

**3D Building Model  
Terms of Submission and  
Development Proposal Checklist**



Before submitting the digital model, please take the time to complete the checklist to ensure that all requested information has been provided;

<b>MODEL DETAILS</b>	
Models Scaled at 1:1	<input type="checkbox"/>
<b>Basic Building Model (Exterior Surface Model)</b>	
A mass outline of the main building envelope, including roof shape and basic exterior design (excludes exterior detailing and rendering/texturing)	<input type="checkbox"/>
<b>Detailed Building Model</b>	
Ground level detail deemed to be of major design significance such as doors, access and awnings	<input type="checkbox"/>
General detail of shop front design (ie. Areas of glazing and doors) if applicable	<input type="checkbox"/>
Elevation detail for all elevations including sides and rear: <ul style="list-style-type: none"> <li>o Solid to void and opening relationships, glazing, mullion and transoms deemed of significance to the building design;</li> <li>o Balcony elements such as balustrades, detail of any protrusions or indents to façade and any expression of structure.</li> </ul>	<input type="checkbox"/>
Floor surface perimeter positioned at calculated floor level for each floor	<input type="checkbox"/>
Roof detail including pitch, plant enclosures, service and fire stair protrusions, terraces, shade and signage structures	<input type="checkbox"/>
External ancillary features of significance such as large landscaping planter boxes, canopies	<input type="checkbox"/>
If there are significant changes to the existing site levels (ground level contour), the model should include the amended site levels as part of the model itself	<input type="checkbox"/>
<b>NOTE: NO INTERIOR DETAIL IS REQUIRED</b>	
<b>MODEL SPECIFICATIONS</b>	
Preferred format: .KML, .KMZ DirectX (.X), OpenFlight (.FLT) and Collada (.DAE) formats are also supported	<input type="checkbox"/>
Texture files should be no greater than 1024 x 1024 resolution	<input type="checkbox"/>
Recommended file type: .PNG or .JPG .BMP and .TGA formats are also supported	<input type="checkbox"/>
Must be no more than 30MB	<input type="checkbox"/>
Named according to street address or site name and model type/level	<input type="checkbox"/>

*Note: Models submitted are to be optimised for efficiency in real-time visualisation. Interior detail is not required and should not form part of any submitted model.*

## **Submission of Files**

- 3D model files are to be submitted ONLY to the Adelaide City Council Office at 25 Pirie Street, Adelaide, on a separate CD / DVD.
- The files are not to be in a zipped format.
- All disks are to be clearly labelled stating the following: 3D MODEL, project title (postal address or site name) – date of model submission.

*Example: "3D MODEL, 22 Main Street, 31 March 2009".*

- All disks are to be scanned for viruses prior to lodgment.

If the model cannot be supplied in one of the above mentioned formats the applicant must seek the services of an organization that can translate their model into the required format.

## **Other information sources:**

For further information, or to discuss your application, contact the Development Assessment Team on 8203 7185.

Other guides can be accessed from:

<http://www.adelaidecitycouncil.com/development/planning-and-building/development-information-guides.html>

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## **Licence**

Where building plans are provided in support of an application for development plan consent / building rules consent, the Applicant is taken to have authority to allow the Council to copy and take extracts of those plans for the purpose of considering the application.

## **Digital management**

The Council hosts a 3D city model of Adelaide and asks an Applicant seeking Development Plan Consent or Development Approval to provide the building plans in electronic format, as well as in hard copy.

The Council's planning section can advise on suitable electronic formats.

The Applicant should then ensure that an electronic edition matches the hard copy, and take reasonable steps to ensure the electronic edition is free of viruses or other harmful elements. If the building plans later change, updated electronic editions would be appreciated.

The Council would incorporate the building plans in the 3D city model, able to be accessed by the Council and also (via the Internet) by members of the public for viewing. Participation is voluntary, but would assist the Council's consideration of the application, including in any public consultation of the proposed development the law requires.

## **Ownership issues**

An architect or other drafter of building plans may hold copyright / moral rights in those plans. The Applicant is taken to have requisite consents for the use of those plans as contemplated above, and to agree to indemnify the Council against all losses, expenses, damages and costs resulting from any lack of such consents.

In the future, the Council may also exploit for its benefit opportunities to commercialise the 3D city model or information it contains.

Do you permit Council to include your detailed building model as part of the City Model for future commercialisation?

- Yes  No

If you have answered No to the above question, do you permit Council to include your basic building model as part of the City Model for future commercialisation?

- Yes  No

<b>Transaction Details</b>	
Applicant's Name:	
Development Application Form is dated	/ / 20
Signature:	
Date:	