CONTEST **VISUALIZATION**

WORKFLOW

UBA UNBUILT ARCHITECTURE

CONTEST **VISUALIZATION** focuses on those clients whom needs are to obtain images to **promote or sell** its project.

It is convenient that the project is highly defined regarding its design and materiality, furnishing, lighting and landscaping.

THE STEPS TO YOUR IMAGES.

Send us information about your project: the planning, how many images would you like, desired views (indicate them on a plan or in sketches) and the delivery date that would fit you.

We will contact you and have a small talk regarding your project and your specific needs. If there is anything we need to know in order to design an adjusted offer, we will kindly ask you to help us clarify.

We will send you a **closed offer** with a work timetable and a contractual agreement. In this document, we explain in a more detailed way our process for images creation.

OUR WORKFLOW.

1. FRAMING PROPOSALS

We study different framing approaches attending to the composition of the final image. We take into account your desired views and ideas.

We send you different proposals so you can decide which you like the most.

2. PREVIEW IMAGES

Once we have the best frame for our image, we create the materials and set up the lighting following your design. These preview images are to review and make sure with you that everything so far is correct.

3. FINAL IMAGES

We produce a high-resolution render and step up into the postproduction of the image. This last phase transforms the raw render into a photorealistic image by the adjustment of exposition, levels, tones and saturations. A credible atmosphere and people are then included in order to add extra realism to the final image.

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¿DO YOU CONTRIBUTE THE 3D MODEL?

We are expert modelers and will be happy to shape your project. However, you are free to contribute your own 3d model. That is why we would like to share some advice:

1. Solid based geometry.

2. Welded vertex.

3. Non-coplanar faces.

4. 3d model well organized in layers.

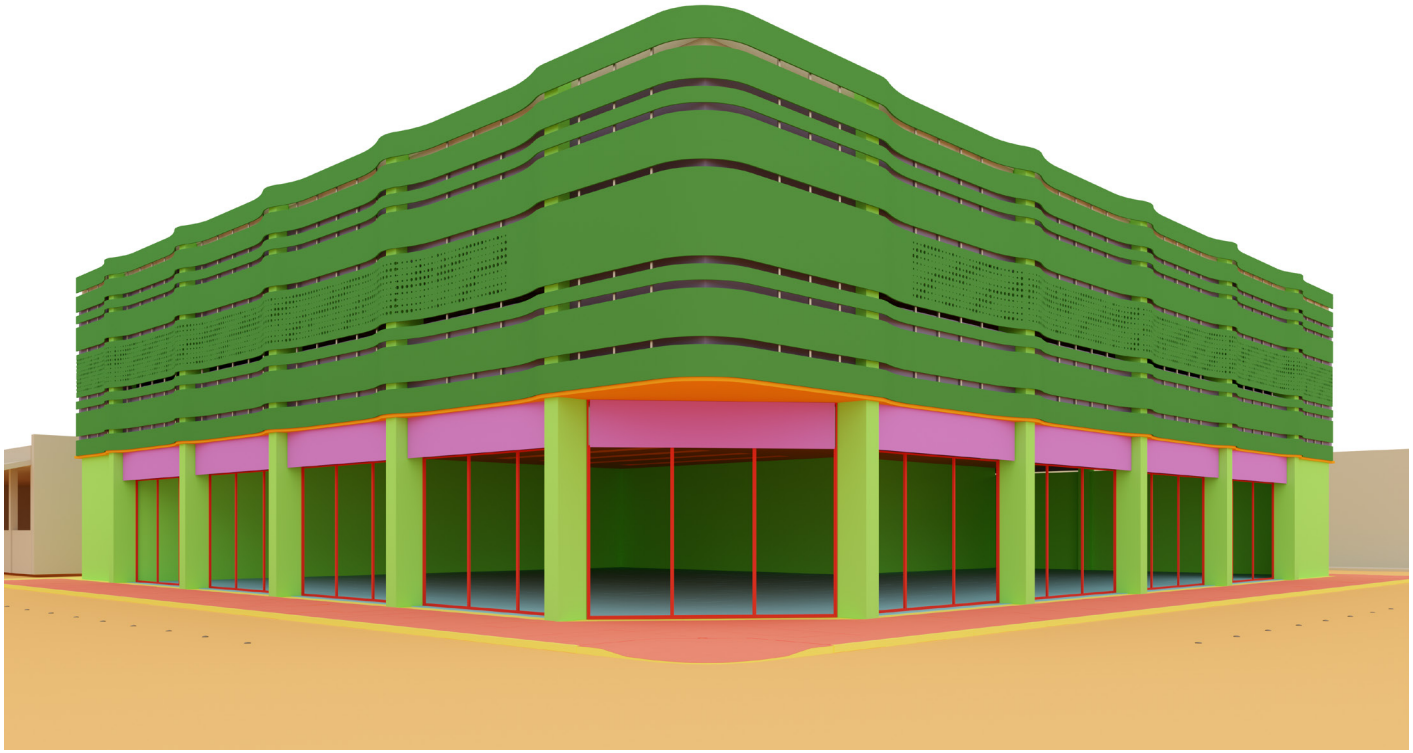
5. Architecture geometry only. (no vegetation, vehicles, furniture or people.)

6. The more detailed, the better.

7. Glasses with real thicknesses (6mm a 10mm.)

8. Double glass to be modeled as in the real world. (Thicknesses and cavities)

9. Model units in meters.



Model organized in layers. One layer for each different element.

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