


New Ways of Worldmaking II

Virtual Realities in Architecture and Construction



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 on site. Technologies have become much more accessible. After a first trip to the virtual lands during spring semester we return for another journey. 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.

Team:

Matthias Helmreich / Daniela Mitterberger /

Fabio Gramazio / Matthias Kohler / Hannes Mayer

Date:

21.10.19 - 25.10.19 / ETH Zürich

Cost:

300 CHF*

*includes a complimentary Oculus Go VR goggle you can take home with you and use during your further studies