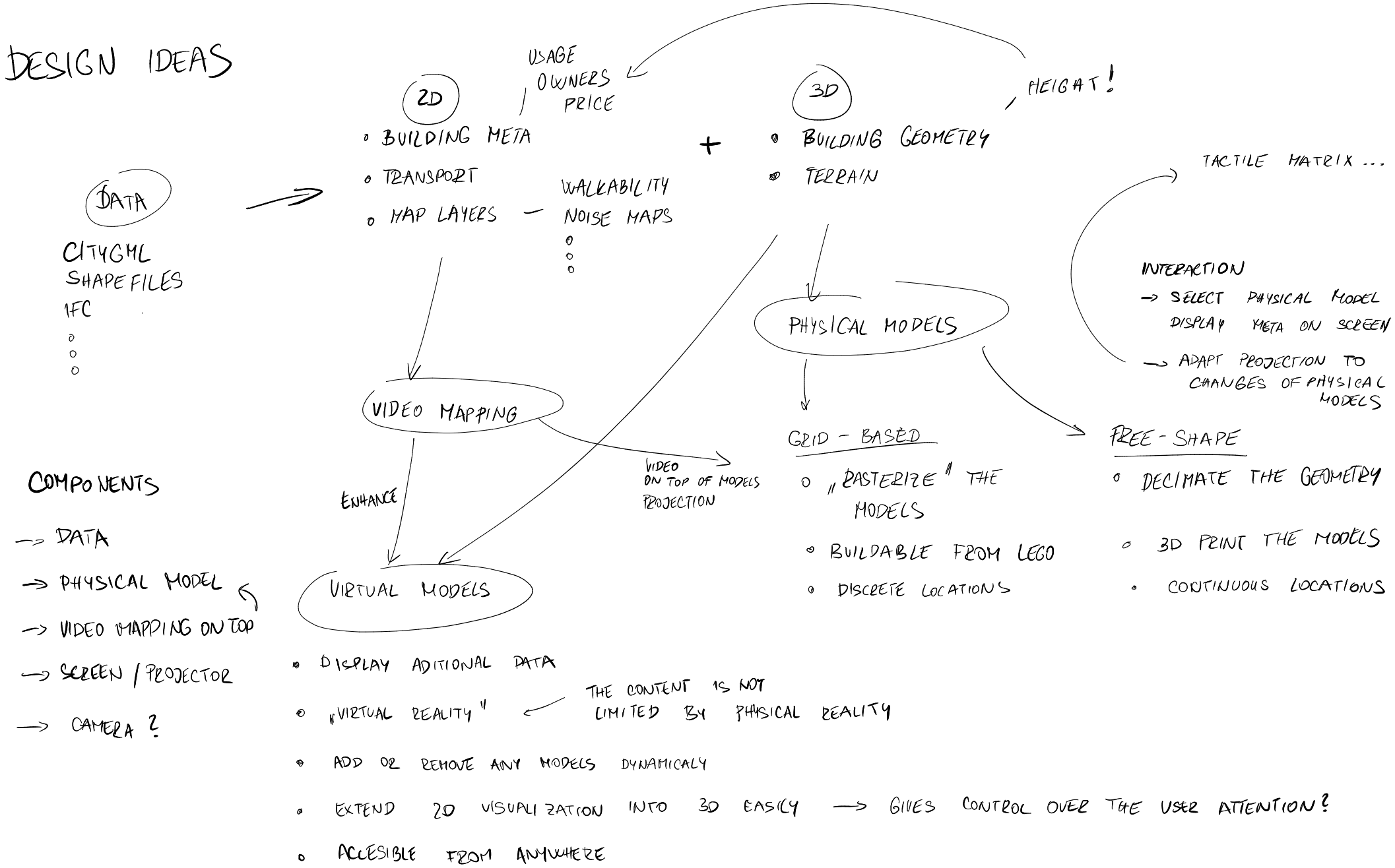
DESIGN IDEAS



COMPONENTS

- → DATA
- → PHYSICAL MODEL
- → VIDEO MAPPING ON TOP
- → SCREEN / PROJECTOR
- → CAMERA ?

① DATA

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

→ LAYERS

→ THE SW I MAKE

② APPEARANCE MODIFIED BY STYLES

- 3D MODEL AS BASE
- LAYERS ON TOP → GENERATE OUTPUT FOR PROJECTOR

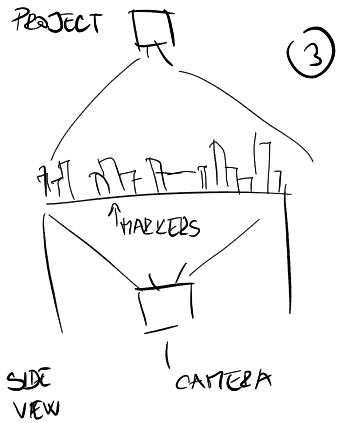
↓

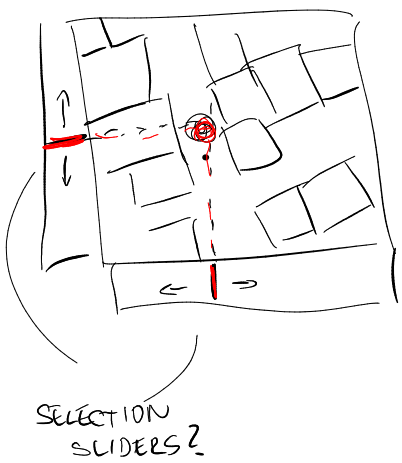
GENERATE WIDE SCREEN PROJECTION

↓

③ RASTERIZE / VOXELIZE DATA - ESTABLISH GRID

- PRESERVE SPATIAL RELATIONSHIPS ← CAN BE CUSTOMIZABLE (EG. OMMIT 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:

BUILDING / LAYER METDATA → → CUSTOMIZED VISUALISATION

- SIMULATIONS:

METADATA + MODEL POS. → → NEW LAYER?

PIPELINE

LAYER
- set of points, paths or areas with additional attributes

→ STYLE
- maps layer to view

VIEW (ARCS, PINS, POINTS...)
- graphical representation of layer
- fixed number of parameters → virtual model

→ projection on top of model