

Making of Bhavisha Greystone



Project Name : Bhavisha Grey Stone

Builder Name: Bhavisha Properties

Location : Sarjapur

No of units : 89 units

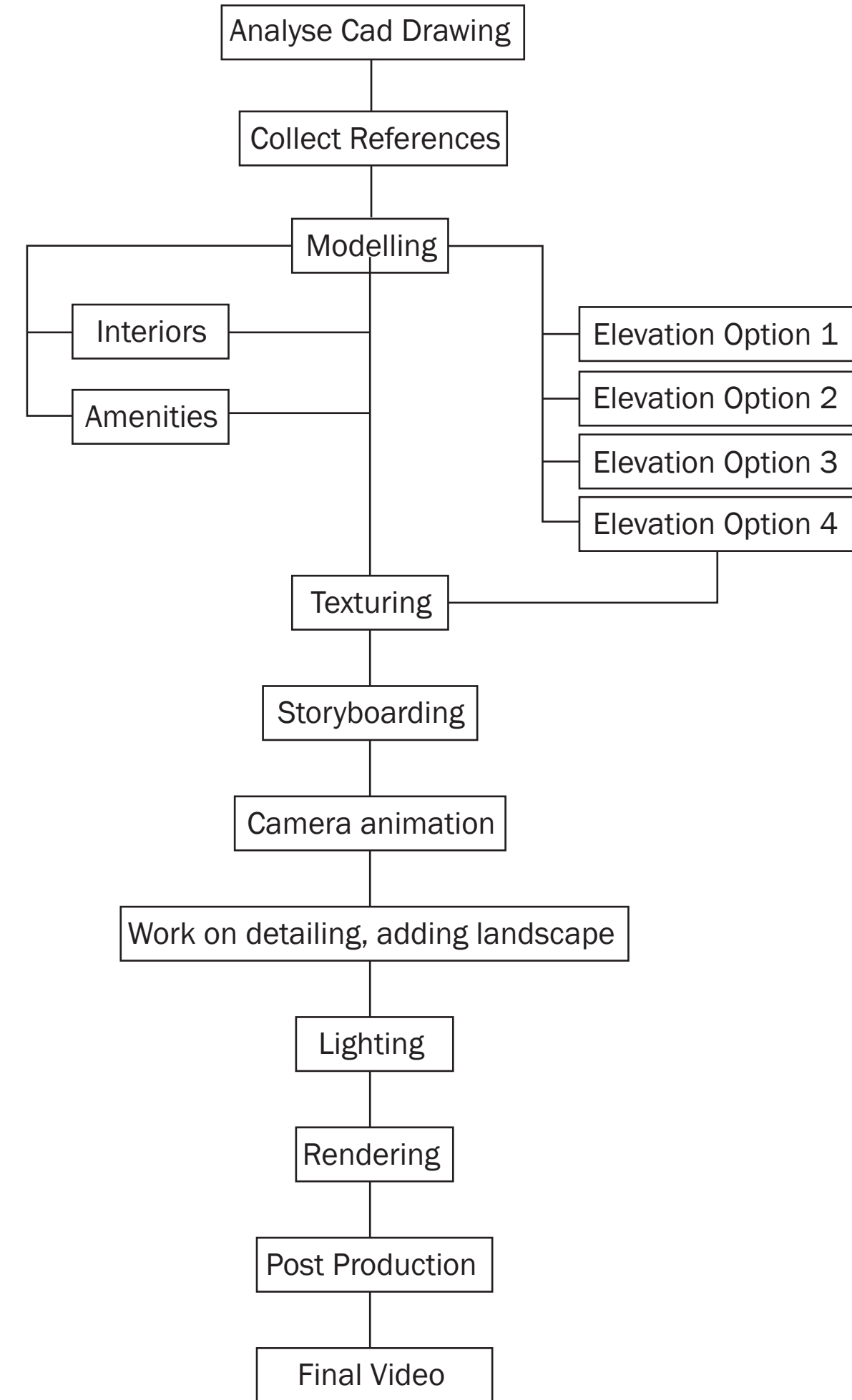
Type of Units : 1, 2 & 3 BHK

No. of floors : G + 5 Floors

Architects : Landmark Architects

Requirement: 3D Walkthrough and images

Flowchart



Drawing Given By The Architect



Elevation

We wanted the elevation to look elegant, tall and simple. To achieve this, we created 4 different elevation designs giving importance to texture, color and design.

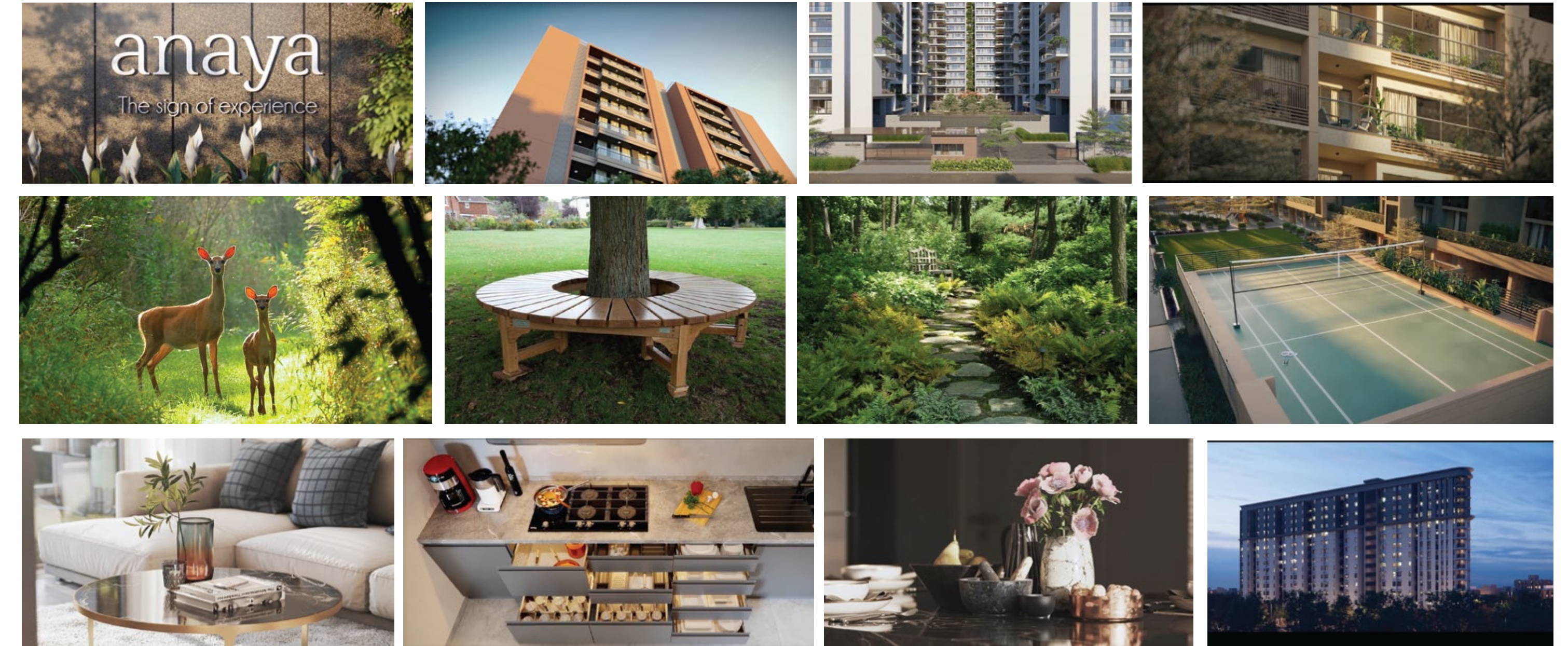


Elevation selected by the client

Challenge

As a 3D visualization firm, we usually get all the necessary data needed. But for this project, the client told us to create everything on our own right from elevation, interiors and landscaping.

For this we did a lot of research, referred many elevations, interiors, landscaping and amenities to get a fair idea as to how to utilize the space, how to design and make everything look beautiful.



Work Flow

Selection of props

We searched through lot of references and collected props that can add a sense of realism to the scene



Work Flow

Modelling

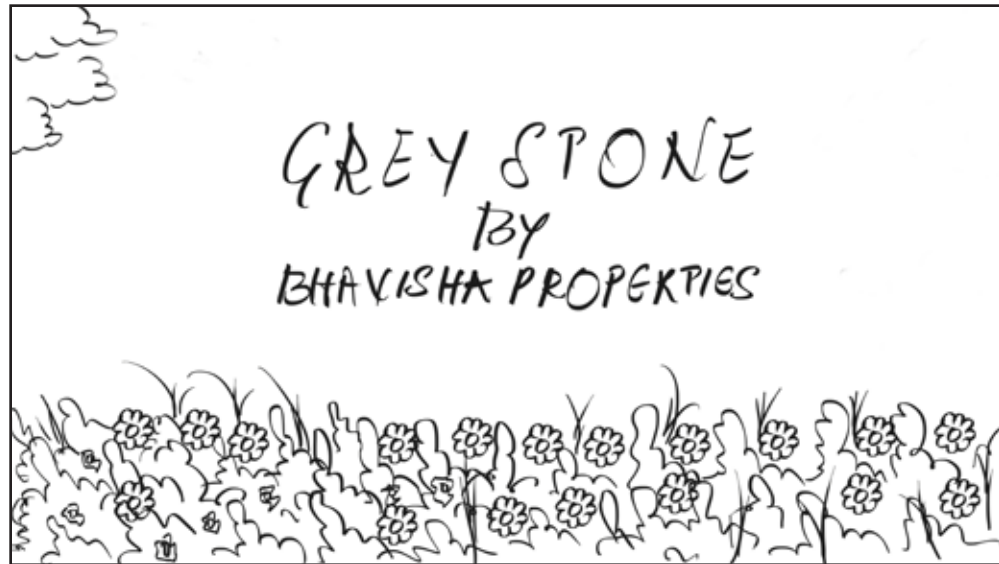
We generally build the entire 3D model of the building, amenities and others in 3DS Max.



Work Flow

Storyboard for the video

With so many references and ideas, we wanted to get the best possible output. For this we created storyboard with many iterations before we would work on the modelling and texturing.



Storyboard sketch



Camera animation preview



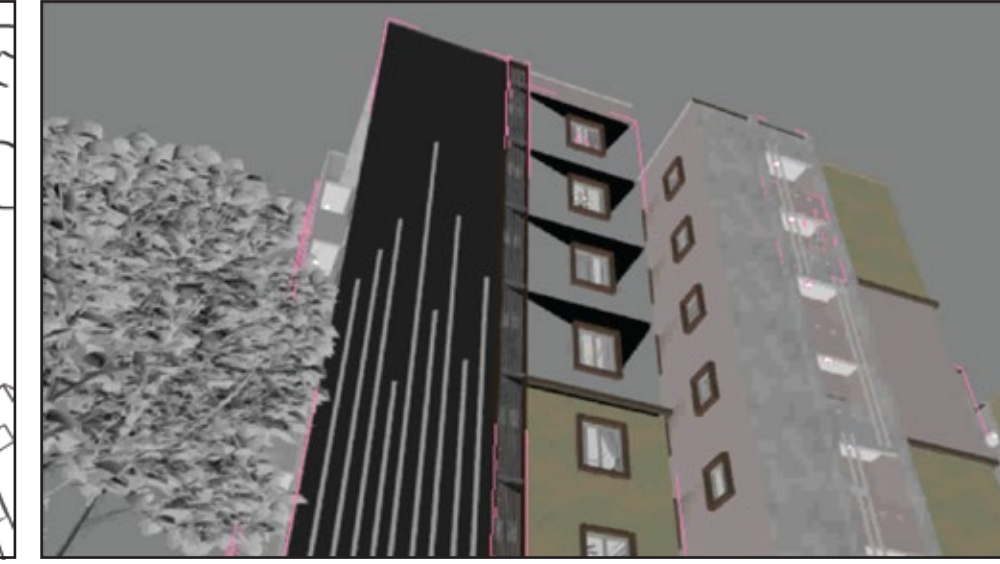
Final render

This was our opening scene and we wanted to start with showcasing the name of the project. We decided to show morning scene with name of the project welcoming with flowers

Storyboard for the video



Storyboard sketch

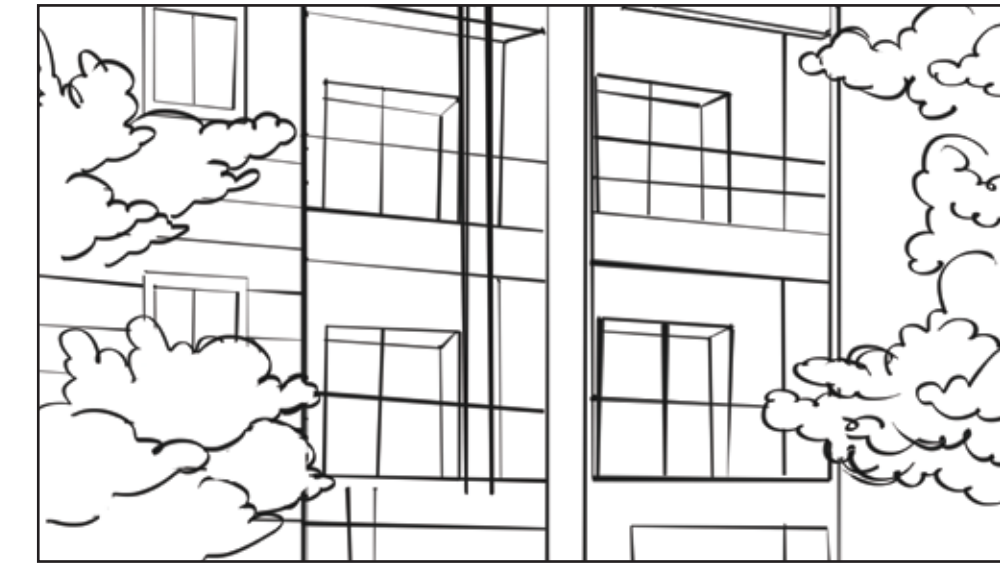


Camera animation preview



Final render

This was the first building scene where we didn't want to reveal the entire building. So we took a corner shot of the building before revealing the entire elevation.



Storyboard sketch



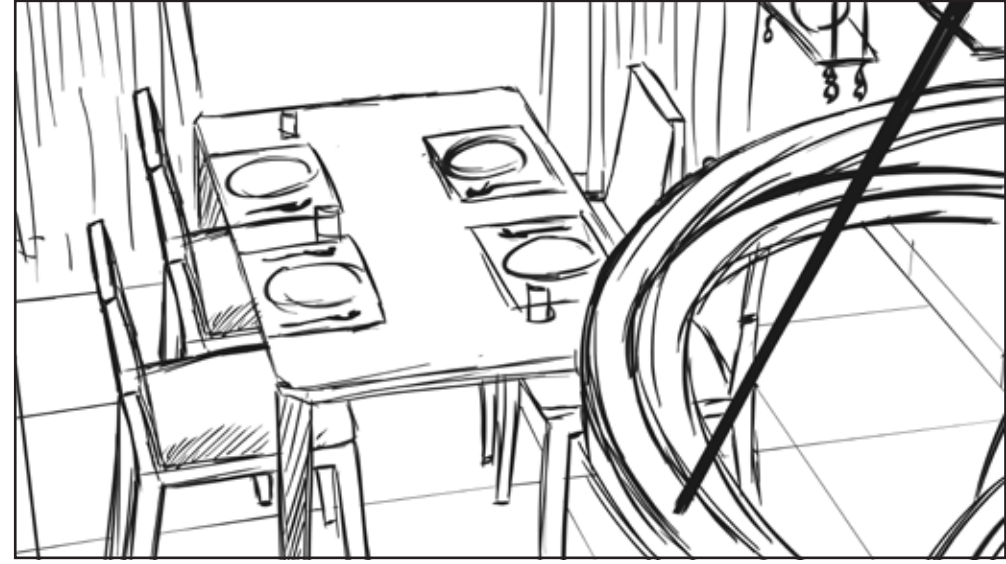
Camera animation preview



Final render

This scene acts as a bridge between the exterior and the interior of the apartment. This scene was inspired by another walkthrough.

Storyboard for the video



Storyboard sketch

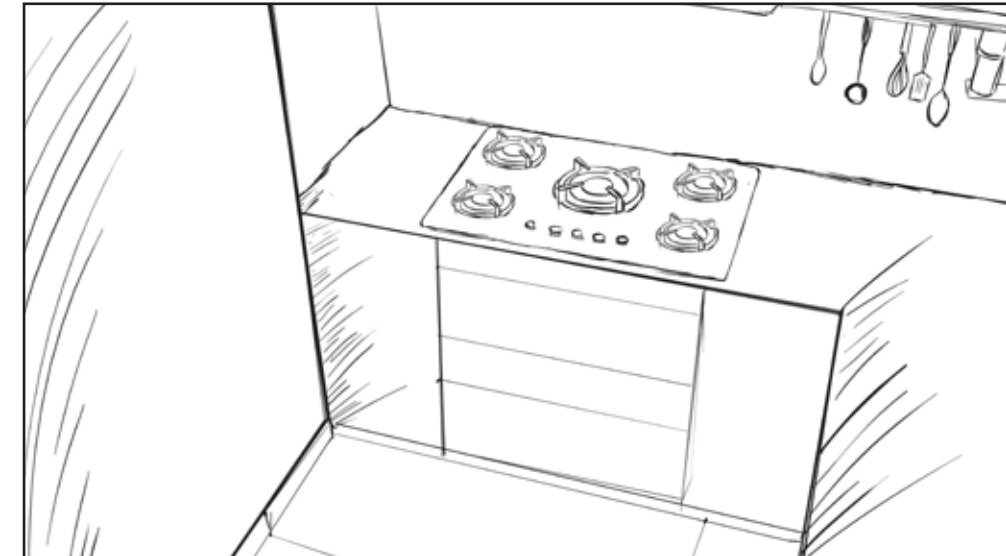


Camera animation preview



Final render

For dining scene, we used Depth of field where we first focused on the chandelier and then focused on the entire dining table



Storyboard sketch



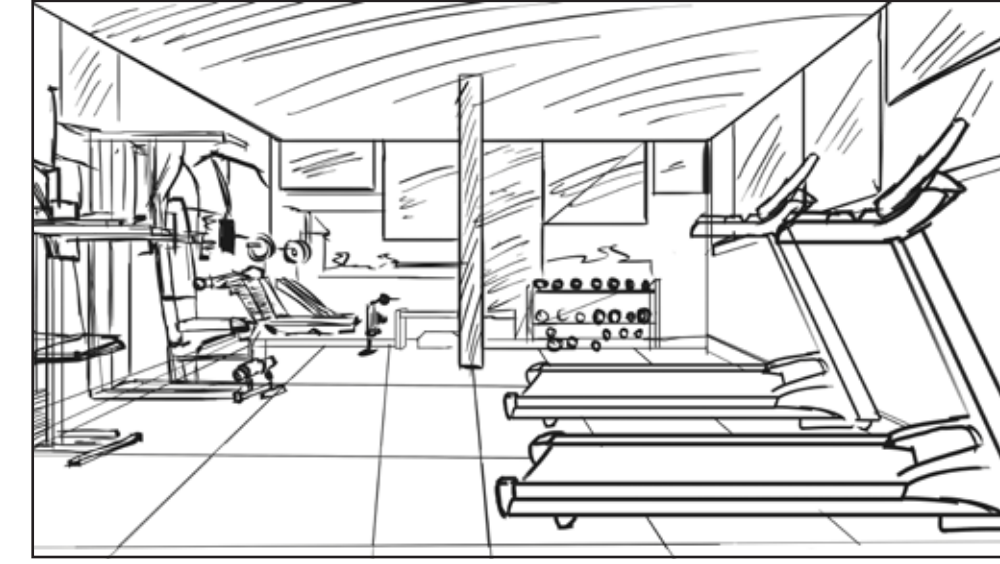
Camera animation preview



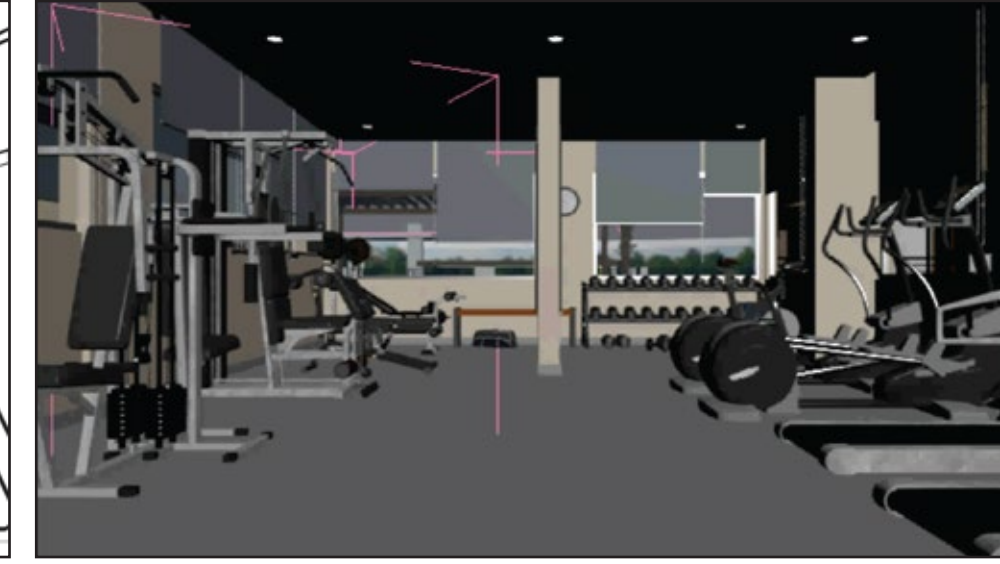
Final render

As the kitchen was compact, we wanted to show the space utilization in the kitchen by opening the drawers and how things can be arranged.

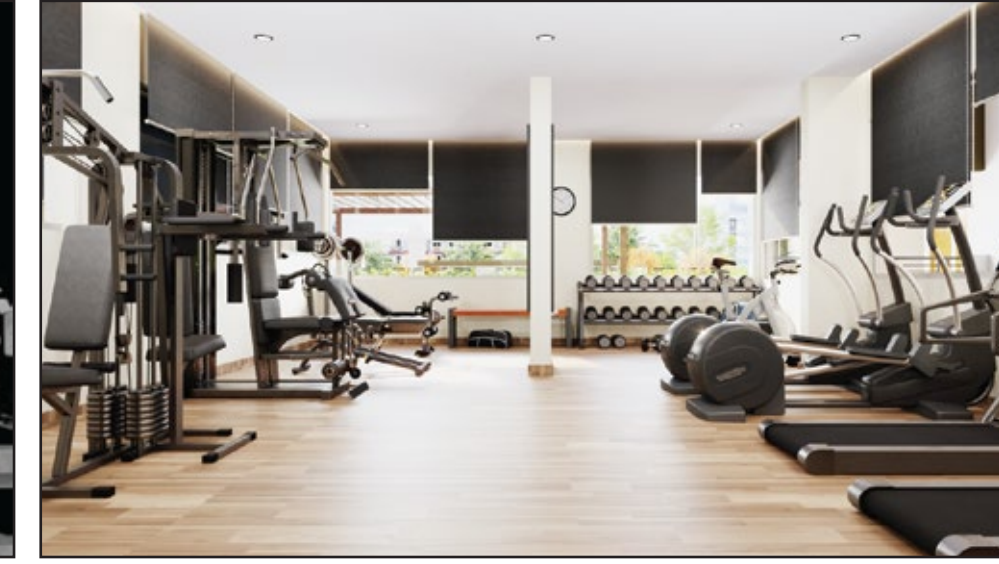
Storyboard for the video



Storyboard sketch

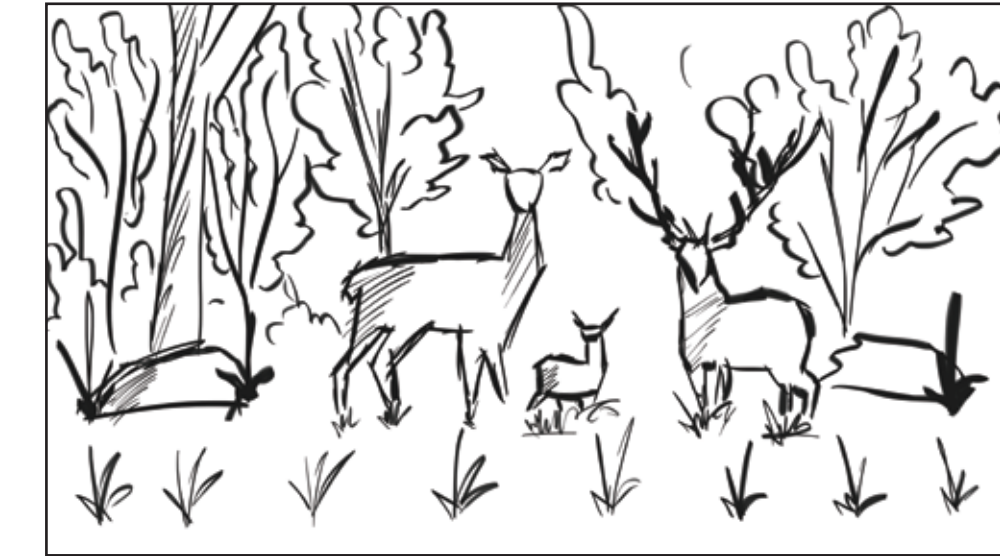


Camera animation preview



Final render

For this scene, we wanted to show the entire gym. We arranged all the equipment in such a way that everything was revealed in one scene



Storyboard sketch



Camera animation preview



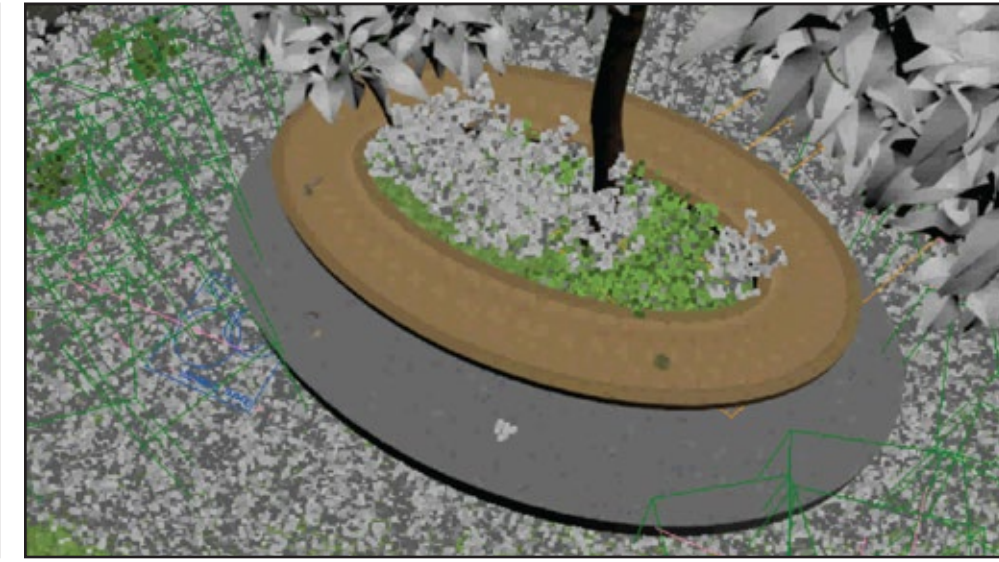
Final render

This was one of the most challenging scenes for us. The client told us that they wanted to represent a mini forest area in a very compact space. After doing a lot of research and going through a lot of references, the team came up with the idea of showcasing the deer which gives a sense of forest area.

Storyboard for the video



Storyboard sketch



Camera animation preview



Final render

The client wanted a seating inside the mini forest area. For this we came up with the concept of showcasing the wooden seating with stone texture below and pebbles on the ground



Storyboard sketch



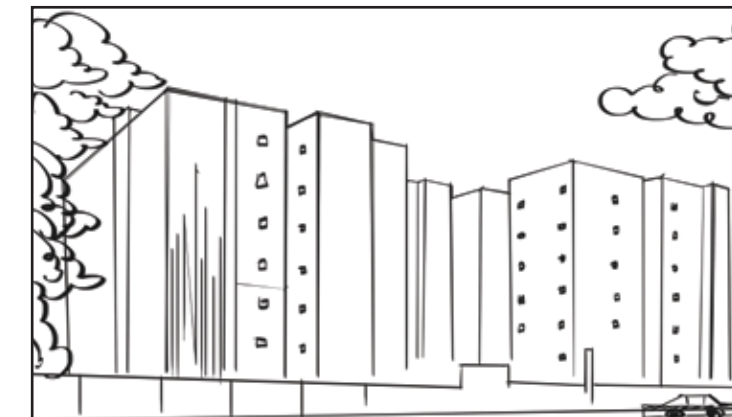
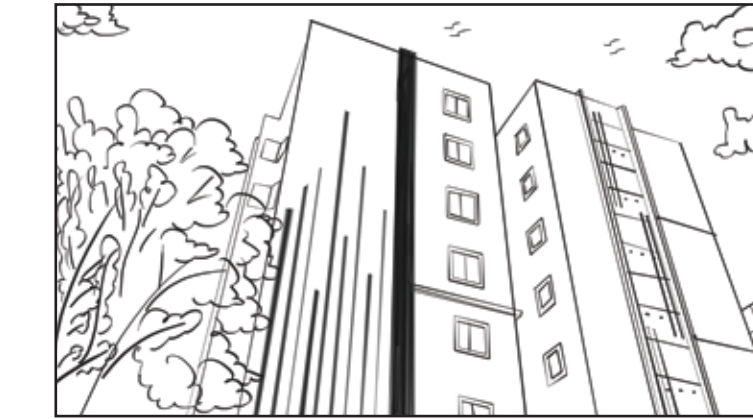
Camera animation preview



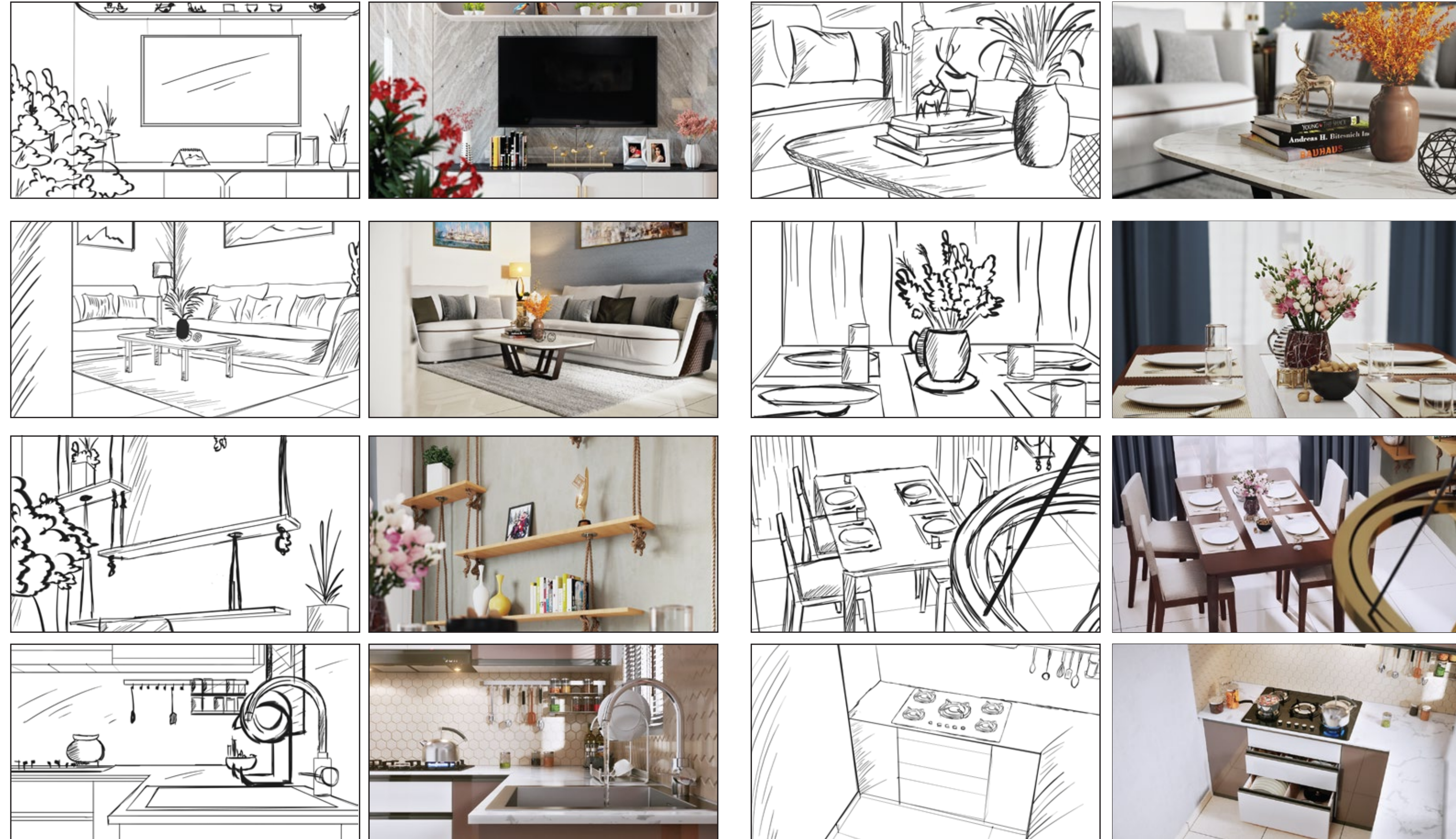
Final render

For this scene architect has given a different plan. We created a parabola with seating. We thought of taking an evening shot for this to showcase the coziness of the place.

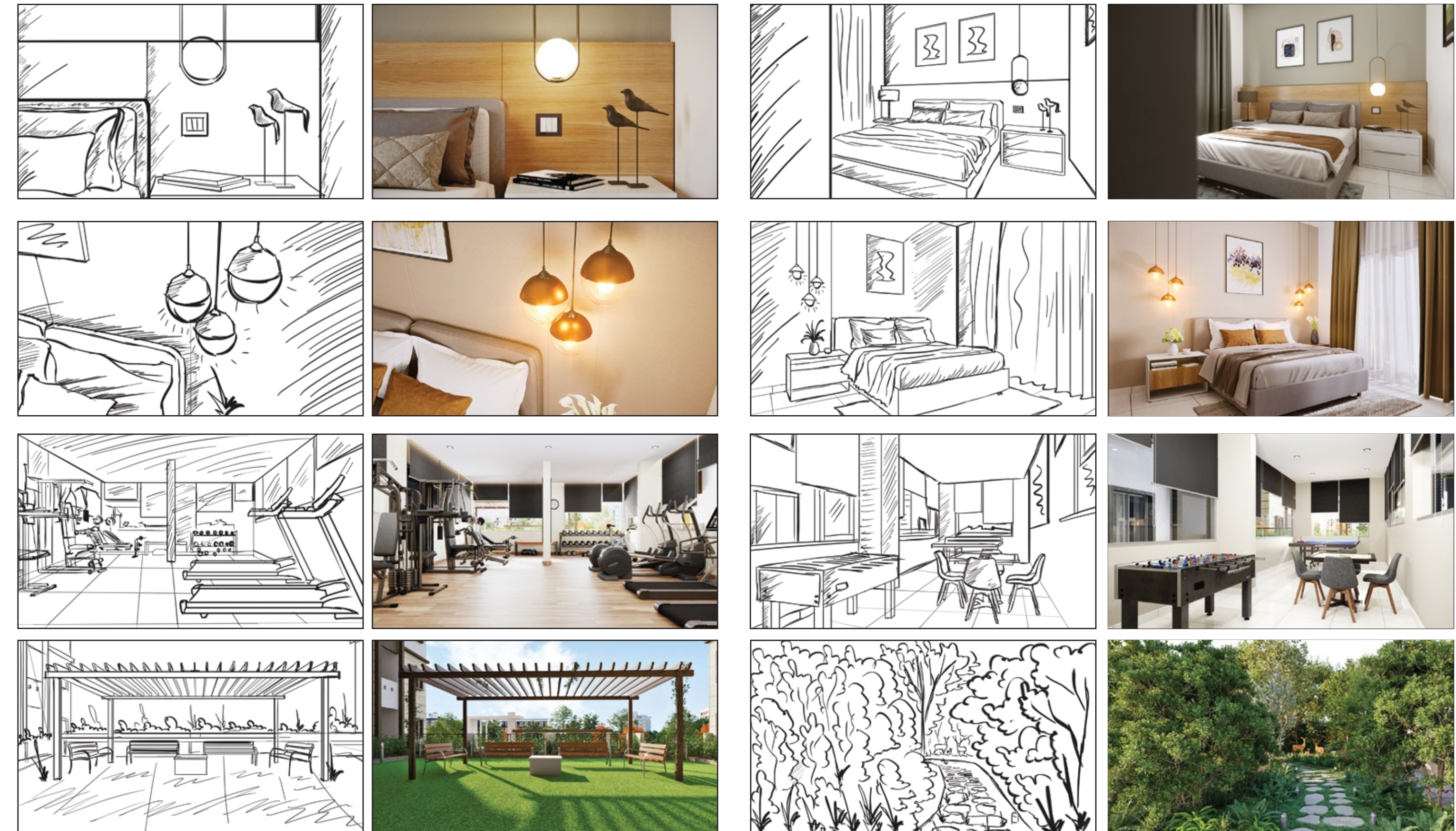
Storyboard for the video



Storyboard for the video



Storyboard for the video



Storyboard for the video



Work Flow

Composition and Camera animation

For any animation to be created, Composition is one of the most important aspects. We used various composition rules like rule of thirds, leading lines and depth of field to create the entire animation.



Work Flow

Lighting set up and Rendering

As lighting plays a very important role in animation, we decided to create the animation from a day shot towards night. To create this, we tried to cover certain times of the day like morning, afternoon and evening to give an idea as to how the entire architecture looks under different lighting conditions.

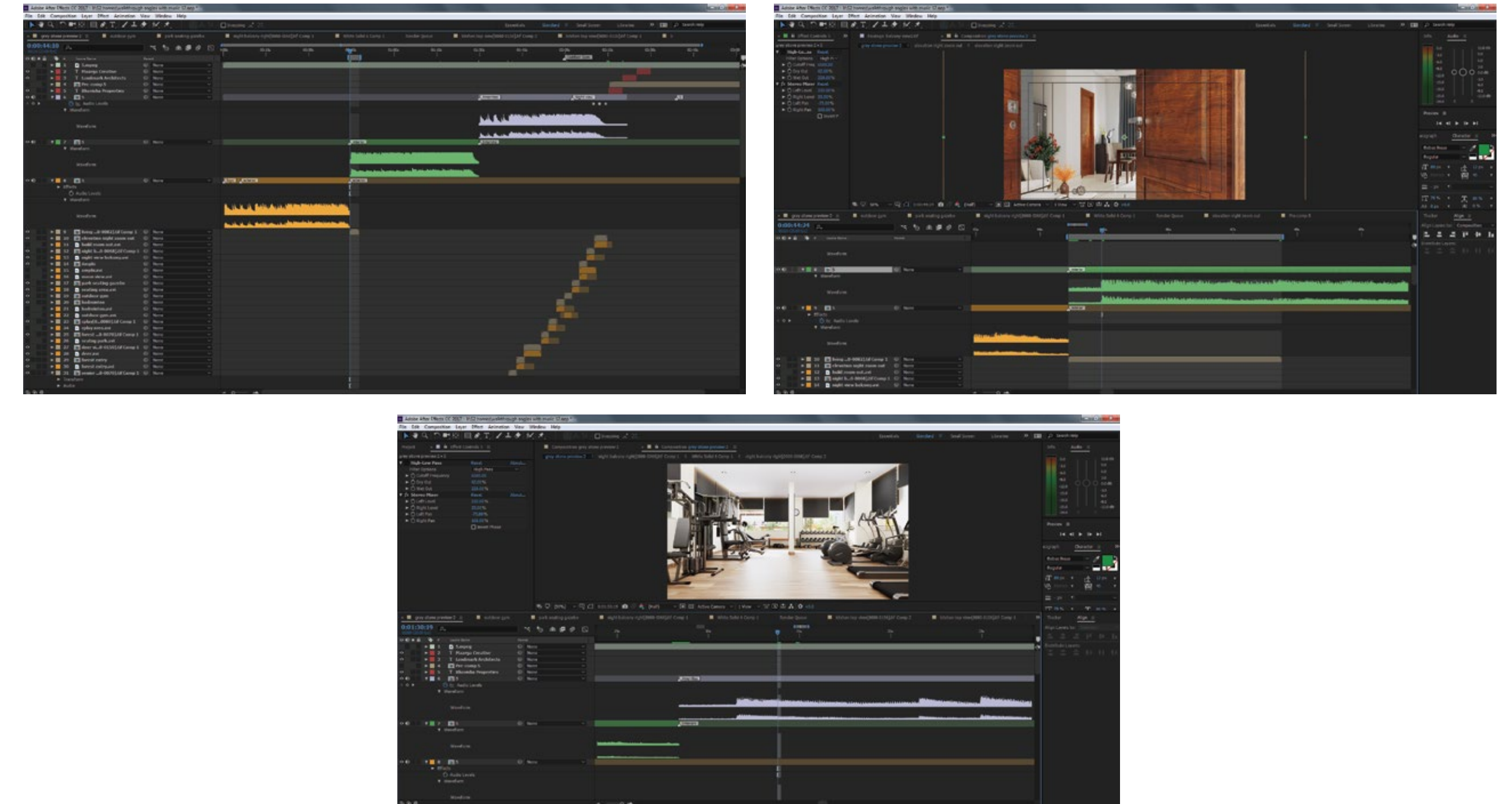
Once we were through with all the process, we started rendering all the scenes.



Work Flow

Post production - Music synchronization

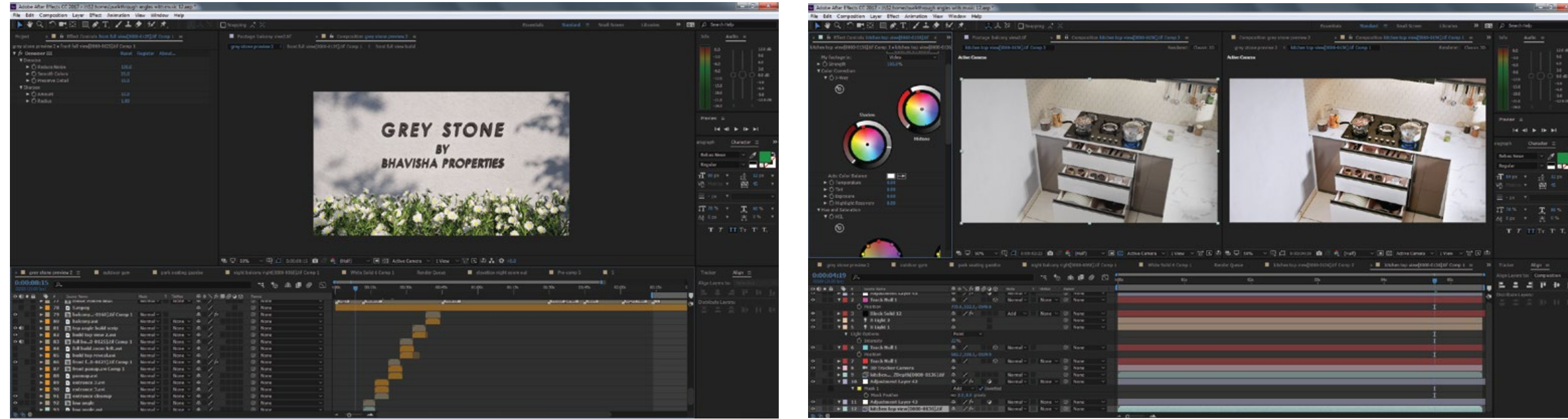
We listened to at least 25 music loops before finalizing on one music. The music we selected has 3 different bits which ends at a certain point in time. So, we decided to create the flow of animation to fit 3 different sections of the music. For the first bit of the music, we thought of showing the exteriors, for the second part it was interiors and the third bit was to show all the amenities



Work Flow

Post production - Renders editing

Once the rendering was complete, we used editing software's like Photoshop, After effects and Da Vinci to edit all the renders and to do the color correction. Once the color correction was completed, we incorporated the music, matched the music and video to get the final output.

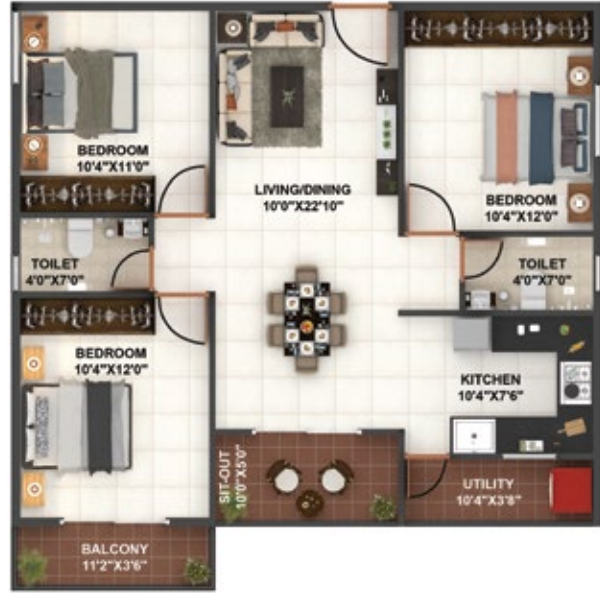


Conclusion

Final video was given to the client. For us, this particular project gave us lot of experience which made us step out of our comfort zone, look for new solutions, reach out for advice and took us one step further in our knowledge. As artists, we always believe that every project whether small or large project must help us grow



Final Deliverables



9 Floorplans - 5K Resolution



9 Isometric Views - 5K Resolution



Elevation image - 10K Resolution



Walkthrough Video



Master Plan



Block View



Elevation Night view image - 16K Resolution



11 Amenities images - 3K Resolution



Drone shoot











