

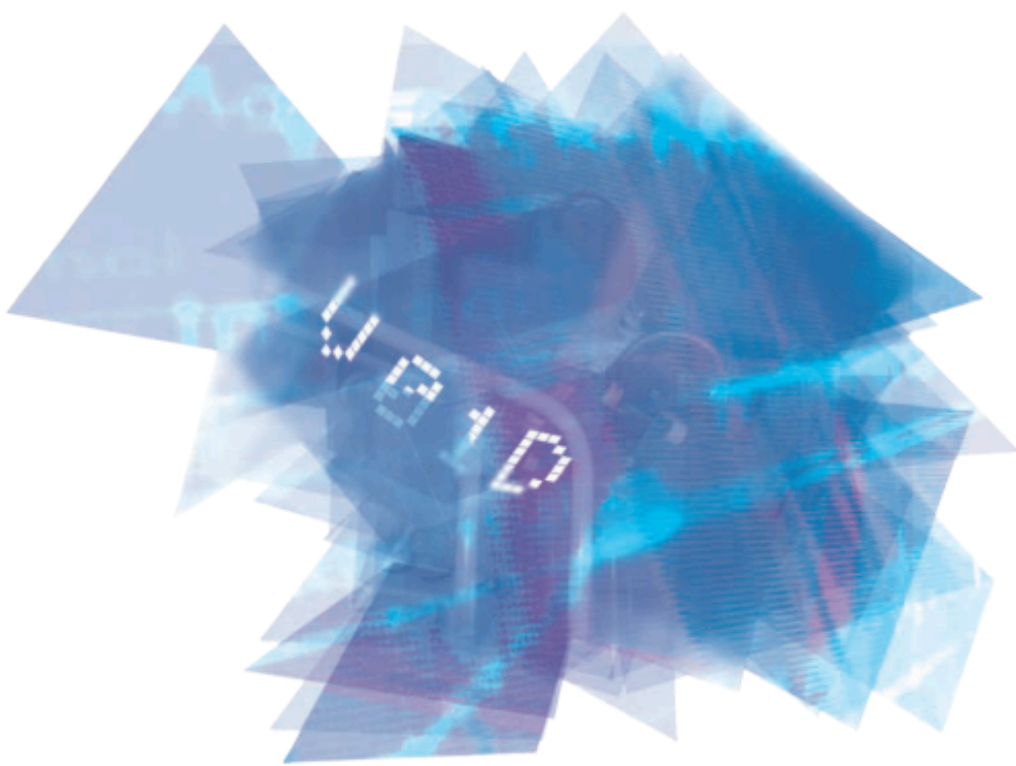


- > Cultural Computation /
- > Small-Faraway /
- > Behaviours & Futuribles /
- > Interactive & Immersive Environments /
- > Ludic Systems /

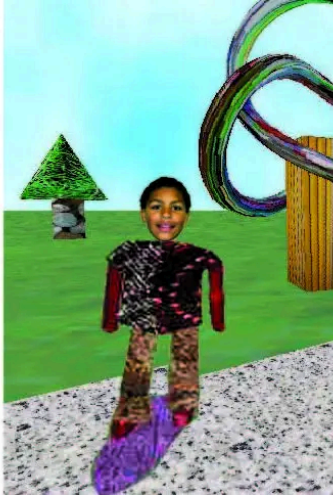
V01D

 Projects

3D, Architecture, Digital, RIBA, virtual reality



Through digital processes, forms of architecture are changing. The definitions of buildings, spaces and places have all undergone transformation as digital processes alter the way we design, construct, conceive, present and ultimately experience architecture. As architecture transforms its identity and role, it is an appropriate point to reflect upon the methodologies that have emerged in recent times. To document the less tangible, to critique the crazy and explore the subtle. The V01D show provides the public and architects a chance to see unusual and cutting edge forms of digital architectures. From virtual reality systems, 3D fly-throughs across extraordinary landscapes, and what happens when you let children play with VR technology, the show promises to extend our understandings of buildings as new media emerges and transforms our world. Exhibition runs from 22nd June 22nd July 2001. This exhibition coincides with the Royal Institute of British Architects Architecture.



Plague	Parasite species
From dissection and detail analysis, information is passed to a database. These models are then exposed to various computer simulations, where examined, the resultant data becomes our new building palette. Selected scenarios are then applied	



edited by chris speed and george grinster

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V01D

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