



Sum-up of Mini-workshop

15 June 2017, Baltic Urban Lab workshop in Norrköping, Sweden

The aim of the Mini-workshop was to discuss about the benefits and challenges that 3D models and other visualization tools can bring to urban planning and especially citizen participation and cooperation between actors. The main identified benefit was the capacity to make the planning-related information easier to understand. Information in 3D format facilitates cooperation between professionals and makes it easier for them to communicate to citizens and decision-makers. It is also possible to reach new and more diverse target groups. 3D models and other visualization tools can also help to set construction-related norms and requirements to developers and constructors and thus enable higher quality projects.

One of the main challenges identified during the discussions was that the development of these kinds of models and tools requires closer collaboration between the planning department and the other departments in the city. There are also needs for new skills. Municipal organizations for example need to know about the possibilities of 3D visualization, in order to make successful public procurements of these types of services. The modelers on the other hand need to understand the connections to the planning process and what kind of interaction is asked for. It was also stated that there should be a strong support from a high level in the city organization in order to develop and use new types of digital tools to improve communication, cooperation and citizen participation in the city.

Last minutes of the session were used to think of possible applications of 3D and other digital visualization tools in urban planning. Here are some examples, where visualization can give added value:

- Modelling physical phenomena like flooding
- Showing the key views from different spots if a plan is realized, to protect the present landscape and avoid visual pollution
- New ways how citizens and visitors can see the city and the proposed new developments, city walks using augmented reality technologies
- Demonstrating how the implementation of a planning project will proceed in time.

The key points were captured on sticky notes. Those points have been transcribed and listed here by emerged sub-themes.





Benefits

What are the benefits and the added value that the use of 3D models and other visualization and participation tools bring in urban planning? Does it bring added value into brownfield regeneration process?

Communication, creating of experience:

- More and better contact with people, leads into more in depth conversations
- Present a lot of information at the same time
- Internal communication tool
- More complete experience, not only see but experience
- Learning function
- Creates engagement.

Making visible and understandable:

- Visualisation of information
- Making urban planning more understandable
- 3D easier to understand than maps in general
- Easier for normal people to understand.

Decision making:

- Support from the City in high level and aim to be the best in 3D modeling – being in frontline
- Makes easier for politicians to understand too
- More data and knowledge, makes it easier to make decisions.

Target group coverage and equity:

- Reach more people – younger people, diverse participation
- 3D – everyone see the same thing.

Setting norms:

- Puts pressure on developers & contractors to have high quality.

Situation analysis:

- Can be used for many studies: solar and heat radiance, volume studies (water), and can offer planning professionals hard facts.





Challenges

What are the critics and challenges? Where does the initiative to use 3D in the city come from? What kind of problems you are likely to encounter?

Process development / Communication:

- Need to have a right time in the process (3D participation)
- How to take care of citizen comments technically to save them?
- Too detailed models put focus on certain things, focus on color etc.
- 3D visual models, needs to combine with other data, leads into that amount of data should be developed
- It can take a lot of time to make 3D models
- Sometimes all use of data doesn't fit in 3D etc.
- There are certain things that need not 3D models but 2D is good enough to offer information like about flat surfaces
- Duplo goes "Lego Star wars" in planning.
- Collaboration needed, for example in between the geologist and 3D modellers
- Cooperation between planning & GIS / 3D developer department a challenge!
- To get people to understand how to use it? More cooperation between departments needed!
- Data available, but 3D modellers don't know how to ask the right questions; 3D models need to be accompanied also with fantasy and creativity and not just technical skills.

Decision making:

- Needed mandate / task to develop 3D at municipality (from high level)
- Requires tendering competence from cities
- Permission to explore new methods needed.

Setting norms / Diversity of developers:

- Need to preserve ideas from different architects in the same settings (ordering issue); on the other hand, standardisation can influence creativity / block too
- May make people less creative, everyone the same.

Making visible and understandable:

- Give examples how data can be used, concretisation.





Applications in planning

For what purposes can 3D models and visualization and participation tools be used in urban planning? How you have been using them at your work – or would like to use them? Who is using them, and what is the target group?

Situation analysis:

- Useful for modelling for example flooding and visualising the problem and solution
- There can be different classification (Pri1/Must, Pri2/Should, Pri3/Might) of projects in the city, in which the 3D model will be used definitely
- Visual pollution; commercial, signs.etc. / as negative factors in the visual landscape
- Visualise corridors – landscape.

Decision making / Setting norms:

- Good tool to present visions to politicians, get better quality and higher standards; easier to talk to politicians
- Huge system to build, do have a decision in the city!

Communication, creating of experience:

- City walks; how to see the city?
- Needs to be used with different models of communication.

Process development:

- Visualisation of the timeframe and communication; flow to show timeframe and what will be done?
- Easy to take care of comments; taking care of comments, auto tools to valuate and sort contents; need of technical skills to sum up.

