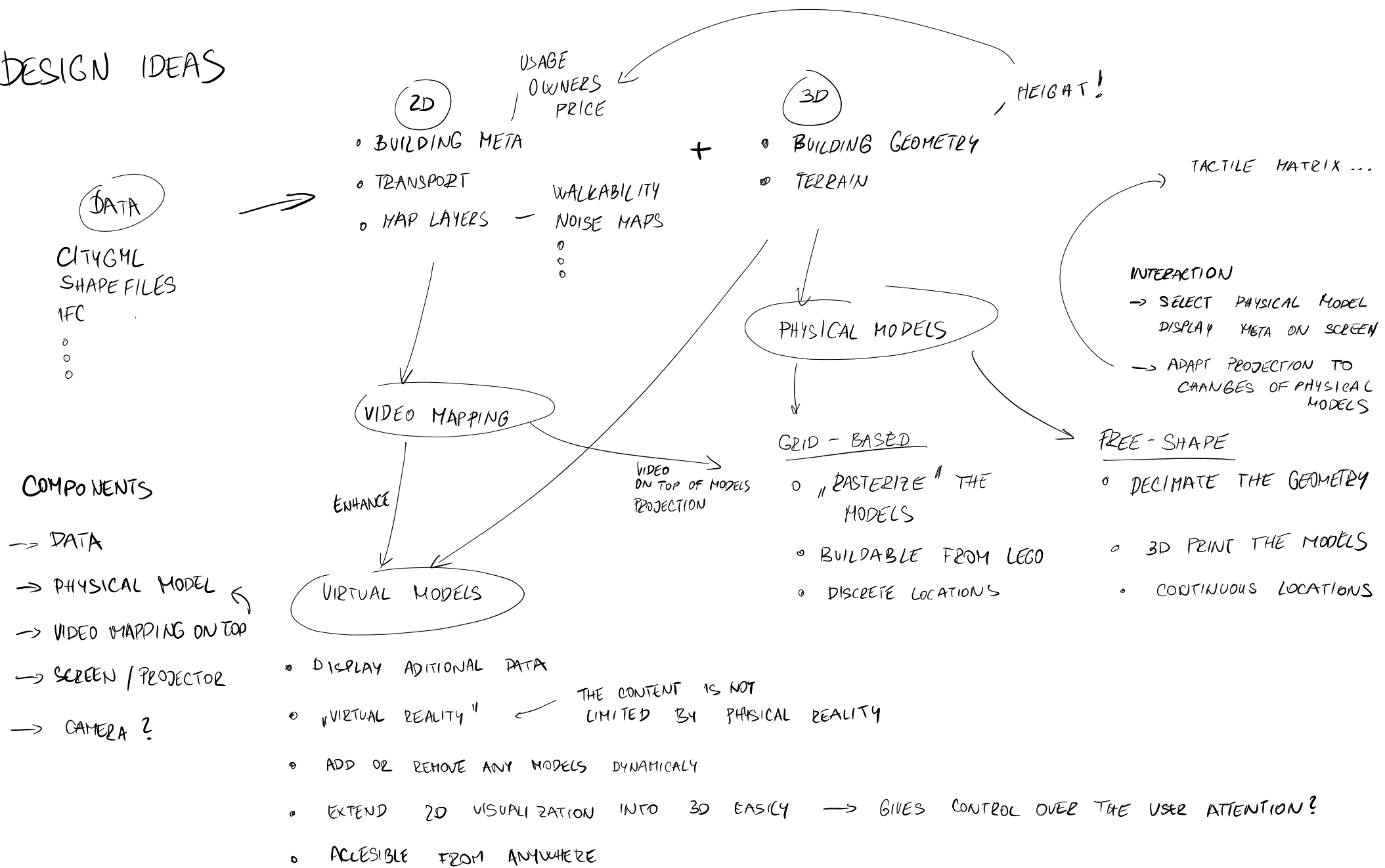


DESIGN IDEAS



① DATA

- 3D GEOMETRY
 - TERRAIN
 - OBJECT
 - BUILDING
 - FEATURE (STATUE, FOUNTAIN...)
- POINTS
- PATHS
- AREAS

LAYERS

THE SUU I MAKE

② APPEARANCE MODIFIED BY STYLES

- 3D MODEL AS BASE
 - LAYERS ON TOP → GENERATE OUTPUT FOR PROJECTOR
- ↓
- GENERATE WIDE SCREEN PROJECTION

③ RASTERIZE / VOXELIZE DATA - ESTABLISH GRID

- PRESERVE SPATIAL RELATIONSHIPS ← CAN BE CUSTOMIZABLE (EG. OMIT STREETS NARROWER THAN ...)
- PRODUCE MODELS FOR PRINT / ASSEMBLY ← NUMBER OF COMPONENTS / MATERIAL + MODELS
- TAKE INTO ACCOUNT MODEL REGISTRATION (GENERATE MARKS ON THE BOTTOM)
(GIVE NEIGHBORS DIFFERENT MARKS)



IDEAS

◦ STYLES:

◦ SIMULATIONS:

PIPELINE

LAYER

- set of points, paths or areas with additional attributes

BUILDING / LAYER
METADATA



CUSTOMIZED VISUALIZATION

METADATA
+
MODEL POS.



NEW LAYER?

ARCS, LINES, POINTS...

projection on top of model

STYLE
◦ maps
layer to view

VIEW

- graphical representation of layer
- fixed number of parameters → virtual model