ABSTRACTS

Aleksander Asanowicz
VIRTUAL REALITY IN ARCHITECTURE

In this paper organisation and implementation of the Virtual Reality systems will be discussed. The main aspects of these systems are the interface and interactions. These elements allow full immersion in a virtual world. Virtual reality may be used as an environment for presentation or, in more advanced way, as an environment for creative actions. In both cases, the presence in VR carries a problem that VR is not the same as the Real Reality. This problem may be solved by using the Augmented Reality technology in which digital images are combined with real world. In conclusion, author formulates the thesis that nowadays we observe the revolution in man-computer interface that allows to enter the computer world where are nothing but virtual forms.

Robert Misiuk
CREATING OF FOREST SETTLEMENT IN THE KNYSZYNSKA FOREST SITE - HISTORICAL AND LEGAL CONDITIONS

The article presents historical and legal factors which have affected appearance of settlement structure of Forest Service buildings in the Knyszynska Forest site. Some of these factors had radical impact in shaping the structure, while the other elements which have affected it have been a result of evolutionary reorganization and a consequence of overall social and economic development. The current condition is in large degree a result of policies introduced in the period between I and II WW, when the rules of modern forest management were introduced.

Wojciech Niebrzydowski, Piotr Łodziński
TWO BUILDINGS IN HANSAVIERTEL - MODERNIST „CITY OF THE FUTURE”

Hansaviertel in Berlin is a district known as “Stadt von Morgen” (“City of the Future”). It’s a kind of urban and architectural manifesto of post-war modernism. Buildings designed by famous architects from Germany and abroad show trends in residential architecture of 1950s. This paper presents two similar, in terms of overall dimensions and architectural form, multifamily residential buildings designed by Egon Eiermann and Pierre Vago. Attention was drawn to the idea of both of the architects to design a very original interior of the buildings and unusual architectural forms symbolizing modernity.

Małgorzata Stolarewicz
TIME, PARAMETERS AND ARCHITECTURE - COMPUTER METHODS OF CREATING BUILDING DYNAMIC FACADE

Presented paper is devoted to the problem of dynamic façades design. This article is introduction to Ph. D. study which focused on computer's methods of formatting spaces in architecture. At this stage of research author focuses on parametric dates in input in dynamic façades where great attention is paying on time aspect and subjectivism in parameters selection. The paper consist of four part (explanation of subject and main research goal, theoretical background, discussion of different kind of dynamic façades and case study) and conclusion.

Iwona Toczydlowska
LANDSCAPE AND BUILDING OF THE BAVARIAN VILLAGE NEAR NUREMBERG

The article presents the results of the field studies carried out in the area of Nuremberg (Bavaria, Germany) focusing on selected issues related to rural planning, urban design and rural architecture.
Dense patterns of villages' built-up areas have been noted. It has also been observed that a relatively chaotic built-up of farms is accompanied by a high intensity built-up index of individual settlements. Unusual proportions of building sizes have been found: the biggest are farmers' houses, smaller or equal in size are livestock or storage buildings.