

VIRTUAL WORLDS



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RESEARCH/TECHNOLOGY INTRODUCTION

We can hardly imagine today's world without advances in technology. Such advances in technology enable the better understanding of interconnectedness of different phenomena in case of their spatial presence. In order to research or analyse such phenomena, our team uses variety of geoinformation technologies.

The wider platform established on our department (**CEVRAMOK** laboratory) provide the collaboration in fields of:

- 3D reconstructive models and its 3D printing,
- ad-hoc 3D visualizations of proposed interventions in landscape,
- modelling of urban ecohydrology (public administration),
- mental mapping of urban features and phenomena (e.g. places of fear),
- modelling of urban transport connectivity and reachability of services (e.g. medical services), cartographic visualization and production mapping, popularization and education.

POTENTIAL USERS

In past decade we established successful cooperation with local public administration bodies and nongovernmental organizations as well with private enterprises delivering the abovementioned (and other) products.

ADVANCEMENT OF TECHNOLOGY AND MARKET APPLICATION

- 3D visualizations enable the decision makers to rearrange the localization of particular features without direct intervention in the landscape,
- Spatial modelling can answer the questions of possible localization of facilities for variety of consumers facilitating the decision making process in e.g. current urban setting.

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ADDITIONAL INFORMATION



Figure 1: 3D visualization of expired settlement Skoky

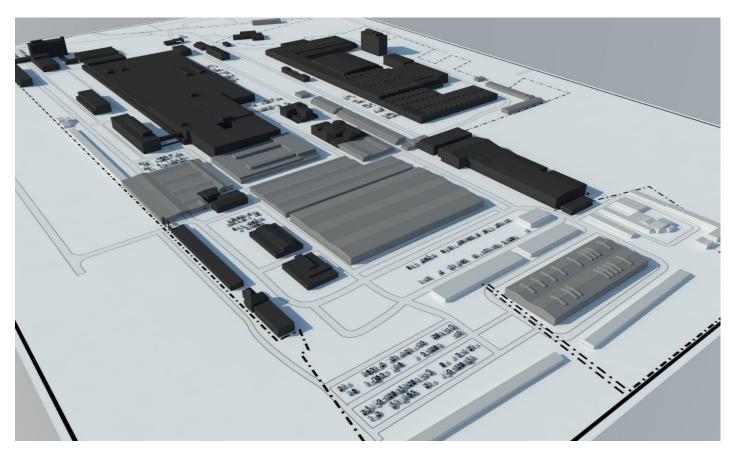


Figure 2: 3D plan of SAPA centre and market in Prague