DESIGN VISUALIZATION

WORKFLOW

UBA UNBUILT ARCHITECTURE

D E S I G N VISUALIZATION focuses on those clients whom needs are to obtain images to visualize and help on making design decisions upon their projects.

Through these images, the architect or designer will be able to preview and evaluate the different options and ideas for his project **during the design phase** of itself.

THE STEPS TO YOUR IMAGES

Send us information about your project: the design needs, the different options you would like to test and the aproximated time you would like the process to last.

We will contact you and have a small talk regarding your project and 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 **semi-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. BASE IMAGE

Starting from the initial documentation you sent us, we will deliver images of your design so you can visualize and make the correct decisions.

This work phase corresponds to the closed part of the offer.

2. CORRECCIÓN 1

Once the base images have been reviewed and you have decided the design changes you want to carry out, send us the corrections you want us to make and we will return you a new image fitting the new requirements.

This correction and the next (if they exist) correspond to the open part of the offer.

3. CORRECCIÓN 2... 3... 4... etc.

The process can continue indefinitely and it is you who must finish it when you reach the design you are looking for. If you keep sending us corrections, we will continue updating the images.

LEADING TO A FINAL IMAGE

just a single step

4. LAST CORRECTION

Optionally and depending on your needs, it is possible to create images to promote your project from the latest corrections carried out and **take advantage of the work already done.** We offer you the possibility to take a last step and complete the work via our service CONTEST VISUALIZATION.

5. FINAL IMAGE

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.

DESIGN **VISUALIZATION** ····· CONTEST **VISUALIZATION**

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.

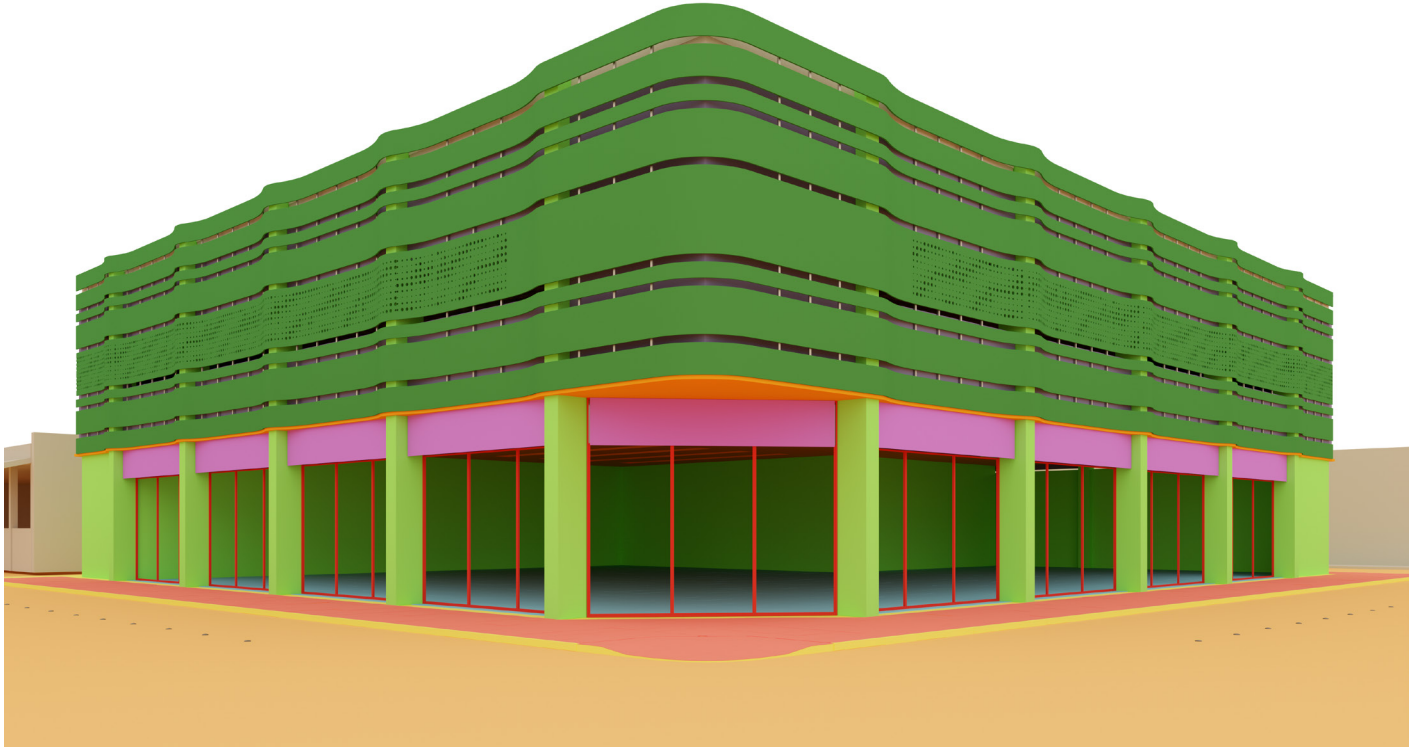
5. Architecture geometry only. (no vegetation, vehicles, furniture or people.)

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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