



PART 2

# GOOD SHEPHERD LRD

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Appendices

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# CHAPTER TEN

## LANDSCAPE AND VISUAL

APPENDIX 10-1 Photomontages





## VERIFIED PHOTOMONTAGE REPORT - PBSA Residential Development Good Shepherd



*Project:*  
PBSA Residential Development Good Shepherd

*Client:*  
Bellmount Good Shepherd Ltd.

*Prepared by:*  
3rd Eye

*Date of issue*  
April 2025



Methodology for creation of photomontage views for the Good Shepherd development, Cork

1.0 Overview

This document has been prepared by 3RD Eye to explain the methodology used for producing photomontage images for the proposed development at Convent Avenue Cork. The purpose of this appendix is to present an accurate overview of the proposed development which enables its effect on the skyline and important settings and sensitive locations to be objectively evaluated with regard to relevant planning policy criteria. During this document, you will be guided through a step-by-step description of how 3RD Eye produced an accurate representation of the proposed building in pictorial form and to explain the process used.

2.0 Site Photography

The photomontage photographs were taken with a Canon EOS 5D full sensor camera using 24mm and 50mm dedicated prime lenses. At each viewpoint location the camera was setup at a height above ground of 1.6m using a professional heavy duty tripod. A bubble level fixed to the camera head was used to ensure that the camera is perfectly horizontal. The choice of photographic method used for each base line photograph has been determined in order to reflect as closely as possible the view as seen by the human eye. In each case, the lens that has been used has been chosen in order to avoid distortion and to provide an impartial and objective view of the proposed development in relation to existing views that will accurately reflects its scale, form, massing, proportion and silhouette and relationship to other structures. The views therefore reflect a realistic perspective of how the views are seen by the human eye in relation to the existing environment. The date and time of each photograph was recorded by the camera to allow for accurate lighting conditions to be recreated in the computer model as required. Additional detail photographs of the site area and surrounds were taken for reference purposes using a variety of lenses.

3.0 Survey Information

A detailed survey of the site and surrounds was supplied by the architects enabling a block model of the existing building and immediate landscape to be modelled. Each camera viewpoint location was surveyed by 3<sup>rd</sup> Eye using a Trimble RTK GPS Rover system (+/- 1cm accuracy) and identified by Ordnance Survey co-ordinates. The heights and distances of significant points within each view that are easily distinguishable have also been recorded as Ordnance Survey grid and level datum and their accuracy has been checked relative to the fixed camera position. The number of survey points that have been identified in each view range from 8 to 12 separate points dependent upon the particular view. These survey points provide an effective check for ensuring that the three dimensional model and existing views are accurately merged together.

4.0 Modeling

The development was modelled in 3d Studio Max from imported AutoCad drawings supplied by the architects. The provided site survey and proposed site layout were over-laid and aligned to create a 'Base' model file to include all relevant information. This Base model allowed for the laying out of the proposed building, camera positions and reference points. The individual models were then placed into the base model at the orientation and levels indicated. At each viewpoint location a virtual camera was set up in the 3D software using the surveyed coordinates. The 3D coordinates of the verification points were used to create an accurate model of the surveyed parts of the scene. The scene was verified by matching generated polygons between the digital model and the background photograph. The control survey points were used to confirm the target position and the field of view of the virtual camera.

5.0 Camera matching and rendering

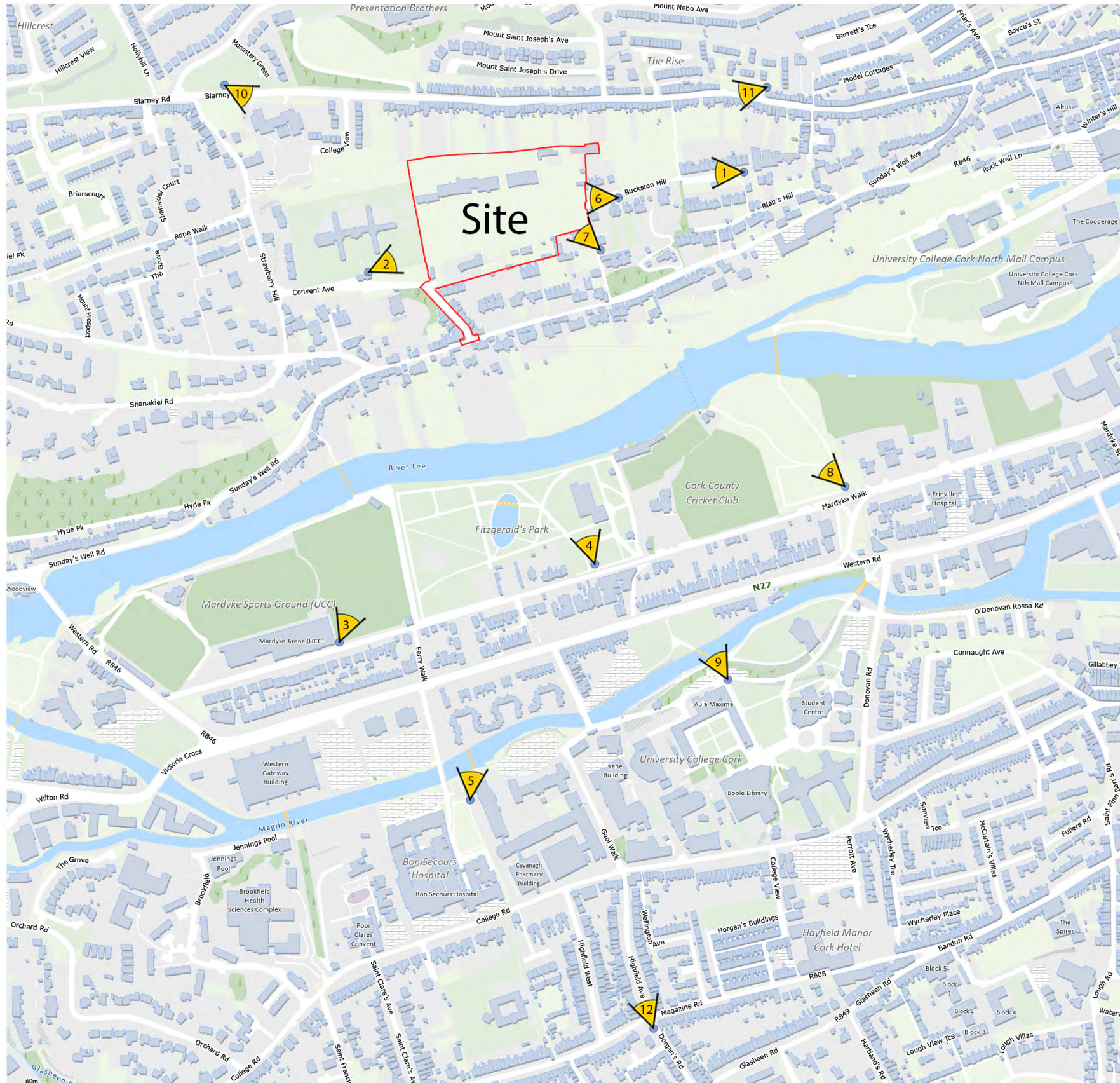
The next step in the process involves accurately positioning the three-dimensional model of the proposed development within each existing view. The central horizon line in each of the existing views is then calculated and imported into 3D Studio Max as a backdrop to the 3D model. The survey points as well as the specifications of the lens type relating to each existing view is also entered into 3D Studio Max. The survey points of the camera position and those relating to specified objects within each particular baseline image are then highlighted on the digitised image. A further check of the accuracy of the survey points in each digitised existing view is carried out by overlaying the central horizon line of each existing view with the digitised survey points prepared in 3D Studio Max. This additional check ensures that the survey points match precisely. This exercise requires meticulous attention to detail. Once the process of camera matching is complete, the three-dimensional model of the proposed development is accurately positioned within each of the existing views. This is achieved by rendering the camera matched three dimensional model of the proposed development within 3D Studio Max at the same size as the digitised existing view.

6.0 Post production

The render of the three-dimensional model is then superimposed on the existing still views in Adobe Photoshop. The foreground of the existing views i.e. trees, lampposts, cars, buildings etc, are then copied and placed over the rendered model in order to ensure that the depth is accurate within the photomontage view between the foreground, background and the rendered model. At this stage, the textured model can be further adjusted to match the resolution, colouring and saturation of the photograph taken to create a close impression of what the textures of the building would look like. This is a qualitative exercise and requires interpretation by the designer on how the building will look, and guidance from the architect. A final qualitative check of all of the photomontage images has been carried out to ensure that they provide objectively accurate views of the proposed development.

<div><div>3RD EYE</div><div>9 Rocklands Carrigtwohill Co Cork 087 2065839 www.3rd-eye.ie</div></div>	<div>Drawing Title</div> <div>Photomontage Methodology Report</div>			<div>Job Title</div> <div>PBSA Residential Development Good Shepherd</div> <div>Client</div> <div>Bellmount Good Shepherd Ltd.</div>	<div>Drawing No.</div> <div>VH 01</div>
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## Legend

Camera Position:



- View 1: Buckston Hill
- View 2: Cork Gaol
- View 3: Mardyke Sports Arena
- View 4: Fitzgerald Park
- View 5: UCC Kane Building
- View 6: Buckston Hill 50m from Site
- View 7: Buckston Hill South
- View 8: City end of Mardyke Walk
- View 9: Aula Maxima UCC
- View 10: Blarney St Looking East
- View 11: Blarney St Looking West
- View 12: Magazine Rd Highfield Ave Junction





































































































