



# Twinmotion® 2016

Real-time visualization and 3D immersion



The result of a dream shared by its developers and more than a hundred architectural firms around the world, Twinmotion is a visualization and 3D immersion software dedicated to architecture, urban planning and landscaping.



Its extraordinary responsiveness allows integration of the project into a dynamic ecosystem and new ways of designing, sharing and communicating any project. Export images and videos of remarkable quality in seconds – on projects that would take several hours on conventional software. Enjoy a stunning 3D realistic experience by dipping into your project in stereo on a 3D screen.

Its ability to import 3D models from all models and the originality of its technical and visual performance puts Twinmotion at the forefront of future generations of 3D simulators.

With Twinmotion, everything is fast and easy in the 3D environment you choose, regardless of the type of project. Twinmotion is the perfect interactive tool to explore and share the environment, the atmosphere, the spaces of the site ... to plan and decide, persuade and pre-sell, but also to make strategic choices upstream for the effective implementation of your project.

Controlling the effects of wind, rain or clouds in real time, Twinmotion allows easy modeling of sites and 3D surfaces and adding trees and plants, as well as the flow of vehicles or characters.

With dedicated tools to carve out or paint a landscape, graphical tools that randomly add vegetation to large areas, or path creation tools for characters and vehicles, Twinmotion is the essential tool for all those who wish to present their urban or landscaping project in a realistic and life-like environment. All models are animated: trees and 3D grass react to wind, and change with the seasons, the waves are animated, the crowd is walking ... Twinmotion offers total, realistic and real-time immersion in all types of projects.

## Architect, urban planner, space planner, interior designer, developer, landscaper, owner...

From cultural heritage to geography, from urban planning to archeology, from cost-benefit analyses to marketing and sales – all the stakeholders in the architecture, construction and planning world now have access to a tool that could only be imagined a few years ago.

To communicate an entire project down to the finest details, including large-scale infrastructure projects (airports, stations, shopping centers ...); to

explain the phasing of your project, its impact and its integration into the environment, an interactive presentation from Twinmotion is a key asset. It is also an excellent tool for training teams and outreach to customers. Twinmotion allows you to create, manage, and display all types of spaces, from the smallest to the largest.

Rendering : 0,058 seconds



## Features

### Getting Started

Twinmotion is very easy to learn. You manipulate your model directly in 3D, as in a game. Choose how to move, the speed and mode: walking, driving, flying or a systematic immersive “walk-through”. The interface with chronological tabs continuously guides you. The logic behind Twinmotion allows you to progress step-by-step in the construction of the scene. From perspective to orthographic views, you can view your project from any angle. For even more precision, access the Object manager and its advanced features to customize your workspace.

### Import

With this first tab, Twinmotion imports many model types directly (FBX, DWG, DAE, SKP, C4D, L13). You can also merge multiple Twinmotion projects or other formats in a single scene. Update impor-

ted files at any time, while keeping your modifications and materials. To improve your projects, you can import images (DDS, PNG, PSD, JPG, and TGA) and videos (MP4, AVI, OGV, WMV, FLV, MOV, DIVX, MPG, and MPEG).

### Environment

The environment of your project is completely customizable through an intuitive slider system. The sky, the type of clouds, fog, particles (rain, snow), wind and its impact on vegetation – each choice is visible in real time in the preview window. “Flood” a surface to create and manage an ocean color, reflections, and the size and type of waves. The sun works on the same principle by adjusting the date, geographic coordinates and orientation that you assign to the site, or according to your power settings, the brightness, shadows and lens deviations.

### Materials, lights, objects

Twinmotion offers a wide variety of materials that can adapt to the time of day or night. Adjust their UV scale, opacity, and their halo effects, illumination or brightness (three types of reflection are possible). The “bump mapping” allows you to apply relief effects for added realism. To illuminate a scene, a wide range of customizable light sources, including classic (spot, level, multi-directional) and IES with the ability to import your own IES files. More than 500 objects organized by category are available to dress your models.

### Landscape

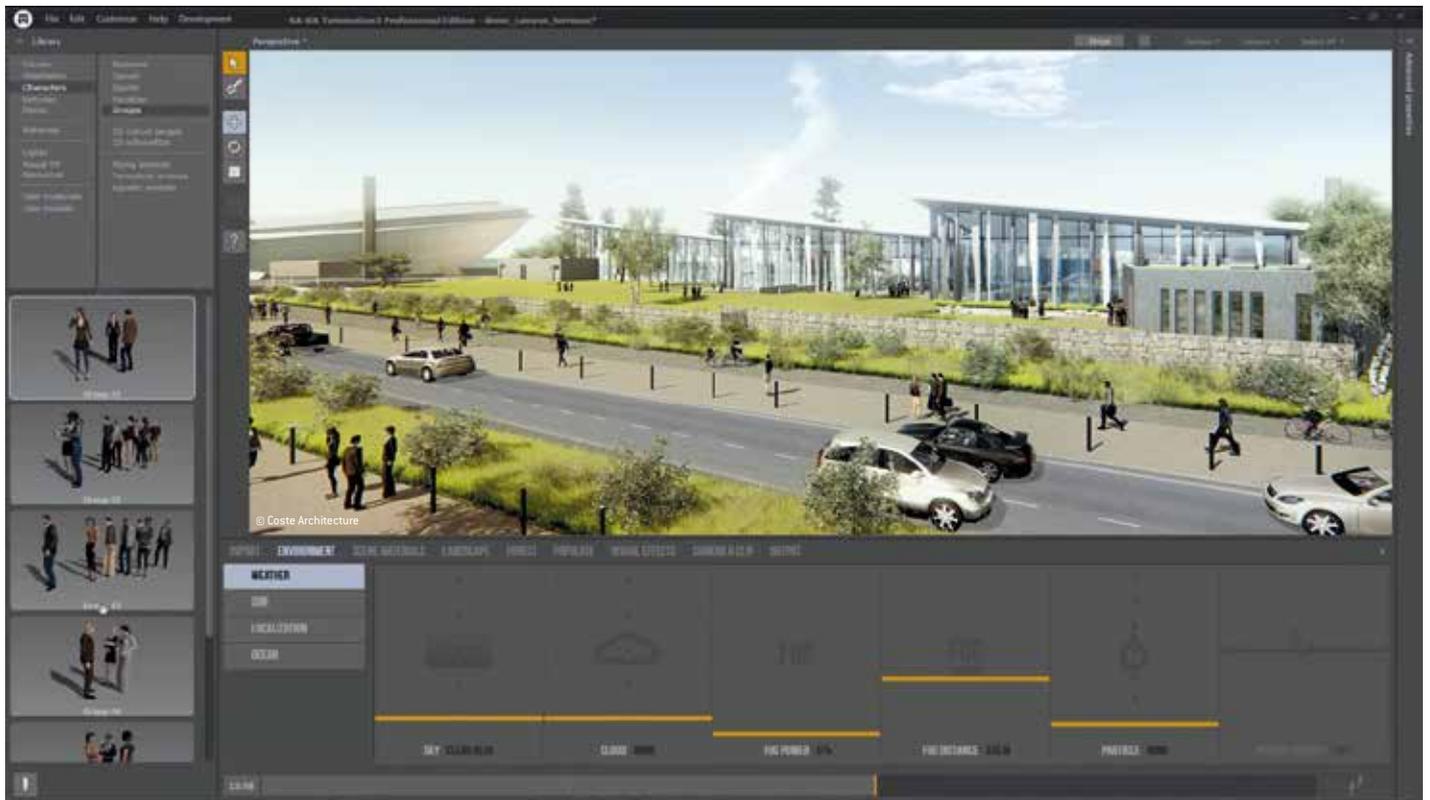
Choose your landscape and terrain (desert, mountains) and trim the surface with functions to push / pull the ground into different sizes and shapes. The “Painting” tool allows you to paint textures of rocks, sand or earth to enhance your landscapes.

Rendering : 0,039 seconds



Rendering : 0,043 seconds





### Vegetation

Use the “Brush” tool to create a forest on a defined area, choosing and adjusting tree species, their sizes and densities. All vegetation is animated – 3D trees and blades of grass react to the wind and adapt to the seasons. Various rocks and 3D models of green walls are also available.

### Circulation

Define the path of your characters, cyclists and vehicles with just a few clicks. On the Bezier curve you draw, you can choose different types of animated characters (professional, casual, mixed...) and their accessories, or adjust the number of traffic lanes, their density and the speed of the cars. The various vehicle models are also customizable (high beam, passengers, colors).

### Visual effects

Set your camera settings by choosing a focal, vignetting and lens deviations. Change the color of your scene with 29 types of colors. You can also transform your scene by using a filter-like “White model”, “Black & White” or “Sketch”, etc.

### Camera & Clip

In order to choose the scene of your image, or frames that make up your animation, use the intuitive camera editor. Display the project construction phases; customize your clip through the environment, visual effects or lens parameters, ratios and resolutions.

“There is no longer a suspicion of cheating on the renderings. The client becomes a player and can look where he wants. It offers more control of the subject.”

Gilles Goix, Associate Architect  
Aéroports de Paris

“It offers a different approach than simply the physical construction of the model. It opens our minds a little more to what can be shapes, objects, the implications, the tests.”

Pierre Roscelli, IT Director  
Renzo Piano Workshop

“It offers control in the early stages of the project to ensure the best decisions are made.”

Joel Serazin, Project Manager  
City of Saint-Germain-en-Laye



## Twinmotion 2016, new features

### Introducing BIMmotion

BIMmotion is a free, self-executable file (mono or stereoscopic) that includes your project model and the Twinmotion engine. Without needing any other application, your customers and partners can view the project on their computers simply and instantly (Windows 7/8 / 8.1 / 10). Change perspective, follow an animation, move in 3D freely or on a pre-defined path, and even access different project alternatives.

### Project phasing

The new "Phasing" function allows you to view the project at its various stages of progress. From breaking ground, through the structural work, to the landscaping, the goal is to stage the evolution of the building. BIMmotion can, if you wish, include these phases

### True landscape

When creating a project, you can either use the Twinmotion terrain library, or import your own file as a point cloud or a 3D mesh. These will automatically be converted to a Twinmotion landscape that you can edit, sculpt, paint, and re-vegetate at your convenience.

### Library updates

The Twinmotion 2016 library offers more realistic materials, a wider choice of objects, vegetation, and characters including cyclists; new animated objects (cranes, boats, wind turbine) and a new category: fountains.

### Graphics optimizations

The calculation time and display of your images and videos is 25% faster; real-time views are 200% faster with the new, lower display quality available in "Draft" mode.

### Fingertip navigation

Twinmotion and BIMmotion can be controlled not only with the mouse and keyboard, but also with joysticks like those used with XBOX 360, XBOX ONE, Thrustmaster, Logitech, and PS4.

### Even more compatibility

Twinmotion 2016 now offers a plugin for Revit 2014/2015/2016 and a new SketchUp import.

### Automatic updates

Twinmotion 2016 simplifies your daily life by managing updates; patches are automatically downloaded and applied to the software. The installation and activation of TEAM licenses are also simplified.

Rendering : 0,049 seconds



Rendering : 0,052 seconds



## CONFIGURATIONS

**Operating systems:** Windows 7 / Windows 8 / Windows 10 / 64 bits

**Processor:** Intel Core 2 Duo 2.4 Ghz / AMD Athlon X2 2.8Ghz  
Recommended: Quad Core 3.0 Ghz

**Memory (RAM):** 4 GB  
Recommended: 8 – 16 Go

**Graphics card:** 1 GB VRAM, NVIDIA GeForce GTX 460 / ATI Radeon HD6850  
Recommended: 4 GB VRAM, NVIDIA GeForce GTX 770 / ATI Radeon r9 280X

**Hard disk:** 5 GB available

**Three-button mouse**

**Internet:** broadband Internet connection for downloads on the web and for activating



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Twinmotion is compatible with :



[www.twinmotion.com](http://www.twinmotion.com)



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