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Virtual Future!?

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Architecture was born long, long ago with the help of those people who first realised that they are not only building houses but, what is more important, thrilling and has been the focus of many debates, CREATING SPACE.

In the beginning man created space by adding and combining different volumes of masses. They thought that space can be perceived as determined by different points of orientation placed around us. Later people started to realise that perception of space is a little bit more sophisticated.

Perhaps everybody has smiled at a baby who standing up for the first time in his life in his playpen, extending his hands towards objects on the nearby table physically unreachable for him. If he was an adult, people would think perhaps something is wrong with him, when he extends his hands towards things we surely know are impossible to reach from his actual position. So how come we can judge with exactitude the place of different objects in space? Maybe by the time needed for the movement to get there. Let us not forget that the baby's first real movement is when he starts to walk and then he starts to get the feeling of this three dimensional world, around which can be only realised simultaneously in space and time.

Anyone can say that this is an interesting theory, but who cares?

It is said that most of the architects, who are real designers have a keen sense of creating and perceiving space. They are far more interested in the perfection of the created space with all its details than anything else. And here is where a CAD program can come into the picture. Talking about a real CAD program that means from the point of view of a designer, a silent friend who never cheats or boasts, who takes him in SPACE wherever he wants to go and shows him his CREATION as an extending arm between his imagination and the reality.

Since the 80s some software programs capable of modeling, rendering, drafting were developed enabling a concentric method of design continuously modeling in 3D. Here the architect has many more options of intervening all the time even in the early phases of the process usually only available in the working drawing phase. Also, fundamental design changes can be made easily, because the working drawings are updated continuously. This way the construction documents together with the renderings, animation and list of materials are only one representation of the building.

We will move from representing a building by these documentation even further to the presentation of a VIRTUAL BUILDING by continuous simulation, that does not end with the realisation of a project but will continue throughout the whole lifetime of that building and even far beyond this.

This VIRTUAL BUILDING creates new responsibilities for the architects. Simulating in 3D will require much greater knowledge of every detail of the building. From now on, the access to these details by the contractor or the client will be much easier, helping this way the architect in mastering design and perhaps gaining back the same liability of those times when design was considered as an ART, not building production and architects were considered MASTERS of this ART.

References

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