

VizMAP

“Letting you see where you stand”

I've come full circle...



1984 - My first computer...  
Apple IIc with 128Kb "memory"



I've come full circle...

I bought my next Apple this week...  
Apple iPhone 3GS  
with 32Gb "memory"





# I've come full circle...

A Byte consists of 8 bits of rudimentary binary information

A Kilobyte is 1,024 Bytes

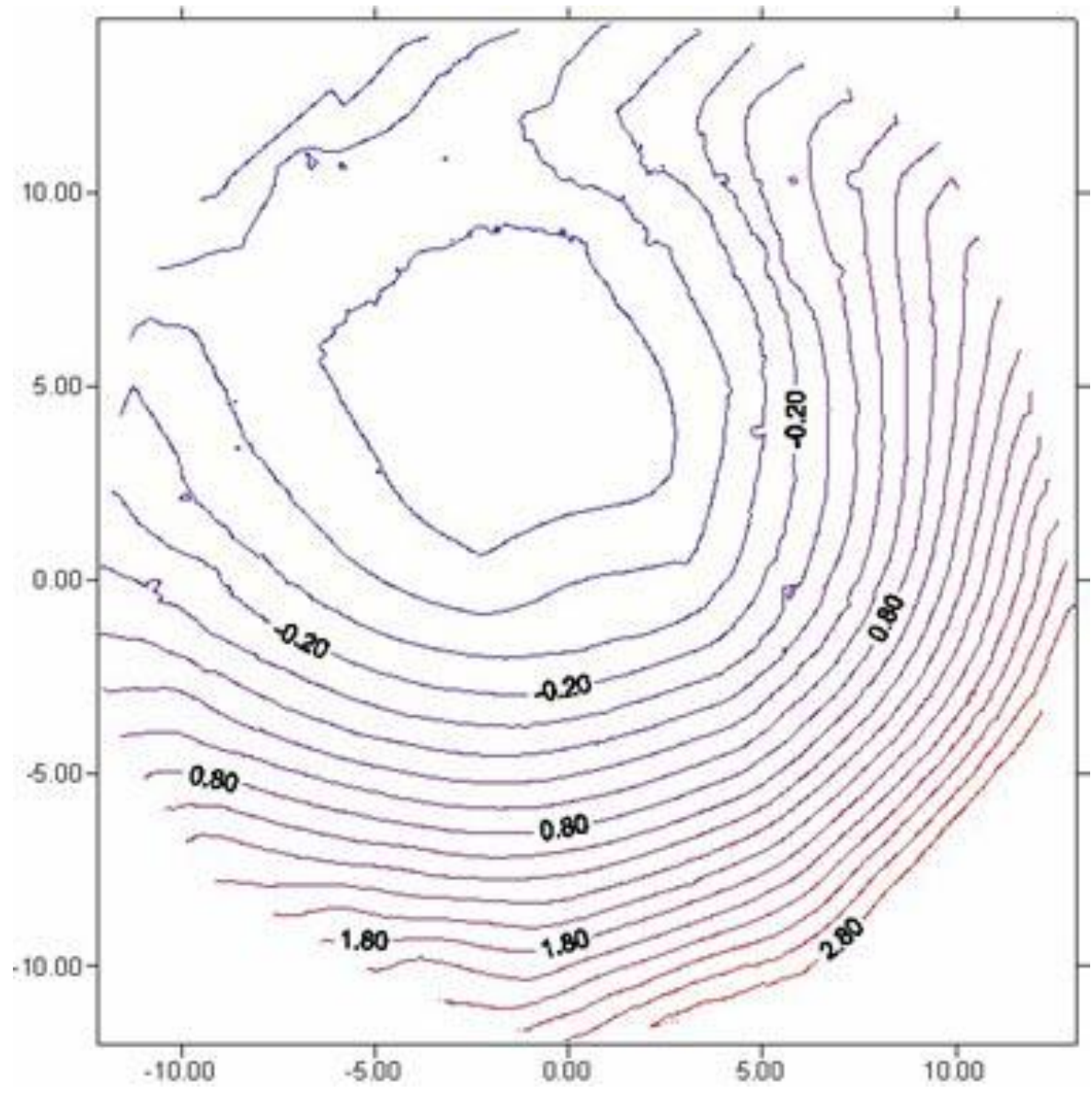
A Megabyte is 1,024 Kilobytes

A Gigabyte is 1,024 Megabytes

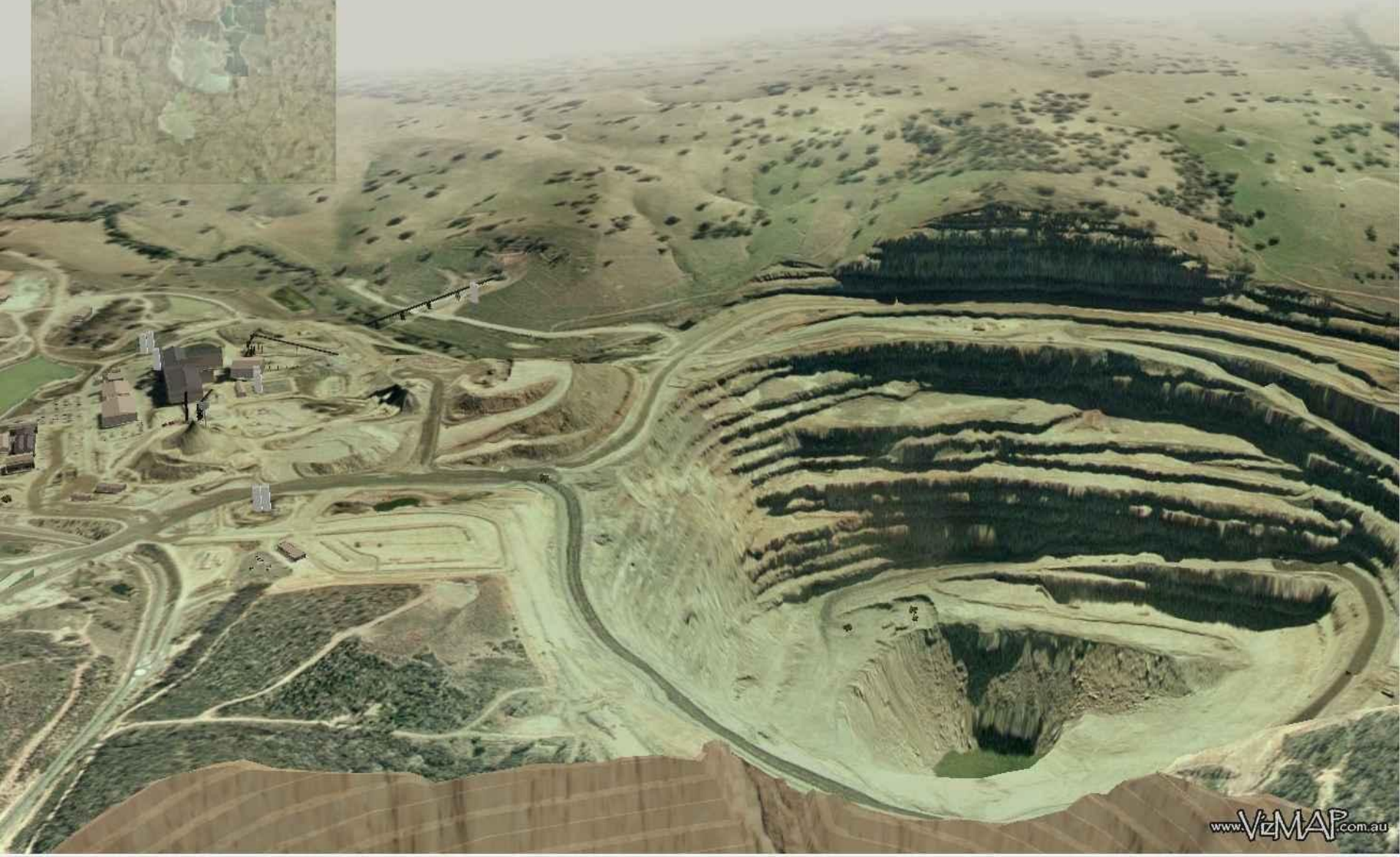
In 1984, my Apple IIc had 128Kb of "memory"

In 2009, my Apple iPhone 3GS has 32Gb or 33,554,432Kb of "memory"

So what happened in the meantime....?









# 3D Visualisation

**Surveying & Spatial Sciences Institute (SSSI)  
Hervey Bay, 2009**

**Graeme Brooke – VizMAP Pty Ltd**





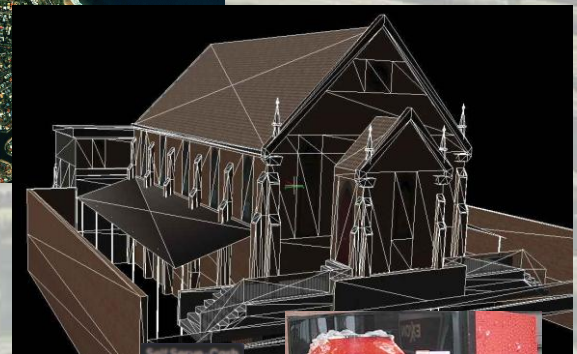
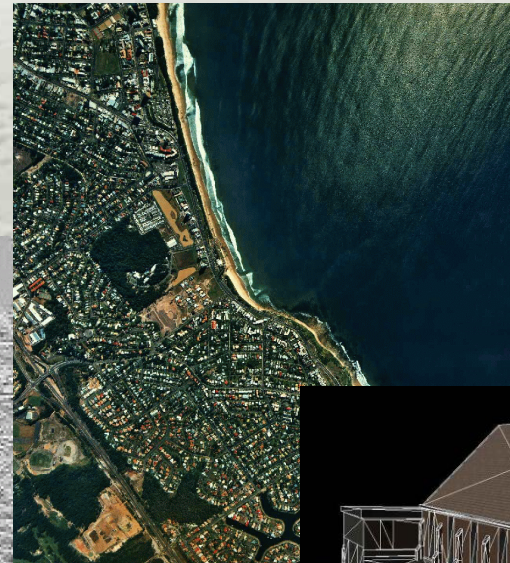
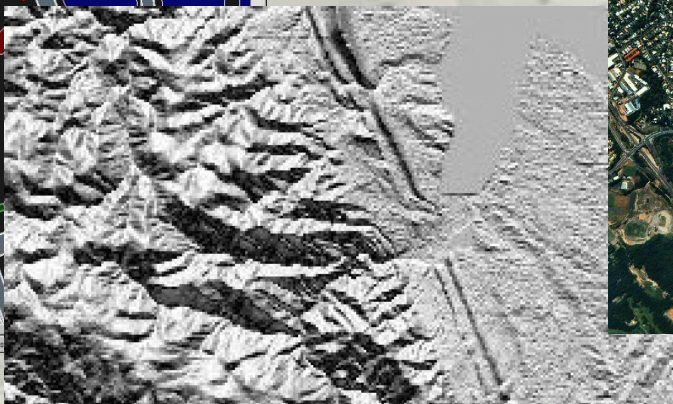
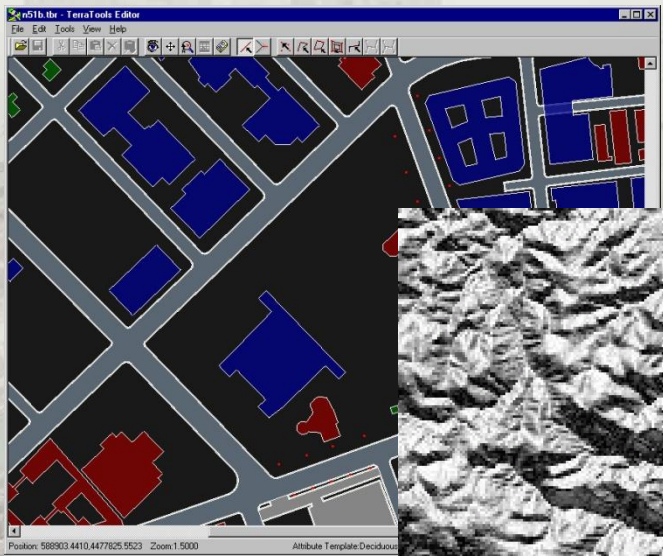
# Specific Applications

- **Public display & community consultation**
- **Marketing and sales of proposed construction/development**
- **Site Induction for critical Infrastructure (mine sites, power stations, etc.)**
- **Corridor selection/management/control of major engineering works**
- **Geographic “Entry Statements” and First Impression designs**
- **Eye clutter, signage and other visual pollution management**
- **Surge tide and coastal inundation management**
- **Rural clearing, subdivision and riparian buffer management**
- **Disaster recovery/management/control**
- **Bushfire prevention strategies**
- **Route and corridor planning**
- **Infrastructure planning**
- **Line of sight surveys**
- **Internal communication**



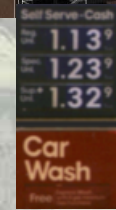


# What Data is Required?



## Import data:

- GIS data
- DEM's
- Orthophotos and/or Satellite Imagery
- 3D Models
- Textures





# How is a Simulation Made?



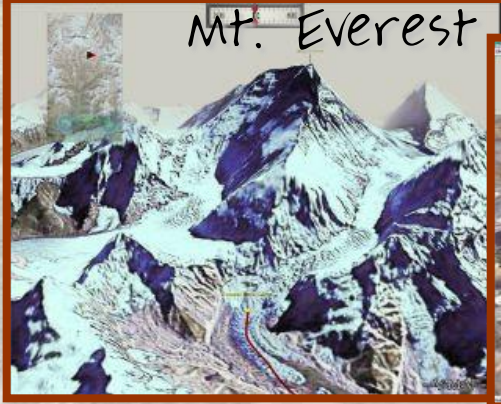
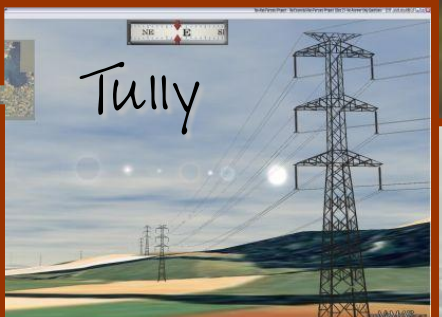
A simulation can be as simple...







# Sample Simulations



There are no two alike



# Case Study #1: Gladstone Port Access Road

- Developed for MRD
- MRD provided: aerial photography; DEM; DXF structures and engineering works and digital photography for eventual model textures
- VizMAP sourced broadscale imagery and DEM and modelled buildings and other infrastructure
- Required to show Council what was proposed and for use in public consultation
- Time to complete: 6 weeks

Run Gladstone



# Case Study #2: New Coal Mine in Kalimantan

- Developed for PT Asmin Koalindo Tuhup (AKT)
- AKT provided DXF of mine 4 year plan; lease boundary and road corridor
- VizMAP sourced broadscale imagery and DEM and modelled buildings and other infrastructure
- Required to show proposed coal mine and associated infrastructure in Central Kalimantan to potential Russian investors
- Time to complete: 8 weeks

Run  
Tuhup





# Case Study #3: Everest Base Camp Trek

- Developed for Centacare
- Centacare provided nothing
- VizMAP sourced broadscale imagery and DEM and modelled trek route
- Required to show trek from Lukla to the Everest Base Camp in Nepal for prospective trekkers
- Time to complete: 1 week

Run  
Everest



# Case Study #4: New Pit at Cadia Valley

- Developed for Newcrest Mining Ltd
- Newcrest provided DXF of existing and proposed mine sites including open cut pits, tailings dams and waste dumps, as well as digital photography for model textures
- VizMAP sourced broad-scale imagery and DEM and modelled buildings and other infrastructure
- Required for public consultation to show visual impact of proposed new pit
- Time to complete: 6 weeks

Run  
Cadia Valley





# Case Study #5: The Port of Brisbane

- Developed for the Port of Brisbane
- PoB provided access to the Port Precinct (including by water) to take photography of infrastructure in order to create 3D models
- VizMAP sourced broad-scale imagery and DEM and modelled buildings and other infrastructure
- Required for Emergency Services consultation to dynamically display “What If” scenarios
- Time to complete: 10 weeks

Run  
PortWatch

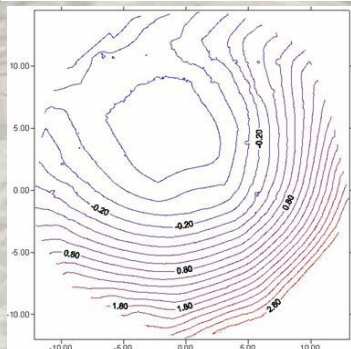




25 Years



25 Years

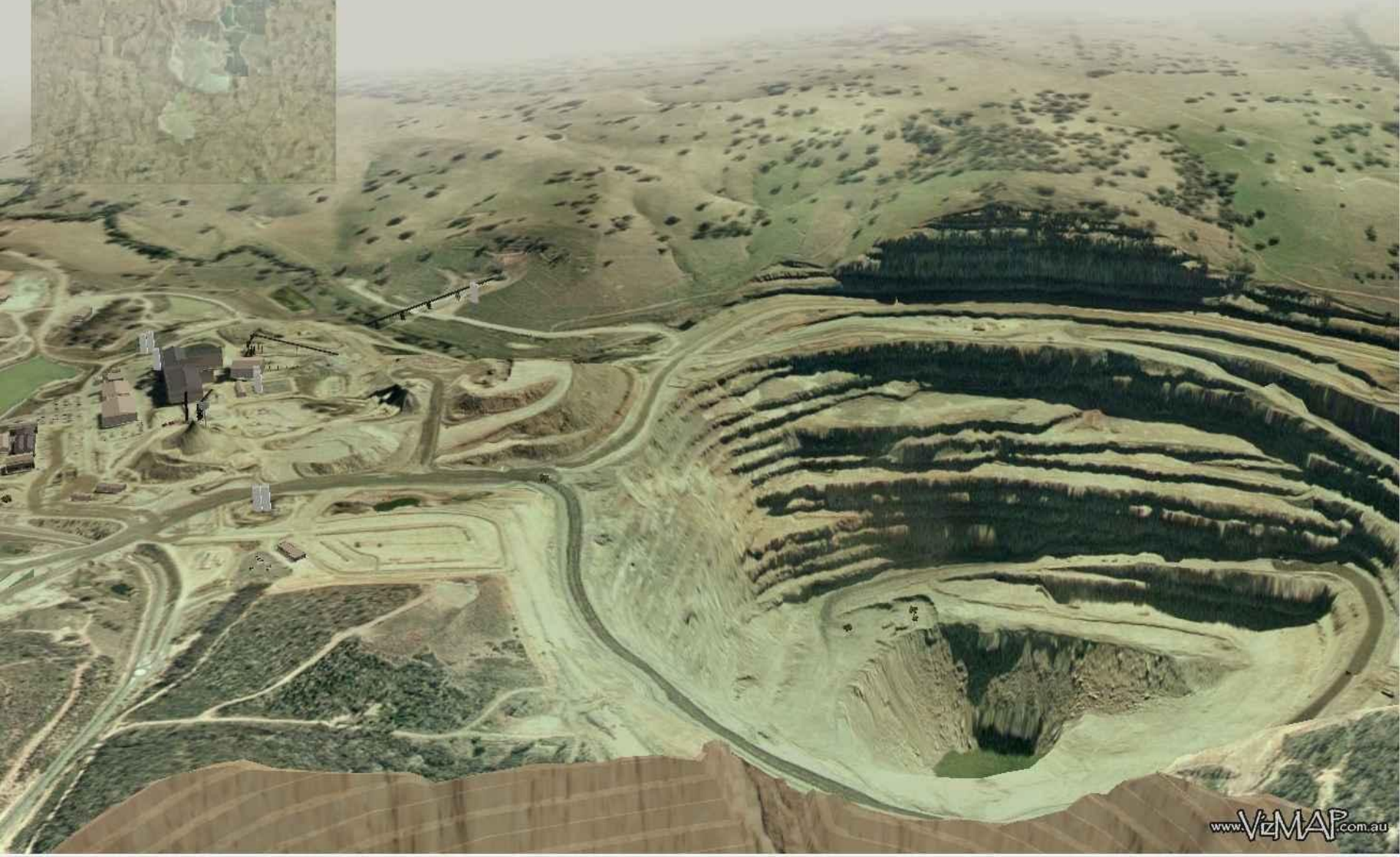


**1984**

**2009**

**2034**









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