12.1 Description

Starting from the library forecourt in Jack Morgan Park, 'The Heart of Coolum', The Coolum Village Walk will embrace the diversity of the commercial and civic life of the community.

This path connects the two un-official districts, that inhibits pedestrian movement. The Coolum Village Walk will provide locals and visitors with a clear route between the everyday commercial and civic facillities.

Revitilise unused public building.

Public-Private art opportunity - 'Arthouse' see pg 39. Currently owned by Emergency Services.

Williams St Ambulance centre



Pedestrian thoroughfare

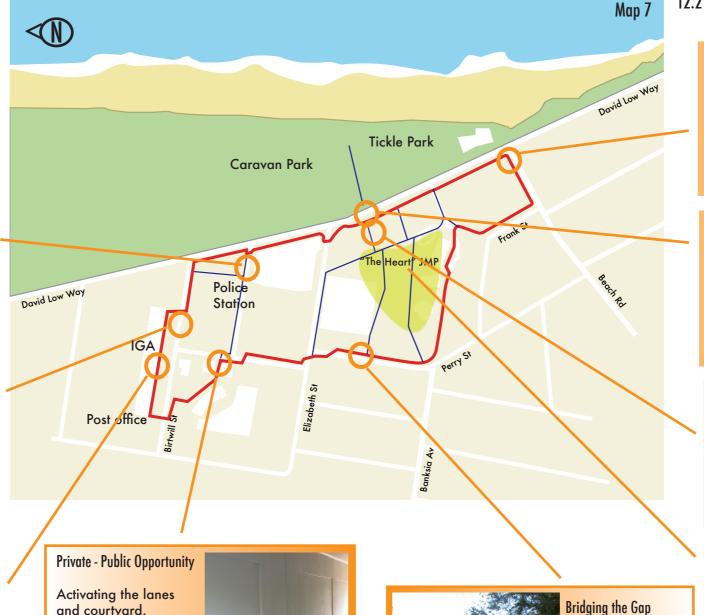
New development should maintain the mature vegetation and further the shaded tree line along Birtwill St.
Allow the path to be created around the trees.
Birtwill St.



Cultural Icon

IGA bench seat - culturally significant - functioning as the current community accidental meeting place. Recomendation - any new development will inherit this comminity responsbility and incorporate a meeting place into their design. Birtwill St.





12.2 Art - urban design - placemaking opportunities on the path



Streetscaping

Keeping a historical record of the significant buildings and streetscape in Central Coolum.

Corner Beach Rd. DLWay



Beach to the Heart
Create a pedestrian avenue from the Boardriders
View Platfrom through the
commercial development
to JMP. Producing a new
edge to the public camping ground.



Commercial Laneways

Create streetscape that activates the laneways that filter into the civic heart.

Pedestrian crossings to connect to laneways.

David Low Way



The Heart
Create an informal pedestrian shortcuts that link civic facilities such as the library and community centre or gardens.

Jack Morgan Park

Activating the lanes and courtyard.
Use art medium for entrance blank wall in laneway.

Pacific on Coolum Courtyard

Pacific on Coolum Private-public partnership. Refer research Masters document by Bron Buksh 2008



Connect existing paths with continuous paving.

Perry and Heathfield St.

publicgreen