

# The Virtual Drawing

## Architectural Representation in Virtual Reality

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By directly engaging the human body within a drawing, **virtual reality** provides a fundamentally new medium of **visual representation** that produces new relationships with concepts of **location, materiality, and scale**.

VR as **Simulation**

VS

VR as **Representation**

Drawing as **Thinking**

VS

Drawing as **Communication**

VR as **Simulation**

VS

VR as **Representation**

Drawing as **Thinking**

VS

Drawing as **Communication**

## Hierarchy of Language

- Vocabulary
- Syntax
- Semantics
- Pragmatics

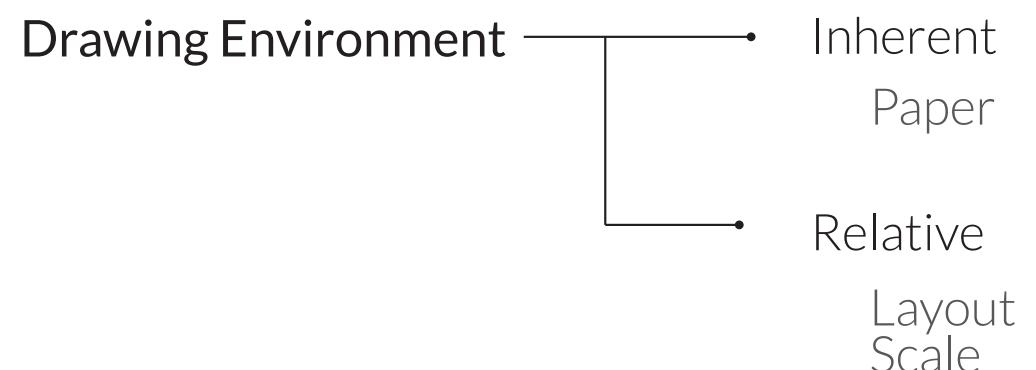
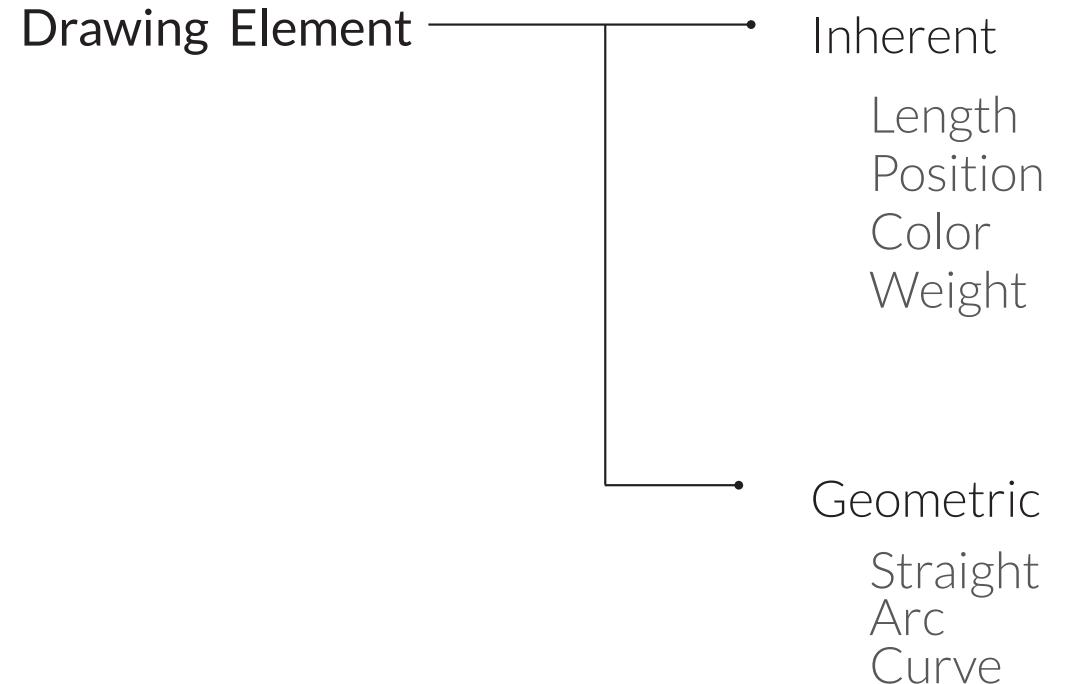
# Building blocks of a language

# VOCABULARY

## English

Nouns  
Verbs  
Adjectives  
Prepositions  
etc...

## Line Drawings



# Rules for creating combinations of vocabulary

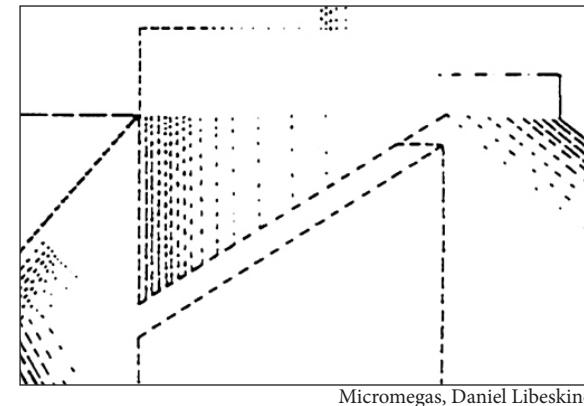
SYNTAX

## English

Adjectives go before nouns  
(adj + noun)

tired dog  
house red **X**

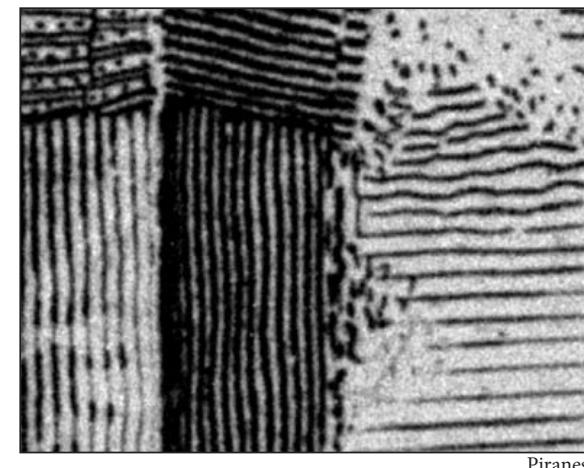
## Line Drawings



Micromegas, Daniel Libeskind



Graphic Anatomy, Atelier Bow Wow



Piranesi

Intersections  
Angle  
Shape  
Overlap  
Pattern  
Etc...

# Literal understanding of sentences

# SEMANTICS

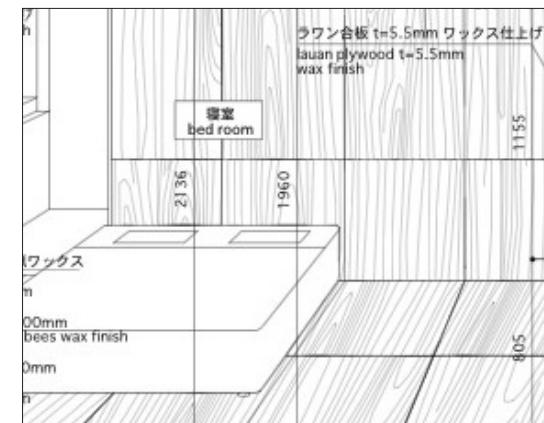
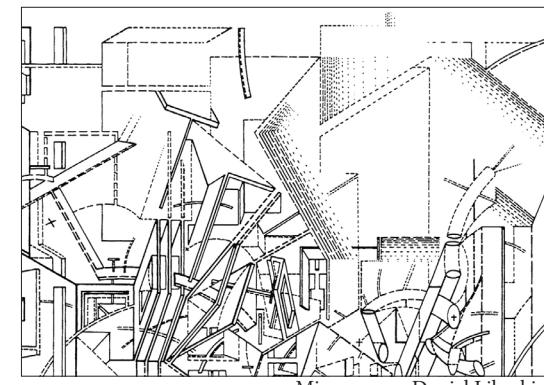
## English

Syntactically correct sentences may or may not be meaningful  
(noun + stative-verb + adj)

The dog feels tired.

The house feels red. X

## Line Drawings



Orthographic  
Axonometric  
Perspective  
Plan/Section/Elevation  
etc...

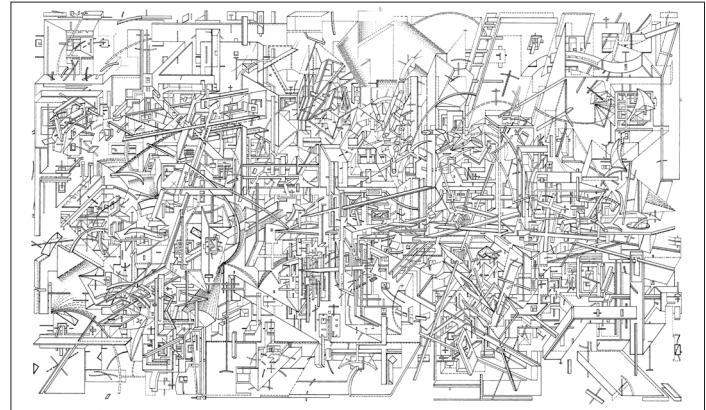
## English

Understanding depends on social conventions  
and context.

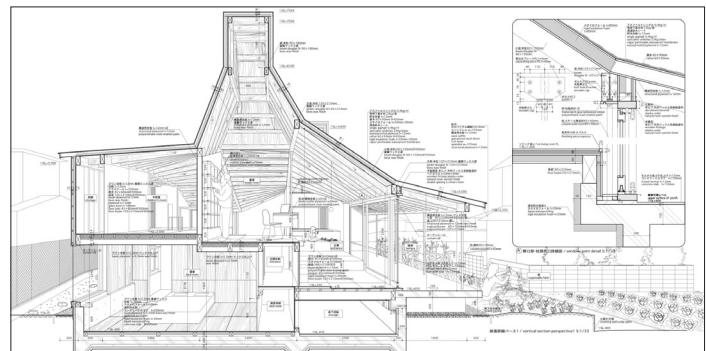
(noun + stative-verb + adj)

I feel blue.  
I feel red. X

## Line Drawings



Micromegas, Daniel Libeskind



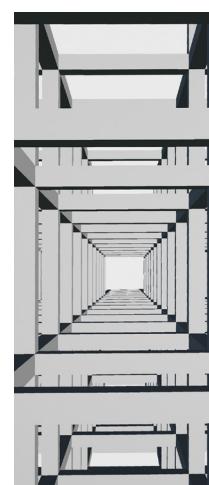
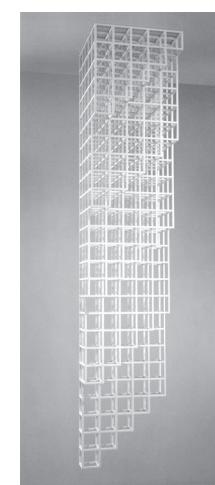
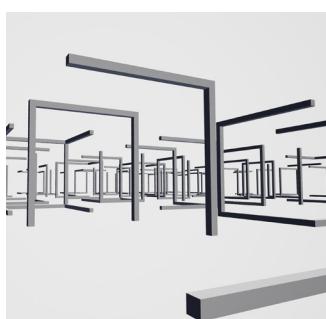
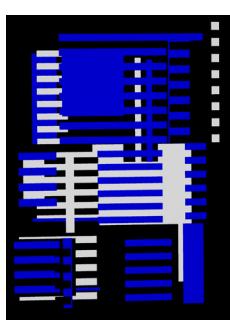
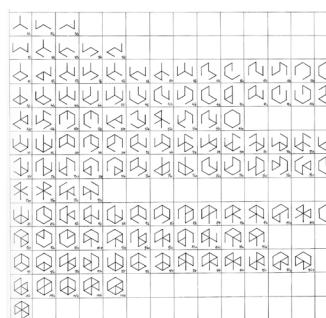
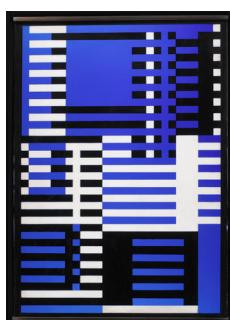
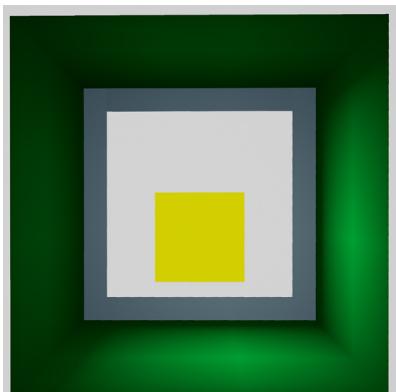
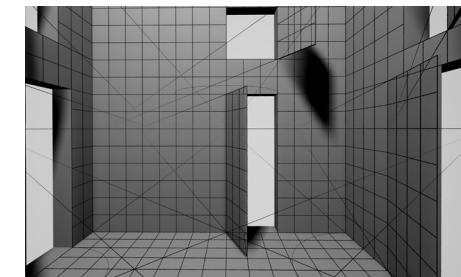
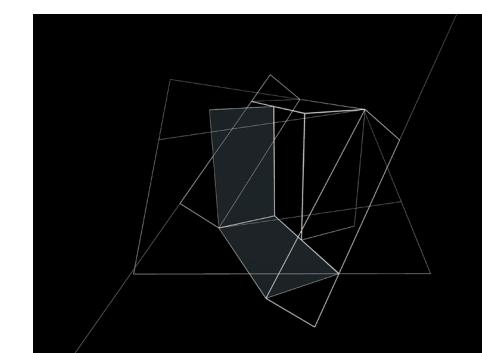
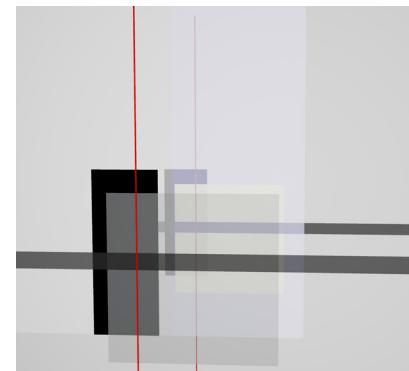
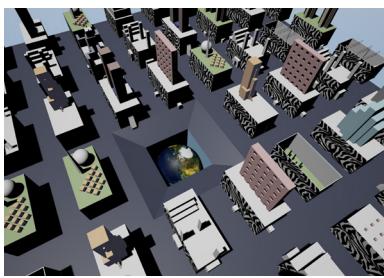
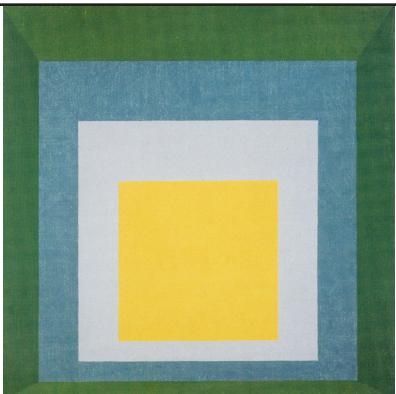
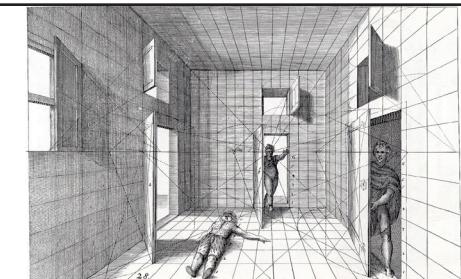
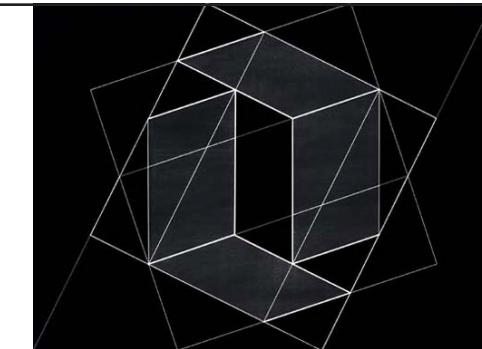
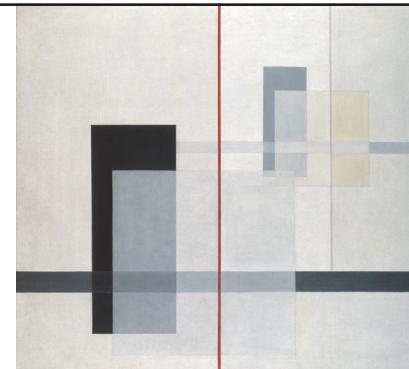
Graphic Anatomy, Atelier Bow Wow



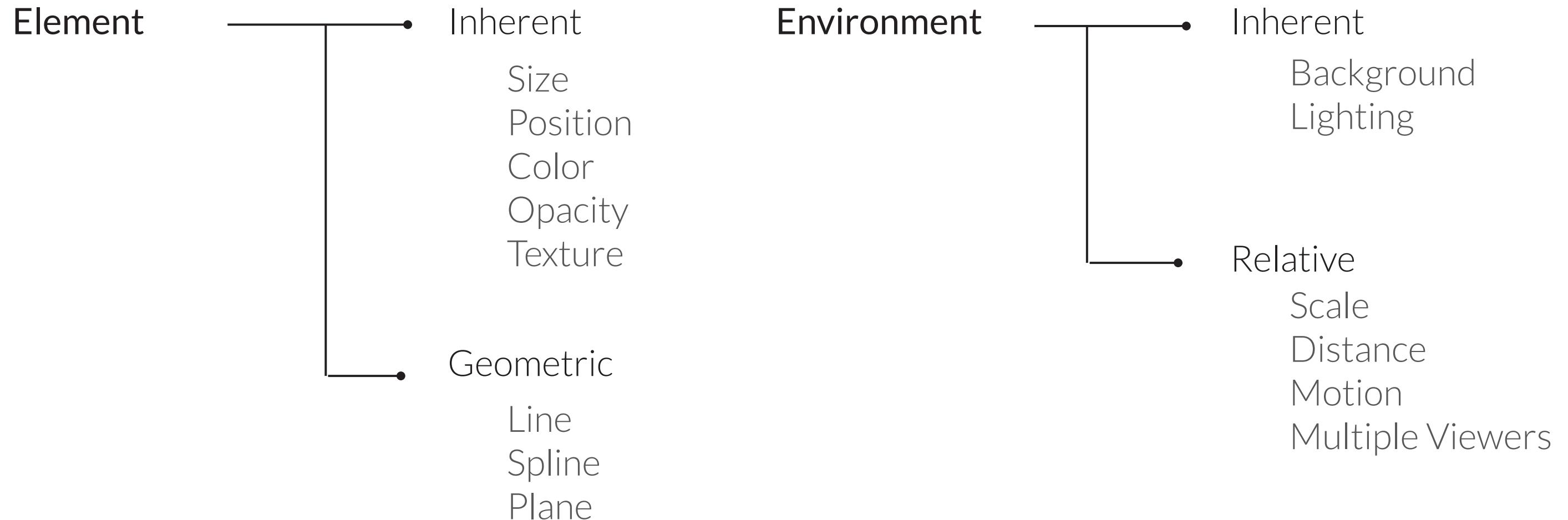
Piranesi

Diagram  
Presentation  
Construction Document  
Atmospheric  
etc...

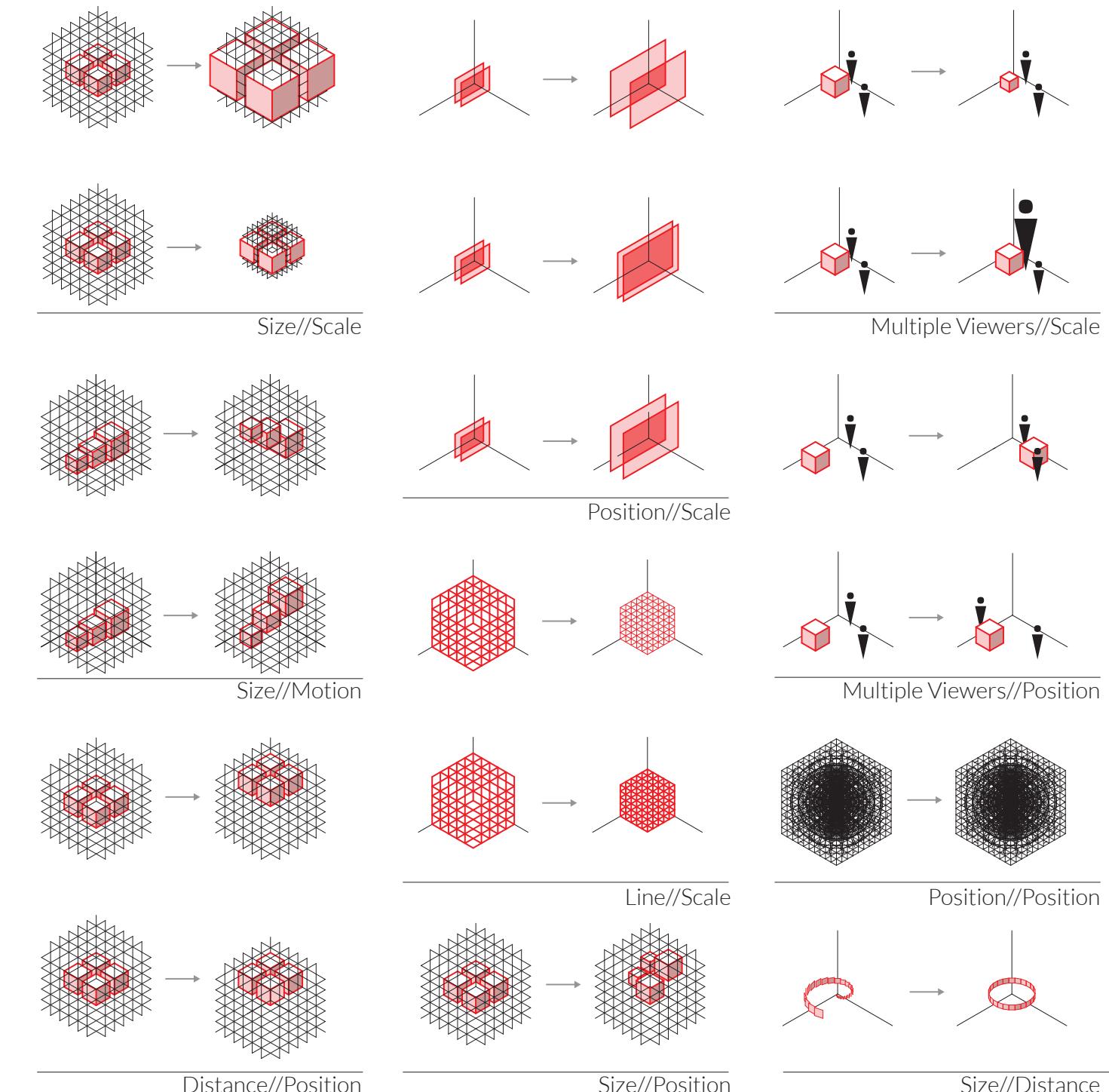
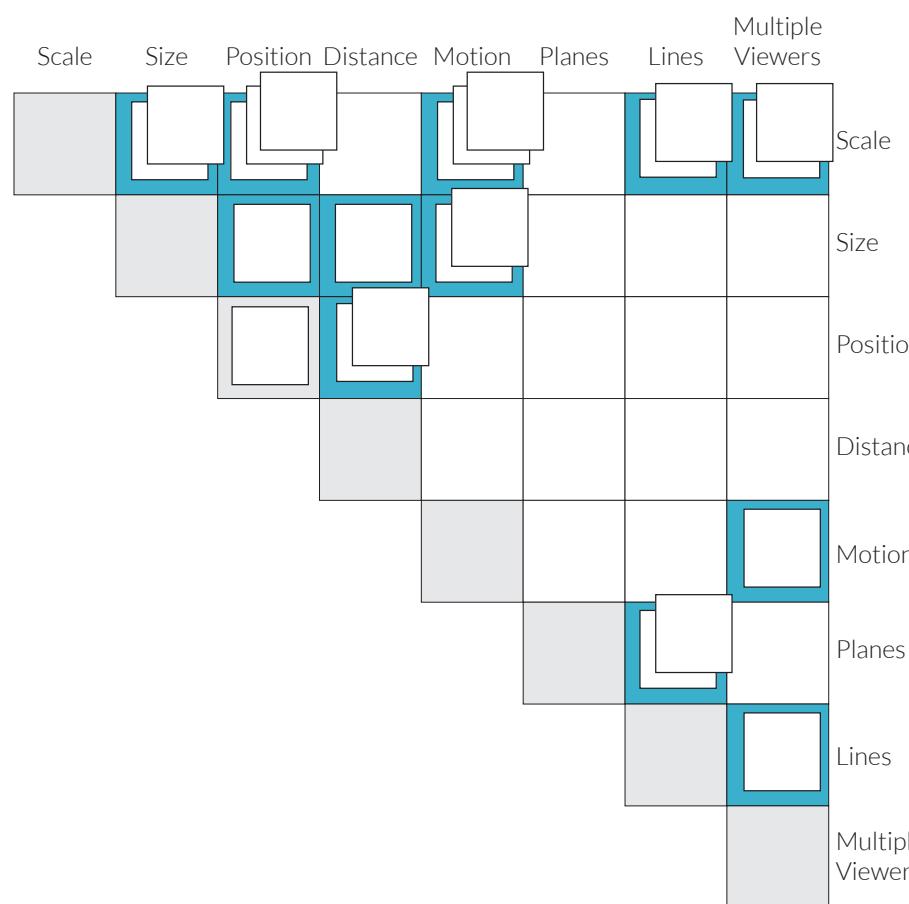
# VOCABULARY



# VOCABULARY



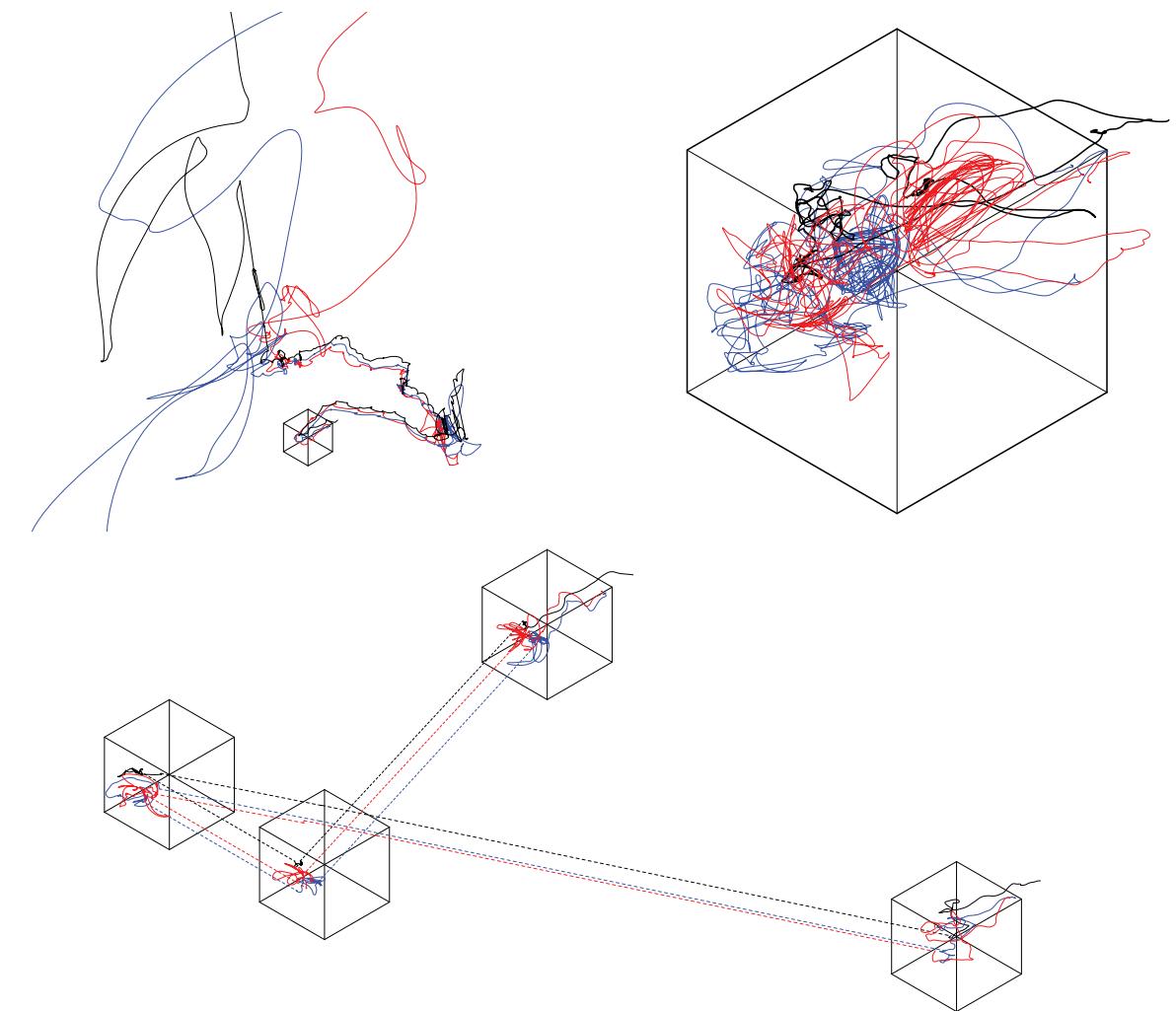
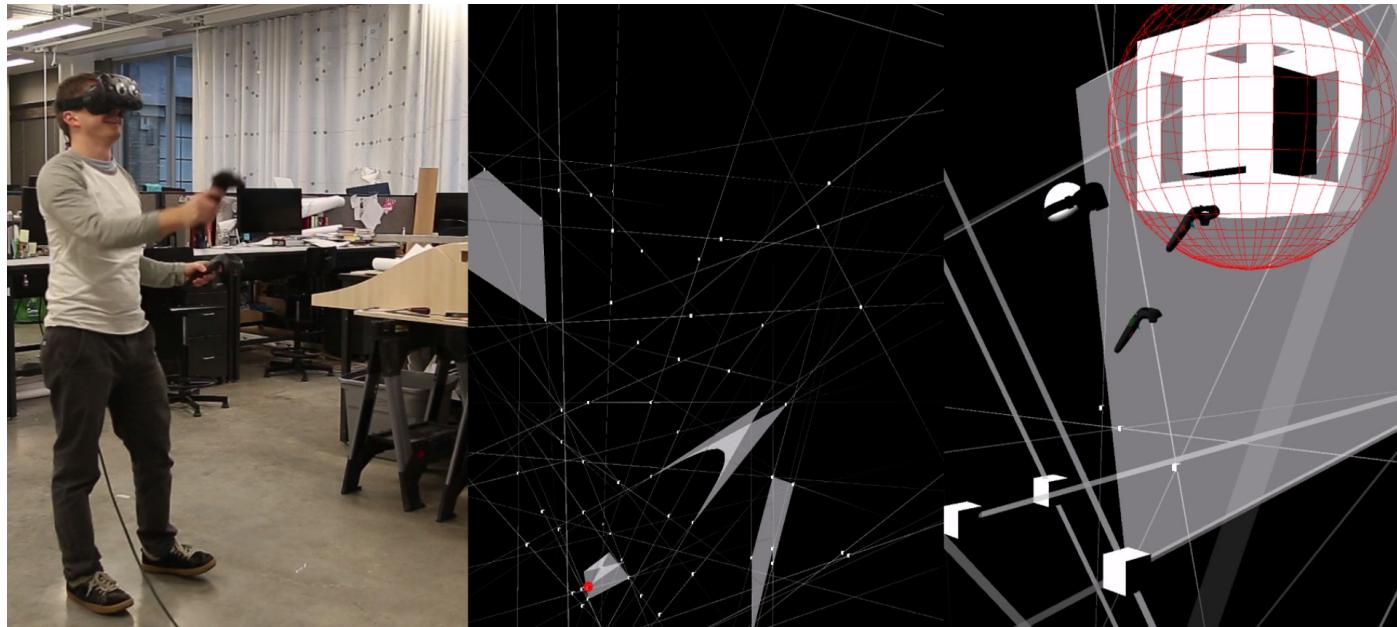
# SYNTAX



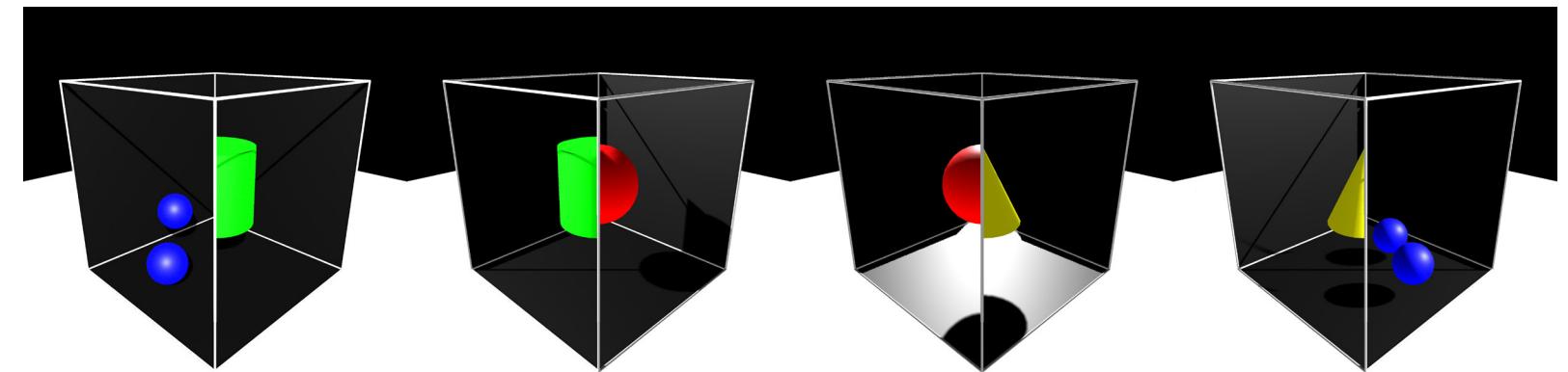
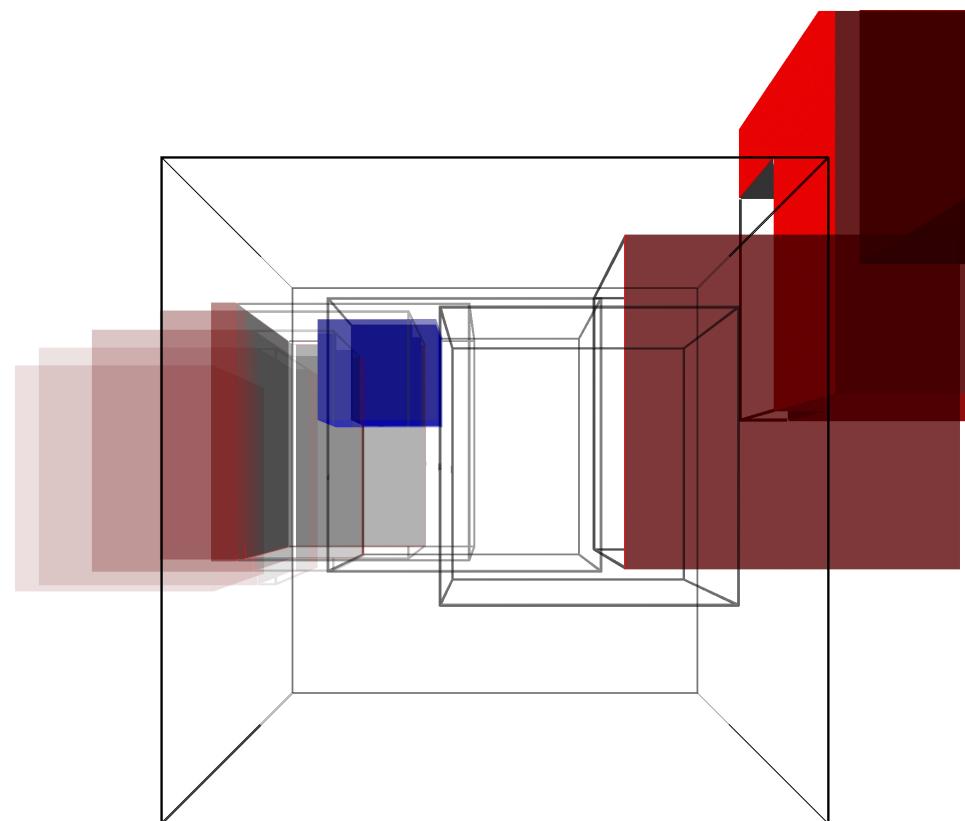
Three areas of semantic engagement

- DisLocation
- DisMateriality
- SelfScalar

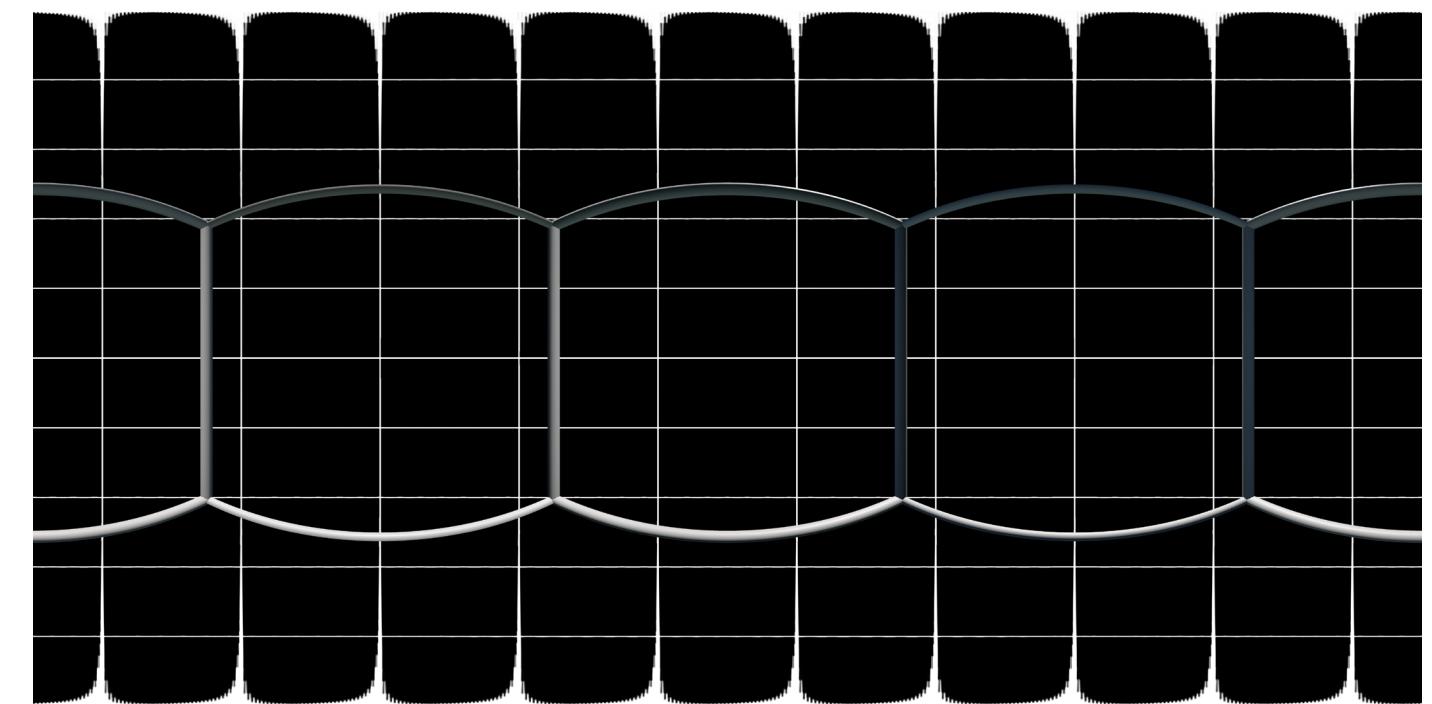
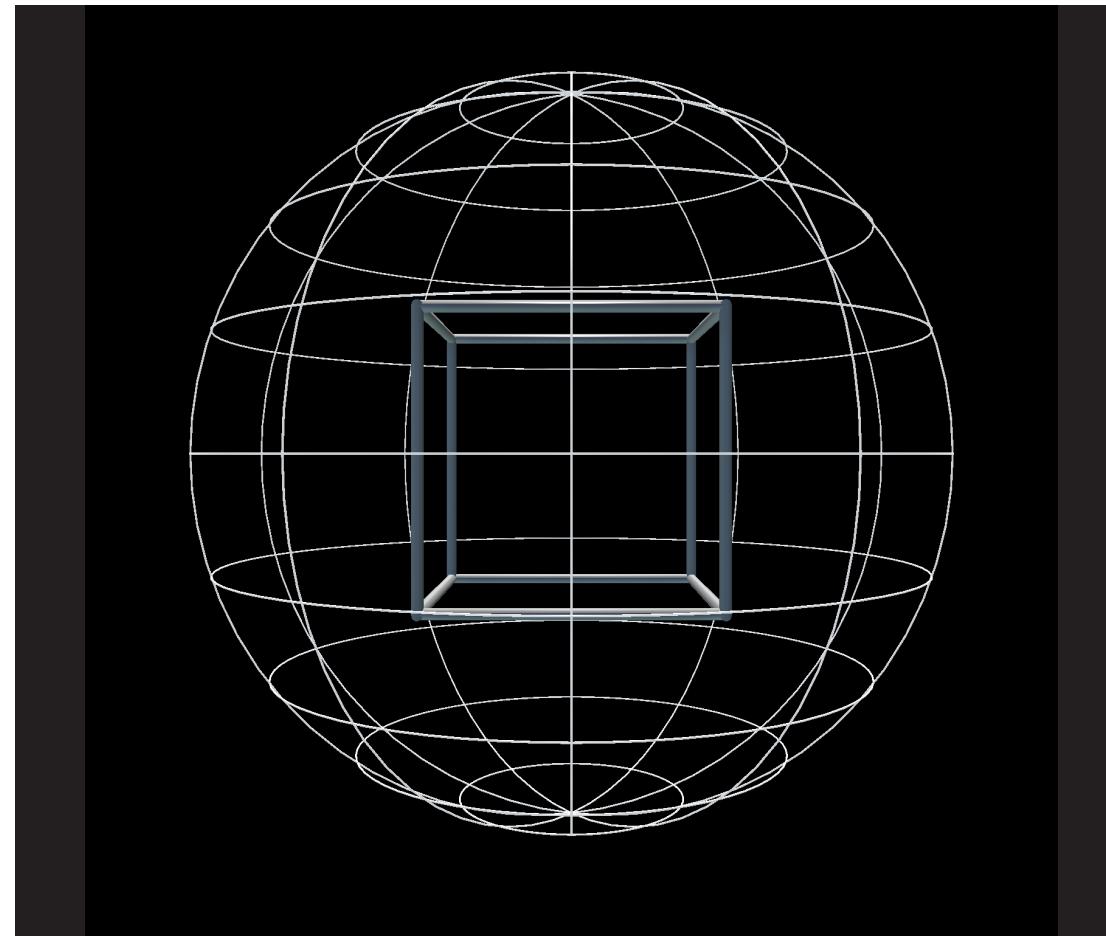
The ability to occupy multiple spaces simultaneously  
Disconnect between motion and space



The ability for multiple objects to occupy the same space  
Disconnect between matter and space

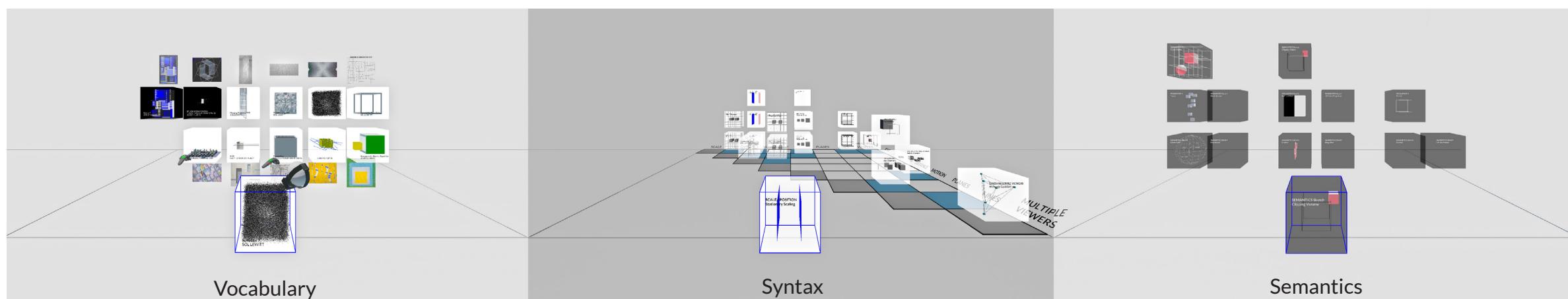


The body provides an inherent and fixed frame of reference



## Virtual Drawings

1. Introduction
2. Points + Lines + Surfaces
3. Infinity
4. The Salon



# Video 1

VR

# Video 2

Virtual Reality has not yet had enough time for a robust level of pragmatics to develop. This provides a unique opportunity to engage with this medium during its early phases.

This is just the beginning.

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**THANK YOU**