

INSPIRED BY ;

# LIFE BY THE RIVER



## JOURNEY & FLOW ;

- Winding paths and organic shapes - flowing connections between areas and activities.
- Main path and rubber access path representative of the river – purposefully moving through the space, with “backwaters” and “lagoons” to key features.
- Informal paths and accessways encourages exploration around the playspace to other areas aside from “constructed” play items.

## SANDBARS & BEACHES, MOVING WATER ;

- Reflected in Sandplay and waterplay areas



## ANCIENT REDGUMS ;

Synonymous with the Murray River;

- Highlight existing significant Eucalypt trees within Bangarang Park
- Position Tower Play Module to nestle into close proximity to existing trees ; brings upper levels of towers and skywalk crossing up to canopy level - literally a bird eye view.
- Color Schemes for Play equipment and Amenities Structures/Furniture to be taken from bark tones, and leaf foliage, with natural timber highlights to integrate into the natural environment.
- “Fallen” logs and steppers for nature play, use of reclaimed timber for totem pole features, log lengths as garden edging all contribute to the dense riverbank “forest”.



## WILDLIFE ;

Subtle References to wildlife and their activities;

- Climbing the towers and crossing the skywalk (being high in the trees) possums, goanna, birds.
- Digging in the sand -nesting turtles
- Swinging and sliding – swooping birds (Kookaburra, cockatoos, magpies)
- Waterplay -fish, yabbies, turtles, cormorants
- Potential to include bespoke artworks throughout the are -carvings, sculptures, murals, laser cut screens with wildlife motifs.



## RIPARIAN FOLIAGE;

- Native weeping shrubs to evoke weeping willows -such as Acacia pendula, Hakea salicifolia, Callistemon seibeiri (especially adjacent to sandplay and waterplay areas)
- Tactile features such as seed pods, gumnuts, bark textures and leaf forms.
- Mass plantings of Grasses, Sedges & Rushes
- Forms to inspire sculptural features – typha rushes and timber posts.