

Apple Barn Rendering Materials

Objective

The objective is to make the materials blend with the scene so that they look 'congruous' to the observer i.e. they don't look too out of place. They do need to look like a newish building rather than a building which is several hundred years old, so a balance is needed. It would be helpful if the materials we show can look a bit older and more weathered than absolutely new materials - although not as old as the historic barns in the background of the photos.

One reference then is the materials on the old barns in the background of the images:



This is what modern versions of those materials look like:



Material examples:

Roofing

Red Clay Roof Single Pantiles (these have a pronounced S-shape compared to standard roof tiles):



Old Hollow Clay Pantile



Santoft 451 Victorian Pantile

These are actually new tiles which are designed to look traditional, so they're fine as is.

Here's a good example of grey slate tiles for the neighbour's roof:



Weatherboarding

Here is some detail from some old barns. You can see that as the weatherboard ages it tends to get less even. That's a 'would be nice' detail rather than a requirement though.





Brick Plinth

At the bottom of the buildings is a few rows of orange/red bricks. These tend to be a little uneven in older barns.





Window Frames

This is just a white painted or powder coated finish. The neighbour's building specifies grey window frames.



Hedges

The additional hedges can just look like the ones on the opposite side of the lane. These are country hedges so usually look quite ragged.



Other

The neighbour's building has some posts and a board at the side of the flat roof, which we can assume are white painted also:

