



EXISTING CONDITIONS
MILL PARK, BALLAN

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PEDESTRIAN MOVEMENT

Currently Mill Park has no formalised pedestrian entrance point and has difficult grading challenges that block easy movement, as well as safety issues.

Our proposal is to create an entrance point that is well integrated with the broader context. Clear pedestrian crossing points are established and planter beds are proposed to discourage crossing in unsafe locations.

Wayfinding signage is proposed at the entry, as well as interpretive features adjacent to the ruins of the old Mill to convey the history of the site.

More broadly, Mill Park currently lacks a coherent pedestrian network. The masterplan seeks to resolve this problem, leading visitors safely to the pool entrance on the other side of the site, and to the various attractions in the park.

Vehicle entrance and parking has also been consolidated along a single spine so that it does not dominate or interfere with pedestrian safety and enjoyment.

CELEBRATING THE LANDSCAPE

The design invites visitors to explore the natural attractions of the site. New paths and boardwalks invite visitors to walk along the Werribee River on the eastern side, and also up to the leafy ridgeline on the western side. Here visitors can take a seat and look out over the park at one of the vantage points.

RECREATION

A broad variety of recreation activities are offered in this masterplan. They have been positioned and buffered by planting to provide some sense of separation. This approach avoids fragmenting the larger open green spaces, and allows for easy access from the car park.

The play elements at the entrance of the site will integrate traditional play elements with the option for nature-based water play opportunities. These play elements will also sit along side an upgraded picnic area to allow families and guardians formal places to rest.

Further along, the skate park, pump track and half-court provide recreation opportunities for older children and adults. These spaces will be more vibrant in colour with internal opportunities for greening and planting.



PATHS AND BOARDWALK ALONG WERRIBEE RIVER EDGE

MOVEMENT & INTERPRETATION



ETCHED INTERPRETIVE PAVING FEATURE NEAR THE MILL RUINS



IDENTIFYING AND WAYFINDING SIGNAGE

SKATE AND BIKE PLAY



COLOURED CONCRETE PATTERNING



GRINDING, FLIPPING AND JUMPING ITEMS



OPPORTUNITIES FOR GREENING



PREFABRICATED PUMP TRACK



NATURE INSPIRED SPLASH PAD



TRADITIONAL PLAY ALONGSIDE NATURE PLAY

STAGE 2 - NATURE & WATER PLAY



WATER PLAY ELEMENTS



ROCK SWALE & NATURE PLAY ELEMENTS INTEGRATED WITH CHANGES IN LEVEL ACROSS THE SITE



TRADITIONAL PLAY ALONGSIDE NATURE PLAY



CHARACTER & DESIGN INTENT
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LEGEND:

- 1 EXISTING MAIN ENTRY AND PAVILION
- 2 AQUATIC CENTRE FORECOURT ACCESSIBLE FOR MAINTENANCE & DELIVERY VEHICLES & THOSE USING DDA PARKING
- 3 DDA ACCESSIBLE CAR PARKS
- 4 DROP OFF ZONE
- 5 PROPOSED HALF COURT
- 6 PROPOSED SKATE PARK
- 7 PROPOSED PUMP TRACK
- 8 PROPOSED TOILETS
- 9 TRADITIONAL PLAY ELEMENTS - CAN RETAIN EXISTING OR UPGRADE
- 10 PROPOSED PICNIC AREA- INCL. SHELTERS, SEATS TABLES AND BBQ CAN RETAIN EXISTING SHELTER OR UPGRADE
- 11 PROPOSED GARDEN BEDS TO DISCOURAGE CROSSING AT UNSAFE POINTS
- 12 BOARDWALK OVER SWALE FEEDING INTO RIVER
- 13 PLANTINGS TO SCREEN ADJACENT GOLF COURSE
- 14 INTERPRETIVE PAVING FEATURES AND SIGNAGE NEAR MILL RUINS
- 15 FORMALISATION OF PARK ENTRY POINT INCLUDING SEALED FOOTPATH, PRAM RAMP AND SIGNAGE
- 16 NEW PEDESTRIAN CROSSING POINT SUPPORTING PEDESTRIAN ACCESS VIA STEAD ST



MASTERPLAN OPTION 1 - SINGLE SPLASH PAD + NATURE WATER PLAY
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