



Virtual Reality projects at Department of Building technology

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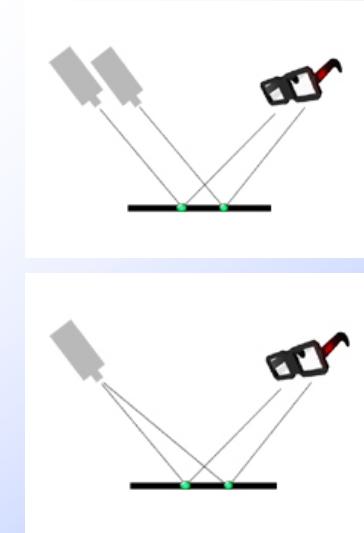
Bygningskonsulentforeningens besøg på
Aalborg Universitet 9 oktober, 2003

What is Virtual Reality ?

- Presentations that take place at the VR-Centre ?
- Convincing your senses that something *virtual* is *real*
- Realistic visualisation of phenomena which are difficult to see in reality (e.g. airflow)

Virtual Reality may include the following elements:

- Stereo viewing (different pictures for right and left eye)
 - Passive (polarized or colour filter)
 - Active (shutter glasses)
- A certain degree of immersion
 - Wide screens, power walls
 - Large curved screens
 - CAVE
 - Head mounted displays
- Realtime interaction with the model/database
 - Mouse or keyboard
 - Tracking of persons or interaction devices
 - Haptic devices



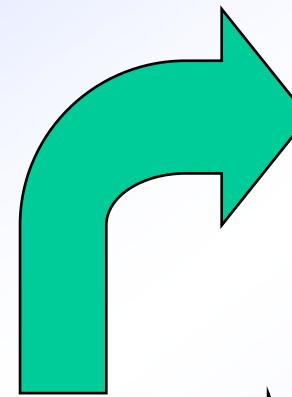
VR facilities at Aalborg University (1)



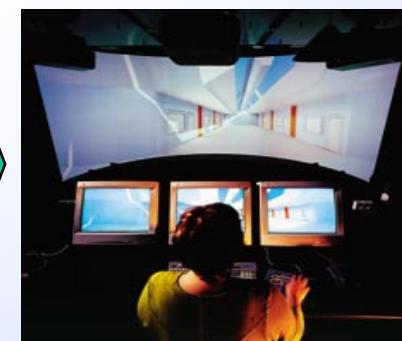
Onyx2 IR2

(to be replaced by PC cluster 2003)

Lightwave
Matrix-Hub



Cave

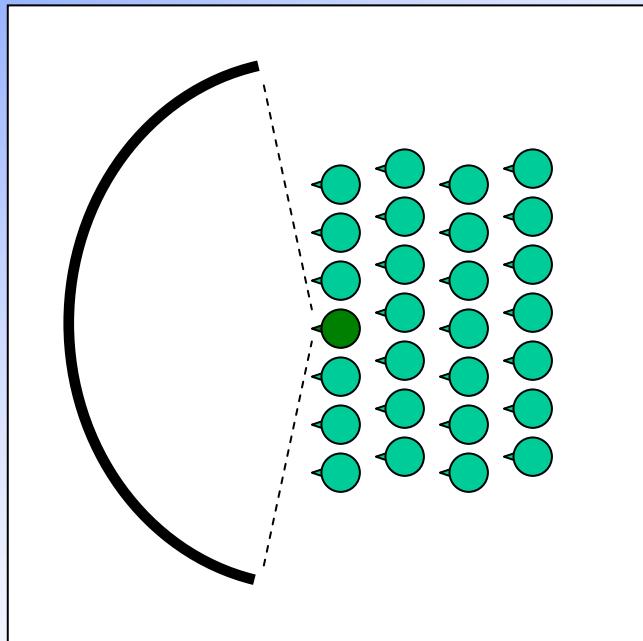


Panorama



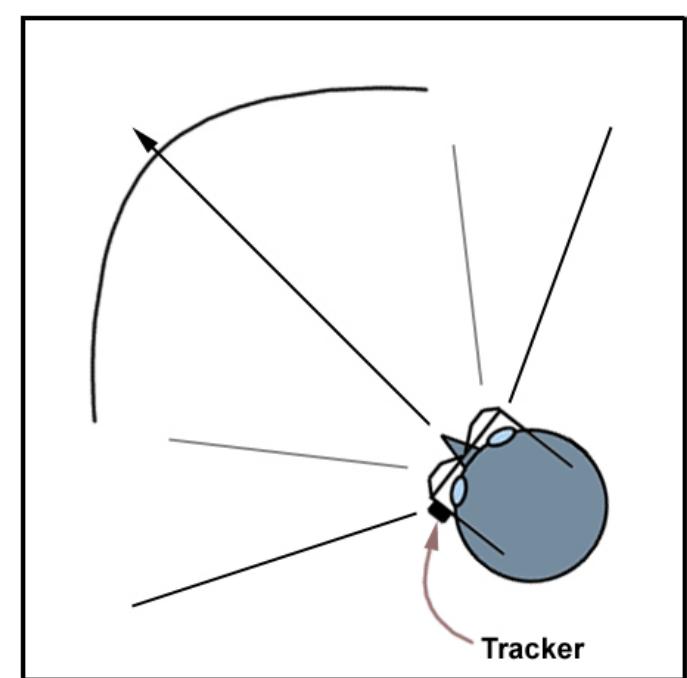
3D
Auditorium

VR facilities at Aalborg University (2)



- Panorama
 - Ø 7.1m, 160°, H 3.5m
 - Mono & *aktive* stereo
 - 28 persons
 - Tracking

VR facilities at Aalborg University (3)



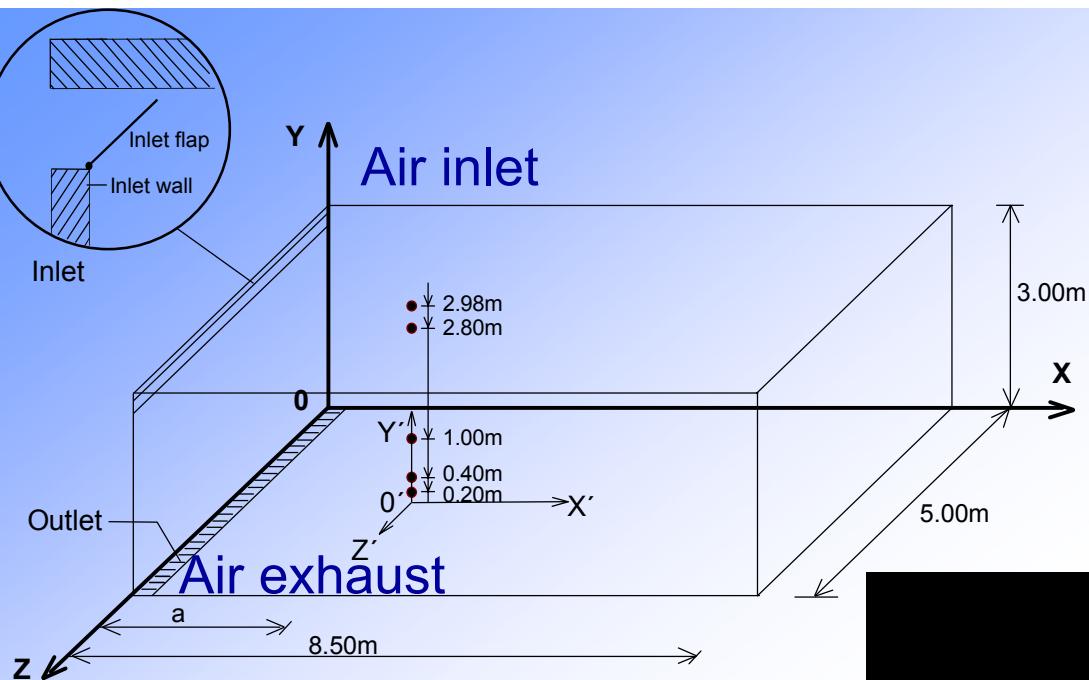
- 6-sided CAVE
 - 2.5m x 2.5m x 2.5m
 - Back projection
 - Aktive stereo
 - 1 person **with tracking**,
+ a few observers **without tracking**

VR facilities at Aalborg University (4)

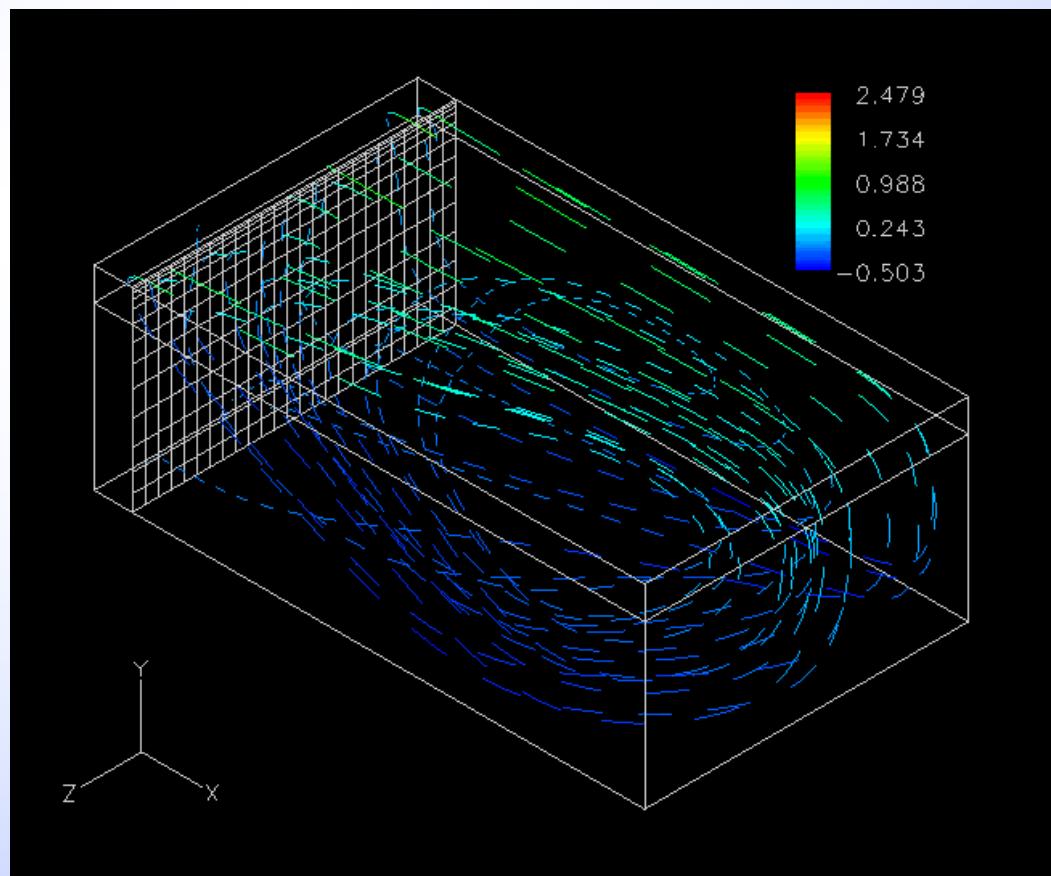
- Portable equipment
 - 2.5m x 3.5m
 - Portable projector and PC
 - *Passive* stereo
 - 30 persons +

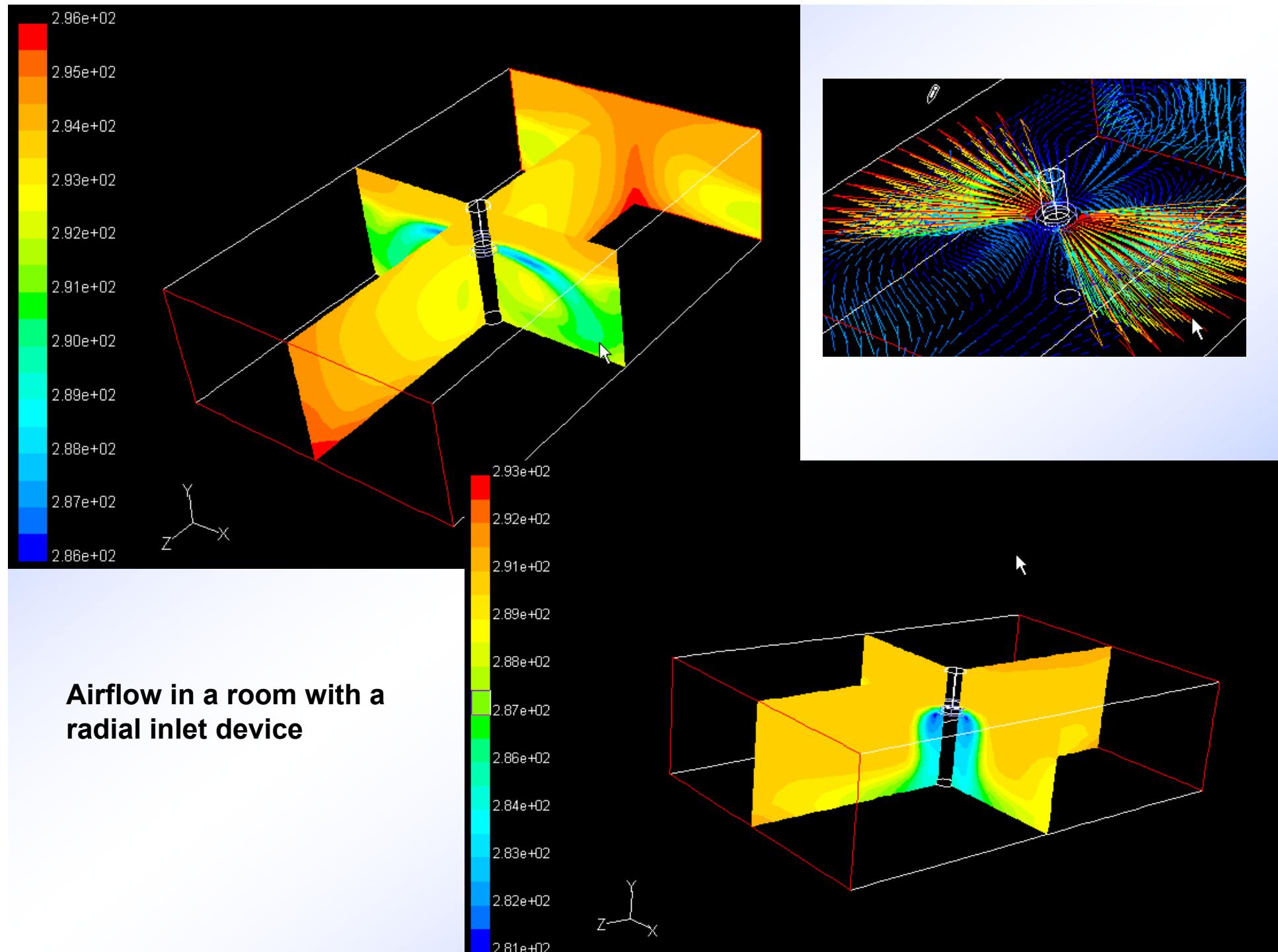
Examples of projects where we used Virtual Reality

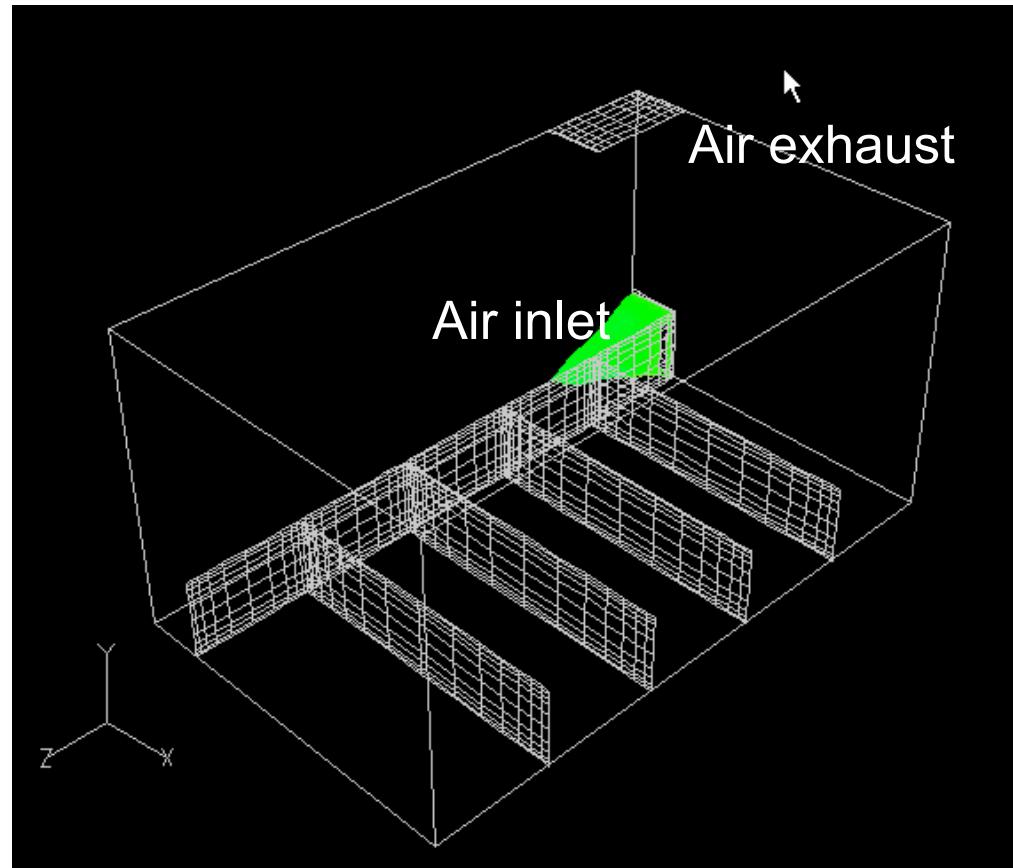
Airflow in livestock buildings



**3D airflow in a
laboratory set-up
with an isothermal
slot inlet**



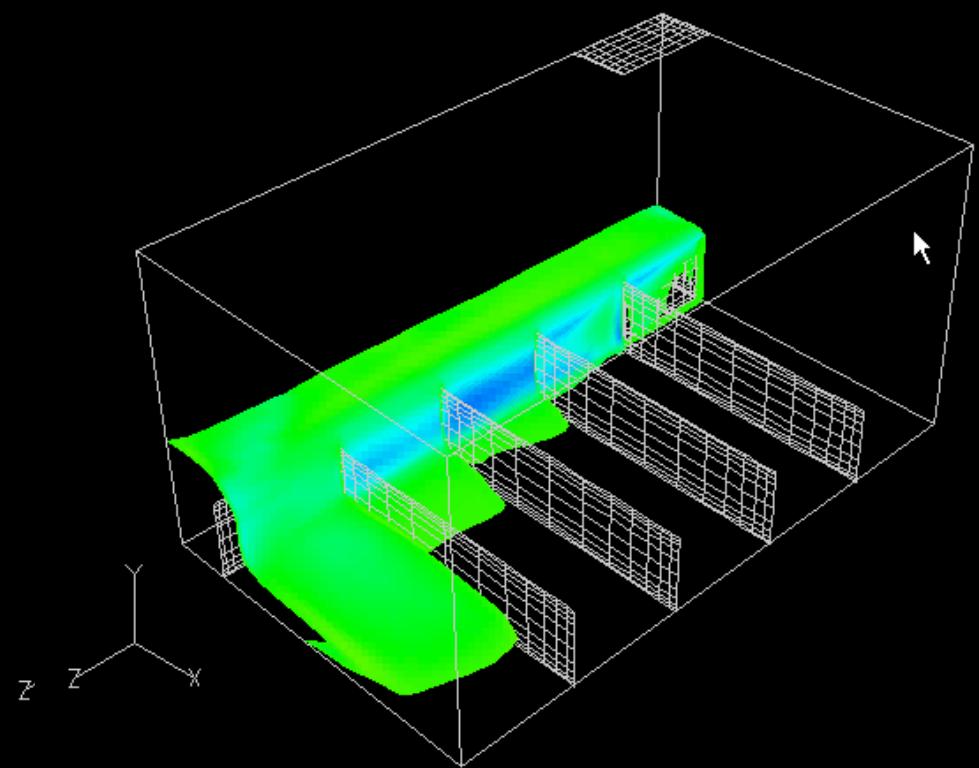




Airflow in livestock buildings

Airflow in a room with closed pen partitions and displacement ventilation

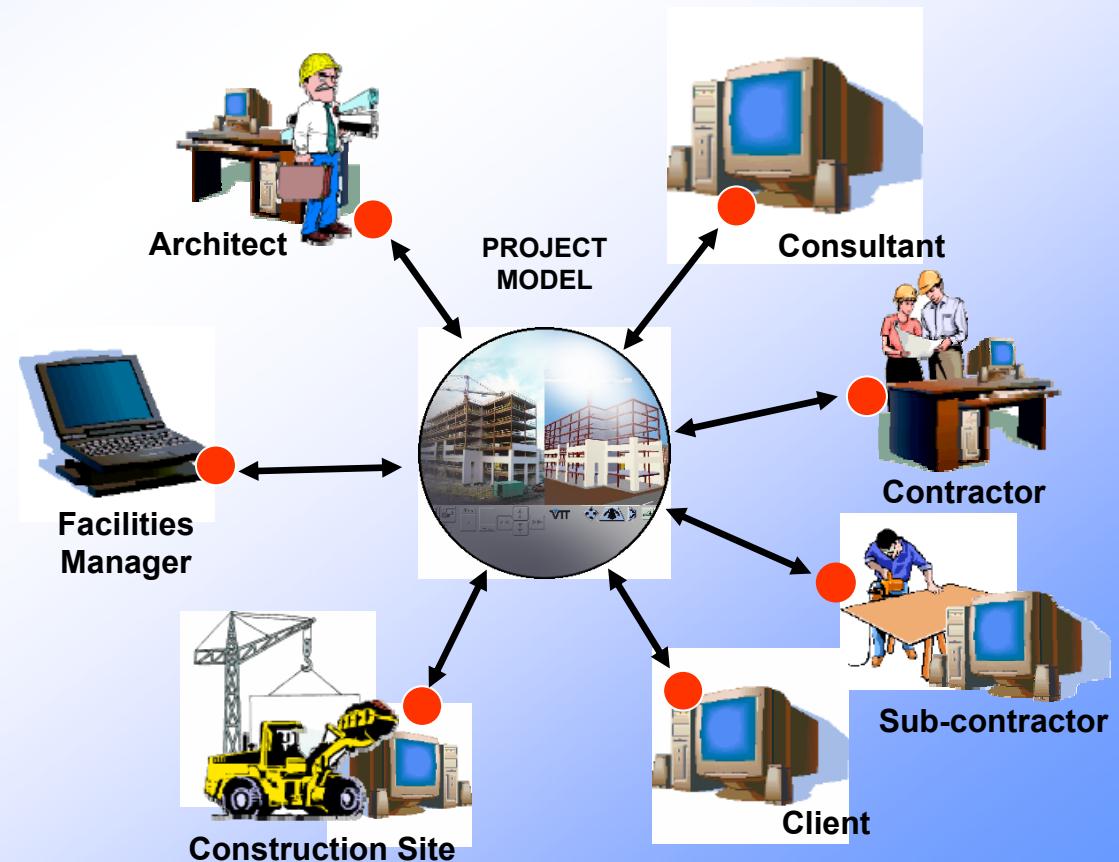
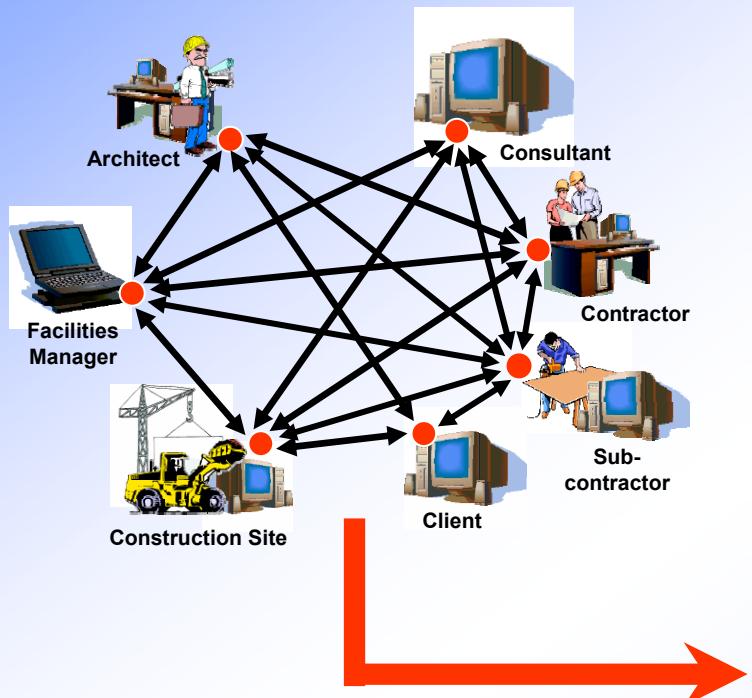
CFD simulation by Bjarne Bjerg, KVL



VR for the AEC Sector

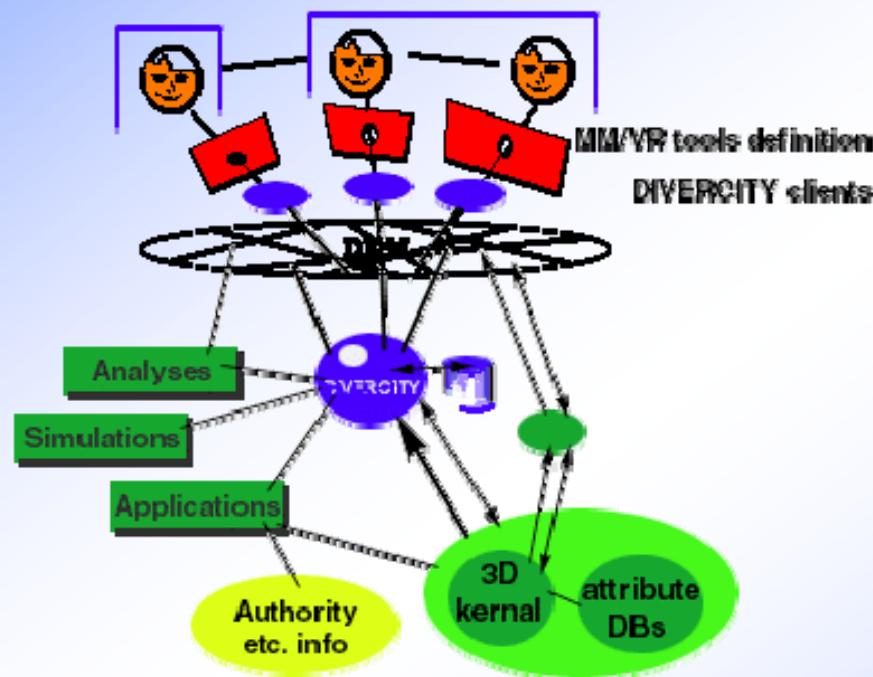


- Integrated Virtual Prototyping tools can improve communication between stakeholders



DIVERCITY - Distributed Virtual Workspace for enhancing Communication within the Construction Industry

EU IST-1999-13365 <http://www.e-diverCity.com/>



DIVERCITY supports:

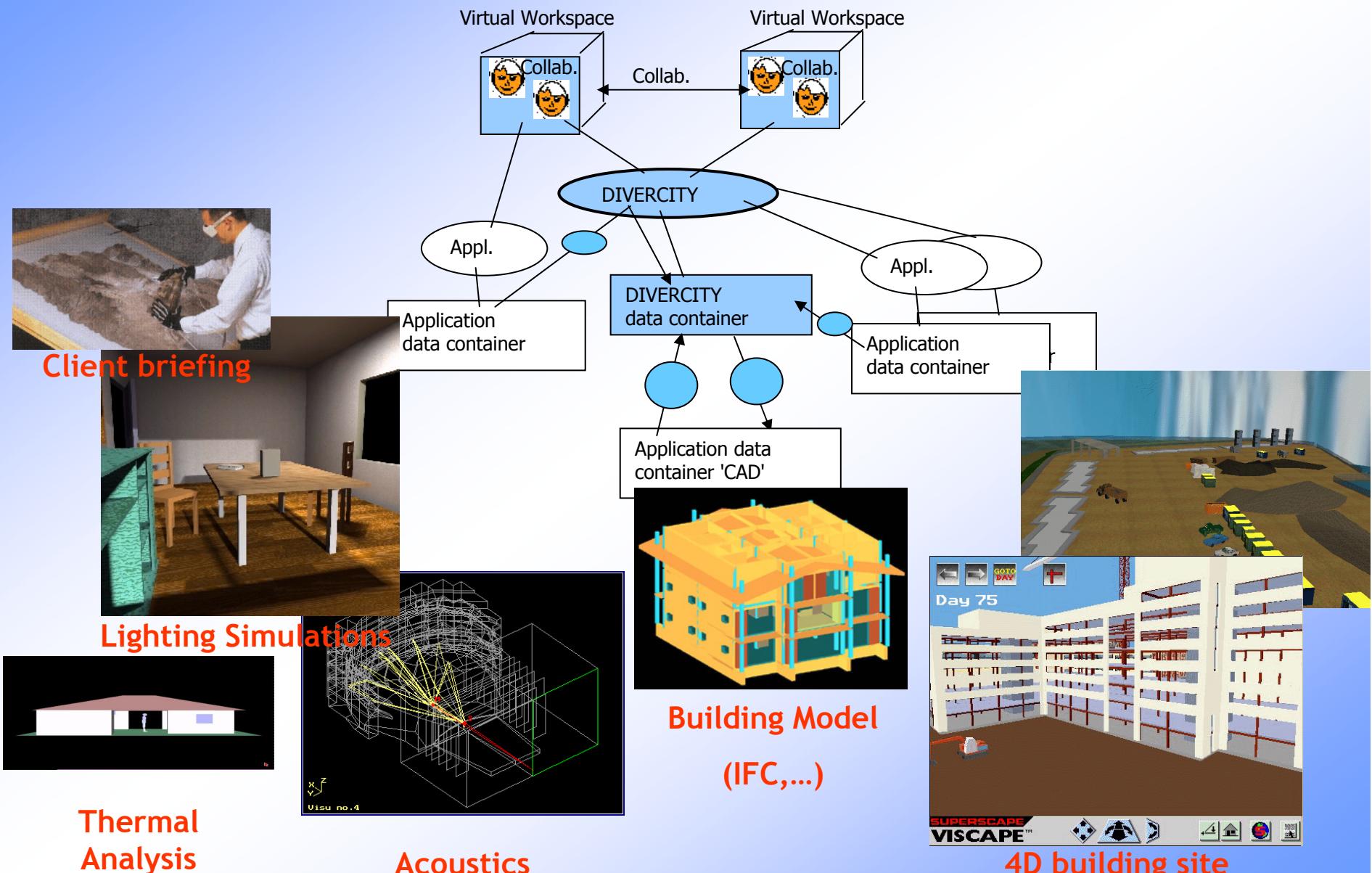
- communication between persons
- multiple building product/process information access
- building process activities

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The objective of the project is to produce a prototype virtual workspace that will enable the three key phases (client briefing, design review, construction) to be visualized and manipulated, and to produce a set of VR tools that aid the construction design and planning process.

**The Divercity project has
10 partners in 5 EU Countries**

DIVERCITY function, form, content, behaviour



Integrate Components



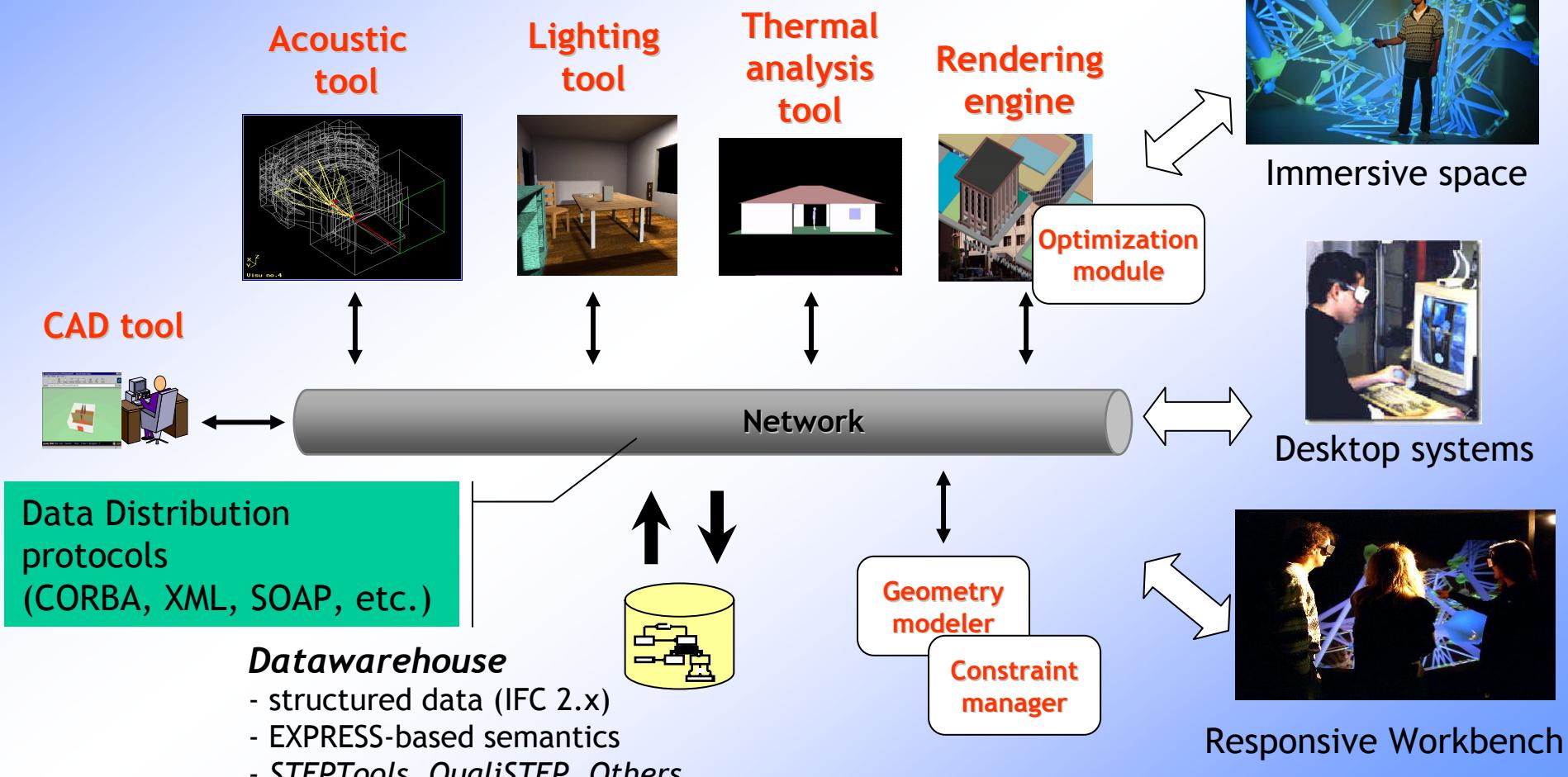
Immersive space



Desktop systems

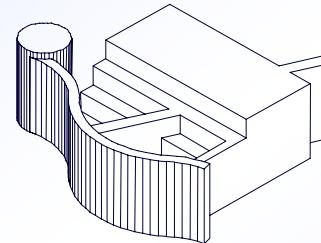


Responsive Workbench



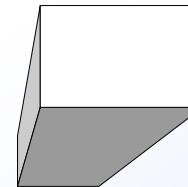
What can IFC do?

Shape (explicit)



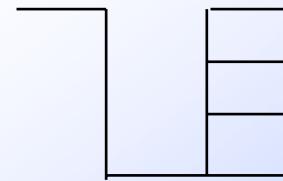
Shape (extrusions)

beams, columns, pipes, ducts, conduit, walls, etc.



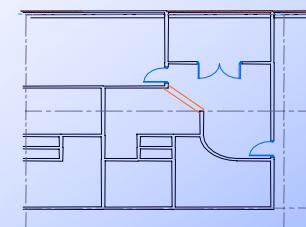
Shape (topology)

line representations for pipe, duct, structural, etc.



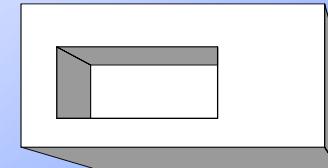
Building Elements

wall, door, window, roof, stairs, etc.



Relations Between Elements

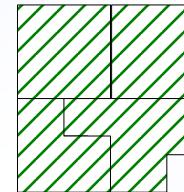
holes, chases, voids, zones



What can IFC do?

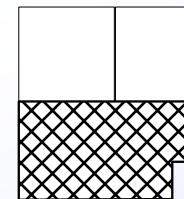
Space and Space Structure

space, building storey, building part, building, site

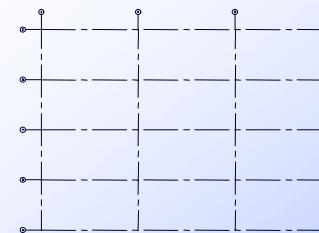


Compartmentation

fire, workstation

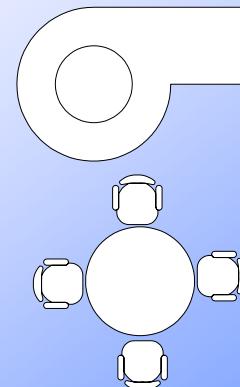


Grids



Equipment

chillers, fans, pumps, loose equipment, etc.



Furniture

inc. system furniture



Tak for
opmærksomheden

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