Quality checklist: IMPORTANT!

Project Name *

Textures *

Make sure to use the correct textures accordingly to the Renders/images of the project - Variations: Do not repeat images..Do not use plain colors!

Use of enough vegetation *

☐ 1 tree should not pass 100-200 triangles

created cannot pass the 300 triangles

- The filler vegetation (the one that surrounds the project)
- Variate position of the vegetation, to not create a perfect repetitive path

Emulate the distribution of the vegetation as the ones that appear on the images/renders previously send of the project

"RATHER use the ones provided by hauzd

Urban environment*

- Lines on the streets; Model at least the streets that surround the project with the sidewalks or any ""green area"
- ALWAYS USE: Lights posts, cars, people on the streets
- Any other representative detailed based on the images/renders (fences, boards, traffic light, bus stops, trash buckets, etc)
- Model simple representative versions of other buildings next to the project

Use of reflections *

- Use the maps for the windows and other reflective objects that represent the project environment like: Green areas, Ocean views or Buildings
- ALWAYS USE: Lights posts, cars, people on the streets
- Any other representative detailed based on the images/renders (fences, boards, traffic light, bus stops, trash buckets, etc)
- Model simple representative versions of other buildings next to the project

Do not model the framework of the windows if you have more than 5 floors. If you have them , do the BAKING as a texture.

Make sure that all the apartment pivots key plans and/or buildings have a correct alienation.

Quality checklist: IMPORTANT!

Screen checklist *

- Pricelist section
- Map (project location)
- Points of interest
- ☐ Images on the gallery section + thumbnails
- Specifications section
- 🔲 Image to be shown in splash screen
- Image to be shown on entrance screen
- Model simple representative versions of other buildings next to the project

Adjustments based on client comments *

YES