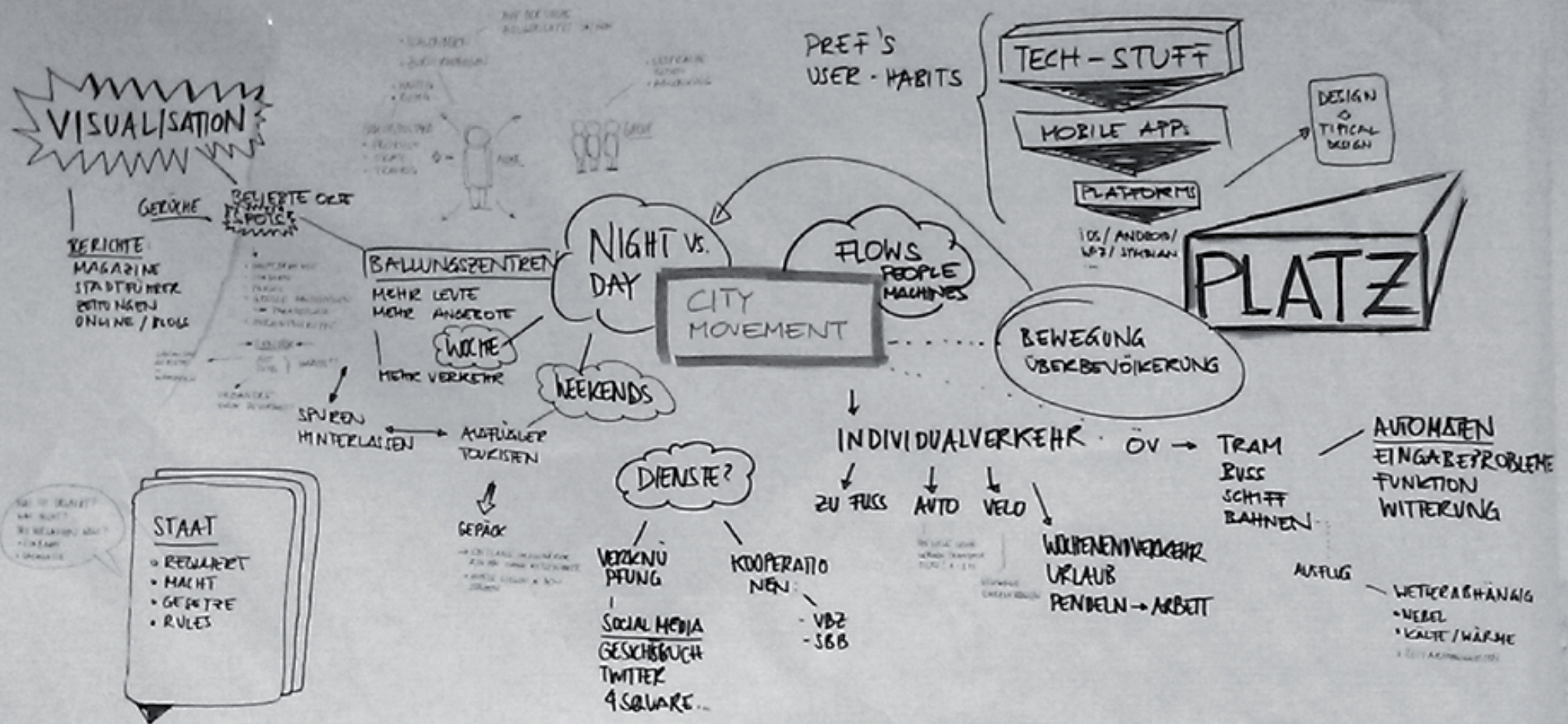


GENERATIVESTREAM.

*displaying movements of different objects
in the city in a generative way.*

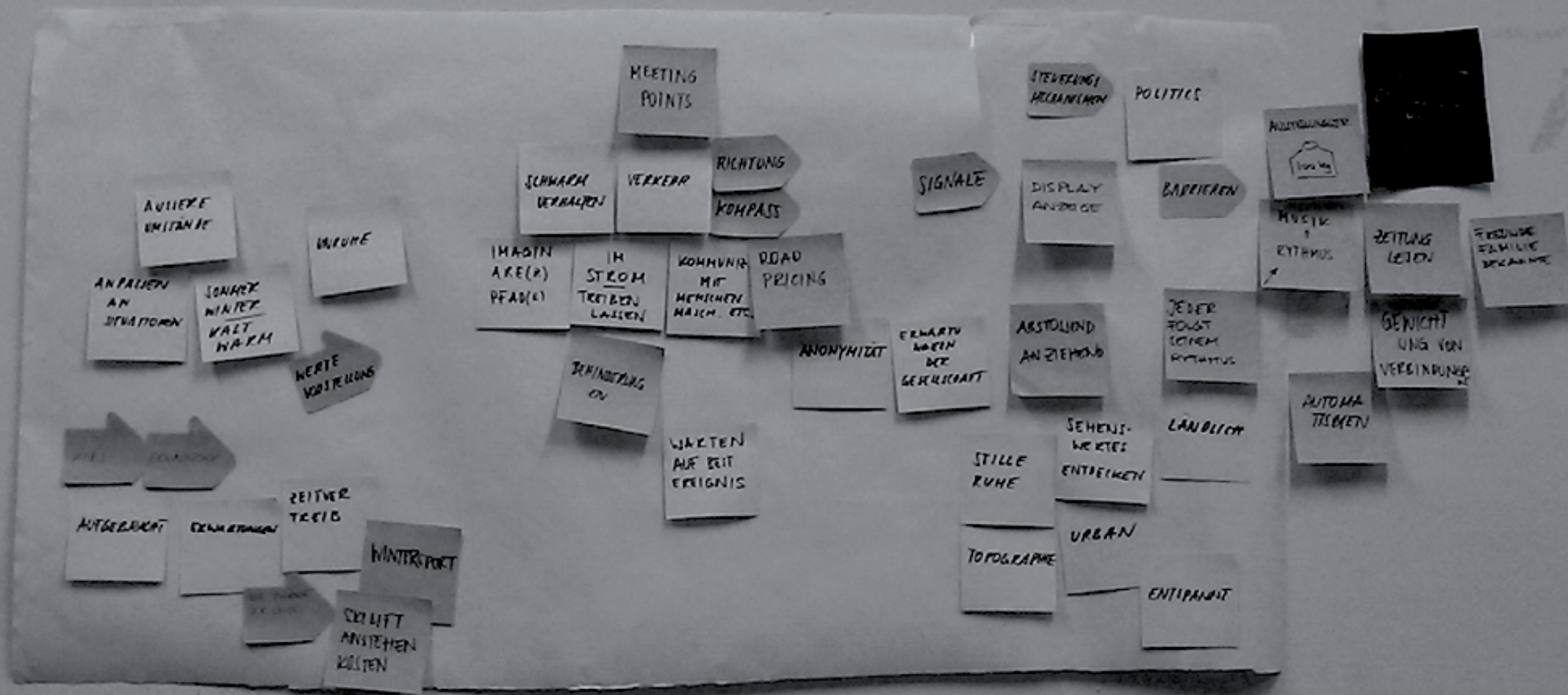
BA Project Methodology

Danny Arielli | ZHdK - Interaction Design - 2011



FIRST IDEAS **BACKGROUND RESEARCH**

first thoughts on an app.



APP FÜR ÖV

⇒

FLOWS OF PEOPLE } AMBIENT CHANGES OF PLACES/AREAS

- LIGHTS
- CAR

DATA FLOW?
PROCESSING PROGRAMM

AREA/FIELD
DISPLAY
SHOW WHAT'S
HAPPENING

"USABLE" APPLICATION
SHOWING POI'S
CLASSES OF DAY/NIGHT
• LOCAL COMPANION
- ADD YOUR PLACE

ETH PROJECT
AGENTS

COOPERATION 3:

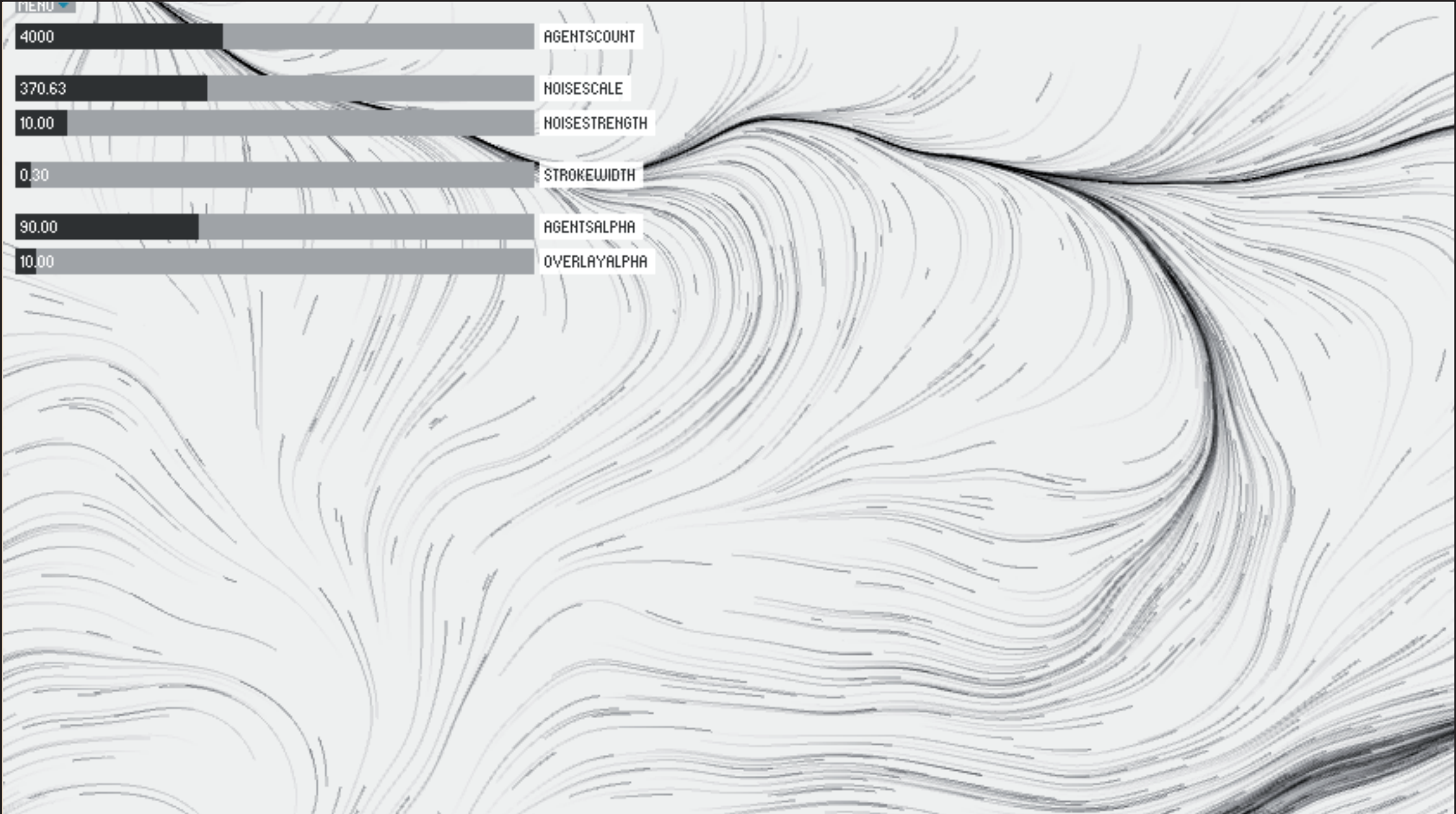
EWZ | ENERGY CONSUMPTION
CALCULATOR

CITY AS A
MACHINE

FRactal GEOMETRY
SPHERES



THE VISITOR **FROM THE ETH**
more inputs from outside.



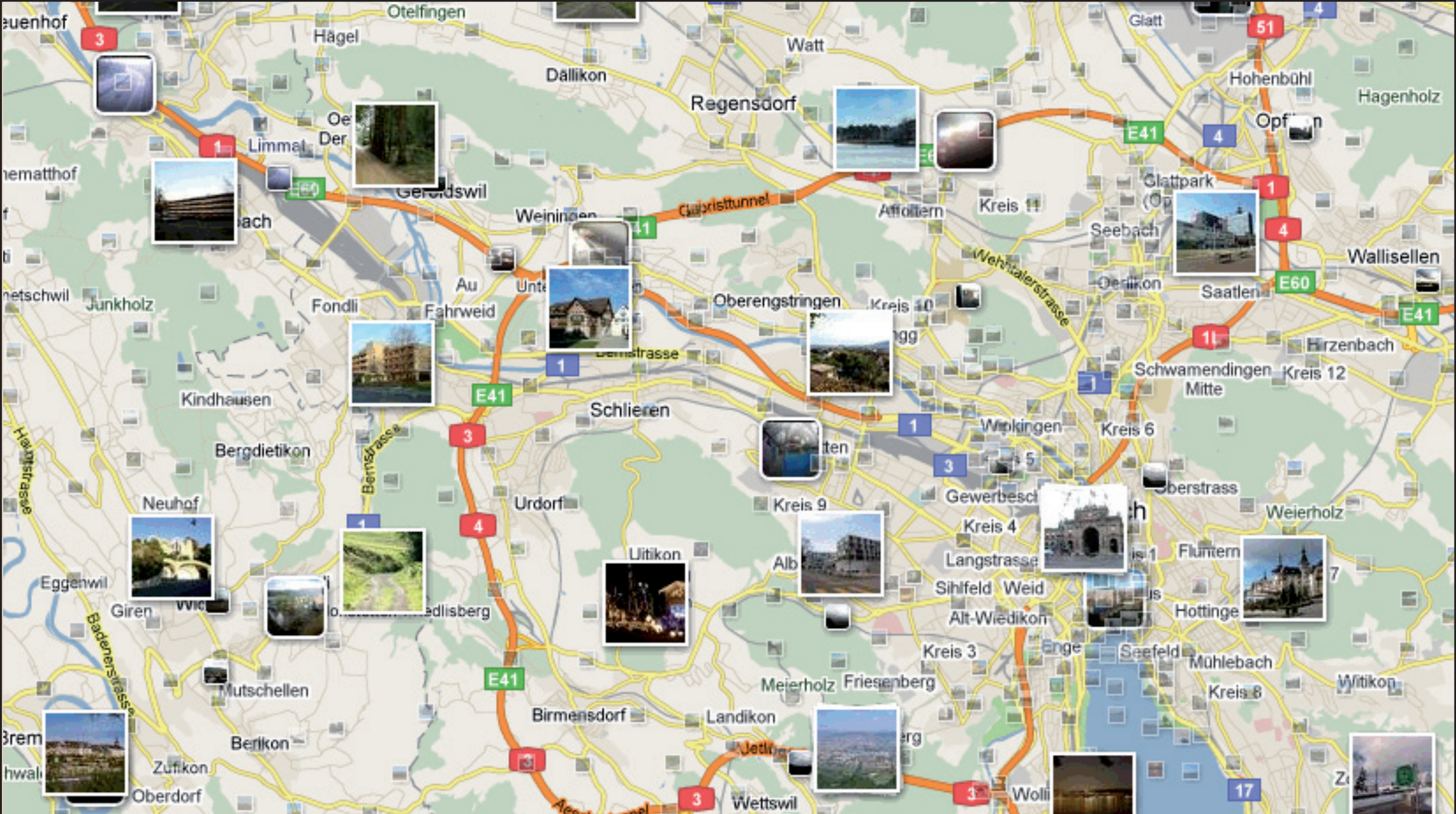
LOOK FOR **EXAMPLES**
arrived at.

why i want to visualize these flows ¹

I was always been very interested for generative design. In my exchange semester at FHP, i attended an processing course and i also attended lectures and ideas.

why i want to visualize these flows ²

*I did a small generative application
in Berlin but apart from that i never
sepend more time on thinking how
to visualize data.*



AWAY FROM **POINTS OF INTEREST** “THING,,

why i want to visualize these flows ³



in short.

MY APPROACH.
WHAT I TRY TO DO
— — — ➔

*visualizing data flow. [people, cars,
public transportation] & pack it into
a generative visualisation.*



BRING IT TO THE
ANDROID PHONE
[MOBILE APPLICATION]
← — — —

