

3 AUGMENTED

NEW WAYS OF WORLDMAKING

REALITIES



16-20/03/2020

Tutors and guests

Daniela Mitterberger
Lauren Vasey
Romana Rust
Timothy Sandy
Matthias Helmreich
Fabio Gramazio
Matthias Kohler
Hannes Mayer

Cost:
150 CHF*

*includes a VR game experience
at one of Zurich's VR centers

We are witnessing a surge in developments in the field of augmented reality. While architecture remains a physical discipline, augmented realities allow us to explore and experience design proposals and help us to control advanced digital fabrication processes on site. Technologies have become much more accessible. After a first trip to the virtual lands during the autumn semester, we return for another journey. During the Seminar Week, we will learn how to create augmented virtual environments using Unity. Animation, "materiality", cinematics, user interfaces, 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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