

Ngataringa Road Visual Simulations

Visual simulations from 8, 16, 24, 24a & 34 Ngataringa Road have been created to represent southern views from the living areas of each property towards the Ryman site.

The simulations have been created using point cloud laser scan technology and 3DsMax.

The camera in 3DsMax was set at the primary human field of view at 124° horizontal and 55° vertical.

The camera was located in 3DsMax using the following information:

- 0.25m contour intervals, and property boundaries from the Auckland Council GIS
- A survey file with points such as roof ridge lines, eaves and ground levels;
- A point cloud survey of the site and Ngataringa Road (captured at 50mm intervals), and
- Floor plans & elevations of the properties, from the Auckland Council property files.

The simulated views show only the extent of the point cloud.

For each property, plans have been produced to show:

- The existing view towards the Ryman site from identified living areas
- The view towards the Ryman site including a permitted building envelope (shown in yellow) overlaid with the proposed retirement village envelope (shown in red);
- A cross section from each property through the Ryman site, and
- An image showing the living area from which the simulated views are taken.

Limitations of photography taken from property boundaries to create simulations

We cannot capture a view that represents the requested Ngataringa Road property views without accessing each property and taking photography from the exact location.

To produce a simulation that meets the Best Practice Guide, the simulation must correctly reconstruct the perspective seen from the viewpoint location, and from which the viewpoint was taken.

We cannot recreate/simulate a view if photography is not taken at the correct location.

See diagram below – we can show the view as that on the property boundary, however this view is not representative of the requested view as it will only show a portion of the field of view at the requested location (see blue line vs. purple line).

