Standard List of CGIs

1. Entrance Lobby (any 1 typology, generally the grandest)
2. Landscape – 3 to 4 views out of
    a. Swimming Pool
    b. Exterior of KCAs like Club, Temple, other such structure
    c. Important Landscape features like water bodies, sports fields, cluster green, organic farm, kids play area etc.
    d. Any other that the landscape designer may recommend
3. 1-3 views of Amenity area interiors out of:
    a. Gym
    b. Lounge/Library
    c. Indoor pool (if applicable)
    d. Spa (if applicable)
    e. Wine cellar
    f. Private Cinema
    g. Banquet Facilities / Private Dining / Restaurant
    h. Any other important amenity area.
4. Building elevation view (one for each marketing project)
5. 1 View from unit (living room / master bedroom) looking outside (focussing on the key views from the development, if the views are relevant)
6. 1 View inside unit – highlighting the most important room (of living room, bathroom, master bedroom, kitchen, any specialized room eg. Home theatre. Views should be made on the largest unit typology which makes up atleast 5% of the total units in the development)
7. Bird's eye view of development (for development's which have > 8 L sft of saleable area)

Designer Tower:

1. Lift Lobby
2. Upto 2 additional view inside unit based on 6. above

In addition, for luxury and hi-end developments, the key view(s) from each unit towards key perspective(s)/landmark(s) are needed (can be grouped in blocks of $1/4^{th}$ – $1/5^{th}$ of the total no. of habitable levels in the building) is needed to ensure that the customers can be explained the views from the unit under consideration (*This may require use of a photographer*).
Final list should be gotten approved from Director- Marketing. CGIs should be available atleast 2 weeks prior to pre-launch and hence, work on the views should commence atleast 8 weeks before pre-launch.
Project Architect shall coordinate this (and also layout, building, unit and cityscape model(s) which are needed in time for the launch)