Aalborg University Copenhagen

Semester: 3rd

Title: Garden box - plan it, plant it.

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Semester Theme: Visual Computing-Human Perception

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Abstract:
This paper investigates whether or not garden architects and their customers might be able to visualize a garden design better by using virtual reality as a complementary tool for their work. It begins with an analysis of the subject of virtual reality in relation to garden design, the state of the art and brings to light information garnered from industry experts. From the analysis, design requirements were established and utilized to construct a prototype that was tested by comparing different visualization tools commonly used by garden architects to it. The prototype was used to investigate the usability of a physical token based interface for constructing a 3D virtual reality garden, through a role playing usability test. The paper ends by concluding that the concept shows potential, but further in depth research would be needed to conclusively establish that the prototype actively helps garden architects in their work flow.