

# Designing the future

**3D Mice:** SpacePilot Pro®, SpaceNavigator®

**Application:** Rhino, Cinema 4D, VectorWorks



[www.architectureandvision.com](http://www.architectureandvision.com)



## Leaders in crossing fields of art, aerospace and architecture, Architecture and Vision, rely on 3Dconnexion 3D mice to make their futuristic visions a reality

Architecture and Vision is an architectural and design practice established by Italian and Swiss architects, Arturo Vittori and Andreas Vogler. The company is based in Rome and Munich.

Architecture and Vision specialises in technology transfer of aerospace technologies and philosophies to architecture and design, exploring a new harmony between buildings and the natural environment. This is a leading edge field that sees the company working on a wide range of exciting projects. Very few designers are able to combine the expertise and industry know-how of aerospace and architecture with a clear vision of the future, which puts Architecture and Vision at the very forefront of architecture.

“The central focus of our practice is design excellence, achieved through collaboration with clients and specialists ranging from structural and environmental engineers to cost consultants,” explains founding partner Arturo Vittori. “Research and development is of major importance in helping us achieve our key design objectives in ecology, functionality, beauty and quality.”

Customers include Thales Alenia Space, Centro Nazionali Ricerche (CNR), Corsair and the European Space Agency.

The main 3D design applications in use at Architecture and Vision are Cinema 4D, McNeel Rhinoceros and Vectorworks. There are three designers in total using CAD software and 3Dconnexion 3D mice are a standard part of the workstation configuration.

“I first heard about 3Dconnexion’s products some years ago,” says Vogler. “My first impression was that I didn’t want another piece of equipment on my desk. I thought ‘these products may be great’, but because I often work on the laptop, a 3D mouse seemed impractical.”

However, Vogler was also keen to address issues he had experienced with positioning 3D content and felt a 3D mouse might offer a solution.

“Depending on the CAD software being used, either in the modelling phase or even animation, it can sometimes be quite tricky positioning an object in an efficient manner in your viewport,” he explains.

Always interested in embracing technological enhancements, the team at Architecture and Vision decided to try out 3D mice and undertook a six-month evaluation period.

## Exklusiv in der Küchenbranche: Mehr Professionalität durch die 3D-Maus!

According to Vittori, it took the design team just a few days to become proficient at using 3D mice:

“After one week of continuous usage and experimentation, we were convinced of their value and knew we would be adopting the devices. After a month of continuous usage it actually became tricky to work without a 3D mouse, as the hand had started to automatically search for it during the modelling phase.”

The company now uses a mix of 3Dconnexion’s SpacePilot Pro and SpaceNavigator 3D mice.

“In the end it was the time saved by using the 3D mice that convinced us. With one of your hands on this amazing piece of technology, even at times when 3D navigation is not required, workflow remains accelerated thanks to the other functions like the shortcut keys used to activate software commands or to simply navigate from one view to the other,” explains Vittori. “Without 3D mice it can be almost impossible or at least very time consuming trying to achieve certain viewing positions.”



Vittori reports a number of other advantages and benefits to using 3D mice including optimised workflow and ergonomic benefits.

“With the SpacePilot Pro 3D mouse and its shortcut buttons, there were noticeable productivity gains once the CAD operators had mastered the shortcut positions,” he says.

A recent project realised using 3D mice was AtlasCoelestis-ZeroG, kinetic space sculpture, which flew aboard the last flight of the space shuttle Endeavor to the International Space Station (ISS) in May of 2011. Three SpaceNavigators and one SpacePilot Pro were used on the project.

Vittori concludes: “3D mice offer state-of-the-art technology that suits our approach. As well as improved comfort and easier access to key functions within our software, they have resulted in more time spent designing and corresponding cost savings as the design process itself has become streamlined.”

