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Kick the keyboard

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KICK THE KEYBOARD:

The proposal is to showcase two projects from a number being developed at Huddersfield, under the umbrella 'Metastudio'. The ethos of Metastudio is to explore electronic learning environments which use unstructured, familiar, intuitive interfaces appropriate to early stage design.

Keyboard intensive CAD and high gloss renderings inhibit free, fluid design exploration.

Metastudio attempts to work with readily available hardware and software.

THE FIRST PROJECT runs Microsoft Onenote on tablets, providing an environment for tutorial, presentation and review. It puts all necessary tools and resources at the disposal of the discussion.

Study material for tutorial is incorporated readily from nearly any real or virtual medium. Freehand stylus sketching and annotation focusses the discussion. Students are encouraged to use web publication (ISSUU) for easy presentation to tutorial and review.

Onenote uses a very familiar visual and organisational metaphor.

The record stream is shared with tutors and students via Sharepoint.

The technology set integrates very neatly with Skype, in a fluent distance learning tutorial.

THE SECOND PROJECT, working with Huddersfield undergraduate student Alex Malkin, is to develop an architectural game mode for Garry's Mod.

This sandbox game will provide an intuitive 3d first person view modelling environment. It allows multiplayer avatars to work together, and the materials and elements of the game obey the laws of physics.

This interface allows the selection, manipulation and assembly of components, to build sketch designs in the same way as with card, balsa wood and a glue gun. The game physics are ideal for exploring structures, say as a virtual 'spaghetti bridge' competition, and has considerably more potential in many areas of architectural simulation and testing.

Potential future links to developing technologies such as MITs (t)ether project, and large scale 3d print could be truly game changing.

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