

# VIRTUAL MORELAND. GUIDELINES FOR 3D DIGITAL MODEL

## OVERVIEW

Moreland City Council is currently building a detailed, computer generated 3D model of Moreland's Activity Centres which requires some new development proposals to submit digital models as part of the planning permit application process. The model is to include site-specific information that will be used to visualise and verify proposals in context and to inform future planning applications. These 3D models will be used by Council and may be shared with the public via Council's 3D web viewer, Council's Android / iOS app and Council's Virtual Reality tools. By submitting a 3D model to Council you agree to grant Council a copyright usage license for the uses outlined above.

## 3D MODEL SUBMISSION

All applications for planning permits within the Moreland Activity Centre are to submit **THREE** 3D models that explicitly reflect the proposed development.

1. **Application - Model of the initial proposal at the application lodgement stage.**
2. **Advertised - Model of the modified proposal before going to public advertisement (if modifications are made).**
3. **Approved - Model reflecting the final approved proposal prior to construction (if modifications are made).**

All submissions must be at scale and reflect all other planning documentation submitted.

## FORMATTING

- The base units must be in metres.
- The height, as a Z value (Z is up), must be used in accordance with the Australian Height Datum (AHD)
- Include a georeferenced cadastral base (site boundary, aerial image) and use the MGA 94-55 coordinate system. Please put this on LAYER: CADASTRE\_BASE.
- If georeferencing is not possible, 3d models need to be provided as object-centered, having both the origin and pivot point at 0,0,0. A plan must also be provided that indicates applicable offsets from the title boundary if the model does not occupy the entire site.
- 3D Geometry must be modelled using polygons – NURBs and Subdivisional Surfaces are not acceptable. Redundant and duplicate polygons, co-planar faces, lines or textures must also be removed.
- Ensure all the normals facing outward.
- Building envelope should show external walls, floor, roof and window, doors, skylights and openings – ON LAYER: BUILDING
- Internal elements must be removed from the model; internal walls, furniture, joinery and fixtures. • Include an indicative landscape plan (topography, driveways, paths, garden beds, trees to be retained and proposed trees scaled to maturity) ON LAYER: LANDSCAPE
- The model is to be delivered in 3 layers: 1: CADASTRE\_BASE 2: BUILDING 3: LANDSCAPE
  1. File formats accepted: Sketchup (\*.skp), Filmbox (\*.fbx) Collada (\*.dae) 3dStudio (\*.3ds)

## FILE NAME CONVENTIONS

Models must be named according to the model lodgement stage ('Application', 'Advertised', 'Approved'), planning application number (for live applications), the site address and the file export date. e.g.

**3D\_Model\_Application\_TP-2015-999\_218-242\_SydneyRdCoburg\_10032015**

**3D\_Model\_Advertised\_TP-2015-999\_218-242\_SydneyRdCoburg\_15042015**

**3D\_Model\_Approved\_TP-2015-999\_218-242\_SydneyRdCoburg\_20052015**

Please ensure that the site address is clearly provided. Please note that street addresses can be misleading.

## DELIVERY

Initial proposed models can be packaged in a .zip file and uploaded during the planning application process. Updated models are to be submitted via the email. Please send a download link to the email addresses below using an internet-based file sharing service such as Dropbox or Hightail. Please use the file naming conventions above and include it in your subject line.

[UrbanDesign@moreland.vic.gov.au](mailto:UrbanDesign@moreland.vic.gov.au)

[Virtual\\_Moreland@moreland.vic.gov.au](mailto:Virtual_Moreland@moreland.vic.gov.au)



Moreland City Council