

## Perspective Process

There are 3 stages in producing a perspective. To enable our drawers to do the fastest and best possible job it is important that you understand each of these three stages so that when we ask for a markup on each stage you are able to assist by only marking up the things relevant to that stage.

### 1 Markup 1 Model or Wireframe Stage - 50% of Work



#### ✓ What you are checking:

- > Structure
- > Camera View
- > Lens size (image width)

#### ✗ What you are not checking:

- > Lighting
- > Colour or Texture
- > Landscaping
- > Sky/People/Cars

3D Modeling: To build a 3D model we take your plans in DWG format (AutoCAD) and import them directly into the 3D program.

These plans form the basis of the model - we do not re-draw the plans.

The elevations are then imported into the 3D software and matched to the plans. Where discrepancies or ambiguities occur between plans and elevations we refer to sections for clarification. The more sections we receive the easier it is to get it right without making informed design decisions or re-rendering the matter back to the architect.

Materials are assigned to each part of the model while being modeled but are not applied until rendering.

### 2 Markup 2 Rendered Model Stage - 20% of Work



#### ✓ What you are checking:

- > Colour and Texture
- > FINAL structure
- > Light Direction
- > Light Intensity

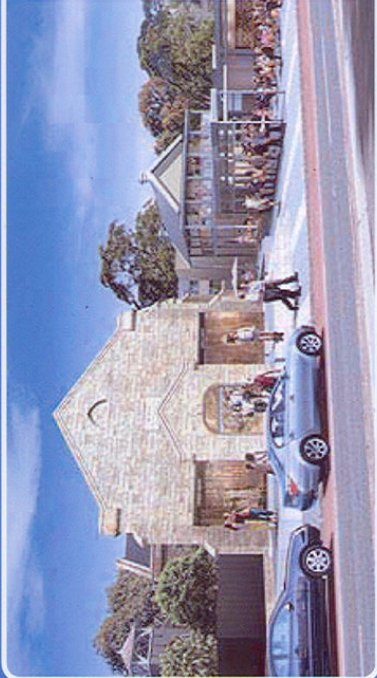
#### ✗ What you are not checking:

- > Sky/People/Cars
- > Landscaping
- > Final Colour Adjustments
- > Shadow adjustments
- > Reflections

Rendering - once all the parameters have been entered into the computer - lighting, structure, material maps, bump maps, colours etc the computer then calculates the effect of all these parameters on each individual pixel in the image. Before rendering the model is a vector 3D file but after rendering it becomes an image file able to be manipulated in graphic programs. Rendering at high resolution takes time - as much as two days for complex models. A complex model may have as many as 1 million polygons, 200 lights, 100 different texture maps. All of these may have up to 20-30 different settings to be calculated by the computer on every pixel. There are usually around 2 million pixels in each image at high resolution.

If we have to render an image at high resolution more than once because of a structure change after signing off on model structure the delay can be up to two or three days.

### 3 Markup 3 Post Production Stage - 30% of Work



#### ✓ What you are checking:

- > Sky/People/Cars
- > Landscaping
- > Final Colour Adjustments
- > Shadow adjustments
- > Reflections
- > Signage
- > Final Building Position
- > Miscellaneous Items

#### ✗ What you are not checking:

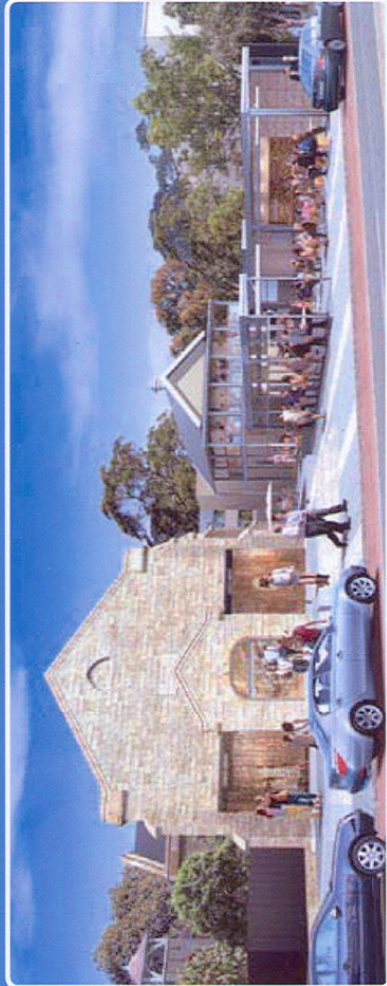
- > Structure
- > Textures and Materials
- > Lighting
- > Camera View

Post Production is the final stage. In a drawing - the rendered model is taken in Adobe Photoshop. This stage will only commence when the above stages are signed off. Sky, trees, people, cars, landscaping are added, including roads and pathways etc.

Additionally reflections, shadows and lighting issues are adjusted.

At this stage the perspective is almost finished - with the adjustment of the above issues the perspective can be provided in high resolution ready for printing.

### 4 Final Image



#### IMPORTANT NOTES:

1. ✗ Items that are already approved can only be changed at an additional charge and additional time.