

**Site at “Carlisle”
Kimmage Road West,
Terenure, Dublin 12.**

**PHOTOMONTAGE REPORT
MARCH 2025**

visual lab

Photomontages Report

Site at ‘Carlisle’ Kimmage Road West, Terenure, Dublin 12

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Photomontage Methodology

3D Modelling

2D CAD drawings for landscaping were provided by Niall Montgomery + Partners, while a 3D Revit model was supplied by BKD Architects. Visual Lab utilised these assets to create a detailed 3D model of the proposed buildings and their associated landscaping. Additionally, existing topographical surveys were provided by BKD Architects

Photography

All photographs were taken by BML Media using a high-resolution Sony A7R II 35mm camera equipped with various professional 24mm lens.

A plumb line was employed to mark the centre position of the camera and confirm a height of 1.6 meters. A mark was sprayed on the ground at each camera position, and photographs were captured for reference. Additional detailed photographs of the site and surrounding areas were also taken using a range of lenses.

Survey Information

In each instance, camera positions and control points were surveyed by CSS Surveys. Key static points visible in the photographs were also surveyed to serve as control points. These camera positions and control points were then aligned and integrated into the Base Model, all referenced to the National Grid.

Base Model

The provided topographical survey and proposed model were over-laid and aligned to create a ‘Base’ model file. This Base model allowed for the accurate alignment of the proposed buildings, camera positions and reference points. This Base model was updated throughout the design process.

Photo matching

Using 3D Studio Max software, a virtual camera was positioned based on the surveyed locations. An accurate fit between the virtual camera and the photograph was achieved by precisely matching the surveyed static features (control points) in the render to the corresponding points in the background photograph.

Rendering

The models were textured and rendered using the VRAY rendering engine. The materials and lighting were carefully adjusted to mimic real-world scenarios. Existing buildings within the scene served as valuable references for understanding how light would interact with the proposed structure. A digital image was produced (rendered) and then combined with the background photograph using digital compositing software. Reference photographs were used to crop the images, removing any portions that would be obscured by existing trees, topography, or buildings, thereby leaving only the visible components. The photomontages are presented as “proposed,” including additional proposed planting.

Presentation

Because photography cannot fully convey the visual experience perceived by the human eye, the photomontages are intended as tools to aid in visual assessment. They should be viewed on-site and compared with the real scene.

Each view is presented on 2 sheets:

Sheet 1 - Existing (receiving environment)

Sheet 2 - Proposed

Conclusion

We have outlined our procedure for generating the photomontage. We have re-verified our results and are confident that these images provide a fair and accurate representation of the proposed development.

Notes

Subject to accurate survey information, the position and scale of a building in a scene can be verified mathematically. Whilst position, height and scale will be objectively accurate, subjective judgement must be used when lighting is being assessed and therefore a definitive and objectively verified agreement on lighting is not possible.



Location of Camera's

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