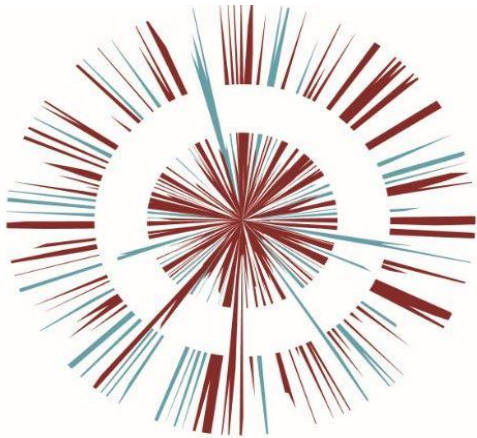


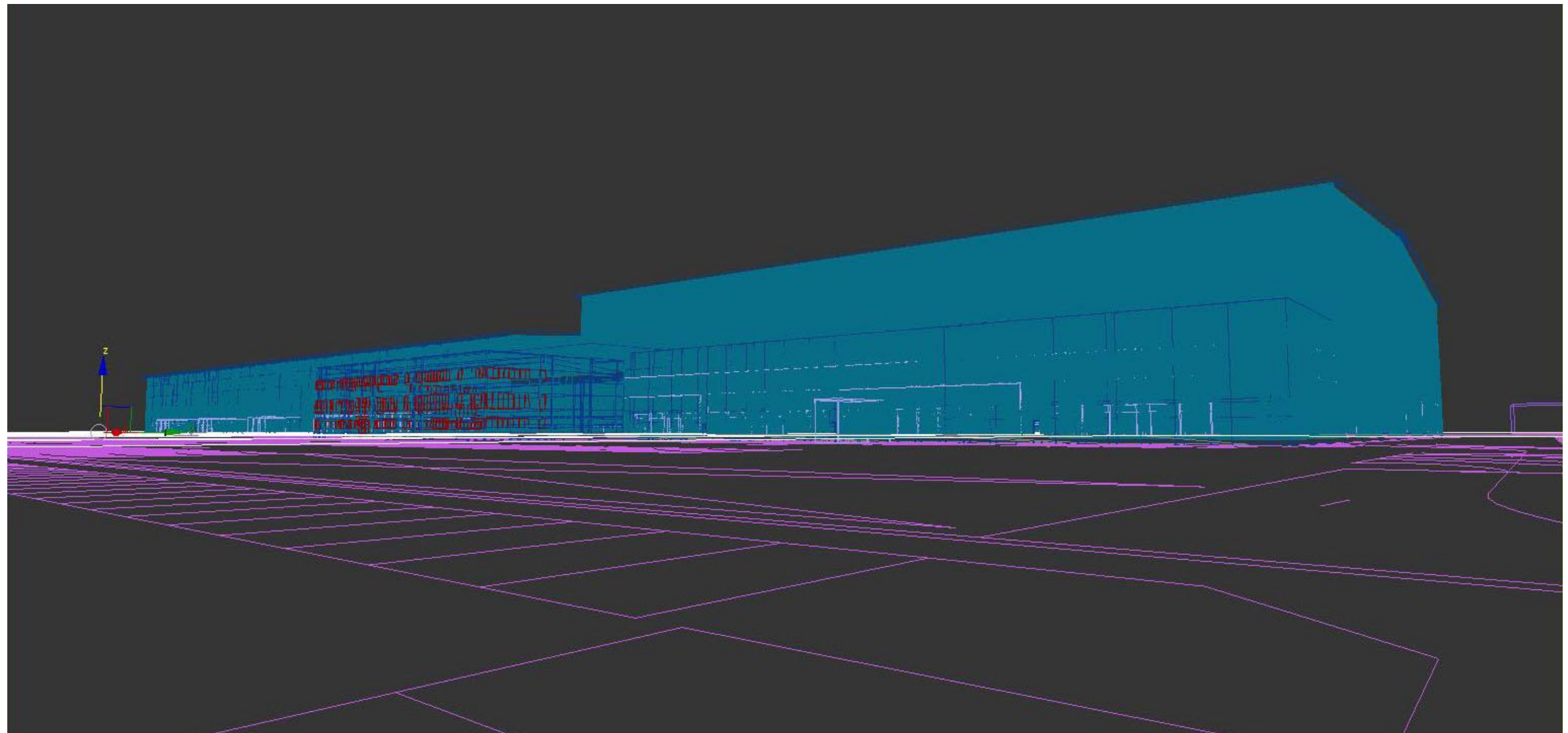


OMEGA ZONE 8, ST HELENS

Omega St Helens Ltd / T J Morris Ltd



Omega Zone 8 Visualisations
OPP DOC. 15



Proposed Development
Omega 8, Warrington

Method Statement for Preperation of Certified Views

Prepared by Digitalcrush Limited

Digitalcrush Limited, 1a Rickleton, Bowes Business Park, Lambton Estate, Chester-le-Street, Co. Durham
2020

The visual impact assessments contained within this document have been created to the best of our knowledge within the guidelines outlined in the document ‘Guidelines for Landscape and Visual Impact Assessment 3rd Edition’.

Photography

The camera used for photographs DSC00040, 44, 61,64 AND 75 within this document was a SONY ILCE-7 full frame digital SLR, the lens used was an FE 28-70mm F3.5-5.6 OSS. The camera used for photographs IMG_8727, IMG_8878, IMG_8881, IMG_8889 and IMG_8887 was a CANON EOS 5d MKII full frame digital SLR, the lens used was EF 50mm f/1.8 II fix focal length. The camera was fitted with a Canon GPS Receiver GP-E2 accurately recording viewpoint positions. The focal length is recorded on the individual camera data images contained within the document.

3D model

The three-dimensional computer model of the proposed development which is superimposed upon the existing views was created by the importing of accurate 2d plans, elevations and site plan including OS map data. The 3d models were created using Autodesk 3d Studio Max and rendered using V-Ray Next. Additional OS data was used to create elements of the existing surrounding area where this was appropriate for the matching of viewpoints, including the general footprint of key buildings and levels around the site.

Camera Matching and Rendering

The particular method that has been used to verify the photomontage views of the proposed development is set out below. The verification process confirms the accuracy of the three-dimensional model in relation to each existing view. The details of the Ordnance Survey co-ordinates for each viewpoint, and the angle of each view have also been checked as part of the verification process.

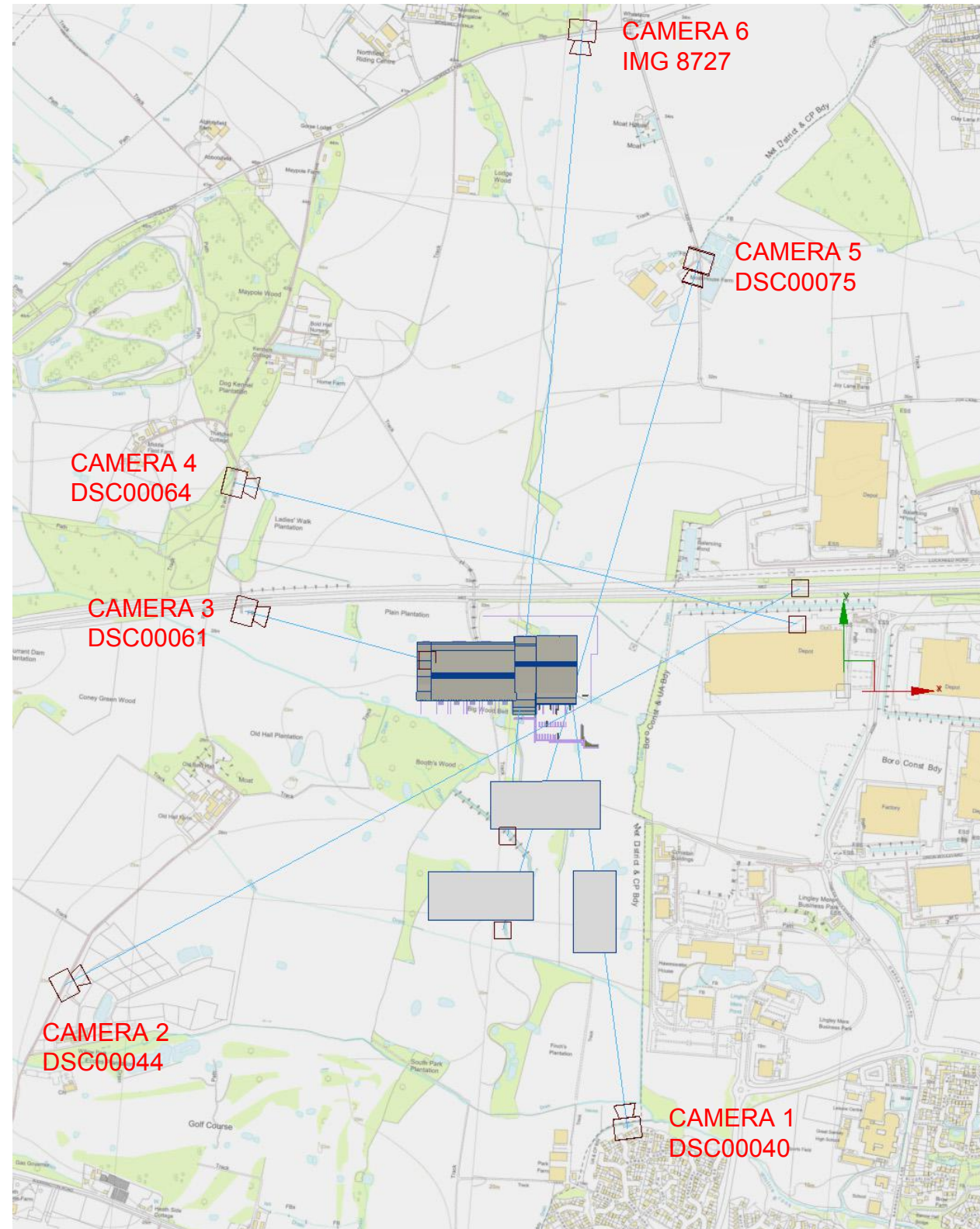
The matching process involves accurately positioning the three-dimensional model of the proposed development within each existing view. The camera model, lens type and focal lengths are taken from the photographs EXIF file which is stored within each image. This data is then entered into 3d Studio Max in order that the virtual camera simulates in every way that of the actual real world camera and lens. Each viewpoint photograph is independently imported into 3d Studio Max using exactly the same proportions and pixel dimensions as that of the actual photograph. This image is then visible as a backdrop to the 3d wireframe model. The virtual 3d camera is placed in exactly the same positions on the 3d model as was positioned on site, 1650mm above ground level at that point reflecting eye level of the photographer / viewer. Existing modelled key buildings can be seen within the photographed backdrop giving further confirmation of the viewpoints accuracy. The lighting is then simulated based upon the site's location, time of year, time of photograph and camera position, adjustments are also made based upon the weather as recorded at the time of the photograph were taken.

Once the process of camera matching has been achieved for each viewpoint the 3d model of the proposed site is then rendered using the same camera, lens, exposure and lighting settings as mentioned above.

Post Production

The render of the three-dimensional model is then superimposed on the existing still views in Adobe Photoshop. The foreground of the existing views i.e. trees, lamp posts, cars, buildings etc, are then copied and placed over the rendered model in order to ensure that the depth is accurate within the photomontage view between the foreground, background and the rendered model. This re-placing of existing trees and foliage has been meticulously carried out in order to give an accurate and true representation of the visual impact of the proposed development. Due to limitations in Photoshop where a dense tree canopy obscures the development it is common for more of the development to be exposed than actually would be in the real world and this should be taken into consideration when viewing the images. At this stage, the textured model can be further adjusted to match the resolution, colouring and saturation of the photograph taken to create a close impression of what the textures of the building would look like. This is a qualitative exercise and requires interpretation by the designer on how the building will look, and guidance from the architect. A final qualitative check of all of the photomontage images has been carried out to ensure that they provide objectively accurate views of the proposed development.

CAMERA POSITIONS



CAMERA 1- DSC00040

Existing Photo

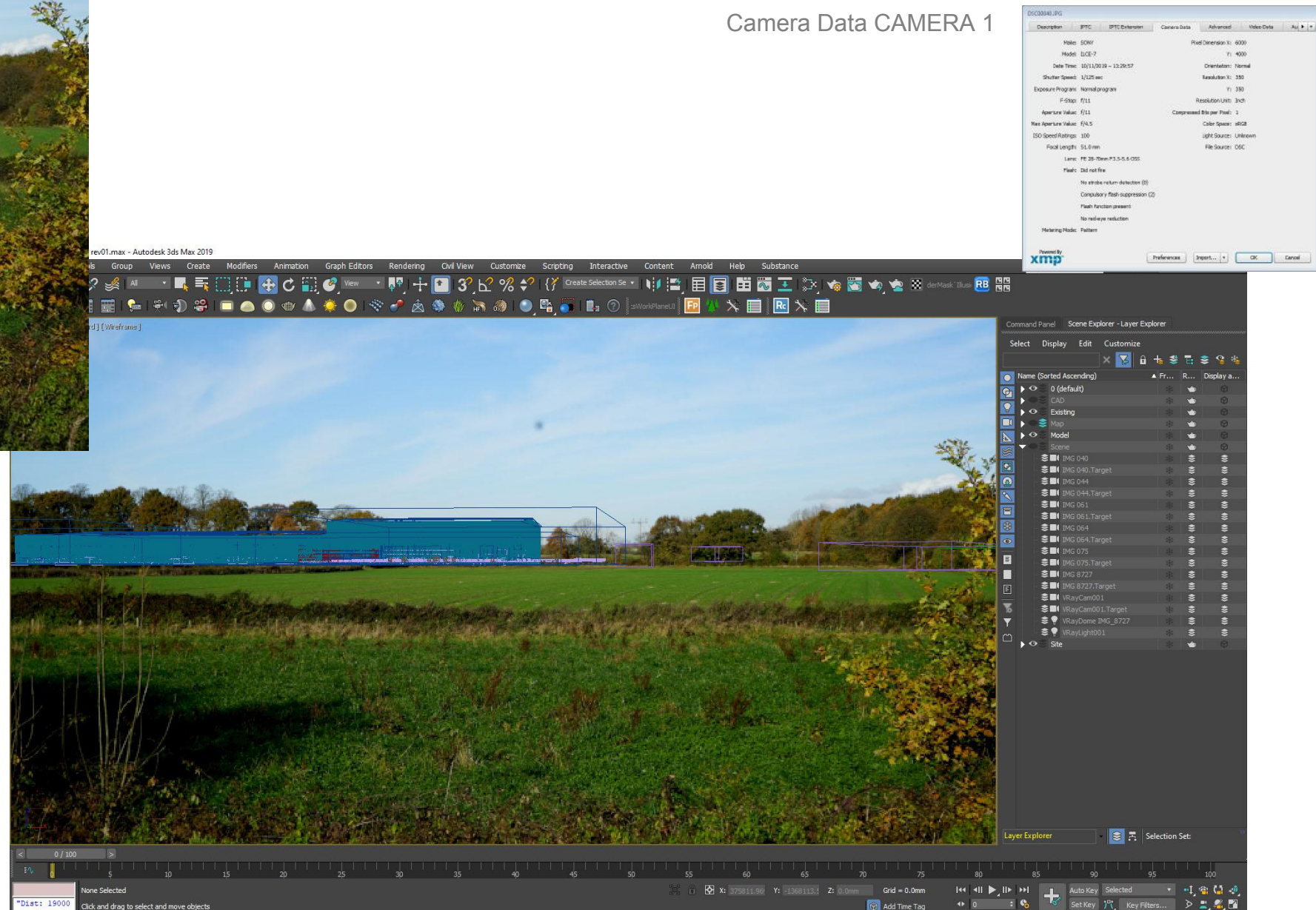
Wireframe Render

Camera Data



Existing Photography

GPS Data CAMERA 1
LAT: 53.399981
LONG: -2.6720311



CGI Camera Position CAMERA 1



CAMERA 2- DSC00044

Existing Photo

Wireframe Render

Camera Data

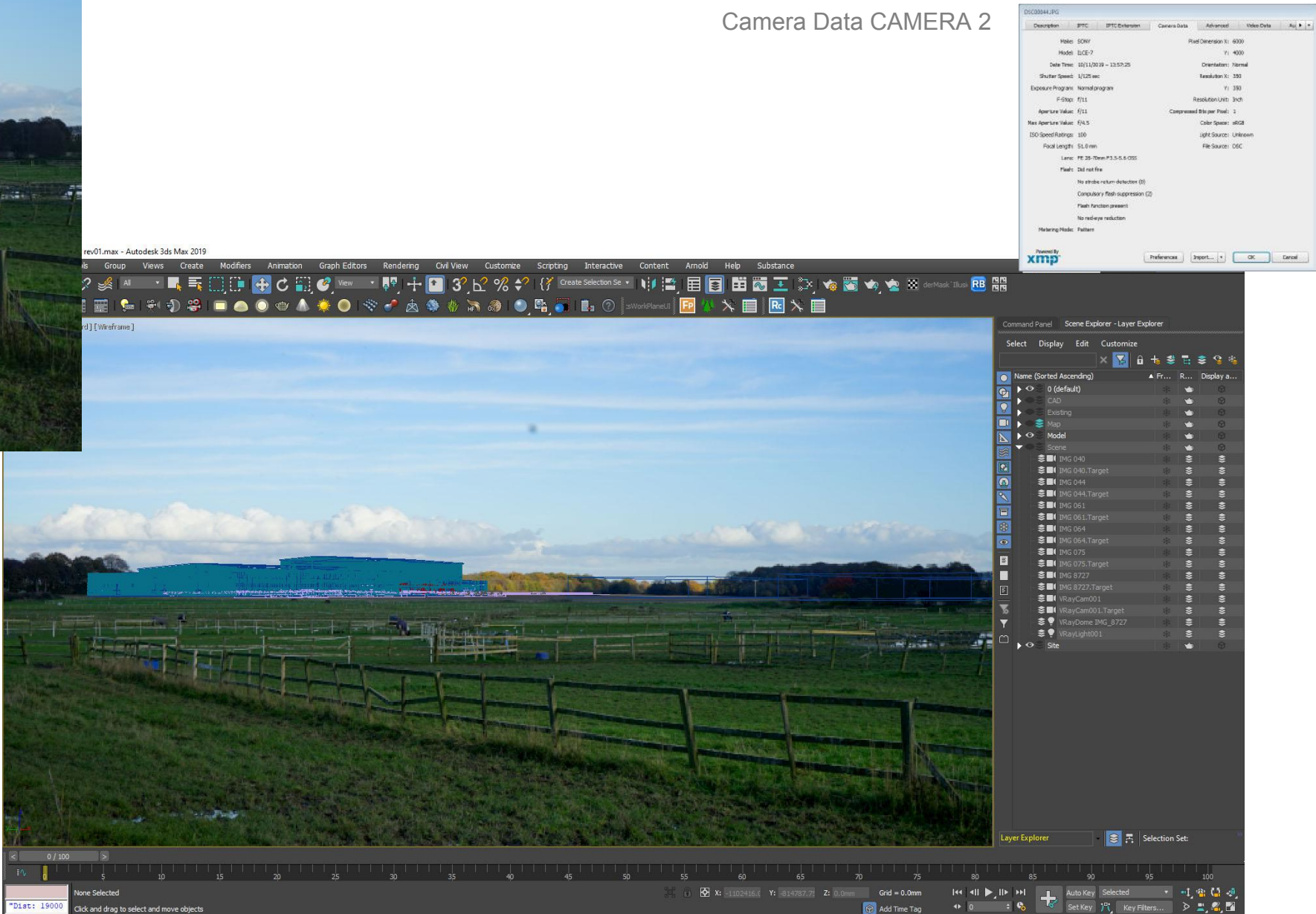


Existing Photography

GPS Data CAMERA 2

LAT: 53.402162

LONG: -2.6961379



CGI Camera Position CAMERA 2



CAMERA 3- DSC00061

Existing Photo

Wireframe Render

Camera Data



Existing Photography

GPS Data CAMERA 3
LAT: 53.412123
LONG: -2.6901611

Camera Data CAMERA 3

DSC00061.JPG

Description	BPTC	BPTC Extension	Camera Data	Advanced	Video Data	Aut
Model: SONY			Pixel Dimensions X: 4000			
Model: DCR-7			Y: 4000			
Date Time: 10/11/2019 - 16:18:01			Orientation: Normal			
Shutter Speed: 1/100 sec			Resolution X: 350			
Exposure Program: Normal program			Y: 350			
F-Stop: F10			Resolution Unit: 3ch			
Aperture Value: F10			Compressed Bit per Pixel: 1			
Max Aperture Value: F4.5			Color Space: sRGB			
ISO Speed/Ratio: 800			White Balance: Unknown			
Focal Length: 50.0mm			File Source: DSC			
Lens: FE 28-70mm F3.5-5.6 OSS						
Flash: Did not fire						
No stroke volume detection (S)						
Computer's flash suppression (C)						
Flash Function present						
No red-eye reduction						
Metering Mode: Pattern						

rev01.max - Autodesk 3ds Max 2019

is Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Interactive Content Arnold Help Substance

4] [Wireframe]

Command Panel

Scene Explorer - Layer Explorer

Select Display Edit Customize

Name (Sorted Ascending) ▲ Fr... R... Display a...

0 (default) 30 30 30

Cam 30 30 30

Display 30 30 30

Map 30 30 30

Model 30 30 30

Scene 30 30 30

IMG 040 30 30 30

IMG 040.Target 30 30 30

IMG 041 30 30 30

IMG 041.Target 30 30 30

IMG 051 30 30 30

IMG 051.Target 30 30 30

IMG 064 30 30 30

IMG 064.Target 30 30 30

IMG 075 30 30 30

IMG 075.Target 30 30 30

IMG 077 30 30 30

IMG 077.Target 30 30 30

VRayCam001 30 30 30

VRayCam001.Target 30 30 30

VRayDome IMG_8727 30 30 30

VRayLight001 30 30 30

Site 30 30 30

Layer Explorer Selection Set:

0 / 100

None Selected

Click and drag to select and move objects

Dist: 19000

X: 515290.58 Y: 117094.67 Z: 0.0mm

Grid = 0.0mm

Auto Key Selected

Set Key 1P Key Filters...

CGI Camera Position CAMERA 3



CAMERA 4- DSC00064

Existing Photo

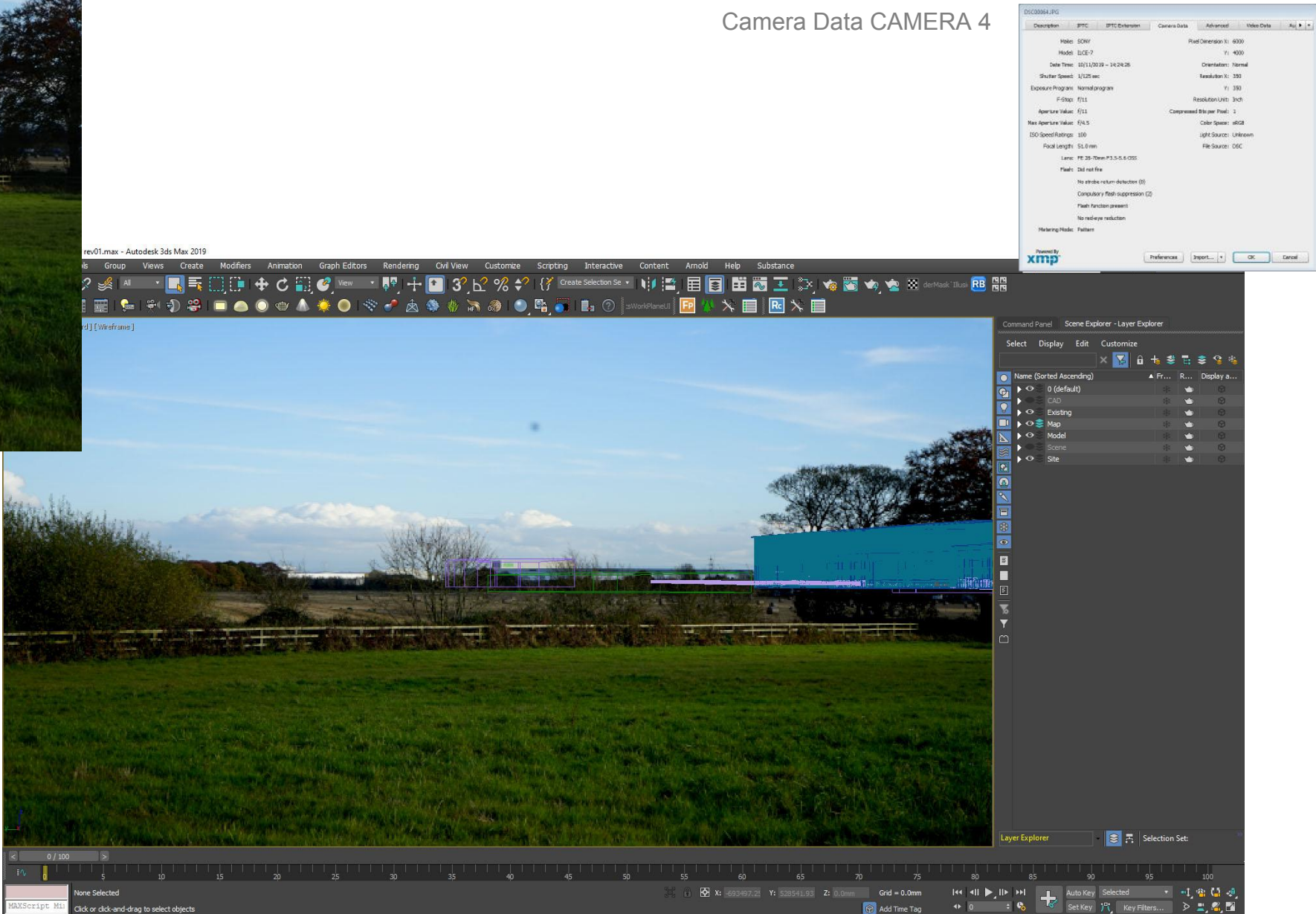
Wireframe Render

Camera Data



Existing Photography

GPS Data CAMERA 4
LAT: 53.415301
LONG: -2.6909088



CGI Camera Position CAMERA 4



CAMERA 5- DSC00075

Existing Photo

Wireframe Render

Camera Data

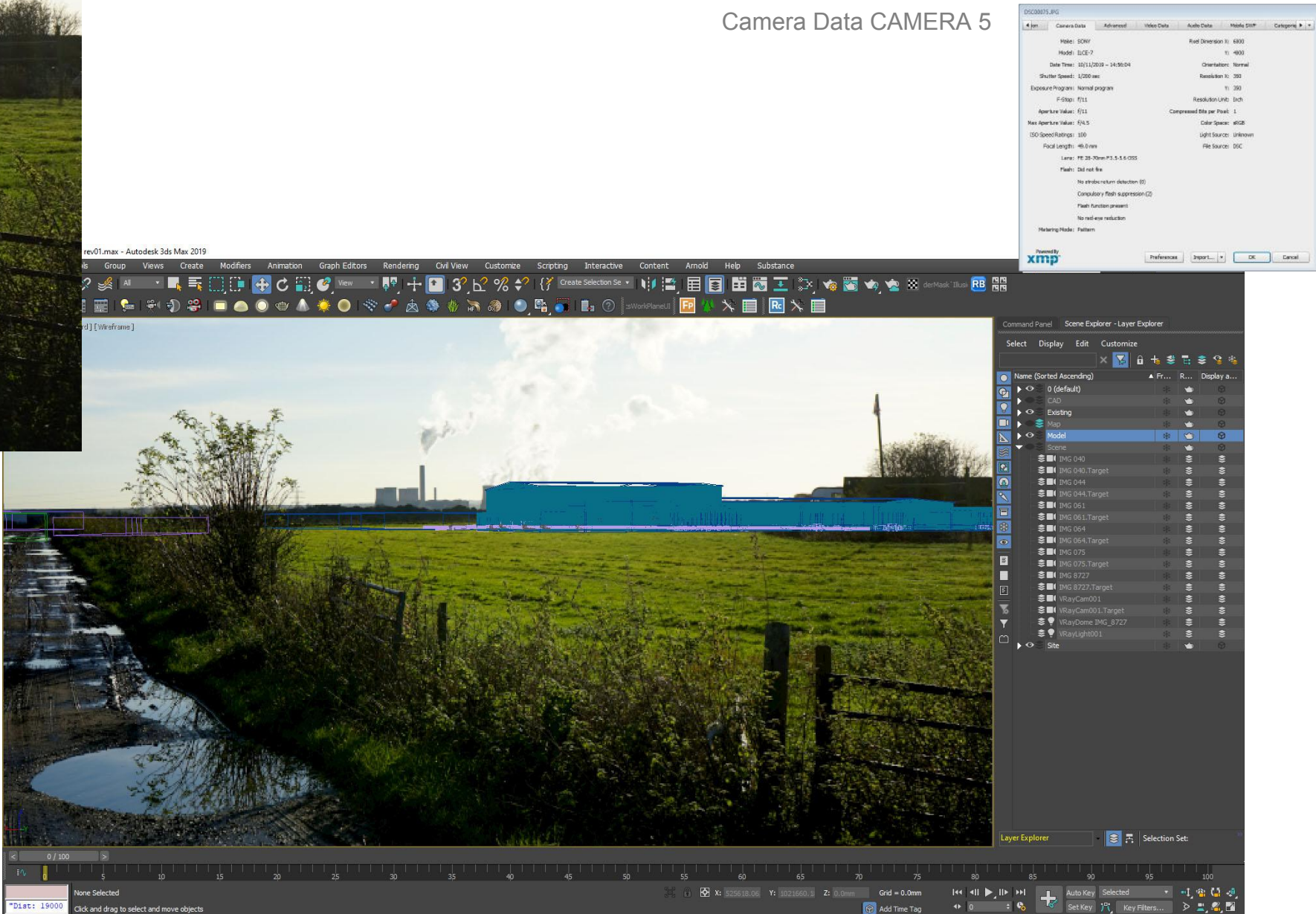


Existing Photography

GPS Data CAMERA 5

LAT: 53.421784

LONG: -2.6722833



CGI Camera Position CAMERA 5



CAMERA 6- IMG 8727

Existing Photo

Wireframe Render

Camera Data

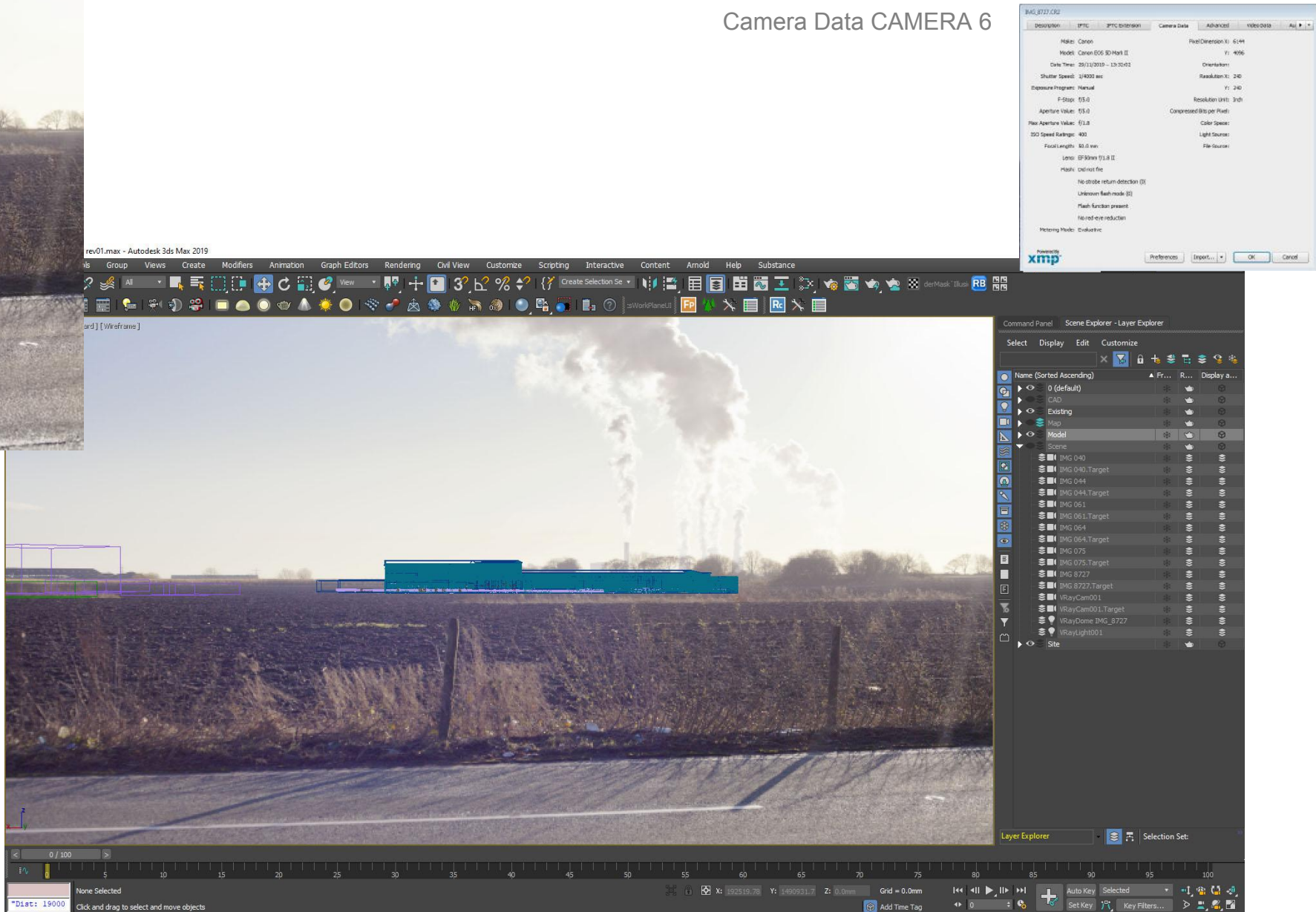


Existing Photography

GPS Data CAMERA 6

LAT: 53.427358

LONG: -2.6780382

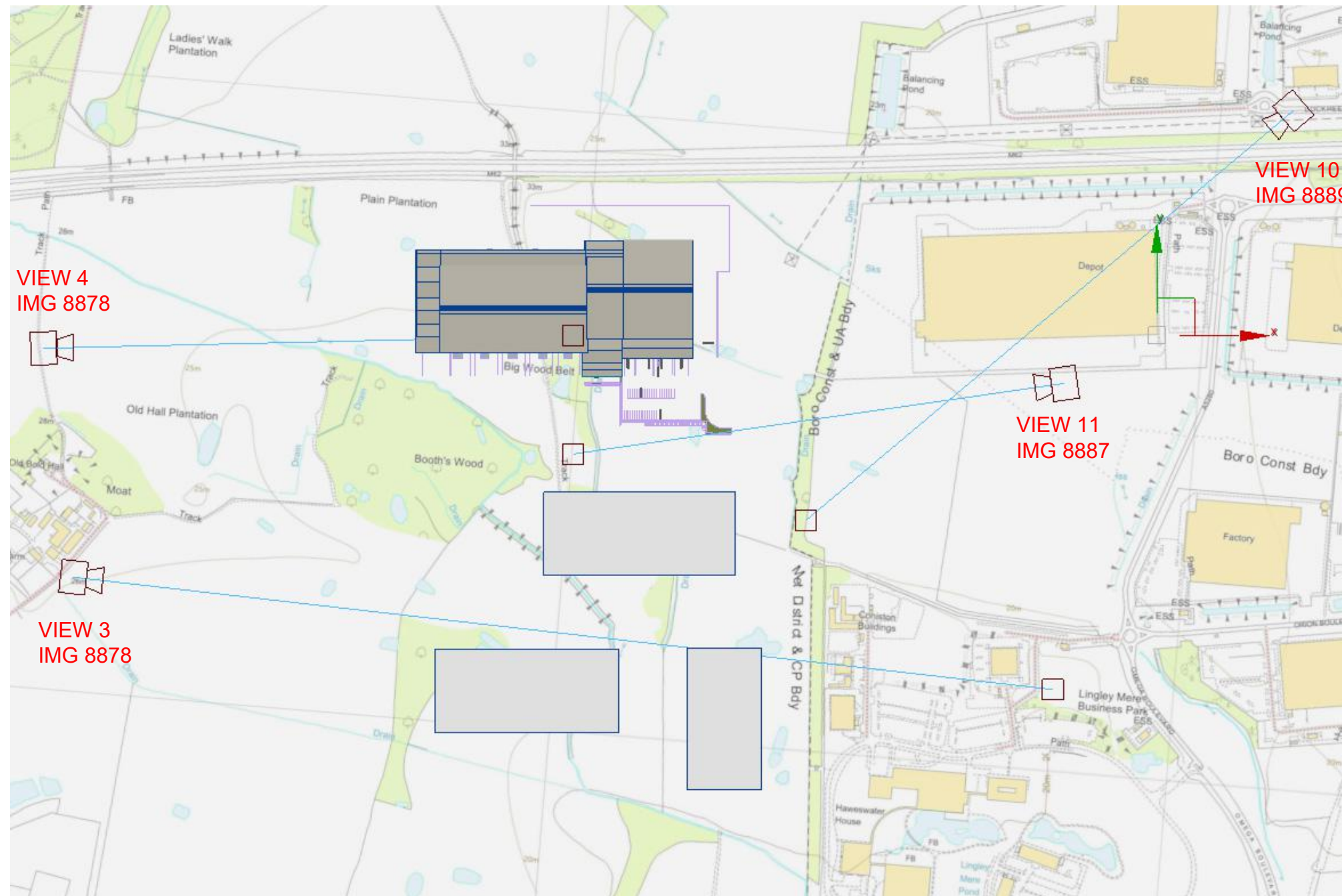


CGI Camera Position CAMERA 6



ADDITIONAL VIEWS REQUESTED

CAMERA POSITIONS



VIEW 3 - IMG 8878

Existing Photo

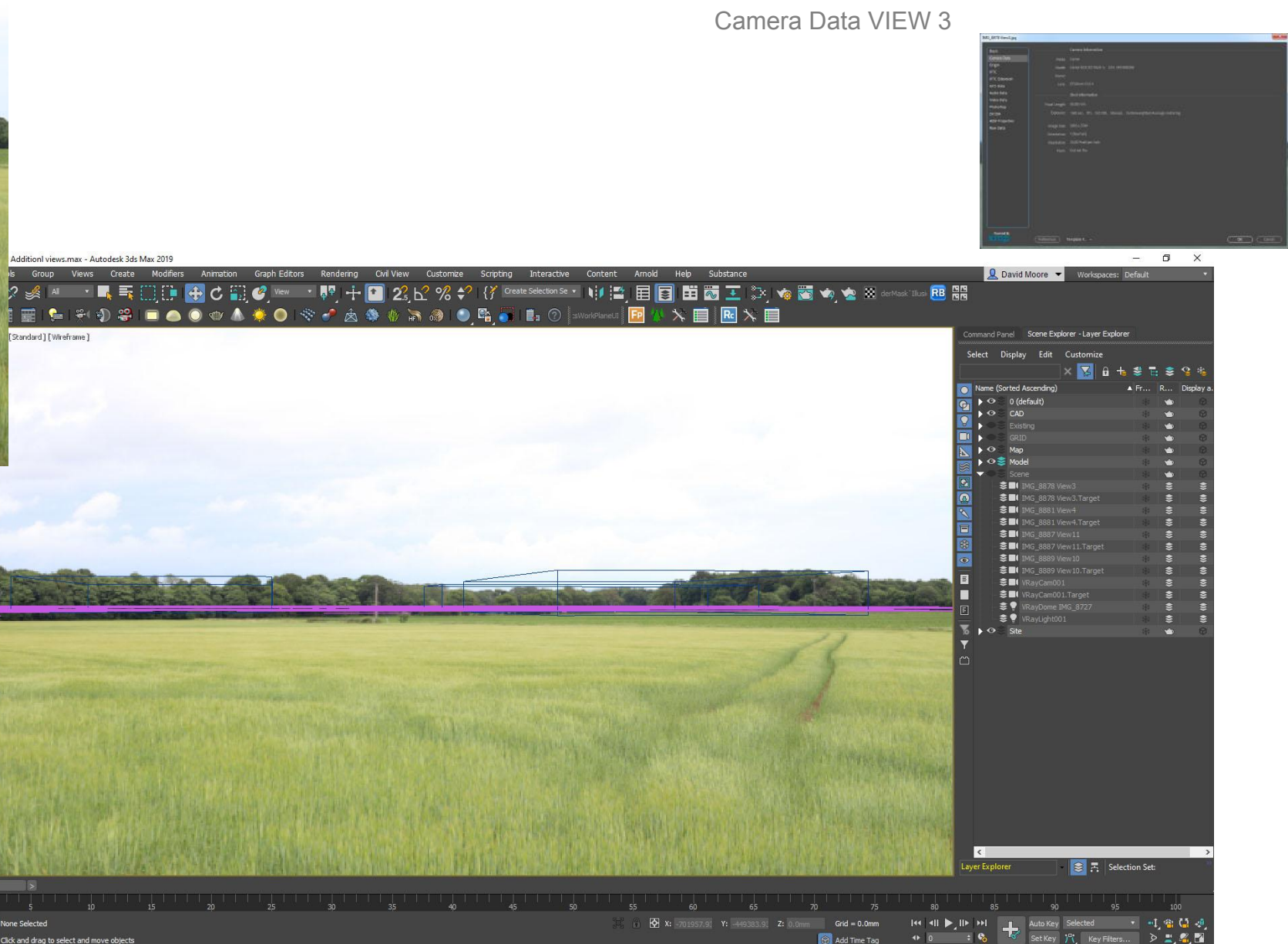
Wireframe Render

Camera Data



Existing Photography

GPS Data VIEW 3
LAT: 53.406566
LONG: -2.690460



CGI Camera Position VIEW 3



VIEW 4 - IMG 8881

Existing Photo

Wireframe Render

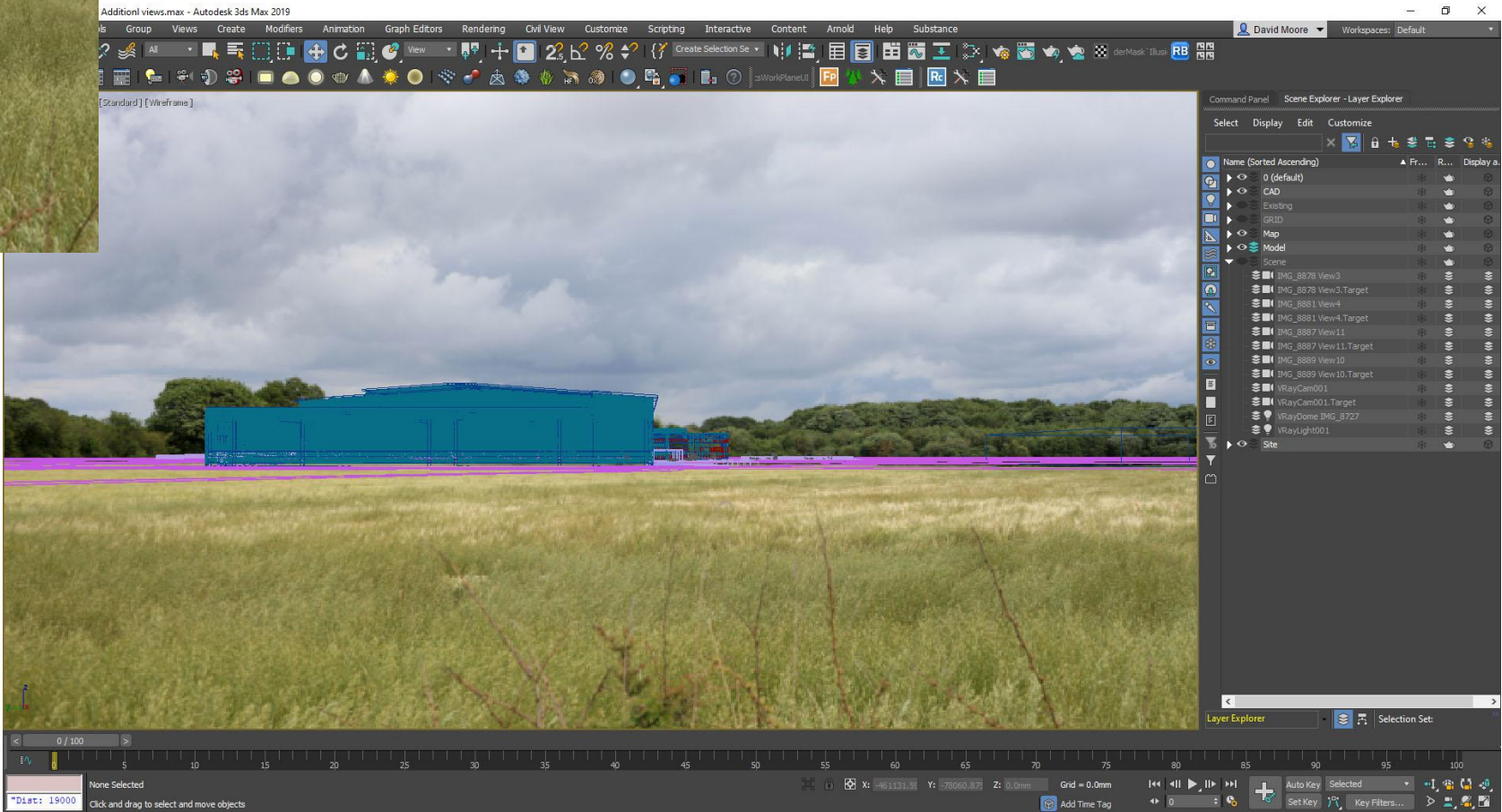
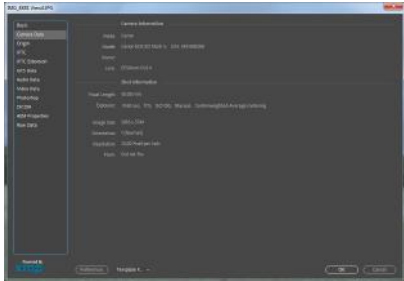
Camera Data



Existing Photography

GPS Data VIEW 4
LAT: 53.409905
LONG: -2.691579

Camera Data VIEW 4



CGI Camera Position VIEW 4



VIEW 10 - IMG 8889

Existing Photo

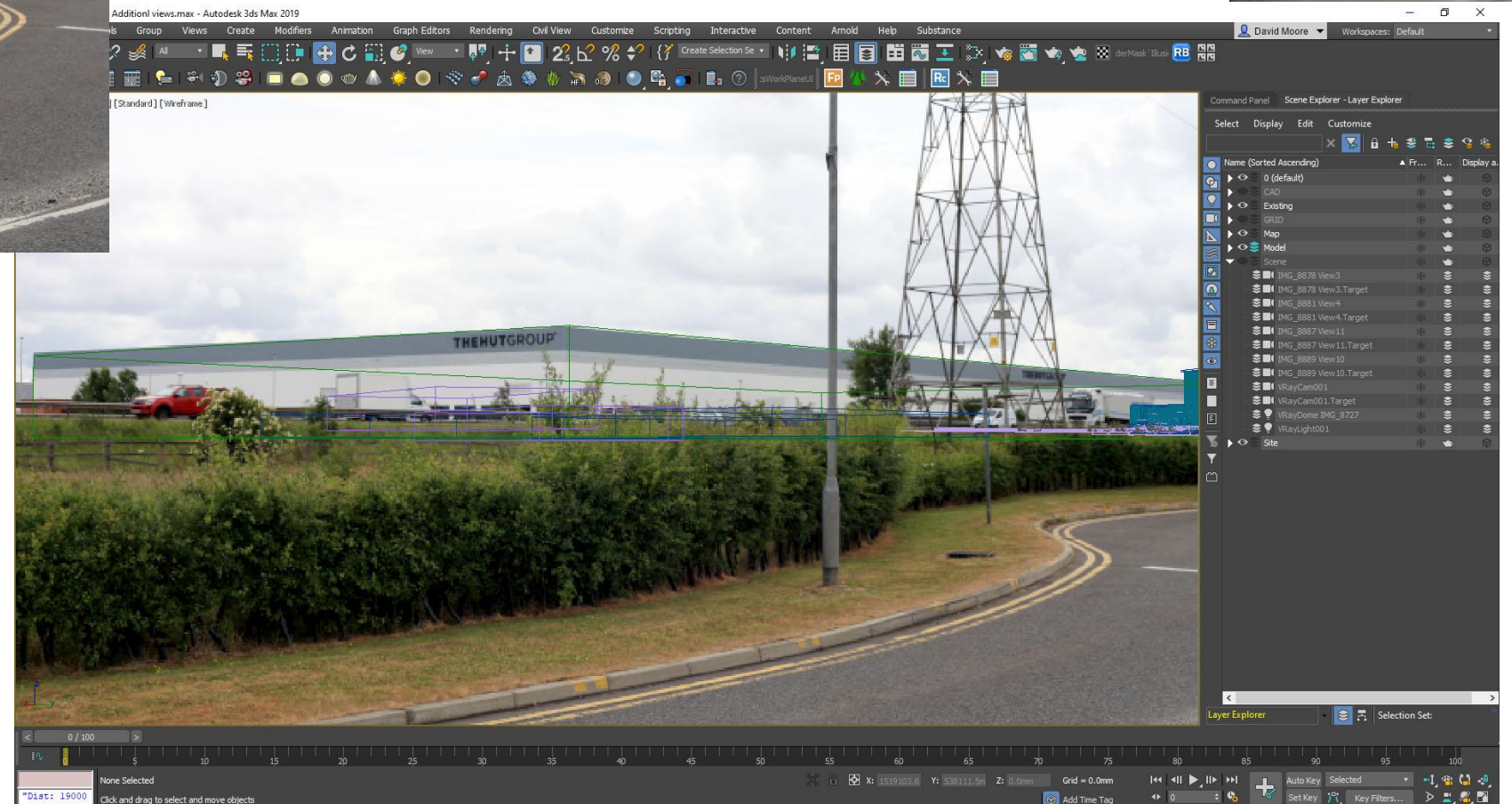
Wireframe Render

Camera Data



Existing Photography

GPS Data VIEW 10
LAT: 53.414923
LONG: -2.661933



CGI Camera Position VIEW 10

Camera Data VIEW 10





VIEW 11 - IMG 8887

Existing Photo

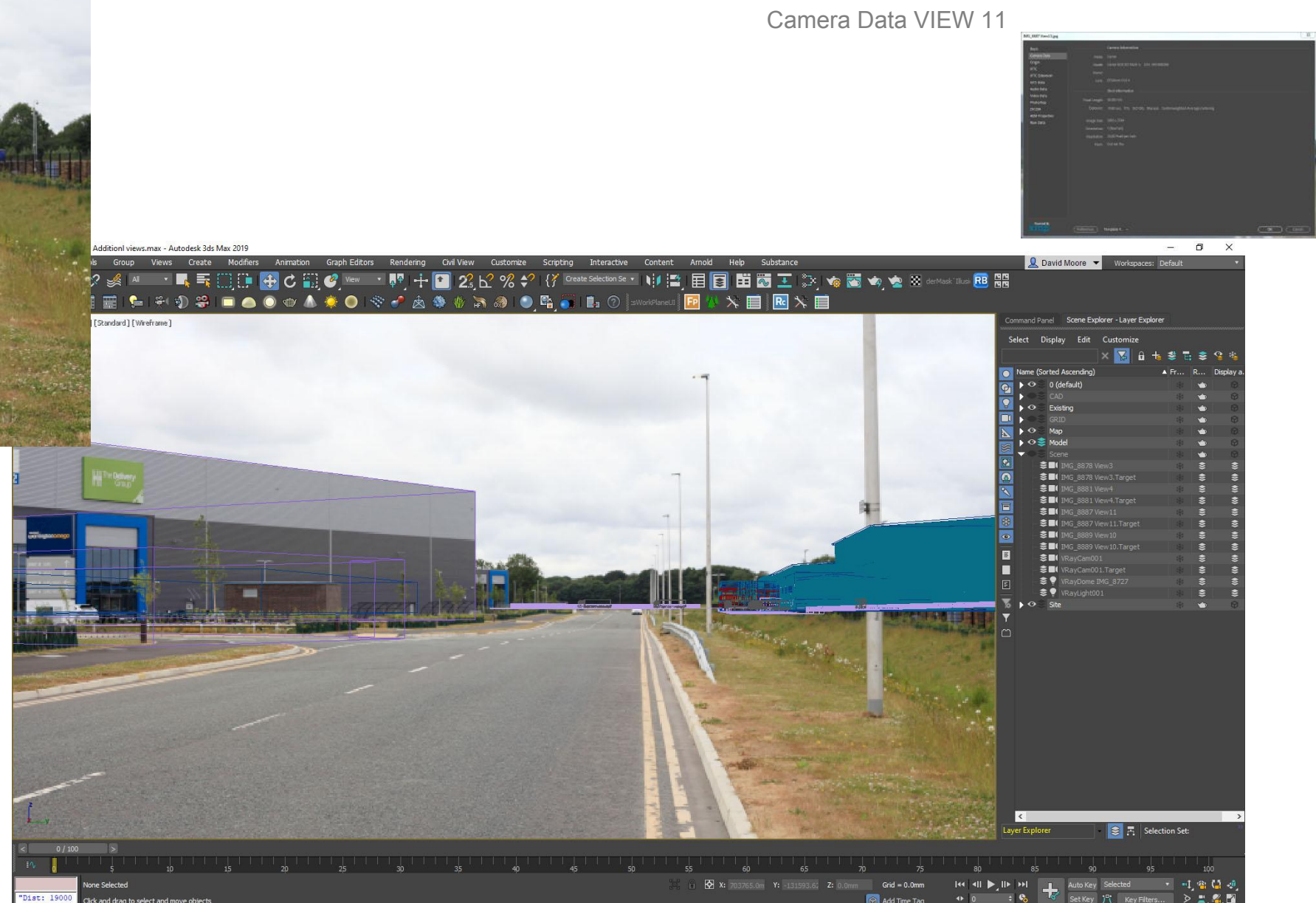
Wireframe Render

Camera Data



Existing Photography

GPS Data VIEW 11
LAT: 53.410644
LONG: -2.666848



CGI Camera Position VIEW 11

