Annex: Key Layers of HDB Town Design Guide

Scale	Layer	Description
Town	Context & History	Provides information on the context and history of the town and shows how the town is laid out, in terms of housing, recreational areas and transportation networks.
	Planning Principles	Illustrates how the land is used and planned for commercial, educational, recreational, institutional and industrial developments. The planning principle also includes the road networks.
	Town Theme & Concept	Provides overall concept and design considerations taking into the context and history of the town.
	Pedestrian & Cycling Connectivity	Provides an overview of the pedestrian and cycling network in the town
	Green & Blue Plan	Provides information on the parks, open spaces and water bodies in the town, so as to encourage stakeholders to design developments with the surrounding context in mind.
	Key Corridors	Key corridors define the key axes along major roads and edges within the town. They create an imagery of the town, enhancing the town's identity. The corridors can also encourage active mobility.
	Gateways & Landmarks	Defines the key developments in the town which residents can identify with

		and proposed entrances into the town centre.
	Key Nodes & Junctions	Indicates key areas with community-related spaces and commercial facilities, and street-level reference markers for navigation.
	Broad Landscape Theme	Provides information on the landscape master plan in line with the concept for the town.
Neighbourhood	Neighbourhood Themes & Concepts	Themes are based on existing context, such as social and physical features, that are prevalent within the different areas.
	Form & Massing	Form and Massing can be designed based on the neighbourhood themes and site context to create urban landscapes and landmarks.
	Public Spaces	Lays out the public spaces that can be set aside to encourage social interaction and community bonding.
	Streetscape & Urban Edge	Defines the design and treatment of the streetscape.
	Colour Palette	Offers a suggested colour palette that ties to the theme of the area and helps to reinforce the identity of the area.
	Facade & Roofscape	The facade and roofscape of a development are distinct elements of its architectural design. When different projects in an area take reference from the neighbourhood theme, it can contribute to the identity of the area.

	Landscape Approach	Provides suggested planting concepts and species.
Precinct	Precinct Facilities	Precinct facilities include structures like precinct pavilions, shelters, trellises, drop-off porches and precinct markers.
	Playgrounds	Thematic playgrounds can enhance the identity of the precinct and provide more interesting and varied play spaces in our housing precincts.
	Street Furniture	Street furniture should be guided by the following principles - aesthetics, ergonomics, maintenance and placement.
	Paving Design	Pavements should be simple and aid wayfinding.
	Signage Design	Signages should be designed to achieve consistency in aesthetics, identity, and legibility.
	Covered Linkway Design	Covered linkways should be simple, effective and blend in with the surroundings.