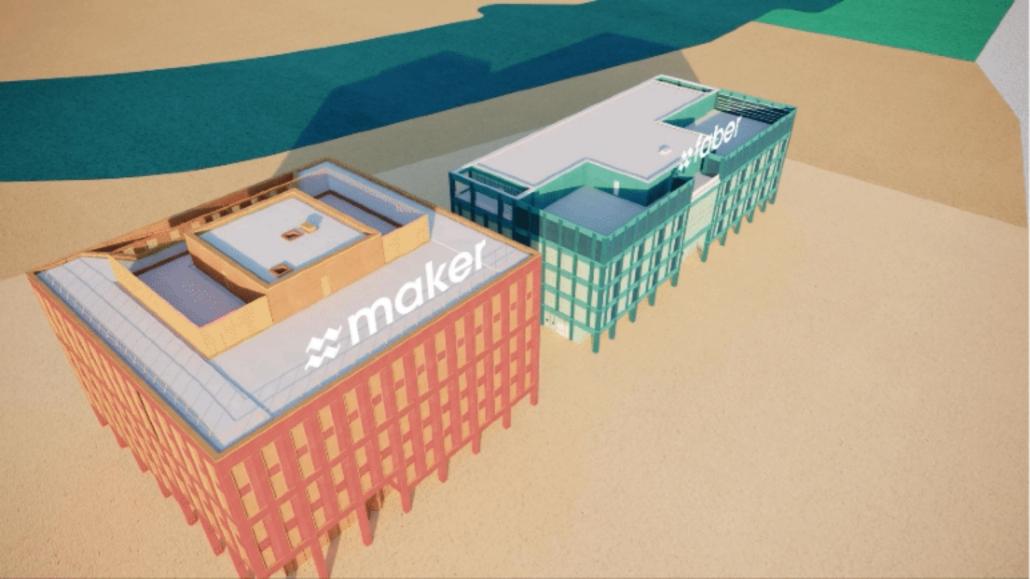
MOTION GRAPHICS

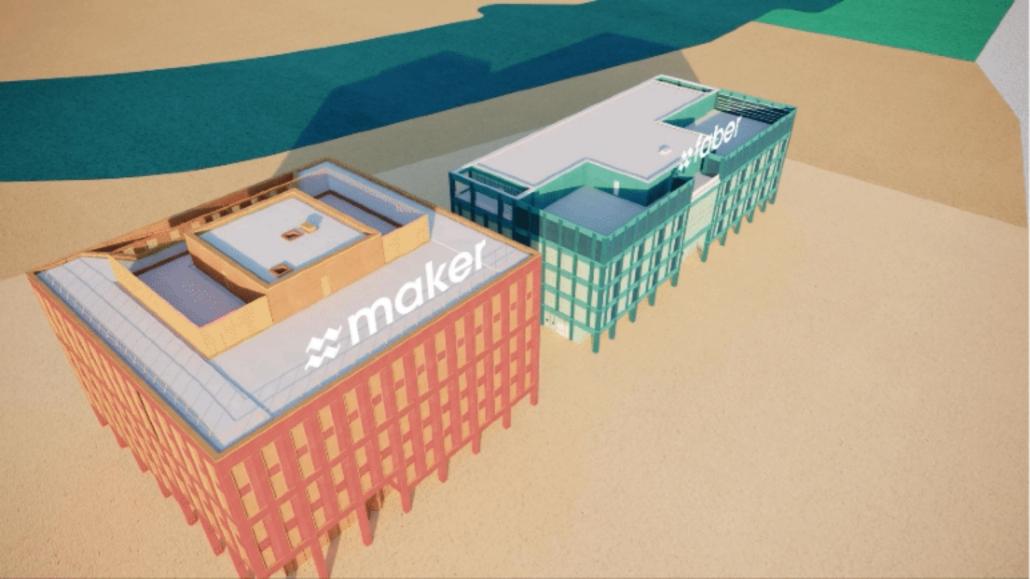


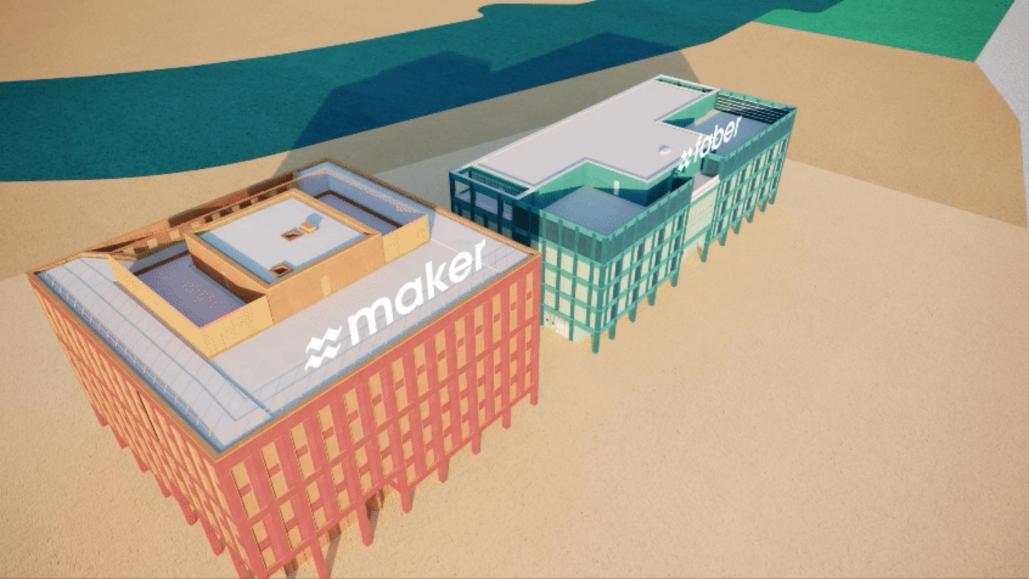
Either 2d or 3d graphical sections and buildups. These graphical elements can be overlayed over CGI or live action footage to explain architectural concepts and the buildings programming and usage. These graphics can also label important elements and features of the development and local area.









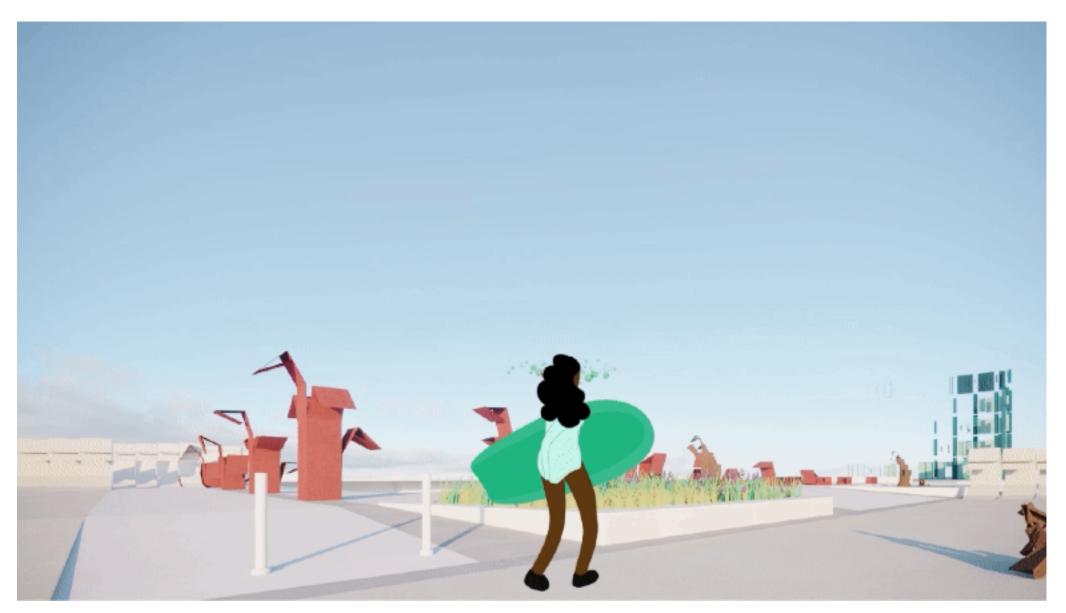


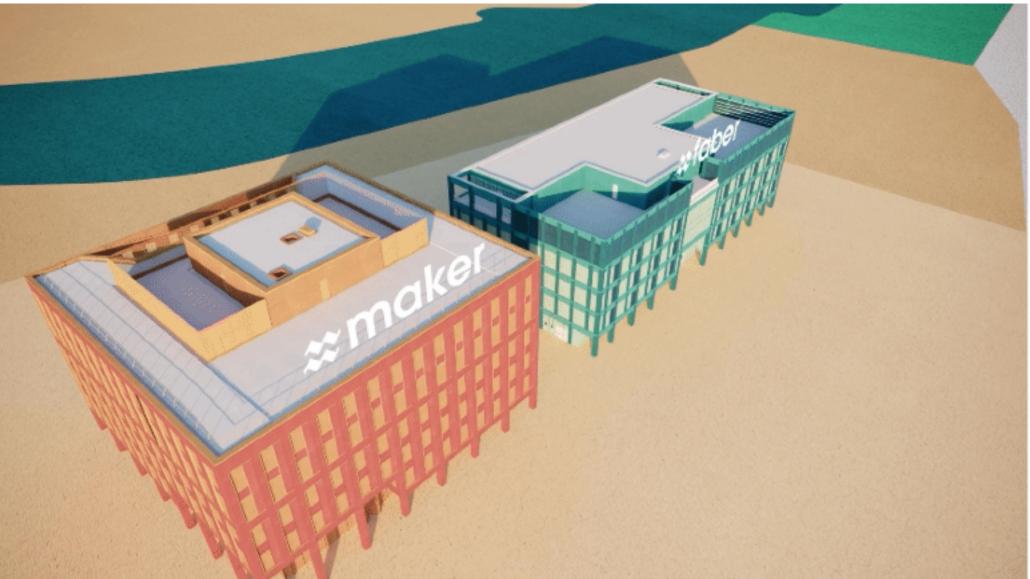
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PROCESS.