

## CC3DRendering – Virtual Walkthrough Packages

### Essential Package

850\$ - 1,000\$

#### **Includes:**

- Full interior + exterior walkthrough of one building
- Basic camera path for a smooth guided tour
- Standard-quality lighting (Lumen GI)
- High-quality PBR materials from CC3D Rendering or client-provided
- Nanite-enabled geometry for main structure and large objects
- Simple sky and environmental setup
- Basic landscaping (grass, trees, shrubs—non-dynamic)
- 1080p Final Video Export
- 2 no cost design revisions

#### **Unreal Engine Features Included:**

- Lumen global illumination
- Nanite architecture
- Standard Post-Processing (Exposure, Bloom, Color Grade)
- Basic reflection captures

#### **Not Included:**

- Custom-built high-poly furniture
- Complex animations
- Interactivity
- FX

## **Professional Package**

\$1,000 - \$1,800

### **Includes Everything in Essential, PLUS:**

- Cinematic camera animations (smooth pans, dolly shots)
- 4K final video export
- Enhanced lighting pass
- Medium-level custom assets
- High-quality furniture and prop libraries
- Improved landscaping and outdoor scenes
- Basic character movement option for real-time exploration
- 3 no cost design revisions
- Custom color grading for final video

### **Unreal Engine Features Added:**

- Sequencer cinematics
- Manual lighting enhancements
- Interior reflection optimization
- Optional Lightmass GI bake
- Post-process refinements

### **Optional Add-Ons (\$):**

- Basic VFX (fireplace, water movement)
- Custom sound design
- Basic day/night toggle

## Premium Package

\$2,000 - \$3,500

### **Includes Everything in Professional, PLUS:**

- Full custom asset creation (interior décor, unique furniture, architectural details)
- Environment design (streets, parking lots, foliage, skies)
- Dynamic elements (animated doors, elevators, fans, water FX)
- Custom 3D signage and branding
- Multiple camera sequences
- 4K or 8K render options
- 5 revisions

### **Unreal Engine Features Added:**

- Niagara VFX systems
- Advanced post-process profile (real camera settings)
- High-end LOD optimization
- Custom HDR atmosphere
- Real-time reflections (Lumen SDF)

### **Optional Add-Ons (\$):**

- Ray-traced reflections (if high GPU rendering requested)
- Complex foliage simulation
- High-poly hero renders

## Developer Package

\$4,000 - \$10,000

### **Includes Everything in Premium, PLUS:**

- Full real-time executable build (client can walk freely in PC version, mobile version is optional at increased cost)
- Optimized Nanite + Virtual Shadow Maps pipeline
- Interactive features:
  - \* Material switching
  - \* Lighting mode toggles
  - \* Furniture set swapping
  - \* Interactive doors
  - \* Room labels and UI
- Large outdoor world building
- Cinematic trailer video
- Multiple export formats (exe, MP4, screenshots, 360 panoramas)
- Unlimited revisions within scope

### **Unreal Engine Features Added:**

- Level Streaming / World Partition
- Blueprint interaction systems
- UI menus
- Optional VR compatibility
- Animation blueprints for dynamic objects

### **Optional Add-Ons (\$):**

- VR conversion
- Multiplayer walkthrough version
- Full marketing asset bundle

## Price Range

Typical Price Ranges:

- Essential: \$850 – \$1,000
- Professional: \$1,000 – \$1,800
- Premium: \$1,800 – \$3,500
- Developer: \$4,000 – \$10,000

***Prices may vary depending on square footage, asset complexity, custom modeling, and deadlines.***