

Em‘body’ing Virtual Architecture

**The Third International Conference of the
Arab Society for Computer Aided Architectural Design
(ASCAAD 2007)**

Editors

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Alexandria, Egypt
28-30 November 2007

Proceedings of ASCAAD 2007 Conference

Held at Bibliotheca Alexandrina, Alexandria, Egypt, 28-30 November 2007.

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Ahmad Okeil, Aghlab Al-Attili & Zaki Mallasi, editors

Cover design by Aghlab Al-Attili

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1. Architectural Design
2. Design Computing
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ISBN – 977-328-382-8

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ACKNOWLEDGMENTS

The third international conference of ASCAAD has been an enormous undertaking that would not have been successfully completed without the efforts and cooperation of several people and organisations: conference organising committee, international review committee, ASCAAD's Board of Directors, and the Bibliotheca Alexandrina, at Alexandria, Egypt.

We should like to express our thanks to all those who have contributed in some way to the ASCAAD '07 conference on Embodying Virtual Architecture, and to the production of the present proceedings volume. First, we want to thank all the authors that responded with their work to our call for participation. Without their effort and trust, this conference would not have been possible. We also like to acknowledge the international review committee for their committed, disinterested, and hard work at evaluating the submitted work. A special thank goes to the key speakers, Professor Tom Maver and Professor Dirk Donath, and all of the other participants who helped make the conference a success.

We also appreciate ASCAAD's Board of Directors support, encouragement and advice during this past year of work. We are particularly grateful to the British Council, German Academic Exchange Service (DAAD) and Paints and Chemical Industries "PACHIN" for the generous financial contribution toward supporting the research activities associated with ASCAAD '07. We want to thank the Bibliotheca Alexandrina for providing logistic and academic support to the organisation of this conference. Finally, we thank ASCAAD for giving us the opportunity to contribute to the advancement of computer-aided activities in architecture in the Arab region, serve ASCAAD membership and the public, and, in the process, develop a friendship between us that is last.

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EDITORS' PREFACE

The increasing speed of technological improvements outpaced many design issues. Nowadays, architecture is accepting digital design tools and technologies as a feature integrated in design process and in spaces of our everyday “Being-in-the-World”. The consequences of this integration result in many changing and expanding forms of interaction.

Space features prominently in narratives about everyday life, modulated by the spread of digital media to create ever-expanding narratives of communication, containment, boundaries, thresholds, and transgressions.

Interactive digital media enables advanced investigation on themes of embodiment and perception by providing an excellent means of testing, comparing, validating and challenging theories about perception. This digital media introduces an interesting mode of interaction deploying space as a major metaphor. The Capability of creating a 3D virtual world and filling it with artefacts from our more familiar environments is possible due to the ever increasing power of computer processing.

In a sense the theme of this conference examines two particular metaphors. The first metaphor addresses aspects of virtual environments that resemble our physical world; In other words, the computer model as physical model and the digital world as material world. The second metaphor looks into the means of interaction and modes between our bodies and such virtual environment. That is to explore modes of user interaction with virtual worlds such as with screen cursor as the hand, digital avatar as the body, and virtual camera as the eye.

Our observation of different modes of interaction with the virtual world can enrich our understanding of interaction in the material world. There is the potential to uncover many outcomes that might include insights into the way we understand and interact with space, and the way different elements related to our embodiment affect this understanding. Indirect outcomes include determining the importance of different elements related to our embodiment as cues for immersion in virtual environments and developed techniques for students and practitioners to examine and investigate new aspects of their designs.

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