

# Distinctive town identities

HDB's new town design guide aims to strengthen individual town identities, sustain a quality living environment and encourage better community bonding. Here are some of the guidelines for Woodlands, the first town to have a design guide.



## TOWN THEME

'Wooded' was chosen as Woodland's overall theme to reflect the history and greenery of the area.



## KEY CORRIDORS

With various activities and pocket spaces along the Social Corridor, residents can come together to enjoy greenery and forge new ties with neighbours.

## TOWN SCALE

Overall theme, concept and vision



Note: Illustration not drawn to scale.

## GATEWAYS AND LANDMARKS

Developments and future landmarks that strongly represent the town.



## THEMES BY AREA

- Woodlands is proposed to be divided into 5 distinct areas.
- The neighbourhood themes are identified based on the social and physical features.



## NEIGHBOURHOOD SCALE

Here are some examples of the design guidelines that will match the theme of the area



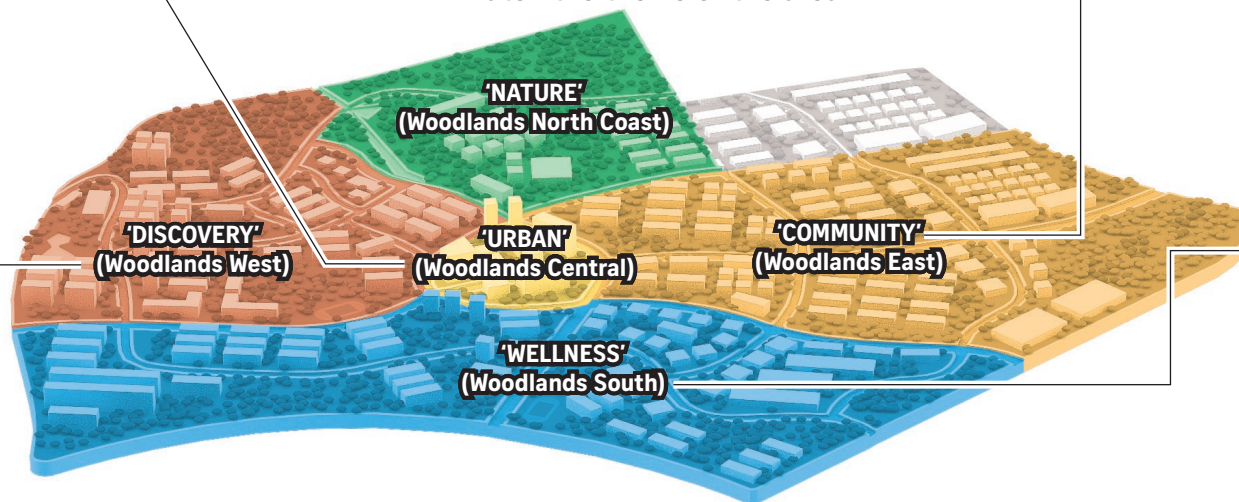
## FACADE AND ROOFSCAPE FOR 'URBAN' THEME

- Facade design can be varied and dynamic to bring out the 'Urban' theme.
- The landmark development can consider a bold roofscape.



## COLOUR PALETTE FOR 'DISCOVERY' THEME

In line with the 'Discovery' theme, the suggested colour palette takes on a rustic mood with light neutral base colours and accents of rustic browns and greens.



## PUBLIC SPACES FOR 'COMMUNITY' THEME

- Pedestrian thoroughfares within precincts with greening activity spaces.
- Playful, interactive spaces for communities of all ages.



## LANDSCAPING FOR 'WELLNESS' THEME

- Tall trees with spreading canopies, soothing scents, muted colours and soft textures.
- Some suggested tree species:
  - Mempat
  - River Tristania
  - Golden Tea Tree



## PRECINCT SCALE

Detailed design of individual projects, in alignment with the town/neighbourhood theme

## COVERED WALKWAYS

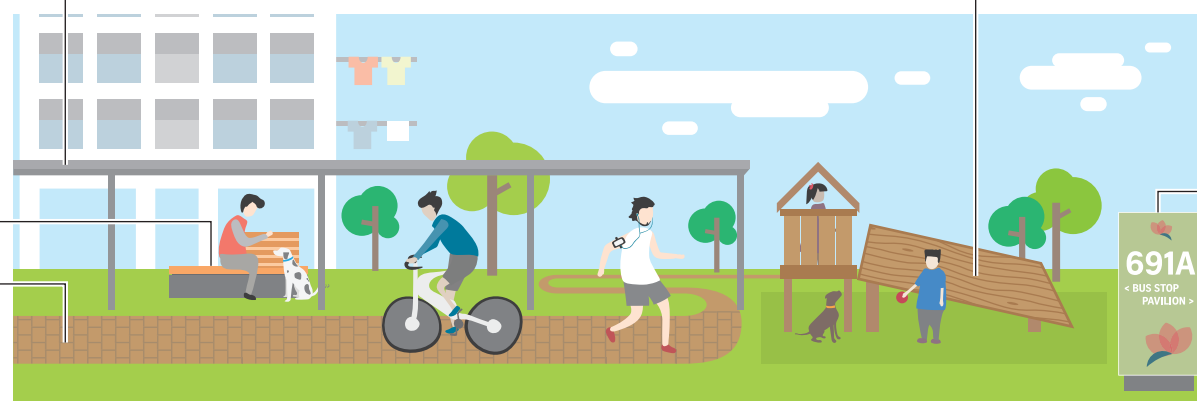
- The design should blend with the surroundings.
- A width-to-height ratio of 1:1 is recommended to minimise rainwater splashing.

## STREET FURNITURE

- Design of seating should be inclusive, taking into consideration children and the elderly.
- Street furniture should allow for easy maintenance and be hardy against weather and vandalism.

## PAVING DESIGN

- Besides its functional purpose, the design of paving can shape the character of a space.
- Paving design and colour should complement the overall design concept.



## PLAYGROUNDS

- The design of themed playgrounds can draw reference from the neighbourhood's theme.
- Themed playgrounds provide more interesting and varied play spaces in the housing precincts.
- They can help in creating precinct identity and form part of social memories of residents.

## SIGNAGE

- Signs should be designed as part of the overall wayfinding strategy. They should be clear and easy to read for all users.
- To achieve consistency in aesthetics, identity and legibility.
- Each project can customise the design of specific areas of the signage for precinct identity.

