

Visual referances



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General comments

All floors -

- The number on the glass ring should be very visible on all floors.
- All glass materials should not look too dark.
- Image should have contrast, to pop out of the white background.
- The model needs more details, and the texture needs more details, wherever possible. We are looking for a more realistic look to the whole structure.
- We are open to suggestions on proportions.

Top floor -

- Globe and ring should be bigger, by 130% approximately.
- Guy on the left should have a different pose, looking at the globe, maybe hands crossed on the chest.

