

3D DIGITAL MODELLING GUIDELINES

3D MODELLING

The City of Kingston has a detailed, 3D electronic model for its major activity area. The 3D model is used for the visualisation of built form and proposed developments in the area.

These guidelines are prepared for developers to supply their 3D model of the proposed development.

Technical Specifications

The 3D models should be provided in the following formats.

- Trimble (Google) Sketchup (.dae, .kmz)
- 3D Studio format (3DS)

The following guidelines and settings should apply to all models provided:

- Base units in meters
- Projection Coordinate System : Map Grid Australia 1994, Zone55 (EPSG:28355)
- Height in Absolute units (RL – Relative Level)
- Maximum total combined texture size for a single building – 2048 x 2048 pixels.
- Only alphanumeric (A-Z and 0-9) characters are used in texture names. Spaces, symbols and other characters are not supported.
- Split internal and external surfaces into two separate files for improved performance.

3D Studio Format

- Use the 3DS Max Standard Material on all surfaces
- Use diffuse colours or a diffuse texture in a PNG, TGA, DDS or JPEG format
- Alpha channels in a TGA or DDS texture can be used for transparency (windows, vegetation)
- Provide model in the Autodesk FBX format with the Embed Media option enabled

Trimble (Google) Sketchup

- Use standard SketchUp material colours, or textures in a PNG, TGA or JPEG for general textures
- Alpha channels in a TGA texture can be used for transparency (windows, vegetation)
- Provide model in the SketchUp SKP format

Contact and Supply

Digital files smaller than 10 MB may be delivered by email to GIS@kingston.vic.gov.au

For files larger than 10MB please send a request for online container link by email to GIS@kingston.vic.gov.au.

Files on CDs or USB device can be sent to: GIS, Information Services department, PO Box 1000, Mentone 3194