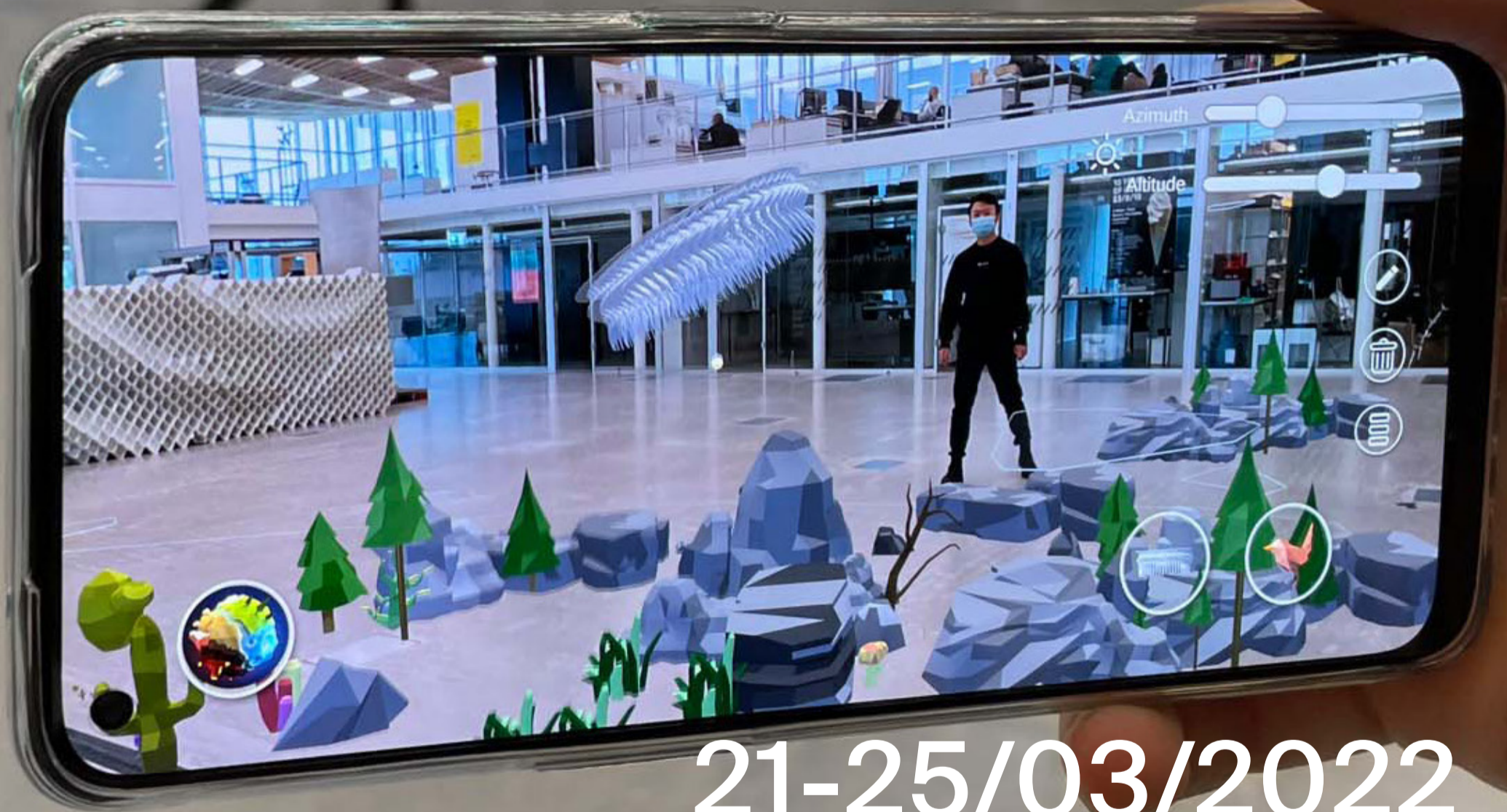


4 AUGMENTED

NEW WAYS OF WORLDMAKING

REALITIES



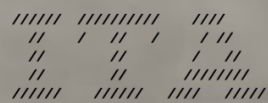
21-25/03/2022

**GRAMAZIO
KOHLER
R S RCH
E EA**

Lecturer:
Daniela Mitterberger
Jesús Medina Ibáñez

We are witnessing a surge in developments in the field of augmented reality. While architecture remains a physical discipline, augmented reality allows us to explore and experience design proposals and help us to control advanced digital fabrication processes on site.

We return for another journey after a first trip to the virtual lands during the last seminar week. During the Seminar Week, we will learn how to create augmented virtual environments using Unity. Furthermore, we will introduce how animation, cinematics, user interfaces, and user interaction will further enhance the immersive quality of your virtual worlds. Experts will introduce you to the magic of the virtual world right in front of you. The seminar week will also bring you in contact with research on augmented reality applications in construction.



Institute of Technology in Architecture
Faculty of Architecture / ETH Zurich

DARCH

ETH zürich