

## Helping the community to understand development proposals (pre-application and/or application stage)

Applicants are encouraged to explore ways to help members of the community visualise what a development will look like and how it will relate to its surroundings. Some examples of how to do this are given below:

### Computer-Generated Models & Images



Computer-generated models and images can be used to show how the final design might fit in with existing buildings and views. They can also be a good way to show how surface treatments and building materials will look. Digital 'walk through' or 'fly over' experiences, or virtual tours, can help people to appreciate how the final scheme will look and feel.

### 3D Models



Three dimensional models can be useful to show the proposed scale and position of development, as well as how it relates to surrounding buildings, open spaces and changes in ground levels.

### Large maps



Large maps can help to show development sites and their surroundings in more detail, helping to show how a development relates to its context.

### Indicative Height Poles (‘Swiss Poles’ / ‘Ghost Buildings’)



Poles can be used to mark out the location and height of a proposed development to help people visualise its scale and potential impacts. The City Council has a set of six adjustable poles which are available to hire. Each pole can reach up to 10 metres in height.

### Scaffolding Covers (‘building wraps’)



Scaffolding covers which provide an indication of the final design can help people visualise the proposed development and how it might fit in with the surrounding area.

These examples are not definitive. Applicants are encouraged to be creative in thinking of ways to help people visualise proposals. Some further examples of good practice for can be found in Planning Aid’s [Good Practice Guide to Public Engagement in Development Schemes](#).