

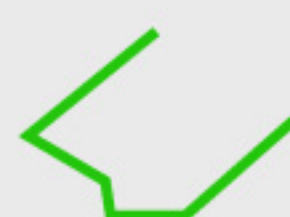


SICEEP - SSDA7 Shadow Study

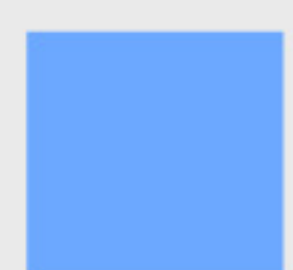
21st March, 12pm



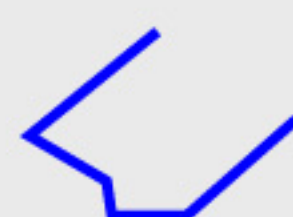
Shadows cast by
SSDA7 buildings



Parameter plan
shadow NE Plot



Shadows cast by
SSDA3, SSDA4 +
SSDA5 buildings



Parameter plan
shadow for DD,
NW + SW plot



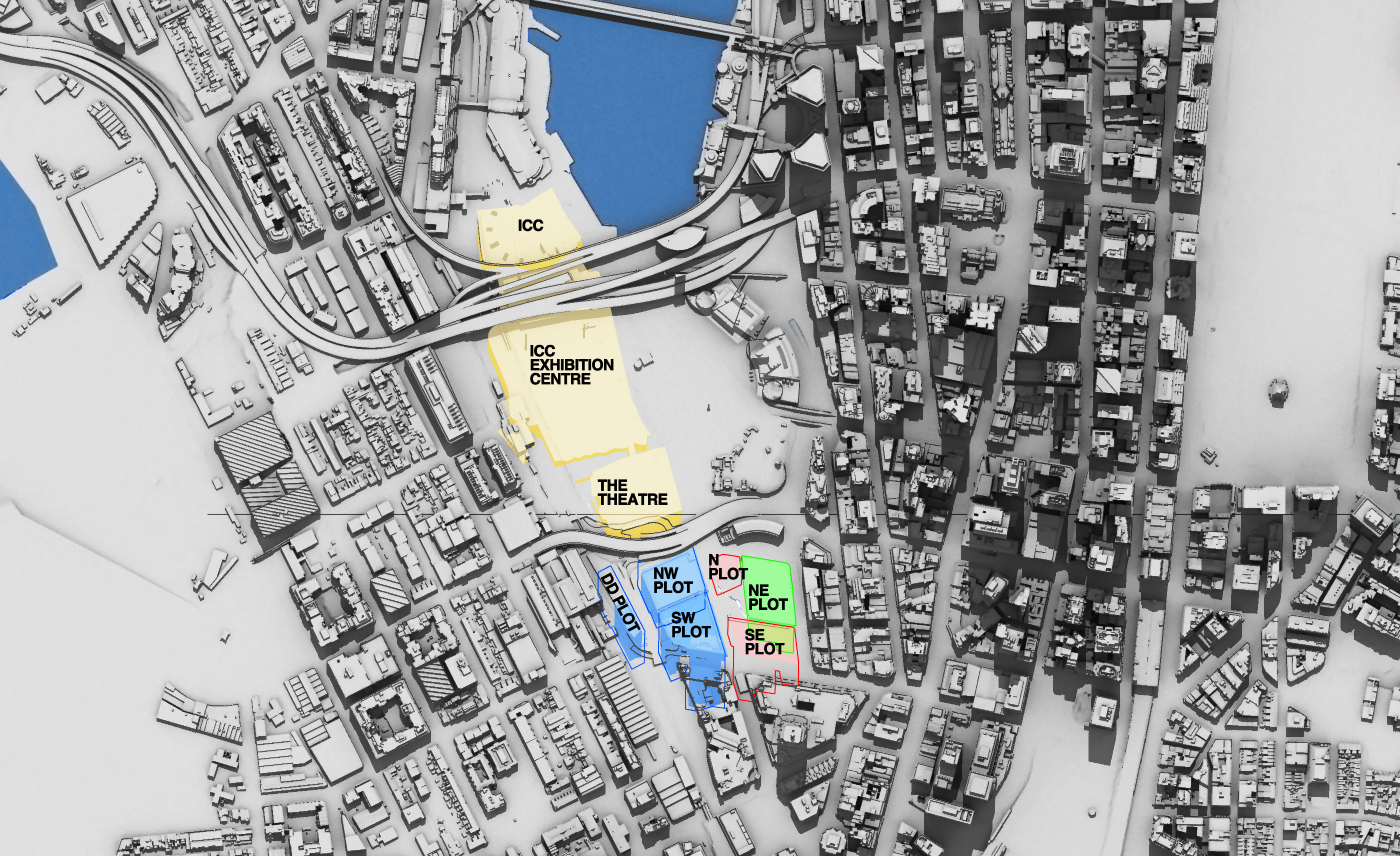
Concept proposal
parameter plan shadows
for N + SE plots



Shadows cast by other
buildings within
the SICEEP site (PPP)



Shadows cast
by Existing
City Buildings

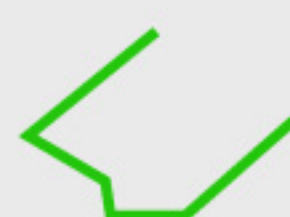


SICEEP - SSDA7 Shadow Study

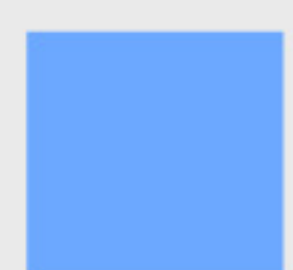
21st March, 1pm



Shadows cast by
SSDA7 buildings



Parameter plan
shadow NE Plot



Shadows cast by
SSDA3, SSDA4 +
SSDA5 buildings



Parameter plan
shadow for DD,
NW + SW plot



Concept proposal
parameter plan shadows
for N + SE plots



Shadows cast by other
buildings within
the SICEEP site (PPP)



Shadows cast
by Existing
City Buildings

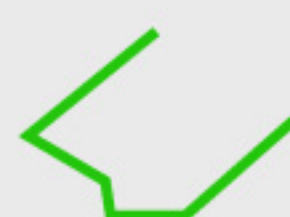


SICEEP - SSDA7 Shadow Study

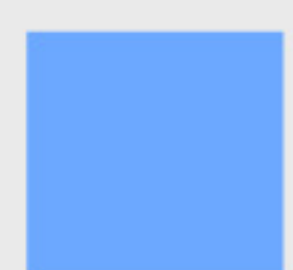
21st March, 2pm



Shadows cast by
SSDA7 buildings



Parameter plan
shadow NE Plot



Shadows cast by
SSDA3, SSDA4 +
SSDA5 buildings



Parameter plan
shadow for DD,
NW + SW plot



Concept proposal
parameter plan shadows
for N + SE plots



Shadows cast by other
buildings within
the SICEEP site (PPP)



Shadows cast
by Existing
City Buildings

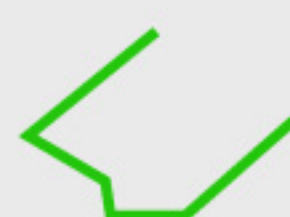


SICEEP - SSDA7 Shadow Study

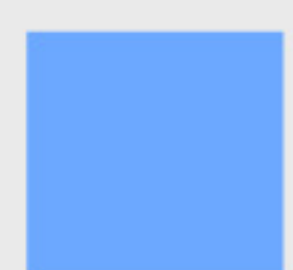
21st March, 3pm



Shadows cast by
SSDA7 buildings



Parameter plan
shadow NE Plot



Shadows cast by
SSDA3, SSDA4 +
SSDA5 buildings



Parameter plan
shadow for DD,
NW + SW plot



Concept proposal
parameter plan shadows
for N + SE plots



Shadows cast by other
buildings within
the SICEEP site (PPP)



Shadows cast
by Existing
City Buildings

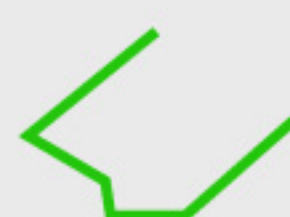


SICEEP - SSDA7 Shadow Study

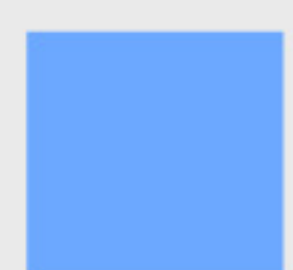
21st March, 4pm



Shadows cast by
SSDA7 buildings



Parameter plan
shadow NE Plot



Shadows cast by
SSDA3, SSDA4 +
SSDA5 buildings



Parameter plan
shadow for DD,
NW + SW plot



Concept proposal
parameter plan shadows
for N + SE plots



Shadows cast by other
buildings within
the SICEEP site (PPP)



Shadows cast
by Existing
City Buildings