

OMEGA RENDER

DIGEST #8 | 2022

The current situation in Ukraine is extremely complicated, and we, of course, empathize with what is happening now. Omega is, to a large extent, linked with Ukraine, because all of our initial core team and our enterprise itself was born on Ukrainian soil. We would like to immediately reassure you that our company has been registered in the UK for the last 6 years. After the war started, virtually all of our talent relocated to Europe, but there are some people who continue to work in the safe western part of Ukraine.

Having Ukrainian roots, our mission regarding this situation is that we, as a company, continue to make a high-quality product, while at the same time helping the people and foundations of Ukraine with the resources earned from our activities. Our company, which employs over 120 people, generates a product and redirects part of the income to help Ukraine.

We are also planning collaborations with well-known architectural companies, which in the future will participate in the reconstruction and restoration of Ukrainian cities. Omega is already in contact with these agencies, and we will disclose their names at the appropriate time. When we have worked out all of the details with these agencies, we will let you know.

We believe in a bright future, once Ukraine overcomes this most difficult period. We have no doubt that a new and beautiful country will be born!

ARTEM KUPRIANENKO



THE TOPIC OF OUR EIGHTH DIGEST IS PRODUCTION.

We will tell you about Archviz, our production people, and, in addition, we touch on two of our new and promising areas: Gaming and Film Production.

FUTURE VILLAGE
NON-COMMERCIAL PROJECT
BALI





FUTURE VILLAGE
NON-COMMERCIAL PROJECT
BALI

EACH PICTURE IS AN OPPORTUNITY TO TELL A NEW STORY

We continue to share renderings from the project on the island of Bali. In the last digest, it was a gated community village, and now we will show you the nooks and crannies of the City of Future.



The Bali project was created as a conceptual project in which we imagined the conditions and infrastructure under which the "person of the future" could live. The Bali site was chosen as a comfortable place to build first the Village, and then the City of the Future



We called our project Q-Bit, which is a basic unit of quantum information that defines the minimum computing quantum power. Thus, our idea was based on the fact that progress is inevitable, and it must proceed in unison with the three elements of our life: nature, humanity, and a high-powered computer.

FUTURE VILLAGE
NON-COMMERCIAL PROJECT
BALI

DNIPRO CITY
ZAHA HADID
UKRAINE



DNIPRO CITY
ZAHA HADID
UKRAINE



WITHOUT WHAT QUALITIES DO YOU THINK IT IS IMPOSSIBLE TO WORK IN ARCHIVIZ?

I can't say that I have the right to judge who may or may not work in the field of architectural visualization, as I am a self-taught artist, and I came to the conclusion on my own that archiviz is what inspires me the most. Yes, having architectural education and a certain professional background of working in the sphere of architecture, the barrier of entry was rather low for me.

It seems like without this knowledge, it is impossible to work in this sphere. But to give an example, I can say that many people who were initially very far from this area, eventually create the coolest works that are published and highly-rated on mega popular resources. I can say confidently that archiviz is a delicate matter but that there are no qualities that can't be acquired.

DENYS ONYSHCHENKO
ARTIST



DNIPRO CITY
ZAHA HADID
UKRAINE



DNIPRO CITY
ZAHA HADID
UKRAINE





DNIPRO CITY
ZAHA HADID
UKRAINE





IS EVERY PROJECT UNIQUE, OR IS IT STILL IMPOSSIBLE TO AVOID MONOTONY, PATTERNS, AND STANDARDS?

Depending on who you work with and where you work, artists will be different. Some can monotonously and accurately work on the same type of projects and at weekends just rest comfortably, because all the work has been done. And there is another type of artist, which I probably belong to: they can explode and perfectly create one unique project which they achieve a powerful synergy with

EUGENE MIRONENKO
ARTIST



HARRISON
ZOYES CREATIVE
USA



HARRISON
ZOYES CREATIVE
USA



WHAT IS MORE SIGNIFICANT: THE PROCESS OR THE RESULT?

These are two interrelated things. When you don't get high from the process, then you won't produce high-quality results. Besides, why would anyone do work that doesn't bring satisfaction?

ARINA ANISIMOVA
ARTIST



MIAMI TOWER
NON-COMMERICAL
USA





WHAT DO YOU ASSOCIATE WITH THE PRODUCTION PROCESS?



With creation and creativity. With inspiration and the endless search for perfection.

ROMAN DEREVIANKO
ART DIRECTOR

WORKPLACE CAMPAIGN
DURASEIN
USA





 **FREYR**

FREYR
TANKEN ARKITEKTUR AS
NORWAY



BRILLIANT CAMPAIGN

DURASEIN
USA

WHAT CONDITIONS MUST BE MET IN ORDER FOR YOU TO BE PRODUCTIVE?



In order to be productive, it is crucial for me to meet certain conditions; the first and foremost is healthy sleep and a positive attitude. After waking up, a cup of coffee is already a great ritual to start a productive day. When the project is just launching, then the team meets, and analyzing the technical requirements, discussing the work process, selecting references greatly speeds up the whole process and gives a sense of self-discipline.

On a more global scale, the conditions for productivity can be a variety of interesting projects or the alternation of exterior, interior, and other types of visualization. Otherwise, monotony inevitably sets in. For example, if the project lasts a very long time, then interest in it begins to diminish. The fifth round of revisions are more mechanical work than creative. Therefore, it is ideal when the daily routine includes some kind of activity that maintains your mental strength. Any hobby will do; for me, it's sports, walking, playing the guitar, and painting.

ALEXANDER NOSOV
ARTIST

PRODUCT RENDERINGS
HEALTHCARE BROCHURE
USA





WILLIAMS LAKE

THINK SPACE
CANADA

WHAT IS NEEDED TO KEEP ALL
STAGES AND PROCESSES OF
THE PROJECT UNDER CONTROL?

Every project manager knows that the success of their work is based on two things: people + process. Let's say we have the best team possible – so what's next?

And here comes the moment when we turn on our process superpower and take everything under control. It might not seem fun, but our best friends are such tools as planners, charts, and schedules. PMs deal with so many tasks simultaneously that it is impossible to stay aware or even sane if you do not keep track of every little detail. My secret is very simple: the process should be clear and organized. If the client's briefs and comments are written in a stream of consciousness, I serve as an information filter for our artists. If the artists, in turn, are lost in time and space, I guide them and help them to stay focused.

Keep calm, stay agile, and be everywhere – this is the key.

PROKNENKO MARIA
PROJECT MANAGER





WINNING AN AWARD IS ALWAYS A SPECIAL MOMENT.

We are active on various social media, posting our non-confidential projects on sites and forums related to design, 3D rendering, and Archviz. Among them: Behance, Ronenbekerman, CoronaForum, Cgarchitect, Pinterest, and others. Periodically, some platforms organize competitions for the best works, and it happens that Omega regularly wins prizes in them.

WILLIAMS LAKE
THINK SPACE
CANADA



SCOPE
DURASEIN
USA



OUR LATEST AWARDS.

Restaurant of the Crown Plaza Royal, named one of the best projects at Archilovers for 2021.

Also, our Chestnut Hill Apartments project became the best publication of November 2021, according to the Renderize website. We recently began to publish on this resource, and this is the second such award we've won.

Our artists, PM, and art directors are the backbone of our company's reputational capital.

JEEP
THINK SPACE
USA



SCOPE
DURASEIN
USA

CURRENT NEWS FROM ARCHIVIZ

Speaking of production, it was hard to ignore the news in recent days, because just the other day a new corona renderer 8 for 3Dsmax was released. Several new features have been added to the new version that will not only make the work of all artists easier, but also push the boundaries of what is possible to achieve in ultimate photorealism.

For those who are interested, here's a link for deeper research: [Corona 8](#)



CHESTNUT
BERNARDON
USA



RESIDENCIAS ALCOCHETE

TEKSTUDIO
ARGENTINA



OMG GAMES



VIRTUAL WORLDS, DEFINED BY OUR IDEAS.

Any business model is always a living organism, which requires us not only to consolidate its success, but also to actively develop and expand its activities. Having become a fairly large and important player in the visualization market, we at Omega began to ask ourselves: where else could we be useful?

During the pandemic, when the whole world went deeper into virtual worlds, our company realized the value and beauty of gaming, and soon we decided to expand into this area. Having assembled a crew from scratch, we already have a core team that allows us to stand on our feet quite confidently.

We provide a full range of services, from the creation of 2D concepts of characters, assets, worlds and their full implementation in AAA quality 3D models to the direct development of the games. In our portfolio, we work with large, high-profile game developers like WIMO, 80 level, Vaki Games.







OM G VFX

KARATE COMBAT



MOVING FROM STILL LIFE TO MOTION.

In addition, we would like to introduce you to another area in which our company is branching out and having success - Film Production. OM G Film is rapidly developing with a stable production system that is making significant and weighty progress.

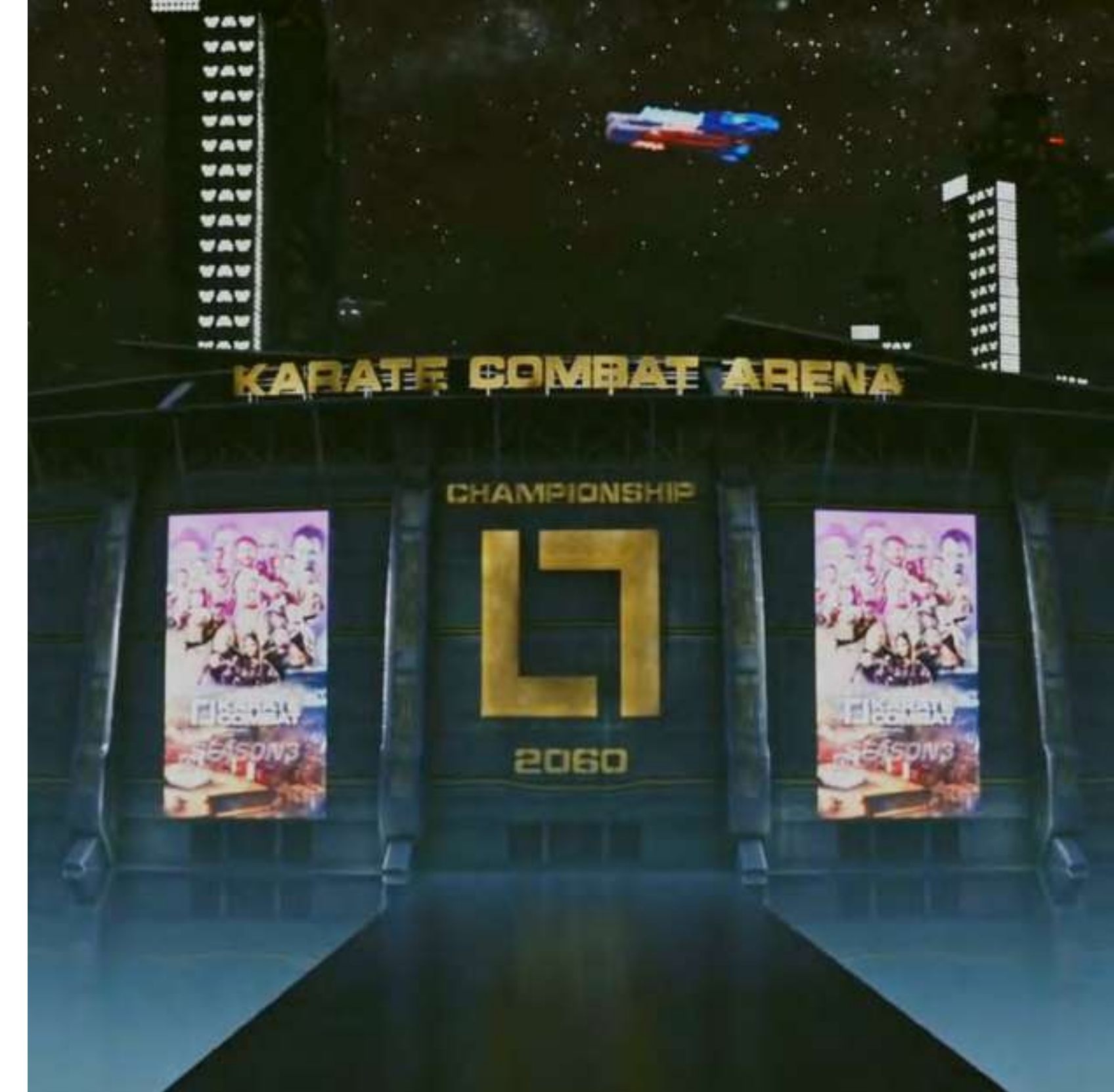
Although we would like to give you specific detail, the vast majority of projects are now under NDA. For now, we can say that among them there is the work on a film with a recognizable cast of actors and when it is completed, the degree of the company's expertise will grow to the Hollywood level. We hope that in future digests, we will be able to share more information with you.



KARATE COMBAT



KARATE COMBAT



KARATE COMBAT

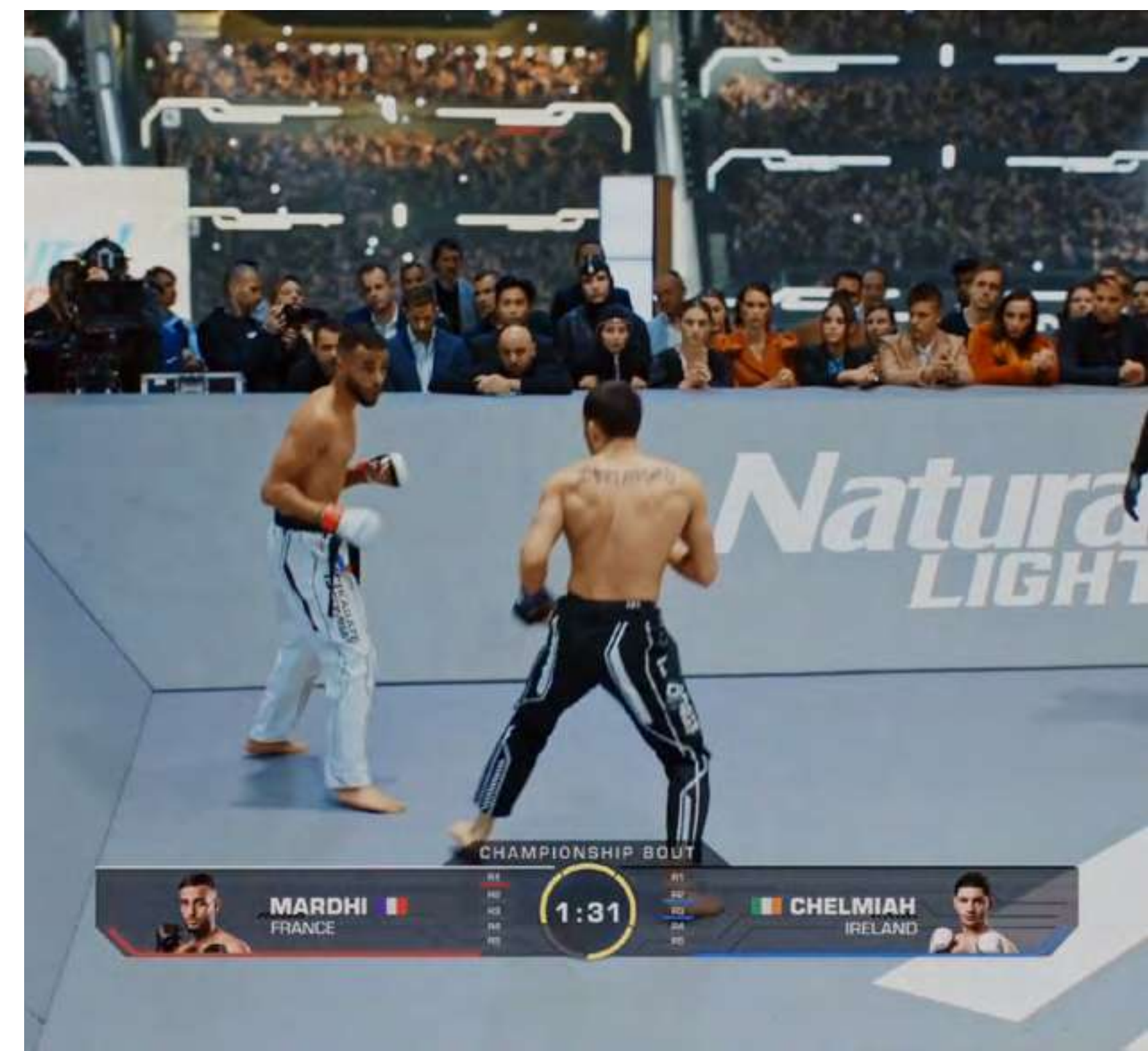
However, among the projects, not covered by the privacy curtain, there is one significant and unique work that has become our springboard for entering this sphere. We are talking about Karate Combat, which is not a classic film production, as it stands at the intersection of three industries: 3D visualization, gaming, and filmmaking.





KARATE COMBAT

The core idea of the project consists of virtual environments of different times and spaces, which was supposed to show how karate has evolved over time against the background of real combat with real professional fighters. Therefore, we started with Okinawa in 1890, flowing through to Hollywood Hill 1981 and ending with the expected future Arena 2060. We were engaged in full cycle production, starting from the creation of concepts and their further realization from scratch in the 3D model. Then, together with the client, we were on the film set where we supervised the process of adjusting the live shooting with 3D. And finally, we have already dealt with the classic compositing pipeline of film production.



OMEGA RENDER

OVER THE PAST SIX MONTHS, WE HAVE EXPANDED COOPERATION WITH OUR BIG CLIENTS AND LARGE-SCALE PROJECTS, WHERE WE HAVE GAINED A LOT OF EXPERIENCE. ACCELERATED IN TERMS OF IMPLEMENTATION, OMEGA MAINTAINS OUR HIGH-QUALITY STANDARDS.

ARCHITECTURE

We continue to work on and develop the direction of Archviz. Our clients are still large companies such as Zaha Hadid, Perkins & Will, Perkins Eastman, Gensler, the Rockwell Group, Zoyes Creative, the Landry Design Group, HOK, SOM, OBM International, Avroko, Brand Burea, HKS, and OOAK. At the moment, production is expanding, and we are open to accepting new projects.

GAME

A year ago, this direction was undeveloped for us, but now we are working on several AA and AAA projects, as well as on play to earn games on blockchain. The plans are the rapid development of this type of production in terms of game art and full-cycle development.

VFX

Karate was our first project, and now we are working on a fundamentally different quality level, working on projects for Hollywood film studios. Details have not yet been announced, but they will be soon.

OMG
IT'S
THE
RENDER

WE ONLY CARE ABOUT THE ONE-OF-A-KIND MASTERPIECE
THAT YOU'LL RECEIVE AT THE END OF THE PROJECT.

OMEGARENDER.COM