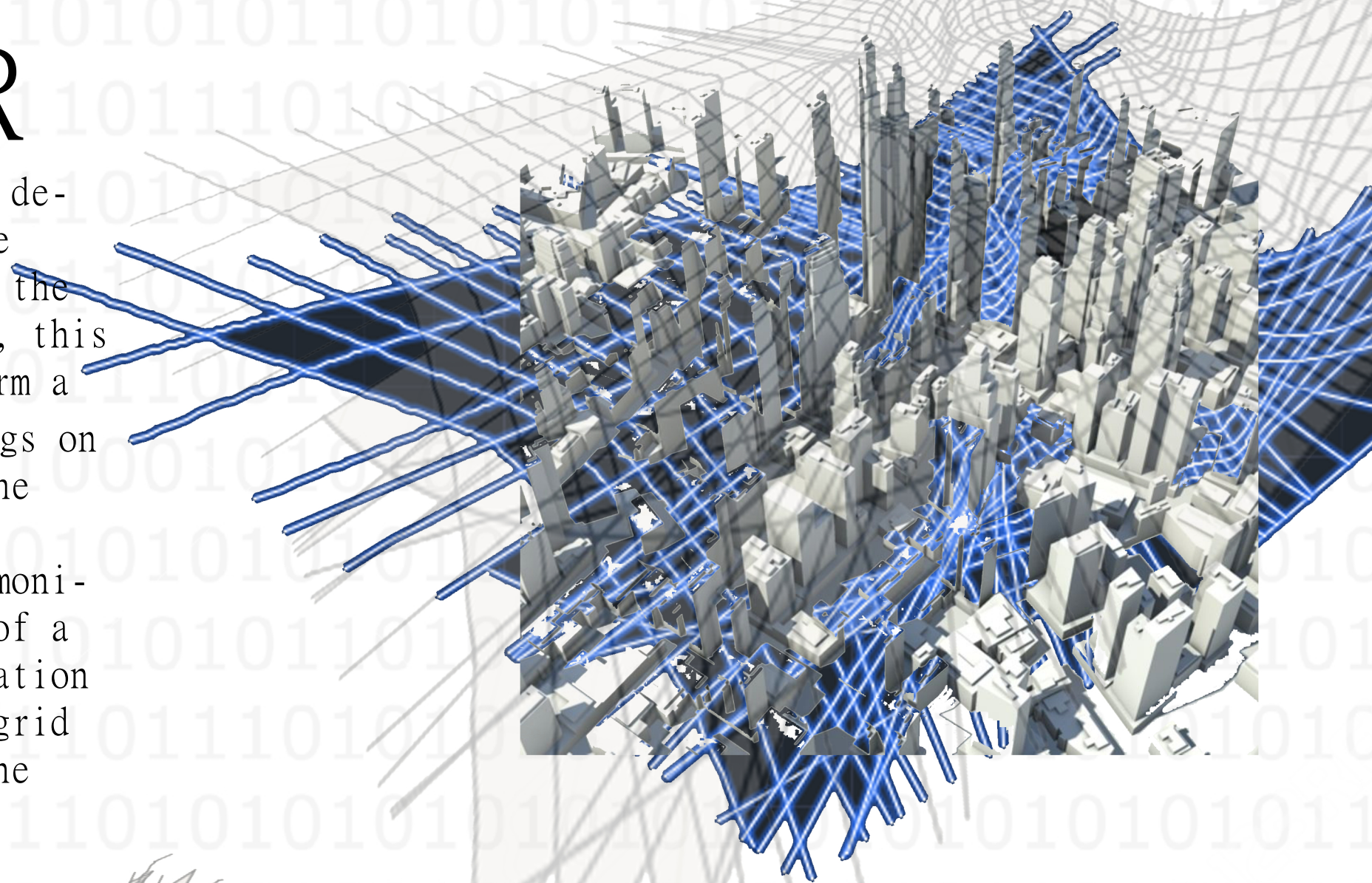
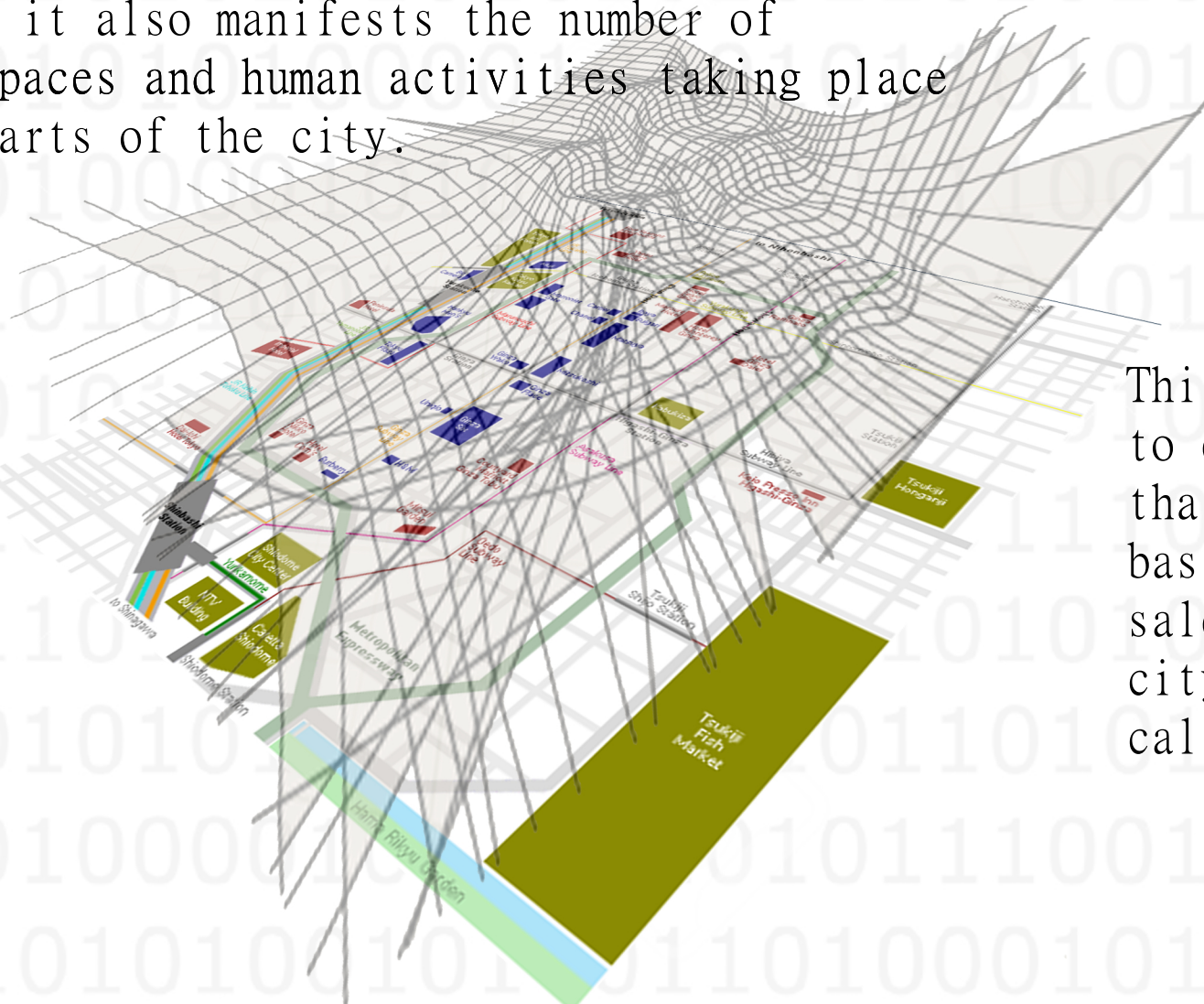


THE HUMAN LAYER

It is a system, that is based on a computerized detection layer laid upon the urban setting of the city. This layer detects the human commotion in the city and changes its binary sequence accordingly, this sensory system collects information data and forms a graphical 'Thread grid map' consisting of strings on the axes that are constantly being updated on the basis of the change in binary sequence.

It is an invisible living layer, that detects, monitors, collects data and lays it out in the form of a grid for people to access and assess the information about their cities. Thread grid map is an human grid whose focus is to provide information to everyone about the consensus of human commotion in every neighbourhood, it also manifests the number of public/ open spaces and human activities taking place in different parts of the city.



This grid system sets a rated hierarchical importance to each neighbourhood according to the set parameters that are set to benefit the people and city. On the basis of this layer the taxation laws, and rates on sale prices are decided by the legislatures of the city. Thus the more the hierarchy the more the economic viability of the place.

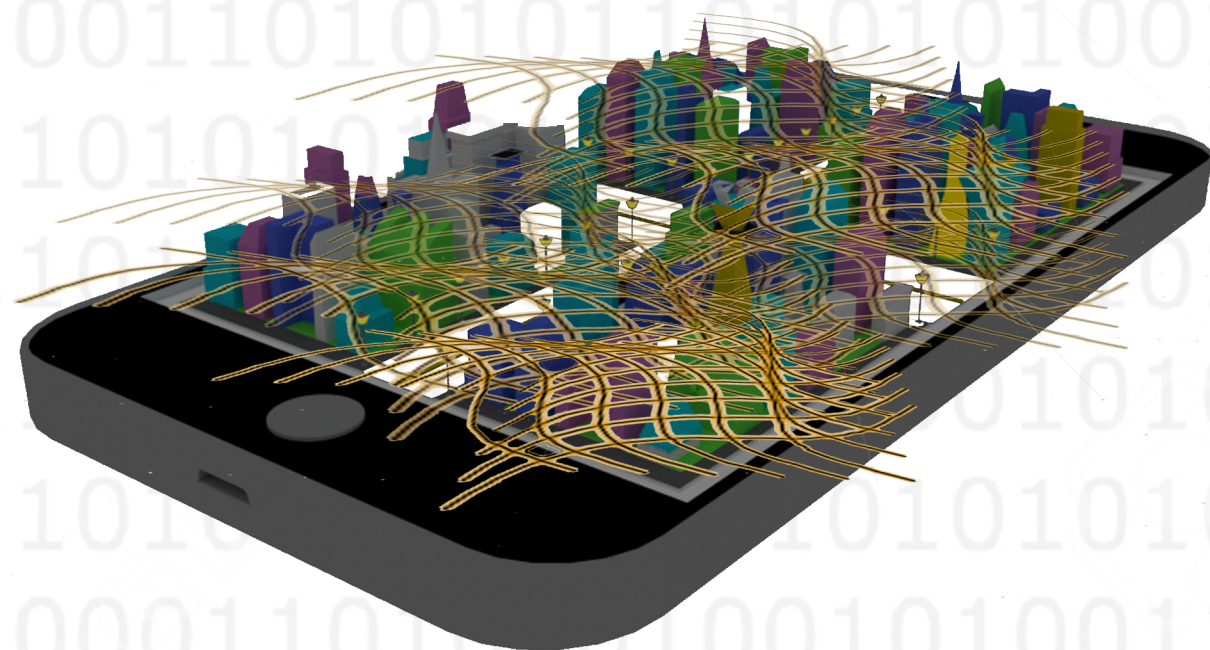
THE HUMAN LAYER

This is a digitalized system, overlaying the binary codes over the urban settings of the city that senses the human presence and motion dictating the binary sequences whose character linkages form strings.

All together these strings joining from different axes form a weaved out thread like grid pattern that mutates with the changed in binary sequences that are changed by the change in human commotion

This layer provides with a consensus about a neighbourhood and converts that information in the form of a grid map, This grid map is accessible to everyone through their electronic devices. Its constantly mutating according to the update. It is like a living layer on the urban layer of the city.

THERE IS ALSO A VOTING WEB, RATED BY THE PEOPLE THROUGH APPS ABOUT EACH PLACE



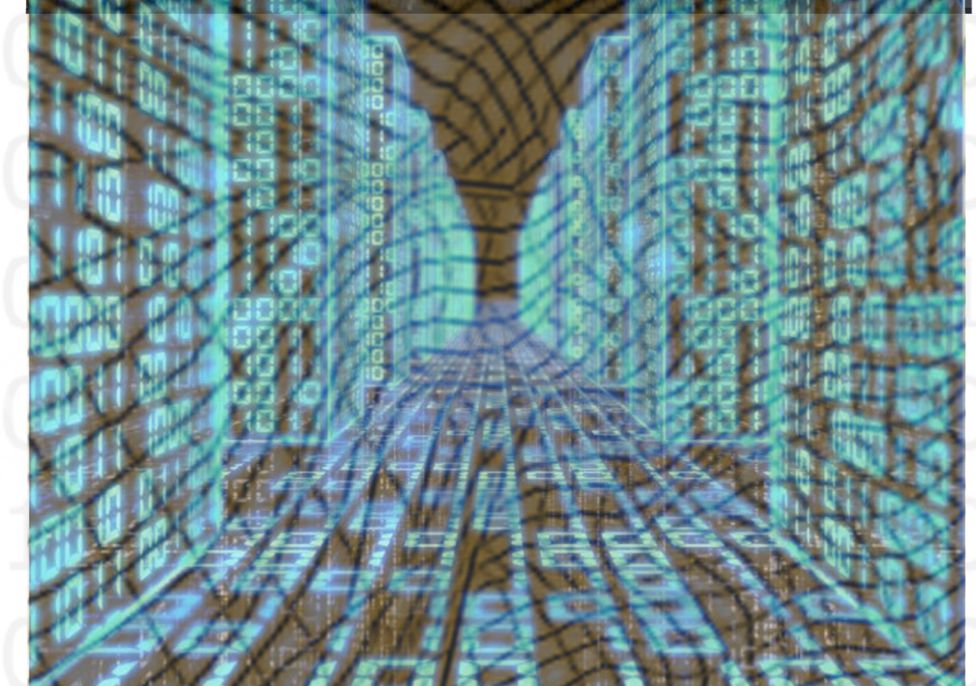
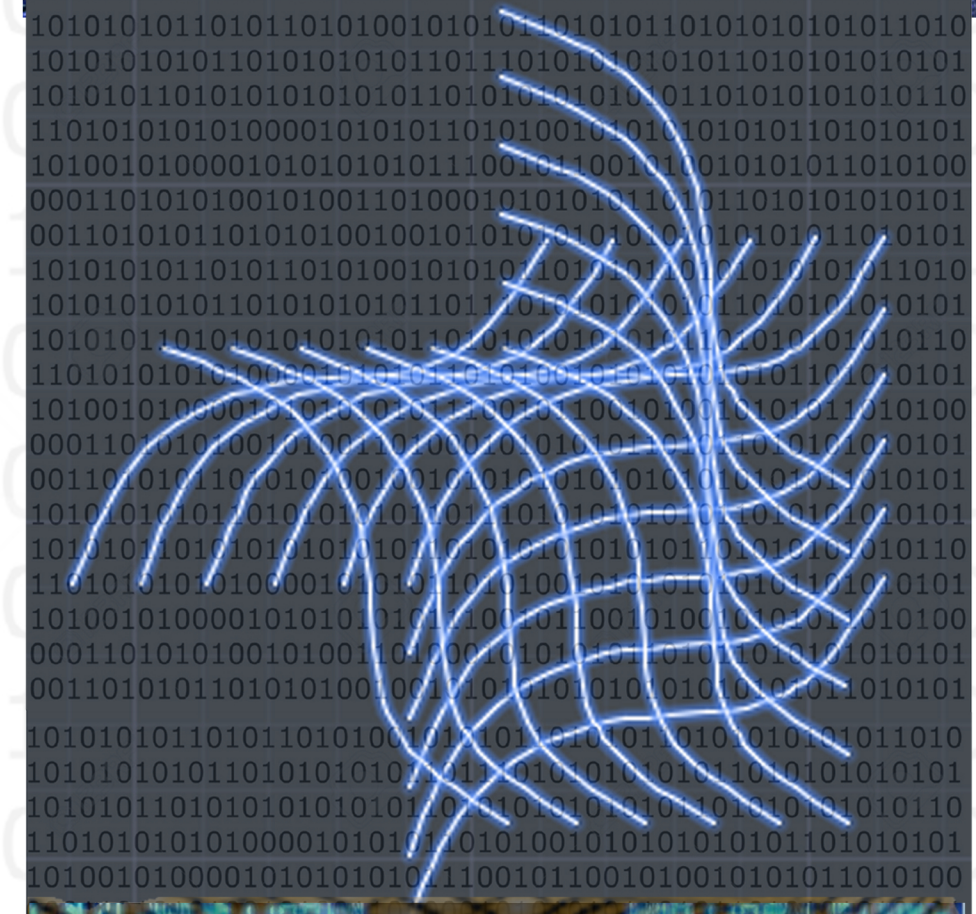
Each string represent human flow, so each person in a city contributes to the grid.

The economical fluctuation of the city is based on this grid.

This grids determines the hierarchy of an area assessing by the parameters

The parameter are set in away that benefits the people of the city, the more a neighbourhood contributes to the people the higher it is in hierarchy rate and thus have more economical viability.

This will give incentive to the companies in shopping hubs like Ginza, Tokyo to create public spaces on their properties and in the vicinities of their properties.



THE HUMAN LAYER

This system promotes maintaining a balanced environment in an urban setting. The more the balance between the weaved out thread patterns in an area is, the more the economical viability of that place. More conjecture or the formation of loops will result in decrease in hierarchical rate, thus increase in taxation, price rates and decrease in the value of real estate of that area.

The only conjecture that increases the hierarchical rate are that of formed in nodes.

Modern day shopping is based on marketing strategies which says the more the people a brand can attract the more the profit is said to be earned.

This system gives incentive to the investors in the places like Ginza to provide their vicinities with more public space to attract crowd without decreasing their hierarchical value.

Nodes are the conjecture produced by the commotion of people in open public spaces. nodes stretch out all the strings at a point reducing conjecture around it. The more the nodes in an area the less the ratio of string formation and higher the hierarchy. thus making the taxes in vicinity lower.

Loops are the areas where there is very less human commotion. The strings are not produced, creating an void called loop. It decreases the hierarchical value of the area

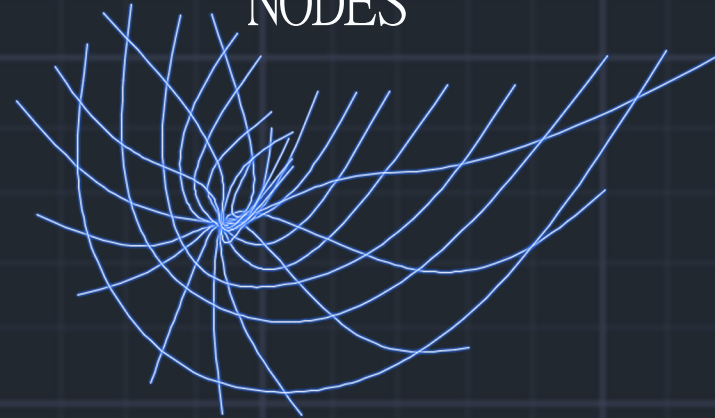
This layer is constantly mutating with the change in commotion. changing the hierarchy with it every minute.

With this system all the stakeholders of a place will work to balance the grid hence balancing the urban environment.

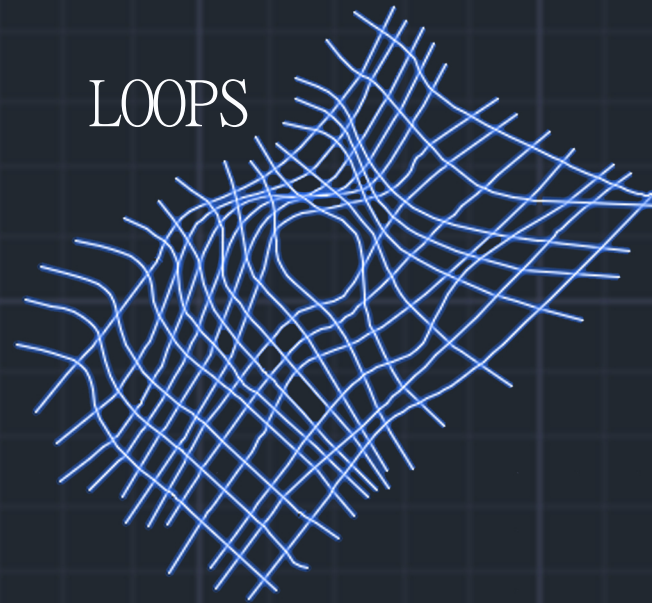
Helping in cutting out the crowds. providing the city with more open and public spaces, and giving more power and importance to the people of the city.

This system will make;
'FUTURE CITIES CREATED BY EVERYONE'

NODES



LOOPS



MUTATING GRID

