

Expanding in the Design Studio with ShotGrid

Brandon Tasker

Product Manager

Safe Harbor

During the course of this presentation, we may make statements regarding future events and/or statements regarding planned or future development efforts for our existing or new products and services. We wish to caution you that such statements reflect our current expectations, estimates and assumptions based on factors currently known to us and that actual events or results could differ materially. Also, these statements are not intended to be a promise or guarantee of future delivery of products, services or features but merely reflect our current plans, which may change. Purchasing decisions should not be made based upon reliance on these statements. The statements made in this presentation are being made as of the time and date of its live presentation. We do not assume any obligation to update any statements we make to reflect events that occur or circumstances that exist after the date of this presentation.

Expanding in the Design Studio with ShotGrid



GENESIS DESIGN
Creation

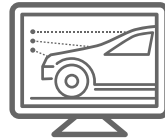
Goal for Today

Show you how to “make sense” of the complex design process



Show off

our thoughts, decisions
and challenges



Provide Insights

of a real vehicle project
in SG



Share Opportunities

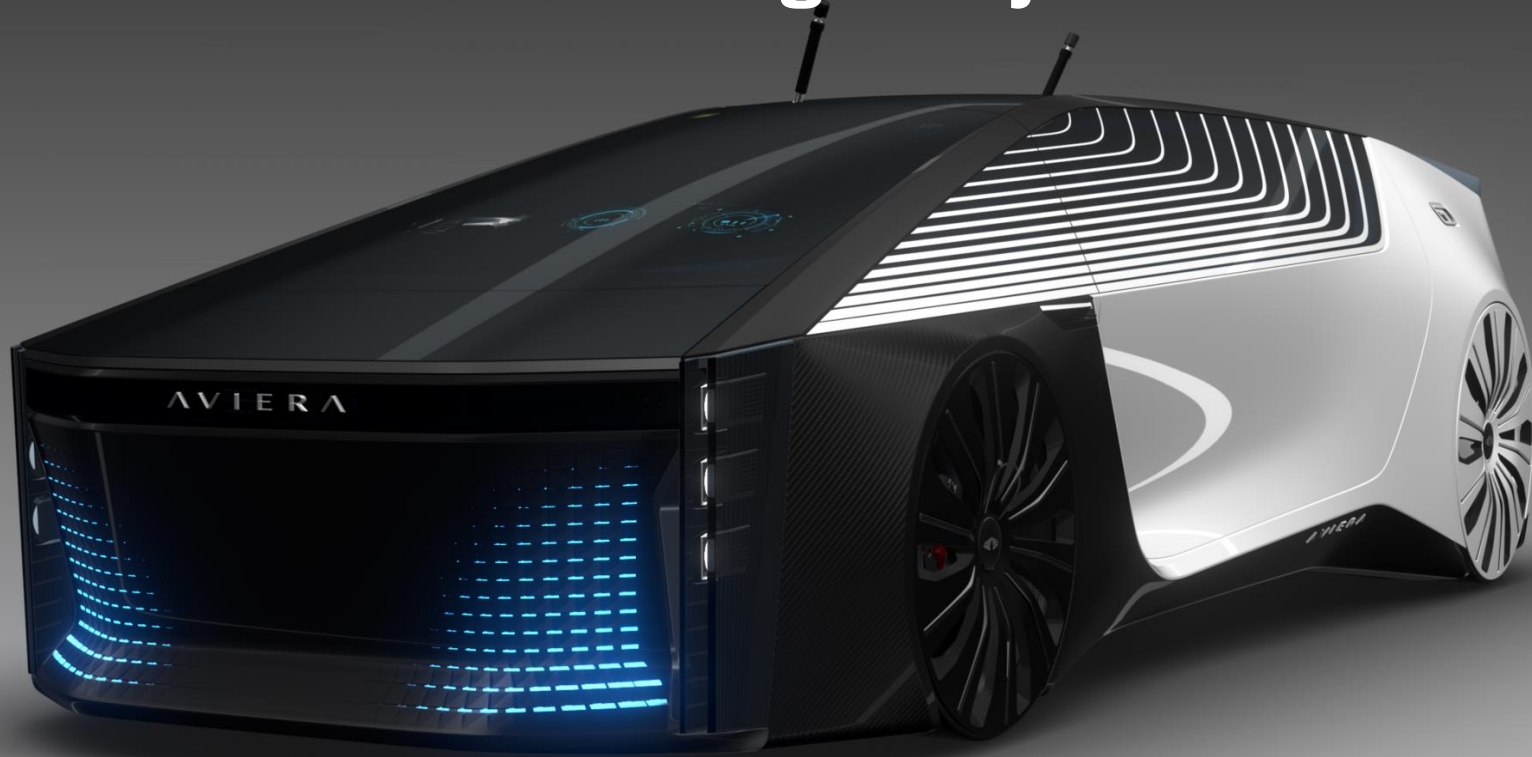
And ideas of what's
possible



Aviera Genesis

Design Project Overview

ShotGrid | Autodesk Design Project



ShotGrid | Autodesk Design Project

Agile Team



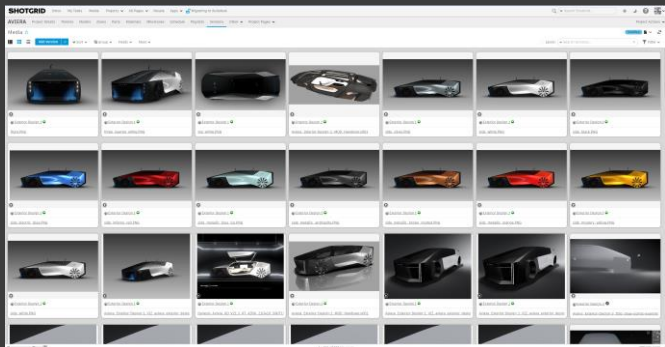
Industry Experts



Concept Vehicle Project



ShotGrid



Automotive Industry Innovation



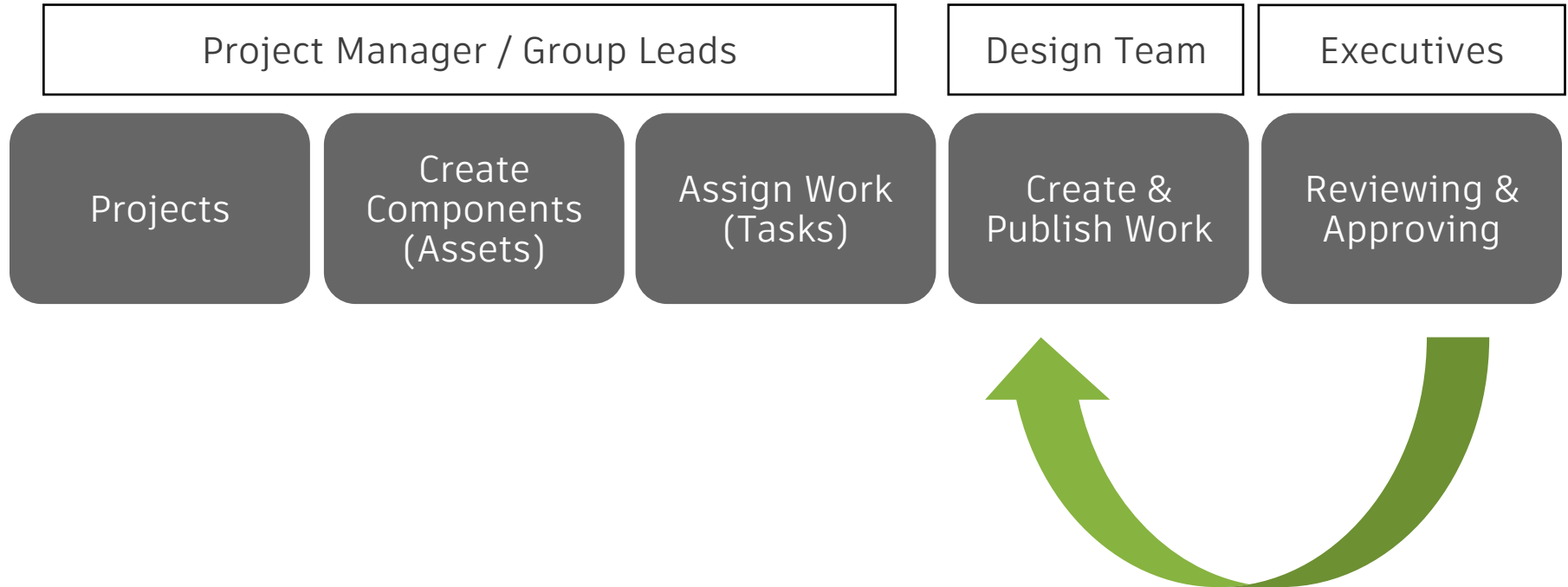
1 Month



We wanted to feel
your challenges

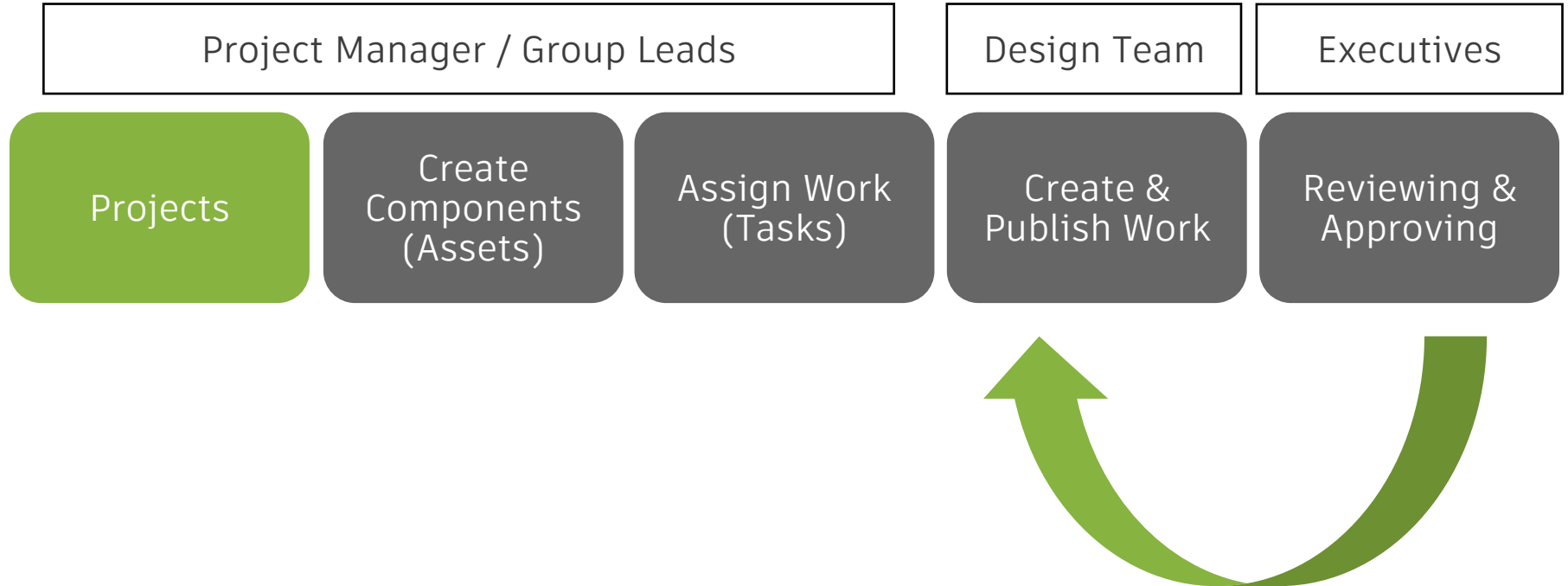
Make it better at every step

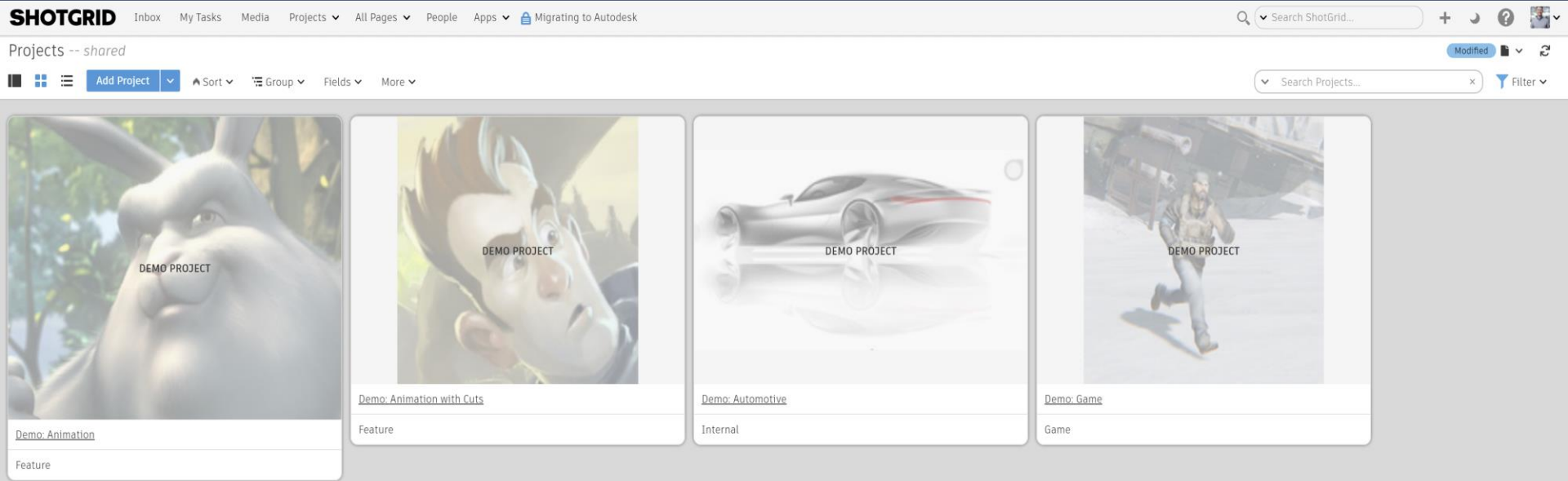
Agenda and Workflow



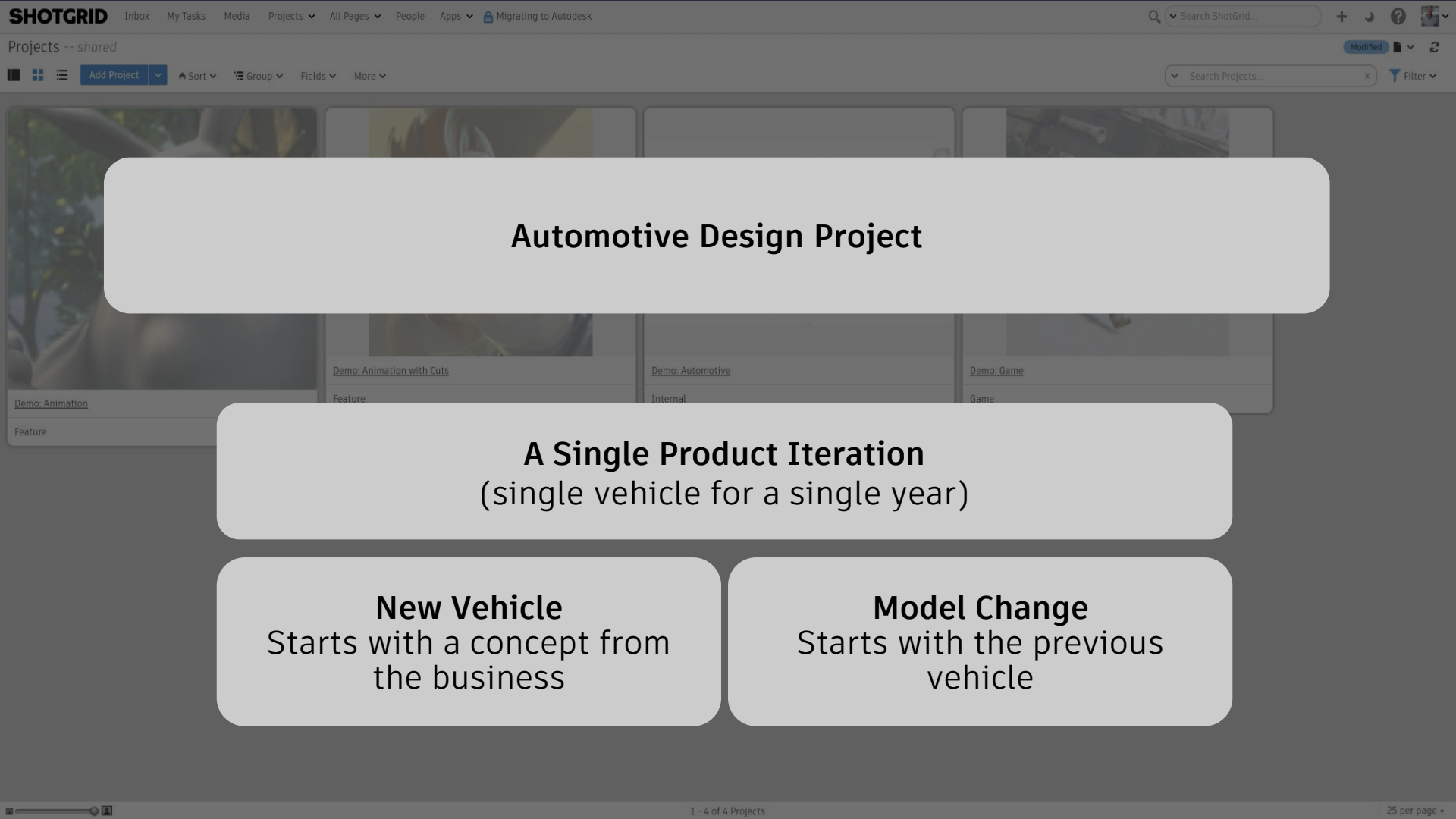
Project Creation

Workflow





What is a Project?



Automotive Design Project

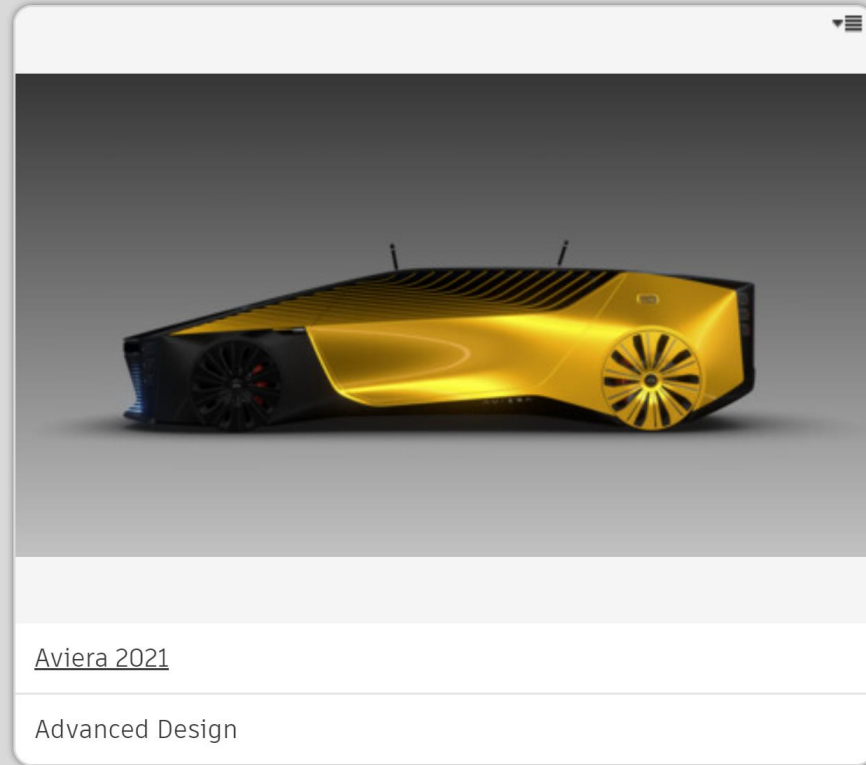
A Single Product Iteration
(single vehicle for a single year)

New Vehicle
Starts with a concept from
the business

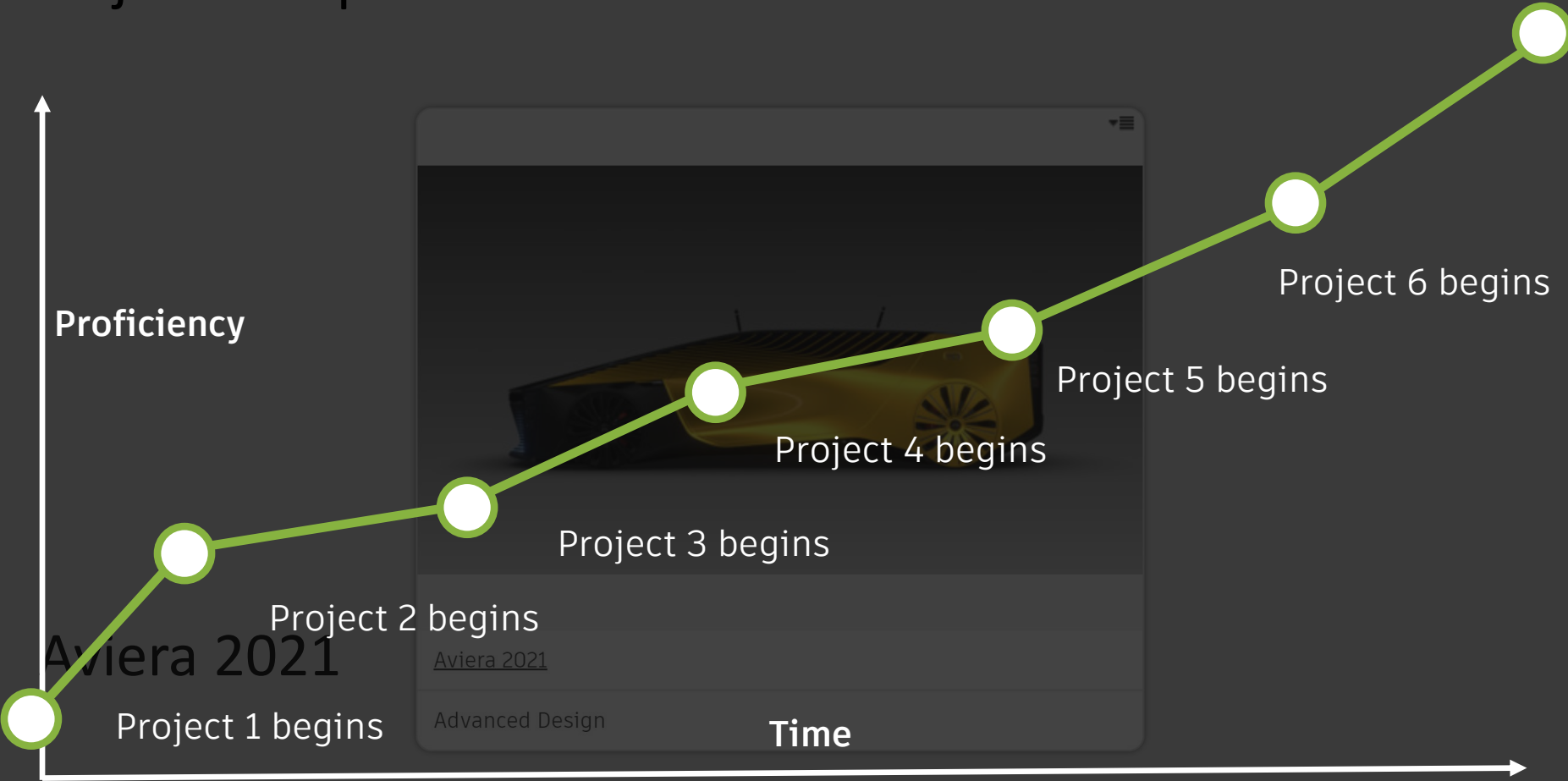
Model Change
Starts with the previous
vehicle

Project Setup

Aviera 2021



Project Setup

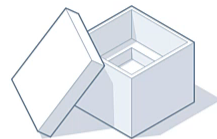


Projects -- *shared*

[Add Project ▾](#) Sort ▾ Group ▾ [Fields ▾](#) [More ▾](#)

Modified Search Projects... x Filter ▾

Once you create some Projects, this is where you can see them.

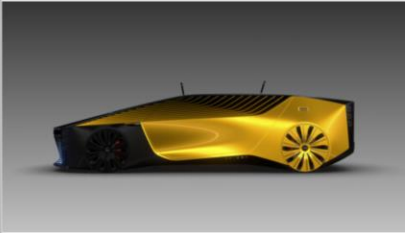


Create a new Project

Projects -- shared

[Add Project](#) [Sort](#) [Group](#) [Fields](#) [More](#)

Search Projects... Filter



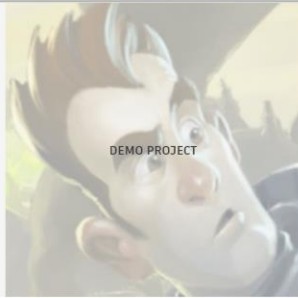
[Aviera 2021](#)

Advanced Design



[Demo: Animation](#)

Feature




[Demo: Animation with Cuts](#)

Feature



[Demo: Automotive](#)

Internal



[Demo: Game](#)

Game

Projects -- shared


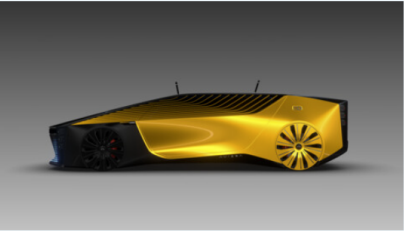

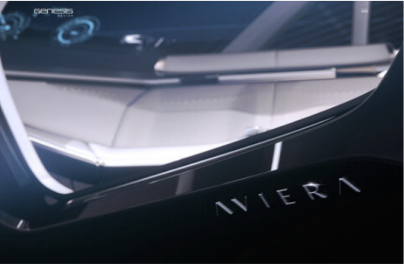


Add Project

Sort

Group

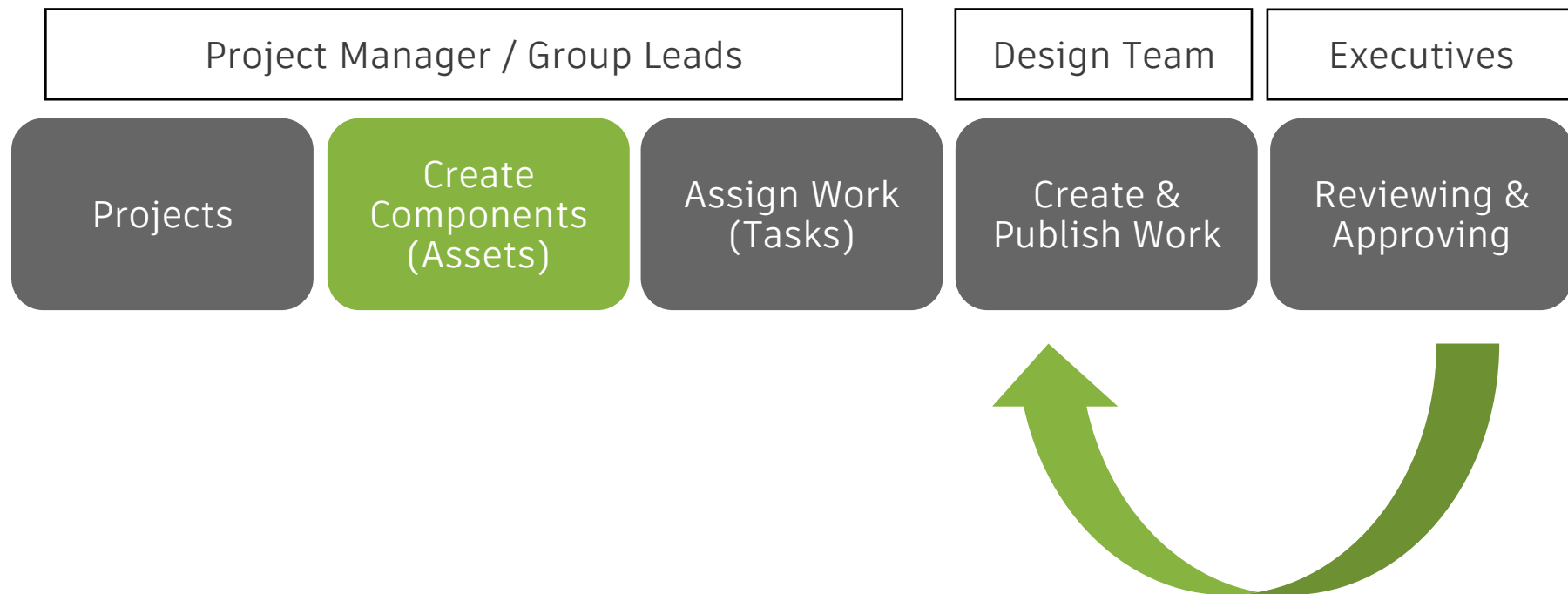
Fields

More

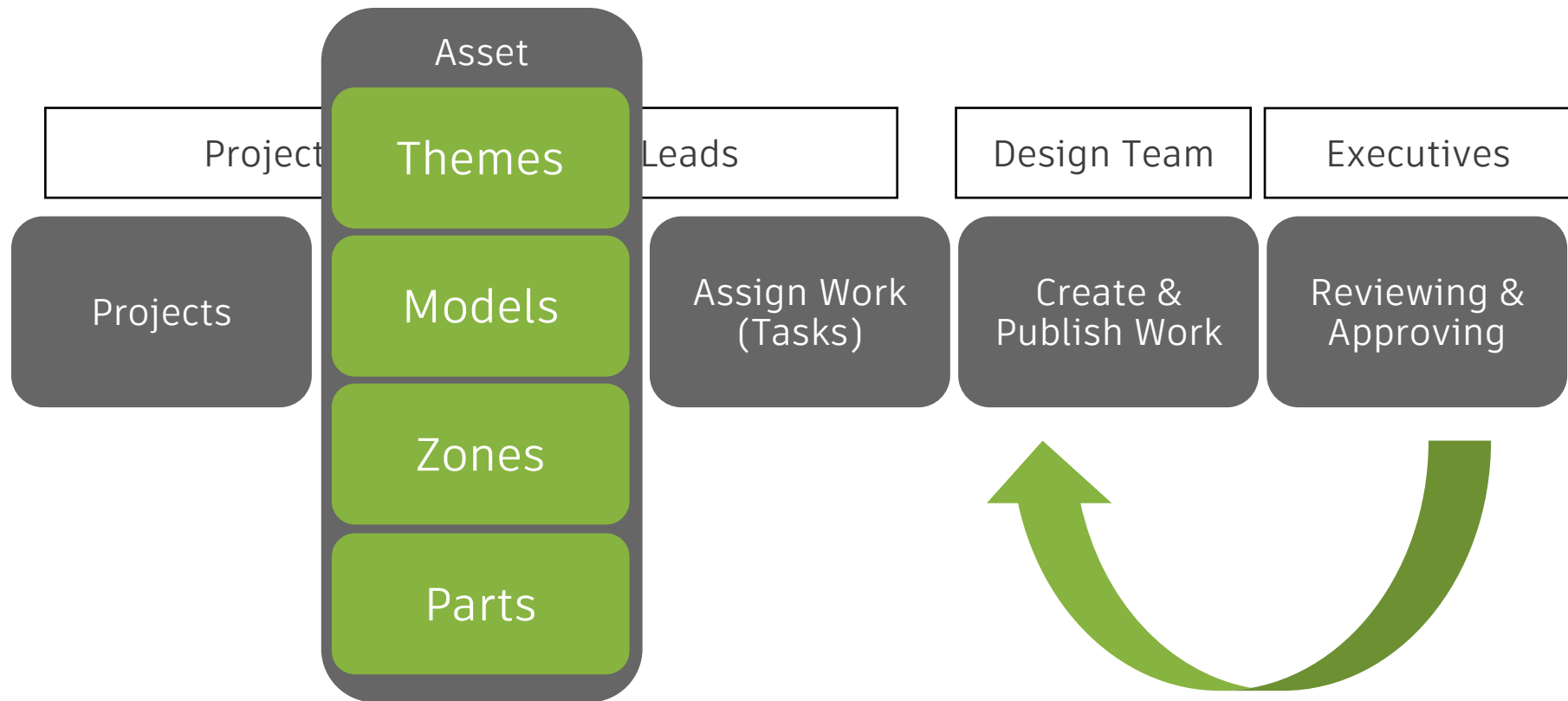
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 Aviera		AV1	Gen 1	All	Production	Active	Aviera Vehicle Design Pr
 AVIERA GD			Gen 1 Gen 2 Gen 3 Gen 4		Concept	Active	Future Mobility Experien
 Library			Gen 1	All	Library	Active	Vehicle components for

Project Components

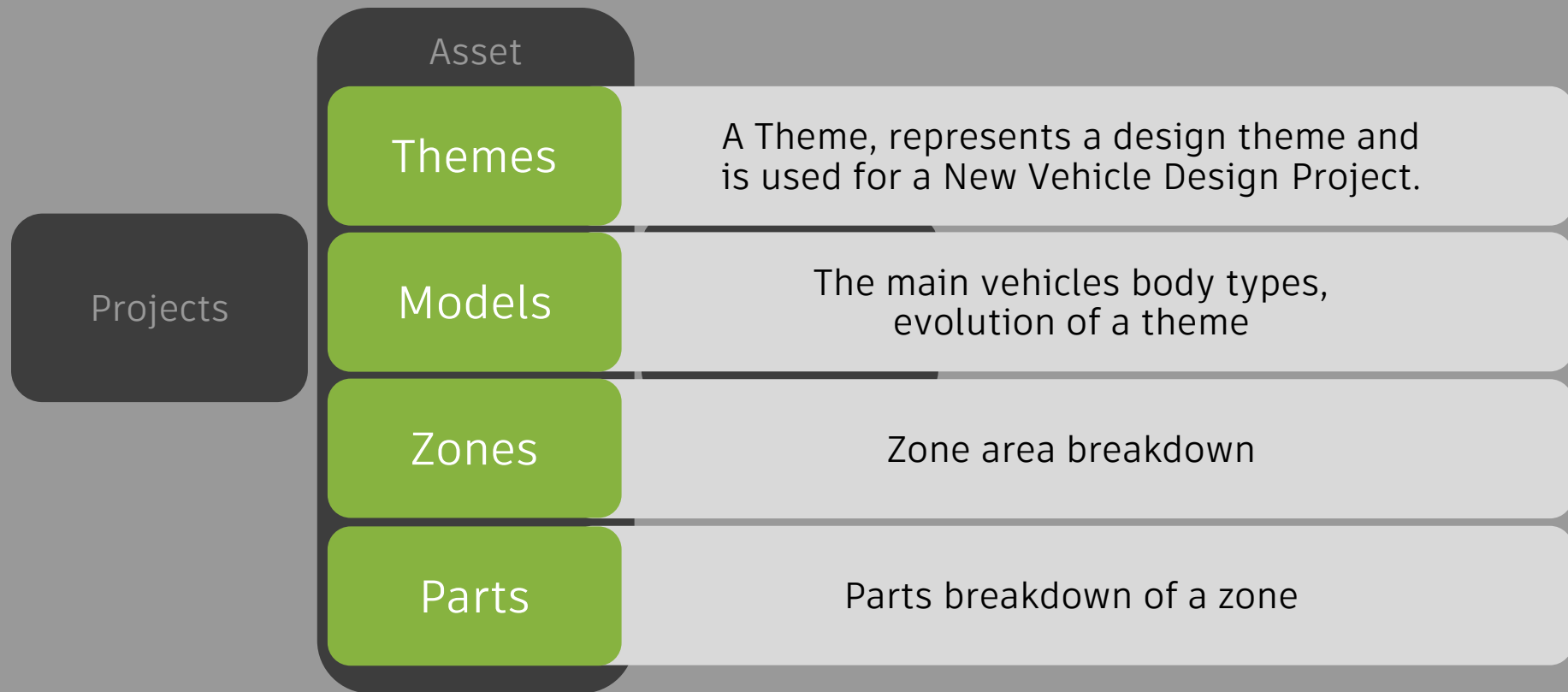
ShotGrid Workflow



ShotGrid Workflow








ShotGrid Workflow



Theme Proposals ☆

■ ■ ■ ■ ■ Add Asset v Sort v Group v Fields v More v Pipeline v

Asset Name	Thumbnail	Status	Task Template	Type	ALL TASKS	DSG	MOD	VIZ					
					Status	Task Name	Assigned To	Start Date	Due Date	Duration	Status	Status	Status
Exterior (5)													
Exterior.Design.1		●	08 - Go To Production	Exterior	●	Class-A Theme Fre		22 Aug 21	30 Sep 21	29 days	●	●	●
					●	Mock-up.GW2		24 May 21	08 Jul 21	34 days	●	●	●
					●	Mock-up.GW1		11 Jul 21	19 Aug 21	29 days	●	●	●
					●	Mock-up.Theme.Fr		22 Aug 21	30 Sep 21	29 days	●	●	●
					✖	C&M.proposal		06 Jun 21	08 Jul 21	24 days		●	
					●	C&M.validation		11 Jul 21	19 Aug 21	29 days			
					●	C&M.Theme.Freeze		22 Aug 21	30 Sep 21	29 days			
					●	Visualization.GW2	Rob Ormond	03 May 21	08 Jul 21	44 days			
					●	Visualization.GW1	Rob Ormond	11 Jul 21	19 Aug 21	29 days			
					●	Visualization.Theme	Rob Ormond	22 Aug 21	30 Sep 21	29 days			
					●	Modeling.Competiti	Barbara Laigne	29 Mar 21	29 Apr 21	24 days			
					●	Modeling.GW2		03 May 21	06 Jul 21	47 days			
					●	Modeling.GW1		11 Jul 21	19 Aug 21	29 days			
					●	Modeling.Theme.Fr		22 Aug 21	30 Sep 21	29 days			
					●	Modeling.Model.Fr		04 Oct 21	22 Oct 21	15 days			
					●	Design.Competition	Barbara Laigne	29 Mar 21	29 Apr 21	24 days			
					●	Design.GW2	Barbara Laigne	03 May 21	08 Jul 21	48 days			
					●	Design.GW1	Barbara Laigne	11 Jul 21	19 Aug 21	29 days			
					●	Design.Theme.Free	Barbara Laigne	22 Aug 21	30 Sep 21	29 days			
Exterior.Design.2		✖	03 - Theme Selection.GW2	Exterior	✖	Mock-up.GW2		24 May 21	08 Jul 21	34 days	✖	✖	✖
					✖	C&M.proposal		06 Jun 21	08 Jul 21	24 days	✖	✖	
					✖	Visualization.GW2	Rob Ormond	03 May 21	08 Jul 21	44 days			
					✖	Modeling.Competiti	Mykhailo Artist			13 days			
					✖	Modeling.GW2	Barbara Laigne	03 May 21	08 Jul 21	49 days			
					✖	Design.Competition	Barbara Laigne	13 Apr 21	29 Apr 21	13 days			
					✖	Design.GW2	Barbara Laigne	03 May 21	08 Jul 21	48 days			
Exterior.Design.3		✖	04 - Theme Selection.GW1	Exterior	✖	Mock-up.GW2		03 May 21	08 Jul 21	49 days	✖	✖	✖
					✖	Mock-up.GW1		11 Jul 21	19 Aug 21	29 days	✖	✖	
					✖	C&M.proposal		06 Jun 21	08 Jul 21	24 days	✖	✖	
					✖	C&M.validation		11 Jul 21	19 Aug 21	29 days			
					✖	Visualization.GW2	Rob Ormond	24 May 21	08 Jul 21	29 days			
					✖	Visualization.GW1	Rob Ormond	11 Jul 21	19 Aug 21	29 days			
					✖	Modeling.Competiti	Stacey Due	29 Mar 21	29 Apr 21	24 days			
					✖	Modeling.GW2	Stacey Due	03 May 21	08 Jul 21	48 days			
					✖	Modeling.GW1	Stacey Due	11 Jul 21	19 Aug 21	29 days			
					✖	Design.Competition	Rob Aitchison	29 Mar 21	29 Apr 21	24 days			
					✖	Design.GW2	Rob Aitchison	03 May 21	08 Jul 21	48 days			
					✖	Design.GW1	Rob Aitchison	11 Jul 21	19 Aug 21	29 days			
Exterior.Design.4		✖	01 - Design.Competition	Exterior	✖	Modelling.Competiti				13 days	✖	✖	
					✖	Design.Competition	Brandon Taske	13 Apr 21	29 Apr 21	13 days			
Exterior.Theme.01	Upload Thumbnail	●	02 - Theme Selection.GW4	Exterior	-	Mock-up.GW4	Brandon Tasker				-	-	-
					-	Visualization.GW4							
					-	Modeling.GW4							
					-	Design.GW4							
Interior (4)													
Interior.Design.1		●	08 - Go To Production	Interior	●	Class-A Theme Fre		22 Aug 21	30 Sep 21	29 days	●	●	●
					●	Mock-up.GW2		03 May 21	08 Jul 21	49 days	●	●	●
					●	Mock-up.GW1		11 Jul 21	19 Aug 21	29 days	●	●	●

Models

Add Asset

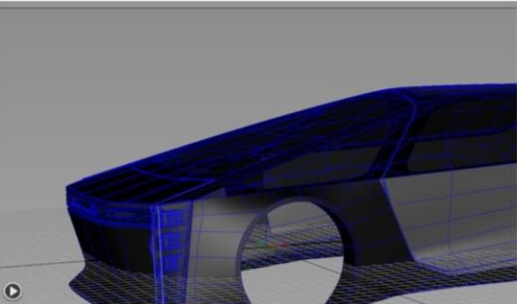
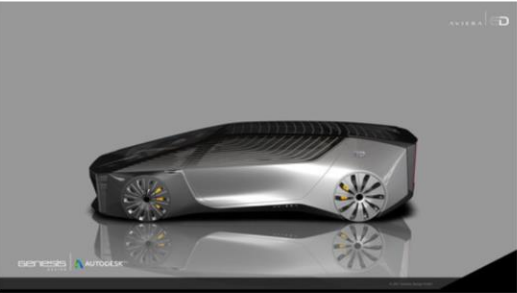
Sort

Group

Fields

More

Pipeline

Asset Name	Thumbnail	Status	Sub Assets	Description	Type	DSG Status	MOD Status	VIZ Status	CSA Status	
Standard		<div></div>	<div><div>Bonzai</div><div>Dashboard</div><div>Door Panel</div><div>Floor</div><div>Front Face</div><div>Headlight</div><div>Interior Trim</div><div>Magic Door</div><div>Rear Face</div><div>Rearlight</div><div>Rubber</div><div>Seats</div><div>Side Face</div><div>Table</div><div>Trunk Bar</div><div>Under Hood Area</div><div>Upper Face</div><div>Wheel & Wheel Cover</div></div>	Standard vehicle version	Model	-		-	-	-
Extended		<div></div>	<div><div>Bonzai</div><div>Dashboard</div><div>Door Panel</div><div>Floor</div><div>Front Face</div><div>Headlight</div><div>Interior Trim</div><div>my_first_layer</div><div>Rear Face</div><div>Rearlight</div><div>root_layer</div><div>Side Face</div><div>Upper Face</div><div>Wheel & Wheel Cover</div></div>	Extended Wheelbase Version	Model					

Zones Exterior Interior Modified

<div><div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div><div><div>Add Asset</div><div>▼</div></div><div><div>▼ Sort</div><div>▼ Group</div><div>▼ Fields</div><div>▼ More</div><div>▼ Pipeline</div></div><div><div>Search Assets...</div><div>Filter</div></div></div>													
Asset Name	Thumbnail	Status	Exterior Interior	Parent Assets	Sub Assets	Description	DSG Status	MOD Status	VIZ Status	CM Status	HMI Status	CLY Status	CSA Status
 Front Face	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Charge_Cover -, Charge_Panel -, Fron -								
 Side Face	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Door_Body -, Door_Glass_Lateral -, D -								
 Rear Face	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Back_Trunk_Lid -, Rear_Bumper -, Re -								
 Headlight	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Headlight_Glass -								
 Rearlight	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Tail_Light_Glass -								
 Wheel & Wheel Cover	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Front_Wheel -, Rear_Wheel -								
 Upper Face	Upload Thumbnail	-	Exterior	Exterior Design 1  Standard 	Panoramic_Windscreen -, Panoramic -								

AVIERA

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Parts ☆

Add Asset

Sort

Group

Fields

More

Pipeline

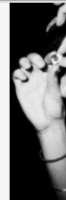
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▼	Front Face (6)						
	Charge_Cover	Upload Thumbnail	-		0	28 May 21 08:38	
	Charge_Panel	Upload Thumbnail	-		0	28 May 21 09:43	
	Front_Bumper	Upload Thumbnail	-		0	28 May 21 09:43	
	Front_Bumper_Air_Intake	Upload Thumbnail	-		0	28 May 21 09:43	
	Front_Lettering	Upload Thumbnail	-		0	28 May 21 09:43	
	Hood_Lid	Upload Thumbnail	-		0	28 May 21 09:43	
▼	Headlight (1)						
	Headlight_Glass	Upload Thumbnail	-		0	28 May 21 09:43	
▼	Rear Face (6)						
	Back_Trunk_Lid	Upload Thumbnail	-		0	28 May 21 09:44	
	Rear_Bumper	Upload Thumbnail	-		0	28 May 21 09:44	
	Rear_Skirt	Upload Thumbnail	-		0	28 May 21 09:44	
	Spoiler	Upload Thumbnail	-		0	28 May 21 09:44	
	Top_Trunk_Lid	Upload Thumbnail	-		0	28 May 21 09:44	
	Top_Trunk_Lid_Primer	Upload Thumbnail	-		0	28 May 21 09:44	
▼	Reartlight (1)						
	Tail_Light_Glass	Upload Thumbnail	-		0	28 May 21 09:44	
▼	Side Face (17)						
	Door_Body	Upload Thumbnail	-		0	28 May 21 09:44	
	Door_Glass_Lateral	Upload Thumbnail	-		0	28 May 21 09:44	
	Door_Glass_Lateral_Primer	Upload Thumbnail	-		0	28 May 21 09:45	
	Door_Glass_Roof_Primer	Upload Thumbnail	-		0	28 May 21 09:45	
	Door_Glass_Roof	Upload Thumbnail	-		0	28 May 21 09:45	
	Door_Pillar	Upload Thumbnail	-		0	28 May 21 09:45	
	Front_Body	Upload Thumbnail	-		0	28 May 21 09:45	
	Left_Body_A_Pillar	Upload Thumbnail	-		0	28 May 21 09:45	
	Left_Lettering	Upload Thumbnail	-		0	28 May 21 09:45	
	Left_Rear_Body	Upload Thumbnail	-		0	28 May 21 09:45	
	Left_Triptic_Glass	Upload Thumbnail	-		0	28 May 21 09:45	
	Left_Triptic_Glass_Primer	Upload Thumbnail	-		0	28 May 21 09:46	
	Right_Body_Glass	Upload Thumbnail	-		0	28 May 21 09:46	
	Right_Body_Glass_Primer#2	Upload Thumbnail	-		0	28 May 21 09:46	
	Right_Body_Glass_Primer	Upload Thumbnail	-		0	28 May 21 09:46	
	Right_Body_Pillar	Upload Thumbnail	-		0	28 May 21 09:46	
	Right_Rear_Body	Upload Thumbnail	-		0	28 May 21 09:46	
▼	Upper Face (2)						
	Panoramic_Windscreen	Upload Thumbnail	-		0	28 May 21 09:46	



Project Team

Add Person

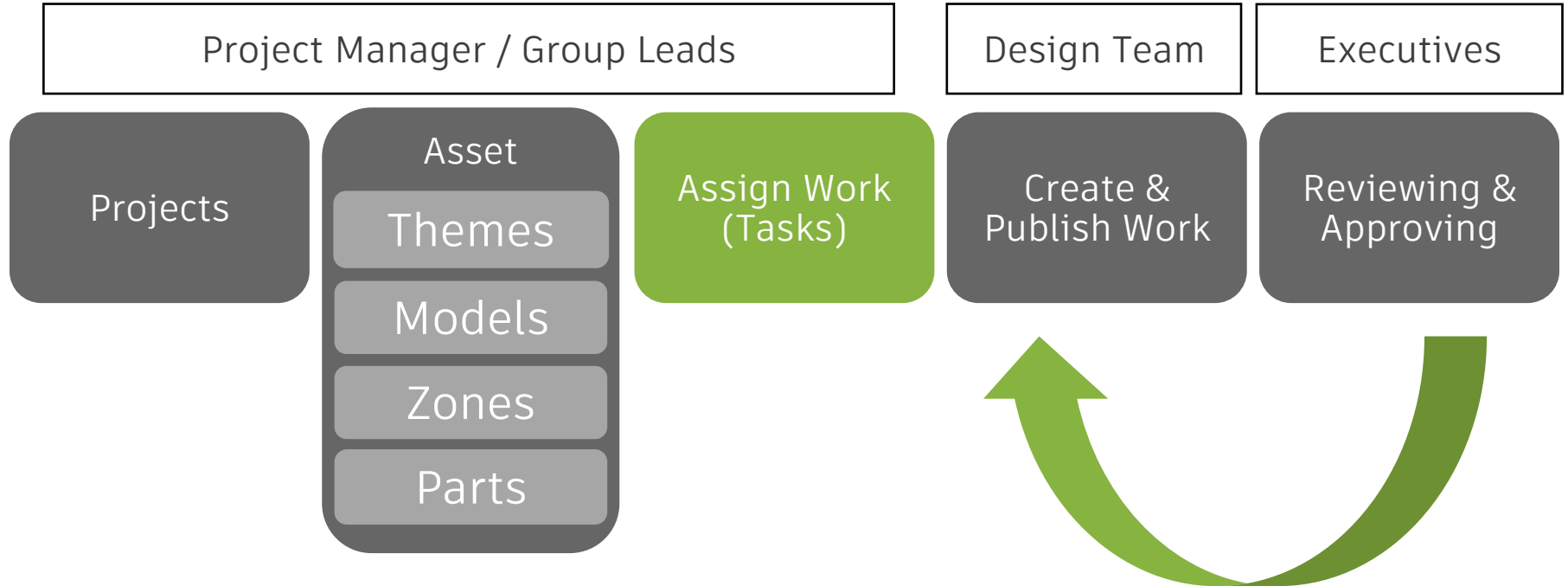
▼ Design Lead



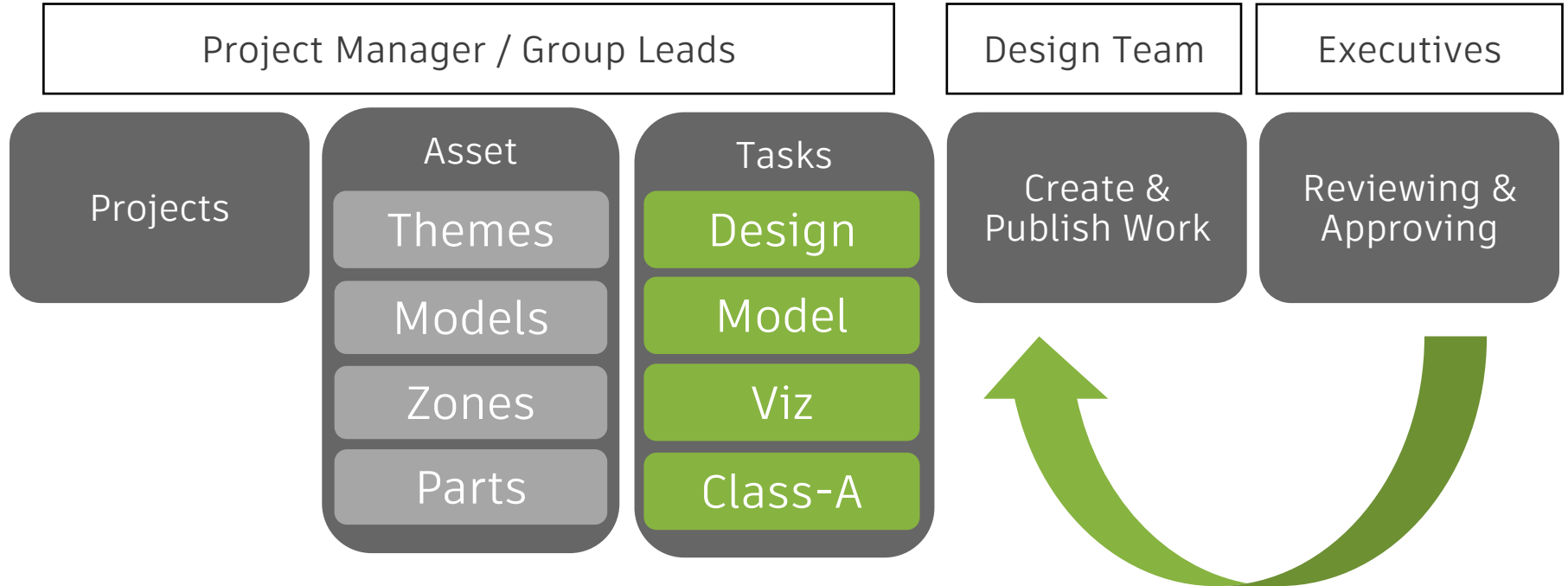
Barbara

Assigning Work

Workflow



Workflow



Tasks

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Theme Proposals ☆



[Add Asset](#)



▼ Sort ▼

Group ▼

Fields ▼

More ▼

Pipeline ▼

<input type="checkbox"/>	Asset Name	Thumbnail	Status	Model Version	Task Template	Body Type	Type
▼ Exterior (1)							
	Exterior Theme 01	Upload Thumbnail			Apply Task Template		Ex

Tasks

SHOTGRID

Inbox My Tasks Media Projects All Pages People Apps Migrating to Autodesk

AVIERA

Project Details Themes Models Zones Parts Materials Milestones Schedule Playlists Versions Other Project Pages

Theme Proposals

Sort Group Fields More Pipeline

Asset Name	Thumbnail	Status	Task Template	Type	Description
Exterior (1)					
Exterior Theme 01	Upload Thumbnail		02 - Theme Selection GW4	Exterior	

ALL TASKS					
Status	Task Name	Assigned To	Start Date	Due Date	Duration
-	Mock-up GW4				
-	Visualization GW4				
-	Modeling GW4				
-	Design GW4				

Tasks

Assign Work

Project Pages

Theme Proposals Exterior Interior Modified

Exterior Theme 01

<< ALL TASKS						>> DSG	>> MOD	>> VIZ
Status	Task Name	Assigned To	Start Date	Due Date	Duration	Status	Status	Status
-	<u>Mock-up GW4</u>	B					-	-
-	<u>Visualization GW4</u>							
-	<u>Modeling GW4</u>							
-	<u>Design GW4</u>							

Brandon Tasker (brandon)

Barbara Laigneau (barbara)

Barbara Laigneau (barbara.admin)

Seb Admin (seb.admin)

Rob Ormond (rob.ormond)

Rob Ormond (rob.ormond.artist)

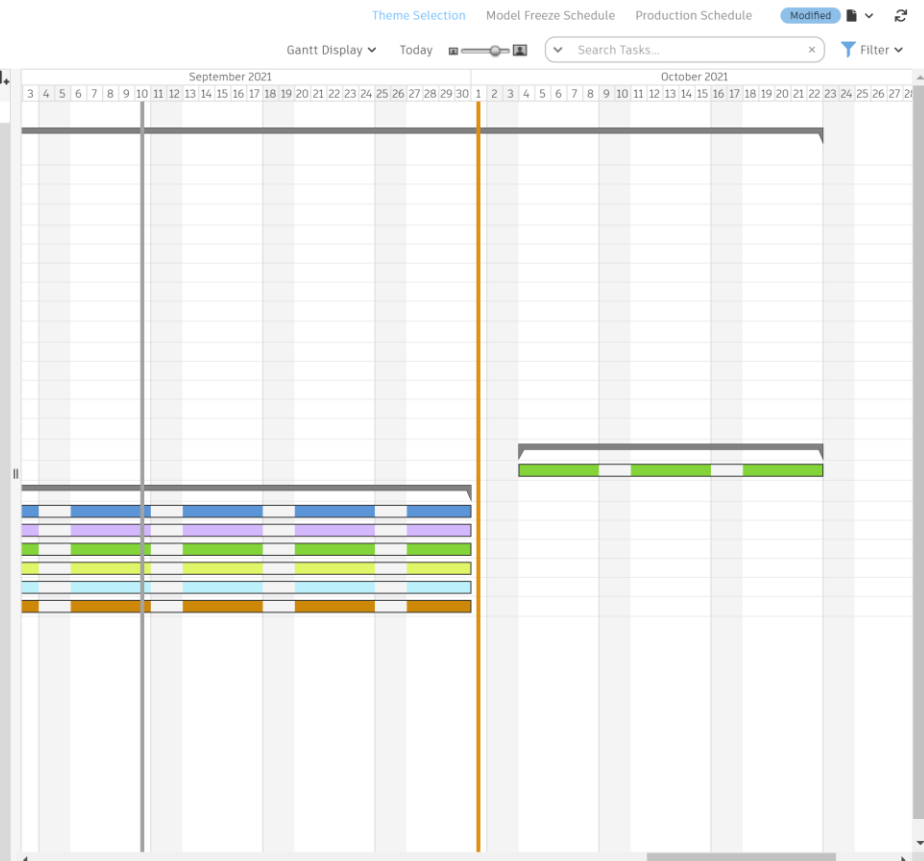
Rob Aitchison (aitchir)

Sebastien Bezinian (sebastien)

Create "B"

Schedule of Tasks ☆

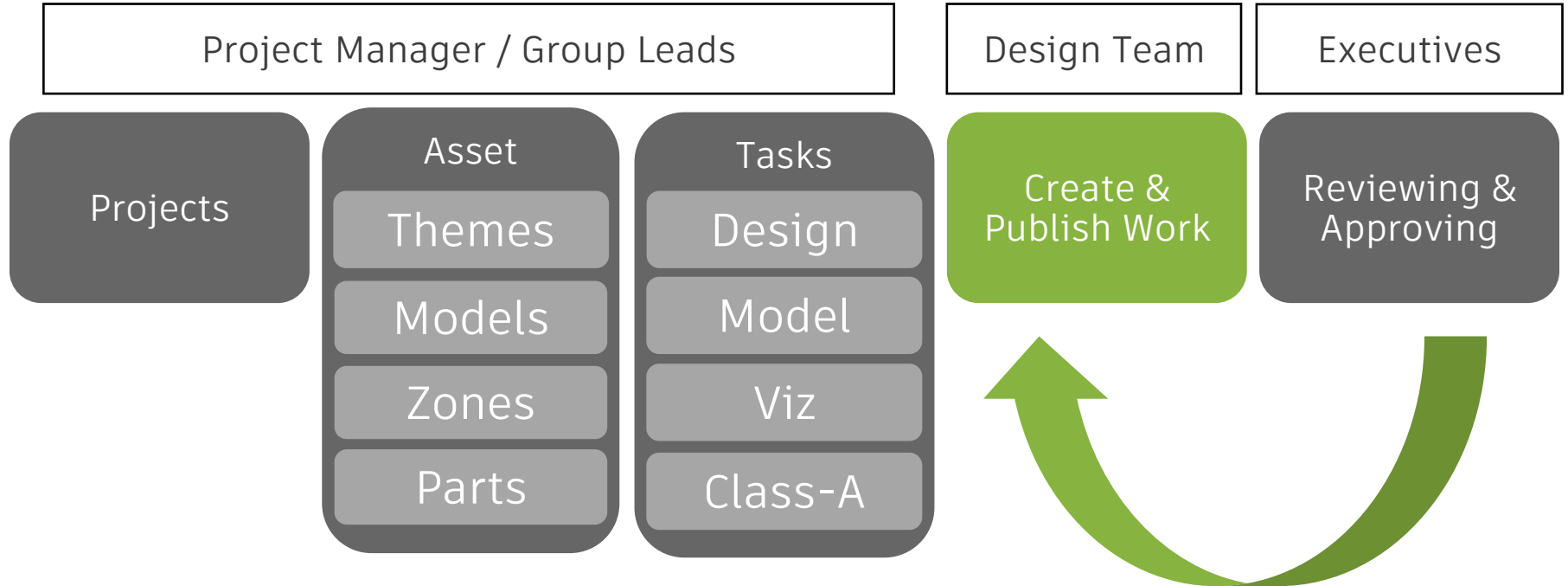
Pipeline Step	Task Name	Status	Start Date	Due Date	Assigned To	Reviewer
19 Tasks	19 Tasks	0%	29 Mar 21	22 Oct 21		
▼ Exterior Design 1 (19)	19 Tasks	0%	29 Mar 21	22 Oct 21		
▼ Concept Freeze (2)	2 Tasks	0%	29 Mar 21	29 Apr 21		
Modeling	Modeling Competition	🟢	29 Mar 21	29 Apr 21	Barbara Lalgneau, Sebastien Bezinian	Reviewer
Design	Design Competition	🟢	29 Mar 21	29 Apr 21	Barbara Lalgneau, Sebastien Bezinian	Reviewer
▼ GW1 (5)	5 Tasks	0%	11 Jul 21	19 Aug 21		
Visualization	Visualization GW1	🟢	11 Jul 21	19 Aug 21	Rob Ormond	Reviewer
Clay	Mock-up GW1	🟢	11 Jul 21	19 Aug 21		Reviewer
Color and Trim	C&M validation	🟢	11 Jul 21	19 Aug 21		Reviewer
Design	Design GW1	🟢	11 Jul 21	19 Aug 21	Barbara Lalgneau	Reviewer
Modeling	Modeling GW1	🟢	11 Jul 21	19 Aug 21		Reviewer
▼ GW2 (5)	5 Tasks	0%	03 May 21	08 Jul 21		
Modeling	Modeling GW2	🟢	03 May 21	06 Jul 21		Reviewer
Design	Design GW2	🟢	03 May 21	08 Jul 21	Barbara Lalgneau	Reviewer
Visualization	Visualization GW2	🟢	03 May 21	08 Jul 21	Rob Ormond	Reviewer
Clay	Mock-up GW2	🟢	24 May 21	08 Jul 21		Reviewer
Color and Trim	C&M proposal	🔴	06 Jun 21	08 Jul 21		Reviewer
▼ Model Freeze (1)	1 Task	0%	04 Oct 21	22 Oct 21		
Modeling	Modeling Model Freeze	🟢	04 Oct 21	22 Oct 21		Reviewer
▼ Theme Freeze (6)	6 Tasks	0%	22 Aug 21	30 Sep 21		
Design	Design Theme Freeze	🟢	22 Aug 21	30 Sep 21	Barbara Lalgneau	Reviewer
Class-A	Class-A Theme Freeze	🟢	22 Aug 21	30 Sep 21		Reviewer
Modeling	Modeling Theme Freeze	🟢	22 Aug 21	30 Sep 21		Reviewer
Color and Trim	C&M Theme Freeze	🟢	22 Aug 21	30 Sep 21		Reviewer
Clay	Mock-up Theme Freeze	🟢	22 Aug 21	30 Sep 21		Reviewer
Visualization	Visualization Theme Freeze	🟢	22 Aug 21	30 Sep 21	Rob Ormond	Reviewer



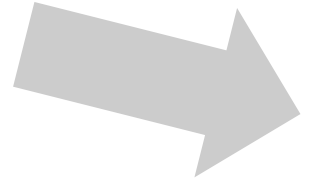
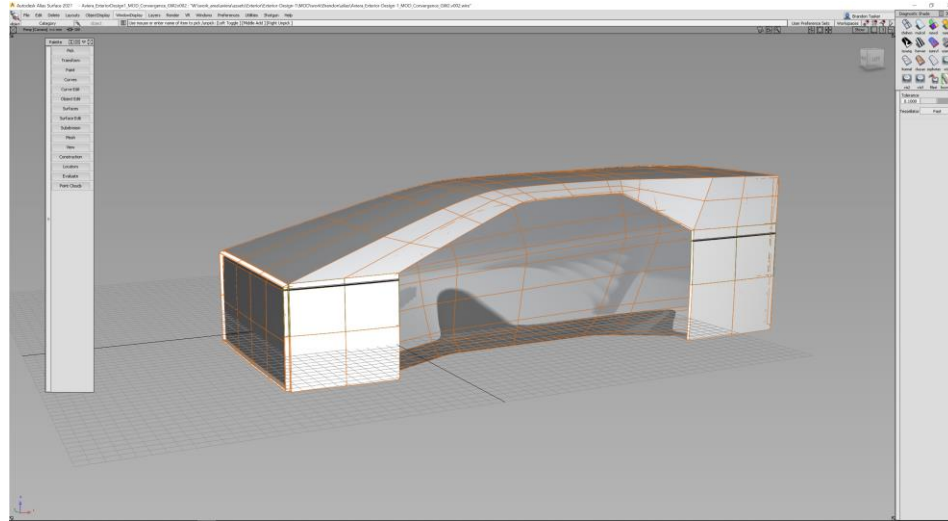
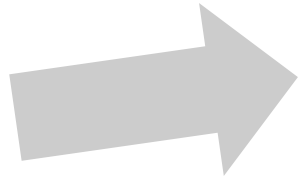


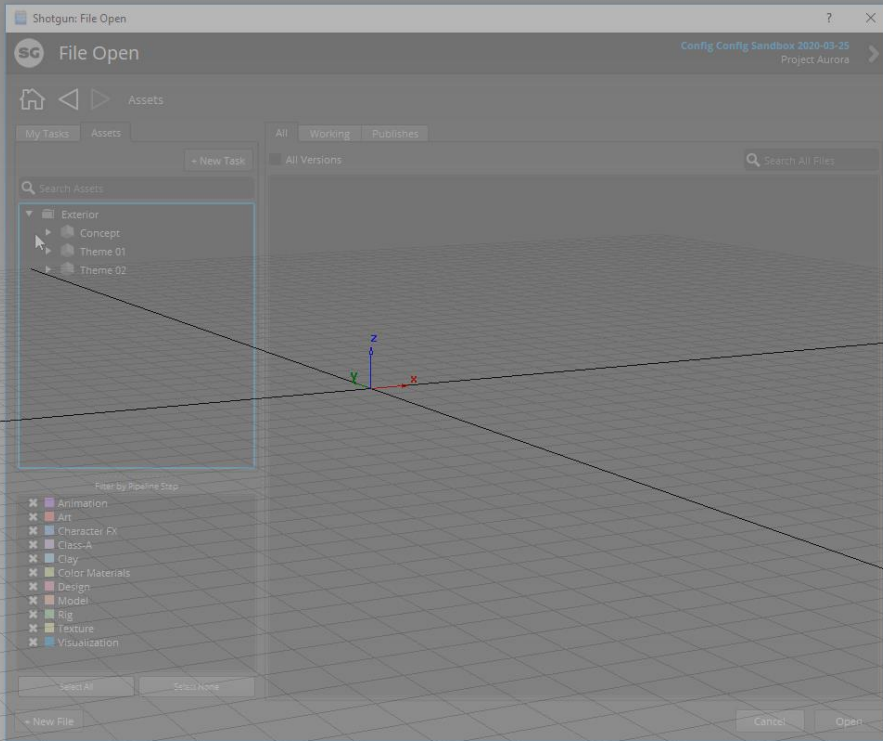
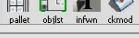
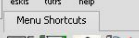
Creating Designs & Publishing Work

Workflow

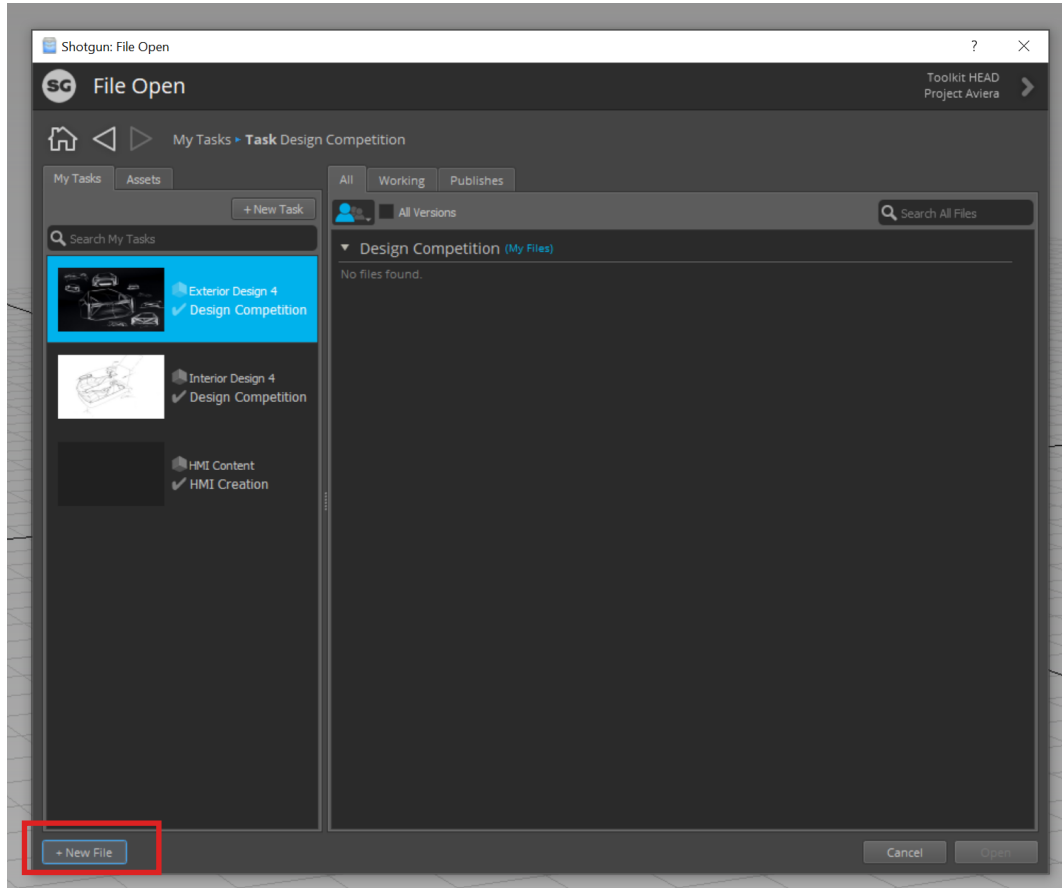


Inputs and Outputs

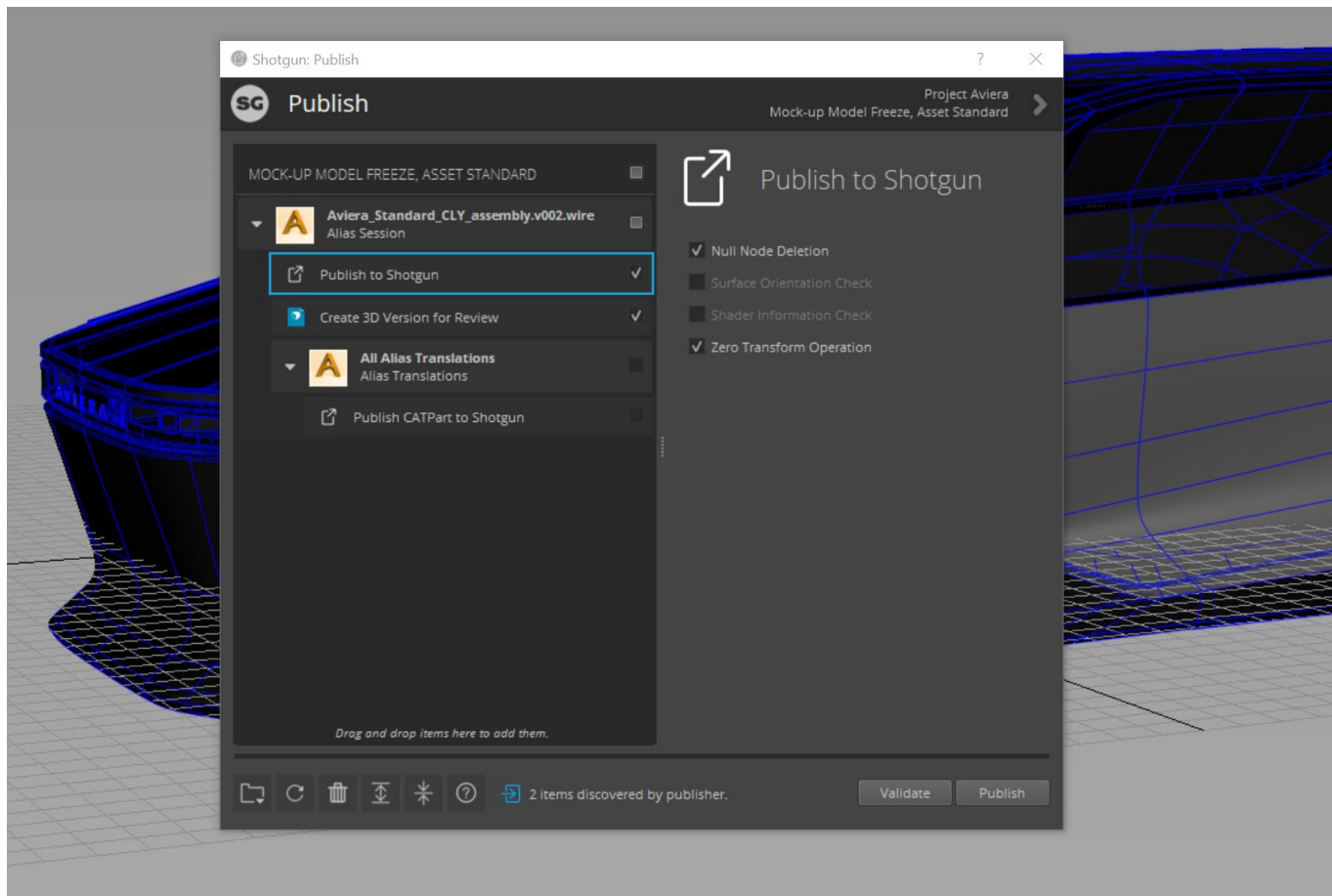




Alias Scene Setup



Publishing





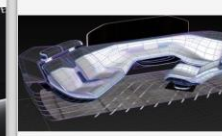
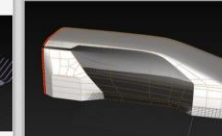
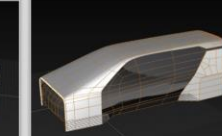





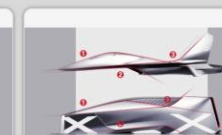
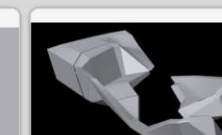
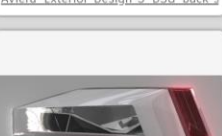

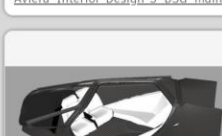













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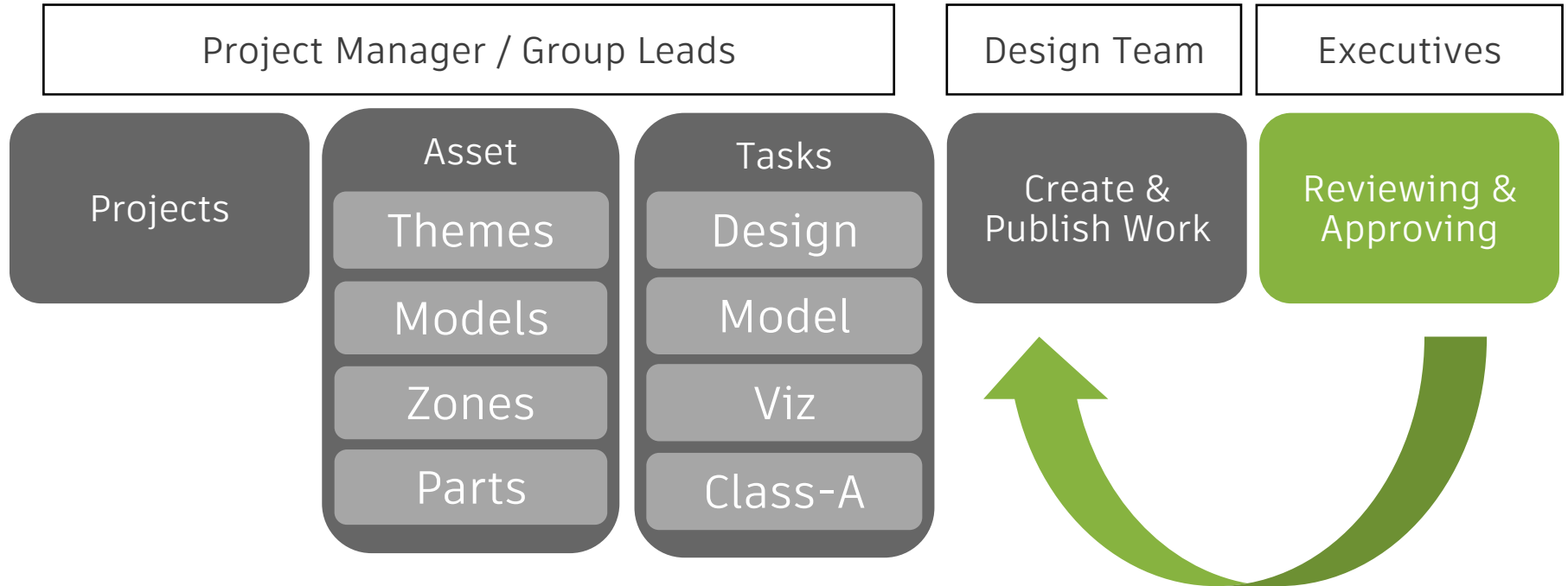
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Exterior Design 1 🔗 📄 Aviera_Exterior-Design-1_DSG_frontS	Exterior Design 1 🔗 📄 Aviera_Exterior-Design-1_DSG_rearsh	Exterior Design 1 🔗 📄 Aviera_Exterior-Design-1_DSG_wheel	Exterior Design 1 🔗 📄 Aviera_Exterior-Design-1_DSG_rearW	Interior Design 2 🔗 📄 Aviera_Interior-Design-2_MOD_Aviera	Exterior Design 2 🔗 📄 Aviera_Exterior-Design-2_MOD_Genes	Exterior Design 2 🔗 📄 Aviera_Exterior-Design-2_MOD_Genes
						
Exterior Design 3 🔗 📄 Aviera_Exterior-Design-3_DSG_back-s	Exterior Design 3 🔗 📄 Aviera_Exterior-Design-3_DSG_three-	Interior Design 3 🔗 📄 Aviera_Interior-Design-3_DSG_main-c	Interior Design 3 🔗 📄 Aviera_Interior-Design-3_DSG_inner-1	Interior Design 3 🔗 📄 Aviera_Interior-Design-3_DSG_wheel-	Interior Design 3 🔗 📄 Aviera_Interior-Design-3_DSG_cut-lin	Interior Design 3 🔗 📄 Aviera_Interior-Design-3_MOD_Interi
						
Exterior Design 3 🔗 📄 Aviera_Exterior-Design-3_DSG_three-	Exterior Design 3 🔗 📄 Aviera_Exterior-Design-3_DSG_three-	Interior Design 1 🔗 📄 Aviera_Interior-Design-1_DSG_main-c	Interior Design 2 🔗 📄 Aviera_Interior-Design-2_DSG_main-c	Interior Design 2 🔗 📄 Aviera_Interior-Design-2_DSG_main-c	Interior Design 1 🔗 📄 Aviera_Interior-Design-1_DSG_main-c	Interior Design 1 🔗 📄 Aviera_Interior-Design-1_DSG_main-c
						

Reviewing Work

Workflow



Playlists for Review

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Playlists for Review

Concept Freeze - Review Playlist

GW1 - Review Playlist

GW2 - Review Playlist

Theme Freeze - Review Playlist

No Milestone Link

GW2 - Review Playlist

Date and Time

No Value

Location

No Value

Description

No Value

Locked

☐

Status

Milestone Link

GW2

Activity

Playlist Info

Versions

Notes

Add Version

Sort

Group

Fields

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Link Versions

Unlink

Exterior (12)

Design (6)

Aviera Exterior-Design-1

Aviera Exterior-Design-1

Aviera Exterior-Design-2

Aviera Exterior-Design-2

Aviera Exterior-Design-3

Aviera Exterior-Design-3

Modeling (3)

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Aviera Exterior-Design-3

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Visualization (3)

Aviera Exterior-Design-2

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Interior (14)

Design (8)

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Milestones & Playlists

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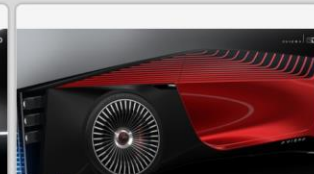
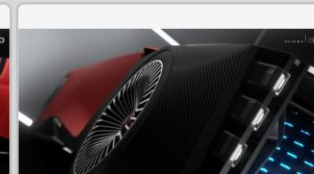


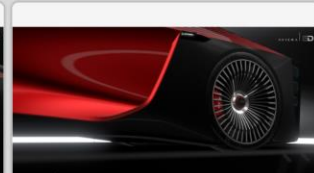

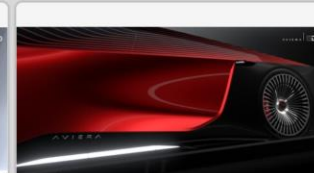
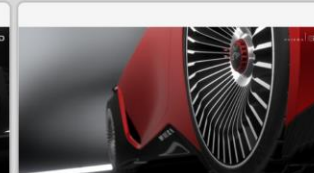

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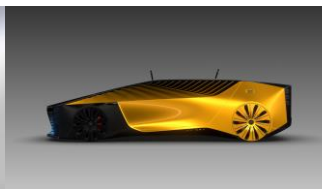
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▼ Design Milestone (6)							
 Concept Freeze		30 Apr 21	30 Apr 21		▶ Concept Freeze - Review Playlist	All Design Concepts have been capt...	Design Milestone
 GW2		09 Jul 21	09 Jul 21		▶ GW2 - Review Playlist	Decide on 2 final designs	Design Milestone
 GW1		20 Aug 21	20 Aug 21		▶ GW1 - Review Playlist	Decide on the final design	Design Milestone
 Theme Freeze		01 Oct 21	01 Oct 21		▶ Theme Freeze - Review Playlist	Design Freeze, design locked, now j...	Design Milestone
 Model Freeze	-	17 Dec 21	17 Dec 21			Model locked, ready for engineering	Design Milestone
 Production	-	18 Mar 22	18 Mar 22			The end of the project	Design Milestone
> Engineering Handoff (5)							
> Event (9)							

 <p>Exterior Design ✓</p> <p>ScreenShot-if</p> <p>21 Mar 21 09:26</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-ld</p> <p>21 Mar 21 09:20</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-lc</p> <p>21 Mar 21 09:14</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-ky</p> <p>20 Mar 21 09:22</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-kx</p> <p>20 Mar 21 09:21</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-kz</p> <p>20 Mar 21 07:46</p>
 <p>Exterior Design ✓</p> <p>ScreenShot-kr</p> <p>20 Mar 21 07:46</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-ka</p> <p>20 Mar 21 07:45</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-ko</p> <p>20 Mar 21 07:45</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-ki</p> <p>20 Mar 21 07:38</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-kl</p> <p>20 Mar 21 07:37</p>	 <p>Exterior Design ✓</p> <p>ScreenShot-km</p> <p>20 Mar 21 07:36</p>
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Summary

Overview & Summary



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Design Team

Executives

Projects

Asset

Themes

Models

Zones

Parts

Tasks

Design

Model

Viz

Class-A

Create &
Publish Work

Reviewing &
Approving



The background of the slide features four abstract, dark gray, three-dimensional geometric shapes in the corners. These shapes resemble stylized, faceted crystals or architectural elements, each with sharp edges and reflective surfaces that catch the light, creating bright highlights and deep shadows. They are positioned in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

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