



de
zeen

Magazine
Awards
Jobs
Events Guide
Showroom
School Shows

Architecture
Interiors
Design
Lookbooks

Talks
Videos
Opinion
Comments
Subscribe

Search

Follow:     



Watch our talk about how game engines are transforming architecture



Benedict Hobson | 19 August 2021

We explored how visualisation tools such as Twinmotion are transforming architecture in this talk to coincide with our [Redesign the World](#) competition in partnership with Epic Games.

Titled [Twinmotion: how game engines are transforming architecture](#), the talk covered the new possibilities that real-time 3D tools such as Twinmotion open up to architects.

Twinmotion is powered by Unreal Engine, a game engine developed by Epic Games that also powers some of the world's biggest video games, such as Fortnite.

Talk explored how video games and architectural visualisation are merging

Moderated by Dezeen editor-in-chief Marcus Fairs, the talk explored how access to this new digital technology is transforming the way that architects work and communicate their projects, how video game design and architectural visualisation are merging, and what the future holds for the industry.

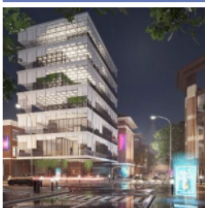
Fairs was joined by Belinda Ercan, Twinmotion product marketing manager at Epic Games, Murray Levinson, partner at architecture practice Squire & Partners, Adam Laskey, director of architecture studio Marraum, and Luke Pearson and Sandra Youkhana, co-founders of You+Pea.

Twinmotion democratising access to game-engine technology

Ercan provided an overview of what Twinmotion is and what it can do, explaining how the tool provides architects with the real-time power of Unreal Engine in a very simple and accessible package that almost anyone can learn.

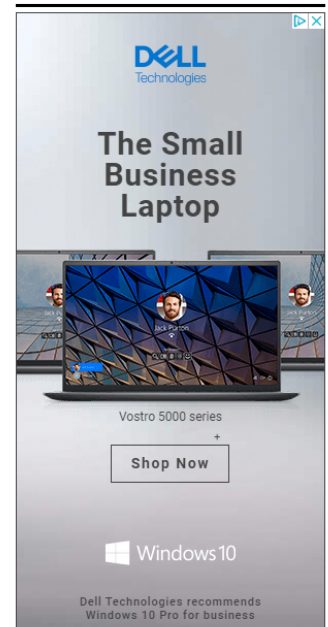
Architects Levinson and Laskey then explained how they use the software in their practice.

Levinson revealed that his firm uses the software from the very early stages of the design process to get a sense of how its projects will be experienced at street level once built, which the firm then uses to iterate its designs.



Related story
Watch our [Redesign the World](#) workshop on how to use Twinmotion

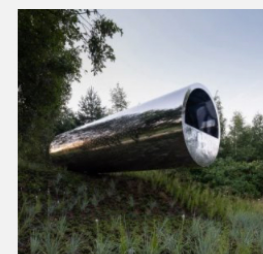
Laskey showcased how his studio uses Twinmotion to create virtual-reality



Top architecture stories

Most popular

Most recent



- 1 Sergey Kuznetsov cantilevers tubular holiday home in Russian art park
- 2 Snohetta reimagines long-closed 1930s Norwegian harbour bath Knubben
- 3 Nielsen Jenkins designs Brisbane home to withstand bushfires
- 4 Best Practice Architecture updates a historic bungalow in Seattle
- 5 Kengo Kuma draws on fairytales for Hans Christian Andersen museum

Watch our [Redesign the World](#) workshop on how to use

experiences to help its clients understand proposals and the value that certain architectural features will provide.

He also said that the technology can be useful in getting planning consent, as neighbours can much more easily understand how a proposed building or extension will affect them.

Rise of the metaverse

Pearson and Youkhana then discussed the **Videogame Urbanism** masters programme they run at the Bartlett School of Architecture in London, explaining what designers and architects can learn from the world of video games and game design.

The panel then discussed what the future holds for architectural visualisation and the architecture profession more widely.

Panellists also speculated on where game engine technology will take us, exploring the implications and possibilities of the metaverse, a digital simulation of the real world that exists alongside the physical world.



Belinda Ercan oversees Twinmotion product marketing and strategy at Epic Games

Ercan is a product marketing manager for Twinmotion at Epic Games.

She has a master's degree in architecture and digital design, with a focus on 3D visualisation, and has previously worked as a visualiser for HLM Architects and visualisation product manager at Graphisoft.



Murray Levinson is a partner at Squire & Partners

Murray Levinson is a partner at award-winning architecture and design practice Squire & Partners.

Murray's particular interest in masterplanning brings the practice's design ethos to a variety of sites in the UK and internationally, with work in Turkey, Russia, Belfast, Manchester and London.

Twinmotion



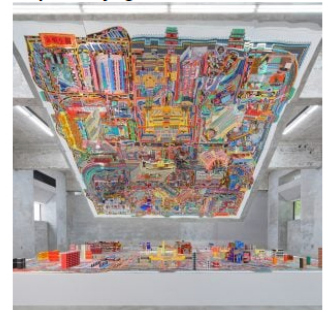
Nielsen Jenkins designs Brisbane home to withstand bushfires



Arney Fender Katsalidis to transform railway site into low-carbon city



Syracuse University presents eight models based on a Qing dynasty map of Beijing



Subscribe

Subscribe to our newsletters



Email

Next



Adam Laskey is director of architecture firm Marraum

Adam is co-owner and director of Marraum, a small architectural practice in Penryn, Cornwall, specialising in using virtual reality (VR) to deliver domestic renovations and new builds.

His knowledge and use of VR in architecture have seen him speak at a wide range of events in Cornwall and London. Currently, he is collaborating with HTC and Twinmotion to trial their new technology and provide relevant professional feedback.



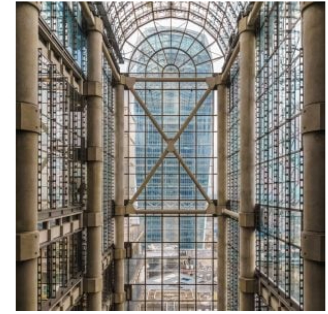
Luke Pearson and Sandra Youkhana run research studio You+Pea

Luke Pearson and Sandra Youkhana run architectural design studio You+Pea, which explores the integration of videogame technologies into architectural design, leading conversations on how games can engage new participants in the design of cities.

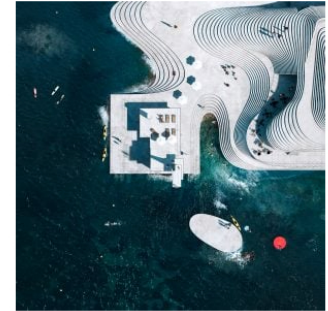
Pearson and Youkhana established and lead the Videogame Urbanism studio at the Bartlett School of Architecture, UCL, where they use game technologies to realise urban design research.



Lloyd's building in London to undergo "once-in-a-generation" overhaul




Snohetta reimagines long-closed 1930s Norwegian harbour bath Knubben



Looking for staff?
Boost your visibility with a Dezeen Jobs company profile

Popular jobs | Featured jobs



IPPOLITO FLEITZ GROUP
identity architects

- 1 Senior product designer at Ippolito Fleitz Group
- 2 Global design champion at Woods Bagot
- 3 Senior interior designer at Soho House
- 4 Architect/Part 2 at Nicholas Hare Architects
- 5 Architectural visualiser at John McAslan + Partners

Kengo Kuma draws on fairytale landscapes for new Hans Christian Andersen museum in Denmark





The talk coincided with Dezeen's *Redesign the World* competition, in partnership with Epic Games, which calls for radical proposals to rethink planet Earth.

Entrants must produce a 3D visualisation of their concepts using Twinmotion, submitting a video animation and still image of their concept, along with up to 500 words of text about their proposal.

Dezeen previously hosted an online workshop on how to use Twinmotion to help participants with their entries.

The competition is open for entries until 15 September 2021. See [the brief and entry criteria](#) for details of how to enter.

Top image is a visualisation created using Twinmotion by Roberto Molina.

Read more: [Redesign the World](#) | [Software and web design](#) | [Architecture talks](#) | [Technology talks](#) | [Architecture](#) | [Technology](#) | [Talks](#) | [Renderings](#) | [Video games](#) | [Livestreams](#) | [Epic Games](#)



New photos show BIG's twisting Marsk Tower



Subscribe to our newsletters
Email*
Next

Dezeen Events Guide



Share and comment



Leave a comment

More
Architecture
Interiors
Design
Lookbooks

Recommended stories



Tubular holiday home cantilevers over hill in Russian art park



Jupe travel pods are canvas shelters for off-grid living with wifi access



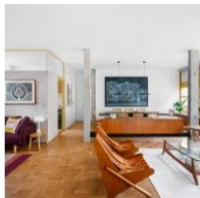
Best Practice Architecture updates a historic bungalow in Seattle



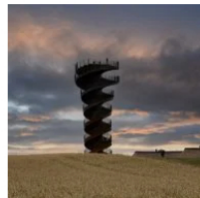
Grid carpet by Talk Carpet



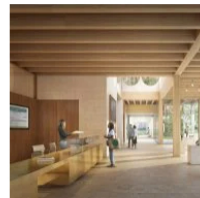
Live talk on designing future-ready offices with BDG Architecture + Design



Louveira Building apartment brings together 1940s style and broken-plan living



BIG's spiralling double-helix viewing tower revealed

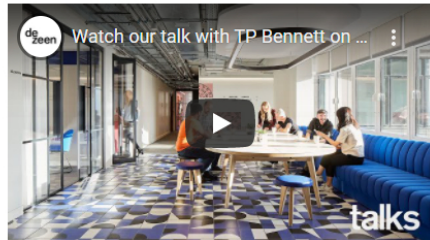


Alison Brooks Architects unveils mass timber entrance for Cambridge college

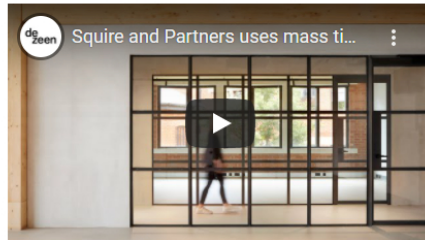
Dezeen Jobs



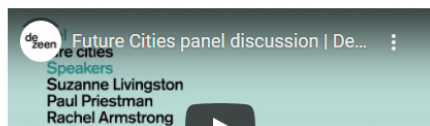
Recommended movies



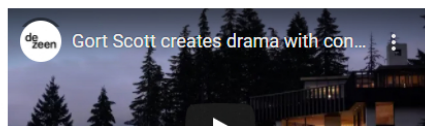
Watch our talk with TP Bennett on the design of post-pandemic office spaces



Squire and Partners uses mass timber to add co-working facility to its own London office



Future Cities panel discussion | De...
Speakers
Suzanne Livingston
Paul Priestman
Rachel Armstrong



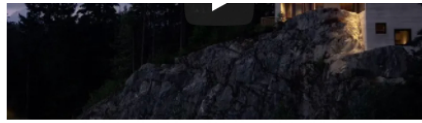
Gort Scott creates drama with con...

Moderated by
Tom Ravenscroft

#dezeenday



Watch the video of our future cities panel discussion at
Dezeen Day



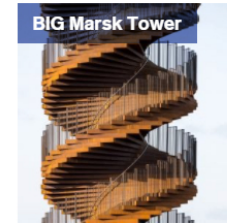
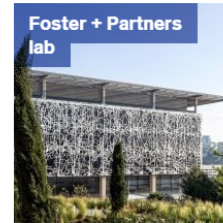
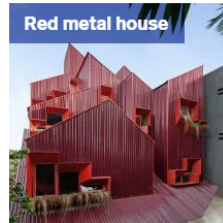
Concrete house by Gort Scott hugs rocky crag in Whistler

Comments

Visit our comments page | Read our comments policy

A large advertisement for Dezeen Jobs. The background is a modern office interior with a desk, chairs, and a bookshelf. The text reads: "Looking for staff? Boost your visibility with a Dezeen Jobs company profile". The Dezeen Jobs logo is in the bottom right corner.

Highlights



Magazine
Awards
Jobs
Events Guide
Showroom
School Shows

Architecture
Interiors
Design
Coronavirus

Talks
Videos
Opinion
Comments
Subscribe

Submit a story
Advertise
Privacy notice
Contact