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# Printing Walkable Visualizations

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Visualizations are **actualized** by  
a cloud of **virtual** actors





**Media: walkable visualization**



**Orientation, location, and size**  
characterize walkable visualizations

For James J. Gibson, humans stay in an **environment**. Each human has its own **surroundings**, which is its individual perspective on the environment. Humans then interact through their own surroundings, which make visible and invisible the **affordances** that the environment can offer.

First use case





**Digital Humanities Conference 2014**





**Self-recognition of the own self**





**Being a member of a larger community**



Second use case





**ENAC Research Day at EPFL**





**Close and distant reading unlike Franco Moretti**





**Collective reading**



Self-recognition





**Relation between reader and its representation**



Justin Tonra

Anton Raymun

Rebecca Barr

Andrea Mazzei

Yannick Rochat

Mélanie Fournier

Leo

Ricardo Gutierrez-Osuna

Boris Capitanu

**I am not there!**





**It is not me!**

Collective reading





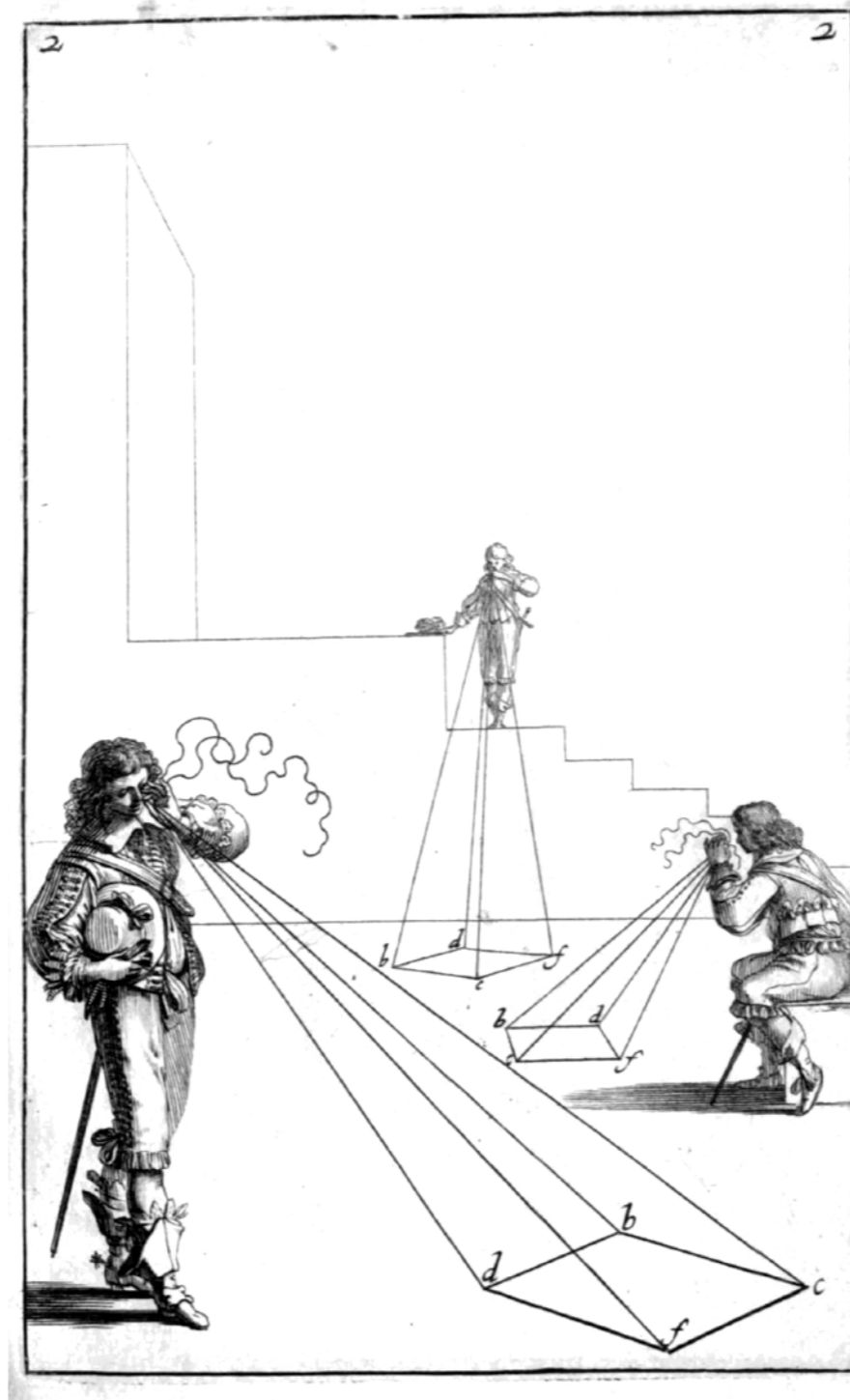
**Orientation and size: from intimate to social reading**





**Location: public reading**





**Relation between readers: insights vs. knowledge**

Thank you