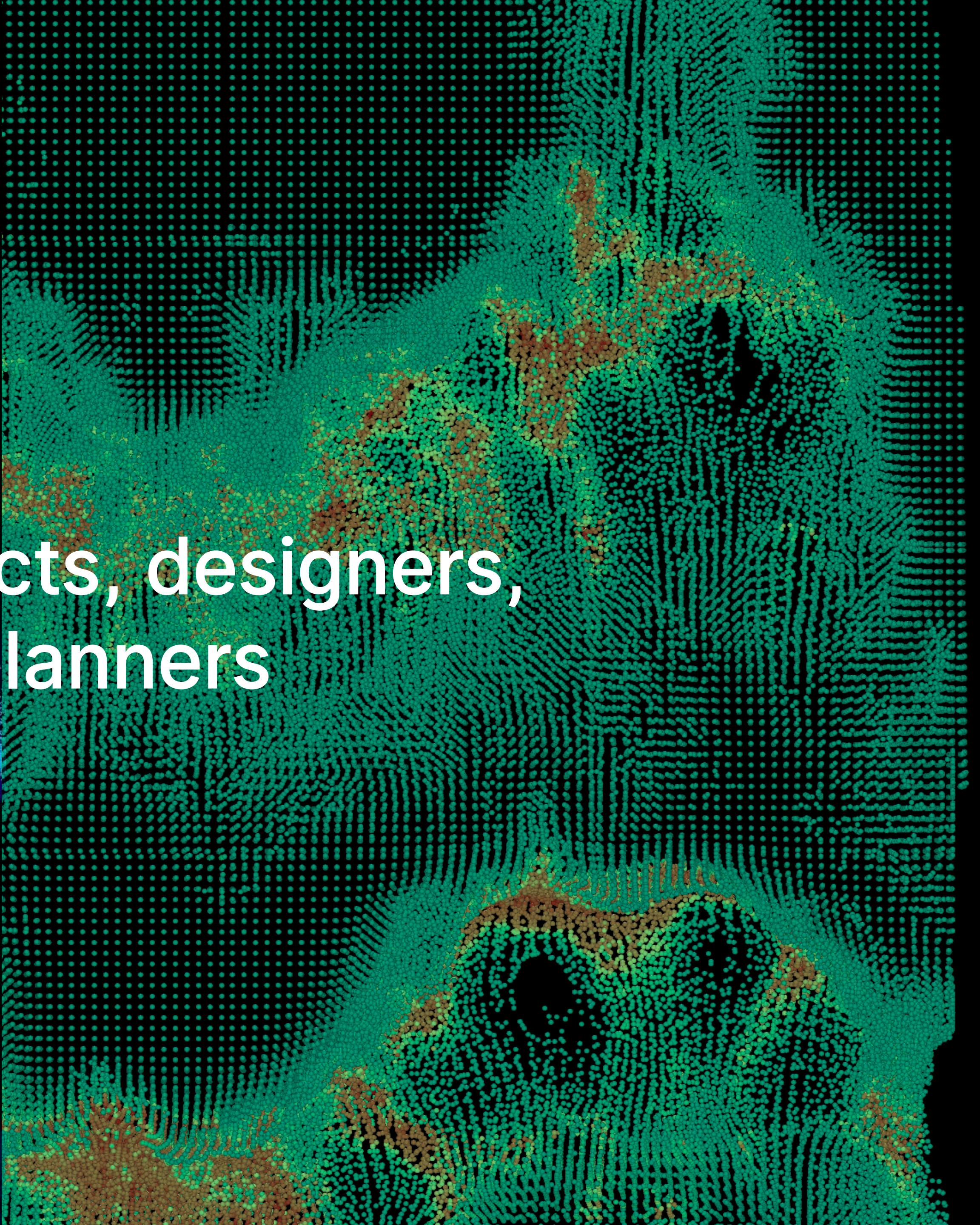




**SCALE**  
**NAUT**



we are architects, designers,  
urban planners

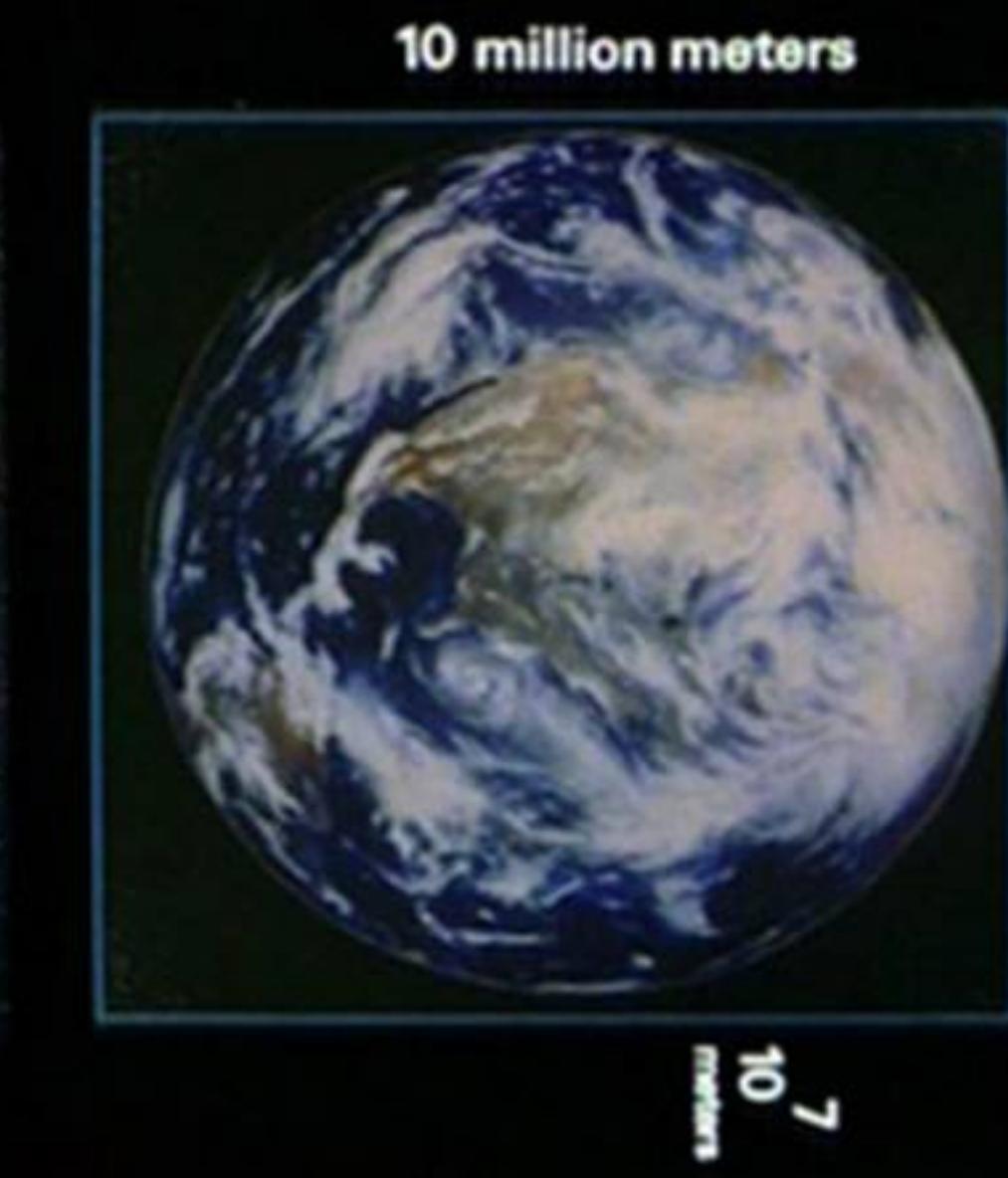
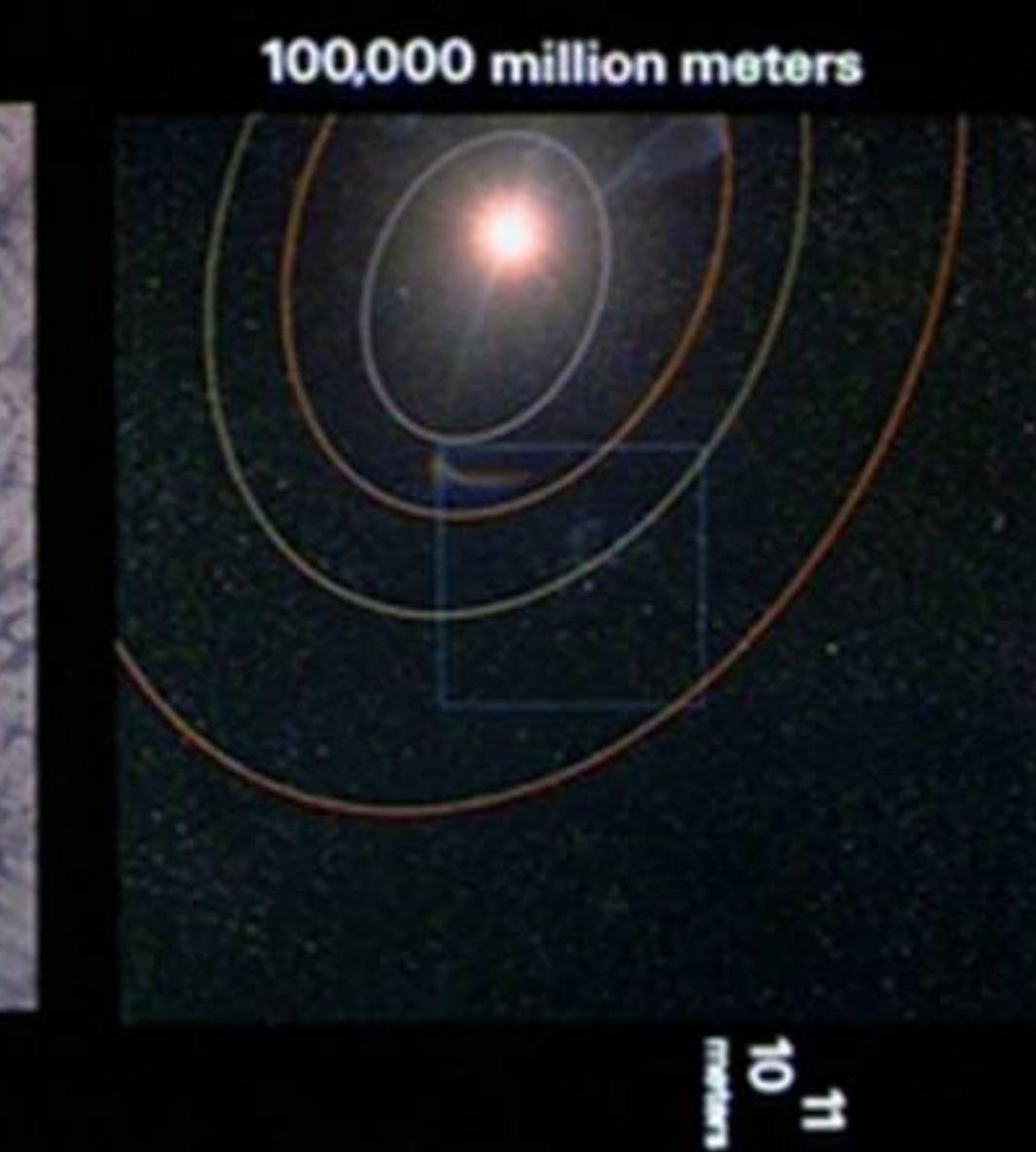
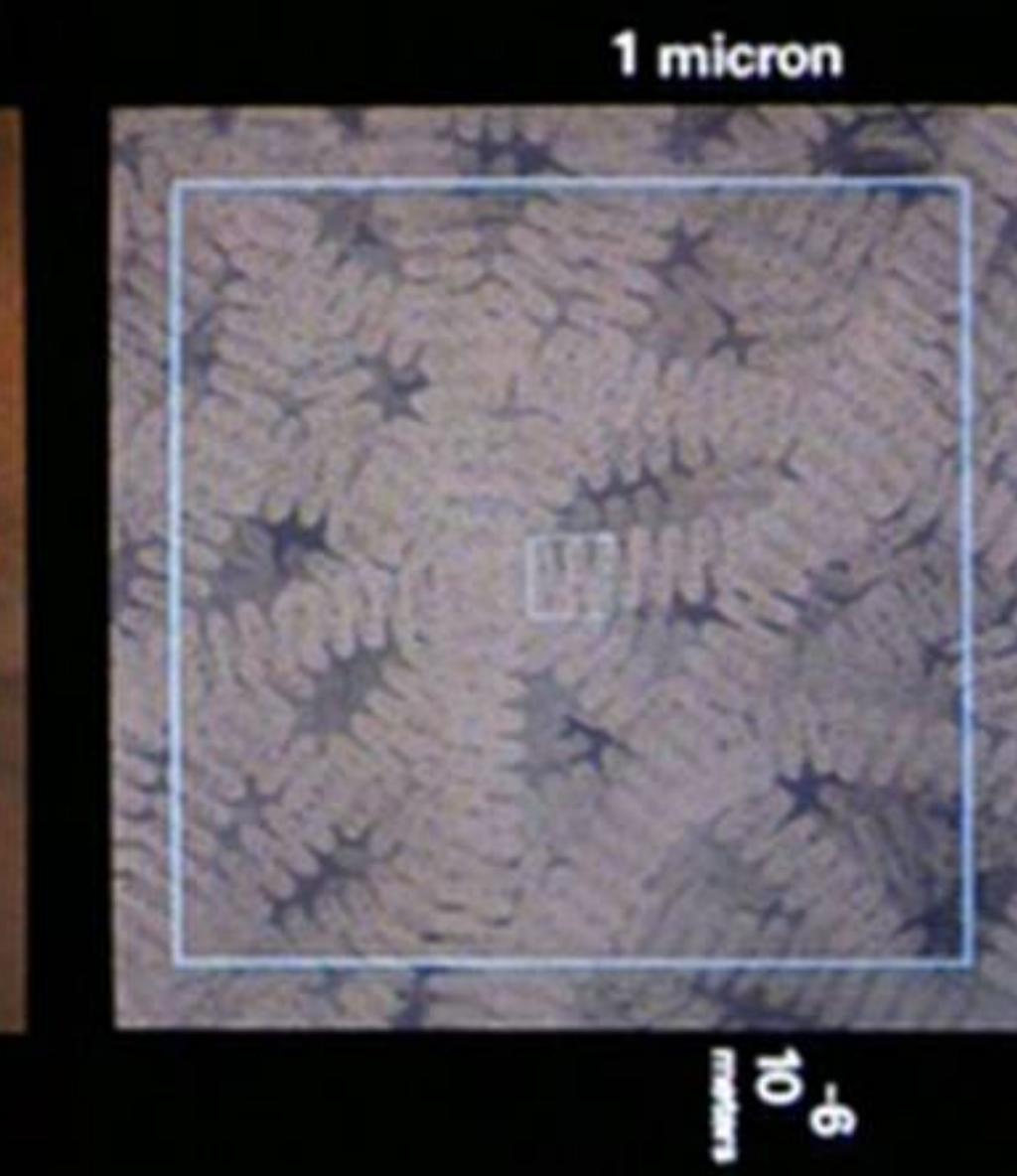
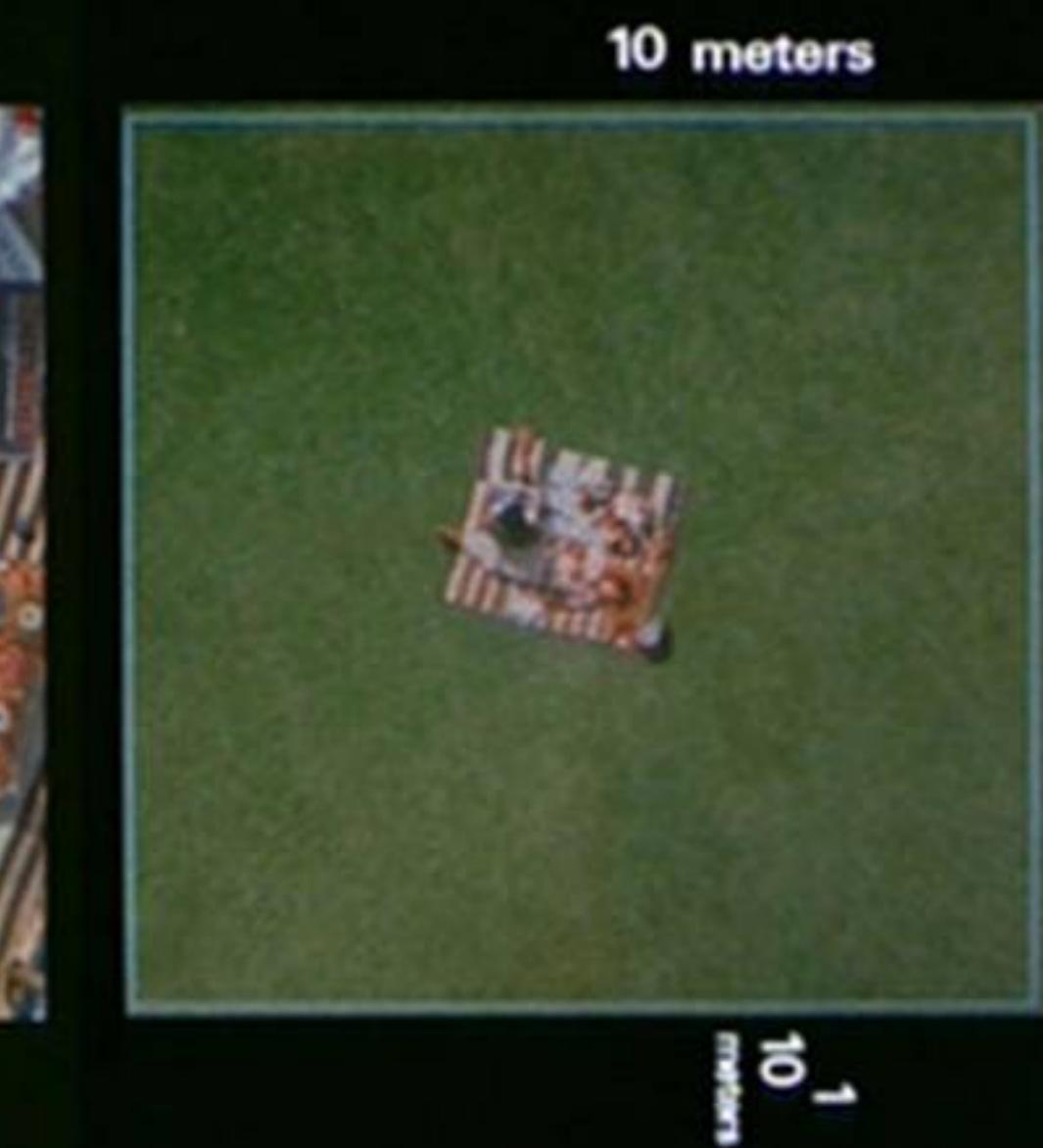
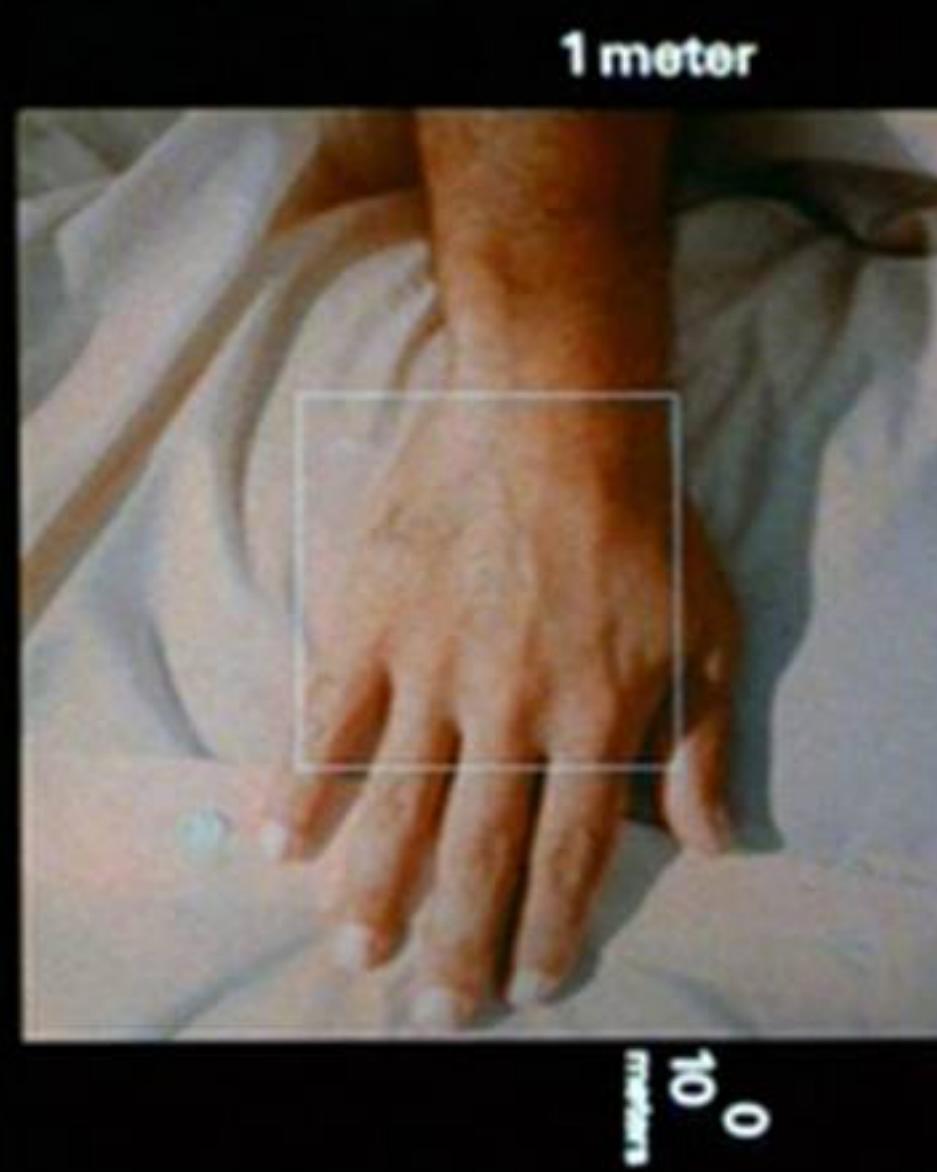




we see in VR an opportunity  
to play with scales





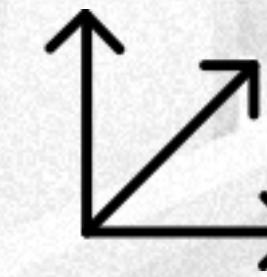






# SCALE

scale based  
gameplay



# SPACE

parametric  
design

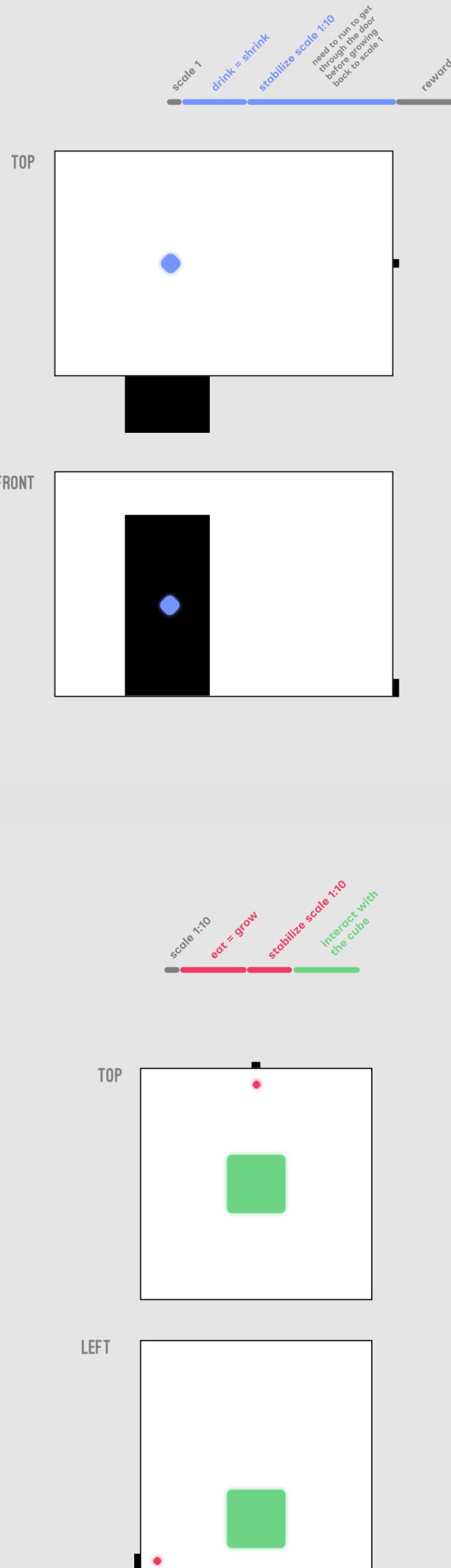
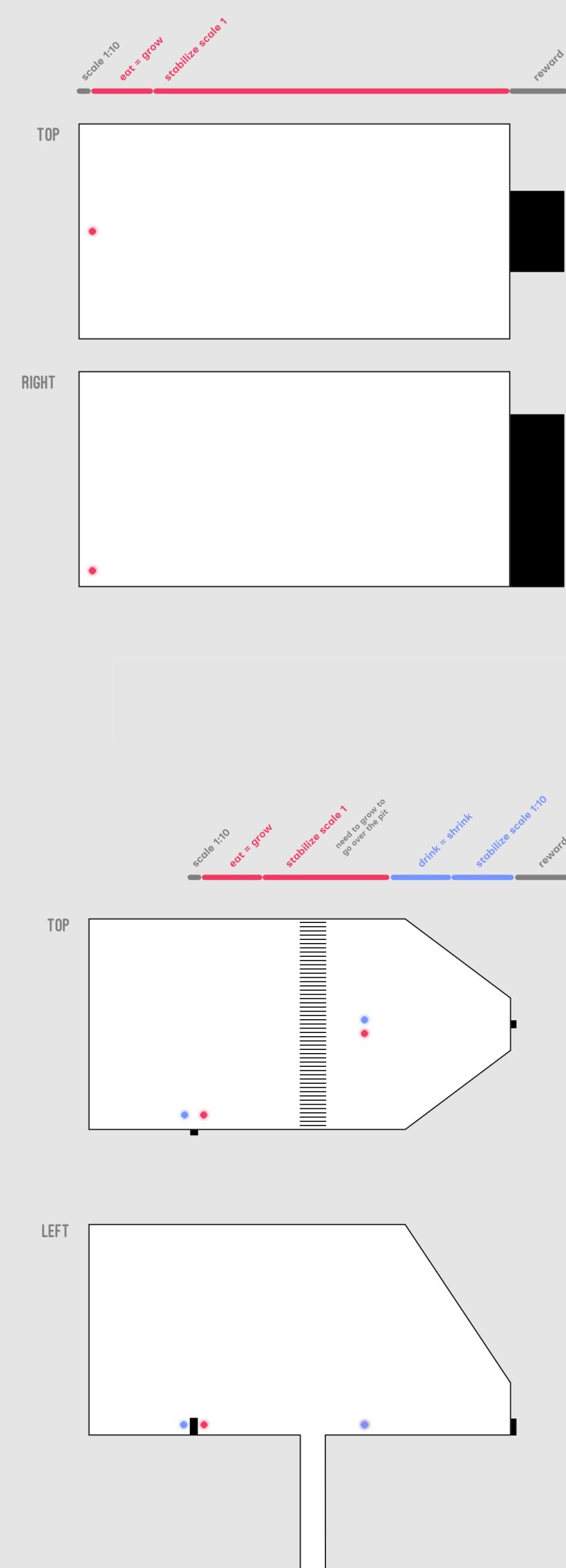
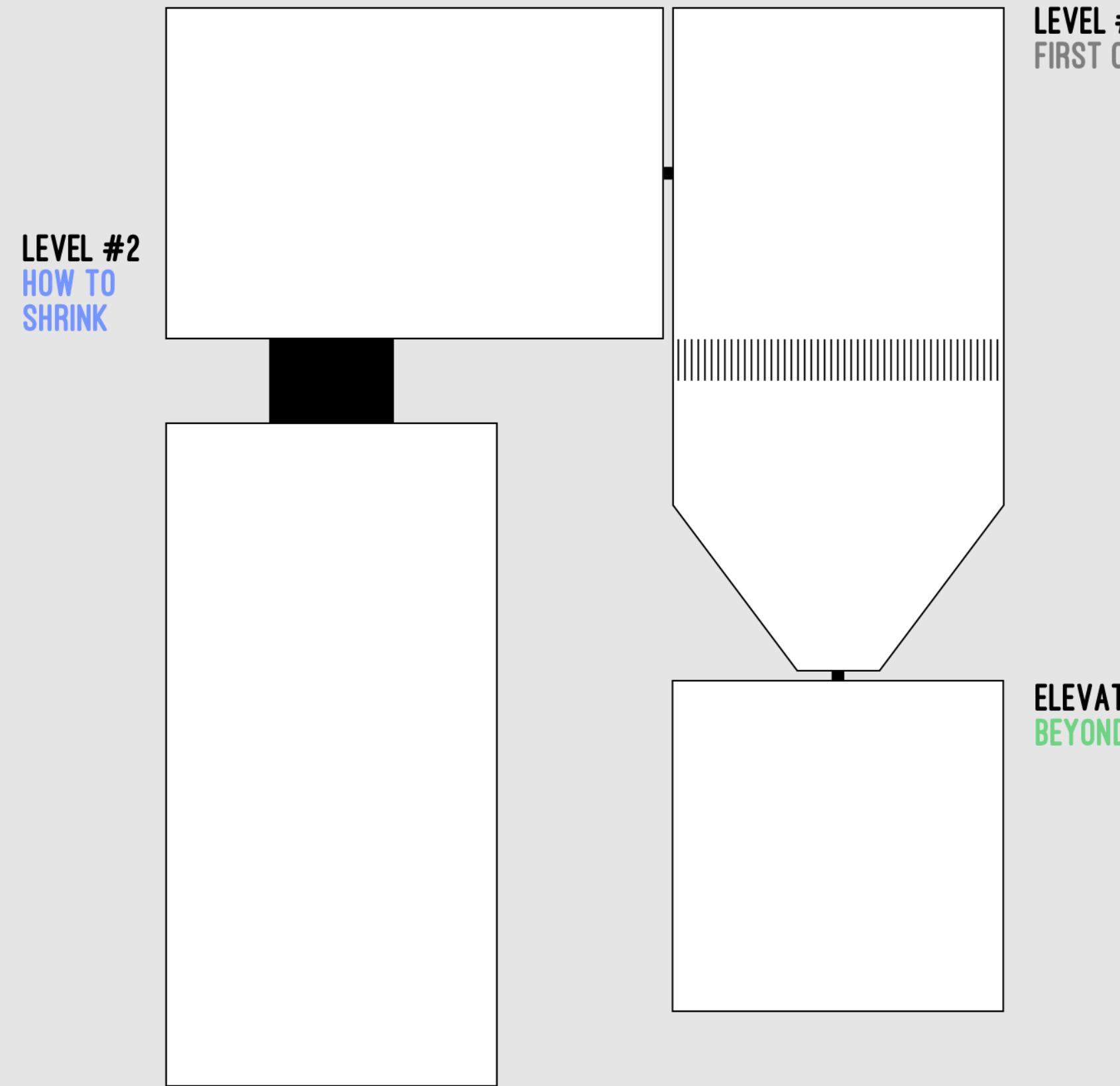


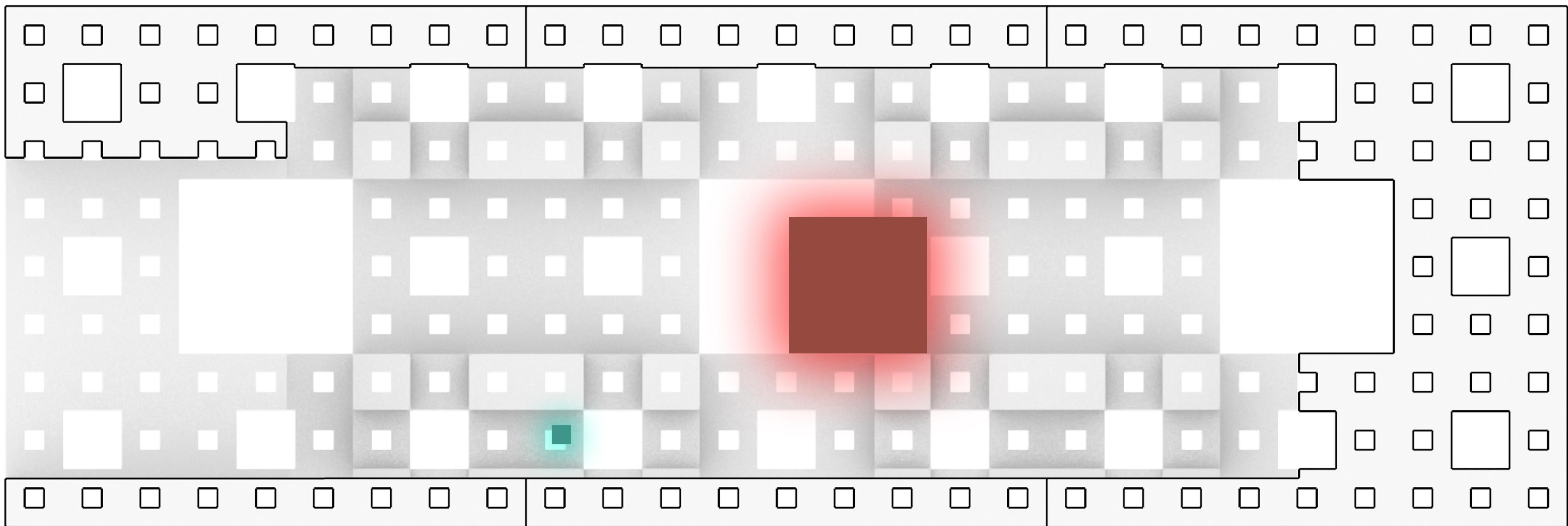
# TIME

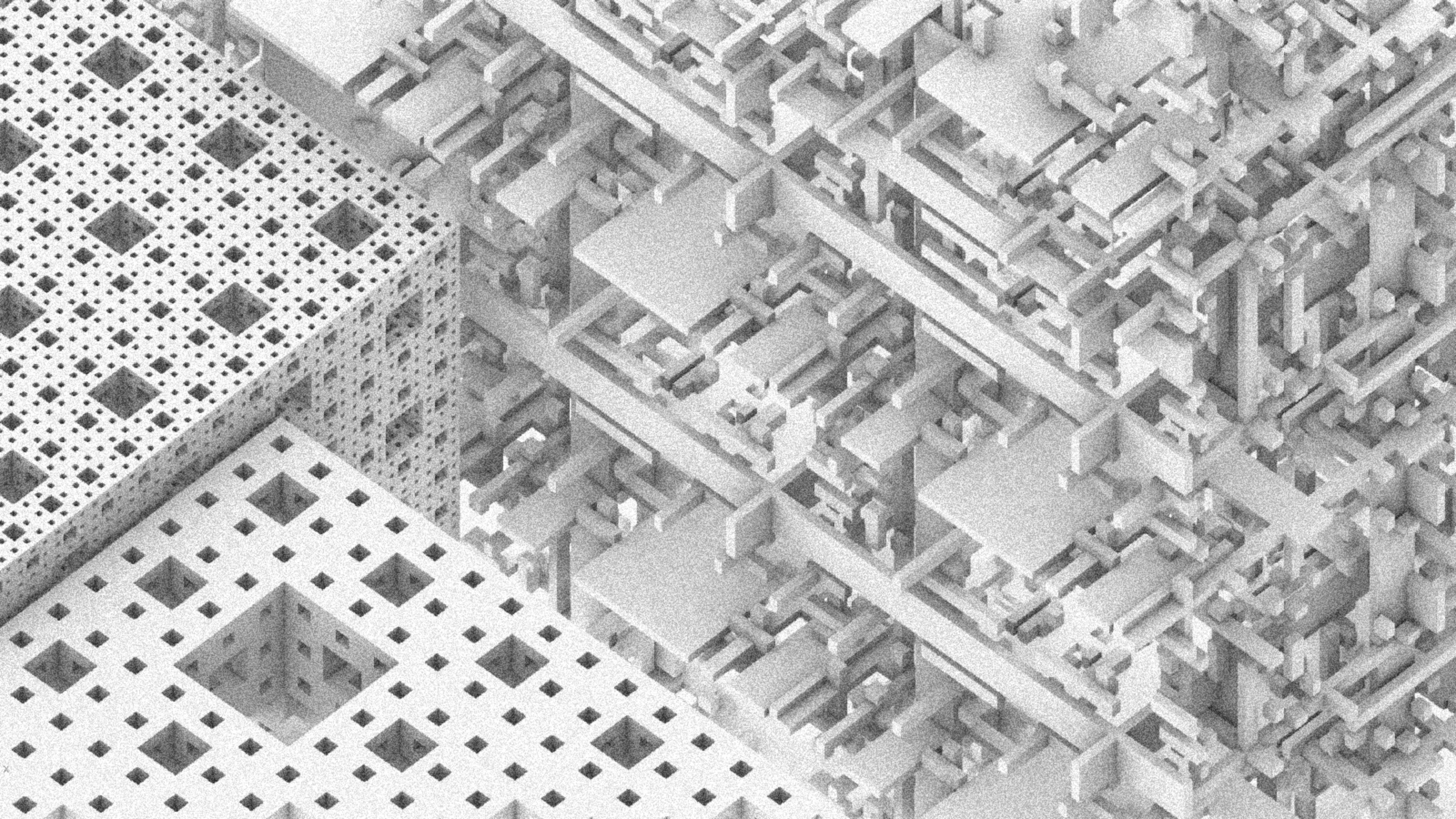
dynamic  
environment

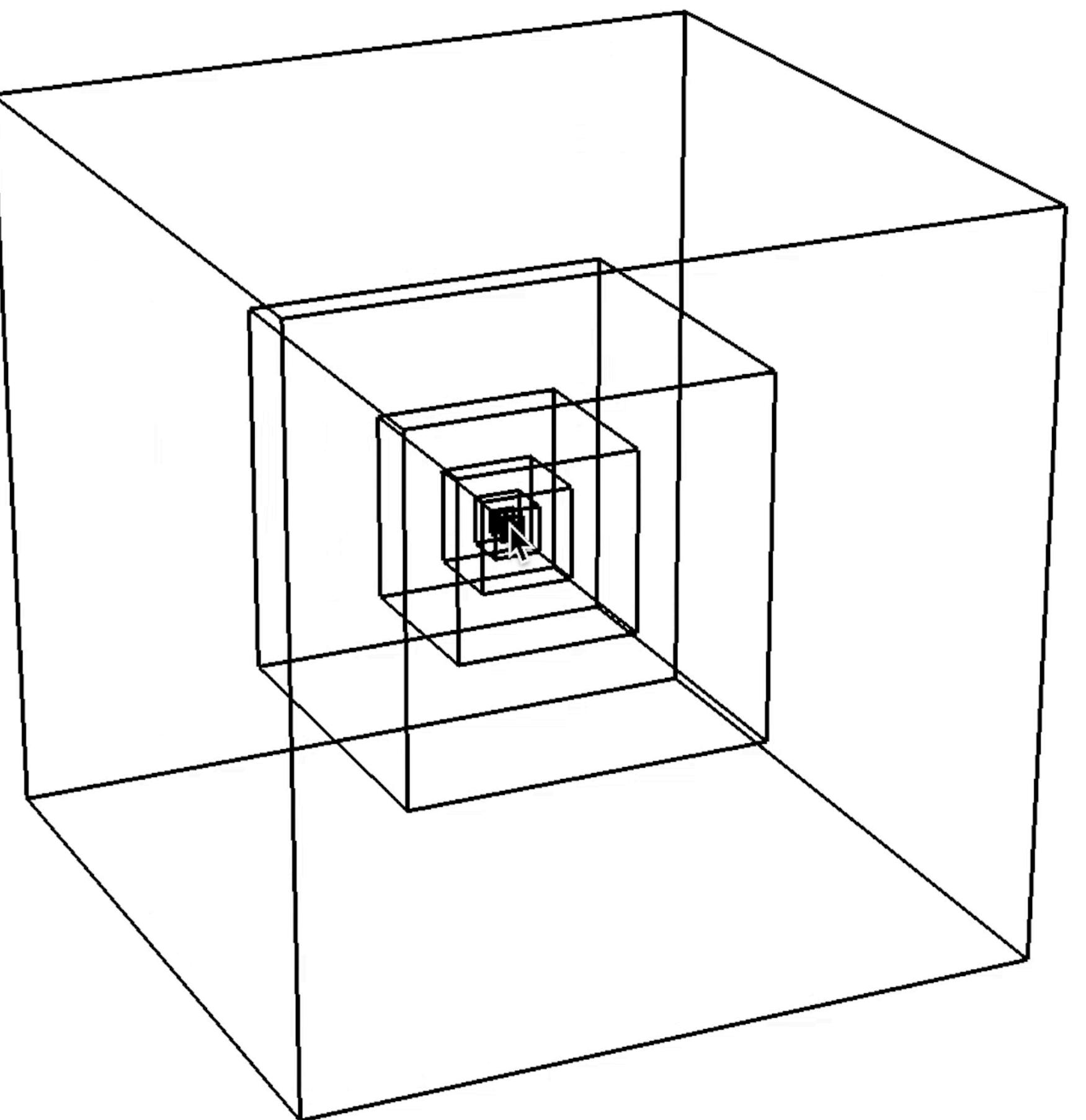
A grayscale photograph of a dense urban cityscape. The scene is filled with a variety of buildings, from tall residential structures to lower commercial ones, all packed closely together. Interspersed among the buildings are several large, mature trees with intricate root systems visible at their bases. The overall atmosphere is one of a bustling, established urban environment.

**DEMO!**











**QUENTIN BITRAN**

creative  
coder



**PIETRO LEONI**

motion  
designer



**TOM BENSON**

fractal  
designer



**RICARDO ALVAREZ**

interaction  
designer



**LOUIS CHARRON**

level  
designer

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**GRASSHOPPER**

**UNITY**

**HTC VIVE**

and a lot of help  
from mentors!



**THANK YOU!**