



Woollahra
Municipal
Council

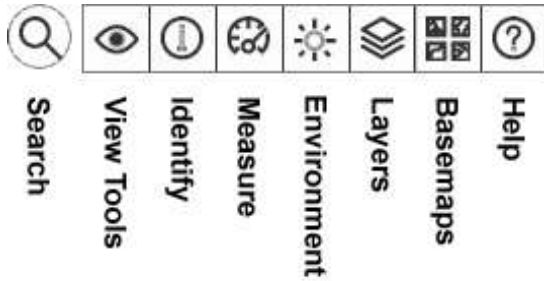
GEOCIRRUS 3D Viewer

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3D Viewer Functionality


The following sections outlines the 3D Viewer toolbar functionality:



NOTE

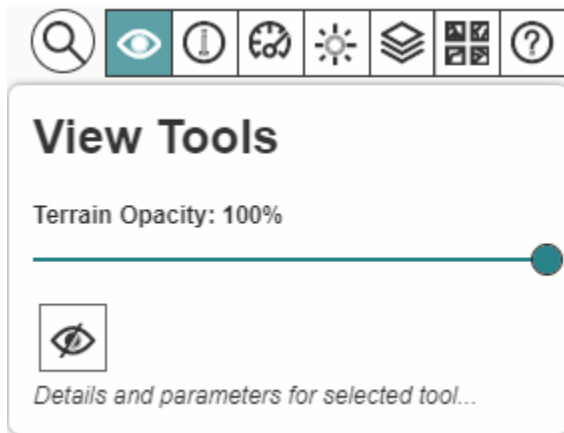
Not all functionality in this document may be available, availability is dependent on project requirements in addition to login status.

Some functionality is only available to logged in users. These are depicted as shown below.

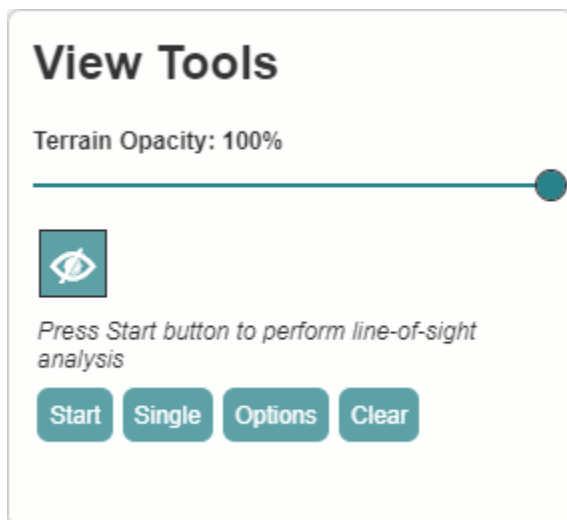
 **Login Required**



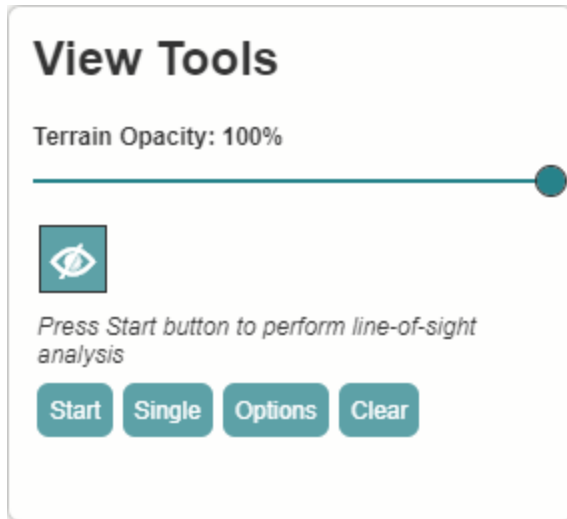
Line of Sight (LoS)



Allows the user to perform a line of sight analysis from an origin point to one or more target points. Clicking on the Line of Sight button opens up the actions available for the Line of Sight tool.



- Start/Stop – Toggles drawn mode on or off. Click start to start drawing line of sight lines in the view. To stop drawing lines, click the same button.
- Single/Multi mode – Toggle Single Line or Multi Line of Sight mode. In single line mode, a line will be drawn between 2 points. In multi-line mode, multiple lines of sight will be drawn from the 1st point clicked in the view.
- Options – Toggles open/close the options available.
- Clear – Clears the view of all drawn Lines of Sight.



Options

- Observer Offset – Vertical offset in metres from the origin point.
- To change the observer Offset value. click on the number to open up a modal dialog as seen below. Either enter a value into the input or use the up/down arrows to increment/decrement the value in 0.1 metre increments. You may also click in the input & use your mouse wheel scroll to change the value.

Single LoS Analysis

To perform a Single Line of Sight analysis:

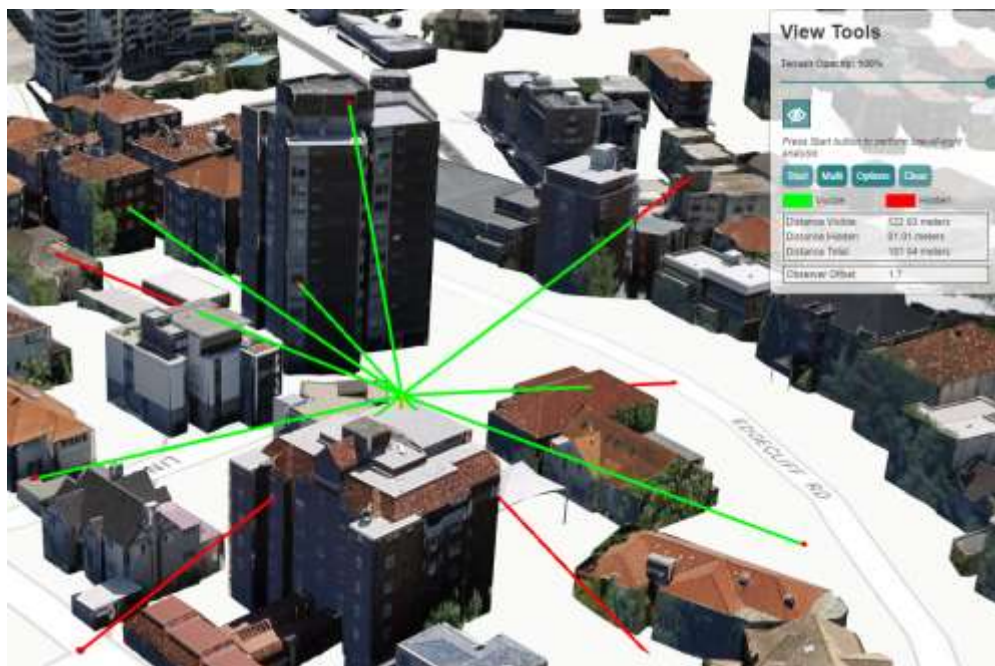
- Ensure the mode is set to Single.
- Click the left mouse button on a point in the view to select the origin point. Moving the mouse will draw a line from the origin point to the mouse position in the view calculating the line of sight dynamically.
- When the mouse is in the desired location, left click again to select the target point.
- Clicking a 3rd time will clear the line & create a new origin point.
- By default, **Red Line = Not visible**, **Green Line = Visible**.



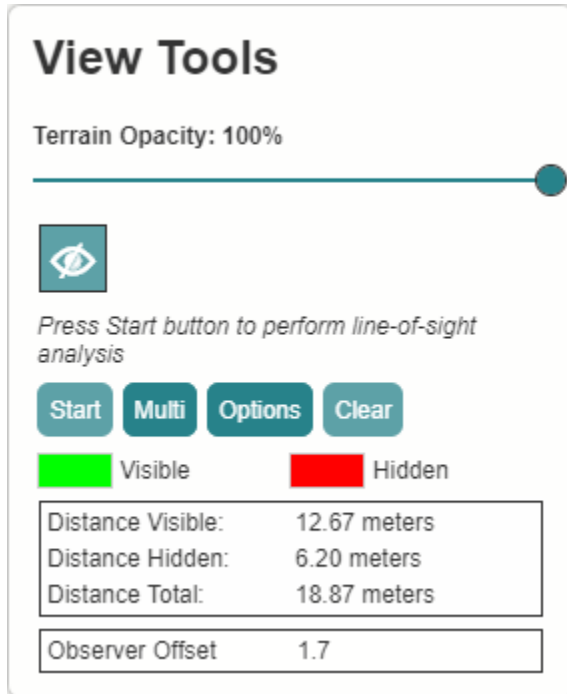
Multiple LoS Analysis

To perform a Multi-Line of Sight analysis:

- Ensure the Single/Multi select button is toggled to Multi.
- Click the left mouse button on a point in the view to select the origin point. Moving the mouse will draw a line from the origin point to the mouse position in the view calculating the line of sight dynamically.
- When the mouse is in the desired location, left click again to select the target point. Move the mouse to the next target point and left click in the view again to draw a line from the origin point to the new target point. Repeat this process until you no longer wish to perform further LoS analysis from the origin point. Previous lines drawn will stay in the scene until you clear them.



Output



When you select the origin point, the legend will be displayed underneath the action buttons, along with the distance calculations of the current line drawn for length in meters from origin to target point as well as the distance of the visible & non-visible components of the line of sight line.

Options.

Selecting the options button will allow the user to change the value of the Observer Offset. This is set to 1.7m (Human Eye Height) by default, but the value can be changed by clicking on this and selecting a new value.


Notes:

- Changing mode between Single and Multi (vice versa) will clear all lines drawn in the scene.
- Closing the LoS Tool via the LoS button in View Tools or switching from View Tools to another tool in the main toolbar will reset the LoS Tool to default settings & clear all rendered lines in the scene.

Identify

Allows users to select items in the map view and display attribute information. Options for selection colour and multi-selection are available.

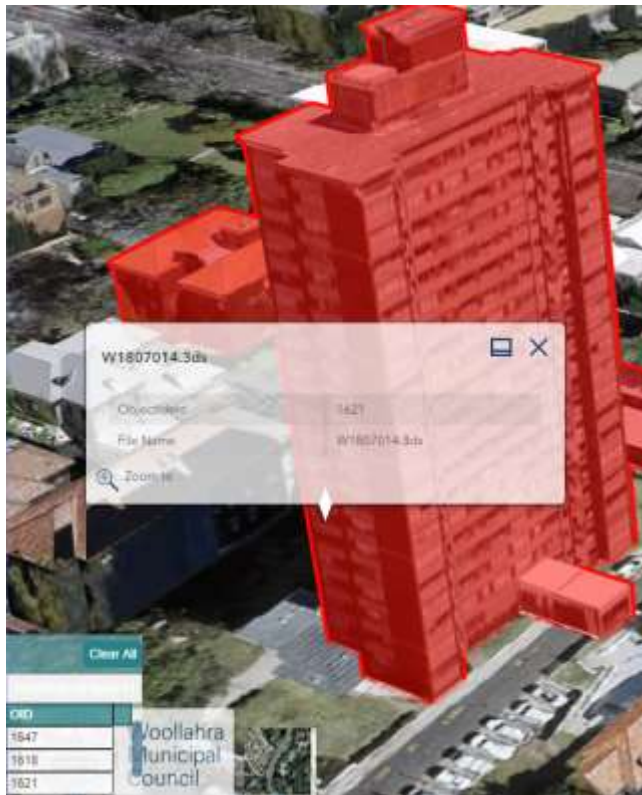
Identify

Colour  #FFFF00

Multi

[Clear](#)

To identify a feature, the user clicks on a feature in the map. A pop-up containing attribute data is displayed. Attribute data is displayed at the bottom of the screen and may contain multiple records if Multi-Select is checked. Clicking the Clear button will unselect all identified features. A feature must have attributes available or nothing will be shown when the identify tool is used.





Measurement

Allows the 3D measuring of distance and area by interacting with the map. To activate the tool, click on the measuring mode you require.



Measuring modes:

- Measure 3D Line: Turns on/off linear measure mode.
- Measure 3D Area. Turns on/off area measure mode.



3D Line Measure Tool

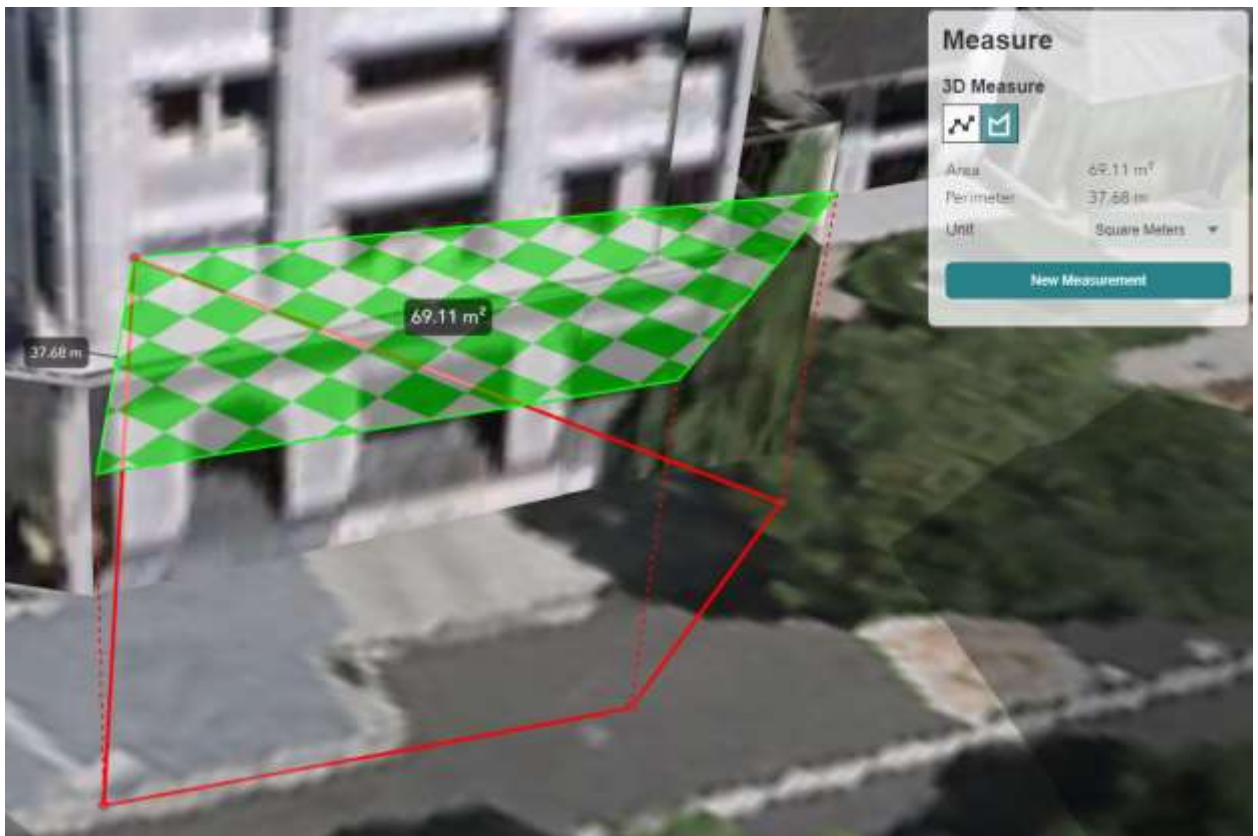


- Measures the direct distance between 2 points only. (red line)
- Supplies the horizontal & vertical components of the measurement. (green lines)
- Convert the measurements into your preferred units of measure by selection the units from the drop down list. Changing the units updates the values of an existing measurement into the new units selected.
- Click "New Measure" to perform a new measurement, or click on the view to automatically start a new measurement between 2 points.
- Hover your mouse over either end of the red line to display an anchor point, which you can click on & drag the anchor point to a new location. Release the mouse button to stop dragging.





3D Area Measure Tool

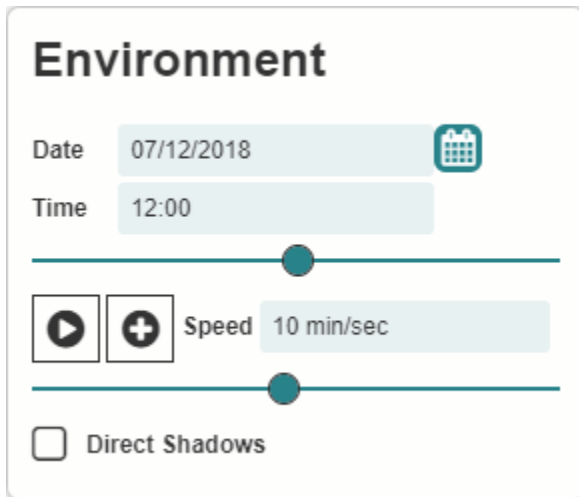


- Measures the area of the shape (green area) formed by the red lines.
- Measures the perimeter of the shape drawn. (green lines)
- Convert the measurements into your preferred units of measurement by selecting the units from the drop down list. Changing the units updates the values of an existing measurement into the new units selected.
- Click "New Measure" to perform a new measurement, or click on the view to automatically start a new area measurement.
- Hover your mouse over either end of the red line to display an anchor point, which you can click on & drag the anchor point to a new location. Release the mouse button to stop dragging.



Environment

The environment tool allows the environment lighting to be controlled by setting the date and time.



To change the 3D scene lighting, drag the time-slider left or right to adjust the time of day. Changing the slider position will update the Time value above the slider. The default date is set to the users system date, the time defaults to 12:00PM..

Environment options:

- Direct shadows: by default, shadows are only cast by 3D models on the map. This option turns on shadows to cast on the terrain surface and surrounding models.

Notes.

- If the users is finding it hard to visualise the shadows, change the basemap to one of the lighter coloured images.





Map layers can be viewed and controlled via the Layers tool.



Functionality includes:

- Switch layers on/off
- Opacity – Slider which changes the transparency of a layer from 0% (fully transparent & not visible) to 100% (Opaque & visible). Values between this range allow the user to see through the layer objects.
- Zoom to Extent – Moves the camera to the extent of the layer which will fit the screen, this is not available for all layers.
- Legend – If a legend exists for a layer it will be displayed here. When a layer is not rendered on screen the legend will not appear.



Base Maps

This tool allows the user to switch between basemaps. Available base maps will depend on the implementation & configuration – examples are listed below. The aerial imagery for the project is listed in the WMC Imagery basemap group and will display the highest resolution recent imagery.

Basemaps


- Raster**
 - Streets
 - Satellite
 - Hybrid
 - Topographic
 - Gray
 - Dark Gray
 - Oceans
 - National Geographic
 - Open Street Map
 - Terrain
- Vector**
 - Vector Streets
 - Vector Streets Night
 - Vector Streets Relief
 - Vector Streets Navigation
 - Vector Dark Gray
 - Vector Gray
 - Vector Topo
- WMC Imagery**
 - Woollahra 2018 Imagery




Opens online help in a new browser tab.



Rotates the view around a selected model in the view.

 The left button toggles the rotation of the camera rotation. The rotation can be turned off at any time by pressing the button again.

 The right button toggles the direction of the rotation in either a clockwise or counter-clockwise direction. The direction can be changed at any time.

If the user attempts to start the rotation without having selected a model in the view, a dialog will prompt them:



Once a model is selected, the camera will rotate around it in the direction specified. If you select another model in the view the view will center on the model & rotate in the currently selected direction.



Returns the user to the initial viewpoint on viewer load.



Rotate/Pan Toggle

Toggles the navigation mode in the 3D viewer between Pan mode (default) & Rotate mode.



North

Heading display. Click on it to reset heading to 0 degrees.



Capture Screen

Takes a screenshot of the current view. Save as screenshot.png in the Downloads folder.




Reset

Restores the viewer to its default loaded state (layers visible state including basemap, initial viewpoint, environment settings & project tab).



Search Widget

Allows the user to perform search operations on location services.

To use the search widget, click on the button with the magnifying glass icon . This will open the address bar. Just type in the address or feature you wish to search for & a dropdown will populate with the closest 6 matches based on the characters entered.

When the ideal choice is displayed in the list, click on the option in the dropdown list to fly to the location specified.

Woollahra
Woollahra Library, New South Head Rd, Point Piper, New South Wales, 2027, AUS
Woollahra Municipal Council, 536 New South Head Rd, Double Bay, New South Wales, 2028, AUS
Woollahra Kindergarten, New South Head Rd, Double Bay, New South Wales, 2028, AUS
Woollahra Preschool, Sherbrooke Ave, Double Bay, New South Wales, 2028, AUS
Woollahra , New South Wales, AUS
Woollahra Sailing Club, Vickery Ave, New South Wales, 2029, AUS

A popup box will be displayed at the location the user selected.



Projects

Allows the user to view approved development applications within the 3D viewer.

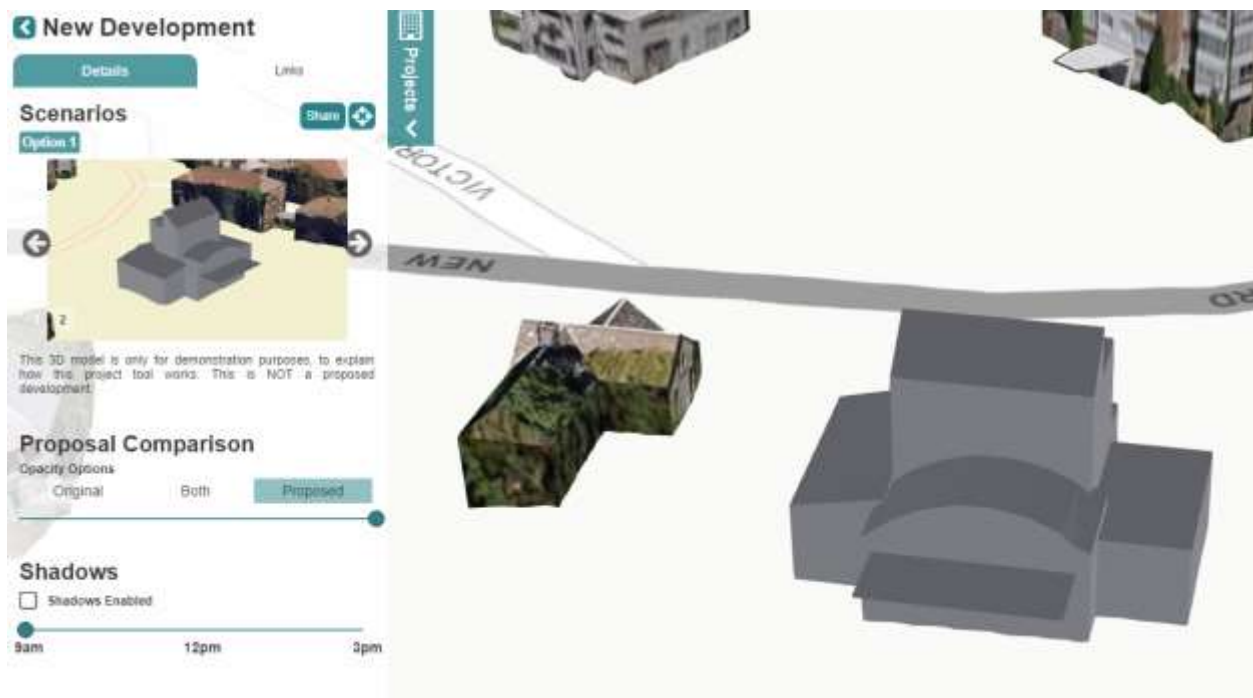
To open the project tab, click on the project tab in the top left corner of the viewer. This will display all the currently approved developments.

Projects



To navigate to a development, select the project from the list.

The project list will close and the details tab for the chosen development will open, this will be centred in the view.



← New Development

← Clicking on the back icon will take the user back to the project list.

This will reset the models in the viewer to the existing development.

The Details tab contains 3 sections:

- Scenarios

- Proposal comparison Widget
- Shadows Widget

Scenarios




The Scenarios section displays the proposed development details.

- Options - Each project will contain at least one option but may contain many alternative options which the user can tab between by clicking on the option tabs.
- Images - Each option will contain 1 or more images to support the proposal. If there are more than one image, the user can cycle between the images for that proposal option using the left & right arrow buttons either side of the image pane.
- Description - Underneath the image pane there will be a description relating to each image.

The Scenario section contains 2 buttons in the top right of the section:

Share - Allows the user to share the option to others via a pre-configured URL with parameters which they can copy to the clipboard. This link can be sent to other users via email or messenger services. Pasting this URL into a browser will load the viewer in the browser, open the project tab automatically and fly the user to the project.



 - Allows the user to easily zoom to the project area.

Proposal Comparison Widget



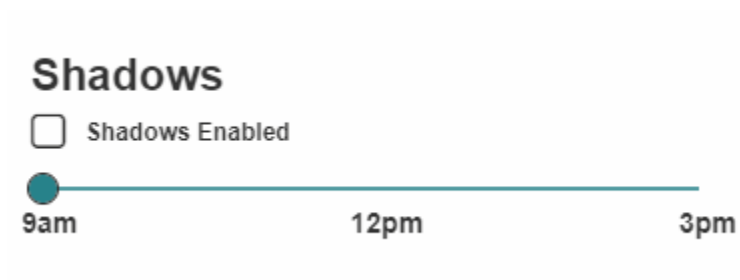
The Proposal Comparison Widget is a widget which helps visually compare a new development to an existing one. This contains three options which the user can toggle development visibility between:

- Original – Displays the existing development. It will move the slider to the left most position so only the existing development is seen.
- Both – Displays both developments. It will centre the slider & both developments will be visible on top of each other.
- Proposed – Displays the proposed development. It will move the slider to the right most position so only the proposed development is seen.

Below these options is a slider which blends the opacity/transparency between the two options allowing the user to compare them visually.

- When the slider is moved to the right of centre, the existing development will have its opacity modified. The existing development will be fully visible right of centre. With the slider in the right most position the existing development will not be seen.
- When the slider is moved to the left of centre, the proposed development will have its opacity modified. The proposed development will be fully visible left of centre. With the slider in the left most position the proposed development will not be seen.

Shadows Widget



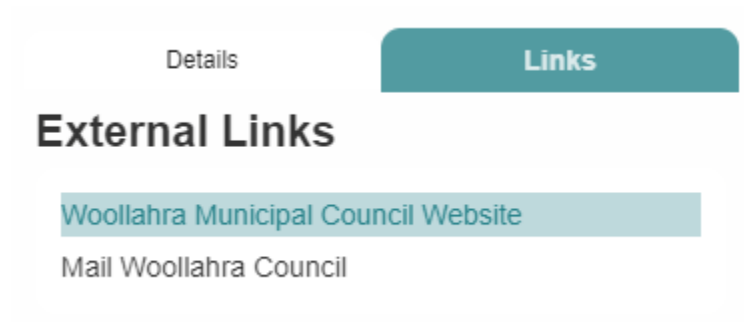
The Shadows Widget allows the user to turn environment shadows on & off in the scene via the Shadows Enabled check box.

The slider below the check box has three configured time of day values which the user can switch between. It is configured to display the shadows in the scene on the shortest day of the year.

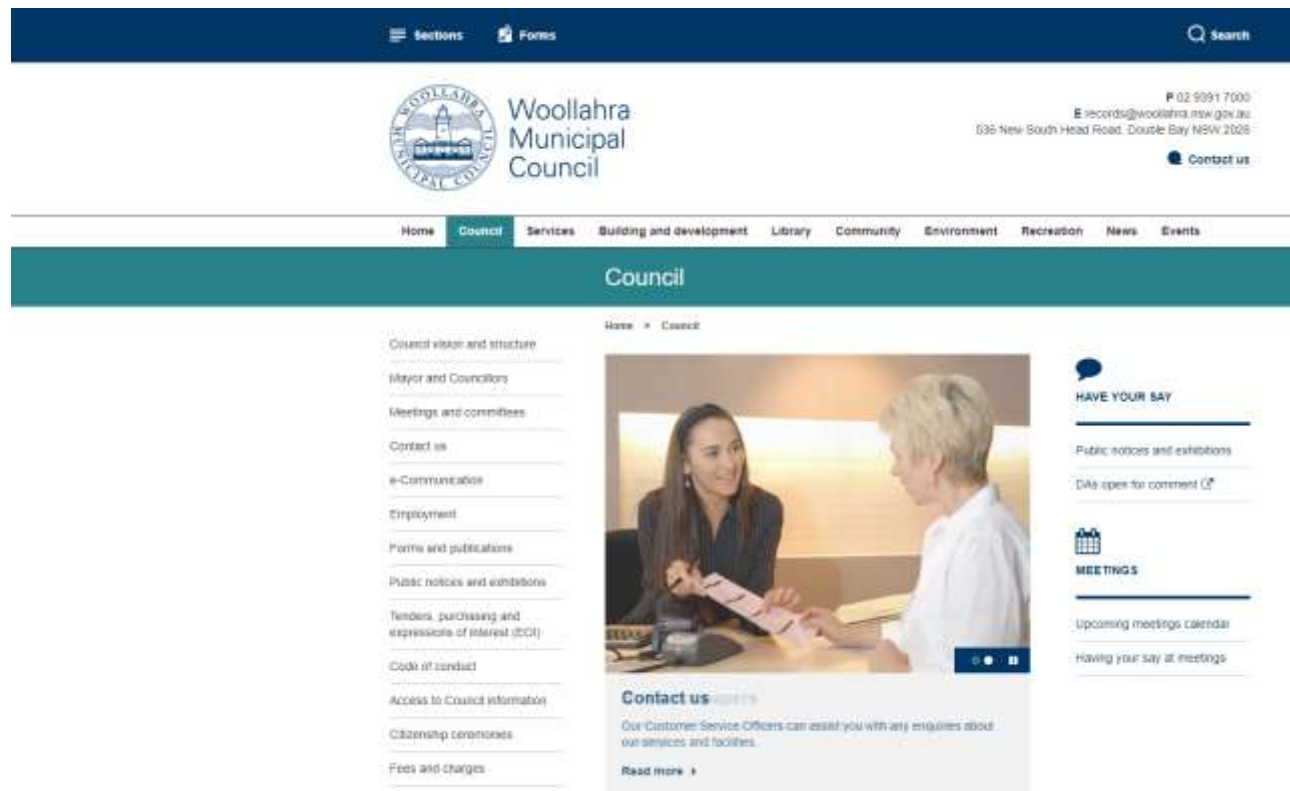
External Links Tab

The external links tab contains links related to the project.

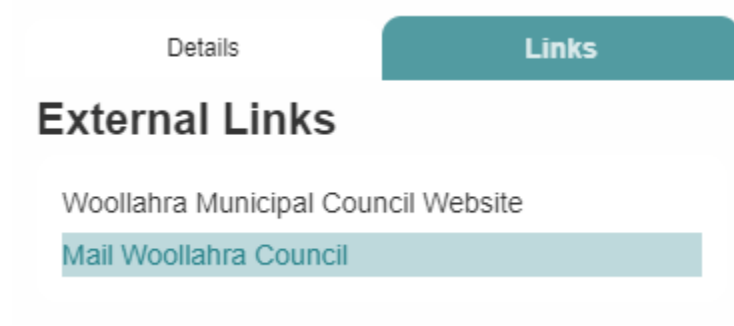
Woollahra Municipal Council Website



The Woollahra Municipal Council Website link opens the council's home page in a new browser tab.



Mail Woollahra Council



Details Links

External Links

Woollahra Municipal Council Website

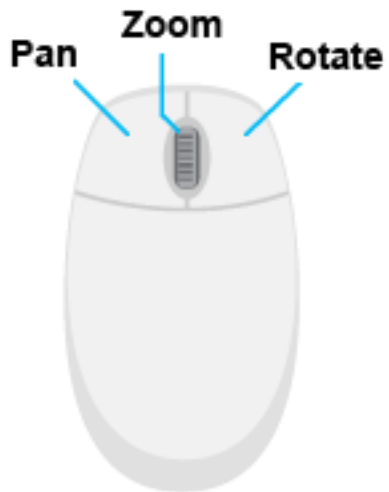
Mail Woollahra Council

The Woollahra Council email link will open the users default mail client and pre populate the client with the council email address and the subject which contains the project name and the DA option currently selected.

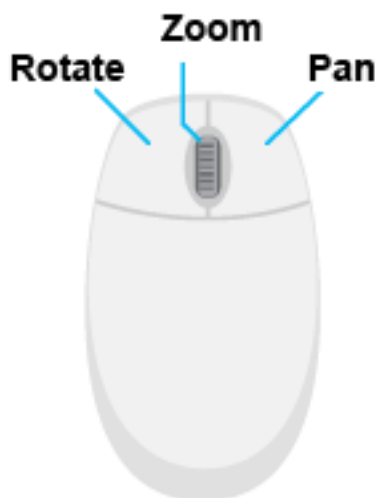
The user can then fill in the email with questions or comments and send to the council.

Navigation

The default mouse navigation in the 3D viewer (Pan mode).



The alternative navigation mode (Rotate Mode)



Support

If additional support is required for items that are not covered in this document, please email:

records@woollahra.nsw.gov.au

Once the support request has been submitted a team member will review the ticket and reply.