



PRESENTING THE CITY

The city of the future will not only look different, but will be represented in new ways. From depicting the dynamics of current urban activity to interpreting the urban form and its uses, 3D imaging technologies are opening up a new era of accessible analysis and presentation. By **Tom Evans** and **Peter Stonham**

Three-dimensional image capture, manipulation and presentation offer exciting new ways of documenting, communicating and exploring the built environment. A crossover between the worlds of film and entertainment, industrial design and engineering, along with the recording and animation of places, 3D professionals are creating a continuous stream of innovations and applications.

From flythrough displays, laser mapping and interactive planning support to 360-degree building projection, the toolkit of the architect, urban designer and placemaker has been enhanced dramatically over recent years.

This exciting world is rapidly changing. Those interested in 3D imagery come together at the Imagina exhibition and conference in Monaco each February. As one of the largest European visualisation and 3D simulation events, Imagina acts as an annual meeting place for the 3D industry and, in recent years, has been focusing on 3D applications for the worlds of architecture, urbanism, landscape and territory. It was evident,