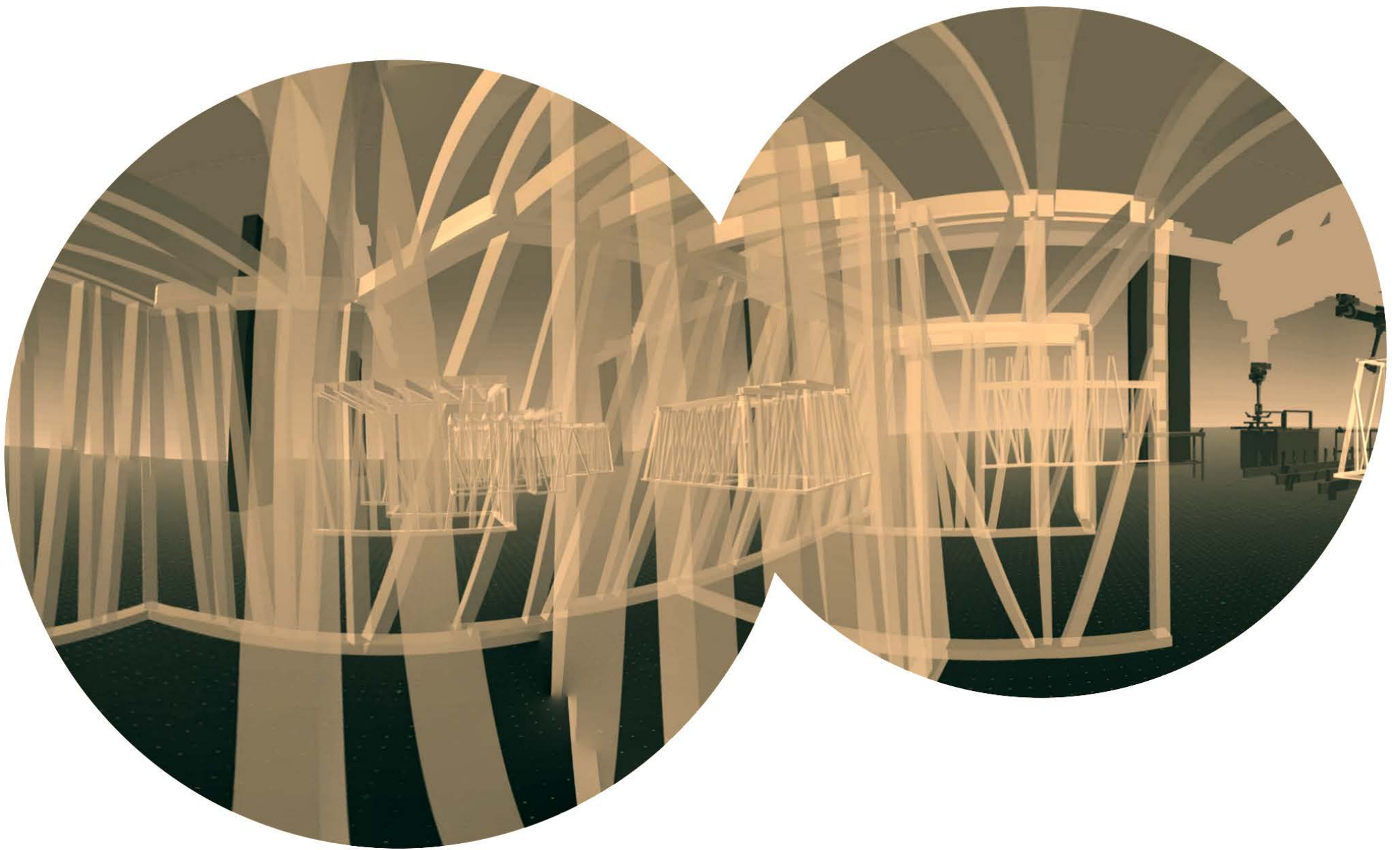


# New Ways of Worldmaking

## Virtual Realities in Architecture and Construction

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**We are witnessing a surge in developments in the field of augmented and virtual reality. While architecture remains a physical discipline, virtual realities allow us to explore and experience design proposals and help us to control advanced digital fabrication processes. Technologies have become much more accessible and are slowly turning into consumer goods. Time to embrace VR as architects.**

**During the Seminar Week we will learn how to create virtual environments using Unity. Animation, “materiality”, sound and interaction will further enhance the immersive quality of your virtual worlds. Experts will introduce you to the magic of the virtual, a world right in front of you. The seminar week will also bring you in contact with research on the applications of augmented reality in construction.**

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**GRAMAZIO  
KOHLER  
RESEARCH  
E EA**

Team:  
Fabio Gramazio, Matthias Kohler,  
Hannes Mayer, Matthias Helmreich

Dates: 18.03.19 - 22.03.19 / ETH Zürich / costs: 300 CHF /  
This includes a complimentary Oculus Go VR goggle you  
can take home with you and use during your further studies.

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