Despite the constant increase in the use of a computer in architect offices, it is still widely unutilized in the early design stages. The biggest problem is not only the lack of appropriate Humane-Computer-Interfaces but also the limited possible use case scenarios. Furthermore, complex Software solutions and unfitting workflows restrict the creative process and hinder the design process. The goal of the "CDP // Mixed" is to bridge the gap between the established design tools utilized by architects and the digital tools. The focus of the "Mixed"-topics is to explore the new ways of visualization that are offered through AR/VR and how their unique features can be integrated in the CDP. These solutions would allow architects to explore new design spaces and support the creative process in the early design stages.

Topics:

- **AR on Table**: With the development of a new inter-app communication protocol it is now possible to exchange information between the main CDP and any external application. The goal of this topic is to expand upon the existing AR App for the HoloLens to support this new feature and to expand on the interaction options for the AR App.
- **AR on Site**: With the new advancements in AR technologies for iOS and Android smartphones it becomes more feasible to explore a connection between the CDP and a smart device of a user that is at the site where the CDP users are working. The goal of this topic is to explore what kind of possibilities such a connection would enable.
- **VR**: The Virtual Reality external application for the CDP already supports a direct connection with the Platform and also some basic drawing functionalities. The goal of this topic is expand upon the drawing functionalities, to improve the user experience and explore new ideas and features.