

# Scraping

Use to represent spaces in the intuitive ways
A feature to get users intuitively tagging or
connecting/linking the info to a specific piece of their
knowledge graph so they have a breadcrumb trail to follow

# Drag & Drop

Ability to move section of the 3d cube space Feature: people can create shapes, perhaps from a social account it sort information into their DP, moonshot-or their face, Optimise for VR (grab & drop features)

## Search

Keyword

for tool search for titles

Audio-Keyword "Ai listening"

Keyword search, based off constant listening to conversation for loading the relevant info.

Inputs:

Audio

Location

Vicinity to relations, people or tagged objects

Previous searches

World news

Intuitive keyword - somewhat like google's, "did you mean..." feature will use either a similar or typo to suggest possible intended targets. Yet it will also use similar meanings, because we will eventually have a knowledge base of language' meaning; assuming there is a way to map the language in the 4th or 3rd dimension with the so-called "connections or location determined by real-world meaning". Perhaps a first iteration could be developed of a large language model style program that searches for different instances of words being used in context across a wide subspace or perhaps using a 3d mapping software with a thesaurus' synonyms and making some sort of a mind-map type representation, literally showing you words that are similar incybe with a small view of the words that you may have been referencing. E.g. if someone searched for "pigs food", it would show entries matching: "grain, pigs food, lettuce, compost", etc...

### Nodes

#### Presets:

Separate data into language using a system already widely understood, ending up with different presets for the overlays that would be:

+People

+Place +Things

Moonshot: Use existing breakdown of verbs to decide relationships between nodes:

	Regular	Irregular		Transitive		Intransitive	
ſ	Dynamic	Stative	Ī	Linking	Αu	xilliary	

So we end up having a system that allows for smooth communication with the technology we have built, making more immediate sense to new adopters or the masses,

## Camera

Re centering "north" also a separate feature moving cam to a specific location with a better wide-spread view

# Mini-map

Including a move to feature that allows for quick click & reappear in a new "spacial" area

### LLMS

option to upload "prompt results" to nodes "Prompt" to file management

## File conversion

Fetch access and to accurately read & input different file formats smoothly, correctly & quickly

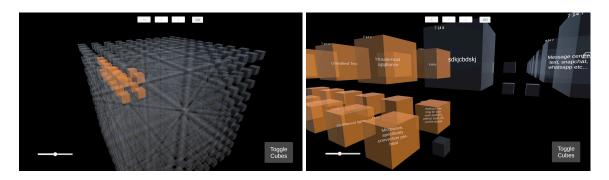
# Rendering

Allowing the user's "location",in the spatial data, to mean not only is there rendering of the information linearly(in proximity); also, when you are close enough to a node, an overlay will appear. which was not there, perhaps flouring into view

TBC...



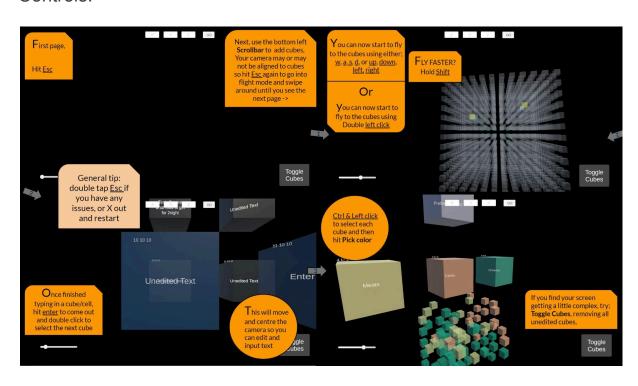
#### 4Data reference images



Designed along with Altamush Khan, @Attishno1f, (for the overall structure) & Shishir @shishir\_21 (for added features the scrollbar & search feature) on Fiverr. To begin to represent my concept of a massive data representation tool, it completes its objective.

However, to elude to the next parts, I have always dreamed of this data representation tool being intuitive enough, almost no time is needed to use it, so people can get back to what is important, family, friends, food, design, building, care etc... In this, 4Data is sorely lacking.

#### Controls:



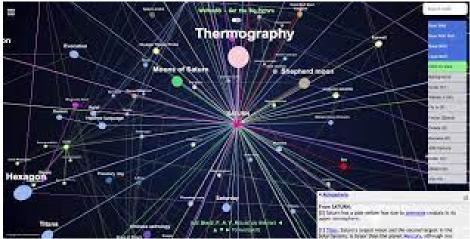
This 3dGraph and make use of it where you can. I beleive it's main value comes in its intuitiveness to the uninitiated of being able to understand the use case without explanation, controls of the hardware could still have a bit of a update required, moving with arrows and wasd is not necessarily so intuitve.

## Like-minded Projects

# welten3d wetten3D

Essentially building on and altering the interface and experience of this data visualisation

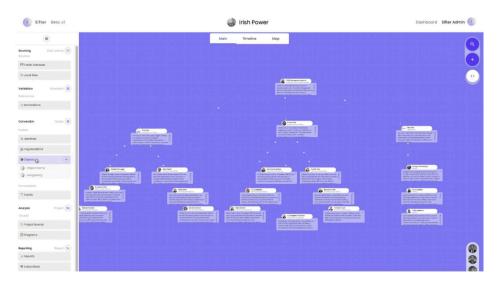
tool



I, funnily enough, only just found this (15/01/24)



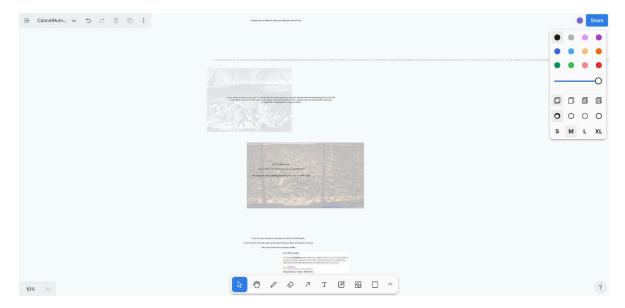
(Johnny Vedmore's contact) John Ferriera's project:



I believe Sifter may have more active features already implemented,in being able to have users contribute to community run fact-checker, type service, however, I have not been able to get the app working to test these, however it does look promising.

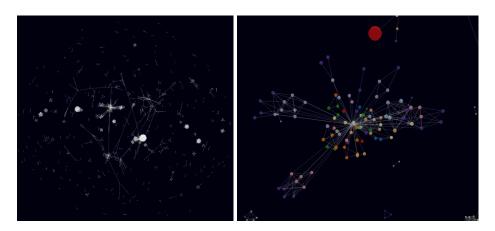


This is a VERY nicely laid out and intuitively designed noting tool. A lot of "their" drawing, colouration, shape input, share features and smooth image implementation etc... will likely be essential to the final end-user experience in Incybe



An INSANELY cool feature, still in beta, allows users to create source-code based of drawings, through Chatgpt & a button dubbed "Make it real". I would like to suggest this is called CyberSourcery Iol. So would love to see Incybe work to bring this type of feature into its late-stage.

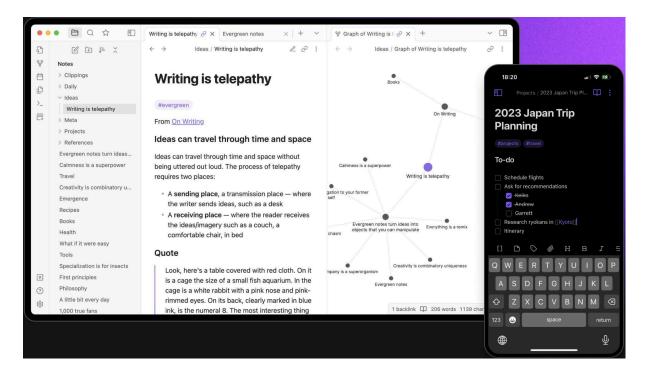
### Vasturiano's-3D-Force-Graph



Here is a tool that allows the user to pinch to zoom and with some creative dragging you can view things from whatever perspective you like, unlike in "Welten", which is a more awkward to position the screen; "wasd" controls are not default, but configurable.

Vasturiano's 3D app certainly competes with 4data on beauty,





Here is a tool, useful for Large \*Independent\* digital libraries, Here the first iteration of a Swarm smasher will be drawn.



# App Links

4Data

4data.itch.io

Welten:

www.welten3d.com/hlindex.html?key=n

Sifter

cargocollective.com/johnferreira/2023-Web-App-Sifter-JF

**TLdraw** 

https://www.tldraw.com/r/v2xfNcCF02YJibqfiJD4myS?viewport=0,0,1536,737&page=page:L-z-05bzAApu-izgH6gPs

Vasturiano

https://vasturiano.github.io/3d-force-graph/example/large-graph/

Obsidian

https://obsidian.md/