

WHAT IS THE 3D MODEL?

In order to improve strategic planning, aid in assessment and provide an accurate representation of our city centre over time, Council has worked in connection with local businesses to develop a 3D computer-generated model of the city centre. This model depicts in 3D imagery, the built form of the city centre relative to topography and is inclusive of features such as streets, parks and landmarks. Buildings which are either built or approved are able to be depicted in such a way to allow for clear and accurate representation of future streetscapes and built form.

The model is based upon buildings 2 storeys in height or over, however only those proposed buildings being 4 storeys in height and over will be required to provide the information and fee to Council.

WHAT LAND IS INCLUDED?

The model covers all land identified on the Wollongong City Centre Map and addressed by part 8 of *Wollongong Local Environmental Plan 2009*.

WHAT INFORMATION DO I NEED TO PROVIDE AND HOW?

To lodge your information with Council so that it can be included into the 3D Model, Council requires the information to be provided in the following manner:

1 Detail Model of development site and buildings

A detailed 3D CAD model at a scale of 1:1 is required to be submitted for insertion and visualisation in the Wollongong 3D City Centre Model. The model submitted should be capable of producing a realistic and accurate exterior 3D representation of the whole of the development.

- **Site details:** Include landscaped areas, driveways, access ramps, pedestrian access ways, car parking, major signage or similar structures, bridges, street overpasses and any other significant features.
- **Building details:** Include all detail of significance to the development for each elevation, including all protrusions and indents such as balconies, parapets, porticos or similar.
- **Roof details:** Include all external detail including pitch, protrusions such as plant enclosures, fire stairs, terraces, shade roofs, signage structures, flag poles or similar.
- Models should be optimised for visualisation by excluding interior detail from the model file submitted.

2 Acceptable CAD formats

3D Models should be provided as AutoCAD 3D DWG or Autodesk 3DS format.

The following formats may also be acceptable. Please contact Council to discuss beforehand:

- Google SketchUp SKP
- KML
- KMZ
- MicroStation DGN or VRML
- Autodesk FBX

3 Reference Files

All relevant data will be bound within the submitted 3D CAD Model. The model will not include any reference or cross-reference pointers or external files.

4 Layer and Level names

Layer names to be descriptive and logical. Numerical-only layer names not acceptable.

5 Naming Conventions

Naming conventions used should be clearly defined in the documentation submitted with the model.

6 Acceptable Elements/Object types

Drawing (DWG or DGN) elements such as text, dimensions, hatching or area fill should not be included in the submitted 3D model.

7 Rendering of the model

Surface-material renders and building facades should be supplied as raster images in separate files, and must indicate the model face the image applies to and method of applying the image (eg full face or tiled).

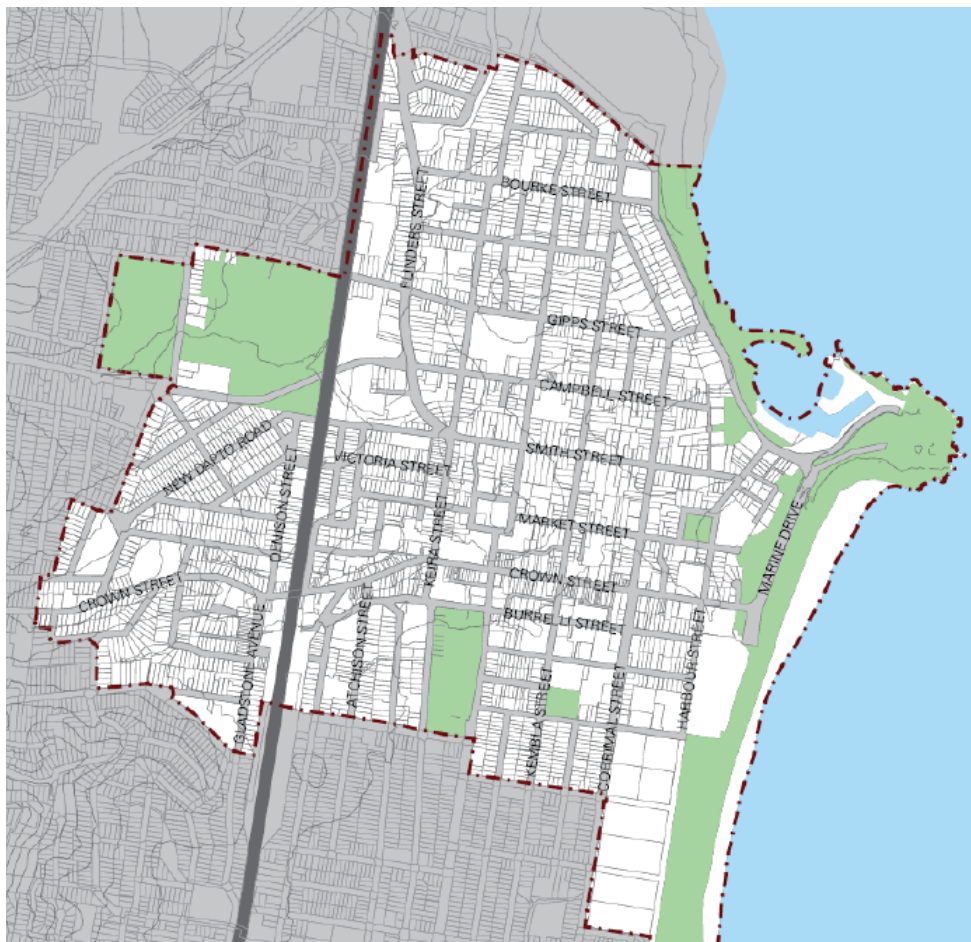
WHAT IS THE FEE?

In order to ensure the continual updating of the model, Council requires the payment of a fee to input your development application into the model.

The fee is payable on lodgement of your application.

If you lodge a modification to your consent which alters the external appearance of your building or you significantly alter the external appearance of your building once it is lodged with Council but not yet determined, you will need to provide this fee and the information to Council again.

Should you have questions concerning the specifications please contact Council's Mapping Services Section on 02 4227 7212.



LAND APPLICATION MAP

Disclaimers

This information was believed to be correct at the date of its publication.

This information is for general information purposes only and should not be relied upon for legal advice.

-
- **Address:** Wollongong City Council, 41 Burelli Street, Wollongong NSW 2500
 - **Postal:** Locked Bag 8821 Wollongong DC NSW 2500
 - **Phone:** (02) 4227 7111
 - **Fax:** (02) 4227 7277
 - **Email:** council@wollongong.nsw.gov.au
 - **Web:** www.wollongong.nsw.gov.au
 - **ABN** 63 139 525 939 – GST Registered