



**Virtual and Augmented Architecture (VAA'01):
Proceedings of the International Symposium on
Virtual and Augmented Architecture (VAA'01),
Trinity College, Dublin, 21 -22 June 2001**

Bob Fisher, Kenneth Dawson-Howe, Carol O'Sullivan

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This book focuses on the use of computer vision and graphics in architecture. It arose from a convergence of several hot topics: 1. visualization of built environments for engineering, historical and other purposes, 2. virtual reconstruction of architecture from visual data of existing structures, whether via photogrammetric or range sensing techniques, and 3. augmentation of video data of architecture with useful information. The focus here is on architecture and how to present it, enhance its abilities, make it easier to understand and make it accessible to a larger public. Collective interest in this topic led to the International Symposium on Virtual and Augmented Architecture, whose papers are contained in this book. As editors, we were very pleased about how well the different papers chosen gave a nice focus to the topic and conference. It is clear that there are many different research approaches still active in this area - this makes it an exciting time. We hope that this book captures that excitement and succeeds in bringing it to you.

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