Project Visualization

1st Round Renders with Twinmotion

Play Structure at a Park- Spring, 11 a.m.

Play Structure at a Park- Fall, 8:30 a.m.

To prepare my working model to go into Twinmotion, I continued to develop the system of openings, began to integrate play equipment, and assigned materials to the structure. For these images, I first imported my Rhino geometry using the Datasmith Export plugin. Next, I used asset library to refine the materials, altering the scale, reflectivity, and colors. After finalizing my material selections, I began to develop the landscape, adding a city skyline to create the urban park illusion, then a variety of grasses, trees, and flowers. Next, I set up the view I wanted by navigating around the scene, ensuring that parallelism was checked and using the grid tool to decide how to use the rule of thirds for this composition. Finally, I refined the visuals using the various tools in the ambience tab to adjust the exposure, depth of field, render processing type, time of day, season, clouds, etc. The two resulting images represent a rainy spring day and a sunny autumn morning, both scenarios that could occur during the school day when children may be using the play structure. I have many elements to add to the design as of yet, but this exercise gives me a good idea of what it will look like.