



Approach Design offers a variety of 3D visualization, simulation, and multimedia services to ensure any design or architectural endeavor generates the maximum degree of enthusiasm, recognition, and interest prior to physical realization.

We Deliver:

3D Modeling

Using 3D Studio Max 7 we are able to transform traditional blueprints, drawings, and 2D CAD files into virtual 3D models that can be used to produce still images, animations and navigable virtual environments.

High Resolution Still Images

Once a model is created in 3D Studio Max, its surfaces can be textured and lit to mimic or match real world conditions.

Once textured and lit a model can be rendered from any angle using simulated, virtual, cameras and advanced rendering software to generate a photo-realistic still.

Animation Sequences

After a model has been textured, lit, and rendered to a client's satisfaction a virtual camera can be animated to produce a "flyby" or "walk-through" that simulates a first-person tour within or around a building, object, or environment.

• Immersive Spherical Images

An immersive alternative to a rendered still image or animation is a QuickTime VR export. This file offers an interactive, panoramic view that allows one to look around an interior as if one was at a fixed vantage point within that interior.

The QuickTime VR file is well suited to multimedia authoring or online distribution.

Interactive Environments

Using current 3D game technology Approach Design can export assets created in 3D Studio Max to generate a real-time, interactive, first-person, environment within a 3D game engine. Not only does this generate significant immersive impact but it gives the viewer the opportunity to test the "feel" of a given space or structure.



Clay Brook at Sugarbush, Warren, VT



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Residence, Hanover, NH



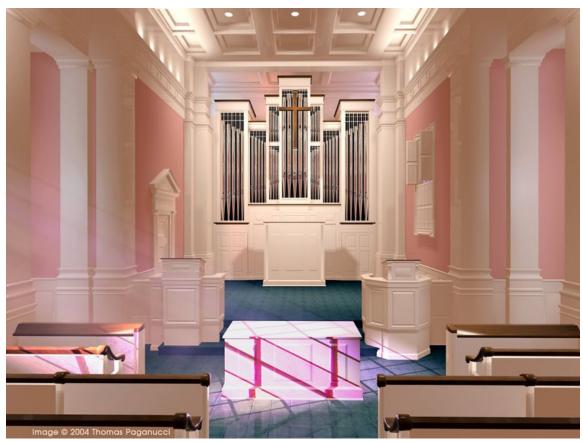
Residence, Hanover, NH



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Organ Addition: Church of Christ at Dartmouth College, Hanover, NH



Condominium at Beaver Creek Resort, Avon, CO



Subdivision Modeling Test: Mini Cooper



Subdivision Surface Modeling: Kettle



Low-Poly Model: Boston, MA Circa 1775



Low-Poly Model: WW I Supply Truck



Low-Poly Model: Patriot for Unreal Tournament PC Game