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Twinmotion : Architecture storytelling through real-time visualization

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Description

This breakout session takes you to the core of Twinmotion's real-time rendering capabilities and carries you from the inside out through the basic features up to the great range of visual outputs, enabling you to simply create and effectively communicate the story you need for bringing across your architectural design.

Speaker(s)

Martin Krasemann joined the Twinmotion team in 2013. Specializing in real-time technology and rendering, Martin started as a technical artist working on the Twinmotion library. Now he is a Twinmotion product marketing specialist, creating a bridge between clients and the development team through webinars and live presentations.

Learning objective 1

Learn the first basic steps of bringing your CAD/BIM data to life upon import into Twinmotion. You'll get to start right out of the box with Twinmotion's simple UI, combining an intuitive icon-driven interface, drag-and-drop assets, and one-click workflows. Setting time of the day, doing sun studies and creating beautiful landscapes to frame your design will be a walk in the park.

Learning objective 2

Learn how to share different parts and phases of your design, by creating multiple design options for client reviews and engage stakeholders into the construction process of your project. From placing cameras to VR, learn to create any number of outputs from one single 3D scene.

Learning objective 3

Twinmotion's 3D characters certainly lend your project its very own character. You'll learn how to set up 3D Character paths to enliven and invigorate your design, as well as replacing objects coming from your CAD/BIM file with Twinmotion objects with only one click.

Learning objective 4

Go beyond Twinmotion and take your design to the next level. With Twinmotion 2021 coming up next year, gain some valuable insights into some of the key features that allow to easily share, access and present your projects in the cloud and open up Twinmotion's pipeline to its bigger brother, the Unreal Engine.