



Ed
Fennema



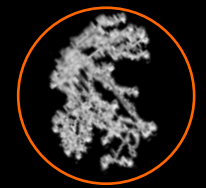
Transreality.com
Consultants in
Transreal Thinking

What organizations want
from
Interactive 6D virtual cities





Randstad NL
7 mln people
4400 square km (urban)



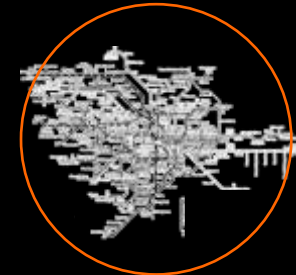
New York City
8 mln people
780 square km (urban)



London
8 mln people
1500 square km (urban)

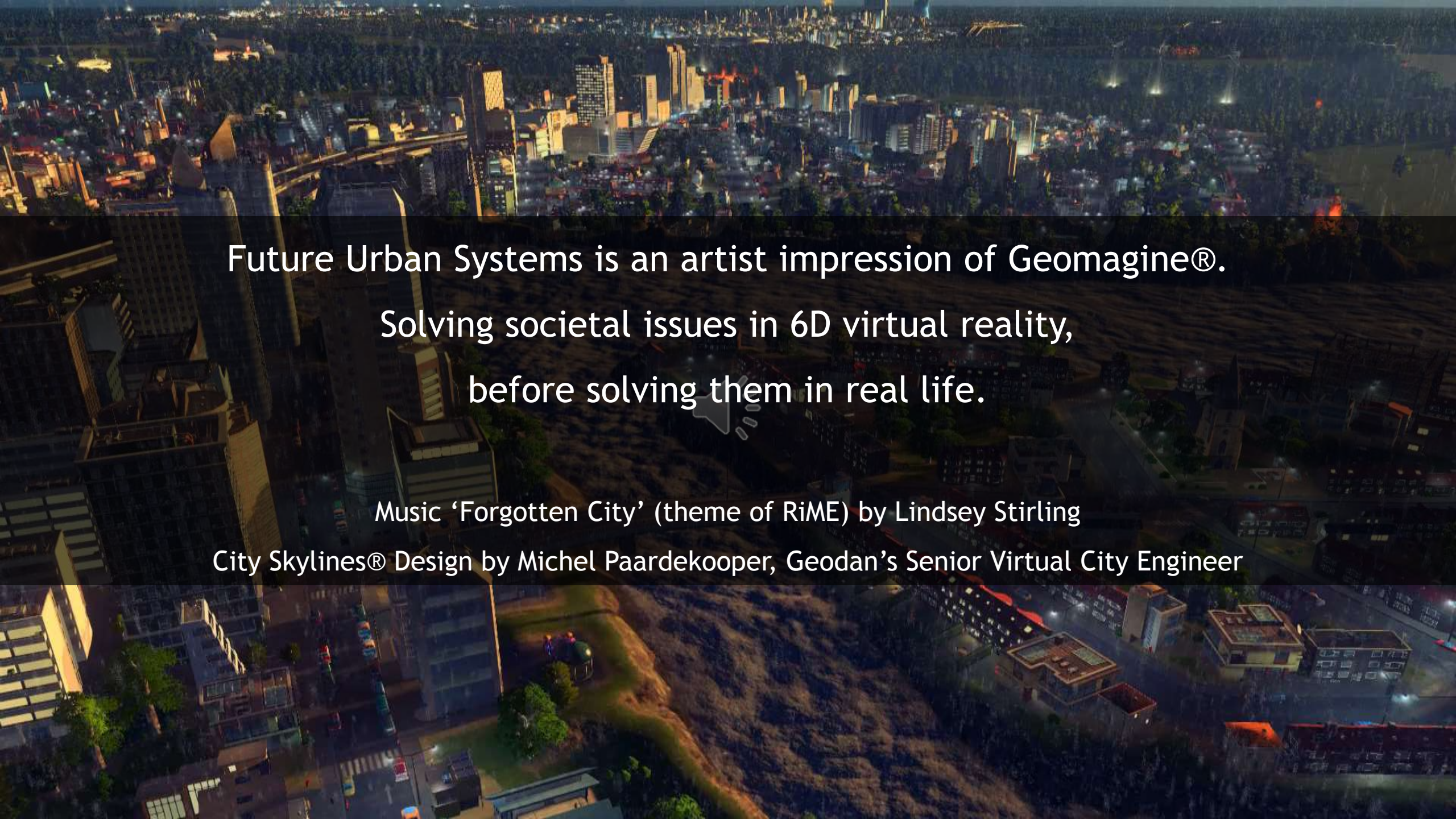


Berlin
3.5 mln people
900 square km (urban)



Tokio
9 mln people
2000 square km (urban)

Holland is not a crowded country, but an empty city.



Future Urban Systems is an artist impression of Geomagine®.
Solving societal issues in 6D virtual reality,
before solving them in real life.

Music 'Forgotten City' (theme of RiME) by Lindsey Stirling
City Skylines® Design by Michel Paardekooper, Geodan's Senior Virtual City Engineer



OUR Summary of opportunities

- 'Live' your data in 6D VR rather than looking at them;
- Multi-Play complex futures rather than starting pilots;
- Simulate critical situations to grow resilience;
- Re-engineer urban processes in 6D VR before actually changing anything real;
- Kick off urban design (micro, meso and macro) in 6D VR, before actual construction.



Suggested Applications for 6D VR Cities

