

TG 24 - Virtual Reality in Construction



(The background to Prof. Issa's report is given in the [Programme Committee in Gainesville](#).)

TG 24 was established in 1997 with a mission to produce an International State of the Art report on Virtual Reality in Construction. TG24 completed its mission in 1999 and published its findings at the following URL: <http://www.bcn.ufl.edu/tg24/final/>

The final TG24 report as included in the Website includes :

I A general part including

- o Introduction
- o State-of-the-Art as concerns Universal VR Technology and Development of VR Technologies for the Built Environment
- o Future Outlook

II Description of 45 Research Centres in North America, Latin America, Europe, Asia and Africa with VR programmes.

For each centre updated information is given on: Mission, Ongoing R&D, Partners/Alliances, Resources and Future Outlook as concerns VR. Also for each centre Contact Information is given including an address of the centre's home page.

Since new developments in VR and in the application of VR in Construction are far from over, the CIB Programme Committee decided, in March 1999, that the continuation of TG24's work should take place in coordination with other IT related activities in Construction. To facilitate this it was decided that TG24 should continue its work as a subgroup of CIB Working Commission W078 - Information Technology for Construction. The objectives for the respective new W078 subgroup are as follows:

1. Continuously update its international state of the art report on applications of Virtual Reality in construction on its WWW site: <http://www.bcn.ufl.edu/tg24/final/>.
2. Make an inventory among experts and research organisations centered on the need for an international platform for exchange and collaboration on Virtual Reality.

The VR field is still in its infancy as far as potential applications in construction are concerned.

Currently, there are pockets of industry developing around the VR concepts. With the advent of Internet II, and the high speed communications it provides us with, leased virtual spaces in Virtual Reality Worlds are getting close to reality. Indeed, at the University of Florida, in partnership with among others Disney, MGM, Universal Studio and Silicon Graphics, we are in the process of founding an institute to address these technologies, while at the same time we are establishing related degree programs.

In parting, I urge all CIB members to consider joining the new W078 VR subgroup. We need more members to join us in this very important task of keeping all of us apprised of VR in Construction developments not only in their organisations and countries but also around the world.



Prof. Dr. R. Raymond Issa