

Introduction to emerging sketching technologies

Host: Nikolaj Sloth Kramer, VIA Design & Business

Expected duration: 2 hours

The aim of the workshop is to show and discuss how new emerging technologies can modify and even perhaps redefine the task of sketching in the design process.

The significance of the workshop

One of the big trends in the world right now is the use of technology. Technology can both substitute and augment tasks that have previously been thought of as analogue.

With recent events (COVID-19) we have seen examples of this in the field of sketching, but the question then arises: what happens next? Can technology perhaps be used to redefine what sketching is and how it can be used?

In this workshop we will look into the future and examine how sketching in virtual reality can bring new dimensions to the sketching process.

The workshop will attract both researchers and practitioners of design education who want to gain insight into the technologies of the future. They will get an opportunity to get a peek at the technologies, ask questions, discuss and also try out versions of the technology that are available to most students (through smartphones).

The workshop will benefit the community both as an inspiration and as a toolbox to bring into our daily processes.

Introduction to workshop:

What does the future of sketching look like:

- A look at Gartners innovation curve and the SAMR model.
- A definition of terms: AR and VR and XR

An introduction to sketching in VR:

- A demonstration of Quill for sketching and animation.
- Related to design, engineering, and storytelling.

Introduction to a toolbox of apps that can be used to sketch in AR,

- 2-3 primary apps will be presented, both cross platform, IOS and Android.

Break for 20 minutes where the participants will try out the apps for themselves.

Review results of individual work.

Discussion on how technology might modify and transform sketching - perhaps both from a teaching and a practitioner perspective.