Closer to Reality
Extending 3D GIS to the Virtual and Augmented World
to put the Citizens and Stakeholders in the mind of the Planner
3D Modeling
• Video
• Video
• Video
• Video
MAKE THIS INTO VIDEO FROM UNITY
Include the Broadway scene, Rivergate Train Station, and Fort Negley...Talk through each one
Show simple C# Walk script and how it works with a character in Unity

• Pic of code
• Pic of unity character pill
• Pic of phone in headset
• Mention HTC Vibe, Riff, etc...but how this is cheaper
Augmented Reality Video

• 1st Ave
• Development
• Bridge
Show C# Code used to select through scenarios

• Show the code working in game mode
• Show export from CityEngine Dialogue
• Give a Wikitude Example (web services, geo-location AR)
• Again- emphasis that Vuforia and target based is cheaper and still useful to local government.
• Corporeal Intentionality – our corporeal body moves and generates the sensory perceptions that create the world around us.

Bishop, I.D. Location based information to support understanding of landscape futures. Landscape Urban Plan. (2014), http://dx.doi.org/10.1016/j.landurbplan.2014.06.001
GIS is a tool. Don’t be afraid to use other tools.

The Plan

Augmented Reality

Virtual Reality

The Feedback

What’s Next?

• Screenshots / Images
• Interactive Web Scenes
• Detailed 3D Videos
• Virtual Reality
• Augmented Reality
• **Applications (COMING SOON!)**
Software Breakdown

- ArcGIS
- SketchUp
- Blender
- CityEngine
- Unity
- Lumennrt
- Bentley
- Wikitude
- Vuforia

= GIS Based Models (Screenshots, web scenes, apps)
= Animated Videos
= VR
= AR