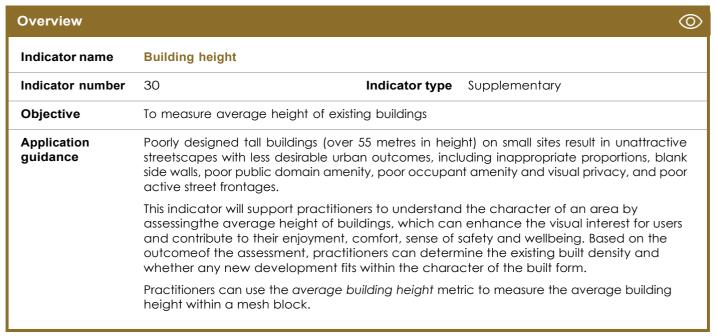
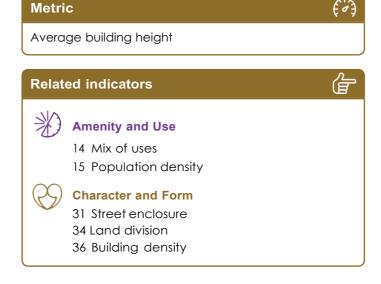
Character and Form



human scale









Metric - Average building height

Metric unit	Metres (m)
Description	To measure the average building height within each mesh block
Spatial coverage	Applicable to all NSW
Spatial application	This metric is most suitable for area-based analysis based on the mesh block level
Calculation methodology	Obtain building footprint data 1. Select the building footprint data based on mesh block land use types including: • Primary production • Industrial • Commercial • Education • Hospital/medical • Residential • Transport

Calculate average building height

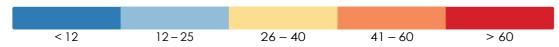
- 2. Identify each building footprint existing average eave height (Hi) and its footprint (Ai) based on the Geoscape Buildings dataset
- 3. For each ABS mesh block, calculate the weighted average building height of buildings within its boundary by the formula:

Average Height =
$$\frac{\sum_{i=1}^{n} H_i A_i}{\sum_{i=1}^{n} A_i}$$

Data representation

- 4. Assign colour based on the classification below
 - <12m = 0-4 storeys
 - 25m = approximately 9 storeys

Unit: Metres (m)



Assumption

- Only the height and building footprint are considered in this analysis. Parkland, water and other land types are excluded.
- The formula provided is a weighted average which considers the building footprint as a proportion of total mesh block area. Influence of each building's height on the average height of the mesh block is therefore proportional to the area it takes up in the mesh block.

Limitation N/A

Data source

- Geoscape® Buildings: geoscape.com.au/
- ABS Mesh Block 2021: https://www.abs.gov.au/statistics/standards/australian-statistical- geography-standard-asgs-edition-3/jul2021-jun2026/access-and-downloads/digital-boundaryfiles/MB 2021 AUST SHP GDA2020.zip

Reference

NSW Department of Planning, Apartment Design Guide Part 2: Developing the controls (2015): planning.nsw.gov.au/-/ media/Files/DPE/Guidelines/apartment-design-guide-part-2-developing-the-controls-2015-07.pdf?la=en