

# ELSA PERACHA

Urban Design Portfolio



# HELLO, I'M ELSA!

I am a 19yo undergraduate student from Toronto, Ontario, currently, studying Urban Planning at the University of Waterloo. I am set to graduate by April 2025, and am hoping to complete my Masters of Urban Planning afterwards.

Travelling the world has been one of the greatest privileges I have had in my life. After visiting over 18 countries, I have become extremely interested in the social, cultural, economic forces, among others, that unify to create built environments.

Interactions among people with their environment is what inspires me. I am hoping to utilise my experience and knowledge to ensure a sustainable and enjoyable future for all.

Through this portfolio, I am showcasing the projects that I've worked on.



# *PROJECT I*



## **3D RENDERING USING FLUIDRAY**

The main objective of this project was to create a realistic three dimensional visualization of a building design. Realistic visualizations of building designs and site plans are imperative for planners to provide an understanding of the proposed concept to stakeholders.

The reference of the building and site was created on SketchUp, and was exported to FluidRay. After the rendering, it was exported to Adobe Photoshop to add details.

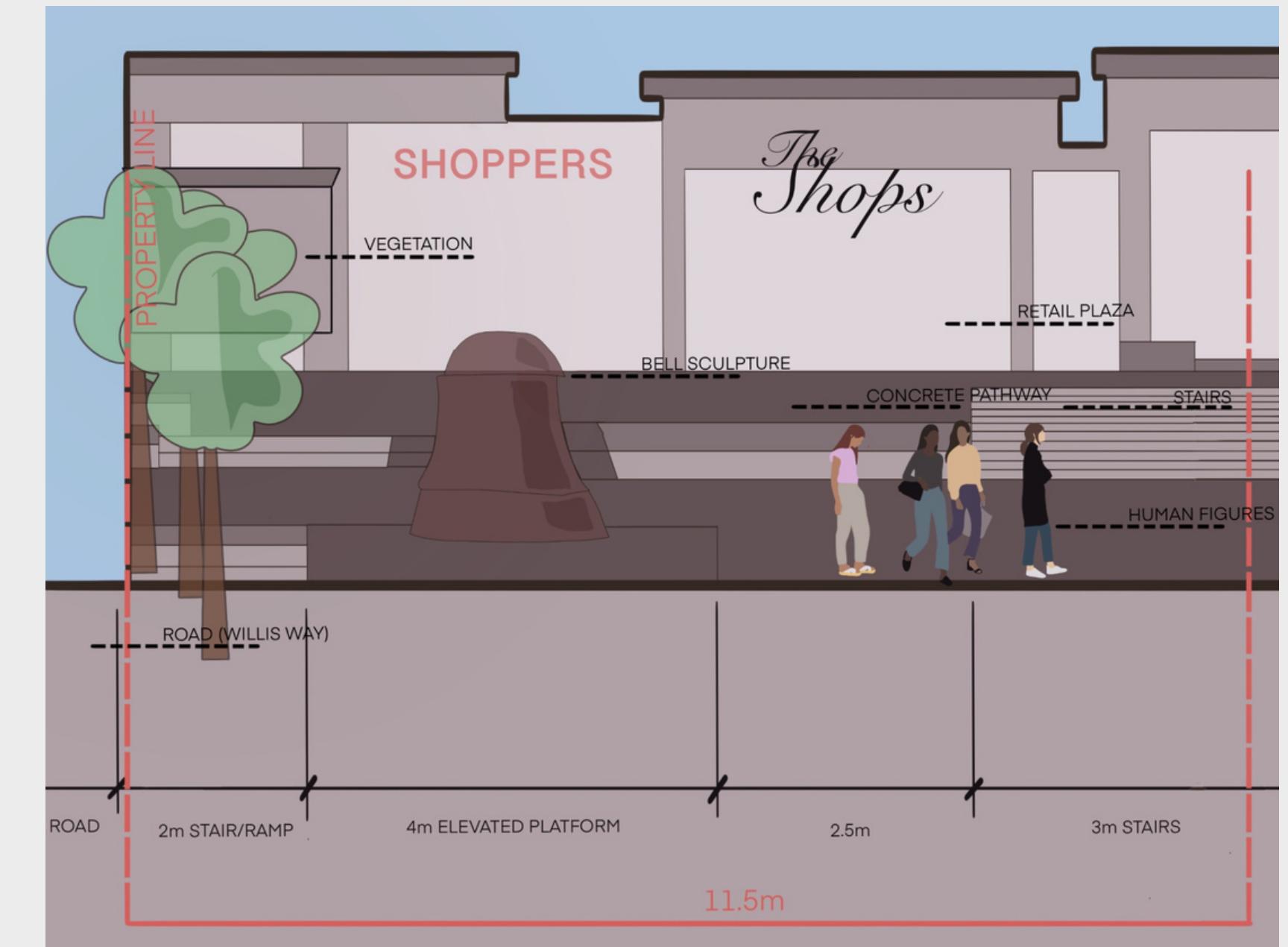
The first step of the process was to explode the entities in SketchUp. Once this was completed, it was exported to FluidRay, where the realistic rendering was done. Optimal lighting and backgrounds were chosen to ensure that the building was displayed in a captivating view.

My role in this project was to showcase a vision for my building and to provide an accurate depiction of the plan.

# PROJECT II

## SECTION AND PERSPECTIVE PLAN

The objective of this project was to create section and perspective plans for the plaza of Waterloo Public Square, located in Ontario, Canada. Through the use of Procreate, I was able to create scaled drawings of the plaza, displaying space, ammenities, and general pedestrian flow.



# *PROJECT III*

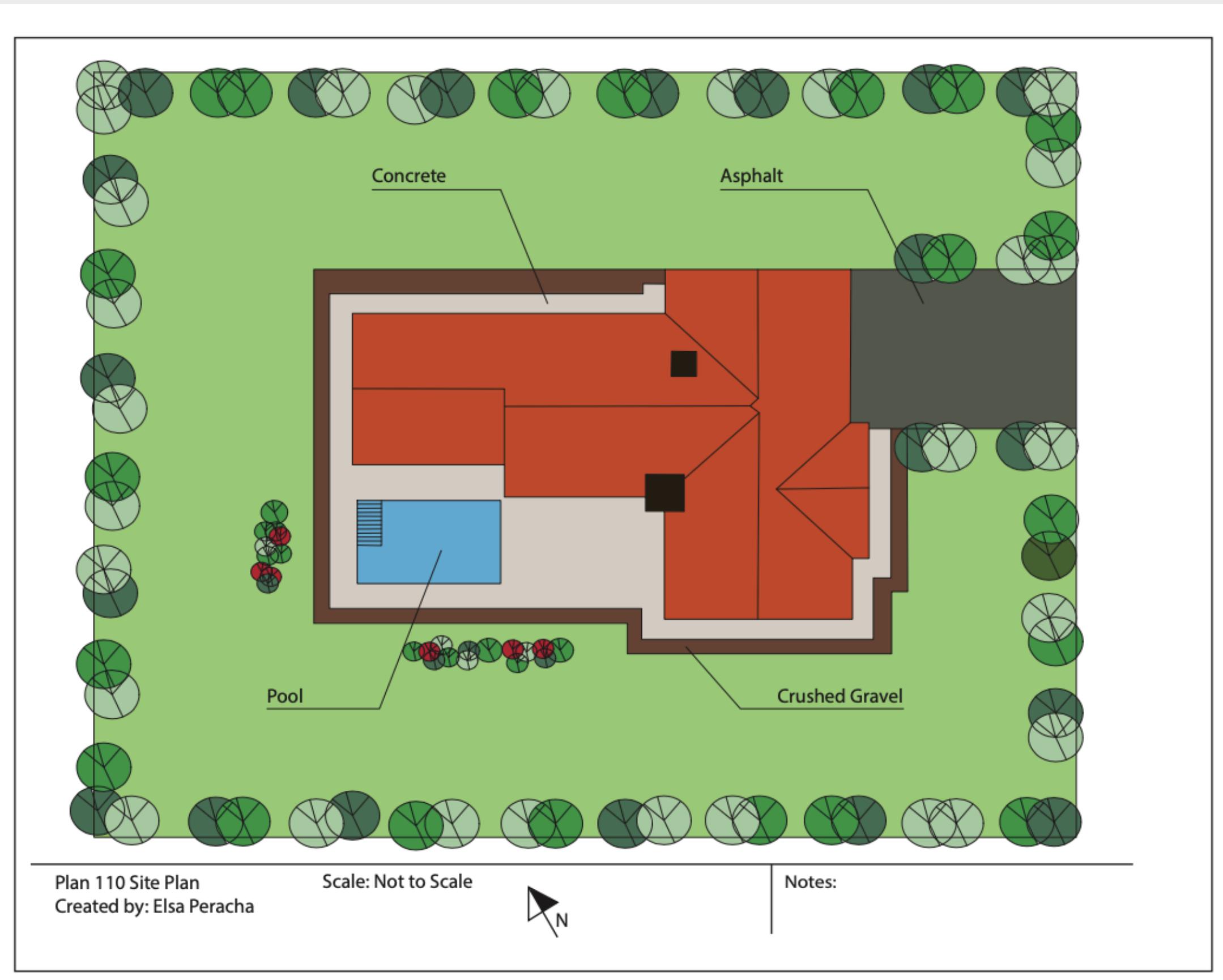
## **ARCHITECTURAL MODELING**

The main objective of this project was to create a three dimensional digital model of a building model. Using the software SketchUp, the building model showcases knowledge in urban design and architecture to illustrate urban development.

My role in this project was to highlight the key features of a proposed building model. The three dimensional aspect can help individuals analyzed spatial and material relation- ships of the proposal.



# PROJECT IV



## SITE PLAN LAYOUT

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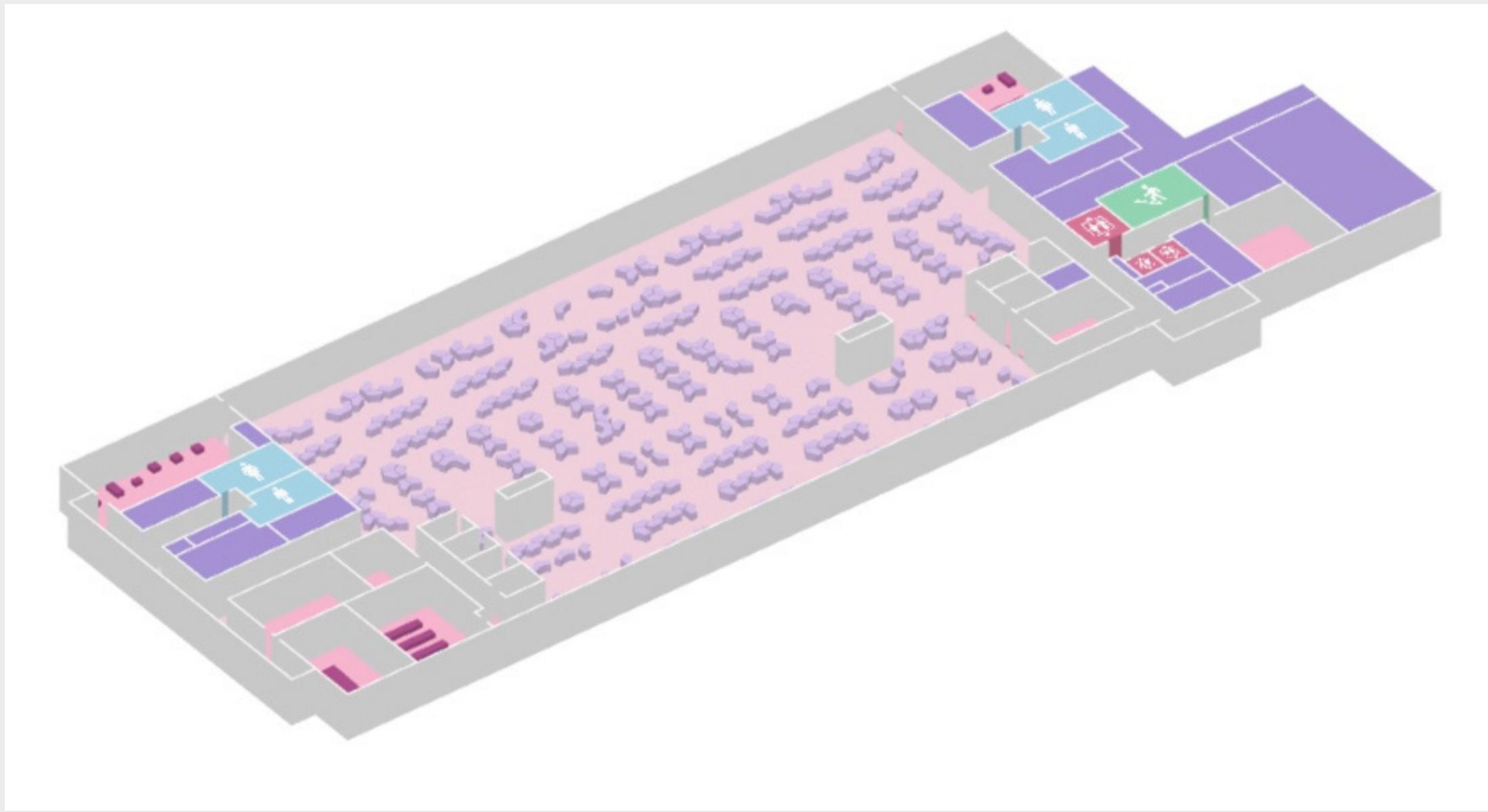
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# PROJECT V

## 3D INDOOR MAPPING



The main objective of this project was to create an indoor map for an office space for easy navigation and room booking for office users. This office space is rendered to accurately to scale and geo-referenced.

The reference of the building and site was created and edited on AutoCAD, then exported to Adobe Illustrator to be traced, and then finally to a online content management system (CMS) for final touch ups.

The first step of the process was to export the DWG AutoCAD files in different layers. In Adobe Illustrator, tools such as tracing and shape-building, with the reference to the PNG basemap. CMS was finally used to change heights, give the office a location, and ensure correct scale, and to create pathing.

My role in this project was to facilitate indoor mapping for an office venue to be digitized.

# GET IN TOUCH

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