

“Portugal Apartments “– Specifications & Rational



Why this model exists

This model was built to demonstrate how **off-market and high-value Leisure assets** can be presented **without publishing location, plans, or sales details**—while still allowing serious buyers, investors, or partners to *experience the building properly*.

Not renders. Not videos.

A **browser-based, walkable digital twin** designed for discretion, clarity, and decision-making.

Practical Benefits

- To demonstrate **confidential off-market leisure assets**
- To show how **buyers, partners, and operators** can understand scale, flow, and layout remotely
- To replace static brochures and CGI stills with **spatial experience**

- To prove that **high-quality 3D can be delivered at web scale (72 MB packaged)**
- To act as a **commercial demo**, not a design fantasy

It is a **communication tool for serious real-estate conversations**.

Link to the 3D Model: <https://klick3d.app/portugal-apartments>

Project overview (real-world scale)

- **Building type:** 35 Mid-rise luxury Apartments/serviced residence
 - **Configuration:** 2 lateral wings + central reception & apartments
 - **Floors:** Ground + 3 upper levels
 - **Approx. footprint:** ~3,600 m²
 - **Gross internal area (GIA):** ~3,500 m²
 - **Clear floor-to-ceiling height:** 2.6 m²
 - Ground: ~750 m² (lobby / public spaces)
 - **Central entrance span:** ~30 m² wide
 - **Sea view with pool**
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Internal spatial logic

Ground floor

- Arrival lobby with full-height glazing
- Reception area
- Lift core + primary stair
- Service areas

Upper floors

- Guestroom / suite plates arranged around balcony access
- External terraces with planting bands
- Clear visual connection to arrival axis

Circulation

- Fully walkable route: street → lobby → lifts → stairs → balconies
 - Correct human scale validated using UE mannequin metrics
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Technical & delivery notes

- Fully navigable **3rd-person walking tour (~5 minutes)**
 - Animated characters for **scale, realism, and atmosphere**
 - **Hand Built in Unreal Engine** for real-time lighting and interaction
 - Packaged for browser delivery using **KLICK3D BOSS™**.
 - **Final .data size: 72 MB** (Optimised, fast-loading, no streaming)
 - Dynamic exterior lighting + warm interior balance
 - Post-process + importance volumes applied
 - Designed to be expanded with unit-level interiors if required
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What this demonstrates commercially

- Off-market properties can be shown securely and discreetly
 - International buyers can understand a property without travel
 - Developers can pre-sell concept, scale, and experience
 - Agents gain a private, controllable presentation tool
 - Serious conversations happen faster and with better context
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Why this matters

For off-market hospitality and real estate:

- You don't show the address
- You don't release plans
- You don't rely on imagination

You let qualified parties **walk the asset**—privately, instantly, anywhere.
This model is not a “visual”. It’s a **controlled capital communication tool**.
If you’re exploring discreet sales, joint ventures, or international buyers,
this is the standard they now expect.



More Information

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