

MESHONYX

3D VISUALISATION · PROJECT BOOK

# Nidhin House

A two-storey Kerala contemporary home built in 3D from the client's CAD plans, day and night, inside and out

Project NH-001 | Issued 08 Oct 2026 | Blender Cycles · Full HD (1920 × 1080) | Meshonyx workflow v1.2

PROJECT AT A GLANCE

# Nidhin House

**2767 sq ft**
TOTAL BUILT-UP

**1813 sq ft**
GROUND FLOOR (168.5 m²)

**954 sq ft**
FIRST FLOOR (88.7 m²)

**4**
BEDROOMS

**14.1 × 13.2 m**
GROUND FOOTPRINT

**2**
OPEN TERRACES + BALCONY

The client supplied two CAD floor plans and a stated total of 2767 sq ft. Meshonyx measured every wall, window and door, built both floors in 3D (including the half-round stair around an oval well), furnished the rooms, planted the compound and rendered the house at Full HD by day and by night.

| | |
|---|---|
| **Project** | Nidhin house, Meshonyx project NH-001 |
| **Ground floor** | Drawing room, dining room with a curved stair, kitchen with work area and utility, three bedrooms with toilets and dress rooms, 8 m verandah |
| **First floor** | Living room 390 × 750 with the half-round stair, one bedroom with toilet and dress room, balcony over the verandah, and two open terraces (west wing and kitchen wing) |
| **Style** | Kerala contemporary: clay-tile roof with deep eaves, timber verandah pillars and railings, coloured plaster, laterite plinth, chajjas over windows, planted compound |
| **Source** | The client's two vector CAD plans (ground and first floor): walls, windows and doors measured exactly from the drawings (24 cm walls) |



DRAWING 01

# Ground floor plan




## Ground floor plan

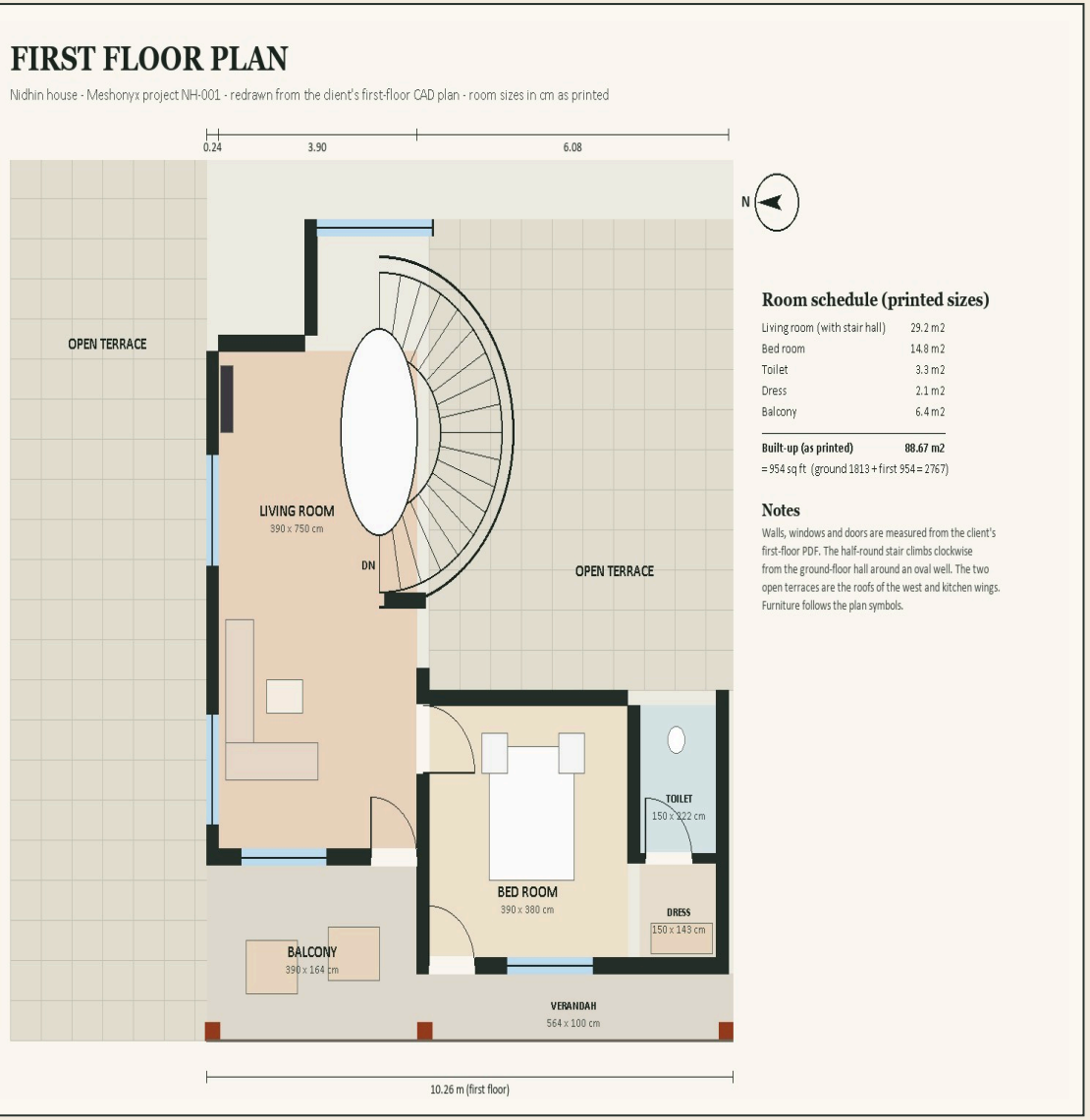
Redrawn from the client's vector PDF with furniture. Room sizes in cm as printed. The source compass puts north to the sheet's left.

## Room schedule

| Room | Size m | m² |
|---|---|---|
| Bedroom 1 | 3.60 × 3.30 | 11.9 |
| Bedroom 2 (with wardrobe) | 3.60 × 3.80 | 13.7 |
| Master bedroom | 3.90 × 3.80 | 14.8 |
| Drawing room | 3.90 × 3.80 | 14.8 |
| Dining room with curved stair | 5.26 × 3.46 | 18.2 |
| Kitchen | 4.28 × 3.30 | 14.1 |
| Work area | 2.86 × 2.50 | 7.1 |
| Store / utility | 1.92 × 3.30 | 6.3 |
| Toilets (4) and wash | as printed | 14.1 |
| Dress rooms (2) | as printed | 5.2 |
| Verandah | 7.98 × 1.64 | 13.1 |
| **Built-up (as printed)** | | **168.5** |

DRAWING 02

# First floor plan




## First floor plan

Redrawn from the client's first-floor PDF. The two open terraces are the roofs of the west wing and the kitchen wing; the stair climbs clockwise around the oval well.

## Room schedule

| Room | Size m | m² |
|---|---|---|
| Living room (with stair hall) | 3.90 × 7.50 | 29.2 |
| Bed room | 3.90 × 3.80 | 14.8 |
| Toilet | 1.50 × 2.22 | 3.3 |
| Dress | 1.50 × 1.43 | 2.1 |
| Balcony | 3.90 × 1.64 | 6.4 |
| Verandah (first floor) | 5.64 × 1.00 | 5.6 |
| **Built-up (as printed)** | | **88.7** |



EXTERIOR · DAY

# Front elevation

Deep verandah, planted first-floor balcony, hip clay-tile roof over the living volume and a flat-roofed bedroom wing.



EXTERIOR · NIGHT

# After dark

Warm lamps through every room, lit verandah and balcony, path lights and a moonlit compound.



EXTERIOR

# Front

The full frontage: verandah, balcony, bedroom wing and the entry path.

EXTERIORS

# Nidhin House



**Aerial.** Hip roof over the living and stair volume, flat roof over the bedroom wing and the two open terraces.



**From the east.** The kitchen-wing terrace and the bedroom wing.



**Rear.** North side with the stair window and the curved stair wall.



**Verandah.** Timber pillars, stone steps and the main door.

EXTERIORS

# Nidhin House



**Front at night.** Lamps on the verandah and balcony, path lights and gate lamps.



**Aerial at night.** The house glowing in the compound.



INTERIOR

# Drawing room

L-shaped sofa set and TV unit, with the half-round stair beyond.

INTERIORS

# Nidhin House



**Drawing room, from the hall.** Main door and front window on the verandah side.



**Dining room and stair.** Eight-seat dining table under the helical stair.



**The half-round stair.** Eighteen floating treads climbing clockwise around the oval well.



**Kitchen.** Counters on three sides, hob, fridge and the work area beyond.

INTERIORS

# Nidhin House



**Master bedroom (ground).** Double bed with attached toilet and dress room.



**Bedroom 1.** Double bed with a wardrobe and a window to the garden.



**Bedroom 2.** Bed, wardrobe and window to the verandah.



**Verandah.** Seating along the 8 m verandah.

INTERIORS

# Nidhin House



**Living room (first floor).** The long living room with the L sofa, west windows and the stair well.



**Living room from the balcony door.** Looking north along the room towards the TV wall.



**Stair at first-floor level.** The stair arriving at the landing beside the living room.



**Bedroom (first floor).** Double bed with attached toilet and dress room.

INTERIORS

# Nidhin House



**Balcony.** Seating over the verandah with a timber railing and planters.



**Open terrace (kitchen wing).** Seating and planters, with the curved stair wall behind.



**Open terrace (west wing).** The tiled roof terrace over the bedrooms.

PROJECT DETAILS

# Specification and deliverables

## Assumptions and design decisions

- Walls, windows and doors of both floors are measured from the client's PDFs (scale 2.90 cm per drawing point, 24 cm walls); room sizes follow the printed labels.
- Floor-to-floor height 3.25 m (10 ft walls). The roof forms (hip roof over the living volume, flat roof over the bedroom wing) and all finishes are Meshonyx proposals; the client plans show no roofs.
- The curved stair is modelled as 18 risers of 180 mm over 180 degrees (about 0.33 m going at the walking line).
- Furniture, fixtures, landscaping and the compound wall are representative. Interior doors are shown as openings; only the main door is modelled closed.
- The first-floor bedroom sits about 1.0 m north of the ground-floor master bedroom in the client's drawings, as drawn; the sheet's north arrow points to the left.

## Render settings

- Blender 5.2 Cycles on CPU, 32-56 samples adaptive, OpenImageDenoise, AgX view transform.
- All renders 1920 × 1080 (Meshonyx Full HD rule), rendered in three bands and stitched.

Credits: ambientCG and Poly Haven (CC0) textures, HDRIs and models; geometry, layout and lighting by Meshonyx scripts.

## Render index

| Render | File | Size (px) |
|---|---|---|
| Hero Day | 01_hero_day_v7_1080p.png | 1920 × 1080 |
| Hero Night | 02_hero_night_v7_1080p.png | 1920 × 1080 |
| Front | 03_front_v8_1080p.png | 1920 × 1080 |
| Aerial | 04_aerial_v8_1080p.png | 1920 × 1080 |
| From the east | 05_side_v8_1080p.png | 1920 × 1080 |
| Rear | 06_rear_v8_1080p.png | 1920 × 1080 |
| Verandah | 07_verandah_close_1080p.png | 1920 × 1080 |
| Front at night | 08_front_night_1080p.png | 1920 × 1080 |
| Aerial at night | 09_aerial_night_1080p.png | 1920 × 1080 |
| Drawing room | 10_drawing_a_1080p.png | 1920 × 1080 |
| Drawing room, from the hall | 14_drawing_b_1080p.png | 1920 × 1080 |
| Dining room and stair | 11_dining_1080p.png | 1920 × 1080 |
| The half-round stair | 24_stair_1080p.png | 1920 × 1080 |
| Kitchen | 12_kitchen_1080p.png | 1920 × 1080 |
| Master bedroom (ground) | 13_master_bedroom_1080p.png | 1920 × 1080 |
| Bedroom 1 | 16_bedroom1_1080p.png | 1920 × 1080 |
| Bedroom 2 | 17_bedroom2_1080p.png | 1920 × 1080 |
| Verandah | 18_verandah_1080p.png | 1920 × 1080 |
| Living room (first floor) | 25_first_living_a_1080p.png | 1920 × 1080 |
| Living room from the balcony door | 26_first_living_b_1080p.png | 1920 × 1080 |
| Stair at first-floor level | 27_first_stair_1080p.png | 1920 × 1080 |
| Bedroom (first floor) | 28_first_bedroom_1080p.png | 1920 × 1080 |

## Automatic QA

| Image | Status |
|---|---|
| **25 images checked** | **24 PASS · 1 WARN** |
| 05_side_v8_1080p.png | **WARN: 0.026% isolated bright pixels** |

Every image was also opened and checked by eye before sign-off.