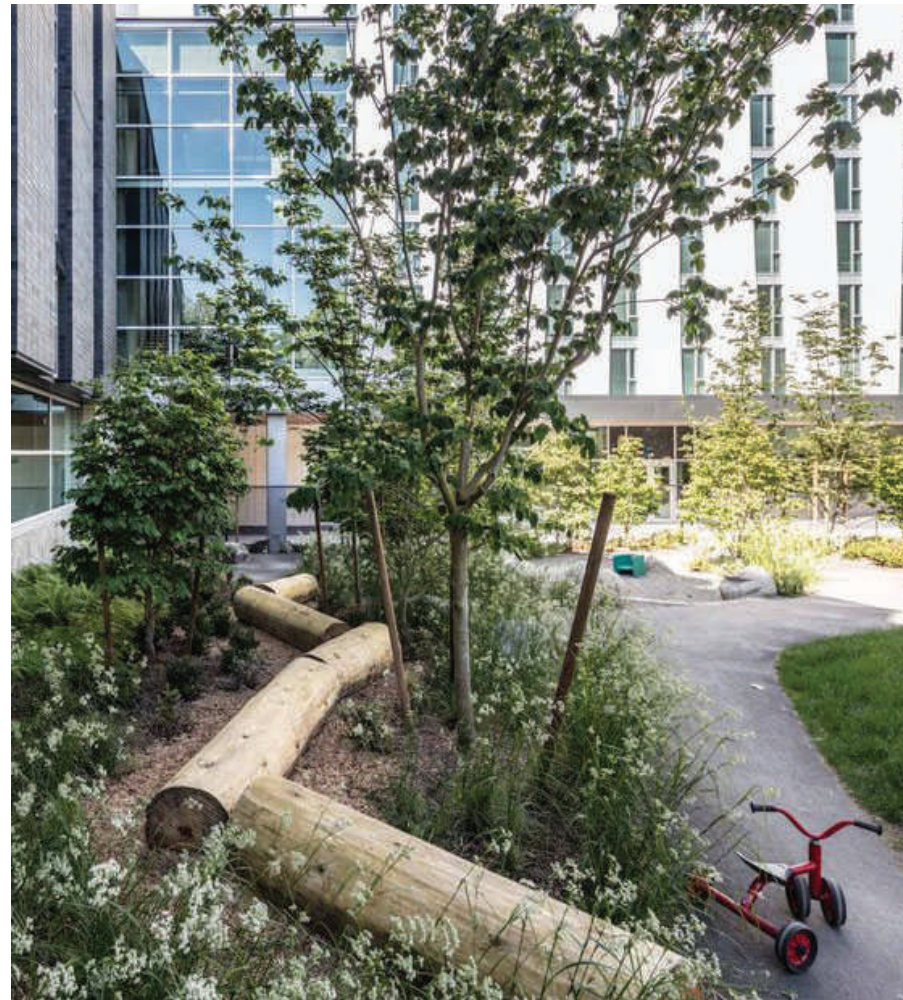
The adventure trails aim to deliver a wide array of nature-based activities for people of all abilities.

A mix of stepping logs and balance beams will lift users off the ground plane and engage the vestibular sense, as well as promoting critical thinking and problem-solving skills in young children.

Mulch trails will encourage informal games, and small breakout areas can provide for imaginative play.

Edging: to lower the likelihood of users leaving the designated path and damaging the surrounding planting, the trails can be lined with a mix of rocks and logs.

Surfacing: primarily mulch, with the opportunity for timber sleepers in sections to facilitate wheelchair movement.



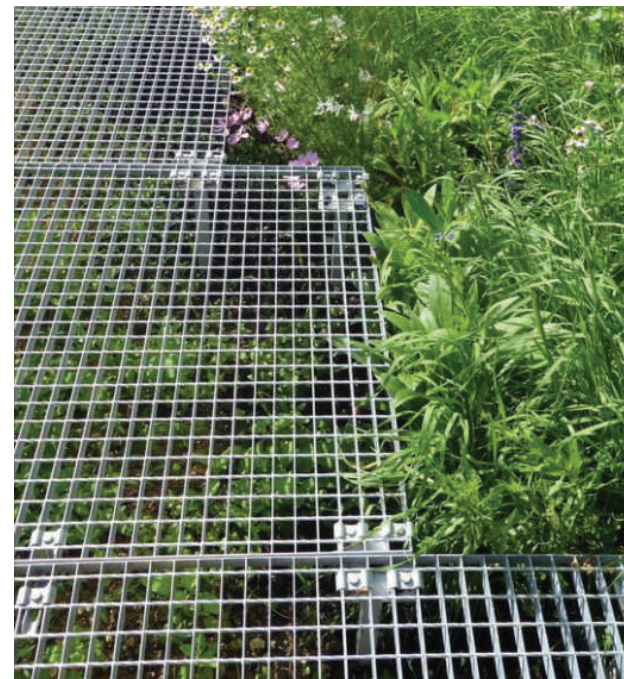
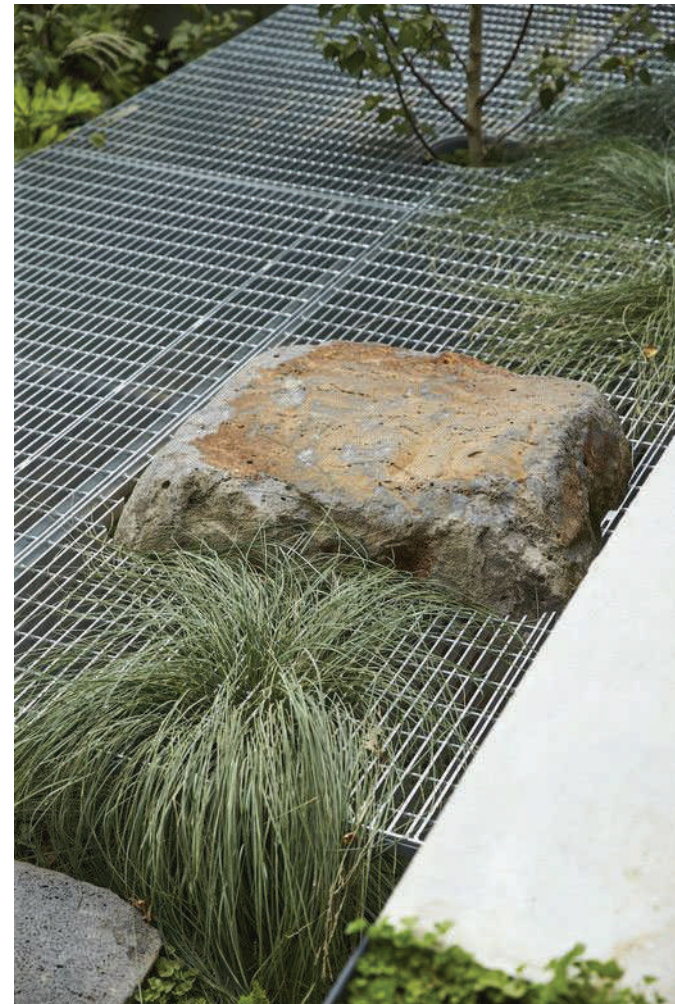


## Raised Boardwalk

A series of raised boardwalks will traverse the extent of the discovery garden. Elevating users off the ground is an exciting addition to the garden and creates opportunities for multi-level play and discovery.

Rather than having a very rigid and uniform interface between the boardwalk and adjoining materials, the design seeks to blur these transitions by bringing differing materials into the boardwalk space, such as rocks, planting and existing trees, showcasing these unique materials and natural qualities.

Boardwalks will primarily sit 300-500mm off the existing ground level, eliminating fall height risks, and may include safety provisions such as kick rails and rope handrails in some locations. This height difference between the boardwalk and ground level also doubles as ad-hoc seating elements.



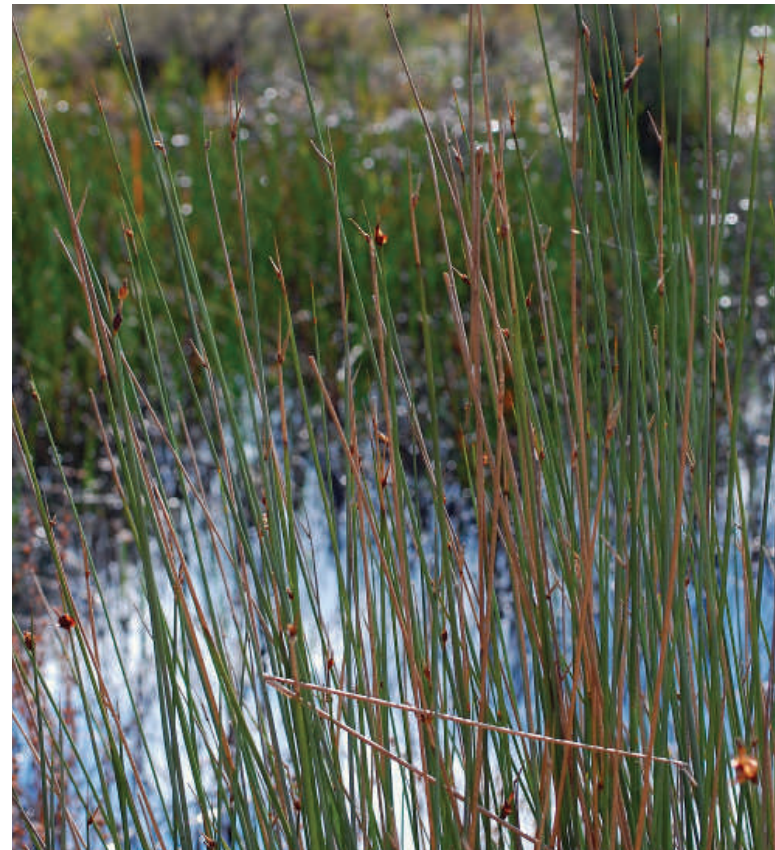


## Natural Pond Area

The natural pond area seeks to develop a semi-interactive aquatic environment, displaying a range of aquatic plant species, as well as providing habitats for endemic amphibious and aquatic species.

There will be opportunities for users to interact with the shallow water body, through the inclusion of stone seating edges.

The addition of aquatic animals such as bottom-feeding catfish (*Tandanus tandanus*), yabbies or glass/ghost shrimp aids in the maintenance of these areas, eating algae and oxygenating water.







**Visualisations**



