Em‘body’ing Virtual Architecture

The Third International Conference of the
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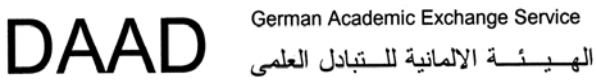

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The increasing speed of technological improvements outpaced many design issues. Nowadays, architecture is accepting digital design tools and technologies as a feature integrated in design process and in spaces of our everyday “Being-in-the-World”. The consequences of this integration result in many changing and expanding forms of interaction.

Space features prominently in narratives about everyday life, modulated by the spread of digital media to create ever-expanding narratives of communication, containment, boundaries, thresholds, and transgressions.

Interactive digital media enables advanced investigation on themes of embodiment and perception by providing an excellent means of testing, comparing, validating and challenging theories about perception. This digital media introduces an interesting mode of interaction deploying space as a major metaphor. The Capability of creating a 3D virtual world and filling it with artefacts from our more familiar environments is possible due to the ever increasing power of computer processing.

In a sense the theme of this conference examines two particular metaphors. The first metaphor addresses aspects of virtual environments that resemble our physical world; In other words, the computer model as physical model and the digital world as material world. The second metaphor looks into the means of interaction and modes between our bodies and such virtual environment. That is to explore modes of user interaction with virtual worlds such as with screen cursor as the hand, digital avatar as the body, and virtual camera as the eye.

Our observation of different modes of interaction with the virtual world can enrich our understanding of interaction in the material world. There is the potential to uncover many outcomes that might include insights into the way we understand and interact with space, and the way different elements related to our embodiment affect this understanding. Indirect outcomes include determining the importance of different elements related to our embodiment as cues for immersion in virtual environments and developed techniques for students and practitioners to examine and investigate new aspects of their designs.

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