THE RICHARD TECHNIQUE

Like Dennis Technique with SU 5 … BUT PERHAPS EVEN BETTER IN SOMR RESPECTS ?

1. Export hidden line image - shadows-on, plain-lines, edge extension = 12 and made extra layer of this one in PS and used spherical filter to drag centre point to image to create reflections in windows, rubbed out heaps, adjust transparency, on original use coloured pencil filter, add noise, adjust transparency,

2. Export hidden line image - shadows on, jitter lines, edge extensions 5, select sky area, use cloud filter, add noise, adjust transparency,

3. Exploded model wire frame view, deleted heaps, threw on a few extra fines off the roof, export image, jitter lines, edge ext = 99, rubbed out excess,

4. To underlay the whole lot used textured image from SU, de-saturate and turn down contrast,

5. Play with all transparencies to get right effect and used eraser to get just the right mix of stuff. The big trick was the layer where I used the spherical filter as this created really light excess line work, giving the look that the sketch had been worked on to test proportions and positioning in addition to the reflections.

Hope this works for you, personally I like the effect and when it is printed from the original 6 Mb file it looks so real as a sketch it is rather scary.
You may note that even on the project name I used the radial blur filter to create just a little smudging for authenticity.
The use of the cloud filter, reducing contrast and adding noise there gave quite a good finger rubbed and finger smudge effect overall.