



[Volume XXXVIII-5/W16](#)

Int. Arch. Photogramm. Remote Sens. Spatial Inf. Sci., XXXVIII-5/W16, 327-333, 2011
www.int-arch-photogramm-remote-sens-spatial-inf-sci.net/XXXVIII-5-W16/327/2011/
doi: 10.5194/isprsarchives-XXXVIII-5-W16-327-2011
© Author(s) 2011. This work is distributed
under the Creative Commons Attribution 3.0 License.

MY IDEAL CITY (MIC): VIRTUAL ENVIRONMENTS TO DESIGN THE FUTURE TOWN

M. Borgherini and E. Garbin
MeLa Laboratorio Multimediale, University Iuav of Venice, Santa Croce 2042, 30135 Venezia I, Italy

Keywords: Virtual environment, 3D interactive model, virtual game

Abstract. MIC is an EU funded project to explore the use of shared virtual environments as part of a public discussion on the issues of building the city of the future. An interactive exploration of four european cities – in the digital city models were translated urban places, family problems and citizens wishes – is a chance to see them in different ways and from different points of view, to imagine new scenarios to overcome barriers and stereotypes no longer effective. This paper describes the process from data to visualization of virtual cities and, in detail, the project of two interactive digital model (Trento and Lisbon).

[Conference Paper](#) (PDF, 2414 KB)

Citation: Borgherini, M. and Garbin, E.: MY IDEAL CITY (MIC): VIRTUAL ENVIRONMENTS TO DESIGN THE FUTURE TOWN, Int. Arch. Photogramm. Remote Sens. Spatial Inf. Sci., XXXVIII-5/W16, 327-333, doi:10.5194/isprsarchives-XXXVIII-5-W16-327-2011, 2011.

[Bibtex](#) [EndNote](#) [Reference Manager](#) [XML](#)