

smart City



Interactive
Digital
Center

Project Introduction

Creating a Sustainable Future:
Smart City Simulation

Team Members

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Project Overview

Objective

Develop a highly detailed virtual reality (VR) simulation of a smart city

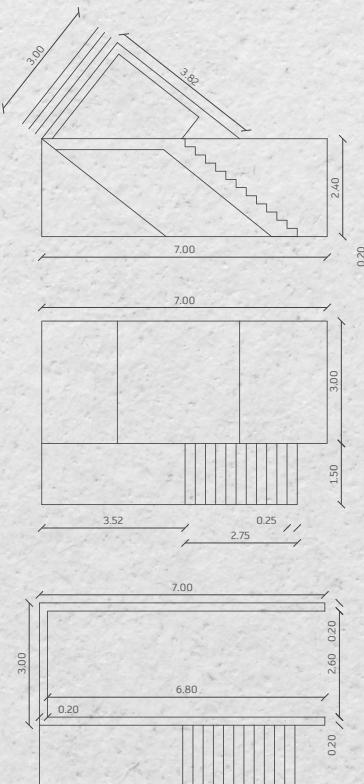
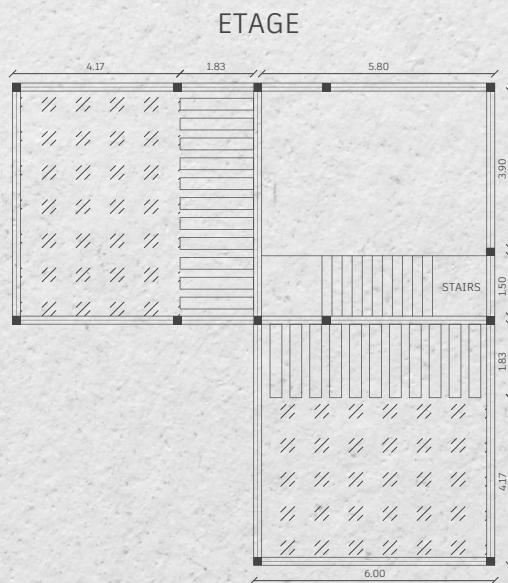
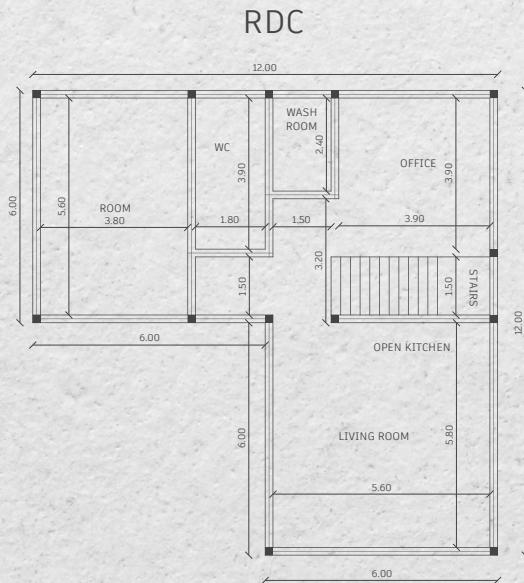
Purpose

Enable city planners, policymakers, and citizens to experiment with urban scenarios

Key Features

Detailed 3D city model, interactive elements, real-time data, gamification











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Smart Trash System

Component

Smart trash bins installed throughout the city

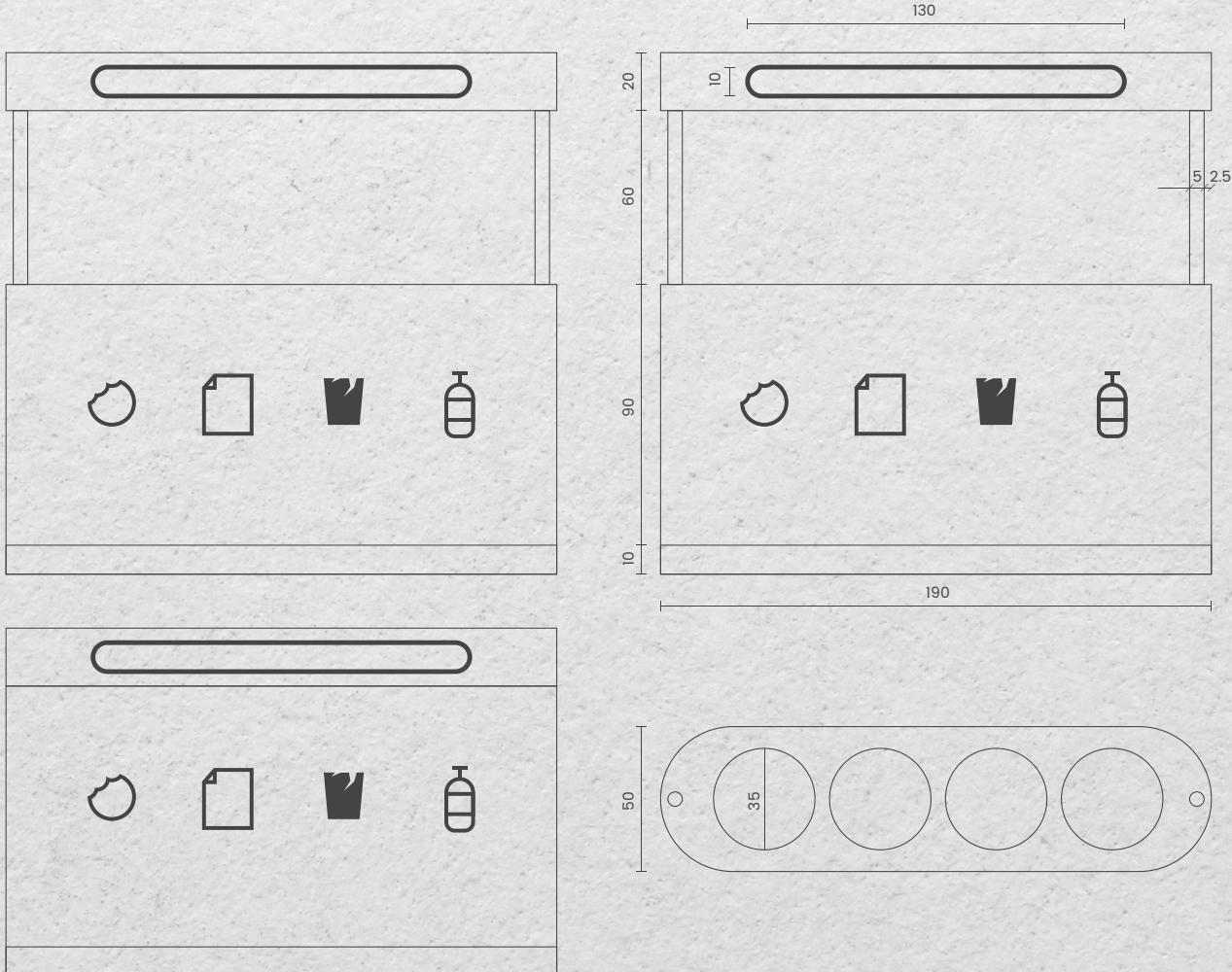
Proximity Sensors

When a user approaches the trash bin, it automatically opens

Sorting Capability

Users can separate items (plastic, carton, glass, etc.) and place them in the designated compartments within the bin



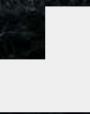
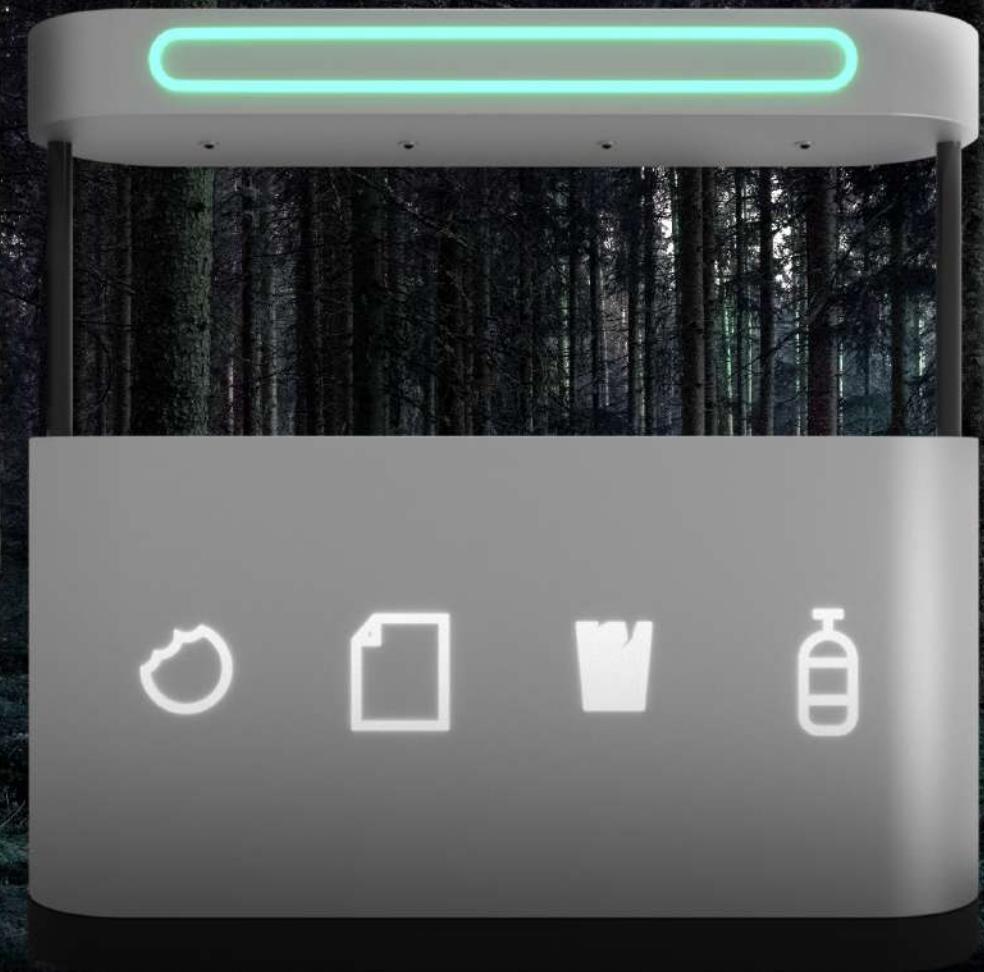


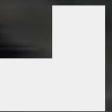
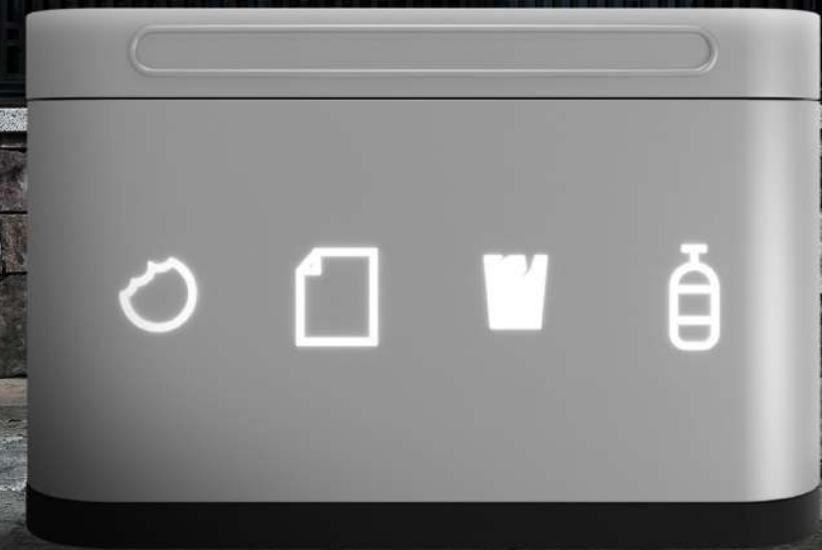
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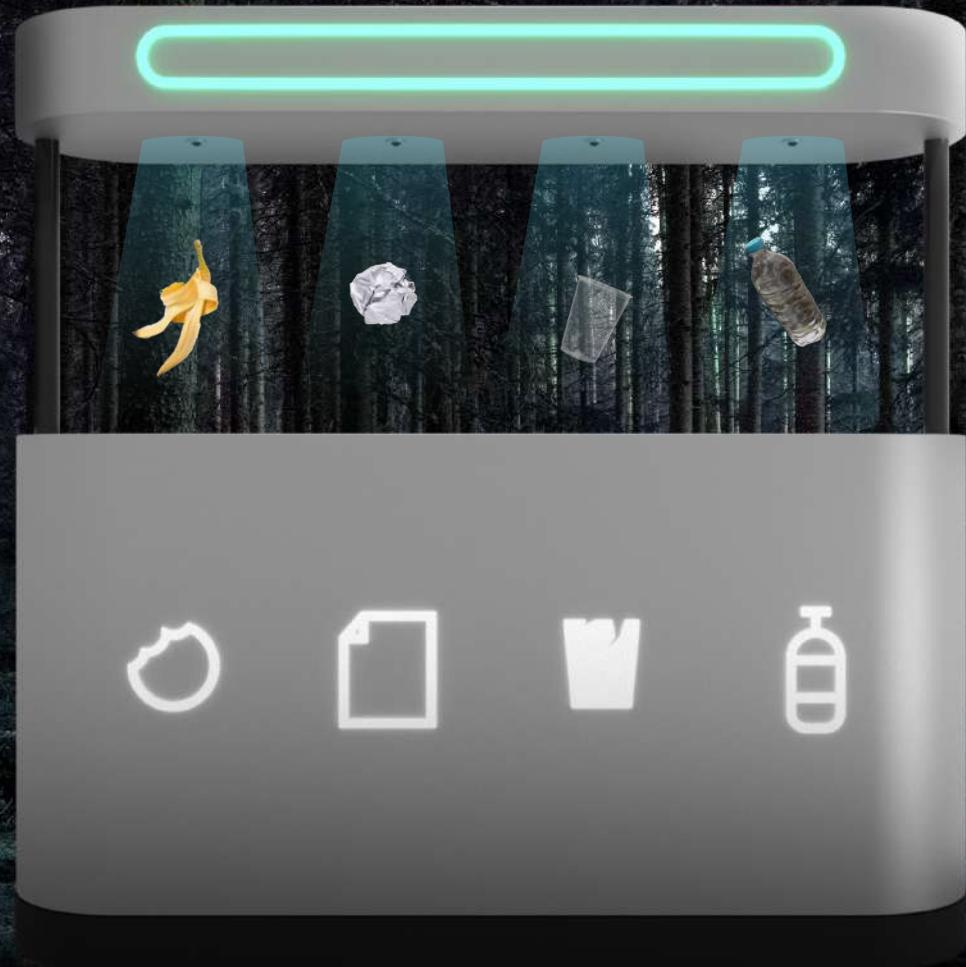


Wrong









Smart Door Access Control

Component

Smart doors equipped with access control systems

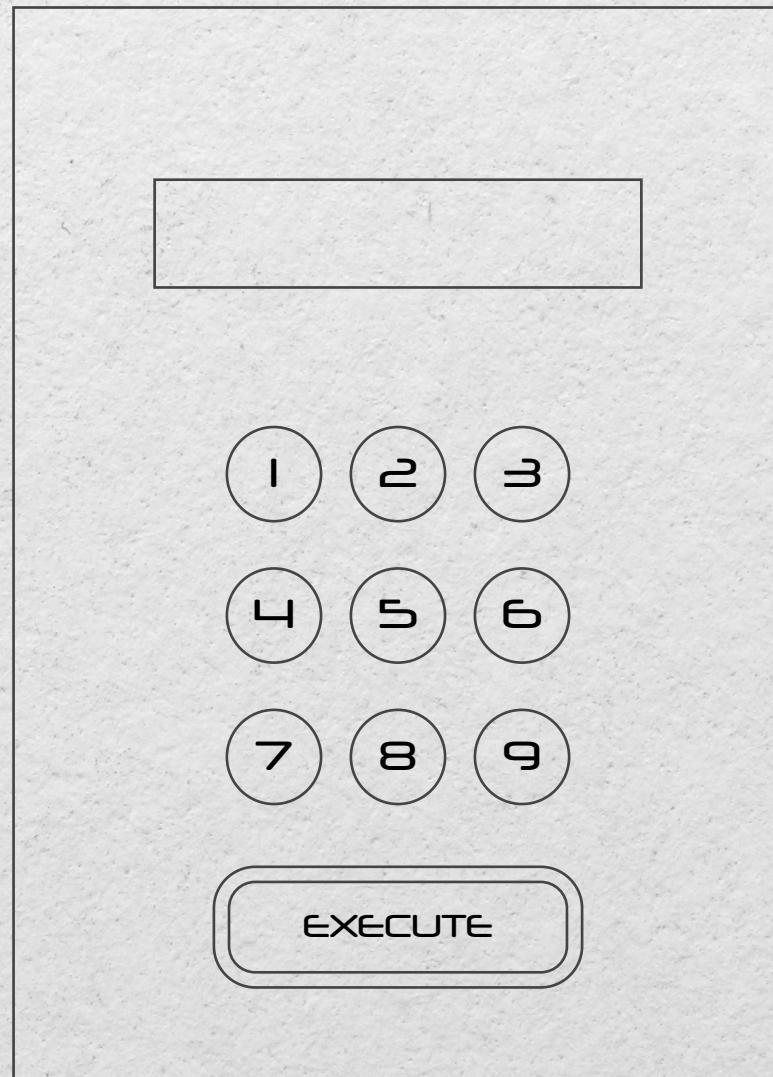
Keycode Entry

Users must enter a code to unlock the door when they are in close proximity

Enhanced Security

Restricts unauthorized access and ensures only authorized individuals can enter





Support Table for Villa Control

Component

Support table located near the entrance of the villa

Centralized Control

Users can access and control various features of the villa, such as lighting, temperature, security systems, and more

User-Friendly Interface

Intuitive controls and user-friendly interface for easy operation and customization





Smart Kitchen

Component

Smart kitchen appliances and devices

Automated Coffee Machine

Users can make coffee with a single click, selecting options for milk, coffee, or both

Convenience & Efficiency

Streamlined processes and automation for a more convenient cooking experience





Touch Table with TV Control

Component

Touch table in the living room or entertainment area

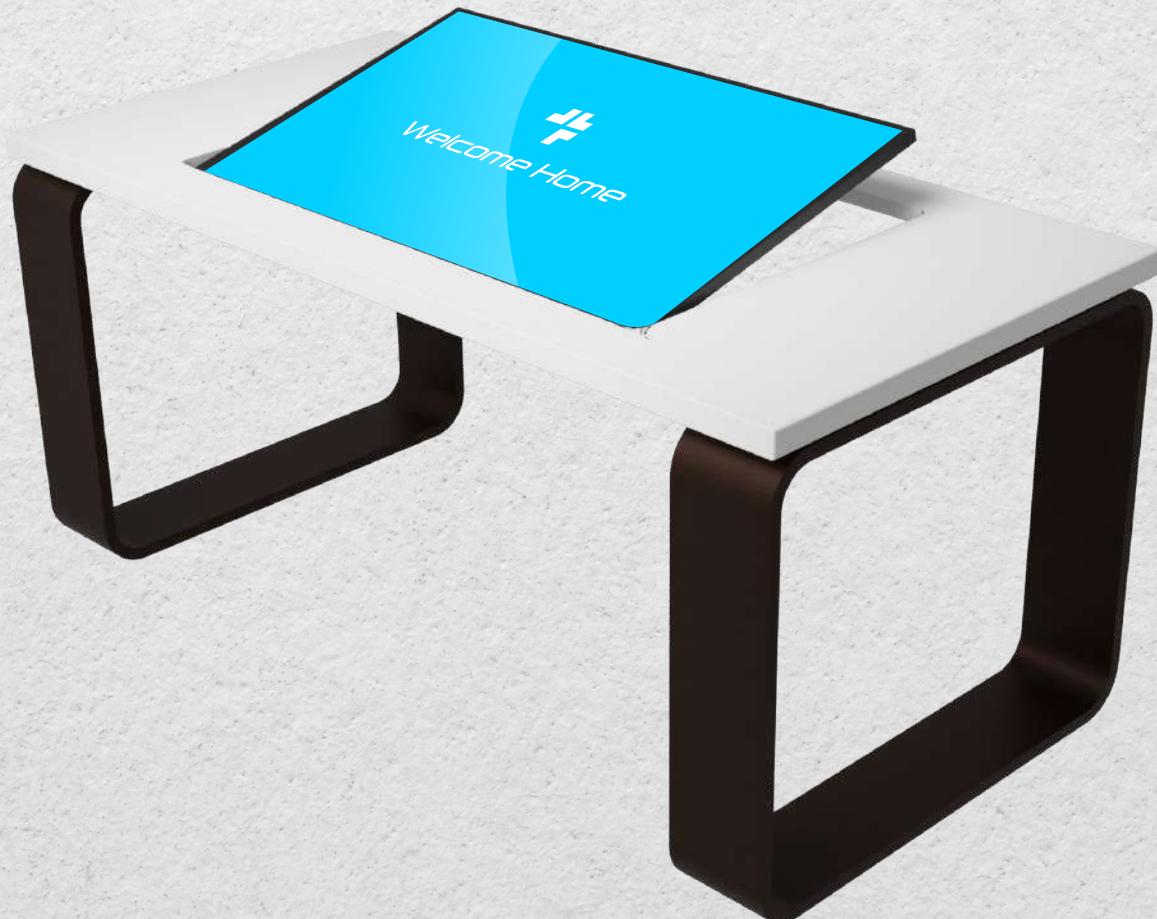
TV Control

Users can change videos, pause, play, adjust volume, and switch channels using the tactile table

Enhanced User Experience

Intuitive controls for a seamless and interactive viewing experience





Room Lighting Control

Component

Smart lighting system in each room

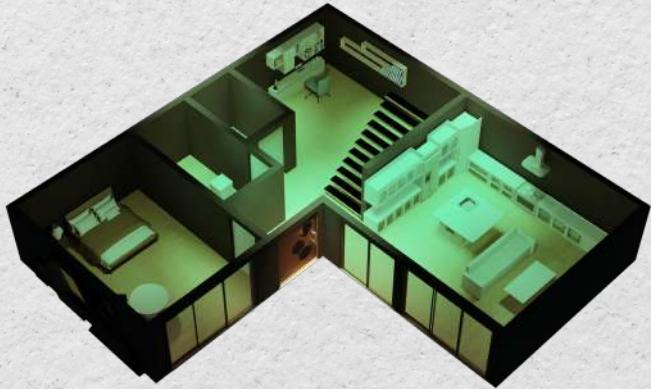
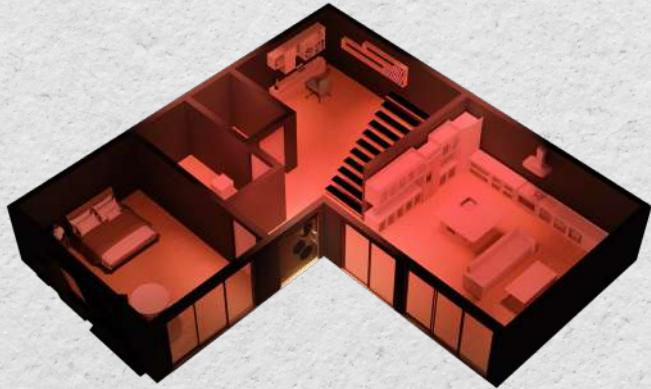
Color Customization

Users can change the color of the lights in the room, creating personalized ambiances

Energy Efficiency

Ability to adjust brightness and save energy by optimizing lighting levels





Surveillance Room

Component

Surveillance room equipped with multiple TVs

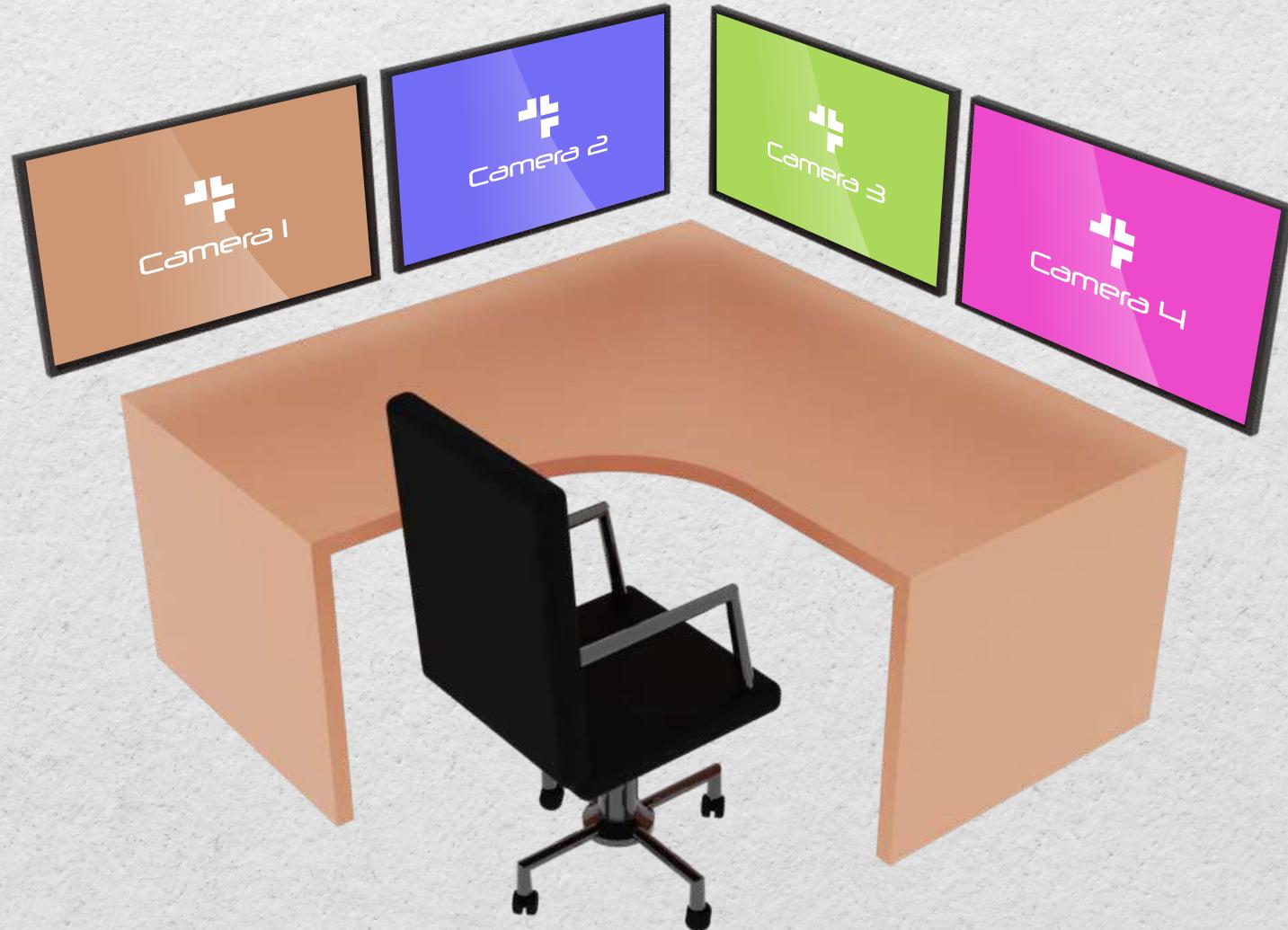
Real-time Monitoring

Users can view live feeds from surveillance cameras located throughout the city

Enhanced Security

Monitor and respond to security incidents promptly





Conclusion and Next Steps

Recap of project objectives and key features
Acknowledgment of the team members and supervisors

Next Steps

Further development, testing, and refinement of the smart city simulation components

