

Complete Workflow Time Estimates Total 8 Weeks

Part One Video playlist: 4 weeks

Part Two Gameplay: 4 weeks

Revit Architecture Modeling **2 Days**

- Import existing reference file (*Rhino to Revit*)
- Create levels, walls, windows, shell, & casework (*Revit*)

Component Modeling (See Excel doc) **5 Days**

- Family creation 3D only (*Revit*)
- Texture prep (*Revit*)
- Lighting fixtures (*Revit*)
- Component surface detailing (*3Ds MAX*)
- Context development (*3Ds MAX*)
- Landscaping (*3Ds MAX*)

3Ds Max scene development **3 Days**

- Import files (*3Ds MAX*)
- Convert assets to specific render engine (*Arnold*)
- Material adjustments (*3Ds MAX + Arnold*)
- Texture maps (*3Ds MAX + Arnold + Photoshop*)
- Lights (*3Ds MAX + Arnold*)
- Animated objects (*3Ds MAX*)

Character Animations **3 Days**

- Modeling (*3Ds MAX & Character Generator*)
- Textures (*3Ds MAX + Photoshop*)
- Object rigging (*3Ds MAX*)
- Keyframing (*3Ds MAX*)
- Animations (*3Ds MAX + Motion builder*)
- Exporting FBX (*3Ds MAX + Motion builder*)

Rendering 360 Videos **5 Days** (Rendering times not included. Must use Cloud Rendering services)

- Camera tracks (*3Ds MAX*)
- Keyframes (*3Ds MAX*)
- Video settings (*3Ds MAX + Arnold*)
- Cloud Rendering services (*Rendercore* <https://www.rendercore.com/en/home#cost>)
- Compiling image sequence into video (*Photoshop*)
- Compressing video (*Media Encoder*)

Export content to YouTube **2 Day**

- Create profile (*YouTube*)
 - Import 360 videos (*YouTube*)
 - Make playlist (*YouTube*)
 - Link account to websites & social media (*YouTube*)
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If making gameplay environment using Unity:

Setting up Game environment 5 Days

- Folder setup (*Unity*)
- Bringing in assets (*Unity*)
- Converting materials (*Unity*)
- Character development (*Unity*)
- Colliders (*Unity*)
- VR Camera setup (*Unity*)
- Lights (*Unity*)
- Cut scene activation collider (*Unity*)
- Cut scene loaded video (*Imported to Unity*)

Special Effects (optional cut) 4 Days

- Modeling (*3Ds MAX or Unity*)
- Motion controls (*3Ds MAX or Unity*)
- Keyframing (*3Ds MAX or Unity*)
- Animation (*3Ds MAX or Unity*)

Graphics, icons, & Images 2 Days

- Create additional textures from scratch (*Photoshop*)
- Logos (*Illustrator*)
- Buttons & Icons (*Illustrator*)

Web-hosting mobile VR 4 Days

- Export executables and assets (*Unity*)
- Hosting the game and analytics (<http://firebase.com/>)
- Webpage development for project homepage (*too many options*)
- Import graphics and icons