# Automated zoning

Concepts and User Experience

# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

MA
ADMIN

ZONES > ORGANIZATION

**Nodes** +

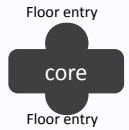
Common | Engineering | Sales & CS

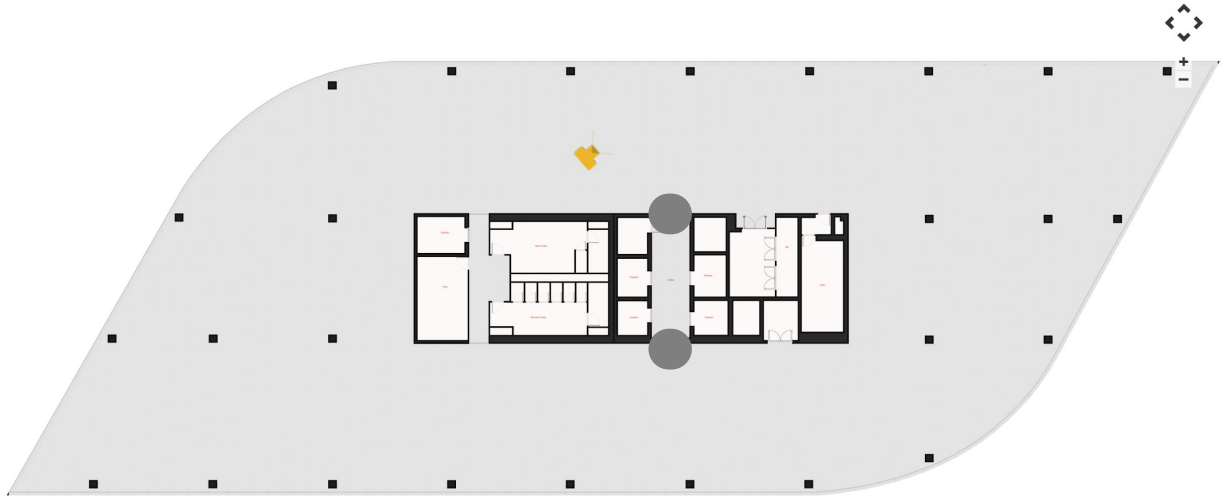
**Adjacency** +

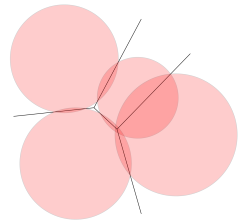
**Amenities constraints** +

**Proximity** +

GENERATE FLOOR PLAN





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GENERATE FLOOR PLAN

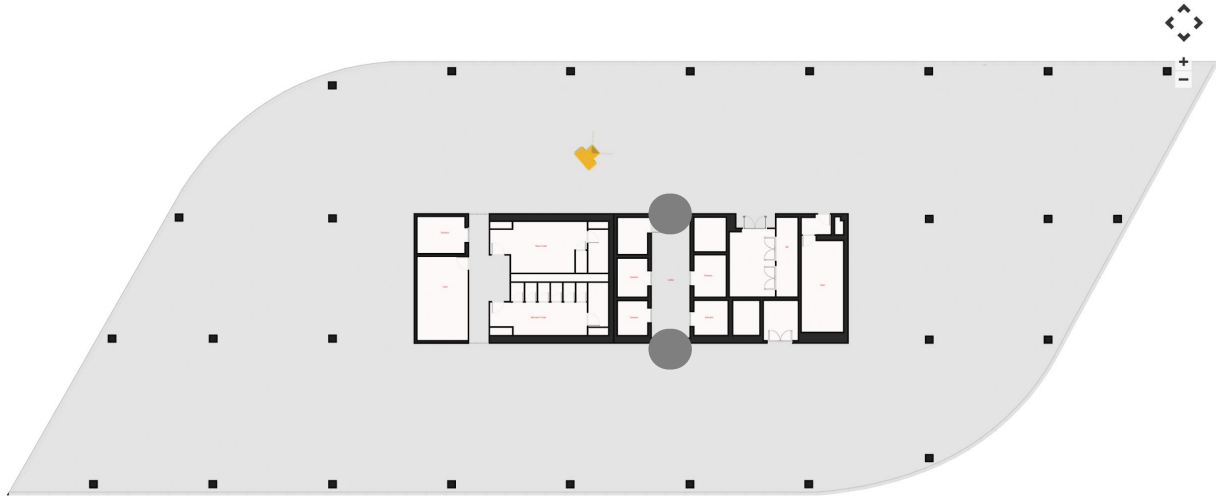
**Define Amenities**

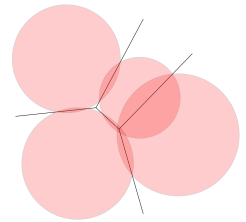
How many ? - 3 +

| Name | Color | |
|---|---|---|
| Sea view | | - |
| City view | | - |
| Coffee machine | | - |

+

Ok





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Sea view | City view | Coffee machine

**Proximity** +

GENERATE FLOOR PLAN

Sea view

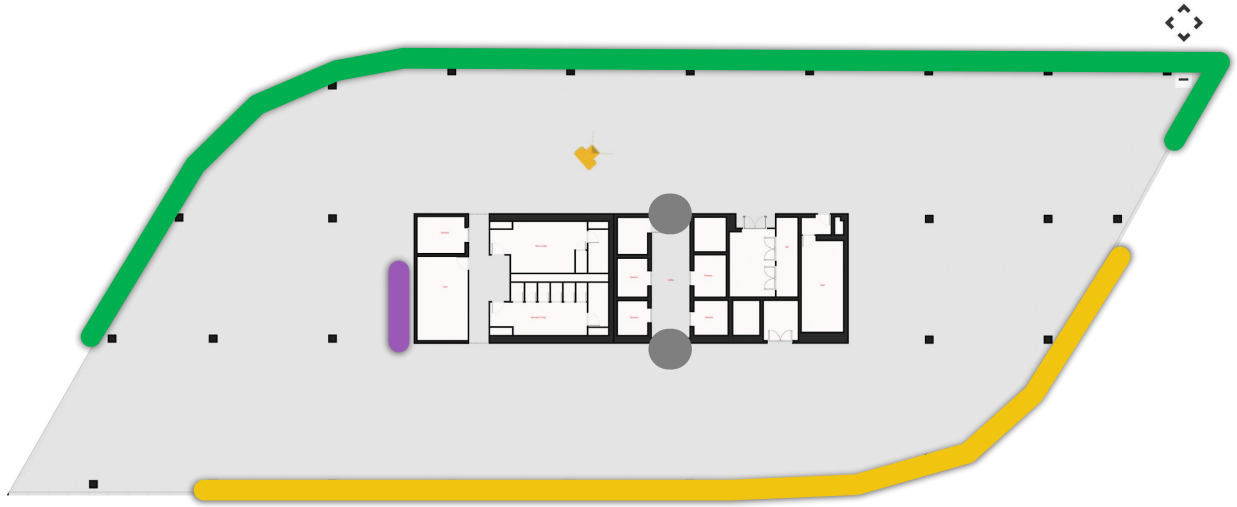
Coff...

Floor entry

core

Floor entry

City view



# Smart Zoning Canvas

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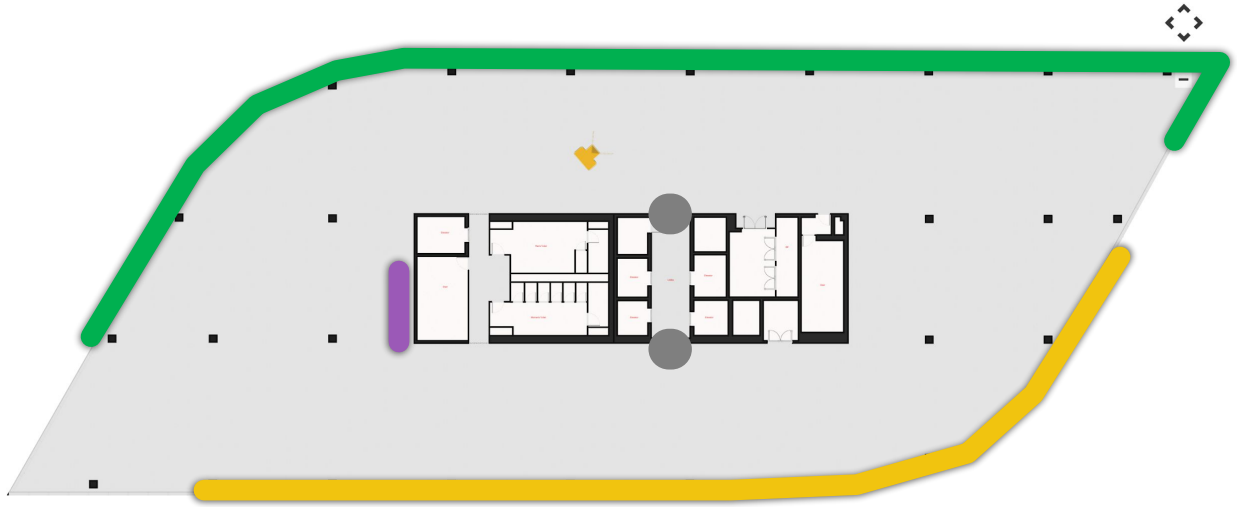

Smart Zoning Canvas

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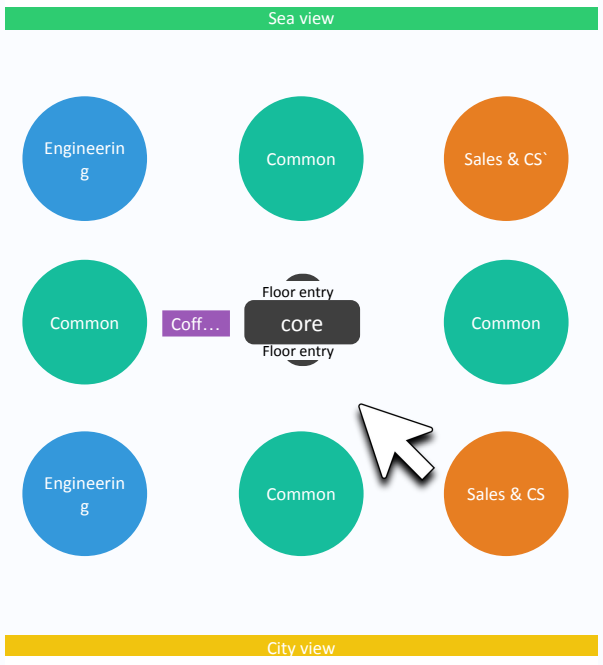
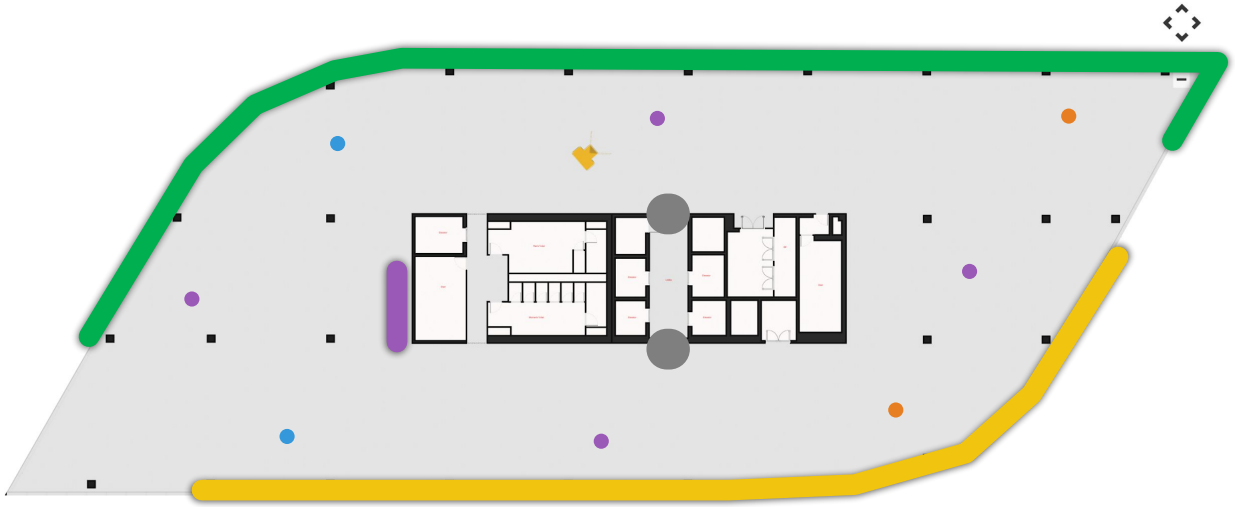
GENERATE FLOOR PLAN



Nodes are randomly populated on the floor plan because there is no proximity logic yet

Smart Zoning Canvas

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Sea view City view

Coffee machine

**Proximity** +

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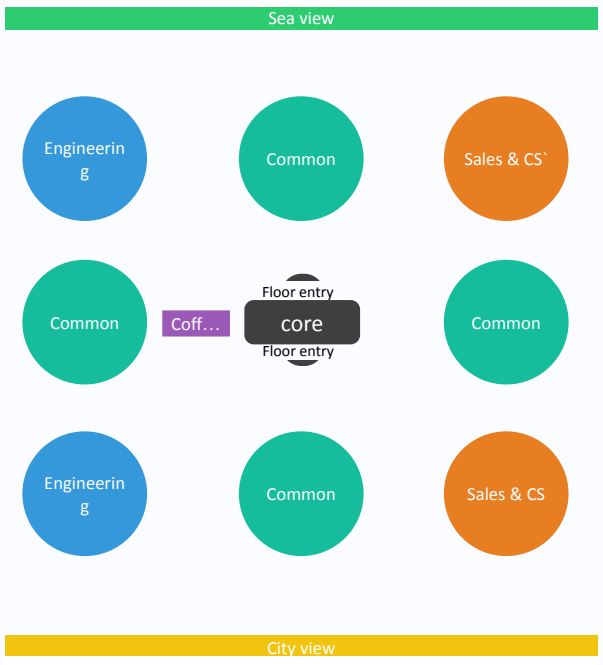


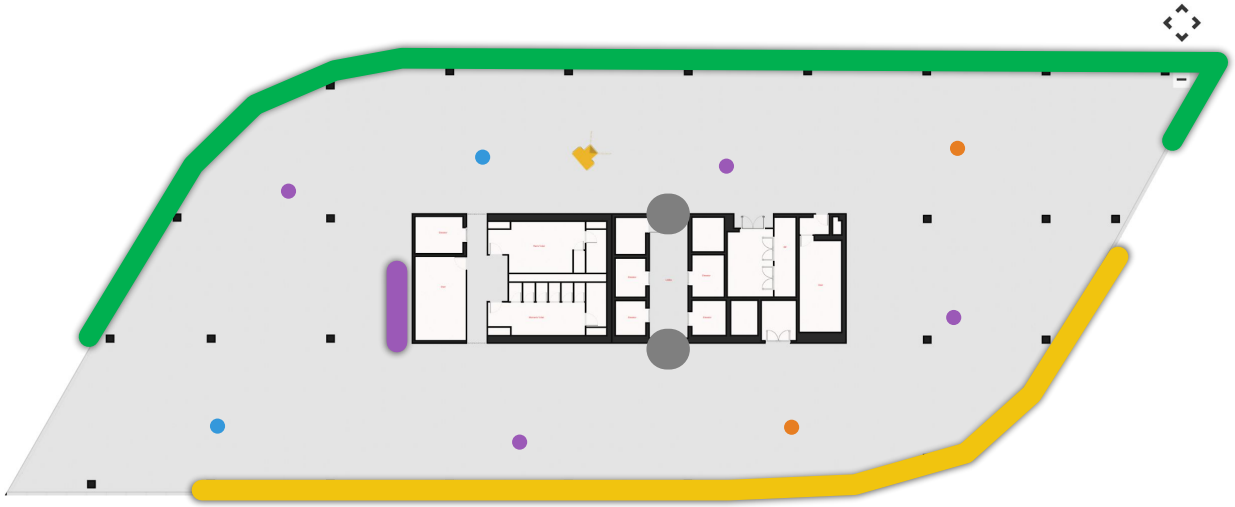

Now, we start defining the proximity to amenities and other constraints.

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Sea view | City view

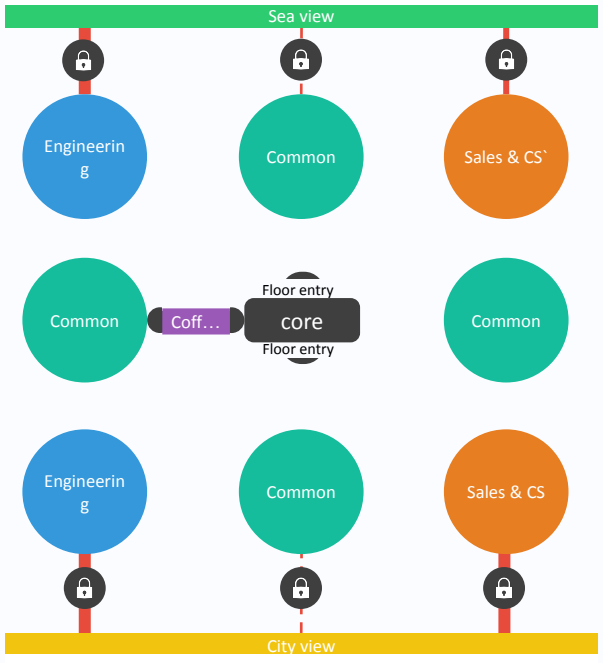
Coffee machine

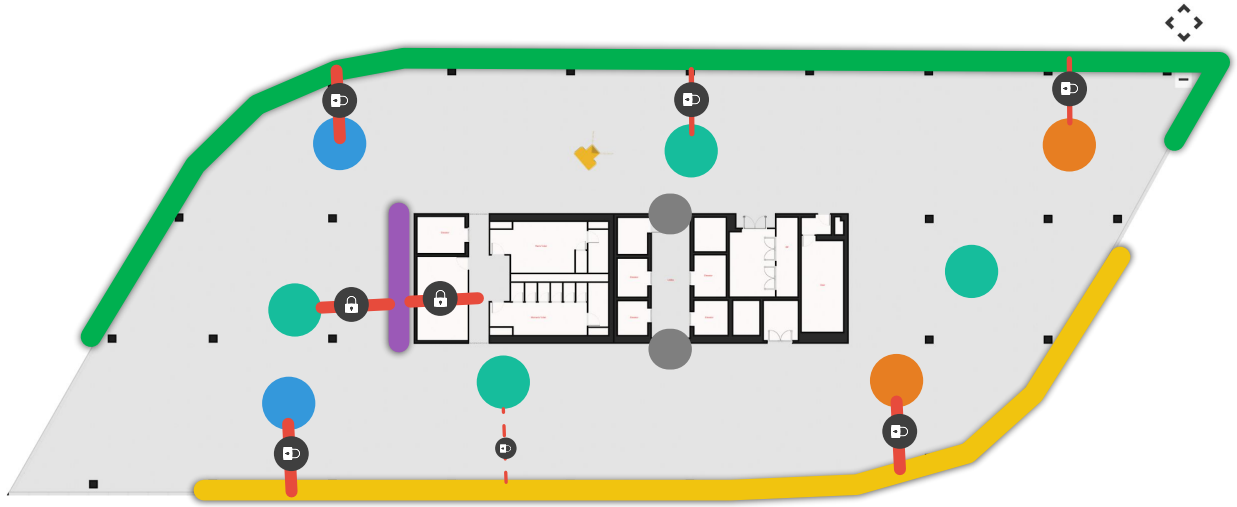
**Proximity** +

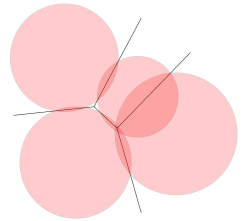
0 - 1m

1- 5m..

5 - 10 m





GENERATE FLOOR PLAN

# Smart Zoning Canvas

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**Nodes** +

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**Amenities constraints** +

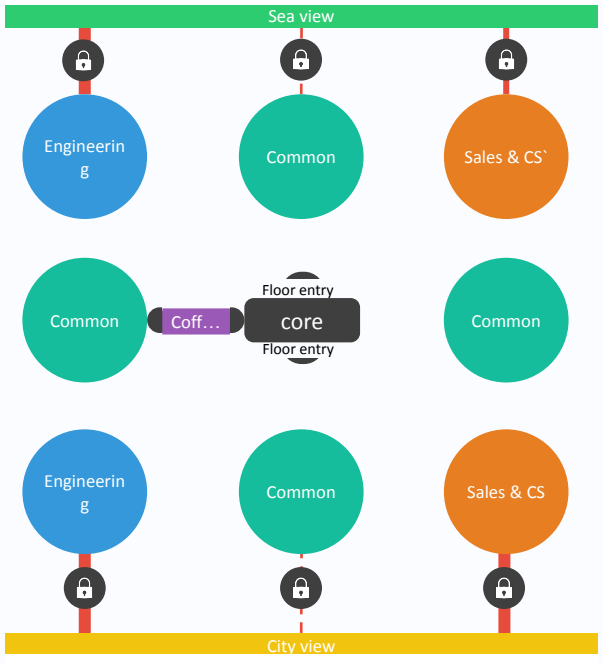
Sea view | City view

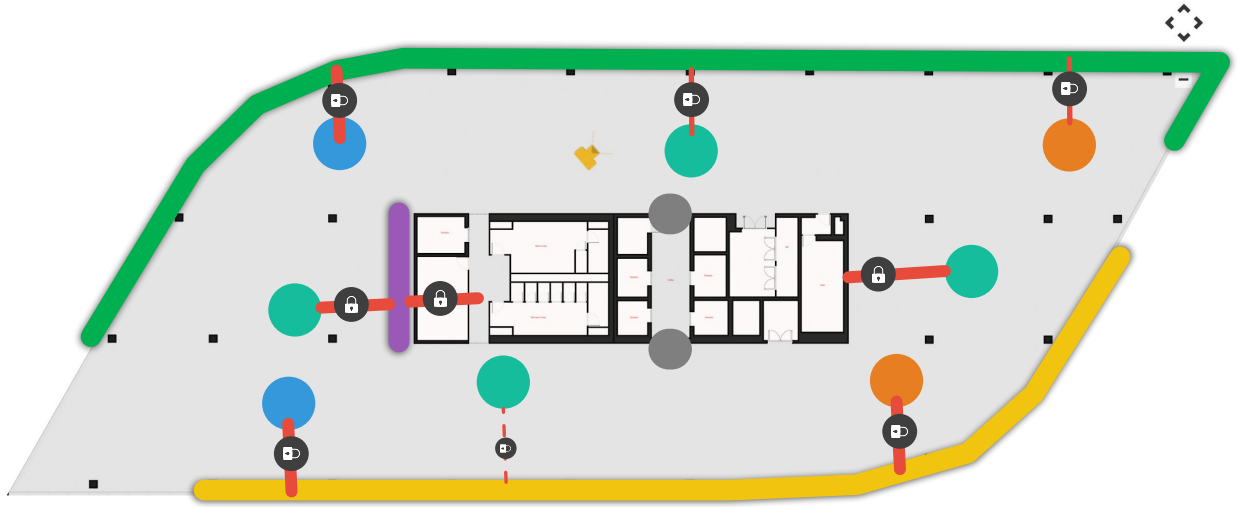
Coffee machine

**Proximity** +

- High proximity
- medium prox..
- low proximity..

GENERATE FLOOR PLAN



# Smart Zoning Canvas

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3.0 Saltmine Bas...

MA ADMIN

ZONES > ORGANIZATION

## Nodes

Common | Engineering | Sales & CS

## Adjacency

- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

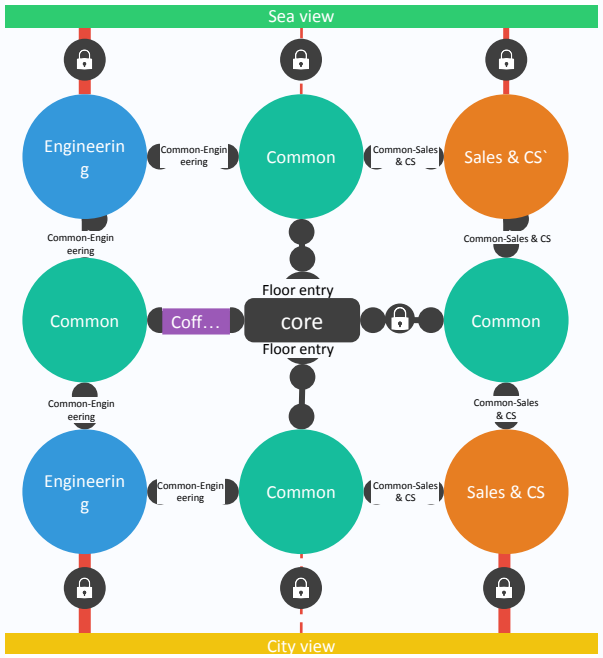
## Amenities constraints

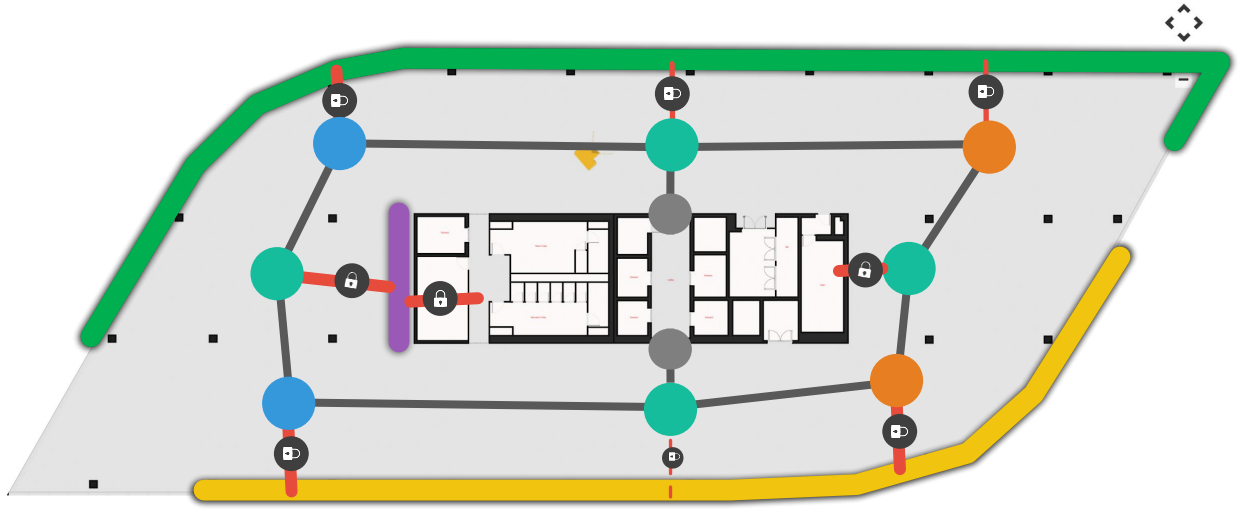
Sea view | City view

Coffee machine

## Proximity

- High proximity
- medium prox..
- low proximity..



GENERATE FLOOR PLAN

# Smart Zoning Canvas

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## Nodes

Common | Engineering | Sales & CS

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## Amenities constraints

Sea view | City view

Coffee machine

## Proximity

- High proximity
- medium prox..
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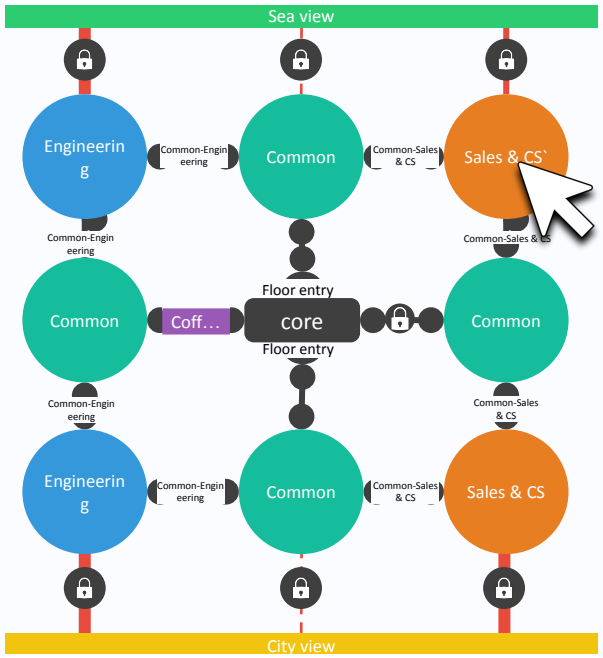
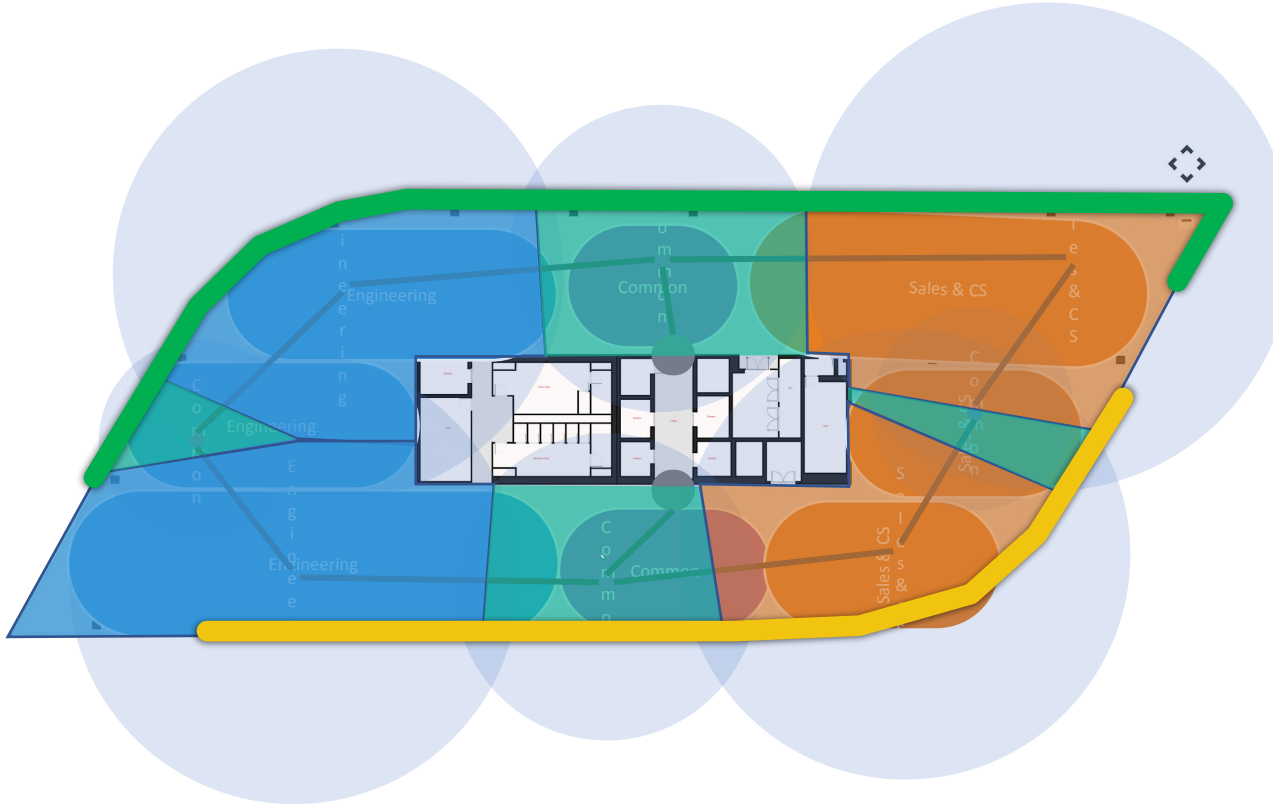
GENERATE FLOOR PLAN



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- Common-Sales & CS
- Common-Engineering
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## Amenities constraints

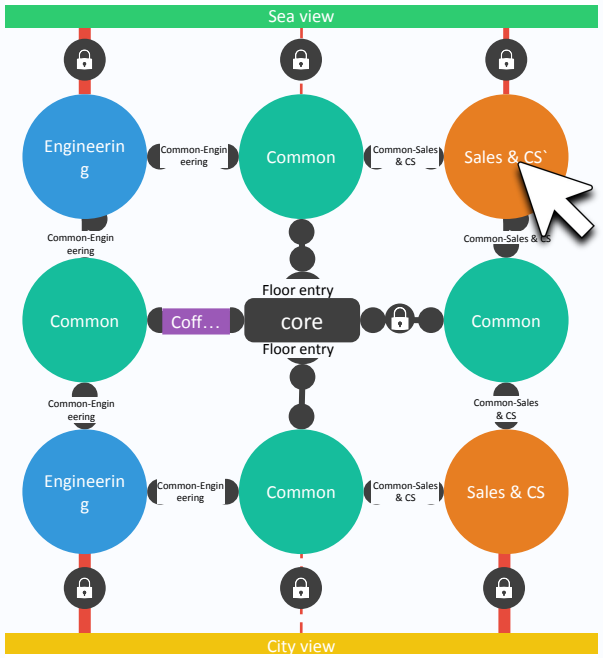
Sea view | City view

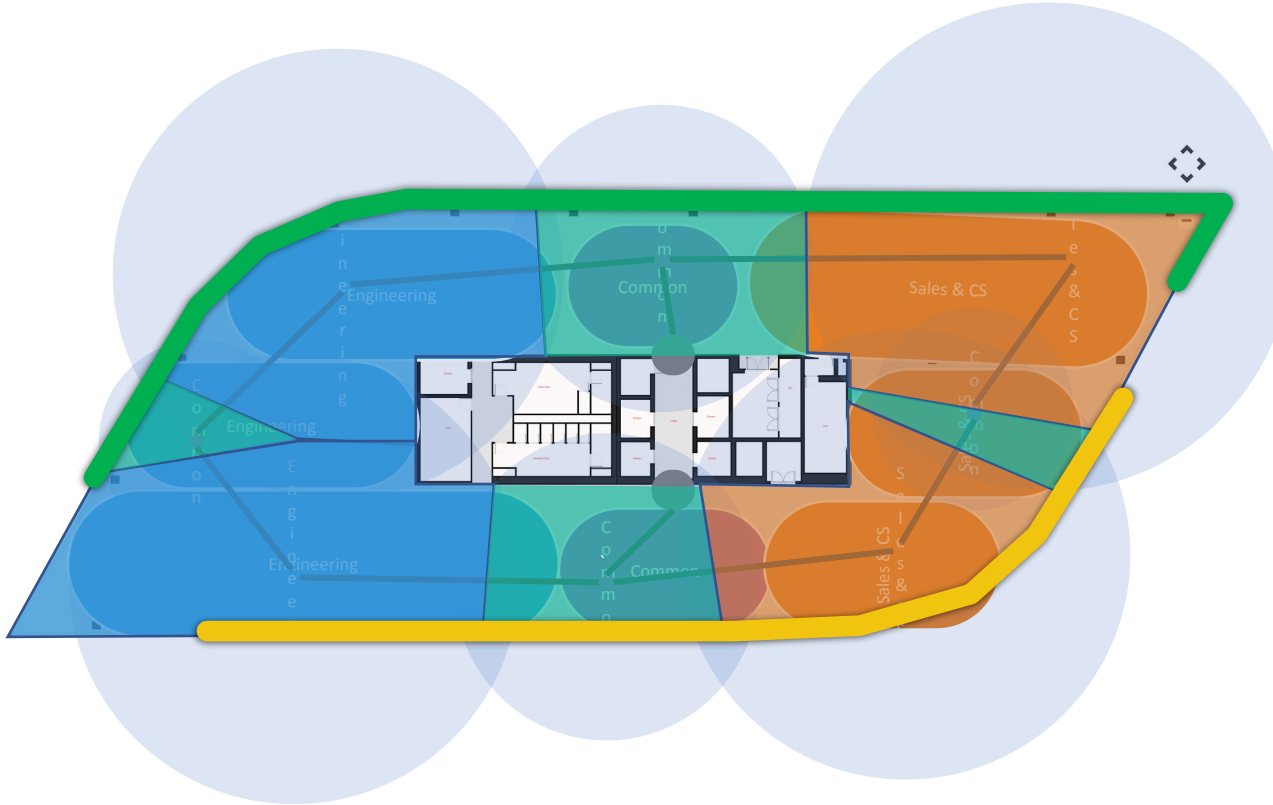
Coffee machine

## Proximity

- High proximity
- medium prox..
- low proximity..

GENERATE FLOOR PLAN



# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

ADMIN

ZONES > ORGANIZATION > SALES & CS

WORK STYLE None

FRACTAL LEVEL 0

## Nodes

Common Engineering Sales & CS

## Adjacency

- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

## Amenities constraints

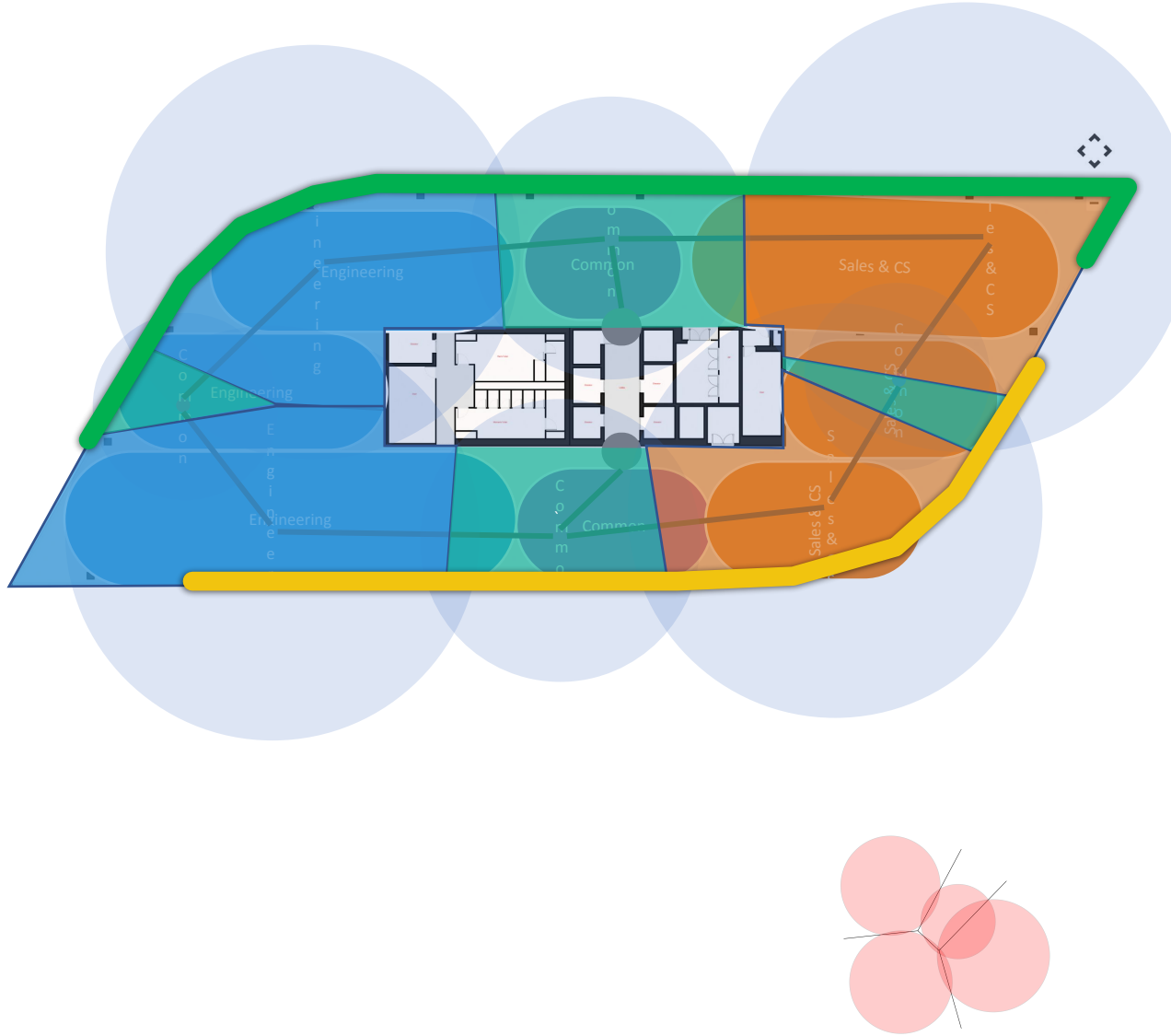
Sea view City view

Coffee machine

## Proximity

- High proximity
- medium prox..
- low proximity..

GENERATE FLOOR PLAN



# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

ADMIN

ZONES > ORGANIZATION > SALES & CS

WORK STYLE None

SUBDIVISION LEVEL 0

## Nodes

Common Engineering Sales & CS

## Adjacency

- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

## Amenities constraints

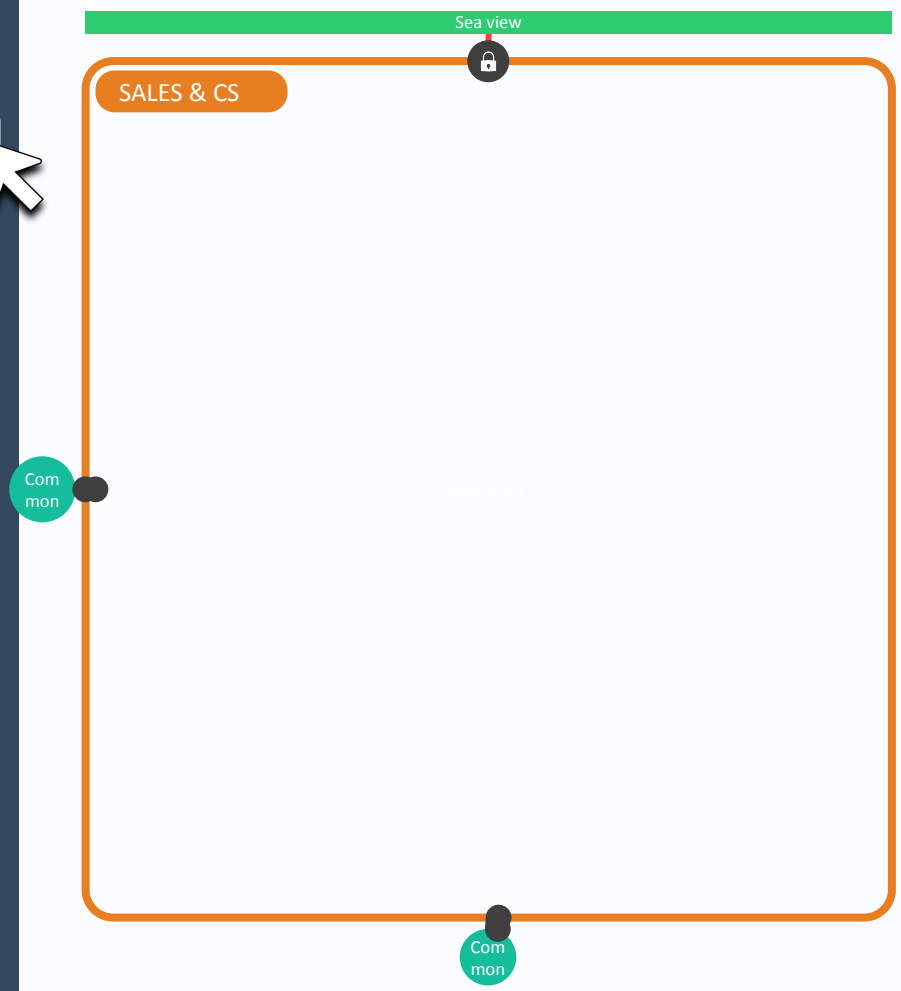
Sea view City view

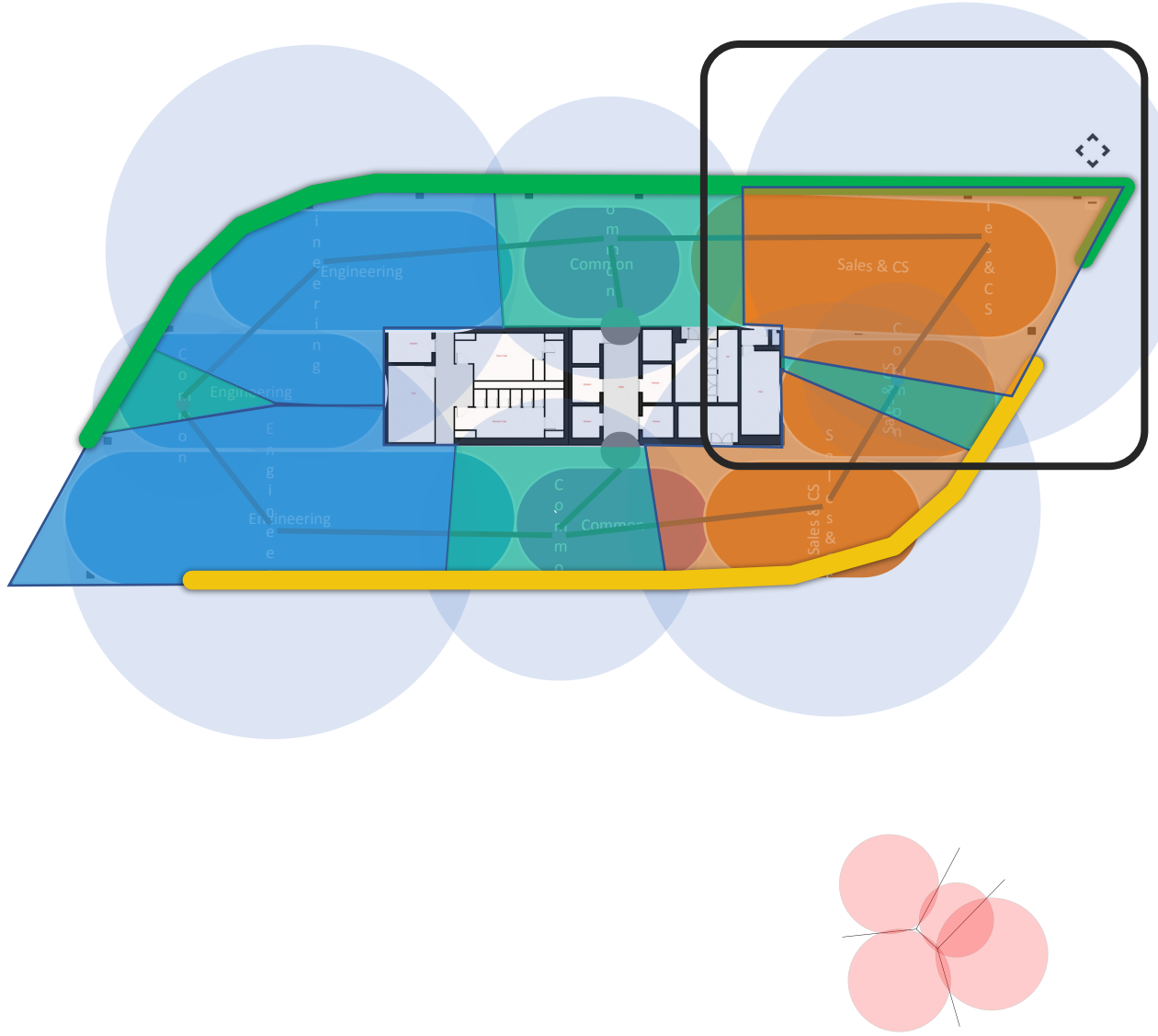
Coffee machine

## Proximity

- High proximity
- medium prox..
- low proximity..

GENERATE FLOOR PLAN



# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

ADMIN

ZONES > ORGANIZATION > SALES & CS

WORK STYLE None

SUBDIVISION LEVEL 0

## Nodes

Common | Engineering | Sales & CS

| | | |
|---|---|---|
| Workpoint- Sales | 3456 | 3456 |
| Enclosed Collaboration- Sales | 1392 | 1392 |
| Open Collaboration- Sales | 441 | 441 |
| Support and Speciality- Team... | 389 | 389 |

## Adjacency

- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

## Amenities constraints

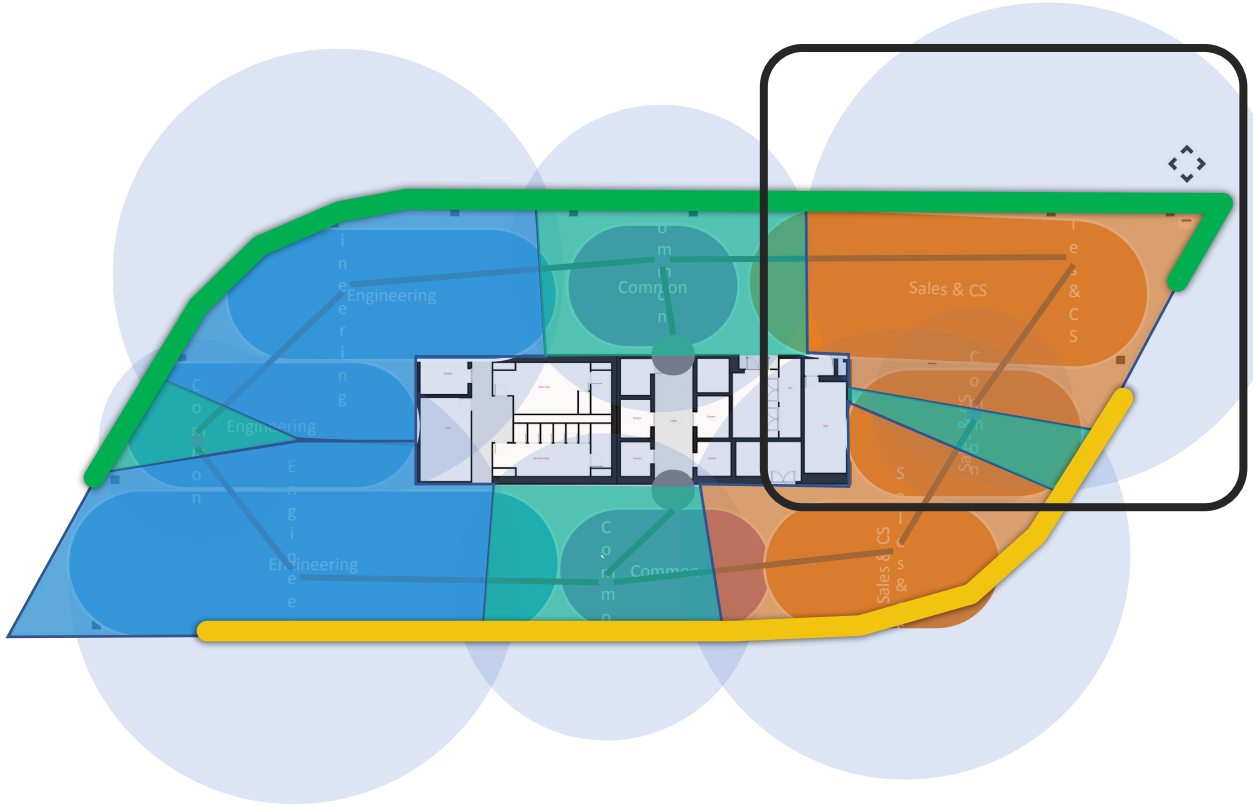
Sea view | City view

Coffee machine

## Proximity

- High proximity
- medium prox..
- low proximity..

GENERATE FLOOR PLAN



# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

ADMIN

ZONES > ORGANIZATION > SALES & CS

WORK STYLE None

SUBDIVISION LEVEL 0

- Classic
- Neighborhood
- Agile
- Flexible
- User defined 1
- User defined 2

Add new template

## Nodes

Common Engineering Sales & CS

| | | |
|---|---|---|
| Workpoint- Sales | 3456 | 3456 |
| Enclosed Collaboration- Sales | 1392 | 1392 |
| Open Collaboration- Sales | 441 | 441 |
| Support and Speciality- Team... | 389 | 389 |

## Adjacency

- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

## Amenities constraints

Sea view City view Coffee machine

## Proximity

- High proximity
- medium prox..
- low proximity..

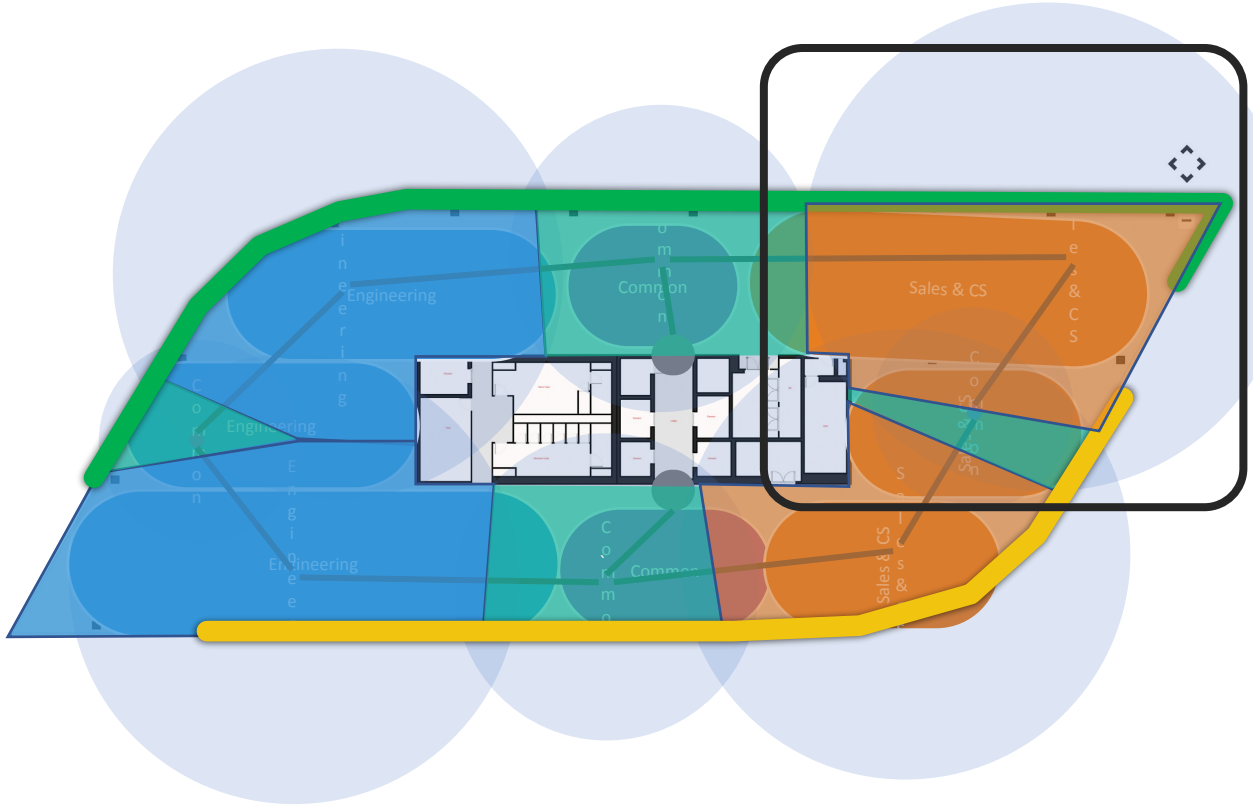
GENERATE FLOOR PLAN

Sea view

SALES

Com mon

Com mon



# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

ADMIN

ZONES > ORGANIZATION > SALES & CS

WORK STYLE Neighborhood

SUBDIVISION LEVEL 4

seed

## Nodes

Common | Engineering | Sales & CS

| | | |
|---|---|---|
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| Open Collaboration- Sales | 441 | 441 |
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## Adjacency

- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

## Amenities constraints

Sea view | City view

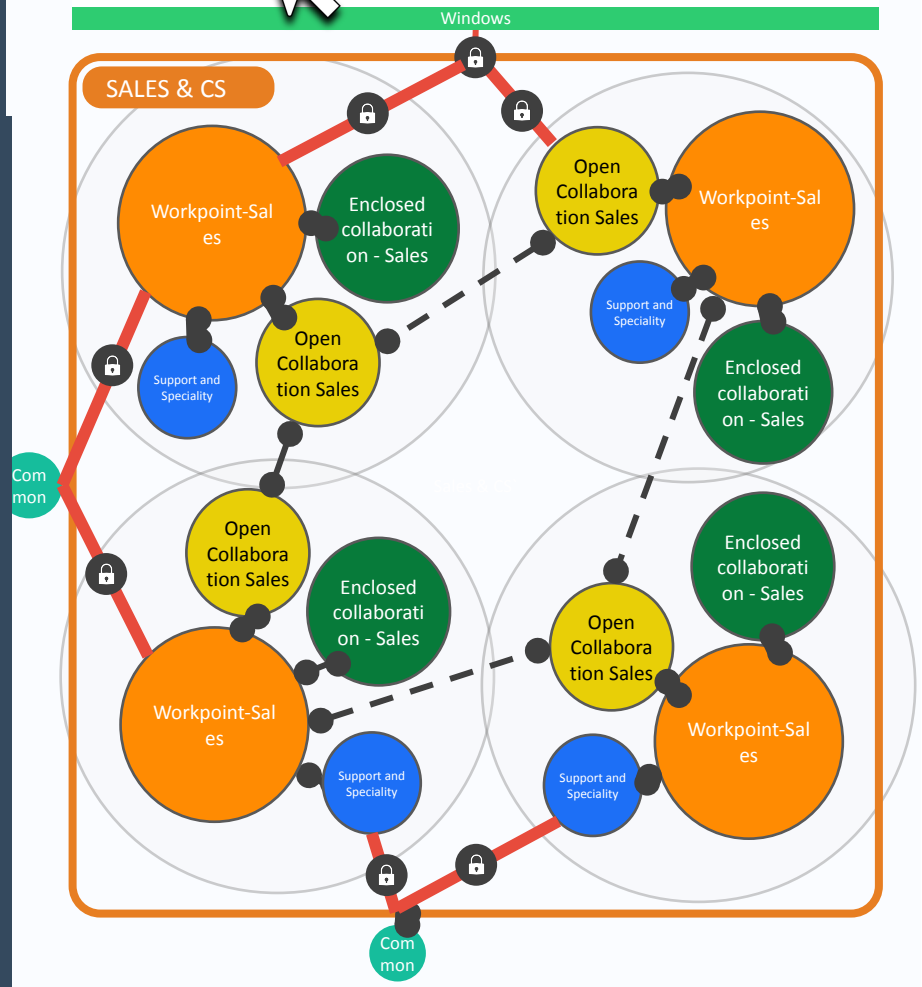
Coffee machine

## Proximity

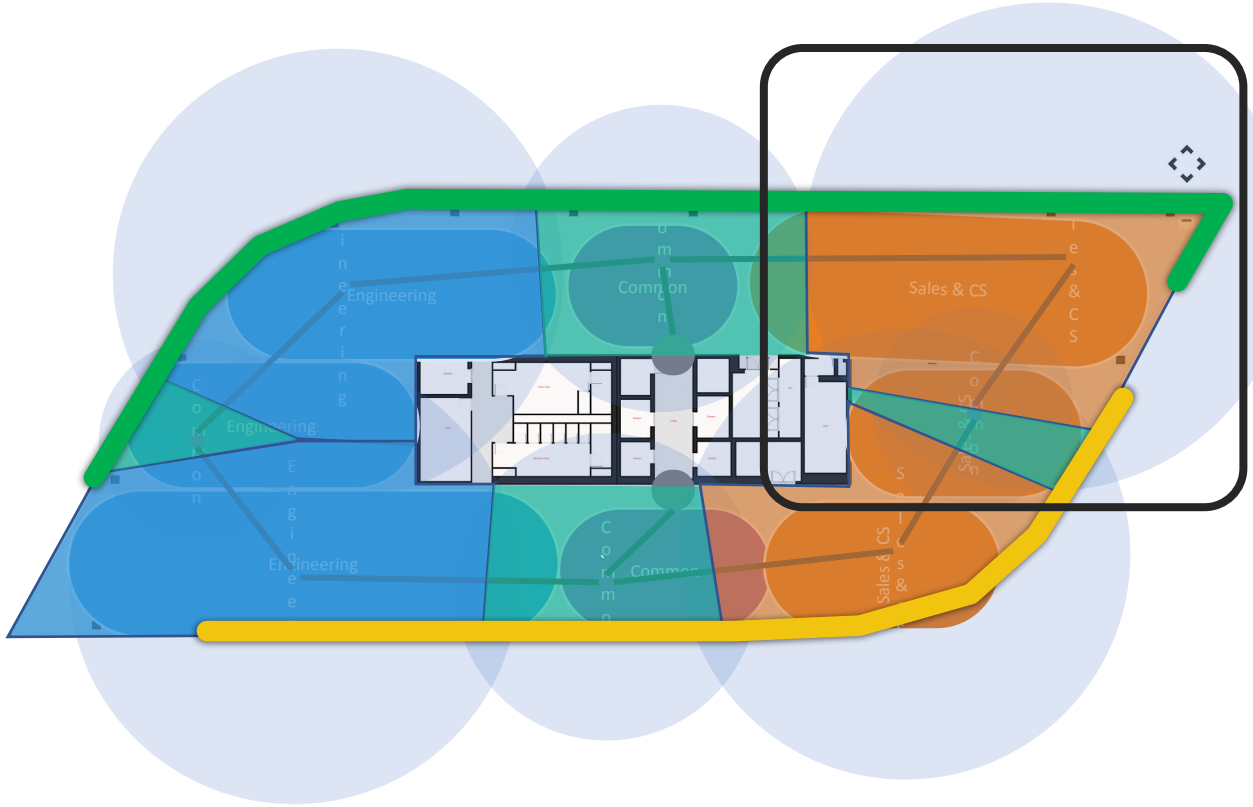
- Utilization = 0.9
- medium prox..
- low proximity..

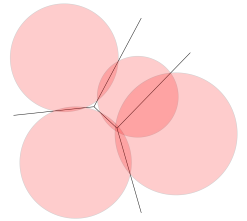
## Circulation

GENERATE FLOOR PLAN




Save



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- Common-Sales & CS

**Amenities constraints** +

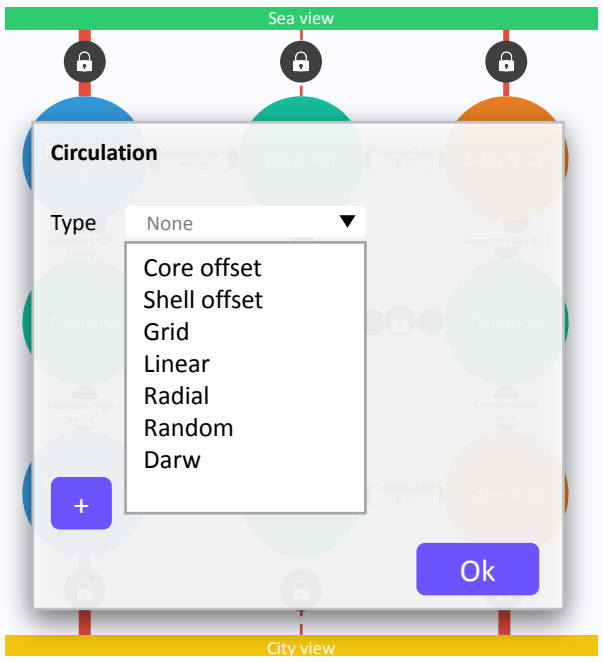
Sea view | City view | Coffee machine

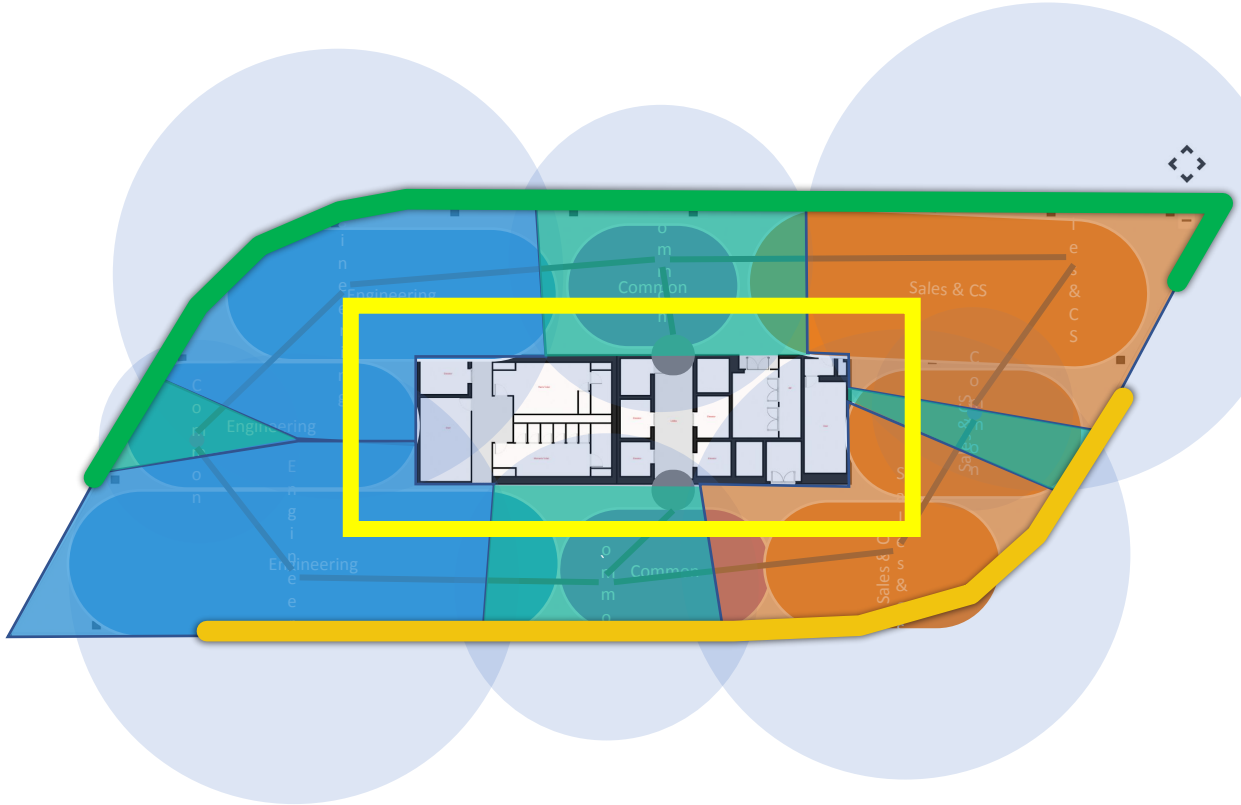
**Proximity** +

- High proximity
- medium prox..
- low proximity..

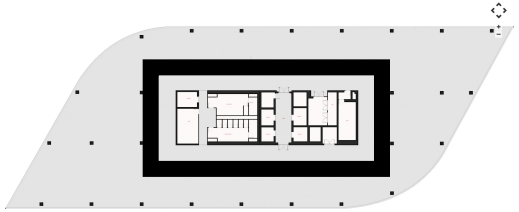
**Circulation** +

GENERATE FLOOR PLAN

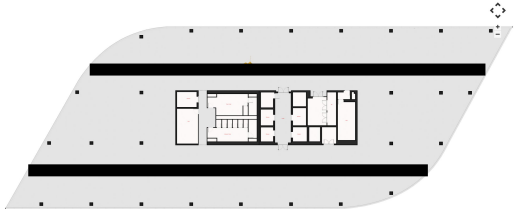


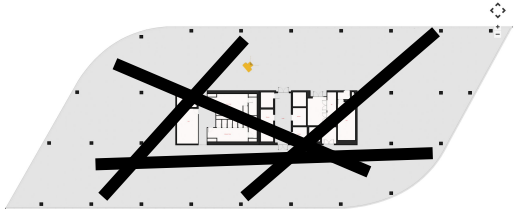
# Circulation types



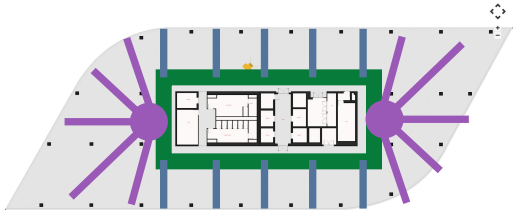
Core offset



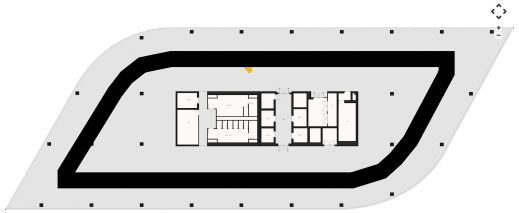
Linear



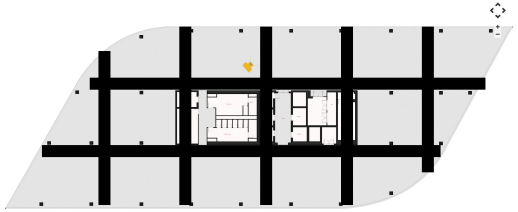
Random



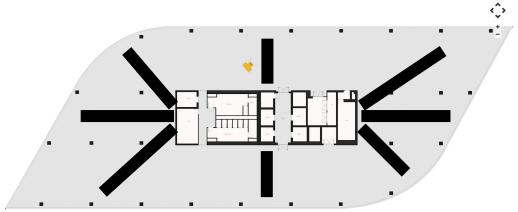
Mix



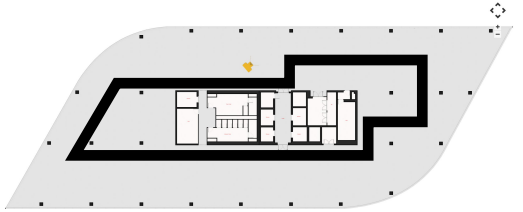
Shell offset



Grid
(rectangular)



Central



User defined

# Smart Zoning Canvas

Search sites by name

3.0 Saltmine Bas...

ADMIN

ZONES > ORGANIZATION

**Nodes** +

Common | Engineering | Sales & CS

**Adjacency** +

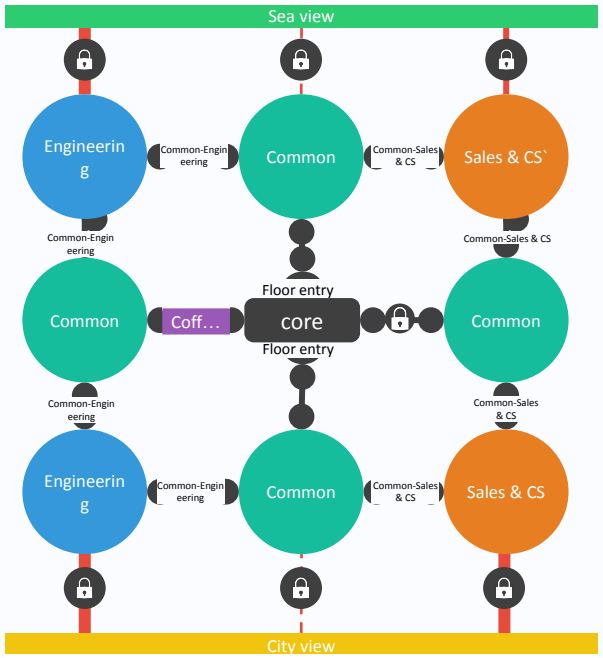
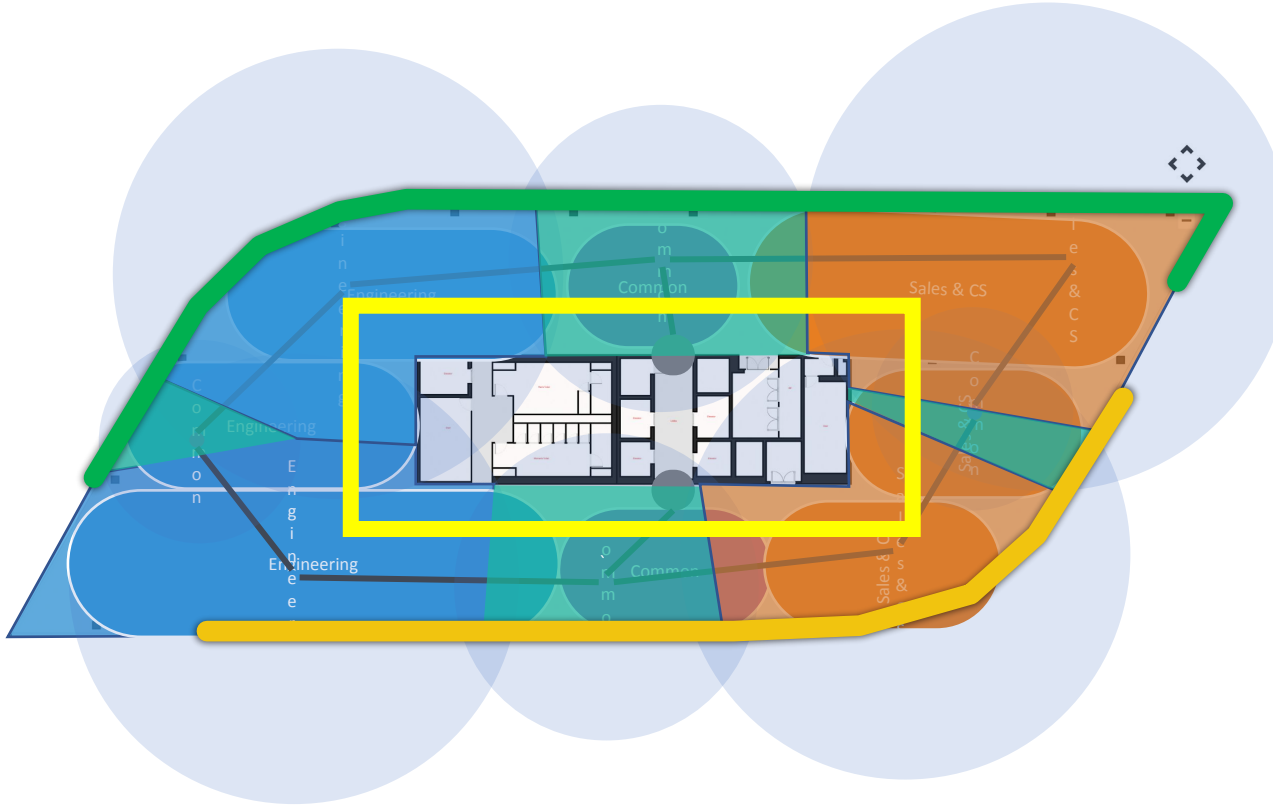
- Common-Engineering
- Common-Sales & CS
- Common-Engineering
- Common-Sales & CS

**Amenities constraints** +

Sea view | City view | Coffee machine

**Proximity** +

- High proximity
- medium prox..
- low proximity..

**Circulation** +

GENERATE FLOOR PLAN