

For this bachelor assignment a look was taken at virtual reality (VR) and its implementation in the design process within the field of interior architecture. Interior architecture is a hybrid field of study combining interior design and architecture, making it a very broad concept as well as in terms of the disciplines that are involved. Its hybrid nature causes one of many design-related bottlenecks that negatively influence the interior design process, despite varying tools that are being used today.

Based on the research, a setup of building blocks was created which, in theory, could improve the design process in many aspects. The final concept shows a framework for a Unity plug-in together with a VR demonstration that was designed as a case study, showcasing the general working principle.