

3D natural environments: A hands-on workshop with Cinema 4D

Concept for

Digital Landscape Architecture Workshop, June 5 during DLA Conference 2015

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Invited contribution

Objectives of Workshop: Happy 25th anniversary, Photoshop! In contrast, we present a full 3D digital workflow to create stunning images of landscapes. The workshop will focus on the modeling and visualization of photo-realistic 3D natural environments, including landform/ terrain, vegetation, lighting setup, and shading tricks. This instructor-led mainly “hands-on” workshop is based on one of the easiest to use professional 3D software programs called Cinema 4D (www.maxon.net). Learn an easy way of adding procedural 3D trees from Laubwerk (www.laubwerk.com) to your renderings and to quickly adjust tree species according to the shape, age, season and level of detail the scene requires.

Target group of workshop: Landscape Architects, students, researchers and practitioners interested in 3D modeling and visualization of gardens, landscapes, and architecture.

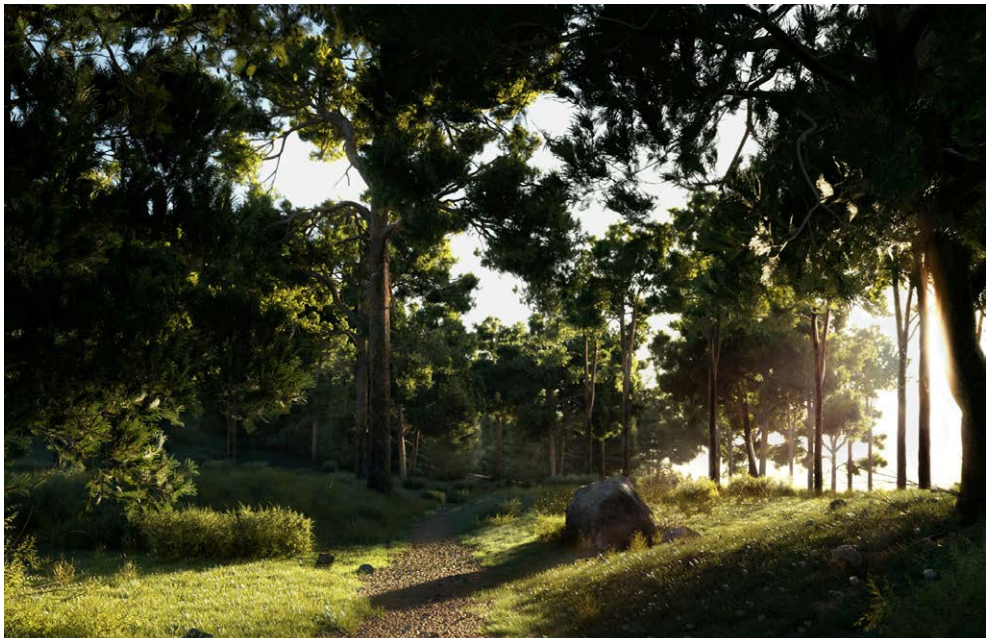


Fig. 1: “Through the Pines” – CG artwork by Thomas Vournazos using Cinema 4D, Laubwerk Plants Kit 5 and Corona Renderer.