

## 3D DIGITAL MODEL - SUBMISSION CRITERIA AND FORMAT REQUIREMENTS

### Introduction

This guide is designed to help you to determine whether you need to include a 3D digital model of your proposed development when lodging your development application with Adelaide City Council.

Adelaide City Council now has a computer generated three dimensional (3D) model of the City of Adelaide. The model provides an accurate representation of the local government area by using 3D imagery to depict the built form of buildings relative to topography (contours of the land).<sup>1</sup> The model has also been enhanced by rendering facades on buildings within the City, with digital photographs taken from street level.

The 3D digital model will improve strategic planning and aid in development assessment and decision making. New development proposals will be viewable within the existing urban environment making visible the future appearance of the City and quantifying aspects such as shadowing, lines of sight and views. The expected built forms arising out of changing planning policy controls such as building setbacks and heights can also be envisioned in a 3D environment.

Effective as of 1 September 2009, a 3D digital model will be required to be submitted for particular types of development.

### Is A 3D Model Required?

The following table will assist applicants in determining whether a 3D digital model should be lodged with the development application.

IS A 3D DIGITAL MODEL REQUIRED?		
Works or activities which: ✓ Require a 3D digital model X Do not require a 3D digital model	RESIDENTIAL DEVELOPMENT (ALL ZONES - including North Adelaide Heritage zone)	NON RESIDENTIAL DEVELOPMENT (Central Business Area, Main Street, Mixed Use, and Institutional zones)
External alterations to an existing building	If building height will change to 3 storeys or higher OR if value of development over \$4.5 million ✓ Otherwise X	✓
Internal alterations to an existing building	X	X
Construction of new building	If building height will be 3 storeys or higher OR if value of development over \$4.5 million ✓ Otherwise X	✓
Revised development application (where changes are requested to an application previously approved, an updated 3D model should be submitted)	If building height will change to be 3 storeys or higher OR if value of development over \$4.5 million ✓ Otherwise X	✓

Developments within the Park Lands zone will be assessed on an individual basis.

Applicants with developments outside of these submission requirements are also encouraged to submit a 3D digital model with their applications.

<sup>1</sup> Contours and building heights within Central Business Area and Mixed Use zones are within 25cm vertical accuracy. Vertical accuracy in other zones is within 50cm.

## What Information Is Required In The 3D Digital Model?

In addition to the standard development application requirements, a 3D digital model at a scale of 1:1, that is an accurate representation of the exterior detail of the proposed development is required.

The model should include:

- Ground level detail deemed to be of major design significance such as doors, access and awnings;
- General detail of shop front design (ie. areas of glazing and doors) if applicable;
- Elevation detail for all elevations including sizes and rear:
  - Solid to void and opening relationships, glazing, mullion and transoms deemed of significance to the building design;
  - Balcony elements such as balustrades, detail of any protrusions or indents to facade and any expression of structure;
- Floor surface perimeter positioned at calculated floor level for each floor;
- Roof detail including pitch, plant enclosures, service and fire stair protrusions, terraces, shade and signage structures;
- External ancillary features of significance such as large landscaping planter boxes, canopies (NOTE vegetation should be kept to an absolute minimum - a separate model of prominent trees is preferred);
- 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.

## What Format Should The Model Be Submitted In?

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

### File Format

- .KML or .KMZ is the preferred format.
- DirectX (.X), OpenFlight (.FLT) and Collada (.DAE) formats are also supported.

### Texture Format

- Texture files should be no greater than 1024 x 1024 resolution;
- Recommended file types are PNG or JPG. BMP and TGA formats are also supported.

### File Size

- Must be no more than 30MB.

### File Name

- Named according to street address or site name and model type/level.

### 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 labeled 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.

### **Application Lodgement**

When lodging a development application which includes a building model on CD / DVD, you will need to complete the Terms of Submission sign-off and include that with your data disk. This can be obtained at the Council Office at 25 Pirie Street or via:

[www.adelaidecitycouncil.com/adccwr/publications/forms/3d\\_model\\_checklist\\_and\\_legal\\_signoff\\_form.pdf](http://www.adelaidecitycouncil.com/adccwr/publications/forms/3d_model_checklist_and_legal_signoff_form.pdf)

### **Other Information Sources**

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

Other guides can be accessed via:

[www.adelaidecitycouncil.com/development/planning-and-building/development-information-guides.html](http://www.adelaidecitycouncil.com/development/planning-and-building/development-information-guides.html)

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