

04 — RENDERING

PROJECT OVERVIEW

I really enjoyed exploring the world of twinmotion. This was a strong learning curve from lumion and other softwares I have used in the past: the various settings, environmental, lighting and rendering controls felt challenging to navigate at first but as I found the balance I came to really enjoy this software.

I was able to discover things about light qualities I had never noticed before and felt challenged in creating photorealistic renders. There were key things I found would help the render to become more and more realistic and they varied heavily for interior vs exterior. Composition and foreground, middleground and background details were key. Shadows and color changed per each view and influenced them heavily.

Some things I really enjoyed about twinmotion were the capabilities of the weather tools/night time & day time and material details from 3D substance. Super fun and excited to try again with a little more experience.



AERIAL VIEW



EXTERIOR VIEW



INTERIOR VIEW

