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Printing Walkable Visualizations

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Visualizations are **actualized** by a cloud of **virtual** actors



Orientation, location, and size characterize walkable visualizations

For James J. Gibson, humans stay in an **environment**. Each human has its own **surroundings**, which is its individual perspective on the environment. Humans then interact through their own surroundings, which make visible and invisible the **affordances** that the environment can offer.

First use case

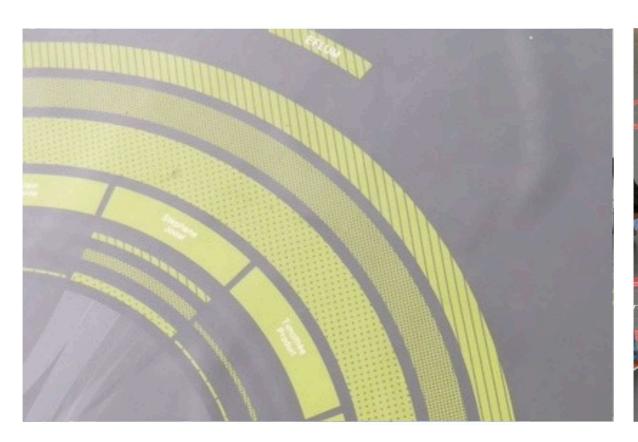






Second use case



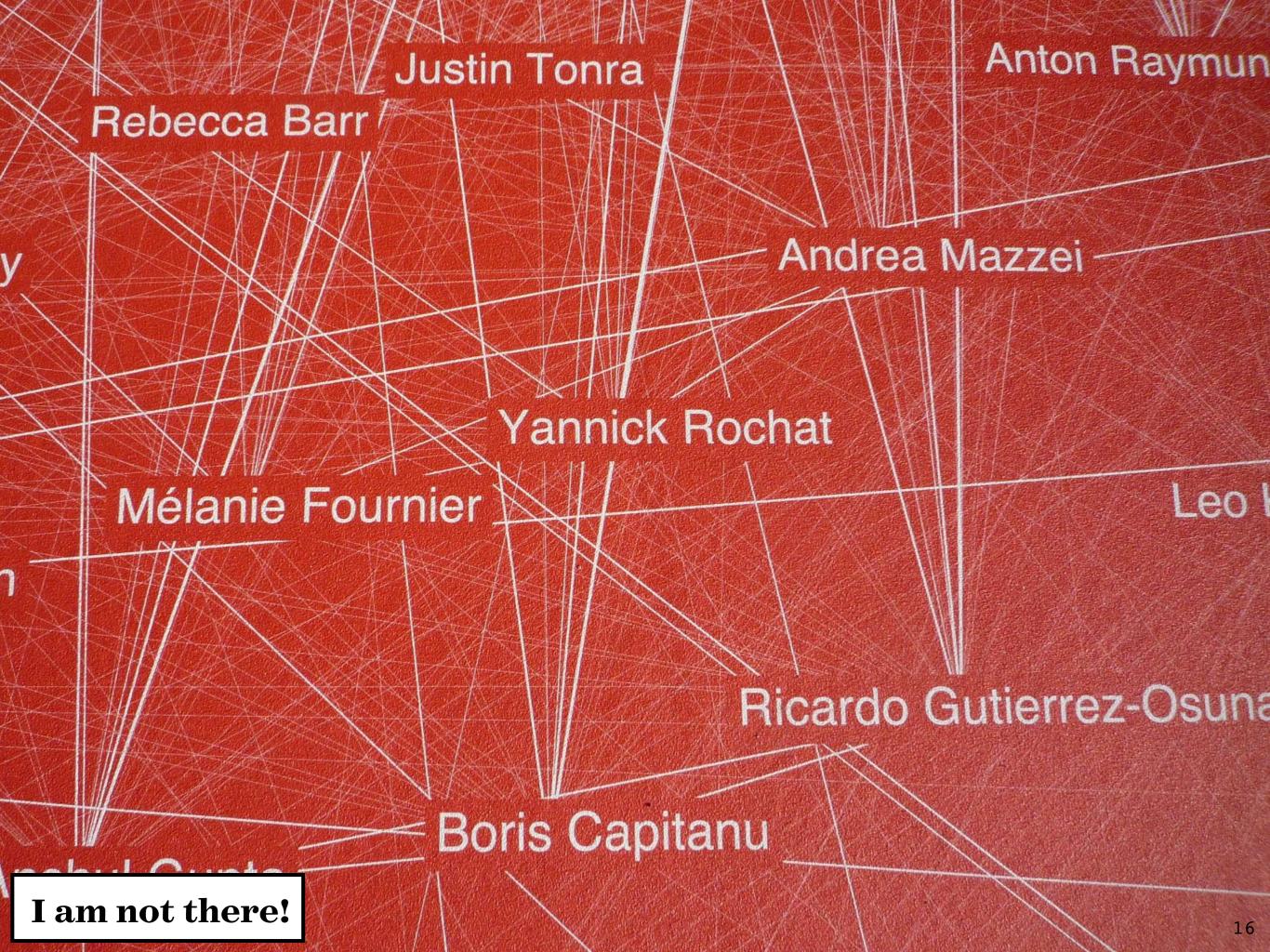






Self-recognition







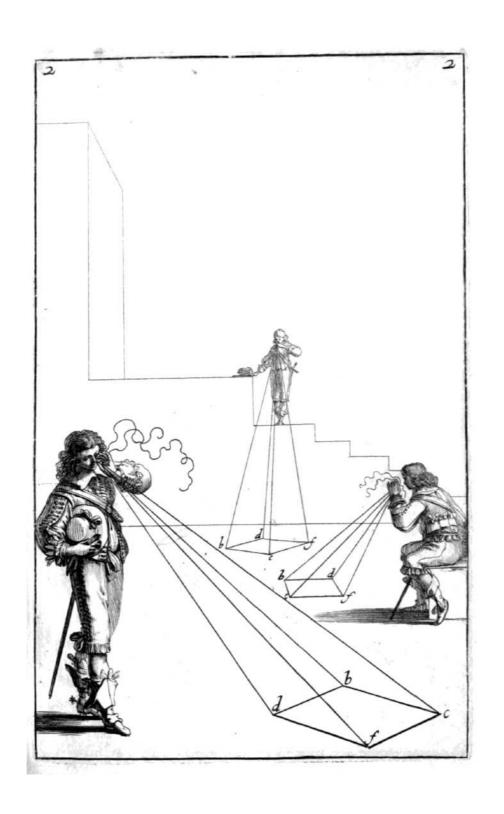
Collective reading











Thank you