DESIGN IDEAS U>AGE HEIGHT! OWNERS L ZD PRICE BUILDING GEOMETRY · BUILDING META TACTILE MATRIX ... O TEANSPORT TELRAIN WALKABIL ITY , HAP LAYERS - NOISE MAPS CITYGHL INTERACTION SHAPE FILES -> SELECT PHYSICAL MODEL 1FC PHYSICAL MODELS DISPLAY YIETA ON SCHEEN - ADAPT PRODECTION TO CHANGES OF PHYSICAL MODECS (VIDEO MAPPING GRID - BASED FREE - SHAPE VIDEO O "PASTERIZE" THE O DECIMATE THE GEOMETRY COMPONENTS ON TOP OF MODELS ENHANCE PROJECTION MODELS O 3D PRINT THE MODELS -> DATA · BUILDABLE FROM LEGO -> PHYSICAL MODEL (· CONTINUOUS LOCATIONS VIRTUAL MODELS · DISCRETE LOCATIONS -> VIDEO MAPPING ON TOP · DISPLAY ADITIONAL PATA -> SCREEN / PROJECTOR THE CONTENT IS NOT "VIETUAL REALITY" LIMITED BY PHYSICAL REALITY -> CAMERA ? ADD OR REMOVE ANY MODELS DYNAMICALY 20 VISUALIZATION INTO 30 EASILY -> GIVES CONTROL OVER THE USER ATTENTION?

ACCESIBLE FROM ANYWHERE

