

Multimedia

Examples of unusual Media

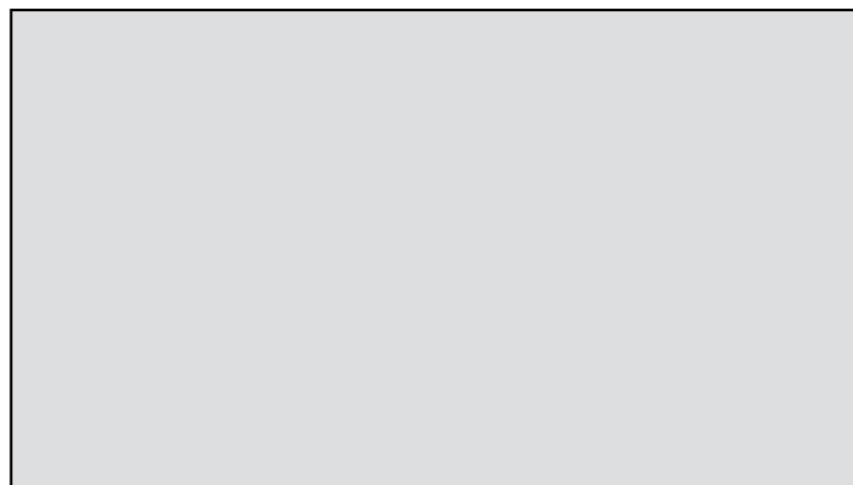
Screens



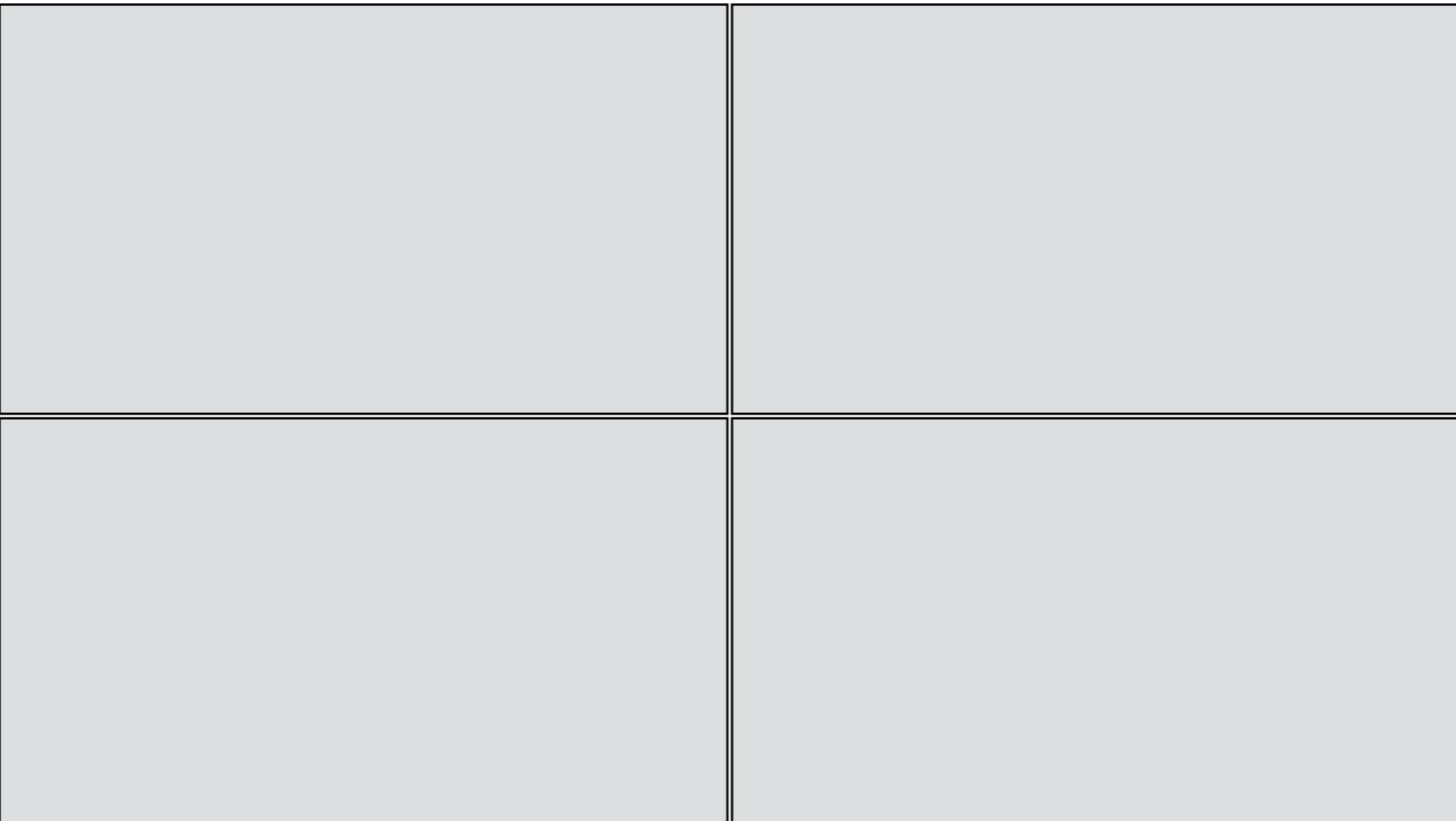
Screens



Screens



Multiple Screens

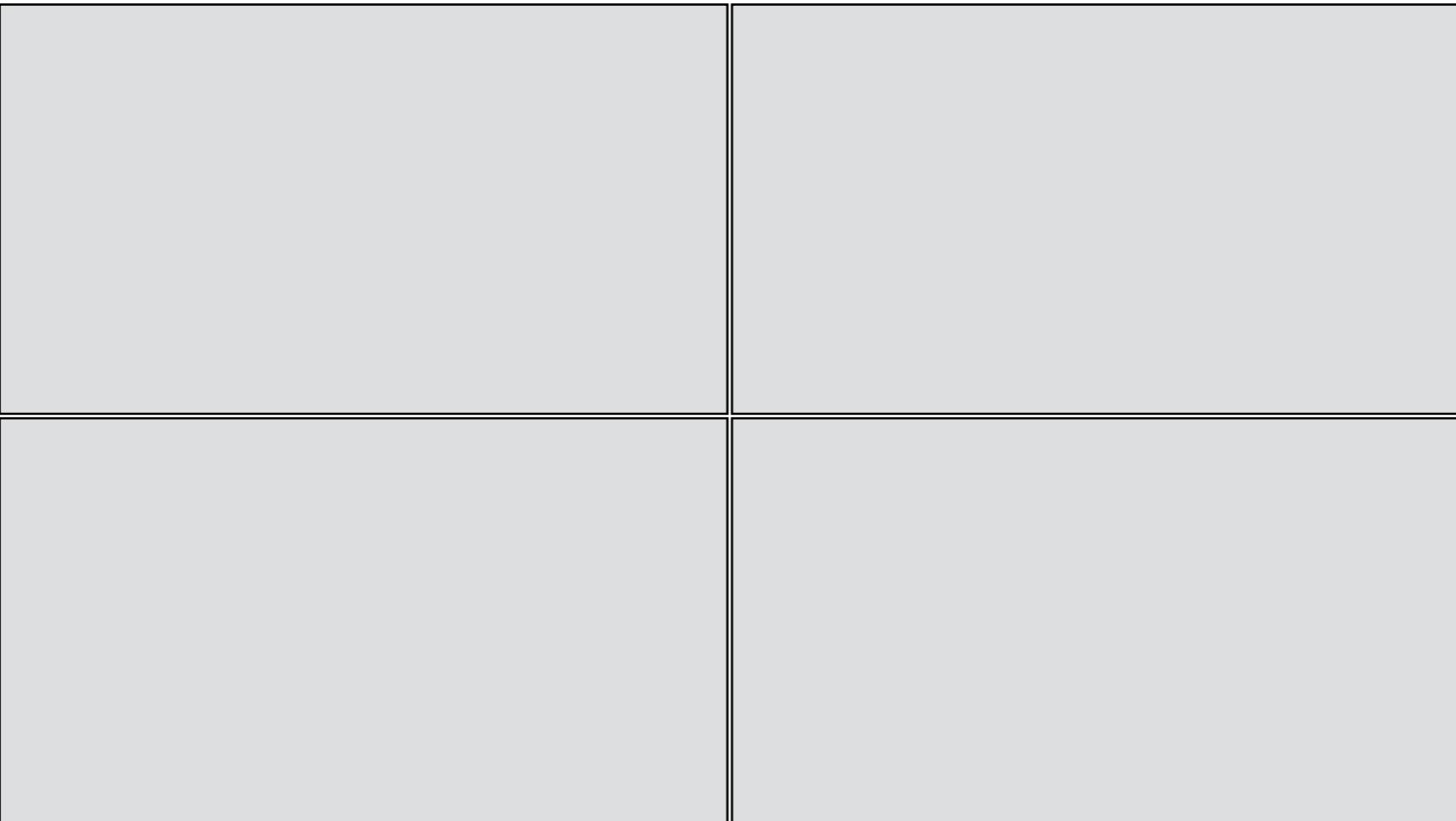


Screens

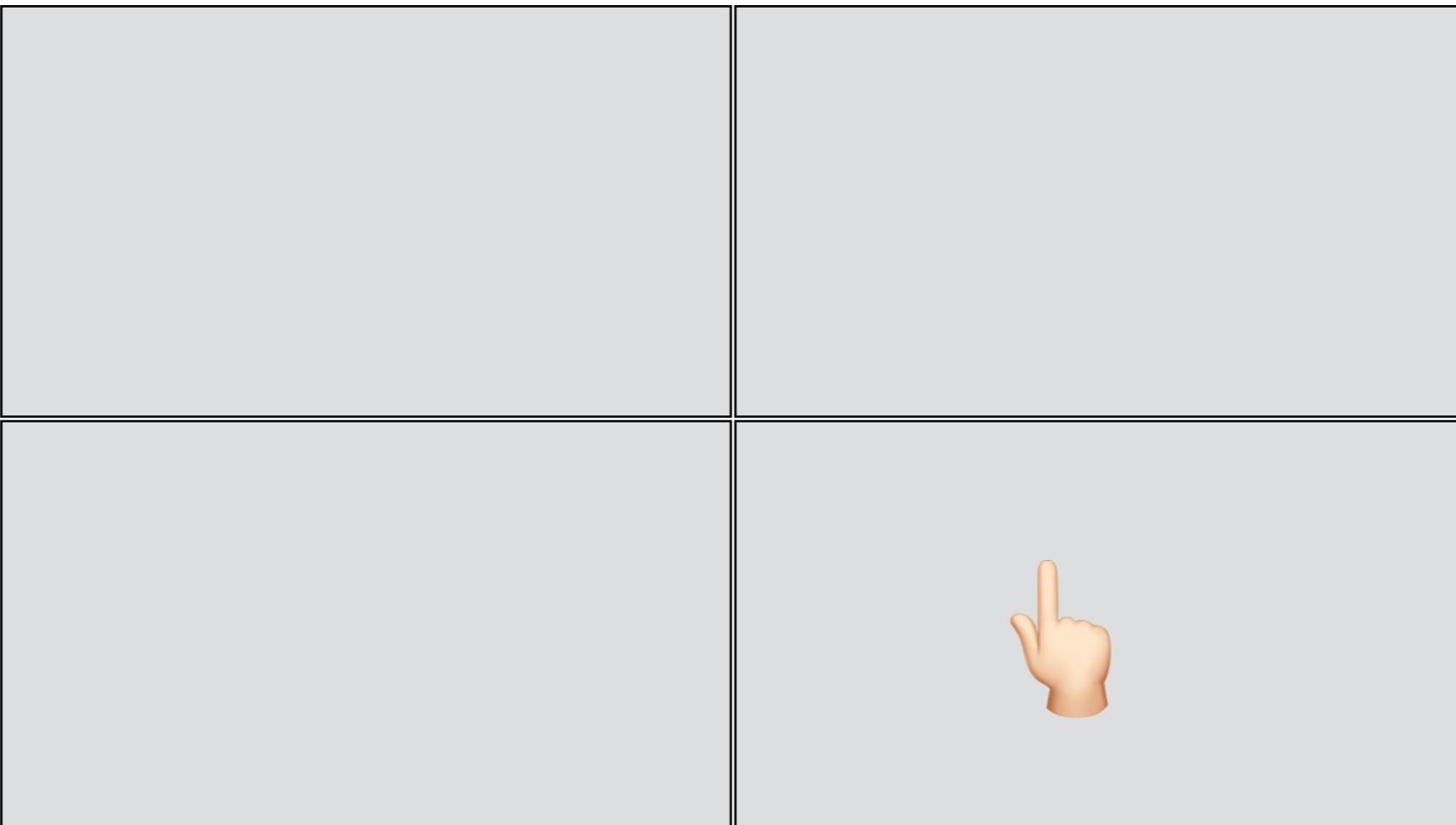


Onformative: Klarna Data Wall

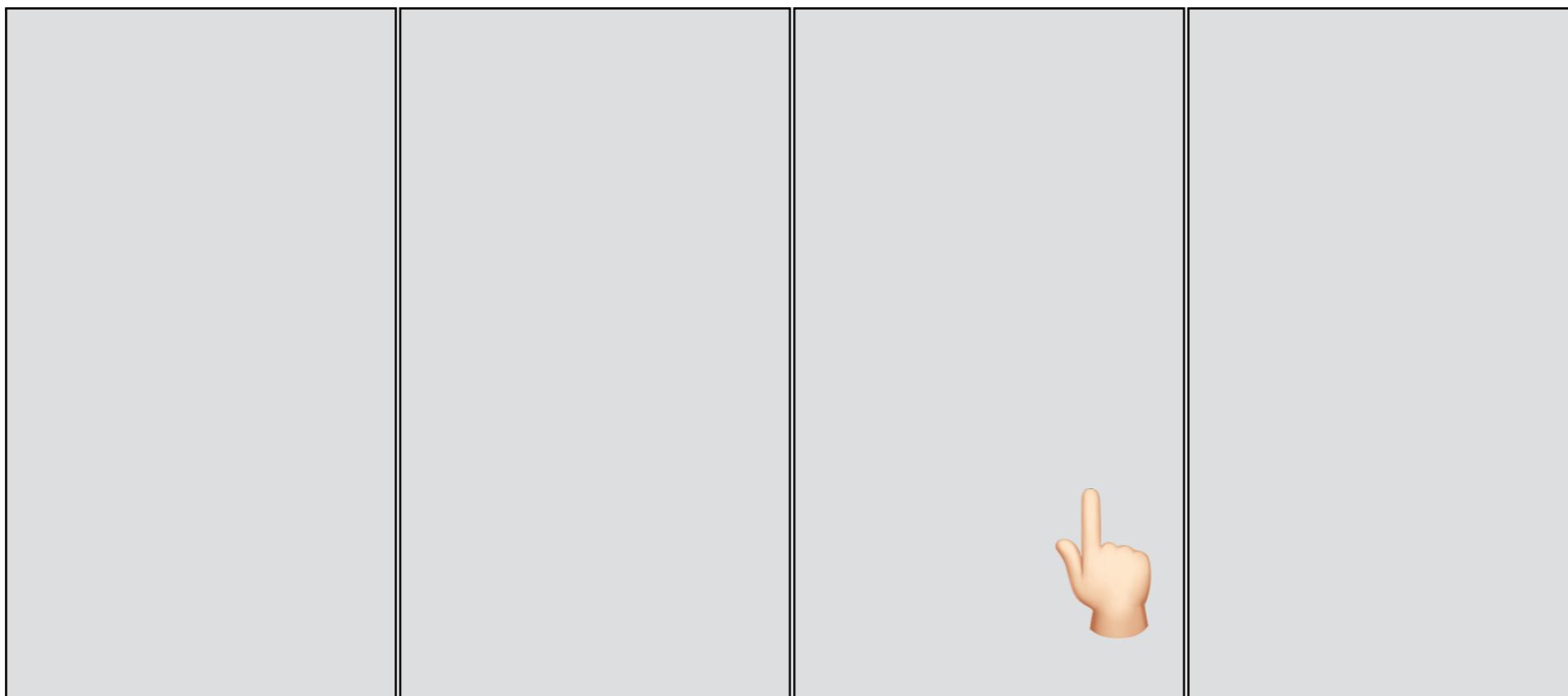
Multiple Screens



Multiple Screens



Multiple Screens

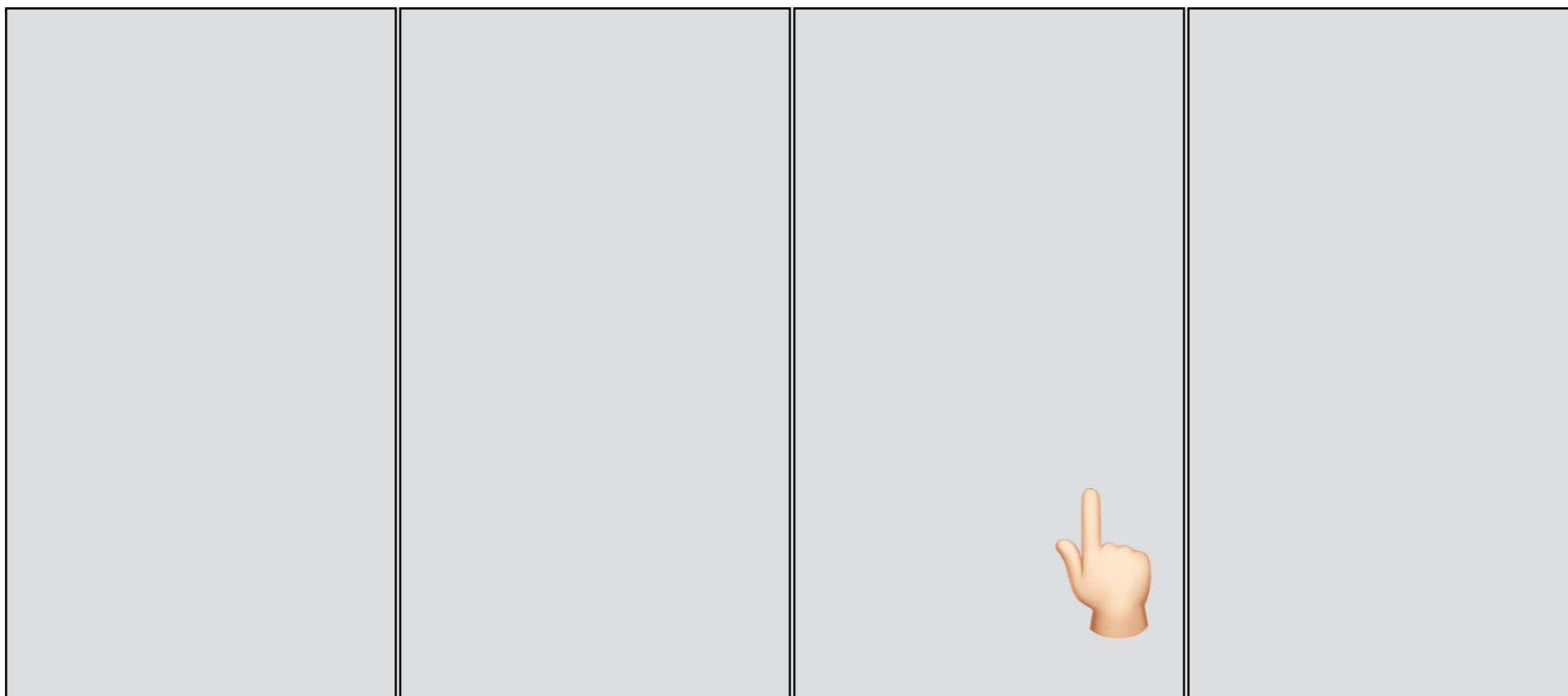


Screens

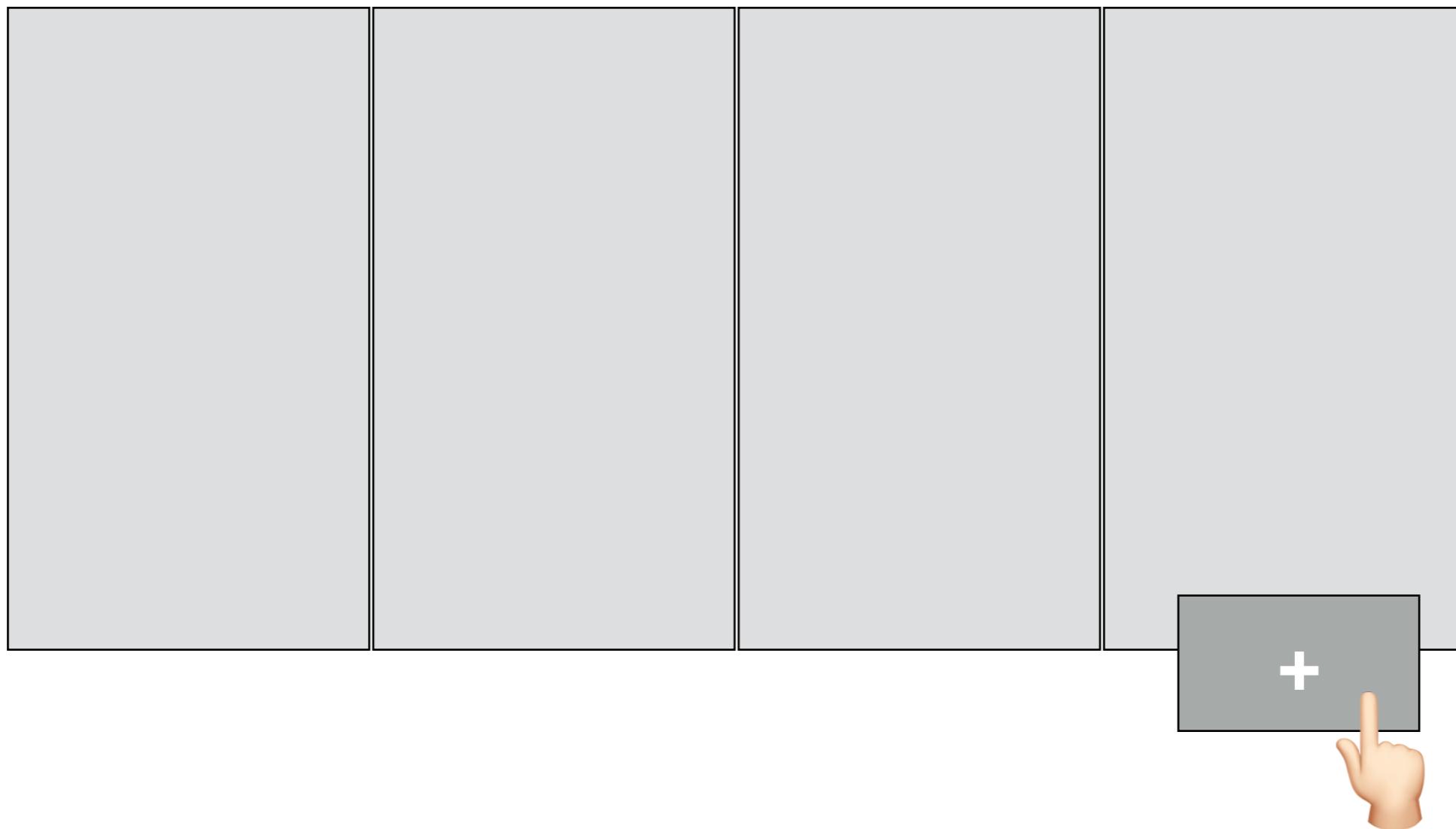


17K: Herrenknecht Media Wall

Multiple Screens



Multiple Screens + Second Screen

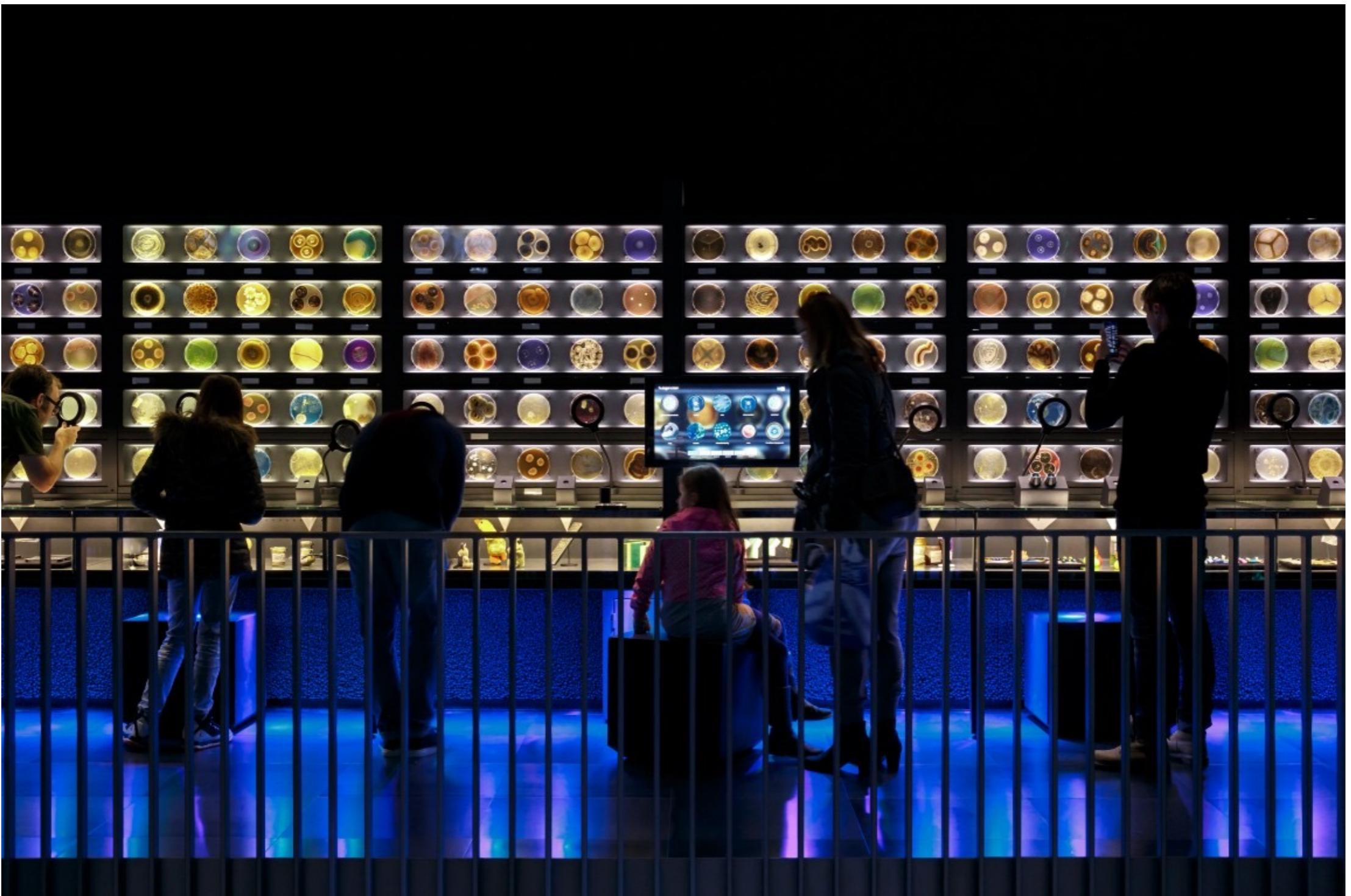


Screens



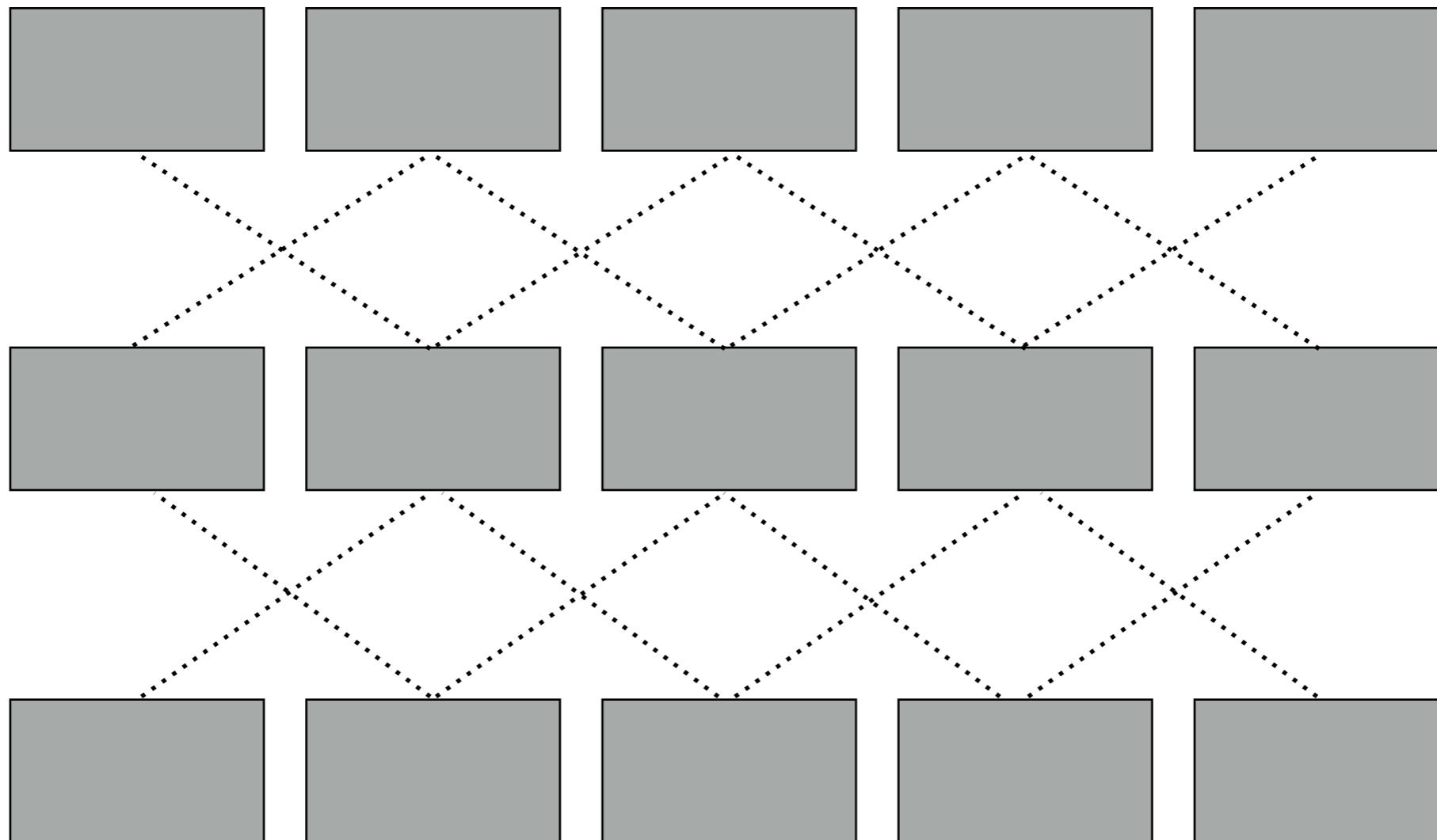
17K: Herrenknecht Media Wall

Screens

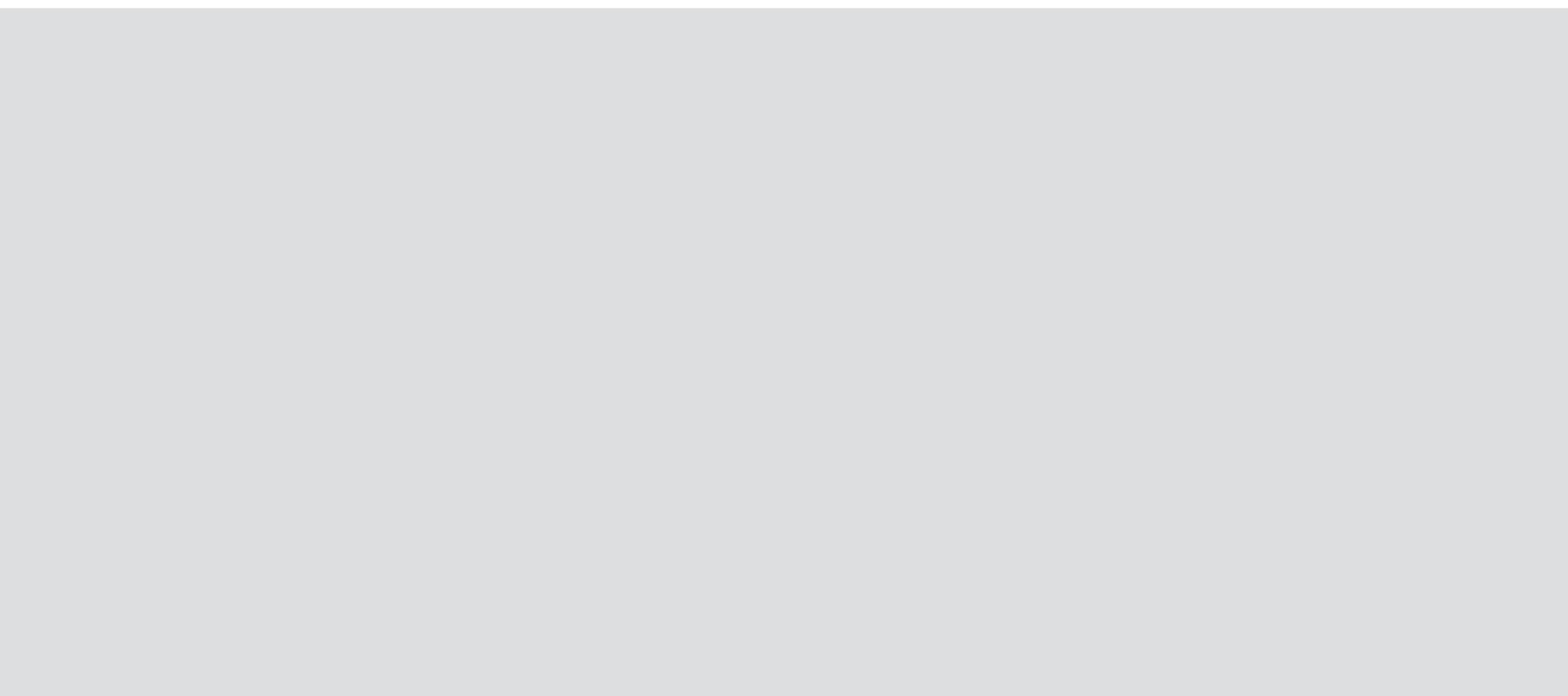


Art+Com: MICROPIA

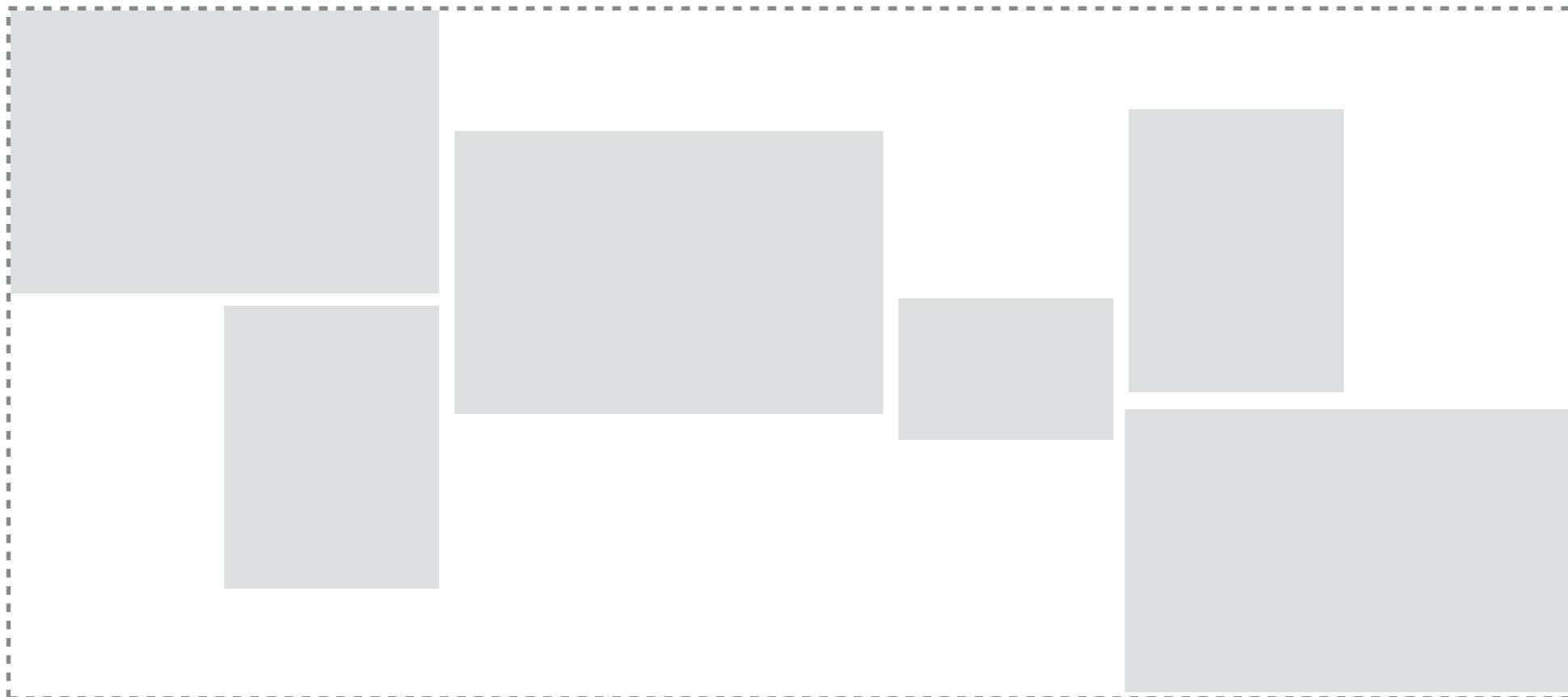
Multiple Connected Screens



Projection



Projection Mapping



Projection Mapping



Foto: Uwe Niklas

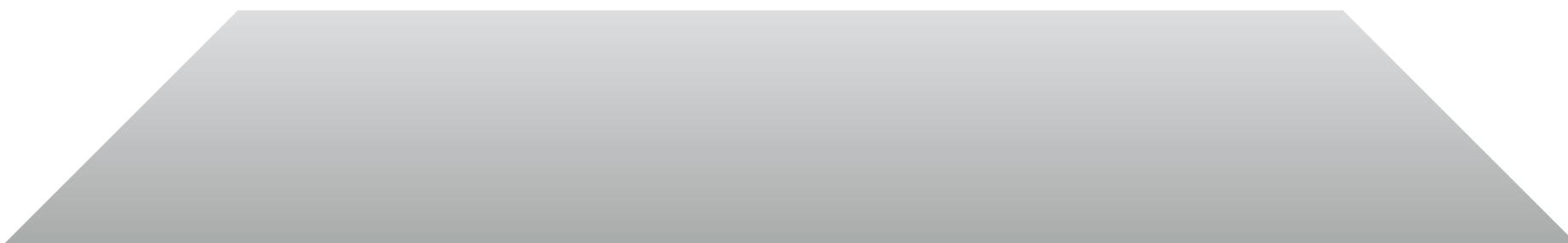
17K: DB Strategieraum

Projection Mapping



Art+Com: Statistikband

Projection on Floor



Projection on Table

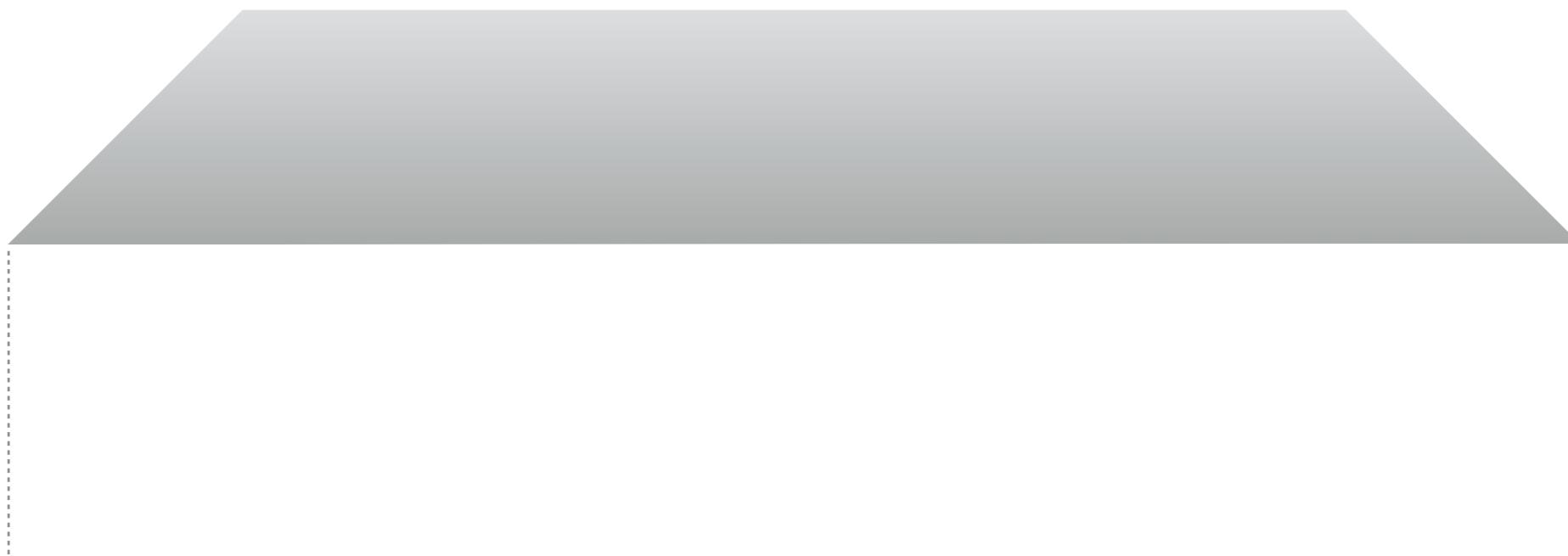


Table and Wall Combination



Table and Wall Combination



Art+Com: MICROPIA

Table with Tangible Objects

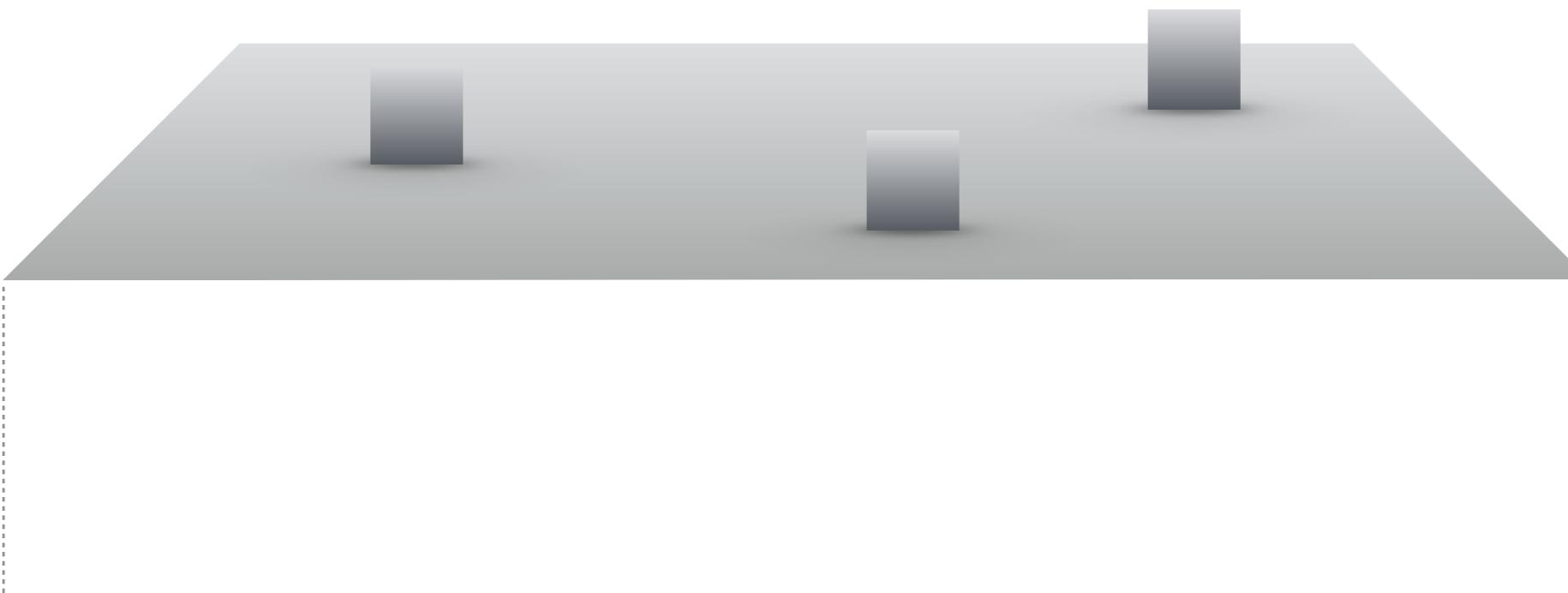
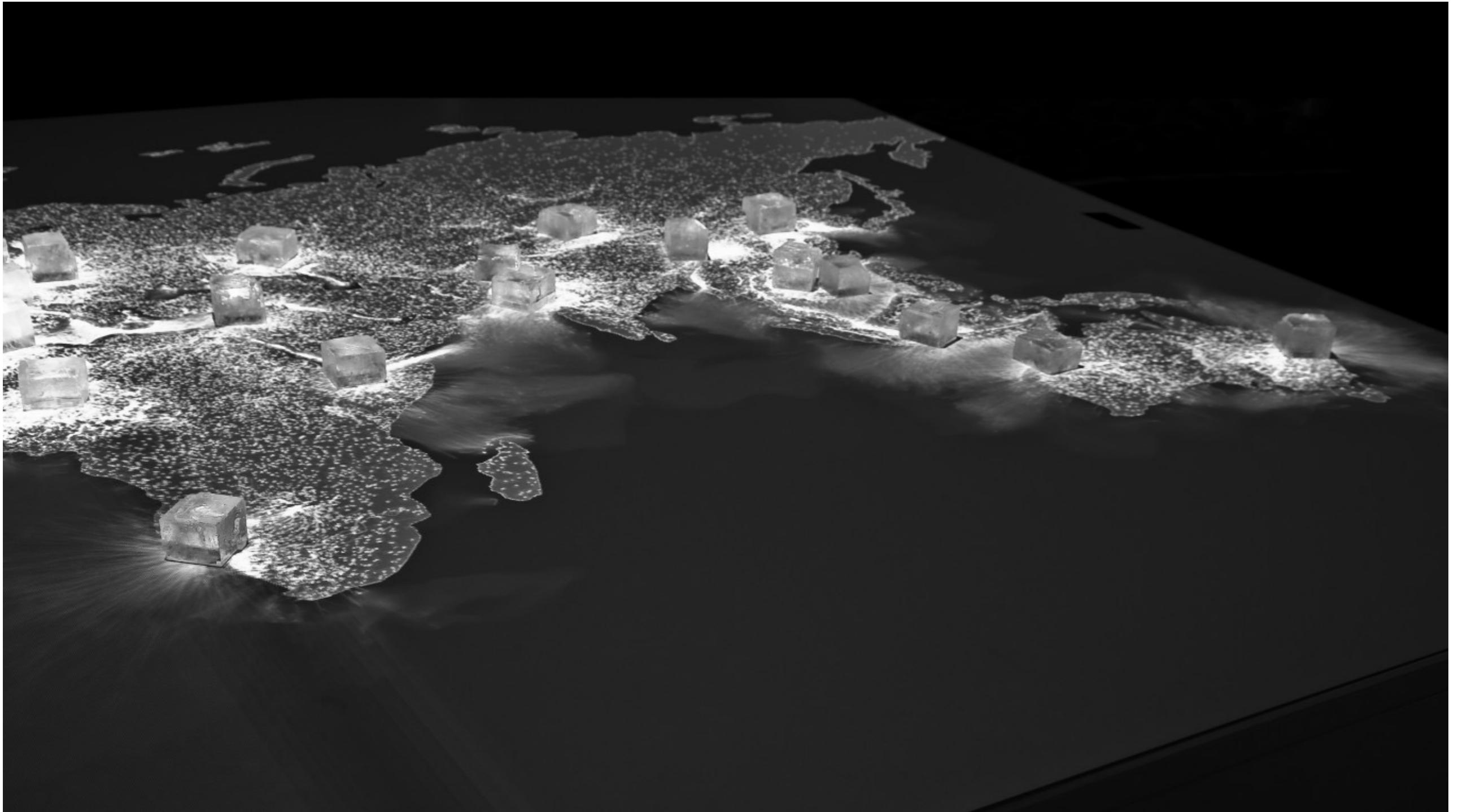
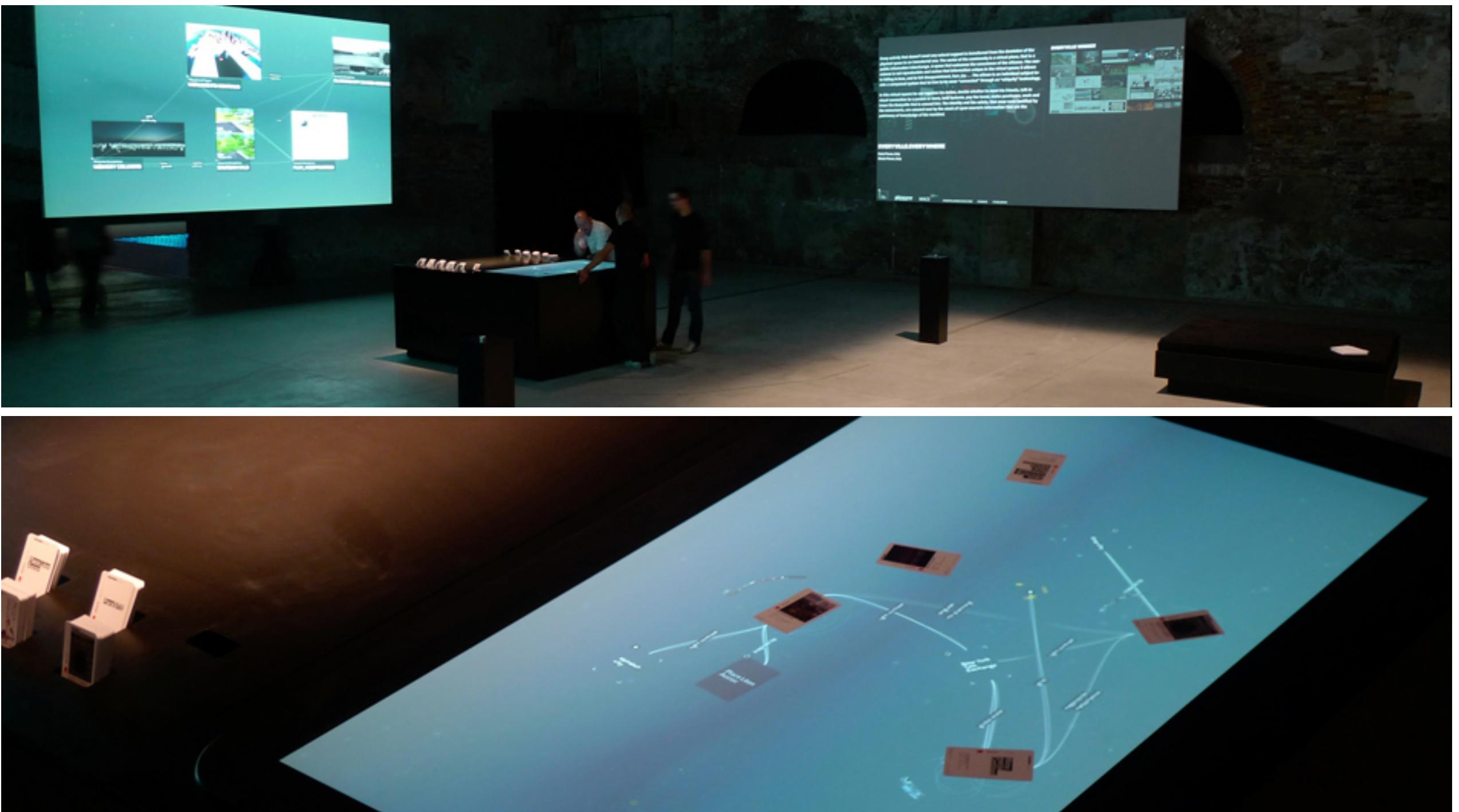


Table with Tangible Objects



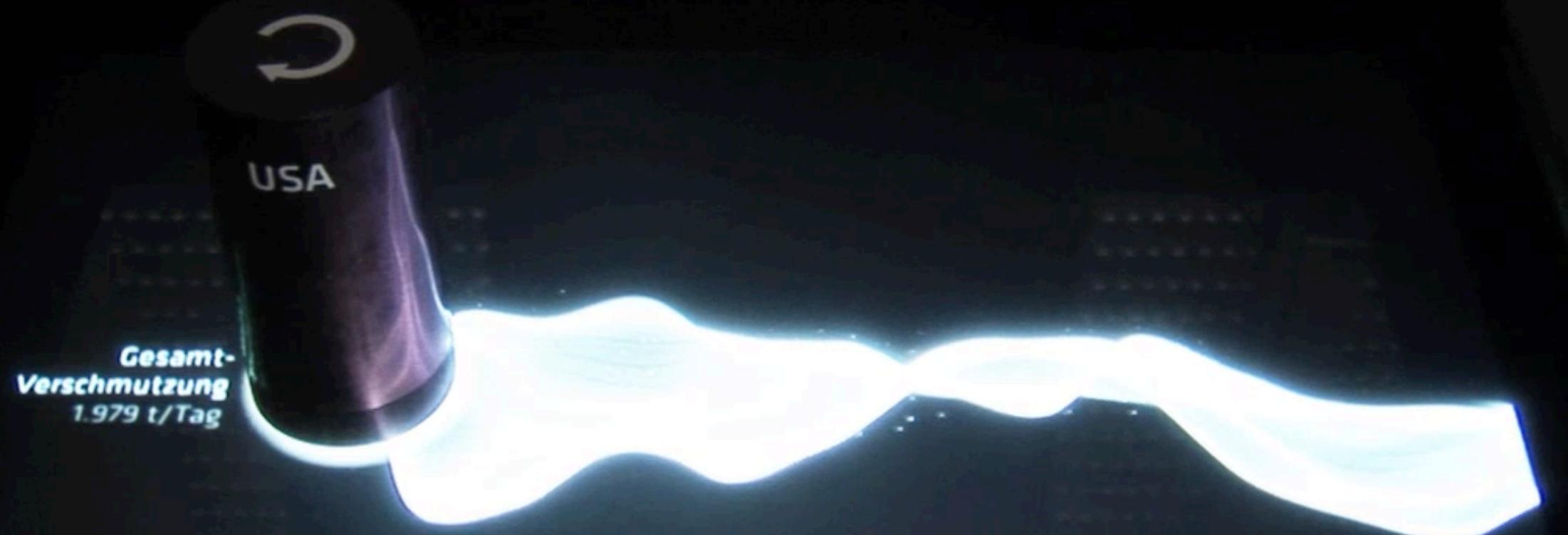
Art+Com: Salz Weltweit

Table with Tangible Objects



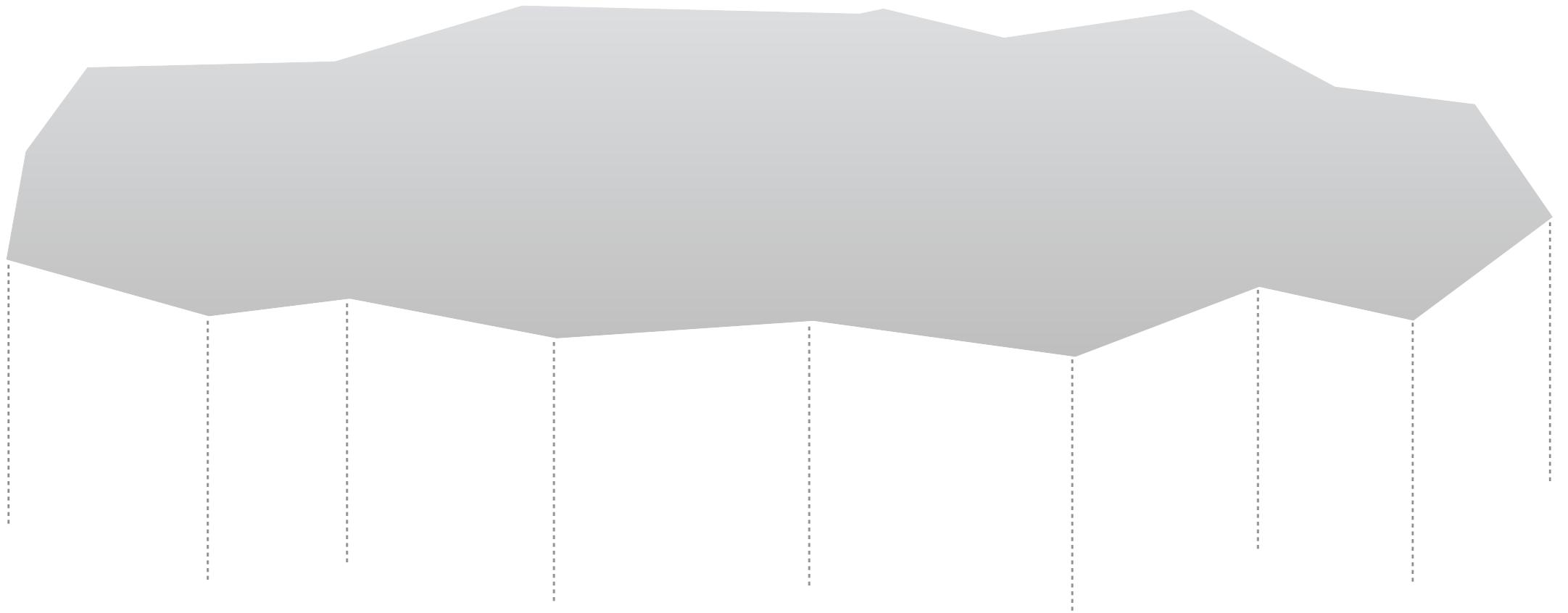
FH Potsdam: Maeve

Table with Tangible Objects



Experiencing Abstract Information

Irregular Forms



Irregular Forms



Augmented Reality



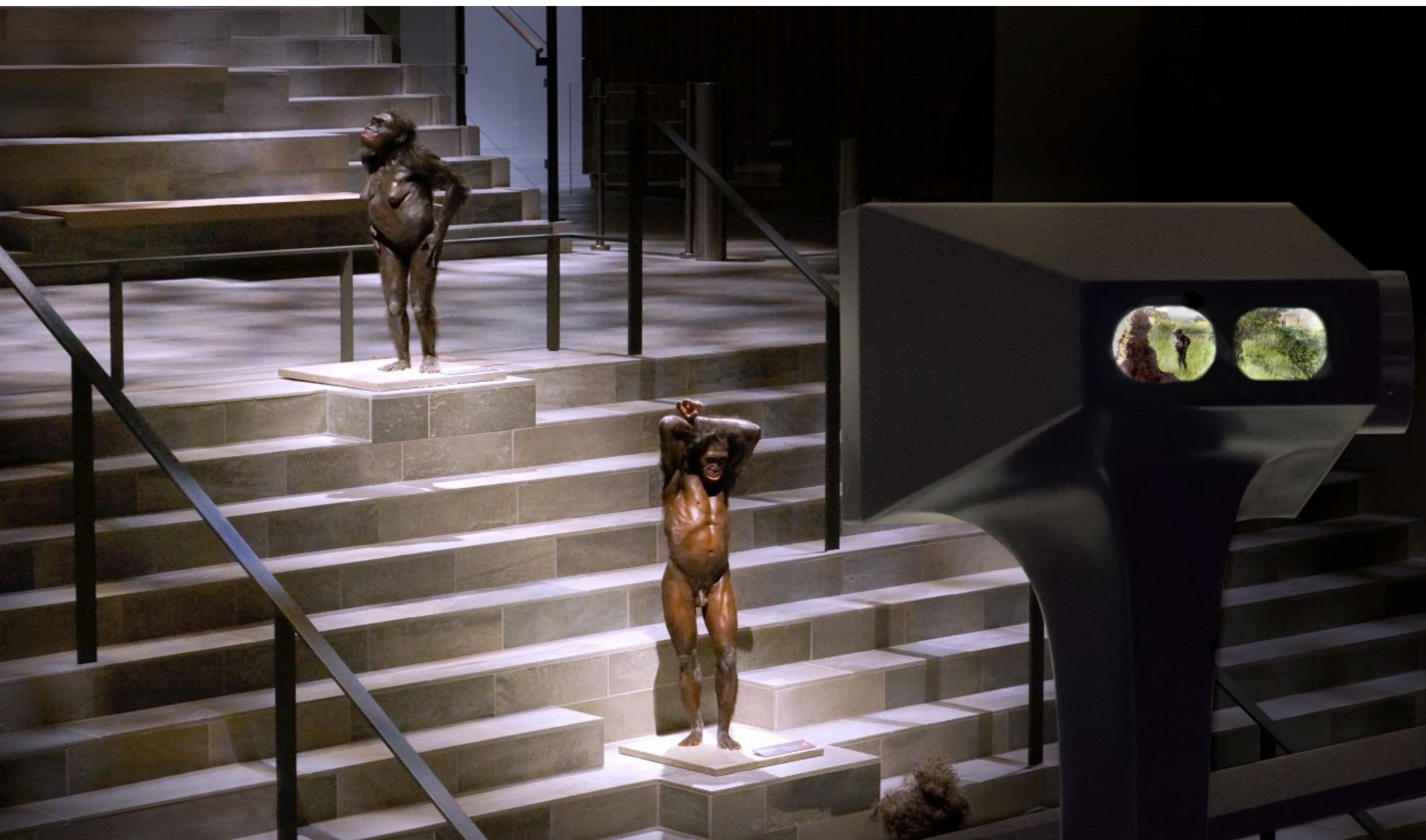
17K: Herrenknecht Group Brand Table AR

Augmented Reality



Art+Com: AUGMENTIERTE 3D-EXPONATE

Mixed Reality



Art+Com: EVOLUTIONARY STAIRS

Virtual Reality



z.B. UniMersiv: Rome

Virtual Reality

Apollo 11 HD

Fazit

Screens

pure visual, dynamic content, „windows“ that can point to other channels or may be augmented with other channels (audio)

Interactive Screens

„Deep dive“, variable depth of information, exploration

Connected Channels

exchange between stakeholders, live updates, communication, presentation

multimedia/transmedia/crossmedia situations
Making information tangible, possibility to expand

Realities

Immersion, expansion of viewpoints