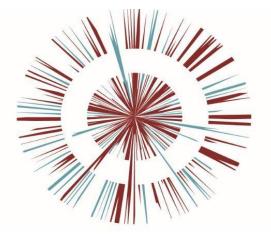
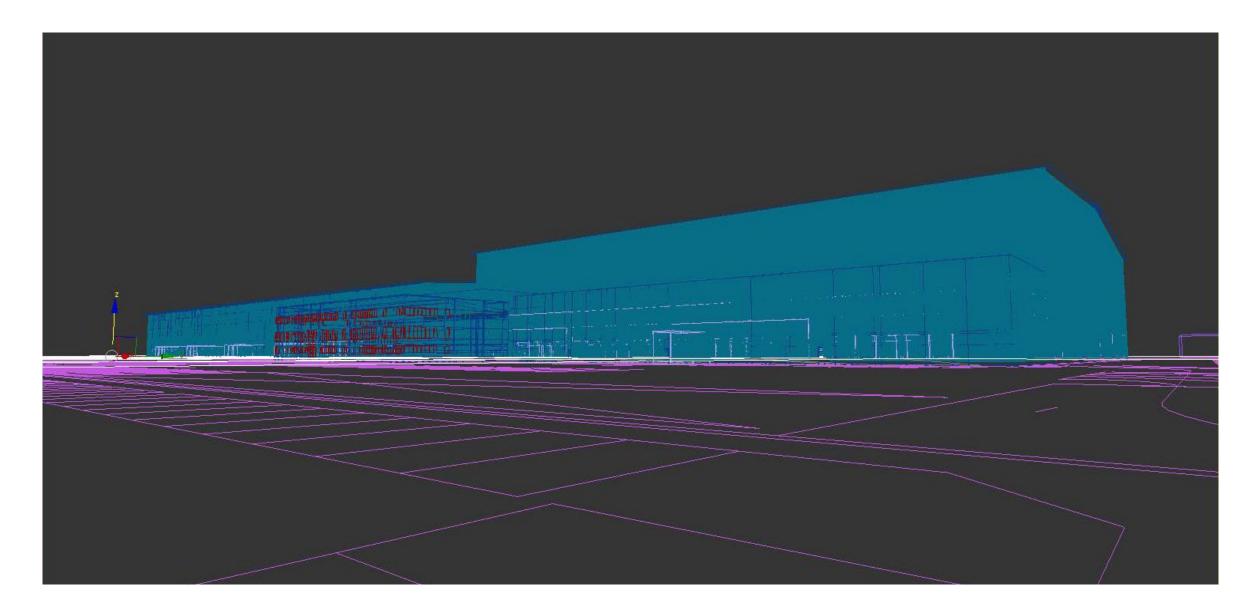


OMEGA ZONE 8, ST HELENS Omega St Helens Ltd / T J Morris Ltd



Omega Zone 8 Visualisations OPP DOC. 15



Proposed Development Omega 8, Warrington **Method Statement for Preparation of Certified Views**

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



Prepared by Digitalcrush Limited

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 where created using Autodesk 3d Studio Max and rendered using VRay 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.

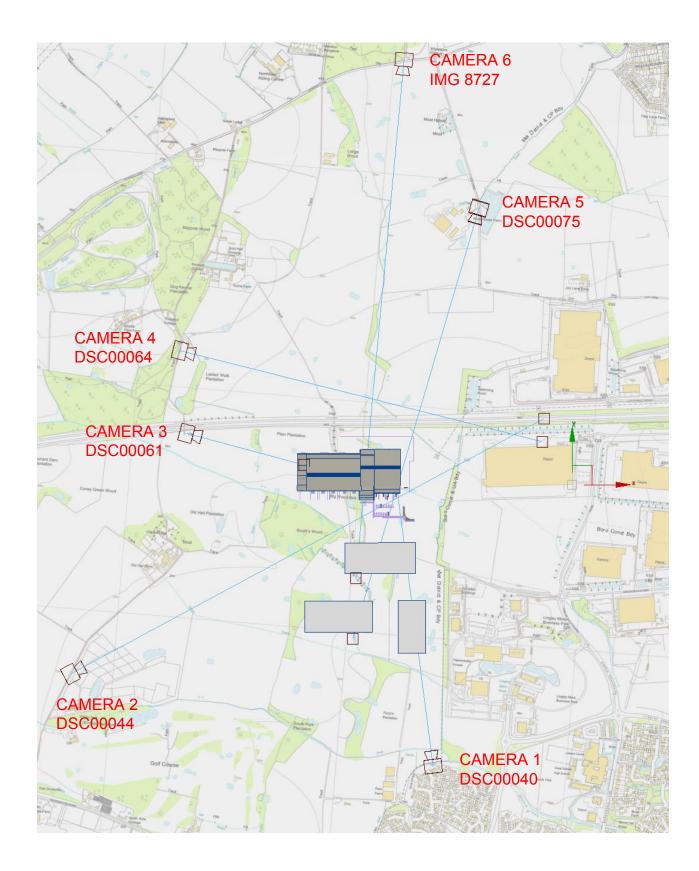
Camera Matching and Rendering

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 views. 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 sites 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

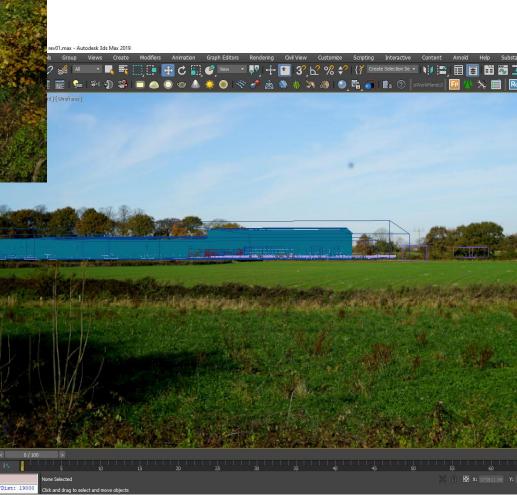
The render of the three-dimensional model is then superimposed on the existing still views in Adobe Photoshop. The foreground of the existing views i.e. trees, lamp posts, cars, buildings etc, are then copied and placed over the rendered model in order to ensure that the depth is accurate within the 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 considered 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



GPS Data CAMERA 1 LAT: 53.399981 LONG: -2.6720311



CGI Camera Position CAMERA 1

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CAMERA 1- DSC00040 Existing Photo Wireframe Render Camera Data

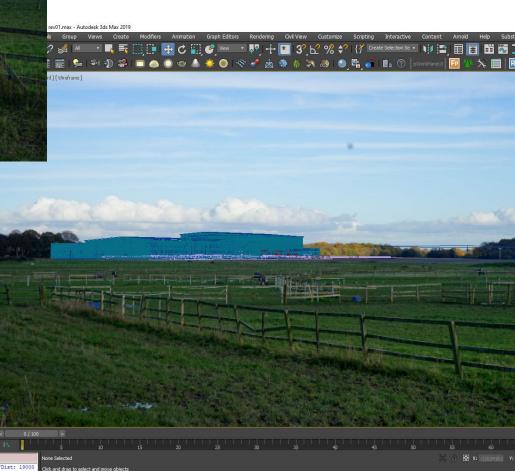
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CAMERA 1 Render



GPS Data CAMERA 2 LAT: 53.402162 LONG: -2.6961379



CGI Camera Position CAMERA 2



CAMERA 2- DSC00044 Existing Photo Wireframe Render Camera Data

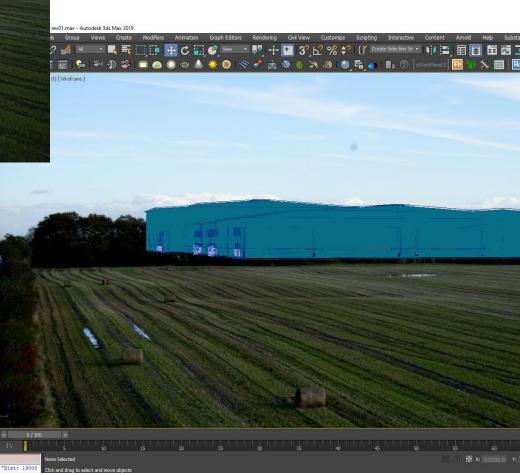
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CAMERA 2 Render



GPS Data CAMERA 3 LAT: 53.412123 LONG: -2.6901611



CGI Camera Position CAMERA 3



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CAMERA 3- DSC00061 Existing Photo Wireframe Render Camera Data

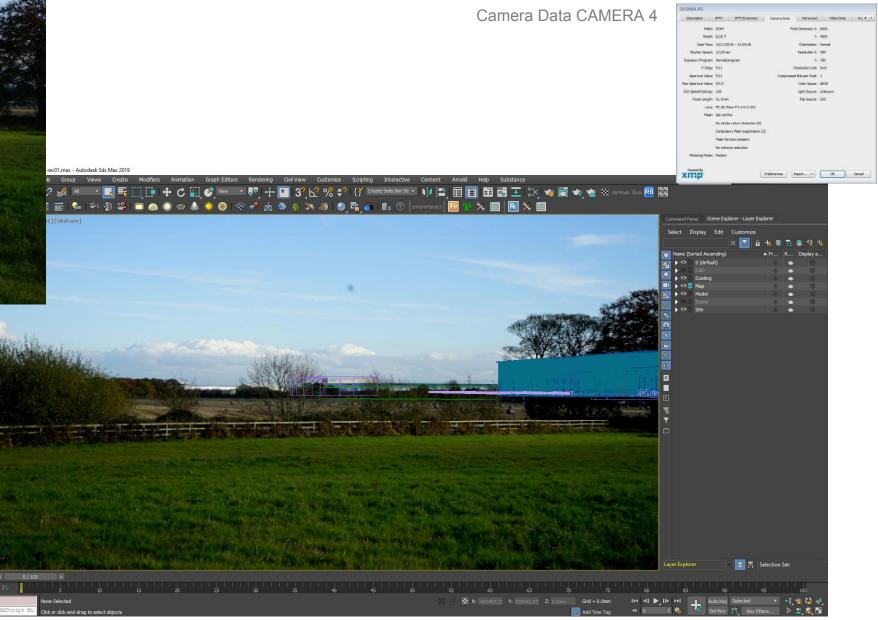
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CAMERA 3 Render



GPS Data CAMERA 4 LAT: 53.415301 LONG: -2.6909088



CGI Camera Position CAMERA 4



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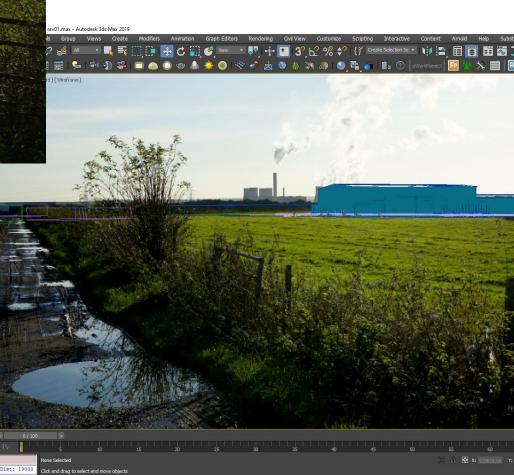
CAMERA 4- DSC00064 Existing Photo Wireframe Render Camera Data



CAMERA 4 Render



GPS Data CAMERA 5 LAT: 53.421784 LONG: -2.6722833



CGI Camera Position CAMERA 5

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CAMERA 5- DSC00075 Existing Photo Wireframe Render Camera Data

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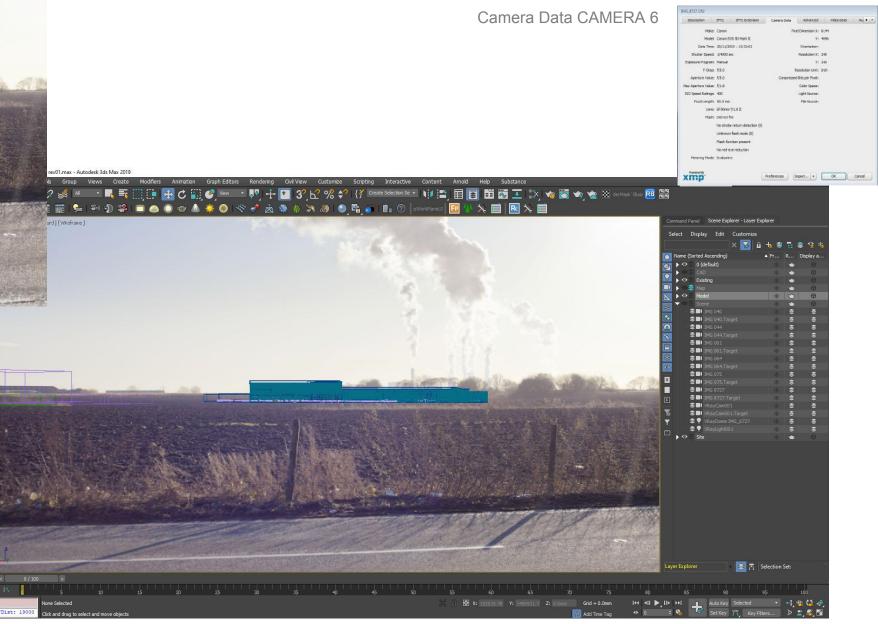




CAMERA 5 Render



GPS Data CAMERA 6 LAT: 53.427358 LONG: -2.6780382



CGI Camera Position CAMERA 6

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CAMERA 6- IMG 8727 Existing Photo Wireframe Render Camera Data





CAMERA 6 Render



ADDITIONAL VIEWS REQUESTED

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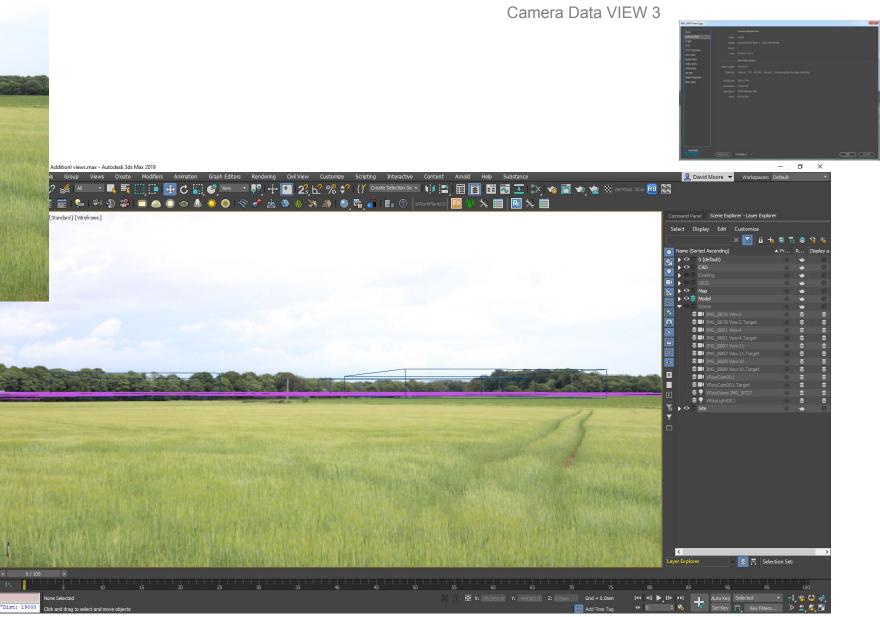




CAMERA POSITIONS



GPS Data VIEW 3 LAT: 53.406566 LONG: -2.690460



CGI Camera Position VIEW 3



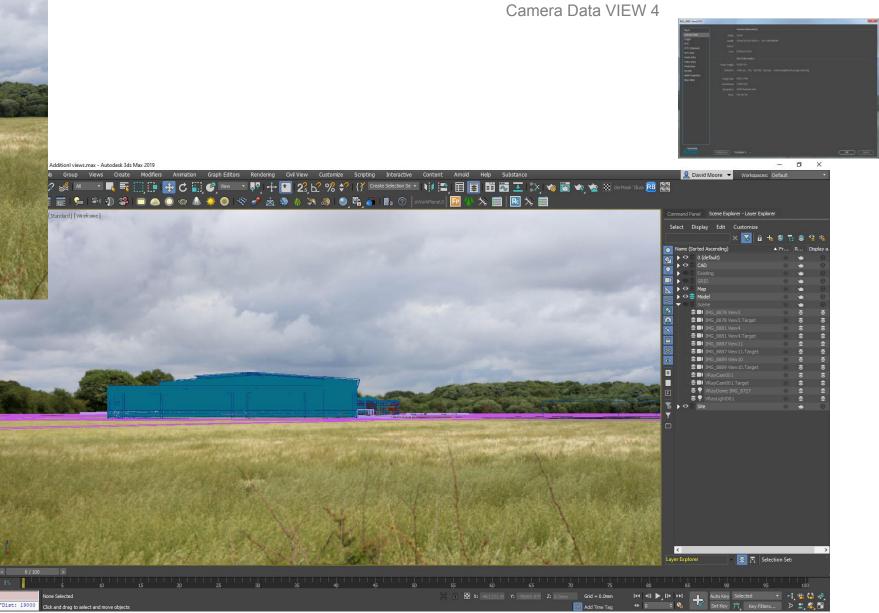
VIEW 3 - IMG 8878 Existing Photo Wireframe Render Camera Data



VIEW 3 Render



GPS Data VIEW 4 LAT: 53.409905 LONG: -2.691579



CGI Camera Position VIEW 4



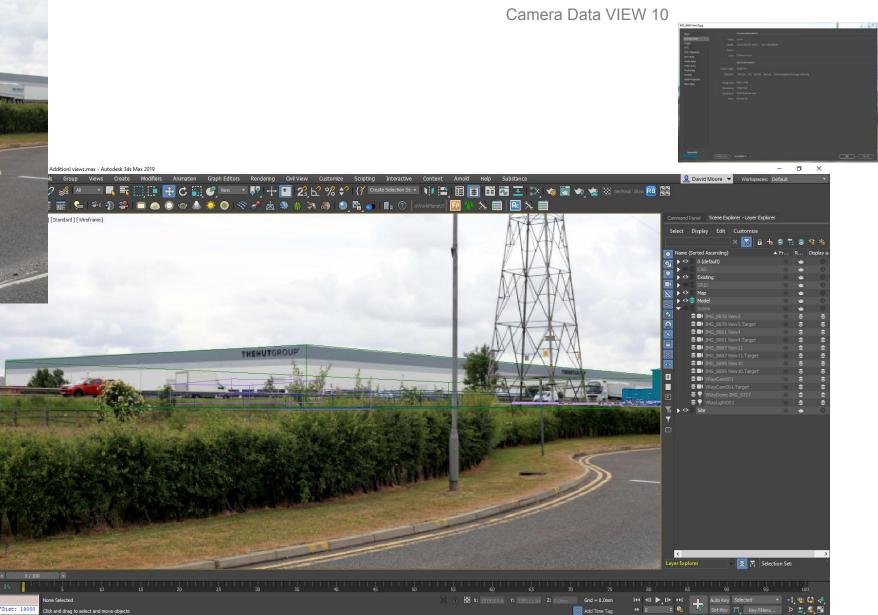
VIEW 4 - IMG 8881 Existing Photo Wireframe Render Camera Data







GPS Data VIEW 10 LAT: 53.414923 LONG: -2.661933



CGI Camera Position VIEW 10



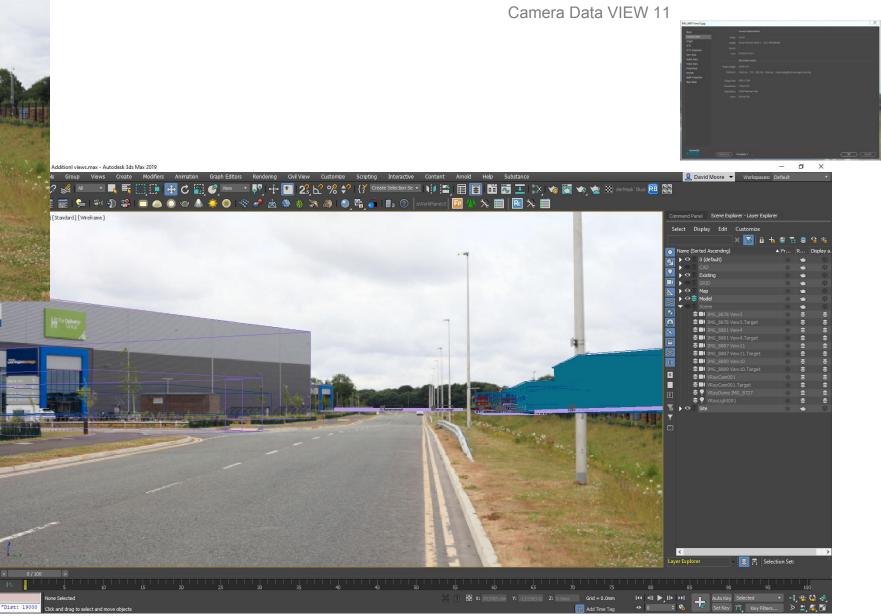
VIEW 10 - IMG 8889 Existing Photo Wireframe Render Camera Data



VIEW 10 Render



GPS Data VIEW 11 LAT: 53.410644 LONG: -2.666848



CGI Camera Position VIEW 11

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VIEW 11 - IMG 8887 Existing Photo Wireframe Render Camera Data



VIEW 11 Render

