



3D Architettura

September 2012, **PlaySys** is pleased to announce the launch of 3D Architettura, the international non-periodical publication about 3D, CG, architecture and design.

[3D Architettura](#) is a reference point for architects, artist and everyone who wants to have a dive in the best 3D renders and visualizations for architecture. We search for the most inspiring CG-projects around the world and make interviews with their authors. We provide exchange of opinions on 3D between professionals from different countries, compare points of view and share stories of success.

3D Architettura is multilingual community, widely represented in social media such as [Facebook](#), [Pinterest](#), [Twitter](#), [Linkedin](#) and [VK](#).

Elena Kartseva, editor in chief of 3D Architettura: *“As a designer and a journalist, I believe in a world without borders, where creative people can easily share their opinions, their experience and support each other in the research and development. This is the philosophy behind 3D Architettura”*.

While 3D Architettura offers the unique collection of world's best 3d renders for architecture, we are also pleased to launch Architectools.

Architectools is the included side-publication about tools for architects and designers where we review and share our technical and professional opinion on useful elements that can make the difference in the profession.

About PlaySys

PlaySys was founded in Milan, Italy during the 2007 by Luca Deriu and had as primary business the 3D visualization as well as editorial services for the italian issues of 3D World Magazine, published by Future plc. For more information, please visit www.playsys.it

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