How can spaces designed for use in video games be used to enrich spaces designed for use in the physical world?
- the challenge of trying to figure it out

- fiero - the personal triumph over adversity

- schadenfreude - gloating over the misfortune of another

- wonder - an overwhelming sense of improbability
Goldeneye 007 1997 (5)
Virtual Space in a Physical World
Site
a. geothermal well field
b. shading device

Level 1
c. lounge
d. reception
e. administration
f. toilets
g. elevator
h. exposition space
i. HVAC exhaust
j. presentation space
k. loading area
l. storage
m. server room
n. HVAC intake/pump room
o. movable partition to courtyard

Level 2
p. computer lab
q. bar/cafe
r. kitchen
a. precast concrete
space
k. loading area
l. storage
m. server room
n. HVAC intake/
pump room
o. movable partition
to courtyard
Software Used:
- Sketchup 8,
- Maxwell Render,
- Adobe CS5,
- Google Earth
Library Used:
- Warehouse
Virtual Space in a Physical World

What do we need in order to make sense of our world today? What does it mean to be in control of a space? Is the control of a space in our perspective, or is the perspective of control something more?

As technology evolves, so too do our ideas of what constitutes a space. What used to be perceived as a simple area now includes a range of elements and interactions that define the space.

The new generation is driven by exploration, manipulation, and visualization techniques in a virtual and physical design. The digital and physical worlds are connected by an endless cycle of ideas to try.

When video games emerged, the relationship between architecture and design became a new entity. The virtual world is increasingly connected to the real world, generating new possibilities and new challenges. As it stands, we explore these ideas through the lens of virtual and digital worlds.
Sainsbury Centre for Visual Arts (11)
Level 2 Lateral Bracing
Superstructure Connections
Glazing Structure
Image Sources


