Abstract:
This lecture will review a variety of architectural visualization projects, including traditional scale modelling,
virtual reality with stereo (binocular) vision, and real-time computer simulation.

Bio:
Theodore W. Hall earned his master's and doctoral degrees in architecture at the University of Michigan.
He has over twenty-five years of experience in software development for computer-aided architectural
design – including fourteen in the UM Architecture and Planning Research Laboratory, and ten in the
Department of Architecture at the Chinese University of Hong Kong. He is also the chairman of the
AeroSpace Architecture Subcommittee of the American Institute of Aeronautics and Astronautics, and wrote
his dissertation on "The Architecture of Artificial-Gravity Environments for Long-Duration Space Habitation."