



DHM DESIGN

DANIEL TAL

Senior Associate / 3D Designer | ASLA | Professional Landscape Architect (CO)

Daniel Tal is a registered landscape architect with over 18 years of experience. Daniel has worked on a variety of projects ranging from large master plans to legacy projects in the US and internationally. Daniel is a 3D modeling and visualization expert. He has authored two books with Wiley and Sons publications on 3D modeling for professionals: Google SketchUp for Site Design and Rendering In SketchUp.

ABOUT

EDUCATION

BS in Landscape Architecture
Colorado State University, 1998
Associates in Liberal Arts
SUNY Delhi, 1992

REGISTRATIONS

Registered Landscape Architect, State of Colorado
2009 - Present
Member, American Society of Landscape Architects
2009 - Present
Board Member, ASLA Education Committee
2012 - 2014

PUBLICATIONS

"SketchUp For Site Design: A Guide to Modeling Site Plans, Terrain and Architecture," Second Edition, February, 2016, Wiley and Sons Publication, print and e-book
"Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture and Interior Design," March, 2013, Wiley and Sons Publications, print and e-book
"Google SketchUp For Site Design: A Guide to Modeling Site Plans, Terrain and Architecture," August, 2009, Wiley and Sons Publications, print and e-book

AREAS OF EXPERTISE

3D Modeling And Visualization Using Sketchup, Lumion And Other 3D Applications
Proficiency In Various Software Programs Including Autocad, Adobe Suites, Video Editing Software And Microsoft Office
Over 10 Years Of Project Management Experience
Small Client To Large Exhibit Presentation Skills
Design And Construction Documents
Marketing And Business Development

CONTACT

dtal@dhmdesign.com
303.892.5566
www.dhmdesign.com

NOTABLE WORK

Durango Character Districts | Durango, CO

The City of Durango is undertaking an ambitious, multi-year character district planning process to create a framework of coordinated district plans that define the unique character of each district and provides a vision for the future. This included the development of character district renderings from a macro to micro view. analyzing existing development code language for these Districts, producing conceptual visualizations of potential redevelopment and public projects, as well as translating existing City policy documents into amendments to the Land Use and Development Code. Daniel worked with the city to generate multiple 3D planning scenarios along key stretches of Durango's downtown core demonstrating the building mass, use types, architectural and site design requirements for existing sites, as well as potential future improvement scenarios.

Montrose Brownfield | Montrose, CO

Developed 3D graphics to show the transformation of a brownfield site into a community amenity. The concepts include turning the power plant into a brewery with a rooftop brew pub, developing the site with a flagship outdoor equipment manufacturer which may be able to provide rental equipment for growing river activities along the corridor, a development option for housing, and a mixed use concept which would include space for a senior housing facility, mixed use commercial development, a community center and converting existing structures for use as an outdoor riverfront market.

Civic Commons Park | Cheyenne, WY

DHM Design is working with the City of Cheyenne to design and implement the Civic Commons Park in the West Edge District. This project is part of a large scale revitalization of the area adjacent to the west of Cheyenne's central business district. The project will combine public infrastructure, parks, open gathering space, and infill development opportunities. Used 3D tools and renders to design, detail and present plaza location, which doubles as a community open space amenity and is used for runoff detention.

Urban Plaza | Bozeman, MT

Designed and developed renderings showing commercial plaza that includes public art and important business access.