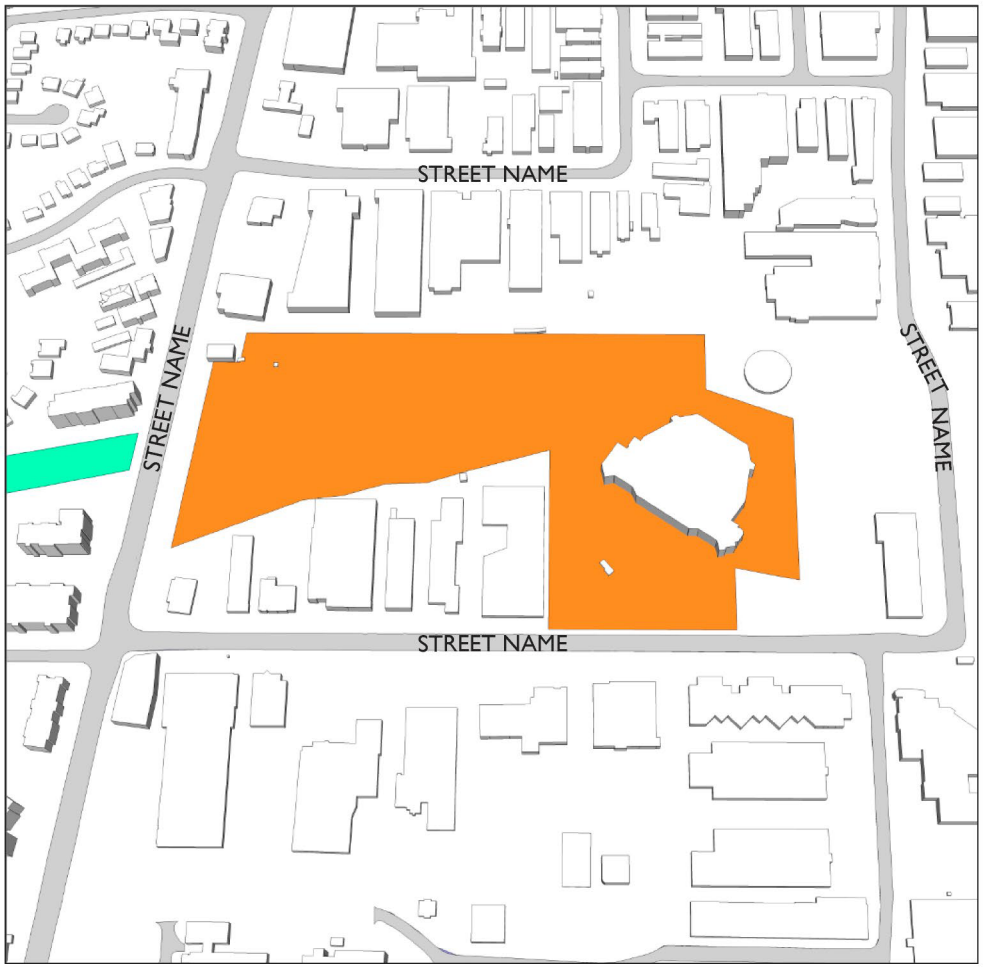
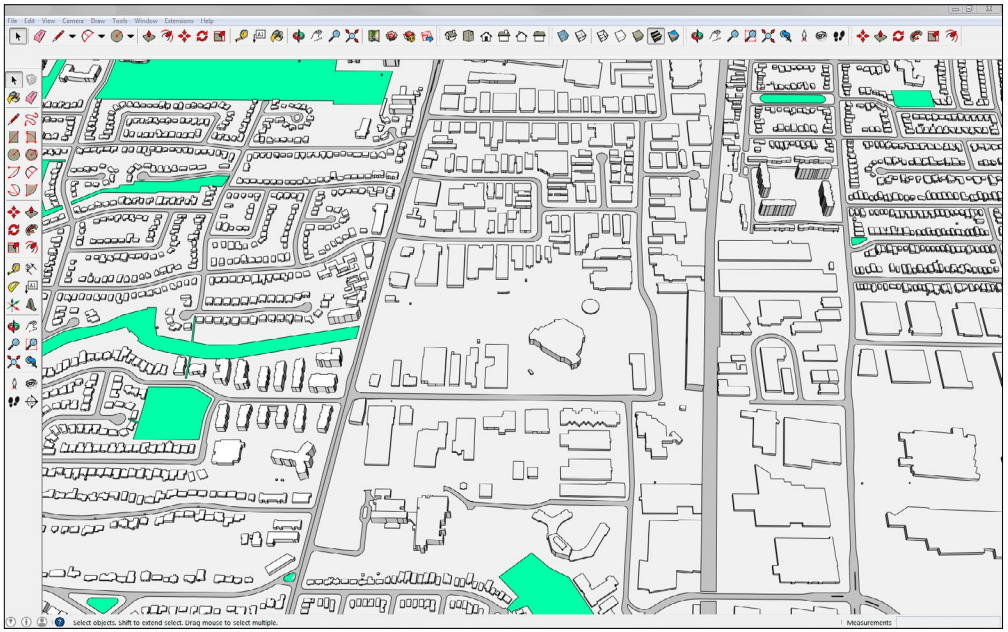


Appendix 2: Creating Maps with the 3D Massing Model



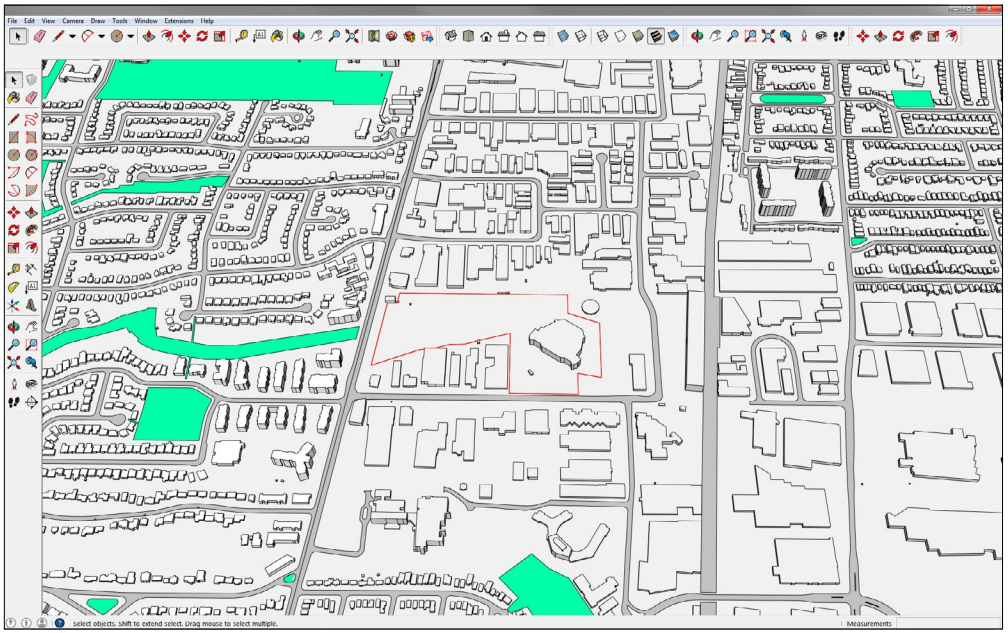
1 Open the model that contains the location of your site in Sketchup

Occasionally you may need 2 sections of the model. Example if your site is near a major street you may need the section for the other side of the street.

You can add a second or third section choose:

File/Import

Once your additional section appears you can snap it to the section already in your model using the **Move** tool.



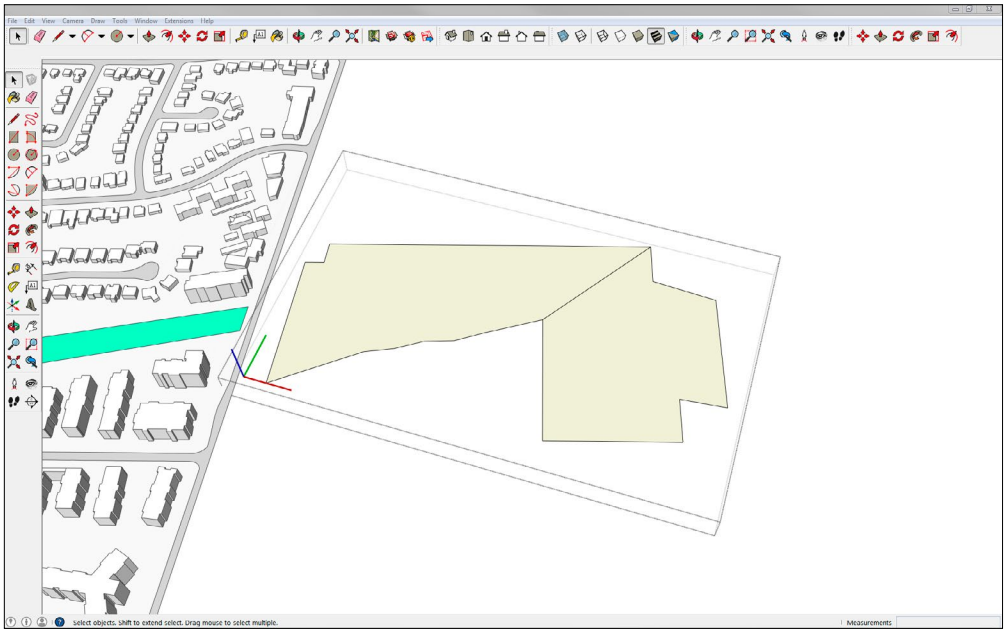
2 Add in Property Lines for the Subject Site

In certain cases you may want to show only the Subject Property where a change is being proposed and not a proposed building massing. You will have to import the property lines from the City of Toronto Property Data maps or use a file that you may have.

The Massing Model files are in real world scale so property data maps should import at the correct scale. DXF files work well when imported into Sketchup and will retain the layers.

Note: **Property Boundaries** are available for download from **Open Data** as **Shape Files** or by contacting **Toronto Maps** for **CAD files** at:

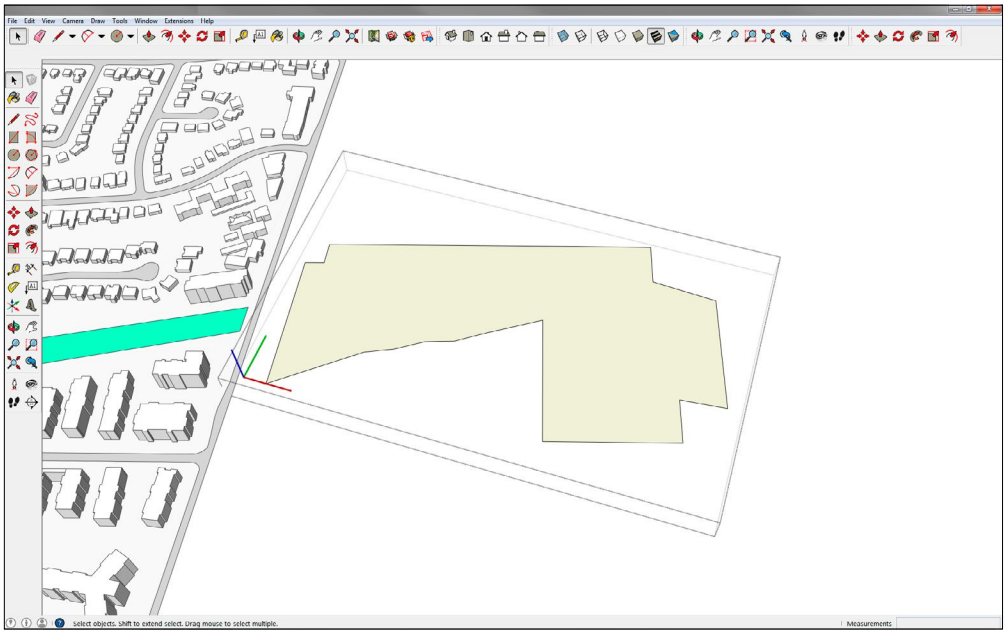
www.toronto.ca/torontomaps



3 Creating a closed polygon of the Subject Property

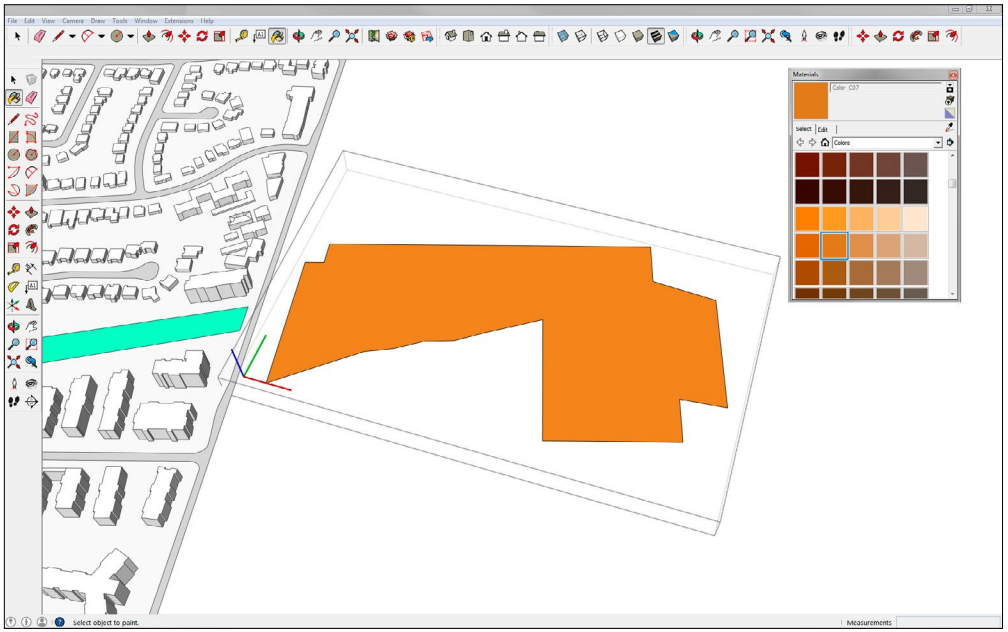
When you import the property lines they may come in as lines. You will need a closed polygon in order to add a fill colour. An easy way to create a polygon from simple lines is to use the "**Line**" tool (looks like a pencil) and click on the edge of the property line and then a second click at an opposing line to draw a new line. You will notice that by doing this a closed polygon is created from all of the lines.

TIP Before you try to close the polygon, hide the other layers. This will make it much easier for you to see what you are doing.



4 Clean up the closed polygon

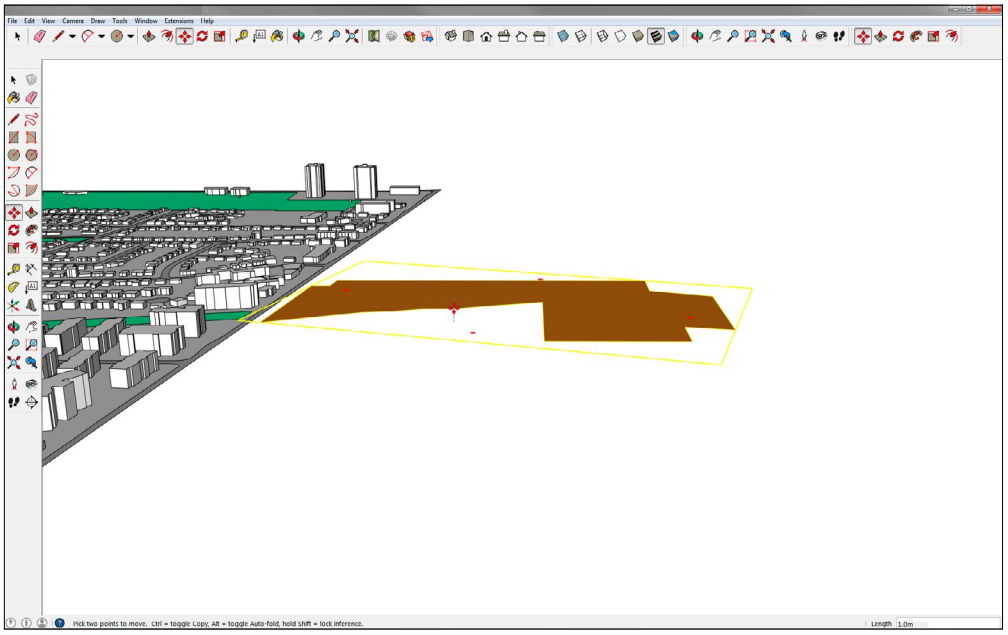
Using the selection tool, highlight the line that you just created to close the polygon and delete it. Your polygon should stay in tact.



5 Fill the property polygon to highlight the Subject Property

Use the "**Paint Bucket**" tool and in the "**Materials**" window choose the "**Colors**" palette and select the orange colour "**Color_C07**".

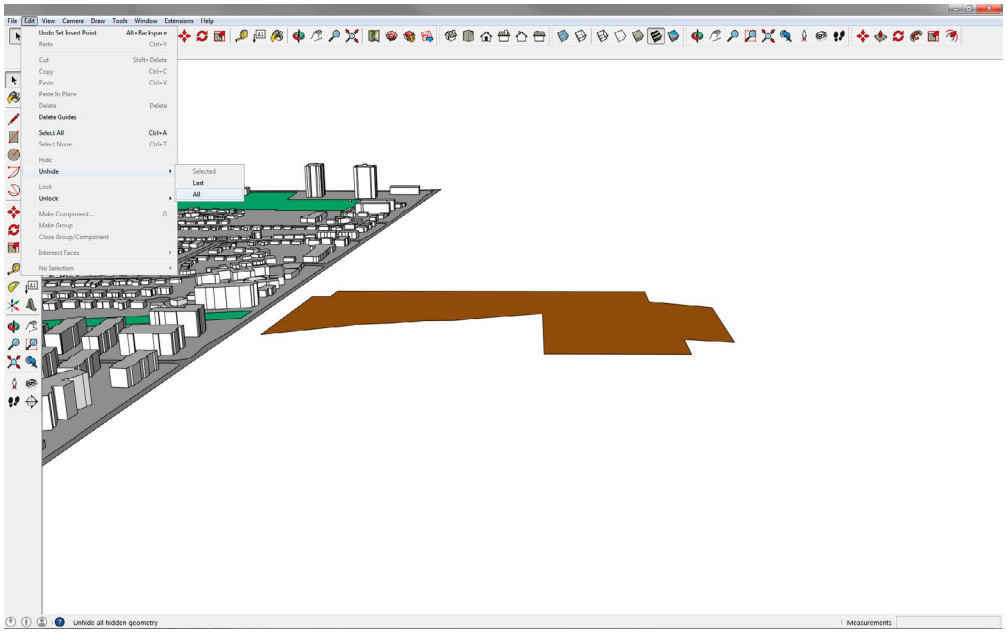
Now click on the polygon to fill the area with the orange colour.



6 Raise the subject property slightly off of the ground

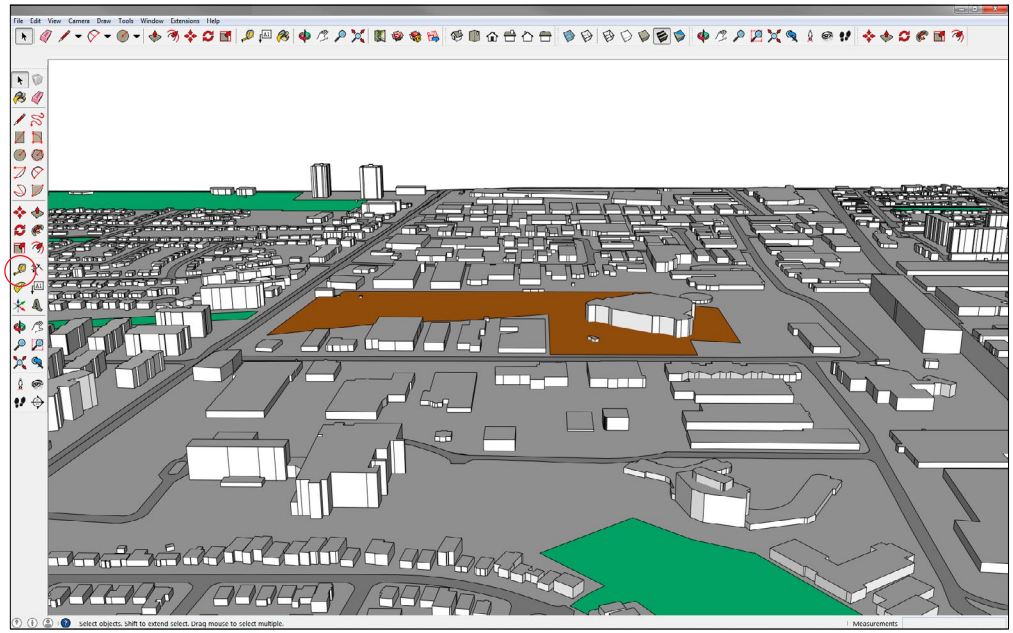
Your subject property has to be slightly elevated from the ground in order to display properly. To do this, select the "**move**" tool and raise the polygon up along the **blue axis**. Once you see the polygon raised and see the blue axis indicator, simply type in "**1.0**" to specify the exact height along the Z-axis.

1.0 metre will quite often be correct, but you can choose .25 or any number that you wish. The main thing to achieve is to have the orange polygon slightly raised off of the ground or it may not display properly.



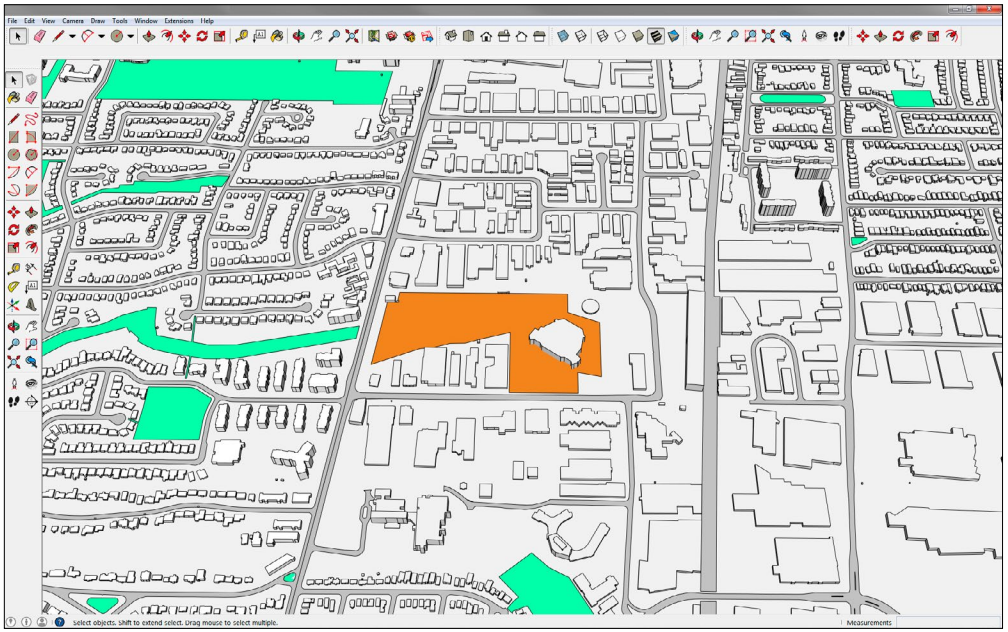
7 Unhide the hidden layers

Choose: **Edit/Unhide/All** to make the hidden layers visible again.



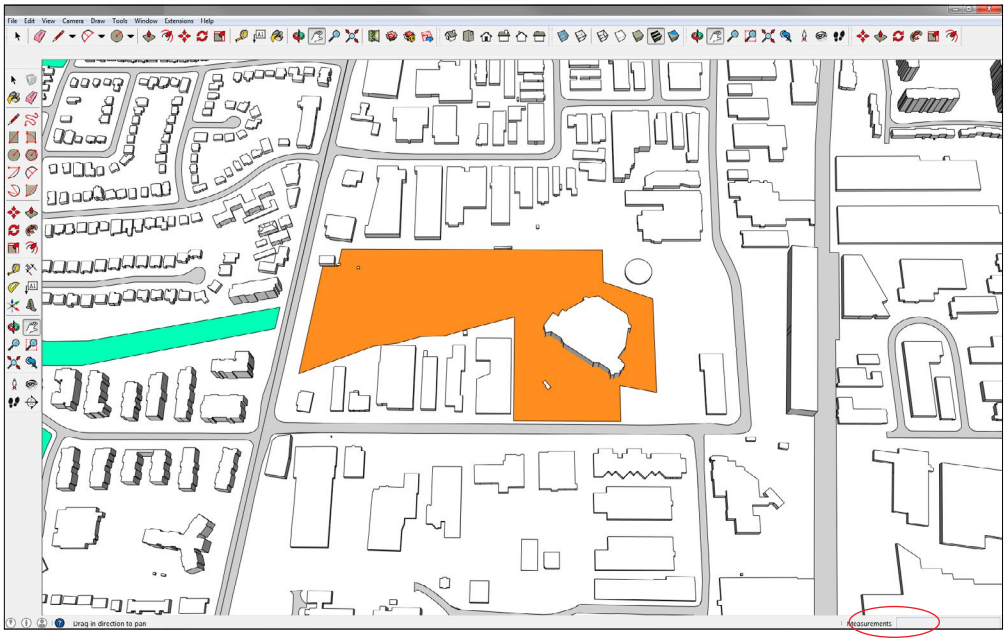
8 All layers visible again

You should now see the property highlighted in your model.



9 Zoom out and up

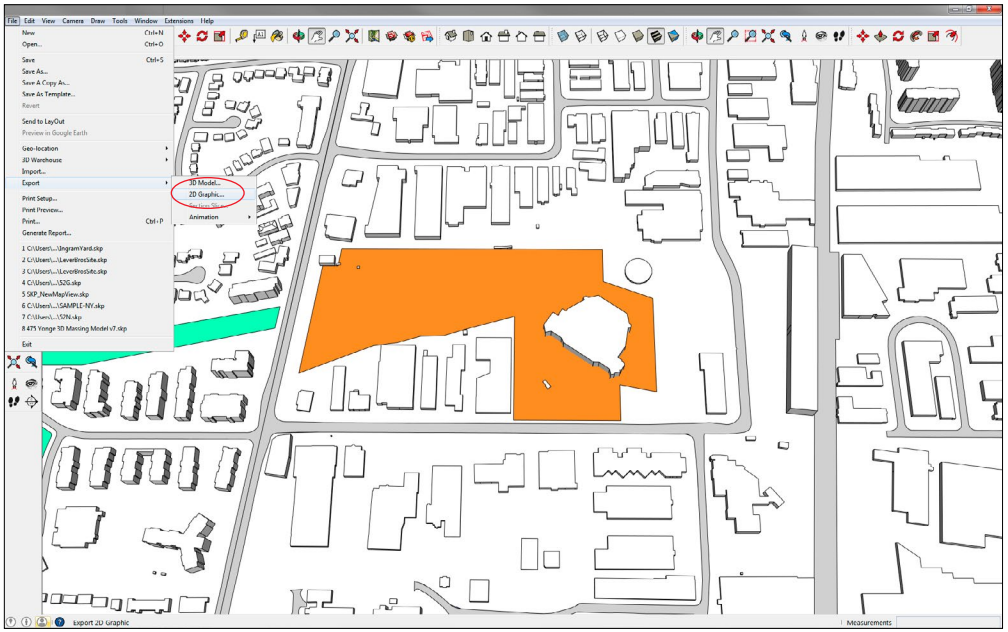
Zoom out and up to get a better view of your subject property.



10 Establish a suitable viewing point

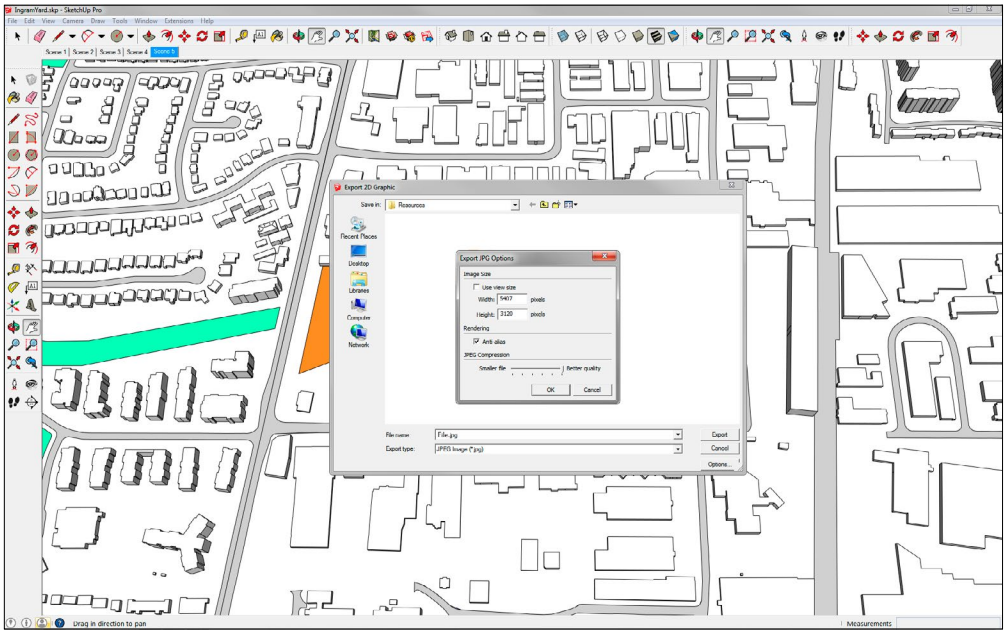
Zoom in or out to establish a suitable viewing point. There is no exact specification for your viewing height or distance, simply use good judgment to allow enough catchment area to provide the viewer a sense of the surrounding context.

Do not set your view directly above your subject property. Set the view on a slight angle so that you can see that the buildings are a 3-dimentional model. Be sure to note that the final image used on the sign is square and set you view accordingly.



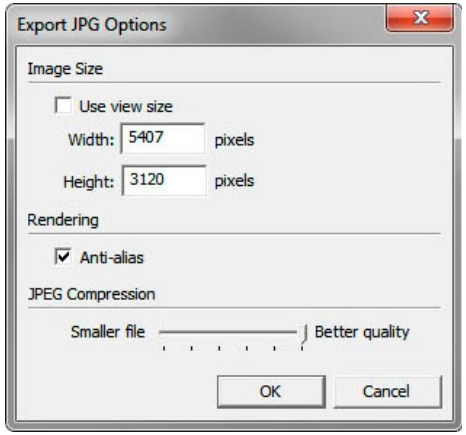
11 Export your view as a JPEG file for final editing in Photoshop

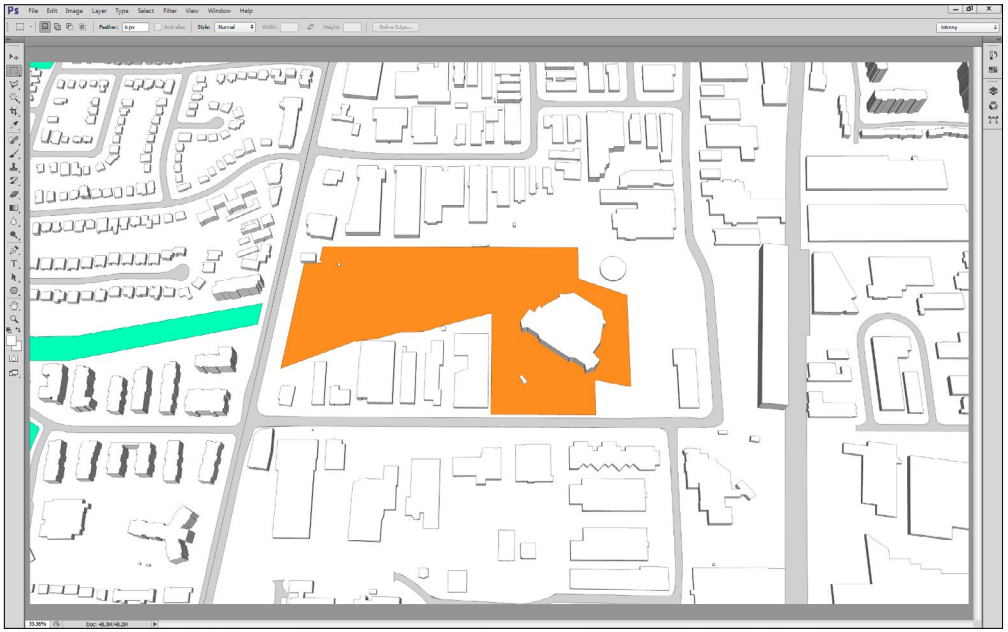
Choose: **File/Export/2D Graphic…**



12 Save settings for JPEG file

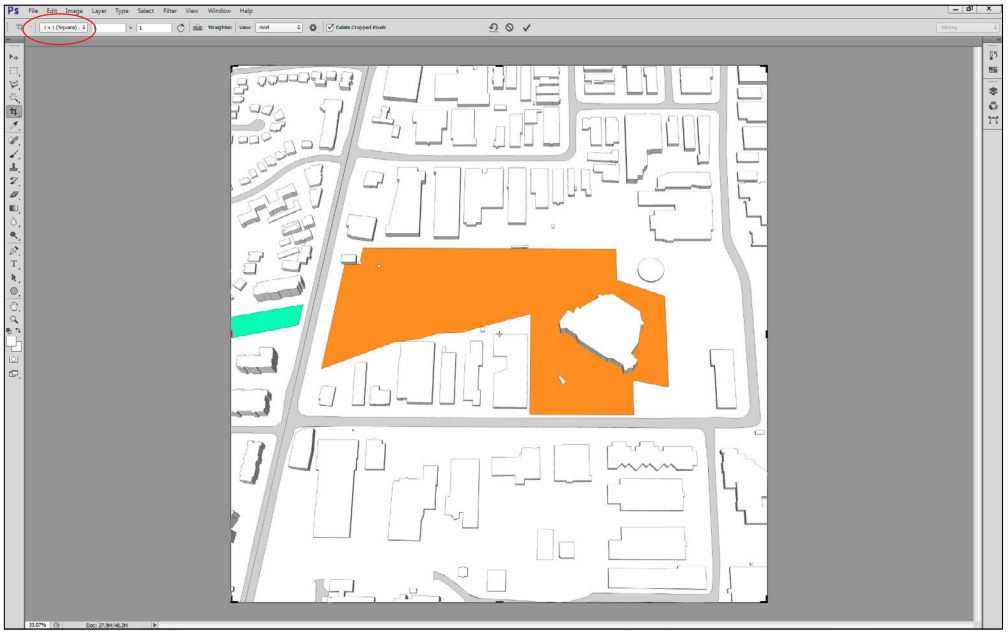
In the Export Dialogue box select **JPEG Image (*.jpg)** and use the settings shown here.





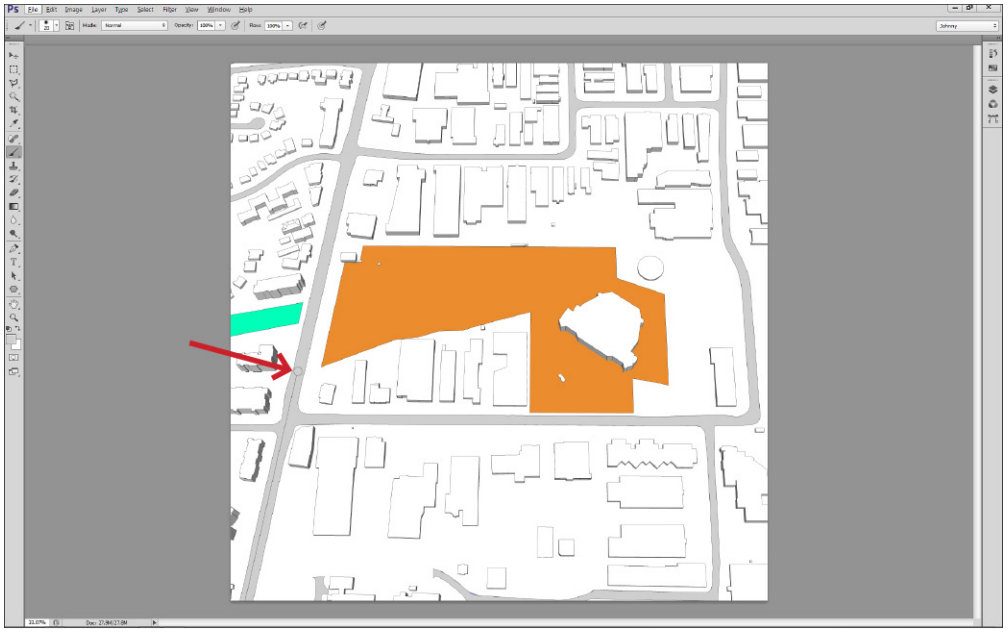
13 Open your JPEG file in Adobe Photoshop

Open the JPEG file in Photoshop



14 Crop to Square

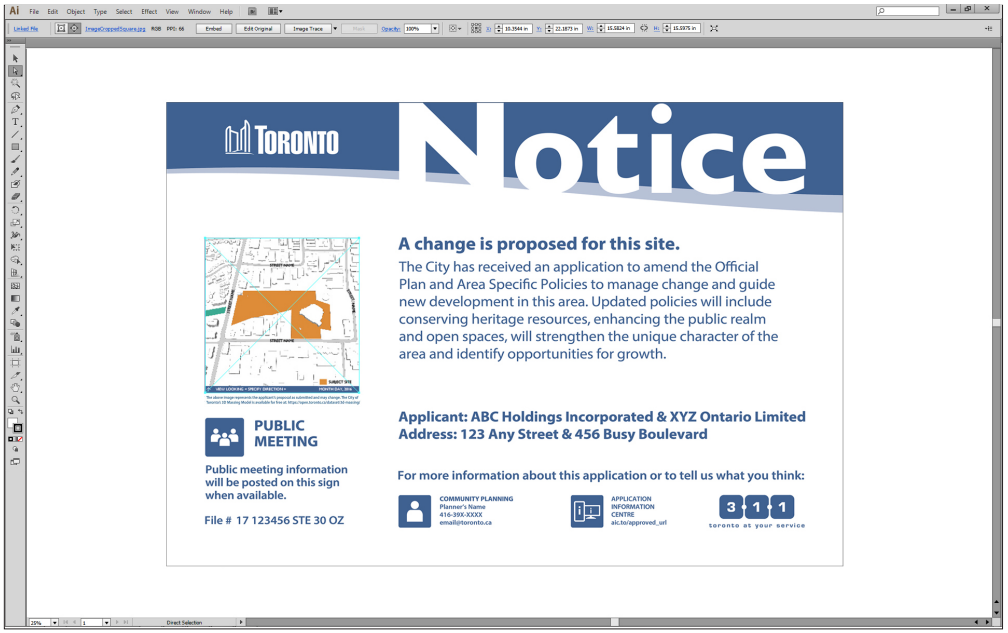
Select the "**Crop**" tool and use the setting: "**1 x 1 (Square)**". Centre your subject site and hit your **enter** key to crop your image. You do not need to crop the height of the image, only the sides to make a square.



15 Finishing Touches

If you had to join 2 or more tiles in Sketchup you will find a line down the centre of the main street where the two tiles joined. Select the grey colour of the roads and paint out any lines that may appear unsightly.

Save the changes to your JPEG file. You are now ready to place your image into the Notice Sign design file in Illustrator.



16 Import Final Rendering into Sign Master Template and Label

Open the Development Application Sign Master in Adobe Illustrator and place your final rendering in the **Illustration Area** as shown. **Label the Streets**, **Rotate the North Arrow** to show where north would be in the image, **Specify the Direction** and **Add the Date** that the image was generated or the date the application was filed. If you are updating an existing sign use the date the rendering was updated.

TIP A shortcut to linking your new rendering in Illustrator. Select the existing image in the template and go to your **Links Palette** and **Relink** to the file you just created. The old image will disappear and your new rendering will be positioned in it's place.