

WORKFLOW

The full illustration process for a single artist takes an average time of 1 week and every illustration process can deliver 1-2 images maximum depending on the complexity of the project. The illustration process is divided in 3 major phases. The phases are described as below:

For starting the process, we need the following basic data for the visualisation:

1. A 3d model that will be the basis for the visualisation with the following characteristics:

- when the output file is not coming from 3ds max we need an exported format. If where possible, Other suitable export files are .dag or .3ds;
- a layer structure inside the file sorted according to construction components (e.g. walls, glasses, stairs) would help the process.

In case a 3d modelling session is requested on our side we need an updated construction documentation (exported in 2d .dwg format), information concerning the functions of every space and a description of the materials.

2. A set of architectural and landscape drawings (if necessary) that can be used to complete the modelling process and locating the project's site. In case of different construction phases it's crucial a complete planning description.

3. A small document that brief us about the materiality of the project, the scope of the illustration and precedents of design and illustrative mood. Is very important you can highlight the key points of your vision that you need to express in the illustration. This document can also incorporate the views and a material palette that you think can better describe the design. Illustrations from our portfolio can be used to clarify the main style and mood direction.

4. If necessary, a set of high-resolution photos in case is not possible for us to go on site (at least 4000 pixel width and in a lighting that corresponds to the desired result).

