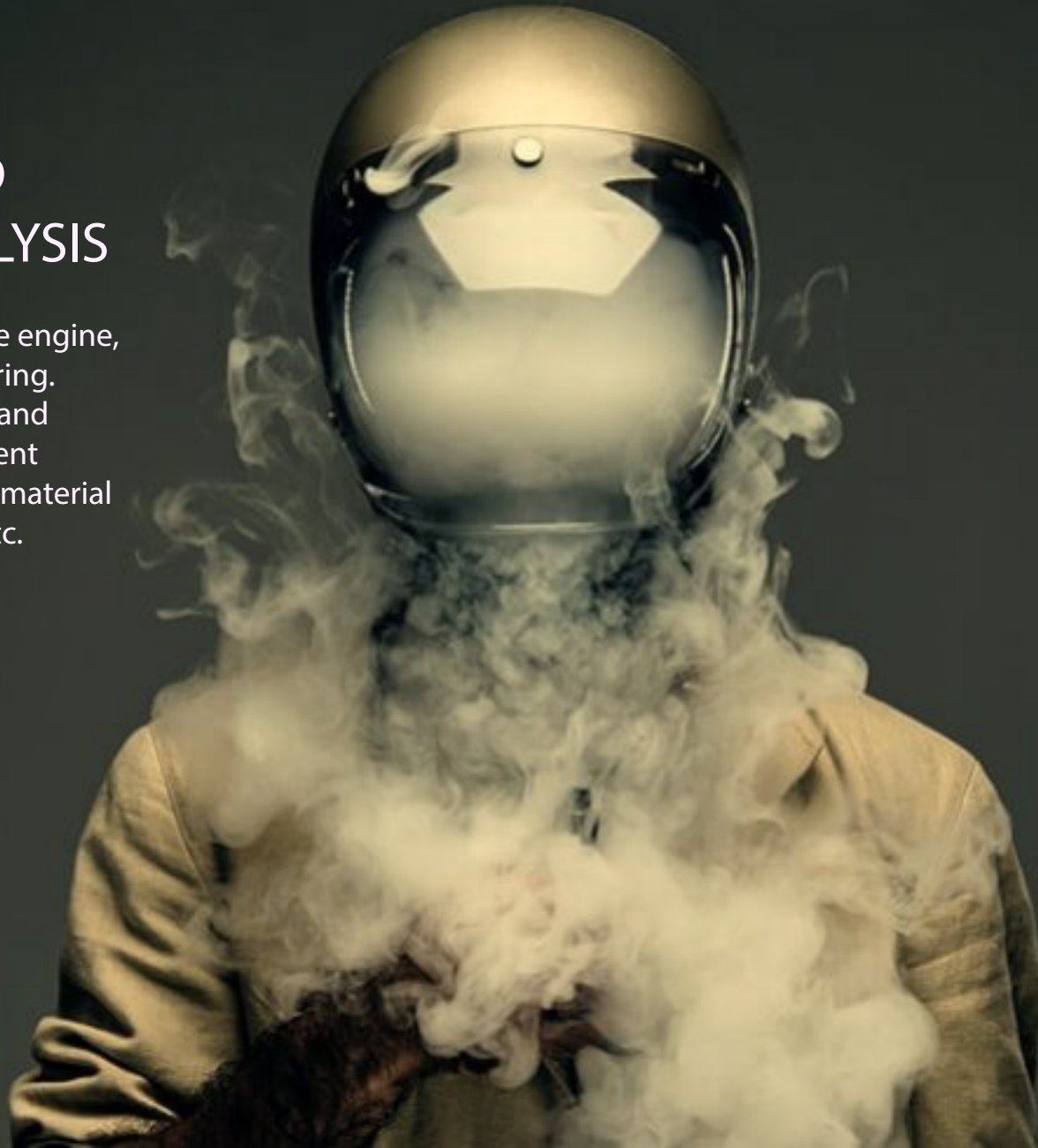


## REAL TIME 3D SPATIAL ANALYSIS

Instead of using a game engine, we use real time rendering. We are able to analyze and simulate the environment through light position, material reflection, sound, air, etc.



During this pandemic, we question: is indoor spaces safe for us? This simply applies to our breath and oxygen levels by inhaling and exhaling. What if we can visualize our involuntary breathing in the space? Not just by considering air flow, but also through sound, light, and material reflection.

Post covid, the world will be much different. I believe spaces will be more carefully designed based on more deliberate ECO- friendly concepts. The real time simulation can be useful to examine the surrounding environment which attempts to give real time results. A breath-able space is required. It will be very interesting to see the space's breathability: how well can users breathe in the space.

Using "Unreal" to simulate spatial conditions for clients, we can better understand the indoor oxygen quality. It can be our additional services.

