

**Supporting the ambient guidance and counseling system by using
three dimensions (3D) graphic elements**

**(An analytical study on some models of three-dimensional guidance and
counseling elements)**

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Abstract:

The guidance and counseling system is considered as one of the main ingredients used in the delivery of the required information for users of the closed or the opened environment. Due to the importance of this system; there was a necessity to develop this system by using modern technological techniques or using shapes and materials to display the elements of the system in a new funky path could attract the audience and achieve the required interaction to deliver the information in a proper timely manner.

The three-dimension (3D) ambient guidance and counseling system is a shape of a nontraditional guidance system that can contribute in the attraction of attention of the audience more readily than a traditional two-dimension (2D) system and thus achieve the desired goals with larger interaction. From such point; it was necessary to analyze and focus some light on this untraditional form and represent the differences between the three-dimensional (3D) system and the two-dimensional (2D) system. This could be achieved through describing of some models to gain access to the most important points influencing the audience and represent the extent of its interaction with the provided information