



Augmented Reality and Photogrammetry Studio

Jeremy Harkins & Josh Harle

Alfie James Arcuri
Masters of Architecture

Ivette Bechara
Masters of Architecture

Jakub Eugen Beseda
Masters of Architecture

Jy-Haur James Chang
Masters of Architecture

Stephanie Lok Yee Chiu
Architectural Studies

Stephen Bruce Davey
Masters of Architecture

Michael Diedricks
Architectural Computing

Charles Daniel Estephen
Masters of Architecture

Ernest Fratzak
Planning

Christopher Douglas Freeburn
Masters of Architecture

Veronica Ho
Architectural Studies

Marcus Hoon
Architectural Studies

Wen Jun Hu
Architectural Studies

Ping Liu
Architectural Studies

Xin Liu
Architectural Studies

Joseph Christopher Mammone
Masters of Architecture

Alex Pok Him Ng
Masters of Architecture

Vu Khiem Nguyen
Architectural Studies

Huynh Manh Tri Pham
Architectural Studies

Brandan Aaron Villatora
Architectural Computing

Terrence Han Rong Wong
Architectural Computing

Jacky Yuen
Masters of Architecture

Liyi Zhang
Architectural Studies

Yi Zhang
Architectural Studies

Premise

There is a rich pallet of tools on the web today that can be mixed, matched and mashed together to produce incredible results. Augmented Reality (AR) is an emerging field of technology that provides computer-mediated views of the world, allowing generated content to be superimposed over real-life. Combined with the latest photogrammetric reconstruction tools, these tools will be used to build a dynamic, responsive 3D augmented environment. The course will utilise an exciting collection of tools, and help facilitate the development of design ideas that participants bring to the course.

Process

We looked at cutting-edge photo-reconstruction software; learning how to capture image-sets and process them, finishing with a 3D printed object. The reconstructed models were placed in an Augmented Reality environment, visualised with both large and small screen technology allowing for an exploration of the interstice between cyber spaces and reality.

Projects

Students worked individually on a series of small tasks/projects with an aim to gaining a founding knowledge base in a range of concepts and skills related to the main course content. Students had the opportunity to print their own reconstructed objects, and conceptualise around the paradigm that this new mashup of realities is affording designers, integrating digital and physical media.