Virtual reality and technologies involving simulated environments have been around since the 1950s. In recent years, the interest in virtual reality (VR), augmented reality (AR), and mixed reality (MR) has been reawakened due to open source, lower cost, higher quality, and easier to use hardware and software. In addition, the emerging social VR (SVR) and x-reality (XR) are being used to generate a new blend of virtual and physical realities. Together with the Internet and its potential as a cultural communication channel, these realities are gaining a new momentum in architecture.

This workshop intends to provide an overview of this context and present the main developments and transformations occurring in architecture in this field. The use of these technologies during the design practice, on collaborative design, building management, design education, and user studies, will be presented. Their impact on the digital transformation of the field will be discussed.

Learning Outcomes:

- Learn about augmented reality, virtual reality, mixed reality, and X-reality.
- Understand the potential brought by these technologies to architecture practice.
- Learn about tools to use for developing solutions using these technologies.
- Discover promising practices and recent projects in the field of Architecture, Engineering, and Construction.
- Learn about the recent project “Artificial Realities: Virtual as an Aesthetic Medium for Architectural Ideation.”

Sara Eloy is an architect, Ph.D. in Architecture, and an Assistant Professor at ISCTE in the Architecture and Urbanism Department. Eloy’s main research areas include Digital Technologies applied to Architecture, Shape Grammars, Virtual and Augmented Reality, Space Perception, and Housing Rehabilitation. She has curated several exhibitions that use digital technologies for Architecture, including Lisbon Architecture Triennale (2013 and 2019). She is the director of the Information Sciences, Technologies, and Architecture Research Centre (ISTAR) at Iscte, where she is a fellow researcher at the Digital Living Spaces group. She has participated in several funded national and international research projects.

Workshop Application details:
The cost of attending the workshop in Lisbon is £50. Should the workshop change to run as a virtual event the cost will be £25. To book a place on this workshop or to get further details, please contact: Elaine@academic-conferences.org
See more about ECIAIR 2021 at: http://www.academic-conferences.org/conferences/eciair/