

## Presentation of our workflow & performance description

To create a rendering is a complex matter. In this document the whole process is explained in detail, and the tasks both sides have to fulfill are described. It is important to follow this guide to achieve the best results and to keep the workflow optimal.

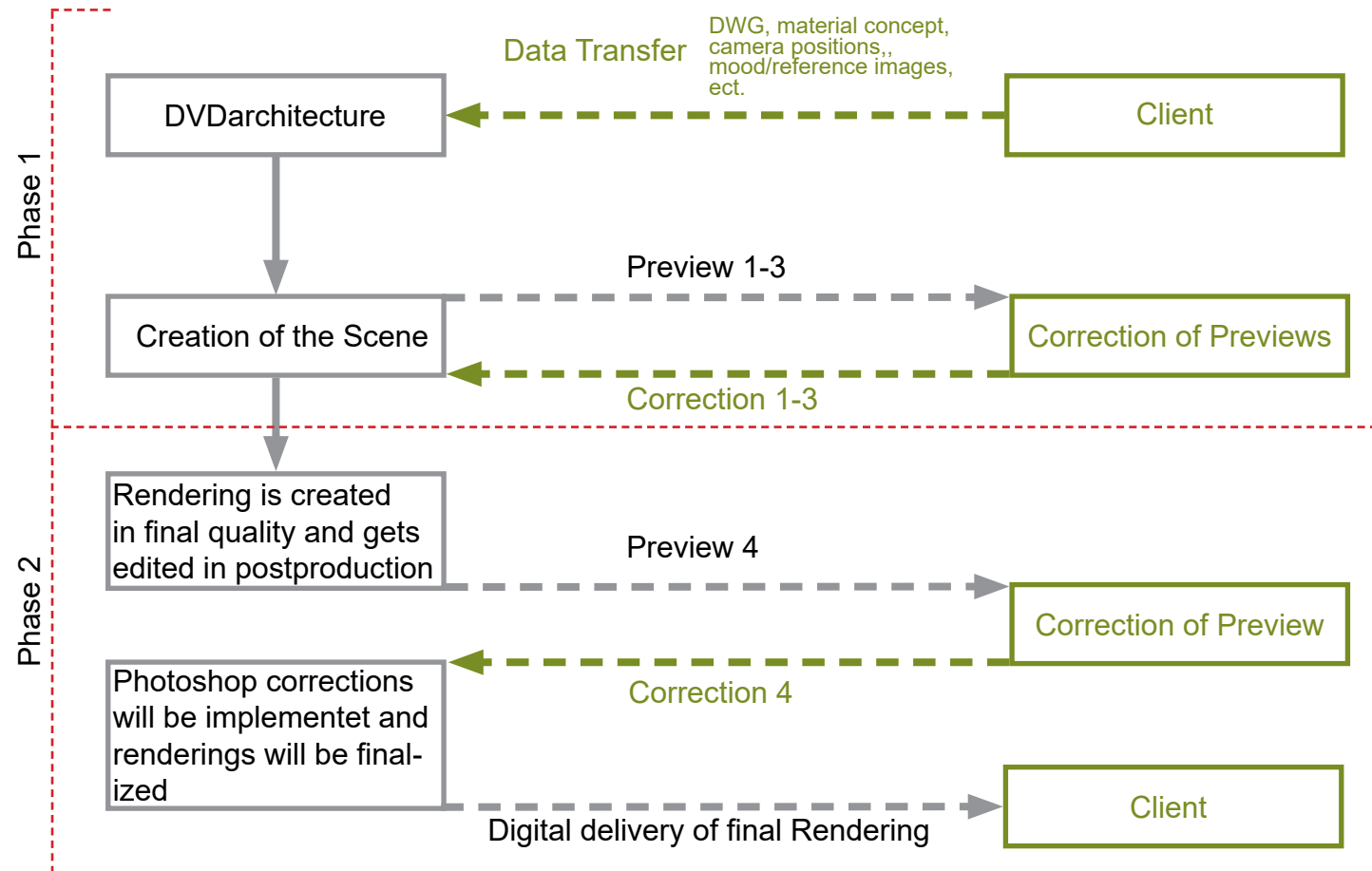
### Short Summary

The rendering is created in two phases:

Phase 1: Creation of the scene

Phase 2: Postproduction / Photoshop

We split the process into two phases because two separate teams work on each step. Jumping back and forth between these two phases, results in a higher workload as well as additional fees. For each phase there are a set amount of previews. (see page 2-3). With every preview the customer has an opportunity to note down corrections and remarks. Take your time and inspect the previews carefully. Phrase your remarks and corrections as precise as possible so that they will be adjusted accordingly.



## Phase 1: Creation of the Scene

### Required information:

#### •DWG Plans

(floorplan, facade elevation, section and surrounding) from all relevant buildings/building-parts and surrounding. The complete visible geometry has to be buildable from the plans alone.

#### •Material/Color Description

A list or plan with exact specifications for materials and colors. For complex textures like wood floors or visible concrete ect., we need a reference image.

#### •Camera position

The location of the camera positions for the renderings marked on a plan.

#### •Site pictures (if a photo integration is desired)

Pictures in which the rendered building will be integrated. In addition, we need the information from the specific point where the image was taken.

#### •Details for the Interior

For example reference images or product specific information for kitchen, furniture, outdoor furniture, plants etc.

#### •Kitchen plan or reference image of a kitchen

Kitchens can be tricky and can require a lot of details, so we need detailed information to build it.

### Amount of Previews: 3

### Project time needed:

~3/4 of the time.

### Phase description:

In this phase the scene for the rendering will be created. Step by step the rendering will get more detailed with each preview. We can adjust geometry, textures, light, furniture, camera angle or position, ect. according to the customer.

Important: In the second phase these things can't be changed anymore.

### Note:

The previews are only a preview and are rendered in a lower resolution and quality than the final ones. Furthermore, they are not edited with Photoshop. Therefore, the previews often seem a bit cold and not as friendly as the final rendering. Keep this in mind.

## Example Phase 1:



## Phase 2: Postproduction/Photoshop

### Required information:

•Information/reference image of the surrounding.

For example what kind of people do you want to show? A Family with playing children, business people which are walking to work, a jogger with a dog, etc.?

### Amount of Previews: 1

### Project time needed:

~1/4 of the time.

### Phase description:

In this phase the rendering will be polished up. The surrounding photos and the 3D are merged and, if desired, people and additional plants are added.

Complimentary settings like brightness, contrast, saturation, etc. are optimized to create a convincing final result.

### Note:

Take a step back and look at the image as a whole. Does something seem wrong? Are brightness, saturation and contrast like you want them? Are people, plants and other surrounding objects how you like them? This is the final stage of the project, please let us know everything you notice. We will do our best to implement all your wishes with Photoshop.

## Example Phase 2:



## Performance description for architectural renderings

### Included in the price:

- The creation of a 3D Model according to the received DWG plans / facade elevation / sections and 3D models.  
(An already existing 3D model will not grant a price reduction - we have to build a specialized model for rendering either way)
- The creation of the rendering according to the customer.  
(as described in the workflow)
- The post-production of the rendering according to the customer.  
(as described in the workflow)
- The corrections in the right phase\*, which are based on errors on our side.  
For example 3D Model was not built correct or the facade colour is wrong.
- The delivery of 4 previews per email  
(as described in the workflow)
- The delivery of the finished rendering per email. The default resolution for interior renderings is 4000 pixel (the longer length). For outside renderings 5000 pixel and for bird view renderings 6000 pixel. Cropping the image can reduce the pixel amount.

### Not included in the price (if not specifically listed in the price offer):

- Taking pictures from the building site for the background.  
For example Drone pictures or site pictures
- Any personal presence  
For example meetings or site inspections.
- Any kind of work after a set deadline if the customer caused the delay.  
This is especially the case if the customer, intentionally sets a fake deadline to create more time pressure.

### Corrections which come from wrong plans and documents.

For example corrections which are based on wrong floor plans / facade elevations / section or changes on the project.

### Corrections which belong in the first phase if the project is already in the second phase.

For example corrections of 3D geometry, textures, sunlight position, etc. if the project is already in the second phase. Additional cost for such corrections vary between 30%-50% of the offered price. We reserve the right to set such additional costs according to our workload.

### Creating and sending of additional prerenderings.

Additional costs for an extra preview vary between 15%-20% of the offered price. We reserve the right to set such additional cost according to our workload.

- Work after standard office times or on weekends.
- Buying of 3D models.
- Fees for drone permits.
- Changes to the camera position if it causes extra workload.

## Performance description for architectural renderings

### General:

- If not agreed upon otherwise, we reserve the right to use the finished rendering as well as the name of the customer for advertisement purposes.
- The bill will be sent after the finished rendering is delivered with a 30 day payment deadline. If the project gets delayed after we already started working on it, we reserve the right to send an interim bill .
- If a invoice is not payed in time, we reserve the right, after sending a payment reminder, to add a reminder fee to the bill which can be up to 10% of the offered price. Please pay on time.
- If the Bill is still not payed after the reminders and the help of a collection agency becomes necessary. All fees of said agency will need to be covered by the customer.
- We do not guarantee the correctness of our renderings. We do our best to make the images as correct as possible, but there will always be some differences to the real world building.
- If an order is withdrawn after we already started to work, the work up to that point will be invoiced.
- If we can not do all the renderings at the same time additional costs may apply.
- If there is a fixed deadline we have to receive the needed plans and documents and corrections in time, otherwise we can't hold the deadline as promised.
- If camera pictures are delivered by the costumer, we can't guarantee the quality of said pictures. If it takes a lot of work to the get the pictures to a usable standard, additional costs may apply.
- Previews are here to ensure the quality and correctness of the finished rendering. If not otherwise discussed, previews are not allowed to be used as finalized visualization an may not be published.
- Applicable law and court location is Stans, Nidwalden (Switzerland)
- If not discussed otherwise, all interactive products from DVDarchitecture will be hosted by for 3 years. After this time the service will be switched off without prior informing. If you need a longer hosting, let us know so we can prolong it.

## Data privacy

- DVDarchitecture GmbH uses all received plans and documents only for the commissioned purpose.
- DVDarchitecture GmbH archives all plans and documents as well as the correspondence for undefined time. However, DVDarchitecture GmbH does not guarantee to store the data we receive and is not liable if any data is lost.
- All documents and plans which are needed to create the rendering are transmitted to our independent partners in China. The transmitted data will only be used for the commissioned purpose and will be deleted after the project is finished.