



Virtual Reality and the Built Environment

Jennifer Whyte

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This is the first text to focus on virtual reality applications for design of the built environment. This guide explores the use of virtual reality at the practical level. It provides an overview of industrial applications of virtual reality and explores relevant scientific research.

Virtual Reality in the Built Environment is a guide to the practical uses of virtual design, construction, and management. Providing an overview of industrial applications for virtual reality and exploring relevant research, this book is an accessible and innovative resource for architects, designers and built environment professionals--bridging the gap between technological vision and current practice.

Author Jennifer Whyte shows how interactive, spatial, real-time technologies can radically improve modelling and communication of ideas, enable participation in the design process, and facilitated planning and management at the urban scale. The experience of lead users of virtual reality is used as the basis for understanding its promise and problems. Explanations of the underlying principles of this exciting interactive medium, a discussion of the cognitive, technical and organizational issues it raises, and international case studies illustrating practical applications are all included in this guide.

The author also provides a companion web site which provides online learning materials, including test-yourself questions, virtual reality models, and links to relevant sites, making it a valuable design resource and a stimulus for innovation.

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