

# imago.

After many years of experience, we decide to create a workflow for students with the mission of generate fluid communication with no obstacles between the team and you. We offer 2 products, a "Light Experience" and a "Full Experience".







## Full Experience

This experience is based on a greater bond between the team and you, generating one correction instances, in which it is possible to make changes (material textures, lights and equipment) on images already rendered, having more control of the image. If you want to find out more about this workflow please contact us.

### STAGE 1

#### Previous information

To draw up a budget as tight as possible, we need some information about the project, drawings, sketches, 3D models, number of desired images, delivery time etc. It is not necessary that the project is well defined and completed for making an offer.



### STAGE 2

#### 3D Model

Most of you have their own 3D models but it is necessary to adjust it to our requirement. We will carry out the necessary checks in order to see if they are useful. If you don't have your 3D, we can produce it for you. Once accepted the quotation, and after payment of the retainer fee, we proceed to start the project.



### STAGE 3

#### Point of view

Once it is confirmed that the model is correct. We set cameras and send a few suggestions for a particular shot. We suggest, which in our opinion is the best choice. After decide cameras we start the production process for each image.



### STAGE 4

#### Overview

The visualization at this stage is fully finished, materials are applied, light and atmosphere are chosen. This is the most important stage when it comes to feedback. The list of comments should be done very precisely. All comments should appear here regarding the light, atmosphere, architecture, furniture layout, decorations or plant types.



### FINAL STAGE

#### Devlivery and Invoice

Once the final payment has been made, we send the final images (jpg - tiff format) in high resolution and without watermarks