

3D Modelling Requirements for Development Applications

When a 3D model is required by the Town

- All developments (single dwelling, grouped dwelling, multiple dwelling, mixed use, commercial) proposing 2 storeys and greater.
- Any proposal that has a significant strategic impact.

Note: The Town may vary these requirements on a case-by-case basis. Applicants are encouraged to liaise with the Town prior to submission of a 3d model to confirm the submitted model is received and views as intended.

When a 3D model is encouraged but not required by the Town

- All developments other than those required above.

Applicants who have prepared 3d models as part of their project are welcome to submit their model to the Town for use with any development proposal.

Technical Specifications

The Town encourages applicants to first submit their 3d model as developed in their workflows to potentially minimise the requirement for model modifications.

The Town prefers the 3d model file/s to be sent via a download link to a secure online file sharing service.

As a minimum, all 3D digital models shall meet the following requirements when submitted:

a) General

Minimum

- Provide an accurate and true representation of the proposed development.
- Only the external elements (except floor slabs) are required.
- Please ensure that there are no missing or displaced parts of the model after export (except those that are intentionally removed).

Additional (only if considered necessary to the proposal)

- The entire development be modelled up to the property boundary.
- Model to include correct ground level fall across the site.
- Include other model information that is relevant to the development such as neighbouring buildings, trees, street block etc.

b) Polygons

Minimum

- All unnecessary features should be removed from the model, especially internal features and overly complex features.

c) Textures

Minimum

- Minimise the inclusion of materials which are specialised for professional rendering software e.g. V-Ray.
- Standard textures sent along with the model are to be in JPG or PNG format.

Software guidance

All 3D models provided to the Town are recommended to be in .skp (Sketchup) or .dae format. These formats have been found to be the most compatible with the Skyline Terra Explorer software which the Town will use for viewing models.

Other formats may be compatible. If an alternative model format better fits the workflow of the applicant, please liaise early with the Town to confirm the compatibility.

Conformance

It is the applicant's responsibility that the model is complete and represents the proposed development accurately. Best practice modelling techniques, object naming, and layering standards should also be applied.

Models (when required for a development) must be submitted with the standard DA documentation. Late submissions of the 3D Model will result in the DA lodgement being delayed.