

3.3.5 Animation

Once a 3-D model has been created with all its rendering and light settings, animation packages can be used to present the buildings and places as an animated sequence of views. The effect can be striking, particularly to people unfamiliar with the technique, but it can equally be seen as manipulative, and should be used with care and with a clear explanation of its purpose.

Animation offers:

- ‘walk-throughs’ or ‘fly-throughs’ that follow any selected path or route
- a potentially persuasive impression of how a place would actually work
- interactive modes with several viewing options
- a valuable tool for presentation and promotion
- effectiveness without full detail.

Animation is one of the most powerful techniques available. It is based on a sequence of static views.

Primary role: To walk/fly viewers through a development to give an appreciation of individual components, their interrelationships, massing and architectural style.

Characteristics: produces very realistic virtual places.

Level of accuracy: Very accurate but audiences have to rely on source drawings for accurate measurement.

Graphic capability: Excellent graphic capabilities can produce virtually any surface, material, weather conditions, shadows, time of day and night and different lighting conditions.



Series of animated high-level fly-throughs



Series of walk-throughs at eye-level