

4mind

VISUALIZATION WORKFLOW

Workflow

- Information In order to make the process of creating visualizations as productive as possible, we need clear-cut information before we commence working. We are certain that we can not do everything flawless and smooth at first, but if we could get from you most of the elements listed below that would be of great help.
1. Time
- Project deadline
 - One week is needed for max 2 images but if you supply the model.
 - Two weeks is reserved for model preparation and if we have to model.
2. Renders
- Number of images
 - Type of imagery (areal view, exterior, interior)
 - Size of images and/or ratio (HD or 4K)
 - Atmosphere (night,dusk,rain,snow,fog)
 - Possible points of view / camera disposition
3. Documentation
- Location / Google Coordinates
 - Summary of project program / functions
 - Material Description or References
 - Furniture Description or References
 - Landscape Description or References
 - Moodboard
4. Technical information
- Technical drawings in .dwg
 - (masterplan / plans / sections / elevations)
 - We are architects so these are drawings that we can read
5. Delivery
- .jpg / .png / .pdf formats in high resolution
 - Options: HD (1920x1080px) or 4K (3840x2160px)
 - * all delivery files will have password protection
6. Payment
- Deposti is 50% prior to project start, rest (final payment) promptly upon image delivery
 - When we receive the funds the image password will be sent as a reply
6. File Types
- 3D We use 3DS Max / ArchiCAD / SketchUp
We render with Unreal Engine / Corona / Twinmotion / Enscape / Lumion
We prefer receiving files in these formats above, but we can also work with Rhino or Revit
- 2D We use .dwg format. / .pdf or .psd formats are not suited for modeling purposes



Native formats

Import formats

2D formats

* General Notice

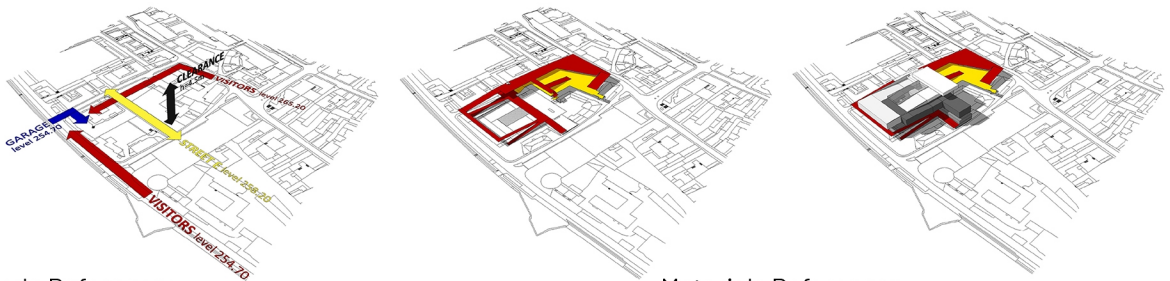
As a general idea, the more freedom we have and less restrictions / better the images. We have been doing this for some time, therefore we have experience. Furthermore, every now and then we can have some really cool ideas.

Example of a good pdf input info

Location References



Program References



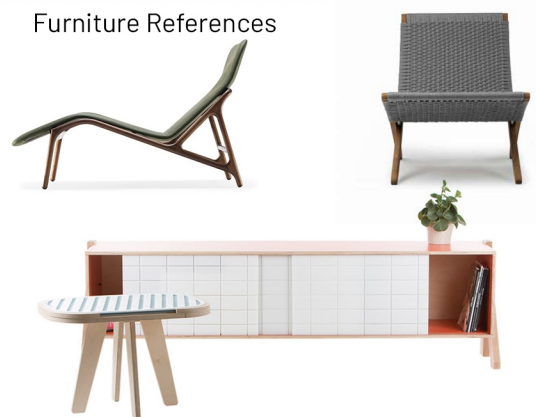
Mode References



Materials References



Furniture References



3D model input info

3D Model
(you make)

If you plan to deliver the model, here are a few useful things that can be done prior:

Please try to make the file comprehensible by naming different layers in a understandable way

Best is to organize layers by materials used (employed)

People / Cars / Trees we won't use them from the native file, therefore they just make the whole model heavier.

Common issues in models:

Hidden layers > It is better to clean the files and keep only the elements we will use

Take care of the multiple objects at the same position

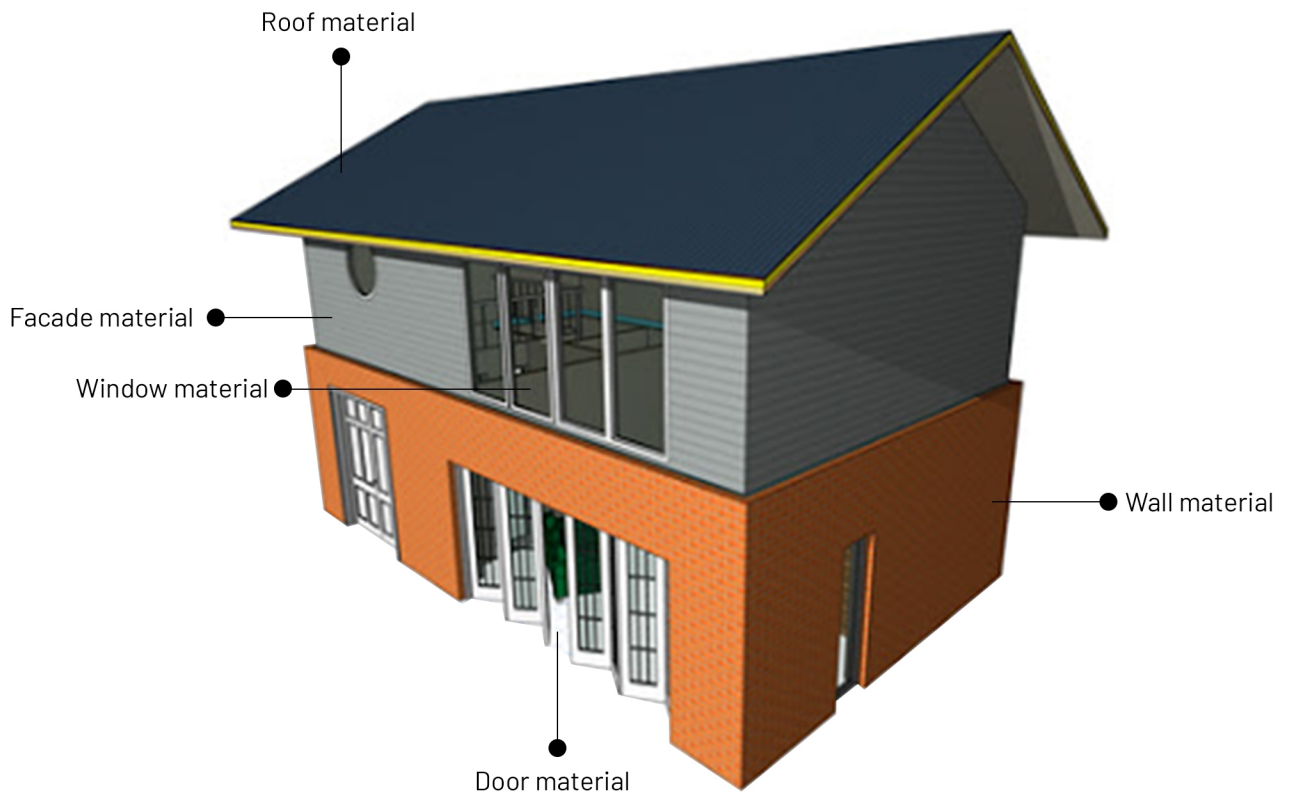
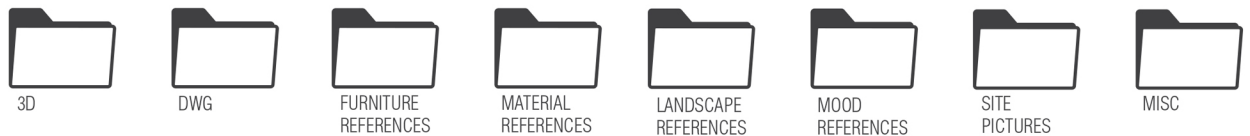
Coplanar geometry

Flipped or inconsistent normals

None welded points

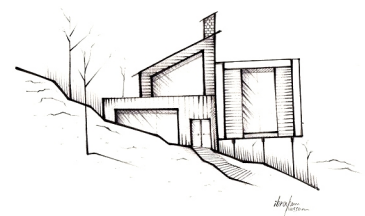
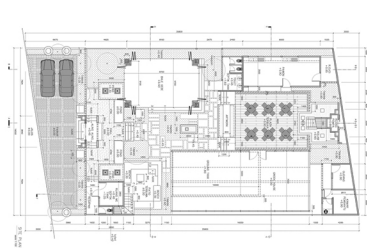
Glass with no or abnormal thickness

Top prepared folder



3D Model
(we make)

We will need all available CAD documents, ideally: masterplan, plans, sections, elevations
Indications of function and materials as well as some sketches that will save a lot of time



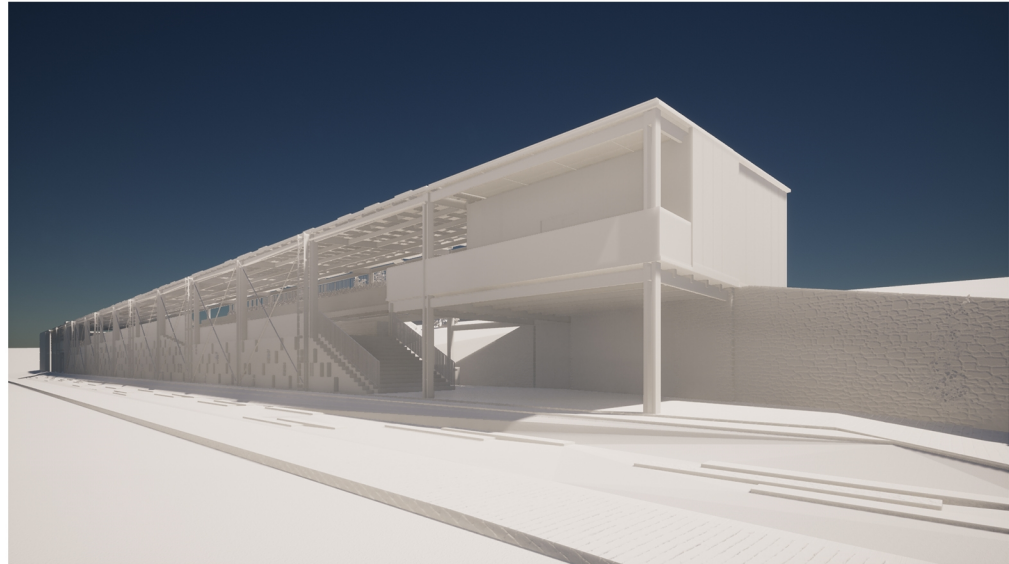
Process

/ Model Check
/ Clay Preview
/ Composition Proposals
/ Light Setup Proposals
(one or two rounds)

Image Preview

Adjustments
(one or two rounds)

FINAL IMAGE



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