



ALVAR AALTO

6th International Alvar Aalto Meeting on Contemporary Architecture – TECHNOLOGY & HUMANISM
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TEATIME VR SHOWROOM

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by Teatime Research

General

Virtual reality is changing the way we design and present architecture. The giant leaps in head mounted display (HMD) technologies have enabled completely new ways of looking into future projects and plans of built environment. However the new possibilities are served with new challenges. As we immerse people fully into 3d environments must we also take care of user experience in a whole new level. Well designed VR applications are natural, easy and comfortable to use; a gentle handshake between human and technology.

Description

My proposal for the 6th International Alvar Aalto Meetings Call for Innovations is Teatime virtual reality showroom. Teatime VR Showroom is a virtual reality platform and concept enabling tailored VR experiences in the fields of architecture, real estate and urban planning. It delivers a high end tool for design, visualising, selling and marketing of property, apartments, office space or development projects. It can also be utilised for urban planning when demonstrating plans and their influences to citizens or decision makers.

In the experiences the user is instantly immersed in a true three dimensional environment that gives an incredible sense of scale, depth and spatial awareness that cannot be matched by traditional renders, animations or physical scale models. The sensation of actually being inside a building also works as a powerful tool for communicating design intent which together with interactive VR tools, expands the use from merely visualising space also to a great asset in participatory design process. For example when working with clients to find the right solutions for their specific needs. Depending on the use case the Interactions can include realtime selection of materials, furniture layouts, spatial layouts, object placement (like human figure), camera, 360 camera, sun position and lighting setups.

The core of the VR environments is constructed from existing BIM or other 3d models. This makes the process affordable and relatively fast since almost all architectural projects are nowadays modeled in 3d. Most BIM models feature extremely detailed geometry, which is not needed for VR. Fully interactive VR software also has extremely high performance demands. The Showroom concept also includes the necessary optimisation and simplification of geometry when bringing BIM data into a VR environment.



