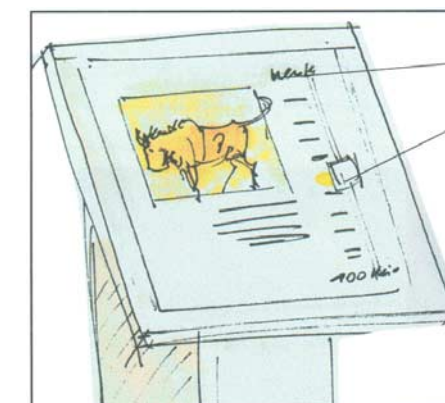
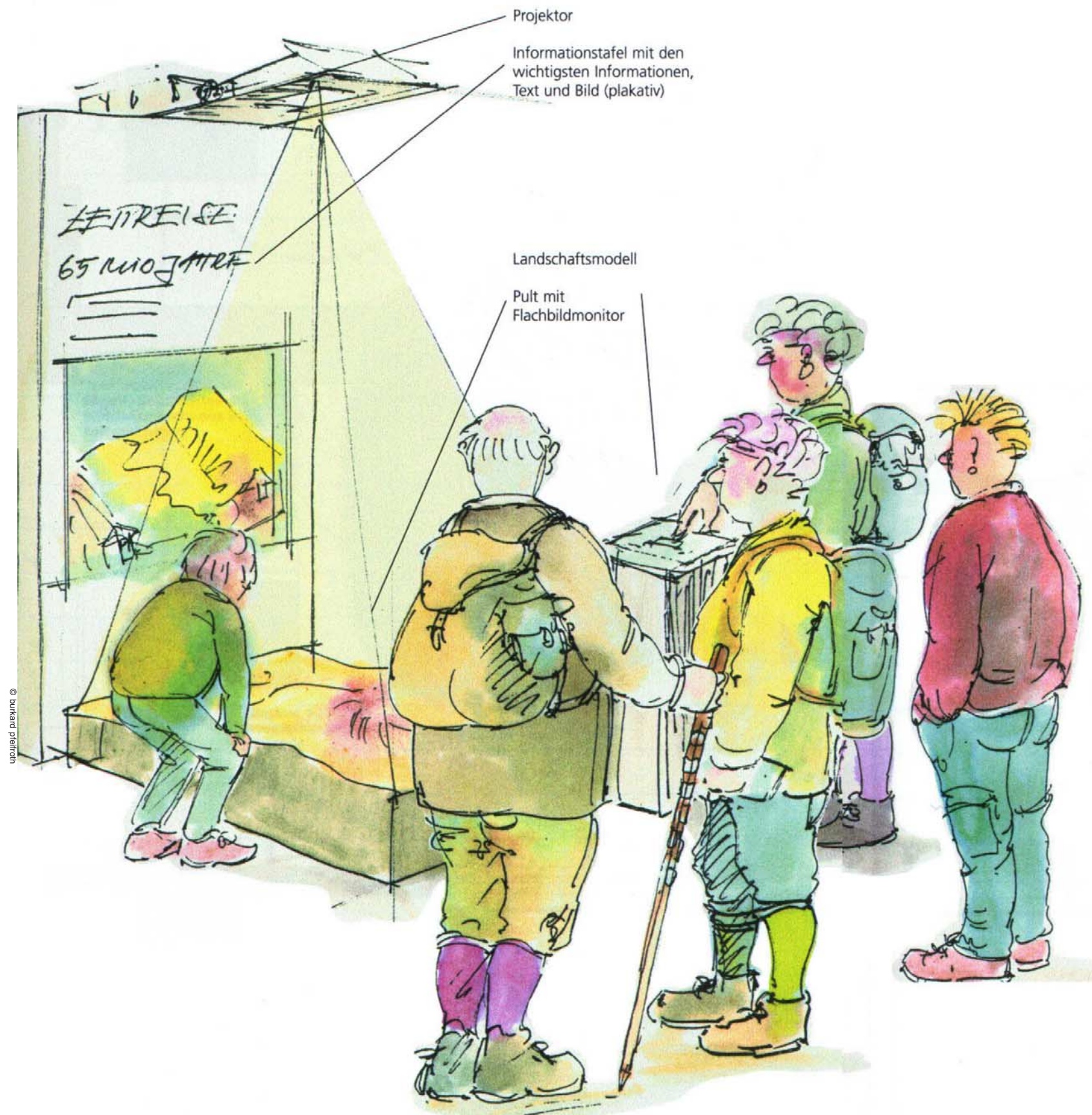


interactive

TERRAIN MODELS



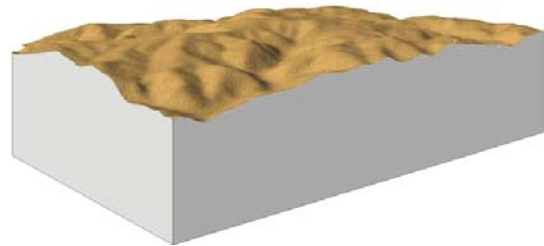
QUOMODO
medien



www.quomodo-informationssysteme.com

static and interactive

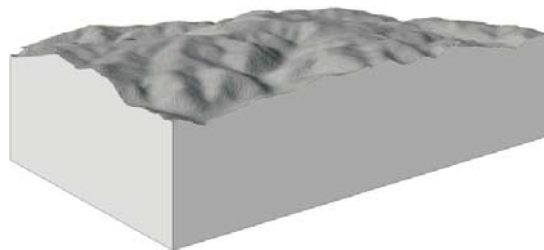
TERRAIN MODELS



A

Untreated relief's can be altered and refined in a variety of ways. After CNC-milling and smoothing a solid block, a raw relief now exists. Varied materials can be used as a basic material. This ranges from solid bonded wood, fibreboard (MDF), to plastics.

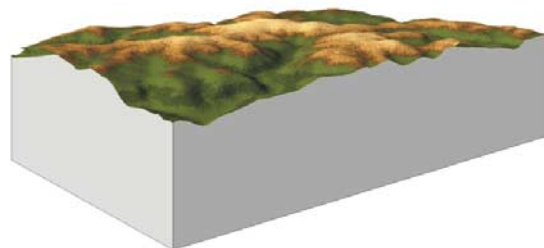
The model bodies are extremely robust and durable due to their layered construction. Depending upon the basic material, even untreated relief's can have their own aesthetic attractiveness.



B

In preparation for their varied areas of use however, we fill and paint the surface of most models. Through this, they become universal work platforms for further creative steps so to speak.

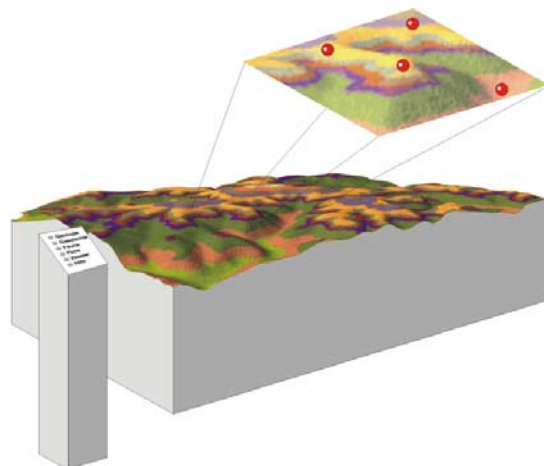
The two-component paint used guarantees high surface durability. A relief from this processing stage can easily be used as an archetype for deep-drawing and GFK-moulding with just a few modifications.



C

Based on a painted original relief (or its plastic copy), a surface can be shaped as desired; for instance, in the form of a colourisation (airbrush technology) or as a fully formed three dimensional model.

In contrast to all of the following refinement options described for the single model bodies, the other examples up to now have all been static, not interactive.

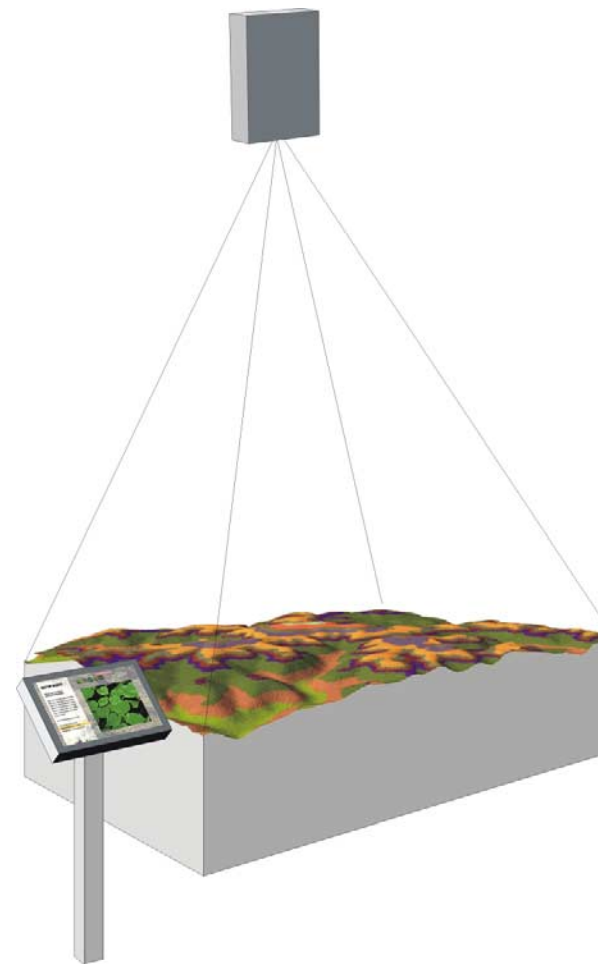


D

A classical shape of the simple animation of models is achieved through light signals, which highlight localities for specific themes via a pushbutton keyboard. LCD, light guides and similar electronic components are used for this. The varied themes which can

be made available via a system of this type, are naturally limits with a view to the overview possibilities and ease of use of a specific keyboard field.

Experience shows that not too many keys should be available.



E

The thematic limitation of a conventionally formed and / or interactive model, is broken down into a complex combination comprised of computer use, control terminal and video projection. Here, the model serves only as a spatially developed projection surface for any (geo-)graphical information, which prepares the corresponding software with a digital video-beamer – via the model.

The users operate ergonomic and intuitively perceived tailored desktops via touch sensitive flat screens. From here, they can independently control the proceedings of a presentation.

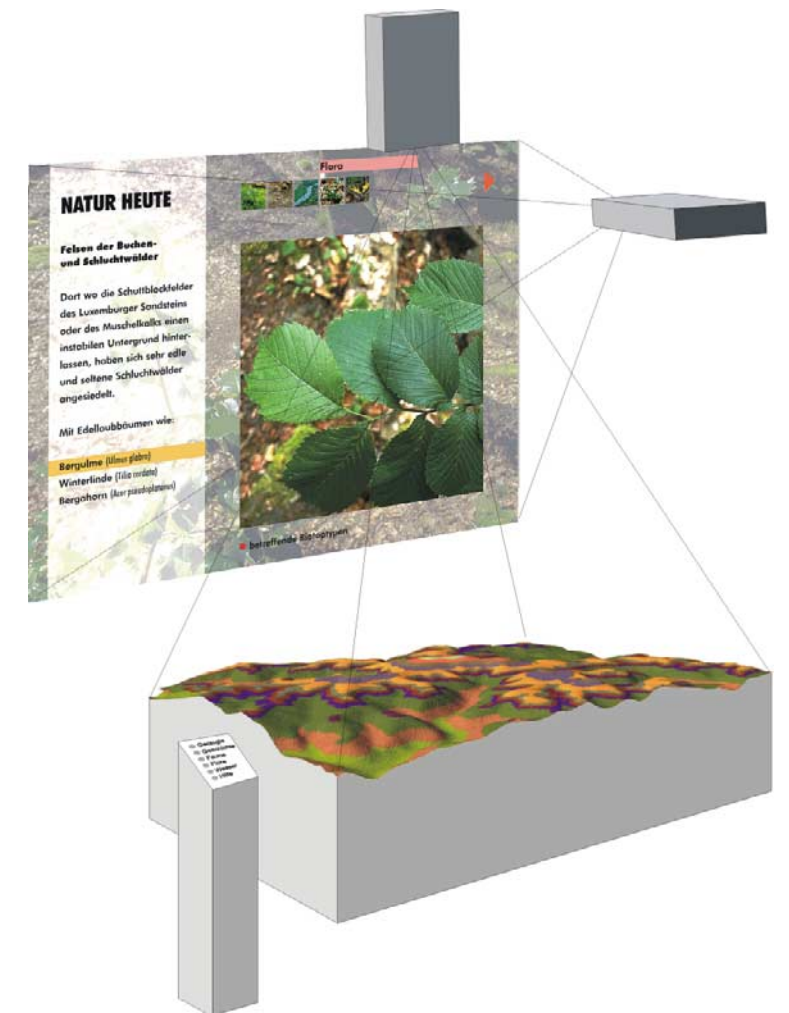
Depending upon the software solution and the local requirements, we can also offer completely independent systems, which can be switched on at a specific time, and then proceed to tell a "story" on the model and / or on an additional screen. Thus, a choice can be made between constant or intermittent operation.

Our varied reference projects give the impression of the range in various utilisation aims and intended purposes. Along with the essential hardware comes the correct screen and model preparation of the desired theme as an especially high priority.

F

In order to serve the interest of groups, we have developed variations in equipping levels, by which along with the projector that supplies information for the model surface, a second projector is now utilised. This depicts all guiding and explanatory information as a large picture; for instance, on a rear wall. The effect is a real multimedia event, which can be even more intensified with the use of sound reproduction.

Control of the entire installation is carried out either using a touch screen or a simply designed push button keyboard.

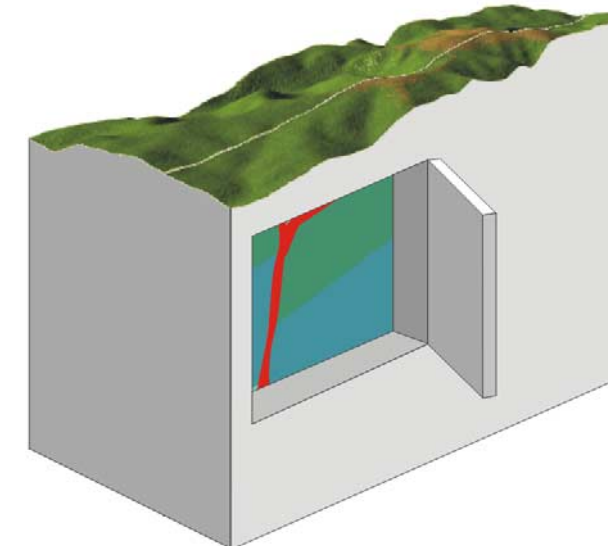
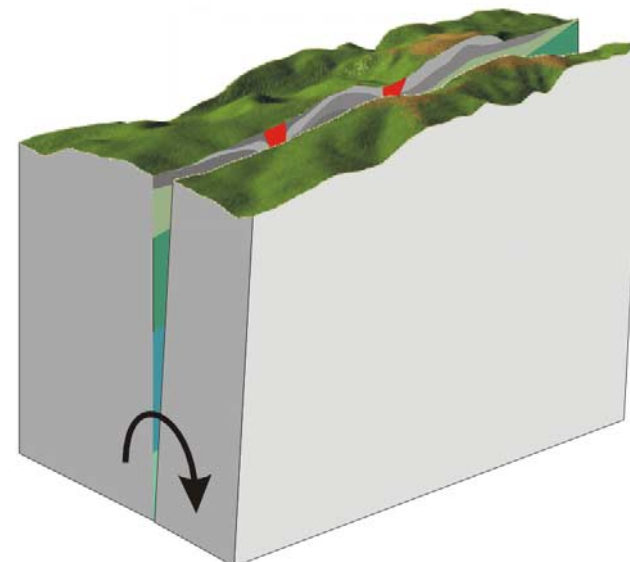
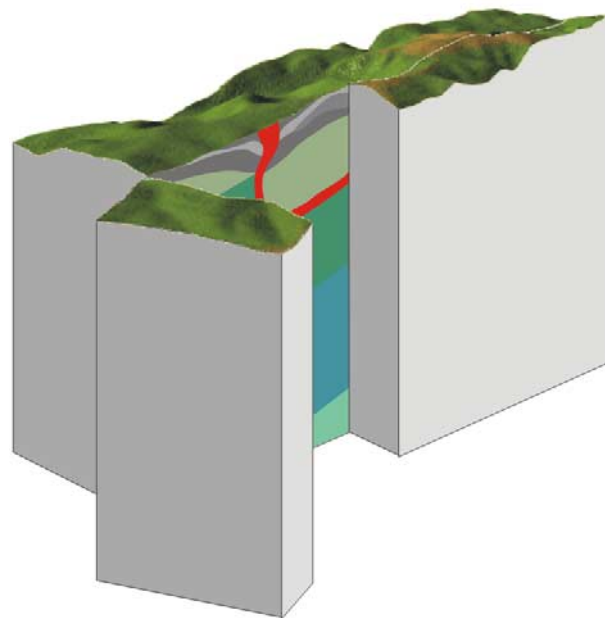
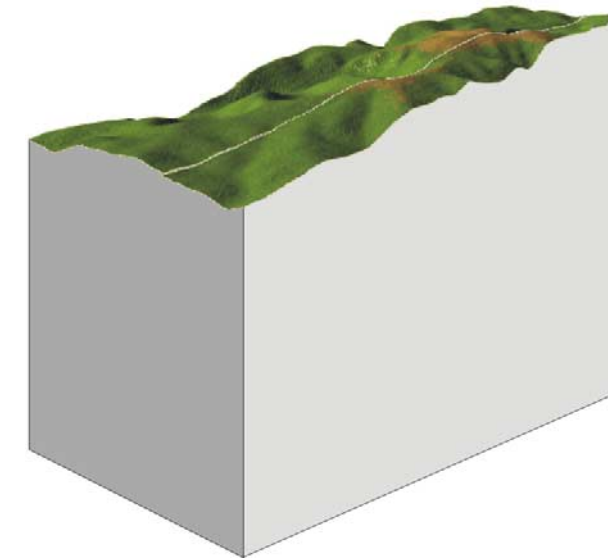
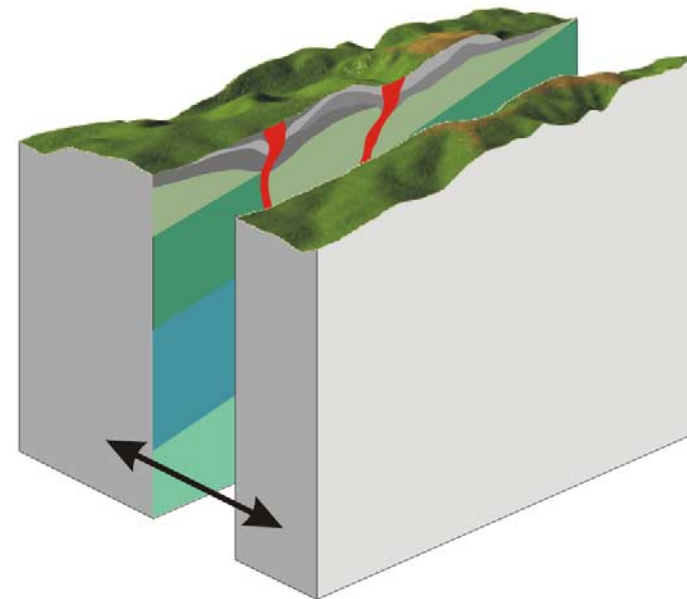
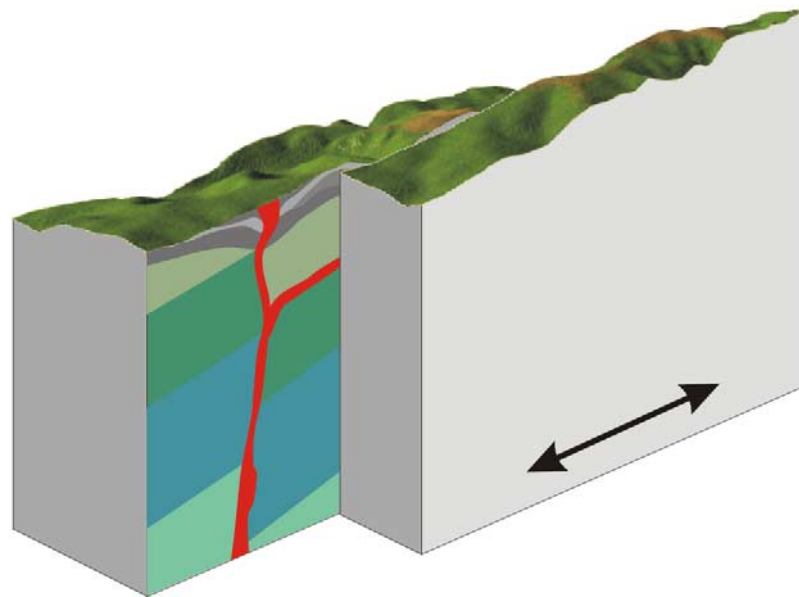


QUOMODO
medien



www.quomodo-informationssysteme.com

TERRAIN MODELS



Above all else, Terrain Models enliven presentations for earth science themes, starting with the classic block depiction (left) through to the various folding and moving possibilities. Through this, the users receive insights into the underground in the form of a stylised cut picture.

To open an object of this type is not a real animation on its own, however, this results in the surprising effect of searching and discovering, triggered by the naturalistically designed model surface. Moreover, opened models can develop an unexpected life of their own within themselves, caused through light and acoustic effects.

A broad design palette is available to you, both for internal and external placement. Along with the model internal design, we can also realise complete all-round designs, including the surface.