This guide is designed to help you determine whether you need to include a 3D digital model of your proposed development when lodging a development application with Byron Shire Council.

Byron Shire Council now has introduced a computer generated three dimensional (3D) model of our eight urban localities, comprising a total of 2500 hectares (business, industrial and residential land):

- Byron Bay (Including West Byron and Arts & Industrial Estate)
- Bangalow (including edge of town Industrial Estate)
- Mullumbimby (including edge of town Industrial Estate)
- Brunswick Heads
- Billinudgel
- Ocean Shores / New Brighton/ South Golden Beach

Is a 3D Model required?

In accordance with DCP 2014 – Part A13.2.1 Three Dimensional (3D) Representation, a model will be required to be lodged with a development application in these circumstances:

- Residential development
  - Height is in excess of nine metres; or
  - A dwelling-house with a gross floor area in excess of 400m².
- Commercial development or tourist and visitor accommodation
  - Cost of works is in excess of $3,000,000
  - Development is likely to have a significant impact on the streetscape

Where modifications are made during assessment phase, further models may be requested depending upon the type of amendments made.

What is the digital model used for?

The 3D digital model will be inserted into the Byron Shire Council model and used for detailed development assessment. It will improve engagement with the community in urban development applications, strategic planning policy and infrastructure investment.

New development proposals will be viewable within the existing urban environment, making visible the future appearance of the locality and quantifying aspects such as shadowing, lines of sight and views.

The expected built forms arising out of changing planning policy controls such as building setbacks and heights can also be envisioned in a 3D environment.

Required Model Elements

The supplied model should include enough detail to determine a development’s compliance with the relevant planning objectives and strategies at a scale of 1:1.

The digital 3D model should be an accurate representation of the exterior of the development showing coloured materials without files textures, with the subject building being easily differentiated from the surrounding buildings or structures.

Refer to the AAM 3D model requirements document for assistance in successful rendering and placement. They are available on Council’s website.
The model should include:

- Ground level detail deemed to be of major design significance such as doors, access and awnings;
- General detail of shop front design (i.e. areas of glazing and doors) if applicable;
- Elevation detail for all elevations including sizes and rear:
  - Solid to void and opening relationships, glazing, mullion and transoms deemed of significance to the building design;
  - Balcony elements such as balustrades, detail of any protrusions or indents to facade and any expression of structure;
- Floor surface perimeter positioned at calculated floor level for each floor;
- Roof detail including pitch, plant enclosures, service and fire stair protrusions, terraces, shade and signage structures;
- External ancillary features of significance such as large landscaping planter boxes, canopies (NOTE vegetation should be kept to an absolute minimum - a separate model of prominent trees is preferred);
- If there are significant changes to the existing site levels (ground level contour), the model should include the amended site levels as part of the model itself.

**What format should the Model be submitted in?**

The supplied model must be submitted in 3DS format.

**Submission of Files**

- 3D model files are to be submitted to Byron Shire Council as part of the digital submission requirements
- Files are to be clearly labelled stating the following: *3D Model – [insert property address]*

**Need help?**

If you have any further questions, please contact Council’s Development Services Officers on 02 6626 7025 or DSO@byron.nsw.gov.au

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