

LIFELIKE 2.0

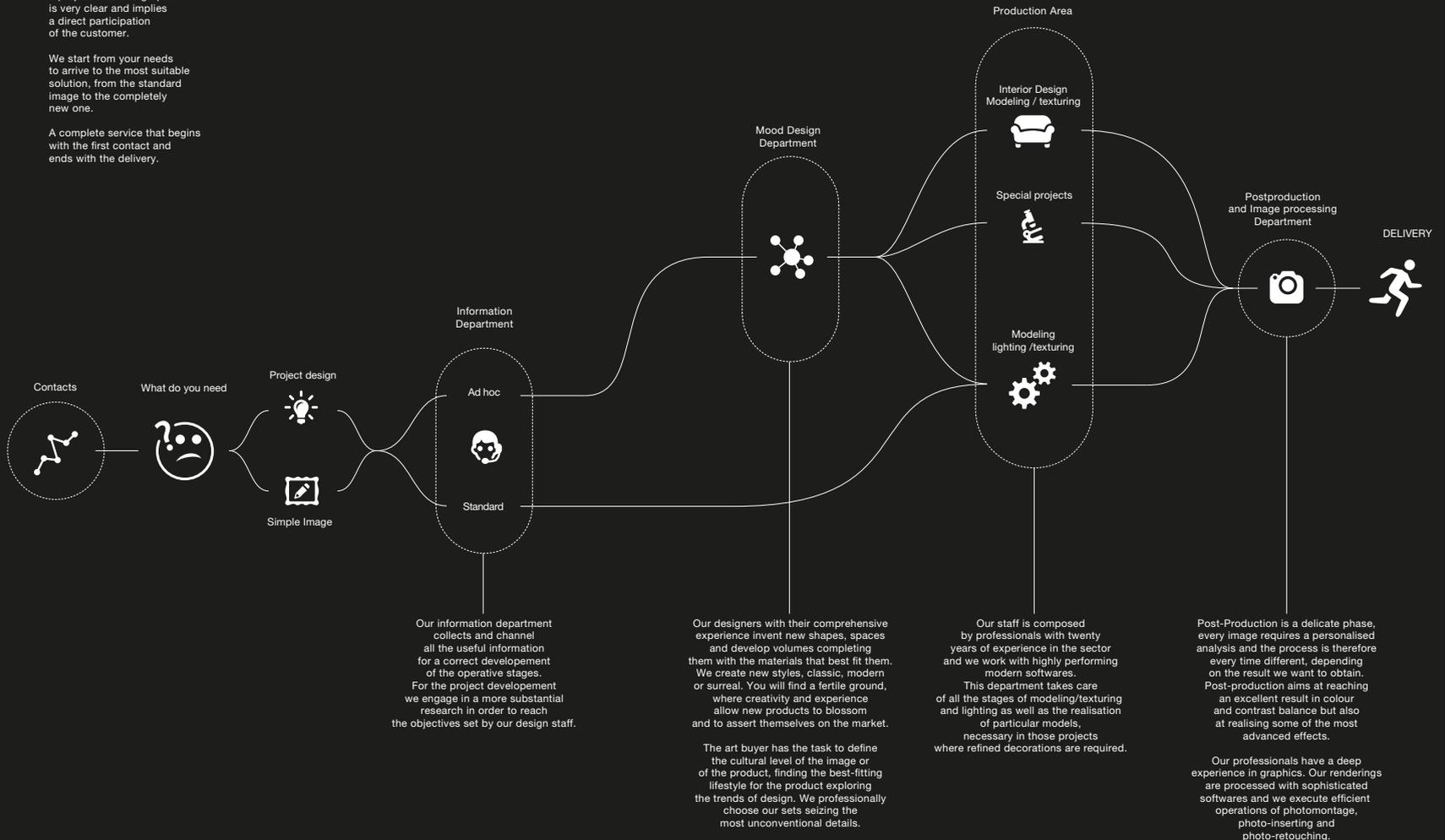
Workflow

Creative possibilities

The process that transforms a project idea into graphic is very clear and implies a direct participation of the customer.

We start from your needs to arrive to the most suitable solution, from the standard image to the completely new one.

A complete service that begins with the first contact and ends with the delivery.



WORKFLOW:

STEP 1:

Acquisition of your references to study the ambient (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 ambient with all the architectural and stylistic references curated by our architect
Preliminary study of the entire decoration (art-buyer) curated by our professional.
Sending to the customer of the brochure so realised, taking into account all the emerged considerations on the project.

STEP 3:

Realisation of the virtual ambient with absolutely photographic performance.
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).
Meeting 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 OF YOUR AMBIENT TO BE AVAILABLE FOR YOU?

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 a realised preview of the desired ambient.

EVALUATION TIME OF THE REALISED VIEWS:

An ambient 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 SERVER MULTICORES, 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)

BIEFFE.

HIGH QUALITY RENDERING

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