



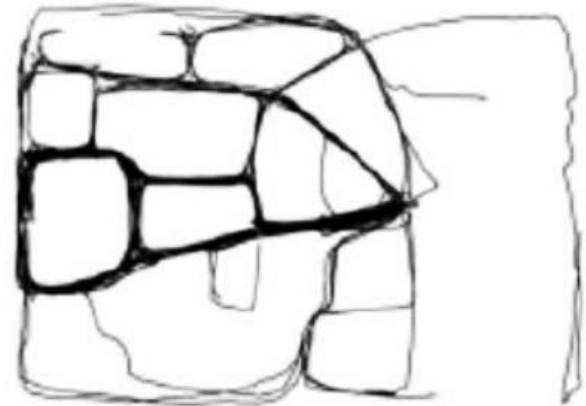
Behavioral mapping with Augmented Reality

<http://www.gettyimages.co.uk/detail/photo/shopping-people-in-motion-royalty-free-image/85571950>, Ulrich Mueller

Concepts from urbanism

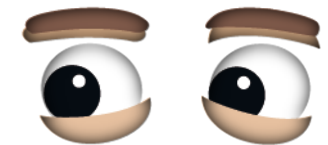
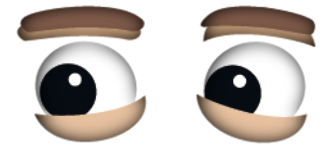
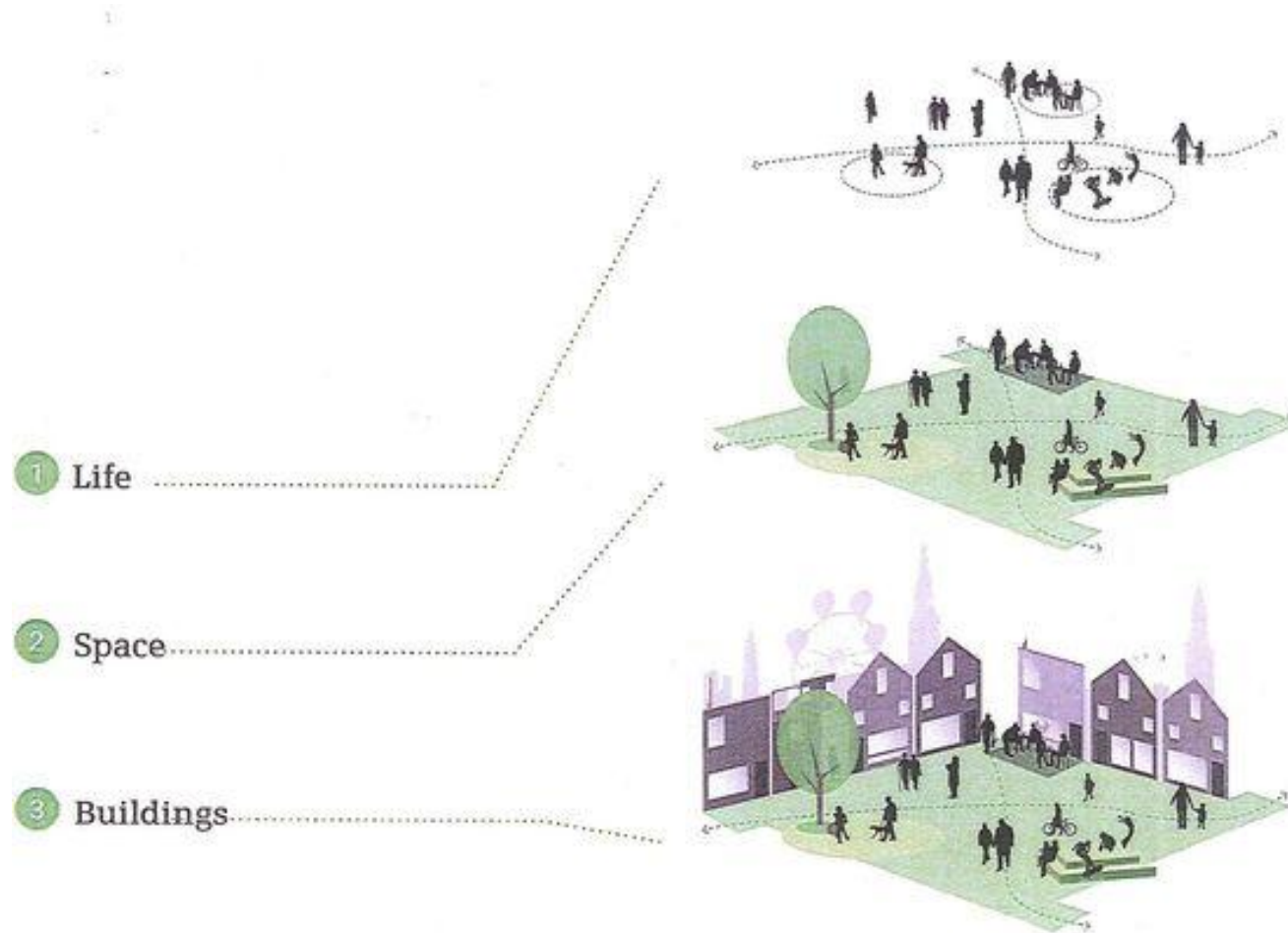
‘Cities seem to be made up of two very different things:

- ▶ a slowly changing, physical system, made up of buildings linked by streets, roads and infrastructure;
- ▶ and a more rapidly changing human system made up of movement, interaction and activity’.
(Hillier, 2009)



http://www.bk.tudelft.nl/fileadmin/Faculteit/BK/Over_de_faculteit/Afdelingen/Urbanism/Onderzoek/Ulab/Conferences/Conference_Complexity_Theories/papers/doc/Hillier.pdf

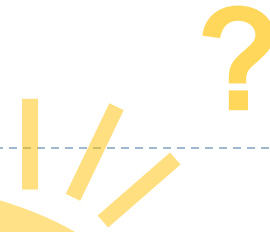
Concepts from urbanism



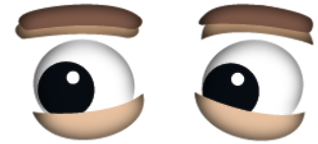
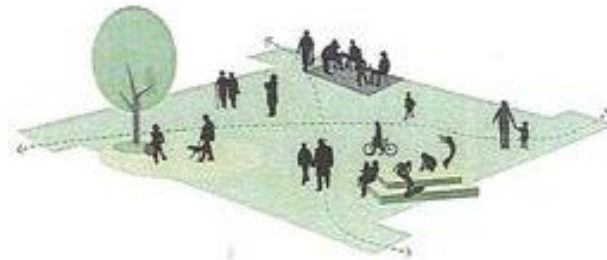
Gehl Architects · Urban Quality Consultants · Gl. Kongevej 1, 4.tv · 1610 Copenhagen V · Denmark · www.gehlarchitects.dk
<https://www.vectoropenstock.com/download-vector/70982/eyes-and-mouths-expressions-set>



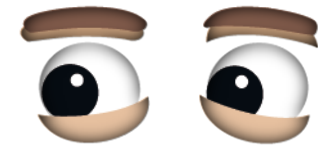
Concepts from urbanism



① Life



② Space



③ Buildings

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<https://www.vectoropenstock.com/download-vector/70982/eyes-and-mouths-expressions-set>

Tracing -> behavioral maps

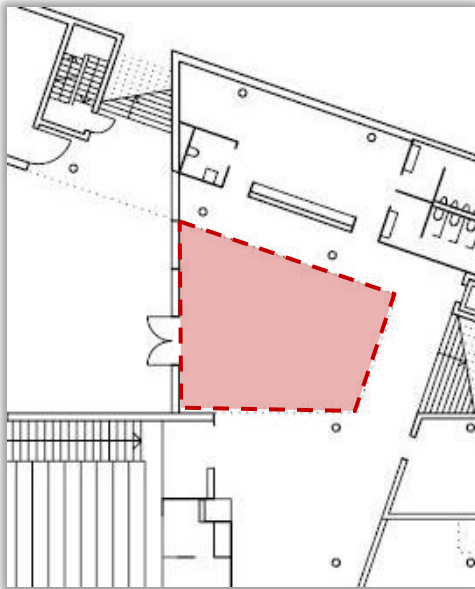


Behavioral maps -> Augmented reality

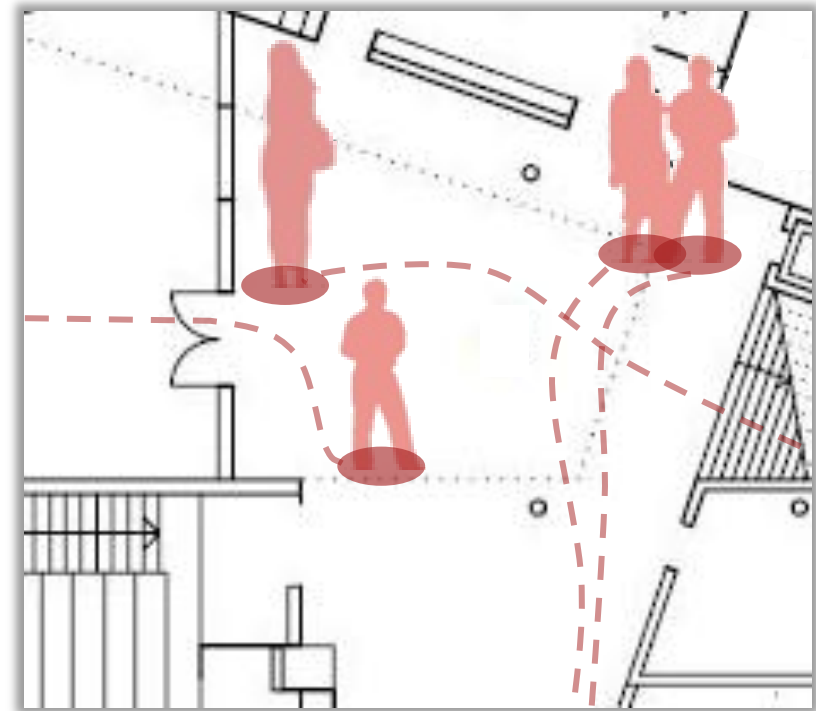


Short scheme

- 1) Map of the location

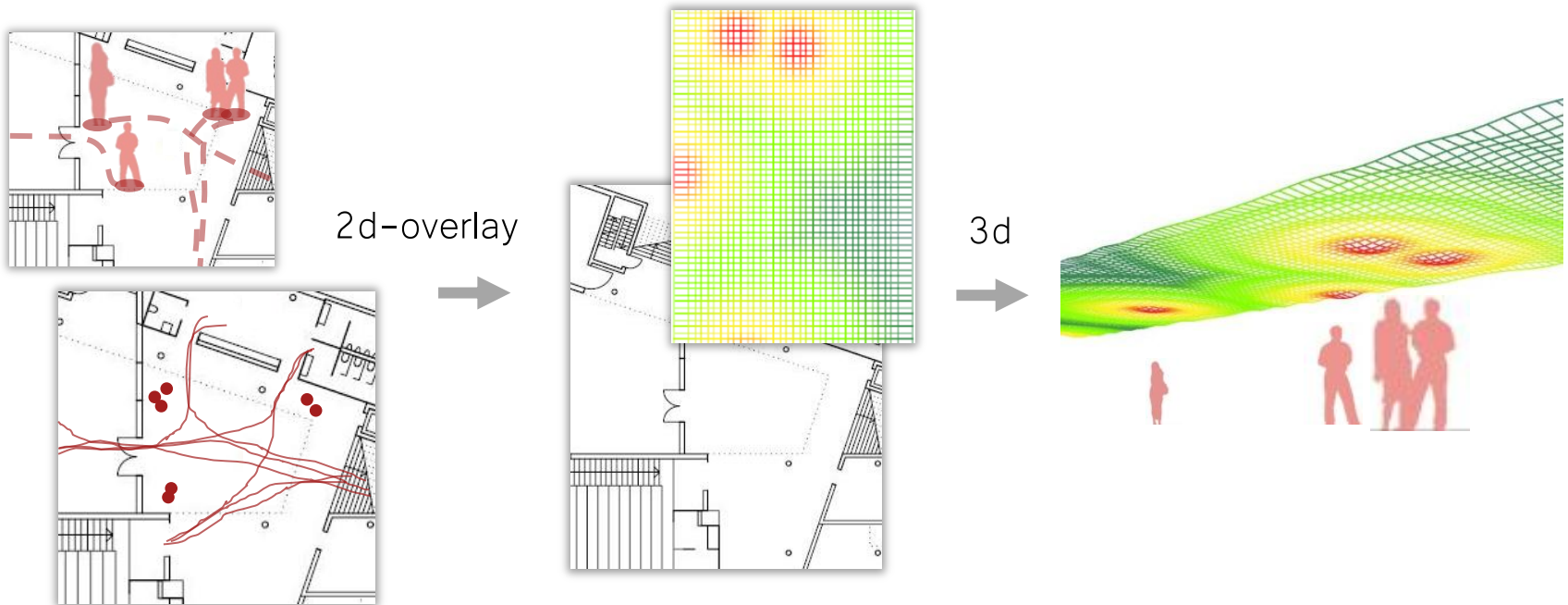


- 2) Recording of traces



Short scheme

3) Artistic interpretation

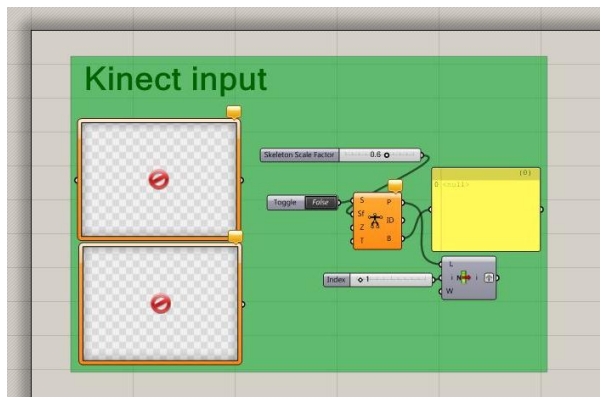


Process

- ▶ Recording of traces:

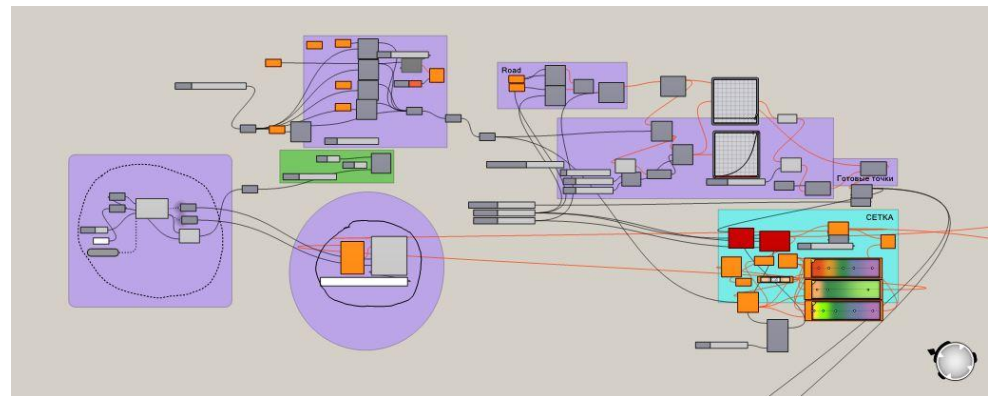
Kinect

Rhino+Grasshopper+Firefly



- ▶ Artistic interpretation:

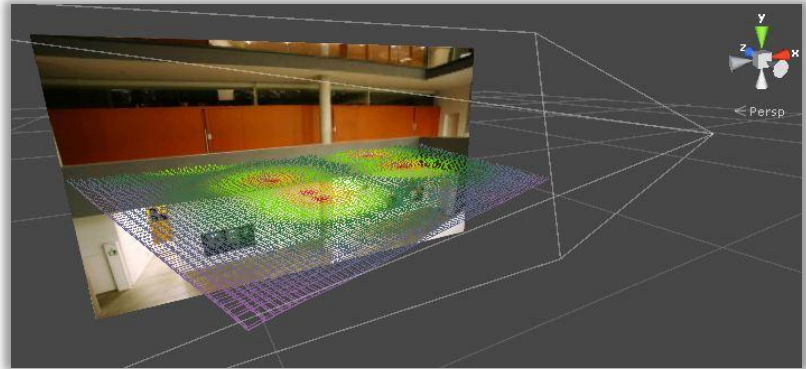
Rhino+Grasshopper



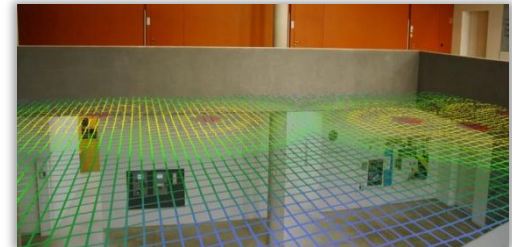
Process

4) 3d-display: Unity3d+ Vuforia

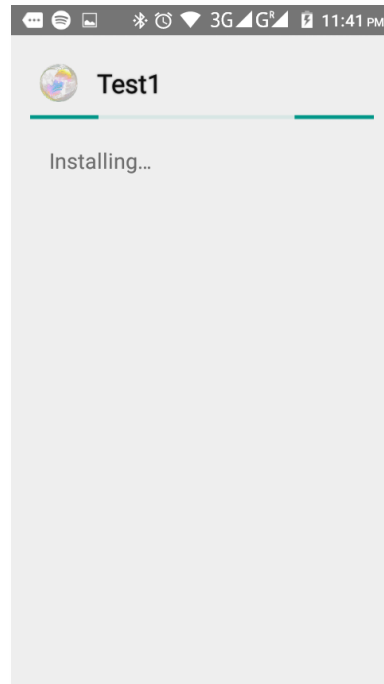
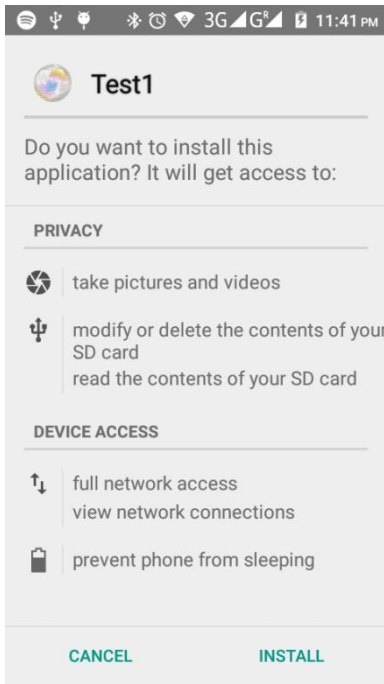
Process:



Intention: <https://www.youtube.com/watch?v=BmX07KzjmvA>

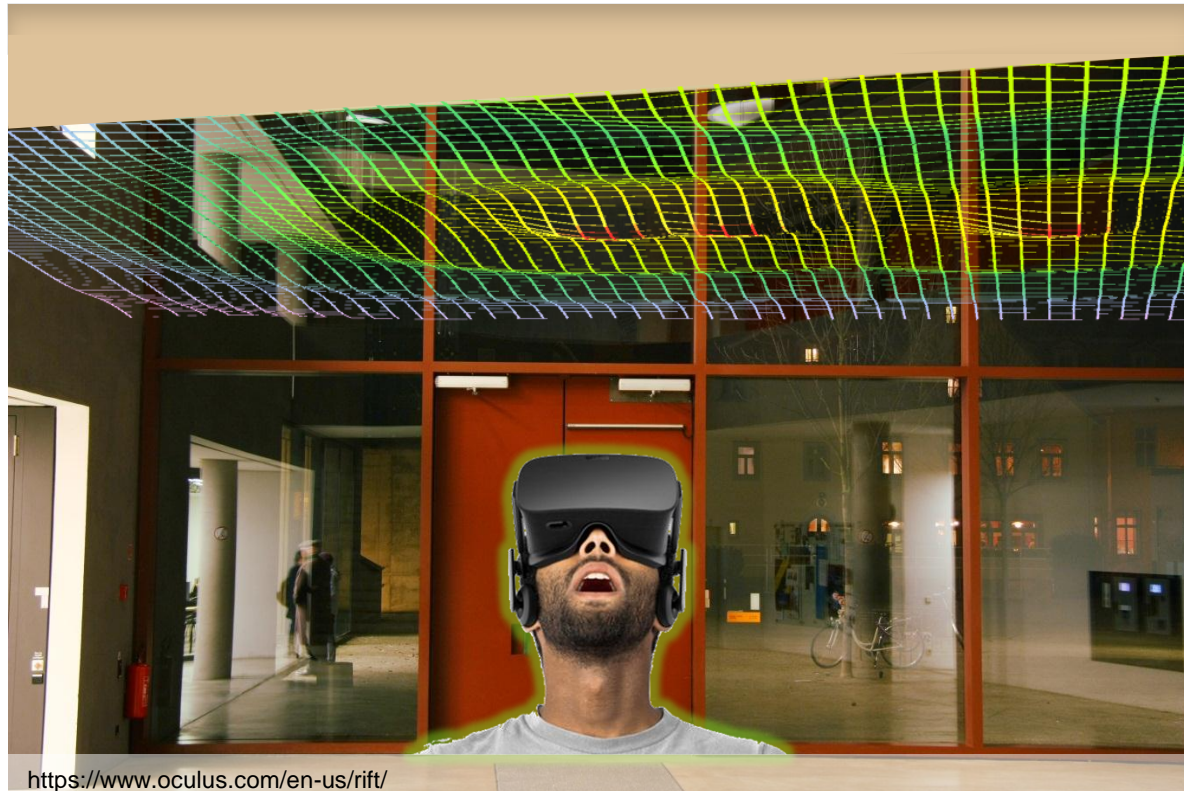


Interface



Further opportunities

- ▶ Dynamic 3d-model
- ▶ Wearables



<https://www.oculus.com/en-us/rift/>

Thank you!

questions?

