

2.9.8 3-D computer detail model

Computer-generated images of buildings and spaces can achieve high levels of realism through increasingly sophisticated modelling techniques, which allow viewpoints, lighting conditions and architectural detail to be varied according to the purpose of the presentation.



What it shows:

- surface materials and planting scheme
- architecture in detail
- pedestrian and shared surfaces.

Why it is good graphically:

- shadows cast for greater reality
- realistic sky
- people proportioned accurately in relation to buildings
- glazed areas show reflections.

2.9.9 Cartoon

There are cases where a broad planning concept can best be expressed through a loose freehand sketch or cartoon. These can sometimes gain greater importance as an icon of the project. Cartoons have no scale or geographic base. They are essentially fresh and spontaneous in character, presenting key relationships rather than precise information, either singly or as a set of images conveying project themes.



What it shows:

- key themes and topics
- concepts and messages
- talking points – consultation
- response to very local issues
- uses humour to emphasise the message (make sure the humour does not reinforce community cynicism).

Why it is good graphically:

- clearly depicted as an anecdote
- drawing style consistent with the humour
- not over-specific on location.