Ωmega Church Consultants, Inc.

architectural   •   financial   •   consulting
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Design in Three Dimensions - Part 2 of 3

Continuation of series about presenting your project for greatest impact …

Computer Models - A second option for depicting your church project in an exciting and easily understood format is to create a virtual-reality world using computer software. The architect can build a 3D model of the site and building his conceptual design. The amount of detail depicted is up to the church and budget constraints. A virtual walk-thru of the interior and a fly-around of the exterior are possible. The architect can create numerous versions of the project using different color schemes and exterior material combinations and styles. These tours can be presented on the small screen of a personal computer or laptop, on a larger monitor for larger groups, or on a projection screen for an entire congregation. Screen shots of the building can be made during a tour and those images can be printed, or put into a slide show, on the web, in e-mail, or in a PowerPoint presentation. The possibilities are limitless and the virtual building can be modified as the project develops or changes.

Other advantages include the portability and indestructibility of the medium. It can easily be mass disseminated. It is possible to depict the church as it might appear at various phases of development, such as with and without an anticipated future building addition. It is also easy to slice sections through the building to view the project like a "virtual doll-house".

Next month we will discuss Scale Models.

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