

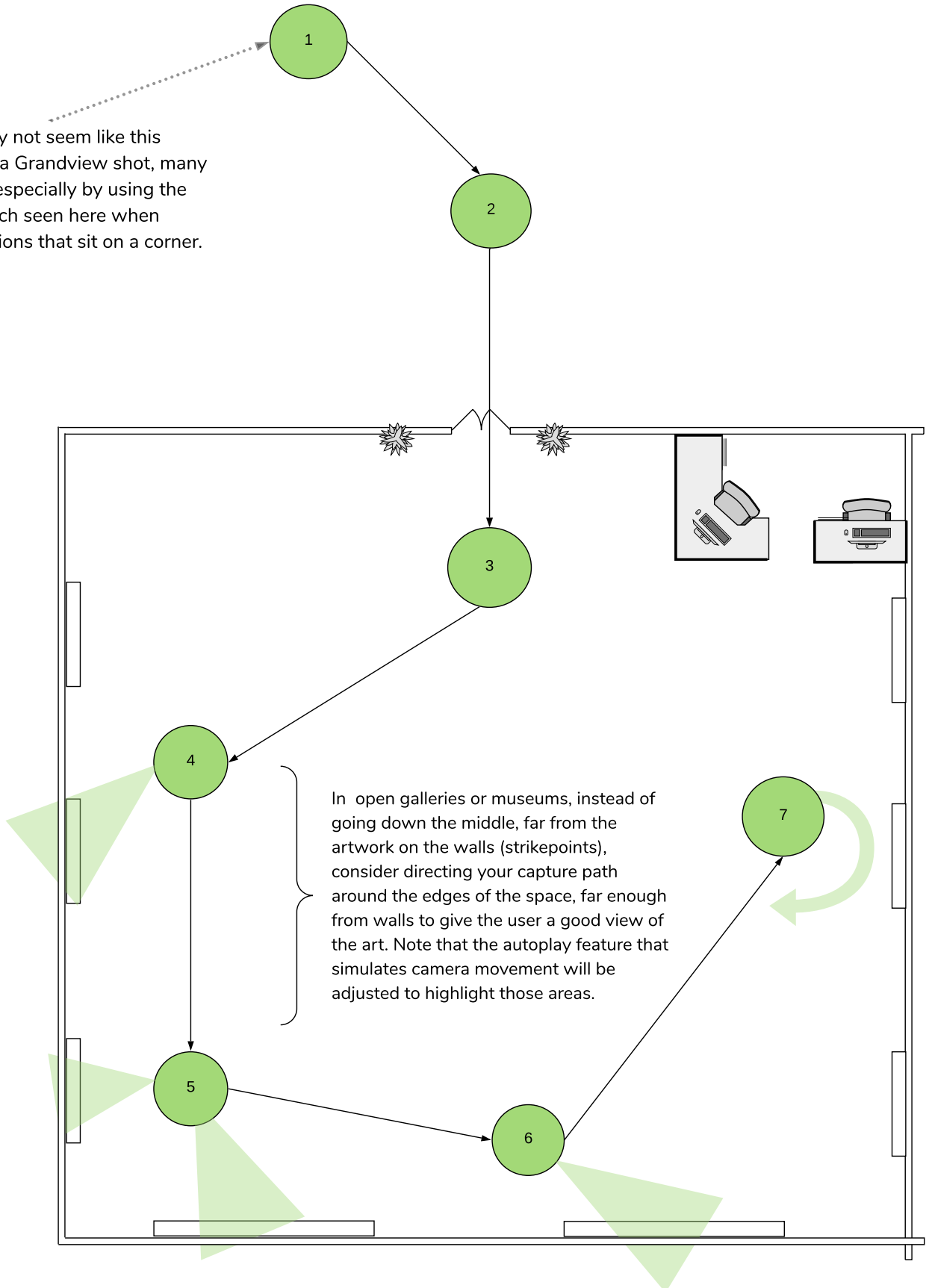


## Floor Plans

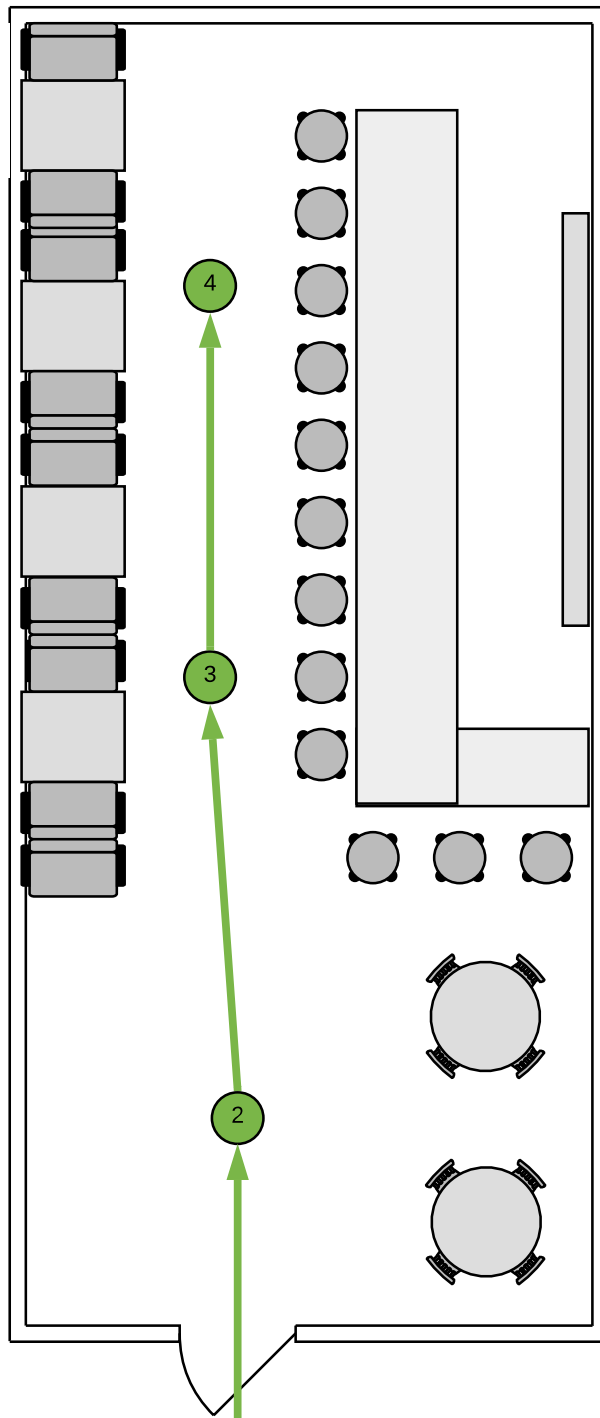
*This document includes example floor plans for common location types that we've captured over the years. Each floor plan is not a set template for that location type, rather, these example floor plans are meant to convey the principles of capturing a Threshold Virtual Tour. The concepts conveyed in each floor plan can be translated to other location types. The goal is for these example floor plans to serve as a starting point. Once you gain experience, the capture paths and how to structure each location will become intuitive.*



Although it may not seem like this location needs a Grandview shot, many times it helps, especially by using the diagonal approach seen here when capturing locations that sit on a corner.



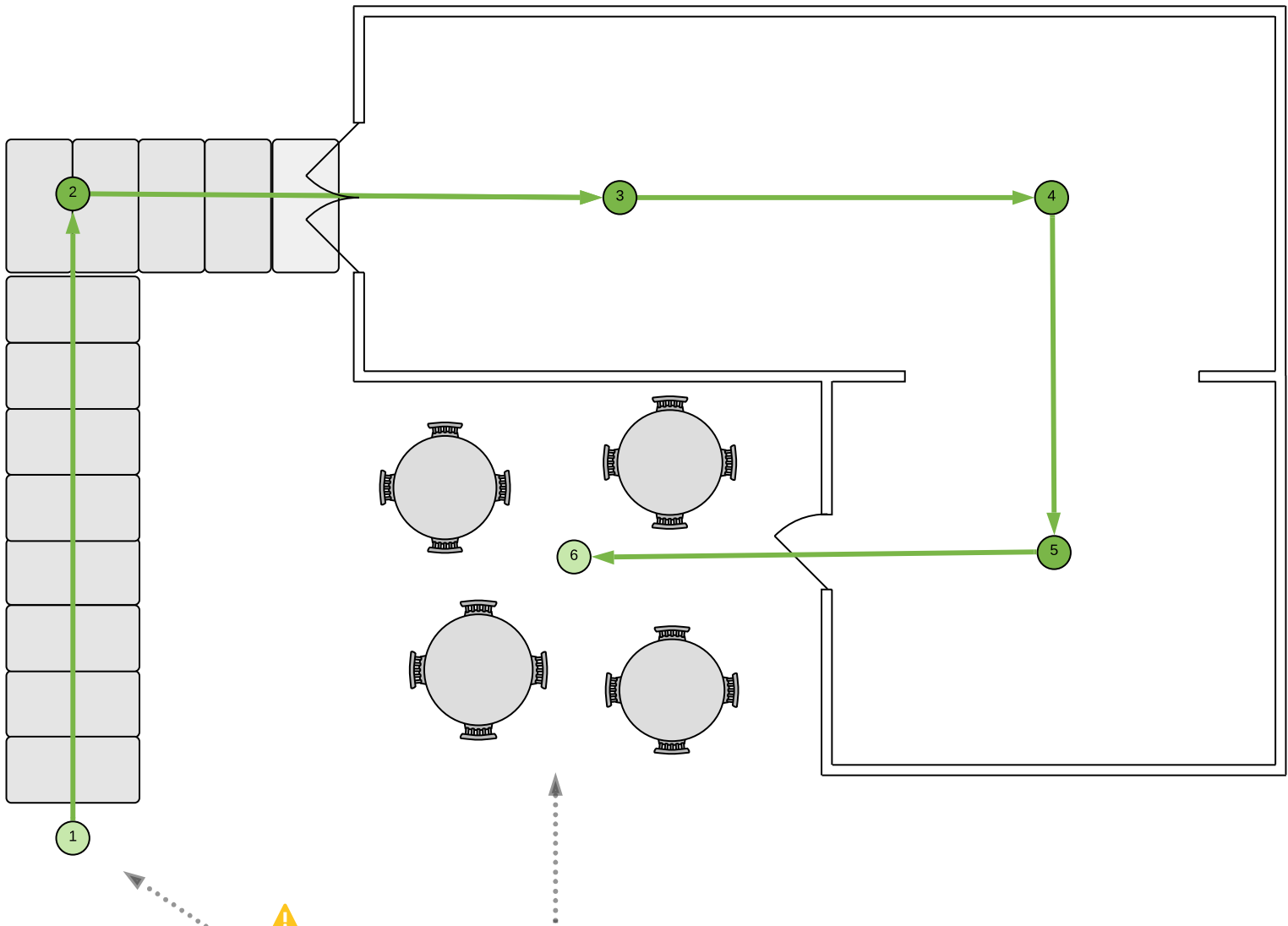
This capture path could be applied to any shotgun style of location like small cafés and retail.



Always consider a Grandview shot if stepping back would add extra perspective

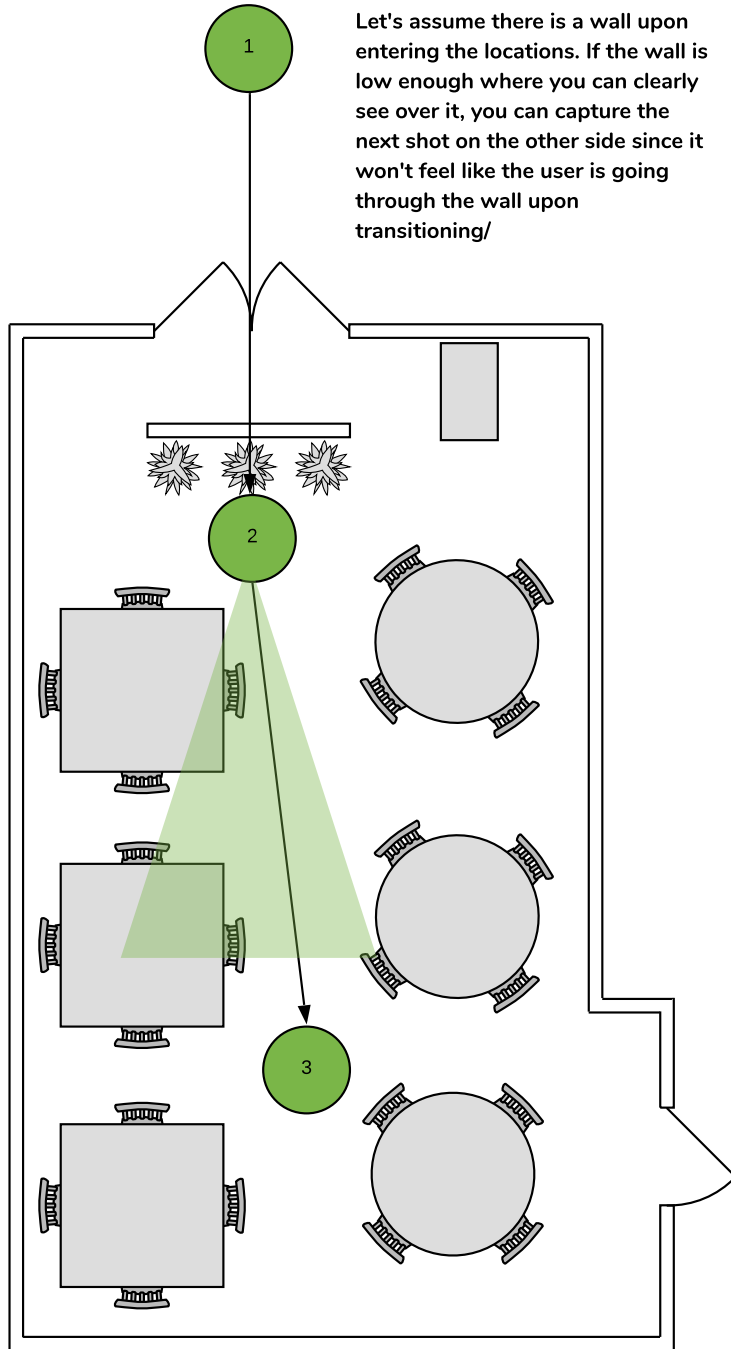


This capture flow is typical of any L shaped location, common with full size restaurants or retailers. Of course you'll encounter more objects, tables, centerpieces, and such when capturing.

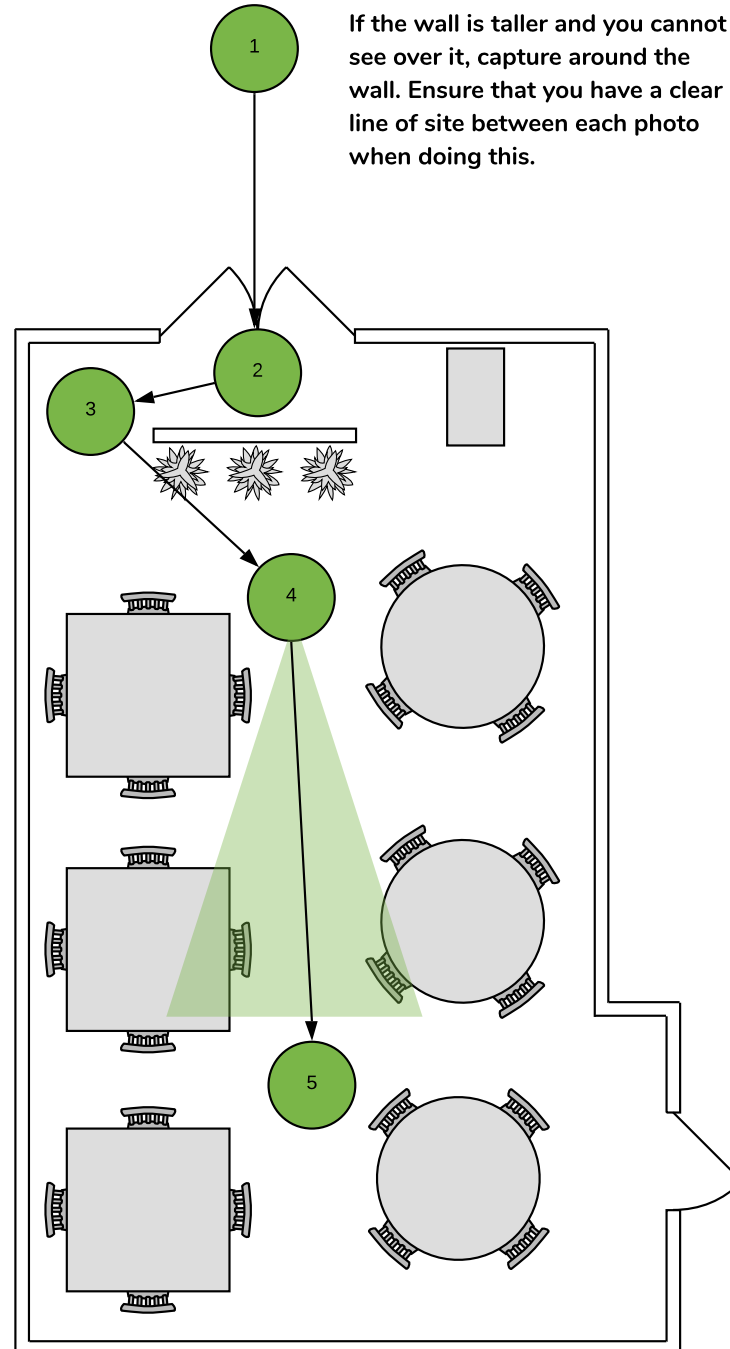


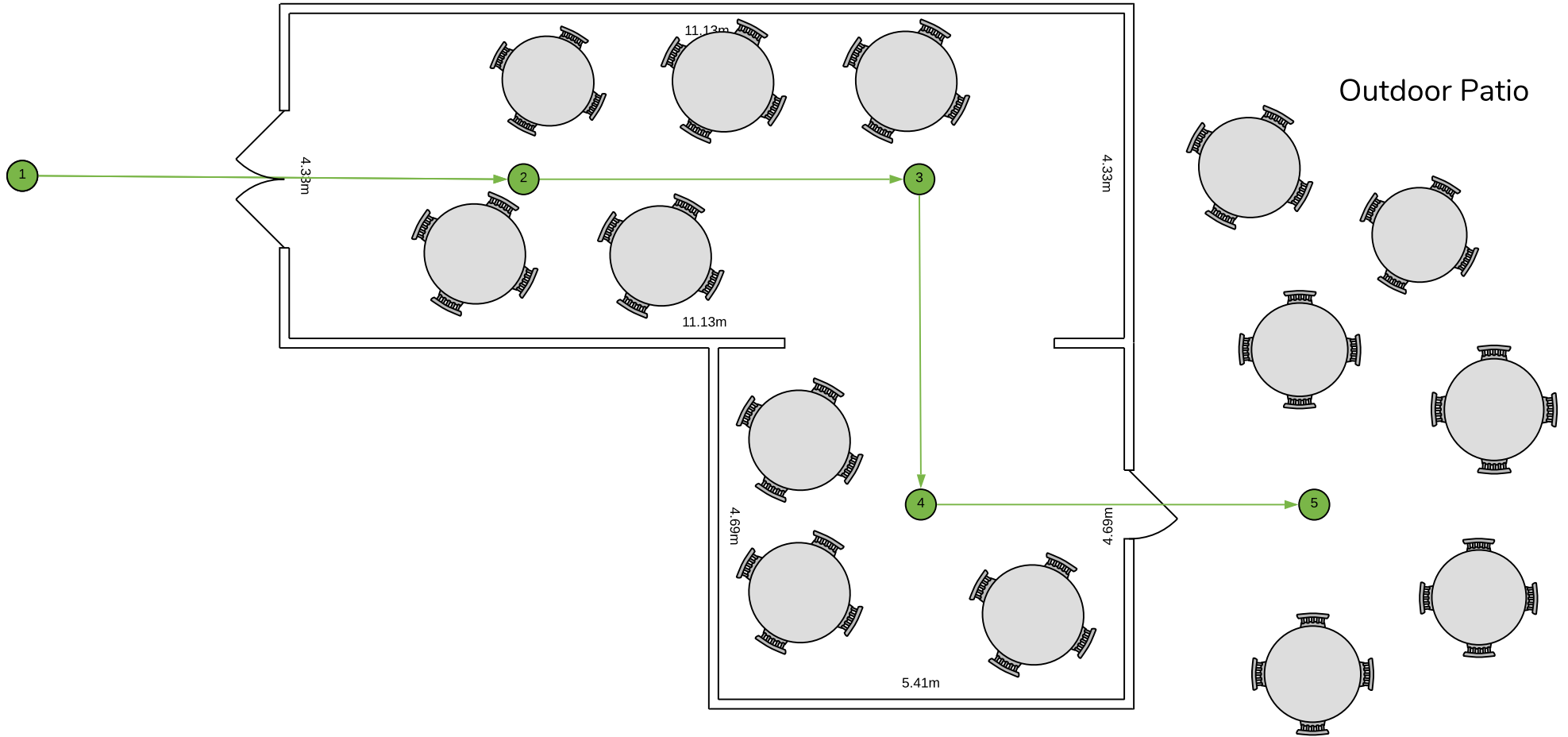
A Grandview was called for here because of the unique walking path up to the front door. Also, notice how this is one capture path leading to the outside patio. This may not always be the case. There are instances where it's difficult to create a seamless experience, or single capture path, while still showing the outdoor patio or another exterior feature. If you run into that, you'll need to create a multi-tour and split out the patio as a separate virtual tour.

Let's assume there is a wall upon entering the locations. If the wall is low enough where you can clearly see over it, you can capture the next shot on the other side since it won't feel like the user is going through the wall upon transitioning/



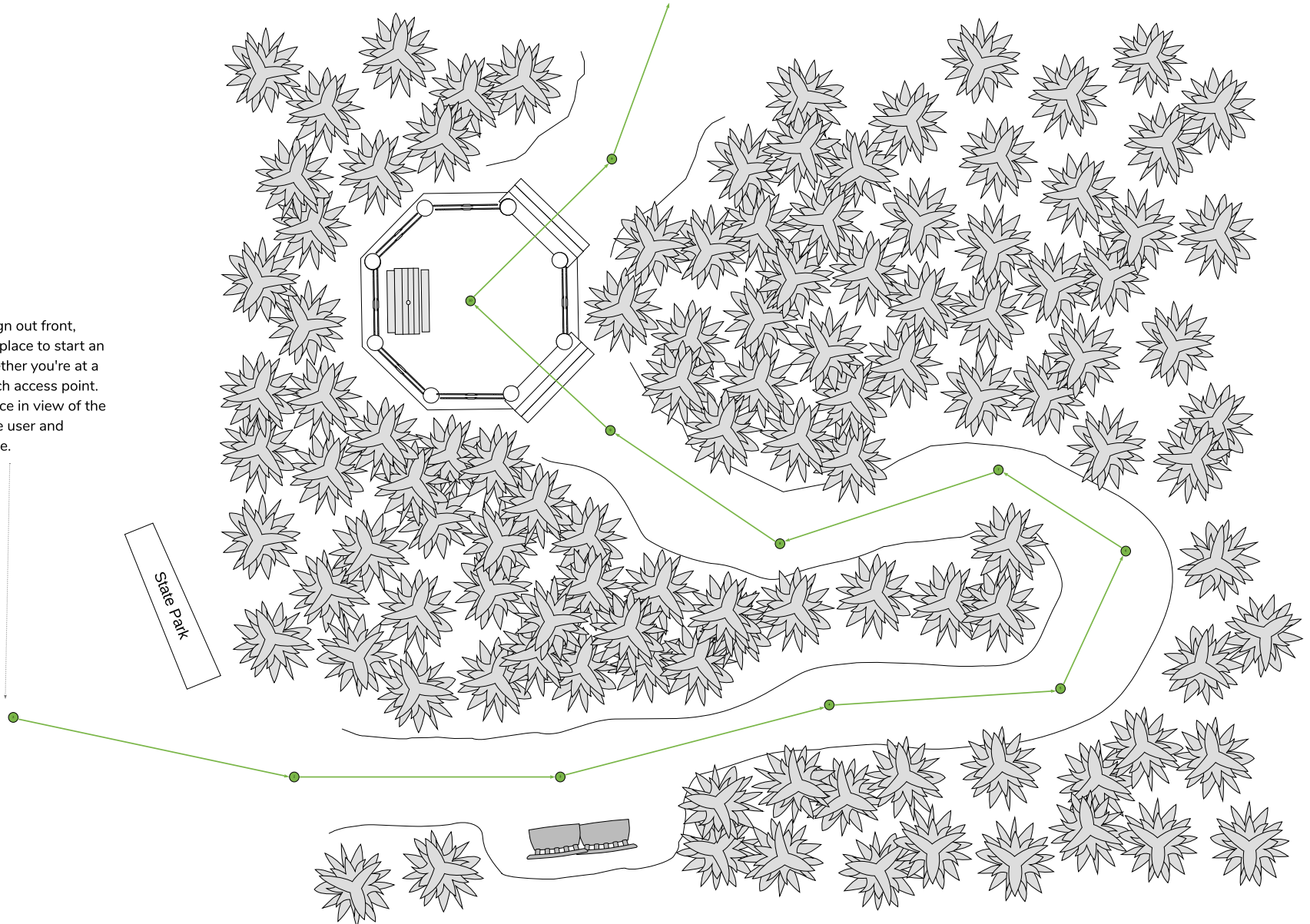
If the wall is taller and you cannot see over it, capture around the wall. Ensure that you have a clear line of site between each photo when doing this.



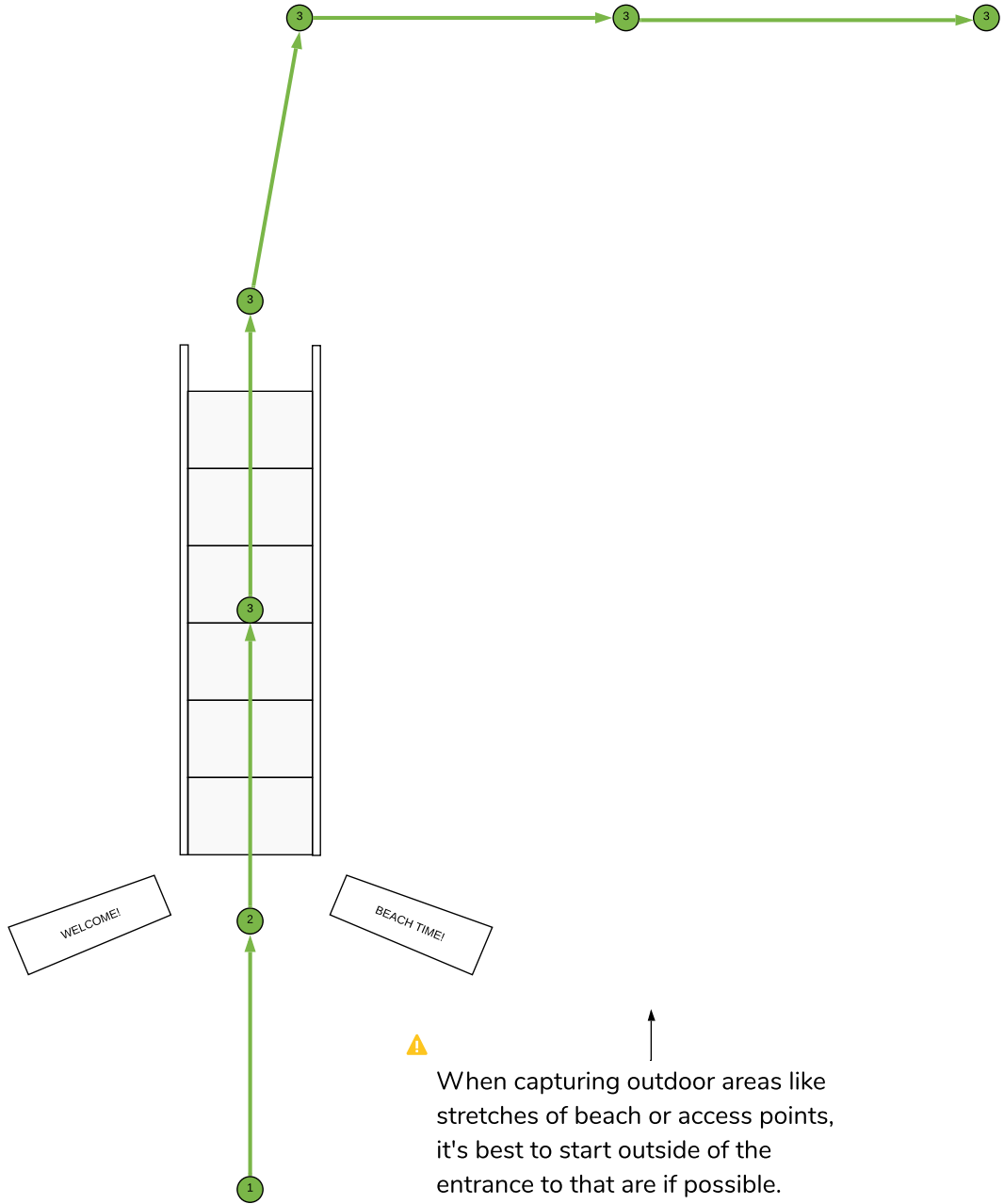


Outdoor locations are more open ended regarding the capture path you'll take for each virtual tour. Many of them, like large state, national, and local parks will require multi-tours. As long as you understand the Principles that Threshold Virtual Tours follow, you'll be able to create a beautiful and intuitive experience.

▲ This State Park has a sign out front, which is always a great place to start an outdoor experience whether you're at a park, hiking trail, or beach access point. Try to start the experience in view of the entrance sign to give the user and immediate sense of place.



Ocean

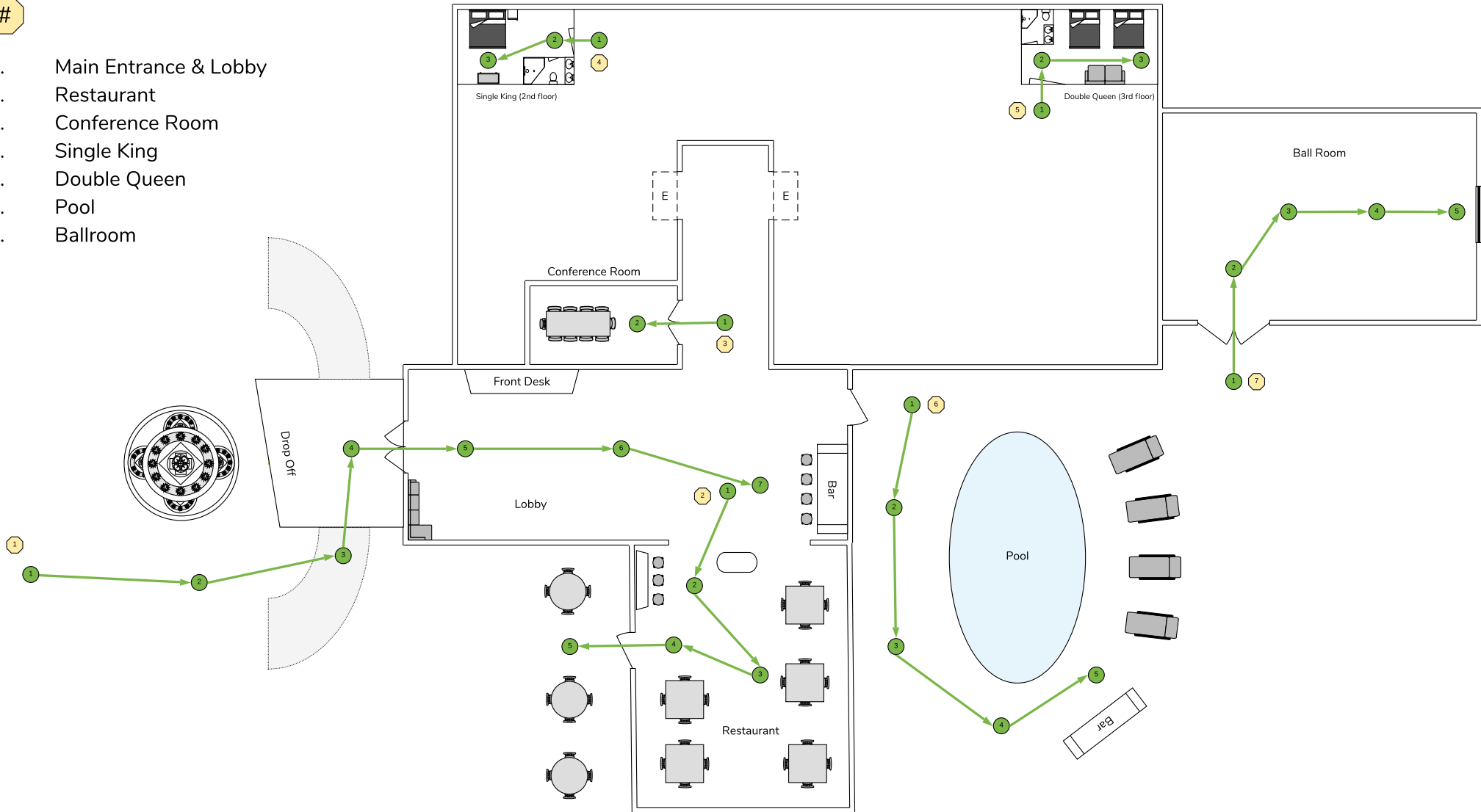


When capturing outdoor areas like stretches of beach or access points, it's best to start outside of the entrance to that area if possible. Remember, we're trying to simulate what it's like to actually visit the location.

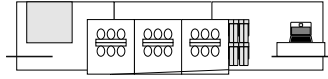
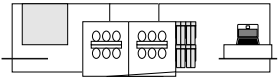


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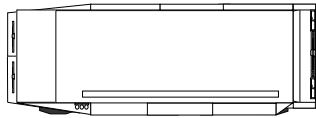
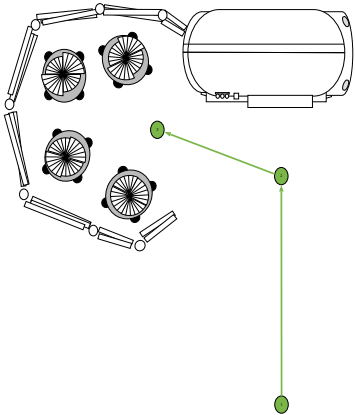
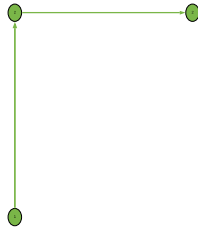
- 1. Main Entrance & Lobby
- 2. Restaurant
- 3. Conference Room
- 4. Single King
- 5. Double Queen
- 6. Pool
- 7. Ballroom



Walk-ups are locations like food trucks, order counters inside of food halls or cafeterias, and outdoor locations like statues or monuments. They will typically only require 2 - 3 photos.



Depending on the size, or width, of an order counter you may want to take a head on approach (left) or an L approach (right)



A slight angle for photo 3 here can help create a smoother approach

When capturing statues or monuments it helps to take 2 - 3 photos leading up to the main area to give the user perspective.

