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At ASPECT Studios we focus on quality, value for money and timely delivery on all of our high-end interactive digital media projects.

We have been providing high quality animation, visualisation and virtual reality solutions since 2003.

Our approach is one of the principle reasons our clients keep coming back. We work with our clients to ensure that we receive accurate base data and that all drafts are stepping stones in the right direction. With the ability to add on additional staff, we have the resources to meet very tight deadlines.

Finally, the delivery of our final output is not where our service ends. We provide advice and assistance to our clients on the best method to deploy our solutions, working in-conjunction with Communications and PR staff.

Our approach ensures that we deliver high quality outputs on-time and on-budget.

CIP industrial visualisation Bacchus Marsh community centre commerical presentation

As a group of design studios delivering projects across industries including landscape architecture, urban design and urban planning it is important that the projects provide the client with outcomes that meet their requirements,

Our client's specific requirements on these projects were for the images to depict their designs in a photo-real setting, as a visual aid to their pitch and during community consultation.



Camera angle and environmental setting were seen as highly important to assist in conveying a sense of the everyday which would appeal to our clients. Models were blocked out and detail added using data brought directly from the architects to our pipeline via AutoCAD.

Once we had the blocked out scene and the detailed CAD data in the same place, and with the plethora of tools available in Autodesk Maya, bringing the model to life was just a matter of time.

Maya enabled us to provide hyper-realistic environments, which could be adjusted quickly and easily, often with the client sitting with us.

Both projects took just over 3 days to complete.

