Crown Landmark / Interiors without fixed panoramas

Approved city baseline / Interior development continues



R02 corrects 11 images: eight neutral upper-floor views, two rear-core panel fixes and one ground-view correction.

The interiors can move forward now. Final scenery can be added from the approved city model when the room cameras are coordinated.

The pale daylight background is temporary. It does not specify frosted glass or a change to the city.

What changed / what to use now

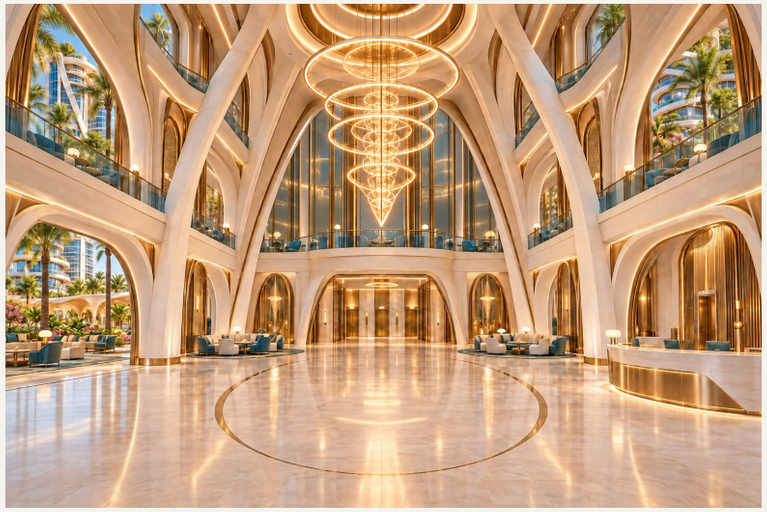
Approved city baseline / Interior development continues

01 + 03	**Lobby and entrance** Rear upper panels read as reflective interior surfaces.
14	**Hospitality reverse** Ground-floor ocean removed; inland planting and facades.
12, 15, 17, 18	**Council suite** Neutral daylight replaces inconsistent tower panoramas.
19, 21, 22	**Diplomacy suite** Neutral daylight, including the small office window strip.
25	**Celebration room** Neutral daylight replaces the unverified close tower view.
Other 14 shots	**Remaining references** Retained byte-for-byte from R01.
Technical files	**Plans and schedules** Unchanged R01 proposal; original labels preserved.

Room designs and finishes were visually checked for preservation. Generated edits may include minor texture or reflection changes.

Arrival / lobby and galleries

Complete frames / see the individual PNG files for full-resolution detail



01 / LobbyWide

L00-RM001 / Context corrected



02 / LobbyReverse

L00-RM001 / R01 retained



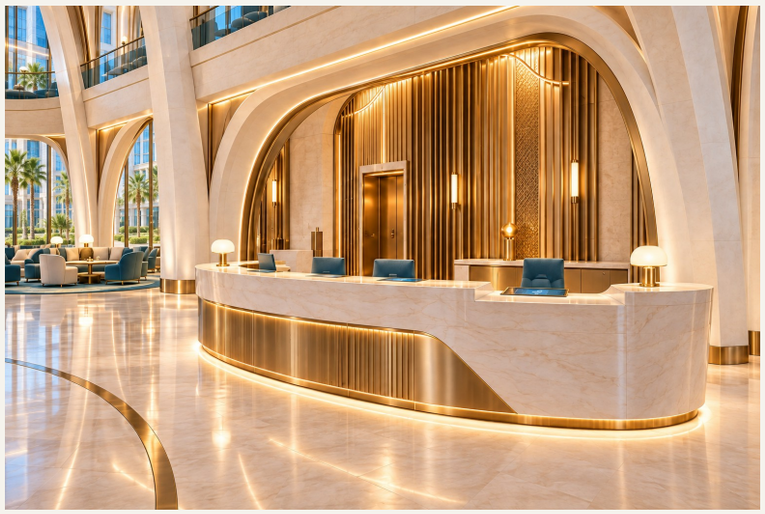
03 / EntranceIn

L00-RM001 / Context corrected



04 / EntranceOut

L00-RM001 / R01 retained



05 / ReceptionDetail

L00-RM002 / R01 retained



06 / AtriumGallery

L01-RM001 / R01 retained

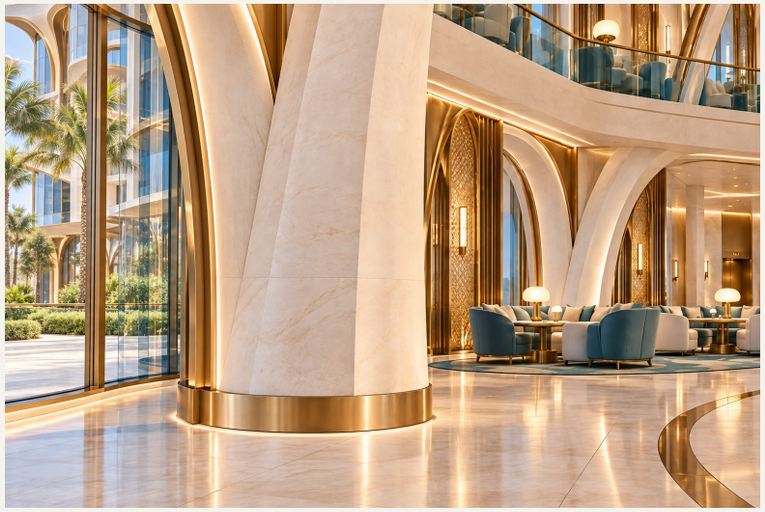
Interior details / circulation

Complete frames / see the individual PNG files for full-resolution detail



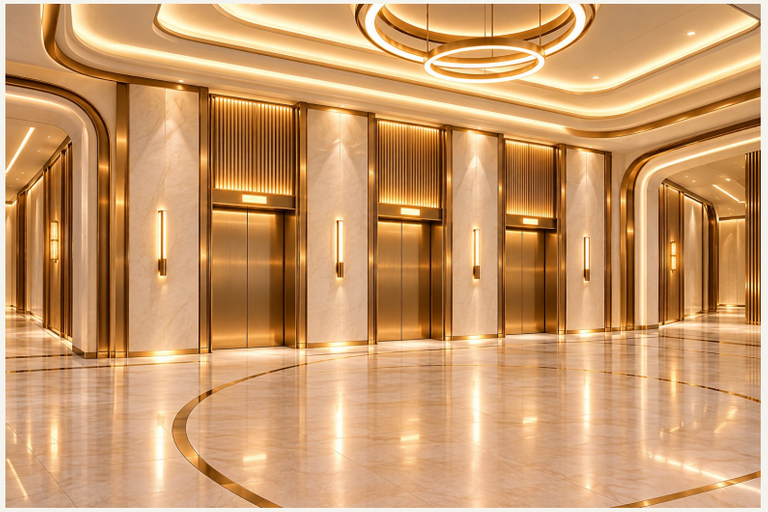
07 / CeilingLighting

L00-RM001 / R01 retained



08 / StructuralMaterialJunction

L00-RM001 / R01 retained



09 / ElevatorLobby

L00-RM080 / R01 retained



10 / ElevatorCabin

L00-RM092 / R01 retained



11 / StairLanding

L00-RM090 / R01 retained



12 / CouncilCorridor

L25-RM083 / Neutral daylight

Hospitality / council

Complete frames / see the individual PNG files for full-resolution detail



13 / HospitalityLoungeWide

L00-RM003 / R01 retained



14 / HospitalityLoungeReverse

L00-RM003 / Context corrected



15 / CouncilWide

L25-RM001 / Neutral daylight



16 / CouncilReverse

L25-RM001 / R01 retained



17 / VotingTableDetail

L25-RM001 / Neutral daylight



18 / CouncilWaiting

L25-RM002 / Neutral daylight

Diplomacy / support

Complete frames / see the individual PNG files for full-resolution detail



19 / DiplomacyLoungeWide

L26-RM001 / Neutral daylight



20 / DiplomacyLoungeReverse

L26-RM001 / R01 retained



21 / BreakfastNegotiation

L26-RM002 / Neutral daylight



22 / OfficeAndRecords

L26-RM003 / Neutral daylight



23 / OccupiedSuite

L03-RM001 / R01 retained



24 / ServiceSupport

L00-RM005 / R01 retained

Celebration room

Complete frames / see the individual PNG files for full-resolution detail

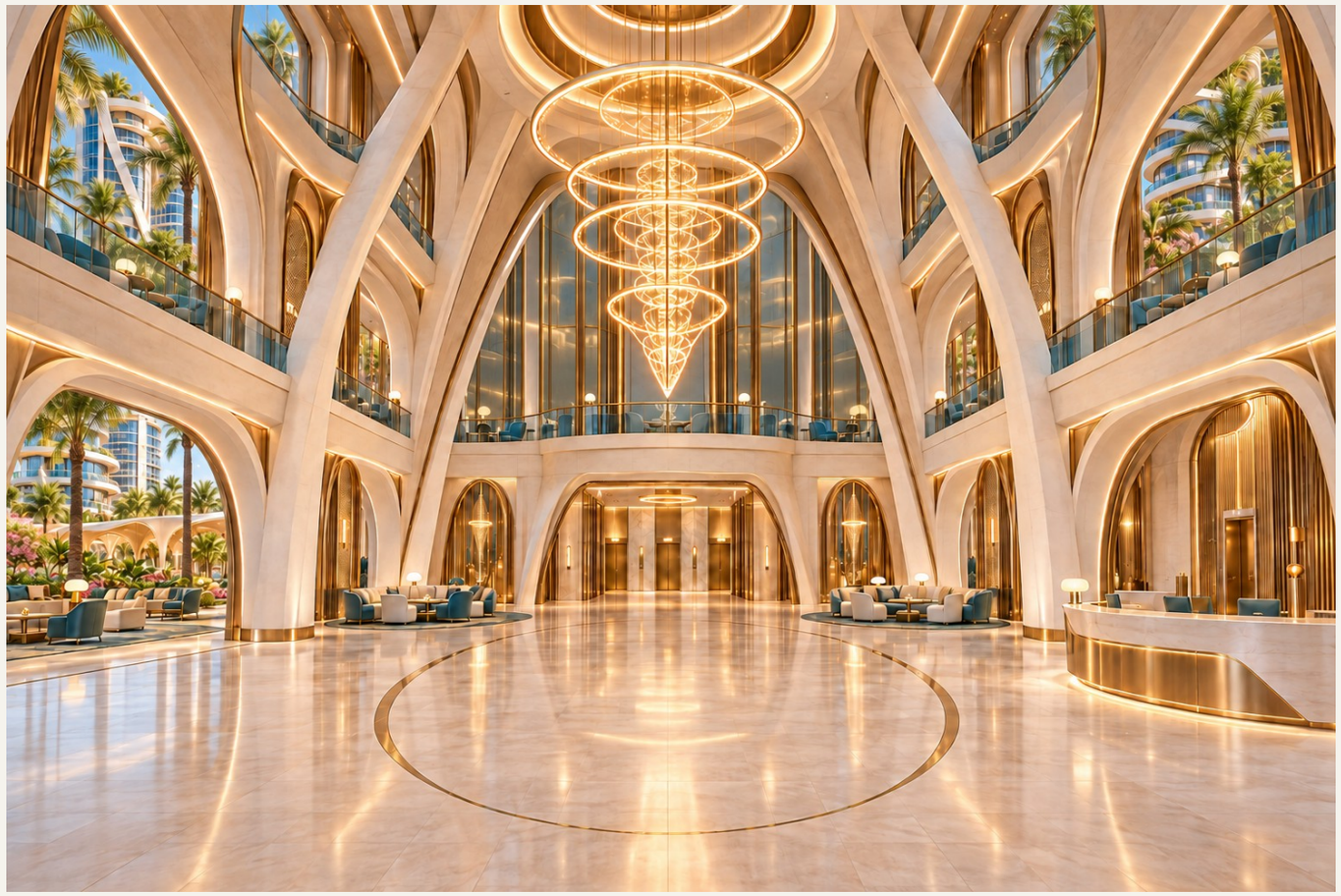


25 / CelebrationRoom / L25-RM003

Neutral daylight backdrop. Interior furnishings and layout retained.

Continue the interiors / connect final views later

Approved city baseline / Interior development continues



Use now

R02 room masters and individual views. Existing plans, materials, room and camera schedules remain the R01 proposal.

Connect later

Render each window from the same approved city scene using actual room position, floor height and camera direction.

The city layout stays as approved. Do not move buildings to match the old generated panoramas.

Check neighboring-building occlusion, horizon, wide/detail continuity and parallax between adjacent rooms. Keep exterior scenery separate so later plan changes affect only the relevant views.

Scope: visual corrections, not a new layout or finished 3D model. Ground/podium scenery remains concept context; exact site-derived views are not claimed.