

HOW VIRTUAL REALITY IMPACTS THE LANDSCAPE ARCHITECTURE DESIGN PROCESS AT THE SITE-SCALE DURING THE PHASES OF ANALYSIS AND CONCEPT DEVELOPMENT

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1 ABSTRACT

Virtual reality (VR) offers many benefits for spatial awareness. In the field of landscape architecture, the technology is primarily being used as a tool for design review in the late stages of the design process. Many of the benefits that make VR valuable in the later stages of the design process suggest that VR may be equally valuable when used in earlier stages such as analysis and concept development. However, the present body of research does not provide a detailed study of truly immersive design within VR in the early stages of the process. This research tested incorporating VR in the design process phases of analysis and concept development and integrated its use with traditional landscape architecture methods to measure the impacts on a small-scale site design project. This research suggests a positive outlook for VR as a creation tool for small scale design and explores its affordances and limitations.

1.1 Keywords

Virtual reality, design process, immersive design