

CITY SKYLINE MAP



BRIEF PROJECT DEFINITION

- interactive documentation of Istanbul silhouettes
- combination of the real map and interactive visuals based on **Augmented Reality**
- movable map and the silhouettes through a website and webcam

WHAT IS AUGMENTED REALITY?

- relation to the notion of mediated reality
- real time view of a real-world environment
- elements enhanced by computer generated input
- computer vision + object recognition

GOALS & OBJECTIVES

To make inhabitants:

- consider about the city
- pay more attention to preserve the silhouette
- think about both social and economic factors that play role in forming and changing of a skyline

TARGET AUDIENCE

- Inhabitants of Istanbul
- Gender and age do not play any role

DETAILED PROJECT DESCRIPTION

- based on the usage of a tangible map
- implementation through website and webcam
- marker/markers that carry the relevant code information
- to position the tangible map in front of the webcam
- silhouette spots become visible on the computer screen
- clicking on these spots, the user will be able to see the skylines
- two different sides of the map

SCOPE OF THE PROJECT

- based on the interactivity with the user
- make a visual documentation of Istanbul's skylines from various locations
- make me learn computer programs such as Flash and Maya

REQUIRED KNOW HOW

- taking photographs
- using Adobe Illustrator and Photoshop
- using Maya
- making use of an open source code library called FlarToolkit, a computer tracking library called ARToolKit and Flash

CRITERIA OF SUCCESS

The criteria of success depends on:

- The readability of the skylines
- The quality of 3D animation while the map is located in front of the webcam shooting a real time footage
- if the project would be able to make user pay more attention of the city and its identity

THANK YOU!