



Devoy Barracks - Photomontages and CGIs

28/03/22

OUR METHODOLOGY

Overview

Our aim for this project is to reproduce a photo-realistic render, true to the time, date and weather conditions at the time of photography. While in constant communication with the project architects, landscaper designers and other relevant sub contractors to stay true to their vision for the project.

Proposed Development

The Proposed Development is to be supplied by the project architects in either autoCad or a 3d model. Please note however, that Redline Studios will re-model any model received to

maintain our high standards of modelling, texturing, lighting and to fit into our pipeline down the line.

Photography

Photography is taken on a suitable time, date and weather conditions where appropriate, deadlines may affect this. Lens type will depend on the shot location.

For each agreed photo view point location, photographs were taken with a digital SLR camera, the camera location is marked with surveyors paint, for the surveyor to pick up at a later time.

Camera information is listed with the images in this document.

Survey

All our surveying is out sourced to an experienced survey team. We send them a map of the locations along with the images that will be used. The Surveyor picks up the camera location, and various points in the photograph for 3d camera matching later on.

The survey is overlaid over an existing site survey, all matched to the Irish National Grid. This gives us the exact camera, location in relation to the site.

Post Production

We use a full 32-bit linear work flow in our pipeline by using 32 bit files we can include

all the image's tones without any problems – we just can't view them all at the same time because the monitor can only show 8 bits of tonal data allowing for maximum control over the image in post production.

The rendered image and its survey points are placed over the photo and matched up to each other. Using the latest software, techniques and calling on our years of experience we manipulate the image to fit and look as photo-realistic as possible in to the existing image.

Objects in the foreground are masked out, based on observations made on site, over the render and objects behind are covered by the render image.



























































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