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Virtual Reality vs. Real Virtuality in a Digital Art Pavillion

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+ METAPOLIS | meta + polis

A metaphysical cityscape of information that is draped over the physical metropolis. This city can no longer be defined as an island: it must be seen as a wide spectrum of situations — 'cities inside the city', a 'hyper-place', a 'place of places'.

(Gausa *et al*, 2003: 37)

Programme	Digital Art Pavillion
Site	Corner of Proes & van der Walt Street, Pretoria CBD, Tshwane, 0001
GPS Coordinates	25°44'35.94"S 28°11'37.05"E
Research Field	Architecture in the Information Age

+ Abstract

This dissertation focuses on architecture in the information age.

Information technology is evolving at an alarming rate, which opens up a vast landscape of possibilities within the architectural realm. These possibilities are discussed and implemented into an architectural intervention, with a specific focus on the relationship between the *real* and the *virtual*.

A digital art pavilion is proposed on the corner of Proes and van der Walt street in Pretoria CBD, where the *Munitoria* Complex (Tshwane Municipal Offices) is currently situated.

This intervention should act as a catalyst for positive change by narrowing the digital divide that is currently causing social and cultural segregation; providing a tool for upliftment by informing city dwellers. This negates the current *culture of ignorance* by stimulating a *culture of knowledge*.

Keywords | information age | digital divide | virtual vs. real | digital architecture



This chapter provides a broad overview of the evolution of the Information Age and the issues arising within it

The design brief, client and accommodation schedule is briefly discussed

This chapter sketches the problems that will be dealt with, including the problem statement and research questions

Theoretical premises are discussed, including the notions of *intelligent buildings*, *digital architecture* and the transformations in the architectural milieu due to the Information Age

The city, city precinct and site is introduced,

The proposed urban design framework is delineated

Relevant precedents, in terms of typology, tectonic qualities and technical details, are examined

This chapter includes an in-depth analysis of the site and its immediate context concluding, in a proposed site development diagram. This is followed by the inception of design concepts, which develop into design generating principles. Environmental considerations and material choices are also evaluated

The tectonic detail of the proposed intervention is investigated and developed

A concluding statement about the outcomes of the architectural investigation

Examples of emerging forms of digital art is introduced

An investigation was conducted into the way urban surfaces are used and what alternative elements are introduced for 'sitting' by city dwellers, in order to determine certain shortcomings in the existing urban environment

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