

## WORKFLOW:

### STEP 1:

Acquisition of your references to study the atmosphere (photos, suggestions and more).  
Acquisition of tridimensional models provided by you.  
Acquisition of textures provided by you.

### STEP 2:

Preliminary study (project mood) of virtual ambience with all the architectural and stylistic references curated by our architect.  
Preliminary study of the entire decoration (art-buyer) curated by our professional.  
Full portfolio of proposals are sent to the client.

### STEP 3:

Realisation of the virtual ambience with absolutely photorealistic result.  
Materials, textures, lights and rendering.  
Sending to the customer of all the camera takes in simplified form.

### STEP 4:

Realisation and sending of previews in medium resolution of all the virtual takes (3000 px standard).  
Organised to approve the material seen.  
Delivery of all the definitive material including chromatic treatment for the maximal precision of print.

## TIMING:

### HOW LONG DOES IT TAKE FOR A VIEW CGI RESULT?

Many factors play a role in the timing of the development. Generally within one week after the approval of the project mood we will provide you with preliminary preview of the desired ambience.

### EVALUATION TIME FOR IMAGES CREATED:

An image requires on average 2 hours for evaluation. However, this highly depends on the complexity of the scenes.  
To cut down the evaluation time we have opted for more than one MULTI-CORE SERVER PROCESSORS, creating a real RENDER-FARM.

## TECHNICAL:

### TEXTURES:(valid for one of the combinations)

Tiff 16bit 5000x5000 or more  
14 megapixel RAW or more  
Physical panel with size large enough to cover objects of medium/large dimension.

### FLAT COLOURS AND LACQUEREDS:

For flat colours and lacquered physical sample 10x10cm or more.

## FILE EXTENSIONS:

### OPTIMAL EXTENSIONS:

STEP part and assembly	(STP)
ACIS part and assembly	(SAT)
Rhinoceros	(3DM)
Autodesk 3D Studio MAX	(MAX) - (high polygonal definition)
Autodesk Autocad	(DWG) - only solid models (acis)

### DECENT EXTENSIONS:

Autodesk FBX	(FBX) - (high polygonal definition)
Wavefront	(OBJ) - (high polygonal definition)
Autodesk Maya	(MA) - (high polygonal definition)
Cinema 4D	(C4D) - (high polygonal definition)

### NOT ACCEPTED EXTENSIONS:

Dynamic File Exchange	(DXF)
IGES max V.5.3	(IGS)
3D studio	(3DS)
Google SketchUp	(SKP)