

2.10 EXTEND CITY IMPROVEMENTS TO ADJACENT NEIGHBOURHOODS

The achievements in improving urban spaces within the central city can be adopted and adapted to the adjacent inner city neighbourhoods. The combined effect will be to strengthen Melbourne's capital city role, to support links in pedestrian, cycle and public transport networks, and to reinforce the local character of individual areas.

- Develop neighbourhood hubs where a combination of facilities, service retail and public spaces will help to support community interaction.
- Identify the unique or defining characteristics in each area to be preserved and enhanced.
- Ensure that standards for paving, lighting, furniture, planting, signage parking, traffic management, etc, are maintained across local boundaries.
- Develop an appropriate balance between commercial activity in public places, and the invitation or ability for people to linger without obligation to spend.
- Engage in consultation that focuses on local area or neighbourhood issues, priorities and community outcomes.
- Develop an open space network and accessible links that will orientate people to neighbouring areas, creating a sense of connection in physical as well as social terms.
- Redevelop underutilised street spaces and redundant pieces of public reserve to create pocket parks for local amenity.
- Support and promote the long-term redevelopment of the air space above the Jolimont rail lines from Federation Square east and south-east to the Sports and Entertainment precinct and Richmond Station.
- Establish a city-wide program for undergrounding powerlines.



Examples of inner city neighbourhoods where improvements to the scale, built form and streetscape of the central city have capitalised on existing fabric (top) or are emerging (above).



The redevelopment of previously industrial lands such as at Docklands (top) and the Jolimont railyards (above) have already established, and will continue to play, an important role in expanding the city centre to neighbouring local areas.