



Note: Only mine elements within the mine disturbance area have been modelled and simulated.
Staging and progressive rehabilitation of disturbed areas has not been shown

View During Operation



Note: Only mine elements and associated land cover within the mine disturbance area have been modelled and simulated. Changes in land cover anticipated within the mine regeneration zone have not been simulated.

View at Closure







Note: Only mine elements and associated land cover within the mine disturbance area have been modelled and simulated. Changes in land cover anticipated within the mine regeneration zone have not been simulated.

View at Closure







VISUALISATIONS - METHODOLOGY

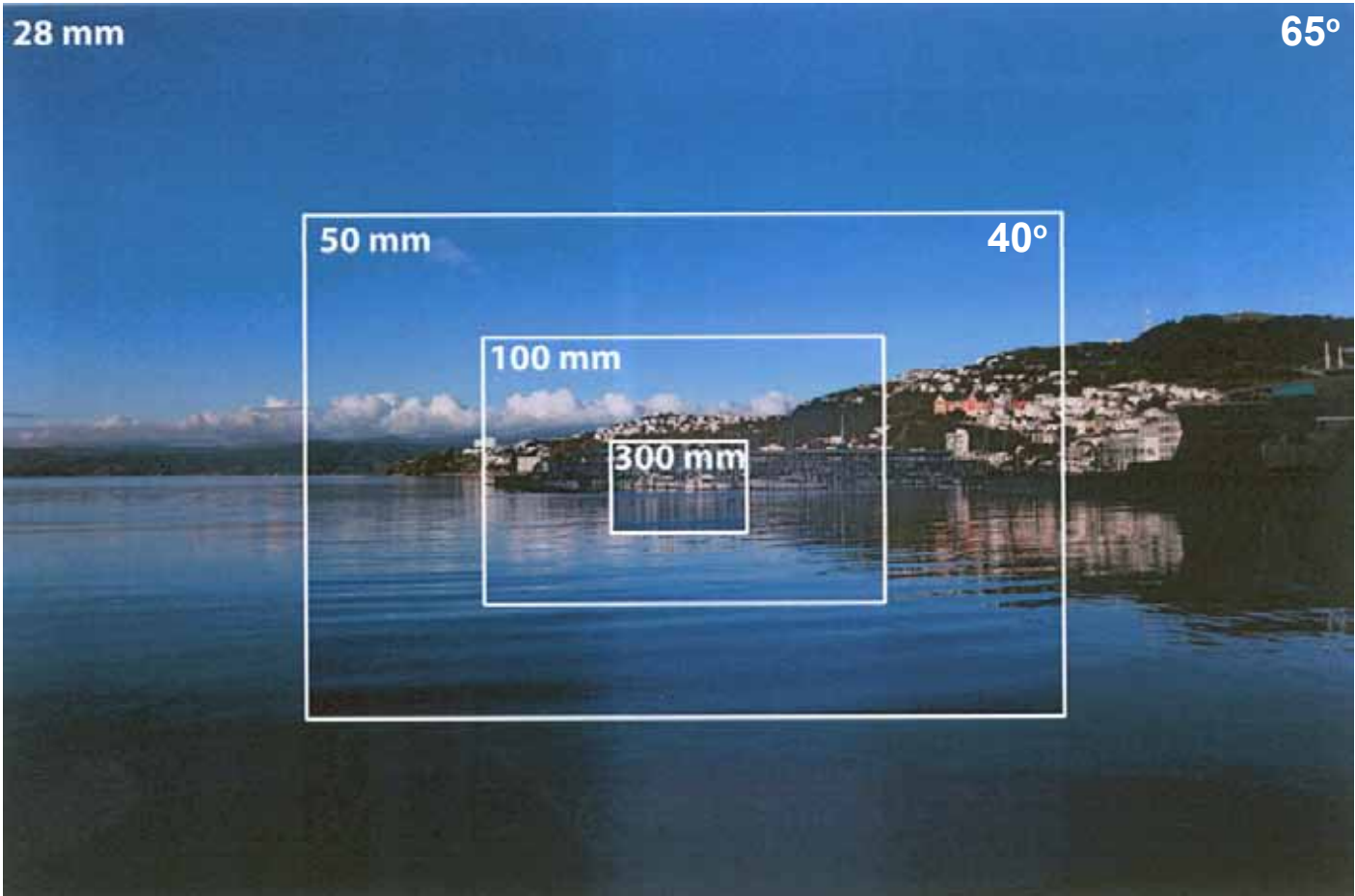
SITE VISIT & PHOTOGRAPHY

Site photographs were taken with a Canon digital SLR camera fitted with a 50mm focal length lens. A series of photos were taken at predetermined viewpoints, situated on public land. The locations of each viewpoint were recording using GPS.

NZILA GUIDELINES & PANORAMA PREPARATION

The visualisations have been produced in accordance with the Tuia Pito Ora New Zealand Institute of Landscape Architects (NZILA) Best Practice Guidelines for Visual Simulations (BPG 10.2) and also adhere to Boffa Miskell’s internal Visualisation Guidelines.

Camera lenses with different focal lengths capture images with differing fields of view. As can be seen below (derived from Fig 9 of the NZILA BPG), a photo taken with a 28mm lens provides a horizontal field of view of 65°. A 50mm lens will provide a cropped (40°) version of the same view. So panoramas can be created by taking multiple 28mm or 50mm photos (in “portrait” mode), and using digital stitching software to merge and crop to create a single panorama. The photos used in these visualisations have a field of view of 40°.

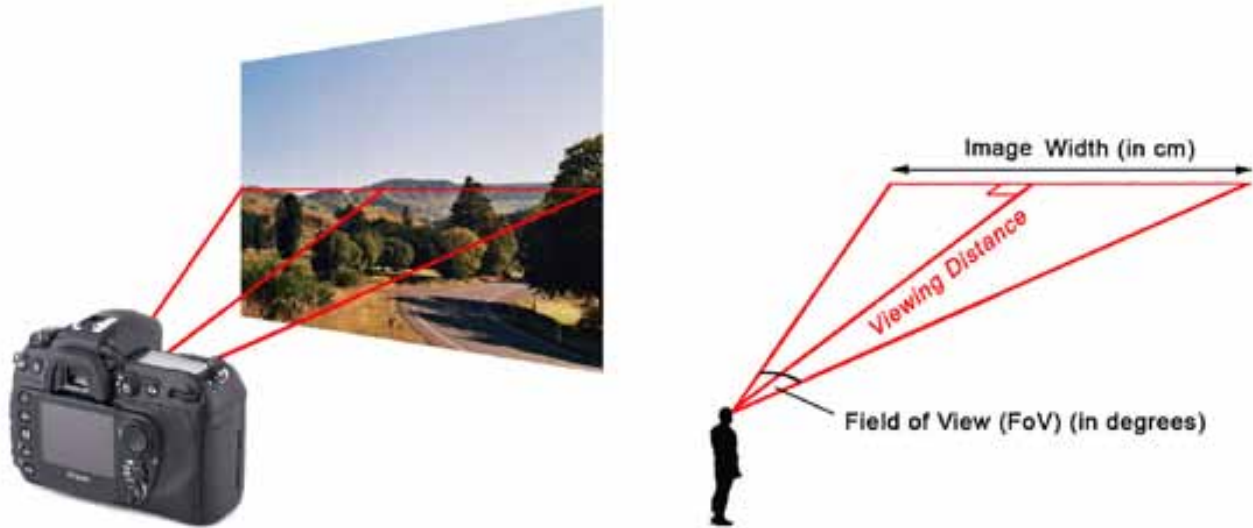


3D MODELLING

Virtual camera views were then created in 3D modelling software, and 3D terrain data and engineering modelling were imported. These views were then registered over the corresponding photographic panorama, using identifiable features in the landscape and the characteristics of the camera to match the two together. The visualisations were then assembled using graphic design software.

IMAGE READING DISTANCES

These visualisations have a field of view of 40° and so should be viewed from a distance of 50 cm when printed at A3. This will ensure that each simulation is viewed as if standing on-site at the actual camera location, and is in accordance with Section 7.11 of the NZILA BPG. Users are encouraged to print these pages on A3 transparency, go to the viewpoint and hold at the specified reading distance in order to verify the methodology.



Geometry of Image Reading Distance

