

Boherboy CGI's

Verified CGI's



NOTES AND METHODOLOGY

BOHERBOY CGI's

Prepared by Digital Dimensions

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PROFILE

Digital Dimensions are specialists in computer generated visualisations for all forms of planning applications. The company was established in 2000 by John Healy and Jim Manning in Dublin, Ireland. Digital Dimensions is one of Ireland's leading architectural visualisation companies with 20+ years of experience covering a wide range of solutions in the areas of architectural visualisation, environmental design and digital media.

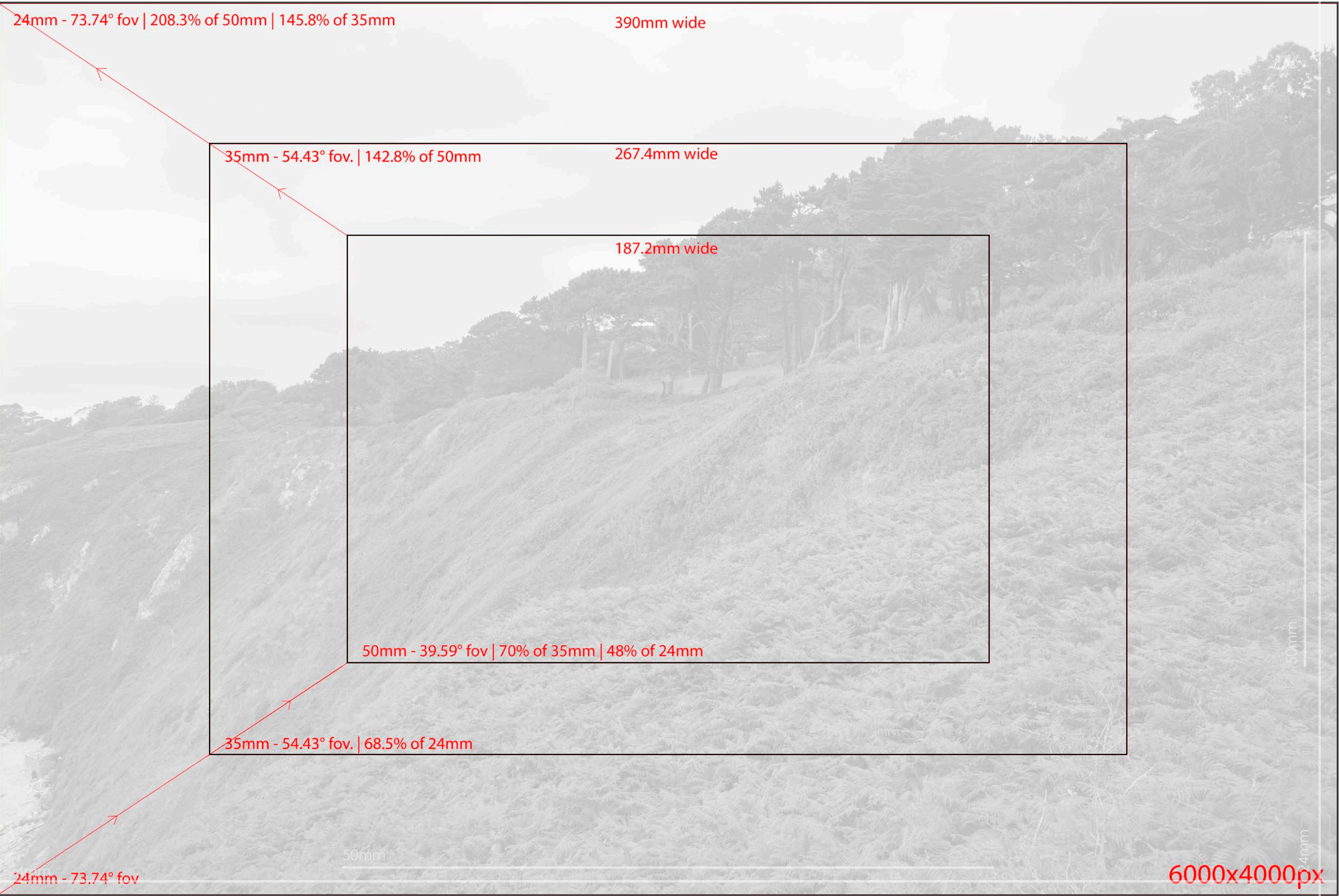
Method Statement - Photomontage production using guidance in The Landscape Institute TGN-06-19 Visual Representation of Development Proposals.

1. Photographs are taken from locations as advised by the planning consultant with a full frame SLR digital camera and prime lens. Photographs are taken using the most appropriate combination of lens focal lengths to ensure that the field of view covers the proposed scheme environment or landscape context. The photographs are taken horizontally with a survey level attached to the camera. The photographic positions are marked (for later surveying), the height of the camera and the focal length of the image recorded.
2. In each photograph, a minimum of 3no. visible fixed points are marked for surveying. These are control points for model alignment within the photograph. All surveying is carried out by a qualified topographical surveyor using Total Station / GPS devices.
3. The photographic positions and the control points are geographically surveyed and this survey is tied in to the site topographical survey supplied by the Architect / client.
4. The buildings are accurately modelled in 3D cad software from cad drawings or BIM model supplied by the Architect. Material finishes are applied to the 3D model and scene element are place like trees and planting to represent the proposed landscaping.
5. Virtual 3D cameras are positioned according to the survey co-ordinates and the focal length is set to match the photograph. Pitch and rotation are adjusted using the survey control points to align the virtual camera to the photograph. Lighting is set to match the time of day the photograph is taken.
6. The proposed development is output from the 3D software using this camera and the image is then blended with the original photograph to give an accurate image of what the proposed development will look like in its proposed setting.
7. In the event of the permitted development not being visible, the massing of the proposed will be outlined in red. Where there are other developments in the proximity of the proposed development with permission and the cumulative effect needs to be considered, then an additional view will be included with the massing of the adjacent permitted developments shown. Where the adjacent developments are within the field of view but not visible, they will be outlined with a different colour and a legend provided with a reference for each development..
8. The document contains:
 - a. Site location map with view locations plotted.
 - b. Photomontage sheets with existing or proposed conditions.
 - c. Reference information including field of view/focal length, range to site / development, date of photograph.
 - d. The existing view with the date the photograph was taken.
 - e. The proposed photomontage (or scheme outline as appropriate)



View Location Map

This map is for view location purposes only. Please refer to Architects drawings for site layout and redline boundary.



< 24mm / 73.7°

< 35mm / 54.4°

< 50mm / 39.6°

Lens Information: Focal Length / Field of View

50mm / 39.6° >

35mm / 54.4° >

24mm / 73.7° >

Location	Description	Photography Date	Field of view	35mm equivalent	Distance to site boundary	Camera model	Reference
						Canon EOS 5DS	



Location
CGI 01



Location
CGI 02



Location
CGI 03



Location
CGI 04



Location
CGI 05



Location
CGI 06



Location
CGI 07



Location
CGI 08



Location
CGI 09



Location
CGI 10



Location
CGI 11



Location
CGI 12



Location
CGI 13



Location
CGI 14





Location
CGI 16



Location
CGI 17