# General

Archi-VR is an application to preview architectural projects in <virtual Reality (VR) on the Oculus Quest device. The application can be built with a set of Archi-VR projects.

# Archi-VR project

An Archi-VR project represents a snapshot of a physical architectural design for a physical construction project.

Single project build  
 For a single construction project, several project scan be prepared and included in a single Archi-VR build fort that construction project.

Original/Before  
Cleanup/Teardown  
Construction Phase RuwBouw  
Construction Phase Technieken  
…  
Construction Phase Final

This is called a ‘single project build’

## Portfolio build

Likewise, several Archi-VR projects for different construction project scan be added to a single Archi-VR build.

Project 001  
Project 002

This is called a ‘portfolio build’

Archi-VR Trainstation

* Projects
  + Original State
  + Proposal A
  + Proposal B
  + Proposal C

The Archi-VR application has the concept of an ‘active project’ this is the project currently being previewed. The user can toggle between the active project by cycling the projects included in the build.

Input

|  |  |  |
| --- | --- | --- |
| Command | Touch | Keyboard |
| Next Project | A Button | Up arrow |
| Prev Project | B Button | Down arrow |

# Startup

Application starts up in Walkthrough in the following way:

* immersion mode ‘Walkthrough’ activated
* first Project (if available) activated
* first POI (if available) activated

# Immersion mode

Immersion mode can be toggled using the left index trigger.  
  
Immersion modes:

* Walkthrough mode
* Maquette mode

The application is said to ‘run in the active immersion mode’. The active immersion mode can be toggled between ‘walkthrough’ and ‘maquette’ mode.

Input

|  |  |  |
| --- | --- | --- |
| Command | Touch | Keyboard |
| Toggle immersion mode | Left index trigger | I |

## Walkthrough mode

The project is represented in real scale in Virtual Reality. The user can toggle between Points-Of-Interest included in the project.

Input

|  |  |  |
| --- | --- | --- |
| Command | Touch | Keyboard |
| Next POI | X Button | Left arrow |
| Prev POI | Y Button | Right arrow |

Maquette mode