One of the ways in which architects communicate their designs is through hand-made architectural sketches. Often it would be beneficial to have a sketch drawn from several angles, but producing many sketches is time-consuming for the architect. Another interesting visualization tool could be an interactive smooth rotation around a stylized scene, which would be impossible to do by hand.

Style transfer is an area from non-photorealistic rendering. It tries to solve the problem of transferring a style from an image to another one. This work introduces the current state of style transfer and compares several methods of transferring an architectural sketch style from one view of a 3D scene to another view of the same scene. The StyLit algorithm is then expanded to run the style transfer for multiple viewpoints at the same time while maintaining spatially coherent results. Finally, a method to run an interactive smooth movement around the stylized scene is introduced.