

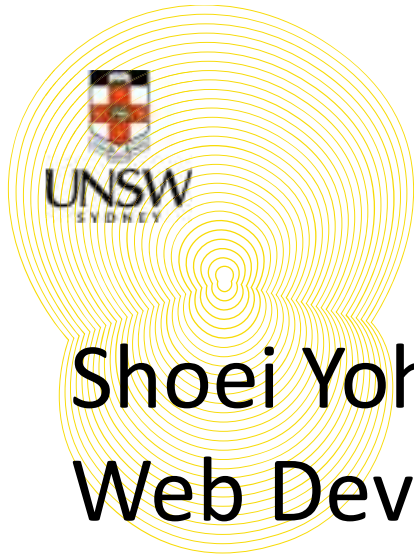


グループ別発表 2
発表 4

「The building in the archive
as a museum for the archive
-using web technologies to
represent a building on a web browser」

Matthias Haeusler

University of New South Wales
オーストラリア
准教授



Shoei Yoh Archive: Web Development

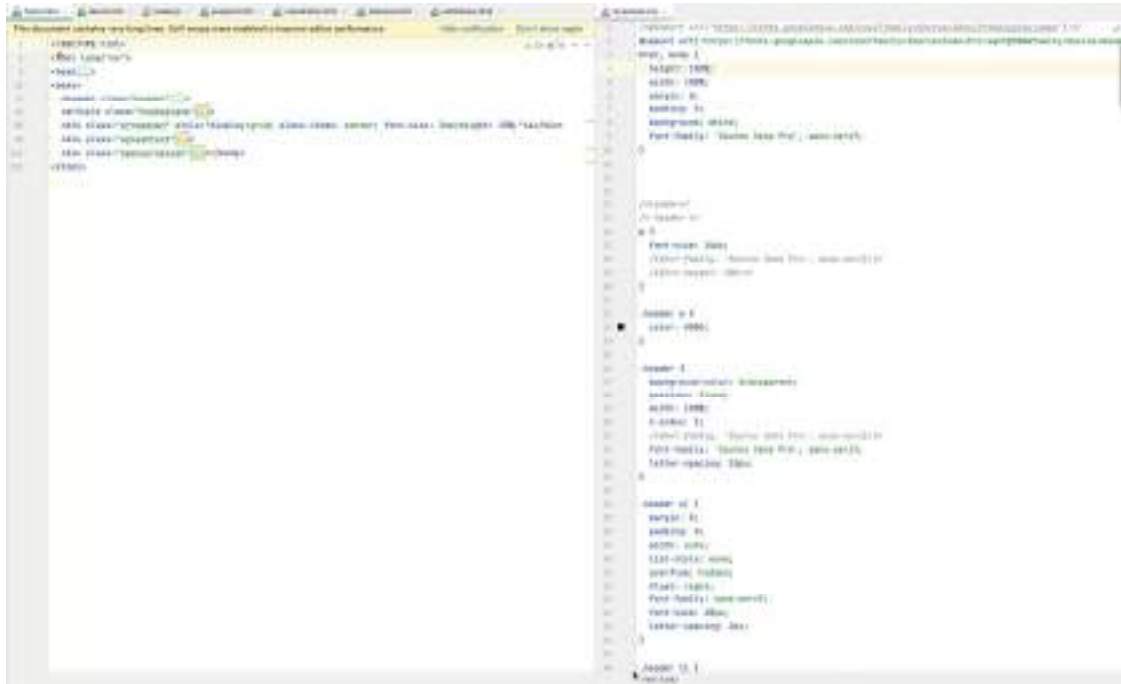
M. Hank Haeusler, Nicole Gardner, Jack Barton, Kate Dunn, K. Daniel Yu



Website Development – 2 Key Areas

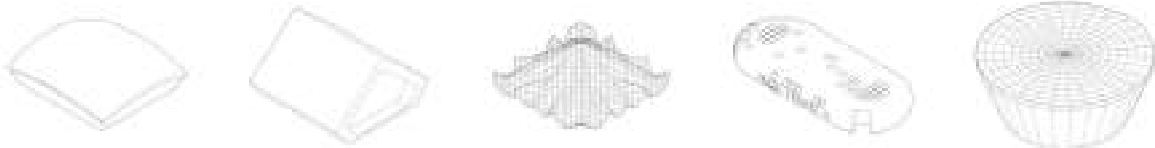
- Webpages
 - HTML/CSS
 - AWS deployment for global access
- UNITY Model
 - Real-time virtual environment exploration
 - Web browser integration

Webpages



Webpages

SHOEI YOH ARCHIVE 葉祥榮再訪



UNITY Model



Web Application - Development Overview

Workflow Process

Generate geometry from 3D scans



Geometry optimisation for size



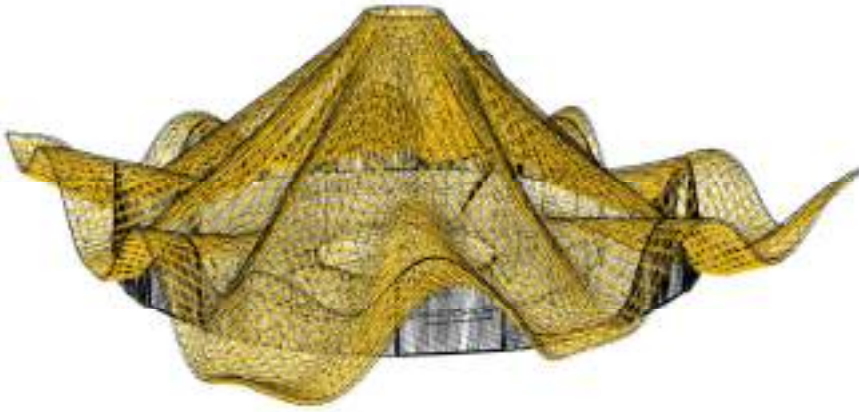
Build virtual environment within UNITY



Export UNITY model as web application

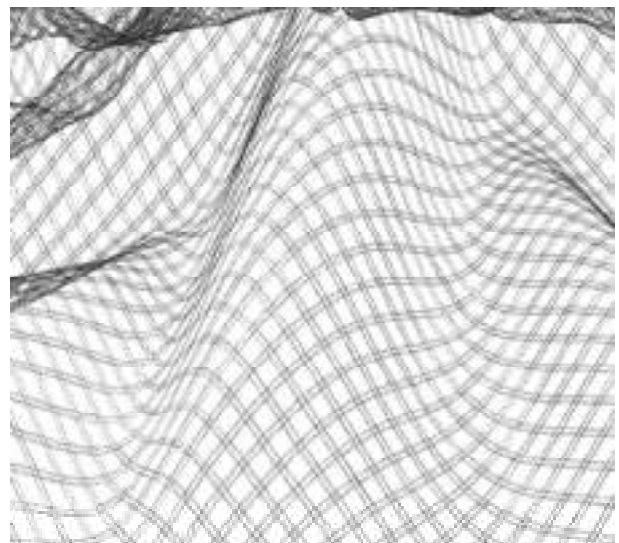
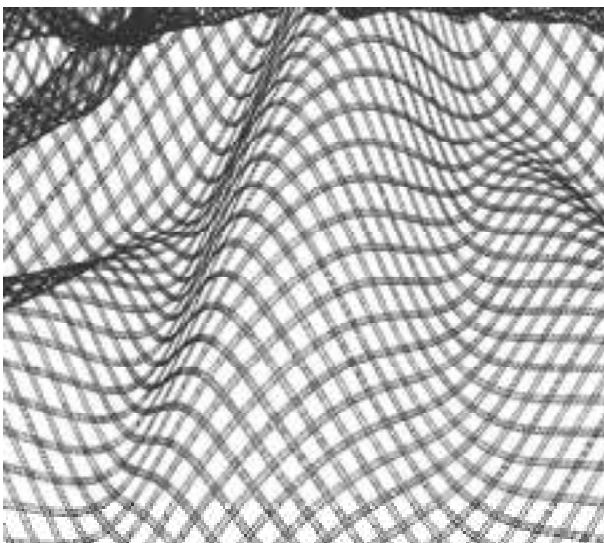


Geometry Creation



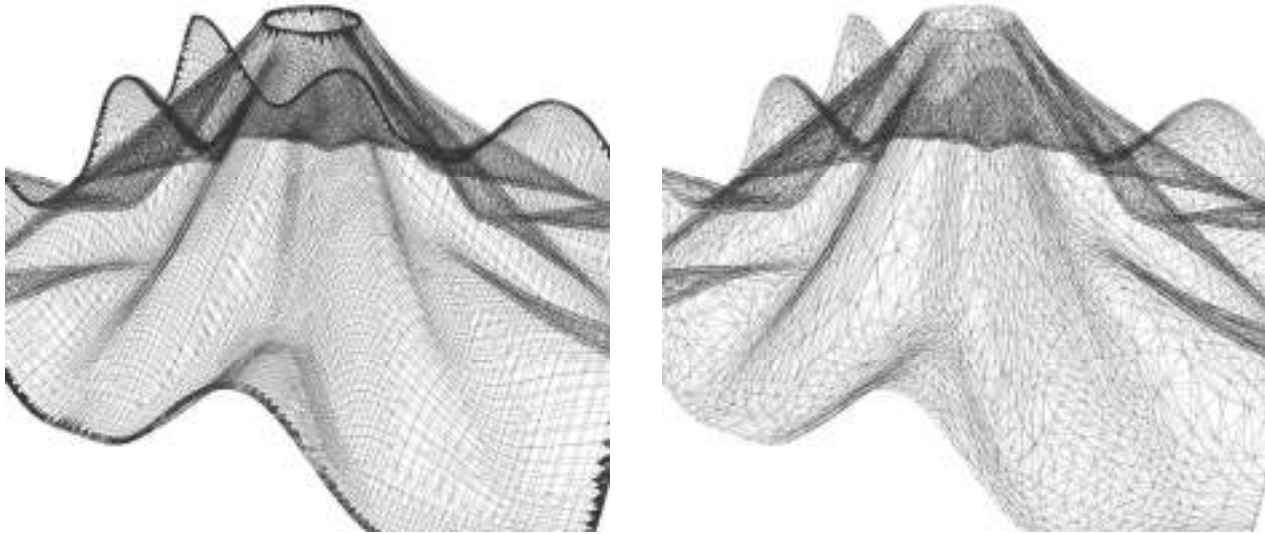
Geometry generated through computational design processes.

Geometry Optimisation



Mesh polygon optimisation - before and after – bamboo frame

Geometry Optimisation



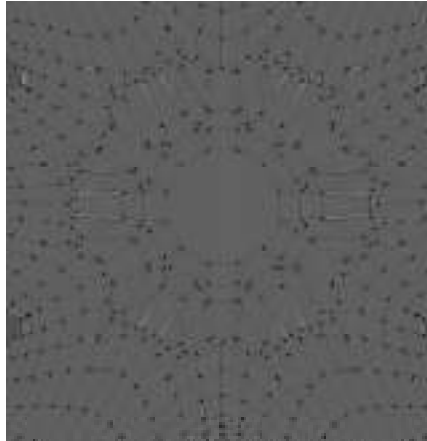
Mesh polygon optimisation - before and after – concrete shell

UNITY Model – Revision 1



Geometry import issues

UNITY Model – Revision 1



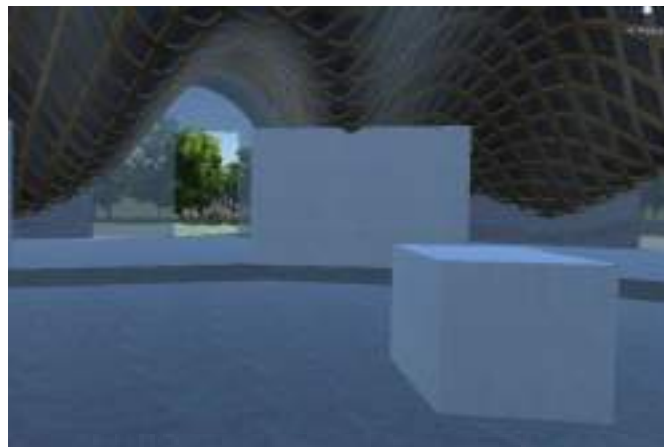
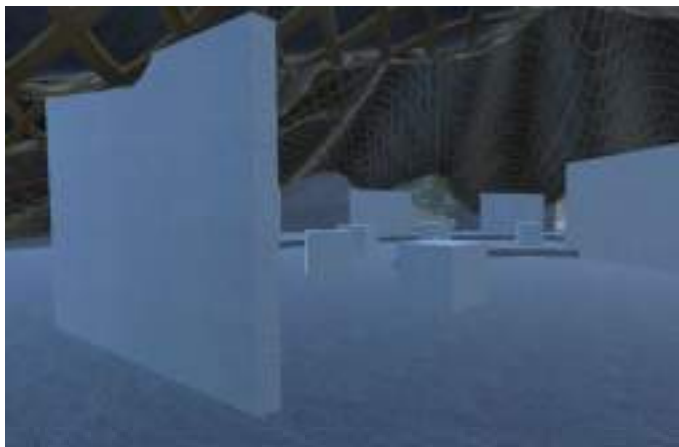
Mesh and material connection issues

UNITY Model – Revision 2



Geometry clashing after optimisation – bamboo substructure and concrete shell

UNITY Model – Revision 2



Geometry clashing after optimisation – bamboo substructure and internal panels

UNITY Model – Revision 3



Environment issues – too many objects, not optimised

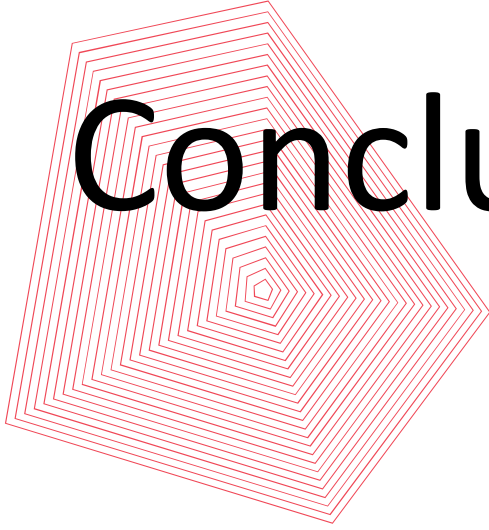
UNITY Model – Revision 4 - Current



UNITY Model – Web Application Demo



Conclusion



unswcode.org

