PURPOSE OF THIS GUIDE

This guide outlines the technical requirements for the submission of 3D models to Wollongong City Council for planning and approval related purposes.

It is the applicant's responsibility to ensure that the 3D model is complete and accurately represents the proposal. Wollongong City Council reserves the right to request a re-submission of the 3D model if these specifications are not met.

This guide will be used to:

- Assist the DA Review process by ensuring 3D models are ready for Council's visualisation system.
- Ensure 3D models are accurate in both geometry and appearance for assessment.
- Enable model compatibility across CAD and web platforms, and shareable with other agencies.
- Support high-quality architectural and urban design in the Wollongong LGA.

3D MODEL USAGE

3D CAD models will support Council in evaluating:

- Compliance with building envelope controls
- Shadowing impacts
- The relationship of the building's form to adjacent built form and public realm
- View impact assessment
- The character of the spaces created by the cumulative effect of development

3D MODEL REQUIREMENTS

All applications require the submission of a 3D CAD model file of the building(s) created by the Development Application.

CAD layers must be utilised to differentiate between features. At a minimum the layers shall be "Mass model", "Cadastre" and "Detailed exterior model".

See Table 1 for further details.

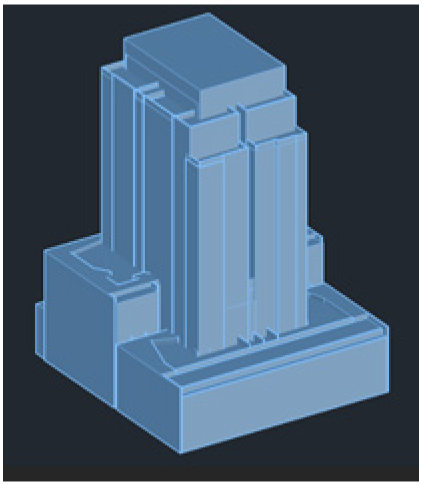
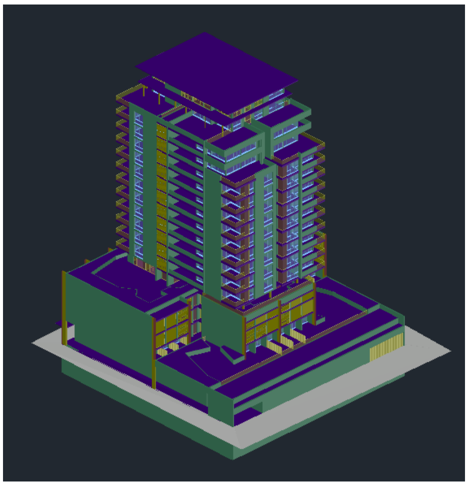
CAD FILE METADATA

Submitted CAD models are to be in metres and using the correct RL (Reduced Level) in accordance with Australian Height Datum (AHD)

The model is required include a polyline of the consolidated site cadastral boundary (on a layer named "Cadastre").

Horizontal Datum:	**Geocentric Datum of Australia 2020** (GDA2020)
Vertical Datum:	**Australian Height Datum** (AHD)
Map projection:	**Map Grid of Australia Zone 56** (MGA56)

TABLE 1: MODEL REQUIREMENTS

<table>
<tr><th>Mass Model</th><th>Detailed Model</th></tr>
<tr><td colspan="2">Accepted Formats: AutoCAD 3D .DWG (preferred) or Trimble Sketchup .SKP</td></tr>
<tr><td colspan="2">Scale: 1:1 measurement in metres</td></tr>
<tr><th colspan="2">Include</th></tr>
<tr><td>All significant external building features and articulation including, basements, podiums, towers.
All significant external roof details including pitch and protrusions.</td><td>Building details, everything of significance for each elevation, including floors, all protrusions and indents like balconies, porticos, parapets, etc.
Roof details: all external detail including pitch, protrusions such as plant enclosures, fire stairs, terraces, shade roofs, signage structures, flag poles or similar.
External doors and windows to be modelled closed</td></tr>
<tr><th colspan="2">Do Not Include</th></tr>
<tr><td>Internal doors, stairs, furniture.
Detail such as door handles, hinges, sinks, tapware and other hardware
Any interior details, text, dimensions, hatching or area fill
X-Referenced files, unless application contains multiple buildings
Rendering of surface materials (colours can be used to differentiate features)
The Following Elements/Object Types:
Lines (apart from cadastral polyline)</td><td>Text, Dimensions
Blocks and Shared Blocks (Cells or Components)
Vegetation, furniture, people, vehicles
Area fill, Hatch
Attributes (tags) raster data
Lighting. Cameras and Materials
Misaligned geometry (gaps)
2D and Duplicate Geometry
Internal geometry and fine detail
Overlapping geometry</td></tr>
<tr><th colspan="2">Naming Convention</th></tr>
<tr><td>StreetName_StreetTypeNumber</td><td>e.g., Burelli_St41.dwg</td></tr>
<tr><th colspan="2">Example</th></tr>
<tr><td></td><td></td></tr>
</table>