



V I R T U P L E X

SOURCE DATA

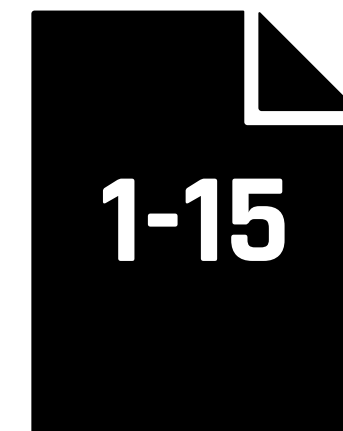
How to achieve an easy transition between your 3D source data and our VR applications



V I R T U P L E X

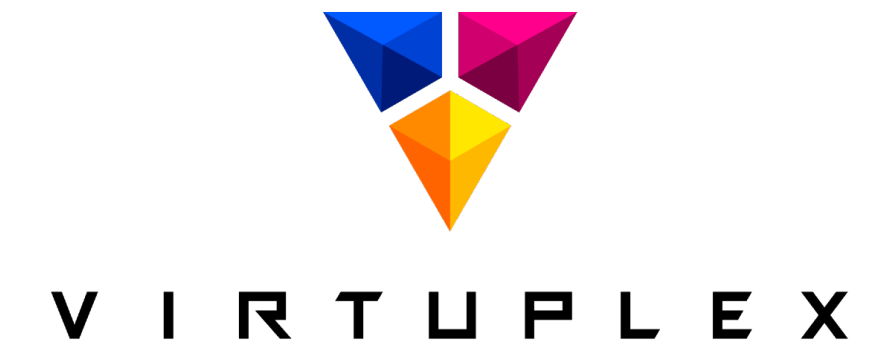
RELEVANCE

Client, Investor



Project Manager
Architect, 3D Designer

FINAL DATA

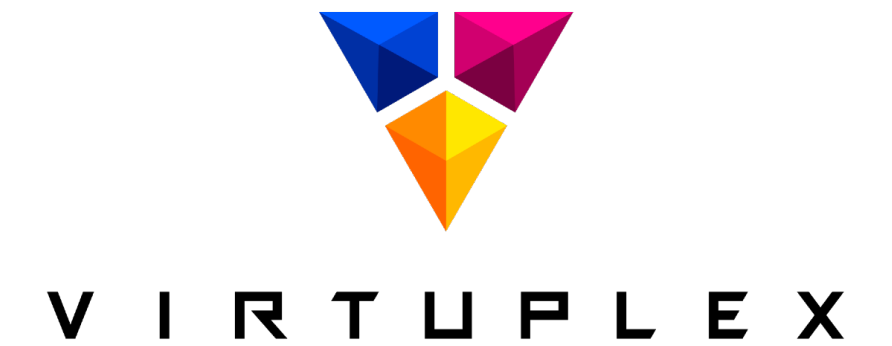


Your submitted 3D data are considered **up-to-date, final and ready** for processing by us., i.e. approved by all stakeholders on your side.

Unfortunately, we cannot accept major changes to the 3D models during the project. If such a situation arises, there is a substantial risk of not delivering part of the project on time, and Virtuplex is not responsible for this risk.

If changes are made, it will be up to the client's assessment to decide which part of the original scope of work should be omitted or deprioritized to incorporate the new changes.

DEADLINES

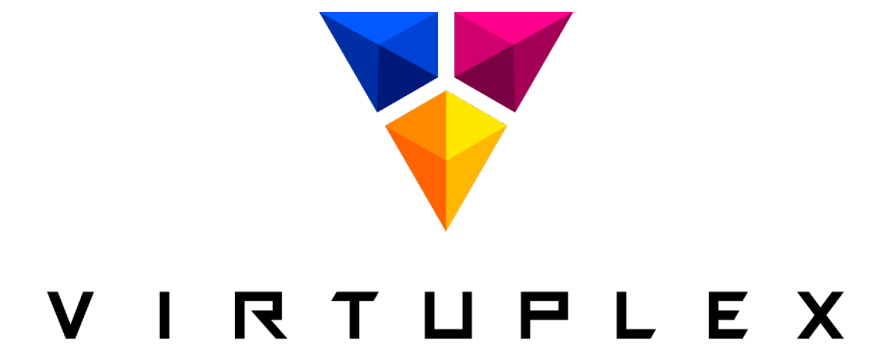


You SHOULD send final data and documents as soon as you have them ready to streamline production on the Virtuplex side. Even just parts of it. Don't wait until its all finished on your end.

In this case, it is essential to create a list of the expected data and its deadline, where the responsibility for delivering the correct 3D data on the correct date lies with the data supplier.

Failure to deliver a part or the whole on the pre-agreed date will again jeopardise the delivery of the part or the whole on the agreed date, and Virtuplex is not responsible for this risk.

3D FORMATS



There are many 3D formats we can work with, here are just a few examples.

In addition to the classic formats such as .FBX, .OBJ., .DWG, please send us the source / native data in which the project is made in. E.g. 3DsMax, Revit, RHINO, etc. Check the following pages for more details on data requirements.

Please pass on further details, which can be found later in the document, to your 3D data suppliers.

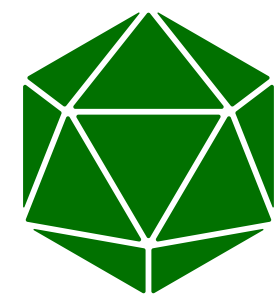
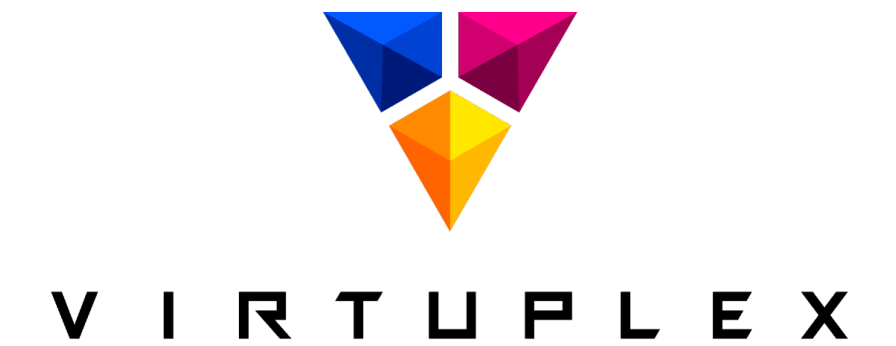


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3D FILES

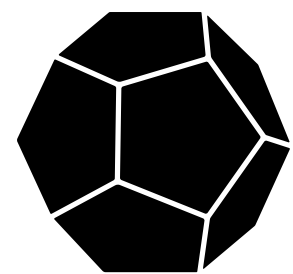
Which formats to use to share data with Virtuplex?

3D EXPORTS



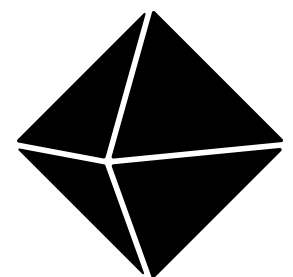
.FBX (binary!) —

FBX is the **best format to share your 3D data**. It is also possible to embed textures and materials into this format which we highly recommend. However, please do not use FBX ASCII export, as that is impossible for us to open without data loss.



.OBJ —

Suitable format for sharing your 3D data. Must come with .MTL file as well as textures (external sources attached).



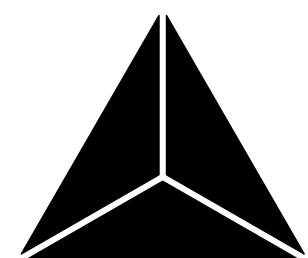
.BLEND —

Acceptable format since we use Blender in our pipeline.



.SBS/SBSAR —

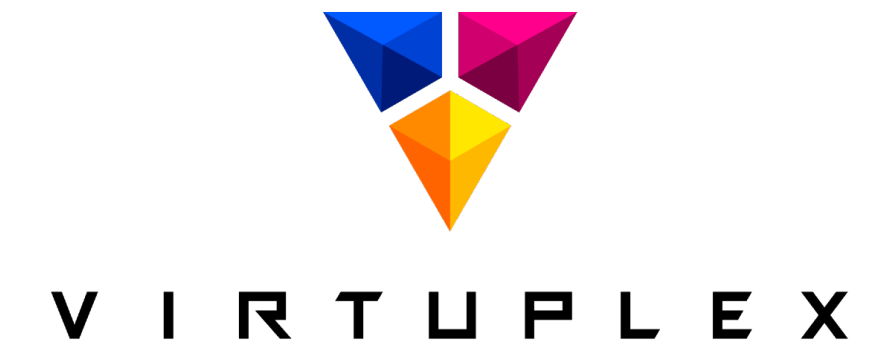
We are using Substance Painter for texturing.



.DAE .3DM .STL —

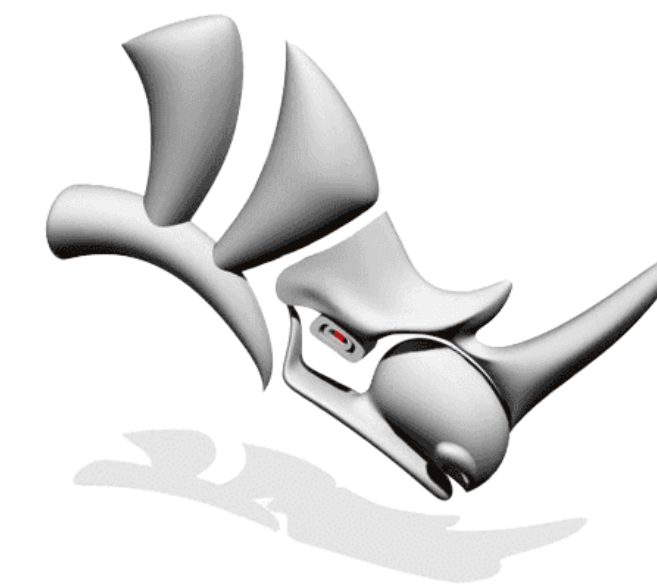
Not preferred, but acceptable

3D NATIVE



While we ask you to export to the required formats that are most efficient for processing in VR, **we also kindly ask to supply your native data for us.** Native data are the source file directly from the program you are creating the project in. Native data will allow us to double-check the correctness of the export.

Native data can be in...



Rhino**ceros**[®]

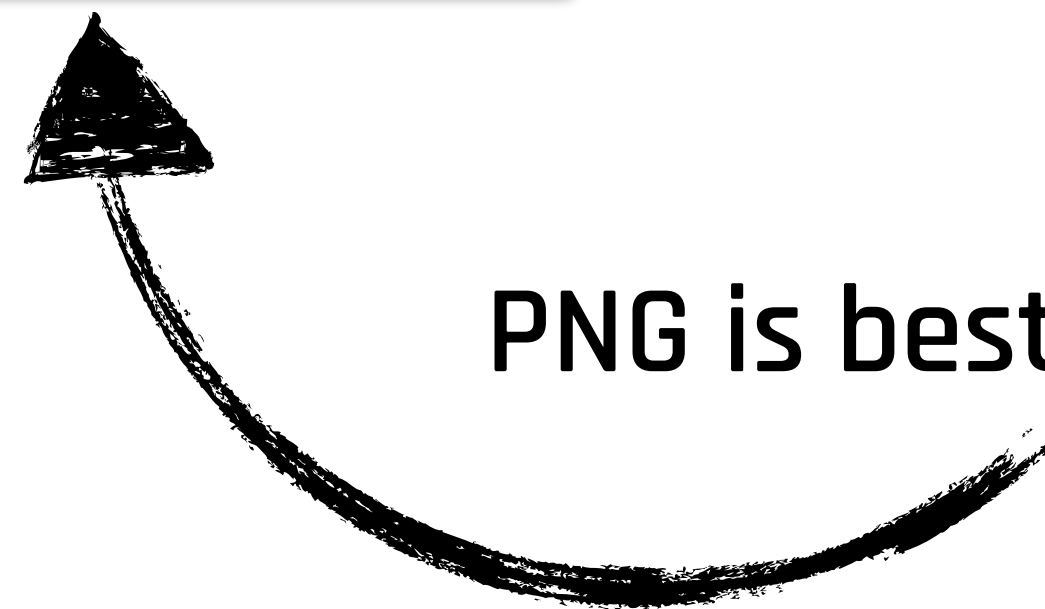
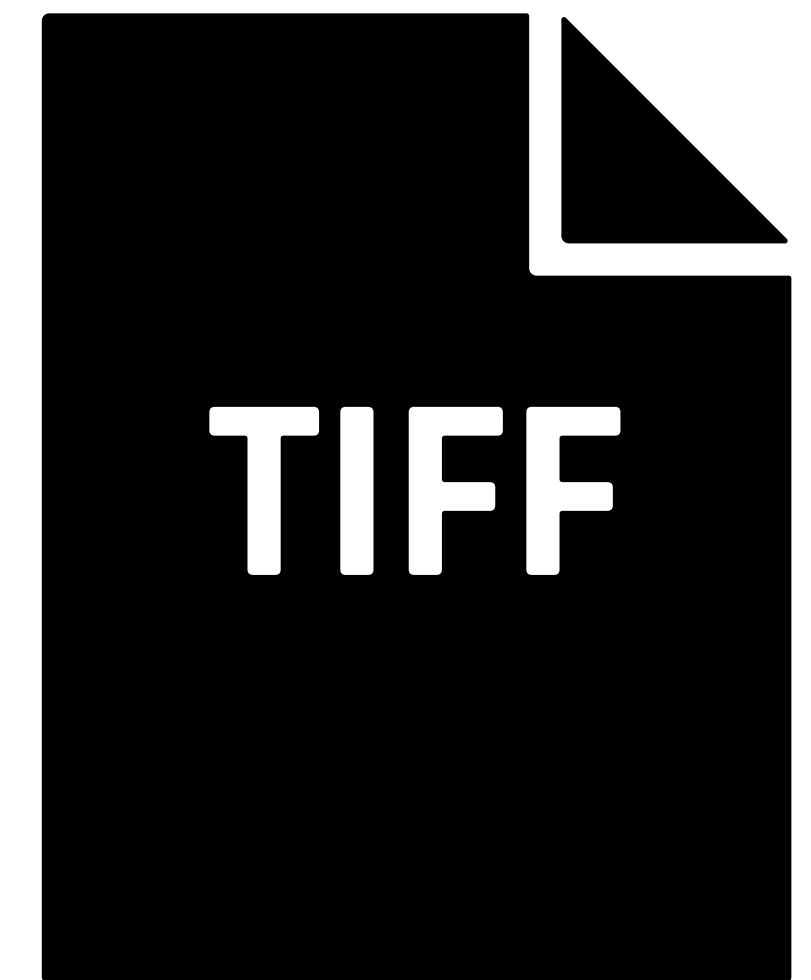
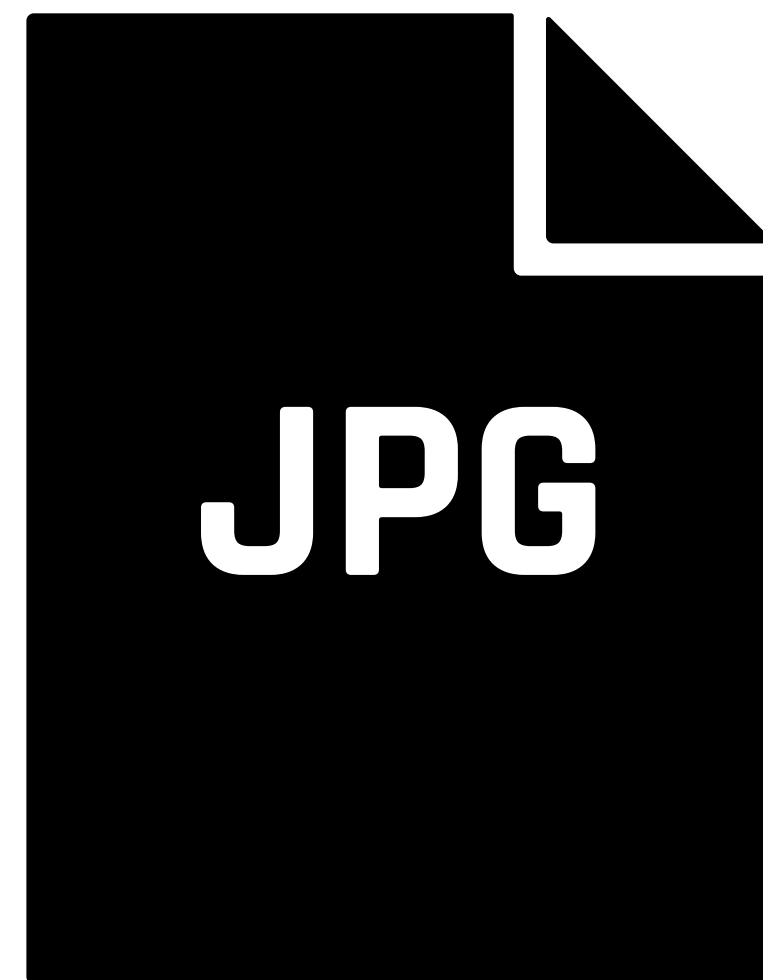
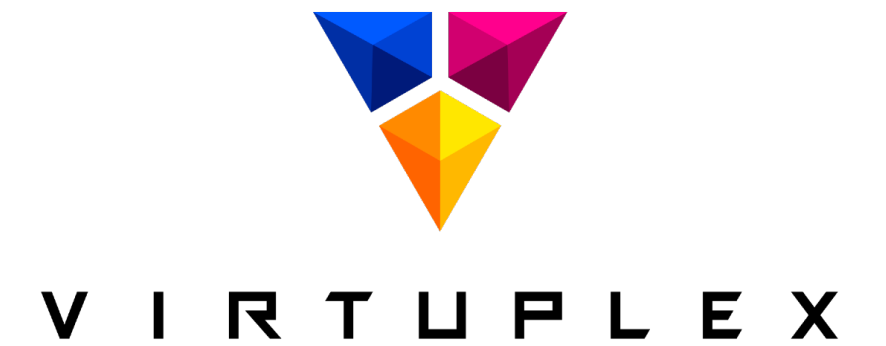
... and many others.



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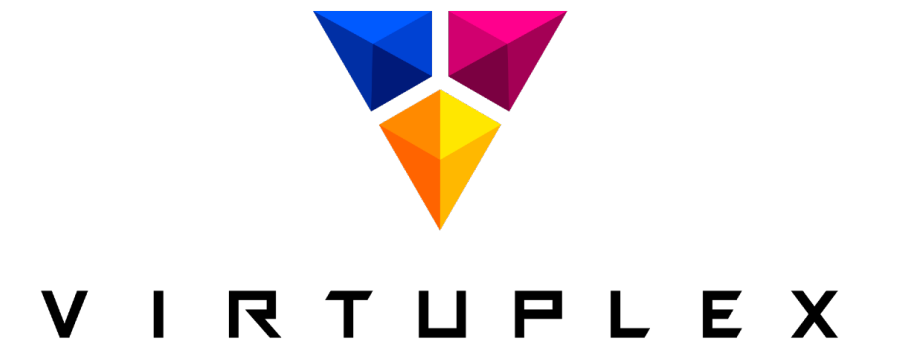
TEXTURES & MATERIALS

TEXTURES



PNG is best format for keeping its quality and ability to store transparency.
256x256 to 2048x2048, larger is better.

MATERIALS



Make sure to include a detailed description of all materials used. The result will look as you expect if you provide a material report.



MAT 01 lamely ohýbaný profil s hrubým nástřikem (matný vzhled) barva bílo-šedo-běžová
přibližný RAL1013



MAT 05 strukturovaná omítka (struktura bude hladká tzn lepší než na vzorku) svislé kanelury baumit 0926
přibližný RAL 7044

MAT 06 lamely a římsa v 1.np - sklobetonové tvarovky - barevnost betonová povrch tryskaný matný

MAT 09 kamenné šambrán - šluknovský syenit kartáčovaný

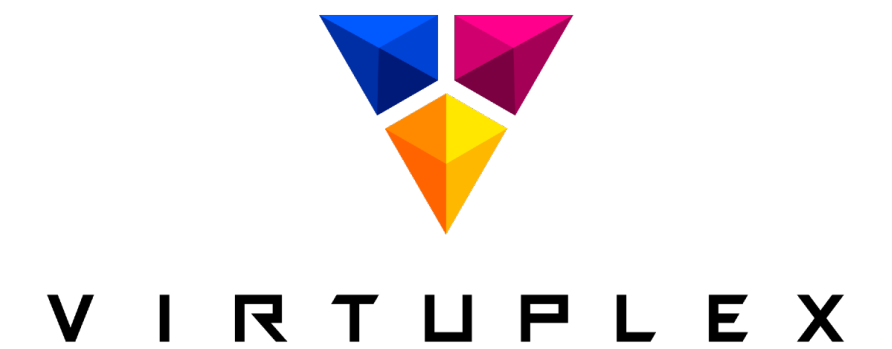
MAT 08 broušená (hladká) omítka bílo-šedo okrová



V I R T U P L E X

BEST PRACTICES

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Tricount

Less than <5 million tris

File Sizes

The smaller the file sizes, the better. It's better to break the model in multiple files than one big file containing everything. Anything above 1gb is usually impossible to open and may be requested to re export.

Data Structure

Easy to understand structure, logical naming conventions, correctly named textures and models

Textures

Keep textures embedded into the model (FBX supports this) and supply them in a separate folder. Please send us the exact material report if you can't provide textures.

Separated objects

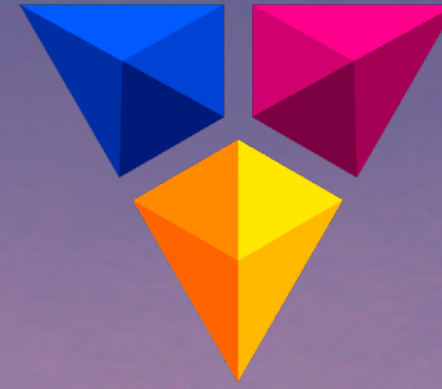
Keep objects separated (no OBJ with all meshes joined into singular objects) with correctly assigned materials & textures

Visualisations, renders

If you have previous 3D visualisation of your project, please provide us with all of the source data to speed up production

NURBS

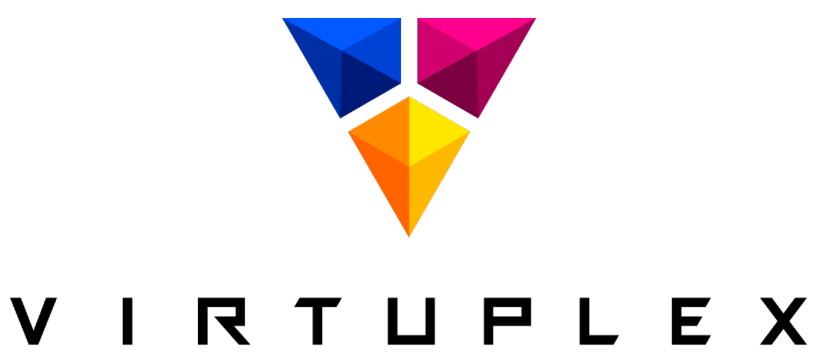
If you work with NURBS (and similar other workflows), we are able to procedurally optimize it with great results. Feel free to provide us with source files along with other formats mentioned in 3D Data section



V I R T U P L E X

SUMMARY

SUMMARY



To Deliver

Checkbox

3D Data - scope and definition

☐

3D Data - delivery dates

☐

3D Data - exports to universal formats

☐

3D Data - native data

☐

Textures

☐

Materials

☐

Material definition

☐

Visualisations, renders

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