

# wegzeit - the geometry of relative distance

overview



[overview](#)

[video traces](#)

[path networks](#)

[area cells](#)

[velocity zones](#)

- cam1  cam2  show texture
- constrain shape  mod1  mod2  mod3  mod4
- reset  lock x  lock z



## moviemaps revisited

recently i've been playing around with camera tracking, esp. the free woodoo camera tracker. with it, camerapathes and points in 3d space are being calculated from video footage.

so i sent some favorite tracking shots from movies through this process, in this case one from stanley kubricks 'paths of glory'. the application i built around it is a new approach on moviemaps - the video is fragmented and rearranged into the original shape of the set. annotation of the sprites could be also useful.

suggestions on great movie tracking shots are welcome!

Michael Naimark coined the term Moviemaps for virtual environments created from video recordings. His projects such as see Banff allowed the visitor to navigate inside a video, move forward and backward in time and choose directions at specific positions.



view the environment (virttools player)  
watch a movie (quicktime)

more on moviemaps: [michael naimark](#)



use **cam1**, **cam2** to switch btw global and interior cam

with **cam1**, click and drag to rotate the cam

with **cam2**, click on streettextures to navigate

### used datamodels:

- mod 1:** actual distance in meters
- mod 2:** shortest possible driving time based on phases of traffic-lights and speedlimits in directions N, E
- mod 3:** same as above for the directions S, W
- mod 4:** actual driving time during data aquisition