

#### **4. Visualizing design: Testing your understanding - recap and revision**

##### *Multi-choice*

1. Who do you think are currently the biggest users of VR in design practice? a) architects; b) construction professionals; c) developers; d) facility operators; e) end-users.

##### *Reflective*

1. What role does VR typically have in the design process and why?
2. Are photorealistic representations always useful in the design process? Why?
3. What types of uses in design tend to benefit from VR use? Why?
4. Can you think of specific design elements or types of problems that VR can help users evaluate during design reviews?
5. Can you think of potential scenarios or examples when VR may hinder a design review?
6. What still prevents more widespread use of VR in design generation?