Augmented Reality Technology and The Design Process: An Investigation of Augmented Reality Technology as a Communication Tool During Three Stages in the Design Process

Lacey Howard

Committee:
Associate Professor Elizabeth Pober, Chair
Associate Professor Tamera McCuen
Assistant Professor Mary Price

Miscommunication causes significant financial loss for companies in the Architecture, Engineering, and Construction (AEC) industry as the nature of the communicated information is visual in nature and highly complex. Traditionally, designers use two-dimensional drawings and rendered perspective views to communicate their design intent, but further research is necessary to find more effective communication methods. Augmented reality is an emerging technology in the AEC industry that can potentially help designers effectively communicate with other members of the design team, construction team, and clients. The purpose of this case study is to investigate the implications of augmented reality technology as a communication tool for designers at three phases of the design process.

Augmented reality visualization for railing design and connections
Augmented reality visualization for ceiling design additions to existing classroom