

### 3D MODEL LIMITATIONS:

- EYEVIEW is currently optimised to display simplified 3D conceptual block models.
- App only recognises 3D models in the proprietary EYEVIEW .elv file format
- App does not display texture maps
- App will not open if 3D models are too large

### 3D MODEL GUIDELINES:

- 3D model units must be metres
- 3D models must be geolocated to Great Britain Ordnance Survey National Grid coordinate system
- Device's GPS is used to locate the 3D models relative to Ordnance Survey National Grid coordinate system - Eastings, Northings and altitude AOD
- 3D model format is .OBJ
- Maximum 3D model budget:
  - File Size: 400 - 600KB .OBJ file
  - Polygons: 400,000 - 500,000 polygons (faces)
- Ensure 3D geometry is simple and clean:
  - Edges are rendered within the App
  - Quad polygons display better than triangles
  - Remove internal faces
  - No Boolean meshes
  - No coplanar/coincident faces that occupy the same space
  - It is acceptable to have intersecting faces that cut through one another
  - No isolated vertices
  - Weld vertices to avoid 'Rats Nest' errors
  - Normals must be unified and face outwards
- Attach all objects together
- Add a UVW box modifier to every object

### EXPORT INSTRUCTIONS:

- Export 3D models as .OBJ files
- Export > Export Selected
- OBJ Export Options settings shown below
- Export separate 3D models for the surrounding site and each individual proposed building design option
- Name exported .OBJ files sequentially to identify in which order you would like the design option models displayed in EYEVIEW
- A 'Rats Nest' error signifies one of the issues mentioned in the 3D Model Guidelines above exists in a 3D model

### EMAIL THE FOLLOWING TO EYELEVEL CREATIVE:

- .OBJ file of surrounding site 3D model
- .OBJ file(s) of each individual proposed building design option 3D model
- .MTL files associated to each 3D model

### EYELEVEL CREATIVE WILL PROVIDE THE FOLLOWING 3D MODEL CONVERSION SUPPORT:

- Check your 3D model(s)
- Convert them into the proprietary EYEVIEW .ELV file format
- Issue the EYEVIEW compatible .ELV file as an email attachment

### TRANSFER .ELV FILE TO EYEVIEW DEVICE:

#### OPTION 1 - EMAIL ATTACHMENT:

- Open .ELV email attachment through the device
- File will open automatically in EYEVIEW

#### OPTION 2 - ITUNES:

- Connect device to your computer and open iTunes
- Open device Apps tab, scroll down and select EYEVIEW App
- EYEVIEW Documents will display any .elv files on the device
- Add additional .ELV files from your computer

