



## Specification for new models to be imported into the City model

Glasgow City Council's Urban Model project consists of two versions of a 3D model:

- A block model;
- A photorealistic model with façade textures and accurate to 20cm.

The choice of the most appropriate version to use lies with the architect / developer. Generally GCC encourages the use of the block model for early pre-application stage and the photorealistic model for submitted proposals.

Both models have been created in 3D Max, however others off-the-shelf softwares (such as ArchiCad, Microstation...) can be used for the creation of the model to be imported into the City's master-model.

Before creating your model, please be aware of the following requirements:

- The architect's final model should preferably be in a 3D Max environment, version 9.0 or 10.0 or sent as a file that 3D Max can import such as 3ds files;
- At the pre-application stage either a block model or a rendered model are suitable;
- We strongly encourage the full rendering/texturing of the model at application stage of the planning process;
- There should be no external references to .dwg's or other .max files connected to their file;
- The model has to be as accurate as possible;
- The display unit scale is metres; IMPORTANT: The original 3d model must be created in metric, with 1 unit = 1.0 metres, if possible.
- All textures should be in .jpeg format;
- No textures larger than 2000 x 2000;
- All textures should be able to be read in 3dmax format; VRay models can be viewed, however only no-Vray standard format models can be placed into the city's model;
- When supplying the max files, please include all the texture files used to allow for asset tracking;
- JPEG renderings of 3D models supplied to the city should be included for reference.

For clarifications on the above, please contact:

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