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IT TECHNOLOGIES IN ARCHITECTURE AND SPACE REPRESENTATION. BRUNO ZEVI METHODS REVISED

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Abstract

Space representation methods as described by Bruno Zevi in “Architecture as space” are still valid today. Projections, elevations, models, photos and films are commonly used and all of them define the space in a specific way, yet none defines it completely. The development of IT technologies caused emergence of new methods which shape the picture of today’s architecture. Originally, a conventional technical drawing was adapted to the computer environment, but it was the 3D technology that revolutionized spatial representation, by restoring priority to the three-dimensional aspect of reality. Models allow us to explore the virtual reality, which is a huge progress in spatial representation. Thanks to advanced software, buildings of complex structure are formed, bearing testimony of their times – times of IT technologies. A flawless spatial representation method that perhaps will be known in the future should satisfy multi-plane needs of the observer, who experiences the represented space with all senses and impacts it as well.

Keywords: IT technologies in architecture; Perception of space; Space representation methods; Three-dimensional technologies.