



# Procedural Modelling for Streetscape Design

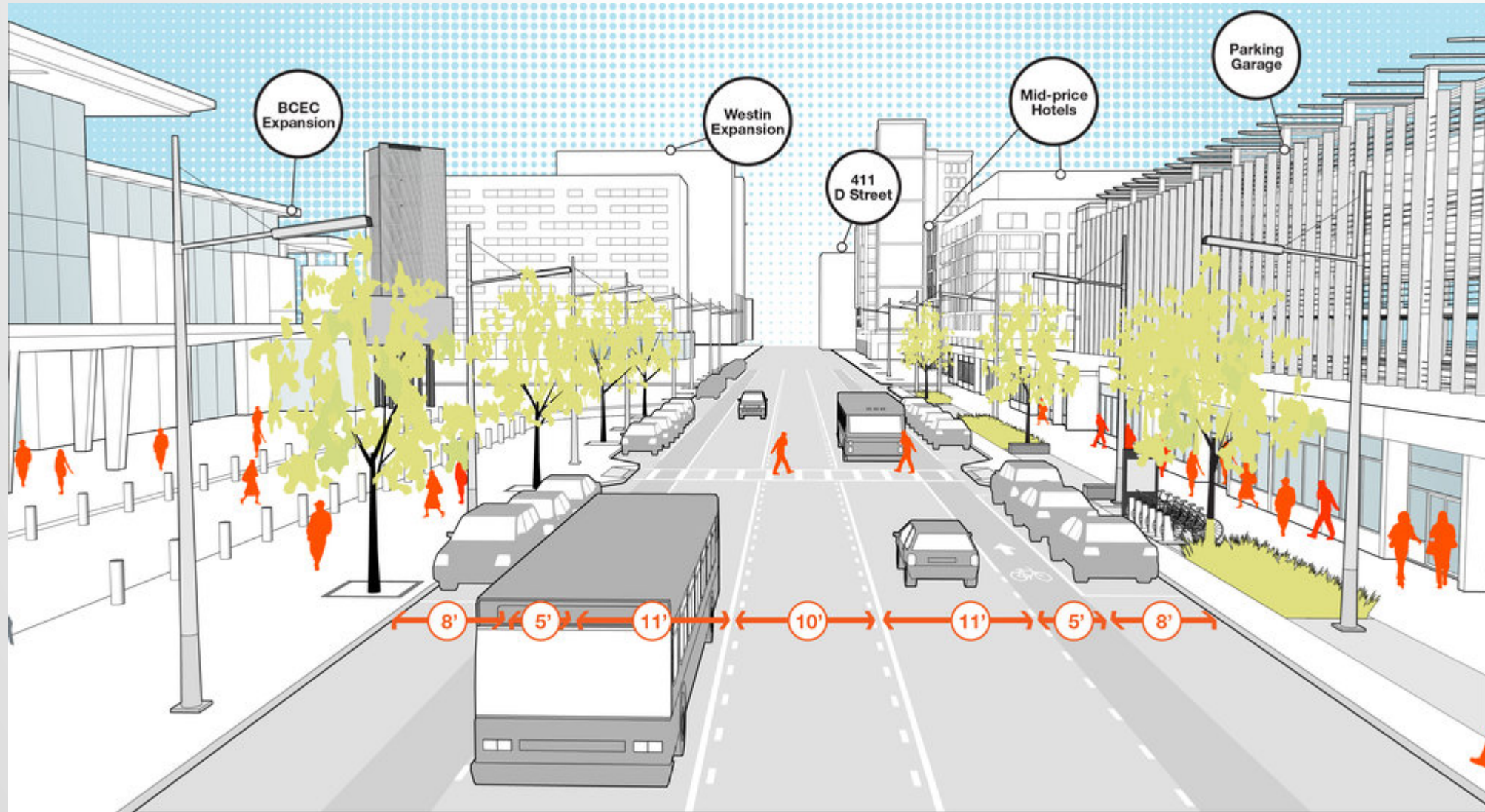
Paul Seufert, June 27<sup>th</sup> 2016

# Life as a Policy Maker

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# Fitting into the Street





# Procedural Modelling

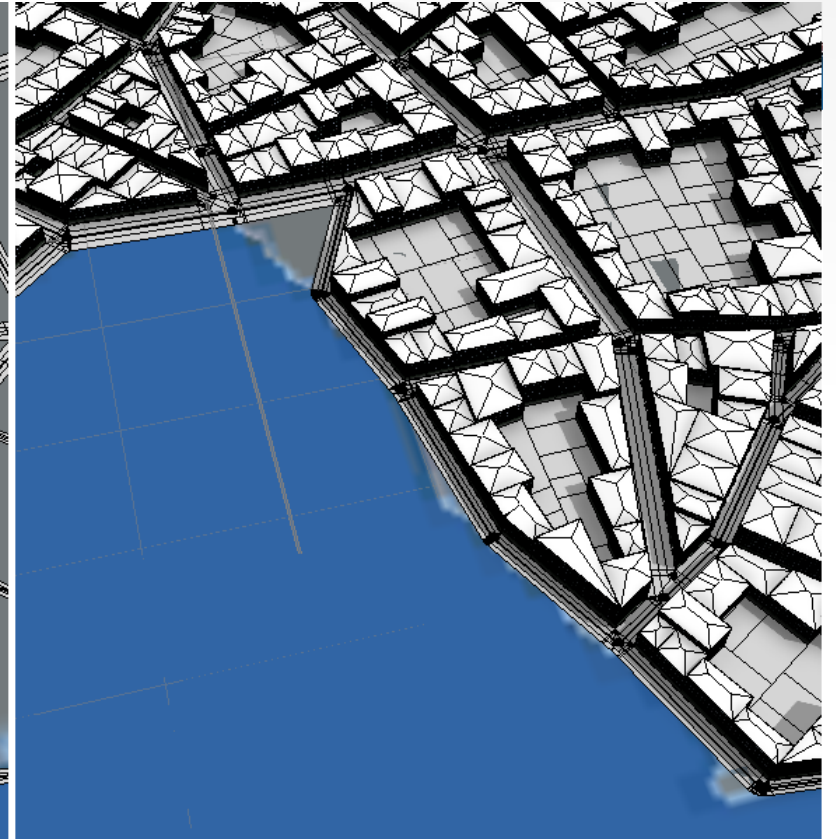
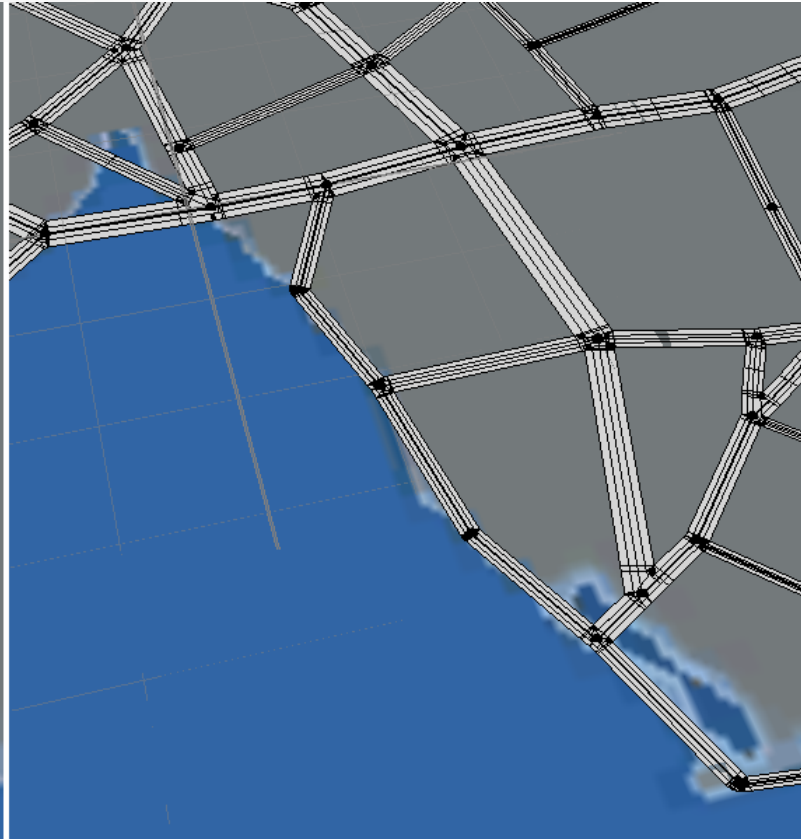
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# Esri CityEngine

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# Getting the Right Data

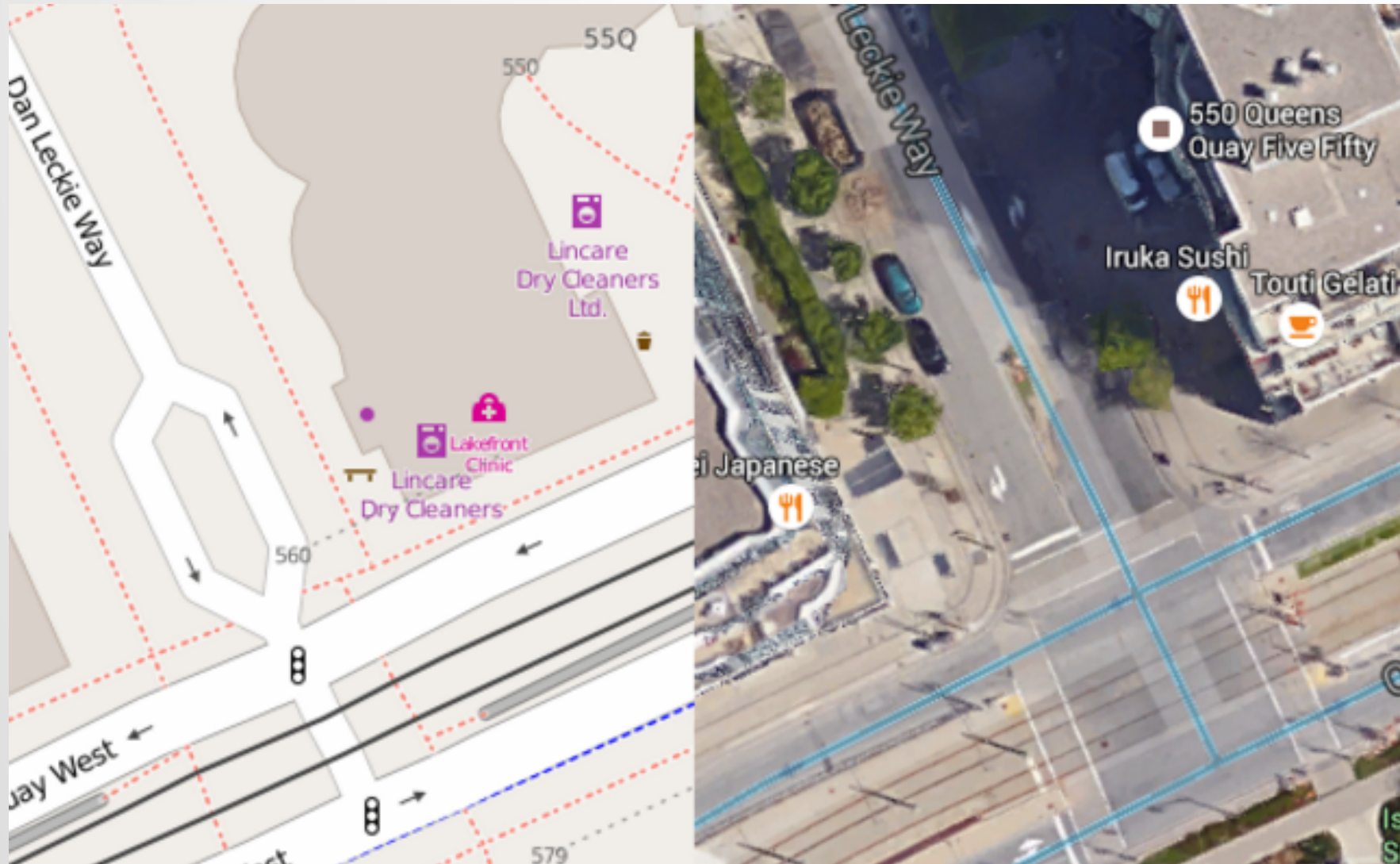
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**OpenStreetMap**

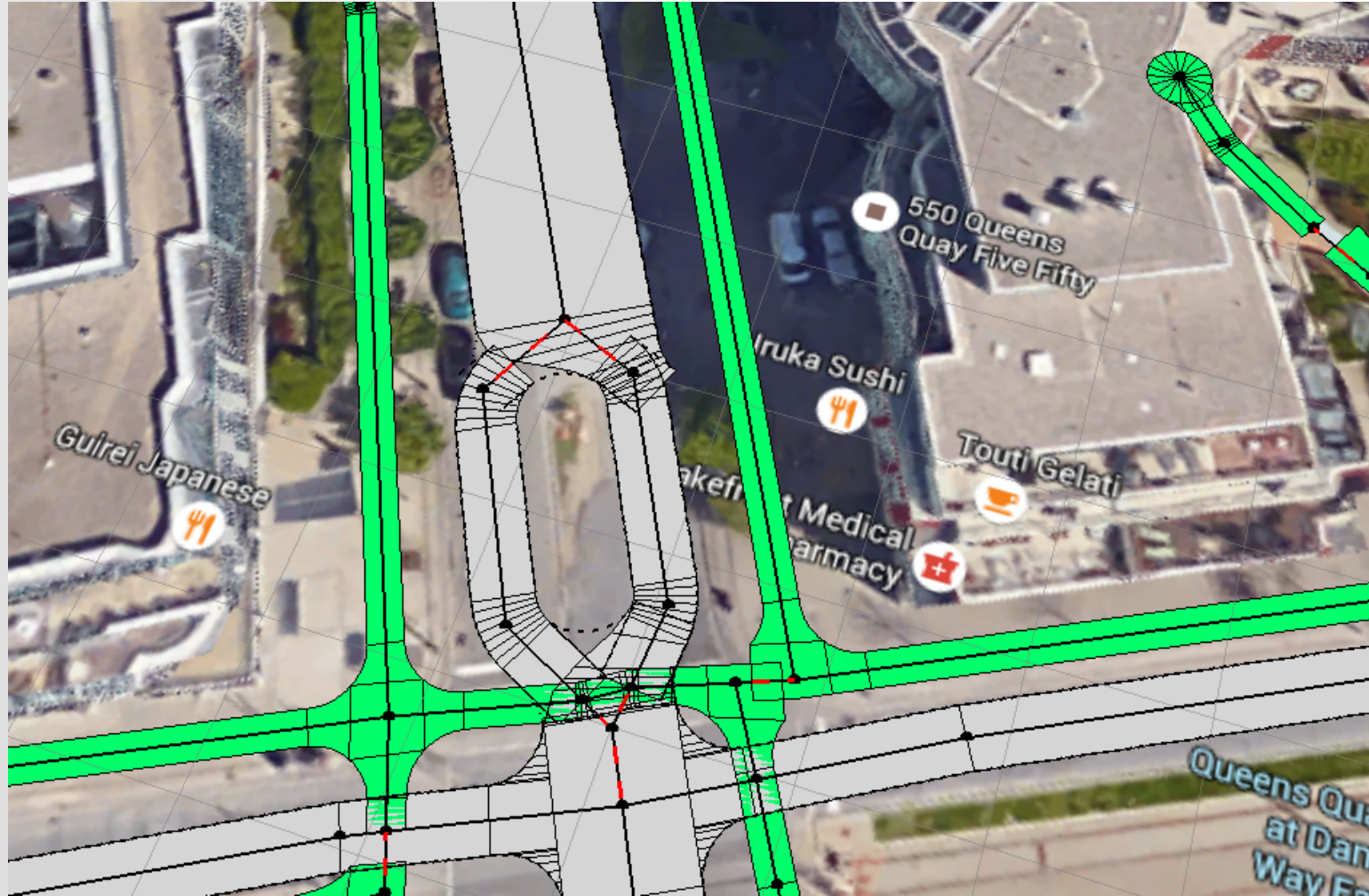
**Open Data - Toronto**

# Fidelity Issues



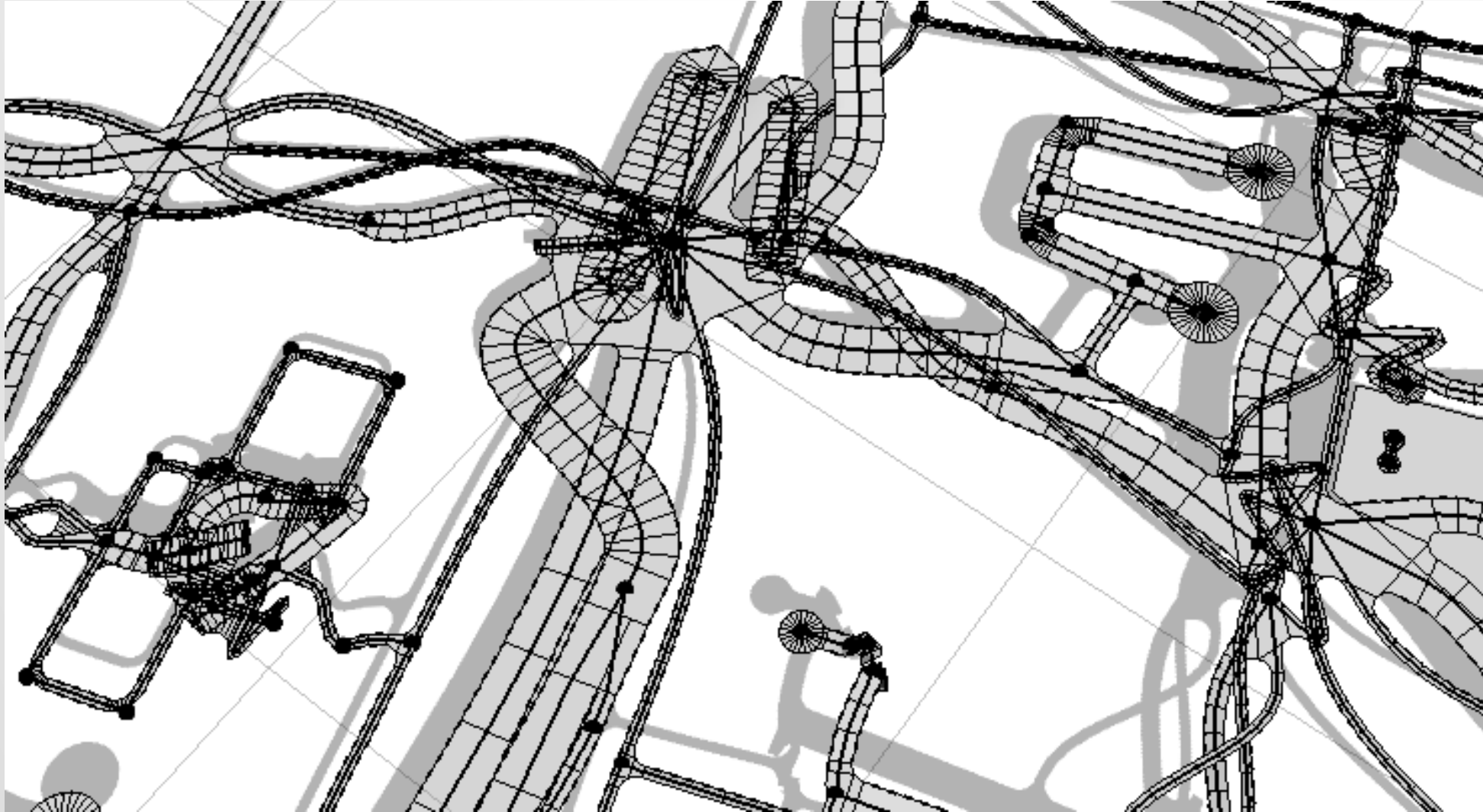


# Sidewalk Fix



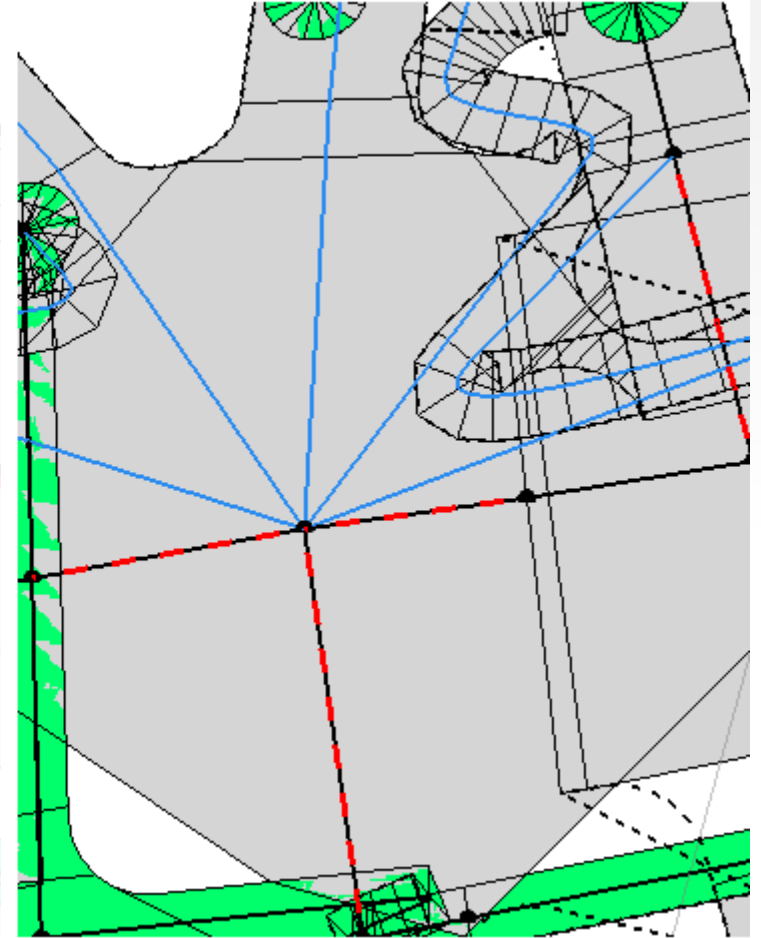
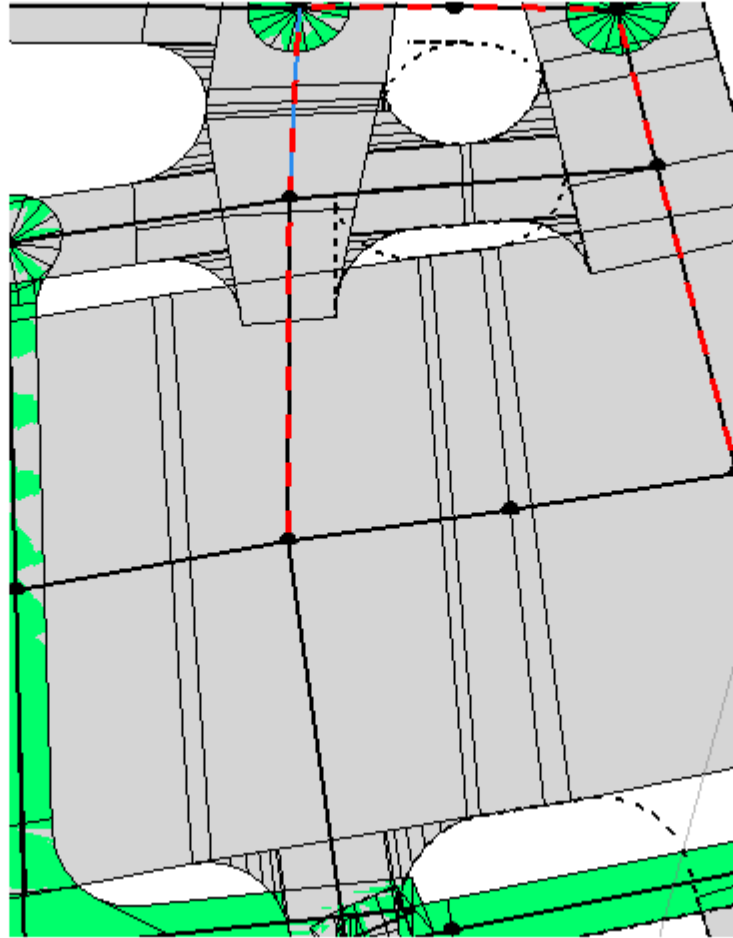
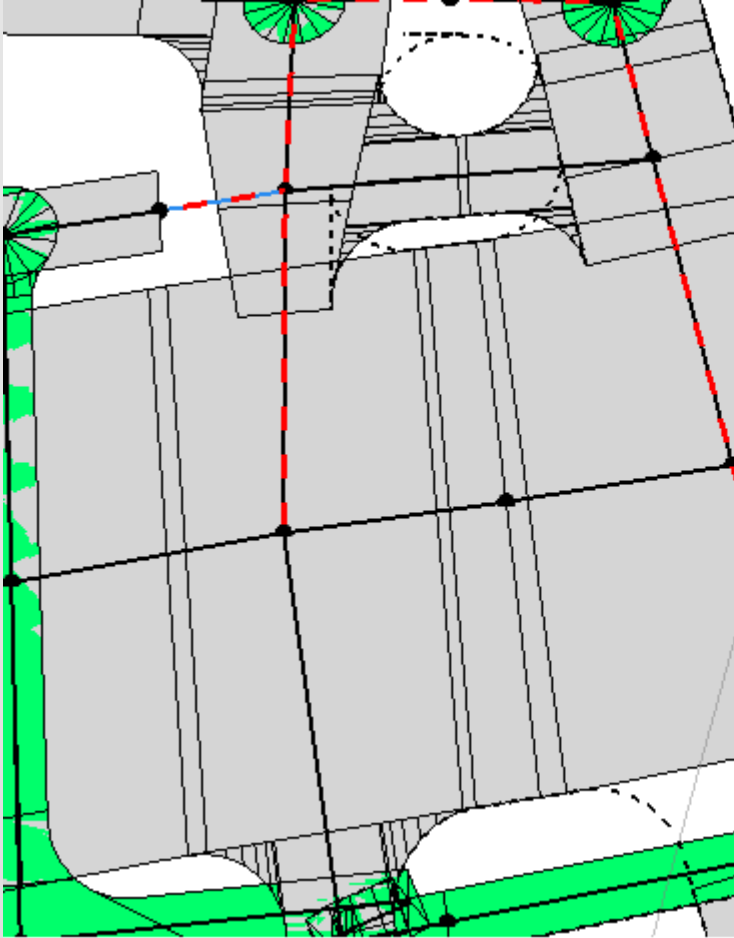
# Labyrinth City

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# “Cleanup” Tool

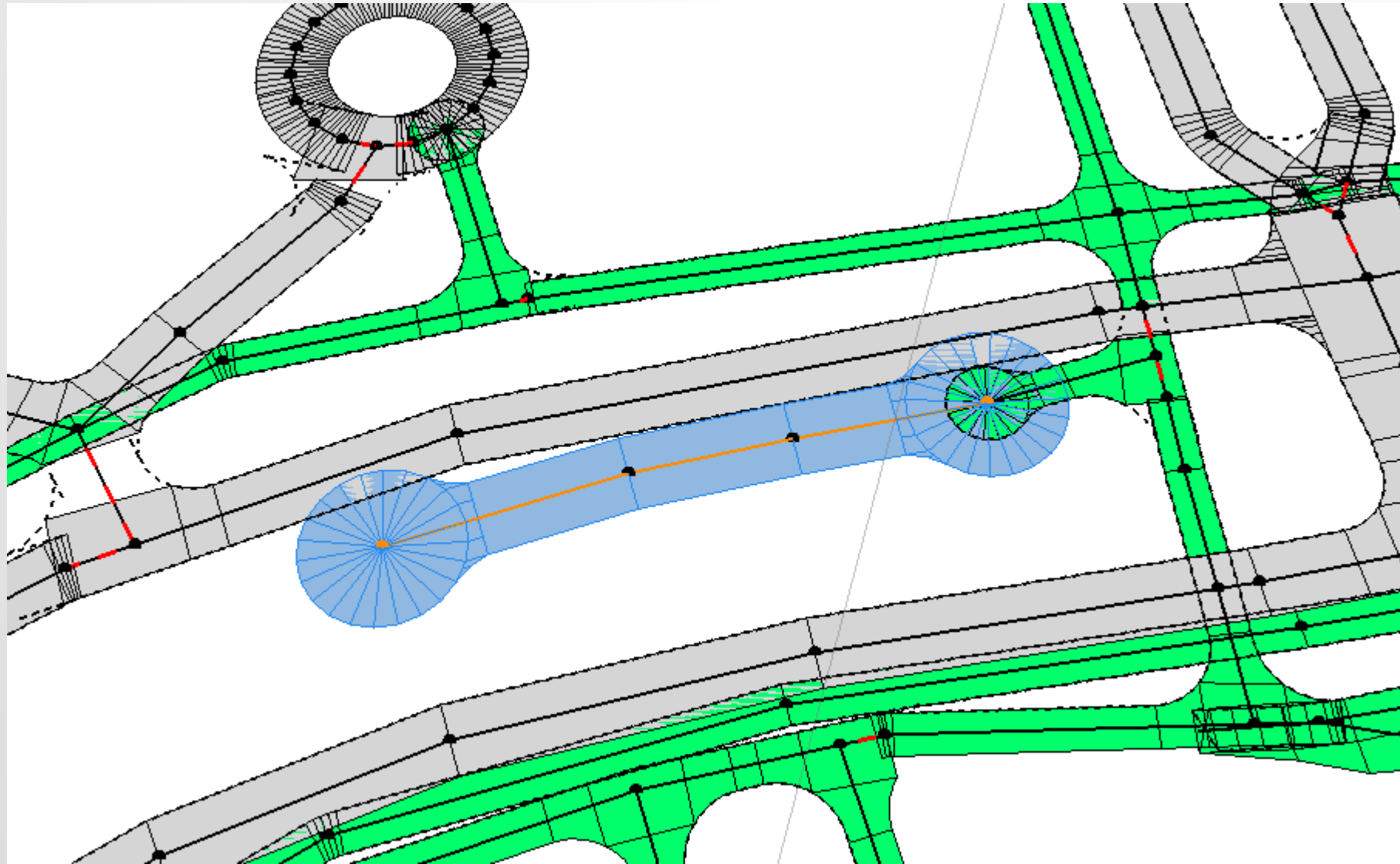
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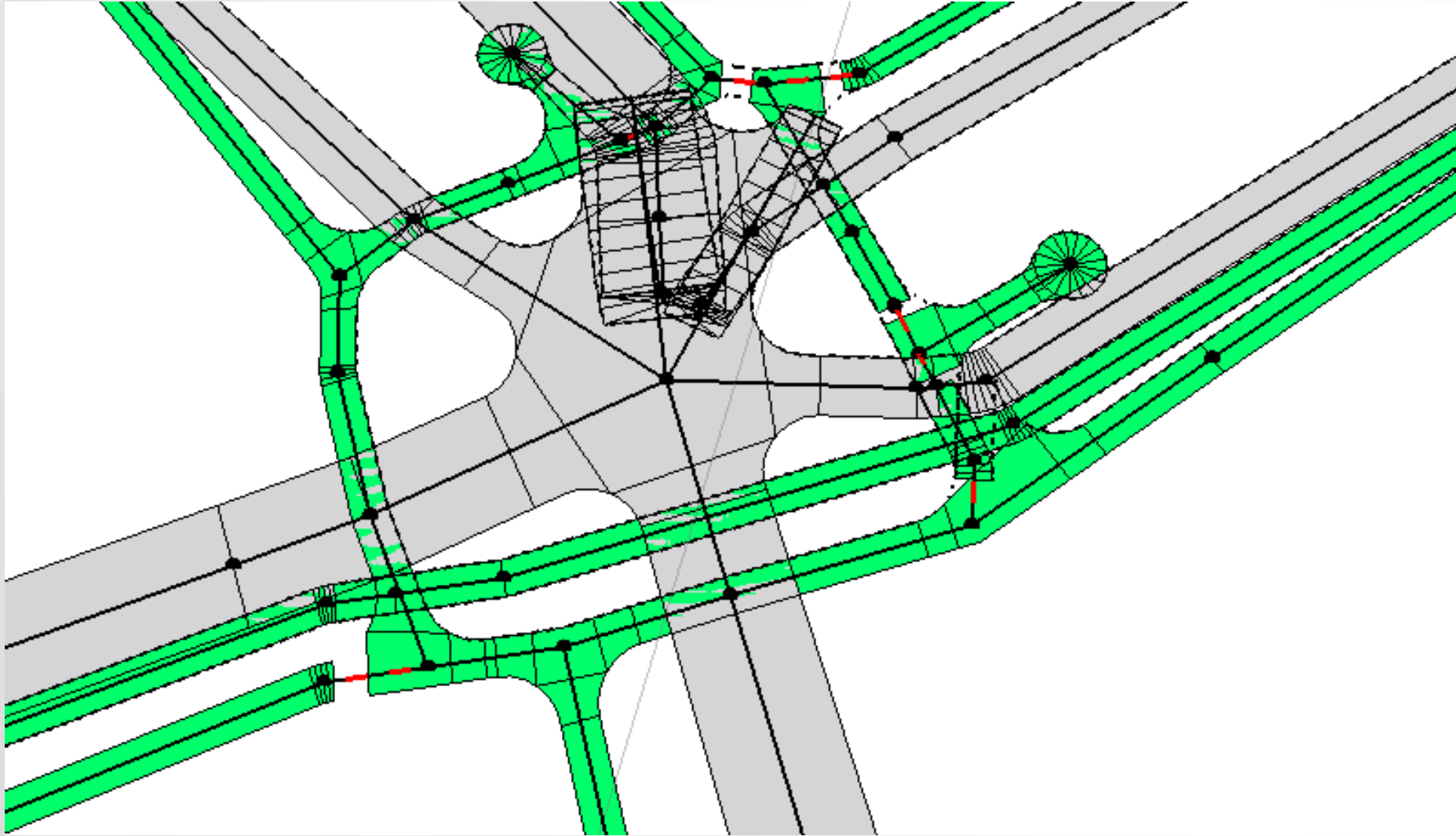
# Platform Cleanup

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# Intersection Issues

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# Current Position

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# Moving Forward

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- Procedural changes to the streetscape
- More advanced building rules
- Data exporting for use in other projects
- Populating the model