

Methodology for Verified View Montages

3.4 3D Modelling & Visualisation.

Modelling

An accurate digital 3D model of the 'proposed' development is produced in Revit. This is carried out from a combination of the 3rd Party architectural, engineering and landscape drawings. All proposed model information is contained in the one file and it is ALWAYS positioned relative to the existing survey information.

The 'marked up' fixed reference points which have been surveyed, are also modelled along with any other relevant survey information from the supplied topo survey drawing/s. As stated above, the proposed model and survey model information are geospatially positioned relative to one another. This is imperative to ensure the accurate positioning / camera matching of the proposed digital 3D model within each chosen photo.

Visualisation

Once the digital 3D Revit model is complete, our 3D visualisation team take over the project for the visualisation process. This involves the matching of textures, lighting conditions and asset population. This ensures that the 3D model is visually as close as possible to the intended future 'As Built' development.

Software used for the visualisation process is called 3D Studio Max. This is accepted as the industry standard for architectural visualisation work and production of VVMs.

3.5 Camera Matching / Rendering / Post Production

Following the completion the 3D visualisation process (but in some instances prior to this) the following methodology is applied in order for views to be verifiable.

Camera Matching

All of the information recorded at the time of the baseline photographic site visit, that is, camera co-ordinates, angle of view, and direction of view, is programmed into the virtual camera within our 3D software package of choice - 3D studio Max. Insertion of digital cameras within the software with matching attributes of the physical camera is carried out. This careful method ensures that the size, position and height, of the proposed development in each VVM is correct to an accuracy of 0.33% i.e. +/- 1mm on an A3 print.

Rendering

Following the camera matching and visualisation process the view is 'rendered' at high resolution and is superimposed onto its matching baseline photograph using Adobe Photoshop software. The mathematical accuracy is then double checked and verified by ensuring that existing 'marked up' fixed reference point features which were also rendered line up exactly in the photo.

Post Production

Next, the VVM specialist establishes, which existing features, such as buildings, landscape and trees, are in the foreground of the proposed development and those that are in the background, i.e. which features will mask the development and which ones will appear behind the development. When it is found that the development is not visible due to foreground features, its extremities will be indicated with a red outline.

4. RESULTS

The resulting VVM having gone through this extensive procedure is an accurate and verifiable representation of the proposed development as viewed from the selected camera positions. This shows as closely as possible any future impact the proposed development may have on the surrounding environment and existing buildings, presenting a truly valuable tool for planning purposes.