1 Data structure

Model.fbx 3D model

Texture.png Texture of the model

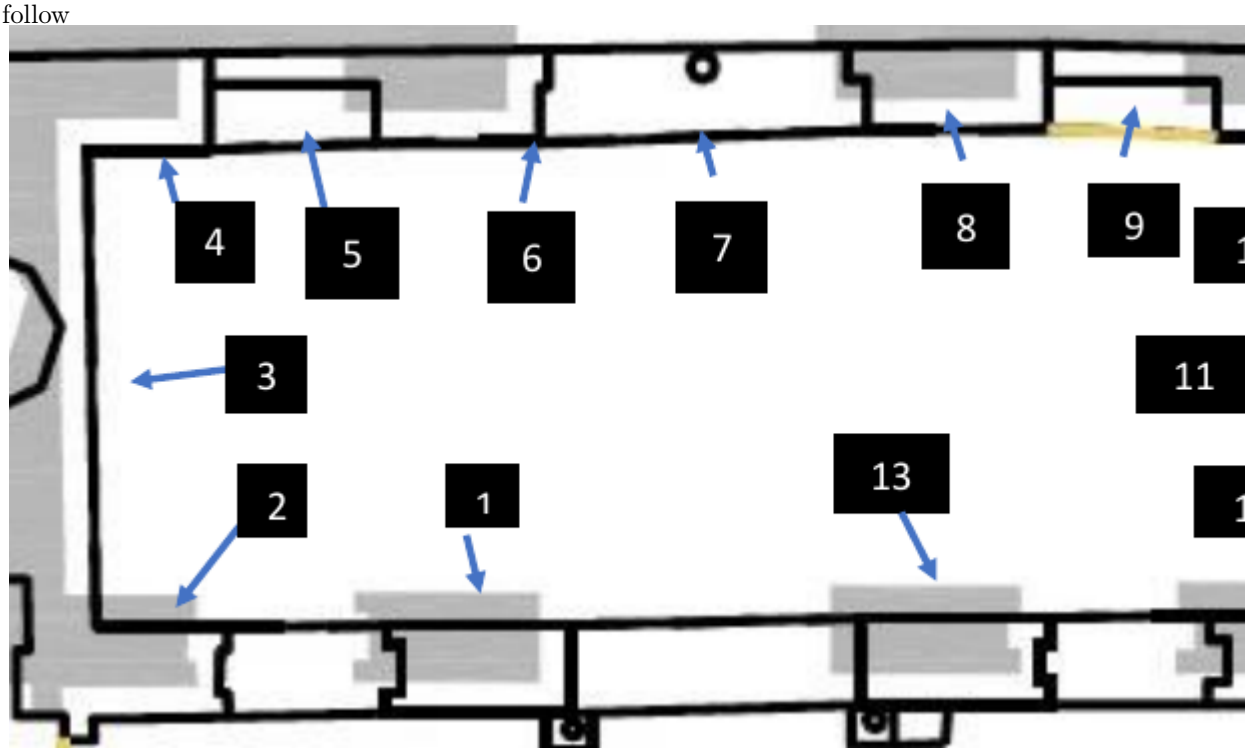
Datamap.png Texture that contains the distribution of information on the surface of the model. It store four attributes, each one stored in a channel. Points with no information on an attribute hold value 0 or 255, otherwise the value of the attribute is stored.

info_x_y.txt Information on the value y of attribute x.

The information associated will include when possible a detailed description and photographs. So areas located in different part of the room will have different value, even when they refer to the same concept.

1.1 Attributes

Attribute values encode the concept and the location in the room. The attribute value is the sum of the location code and concept code. Location are encoded as follow



Concept codes are:

bug: (Channel red)

1ñ0. Socket missing

30. Run glace color

50. Poorly finished joints

70. Different shades of color

90. Wrong size of pieces

110. Colors placement error

flaw: (Channel green)

10. Glaze has been lost

30. Piece has been lost

restored: (Channel blue)

10. Prieto Moreno

30. Rafael Contreras

section: (Channel alpha)

10. Socket (green bottom border)

30. Corner

50. Frieze (decorated top border)

70. Tile

2 Interaction

Moving the cursor must highlight any area with information under the cursor.

Clicking on an area with data will display the associated info on the tablet, and will darkness all the other parts of the model.

Clicking outside any data will highlight all the area with data and will display moving icon close to areas with information.