

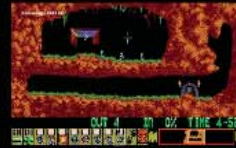
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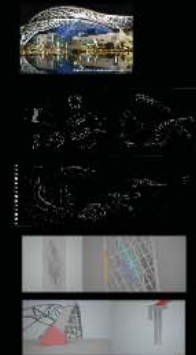
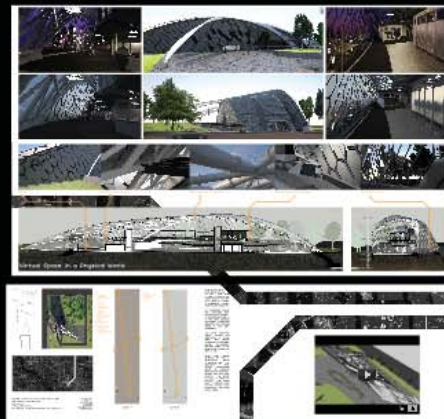


Image Sources

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How can spaces designed for use in video games be used to enrich spaces designed for use in the physical world?

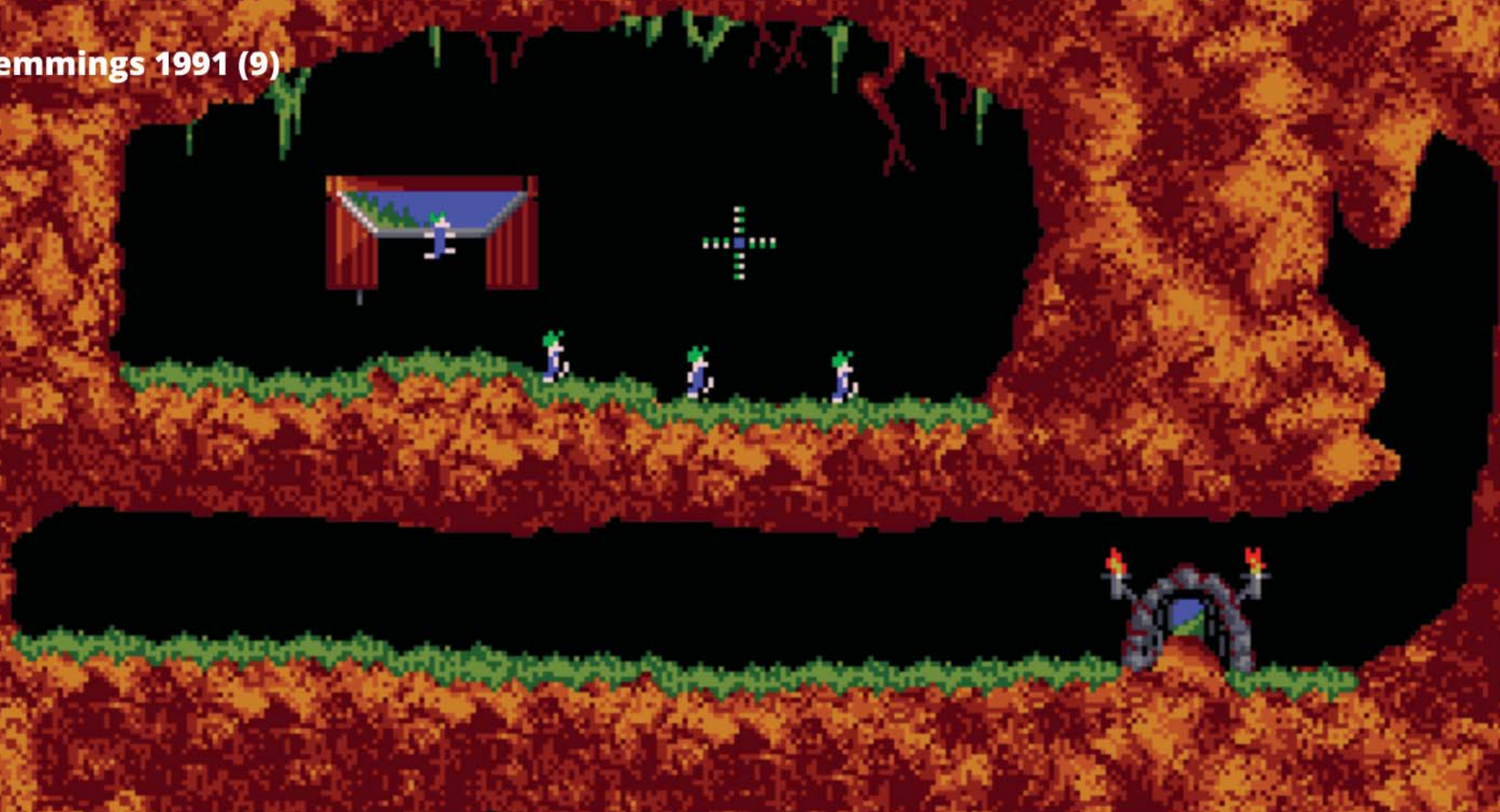
- the challenge of trying to figure it out

- fiero - the personal triumph over adversity

- schadenfreude - gloating over the misfortune of another

- wonder - an overwhelming sense of improbability

Lemmings 1991 (9)



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Super Mario Kart 1992 (10)

1 00' 07" 88



2 00' 07" 90



Goldeneye 007 1997 (5)



Metal Gear Solid 1998 (8)





Halo: Combat Evolved 2001 (1)

Halo 3 2007 (6)



Crysis 3 2013 (2)

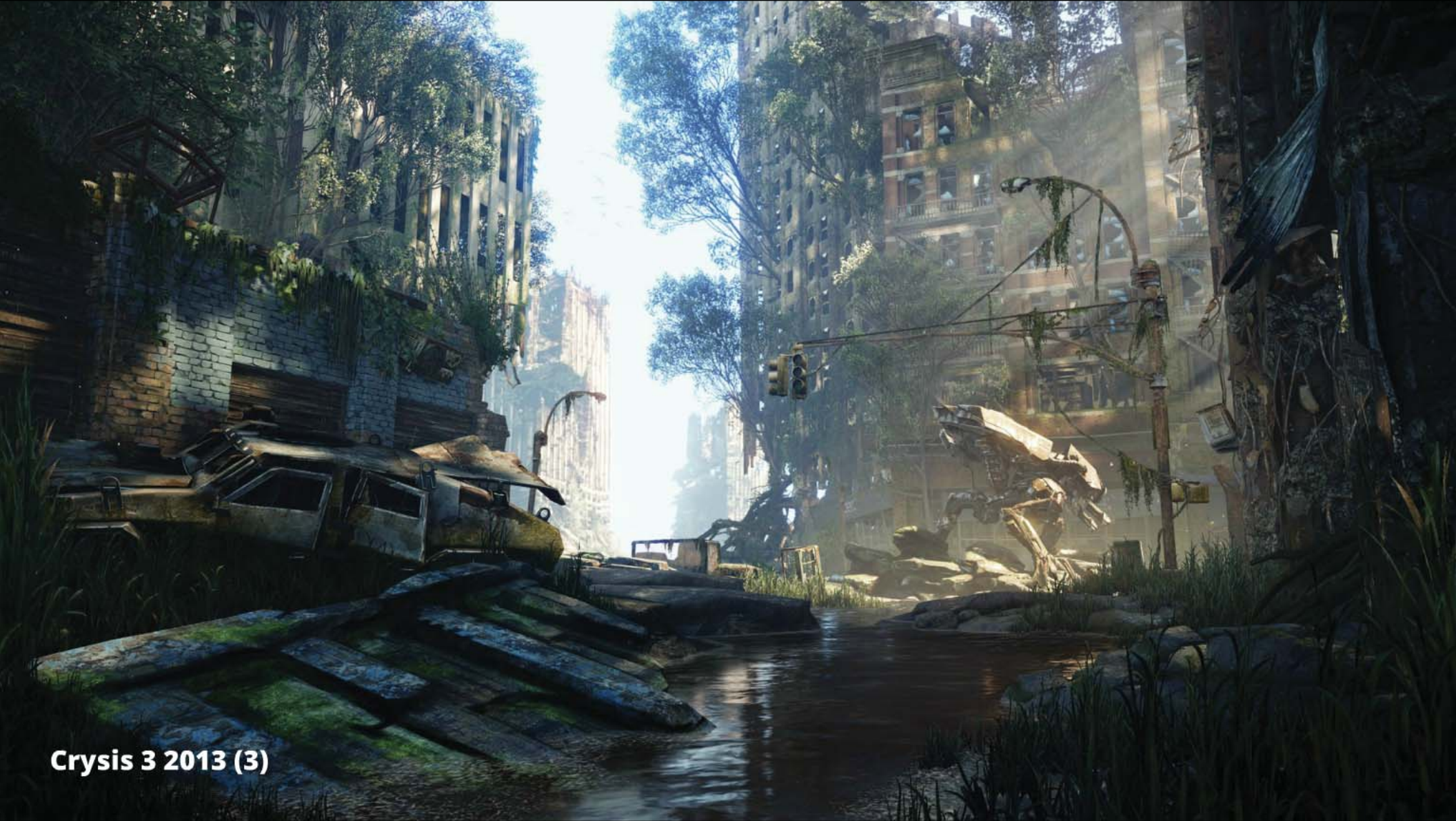




Halo 4 2012 (7)



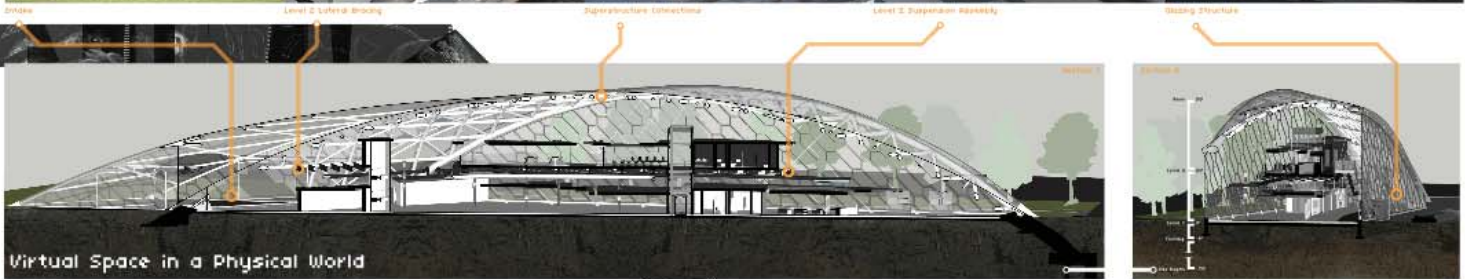
Crysis 3 2013 (4)



Crysis 3 2013 (3)



Virtual Space in a Physical World



What do we mean
about space in this
we are? What does
it have to do with
what space? For some
it is based on a sense
of proportion. Others
require something more.

As technology evolves
then something more
becomes more visible.
In the physical world
a video game offering
a graphic, kinetic and
interactive use the play
things of video game
developers.

This small exhibition
center - creates an
experience of what
space, and various
techniques of video game
design, the building
exhibits space to be
understood by any
viewer to try.

When video games
emerge the field of
architecture is being
a powerful ally. The
expression of video
game - especially
when it comes to
gameplay environments
can be more and more
realistic. But simply
to look to what we
already. Our sense
need to express what
we feel. We need to be
understood. Our ideas
will be heard.

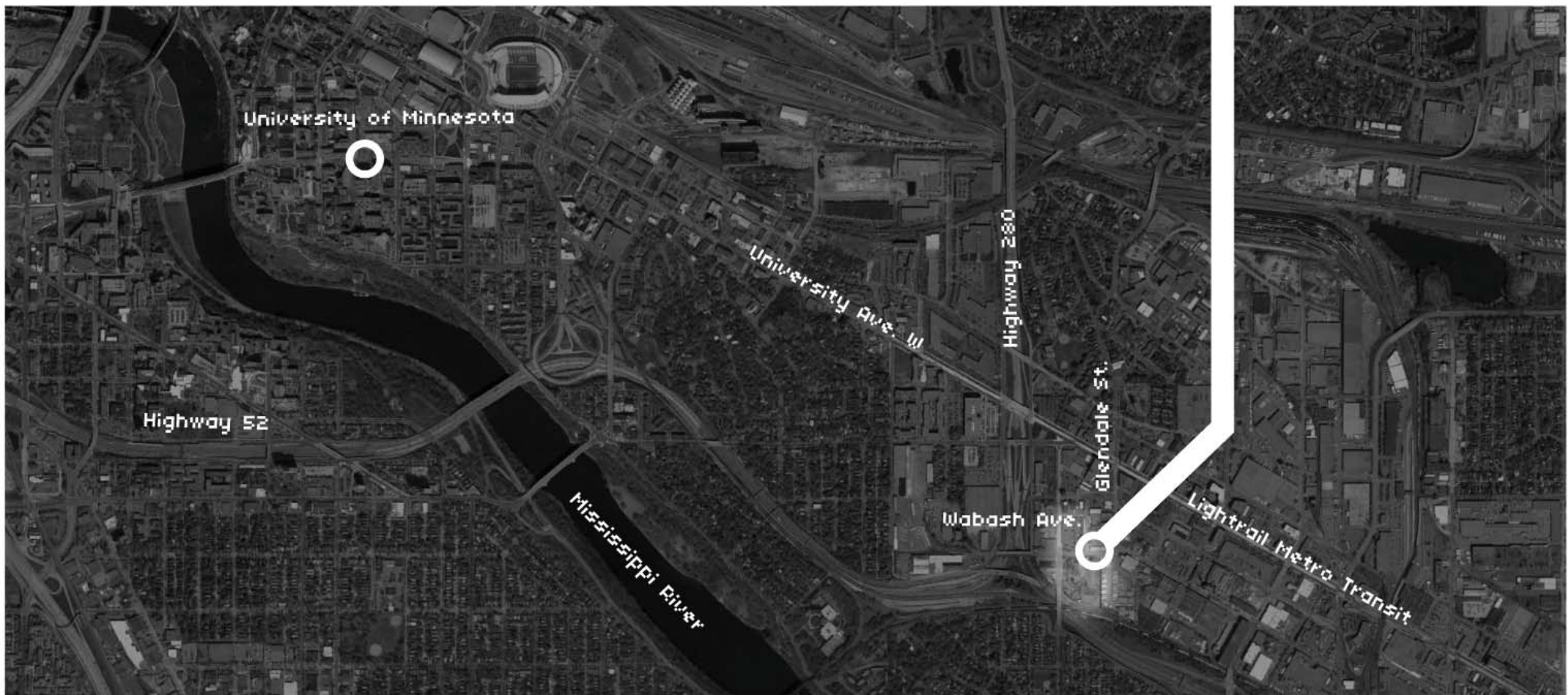
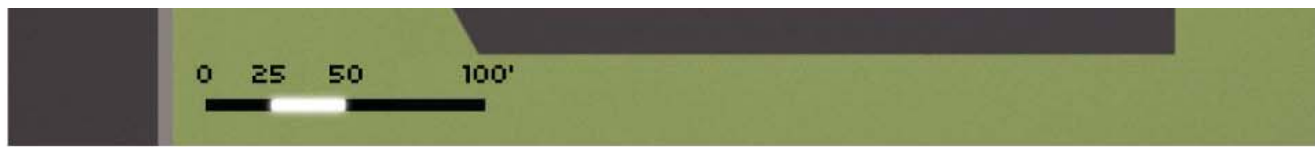
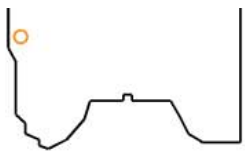
Department of Architecture and Landscape Architecture, 2010
1000 City College Avenue, Spring 2010
David Hargrave
Director, Arts Administration
Virtual Space in a Physical World, September 2010, 1000 City College Avenue

Technical Data
Architect: A
1000 City College Avenue
Spring 2010
David Hargrave
Director, Arts Administration



Balthus Centre for Visual Arts (11)



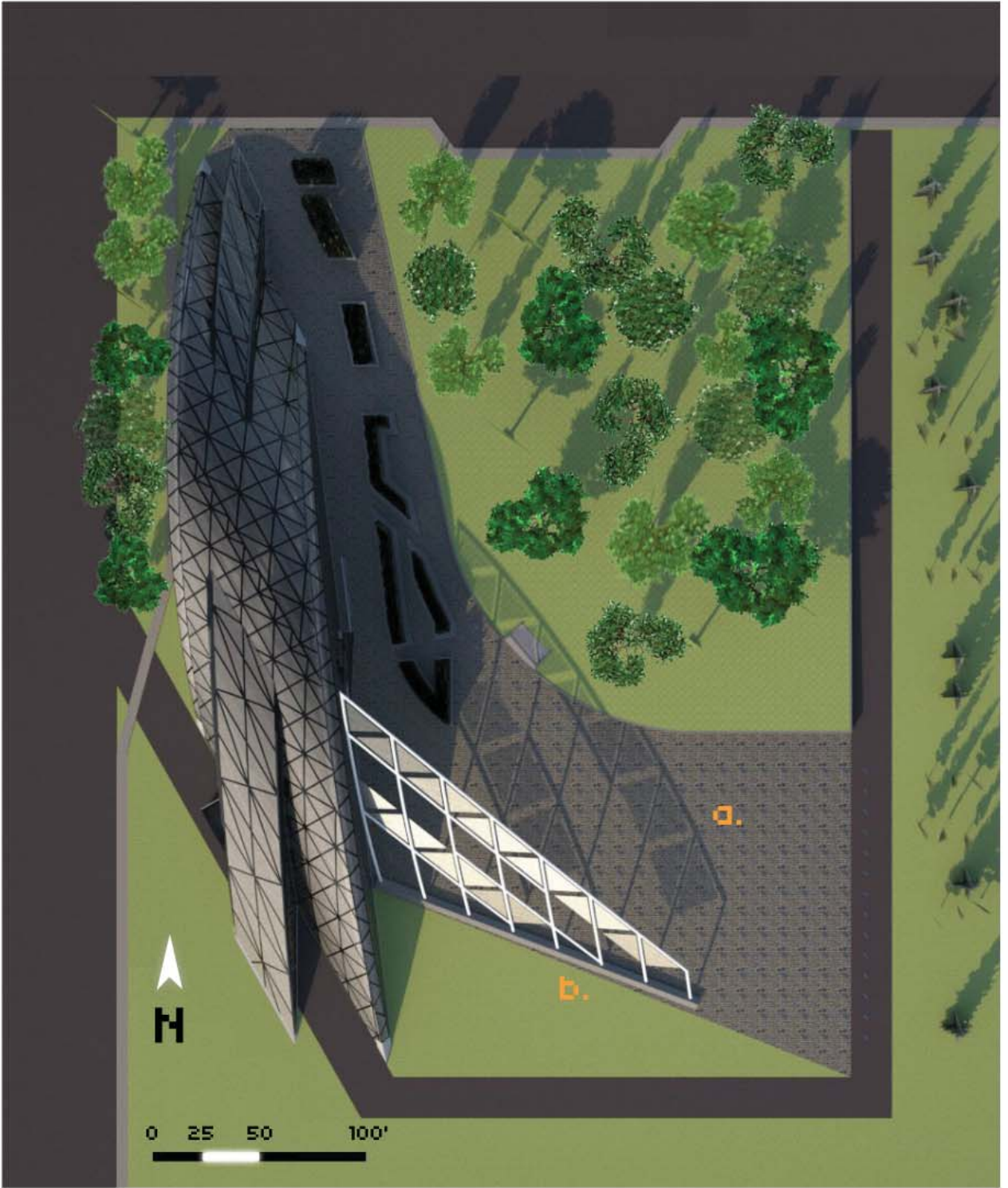
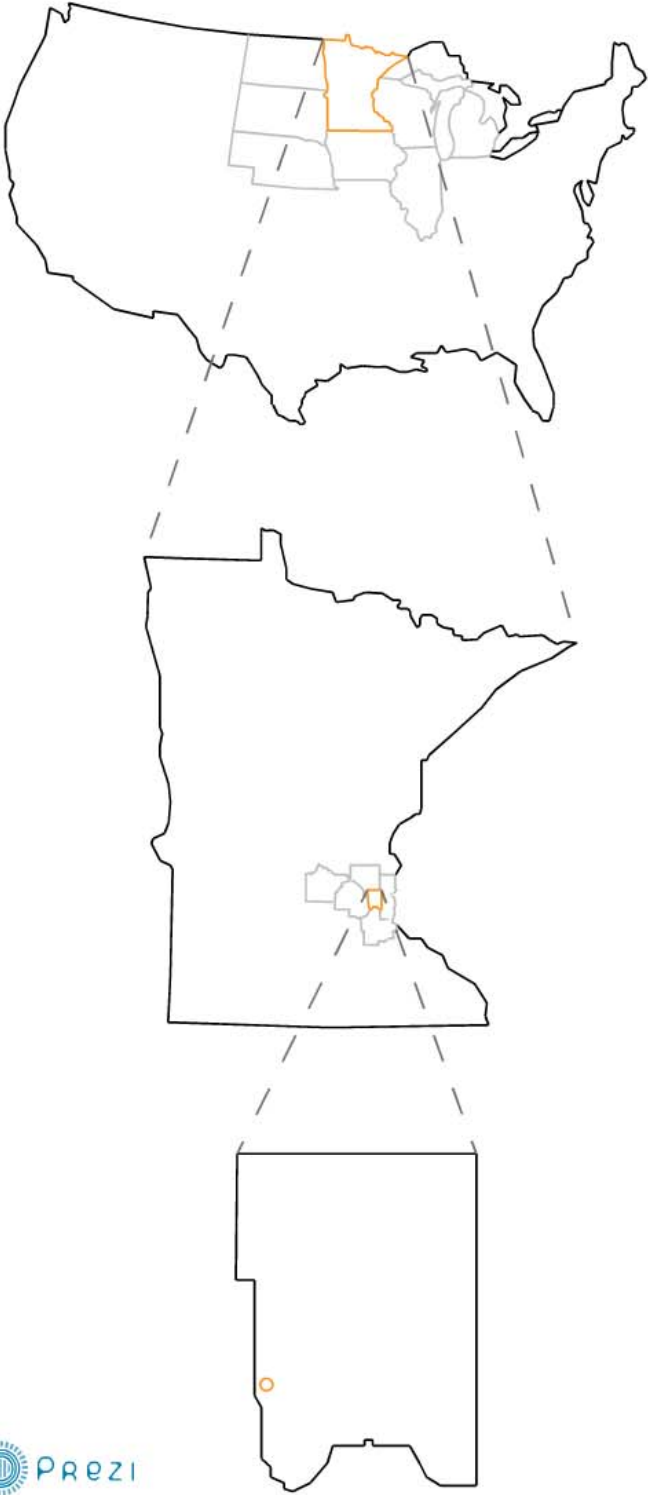


Department of Architecture and Landscape Architecture, NDSU

ARCH 772, Design Thesis, Spring 2013

 Prezi
Devin Krugerud

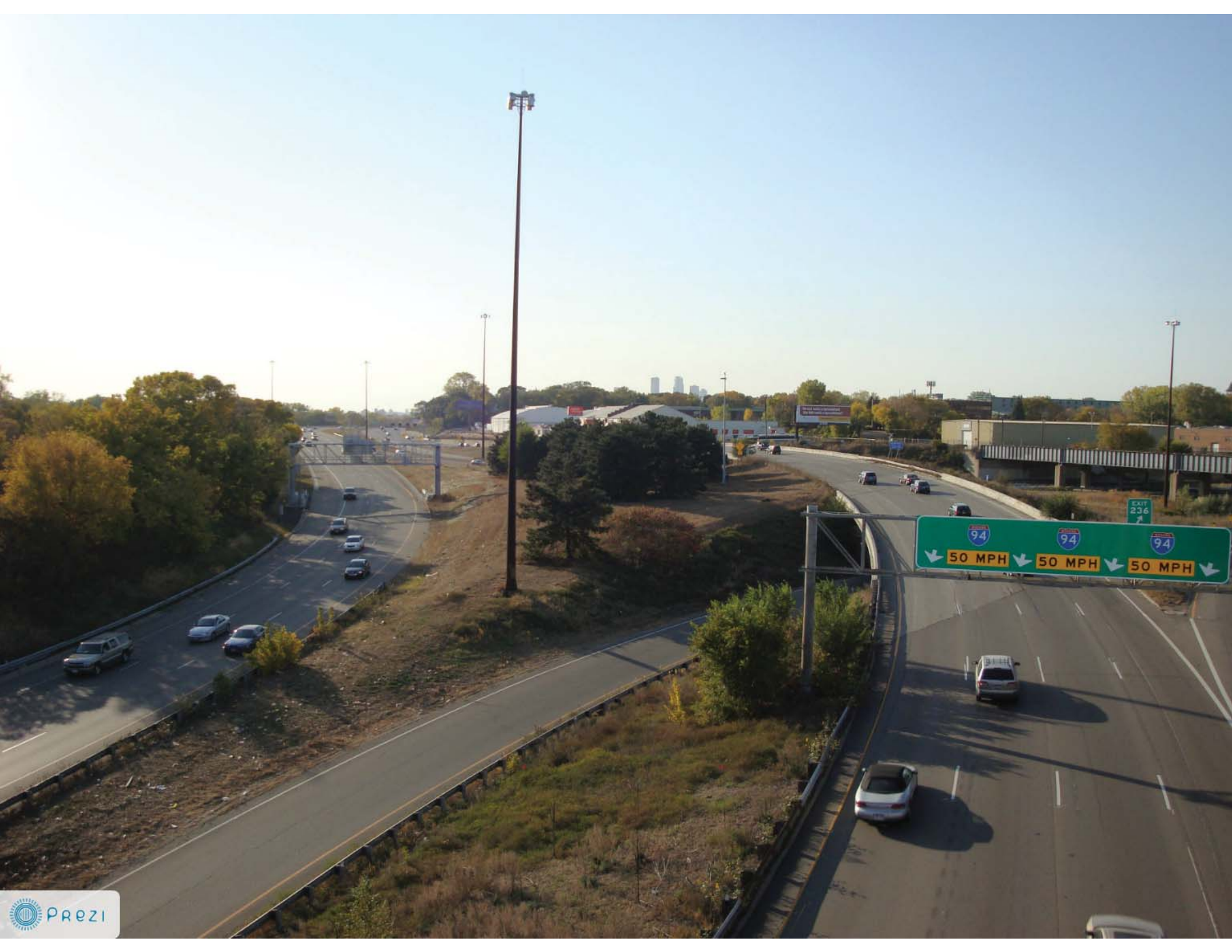
Software Used:
Sketchup 8,
Maxwell Render,
Adobe CS5.







Con-way









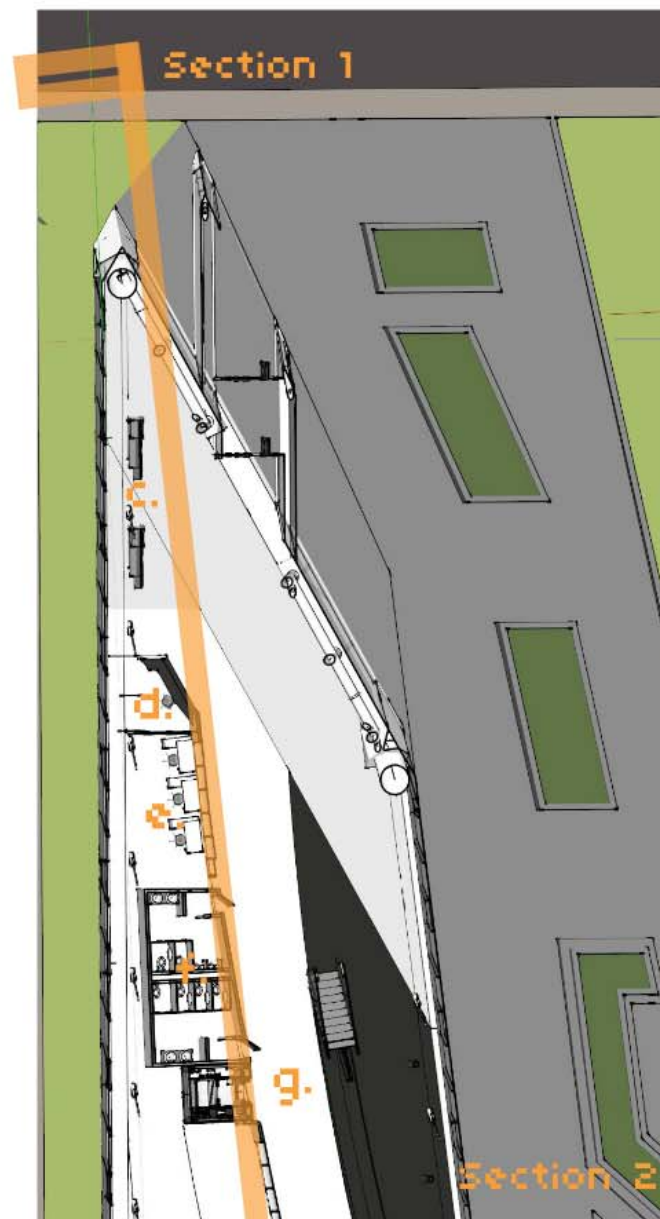


Site

- a. geothermal well field
- b. shading device

Level 1

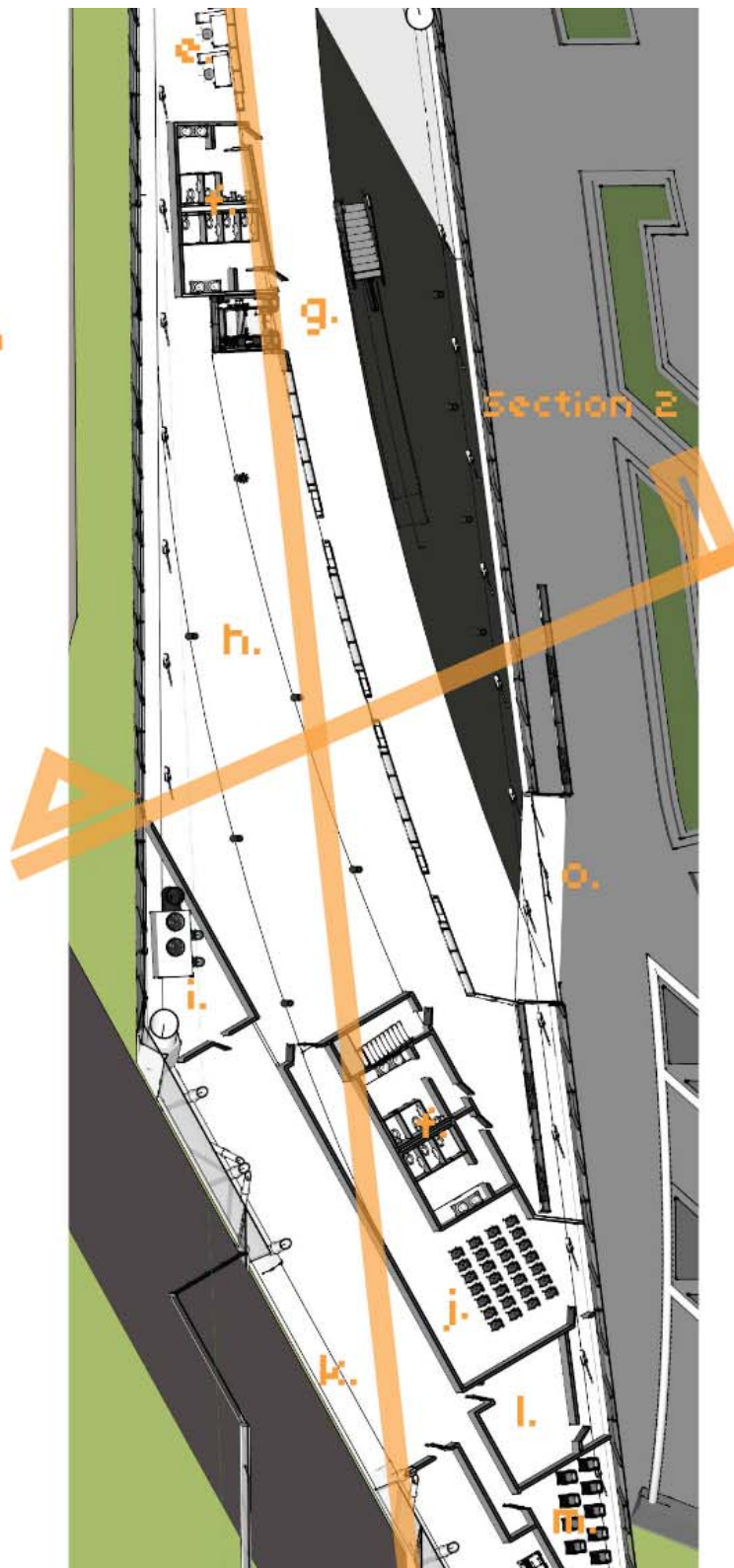
- c. lounge
- d. reception
- e. administration
- f. toilets
- g. elevator
- h. exposition space
- i. HVAC exhaust
- j. presentation space
- k. loading area
- l. storage
- m. server room
- n. HVAC intake/pump room
- o. movable partition to courtyard



Level 2

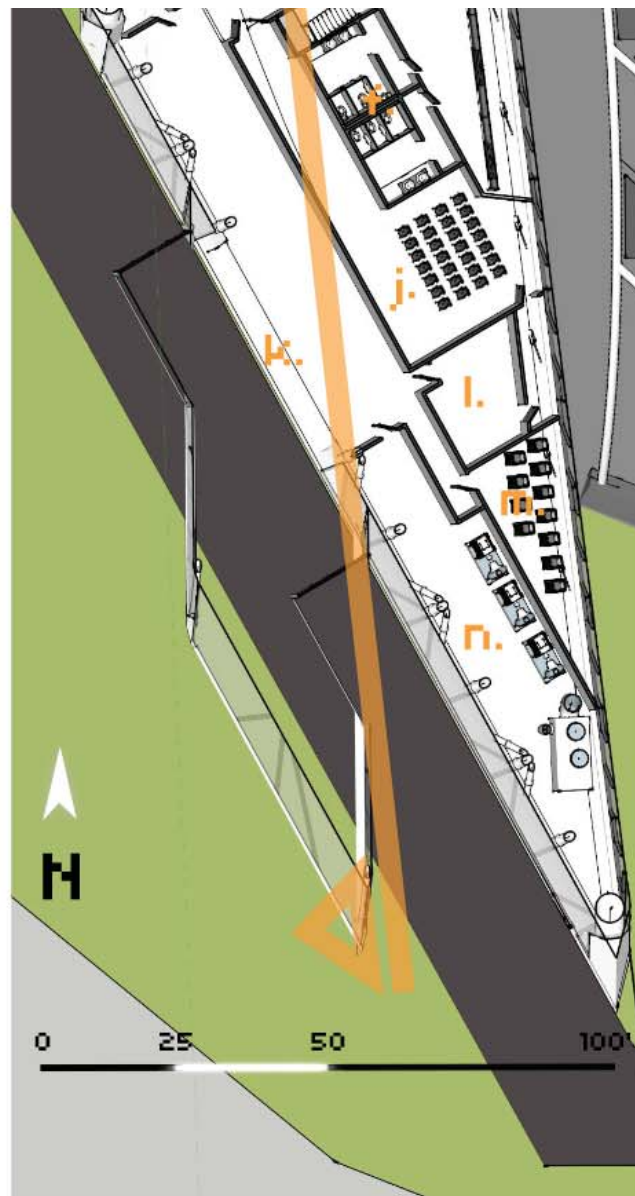
- p. computer lab
- q. bar/cafe
- r. kitchen

- h. office space
- k. loading area
- l. storage
- m. server room
- n. HVAC intake/
pump room
- o. movable partition
to courtyard





Software Used:
Sketchup 8,
V-Ray Render,
Adobe CS5,
Google Earth
Library Used:
Warehouse

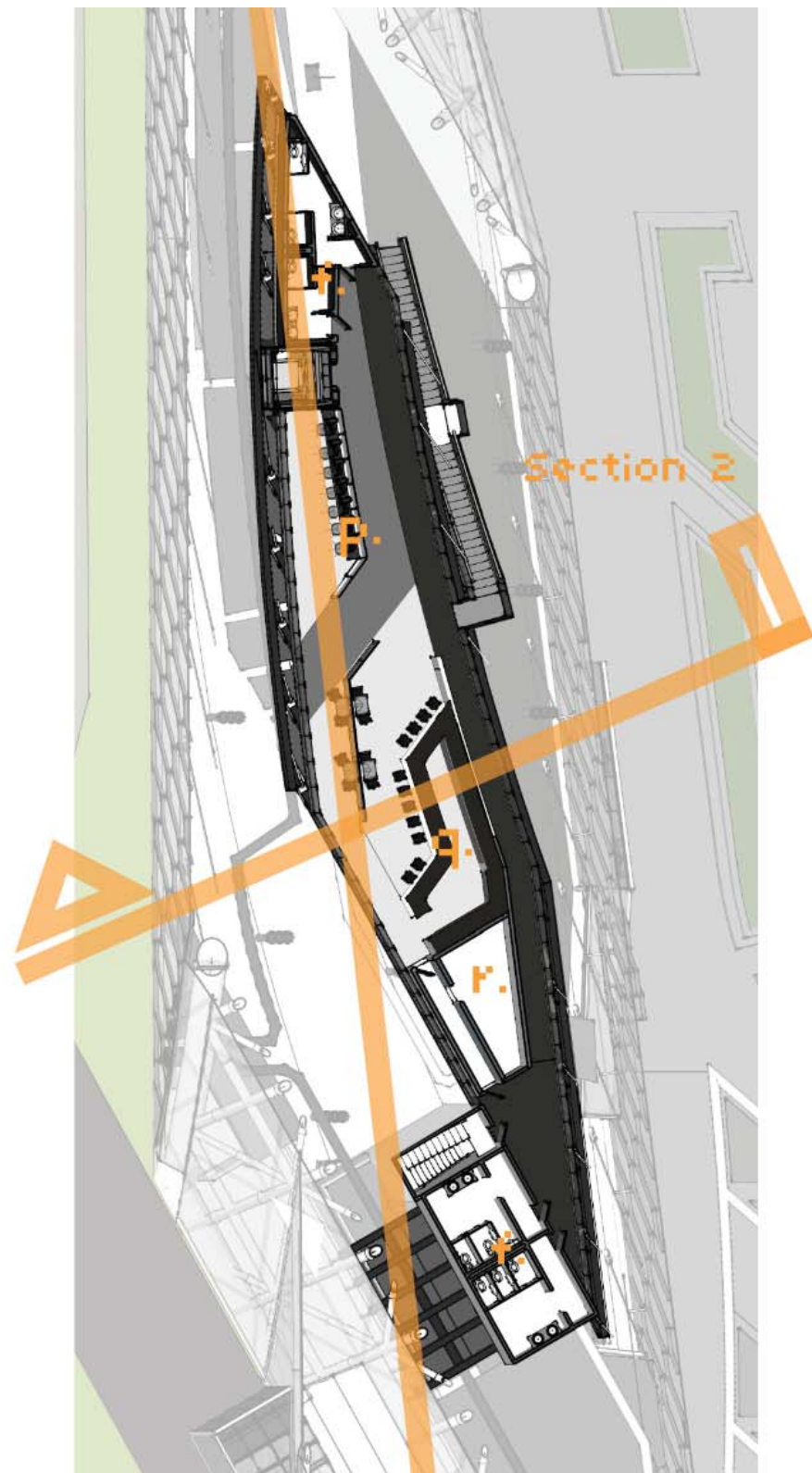


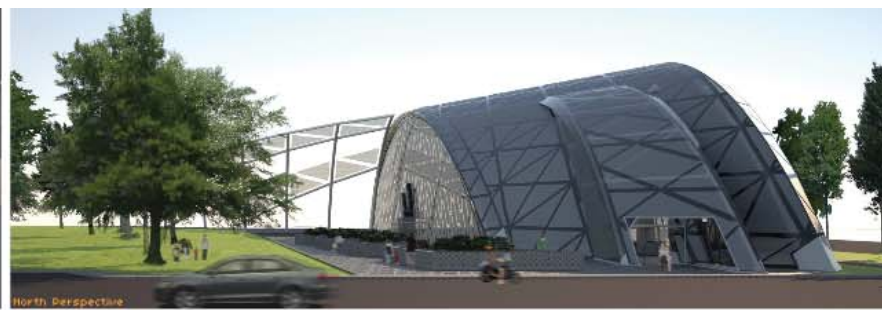
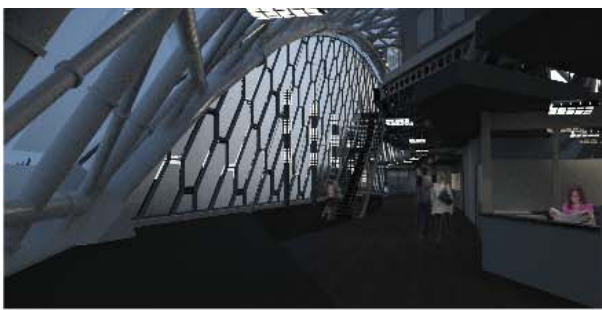
Level 1

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North Perspective



Intake



Level 2 Lateral Bracing



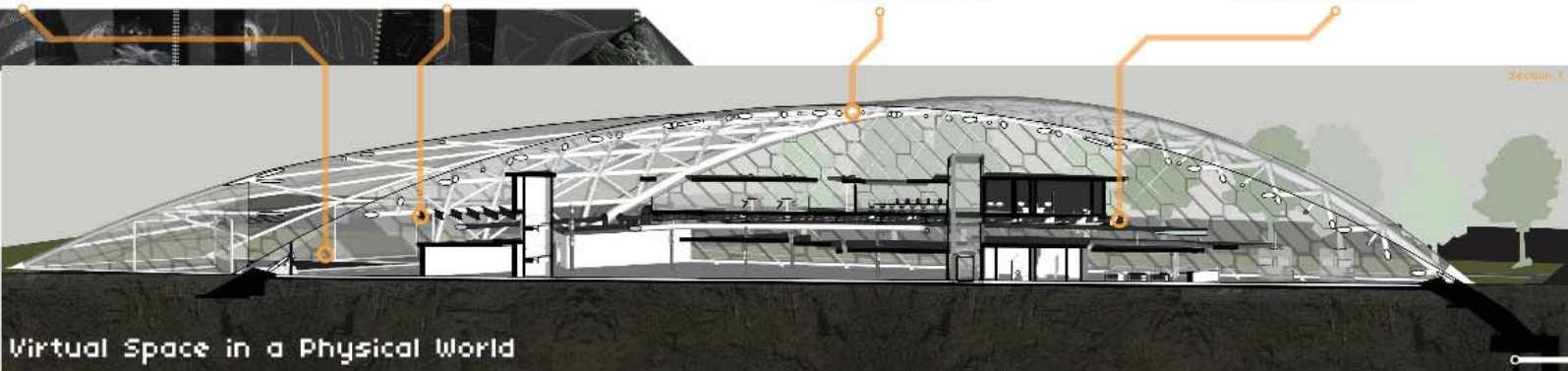
Superstructure Connections



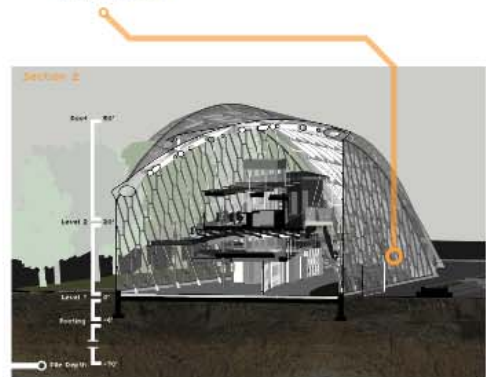
Level 2 Suspension Assembly



Glazing Structure



Virtual Space in a Physical World



Section 1

Section 2



- Site
 - 1. Subterranean walk walk
 - 2. Parking garage
- Level 1
 - 1. Lobby
 - 2. Reception
 - 3. Administration
 - 4. Auditorium
 - 5. Exhibition space
 - 6. Public entrance
 - 7. Projection room
- Level 2
 - 1. Reading area
 - 2. Storage
 - 3. Service entry
 - 4. Main entrance
 - 5. Pump room
 - 6. Service partitions
 - 7. Courtyard



Section 1



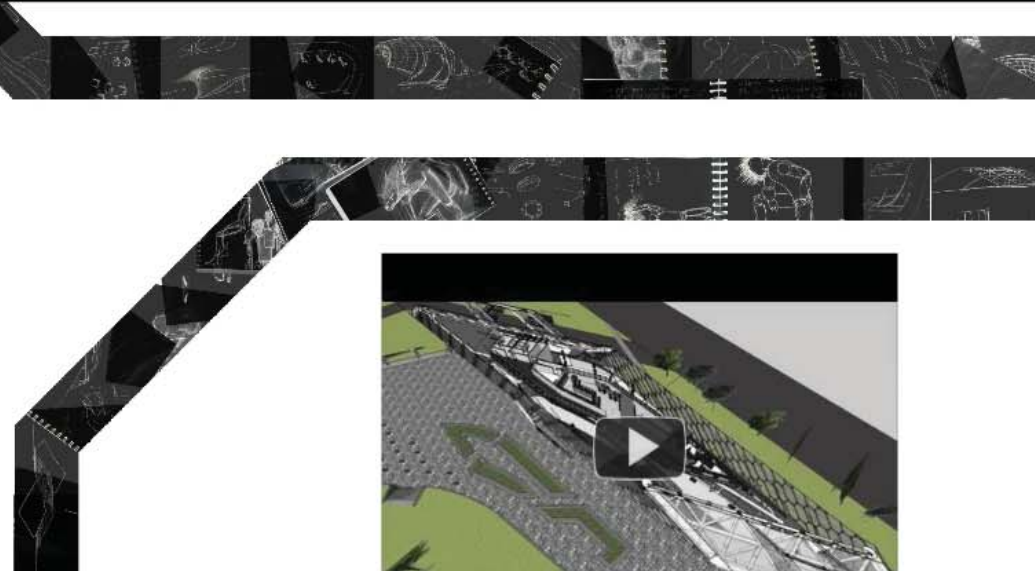
Section 2

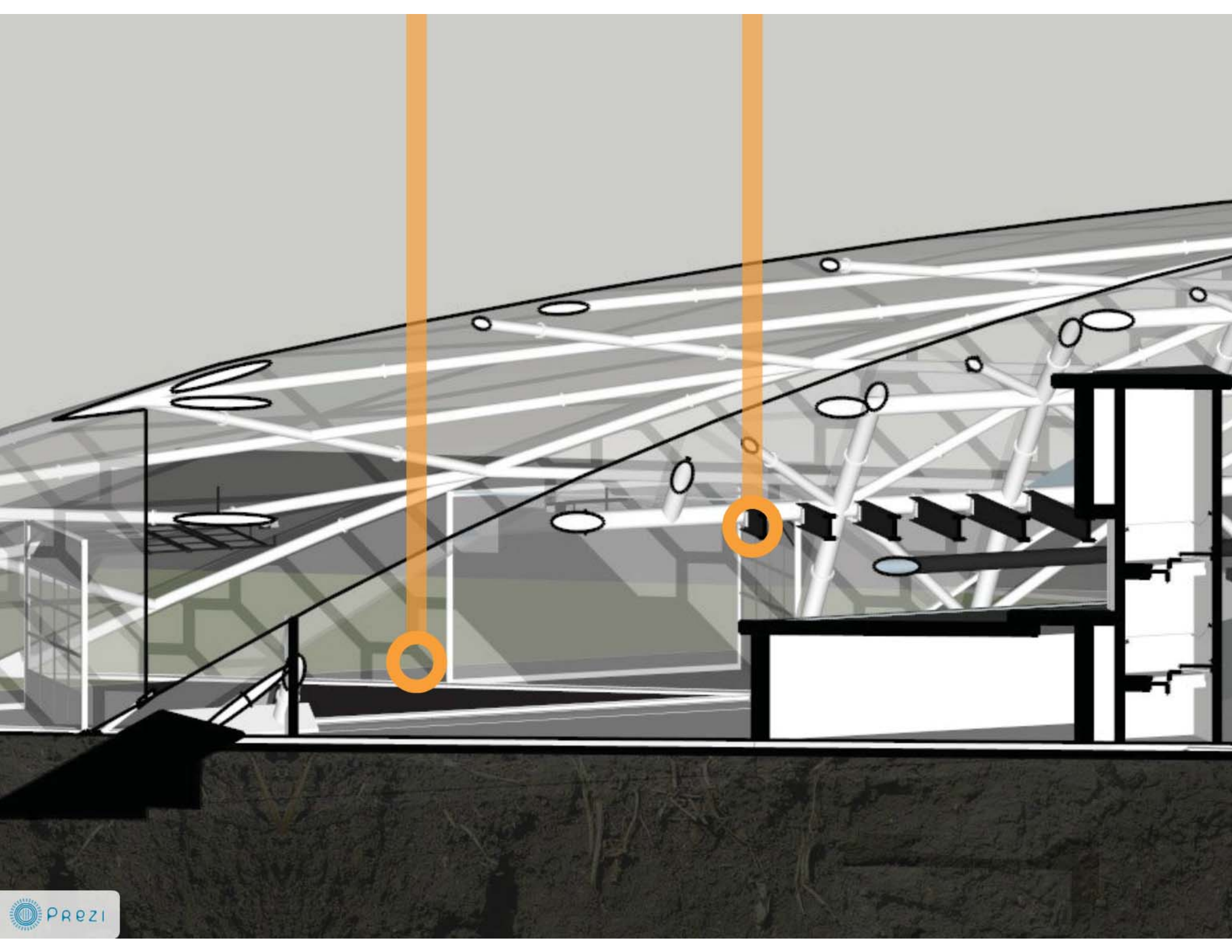
What do we need? What makes us who we are? What does it take to satisfy our oldest desires? For some all it takes is a spark of imagination. Others require something more.

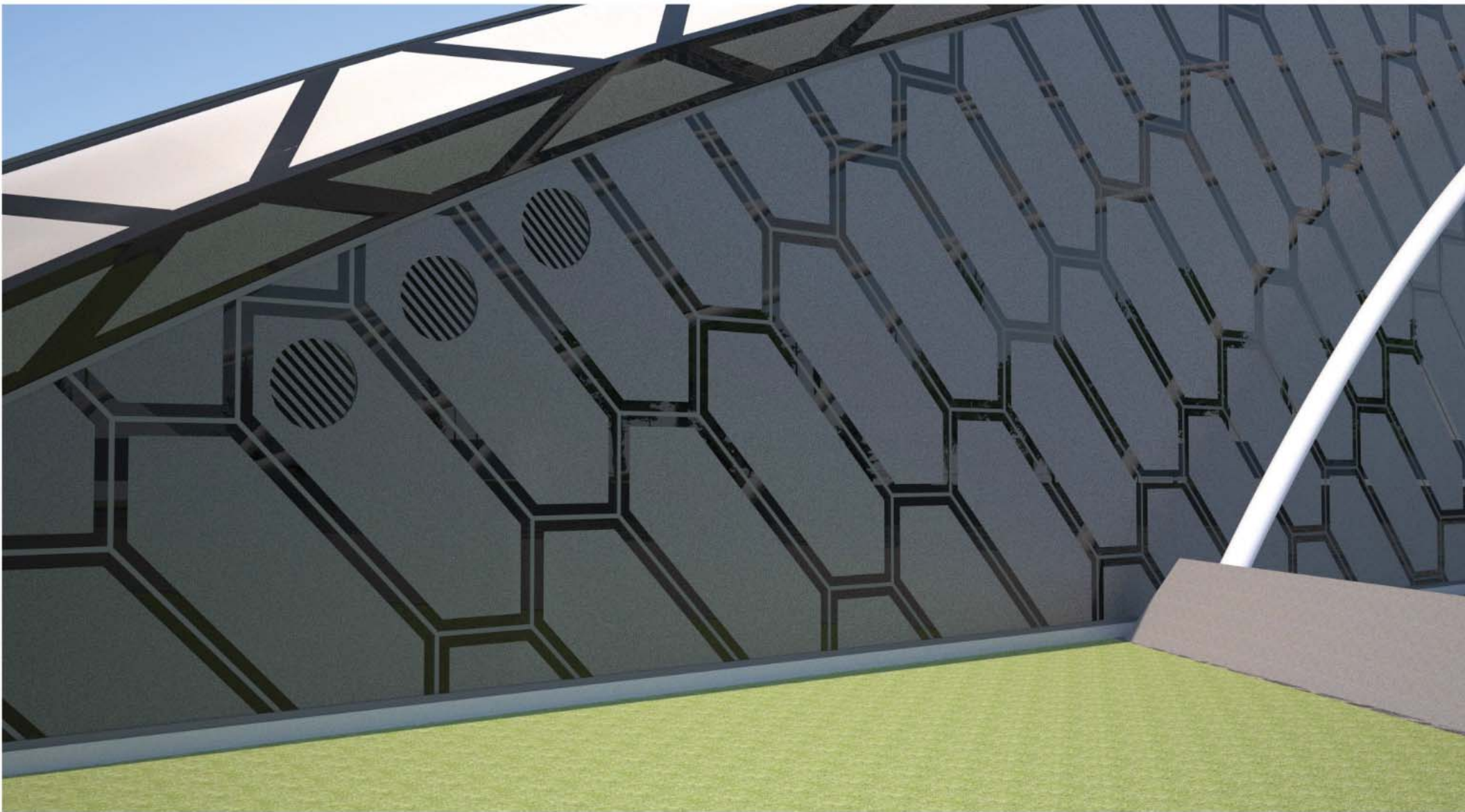
As technology evolves that something more becomes more feasible. In the pioneering realm of a video game anything is possible. Wonder and inspiration are the play things of video game developers.

The small exposition center reflects my exploration of steel, glass, and various techniques of video game design. The building's systems yearn to be understood by any who dare to try.

When video games emerged the field of architecture gained a powerful ally. The expression of ideas became exponentially easier as computer-generated environments became more and more realistic. This brings us back to where we started. Our primal need to express what we feel. We want to be understood. Our ideas will be heard.



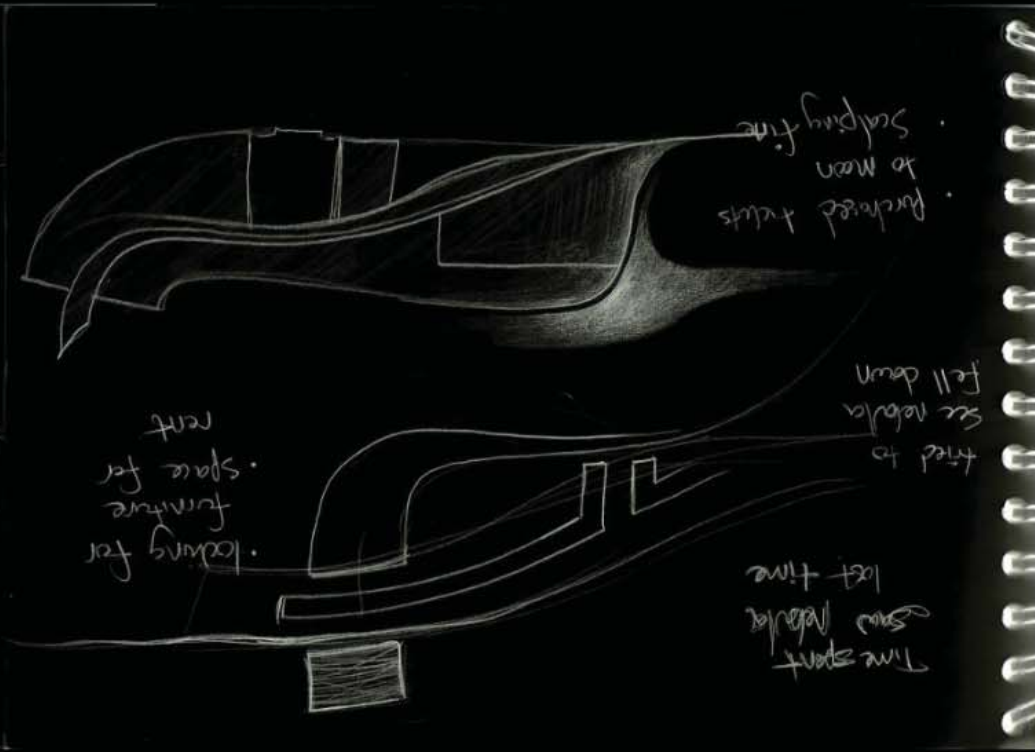
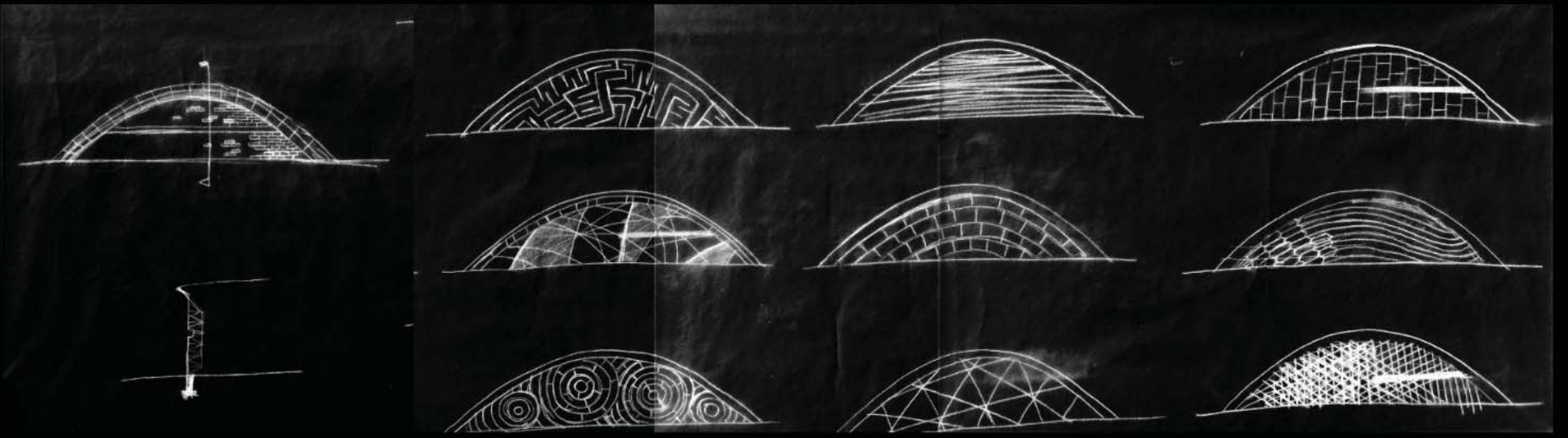




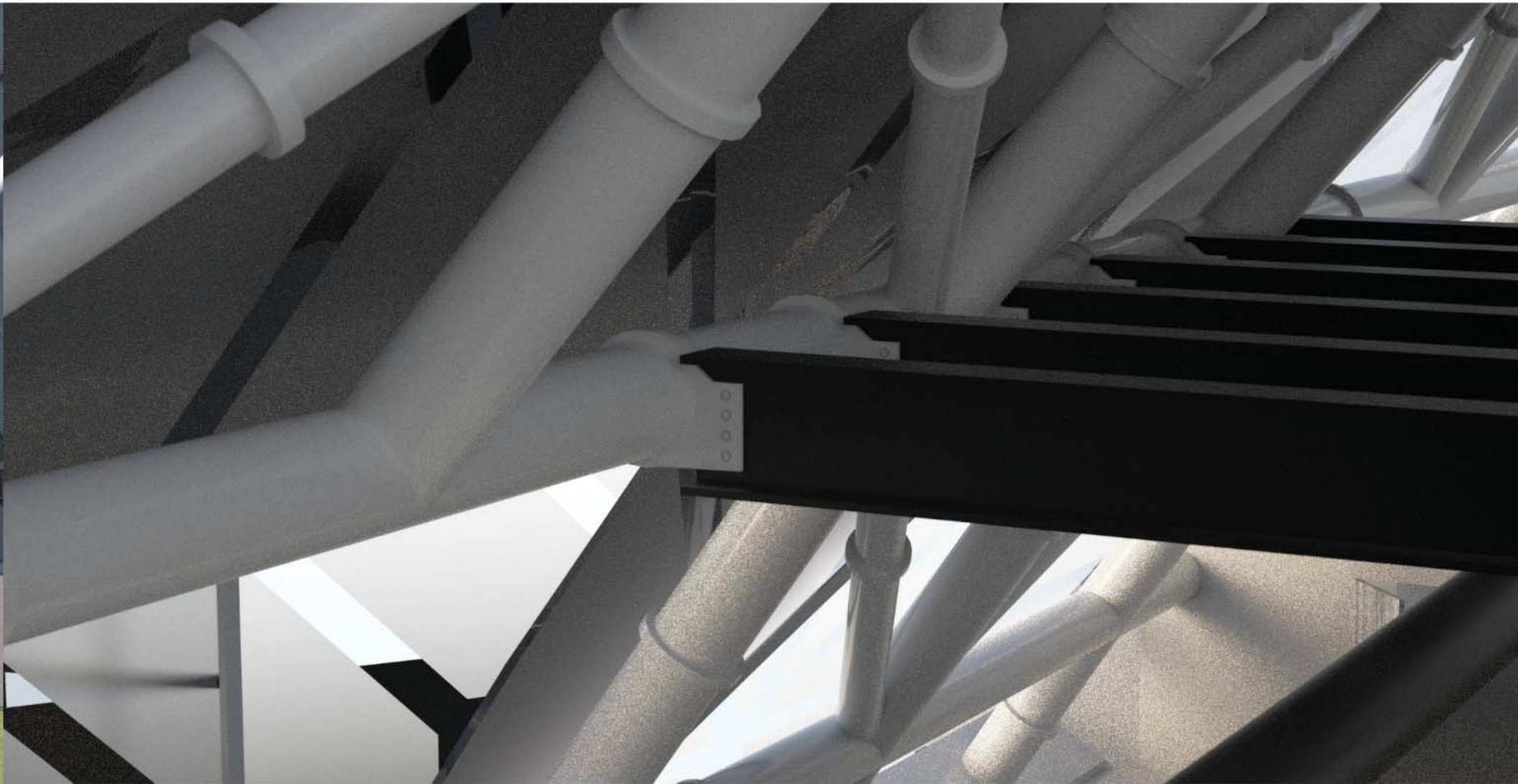
Intake



Sainsbury Centre for Visual Arts (11)

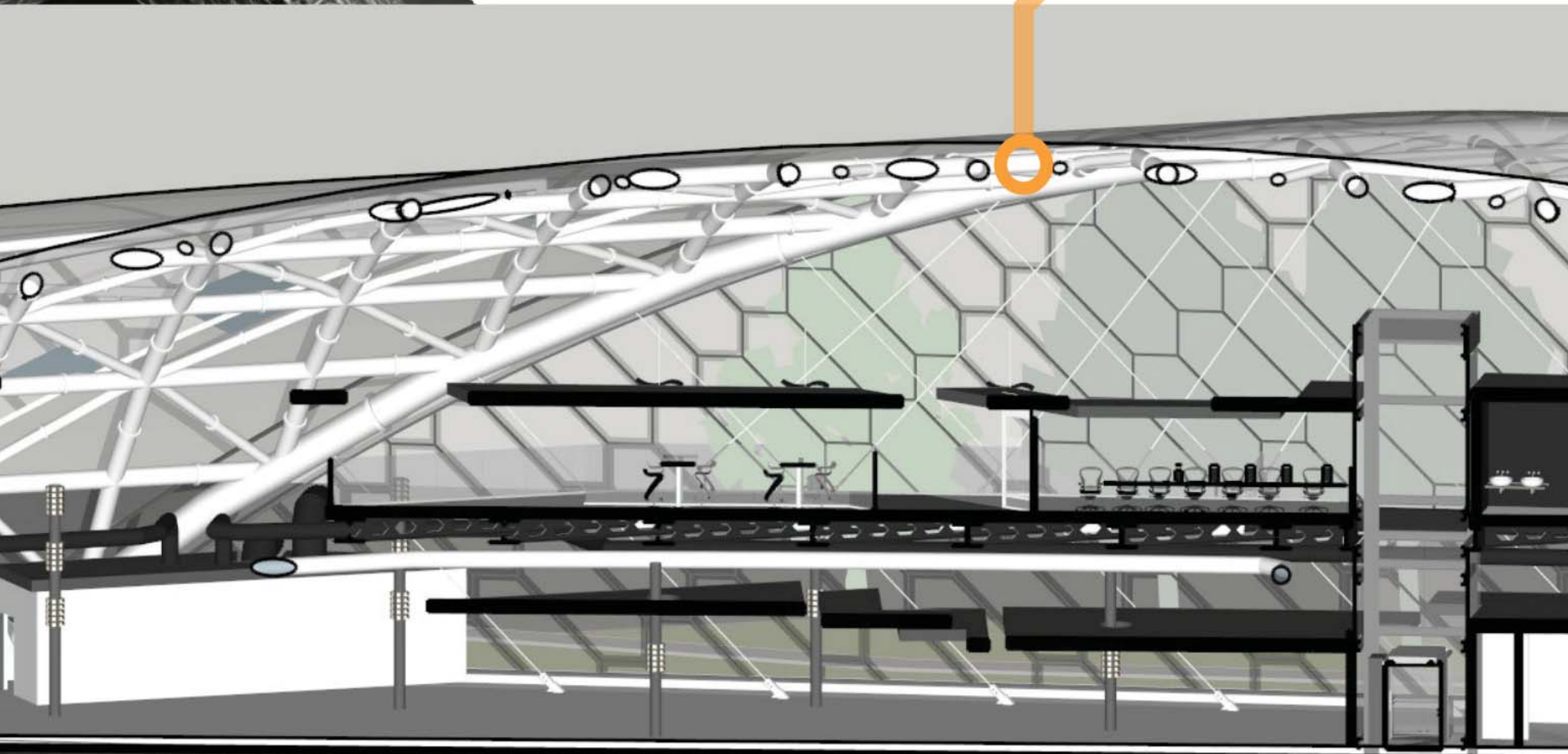


North Perspective



Level 2 Lateral Bracing

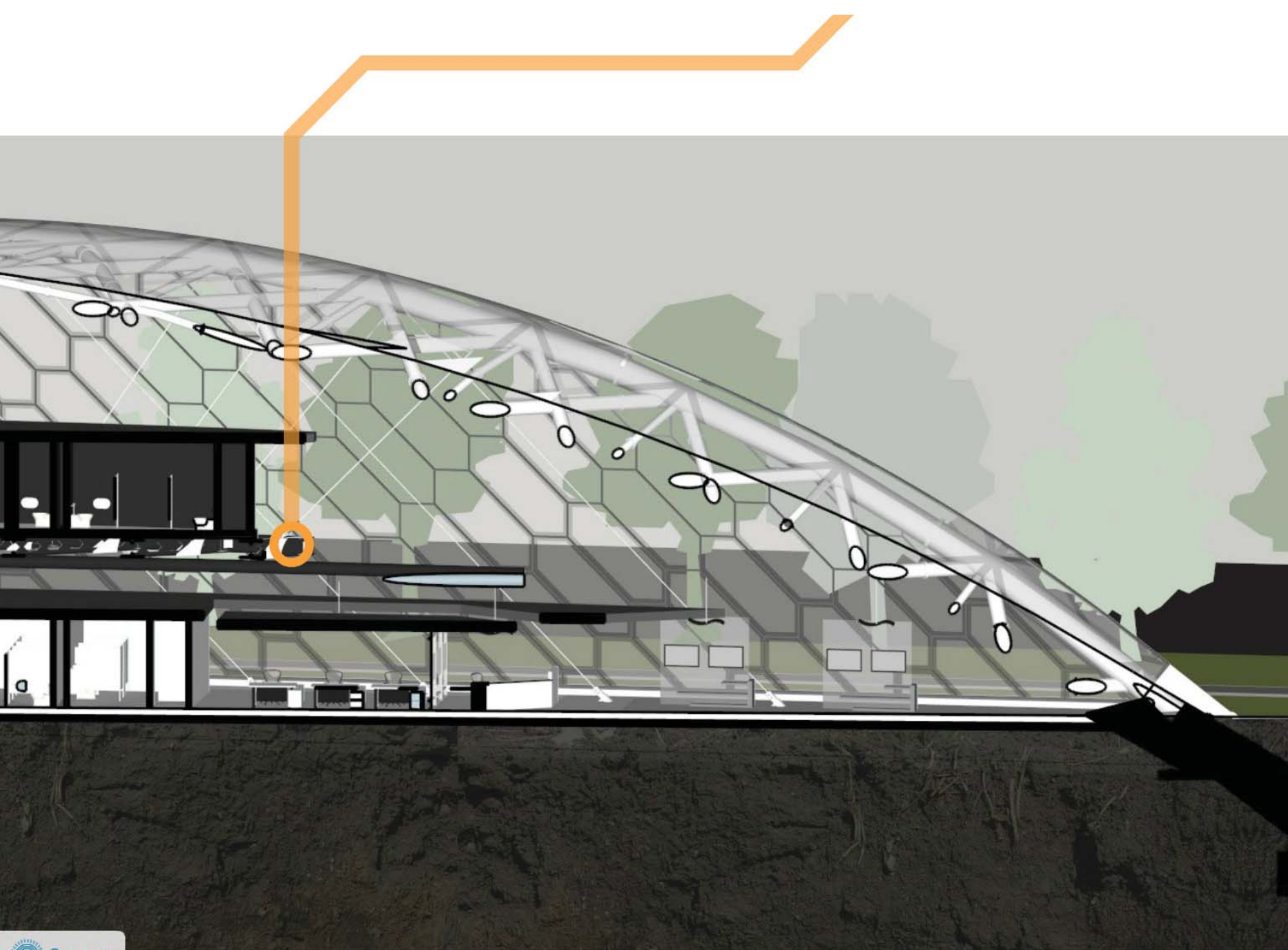


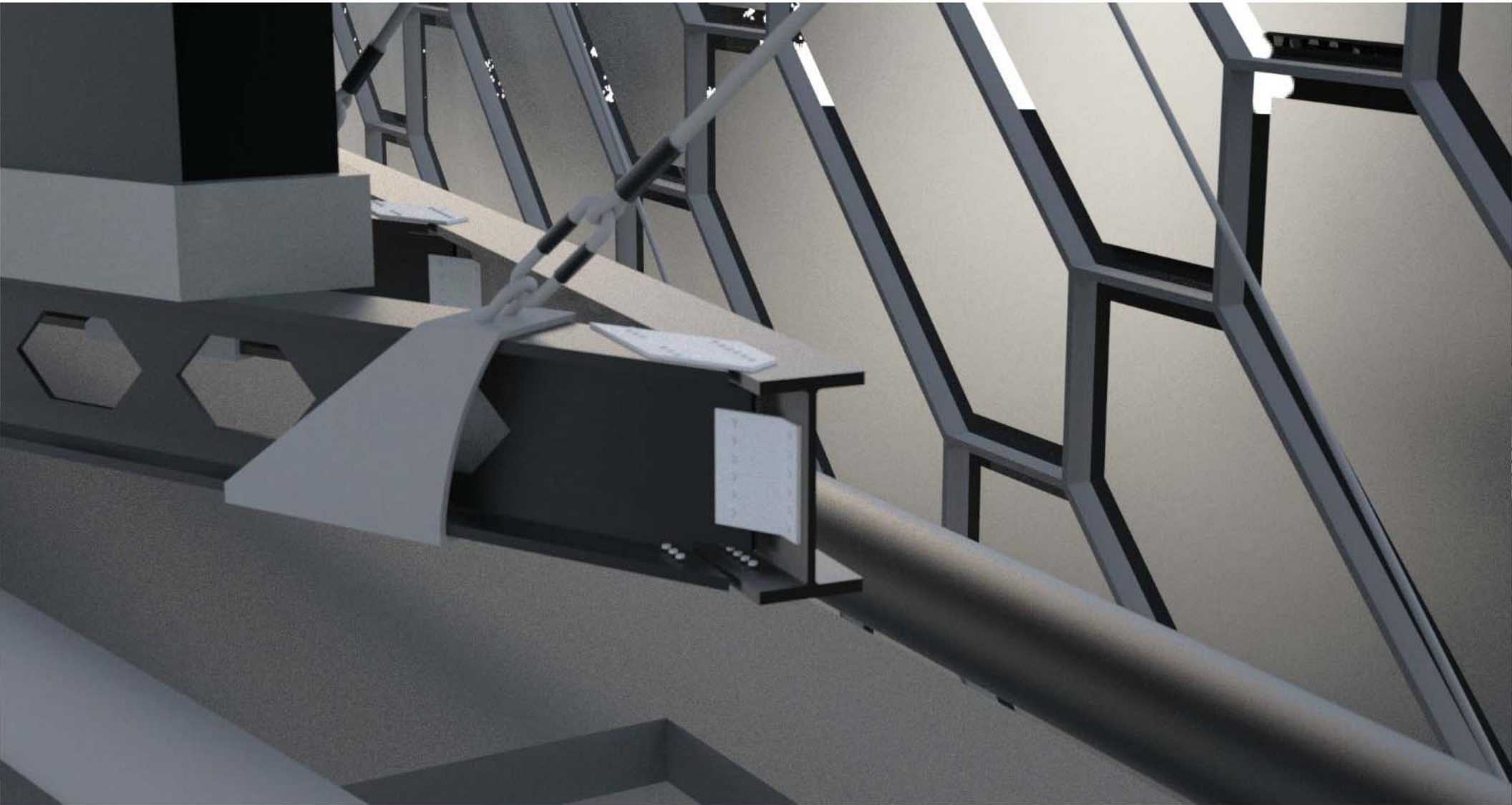




Superstructure Connections



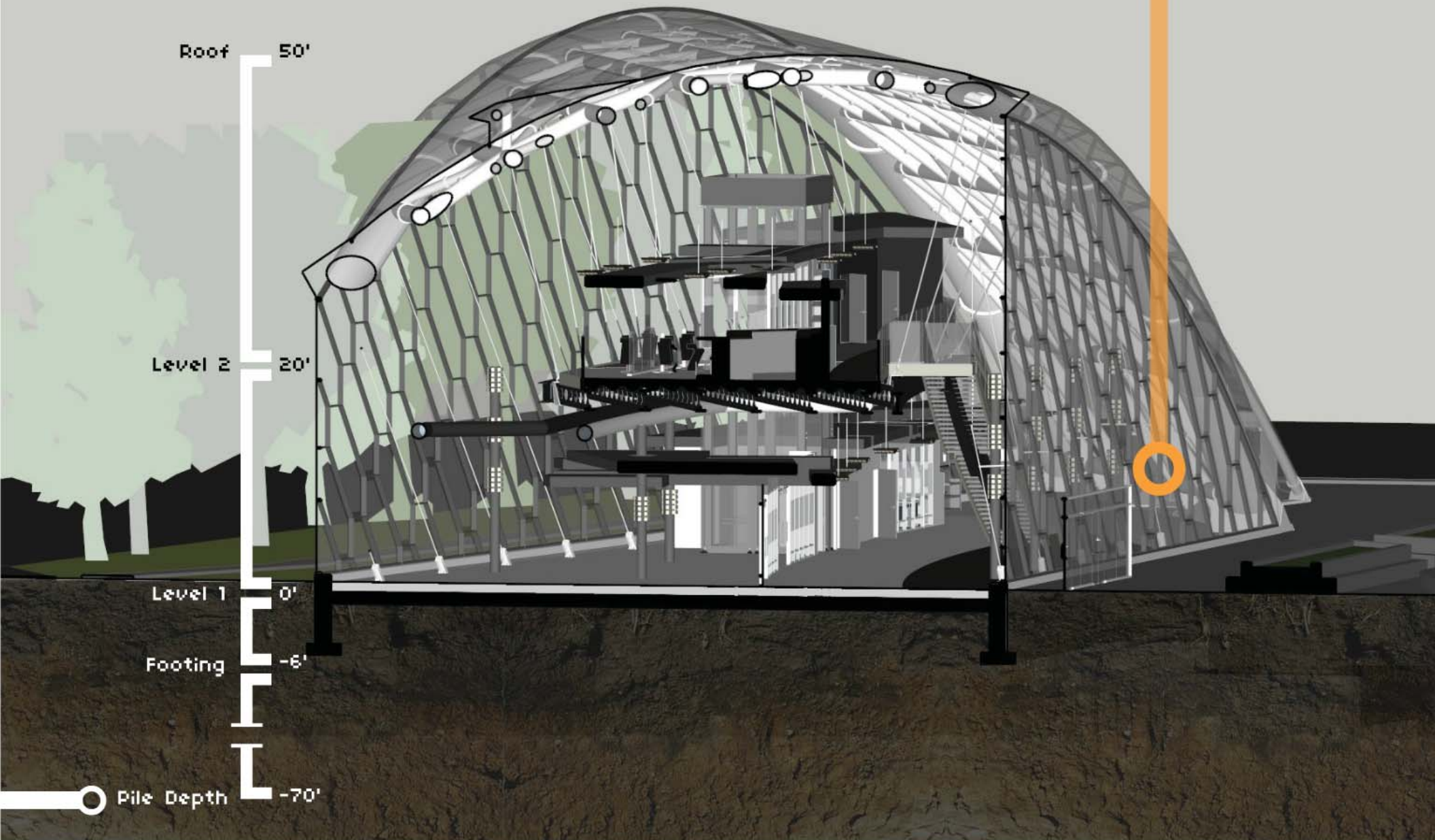


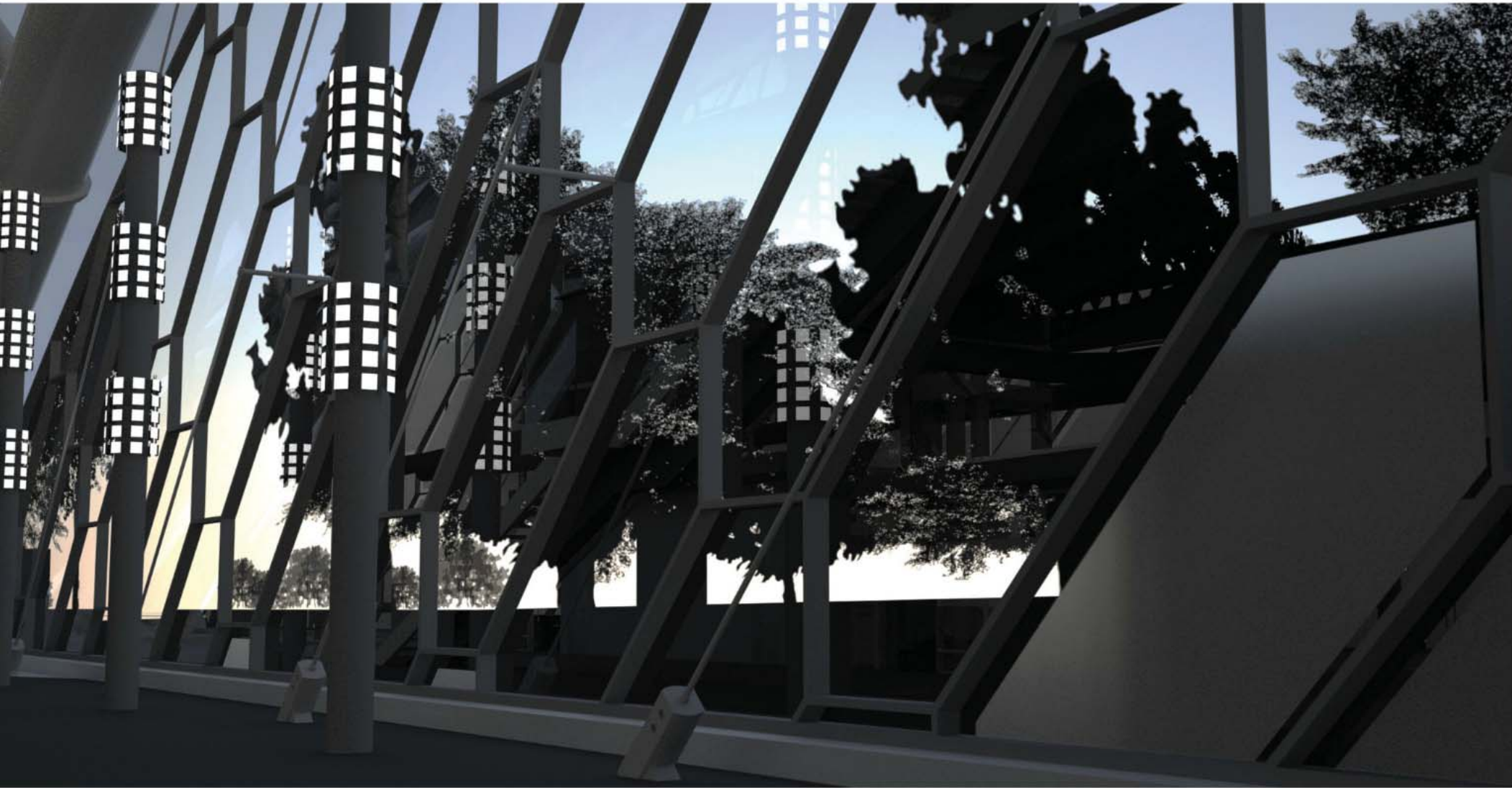


Level 2 Suspension Assembly



Section 2

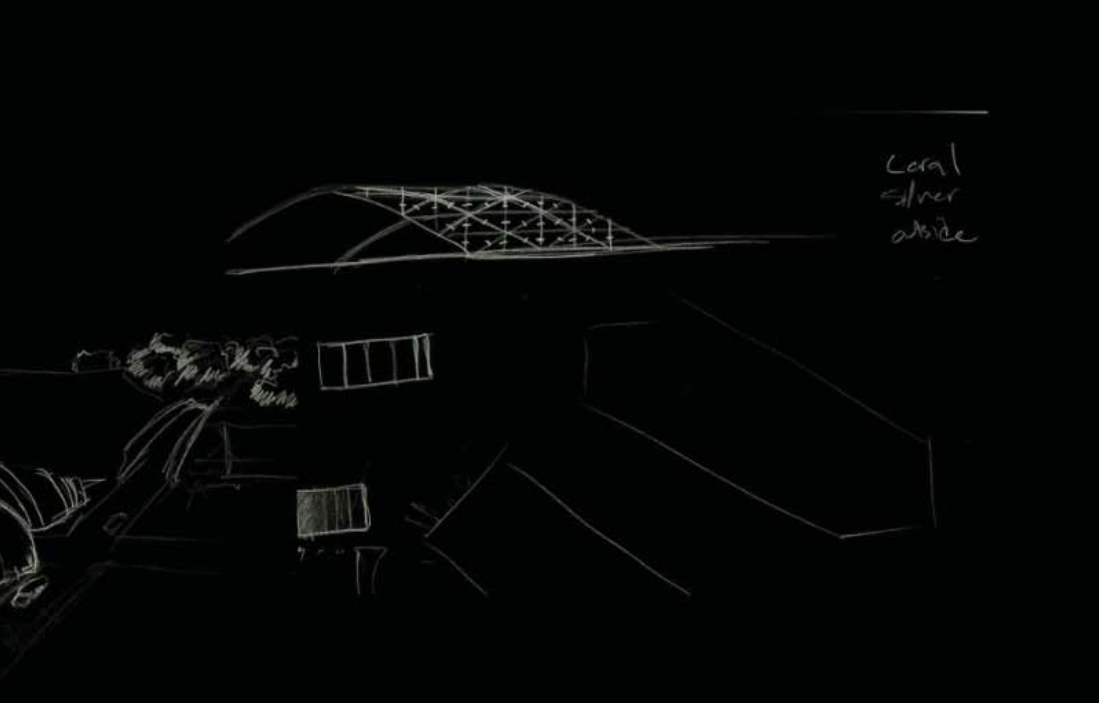
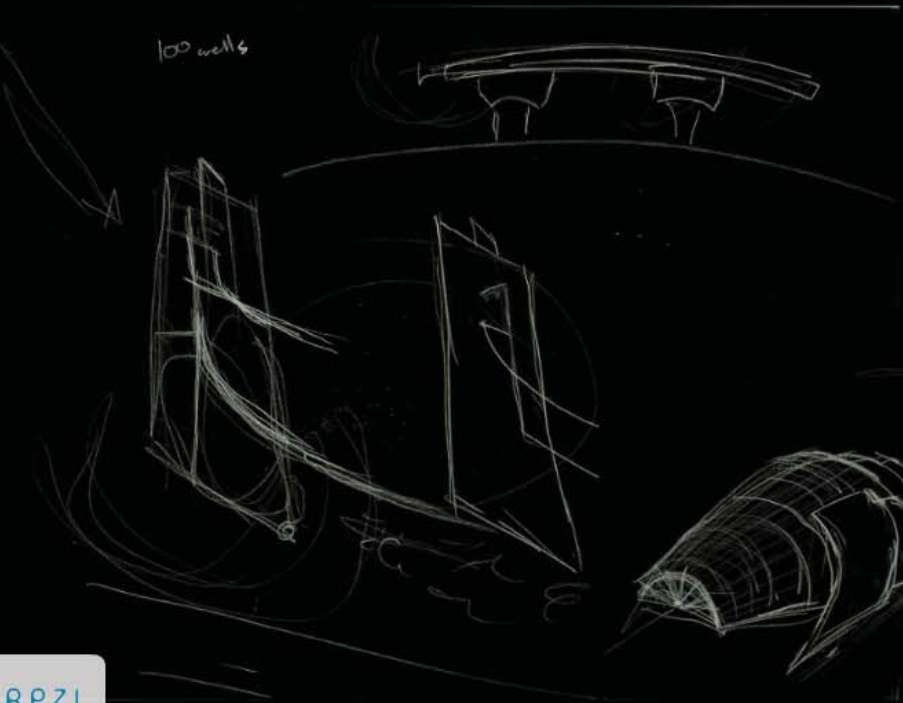
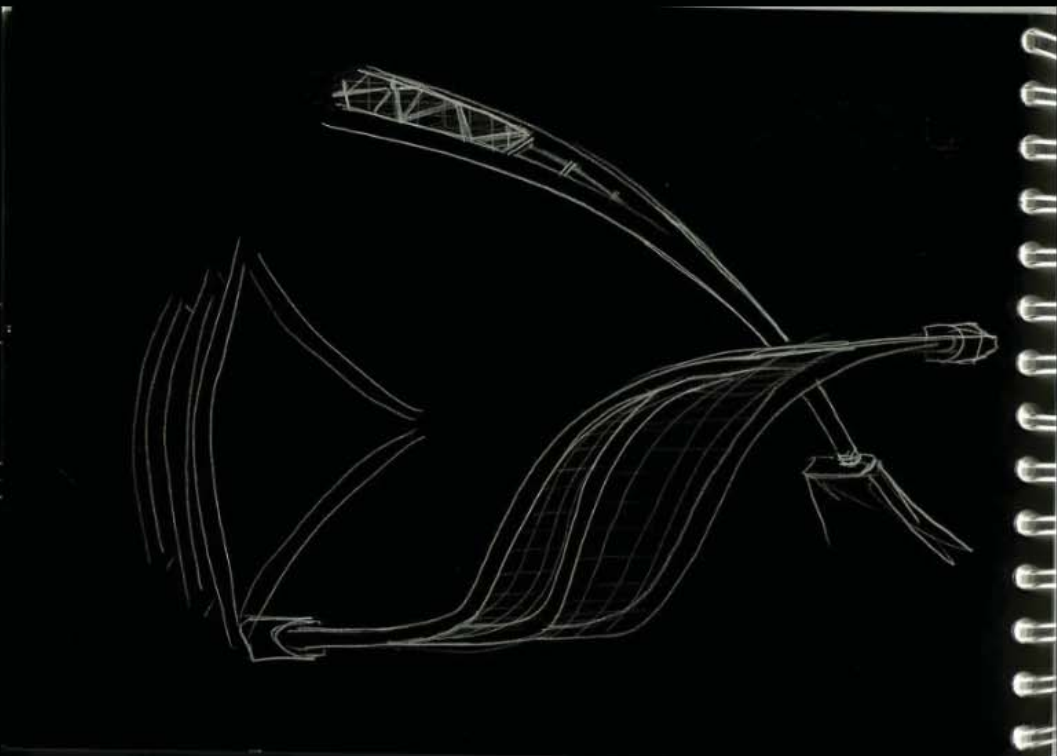
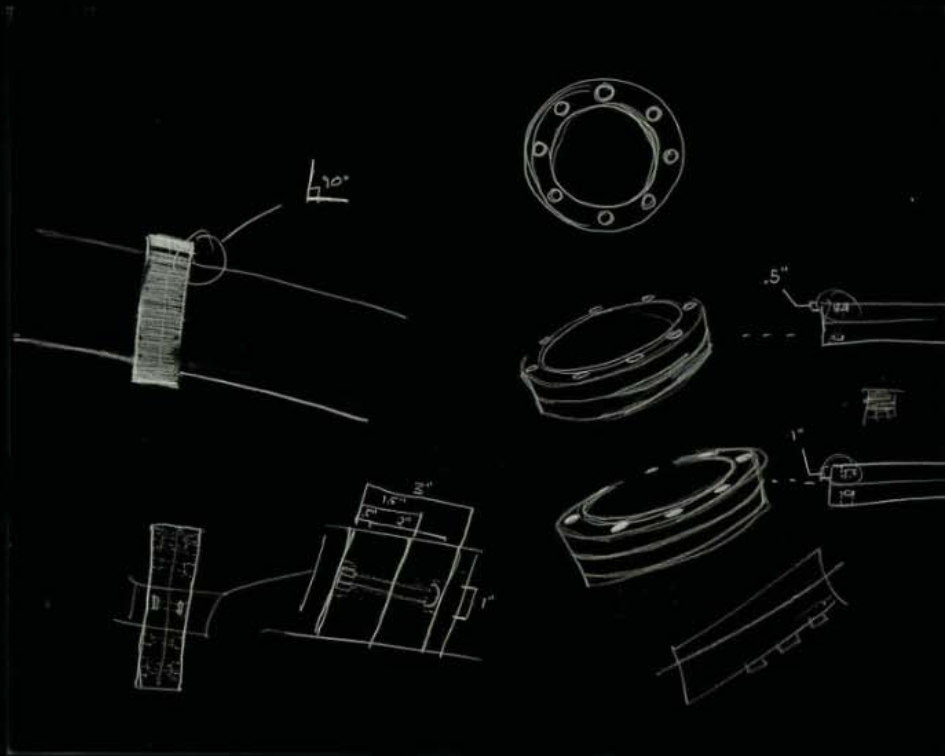


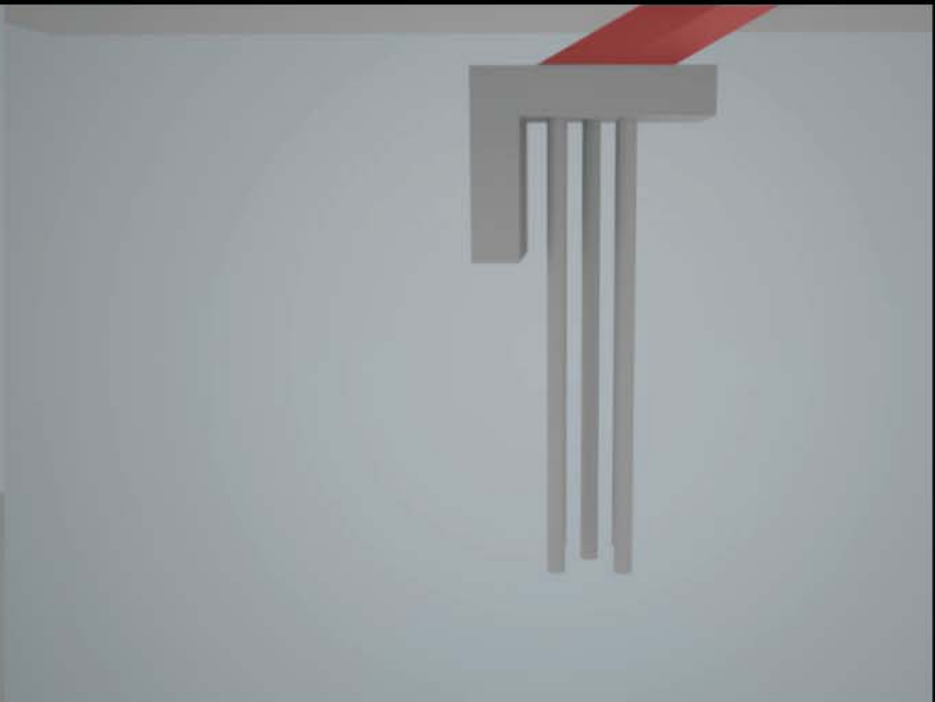
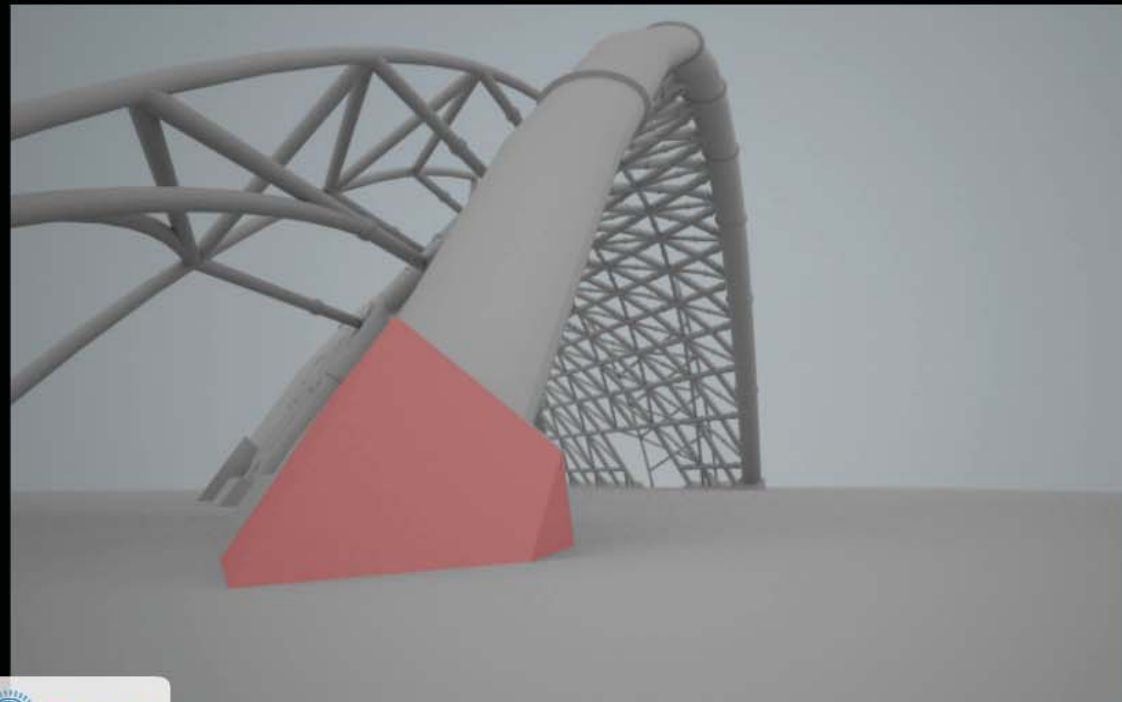
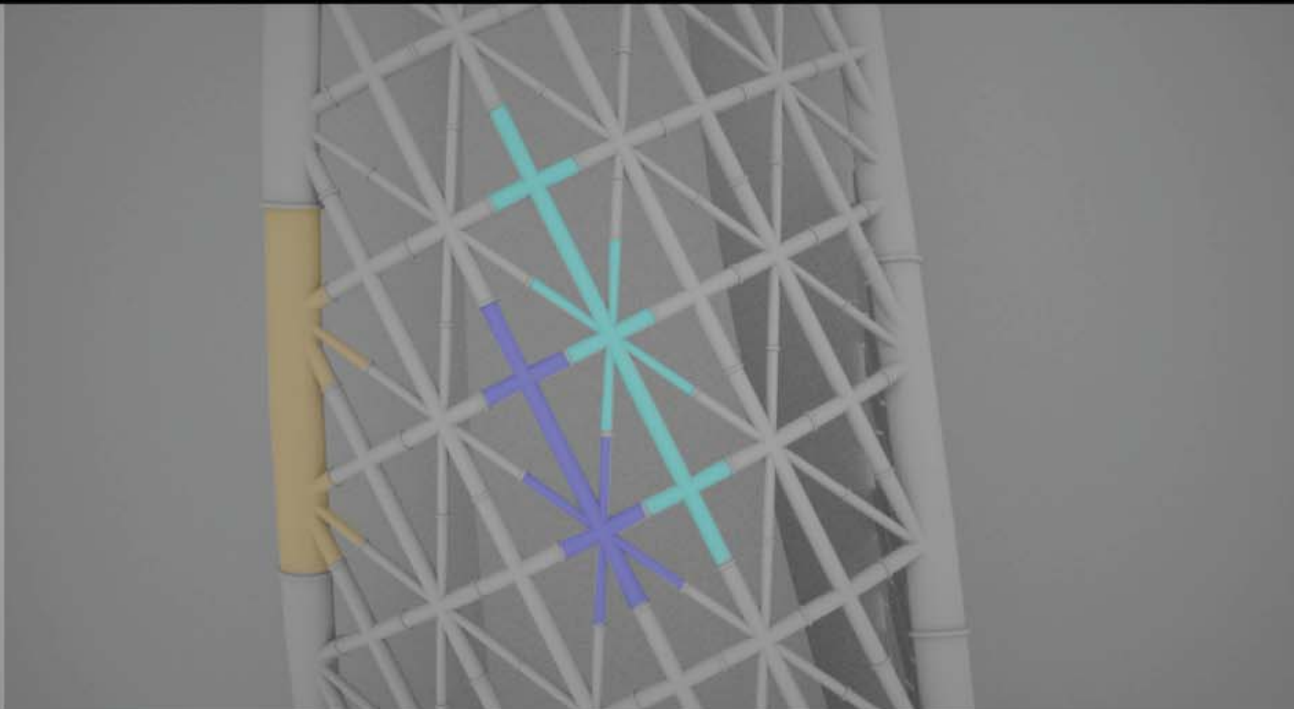
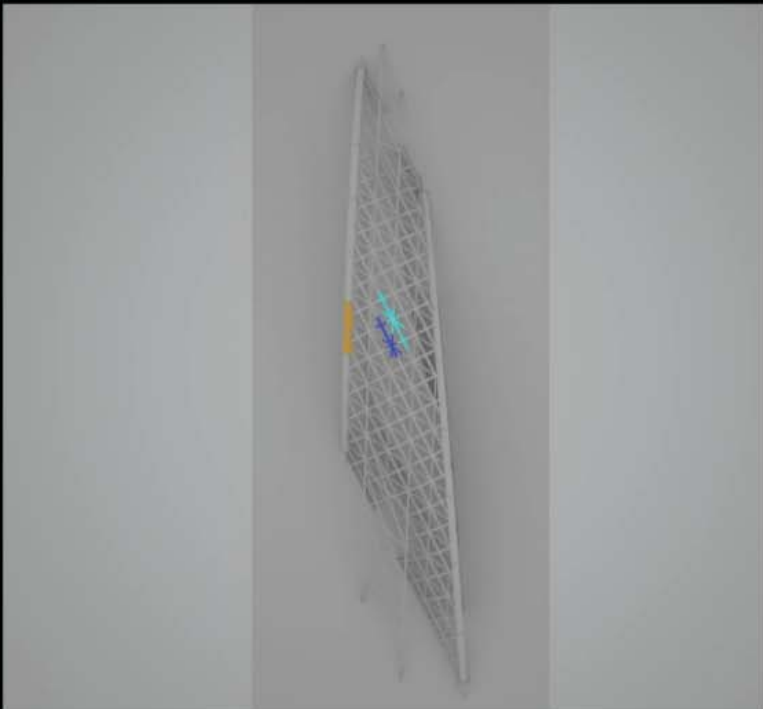


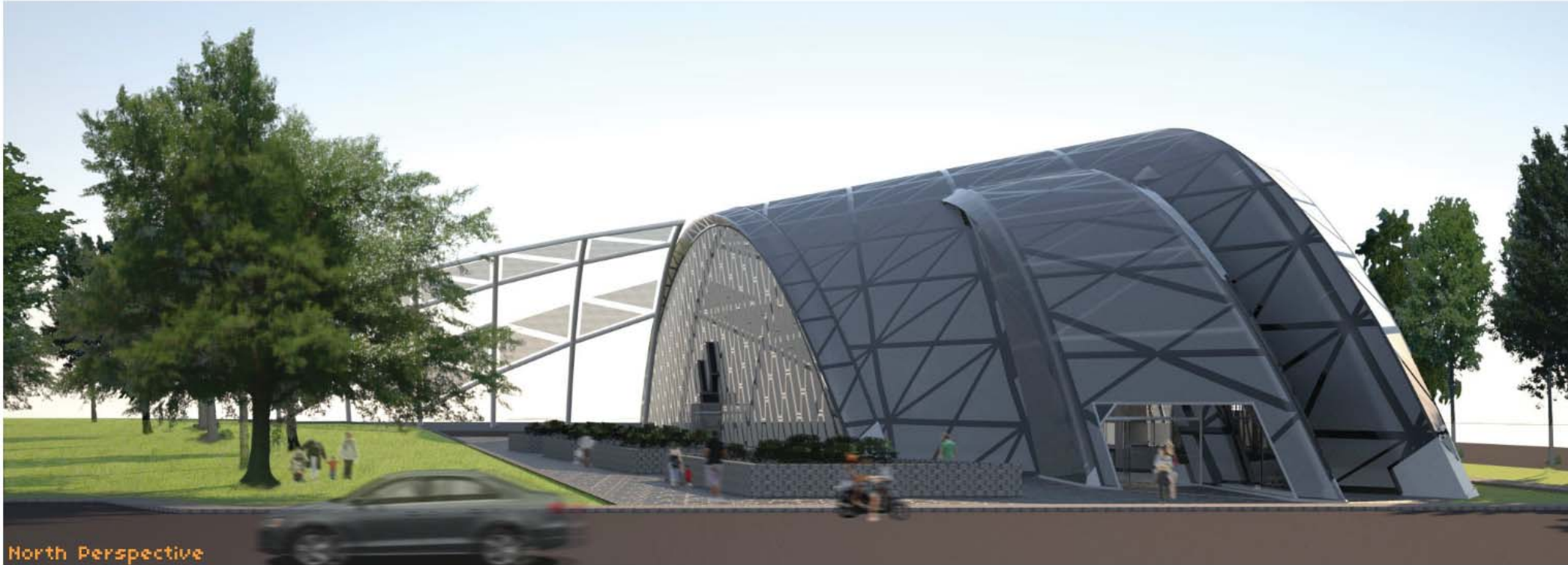
Glazing Structure

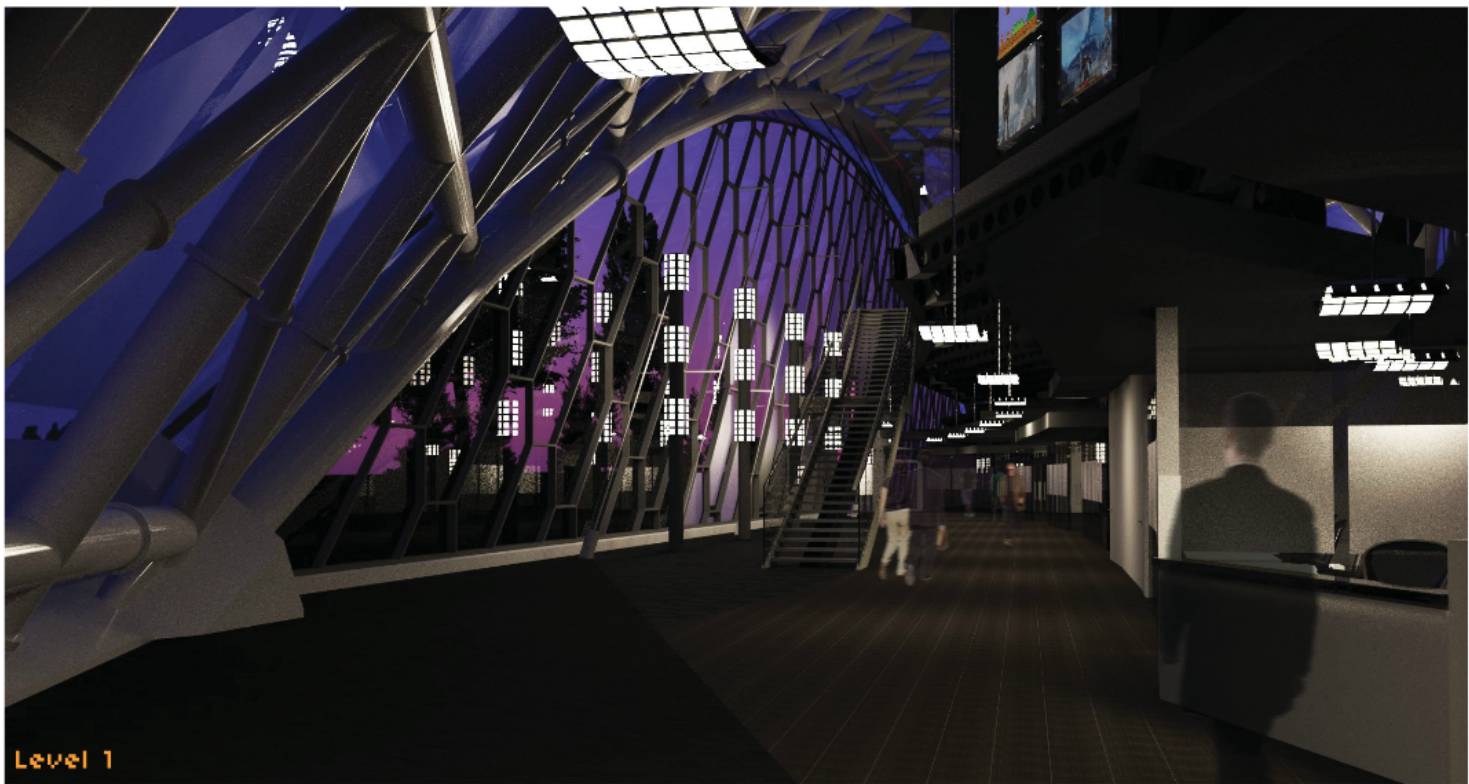


Puerto Rico Convention Center (12)

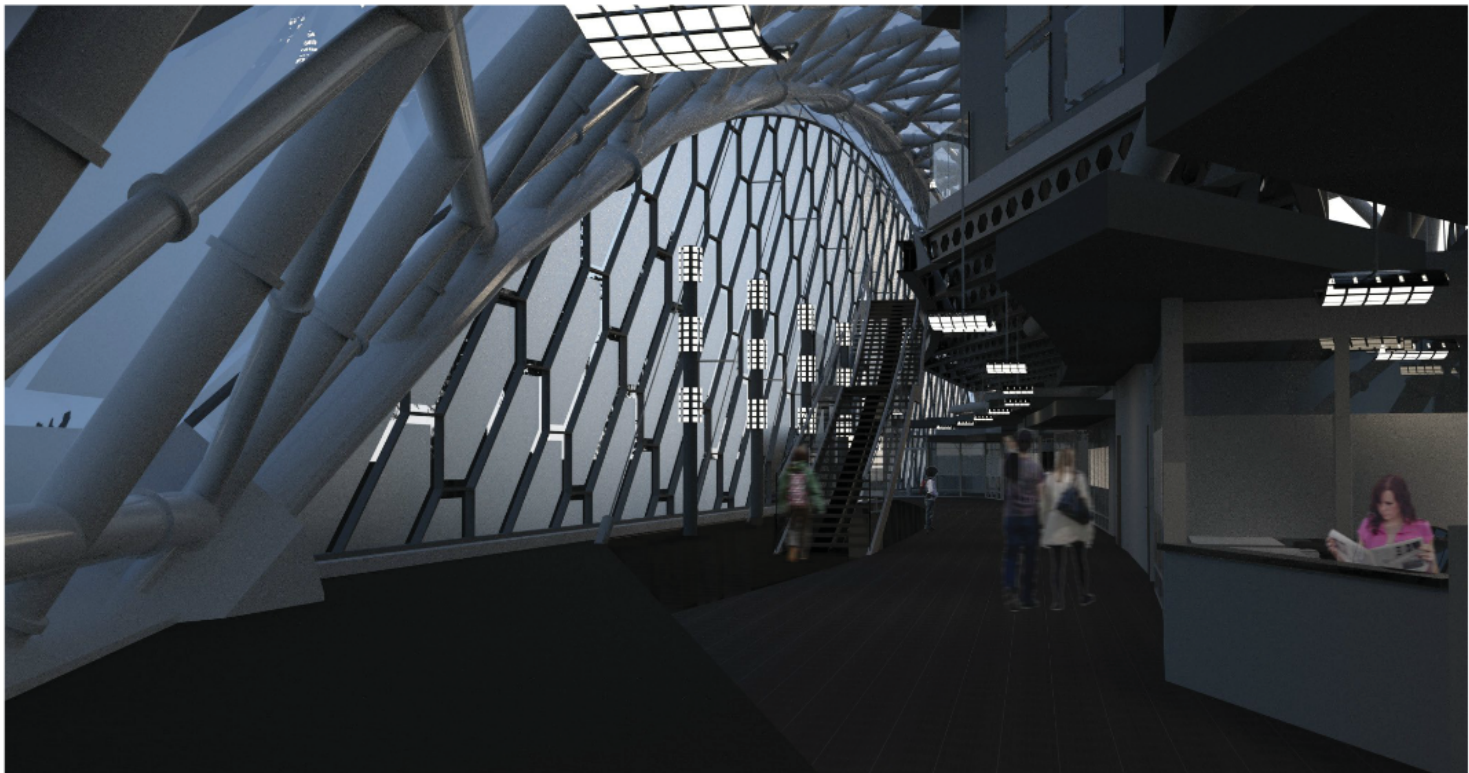




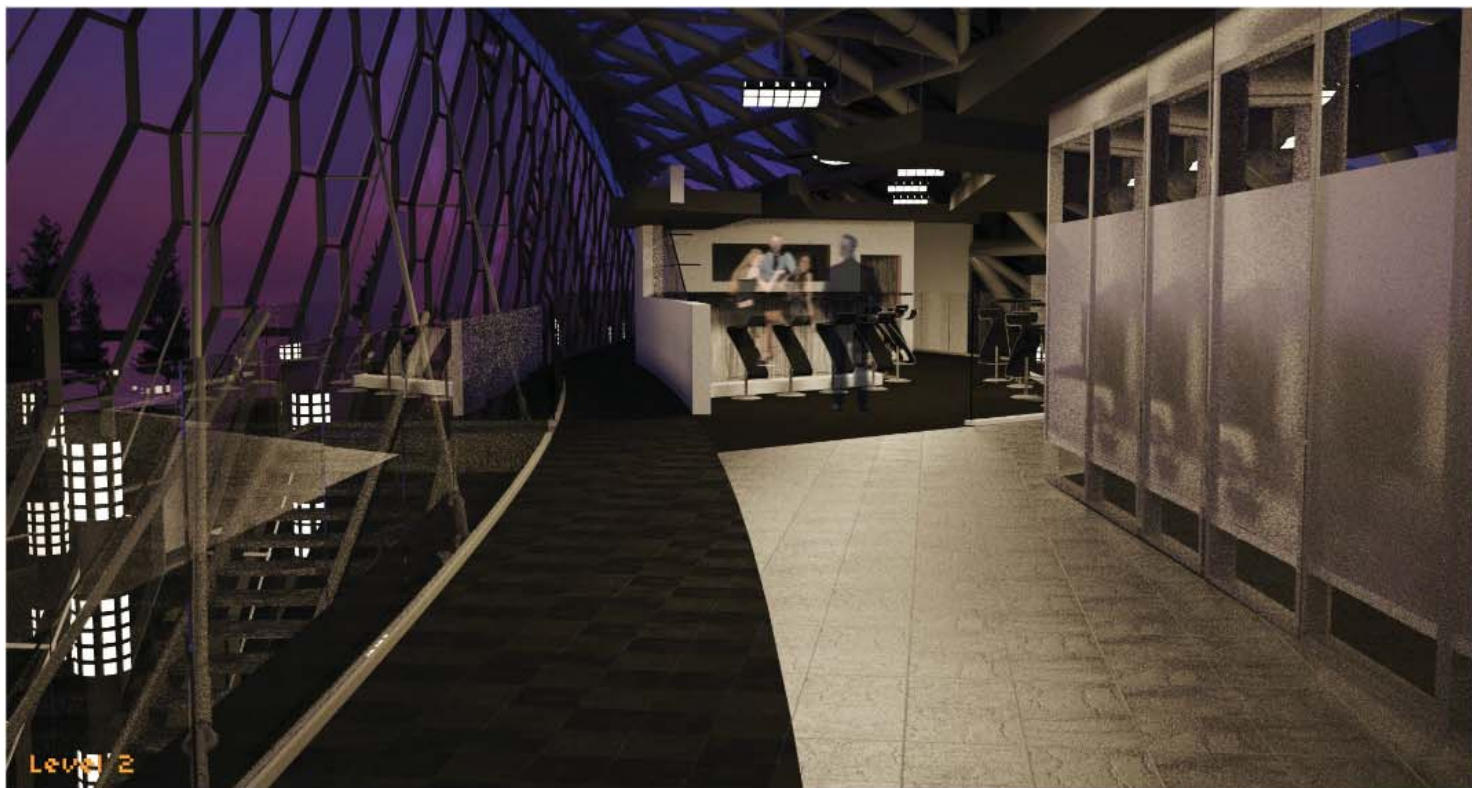


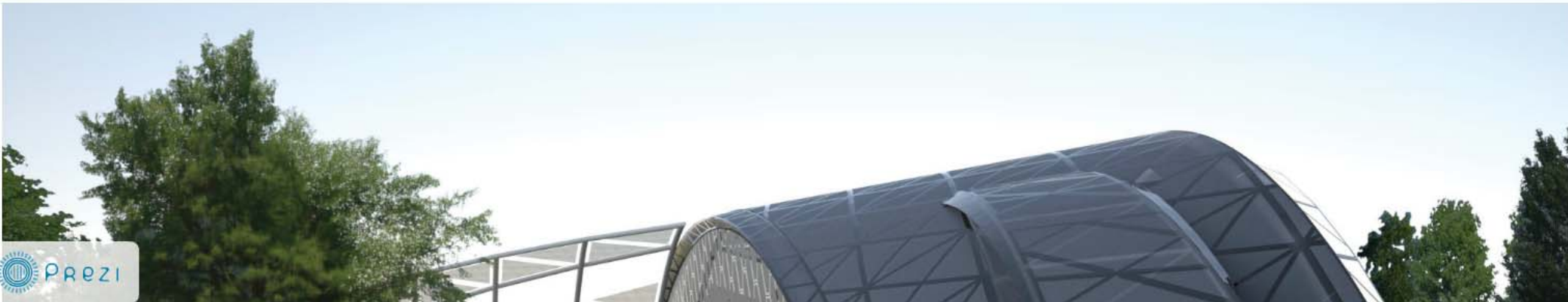


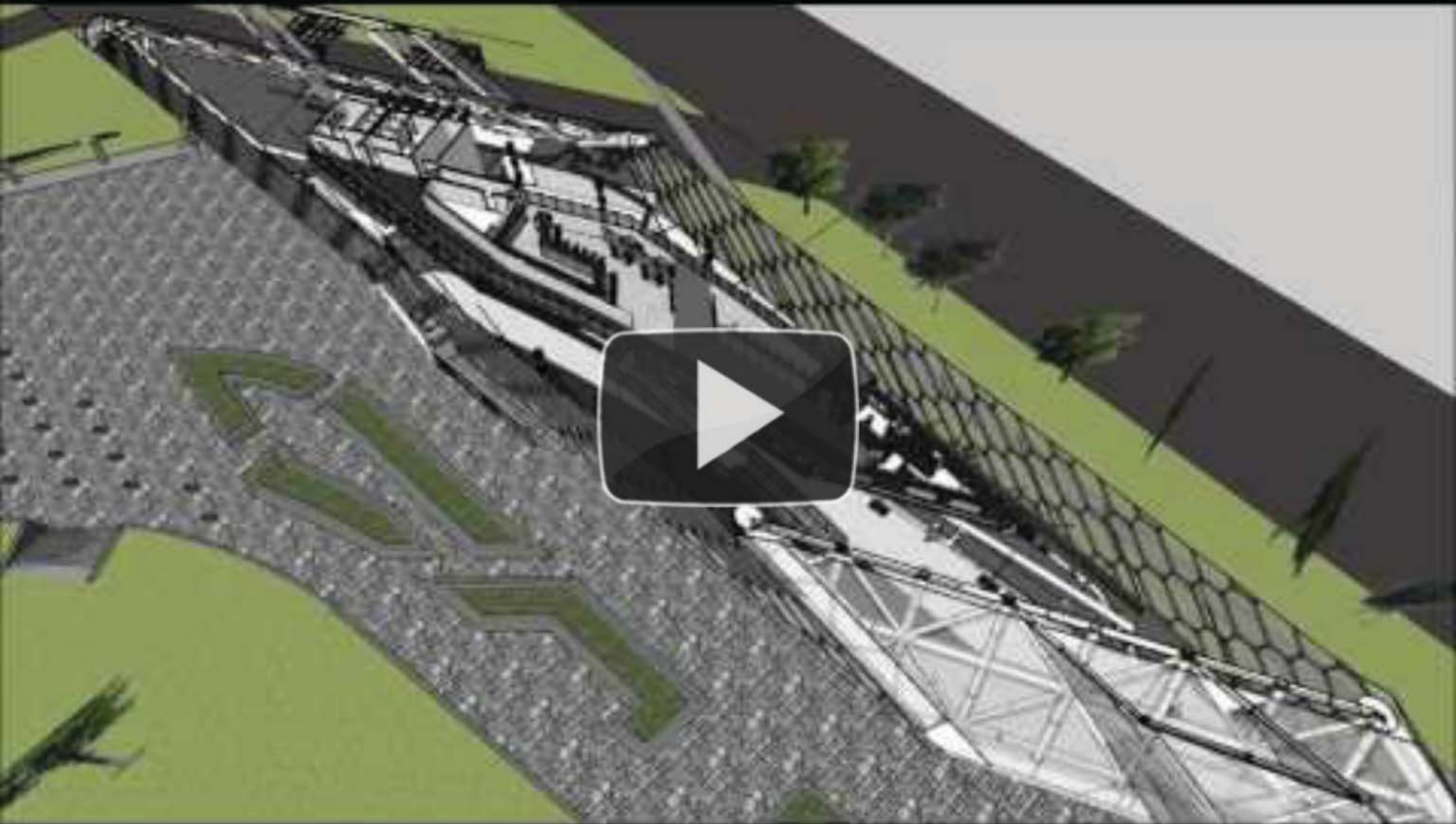
Level 1



North Perspective







YouTube

Image Sources

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9. Lemmings. the lemmings archive. March 2012. accessed April 2013. <http://www.camanis.net/lemmings/lemmings.php>
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11. Sainsbury Centre for Visual Arts. Flickrriver. October 2011. Accessed April 2013. <http://www.flickrriver.com/photos/faasdant/6320158646/>
12. San Juan Puerto Rico Convention Center. Skyscraper City. February 2007. Accessed April 2013. <http://www.skyscrapercity.com/showthread.php?t=444301>

- The language of space in light of art
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Architectural Design

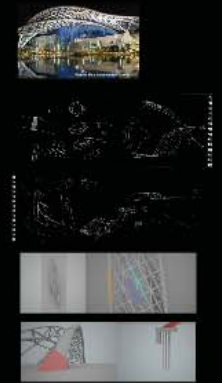
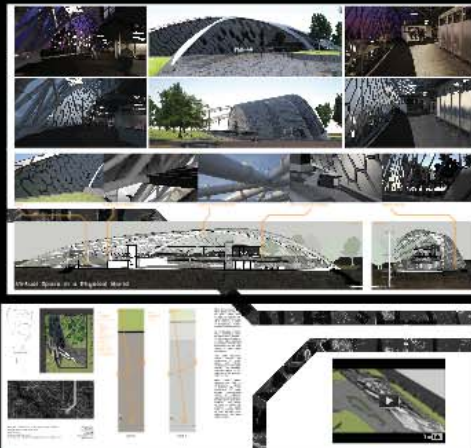


Image Sources

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