#### **LOWER TERRACE**



Whole of area visable

Portion of area visable

#### **UPPER TERRACE**



0M - 500M 2000M 2000M 2000M 2000M 2000M 2000M 2000M 2000M 2000M

#### **LUCUS BLOCK**

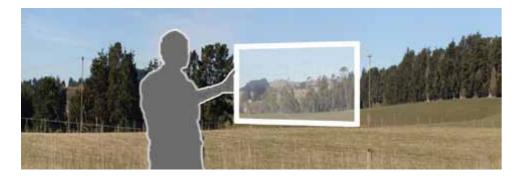


0M - 500M 2000M 2000M 2000M

Whole of area visable

Portion of area visable





NZILA VISUAL SIMULATIONS BEST PRATCICE GUIDE.

#### Methodology

- Photos were taken with a 50mm fixed lens on DSLR camera. Locations were fixed using a handheld GPS unit with accuracy of <5m. These points were cross referenced using GIS information. Reference points in the landscape, such as trees and existing structures were also
- located to assist referencing of photo to digital model
  A sequence of photos was taken from each viewpoint and stitched to form panoramas. Photos were overlapped by approximately 30% and
- edges cropped prior to stitching to eliminate edge distortion.

  Computer images were generated within the digital scene from the same locations as the photos. The image was overlaid and aligned with the photo using key reference points and visual matching.

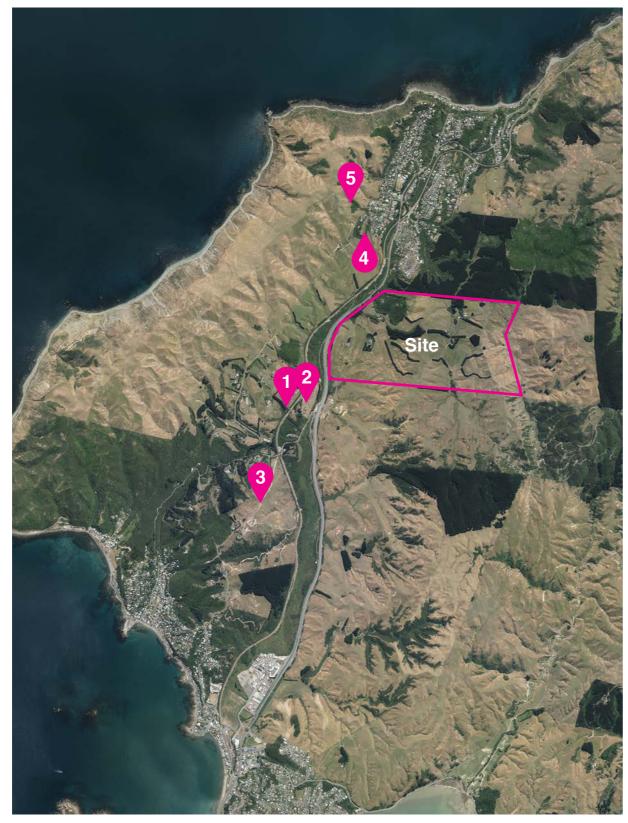
  The wire-frame was then switched off leaving the proposed activity in its correct location and scale relative to the photo. Lower parts of the proposed activity were erased using Photoshop software where they would be behind foreground items.
- Elements such as exposed earthworks/ re-grassing and vegetation were rendered using computer rendering software to create as realistic output. Photoshop software was also used to finalise the proposed elements.

The completed photomontage is presented over two pages:

The photos are produced to replicate correct scale at the nominated reading distance. Each photomontage is printed across two A3 landscape facing pages to illustrate a field of view of approximately 110° at a reading distance of 400mm. This approximates the field of human binocular vision. (But not peripheral vision which extends to approximately 200°)

#### Notes on use of Photosimulations:

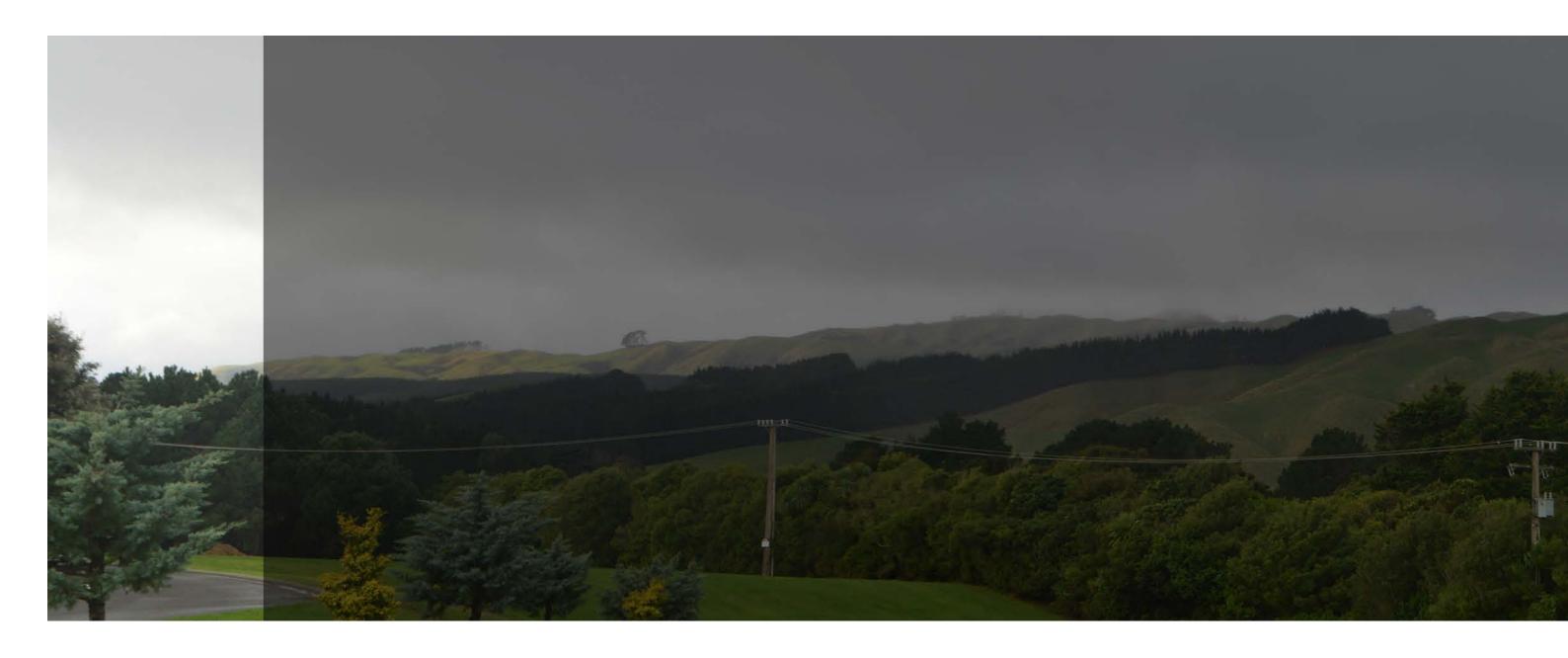
- The Photosimulations are a useful tool but they cannot not precisely reproduce real life for the following reasons: 2D Photography flattens an image compared to binocular vision.
- Photography is static, whereas the human vision can scan and remember information.
- Photographs are passive, whereas the eye seeks out detail.
- The human eye can see more contrast than can be reproduced through photography.
- Physical resolution of photography and printing is less than that of the human eye.



Selected Views

- Whenua Tapu Cemetery (Upper)
   Whenua Tapu Cemetery (Lower)
   Taua Tapu Track
   Greenmeadows Reserve, Pukerua Bay
   Paddock above Kotipu Place and Kapekape Place, Pukerua Bay

**VIEWPOINT LOCATIONS** 



WHENUA TAPU CEMETERY (UPPER)
VIEW 1 - EXISTING - SIMULATION EXTENT





#### **VIEW 1 - EXISTING**



09



#### **VIEW 1 - SIMULATED EARTHWORKS**

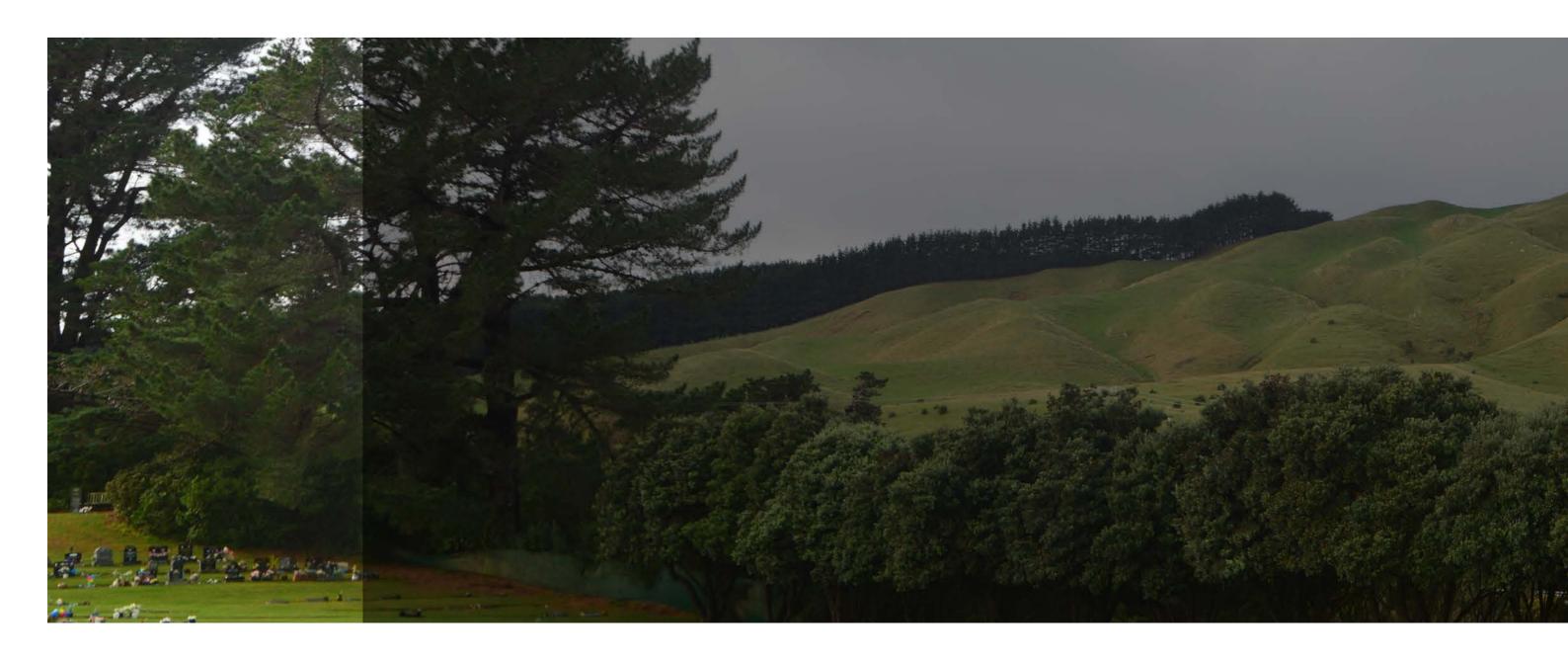




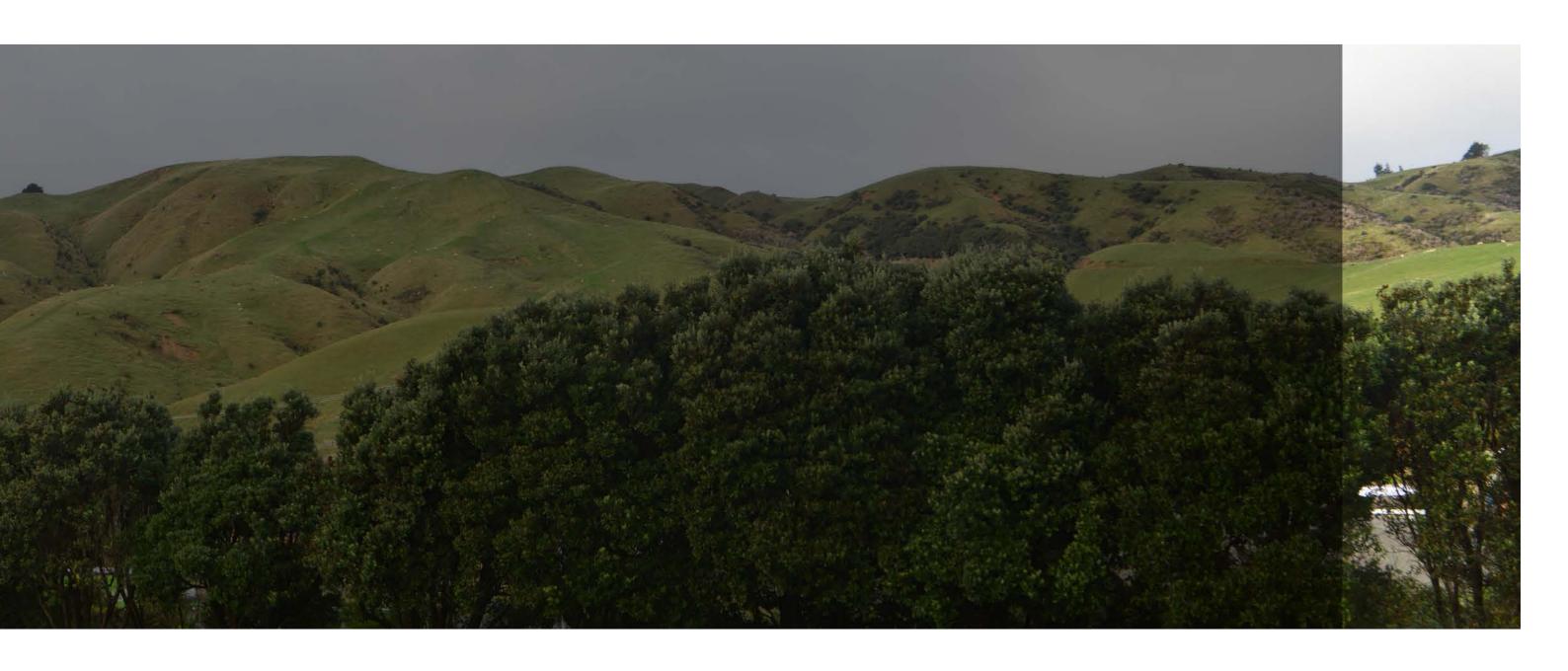
### **VIEW 1 - SIMULATED DEVELOPMENT (PLANTING AT 5-YEARS)**

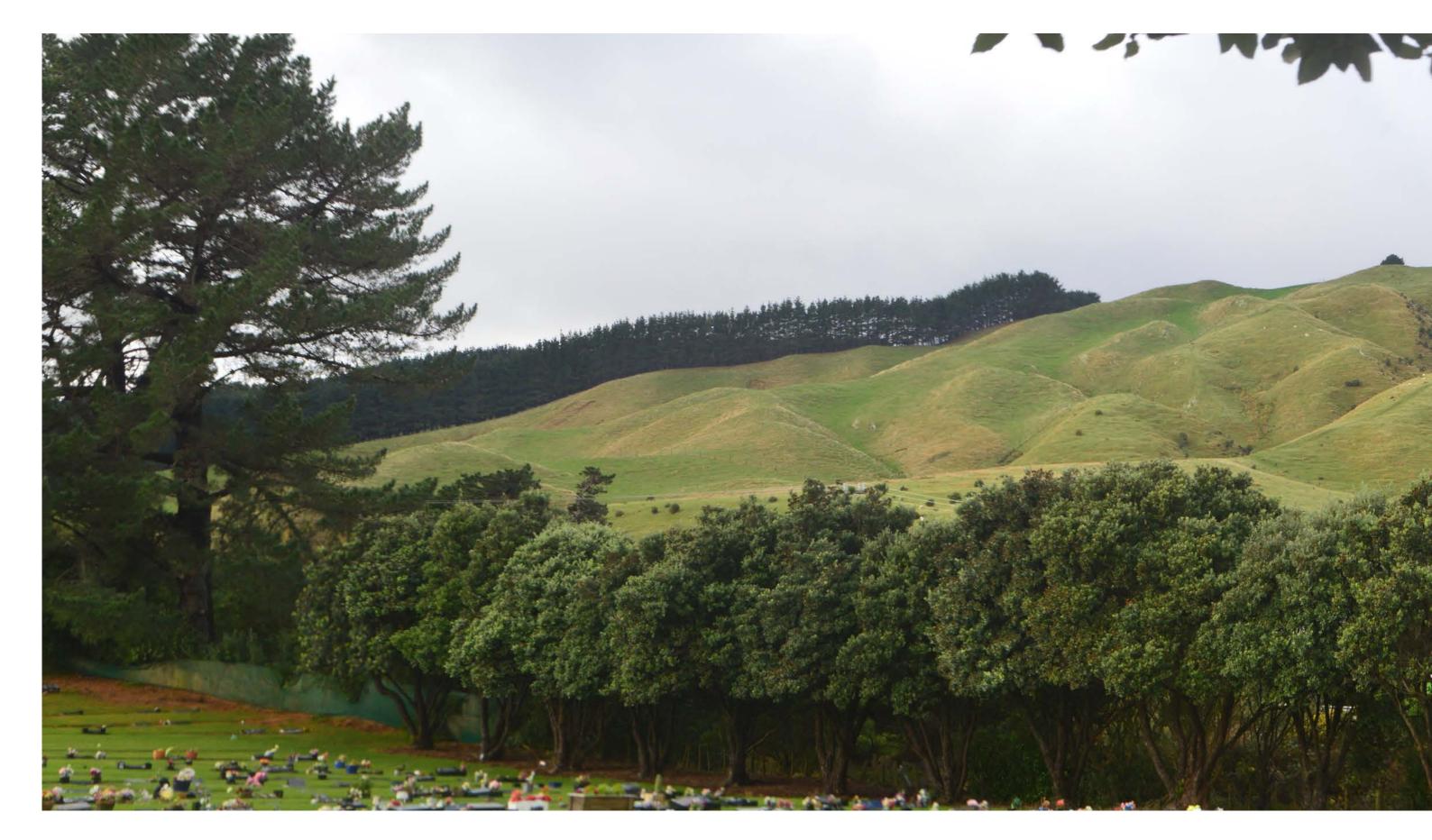


0013



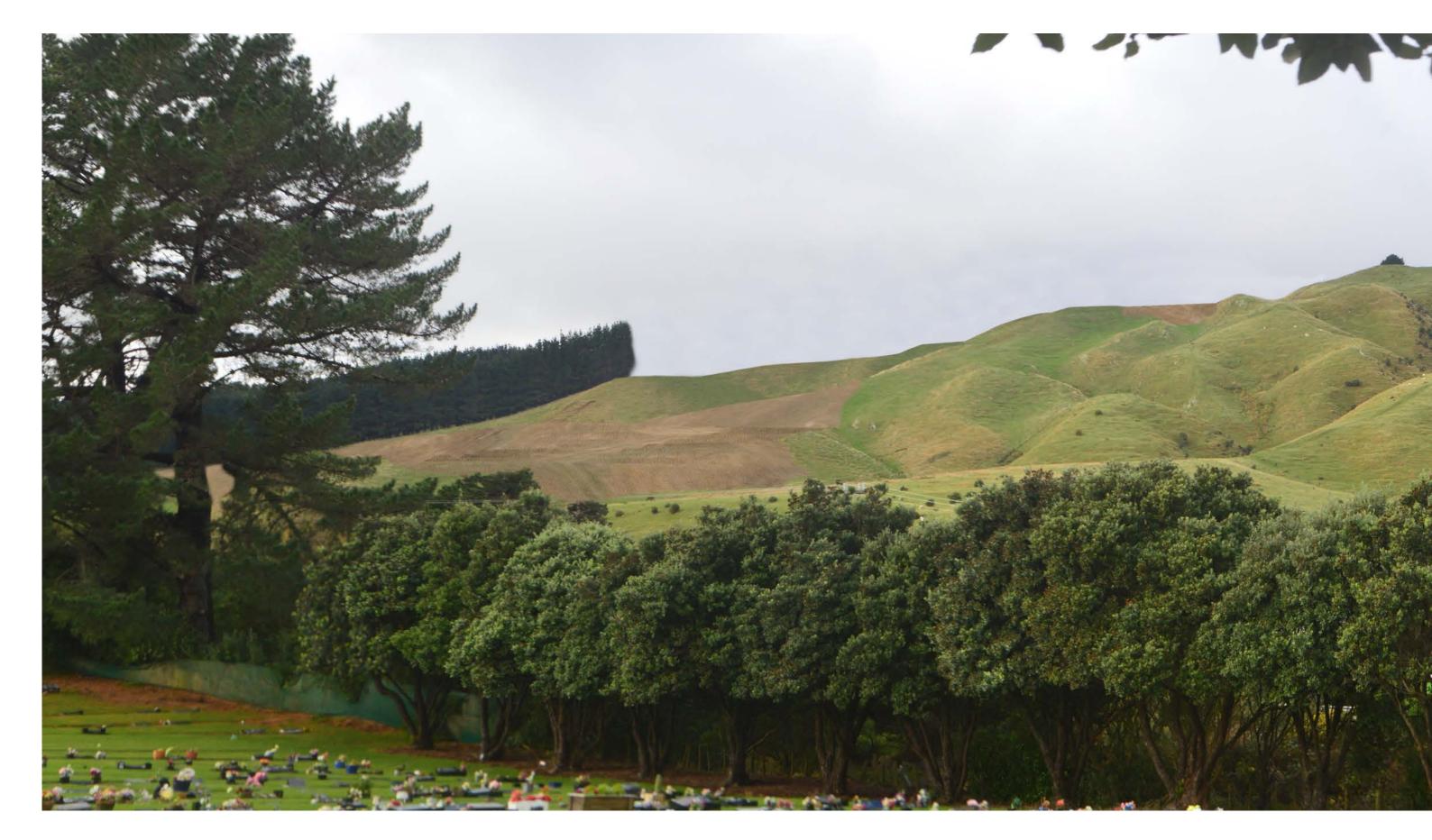
WHENUA TAPU CEMETERY (LOWER) **VIEW 2 - EXISTING - SIMULATION EXTENT** 





#### **VIEW 2 - EXISTING**





#### **VIEW 2 - SIMULATED EARTHWORKS**



)19



## **VIEW 2 - SIMULATED DEVELOPMENT (PLANTING AT 5-YEARS)**



021



TAUA TAPU TRACK **VIEW 3 - EXISTING - SIMULATION EXTENT** 



023



#### **VIEW 3 - EXISTING**



)25



### **VIEW 3 - SIMULATED EARTHWORKS**



7 >



## **VIEW 3 - SIMULATED DEVELOPMENT (PLANTING AT 5-YEARS)**



.9 >



GREENMEADOWS RESERVE, PUKERUA BAY
VIEW 4 - EXISTING - SIMULATION EXTENT

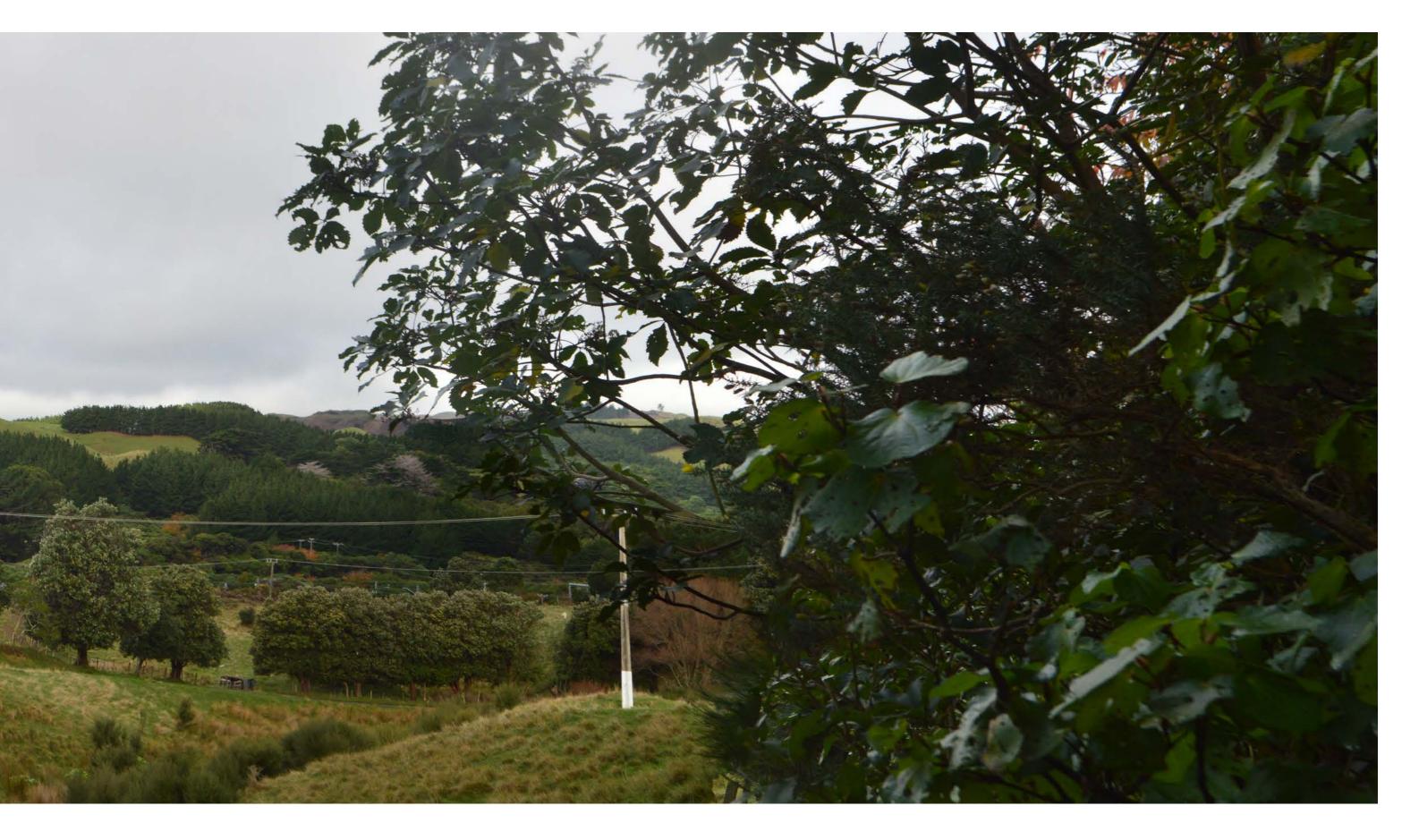


031



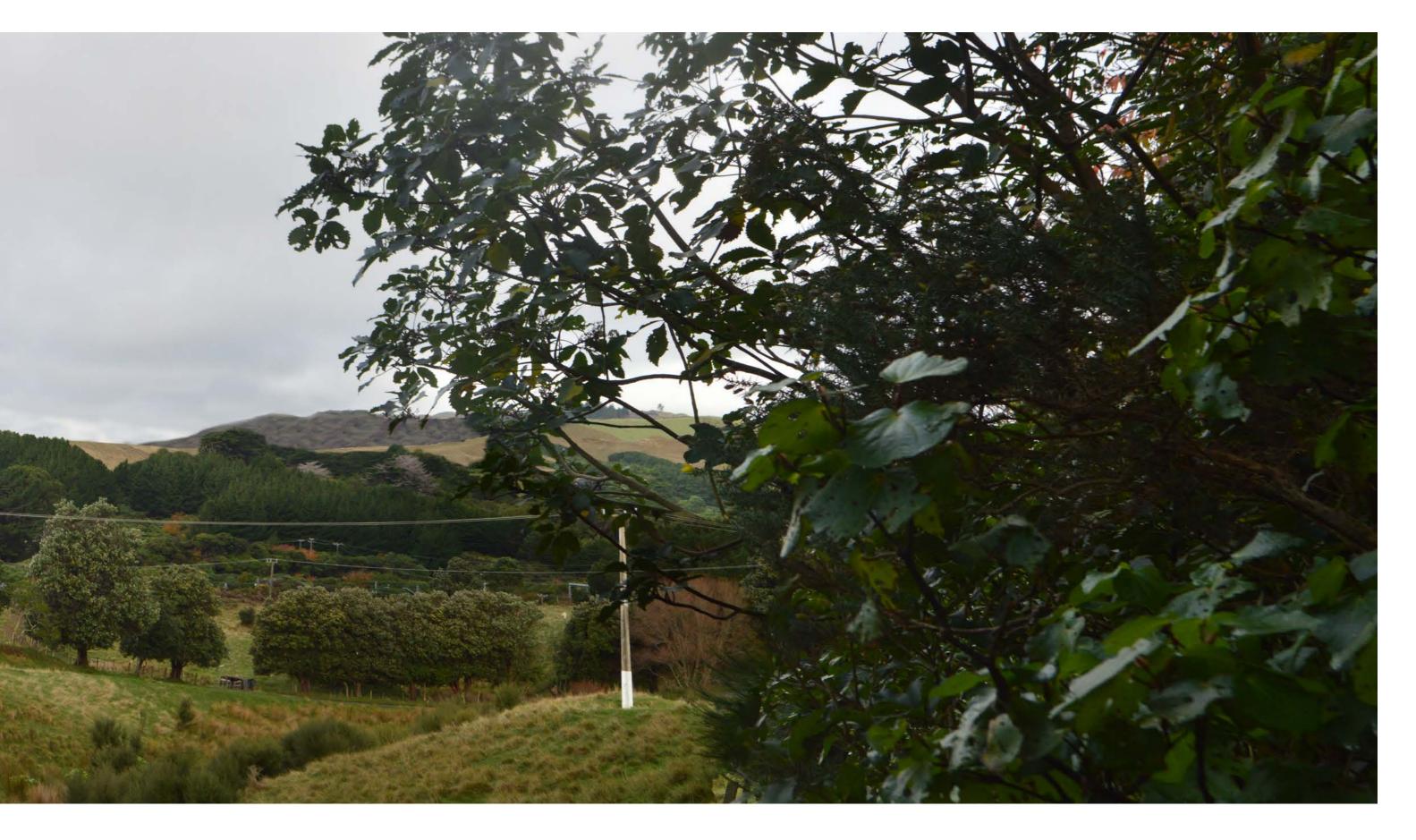
#### **VIEW 4 - EXISTING**

Disclaimer: These are simulated views and therefore are indicative only. They have been prepared following NZILA VISUAL SIMULATIONS BPG 10.2.



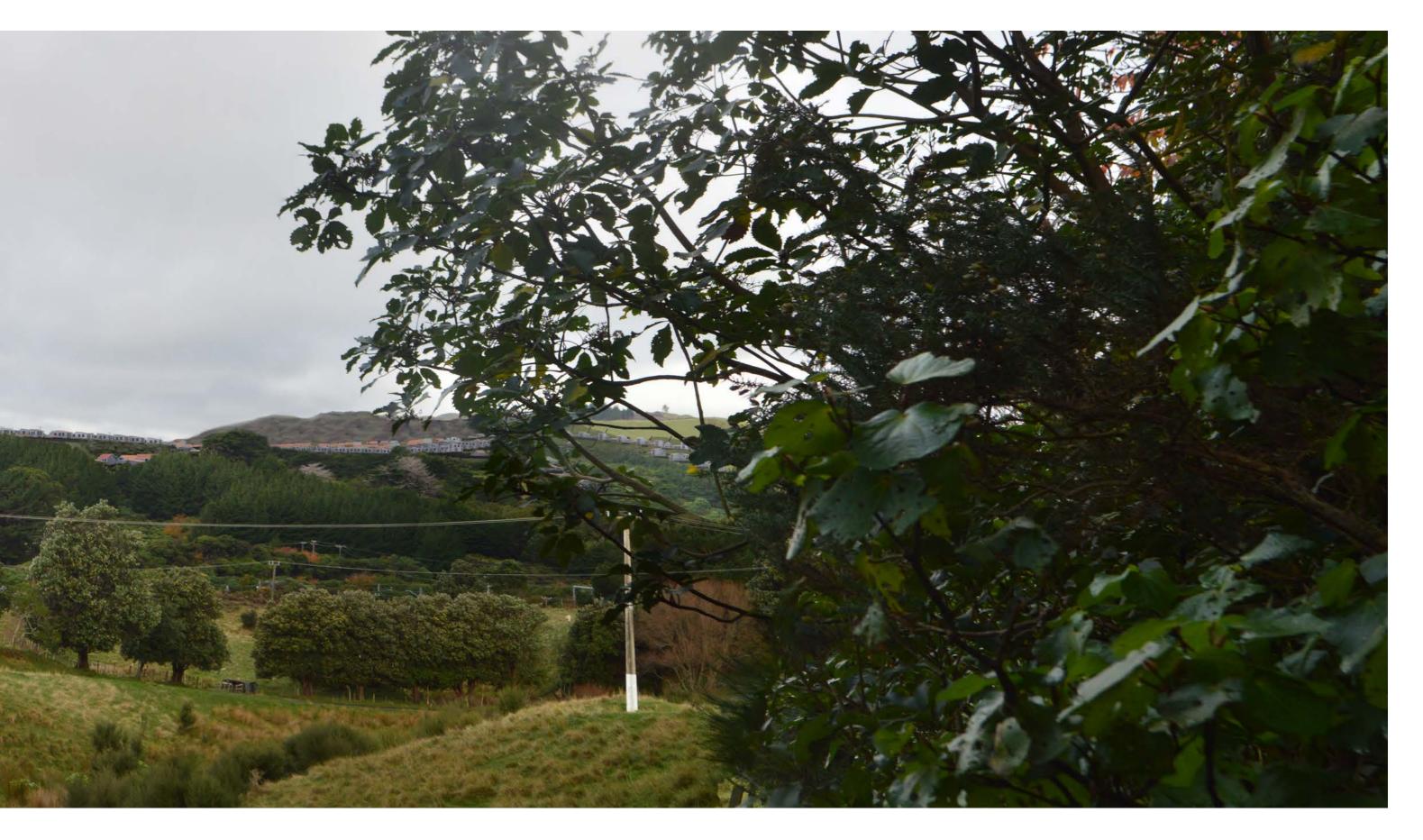


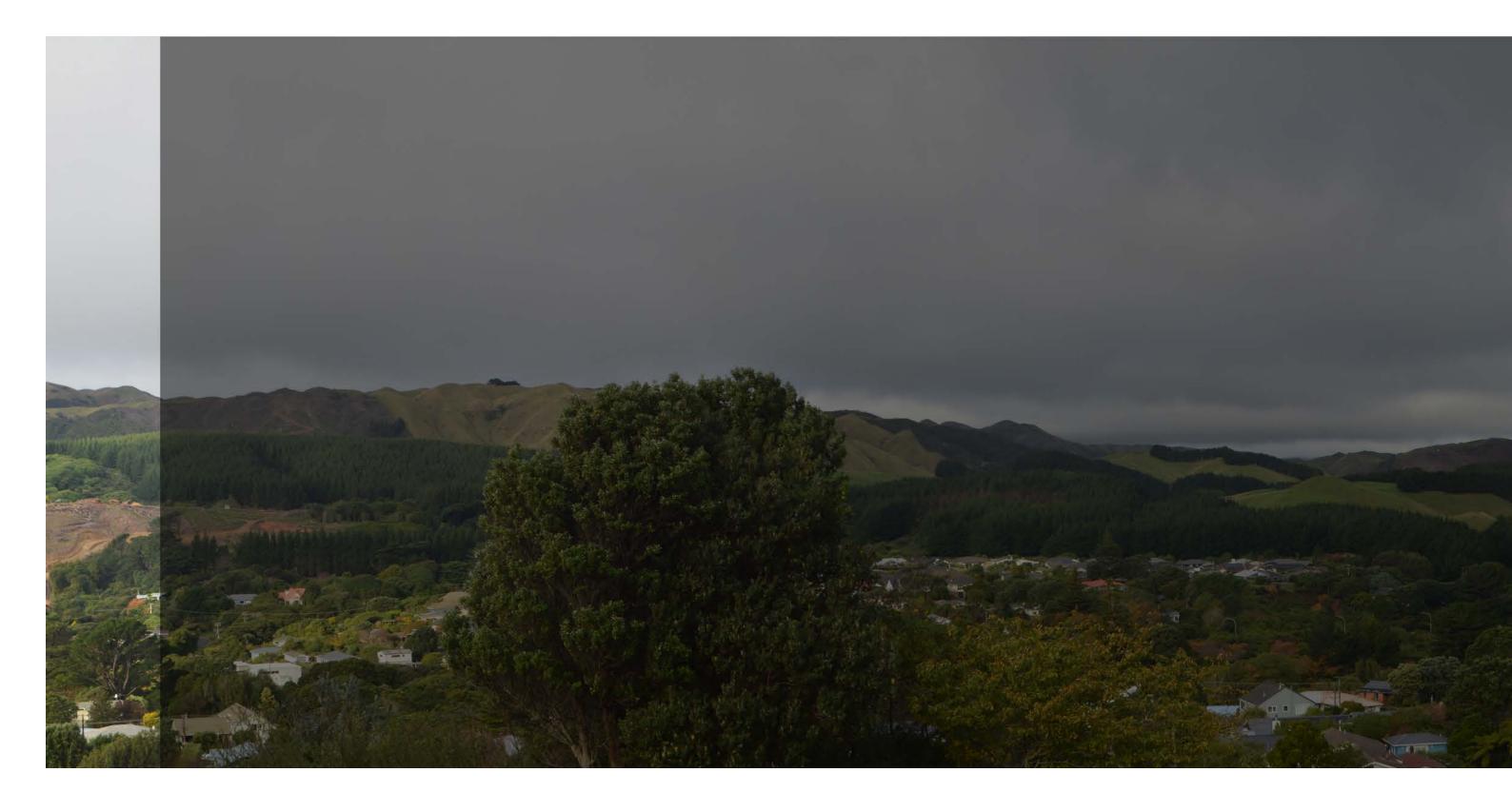
#### **VIEW 4 - SIMULATED EARTHWORKS**



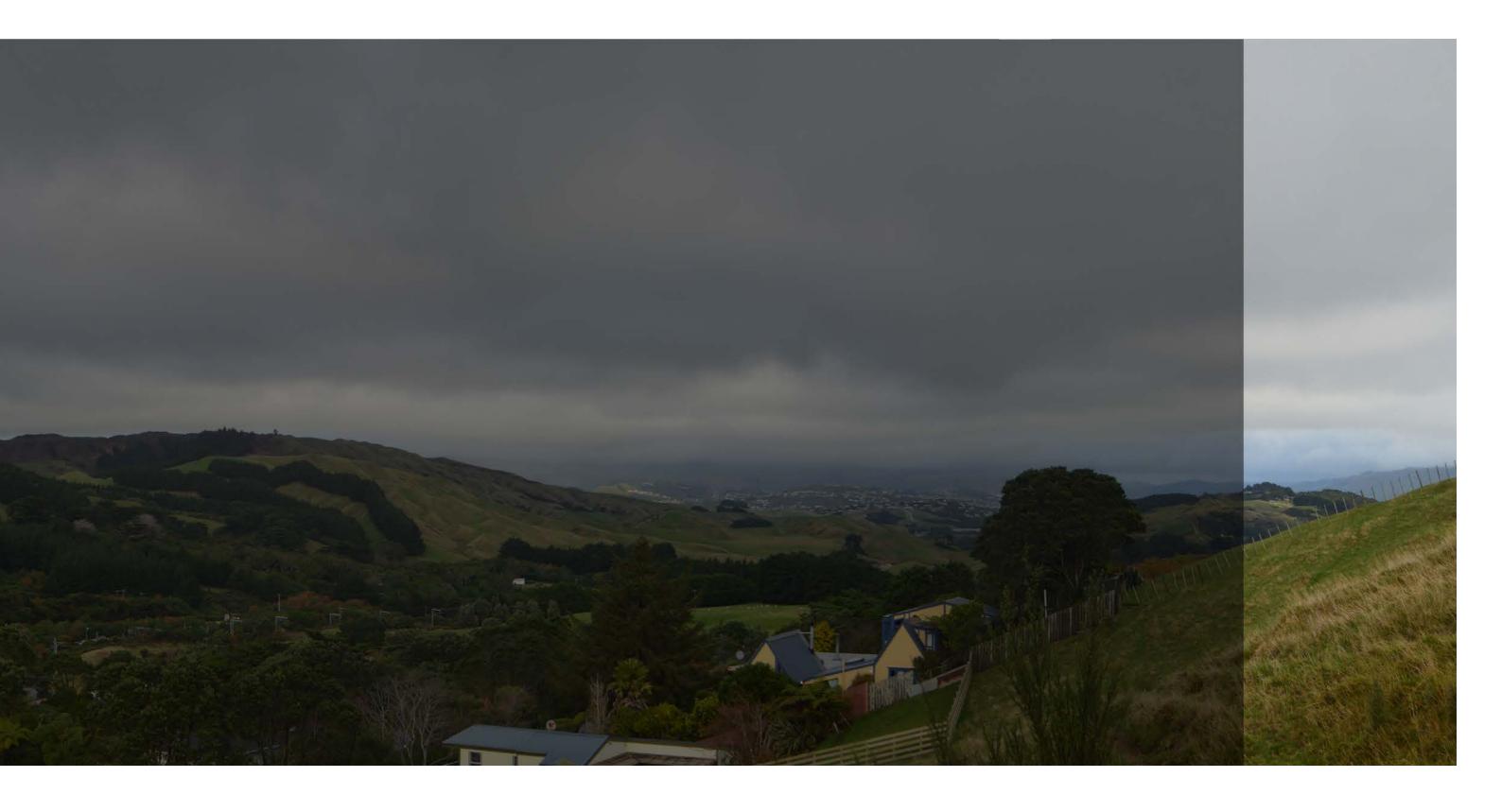


### **VIEW 4 - SIMULATED DEVELOPMENT (PLANTING AT 5-YEARS)**





PADDOCK ABOVE KOTIPU PLACE AND KAPEKAPE PLACE, PUKERUA BAY VIEW 5 - EXISTING - SIMULATION EXTENT



039



#### **VIEW 5 - EXISTING**





#### **VIEW 5 - SIMULATED EARTHWORKS**



043



## **VIEW 5 - SIMULATED DEVELOPMENT (PLANTING AT 5-YEARS)**



045

# BLAC.

Ngamotu/ Taranaki

Brad Landscape Architecture Collective.

Miramar/ Te Whanganui-a-Tara

A landscape architecture + urban design studio collaborating with registered architects, engineers, planners, ecologists + design sources.

