

Visualisation and Virtual Reality: Potential uses in the Construction Industry

Twilight Seminar

Thursday, 30 September 2004
5:30- 7:30pm @ CUBE Building

CENTRE FOR CONSTRUCTION INNOVATION

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Visualisation and VR: potential uses in the construction industry – part of the monthly Thursday series of twilight seminars in association with the North West Construction Forum (a Constructing Excellence Club), and Constructing Excellence. The seminar will take place on Thursday 30th September 2004 at the CUBE Building, Portland Street and will run from 5:30pm until 7:30pm with refreshments provided. There will be no charge for attendance; however, places are limited.

Visualisation and VR: potential uses in the construction industry

Carl Abbott – Constructing Excellence in the North West - Innovation and Evelyn Pellow - Communications Director for Enabling Concepts Ltd

Visualisation and VR have many potential uses in the construction industry, including: -

- Community consultation
- Assisting understanding of design intent(s)
- Intuitive to technical and non-technical audiences alike
- Assisting the solving of design interface problems between disciplines
- Facilitate operations/maintenance and refurbishment/refits of existing facilities
- Test 'what if' scenarios and present them as options in an easily understood manner.

Are you currently aware of how you could make the most of this technology?

Carl Abbott will discuss these different uses of visualisation in construction and set the scene for the Glastonbury House demonstration by Evelyn Pellow.

Evelyn Pellow is the Communications Director for Enabling Concepts Ltd. Her work in construction focuses on people and their role in the design and construction of buildings.

Carl Abbott is the Constructing Excellence Regional Director of Innovation for the NW of England. Working primarily with the University of Salford and the Centre for Construction Innovation he is responsible for technology and knowledge transfer from the university sector to industry. ‘

CCI is the Centre for Constructing Excellence in the North West.

Virtual Reality model for the Westminster INTEGER Towers Programme at Glastonbury House

Glastonbury House is a 22-storey supported housing block containing 162 dwellings for older people. The regeneration scheme for the block represents a pioneering pilot project for implementing “intelligent and green” technologies while refurbishing housing stock. The virtual reality model will be used as part of the consultation process with the elderly residents of Glastonbury House.

The virtual reality model details all the planned elements of the refurbishment project to aid the process of communication and consultation with the residents and community. The use of this technology empowers residents by enabling them to effectively participate in the decision-making involved in the refurbishment of their homes. The virtual reality model is funded by an Innovation and Good Practice Grant from the Housing Corporation and CityWest Homes.

Glastonbury House is a Housing Forum demonstration project

Fax back form: 0161 295 5880

Sign up and fax back for: **Visualisation & VR** Seminar – 30/09/04

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