

# Project Flyer

## voxDesign - Sketching in 3D

### abstract

voxDesign is an immersive Virtual Reality (VR) tool supporting the early phases of design processes. It allows a very easy approach to sketching within a three-dimensional environment using a pen metaphor. The user can immediately sketch his or her ideas in a 1:1 scale without any specific training or assistance. Like coarse ink, small cubes, or so called voxels can be set or drawn into space while simultaneously walking and looking around like in the real world.

### main features

- support for an immersive VR setup of a 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 (<http://www.igroup.org/projects/platform/>)
- GUI based individual configuration
- simple, and therefore easy to use menu within the virtual environment

### application fields

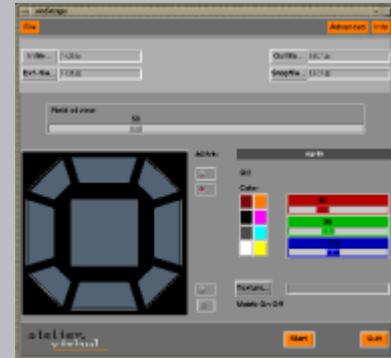
- 3D architectural and artistic modeling
- VR research and development
- educational training

### references

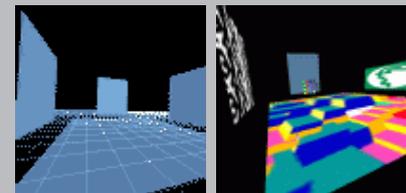
- used in educational training at Bauhaus-University Weimar
- Regenbrecht, H., & Donath, D. (1997). **Architectural Education and Virtual Reality Aided Design (VRAD)**. In Daniela Bertol (ed.). *Designing Digital Space - An Architect's Guide to Virtual Reality*. John Wiley & Sons, Inc., New York/NY.

### info

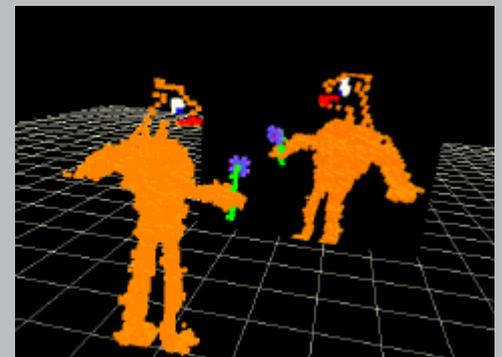
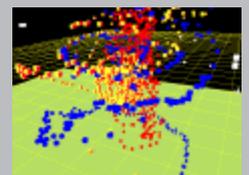
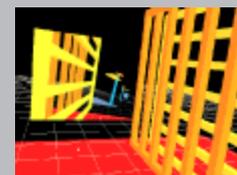
period: 1995



external GUI for setting up the env.



menu: sixteen color- and three function-buttons; empty room, eight walls and floor for mapping; empty room with mapped pictures on the walls.



examples of student works at Bauhaus-University Weimar, 1995