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ARCHITECTURAL LARGE CONSTRUCTED ENVIRONMENT. MODELING AND INTERACTION USING DYNAMIC SIMULATIONS

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Abstract. How to use for the architectural design, the simulation coming from a large size data model? The topic is related to the phase coming usually after the acquisition of the data, during the construction of the model and especially after, when designers must have an interaction with the simulation, in order to develop and verify their idea. In the case of study, the concept of interaction includes the concept of real time "flows". The work develops contents and results that can be part of the large debate about the current connection between "architecture" and "movement". The focus of the work, is to realize a collaborative and participative virtual environment on which different specialist actors, client and final users can share knowledge, targets and constraints to better gain the aimed result. The goal is to have used a dynamic micro simulation digital resource that allows all the actors to explore the model in powerful and realistic way and to have a new type of interaction in a complex architectural scenario. On the one hand, the work represents a base of knowledge that can be implemented more and more; on the other hand the work represents a dealt to understand the large constructed architecture simulation as a way of life, a way of being in time and space. The architectural design before, and the architectural fact after, both happen in a sort of "Spatial Analysis System". The way is open to offer to this "system", knowledge and theories, that can support architectural design work for every application and scale. We think that the presented work represents a dealt to understand the large constructed architecture simulation as a way of life, a way of being in time and space. Architecture like a spatial configuration, that can be reconfigurable too through designing.

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