

# Workflow\_OVA studio GmbH

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## Phase 0

General Considerations

## Phase 1

Documents Delivery

## Phase 2

(round 1)  
Points of View

## Phase 3

(round 2)  
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## Phase 4

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Final Delivery

## Phase 0\_General Considerations

OVA studio GmbH terms and conditions are based on the Author Rights and Conex Rights (URG) laws. All requests to OVA studio are grounded in this Terms and Conditions.

The created visualisations receive the User Rights but not the Property Rights. Ova studio retains all the Author Rights from the developed images.

### Images Use by the Client

The Client has the right to use the Visualisations for respective purpose and to use them in any way. Each publication (printed, online, etc.) must be identified with the Author's name "OVA studio". In competitions, all the images created by OVA studio should be listed in Authors proof as creator of those visualisations. The client has the right to transform the Visualisations into Publications when specifically stated in the Authors Rights from OVA studio GmbH.

### Images Use by OVA Studio

After the publication from the client or, in case of competitions, after the jury's report, OVA studio has the right to publish the Visualisations from this project.

### Duration of the Offer

All the images are delivered as .JPG files, in RGB, per E-mail, with a maximum of 10000px \* 6000px. That corresponds to an DIN A1 in 300dpi. All the intermediate products, such as 3D data, textures and Photoshop files, belong and stay with OVA studio. For different sizes or formats, please communicate in advance.

The offer includes a fair amount of in-between previews and rounds of corrections. Additional costs due to more than an average number of corrections or variation studies, communicated beforehand, as well as additional costs due to unsuited working material or uncommon material.

Execution time depends on the task size and complexity of that Project.

If the data transference is delayed, it should be expected to have fewer intermediate steps and, in extreme cases, a reduced work elaboration.

### Confidentiality

All the information and transmitted data are confidential and secured by OVA studio. The company OVA studio reserves the right to work in the production of several projects for the same competition.

### Final deliberations

The images from OVA studio are product of artistic work and OVA studio does not take responsibility for further and later alteration by the client to the image content.

If a request ends up without being realized, it should be communicated as written statement and within 10 working days before the data transference. In case of a late cancellation, which means after the data being transferred, 25% of the total price will be charged, plus working hours already worked - 100CHF per hour.

The contract is ruled by the Swiss law.

All the written above can be discussed with OVA studio and changed or complemented by written statement and mutual agreement.

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## Phase 1\_Documents Delivery

In order to ensure an optimal project development, we ask our clients to send all the important documentation sometime before. The specific date must be agreed, by e-mail, between the client and OVA studio. Aforethought reservation is also required in order to make the visualizations.

All the documentation can be sent in a compact form – WinRAR, by WeTransfer, Google Drive, Dropbox or through our Web-page, in the contact form.

### Plans (DWG und PDF)

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000\_Floor plan with points of view  
001\_Situation plan  
002\_Floor plan  
003\_Facade  
004\_Sections  
006\_Detail Sections/Facade  
007\_Landscape plan

### References

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001\_Surrounding photos (raw, Jpeg, Tiff, ...)  
002\_Project references  
002\_Ambience references  
003\_Materials  
004\_Landschaft

### 3D Model (when it's possible)

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Please in format 3DS or 3dm (Rhino) export.

Export Vectorworks to 3DS

[http://app-help.vectorworks.net/2018/eng/VW2018\\_Guide/Export/Exporting\\_in\\_3ds\\_Format\\_3D\\_only.htm](http://app-help.vectorworks.net/2018/eng/VW2018_Guide/Export/Exporting_in_3ds_Format_3D_only.htm)

Export Archicad to 3DS

<https://helpcenter.graphisoft.com/knowledgebase/25539/>

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## Phase 2\_Points of View

As soon as the 3D Model is created, it is possible to define the first perspectives. From the client's chosen perspective, we send 4 to 6 possibilities, in order to find the one which favors the project identity the most.

During this first phase, the 3D model might not be 100% finished or detailed. This model can be still modified and adjusted until Phase 5. The next two steps are essential to the correct definition of the 3D geometry.

For an optimal evolution of the work, this process must be approved by the client.



IV1 001\_round 1



IV1 002\_round 1



IV1 003\_round 1



IV1 004\_round 1

## Topics to be agreed on:

- Perspective that better represents or favors the Project (major topic)
- General concept)
- General ambiance: Season, light, surrounding atmosphere (for example Spring, Summer, Sun or Cloudy)
- Landscaping – definition of trees, location and impact of those
- Geometry correction
- Image dimension and resolution
- Target Audience

## Topics to be defined by the client:

Please draw and write the corrections on the image.

- Decision on Perspectives
- Decision on General ambiance
- Comments on the topics above

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## Phase 3\_Lights & Materials

At this point, the most important topic is the light environment. Here, the image starts to have the idealized atmosphere. Together with the chosen materials, the image begins to take shape and it is already conceivable. This allows the client to understand where the light is focused and the interest and notable points.

As such, in this phase, materialization, form and light will be defined. Minor alterations on geometry and materials are still possible posteriorly. Perspective, light and atmosphere must be unreservedly defined.



190410\_IV1\_round 2

### Topics to be agreed on:

- Perspective that better represents or favors the Project (last correction)
- General ambiance: Season, light, surrounding atmosphere (major topic and last correction)
- Artificial Light (major topic)
- Landscaping
- Geometry correction (last correction for large alterations)
- Image dimension and resolution

### Topics to be defined by the client:

Please draw and write the corrections on the image.

- Decision on Perspectives (last correction)
- Decision on General ambiance (last correction)
- Comments on the topics above

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## Phase 4\_General Corrections

Here the project geometry reaches an important definition point – from the building to the landscape and interior elements. Everything that is geometry must be final.

With everything defined, it is possible to use high resolution renders, in order to make graphic improvements and printing tests.



190410\_IV1\_round 3

### Topics to be agreed on:

- Geometry correction (last correction)
- Lights (last correction)
- Landscape (last correction)
- Image dimension and resolution (last correction)
- People in the image
- Integration of a photo with the surrounding area
- Post production

### Topics to be defined by the client:

Please draw and write the corrections on the image.

- Decision on final geometry (last correction)
- Decision on lighting (last correction)
- Comments on the topics above.
- Only graphical changes and minor design changes are allowed in the next Phase



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## Phase 5\_Pre-Final

During this process phase, the image is adjusted: small regulations on light and color, integration of people, landscape or atmosphere elements. The post-production process takes about 1 day.

With all the alterations and corrections applied, the file is sent by WeTransfer.



190410\_IV1\_round 4

## Topics to be agreed on:

- People on the image (last correction)
- Integration of a photo with the surrounding area (last correction)
- Graphic work and post-production (last correction)

## Topics to be defined by the client:

Please draw and write the corrections on the image.

- The last graphic changes for the final image

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## Phase 6\_Final

All images are sent per e-mail, in .JPG, max. 10000px \* 6000px – which is about DIN A1, 300dpi. All the working process documents, such as the 3D model, textures, archives or Photoshop files are kept by OVA studio.

We enjoy working on each and every image; therefore we hope you are satisfied with both the working flow and the final result. It will be a pleasure to collaborate with you again in future projects.



190410\_IV1\_round 5