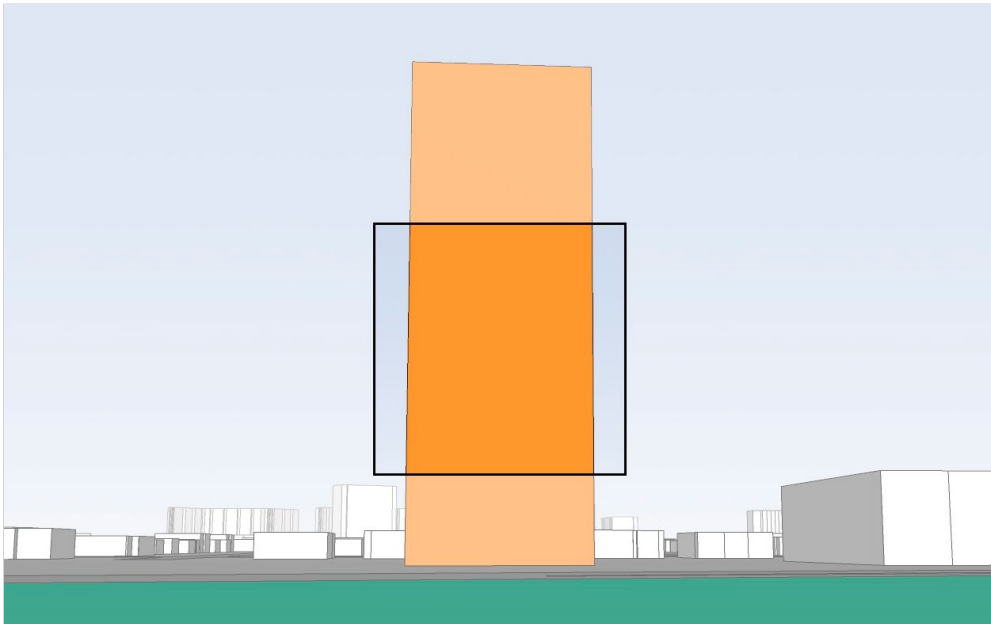
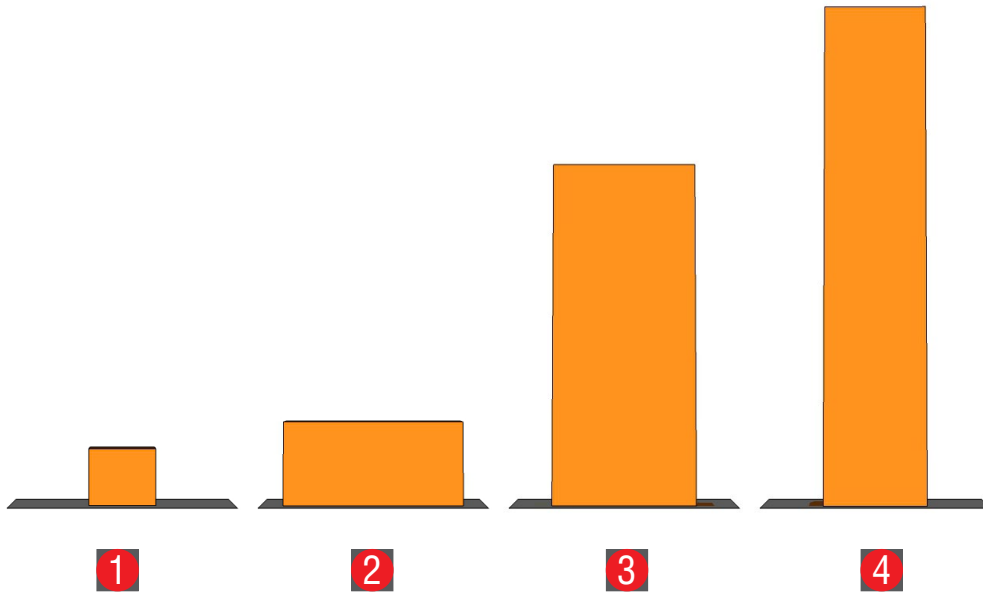


Appendix 1: Establishing a Viewpoint



i

+ Introduction

Just as no two developments are alike, the neighbourhoods and surrounding areas where they are being proposed can be vastly different. With every new development proposal comes change. How a development fits into it's context is vital to the success of that project and the health of the city. Although no two situations are the same, there are similarities in built forms.

In order to provide a workable “rule of thumb” for establishing the correct viewpoint we have simplified the majority of various building typologies into 4 main categories. Getting the view right is critical and establishing the best view can in some cases be very difficult. Generalizing your building's built form into one of these categories will help you determine which formula to use to obtain the best view. It is by no means a definition of that building type, but simply a method by which to formulate the best possible view. If your development consists of more than one massing type, use the proportion recommendation that best illustrates how the entire project could be generalized using a height to width ratio options.

The view of the proposal should highlight the front of the building. That is to say the facade that is based on the municipal address or fronts onto a main street. A three-quarter view is best whenever possible to convey the impression of how that building fits into the context versus a face on view. In areas that have been intensified (like the downtown core) it may be difficult to find a suitable view because the proposal may be obscured by neighbouring buildings. You may need to rotate your viewing location until you can achieve the best possible view.

Ideally one would want to view a proposed building from the sidewalk across the street. However unlike the real world where you can move your head to see the bigger picture, a two-dimensional flat rendering is simply a snapshot which is contained within a defined area. Imagine holding a picture frame at arms length to look through. Another thought is to use a “bird's eye” view from a highly elevated viewpoint, but this simply does not give a fair view of the impact a development may have on it's surrounding.

A compromise has been established that allows the viewer a reasonable impression. The following four formulas will help you find the best possible view of your development proposal within it's neighbouring context.

“Getting the view right... is critical.”



1
option

+ Typical Building with Similar Width to Height Proportions

The most commonly used formula for establishing the location of the camera when creating your views.

Height of Camera from the Established Grade = 1.5 times Building Height

Distance from the Facade = 3, 4 or 5 times Building Height

TIP

Choose a distance 3, 4, or 5x the building height that best illustrates the development proposal while providing a suitable surrounding context. If 3x doesn't capture enough context, try 4x. If 4x doesn't capture enough context, you can go to a maximum of 5x. Every property that falls with the notification radius must be illustrated



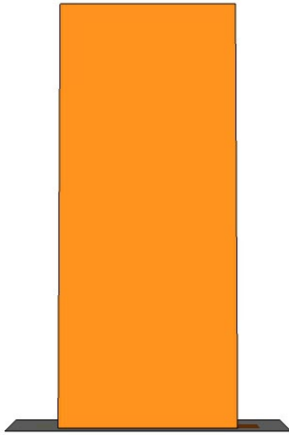
2
option

+ Building Width is Significantly Greater Than it's Height

In a situation where a building or group of buildings is significantly wider than it is tall, the view is determined by using the width rather than height for the distance from the building and height for camera placement.

Height of Camera from the Established Grade = 1/3 times Building Width

Distance from the Facade = 2 or 2.5 times Building Width



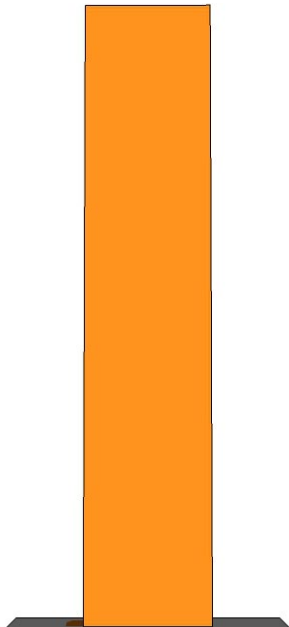
3
option

+ Tall Building or High-rise

Another fairly common building type and uses the same formula as was used in Scenario 1 for establishing the location of the camera when creating your views.

Height of Camera from the Established Grade = 1.5 times Building Height

Distance from the Facade = 3, 4 or 5 times Building Height



4
option

+ Supertall Building

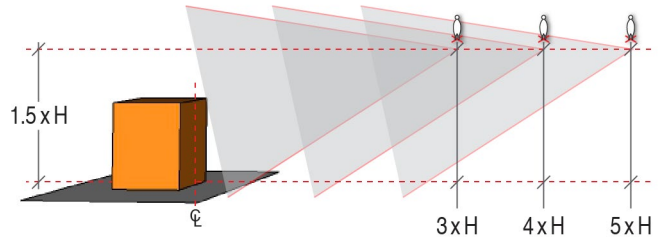
Because of their height and density of placement a slightly different formula is used for this type of building. A value of 1x is used when establishing the height of the camera from the established grade.

Height of Camera from the Established Grade = 1 times Building Height

Distance from the Facade = 3, 4 or 5 times Building Height

TIP

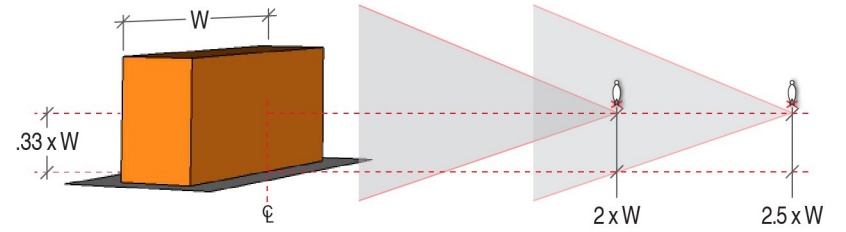
In a situation where the density of surrounding buildings greatly obstructs the view of a proposed development some leeway can be granted for the placement of your camera. Use your best judgment to create a view and consult with City Planner.



1
option

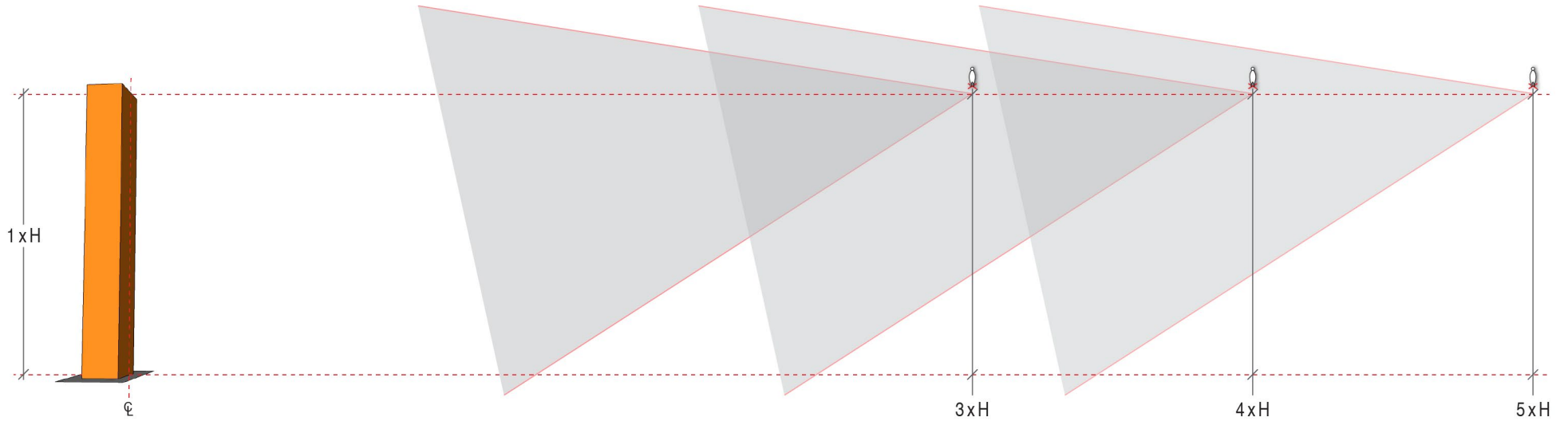
3
option

1.5 x H > 3, 4 or 5 x H



2
option

1/3 x W > 2 or 2.5 x W



4
option

1 x H > 3, 4 or 5 x H