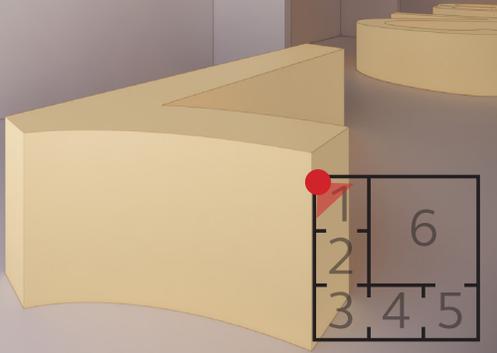


The #MINI-MAP

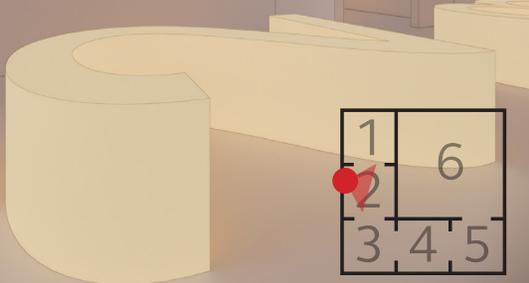
The #MINI-MAP allows users to have built-in map keys for all renderings, saving time in post-production. It also provides a live updating key for walkthroughs and video exports – removing time spent on the back and forth between plans and software.

The #MINI-MAP allows users to have built-in map keys for all renderings, saving time in post-production. It also provides a live updating key for walkthroughs and video exports – removing time spent on the back and forth between plans and software.

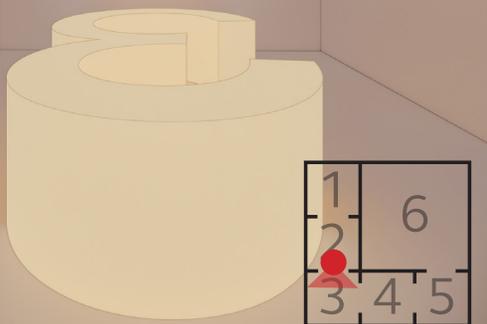


Working with real-time rendering programs is becoming an important communication tool for designers, but clients often have a hard time reconciling the 3d view with the #MINI-MAP. This tool will bridge the gap by creating a live map-key in the bottom of the rendering program, which will update as the user moves through the digital environment. The #MINI-MAP takes its name from a similar element found in first person video games. This element usually resides at the bottom corner of the screen and helps the user orient themselves within the video game world.

The #MINI-MAP built-in map saving time providing a walkthrough removing the forth between



The #MINI-MAP allows users to have built-in map keys for all renderings, saving time in post-production. It also provides a live updating key for walkthroughs and video exports – removing time spent on the back and forth between plans and software.



The #MINI-MAP will set CRTKL apart by allowing us to better serve and communicate with our clients. As real-time rendering programs become more commonplace, we need tools such as this to help clients orient themselves within the 3D environment. The #MINI-MAP will facilitate a more intuitive experience.

The #MINI-MAP will seamlessly integrate into real-time rendering software that plugs into Revit. We will work directly with the rendering software team to design this tool in a way that is both beautiful and functional.



The #MINI-MAP will seamlessly integrate into real-time rendering software that plugs into Revit. We will work directly with the rendering software team to design this tool in a way that is both beautiful and functional.

