

Courses if you are interested in Architectural Modeling

These courses provide the essential training required to create a 3D model of a heritage building and bring it into a gaming environment like Unreal Engine to create an interactive experience. This is just one of many workflows available.

Revit Essentials

<https://www.linkedin.com/learning/revit-2022-essential-training-for-architecture-imperial-and-metric/revit-2022-for-architecture?autoplay=true&u=56975201>

Revit Historic Building Recreation

<https://www.linkedin.com/learning/hbim-historic-building-re-creation/welcome?autoplay=true&u=56975201>

Unreal Engine Essentials

<https://www.linkedin.com/learning/unreal-essential-training-2019/real-time-visualization-with-unreal-engine-4?autoplay=true&u=56975201>

Revit to Unreal Engine

<https://www.linkedin.com/learning/revit-to-unreal-for-architecture-visualization-and-vr/welcome?autoplay=true&u=56975201>

5 Easy Steps to

Create a Virtual Tour with Just your Phone

01

Download/ Register

Download the cloudpano app and create an account. A free account allows for a virtual tour of 3 rooms and basic editing features.

<https://www.cloudpano.com/>

02

Take Photos

Open the Cloud Pano app on your phone. Stand in the center of the room and slowly rotate to make a full circle.

03

Edit your Tour

In the app or on a computer, basic features allow you to input hotspots to link rooms and set initial view when a space entering a space.

04

Preview your Tour

Having completed the three tips, you should be able to preview your virtual tour.

05

Publish

Hitting publish provides you with a link to share your tour and easy upload to several social media sites.

If you would like more information about creating a virtual tour check out :

<https://www.linkedin.com/learning/virtual-tours-video-photo-and-vr/how-do-you-create-virtual-tours?autoplay=true&resume=false&u=56975201>

<https://www.youtube.com/watch?v=dY5VTKtwCoM>

5 Easy Steps to Create a Custom Map with Mapbox

01

Create a free account

To create a new map first sign up for an account and you will see design a custom map style click on [Create a map in Studio →](#)

02

Choose your Style

You are then able to upload a map style or choose from a template by clicking [New style](#) and you can make customizations on the same screen. When satisfied click customize on the bottom of the window.

03

Modify Base Map

On the left of your map there is a legend of base information provided. By clicking on a layer you can edit, modify or turn them off.

04

Upload Data Visualization

On the top of the legend you can click to upload data visualization specific to your site. Here you can also turn on additional layers such as satellite imagery or walking paths.

05

Publish/Share

When you are happy with your customized map you can hit publish or share.

If you would like more information about customizing information with map box check out this video: <https://www.youtube.com/watch?v=alCgxZdlB5g>

5 Easy Steps to

Tips to Capture a 360 Image with a Phone

01

Remove Moving Objects

If possible remove any moving objects as this will create blur and require more post production.

02

Use a Tripod

Using a tripod is important as it helps to maintain a steady camera and ensures it stays at the same height. This will make the 360 photos look seamless more effortlessly.

03

Lighting

Where you are shooting is an important consideration. Avoid directly shooting the sun or bright lights, diffuse light is preferred.

04

Exposure

If you choose to take more than one panorama that you will later stitch together rather than use an app for 360 photos, maintaining the same exposure in each photo is essential.

05

Edit

When you have finished taking your photos it is important to edit them. This may involve adjusting lighting or removing stray elements, etc.

5 Easy Tips to Take Photos for Photogrammetry

01 Shoot in a RAW Format

A camera that allows for a RAW format provides high quality images that can be edited relatively easily.

02 Exposure

Try to ensure all photos have good exposure. It is recommended to have a shutter speed no slower than $1/\text{focal length}$. It is preferred to use a tripod to ensure the camera is steady.

03 Lighting

It is important to consider where you will be shooting. If inside it is best to use diffuse lighting, if you are outside try to shoot on a cloudy day.

04 Overlap

Lots of overlap is essential to creating good photogrammetry. Try to shoot the object from head on and move around the object to ensure all facets are captured.

05 Things to Consider

Photogrammetry works best with objects that are highly textured and not shiny. Consider the size of your object to choose the best equipment based on level of detail and size.

If you would like more information about animation in canva check out:
<https://www.linkedin.com/learning/photogrammetry-for-product-design-and-aec/photogrammetry-makes-the-physical-world-digital?autoplay=true&u=56975201>