

Designed For You



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architecture/engineering/site
GARY GUY WILSON



planning/interiors
STUDIOS...

Prospective Renderings:

SERVICES

Perspective Renderings, 3D sketches prepared up front, help the client better visualize the final project design. They are created in-house at GGW Studios utilizing various programs including AutoCAD, Design Studio, and Adobe Photoshop.

There are two types:

1. Study Renderings, a simple block out of forms with the basic layout.
2. Finished Presentation Renderings that are intricately detailed and include landscaping to show what the project will look like in context to its surroundings.

The perspective renderings also serve as a tool of reference for the architect through the course of developing the technical information and design detail for the project.

Contact Les W. Travis at: (702) 876-0668

When is having a perspective rendering most necessary?

Ask The Architect

Many of our clients have chosen to have a rendering prepared for their projects, both large and small. We highly recommend them. However, a rendering becomes even more necessary when the client needs to promote a project to investors, municipalities, public agencies, and buyers.

The Finished Presentation Rendering makes it easier for the investors to fully understand the scope of the project, down to the last detail. The rendering also assists in working with public agencies to obtain the necessary permits.

The prospective rendering is a wonderful way to show an idea before it becomes a constructed building. In the end, the client will own a framed showpiece too.



SPOTLIGHT

Client: Erin Kelly
General Manager, Tri-Delta

Born in Phoenix and raised in Ouray, Colorado, GGW Architects client, Erin Kelly of Tri-Delta, settled in Las Vegas in 1982.

While working as a teller for Valley Bank, regular customer Spencer Apple, owner of Tri-Delta, invited Erin to join his team in 1989, and she's been there ever since. She wouldn't want to go anywhere else and loves the "family" atmosphere.

Erin started in the billing department and moved to construction sales. She spent 5 years in outside sales before being promoted to management, where she now holds the title of General Manager. Erin oversees the daily operations of the company and is involved in the development of new product lines.

Erin recalls that GGW Architects BDP, Les W. Travis, was the first to return her call, when she wanted to hire an architectural firm in 2005 for their second unit next to their existing structure on Alexander in North Las Vegas.

Although the permit and bidding process has been agonizingly slow, a typical side effect of valley growth; Erin has been delighted with how Les has gone to bat for Tri-Delta on any issues they've had with the consultants on the job.

SPOTLIGHT

Project: Tri-Delta

The Tri-Delta Facility is well underway with new kilns, silos, and other machinery to handle the huge production of their commercial and architectural concrete blocks. The new unit, complete with 14 chambers of new kilns, is set to become operational April, 2007.

Architect Wilson comments, "This project was somewhat unusual due to its industrial function of producing concrete masonry units. The main challenge was designing and organizing the many elements for the new masonry steam kiln, metal building enclosure and structural support for their equipment—all to deliver raw materials through the system toward the finished concrete block product."

Tri-Delta may eventually expand their market to outlying areas, such as Pahrump, Mesquite, and Coyote Springs.

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