

2011

## Reconstruction of a Gothic Cathedral using an Immersive Virtual Environment Chamber

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### Recommended Citation

. "Reconstruction of a Gothic Cathedral using an Immersive Virtual Environment Chamber." *Peregrinations: Journal of Medieval Art and Architecture* 3, 1 (2010): 6-6. <http://digital.kenyon.edu/perejournal/vol3/iss1/10>

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## **Reconstruction of a Gothic Cathedral using an Immersive Virtual Environment Chamber**

A Duke University student in Professor Caroline Bruzelius' "Gothic Cathedrals" course produced (with the help of digital artist Anya Belkina and Duke research scientist Rachael Brady) renderings and analysis of various cathedral models projected in the ten-foot-cube Duke Immersive Virtual Environment chamber. To see this innovative project click on the following link:

<http://visualstudies.duke.edu/wp-content/uploads/cathedralpresentation.pdf>