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- (71) **Applicant:** DIRT ENVIRONMENTAL SOLUTIONS INC. [US/US]; 4001 South 700 East, Suite 450, Salt Lake City, UT 84107 (US).
- (72) **Inventor:** HOWELL, Joseph, S.; 6756 South 1750 East, Uintah, UT 84405 (US).
- (74) **Agents:** FRODSHAM, Michael, J. et al.; Workman Nydegger, 1000 Eagle Gate Tower, 60 E. South Temple, Salt Lake City, UT 84111 (US).
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- (54) **Title:** VISUAL DISTORTION EFFECTS THROUGH TRANSLUCENT STRUCTURES IN DESIGN SOFTWARE

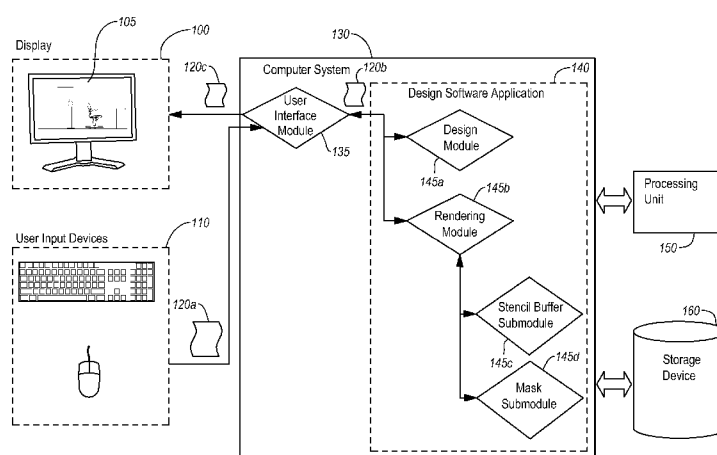


FIG. 1

- (57) **Abstract:** System, methods, and apparatus allow for creating translucent surfaces within a three-dimensional model. One or more implementations render a three-dimensional model of a layout of a design space within an architectural design environment. Additionally, one or more implementations identify a first portion of the three-dimensional model that is positioned behind a translucent surface within the three-dimensional model. Furthermore, one or more implementations render a visual distortion effect for the identified first portion of the three-dimensional model. Further still, one or more implementations display on a display device the three-dimensional model comprising the translucent surface, such that the three-dimensional model is displayed behind the translucent surface in a distorted form based on the rendered distortion effect.