

Visual Simulation (Retirement Village) Package for

## Unity Development

Ashbourne Development, Matamata, Waikato

Drawing Number:	Drawing Description:	Drawing Issue Date:
2170A/ 01	- Site Context	29/05/25
2170A/ 02	- Visual Simulation Methodology	29/05/25
2170A/ 03	- Master Plan and Viewpoint Location	29/05/25
2170A/ 04	- Viewpoint 01 - Existing	29/05/25
2170A/ 05	- Viewpoint 01 - Time of Planting	29/05/25
2170A/ 06	- Viewpoint 01 - 5 Years	29/05/25
2170A/ 07	- Viewpoint 01 - 15 Years	29/05/25
2170A/ 08	- Viewpoint 02 - Existing	29/05/25
2170A/ 09	- Viewpoint 02 - Time of Planting	29/05/25
2170A/ 10	- Viewpoint 02 - 5 Years	29/05/25
2170A/ 11	- Viewpoint 02 - 15 Years	29/05/25

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Client Unity Development

Project
Ashbourne Development, Matamata , Waikato

Development

Development

Drawing 2170A 01 - Site Context Issue Date 29/05/25 Issue FINAL





## **Methodology for Photo Simulations**

The photomontage images have been produced by Greenwood Associates Landscape Architects and are based on the following factors:

- The camera field of view with a 55mm lens for Viewpoint 01 and a 38mm lens for Viewpoint 02.
- The camera position in a 3D space located at the following positions (X,Y Mt Eden 2000) for the respective viewpoints:
  - Viewpoint 01: 487007.34, 695341.23
  - Viewpoint 02: 487180.98, 694949.25

All coordinates were obtained on site and inputed as datum reference points within Archicad to determine each camera location.

The camera used to obtain images utilised for these simulations was a Nikon D5100 with a fixed lens focal length of 55mm for Viewpoint 01 and 38mm for Viewpoint 02.

The camera position was set as per the obtained coordinates listed above (refer drawing 2170A/03 'Master Plan and Viewpoint Locations'). The position and approximate camera angle were then translated into a 3D scene within the modelling software.

The scene was cross-referenced by using ArchiCad to export an accurate scaled 3D model. To place the model in context, a map of site is placed within the 3D software to allow an accurate positioning of the building models. To further examine accuracy of proposed buildings location, multiple reference points (each viewpoint) was utilised in support of camera alignment.

Individual renders of the 3D model were then created from the relevant camera position and angle. The camera was positioned 68m above sea level for Viewpoint 01 and 69m for Viewpoint 02, all include the eye level height of the photographer. The 3D renders were then overlaid onto the original images using Photoshop with any part of the render not required then deleted.

Note: All visualisations are to be viewed at 550mm from the eye when printed on A3 standard paper.

All coordinates given in this document are Mt Eden 2000.

All building footprints were supplied by HPA Group Ltd and Unity Developments.

















Camera: Nikon D5100 Sensor: 23.6 x 15.6mm CMOS Lens: AF-S NIKKON 18-55mm 1:3.5-5.6G Locked at 38mm Length Image date: 8th November 2024

Image dimension: 400x267mm @ A3
Image to be viewed at: 500mm from eye at A3
Distance to site: 37m Approx.
Elevation: +68.00
Co-ordinates Mt Eden 2000: x48718098, x49494925

29/05/25







Image dimension: 400x267mm @ A3
Image to be viewed at: 500mm from eye at A3
Distance to site: 116m Approx.
Elevation: +69.00
Co-ordinates Mt Eden 2000: x48718098, Y49494925

29/05/25



