



Online Perspectives Journal: Human & Applied Social
Proceedings of the 7th International Congress on Scientific Knowledge
6th Research & Development PROVIC/PIBIC
v. 11, n° 32, Supplement, 2021

Teaching architecture project with virtual reality

*Isabela Gonçalves Magalhães¹, Júlia Alves dos Santos¹, Pedro Vitor de Freitas Muzy Lopes¹,
Gisa Márcia Dutra Valente¹, Laura Cremonese Rangel da Silva¹, Janine Fonseca Matos
Xavier², Pedro Miguel Gomes Januário³, Luis Gustavo de Souza Xavier⁴*

(1) Aluno de Iniciação Científica do PROVIC/ISECENSA – Curso de Arquitetura; (2) Pesquisadores Colaboradores - Laboratório de Estudos em Saúde Pública – NUPENSP/ISECENSA; (3) Pesquisadora Orientadora - Laboratório de Estudos em Saúde Pública – NUPENSP/ISECENSA – Curso de Enfermagem - Institutos Superiores de Ensino do CENSA – ISECENSA, Rua Salvador Correa, 139, Centro, Campos dos Goytacazes, RJ, Brasil

The advance of digital modeling software, computers with greater processing capacity and the evolution of specific rendering software, contribute to the increased use of images that simulate a real environment, being a practice increasingly inserted in the professional exercise of Architecture and in the university. This practice is already observed in undergraduate scans where students seek to learn on their own the use of programs and plug-ins for rendering. This work aimed to elaborate a process aimed at teaching architecture design using modeling in SketchUp and application of low-cost immersive virtual reality simulation tools for analysis of model studies in design disciplines. The method used was the use of some renderers and free virtual reality tools on the Internet. As a result we had the first contact of the students with the immersive virtual reality tools and in turn broadening the perception of the details of the objects studied and spatial vision.

Keyword: Teaching architectural design, virtual reality, augmented reality, rendering.

Supported by: ISECENSA; CNPq.