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Palazzo Capponi Rome hotel interior design

piano terra. people flow

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People Flow

Methodology

1. Visual Permeability

Analytic tool to measure how far one can see

2. Path

Start Location - Destination

Destination

Analytic tool to measure the shortest path

3. Groups

Agent Simulation

People are influenced by the behaviour of others around them

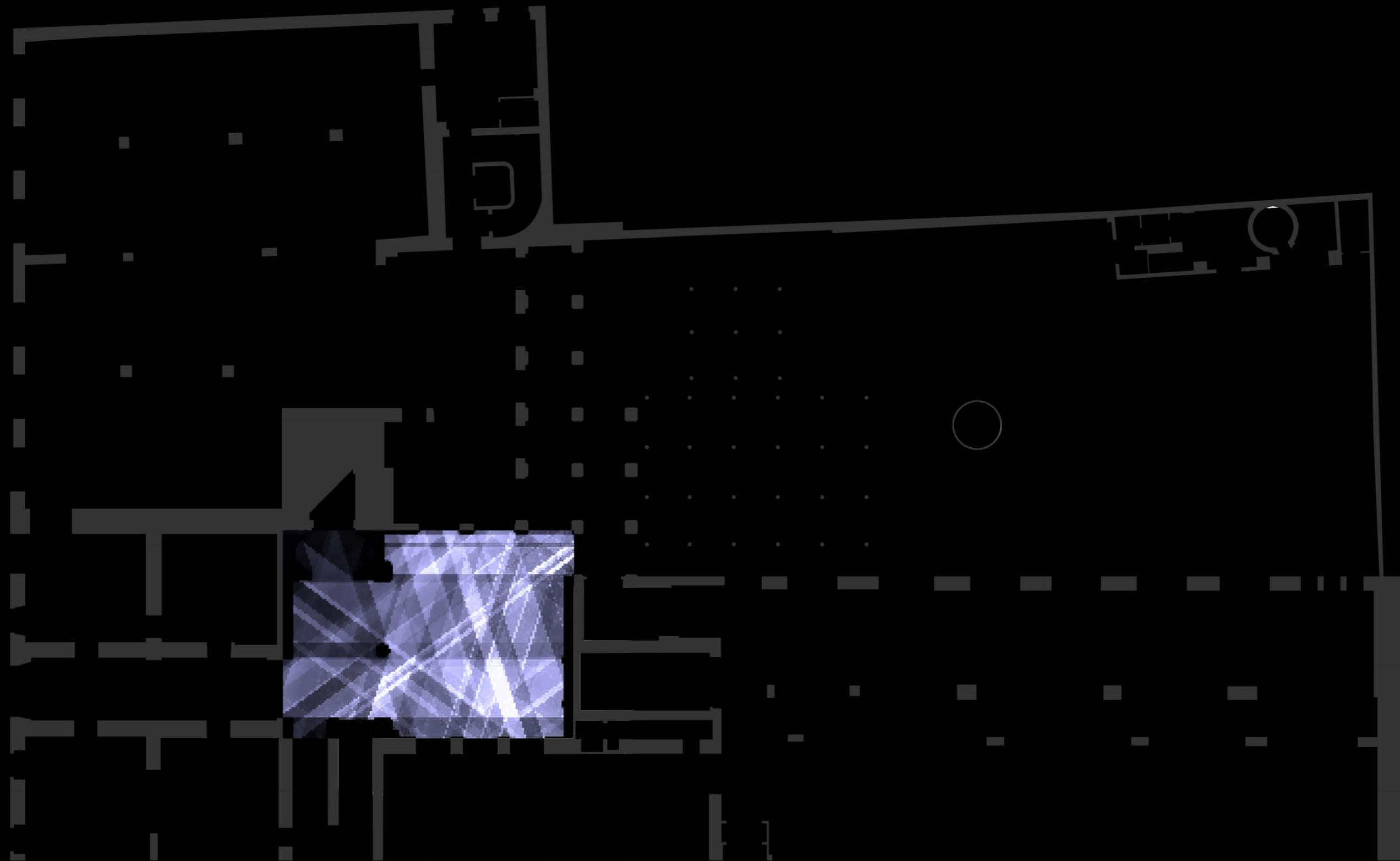
5% of people define the direction

Visual Permeability

Visual Permeability

High Connectivity = White

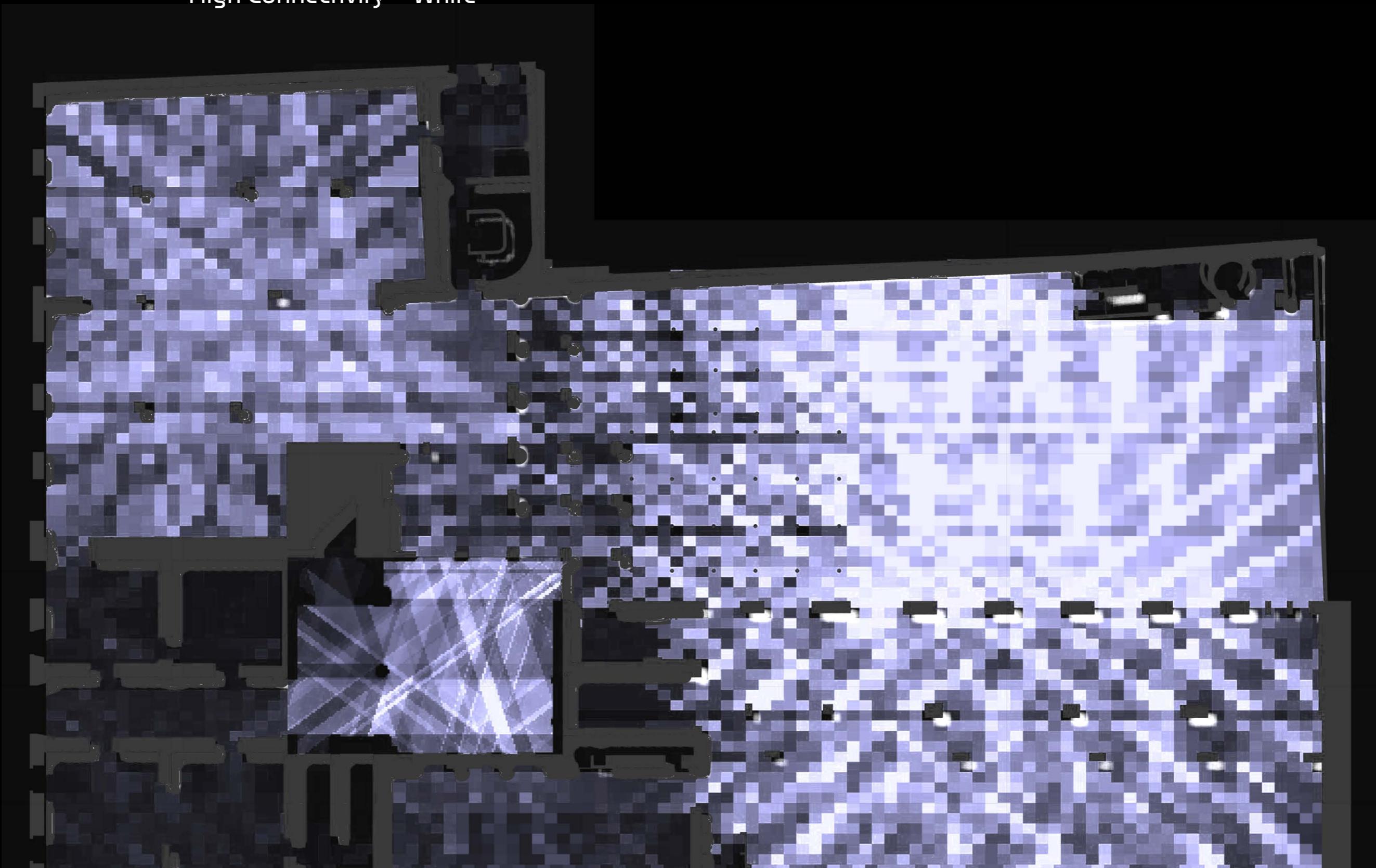
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Visual Permeability

High Connectivity = White

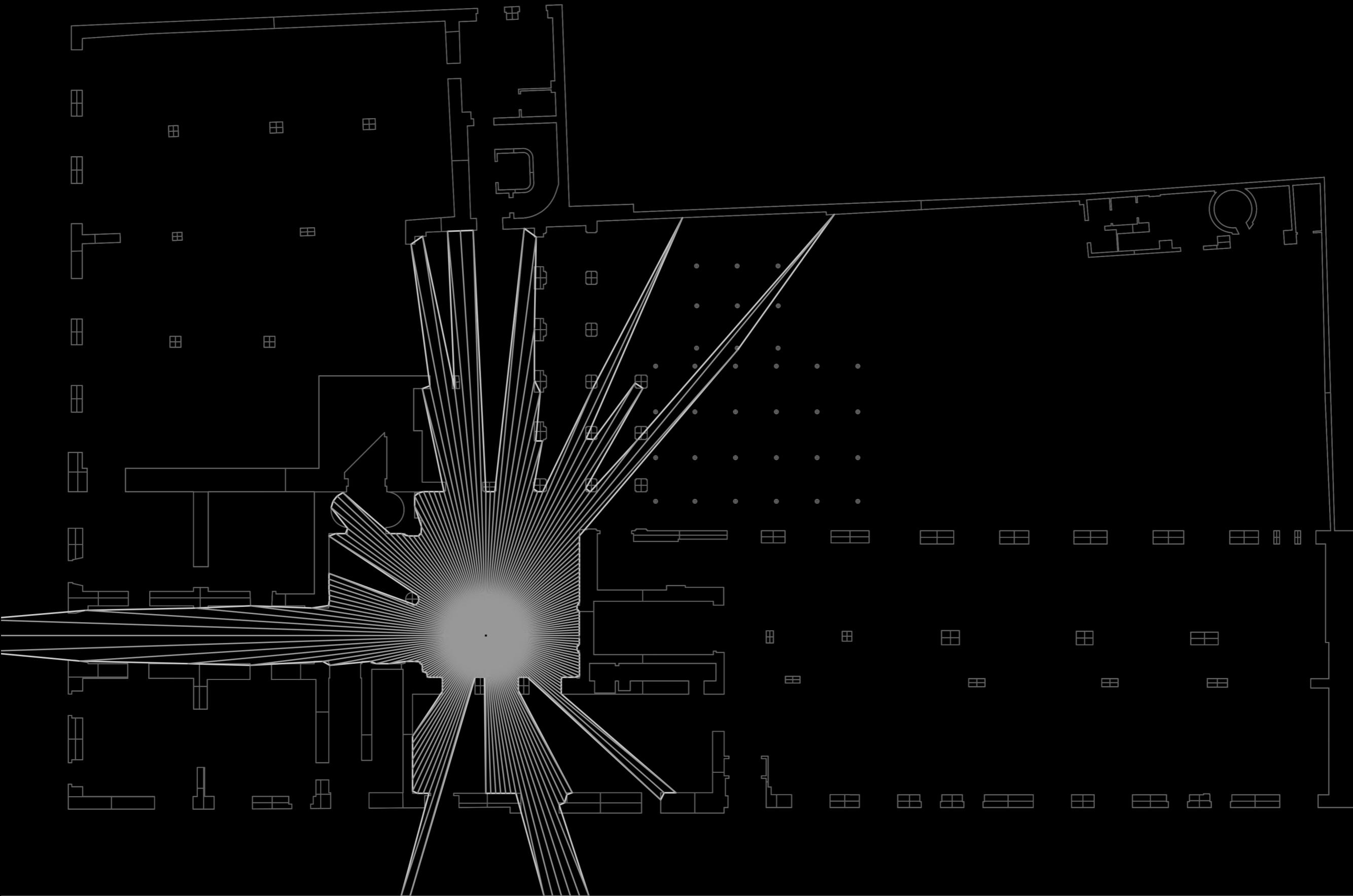
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Visual Permeability

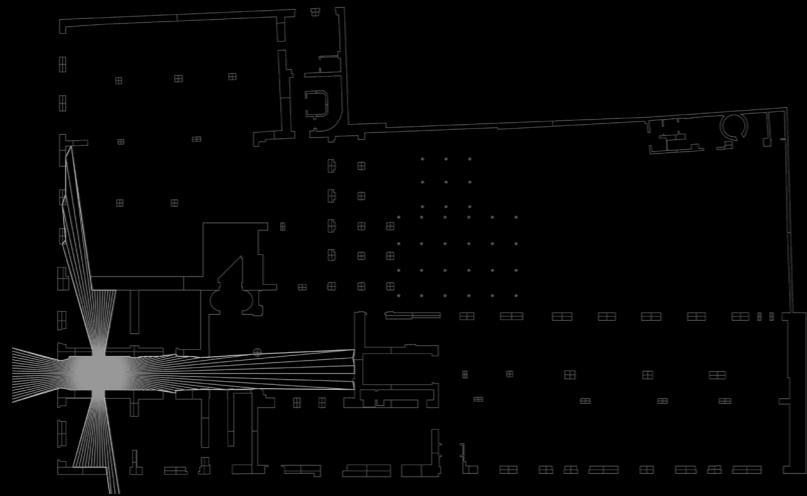
View from 1 location = 1 pixel

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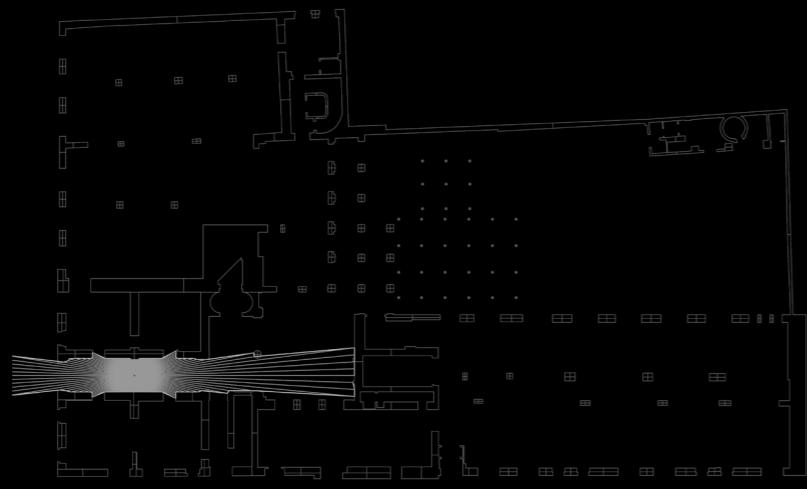


Visual Permeability

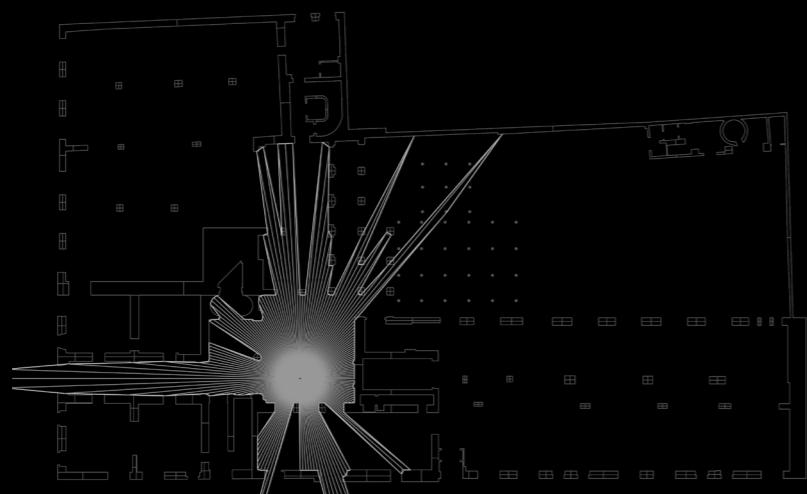
Analytic Tool to measure view distance



Views from a Single Location



Views from a Single Location



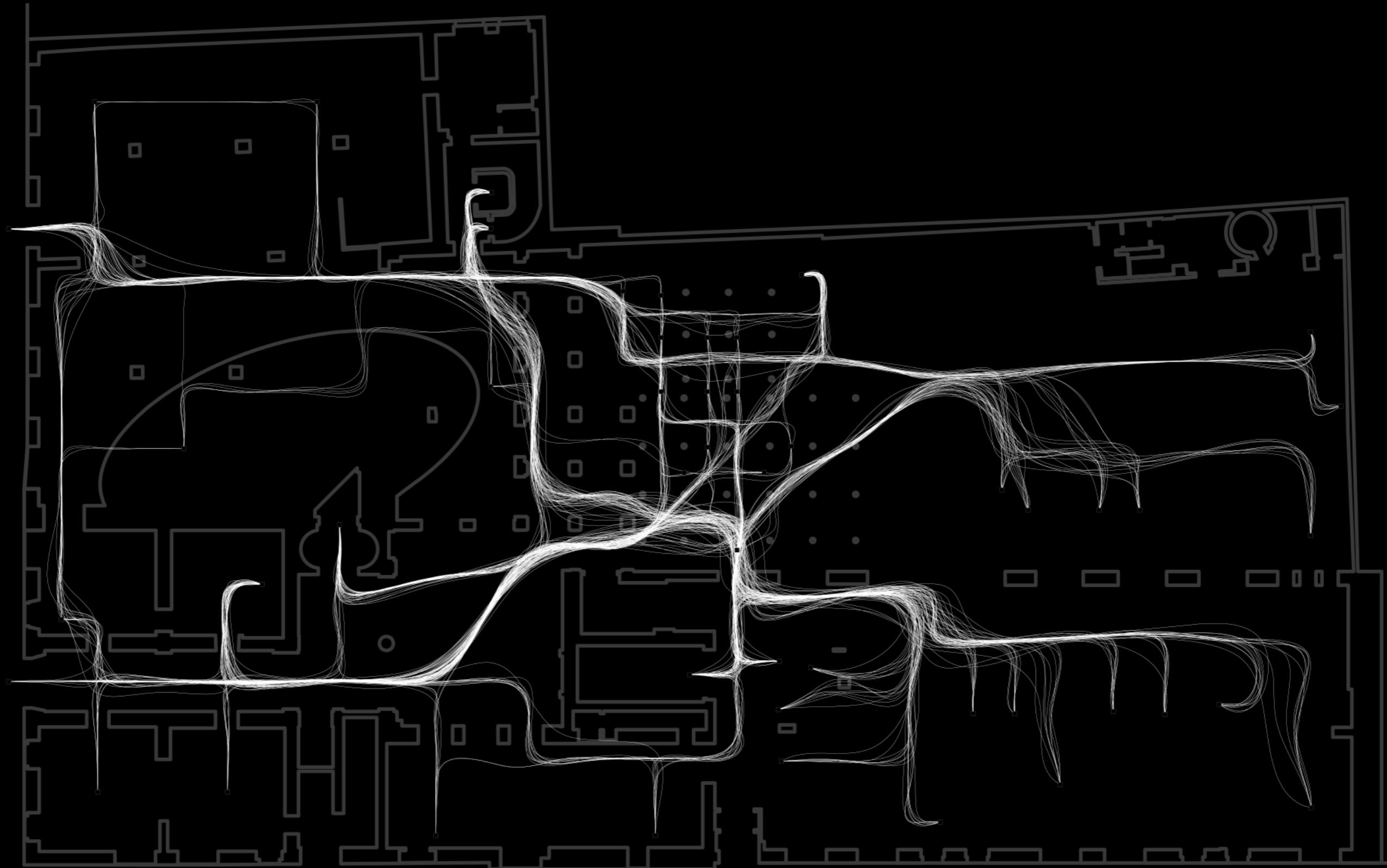
Views from a Single Location

Parc

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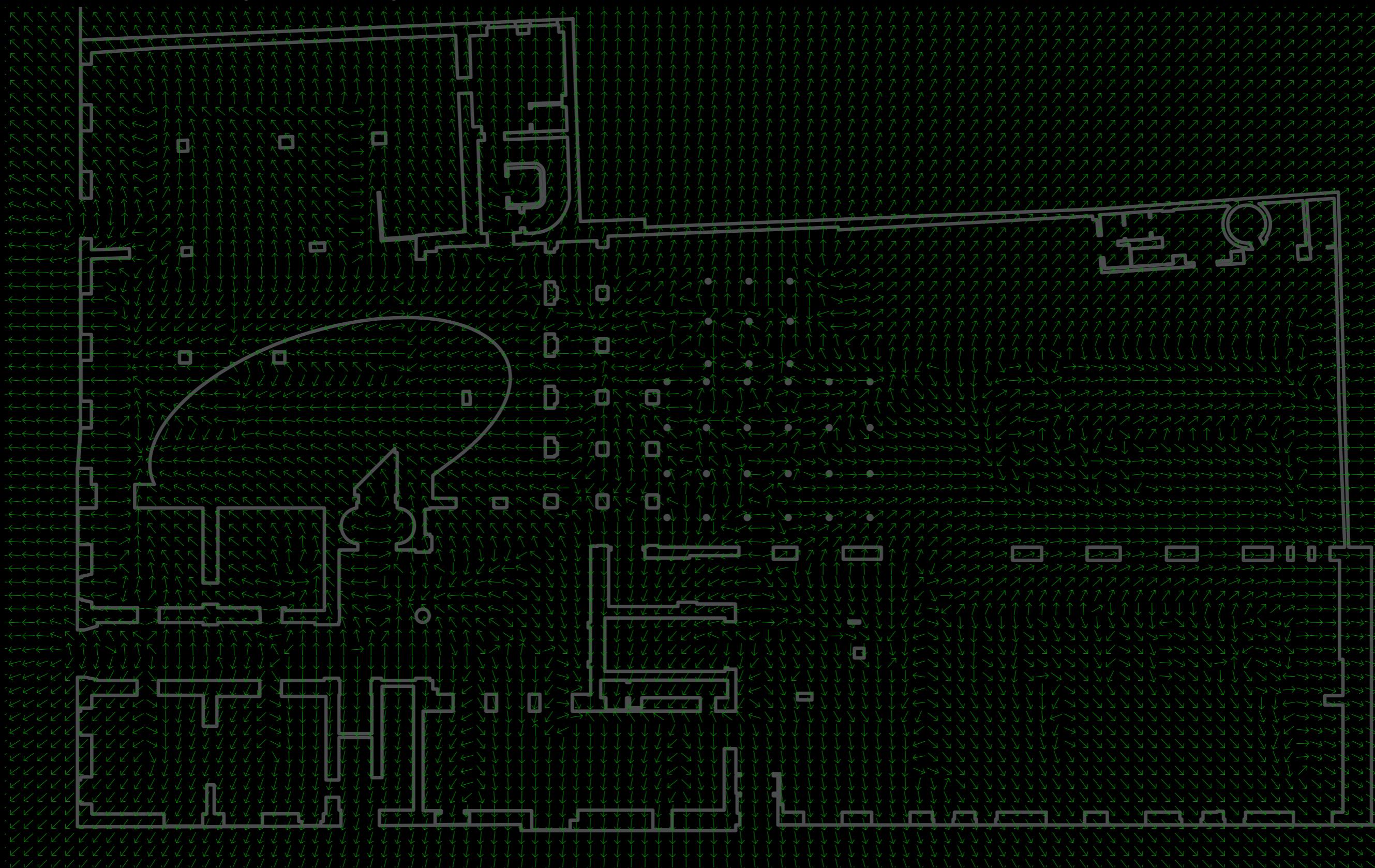
Parh

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Path

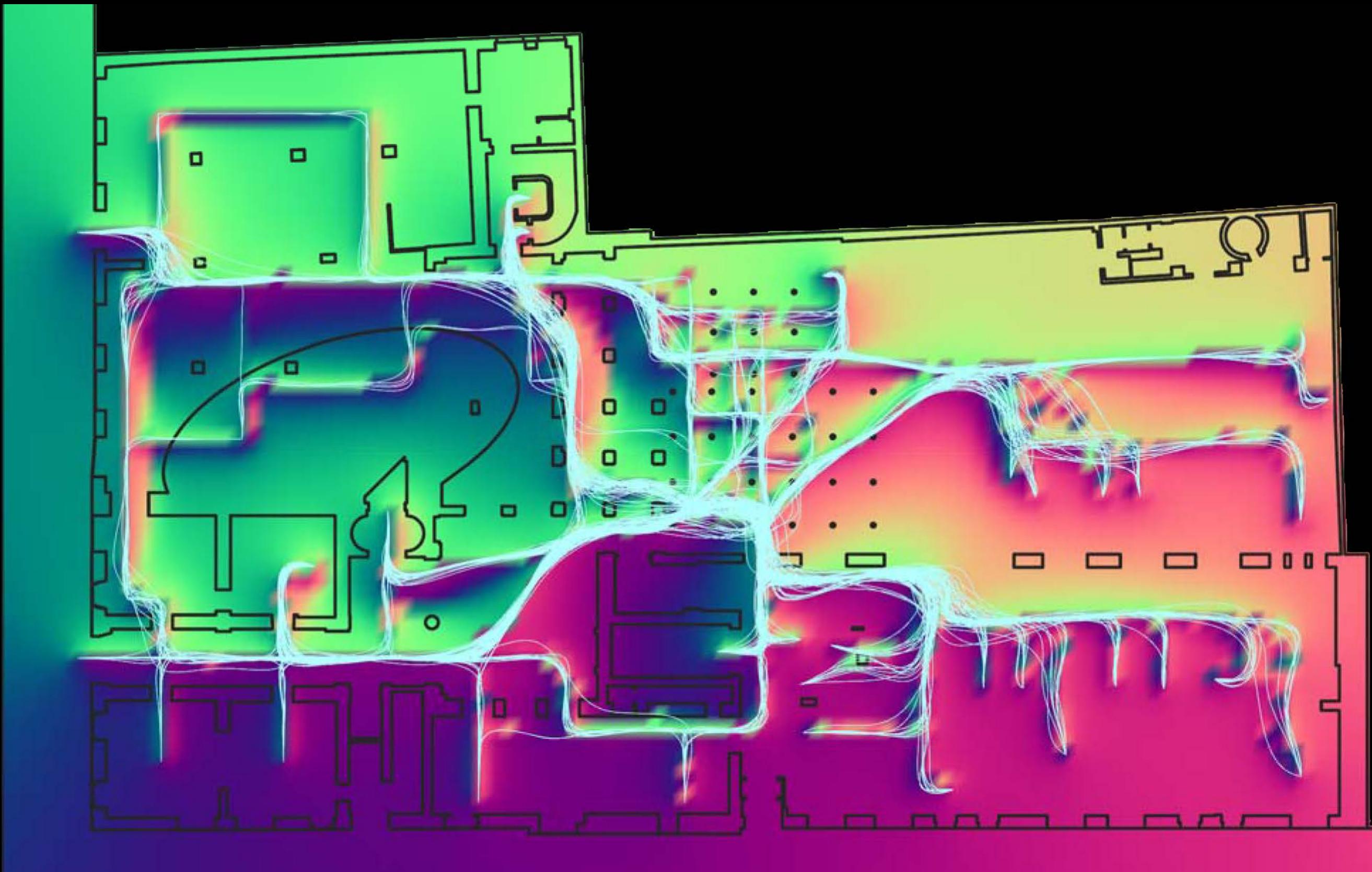
Vector Field = Arrow



Path

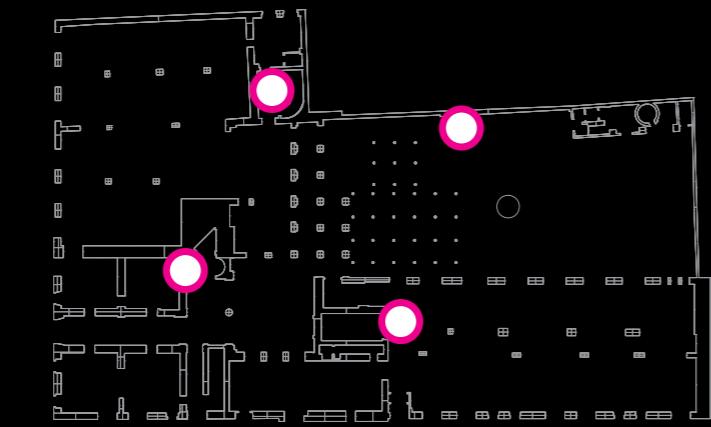
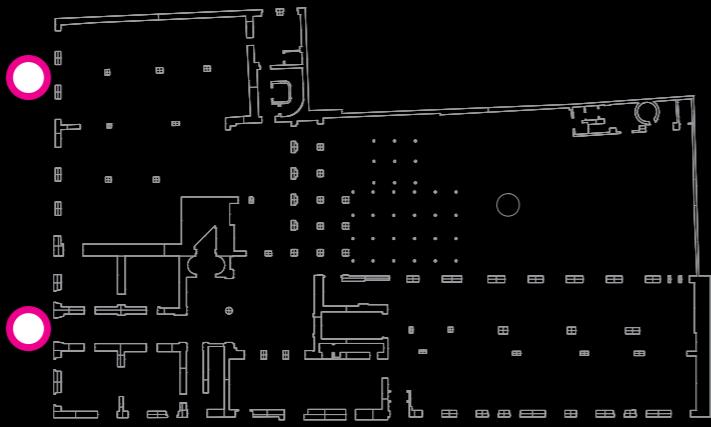
Vector Field = Color

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Path

Start Location - Destination

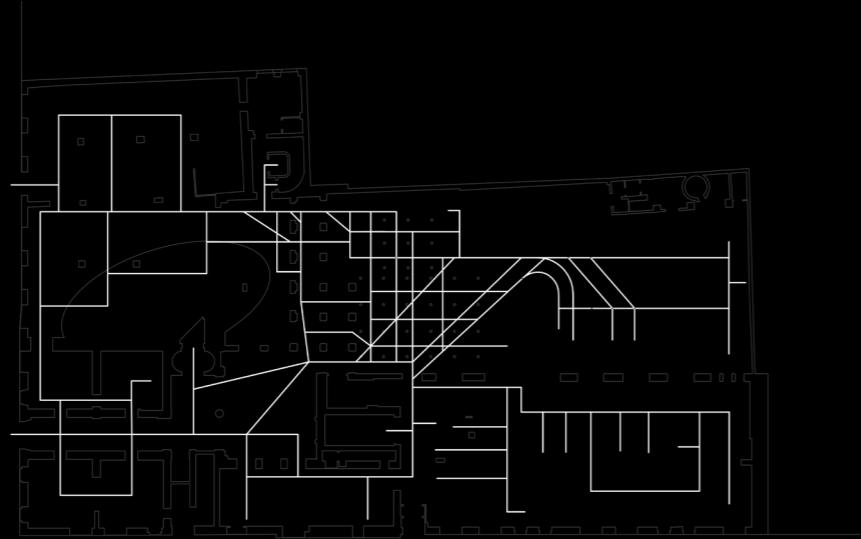


Door

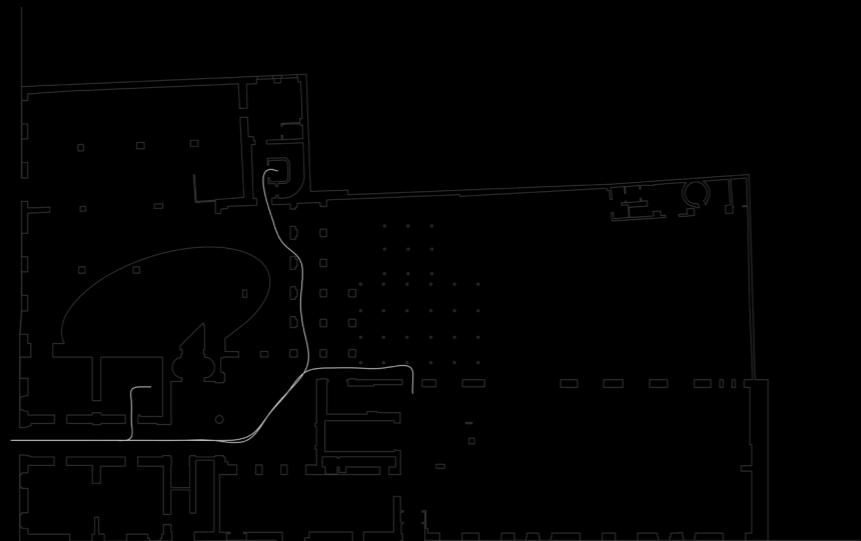
Lift

Feature

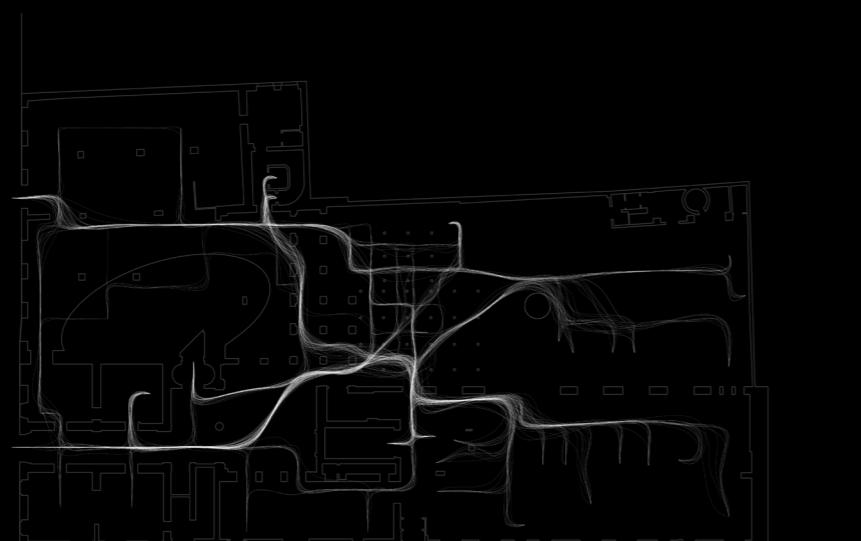
Path



All Possibilities



Single Path



Multiple Paths

Groups

Groups

Agent Simulation

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Groups

Agent Simulation



Single Frame



Multiple Frames



Multiple Frames