Estética virtual em Arquitetura: Desenhar com realidades mistas.

Virtual Aesthetics in Architecture: Designing in Mixed Realities

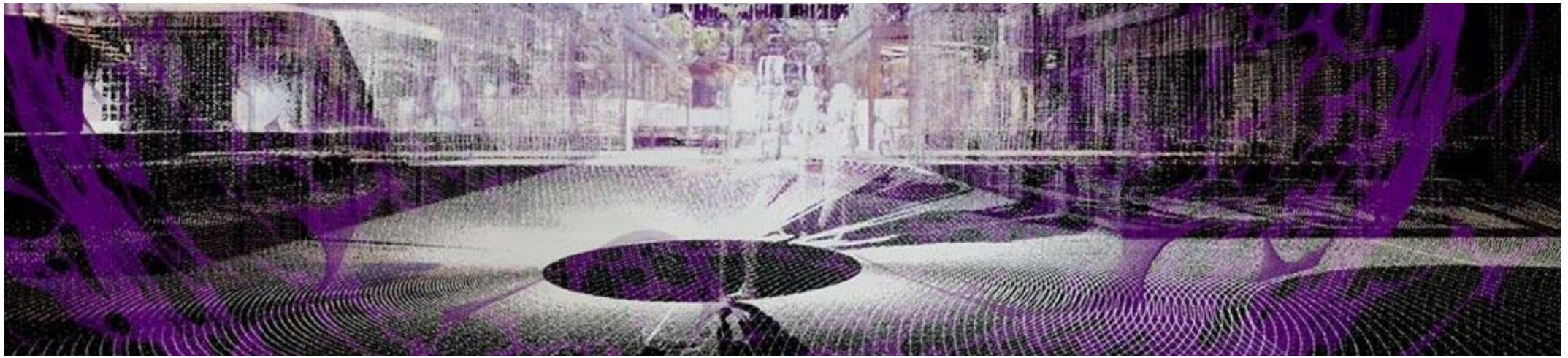
SARA ELOY

Iceland Liechtenstein Norway grants

FCT Fundação para a Ciência e a Tecnologia

Trienal 2019

istar _iscte



Summary

The project "Artificial Realities: Virtual as an aesthetic medium in architectural ideation", was developed in the Scope of **Lisbon Architecture Triennale 2019**.

"Artificial Realities" is framed by the confrontation between **rationality** and **efficiency** related to **virtual technologies** applied to the architectural design process and the **poetics** related to the **aesthetics** in architecture. The experience of architectural space and the state of contemplation and delight of the architectonic exercise will have a digital materialization.

The project explored the **ways in which virtual reality technologies can enable designers to create immersive spaces that drive the users to escape to other realms in cutting-edge aesthetic experiences.**

Activities

_ **An Exhibition** held in ISCTE from the 14th to the 18th of October. This has been selected as an Associated Project of Lisbon Architecture Triennale 2019. We showcased an international group of projects by leading practitioners that have a solid body of work on diverse issues related with architectural design processes using VR and AR technologies.

_ **An International seminar** on topics of common interest was organised during the exhibition. Talks by invited leading researchers and designers were given in the Symposium. A call for papers guaranteed a wide spectrum of interest among the field.

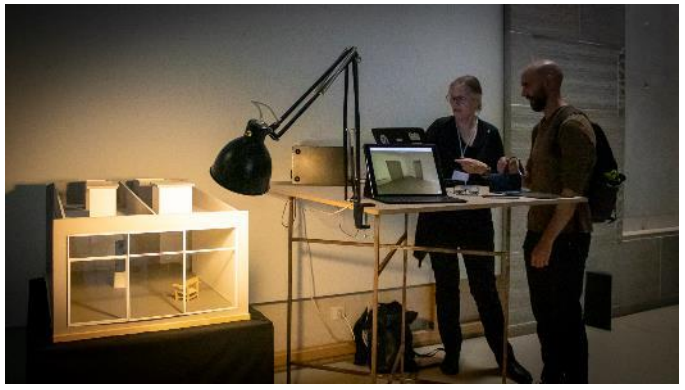
_ **Research on using VR and AR** in the ideation stages of architecture design and using it with final-user to engage them in architecture and urban design discussions as in participatory design processes

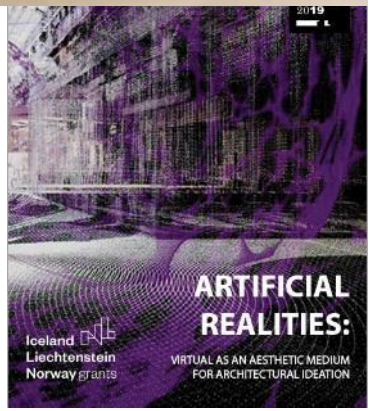
_ **Book** publication "Virtual Aesthetics in Architecture. Designing in Mixed Realities", Routledge

[Exhibition and Symposium]

The event was attended by researchers and practionnaires from 12 countries from Europe, North America, Asia and Oceania (Norway, Denmark, Netherlands, Belgium, Germany, Greece, Portugal, Turkey, Singapore, Australia, United States of America and Canada).

The exhibition was attended by several visitors, among architects and other artists, attracted by the Triennale's dissemination, architecture and computer sciences' students, as well as Secondary Schools classes




2019
ARTIFICIAL
REALITIES:
VIRTUAL AS AN AESTHETIC MEDIUM
FOR ARCHITECTURAL IDEATION
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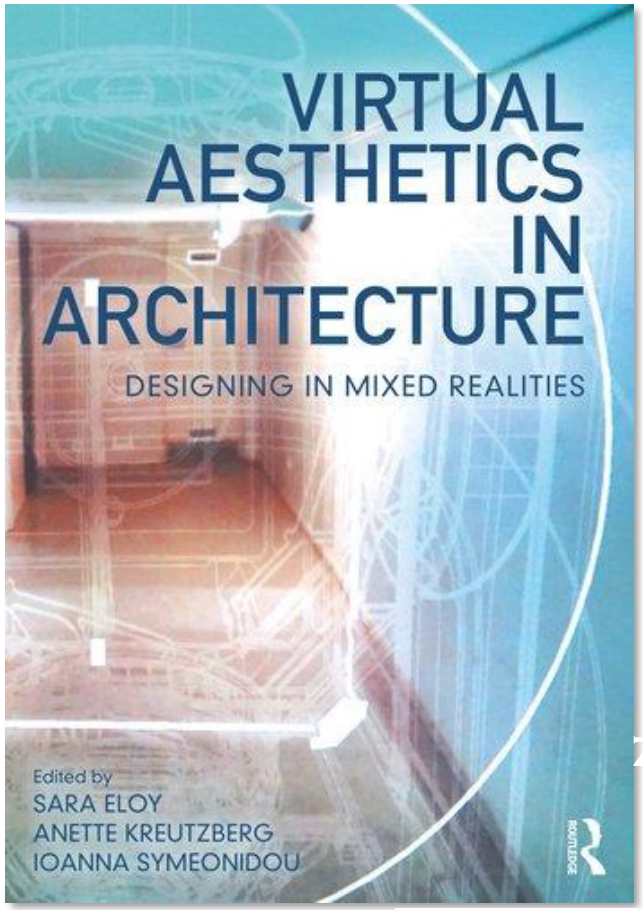
[MyChanges]

Development of a mockup that enables the generation of customized design solutions for the façade of houses.

Testing the app and visualization modes:

- User satisfaction regarding the customization possibility that it offers to the design of the façade of their house
- User satisfaction regarding three modes of visualization of the final designs of the façade:
  - non-immersive screen-based visualization using a tablet - final design is visualized as a static image;
  - semi-immersive visualization using a smart phone - final design can be seen by a 360º render of the site;
  - fully immersive visualization using a HMD (Oculus Rift) - final design can be freely navigated by the user.


VIRTUAL AESTHETICS IN ARCHITECTURE
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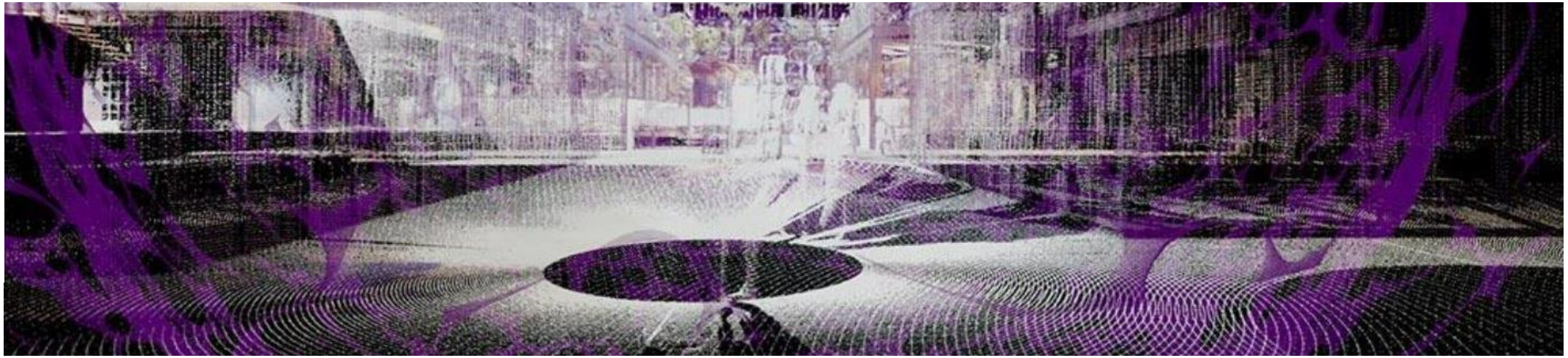
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