



GLEN EIRA
CITY COUNCIL

3D digital model submission guide

3D digital model submission

This guide provides technical guidance for submitting 3D digital models for planning-related purposes to Glen Eira City Council.

It is your responsibility to make sure the digital model is complete and accurately shows the proposal. If it doesn't meet these requirements, we may ask you to resubmit the 3D digital model.

What are 3D digital models used for?

The proposed development's 3D digital model will be uploaded to the online 3D visualisation platform for detailed assessment, which may include, but is not limited to:

- built form and massing compliance and impacts
- overshadowing impacts on public realm
- heritage fabric response
- context character response
- other planning and urban design related assessment.

To assist with development activity monitoring and visualisation purposes, 3D digital models of live and approved applications can be viewed on our public online 3D visualisation platform.

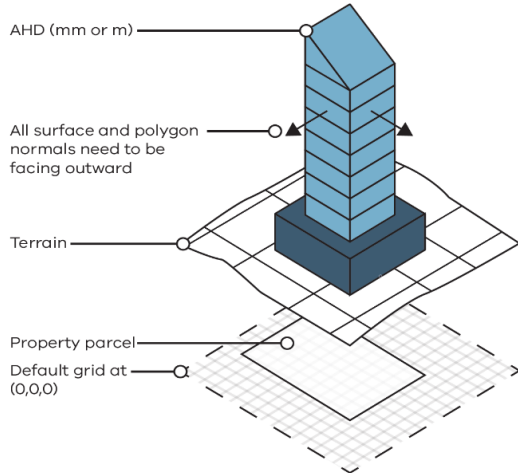
What is the process for submitting a 3D digital model?

1. Review the checklist on the following page and ensure all specifications are met.
2. Send the 3D digital model and the completed checklist to us for assessment.

Technical queries

Spatial Applications Analyst — Michael Hakkennes at mhakkennes@gleneira.vic.gov.au

3D model submission checklist

Item	Complete
<p>3D model position and surfaces:</p> <ul style="list-style-type: none"> • Accurately position the model at the correct AHD level as per the architectural drawings • All model surface and polygon normal to be facing outward 	 <p>AHD (mm or m)</p> <p>All surface and polygon normals need to be facing outward</p> <p>Terrain</p> <p>Property parcel</p> <p>Default grid at (0,0,0)</p>
Accepted units: millimetres OR metres	<input type="checkbox"/>
Triangle count: under five million per development	<input type="checkbox"/>
Maximum file size: 250 MB	<input type="checkbox"/>
<p>Included:</p> <ul style="list-style-type: none"> • External building envelope and structure, canopies/significant projecting devices • Proposed street furniture, parapets, plant rooms, lift over-runs, and building crown features 	<input type="checkbox"/>
<p>Not included:</p> <ul style="list-style-type: none"> • Vegetation, people, cars and other entourage elements • All internal furniture, fixtures and fixings • MEP elements 	<input type="checkbox"/>
Required formats: FBX, OBJ, 3DM	<input type="checkbox"/>
Optional additional formats: RVT, IFC	<input type="checkbox"/>
<p>Model is named using the following convention:</p> <p>Submission date YYMMDD_StreetName_StreetNumber_Status</p> <p>eg: 230101_NicholsonSt_8-12_APP</p> <p>Status:</p> <ul style="list-style-type: none"> • PRE — Pre-application • APP — Application • AMD — Amendment • PMT — Permit • AB — As built 	<input type="checkbox"/>
<p>If your submission doesn't meet these requirements, we may ask you to submit the 3D digital model again.</p>	