

The benefits of creating a 3D virtual model

Jon Bouchoud: *Palomar is a hospital that is currently under construction in the real world, again in San Diego, California in the United States. And what you see here is several images of the planning process the architects provided to help the clients and the project stakeholders understand the building. And in this case, this building was developed by a company called Cisco, and the purpose of it was to help demonstrate some of the technology that they were going to be providing to the hospital, so it was not developed by the architect necessarily for helping the client visualise it, they provided more traditional drawings as you can see in these images. And, but what I'd like to do is to look at this and think about this as if it were brought from an architectural firm, or in the design process, or how the model might have been used as an architectural exploration tool.*

Jon Bouchoud: *So, basically, I think it serves as an interesting case study of how the real-time virtual model might serve architectural practice in the present day and in the future. So, before we talk about the virtual model, I just want to...I think it's important to compare it with, or to frame this within the context of the existing typical architectural design and client review process, and I'm going to ask some questions as we go along, and what I'd like you to do is to type your answers into chat. If you don't know how to do that, someone can help you I'm sure, but you basically just hit enter and then type, and your chat will come up here in Second Life, and just to flesh out any ideas that you have for the answers to these questions, anything and everything that occurs to you. There's no right or wrong answers necessarily, but just to hear your perspectives and your answers to these questions would be great, so go ahead and type those into chat as we go.*

Jon Bouchoud: *So, the first question is what sorts of drawings are typically presented to a client during the design process? So imagine you're a typical architecture firm, you've got a client and you're developing a design, and you want to give them a presentation, what sorts of drawings would you provide them with? Sketches, perspectives, renders, plans; yep, exactly, sections; so that's exactly right, You're generally looking at two dimensional floor plans, and the client is asked to visualise what the space might be like, you might draw a sketch with a pen and ink. You might even do a quick study model in a computer program, and create a rendering of that view, although often in the early design process you're not quite to that point in a typical process. The challenge here, and the thing I'd like you to think about as we explore these spaces is that it can be very difficult for the client to visualise three dimensional form when they're looking at two dimensional drawings. And this is a problem that we see very often in architectural design, is that the client doesn't always understand the building as well as the architect does, and in some cases the architect doesn't even understand what a space will actually feel like after construction, and that's an important distinction as we go through this because the virtual model enables us to experience the building in a much more holistic way earlier in the design process than a traditional design process affords.*

Jon Bouchoud: *And even toward the end, you might provide the client with animation, for example, where you take an architectural software program and you have an animation where you're flying through the building, and the difference there is that you're looking at a very prescriptive path that you have set forward, the client isn't actually experiencing the building as they would after construction, its more controlled and its more carefully choreographed.*