

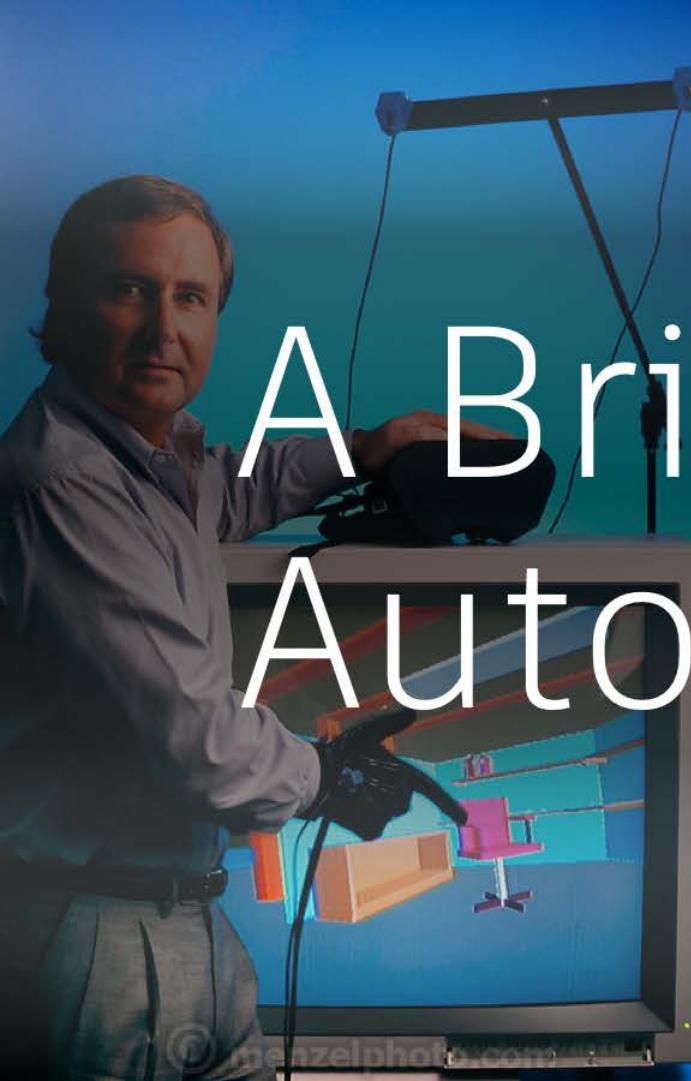
XR in Design, Make & Use

Enterprise Applications in AR/MR/VR

Brian Pene

Director of Emerging Technology – Autodesk Research





A Brief History Autodesk + VR



Dealer
DOS Ext. 386

11

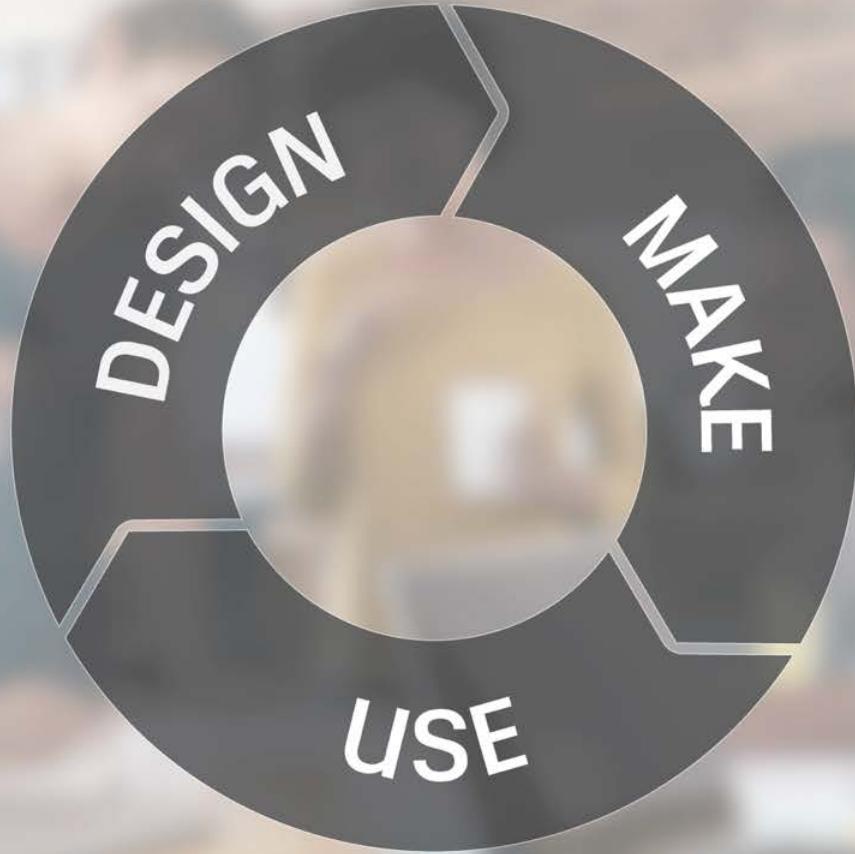
Executables 1 / Install Disk 1 of 6
SN# 994-00000228/A11 Francaise
(C) Copyright 1982-91 Autodesk AG

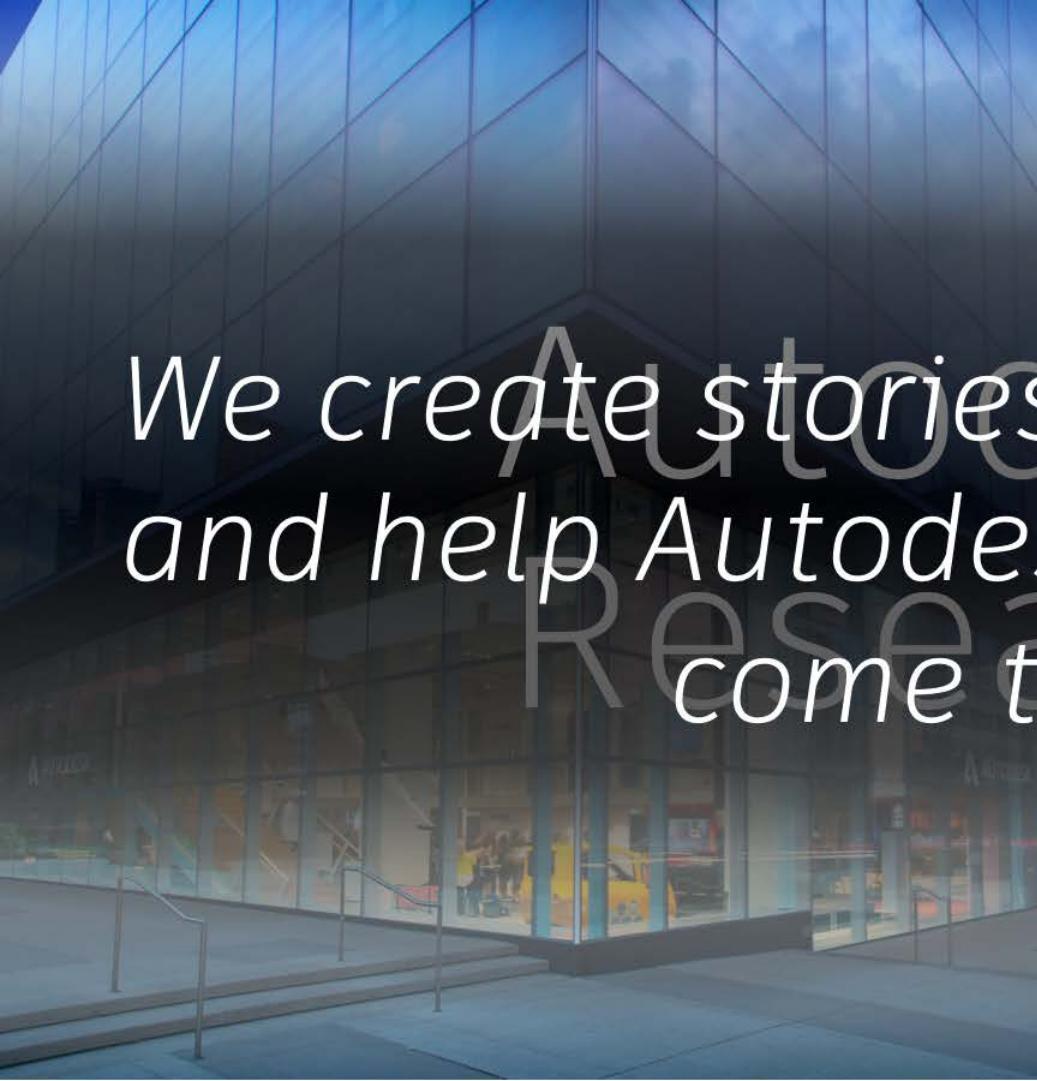


The Future of Making Things



The Martian © 2015 Twentieth Century Fox. All rights reserved.





We create stories of the future
and help Autodesk make them
come true.

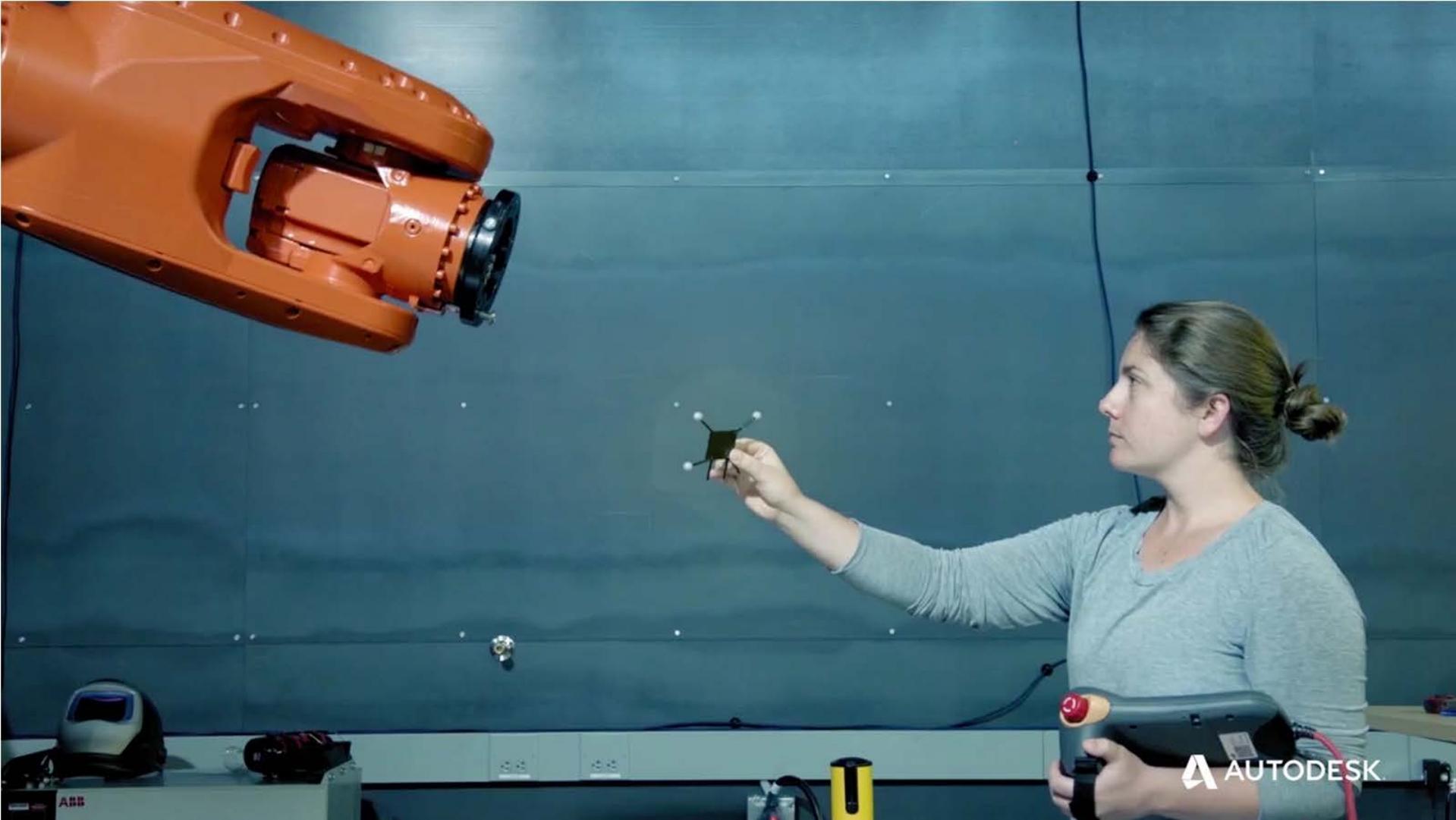






Imagining The Future of Immersive + AI Experiences





AUTODESK

Enabling workflows for:



DESIGN

MAKE

USE

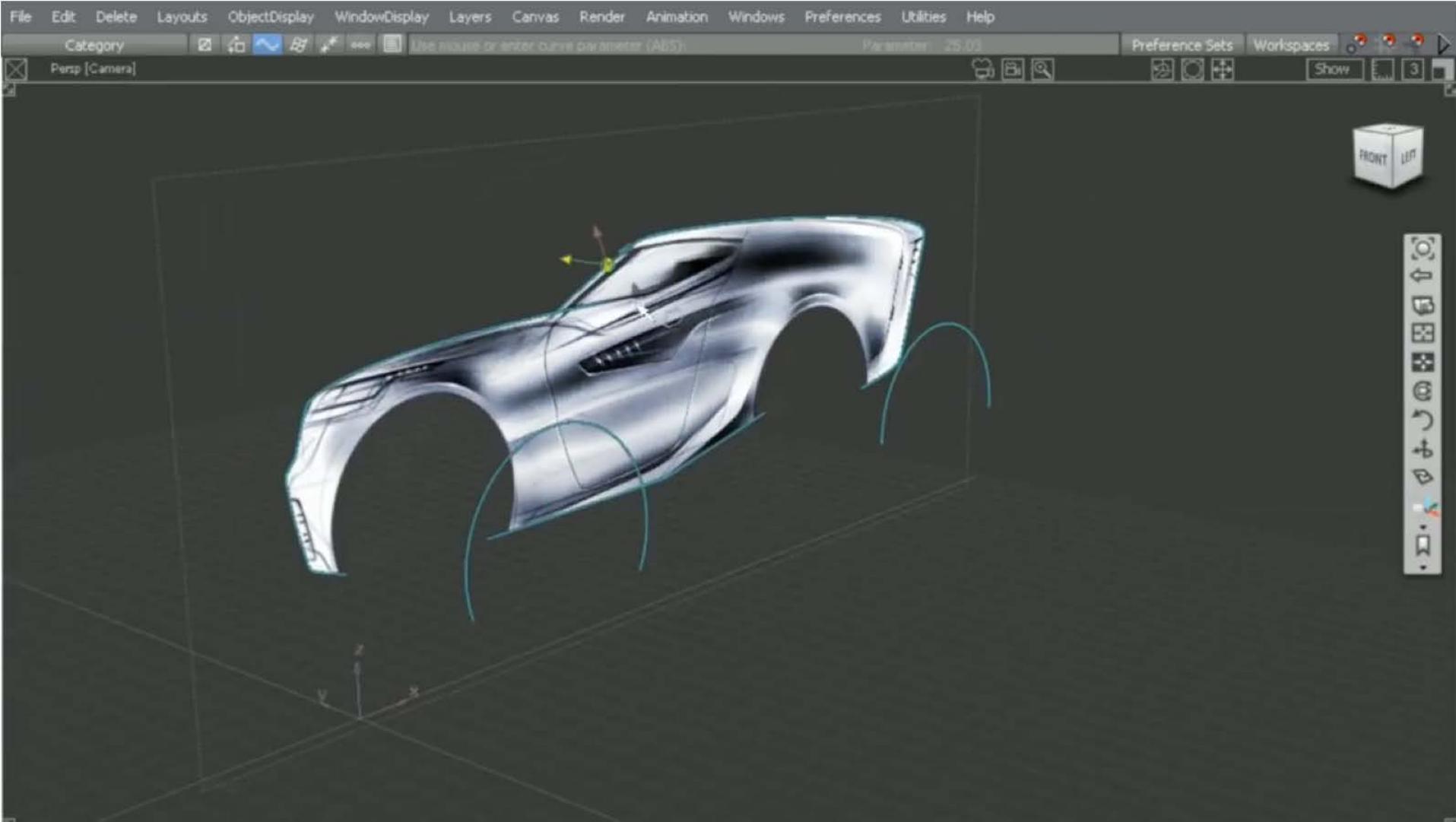
AR/MR

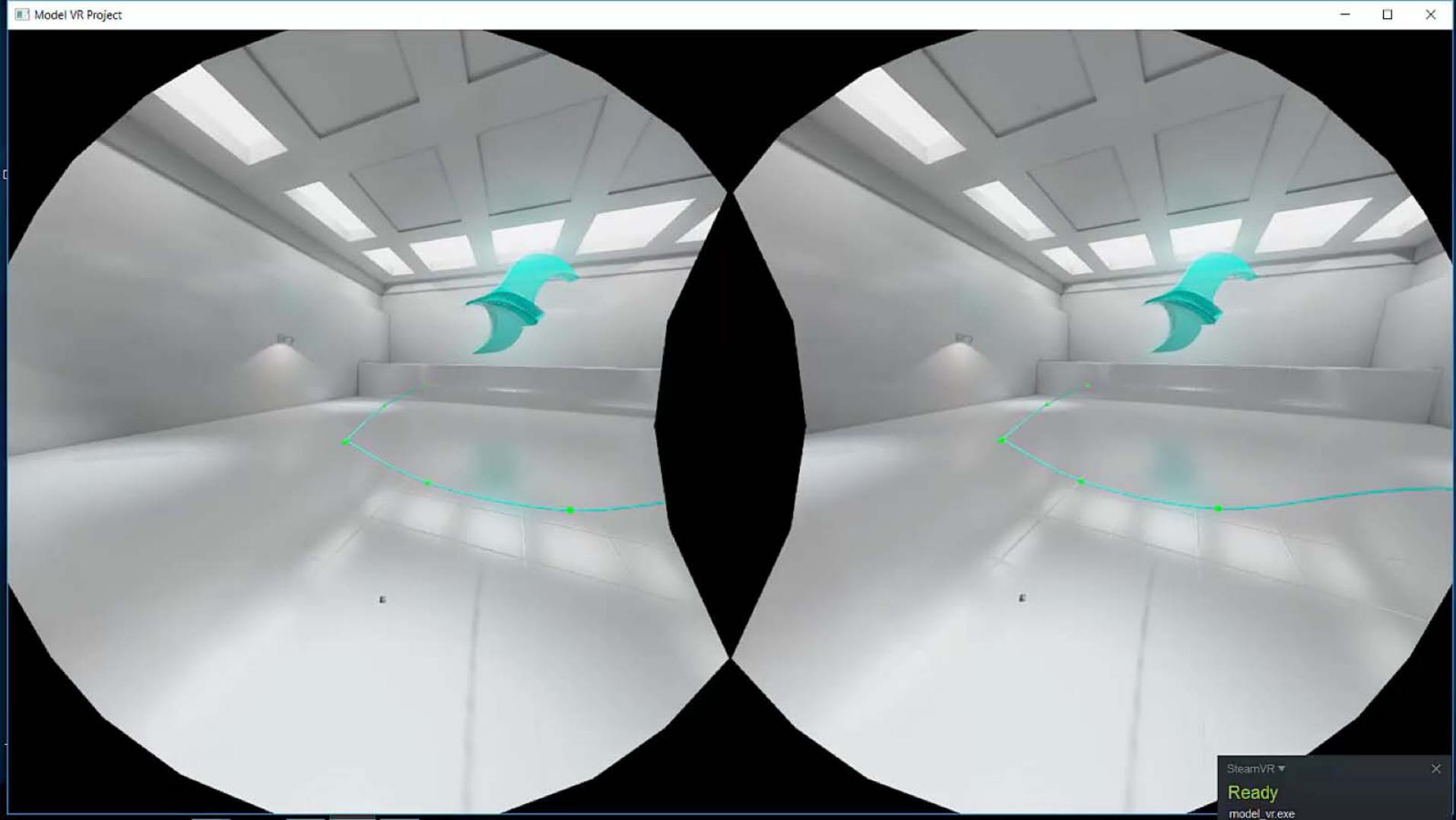
VR

A large white wavy line starts from the bottom left corner and curves upwards towards the center of the slide, separating the DESIGN and MAKE sections.

XR IN DESIGN







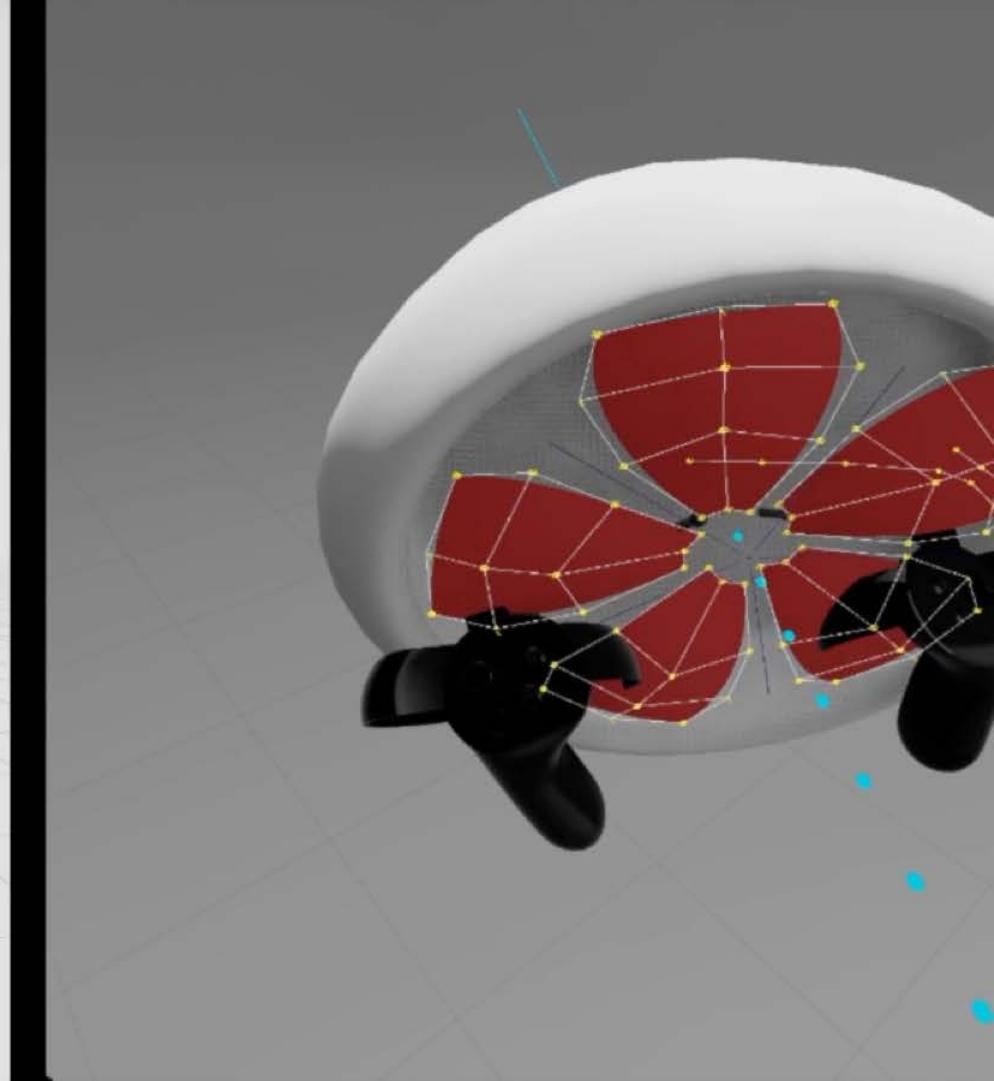
SteamVR ▾

Ready

model_vr.exe



PROJECT
SUGARHILL



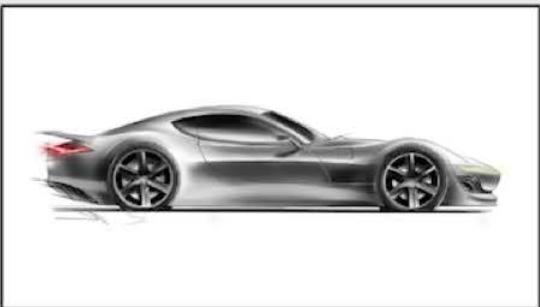
Collaborative Design Review



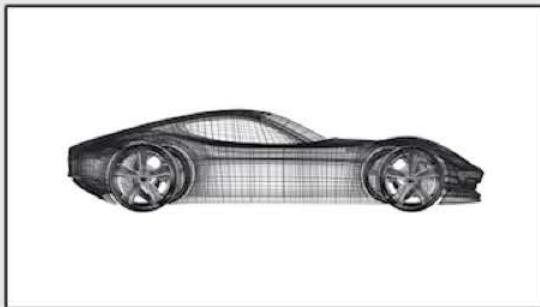




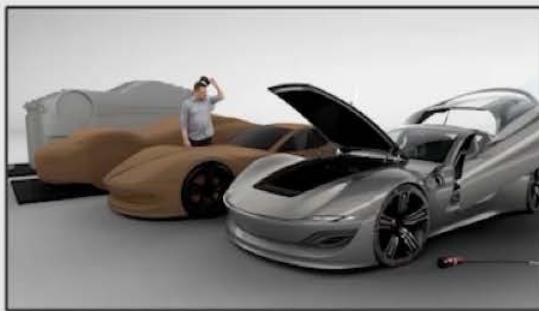
SKETCH



RAPID PROTOTYPE



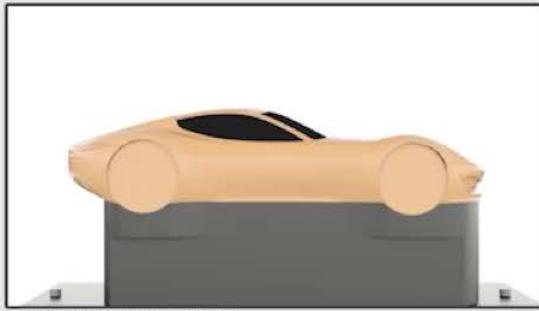
SHAPE



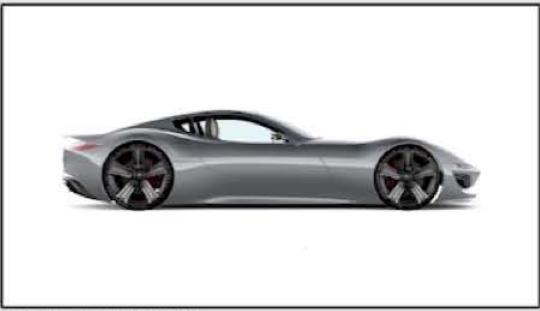
IMMERSIVE FORMFINDING



IMMERSIVE REVIEW



INTERACTIVE DESIGN



USER EXPERIENCE



DESIGN REVIEW

A wide-angle photograph of a massive construction site in a city, likely Dubai. In the foreground, there's a complex steel framework of a building under construction, with workers visible on the structure. Several yellow construction cranes are positioned around the site, some with their booms extended. In the background, the city's skyline is visible, featuring numerous skyscrapers, including one with a distinctive sail-like top. The sky is a clear, pale blue.

X R IN
MAKE

The image shows a construction worker in a hard hat and safety vest reviewing digital blueprints on a tablet. The tablet screen displays a list of issues and two floor plans. The first floor plan shows several blue circular markers indicating specific points of interest or potential problems. The second floor plan shows a yellow circle highlighting a specific area. To the right of the floor plans are two small windows showing contact information for 'Vandalay Architects' and 'Vandalay Industries'. A red callout box with the text 'missing dimensions' points to a red dashed-line box around a room labeled 'NURSE STATION' on the site plan.

Issues

Add

Filter ▾ Sorting by Creation Date ▾

188 DRAFT Due on: Unspecified

Example Issue
To: Unspecified
Created by: Ola Ser on Dec 27, 2016
P-1 - Basement & Ground Floor + V2 (current)

187 OPEN Due on: Unspecified

Example Issue
To: Unspecified
Created by: Ola Ser on Dec 27, 2016
P-1 - Basement & Ground Floor + V2 (current)

186 OPEN Due on: Unspecified

Example Issue
To: Unspecified
Created by: Ola Ser on Dec 27, 2016
P-1 - Basement & Ground Floor + V2 (current)

185 DRAFT Due on: Unspecified

Example Issue
To: Unspecified
Created by: Ola Ser on Dec 27, 2016
P-1 - Basement & Ground Floor + V2 (current)

A015 SITE PLAN 12:30

Vandalay Architects
123 fake St
Suite 13
Wellesley, MA
Next Generation Consulting
150 BIM Ave
3rd Floor
Manchester, NH

Vandalay Industries
Urban House
Basement & Ground
Floor

NURSE STATION 1012

STAFF RESTROOM 1011

EXAM 2-4 1204

EXAM 3-1 1303

EXAM 3-4 1304

STAFF ENTRANCE 1001

STAIRS 1013

LEAN LINEN 1514

LED EN 1302

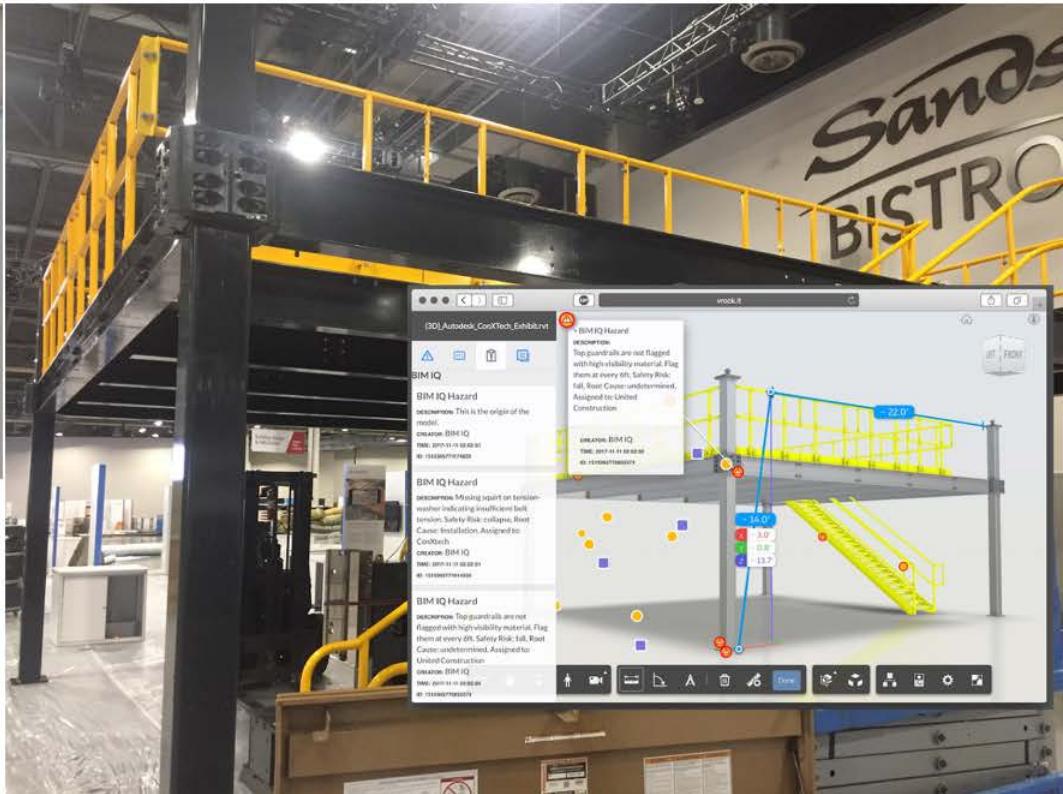
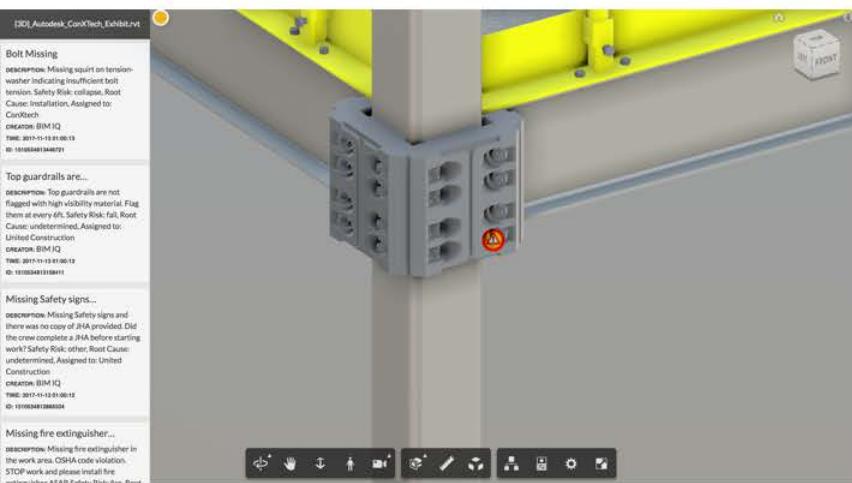
ANITOR 1512

EXAM 2-3 1203

EXAM 3-2 1302

missing dimensions

Rethinking the Jobsite with XR



Enables workers to **access current BIM data in a spatial context**, serving up information when and where it's needed and **optimizing functions such as layout, planning, quality control, and safety concerns**.

SETTINGS



CALIBRATE



ABOUT



CREATE ISSUE



CREATE RFI

Show BIM IQ

Show Model

Show 3rd Flr



Top guardrails are...



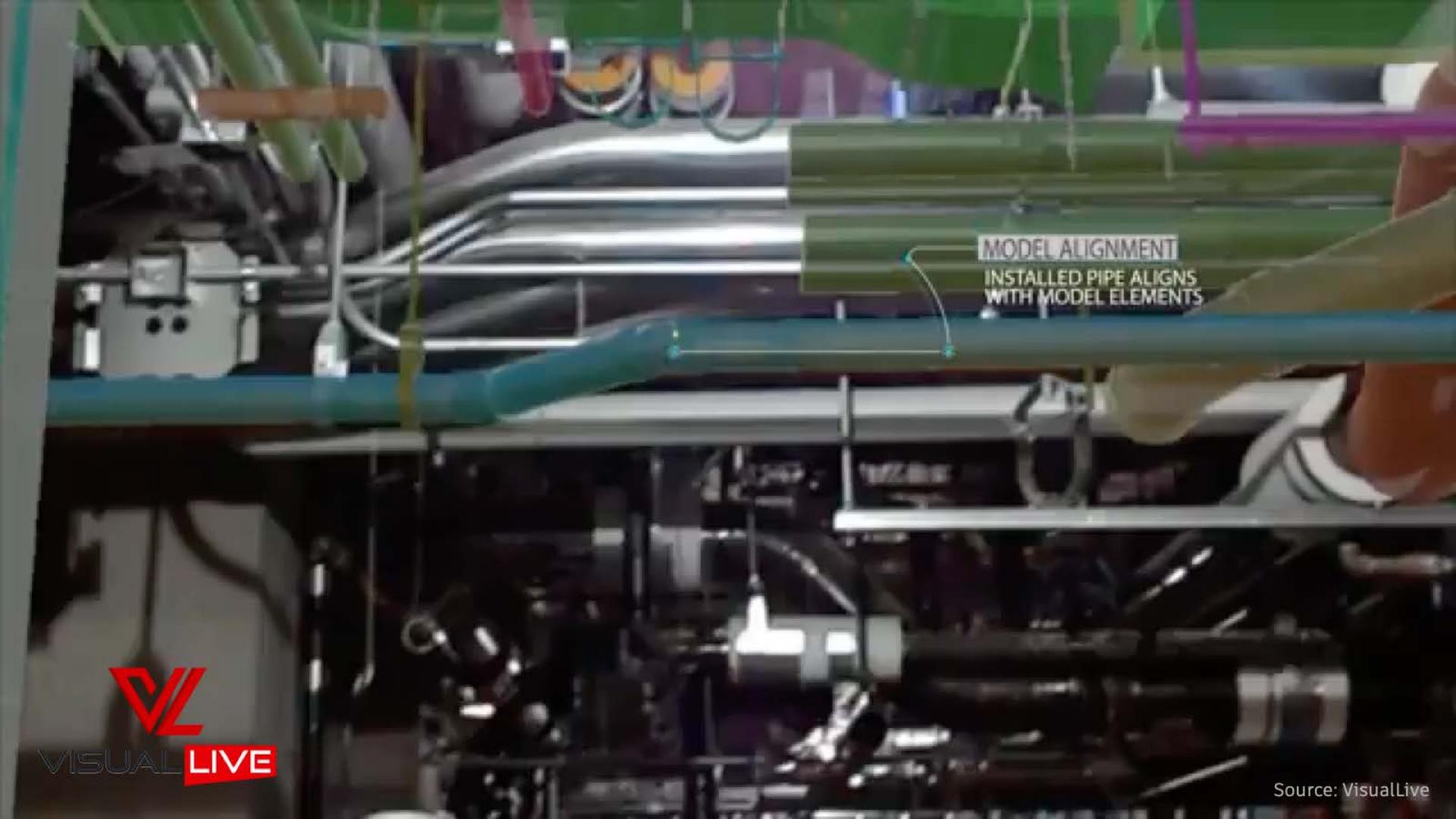
Bolt Missing



Mold



Rust



MODEL ALIGNMENT

INSTALLED PIPE ALIGNS
WITH MODEL ELEMENTS



XR IN USE

Source: Shaper Tools, Inc.





LIGHT GATE
CLOSED

CLOSED

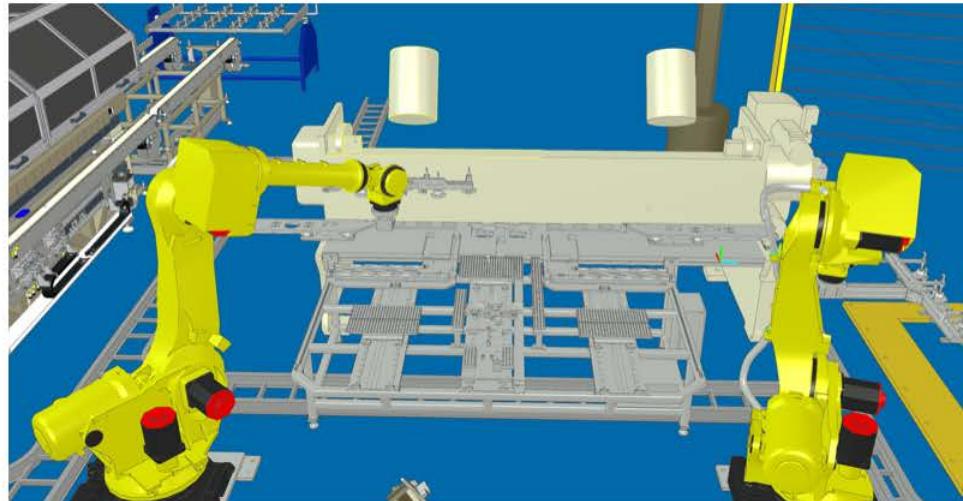


Digital Twin Factory

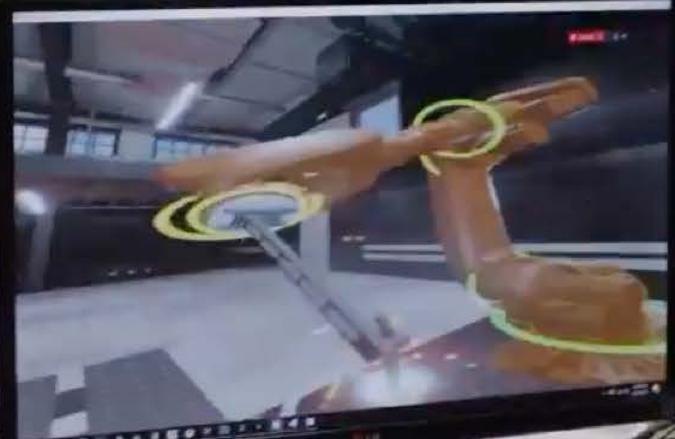
Factory Floor



Digital Twin



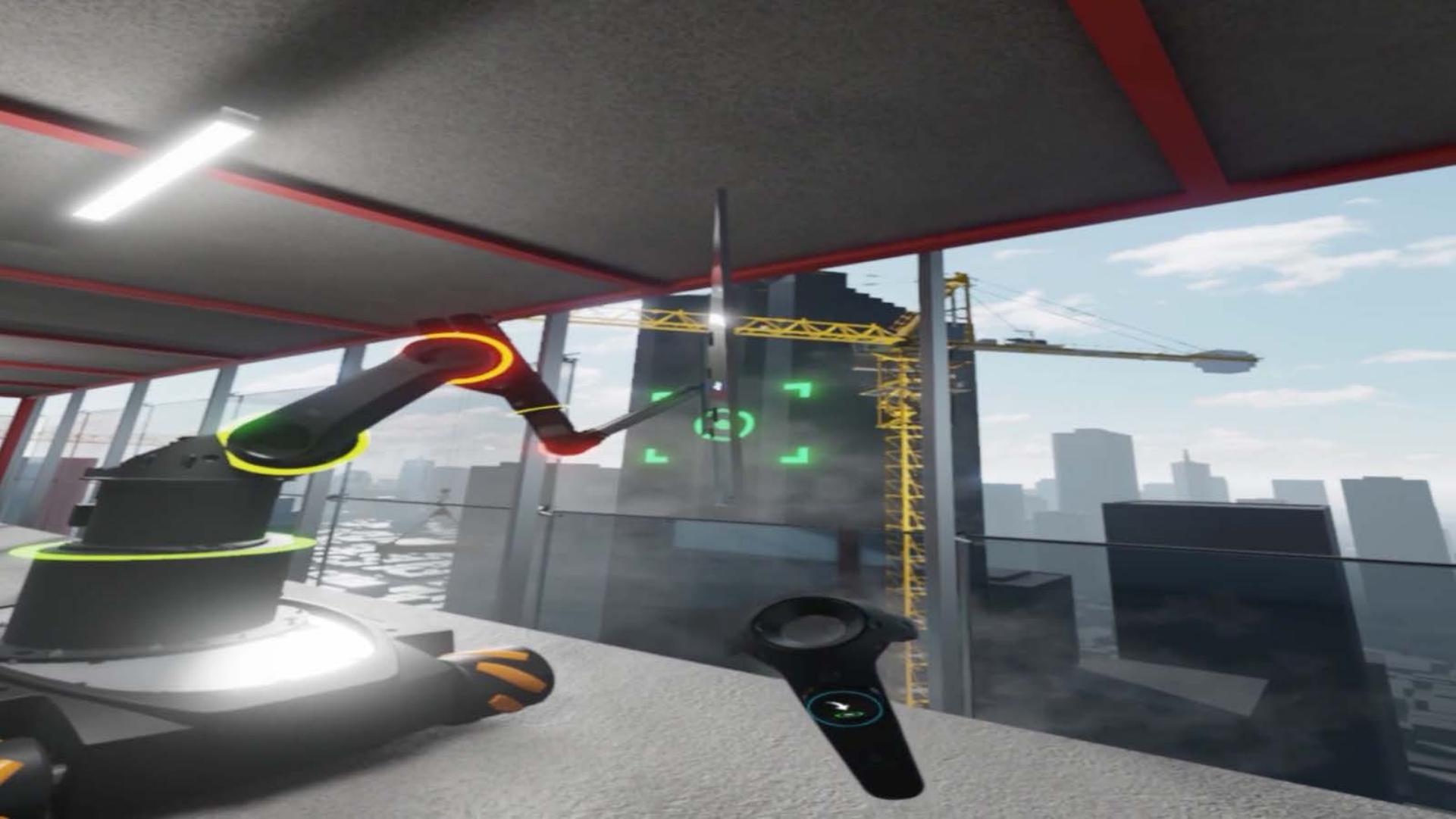






ULINE AIR

KUKA





CHALLENGES

Creating Immersive Experiences



COST

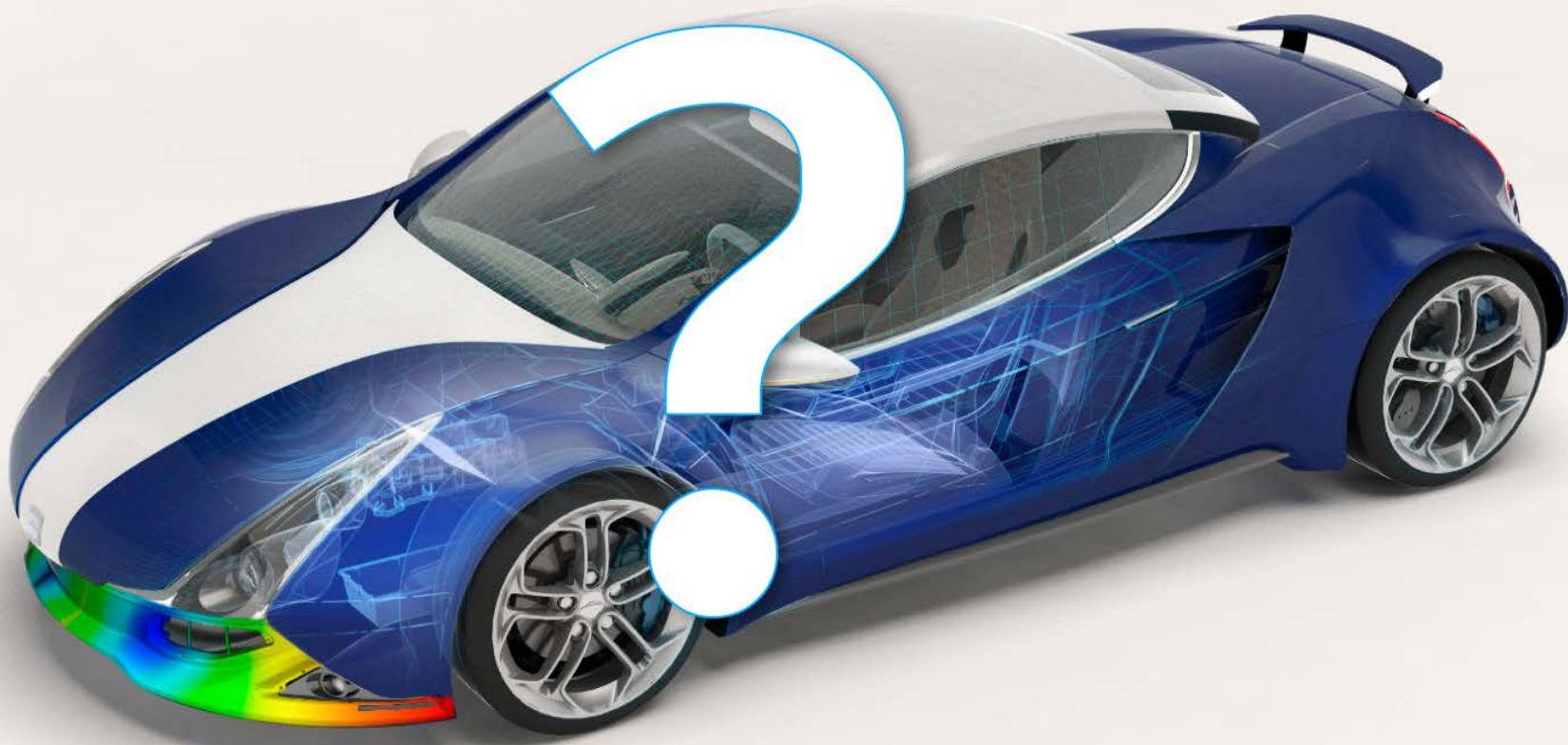


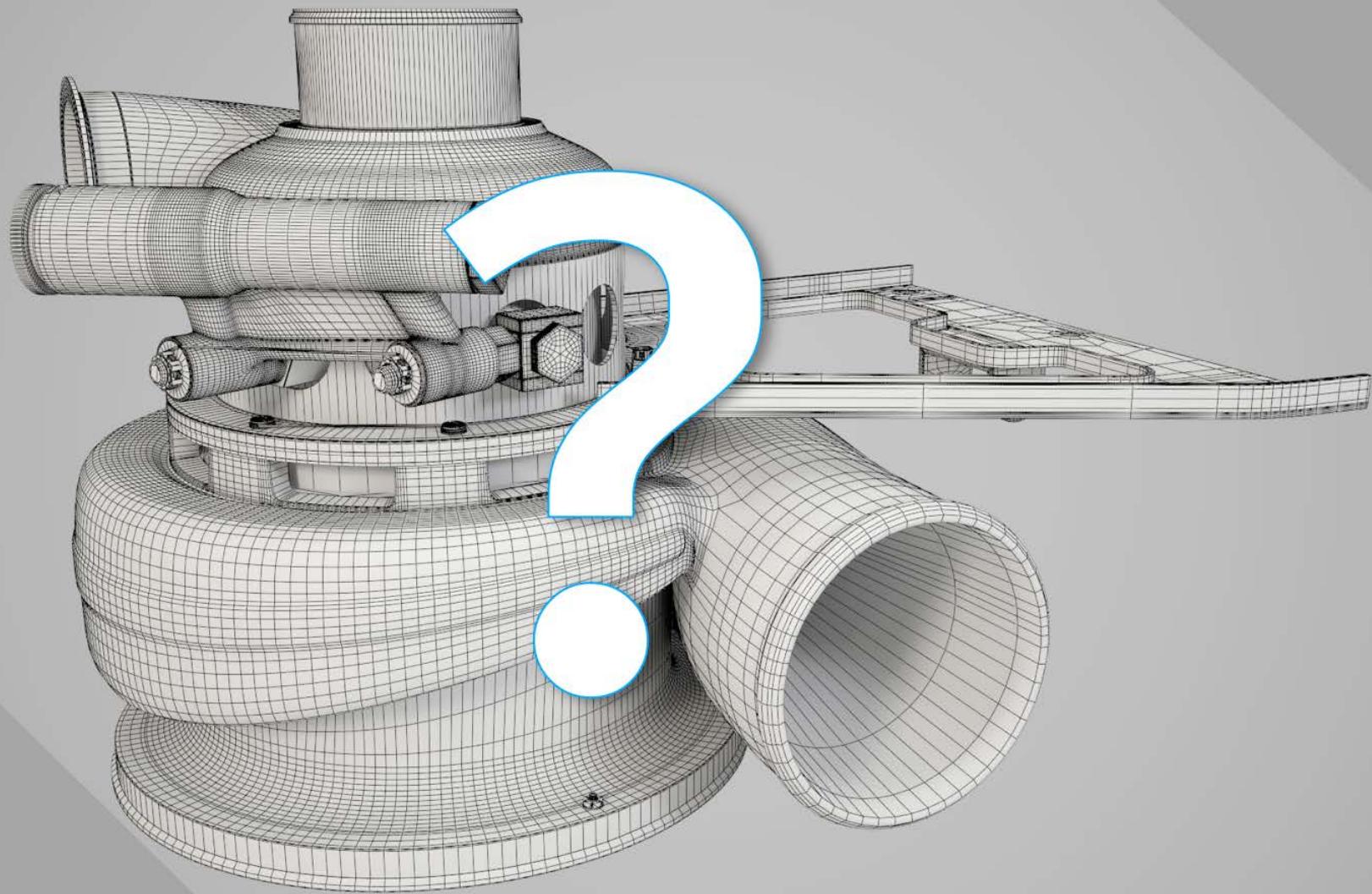
TIME



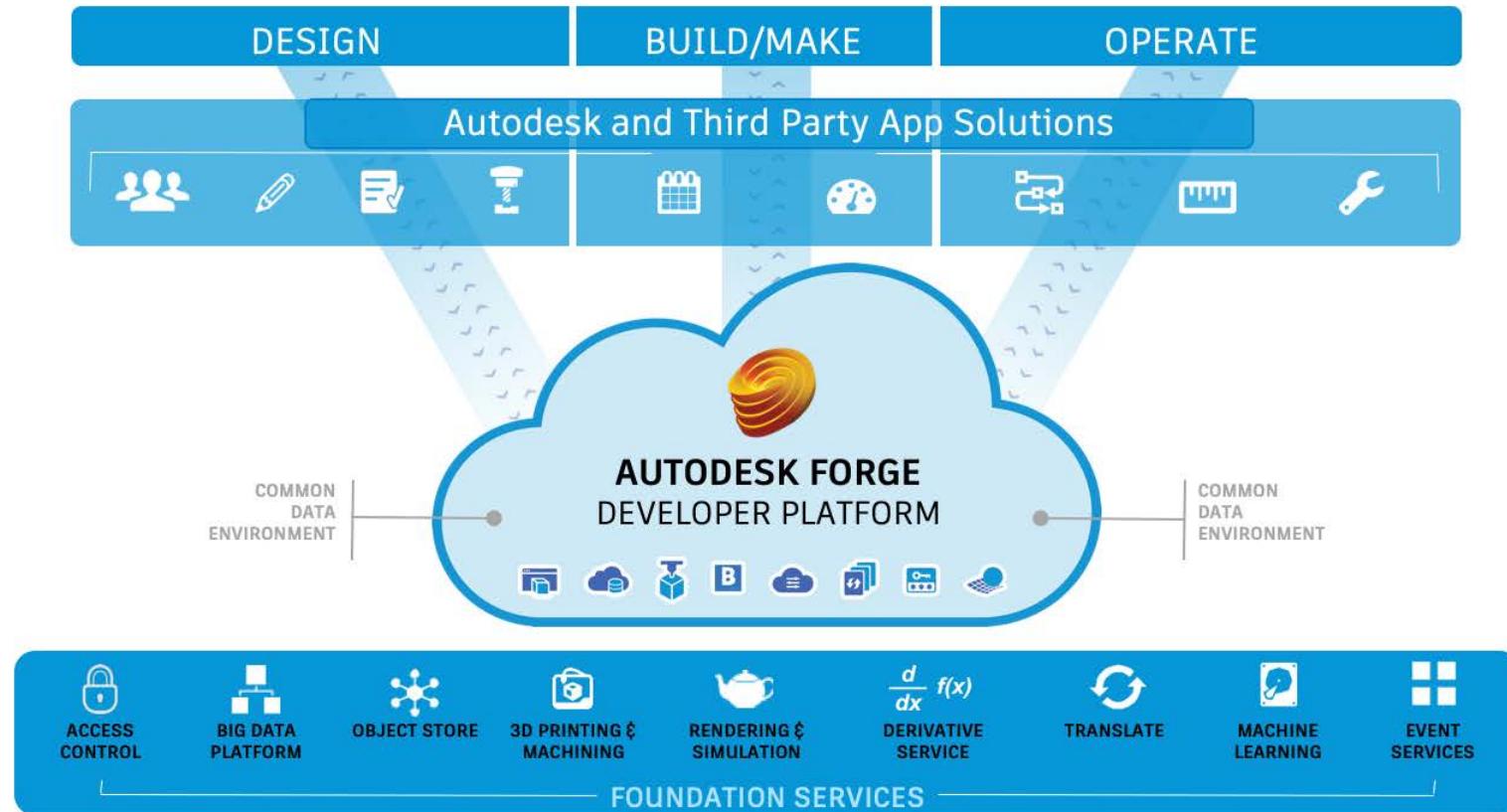
EXPERTISE

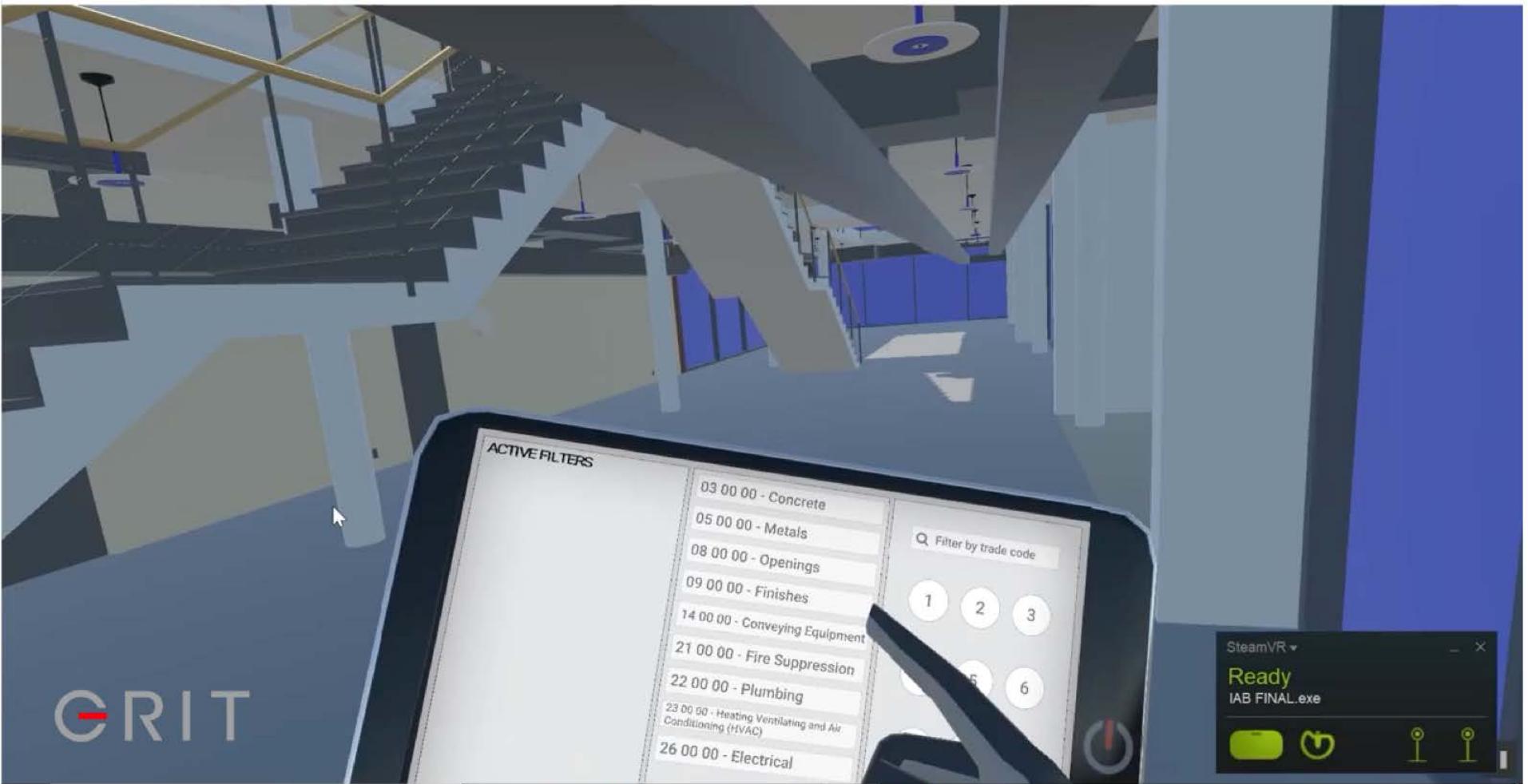






FORGE AR/VR Toolkit – <http://forgetoolkit.com>









AUTODESK®

Make anything™