Project Flyer

planeDesign - Defining space

abstract

planeDesign is a virtual reality software supporting the early phases of the design process. The main elements are threedimensional, rectangular bounded planes with different colors. Providing a simple to use tool for architects and designers is the central goal of this software.

main features

- support for an immersive VR setup of an head-mounted display, 6DOF tracking system Polhemus Fastrak with Polhemus Stylus (optional 3Ball) for interaction
- runs on SGI mid- and high-end workstations like Indigo_ and Onyx can ideally be used in combination with platform installation (www.igroup.org/projects/platform/)
- simple, and therefore easy to use menues within the virtual environment new file selection metaphor using 3D model icons instead of filenames
- new virtual transportation metaphor (Virtual Platform Move - VPM) allows very fast sketching of space (e.g. see kittchen below: took 15 minutes in the VE)

application fields

- 3D architectural and artistic modeling
- VR research and development
- educational training

references

- used in educational training at Bauhaus-University Weimar
- Regenbrecht, H., & Donath, D. (1997). Architectural Education and Virtual Reality Aided Design (VRAD). In Daniela Bertol (ed.). Designing Digital Space - An Architect's Guide to Virtual Reality. John Wiley & Sons, Inc., New York/NY.
- Donath, D. & Regenbrecht, H. (1999). Using Immersive Virtual Reality Systems for Spatial Design in Architecture. Proceedings of AVO-CAAD 99, Brussels, April 1999, 307-318.
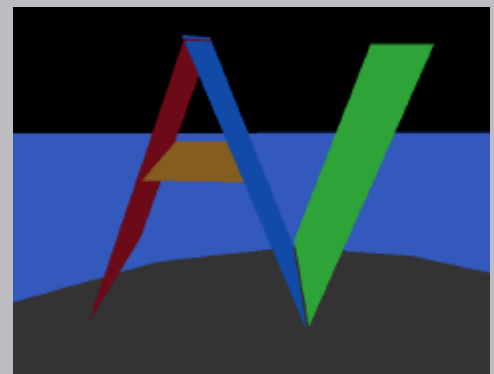
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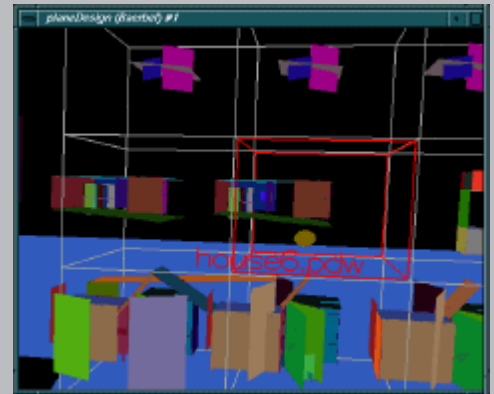
planeDesign Menu
scaled 3D-models for selection preview
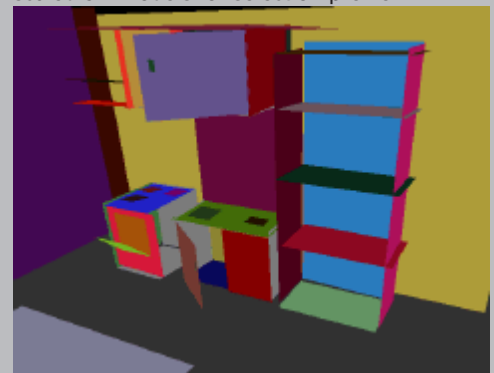
kitchen model

simple wall-setup