

“Reality”

Object  
abstraction



Hi-Fi table



Multi-scale selection  
(model abstraction)

Goals

Constraints

Objectives

Scales

Process

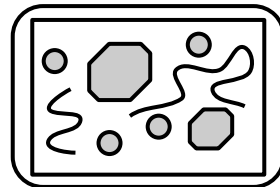
Conflicts

Solution

Deletion



Map



Styles

(visual abstraction)



Lo-Fi views