

## 3D model submission guidance for planning applications

We are currently developing a 3D digital map of the District to improve how we review large scale and/or complex planning applications. Eventually, we intend to require all major planning applications to provide a 3D model of the proposed development as part of the application. The submitted models will be accurately placed within the Council's district-wide 3D map. At this stage, the model will be for officer use only, and not accessible to the wider public, although we are looking to develop this feature in the longer term. The provision of a 3D model can help the planning team more effectively and efficiently understand how the proposal will impact the local context. Whilst providing a 3D model is not currently a formal requirement, we encourage applicants to do this as it can lead to a more transparent and effective planning process.

We are therefore encouraging applicants to provide a digital model with their application / pre-application submissions. The model should provide an accurate representation of the external skin of the proposed built forms and their relationship to ground and street level. The 3D model should not include any internal details, materials or textures.

Details on the format of the model are as follows:

### File format

- Submit models as 3D DWG/DXF file
- All models must be accurately geolocated to British National Grid (BNG).

### Units

- The model units must be in metres and at a scale of 1:1.

### Accuracy

- Submitted models should be an accurate and true representation of the proposed development
- The model should be drawn to **LOD3 (Level of Detail 3)**. LOD2 (Level of Detail 2) would be considered acceptable for pre-application information
- Models should aim to meet the current minimum terrain and building heights accuracy standard which is within  $\pm 15\text{cm}$  vertical and horizontal.

### File size

- File size should be kept as low as possible. It is recommended to keep files well below **128MB** for optimum performance.

## Composition of the model

Models should display the external envelope of the building with proposed roof shape and all staggered/stepped elevations, overhangs and defining architectural elements. The purpose of the model is to give a reasonable impression of the external form of the proposed building.

- Textures or materials are not required
- Interior detail is not required and should not form part of submitted models
- If the proposal involves alterations to the ground plane, include the proposed ground plane within the model
- Façade detail, including windows and doors can be included, however they should be represented as simplistically as possible without losing necessary information
- All redundant lines, detail, vegetation, vehicles, and minor elements etc. should be removed prior to submission
- All unnecessary components and blocks should be deleted/purged
- Layering of the model should be at an absolute minimum, preferably limited to two layers, i.e. Layer 0 and Datum Point
- All relevant data should be bound within the submitted model. The model must not include any references or cross-reference pointers or external files
- Provide all the proposed built form as a single group/component. If the ground plane is included, provide this as one separate group/component
- If available, include any simple 3D models of retained or proposed trees. Provide these as one group/component
- Provide confirmation of one x,y,z datum point within the model to ensure the model is accurately located.