

Visualization

Downtown Riverfront Improvements, City of Fergus Falls, Minnesota



Real People. Real Solutions.

The City of Fergus Falls had an all-city class reunion where they wanted to unveil what the new riverfront redevelopment was going to look like. With a tight timeline, our animation specialist worked directly with our landscape architects to develop an animation to bring the architectural renderings to life. The animation uses a combination of drone video footage and still photography for background imagery of the area with a 3D model composited over the images. 3D camera movements were animated to move the viewer through the improved area and give a perspective of what the newly developed space would look like. Cars and people were also animated to show activity in the space. To this point, the video has been very well received with its limited audience release.

Bolton & Menk's responsibilities included:

- 3D modeling
- Shading/lighting of the model
- Character, vehicle, and camera animation
- Animation and video rendering
- Video post-production editing
- Audio mixing
- Distribution

View the 3D Animation Video Here: <https://youtu.be/ko4c55giDAg>

Key Personnel:

- Dave Breiter—Graphic Designer
- Jim Mertz—GIS Specialist