THE PROBLEM:

OUR GOAL IS TO BUILD AND ALLOW
- Parameterized simulation of large-scale public ceremonies
- AR participation in processional environments

We focused on the ancient site of Pachacamac, an important Inca religious site, as the space to be visualized. This summer, we focused on building this environment and creating a crowd tool that could be used to populate it.

NEXT STEPS
- Combine components into one project
- Simulate processions through Pachacamac to visualize how people might have used the space