VR in Future Architecture

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## Utopian Essay about VR in Future Architecture

## Introduction

## VR, as a medium of continuum architecture, uses the visionary drawing that includes the videogames. However, virtual reality (VR) develops various designs and configurations that make it impossible for physical realism but well perceived by the sensor equipment. The sensors equipment can be used to uncover and even harness aesthetic architects. Therefore, the paper discusses the future of VR architecture as the module developed in the videogame. Additionally, the VR devices have been incorporated into various architectural offices and incorporated into practices for visualization and explications. The VR perspective has been mathematically introduced through the invention of transcending visible space (Zhang et al., 2017).

## The VR originated with the formalization of the contemporary architect Alberti Battista, as one of the technical, arts and the general sciences. Besides, the future of VR requires architects to elevate with the artisan craft of scientific inventions (Zhang et al., 2017). The upcoming potential revolutions in the industry raise concern on architectural modelling, designs, and future technology that will be in operations and transformation. VR being in place, it is easier for the architects to do modelling with several models of construction (Raghavachary, &Lei 2019). The VR creations include the trillions of processed IT with both audio and visual sensors that are costly in the industry for the work of immersion.

## Therefore, the digital concern of VR in the building industry allows people to make new video games, the playing movies, and interactions with the environment in the future. VR achievements include a high level of communication through the use of images and projections on the screen. Zhang et al., (2017) argues that VR creates a way as abridging for establishing the client's way of designs through expansion processes where the original ideas can be put into reality. More plans can be done through the system assisted by the technology in construction and working on animation projects in the future world (Schiavullo, 2019).

## References

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