

INTRODUCTION

As an interior designer in the modern design landscape, working with Computer Graphics (CG) and 3D artists is becoming increasingly common. Effective collaboration between the two can lead to exceptional visual results that truly bring your design concepts to life. However, this relationship requires clear communication, a mutual understanding of the project's vision, and an appreciation of each party's expertise and constraints. This flow diagram aims to introduce interior designers to best practices when working with CG/3D artists, either in-house or freelance. By understanding and implementing these steps, you can ensure a smoother workflow, higher quality results, and minimized frustration.

KEY PHRASES

RENDER

This is the process by which a 3D model or scene is converted into a 2D image or animation. It can be a time-consuming process, especially for high-resolution or complex scenes.



WHITE BLOCK/WHITE BOXING

This is an early stage in 3D modelling where objects and spaces are represented by simple geometric shapes or 'blocks'. It helps in establishing the basic layout and scale of a scene before proceeding with detailed modelling and texturing.



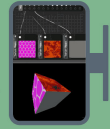
LOW-RES

Short for low resolution. In the context of 3D modelling, this refers to a version of a model that has fewer polygons and therefore less detail. It's often used in the early stages of design for quicker rendering times during reviews and revisions.



TEXTURE

In 3D modelling, a texture is a 2D image that's wrapped around a 3D object to give it surface detail, such as colour, roughness, or reflectivity.



MATERIAL

In CG, materials define how a surface should appear when rendered. They are typically made up of several textures.



LIGHTING

A crucial aspect of 3D rendering that can greatly influence the mood and realism of a scene. It includes ambient light, point light, spotlights, and directional light.



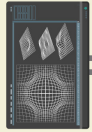
MODELLING

The process of creating a 3D object within a software program.



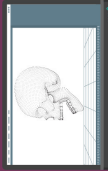
WIREFRAME

A visualization of a 3D model without any textures, lighting, or shading, showing only the edges of the object. It's often used in the initial stages of 3D modelling to check the structure of a model.



MESH

This is the collection of vertices, edges, and faces that define the shape of a 3D object in computer graphics. In a simplified context, think of it like the skeleton structure of a 3D model.



POLYGON

In 3D graphics, a polygon is a plane or surface in three dimensions. A mesh is often made up of many polygons. The more polygons, the more detail (but also the greater the computational demand).



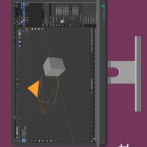
SHADER

This is a type of computer program used in 3D rendering to determine the final surface properties of an object or image. This can include characteristics such as colour, shininess, transparency, and more.



VIEWPORT

The viewport is the user's window into the 3D world within their 3D software. It's where they can view and manipulate their 3D models. By familiarizing yourself with these key phrases, you'll be better equipped to communicate effectively with 3D artists, ensuring a more efficient collaboration and higher-quality results.



PREPARATION STAGE

- **Gather High-Quality Material References:** Use 2K+ resolution images for references, helping the 3D artists recreate materials accurately.
- **Detailed Lighting Instructions:** Provide specific instructions about the desired lighting mood, direction, intensity, and colour.
- **Precise Furniture/Props Information:** Be very specific about the furniture and props in the scene. Include detailed descriptions or references for each item, as swapping them out later can be time-consuming and costly.

- **Ensure Clean Topology:** When providing 3D models, like those from SketchUp or AutoCAD, ensure they have clean topology. Consulting with your 3D artist can prevent delays and improve final results.

FEEDBACK AND REVISION STAGE

- **Constructive Feedback:** When providing feedback, be specific about what you want to be changed and why. Constructive feedback will result in better revisions.
- **Patience:** Understand that revisions, especially detailed ones, can take time. Being patient during this process can reduce stress for both parties.

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COLLABORATION STAGE

- **Early Design Reviews:** Plan frequent design reviews during the initial stages, when the model is still in low resolution or in the white block stage. Making changes at this stage is cheaper and more efficient.
- **Clear Communication:** Be clear and concise in your feedback. Avoid ambiguity and make sure your instructions are easy to understand.
- **Be Respectful of Time Constraints:** Remember that 3D modelling and rendering take time, and rushing the process could result in lower quality work.

FINALIZATION STAGE

- **Last Review:** Conduct a final review to ensure all details are correct. Changes after this point may be expensive, so confirm everything is as it should be.
- **Appreciation:** Acknowledge the efforts of the 3D artist. Appreciating their work strengthens the relationship and motivates them to continue delivering high-quality work.

FUTURE COLLABORATIONS

- **Maintain Relationships:** Keep in touch with good relationships can make future collaborations smoother.
- **Consistent Collaboration:** Working with the same 3D artist on multiple projects can enhance understanding and efficiency over time.