### Spatial Hypermedia in Topos

Michael Bang Nielsen Peter Ørbæk University of Aarhus

## Work at an architects office







# Information Organisation

- Different ways in which architects organize heterogeneous materials.
- Spatio-temporal order: e.g., on a desk at a given time.
- Meta data: *date*, *owner*, *vendor*, *name*,...
- Content: *texture*, *color*, *form*, *text*,...
- Mimic real world organization.

# Workspaces

- 3D spaces.
- Live references to real documents, models, images.
- Things can be in more than one place at once.
- Experiments with different interaction techniques.

# Halo & Magic lens











#### Workspaces and proxies

- Together workspaces and proxies form a DAG: forms the workspace hyperstructure.
- Proxies can be open or closed
- A proxy determines the position of the underlying workspace within the larger workspace.
- Moving a proxy, moves underlying workspace with it.

#### 3D spatial parsing

- Aims to recognize the same visual structures as the human user.
- Can be used to form multi-selections.
- Supports pluggable structure experts: clusters, lists, tables,
- A component: Has been moved with ease from Manufaktur into Topos.





# Spatial parsing 2

- Parse scene from users view point: creates fewer surprises.
- Configurable how much depth information matters in the parse.
- Works in real-time: keeps proximity graph up to date at all times.

#### Location based support

- Integrates with GPS receiver.
- Facilitates location aware hypermedia.
- "Bump into" media while in the field: documents, maps, models,...
- See position of field workers in a model or on a map.



#### Demo

- Come and see the demo on Thursday!
- Many more features: integrated mediaspace, PDA integration via IrDA,...











#### Overview

- How architects organize information.
- Workspaces and proxies.
- Interaction styles.
- Spatial parsing.
- Collaboration, location based hypermedia, using PDAs as workspace carriers.