

# STEP INTO THE FUTURE AND EXPERIENCE YOUR DESIGN THROUGH VIRTUAL REALITY



## HELPING USERS “FEEL” THEIR VISION

Looking at images or drawings isn't always enough. Unlike drawings, or renderings, Virtual Reality (VR) gives a “feel” for a design unlike anything else. We help owners by using VR in a variety of ways from the initial delivery of a project idea to the implementation and selection of materials.

BEING FULLY IMMERSED WITHIN A MODEL ALLOWS FOR A MUCH MORE NATURAL EXPERIENCE COMPARED TO NAVIGATING WITH A COMPUTER SCREEN AND MOUSE.



## UNDERSTANDING THE SCALE OF A PROJECT

Close your eyes and imagine for a moment that you're standing in an auditorium large enough to seat 200 people. Think about what the size of that space looks like. What it feels like. Now, think about how the space would change if the auditorium held 500 people. How about 2,500? For many, being able to grasp the feel and functionality of different spaces can be quite challenging. With VR, it's possible for you to see and truly “feel” the size of the space and the difference in scale. This can provide a tremendous amount of value in early project development when it isn't possible to visit actual site examples.



## COMPLEX DESIGN, SIMPLIFIED

Early understanding of a complex design can be much easier when using VR due to the way that it is experienced. While photo realistic renderings can be very effective during the final stages of design, that level of detail is often not possible at the beginning of a project. That lack of available detail can make renderings less successful at communicating the design to a user. Virtual Reality allows for this understanding of a space to be focused on the overall project rather than details yet to be answered.



## TAKING THE DESIGN FOR A SPIN

Once we get a bit further into design and details start to take shape, visibility of interior spaces as well as the feel of materiality of a design are all enhanced through the use of VR. The owner can actually move into the position of a user and experience things like counter height, sight lines, and distances. Understanding finishes and applications is also enhanced through VR. Is there too much orange in a space? Is that stone wall too “heavy”? These are all things that can be explored and understood more clearly with Virtual Reality.