

Virtual Reality

Educational Spaces & Design Studios of the Future

How will the further development of virtual reality enhance accessibility, reduce cost, & diversify applications to affect the future of design education? This research explores existing VR products, relative cost, development over time, & the increasing applications of virtual reality to education, travel, & practice. As more companies release

their products, the cost of their product is more affordable than the last, making virtual studios a less expensive educational platform than one's current studio. The further development & increased availability of virtual reality can enhance the future of design education from turning 3D drawings into “real” spaces, experiencing not only other places around the world, but also the interior of a digital model, having studio anywhere, & designing in seconds. In the supposed design, the virtual studio is neutral, allows for flexibility, & supports both single & multiuser.

Average Amount Spent For Studio

-  \$36 weekly for gas
-  \$160 monthly for materials
-  \$1,714 for a laptop

Top Virtual Reality Headsets on Market



HTC VIVE by HTC
\$499



OCULUS RIFT by OCULUS
\$399



PLAYSTATION VR by SONY
\$199



DAYDREAM VIEW by GOOGLE
\$49

The Immersion of Virtual Reality



1957
Earliest Form of VR



1990
The Internet



2014
Facebook Buys Oculus



2016
Release of VR Systems



2017
Use of VR in Schools

Benefits in Virtual Reality



Study Abroad



Immerse in the Past



Train for Surgeries



Learn From Home



Practice Aviation



Explore the Unknown



Interact in Textbooks



Perform Experiments

Have Studio Anywhere



Turning 3D Drawings Into “Real” Space

The advancement of virtual reality will not only allow students to compose & materialize a digital model, but also be able to virtually explore their own creation. If Frank Lloyd Wright were alive at time of advanced virtual reality, instead of drafting on paper, he could create a digital model of Falling Waters & experience it virtually.



Frank Lloyd Wright



Touring the Interior



Digital Model



“Real” Space

Design in Seconds



Design in Seconds



Experience the changes while customizing the materiality & furnishing in the digital model's interior.