

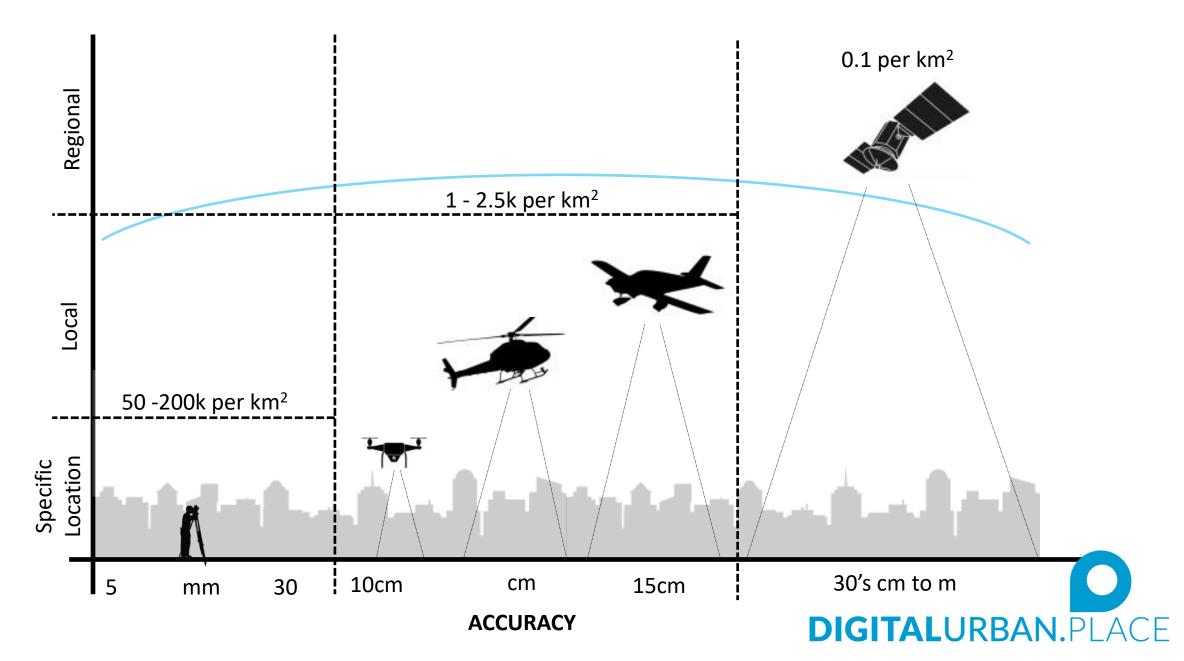


1995





Earth Observation

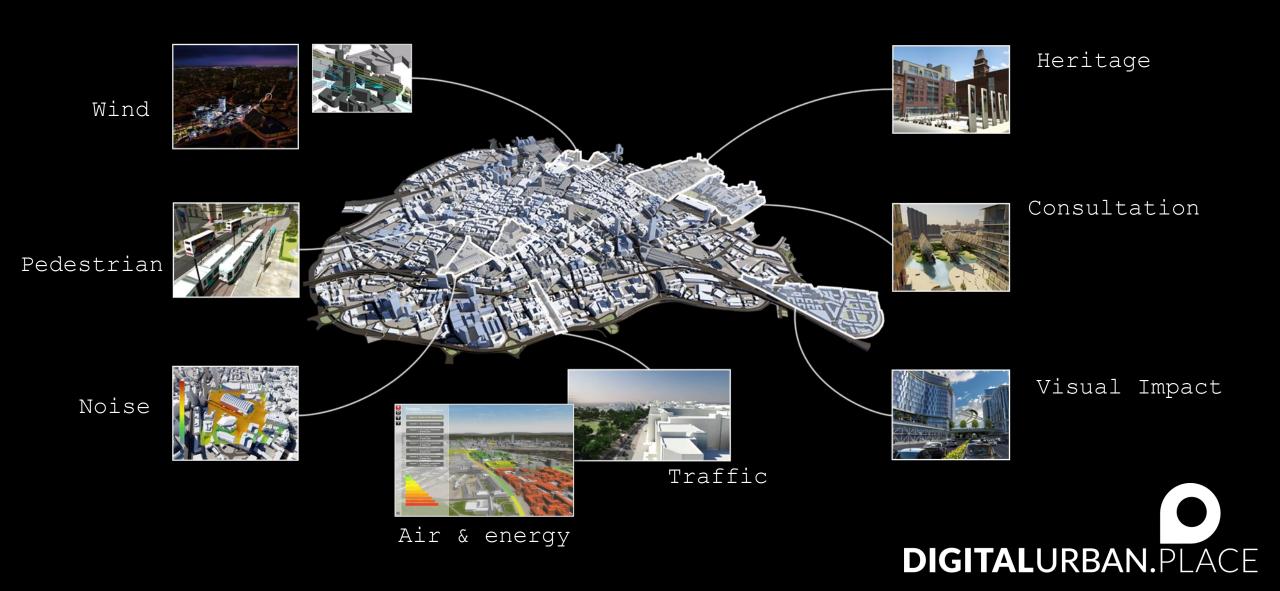


Accessible technology

Gaming technology efficiently output videos in minutes

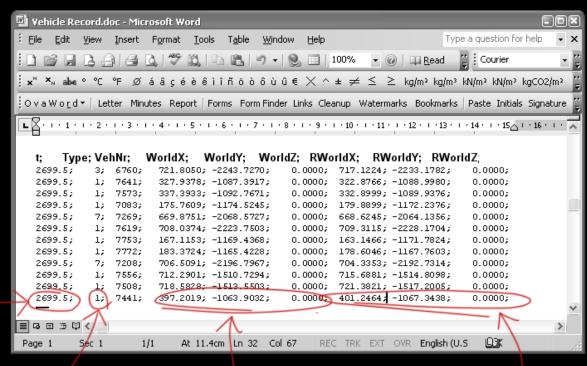


DIGITAL TWINS



Open data

Ensure that data is provided to enable integration, ie. Exported traffic data from microsimulation software



Time (keyframe)

Vehicle Type (object) Front Position (x, y, z)

Centre + Rotation

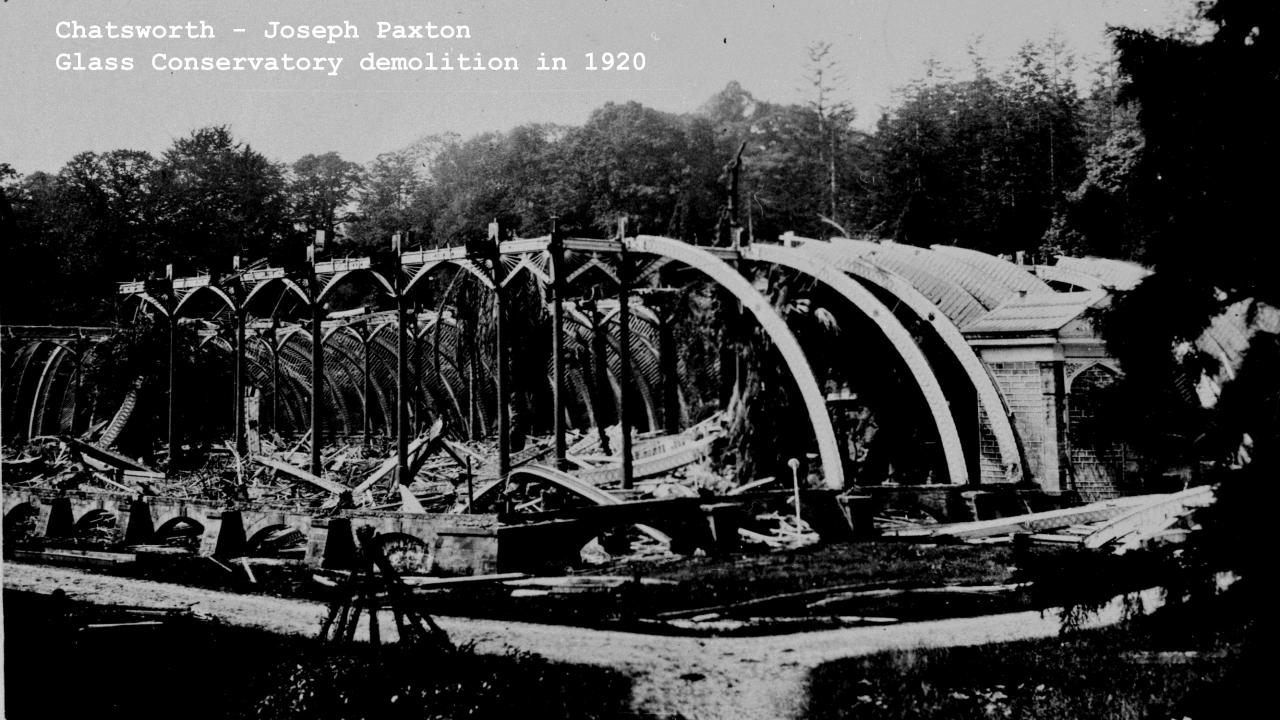




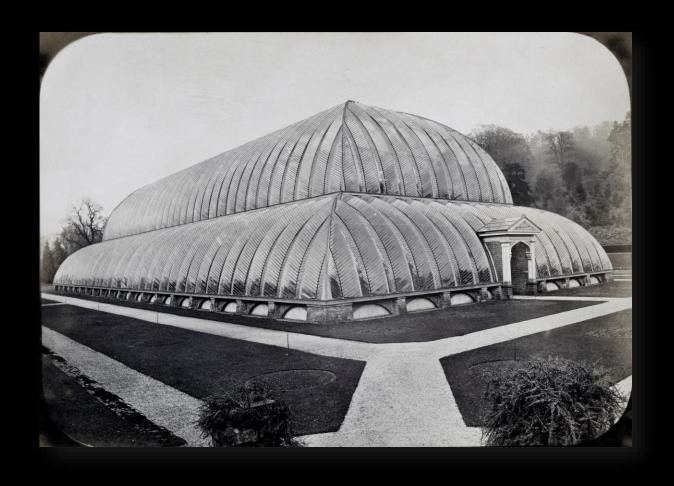
Immersive 360 technology -2017







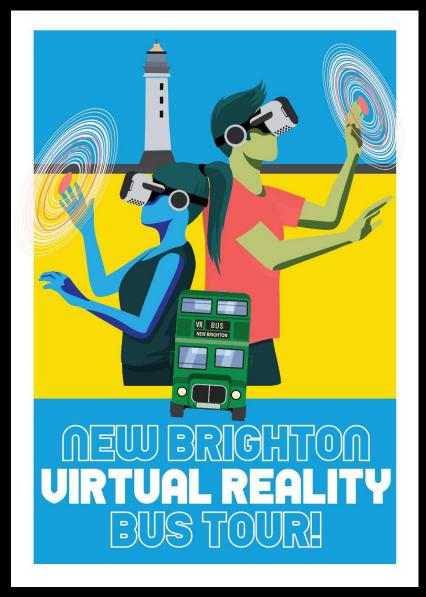
Immersive 360 technology

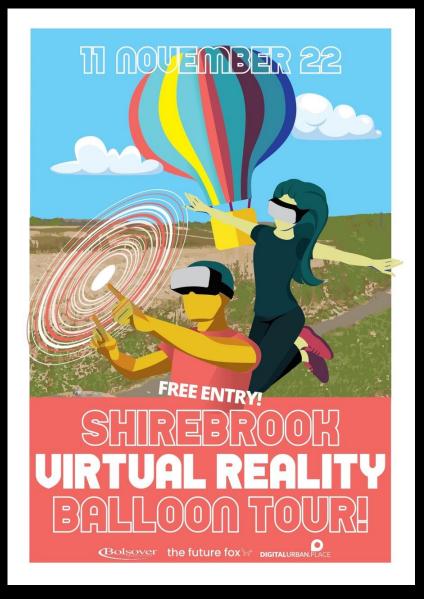


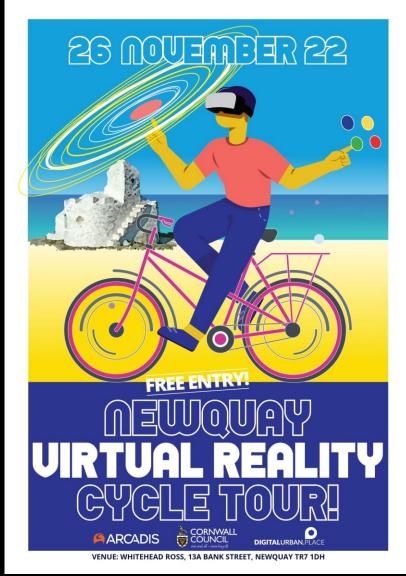




Immersive consultation!



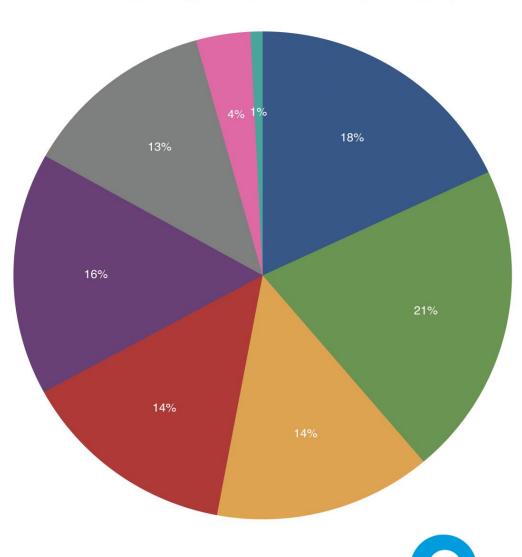






Age Ranges

- There is a near equal dispersal of age groups interacting with our projects.
- There is no over-representation of a group in particular, with all age groups between 18-74 holding a close stake in engagement.
- Those aged 18-34 hold a significant proportion, which demonstrates a keener interest in a younger audience when Virtual Reality is involved.







To find out more about our work why not attend our webinar on the 7th March @ 11am - 11.45am

Contact <u>Bernard@Digitalurban.place</u>



Immersive VR consultation Watch Video

School VR workshop video <u>Watch Video</u>

Balloon ride VR <u>Watch Video</u>

