

Notice



The above image represents the applicant's proposal as submitted and may change.
The City of Toronto's 3D Massing Model is available for free at: www.toronto.ca/open/3D



PUBLIC MEETING

Public meeting information will be posted on this sign when available.

File # 17 123456 STE 30 OZ



XXX Storeys
XXXX Metres



XXXX Residences
XXXX m² Retail



XXX Cars
XXX Bikes

A change is proposed for this site.

The City has received an application to change the Official Plan and Zoning By-Law to allow the construction of a residential building with retail at street level.

Applicant: ABC Holdings Incorporated & XYZ Ontario Limited
Address: 123 Any Street & 456 Busy Boulevard

For more information about this application or to tell us what you think:



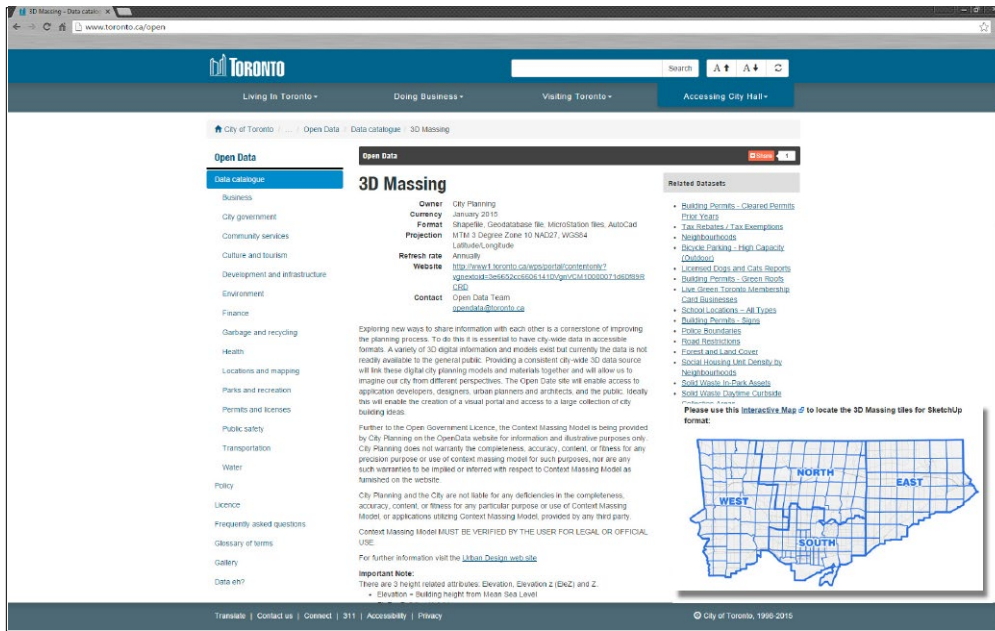
COMMUNITY PLANNING
Planner's Name
416-39X-XXXX
email@toronto.ca



APPLICATION
INFORMATION
CENTRE
aic.to/approved_url



toronto at your service



1

Download the City of Toronto Context Massing Model

This document shows you how to generate a finished rendering using Trimble's Sketchup Pro and Adobe Photoshop. You can find the entire City of Toronto **3D Context Massing Model** posted on **Open Data** at:

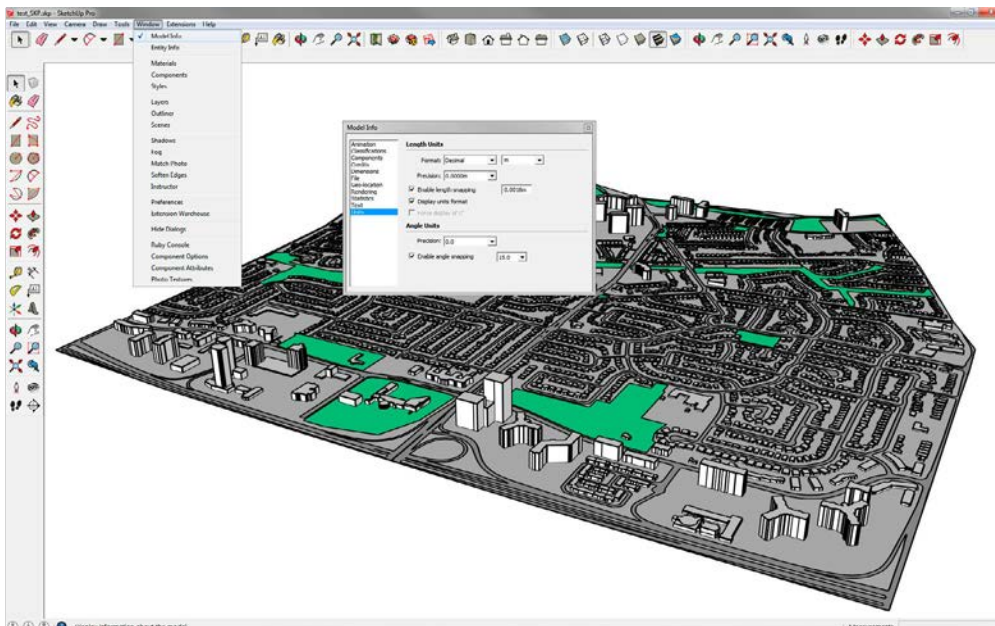
www.toronto.ca/open

In addition to Sketchup, other CAD and GIS file formats are available for you to use to create your model. Use this guide convert your model to Sketchup for the final rendering.

TIP

Sketchup and DWG files can be accessed using the interactive tile map.

Note: **Property Boundaries** are not contained in the Massing Model files but are available for download from **Open Data** as **Shape Files** or by contacting **Toronto Maps** for CAD files at www.toronto.ca/torontomaps



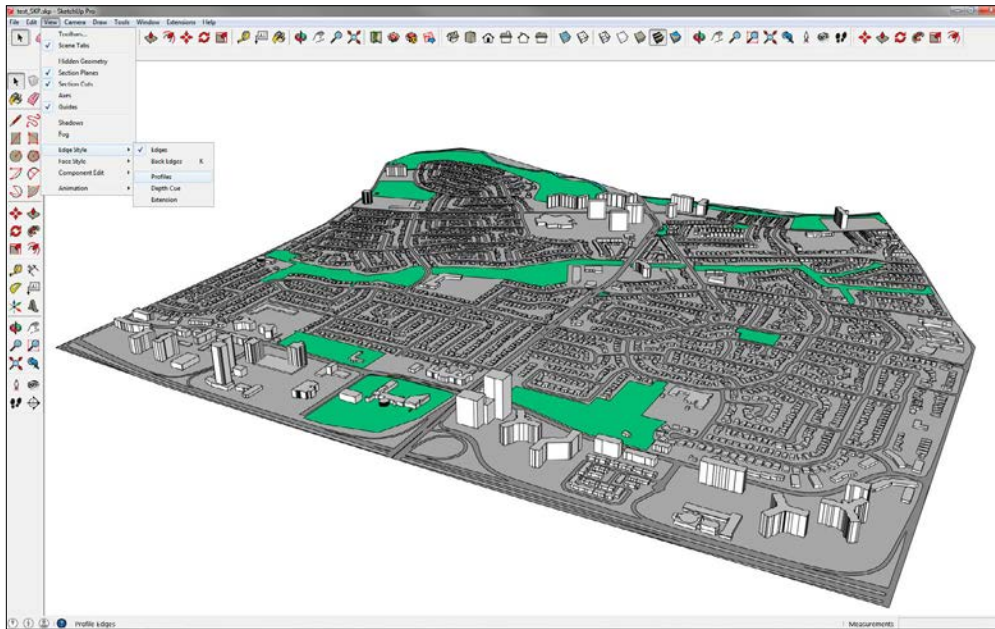
2

Using the Sketchup Massing Model Files

Open the Sketchup file that contains the context area that surrounds the site of your proposed development.

Check to see that the units for your model is set to metres.

Choose: **Window/Model Info/Decimal/Metres**

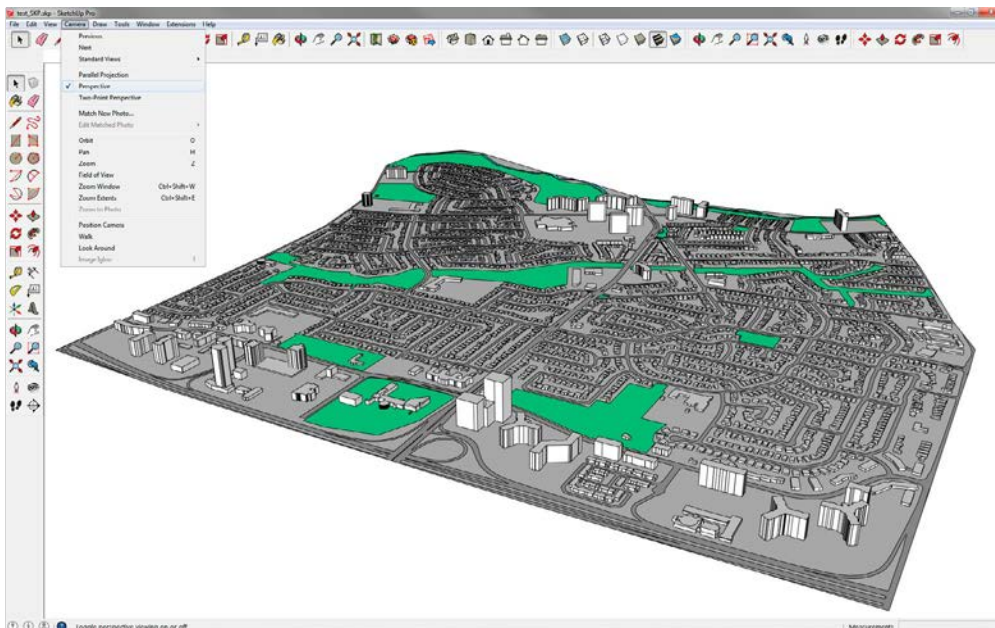


3

Define Edge Style

In order to keep the model as clean as possible it is recommended that you use the most simple **Edge Style** available in Sketchup. You can do this by deselecting “**Profiles**” in Sketchup’s Edge Style dialogue box.

Choose: **Views/Edge Style** and *deselect Profiles*

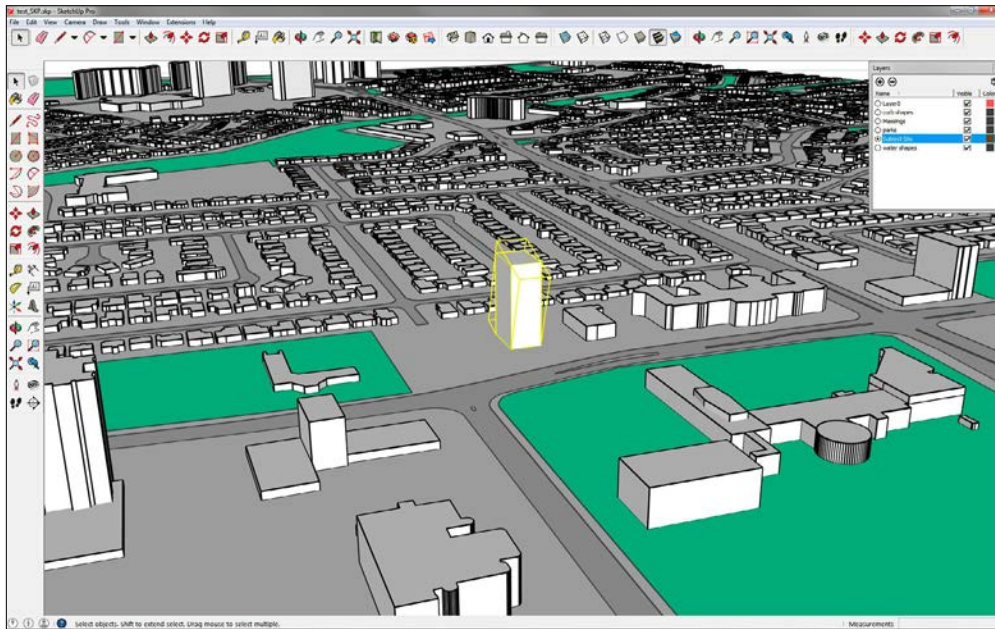


4

Choose Perspective View For Your Camera

For achieve the appearance of a real world scenario set your camera to “**Perspective**”.

Choose: **Camera/Perspective**



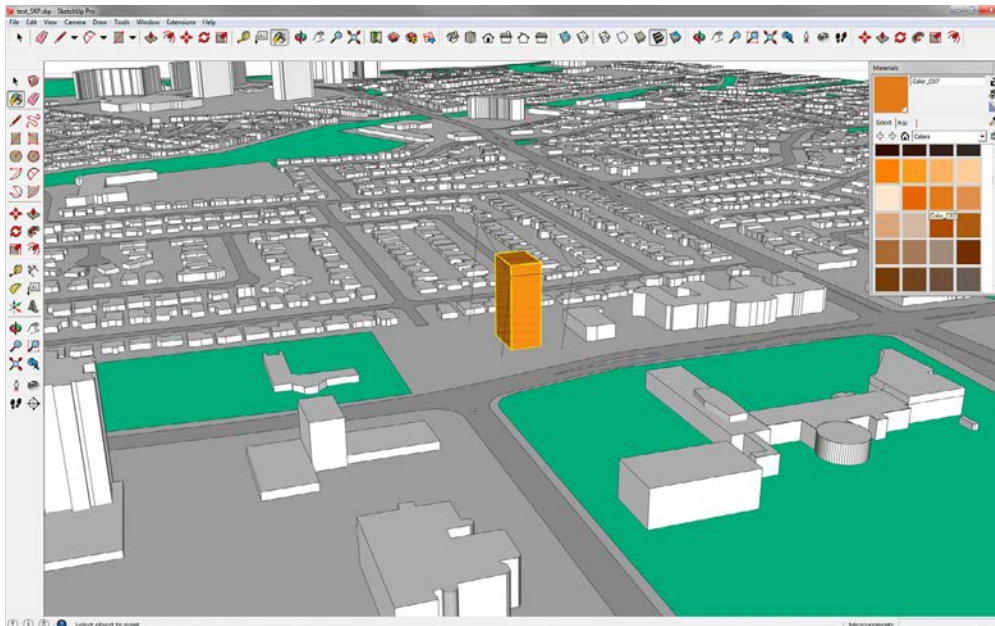
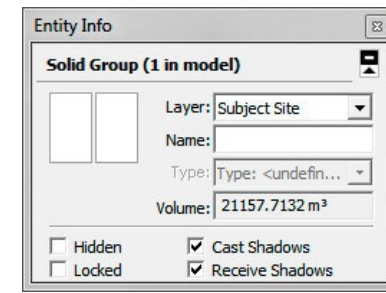
5

Import Your Proposed Building Into It's Context

Import/paste your building into the Massing Model and locate it on your site. The proposed building(s) must be to scale and accurately located on the site.

TIP

Create a new layer and import your building into that layer. Also you can move it to that layer after it is in place by selecting it and moving it to a new layer using the **Entity Info** Palette.



6

Highlight Your Application Model

Select the **Paint Bucket** tool and in the **Materials** dialogue box choose **Colors** in the pull down menu and select the colour swatch named **Color_007**.

If your building model is grouped, double click the model to work inside the group before selecting the Paint Bucket tool. If there are several groups within groups, keep double clicking until you have access to all surfaces. Select all faces and use the **Paint Bucket** tool to paint them **orange**.

Alternatively you could “Explode” the grouped model, fill all faces orange and then regroup the model if there are too many groups within groups.

Sketchup Colour Palette for 3D Massing Model in Context



Subject Site
Orange



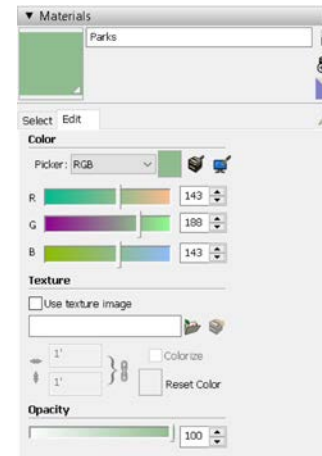
Massings
Grey



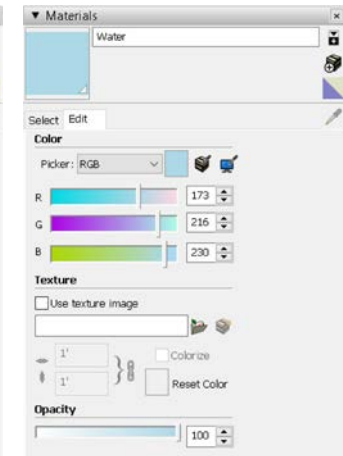
Curbs
Light Grey



Roads
Grey



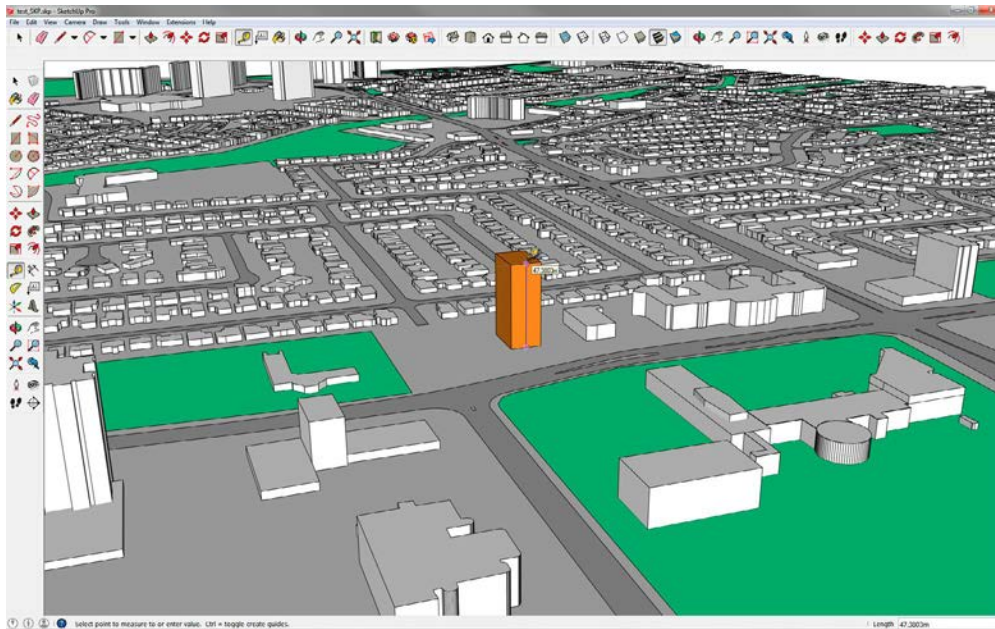
Parks
Green



Water
Blue

Colour Swatches and RGB Values

All of the Sketchup files available for download from Open Data have been assigned the correct colours for each shape and have the same naming convention for their layers. If you are using models generated using other software, you can use this guide to colour your shapes.



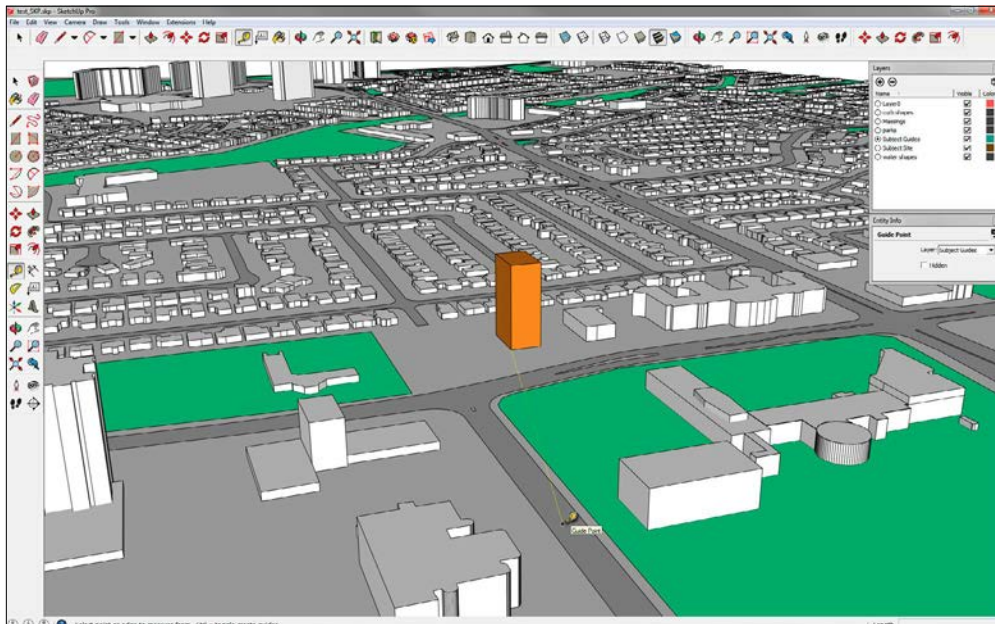
7

Confirm your Building Height

Select the **Tape Measure** tool and click at a point where your building meets the ground, then slide the Tape Measure tool up to the top of your building. As you hover at the top of the building the measurement will be shown for the distance to that point from the starting point. Confirm that your building is to scale and make note of the height - you will need it to calculate the distance and height of the camera when establishing a viewpoint.

TIP

Refer to your **Elevation Drawings** to confirm your building heights.



8

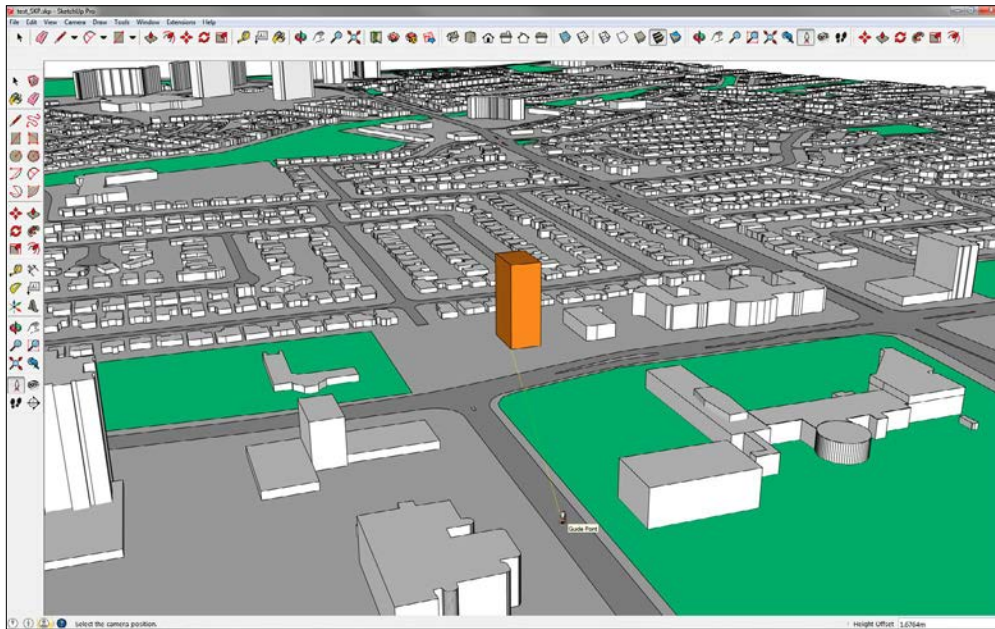
Establishing a Viewpoint

Note: For help establishing a viewpoint using your building height or width refer to **Appendix 1: Establishing a Viewpoint**.

Once you have established the viewing distance in metres from your building, use the **Tape Measure** tool to create a guide with an end point set to the established distance from the building on the ground. To do this, click the Tape Measure tool at a point where the building meets the ground and then move your cursor along the surface of the ground, type in the measured distance and hit enter to create the guide point.

TIP

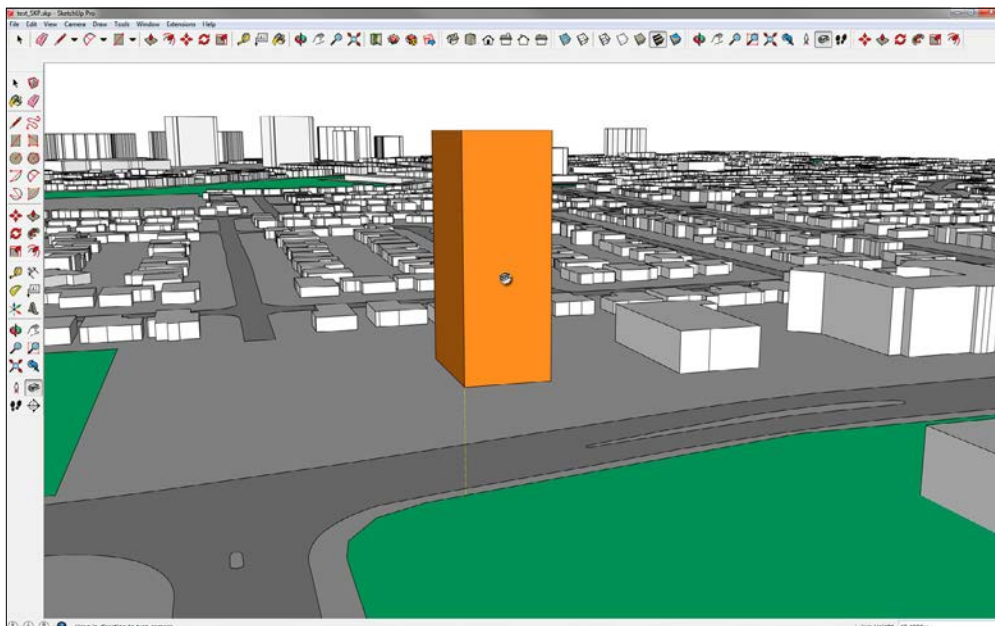
If you create an new Layer and place the guide on that new layer you can turn off the layer and hide the guide when you export your final rendering.



9

Positioning the Camera

Select the **Position Camera** tool and click on the guide point that you just created in the previous step.

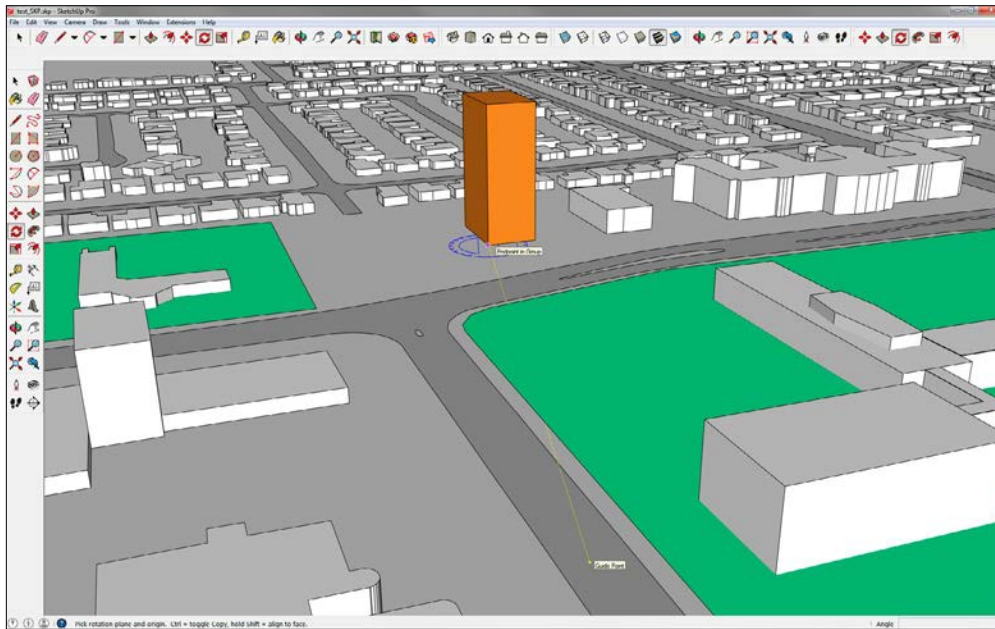


10

Establishing the Height of your Camera

Notice that when you clicked on the Guide Point with the Position Camera tool, the tool changed to the **Look Around** tool. All you need to do now is simply type the desired height and hit enter and the camera's **Eye Height** will be moved vertically to the exact height you typed.

You can now **click and pivot the camera** around a stationary point in the air to find the best view of your subject site.



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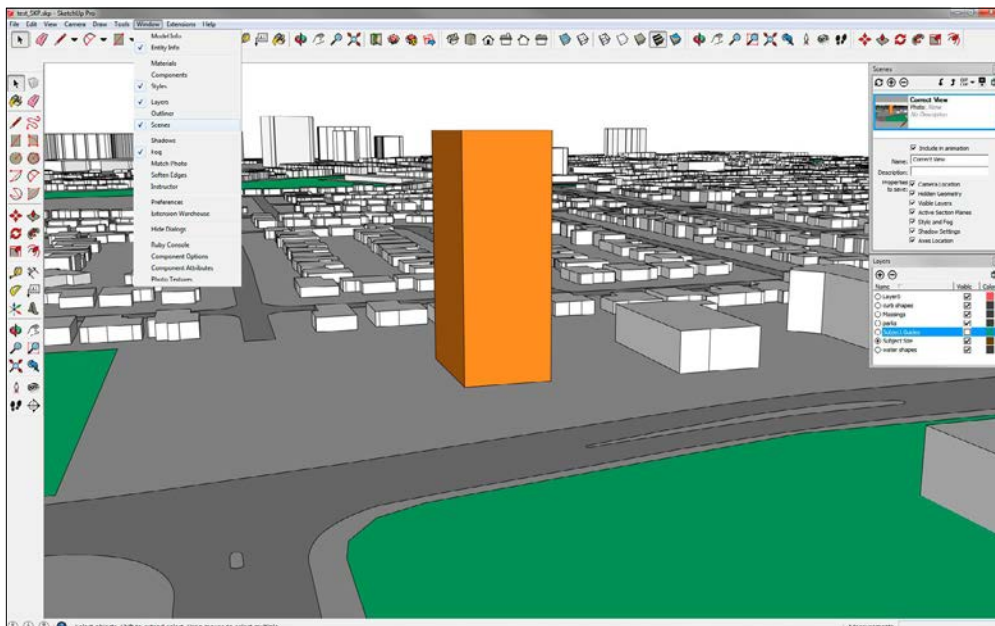
Moving the Guide Point to Reposition the Camera

If for some reason you are not satisfied with the view you established in the previous step and want to move the camera to create a more suitable view, you can do this by rotating the guide. Using the **Select** tool, select the guide (it will highlight once selected) and then choose the **Rotate** tool.

With the **Rotate** tool click on the origin point of the guide where it meets the ground at the base of the building. Before you click you will notice that the Rotate tool is either green, red, black or blue - you will want it to be **blue** which will allow you to rotate horizontally along the surface of the ground.

After your first click at the origin of the guide make a second click at the end Guide Point and move your mouse until you rotate the end Guide Point to a new location. By rotating the guide in this fashion you maintain the correct distance from the building.

Once you have established a new location for the Guide Point, position your camera following Steps 9 & 10.



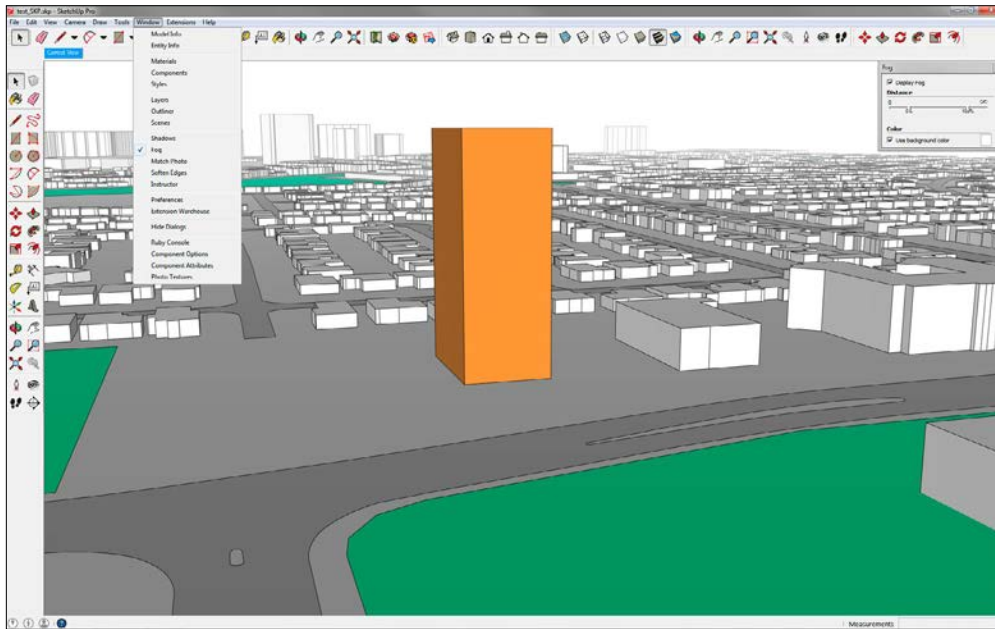
12

Creating a Scene

Having gone through all of this work to generate a view you don't want to lose it if you change the file in any way. The best way to save this view is by creating a **Scene**. A Scene will save all the details including views, layers effects and so on. To save a Scene you will use the Scene Palette.

Choose: **Window** and select **Scenes**.

- In the **Scene Palette** click the **Plus Button** to create a scene.
- You can rename the scene once you have created it.



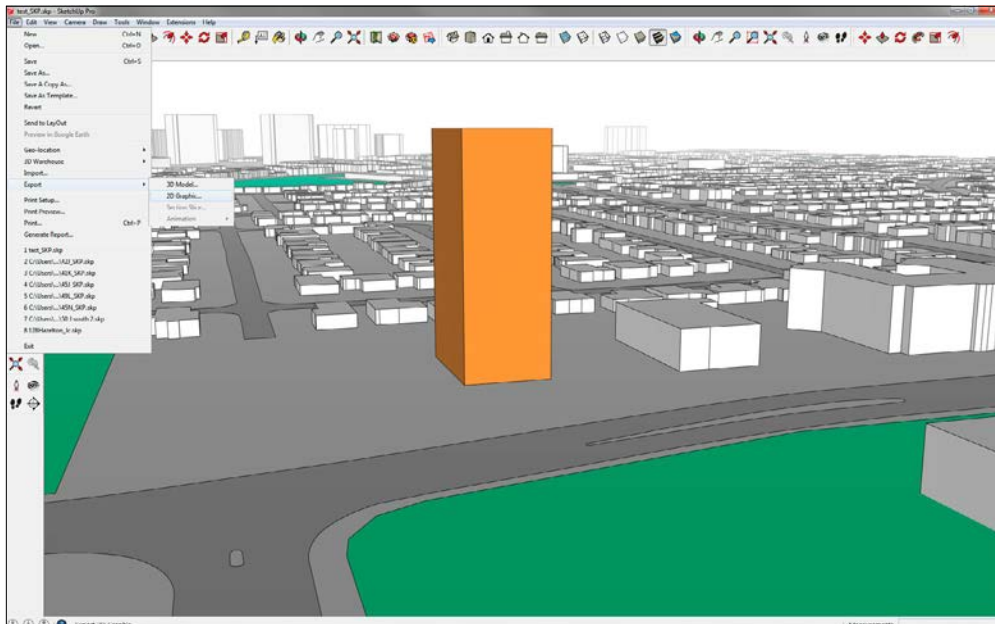
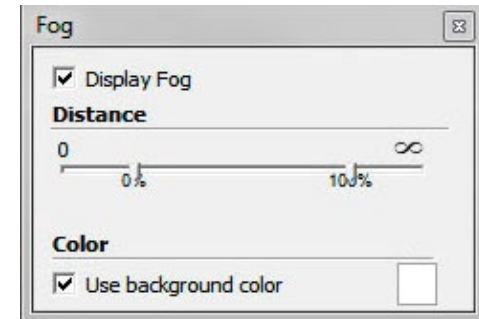
13

Adding Fog

Adding Fog will give the impression of reality and make the background slowly fade into the distance.

Choose: **Window** and select **Fog**

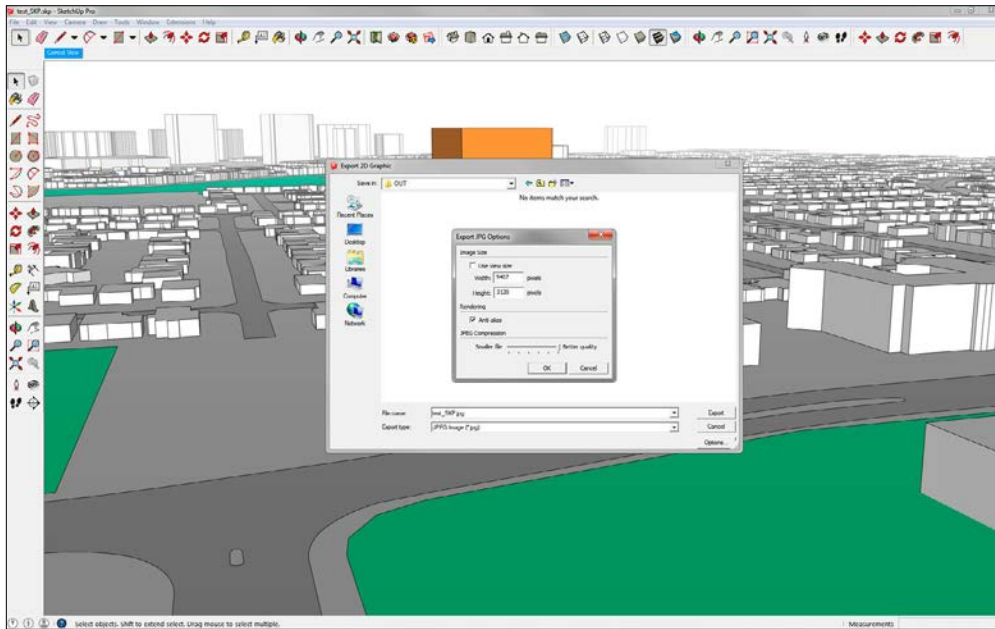
- In the Fog Palette use similar setting as shown here.
- **Update your scene** in the **Scenes** palette to save the Fog settings.



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Export the Scene For Final Rendering in Photoshop

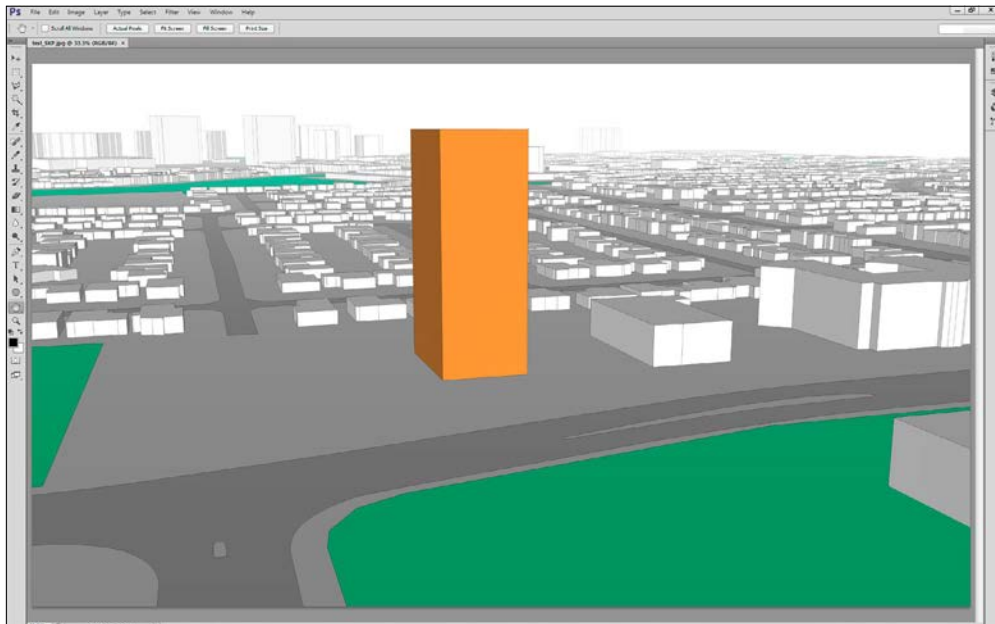
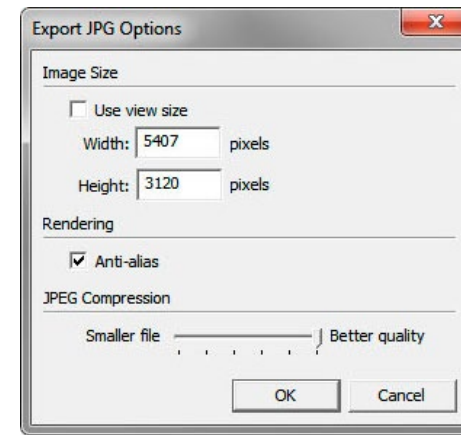
Choose: **File/Export/2D Graphic**



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Save the Image as a JPEG File

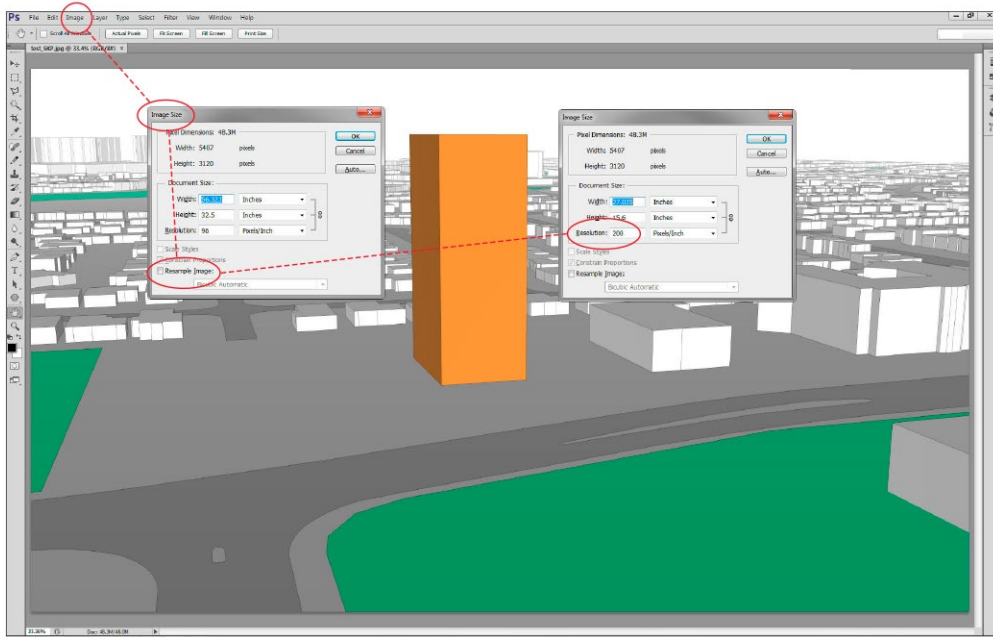
In the Export Dialogue box select **JPEG Image (*.jpg)** and use the settings shown here.



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Finishing the Rendering Using Adobe Photoshop

Open the JPEG image you just created in Photoshop.



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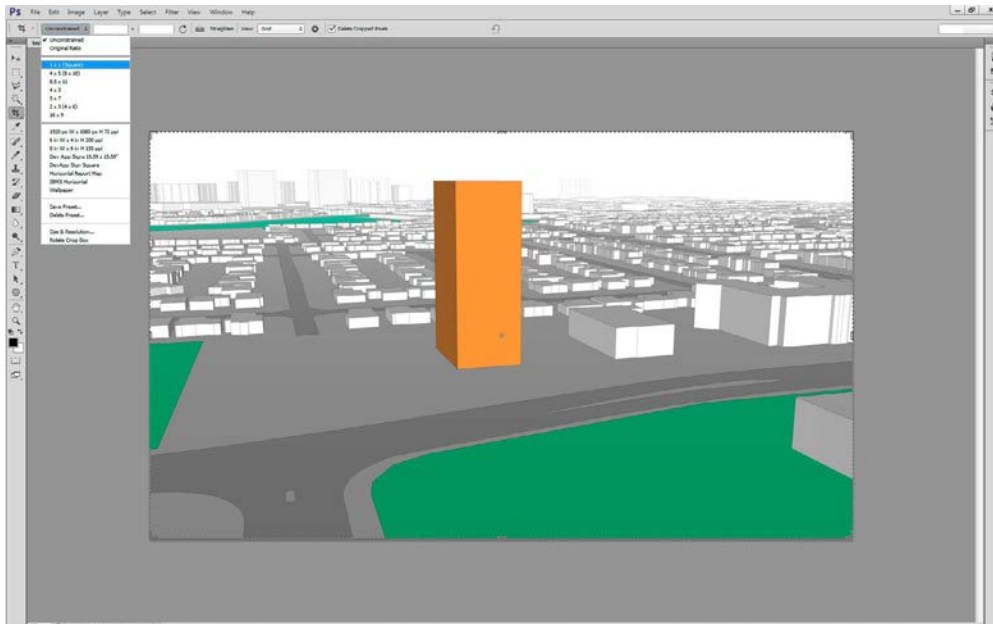
Setting the Resolution

Open the **Image Size** dialogue box.

Choose: **Image/Image Size...**

In the **Image Size** dialogue box make sure the **Re-sample Image** option is **Deselected**. Check to make sure that **Constrain Proportions** is selected and **Change the Resolution to 200 Pixels/Inch**. Click **OK** to close the Image Size dialogue box.

Your image is now the correct size and resolution. Your next step will be to crop it to a square.

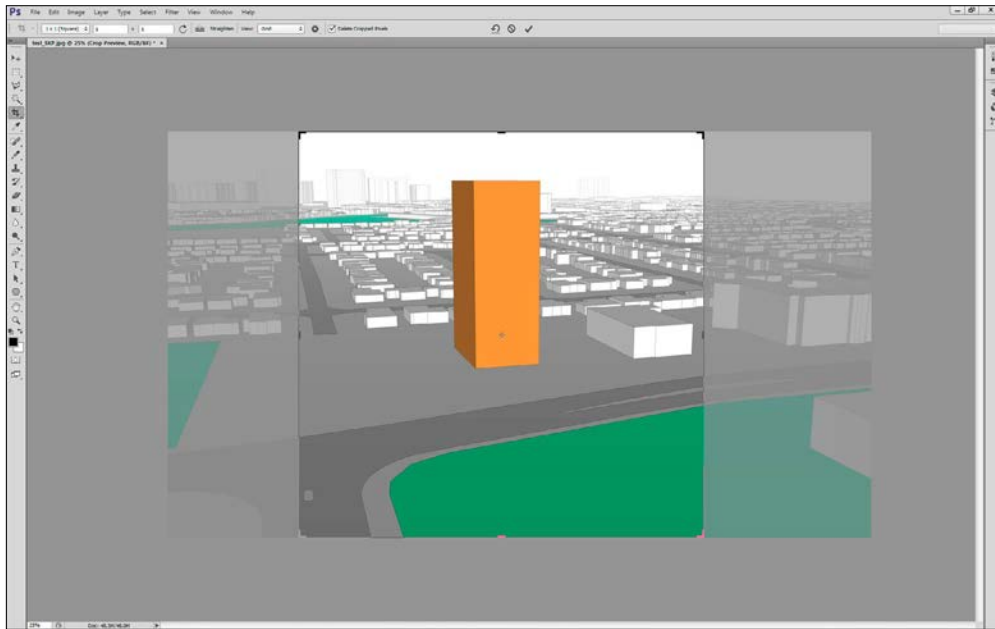


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Setting your Crop Tool to a Square

Select the **Crop Tool**.

In the **Crop Tool Options** dialogue box choose **1 x 1 (Square)**.

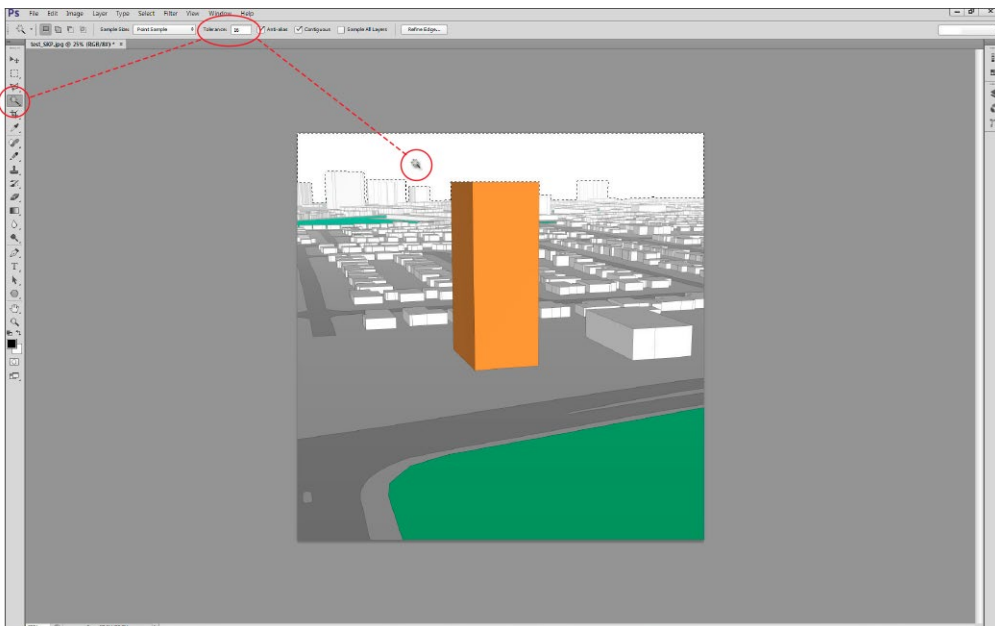


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Cropping the Image to a Square

Your view should look something similar to this - with a **Square Crop**.

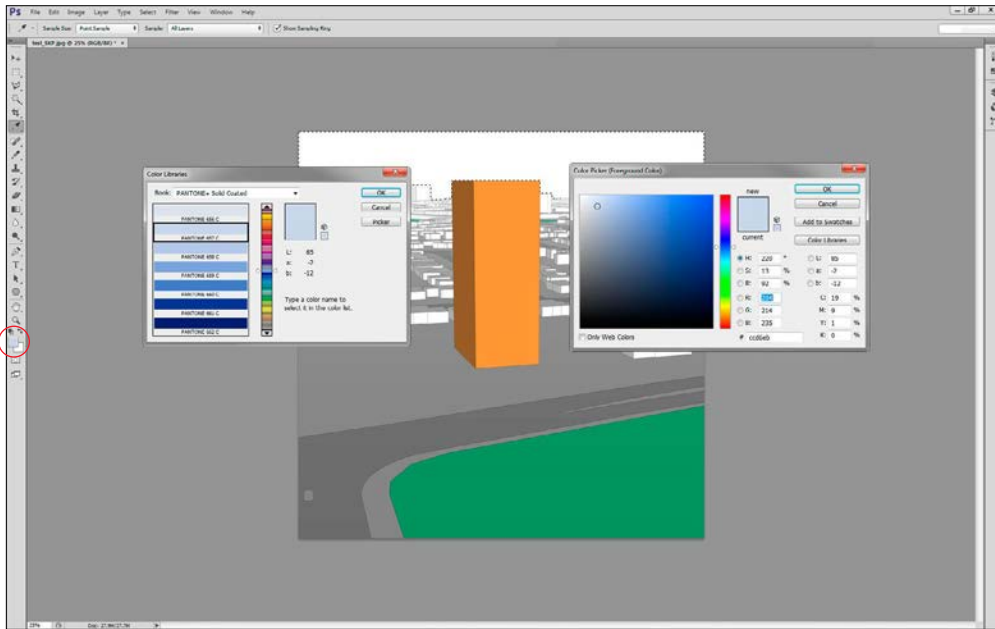
Center your Development Proposal to the **Middle of the Square Crop**. Make sure that you **Do Not Crop the Height**. Simply just center the orange building in the middle and hit **Enter** to crop the image.



20

Select the Sky

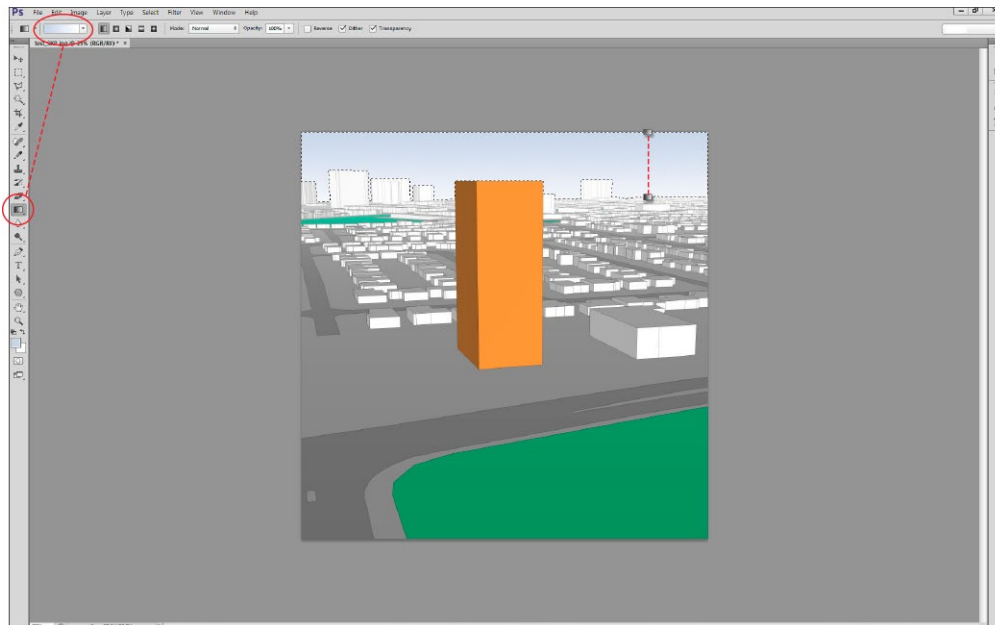
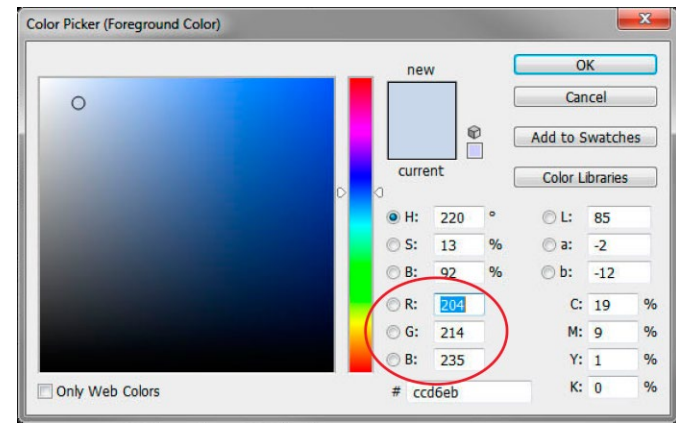
Now that you have a square image, select the **Magic Wand** tool and check to see that you have a **Fairly Small Tolerance Setting**. Click the Magic Wand tool somewhere in the **white area** where the sky is to be painted blue.



21

Selecting the Sky Blue Colour

Click on the **Set Foreground Colour** button to bring up the **Colour Picker** dialogue box. You can use either **Pantone 657C** from the **Colour Library** or simply select the **RGB** values **204-214-235**.

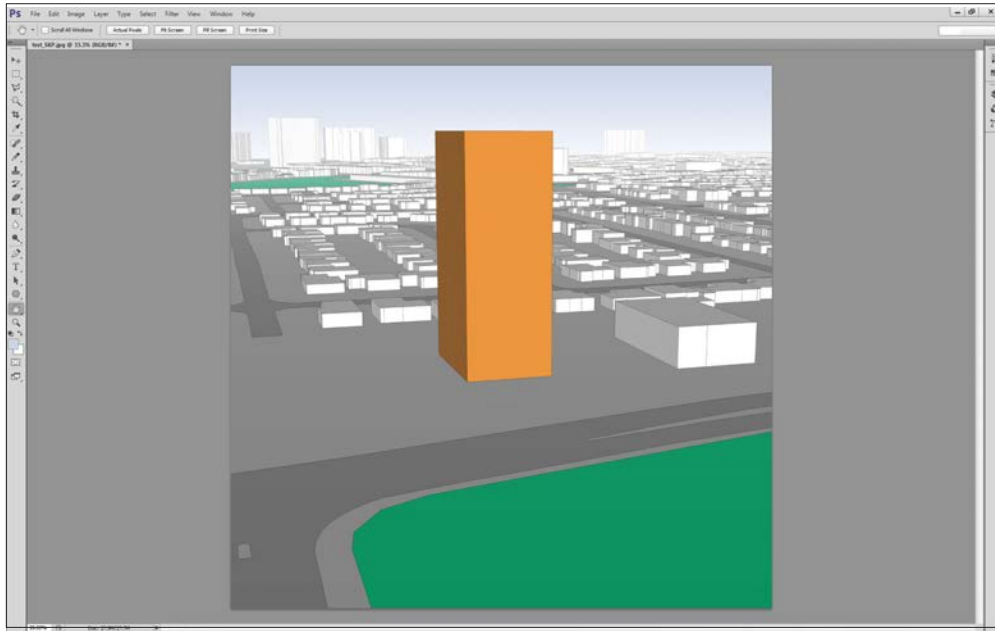


22

Painting the Sky Gradient Blue

Select the **Gradient** tool and the setting **Foreground (Blue) to Transparent**.

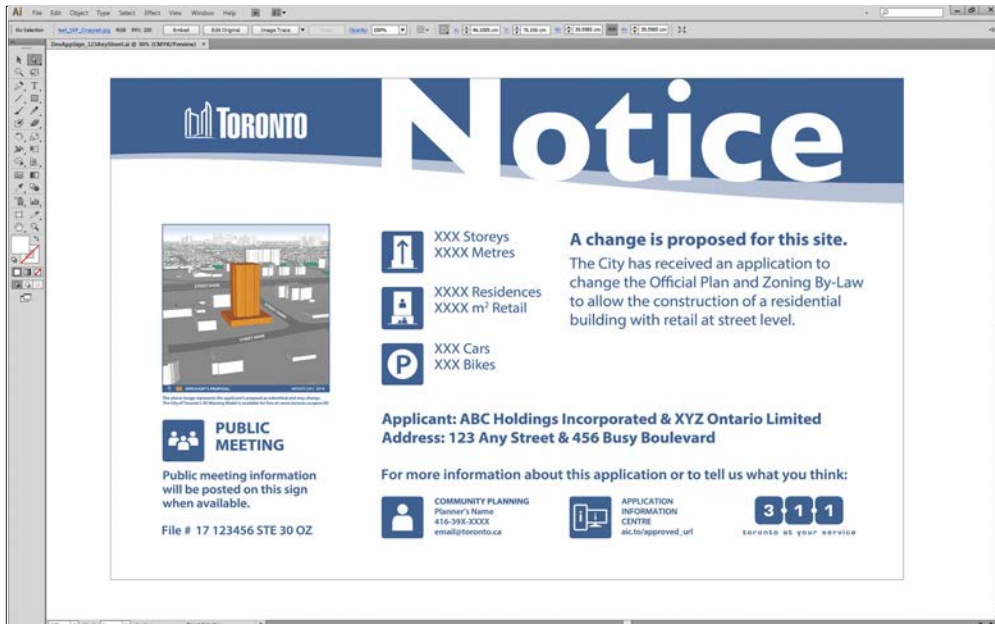
Click and drag the Gradient tool from the **top of the image straight down** until you reach an area where the buildings start. A blue gradient will be painted in the selection area as shown here.



23

Save your Finished Rendering

Deselect the sky selection and **Save** your file.



24

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.