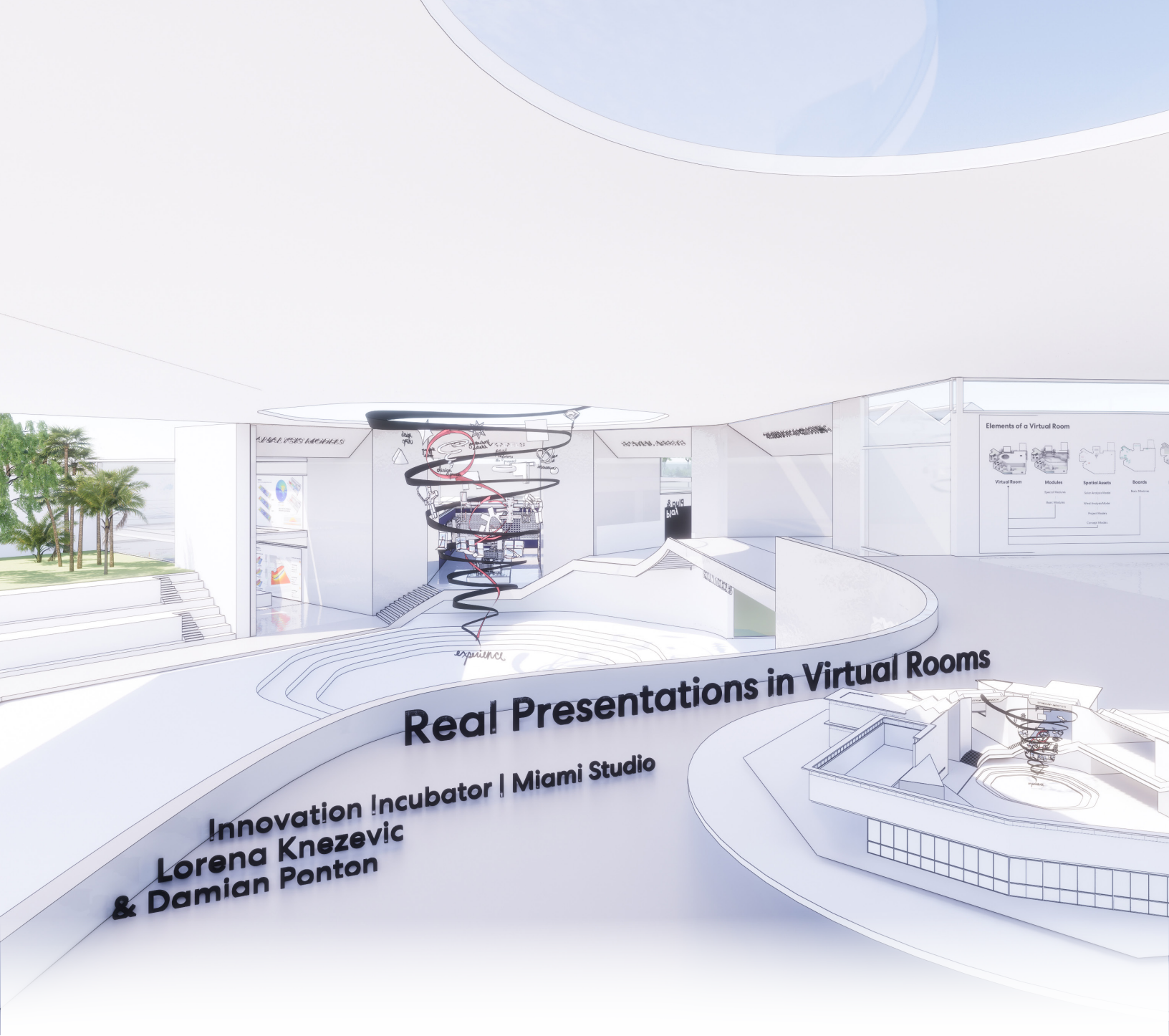




# Real Presentations in Virtual Rooms

Innovation Incubator | Miami Studio  
By Lorena Knezevic & Damian Ponton





## Real Presentations in Virtual Rooms

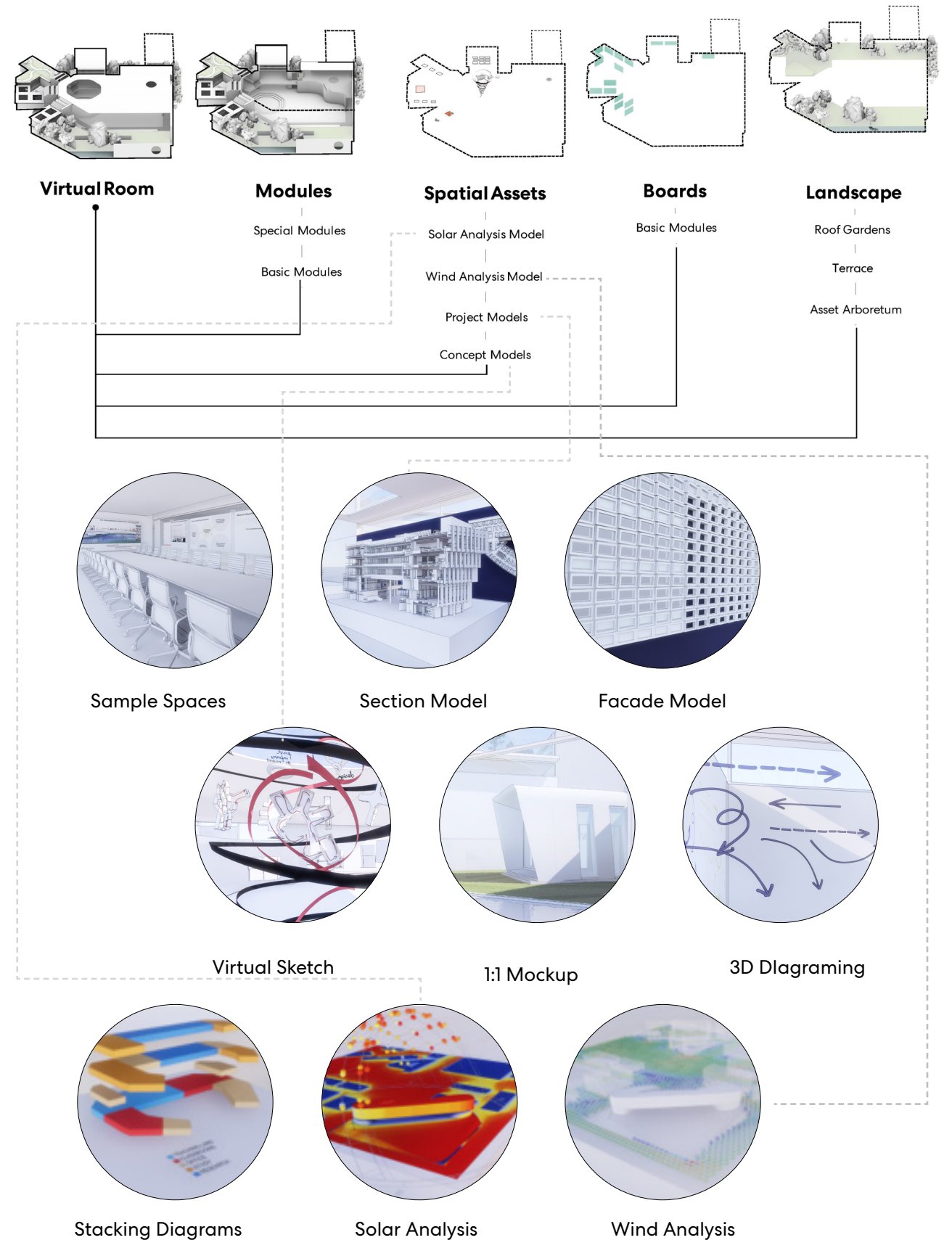
Innovation Incubator | Miami Studio  
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 & Damian Ponton



Two-dimensional presentations  
 become an **immersive experience**



## Elements of a Virtual Room







## The Setup

### Choosing the Virtual Gallery Platform

1

## Rhino

## Revit

**Pro:**  
More Revit users than Rhino users. All team members can use the program in a collaborative way

### Virtual Gallery Components

2

#### Basic Shell Space Setup

Establishing the space to fit the length of the presentation and narrative, including framing the location of the slides and podiums

**Basic VR Room Shell Setup:**  
3 hours for a 60-slide presentation

#### Slides or Gallery Boards

Prepared in PPT, Imported as JPEGs

**Importing Slides as Boards :**  
1 hour for a 60-slide presentation

#### Project 3D Models

Massing Models and Context model prep involves cleaning 3D files, assigning materials, scaling objects and labeling with text on podiums

**Prepping Project Model + Site Context:**  
3 hours for site context, 1 hour for project massing

#### 3D Analysis Models

Program Stacking, Solar Analysis and Wind Analysis models can be brought into the VR room with strategic material assignments and scaling

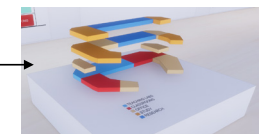
### Virtual Gallery Viewer

3

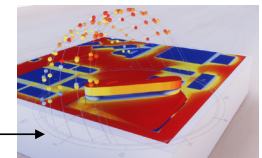
#### Enscape

Saved views act as a slide sorter to organize the presentation and ensure smooth transitions. Each view guides the presentation to one slide which fills the screen

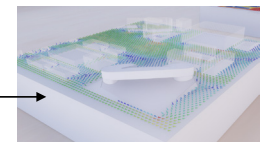
**Saving Views to act as slides:**  
2 hours for a 60-slide presentation



**Program Stacking Model**  
2 hours to prep for display



**Solar Analysis Model**  
2 hours to prep for display



**Wind Analysis Model**  
2 hours to prep for display

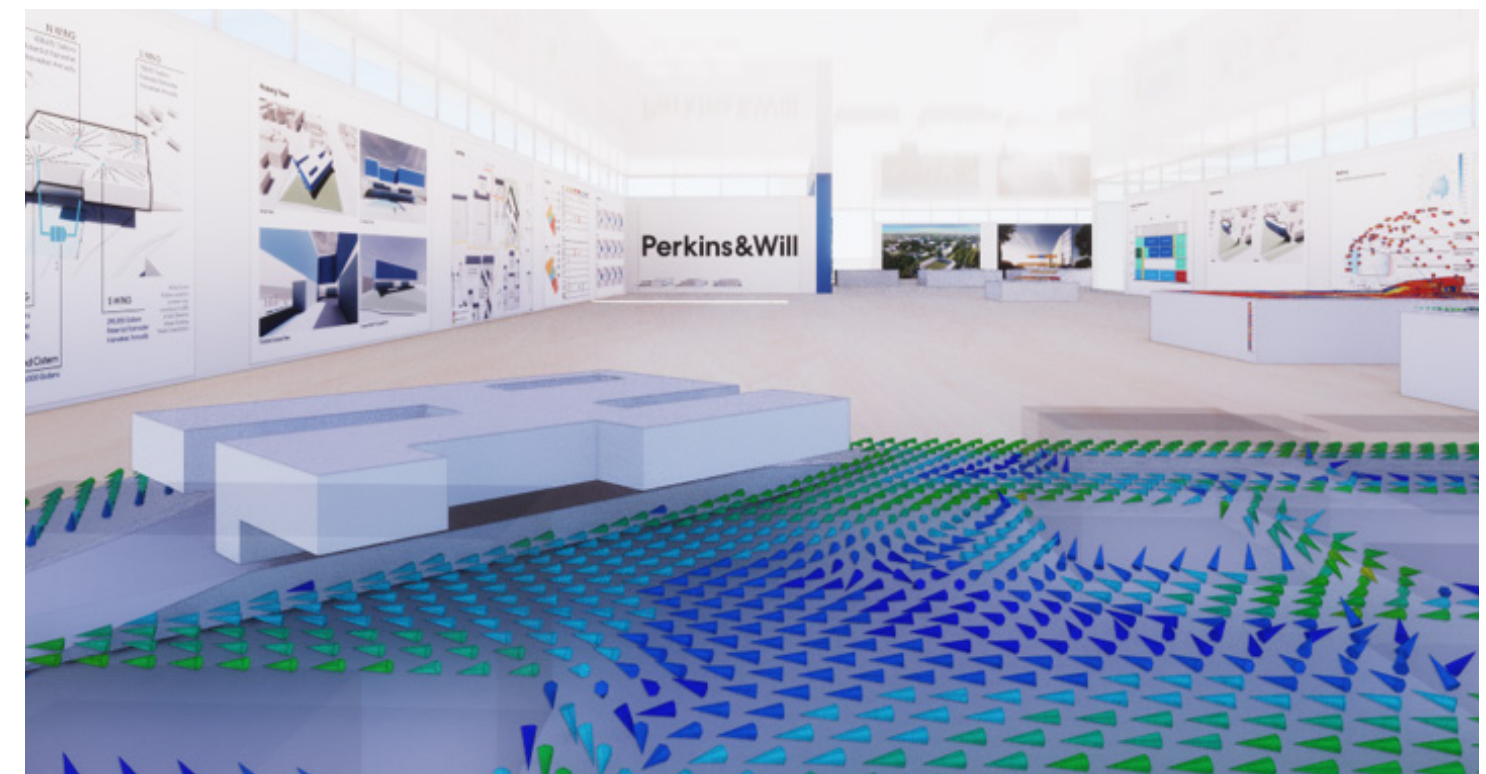
## Reference Project

The **public interview** for the Florida International University's new Engineering and Computer Science Building was **presented in a Virtual Room and resulted in a project win**. The immersive nature of the presentation allowed us to present analysis, parti and analysis models in an instinctive way. We hope to replicate the success of this project interview with future proposals through analysis and technical know-how developed in this Incubator proposal.

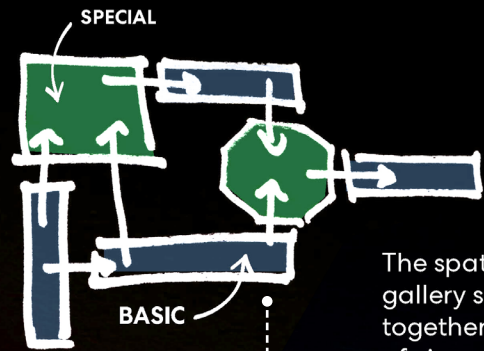
Designers are storytellers. From the procession to a building's entrance to the interior, the real experience of architecture is defined by a journey of visual cues, spatial implications, and curated thoughts. Yet too often when presenting design ideas, we are limited by two-dimensional tools of screens and slides. **Real Presentations in Virtual Rooms** proposes spatializing the story-telling experience of a concept presentation by filling a virtual exhibition space with ideas in the form of models, sculptures, sketches, and pieces of the proposed design itself. **The Virtual Room** is a pocket of reality where design has no limits, site, or tether to principles of physics. Here, only the human experiences of light, time, and scale govern the spatialized narrative of the idea that the designer presents.

By visualizing ideas three-dimensionally, the audience may process information in an intuitive way: Analysis data can be observed in the round, construction mockups can be inhabited at a 1:1 scale, tabletop models can be observed side by side and even entered for an eye-level view on site.

This research project provides both **an example** of the range of possibilities for this form of presentation and a **template** of modules which other design teams can arrange in limitless configurations to tell their story.

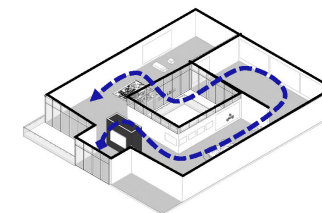
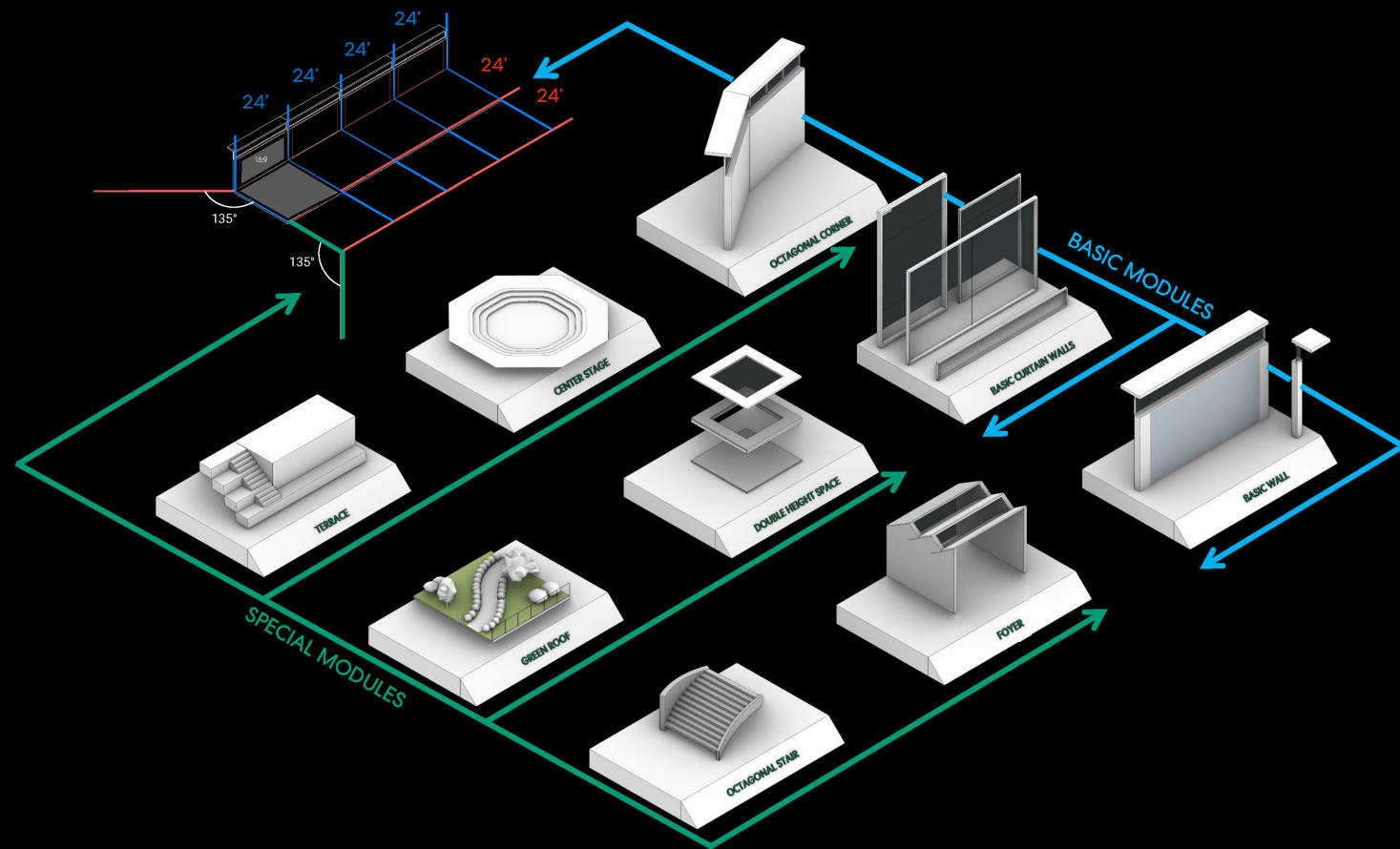
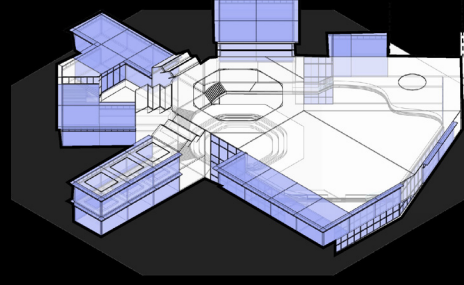
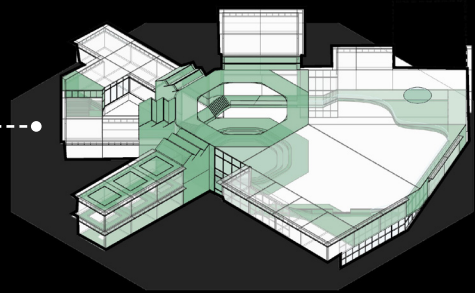




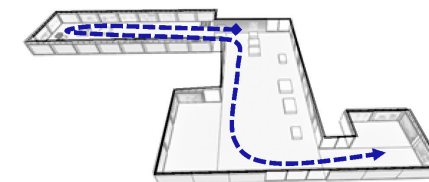


## Limitless arrangement of modules for limitless presentations.

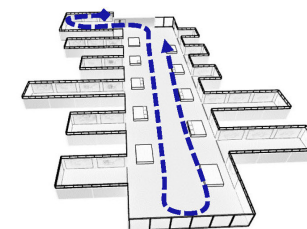
The spatial design modules are meant to serve as a **kit of parts** to design virtual gallery spaces through plug and play. All the modules will be created to fit together in a **dimensional grid** defined by the ideal sizes of the slides and field of view settings.



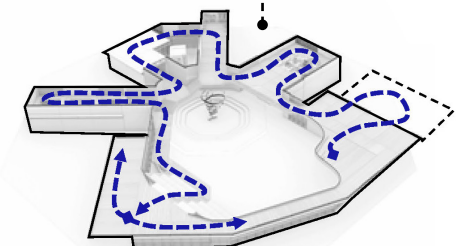
**Multi-Part**  
Room based layout



**Presentation + Q/A**  
Two intersecting halls



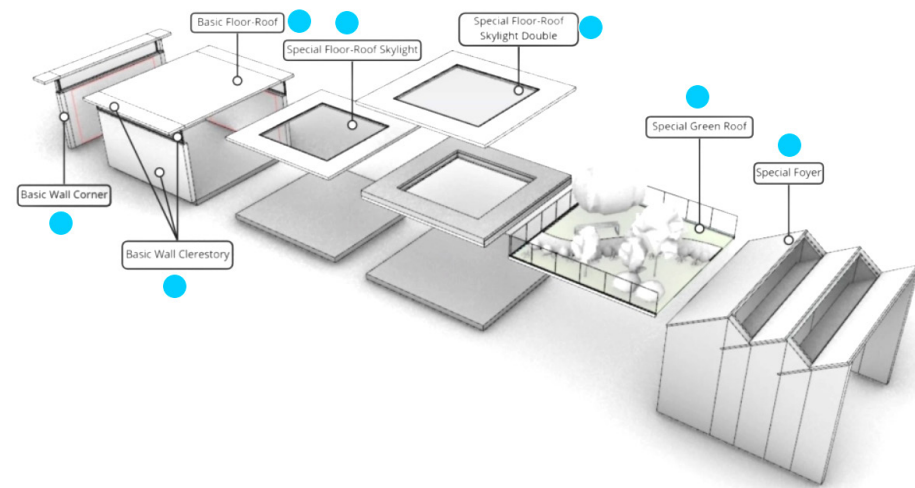
**Design Options**  
Comparison in Hall,



**Multi-Level**  
Versions of a Core idea of

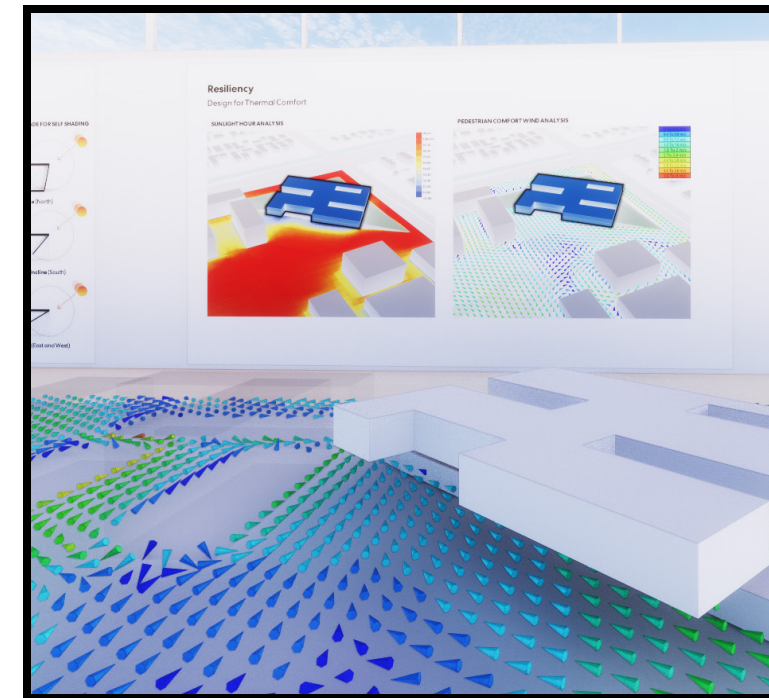
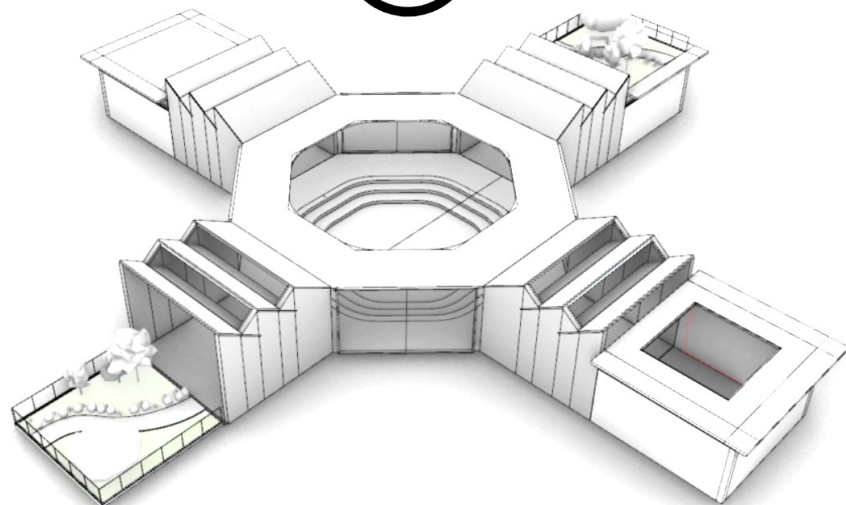
## Narrative-Driven Design





## Digital Practice Quickstart Guide

And Template File Download



Virtual Room Presentation Experience

