

HVRI for Architecture Modelling Design within Immersive Virtual Reality

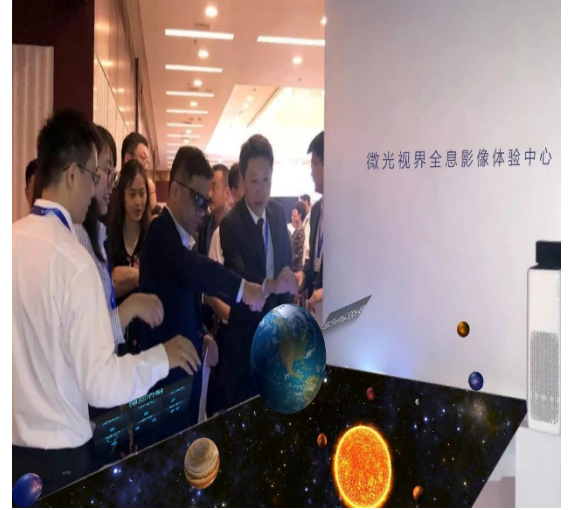
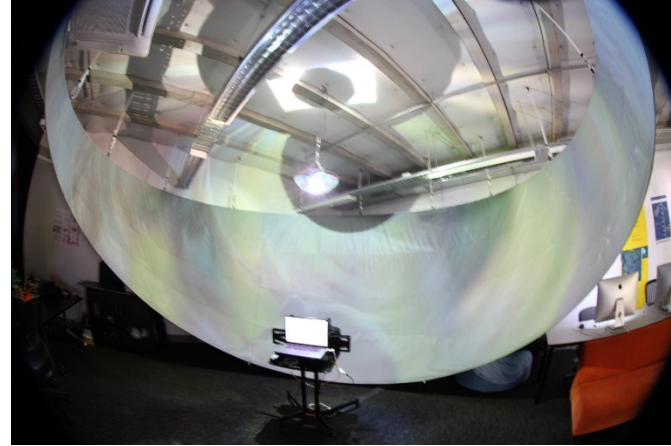
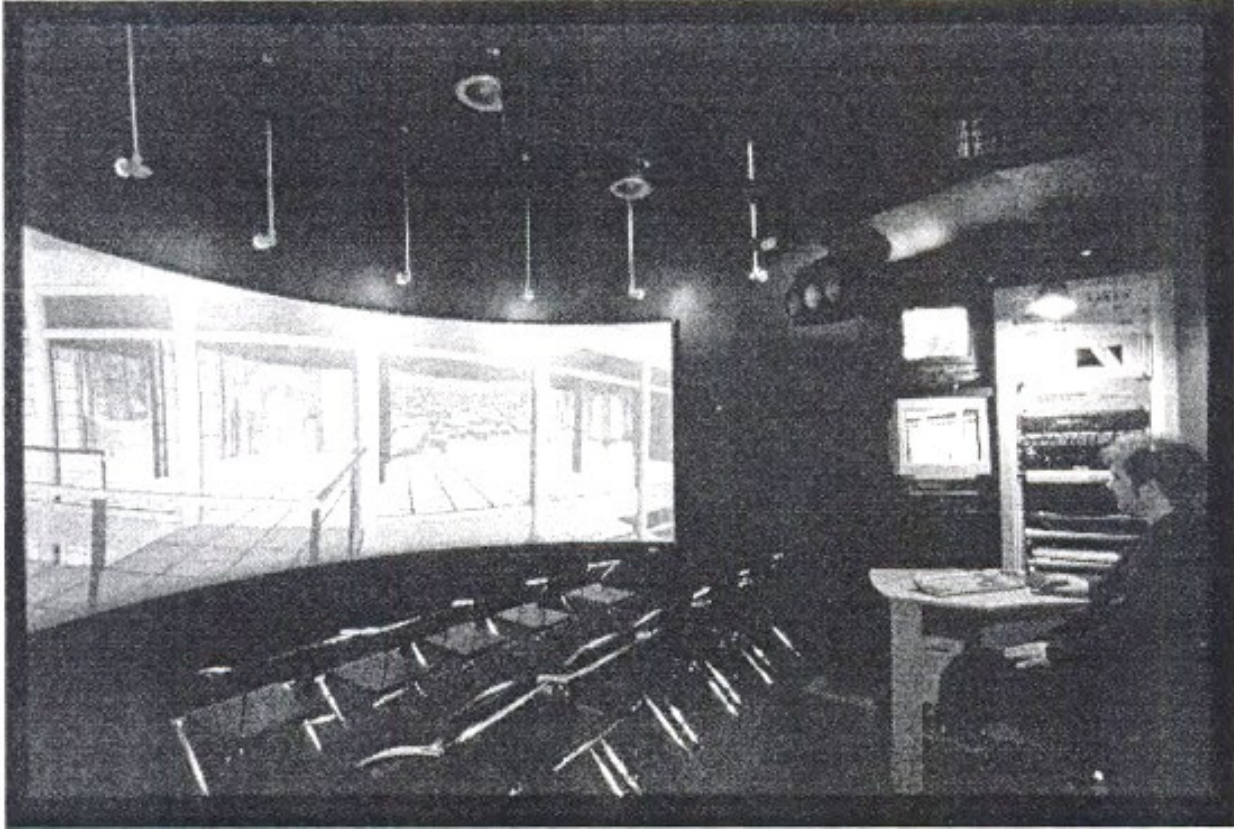
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 VR Then & Now





Fields Adopting VR

Advertisements



Information boards

Architecture



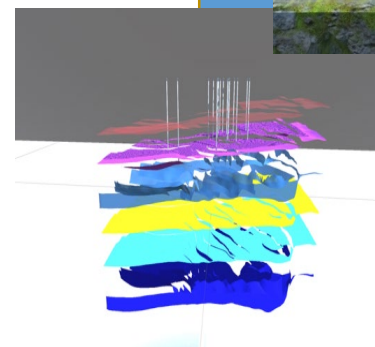
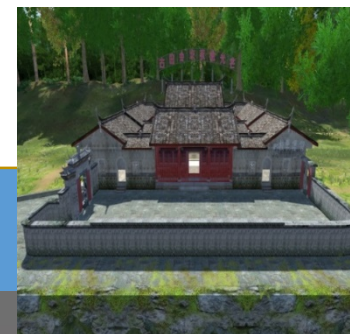
Aviation

Military



Education

Cultural



Simulation

How do we interact with the virtual environment? (HVRI)

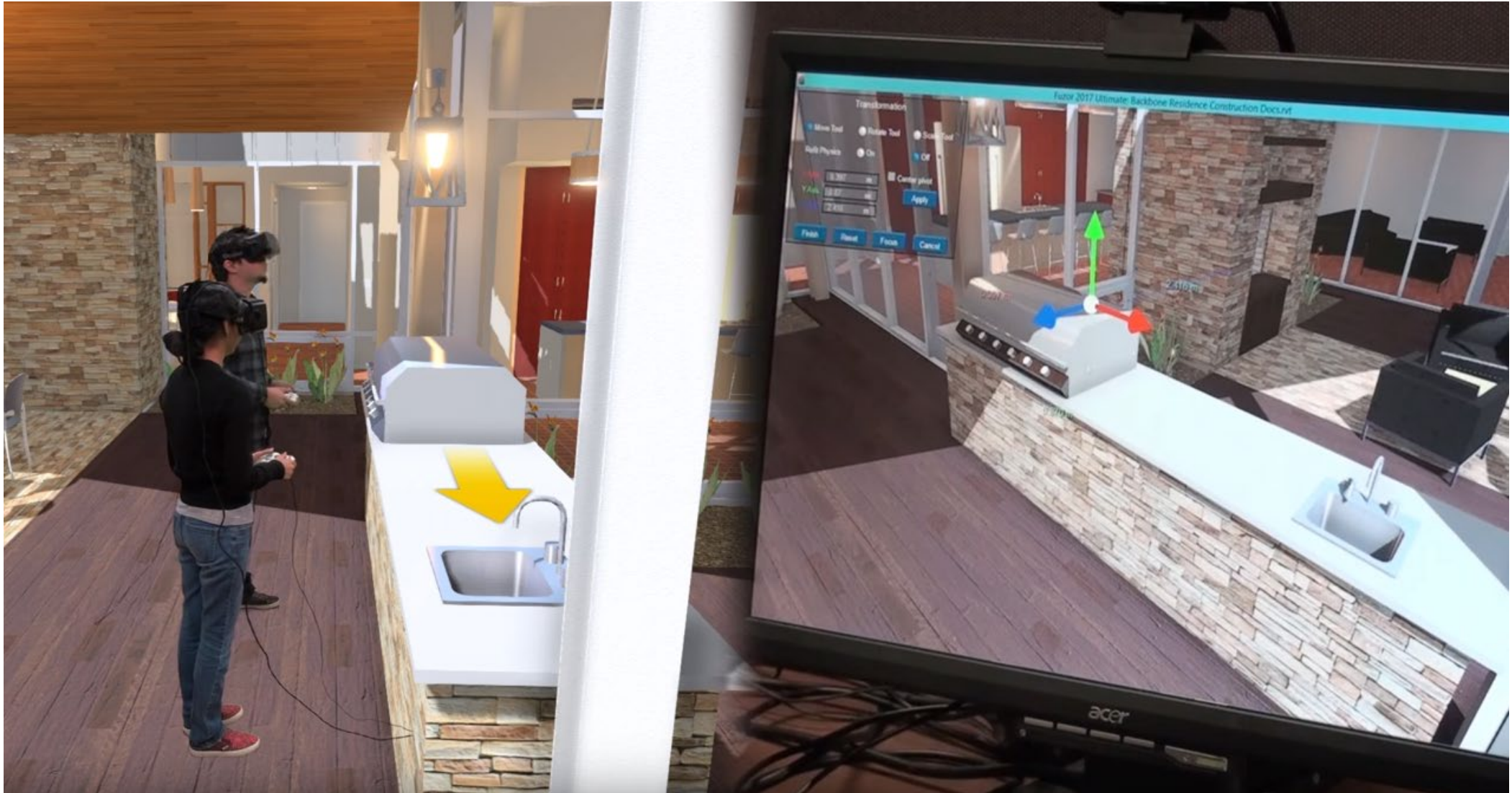


What is Immersive?





Immersive Architecture (collaboration)

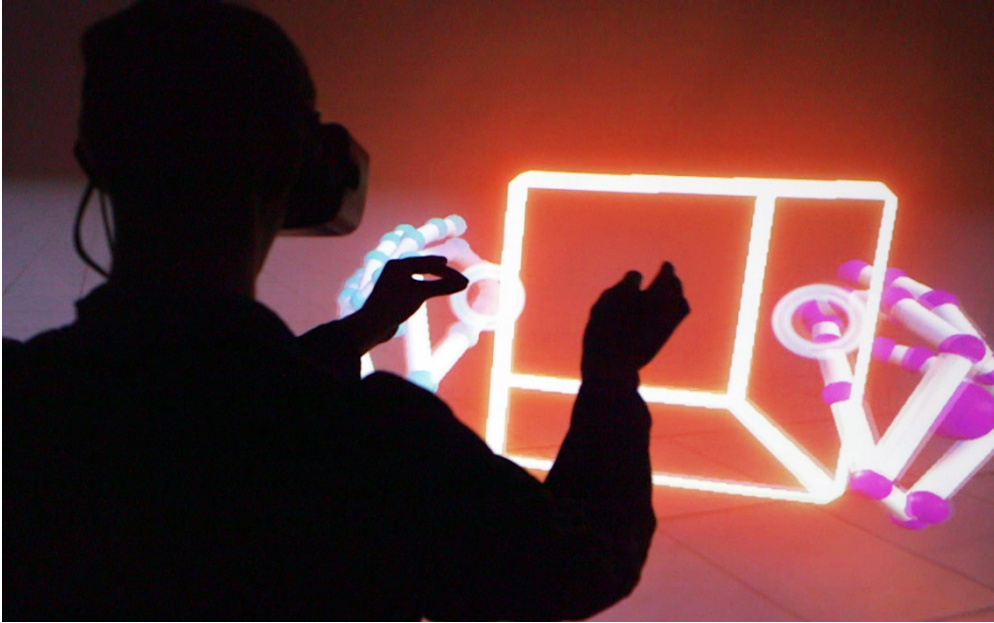




Human-VR Interaction in Architecture

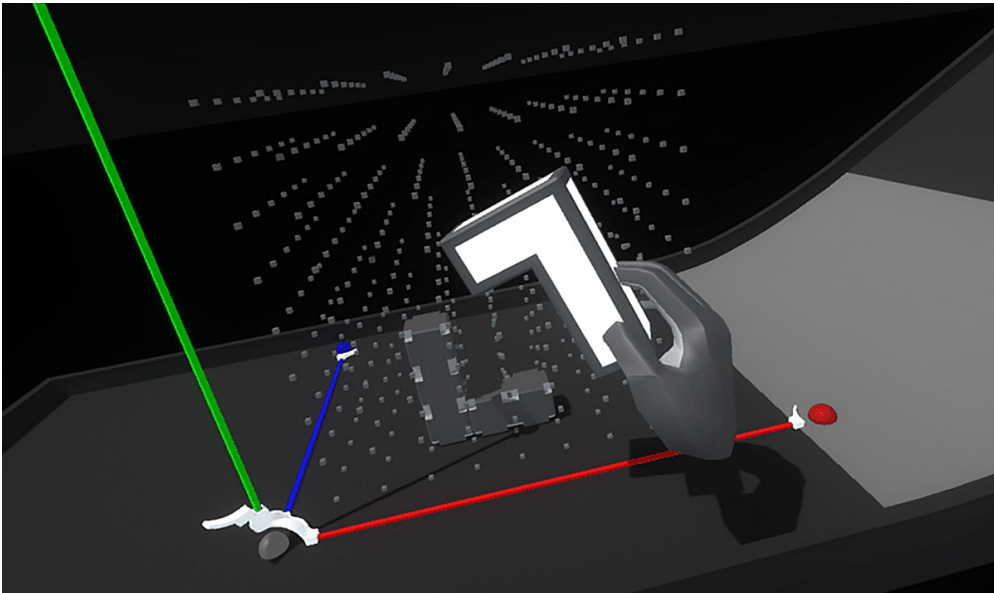


Problem



Not every project presentation has to feature VR content
High-quality architectural renderings are often more than enough
Creating the interactive contents take time and effort

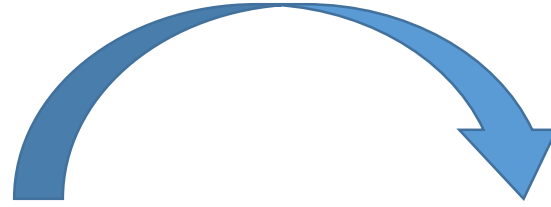
Accuracy Problem





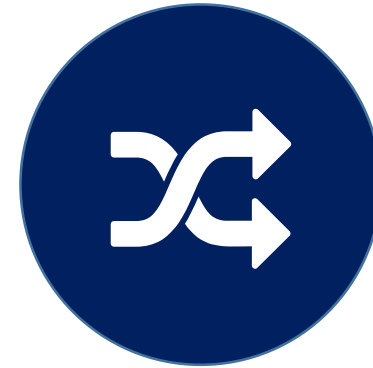
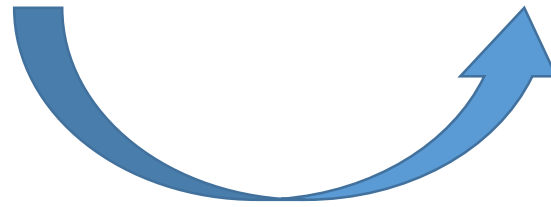
Trigger Event

Cause

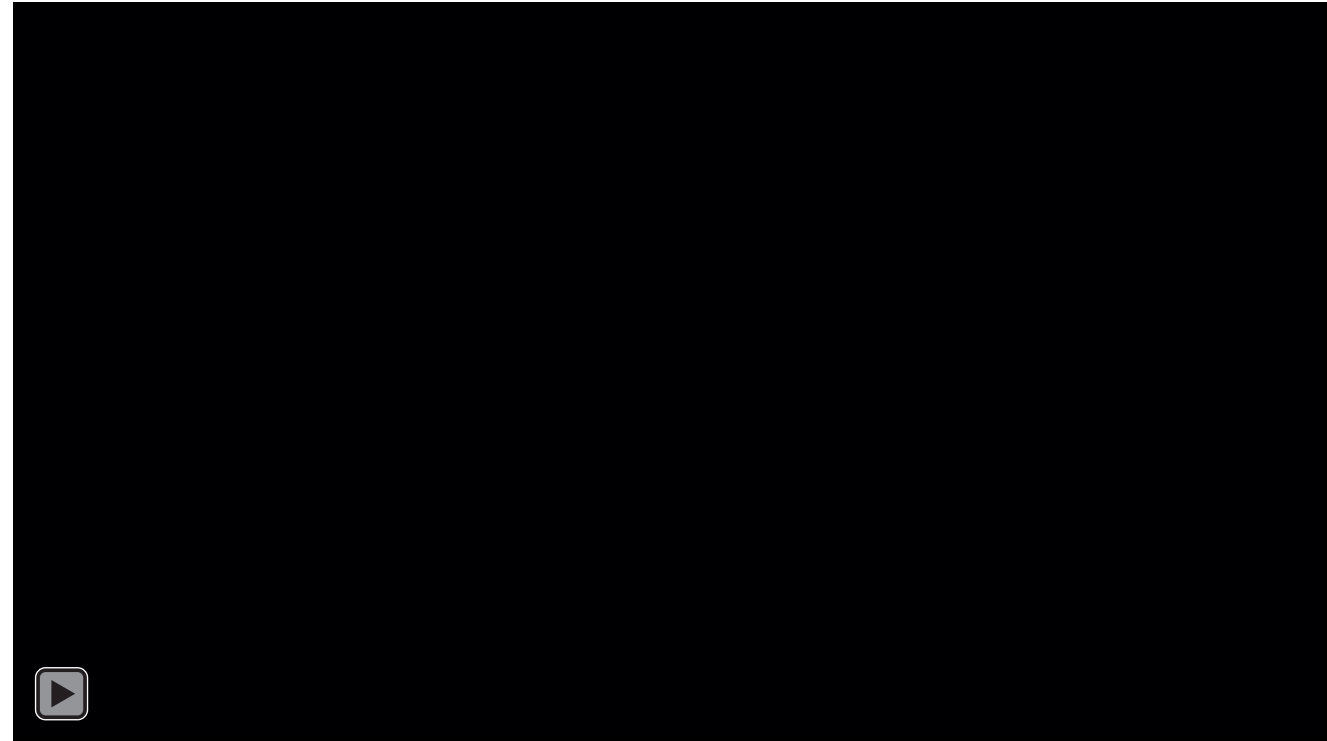
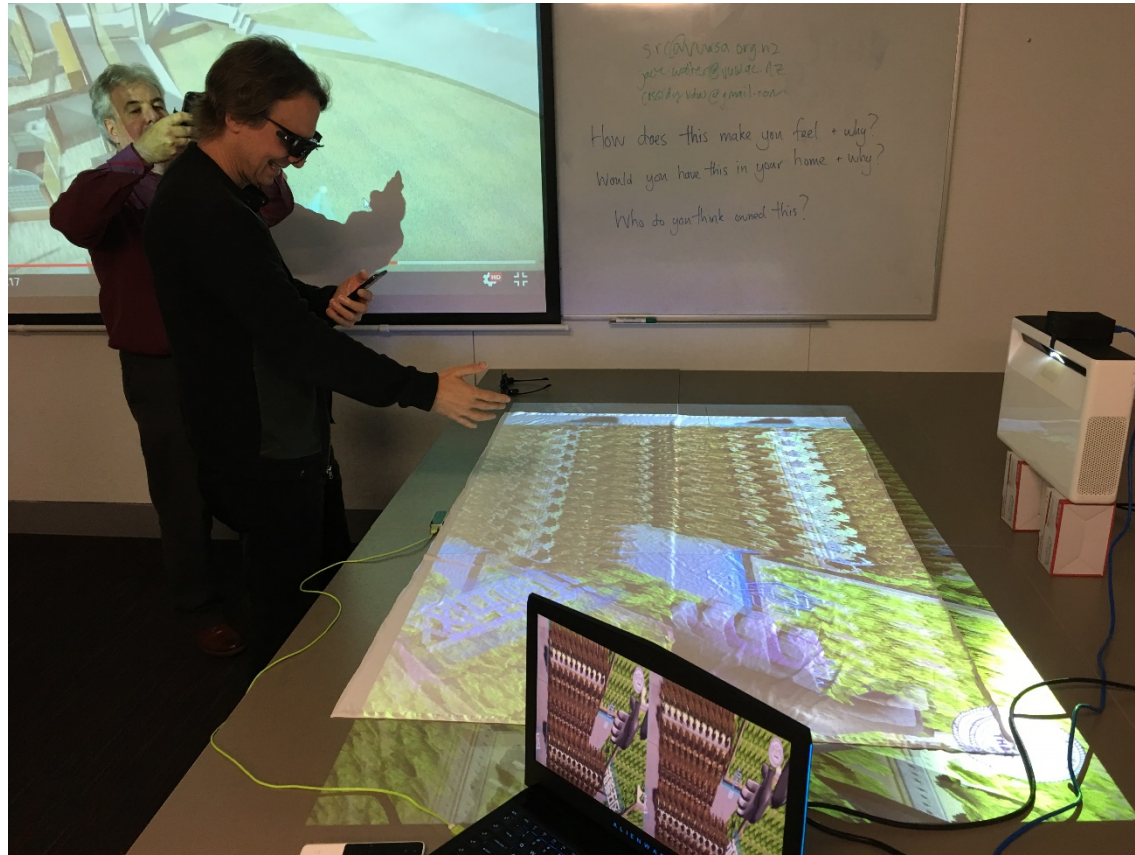


Effect

Trigger



Event





The Vision

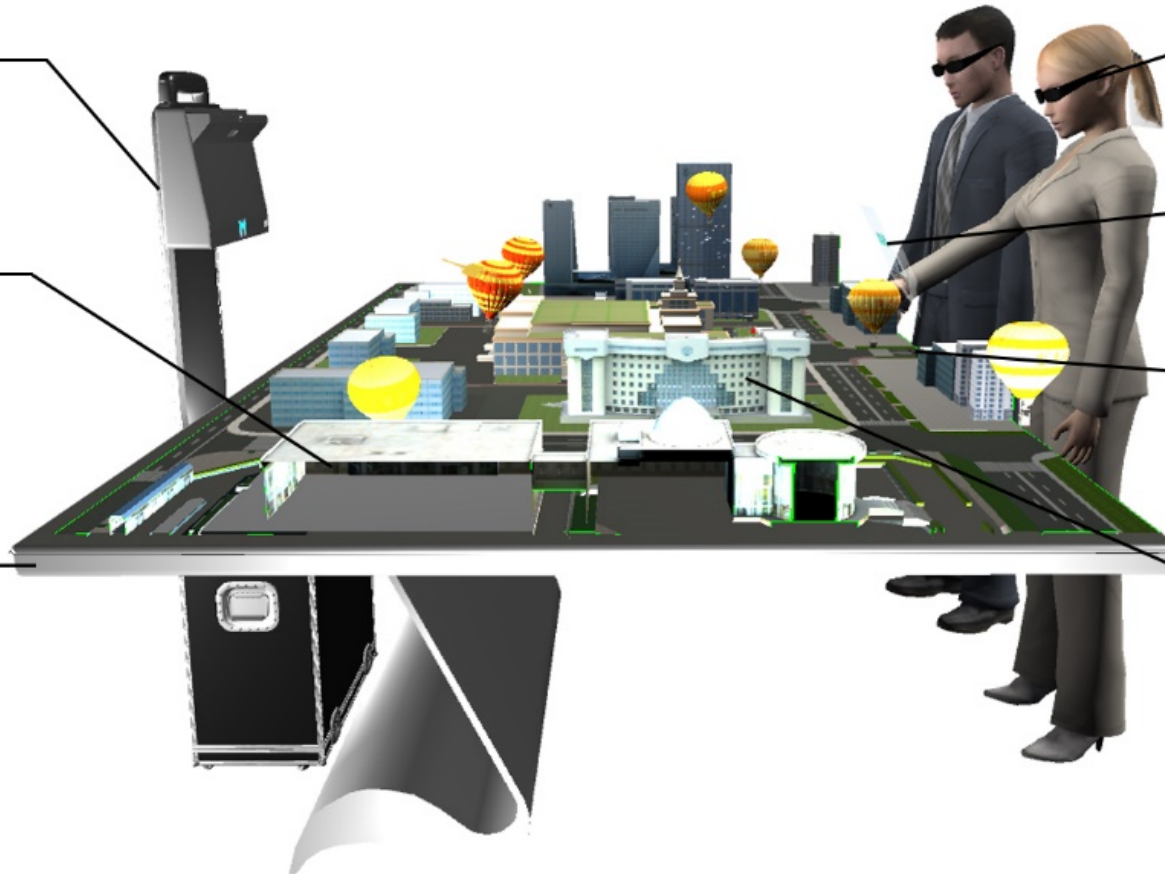
- Portability
- Flexible space needed
- Designable interaction
- 360 degree, Multi-user
- NO heavy headsets



Portable Projector

Virtual model only viewed through the glasses

Flexible table size depending on available space



Multi-user glasses

Virtual UI

Sensor to detect hand gestures

Model changes triggered by hand gesture

Thank you!!!

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