

VIRTUAL CITIES

TRAINING

INTERMEDIATE TWINMOTION 2025.2

Optional Follow-up Workshop

Duration: 1 day (5-6 hours)

Audience: Architects, designers who have completed Intro training

Level: Intermediate

Training Focus

This intermediate session builds on the introductory course, enabling the team to produce higher-quality, more interactive architectural visualisations.

Key Topics

- Intermediate Materials & Textures – PBR workflows, decals, material libraries
- Lighting & Atmosphere – HDRI, IES lighting, realistic interiors & weather
- Phasing & Animation – Construction sequences, time-lapse, object animation
- Presenter Mode & VR – Interactive presentations, VR Walkthroughs
- High-End Output – Path Tracing, ultra-high resolution exports, panoramas
- Workflow Optimisation – Performance tips, custom asset libraries, large project management

Learning Outcomes

- ❖ Produce richer materials, lighting, and environments
- ❖ Create professional phasing and animation sequences
- ❖ Deliver interactive client-ready VR presentations
- ❖ Export ultra-high-quality visuals and videos
- ❖ Optimise large projects for smooth, real-time use

Morning Session (Fundamentals & Workflow)

1. Intermediate Materials & Texturing (1 hr)

- Material substitution workflow for Revit imports
- Using custom PBR textures (albedo, normal, roughness, displacement)
- Decals for signage, wear & tear, detail overlays
- Creating reusable material libraries

2. Complex Lighting & Atmosphere (1 hr)

- Realistic interior lighting setups (IES profiles, emissive materials)
- HDRI sky lighting and blending with Twinmotion's weather system
- Atmospheric effects (fog, volumetrics, seasonal adjustments)
- Hands-on: Day vs. night interior lighting for the same project

3. Phasing & Animation Tools (1 hr)

- Construction phasing workflows from Revit → Twinmotion
- Object animations (moving elements, rotating objects, people paths)
- Time-lapse sequences (seasonal & weather changes, day/night transitions)
- Hands-on: Create a short-staged construction or environmental animation

LUNCH

Afternoon Session (Collaborations & High-End Output)

4. Presenter Mode & VR Integration (1 hr)

- Advanced use of **Presenter mode** for client interactivity
- Linking Twinmotion scenes to VR headsets
- Managing performance vs. quality in immersive presentations

5. Advanced Output & Post-Processing (1 hr)

- Render quality settings (real-time vs. path tracing in 2025.2)
- Exporting ultra-high-resolution stills, videos, and panoramas
- Cloud sharing workflows
- Integration with Unreal Engine for advanced projects (brief overview)

6. Workflow Optimisation & Customisation (30 min)

- File size & performance management for large projects
- Asset organisation and use of custom libraries
- Tips for maintaining Revit ↔ Twinmotion project sync
- Firm-specific workflow customisations

7. Wrap-Up & Q&A (30 min)

- Best practices for client deliverables
- When to use Twinmotion vs. Unreal Engine
- Open discussion of projects and future visualisation needs