



**ARMSTRONG  
CREEK**  
TOWN CENTRE

# GUIDELINES FOR 3D DIGITAL MODELLING

THE PURPOSE OF THESE GUIDELINES IS TO PROVIDE TECHNICAL GUIDANCE FOR SUBMITTING 3D DIGITAL MODELS TO CITY OF GREATER GEELONG (COGG).

## COGG AND 3D MODELLING

The City of Greater Geelong has a detailed, 3D electronic model. The 3D model provides site-specific information including site and surrounding 3D terrain and 3D Building models/footprint for a maximum 300m radius. Its applications include the visualisation of built form and of proposed developments within the surrounding Greater Geelong urban context.

[CoGG shares excerpts of the model](#) with architects and their clients in order to create an accurate 3D model by facilitating the integration of proposals back into CoGG's base model upon project completion.

## TECHNICAL SPECIFICATIONS

The 3D models should be provided to COGG in the formats listed in this document. The following guidelines and settings apply to all models provided:

- Model units in metres
- Maximum texture size for a texture - 2048x2048 pixels.
- Ensure only alphanumerical (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.
- Provide a site plan document as a PDF (helps ensure model is correctly inserted in context).

## CONTACT

Digital files may be delivered by email to [jcardey@geelongcity.vic.gov.au](mailto:jcardey@geelongcity.vic.gov.au) if files are smaller than 10MB. Please ensure a site address is specified.

For files larger than 10MB please use a web-based file sharing service such as DropBox.

Files on CDs or USB device can be sent to:  
*Jesse Cardey*  
Information Services Department, SIS Unit  
17 Gheringhap St Geelong VIC 3220

## ACCEPTED FORMATS

- SKETCHUP SKP (PREFERRED OPTION)
- AUTODESK 3DS
- AUTODESK REVIT RVT/FBX
- COLLADA DAE
- AUTOCAD DWG/DXF
- GOOGLE EARTH KMZ

## FORMAT TEXTURE SPECIFICATIONS

External textures can be used, and will be visible in the 3D software application when the correct formats and settings listed in the guidelines below are used.

These textures will provide a greater understanding of the building in context.

- Use Basic Standard Program Materials on all surfaces
- Use diffuse colours or a diffuse texture in a PNG, TGA, or JPEG format
- Alpha channels in a TGA or PNG texture can be used for transparency (windows, vegetation)

## SUPPORT AND DISCLAIMER

For technical issues, contact Jesse Cardey  
3D Spatial Analyst  
[jcardey@geelongcity.vic.gov.au](mailto:jcardey@geelongcity.vic.gov.au) or phone (03) 5272 4269.

*NOTE: All models become the property of COGG who may incorporate them in the base model which in turn may be utilised by third parties.*