

Augmented Tectonics

Augmented Tectonics introduces students to methods of analysis in the built environment using Unity and virtual reality (VR). The course will explore emergent models of design and implementation tools in the industries of Architecture, Engineering and Construction. By translating existing architectures into a virtual environment, students will develop immersive and interactive models allowing for a deeper understanding of these layered tectonic systems. Over the course of the semester, students will gain a better understanding of architectural construction components, their spatial relationships, and their potential impacts on embodied users.

Jonathan Rule
Fri 8:30-11:30am

