THIS STUDIO WILL BE A SPECULATION ABOUT OUR CURRENT SPACES AND OUR NEAR FUTURE. INTERIORS STAND ON A PRECIPICE OF AUGMENTED EXPERIENCE.

Utilizing film and user experience as a starting point, this studio will explore the potentials of AR and VR in relation to traditional interior space. The term will incorporate two key projects: the first will introduce AR manipulation of our individual environments as we continue our isolation and distancing; The second will be a speculative spatial proposal where physical environment and virtual elements combine into novel experience.

Primary methods of exploration will utilize Rhino/Revit, VRay, and Photoshop; in addition to analog sketching, hybrid graphics, and video capture.

INSTRUCTION: CORY OLSEN; MWF 1 - 4:50; PASS/NO PASS