Design proceeds through representations. We work with poetic analogy, evocation or functional analysis. As a taste of food may transport us through time to another space, so may a designer seek to evoke particular responses from an occupant of a space. Tabulations and spreadsheets set out a version of a future reality that will be a physical form that transports the occupant to higher perceptions of reality. Space therefore is understood through many representations and such multiple representations are needed in the design process as well as in the consumption or use of space.

A designer exploits representations to create or manipulate experiences of future users. In the design process, however, they manipulate representations as they seek to explore possible design proposals. Representations and the process of re-representation are not a passive or incidental activity. It has been demonstrated that re-representation forms a critical and essential part of the design process itself. These different representations not only change our experience but, with consideration, may enhance our experience or extend it into new realms.