Virtual Places Option Studio II

Real time experiential design and visualization in urban design   Option Studio, Spring 2010

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The spring 2020 Virtual Places Option Studio will seek to explore ways in which conceptual space making and experiential place making can be better synchronized in the urban design process. The Studio has three major goals. The first is to explore space-making and place-making content in urban design. The second is to use "big data" design tools to procedurally develop alternative urban design scenarios in real time. These "macro-models" will then be brought into a gaming engine (UE4) as urban contexts for the real time iterative design of specific buildings and building complexes on selected urban sites. The process of design at both the urban and building scale will alternate between desktop and in virtual reality. Plugins specially developed by the Virtual Places research team will be used to link the DCC software to Unreal Engine 4..
A third and last goal is collaborative design and design review in augmented and virtual reality. Design teams will use collaborative VR design and review tools to work on their projects in real and asynchronous time using selected urban design criteria and metrics.

The spring '20 studio   will build on the fall Virtual Places studio as well as introduce new material. Cities that will be explored include New York City, Philadelphia, and Boston. While the spring studio is open to all eligible students, students who have taken the fall 2019 studio are welcome to ballot for the spring studio *as the themes and vehicles of exploration will be substantially different.*

A detailed syllabus will be issued at the beginning of the semester.
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