

3.4 Screen grab of camera location in 3DS Max software



3.5 Screen grab of calculated horizon line



3.6 Screen grab of camera matching to survey data



3.7 Screen grab of model matched to photograph

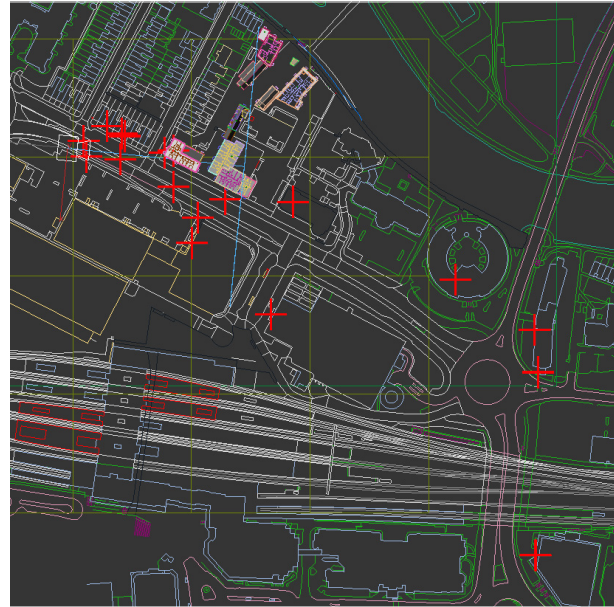


3.8 Final camera matched photomontage









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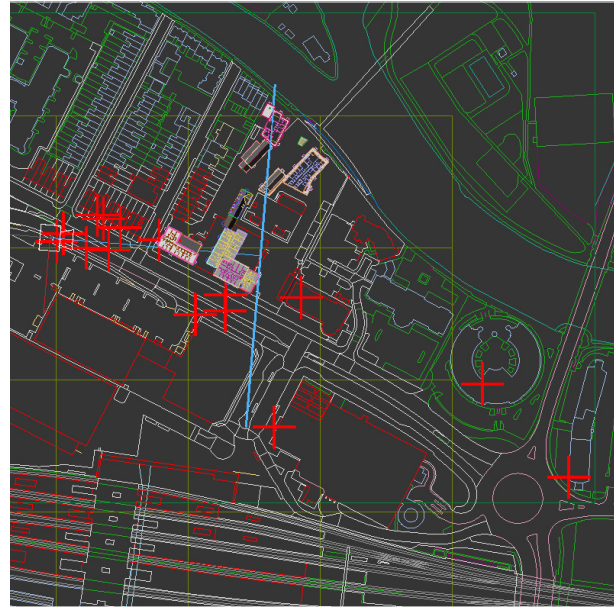


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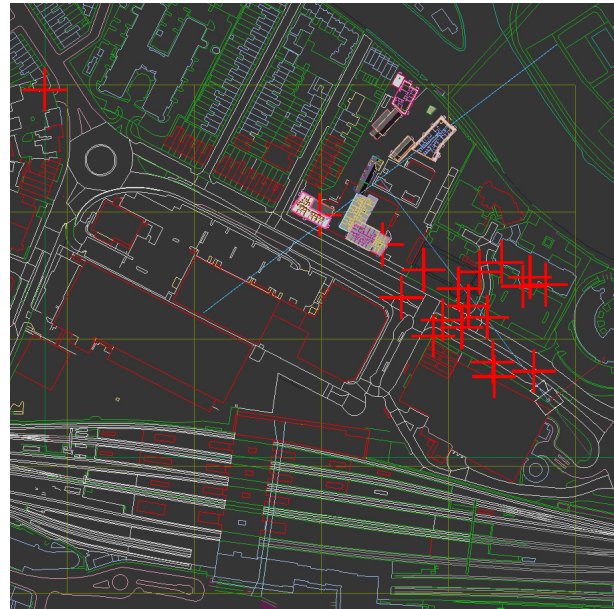


3.8 Final camera matched photomontage









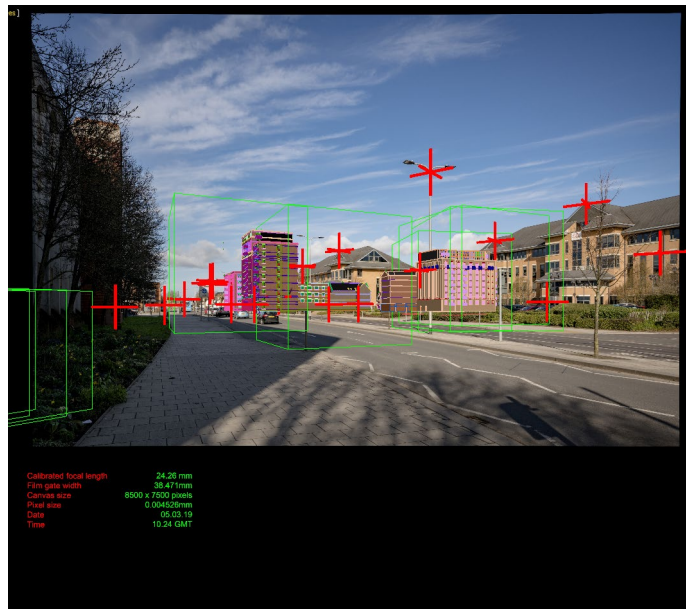
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