ABSTRACT

This is a study into the imperatives of a renewed architecture as adaptation to the encroachment of cyberspace and virtual reality into our daily lifestyle. The scope of study involves an introduction to the background of the coming-about of virtual reality (essentially for demystification purposes), an attempt to describe and understand, hence analyse the cyberspatial nature. Other important issues surrounding this study includes the precipitation of virtual reality existing as a parallel dimension to our physical reality, but not as an eventual substitute to our natural environment. This brings about the inevitability of a blurring of the thresholds; a convergence of the real and the virtual, thereby culminating in necessarily altered perceptual and cognitive faculties.

The above aims to arrive at the hypothesis of an architecture existing as a self-entity in cyberspace, permitting the extension of our physical need or supplementing human cerebral desires, by virtue of the blurring of the thresholds of the two realities. It is concluded with the analysis of virtual conditions to enable the synthesis of a set of virtual considerations, partially constitute by physical architecture metaphors, for the possible success of a feasible design in cyberspace.

All investigations and conclusions herein are undertaken with the consideration of the infancy of cyberspace, as well as the acceleration by which it is progressing. In addition, materials collected via books, periodicals and web pages are all done in the duration of this research. Ideas proposed and conclusions speculated may therefore well be superceded or surpassed in a speed to that of the growth of daily Internet users or hardware price fluctuations. Conclusions here also constantly heed the fact that any radical departure from age-old conventions must always allow a transitional period, brief or extensive, of tutelage or adaption.

Lastly, it must be noted that this is not a stand taken to propagate the euphoria of virtual reality or virtual architecture, but an attempt to re-emphasize the needed consciousness of our nearing the virtual age; that with it, everything are bound to be altered, architecturally or humanly. As Nicholas Negroponte, founding director of the MIT Media Lab, has proclaimed, "Like a force of nature, the digital age cannot be denied or stopped".