

# VIRTUAL CITIES

## TRAINING

### TWINMOTION VISUALISATION & STORYTELLING

#### Beginners Workshop

**Duration:** 2 days (12-14 hours)

**Audience:** Architects, designers and visualisers working with Twinmotion

**Level:** Beginner to Intermediate

#### Training Focus

This two-day course provides the foundation for creating meaningful digital heritage experiences that honour both the places and the people who inhabited them. Twinmotion is recommended for rapid prototyping. It has a faster learning curve, with a more intuitive interface than Unreal Engine. In addition, material applications are more straightforward and real-time lighting changes more immediate. For more control and interactivity, Unreal Engine would be the more appropriate software to use.

#### Learning Objectives

By the end of this course, participants will be able to:

- Navigate Twinmotion confidently for heritage projects
- Reconstruct a simple historical interior space
- Apply storytelling principles through environmental design
- Use lighting and composition to create emotional engagement
- Integrate biographical narrative with spatial reconstruction
- Understand the workflow from historical research to digital experience

## DAY 1 Course Schedule

### Session 1: Foundations of Heritage Visualisation (10:00 AM - 12:30 AM)

#### 10.00 – 10.30 Workshop Introduction & Twinmotion Interface Tour

- Introduction to participants and their project goals
- Project creation and template selection
- Understanding the viewport, content browser, navigation controls and world outliner
- Level editing basics: actors, transformations, and scene composition
- Lighting fundamentals for period-appropriate atmosphere

#### 10.30 – 11.30 The Philosophy of Heritage Recreation

- The “Time Tourist” approach: connecting people to places through personal stories
- Balancing historical accuracy with narrative engagement
- Ethical considerations: representing lost buildings and vanished lives

#### 11.30 – 12.30 Asset Preparation and Import

- Sourcing historical reference materials (archives, photographs, plans)
- Understanding asset types: static meshes, materials, textures
- Importing your first historical asset
- Organising your Twinmotion library for heritage projects
- Introduction to Quixel Megascans for period-appropriate materials

## LUNCH

### Session 2: Building Your First Heritage Space (1.30PM – 4.45PM)

#### 1.30 – 2.45 Architectural Reconstruction

- Working from historical floor plans and photographs
- Using BSP brushes vs. modular building pieces
- Creating walls, floors, and basic architectural features
- Scaling for historical accuracy (Victorian ceiling heights, doorway dimensions)
- Window and door placement based on historical evidence

## 2.45 – 3.45 Material Application and Texture Work

- Creating period-appropriate surfaces (plaster, wood, stone)
- Understanding PBR materials for realistic rendering
- Aging and weathering techniques to show temporal authenticity
- Applying wallpapers, floor coverings, and architectural details
- Colour theory for historical periods

## 3.45 – 4.45 Furnishing the Space

- Placing furniture and objects to tell a story
- Asset libraries for historical objects
- Creating layers of habitation (what belongings reveal about occupants)
- Spatial storytelling: object placement that suggests daily life

## 4.45 – 5.00 Wrap-Up & Q&A

- Open discussion and problem-solving
- Resources for continued learning

## DAY 2 Course Schedule

### Session 3: Storytelling Through Environment (10:00 AM - 12:30 AM)

#### 10.00 – 10.30 Environmental Storytelling Principles

- Show, don't tell: letting the space reveal the story
- Creating narrative anchors: significant objects and spaces
- Social class and status through material culture
- Personal touches: photographs, letters, worn furniture
- Case study: Tracing one person through multiple dwellings

#### 10.30 – 11.30 Lighting for Period and Emotion

- Natural lighting: time of day and seasonal considerations
- Period-appropriate artificial lighting (candles, gas, early electric)
- Atmospheric lighting to convey memory and nostalgia
- Using light to guide attention and create focal points
- Post-process volume for mood enhancement

#### 11.30 – 12.30 Camera Composition and Virtual Tours

- Setting up cameras for guided experiences
- Composition principles for heritage presentation
- Creating image and video outputs for biographical narratives
- First-person vs. observational perspectives
- Framing spaces to emphasise human presence and absence

## LUNCH

### Session 4: Bringing Historical Figures to Life (1:30 PM - 4:45 PM)

#### 1.30 – 2.15 Audio Storytelling

- Recording or sourcing biographical narration
- Implementing audio (ambient sound, voice-over, period music)
- Spatial audio for immersive historical atmosphere
- Sound design for vanished soundscapes (street noise, domestic sounds)
- Using silence effectively

## 2.15 – 3.15 Interactivity and Engagement

- Creating simple phase/animations for interaction
- Examining objects for additional information
- Diary entries, letters, and documentary evidence as interactive elements
- Triggering narration through spatial exploration
- Balancing scholarly rigour with accessibility

## 3.15 – 4.15 Temporal Transitions and Multi-Location Projects

- Level streaming for multiple dwellings
- Visual transitions between time periods
- Showing the same space at different life stages
- Creating a "Time Tourist" journey structure
- Maintaining biographical coherence across locations

## 4.15 – 4.45 Packaging and Sharing

- Export settings for different platforms
- Creating standalone experiences
- Web-based delivery options
- Documentation and historical citation
- Next steps: building a complete biographical heritage project

## 4.45 – 5.00 Q&A and Course Wrap-up

- Key takeaways and best practices
- Resources for continued learning
- Building your portfolio of heritage visualisations
- Community and collaboration opportunities
- Q&A

## Course Materials Available

- Sample historical floor plans and reference images
- Starter asset pack (period furniture and architectural elements)
- Template Twinmotion project structure
- Checklist for historical accuracy
- Resource list (archives, asset libraries, tutorials)
- Case study examples from heritage reconstruction projects