

**A M E R I C A ' S C U P 3 6**  
**Wynyard Hobson Proposal**

URBAN DESIGN, LANDSCAPE AND PLANNING FIGURES

PART 2 -

LANDSCAPE AND VISUAL  
ASSESSMENT PLANS AND VISUAL  
SIMULATIONS











- Legend**
1. Lighter Quay/ Viaduct Harbour Avenue
  2. Waitemata Plaza
  3. Princes Wharf - NW
  4. Princes Wharf - Water Viewing Deck
  5. Princes Wharf - Outside Euro Restaurant
  6. Quay Street/ Princes Wharf Intersection
  7. Eastern Viaduct
  8. Wynyard Crossing Bridge
  9. Karanga Plaza
  10. ANZ Viaduct Events Centre Viewing Deck NE Corner
  11. ANZ Viaduct Events Centre Viewing Deck NW Corner
  12. Halsey Street/ North Wharf Intersection
  13. North Wharf - Outside Jack Tar Restaurant
  14. Lighter Quay Walkway - West Side (NE Corner)
  15. Silo Park Gantry Structure (East End)
  16. Silo Marina Heritage Landing Wharf
  17. Wynyard Point (East Side)
  18. Jacob's Ladder Footbridge
  19. Ring Terrace
  20. Shelley Beach Overbridge
  21. Westhaven Marina - Eastern Extent of Wharf
  22. Northcote Point (Dinghy Wharf)
  23. Bayswater Point (Old Wharf)
  24. Stanley Point Cyril Bassett VC Lookout
  25. Stanley Bay - Seating Area
  26. Birkenhead Ferry West of Wynyard Point (Decant)
  27. Birkenhead/ Bayswater Ferry East of Wynyard Point (Wynyard Basin)
- P1. Princes Wharf Apartments - Level 5  
P2. Princes Wharf Apartments - Level 2  
P3. The Point Apartments (Northern end) Level 1  
P4. The Point Apartments (Northern end) Level 3  
P5. The Point Apartments (Northern end) Level 5

- Key**
- Public Visual Simulation
  - Public Reference Photo
  - Private Reference
  - Private Visual Simulation (P1/ P4/ P5)



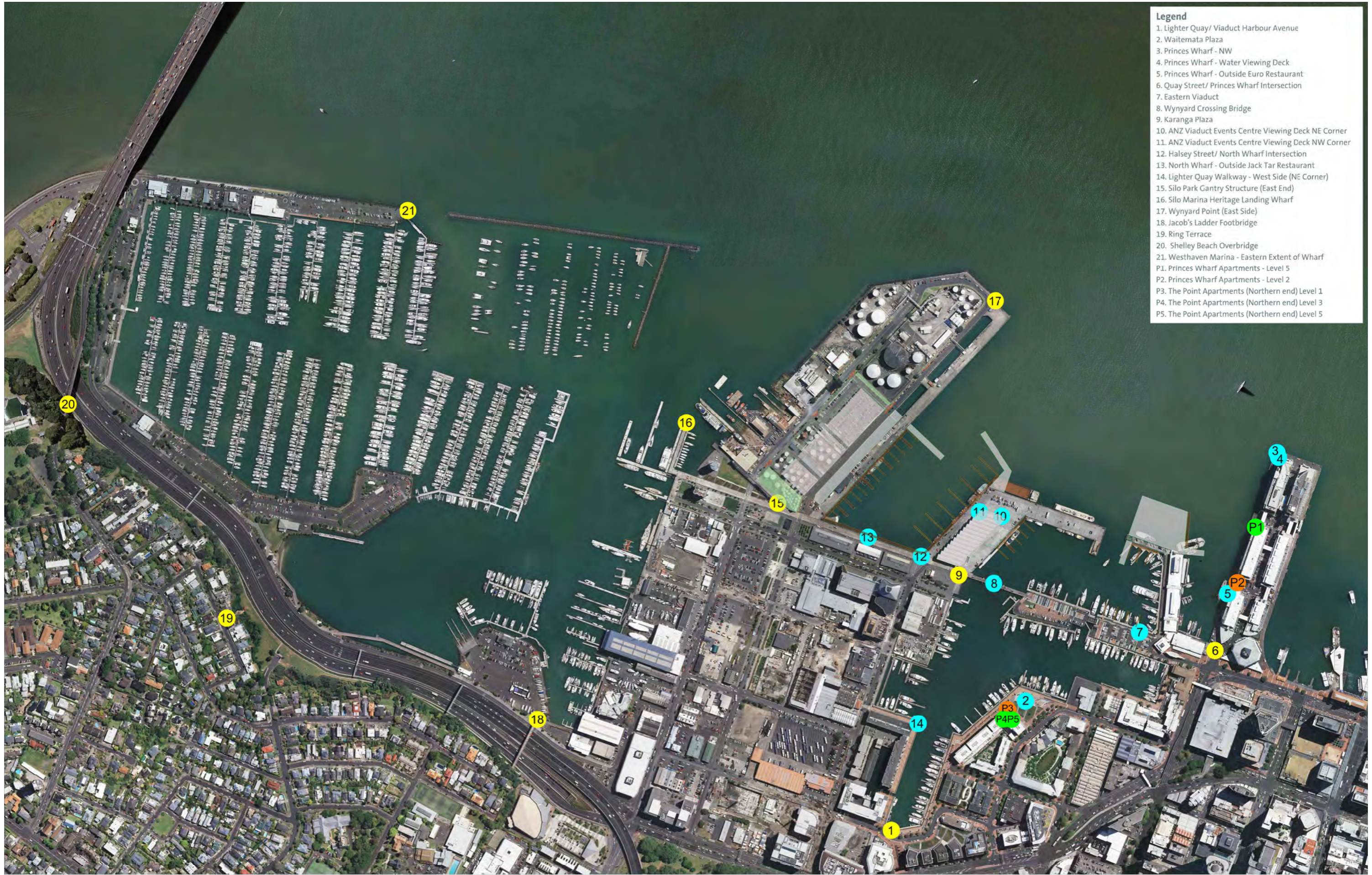
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Data Sources: Auckland Council (Aerials 2016, LiDAR 2013), Boffa Miskell

AMERICA'S CUP 36 - WYNYARD HOBSON PROPOSAL - URBAN DESIGN, LANDSCAPE AND PLANNING FIGURES - PART 2

Viewpoint Location Plan - Harbour Context

| Date: 11 April 2018 | Revision: 0 |  
Prepared for Panuku Development Auckland by Boffa Miskell Limited  
Project Manager: john.goodwin@boffamiskell.co.nz | Drawn: JMy | Checked: JGO



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## VISUAL SIMULATION METHODOLOGY

The simulations have been produced in accordance with the NZILA Best Practice Guidelines for Visual Simulations (BPG 10.2) and adhere to Boffa Miskell's internal Visualisation Guidelines.

### Site Visit

Site photographs were taken with a Canon 6D digital SLR camera fitted with a 50mm focal length lens and mounted on a tripod and panoramic head. (0) The photos were taken at predetermined viewpoints (public and private) and the locations of each viewpoint were subsequently surveyed by Registered Surveyor. A number of other easily identifiable points visible in each photo were also surveyed to assist with photo matching.

### Production

Using digital stitching software, each sequence of photographs was merged to create a panorama with a 90° or 65° horizontal field of view. These were stitched using a rectilinear transformation - (1).

An architectural model of the proposed development (positioned at its correct height and location) was combined with 3D modelling of the wharves, LIDAR data and camera viewpoint data in visualisation software - (2).

Virtual camera views were then created in this file with the LIDAR point cloud data turned on. These views were then matched to the photographic panoramas - (3).

Meanwhile, a photorealistic rendering of the 3D model was exported from the visualisation software - (4).

The point cloud image and the rendering were matched together over the panorama - (5). A foreground mask containing intervening foreground detail was created - (6).

The final simulation was produced - (7) and all panoramas were then assembled using graphic design software.

### Publishing and Viewing

Simulations which have a horizontal field of view of 90° should be viewed from a distance of 20 cm when printed at A3. Those with a field of view of 65° should be viewed from a distance of 30 cm at A3. This will ensure that each simulation is viewed as if standing on-site at the actual camera location, and elements will appear "true to scale".

