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This is Real. Architectural Design in Virtual Reality

Abstract

The elimination of dimensional abstraction in real-time, true to scale drawing and modeling in digital 3D space, using so-called VR glasses, brings new challenges for architectural design. During this physically active and potentially collective operation in virtual realities, the process of designing becomes the focus of interest. *VR architecture* in this sense is neither a simulation, nor a model of a future structural reality, but a constantly changing spatial condition in an ongoing design process. The lack of awareness of the physical environment when working with VR glasses causes a strong, physically perceptible sense of difference, which results from the conflict between the virtual-visual *there* and the physical-sensory connection with the *here*. This *bodily-iconic difference* is not to be understood as a deficiency but, seen positively, to be conceived as creative capability.

Keywords

Virtual Reality, Photography, Image-space, Immersion, Design