

VIEW 9: LAKE ROAD NEAR JUNCTION WITH BURN'S ROAD



Photo ref: 3291
 Location: 51.589241, -3.804308
 AOD (m): 10.6
 ~Distance to site (m): 1465
 Time: 15:56:00
 Date: 05/12/2022
 Focal length (mm): 50



EXISTING



VIEWPOINT PANORAMA



VIEW 9: EXISTING.



VIEW 9: PROPOSED. LEVEL 3. LAKE ROAD NEAR JUNCTION WITH BURN'S ROAD

VIEW 10: VIEW FROM CWMAVON ROAD

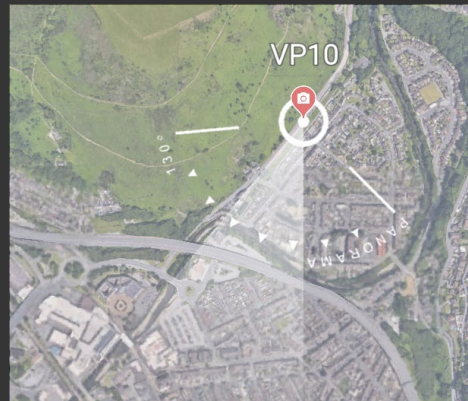


Photo ref: 3307
Location: 51.600942, -3.778228
AOD (m): 23.6
~Distance to site (m): 1959
Time: 16:45:00
Date: 05/12/2022
Focal length (mm): 50



VIEWPOINT PANORAMA



VIEW 10: EXISTING.



VIEW 10: PROPOSED. LEVEL 3. VIEW FROM CWMAYON ROAD

VERIFIED VIEWS

Methodology

OVERVIEW

OCEAN CGI uses a methodology that is compliant with relevant sections of: The Landscape Institute Advice Note 06/19 (Visual Representation of Development Proposals).

Digital photographs are taken from the agreed locations.

An adequate number of visible features are subsequently surveyed, in relation to the location of each camera position.

A development 3D computer model is imported to correct geographical co-ordinates.

Virtual cameras are created within the computer model. These are matched to simulate the sensor, exposure settings and lens properties of the real-world camera.

Using the camera position survey data gathered on site together with GPS data, the real-world camera positions are simulated within the 3D computer model, and are accurately aligned to simulate the camera position of each photograph.

PHOTOGRAPHY

For each agreed photoviewpoint location, photographs are taken with a digital SLR camera. The camera is levelled horizontally and laterally by means of two camera mounted spirit levels. The camera is set on the tripod at a height of 1.5m.

Equipment Used for Photography

- Canon EOS-5D Mark III DSLR full-frame camera
- Canon EF 50mm 1:1.2 L USM fixed lens
- Canon EF 24mm f/1.4L II USM fixed lens
- Manfrotto 190 Go carbon Tripod/Manfrotto MHXPRO-3WG Head

CAMERA POSITION SURVEY

Exact data corresponding to linear, horizontal and vertical distance is recorded for the various reference points visible within the photograph and GPS/GNSS location data is gathered.

Survey Equipment

- Global Positioning System (GPS) Canon GP-E2 camera-mounted
- Leica Disto D810 / Leica Zeno 20 / Leica Disto s910

THE PROPOSED DEVELOPMENT

A development 3D computer model is produced by OCEAN CGI using CAD information provided by the project architect. Alternatively the 3D model is supplied to OCEAN CGI by the project architect.

A 3D computer model of the wider area including existing levels and built features is created using digital OS resources combined with the on-site laser survey. Alternatively this can be supplied by 3rd party, (eg; City Vision Networks, ZMapping) created using stereo satellite photography.

ALIGNING THE MODEL AND THE PHOTOGRAPH

The collected survey reference point and camera location data is imported into the 3D software.

Using the EXIF data recorded with each photograph, the virtual camera and lens settings are matched with the physical camera and lens.

Two images for each camera location are then rendered; one showing the proposal in isolation, the other showing the reference point information which is then checked against the photograph to check accuracy.

Using a photo editing package, namely Adobe Photoshop CSS, the photography, rendered survey reference points and proposed development are aligned.

OCCCLUSION AND PERCEPTION OF THE PROPOSED VIEW

Level 0 - Shows mass and position within the context of the photograph

Level 1 - Shows mass, position and visibility

Level 2 - Shows mass, position, visibility and architectural detail

Level 3 - Shows mass, position, visibility, architectural form, photo-realistic materials and daylight

Applicable to Level 2 and Level 3 images

With the rendered proposals aligned to the photography, a mask is applied to hide aspects of the proposed development that would be occluded by existing features.

Applicable to Level 3 images

Within the limits of current technology and available data, techniques and experienced judgement are employed by the visualiser to manipulate the rendered image so that it appears as photorealistic as possible.