Leverage.com Metaverse Interview

Why will we see more virtual architecture in the years to come?

Extended Reality (XR) architecture is the new frontier. For the past two decades we have been living in the internet age which transformed human social interaction through devices like computers and smartphones, the problem was that it all happened on a 2D-configured interface, giving us a taste of the possibilities, but leaving us hungry for more. The 2020 pandemic induced by COVID-19 initiated an acceleration in the public interest and mass adoption of everything virtual, an extreme yearning to stay connected while isolated catalyzed an already growing industry. And as necessity is the mother of invention, many great ideas were birthed, including ILLUSORR. The entire world realized it was time to take the virtual realm very seriously, and make sure it is as robust as the physical one, in case of future events like the one we experienced. That world wide web that we knew and loved needed to evolve, and include things like the immersiveness of extended reality, and the idea of the metaverse therefore resurfaced and took front seat as the top contender for the evolution of the internet. The metaverse is a collective, shared virtual space that is created when the physical realm converges with the virtual realm - which includes virtual reality, augmented reality and the Internet. This means that a whole new arena of social interactions will have to be created; spaces, environments, assets, characters and every other digital asset that is needed to operate in the metaverse. Architects have always been the leaders of designing physical reality, now it is our duty to make the transition into also designing the virtual realm.

How will this be more important for architecture firms?

Architects are experts in organizing social functions within space; every urban landscape, building, structure, piece of furniture, or component that an architect designs is to aid human social functions within space. This space includes virtual space, because most of human social functions and interactions are moving to the metaverse, and we have a near infinite number of spaces that need to be designed. A good example of why the expertise of an architect is needed is – sometimes you go into a virtual space and you see light fixtures, or panelized wood, or structural columns, and this is because the

designers just replicated what they saw in a physical space. It takes an architect to understand that light fixtures are not needed in the metaverse because virtual reality itself is made of photons (light particles) and therefore light might be added for aesthetic purposes but the fixture is redundant. Panelized wood and other surfaces are only that way for standardization, mass production, transportation, and assembly, but none of that is needed in the virtual world. Structural columns are unnecessary in a world with no gravity or physical laws. By the same token, it takes an architect to understand the semiological, psychological, and navigational importance of other experiences, for example the matter of gravity; we don't need to have a ground, we can fly, but the experience is not intuitive to us because we evolved on the savannas of Africa over hundreds of thousands of years adapting for a specific type of experience. Therefore, for example, zero-g experiences and videos on head-mounted displays (HMDs), like VR goggles, make us dizzy, can cause nausea, and can be disorienting, so even though there's no gravity, having a ground as a reference point to walk on is still important in the metaverse. These are the kinds of contributions that architects make in addition to understanding advanced methodologies of design like procedural modelling, generative algorithmic scripting, parametric design etc.

At ILLUSORR we take this very seriously, as the world's first meta-architecture and technology company, and the world's leading design-oriented metaverse company. Design is our priority on all frontiers, and we work with Neuroscientists, Psychologists, Biologists, Geneticists, and Optometrists to make sure we are creating the best human experiences as we transition civilization into the age of the metaverse.

Interviewer: Nadja Sayej, Leverage.com

Interviewee: Faisal U-K, ILLUSORR

Full Article:

https://web.archive.org/web/20220528235646/https://leverage.com/financing/how-architects-are-making-their-way-into-metaverse/