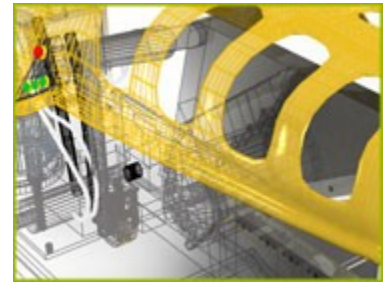


## Computer generated image

### What are they?

These are images created from **virtual 3D objects** located in a vector space broken down into **3 dimensions** on the Cartesian axes X, Y and Z. The **images appear realistic** due to calculations of light, shade, and the different attributes of each objects such as reflections, refraction,...



### 1. Imagine :

- Imagine without limits.
- Use the power of **graphic tools for creation**.
- Propose **concrete ideas** in an **attractive** and **realistic** way.



### 2. Visualise :

- **Projects** which will be carried out in the **future** (ideas, designs, etc.)
- Virtual, immaterial projects.
- Projects impossible to visualise directly, for example because of their size (too large, too small, too distant, etc.).



### 3. Testing :

- Simulate the **operating mechanism** of complex **objects**.
- Try out the choices of materials, colours, etc.
- Anticipate the actual design of an object
- Determine the design investment .



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