

# XR in Design, Make & Use

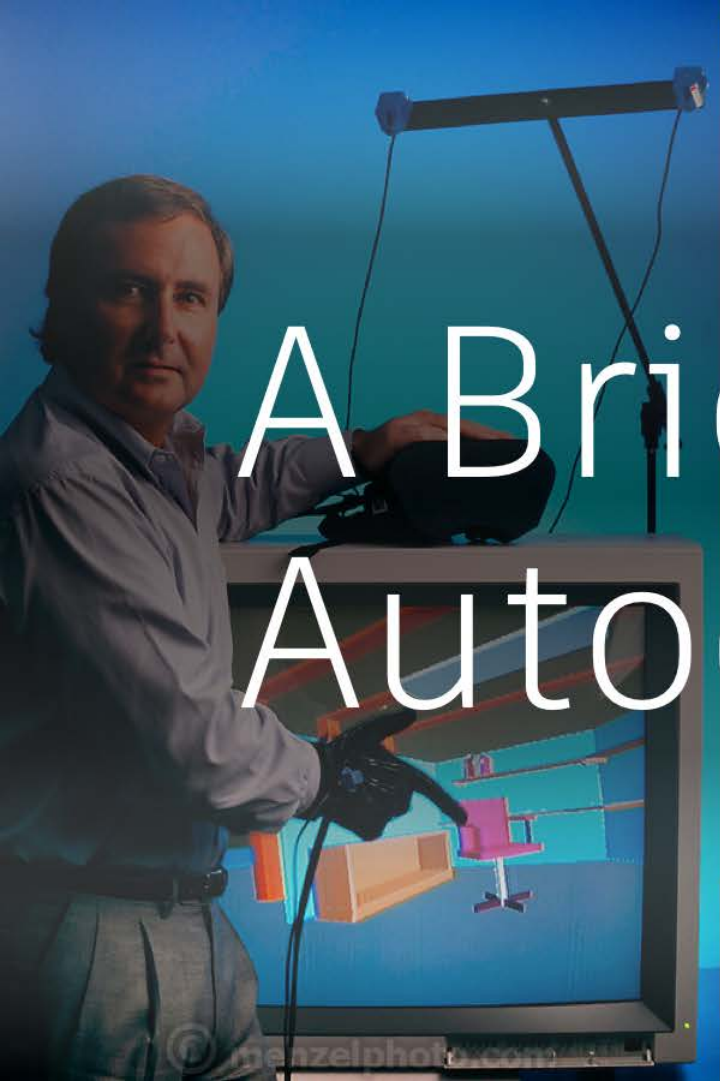
Enterprise Applications in AR/MR/VR

Brian Pene

Director of Emerging Technology – Autodesk Research



# A Brief History Autodesk + VR



 **AUTOCAD**<sup>®</sup>

Dealer 11  
DOS Ext. 386  
Executables 1 / Install Disk 1 of 6  
SN# 994-0000228/A11 Francaise  
(C) Copyright 1982-91 Autodesk AG



Image courtesy of Tesla Motors, Inc.

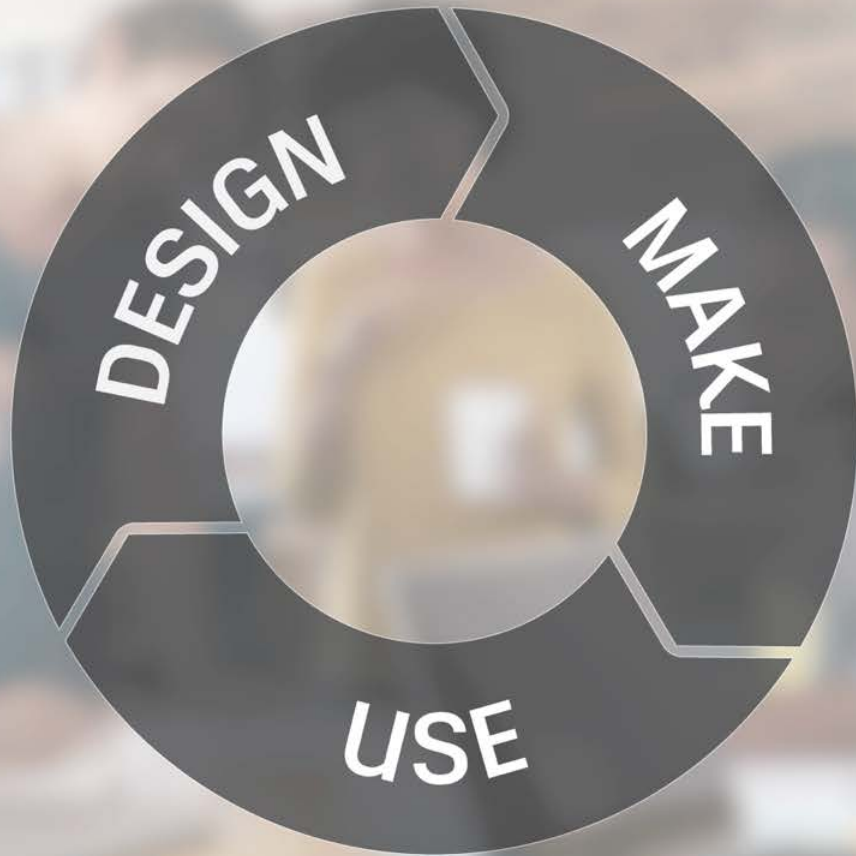


Image courtesy of Genstar



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

# The Future of Making Things





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

Autodesk  
Research

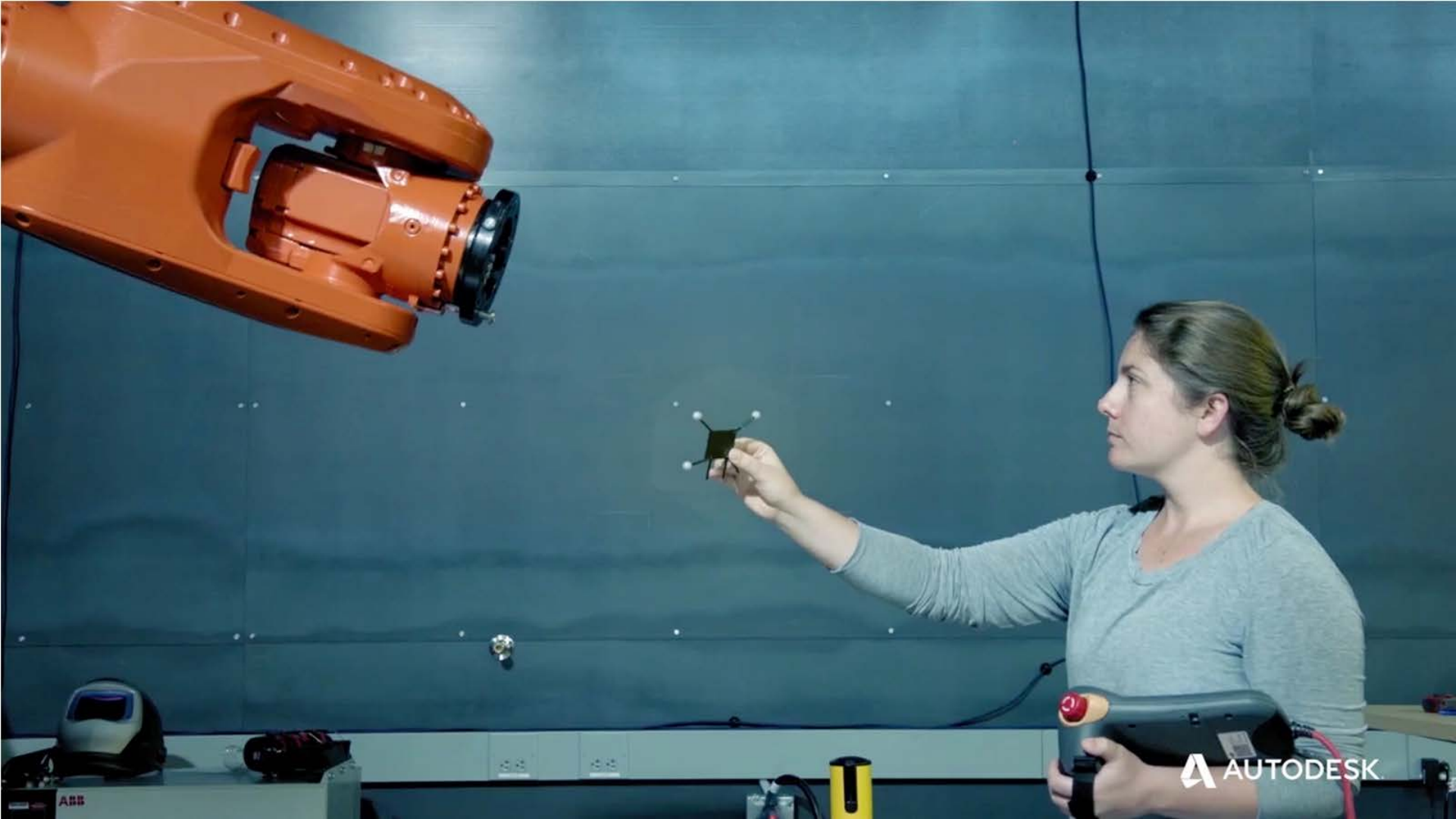




# Imagining The Future of Immersive + AI Experiences



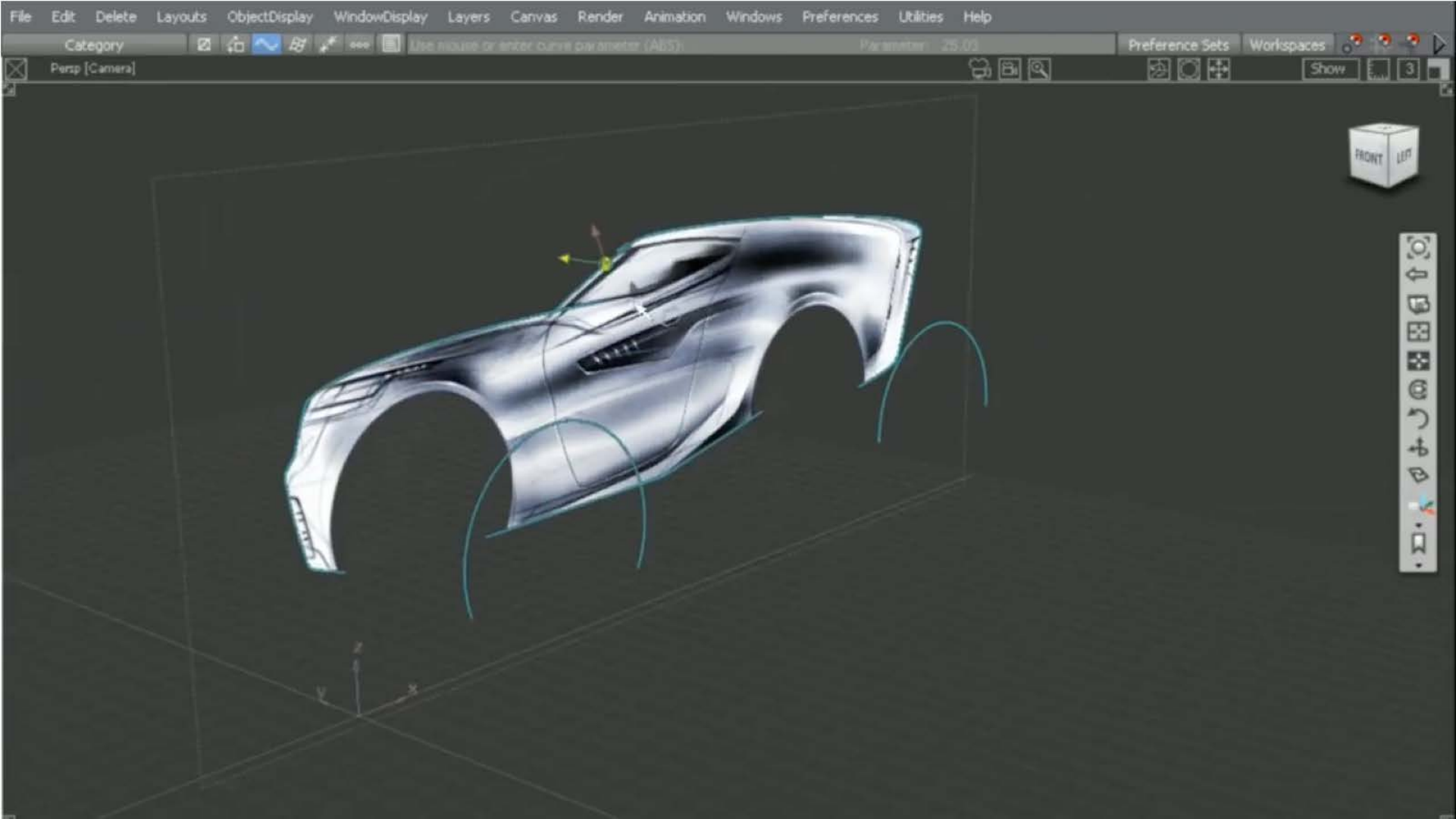


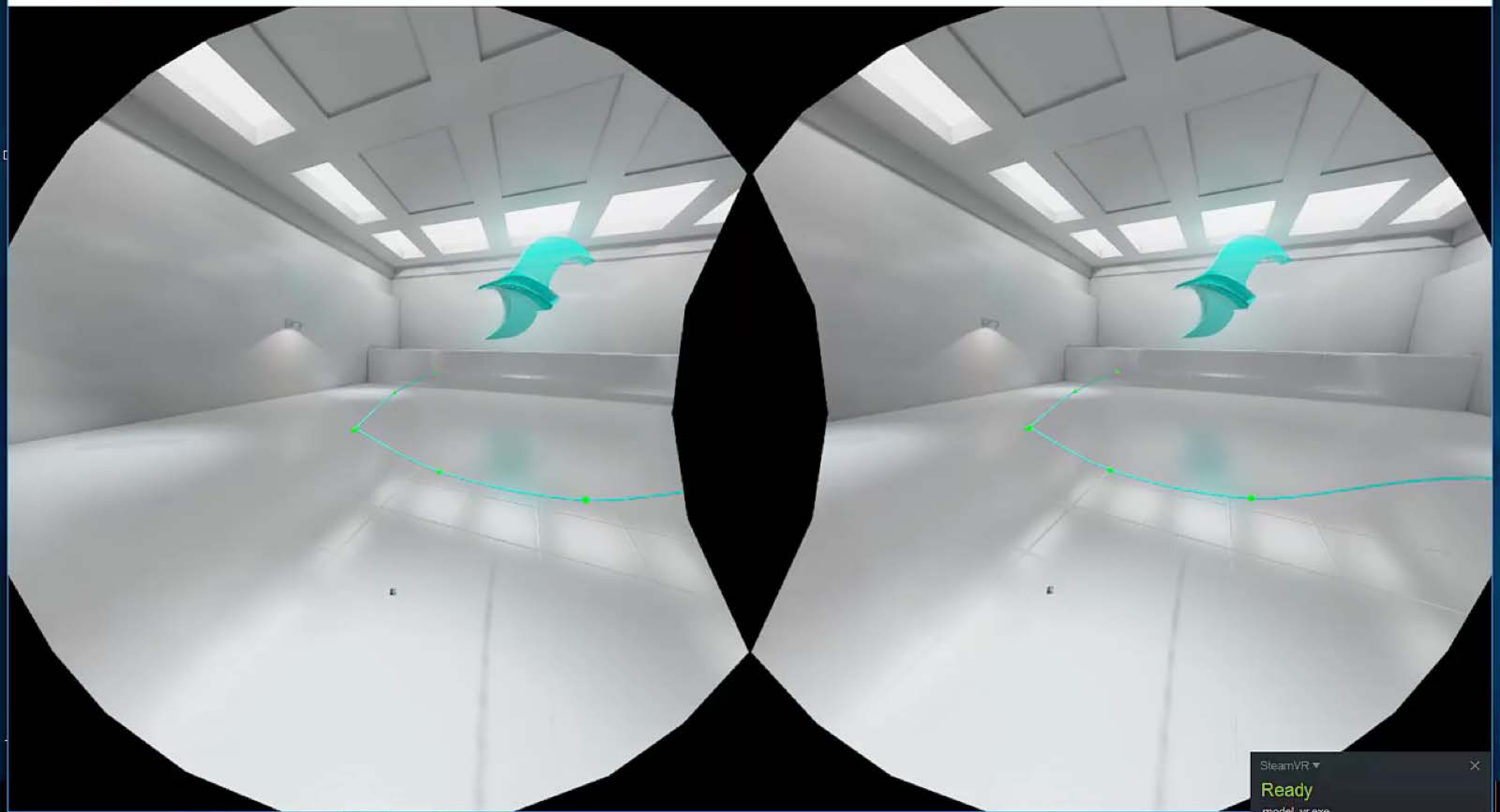




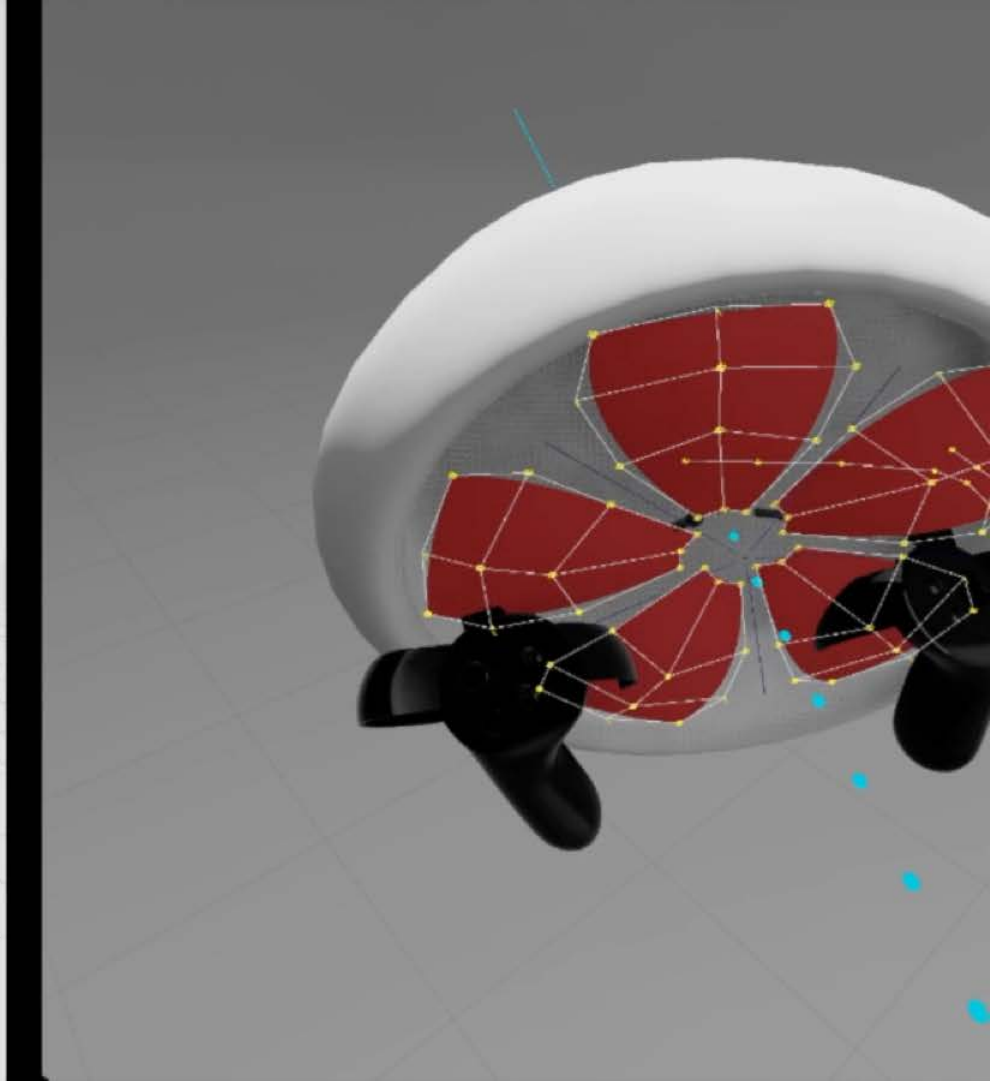
# XR IN DESIGN







SteamVR    
 **Ready**   
 model\_vr.exe   
 [X]



A futuristic cockpit environment with a blue mannequin figure and a red hand pointing at a screen. The screen displays a technical diagram with the word 'Genesis' and various data points. The cockpit features various instruments, including a gauge with the number '45' and another with '20'. The background shows a window with a view of a cloudy sky.

# Collaborative Design Review





Home

AUTODESK  
VRED



Variant Sets



Viewpoints



Controller/Hand



Hand Pose Only



Teleport Ground



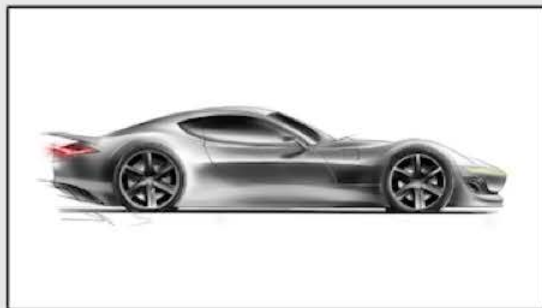
Calibrate Ground



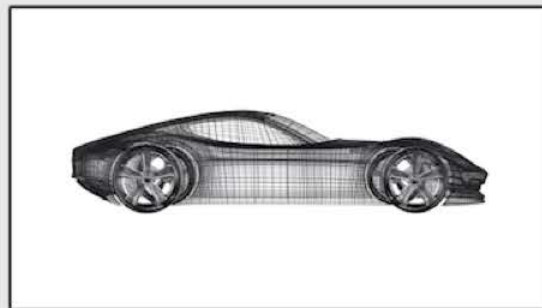
Share Pointer



SKETCH



RAPID PROTOTYPE



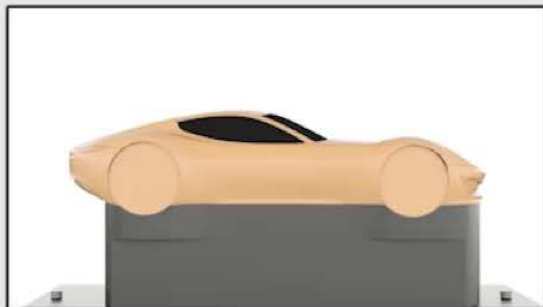
SHAPE



IMMERSIVE FORMFINDING



IMMERSIVE REVIEW



INTERACTIVE DESIGN



USER EXPERIENCE



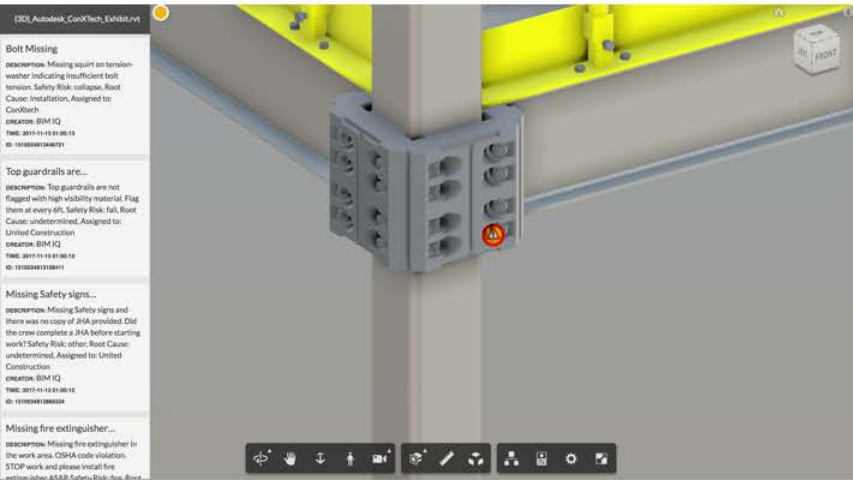
DESIGN REVIEW



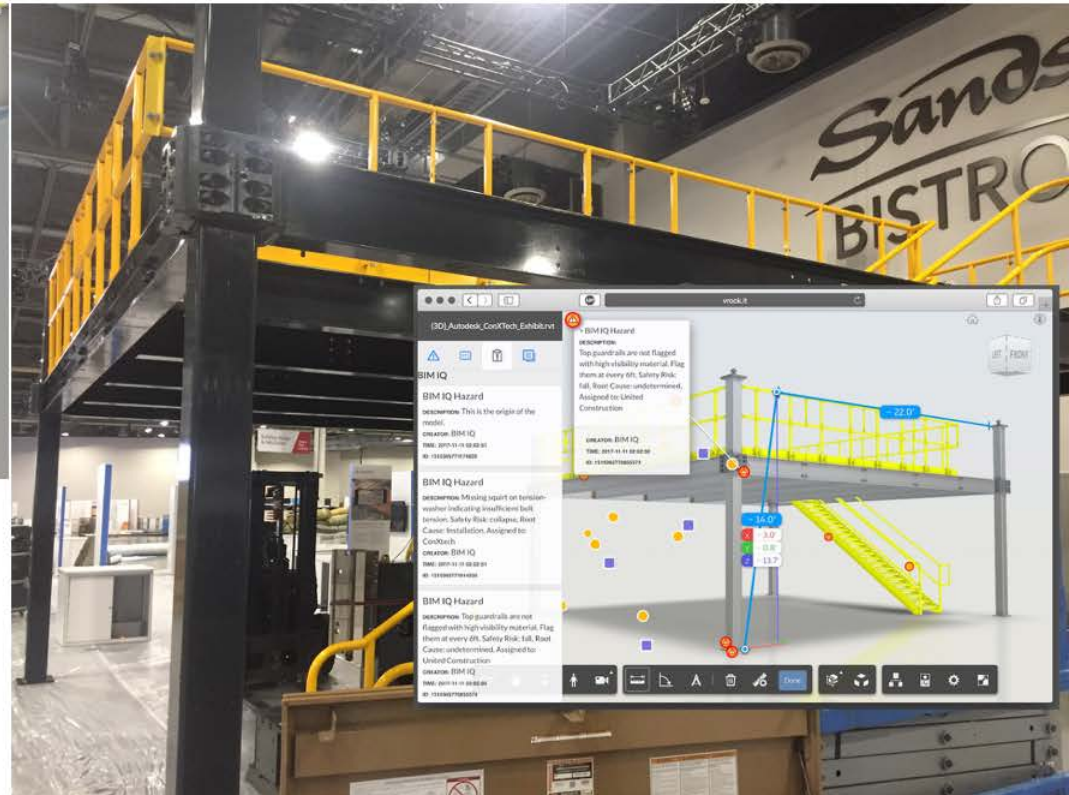
# XR IN MAKE



# 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**.





Top guardrails are...



Bolt Missing



Mold



Rust

SETTINGS



CALIBRATE



ABOUT



CREATE ISSUE




CREATE RFI

Show BIM IQ

Show Model

Show 3rd Flr





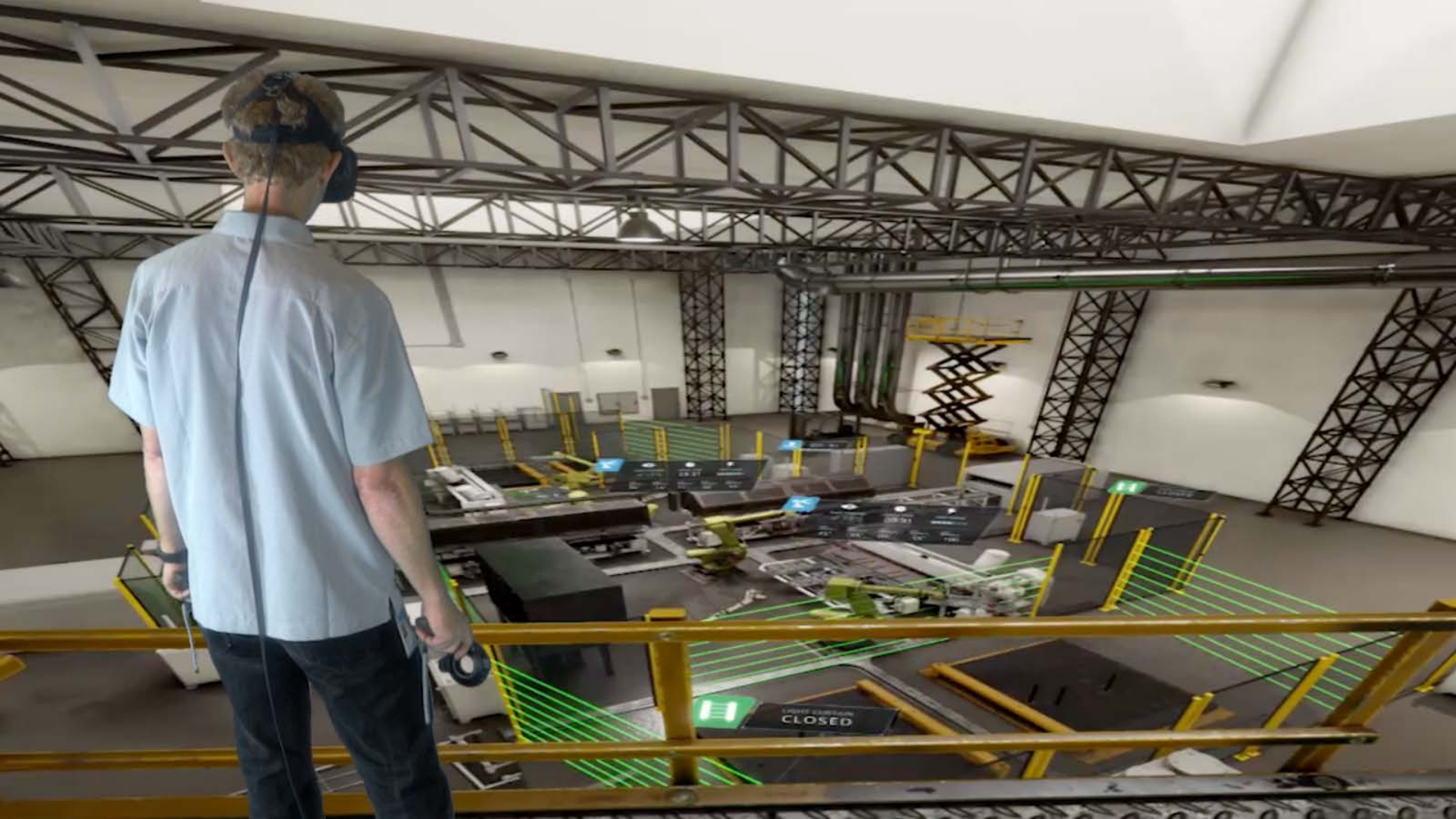
**MODEL ALIGNMENT**  
INSTALLED PIPE ALIGNS  
WITH MODEL ELEMENTS

A person is using a VR headset and controllers in a virtual environment. The floor is a grid of blue and white squares. The text "XR IN USE" is overlaid in the center.

# XR IN USE







LABOR EQUIPMENT  
CLOSED

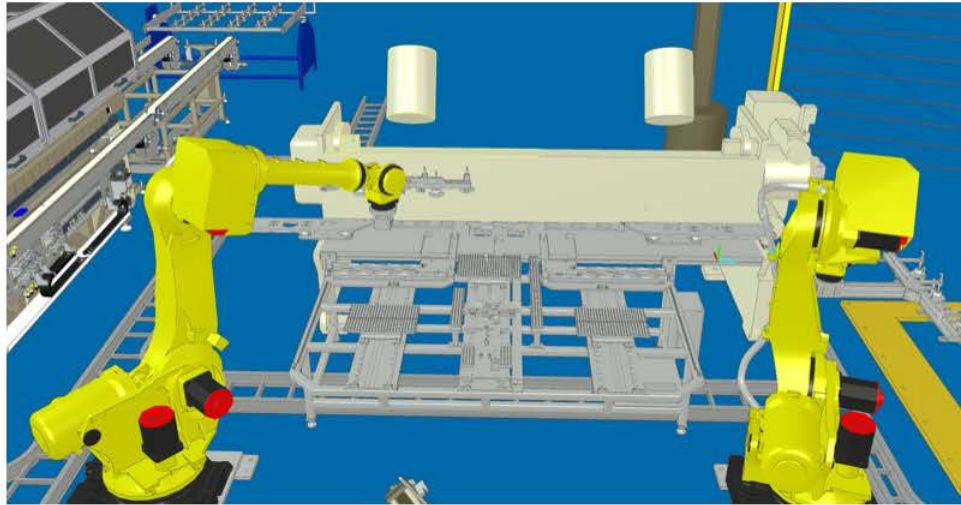


# Digital Twin Factory

Factory Floor



Digital Twin





PART PRESENT  
✓ YES

CYCLE TIME		AMP DRAW			
09:52		09:21			
JOINT SERVO 1	51°	JOINT SERVO 1	52°	JOINT SERVO 5	-83°
JOINT SERVO 2	-64°	JOINT SERVO 2	-34°	JOINT SERVO 4	10°
JOINT SERVO 3	28°	JOINT SERVO 3	19°		
JOINT SERVO 4	-34°				
JOINT SERVO 5	-118°				

DOORWAY IS CLOSED

PART PRESENT  
✓ YES

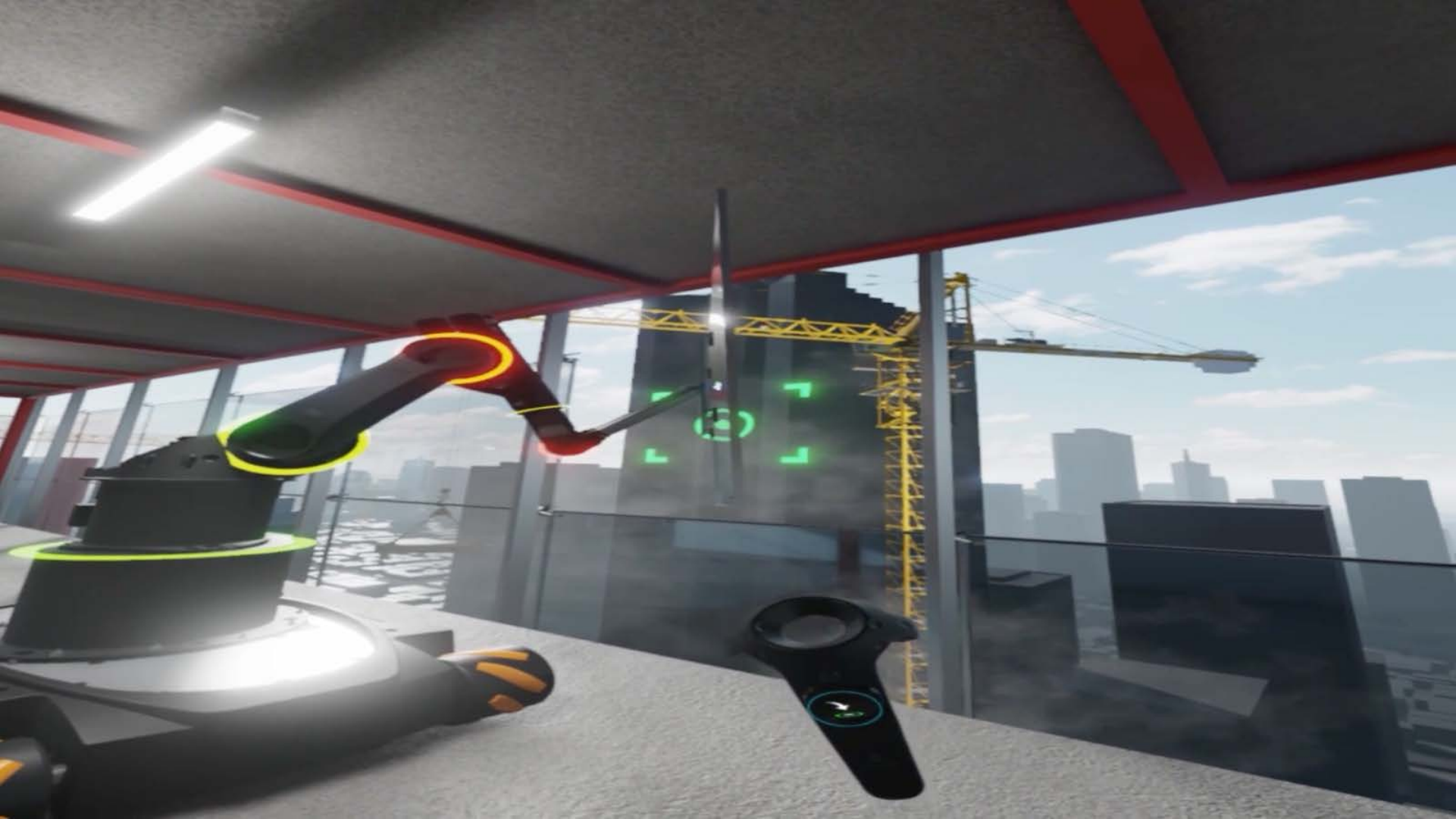
CYCLE TIME		AMP DRAW			
09:52		09:21			
JOINT SERVO 1	51°	JOINT SERVO 1	52°	JOINT SERVO 5	-83°
JOINT SERVO 2	-64°	JOINT SERVO 2	-34°	JOINT SERVO 4	10°
JOINT SERVO 3	28°	JOINT SERVO 3	19°		
JOINT SERVO 4	-34°				
JOINT SERVO 5	-118°				

DOORWAY IS CLOSED













# CHALLENGES

## Creating Immersive Experiences



COST

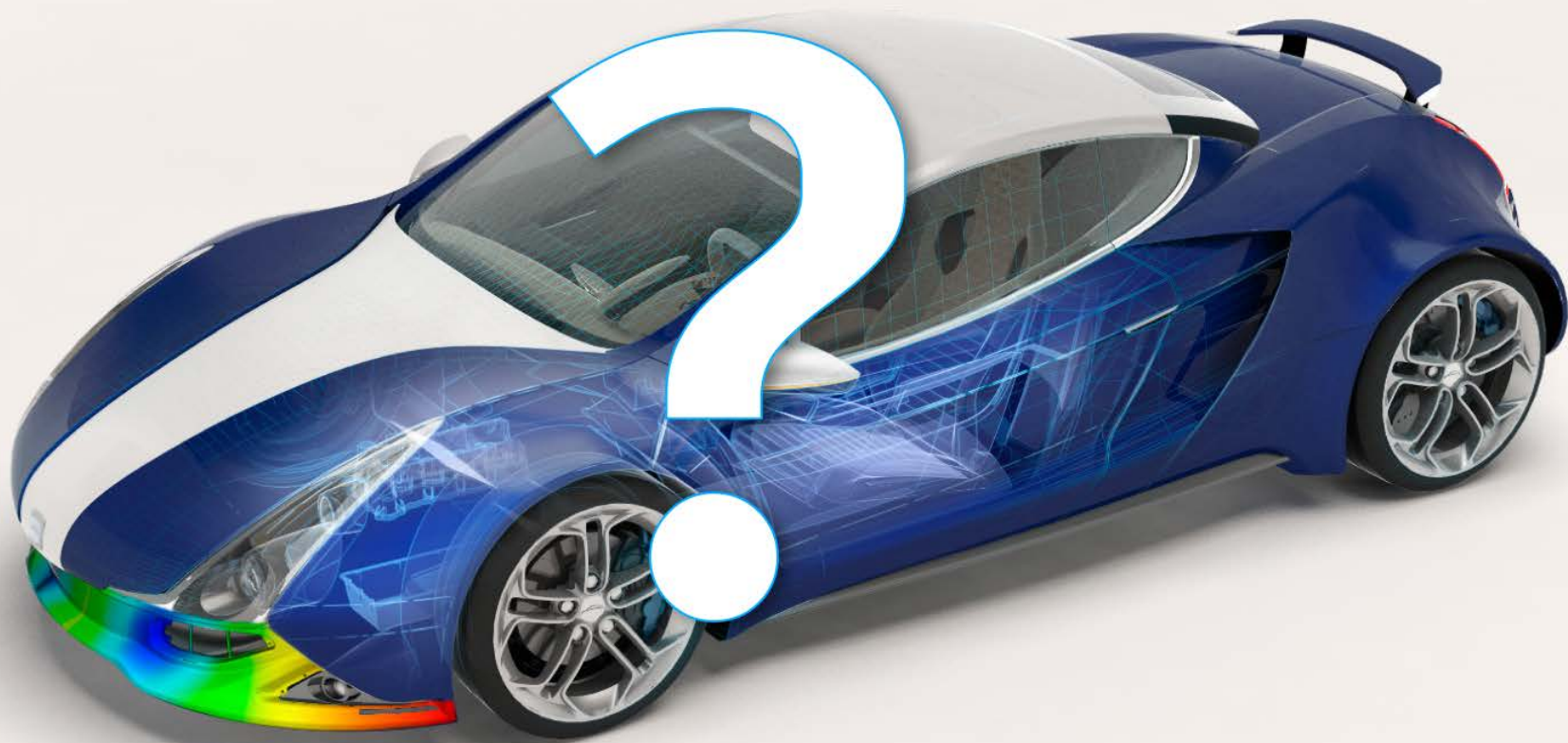


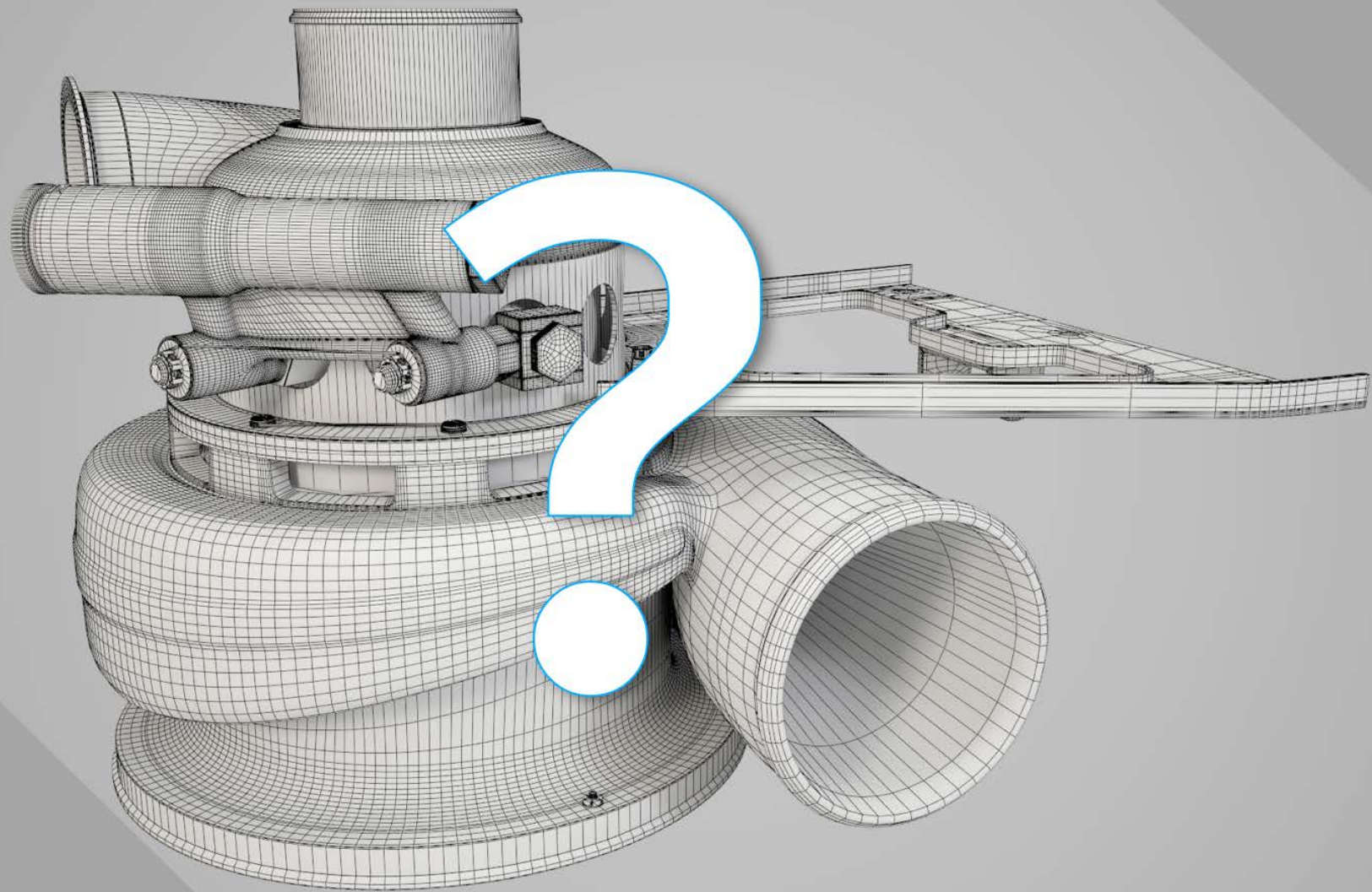
TIME



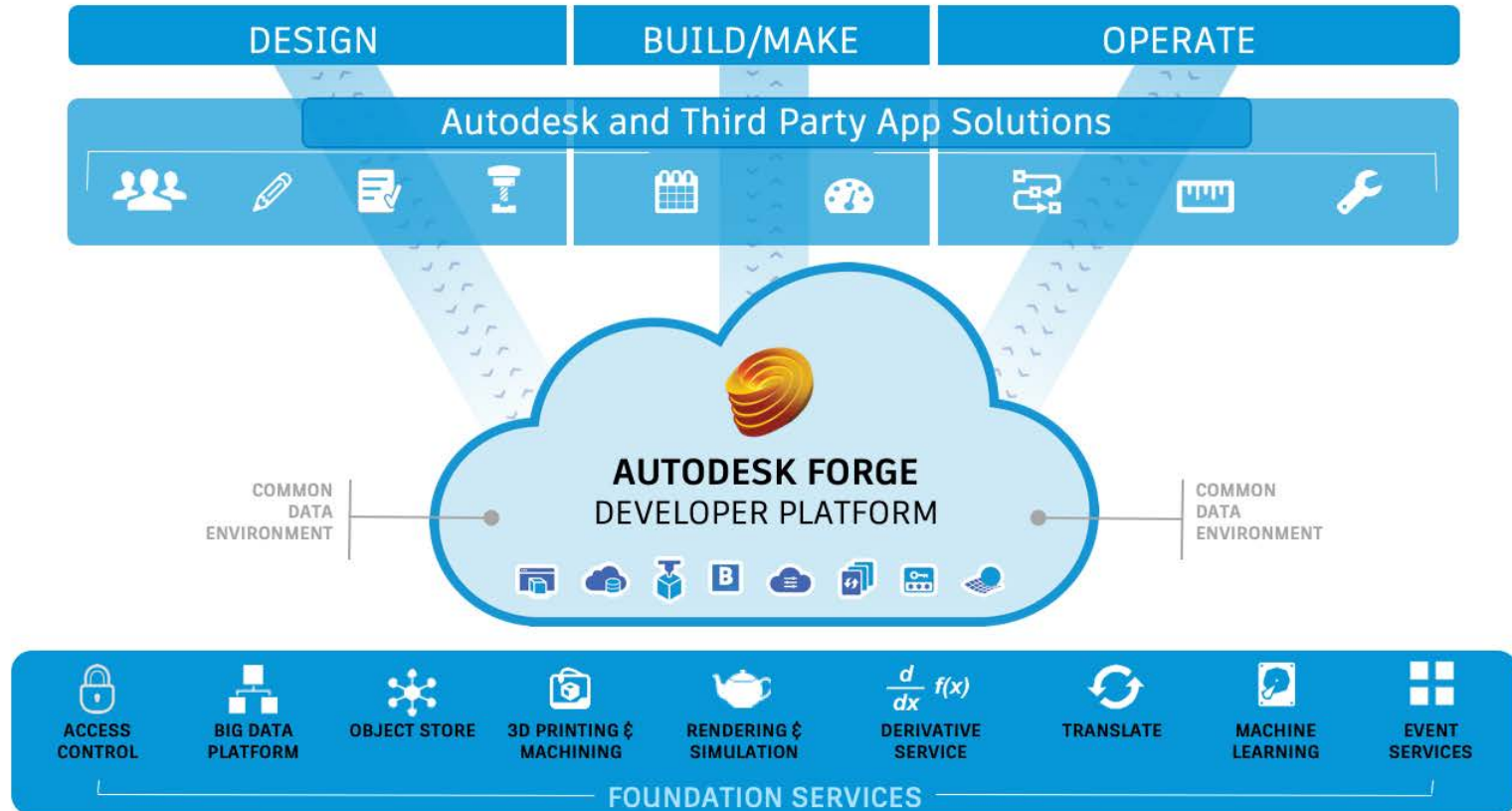
EXPERTISE

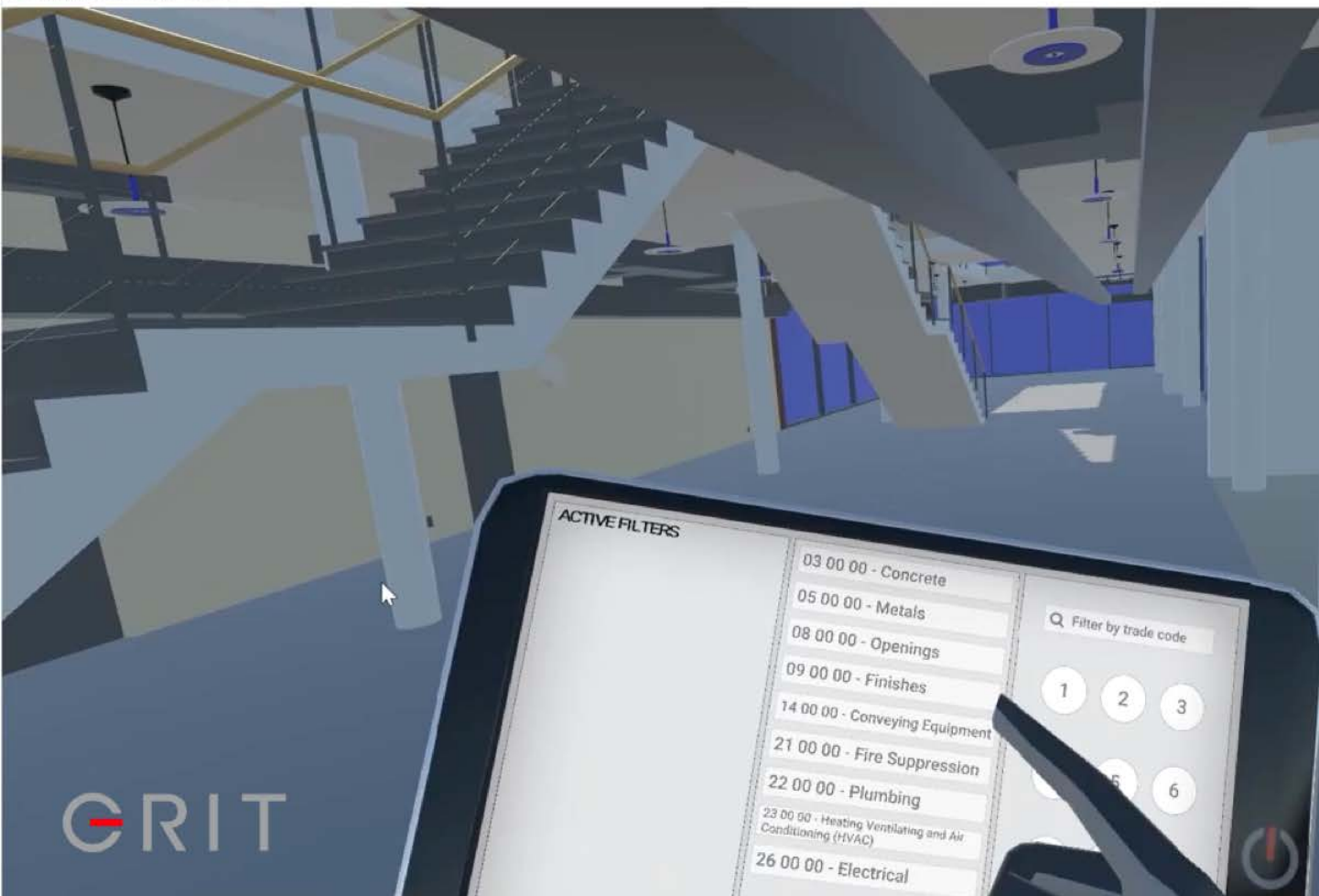






# FORGE AR/VR Toolkit – <http://forgetoolkit.com>





GRIT

SteamVR ▾

Ready

IAB FINAL.exe





**AUTODESK®**

Make anything™