A contractor friend of mine approached me with an offer to help him with a family house he was building soon. We decided to see if prototyping a realistic **interactive 3D walk around showcase** for the project was worth it.

I was provided some CAD drawings and a floorplan on which I modeled the house in **Blender**, designed some **realistic PBR materials and textures**, and set up a scene in Unreal Engine 4. The result was a realistic interactive 3D walk around showcase of the house, that you can still try out here or just watch another one of these projects on youtube. I even built custom model generators for kitchen cabinets and a solar gain based 3D plant-growth model in **Houdini**, just for giggles.