

VIRTUAL REALITY IN INTERIOR DESIGN



Presented by Reagan Williams

WHAT IS VIRTUAL REALITY?

According to Britannica, Virtual Reality or VR is “the use of computer modeling and simulation that enables a person to interact with an artificial three-dimensional (3-D) visual or other sensory environment.”



CASE STUDY

This study focused on the use of VR in the interior design studio context. Students were asked to import their designs into a virtual reality program called Unity, and then assess how well their project assessed the needs of wheelchair users.

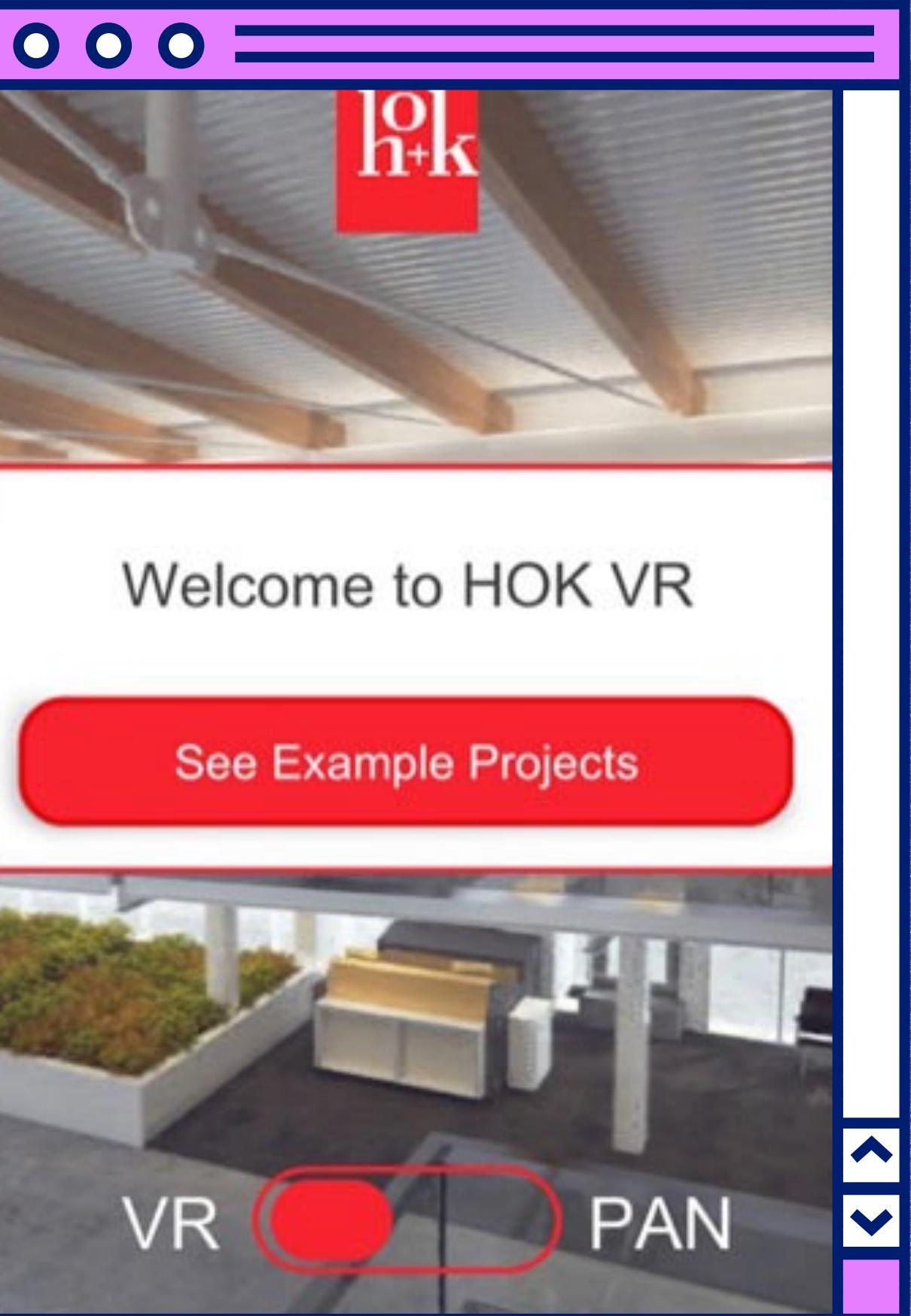
***Implementing Virtual Reality Headsets in Design Education:
Identifying Springboards and Barriers to Success***

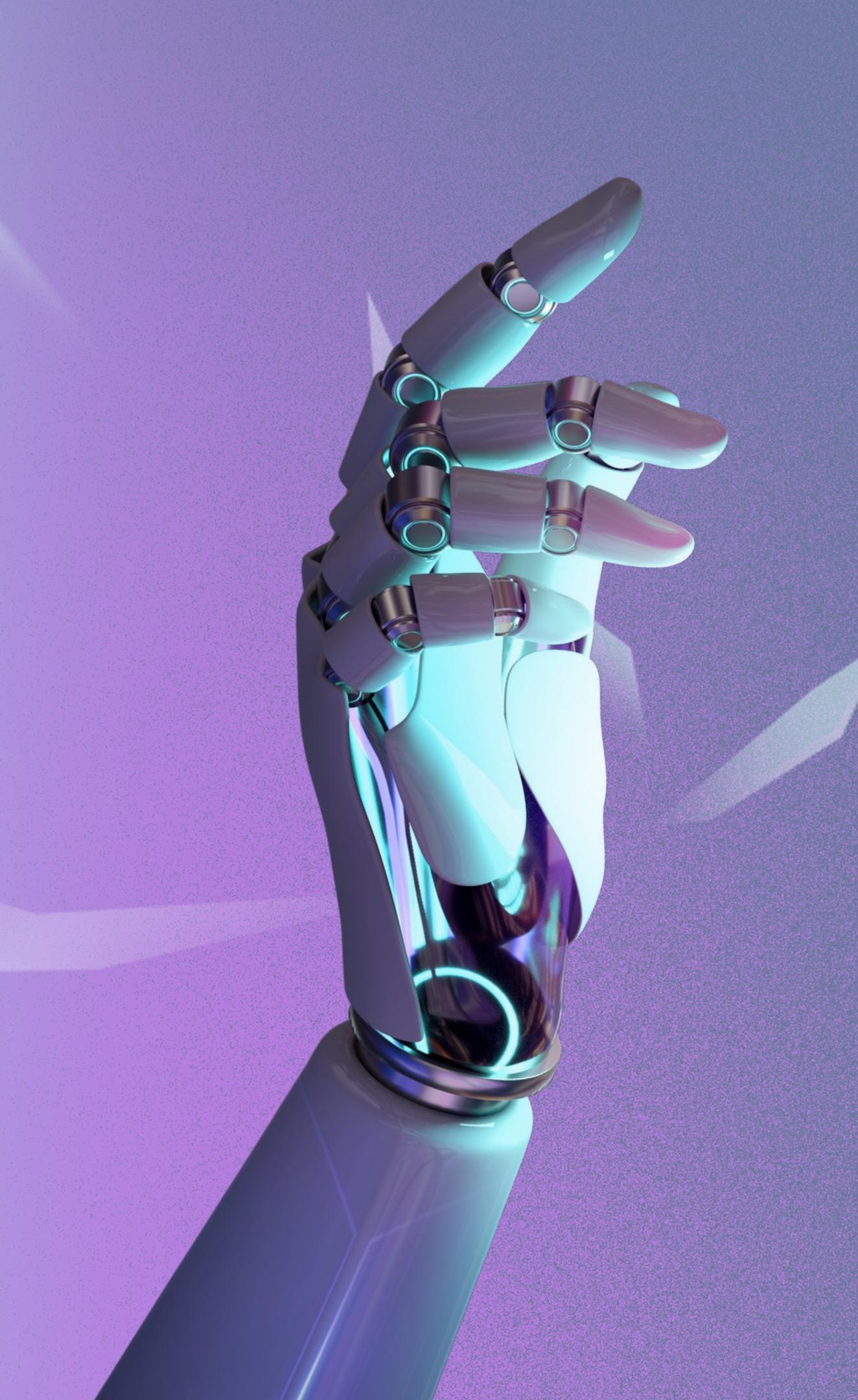
-Christine P. Chan & Jason Meneely-



WHO'S USING IT?

- HOK is an interior design firm that has already begun to take advantage of VR.
- One specific way they are using it is in clinical spaces. They are checking with researchers and clinicians about adjacencies in the area to ensure they will work well in the space.





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All About it

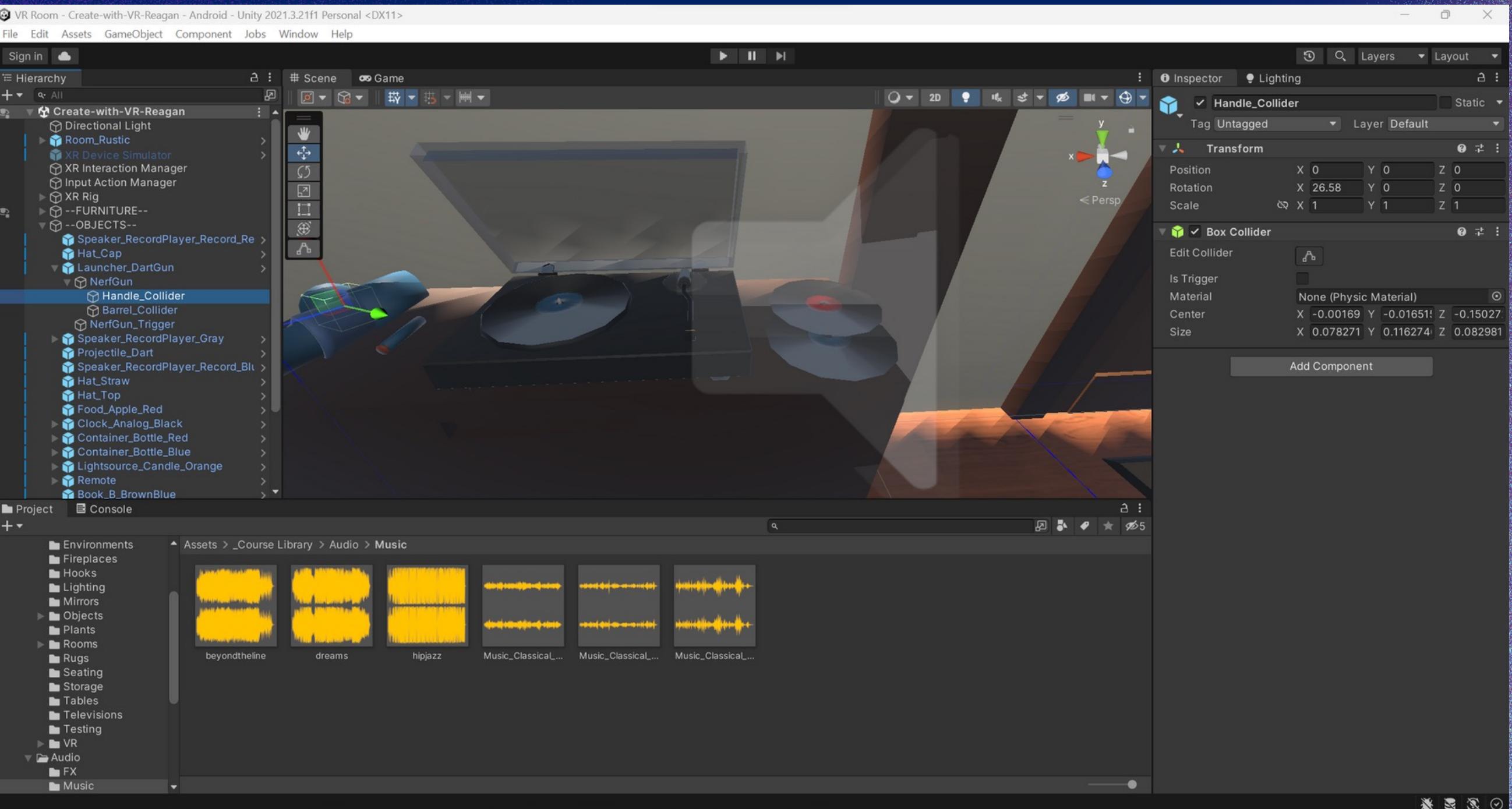


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MY PROJECT

To begin to play with Unity as a program was something that was incredibly interesting. I learned very simple coding skills about each piece of my design. I created the building itself, the landscape around it, and then worked to make certain pieces interactable.





HOW CAN INTERIOR DESIGN BENEFIT FROM VR?

- Clients can begin to understand spaces in the same three-dimensional way that designers already do
- Designers can put themselves into the shoes of multiple different kinds of clients (ex- disabled person trying to navigate a space you designed)
- Real time edits can be made to spaces
- Analyze workflows and make edits collaboratively in real time



WORKS CITED

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**THANK
YOU!**

