

# **EMPIRICALLY PROTOTYPING AND EVALUATING SHAPE- CHANGING ARCHITECTURE IN VIRTUAL REALITY**

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# SHAPE-CHANGING ARCHITECTURE

Easy to conceptualize.

Difficult to realize.

Might not turn out as great  
as expected.

**Simulate it in VR and  
evaluate user response!**



# **VISION-BASED GPS AND THE OCULUS RIFT**

**A cheap and simple way to implement an indoor GPS using a camera and some paper markers.**

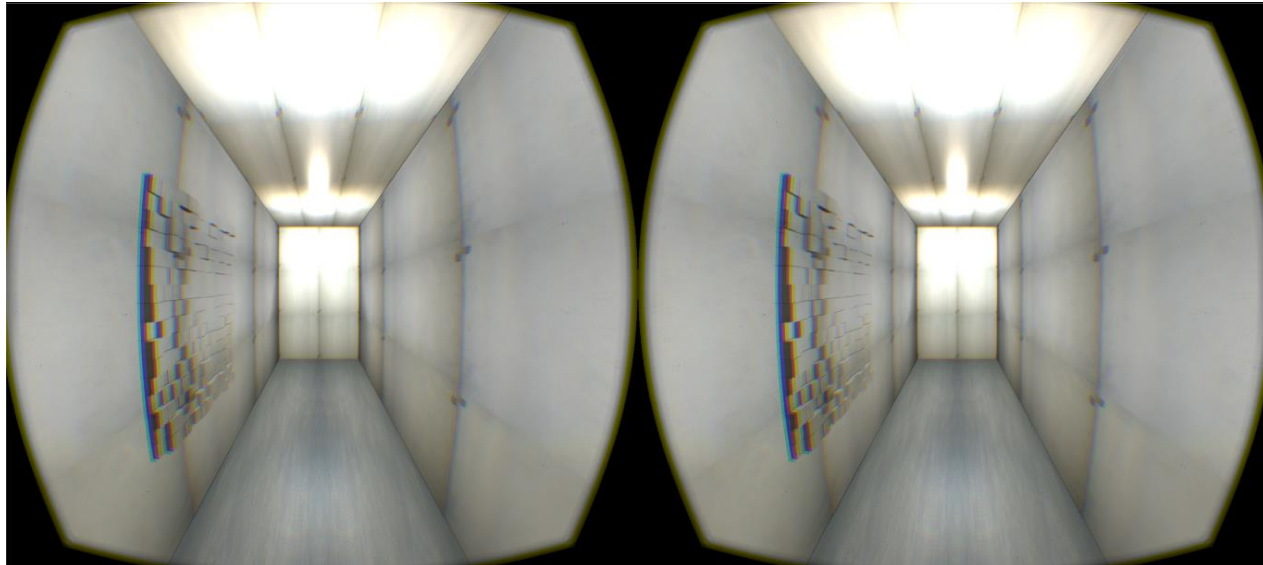
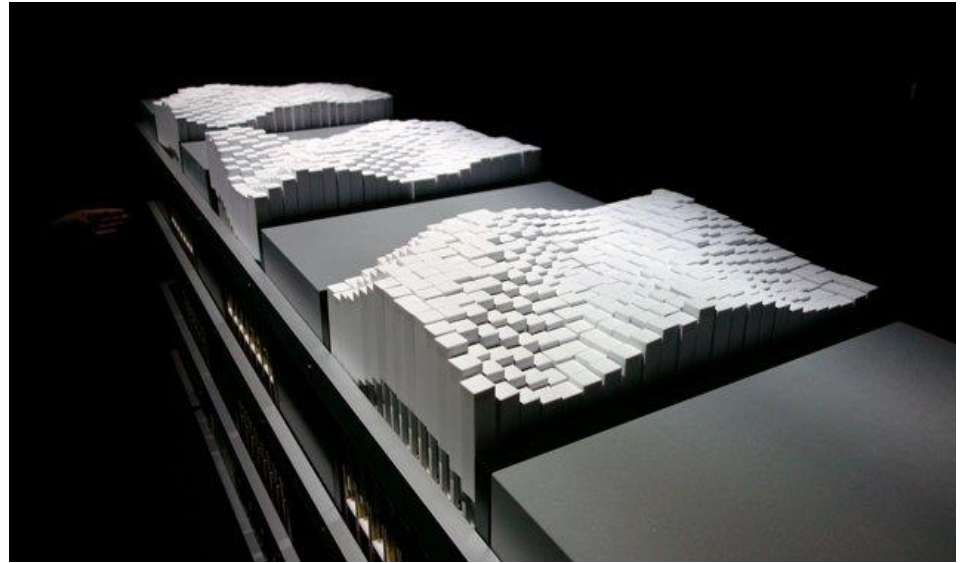
**Combined with the Oculus Rift HMD, this allows for a flexible VR experience.**



# EMPIRICAL EVALUATION

**Example: MIT Media Lab's  
shape-shifting table top  
simulated on the side of a  
wall.**

**Prior to expensive real-life  
prototyping, the concepts  
can be simulated in VR to  
explore the quality of their  
experience.**





**THE END**