

Virtual Reality for Design

Spring semester 2019
Mondays 6-9pm

The course introduces the application of immersive technologies such as virtual reality in the fields of architecture, landscape architecture and engineering design. The main goal of the course is to explore the potential of integrating immersive environments in the design process.

Students will be introduced to current immersive technologies and their current applications to design processes, such as for understanding, creating and reviewing designs at different scales. Special emphasis will be given to technologies available in campus, so that students can experience and experiment with these approaches first-hand. Students will apply their knowledge through project assignments, which ideally is integrated with the design processes conducted in their classes or research.

Instructors:

Eduardo Costa
(erc15@psu.edu)

Eric Mainzer
(emm130@psu.edu)