

The 4D tool

4Dialog AB and Encitra Inc began developing the 4D tool in 2008 and it's today used daily as both a visualization and analysis tool in urban planning throughout the world.

The tool is gaming engine based, easy to learn, interactive and gives the option of multi users. Team members can therefore all log in at the same time, see each other and overview the modelling process in real time.

Computer requirements

A computer with good graphic card gives the best quality. Grapgic card, Nvidia 770/780, 870/880, 960/970, 980 or similair.

Network

A good and steady network is needed, at least 10 Mbit. Ports need to be open to be able to reach the server. In case restrictions are set for ports at your university or city contact UIDC Project Manager Cecilia Nordkvist and we'll send the information needed to unlock them.

Viewer

Student Team members need to download a viewer to your computer.

Read more in [How to get started](#).

