# Interactive Design with Augmented Reality

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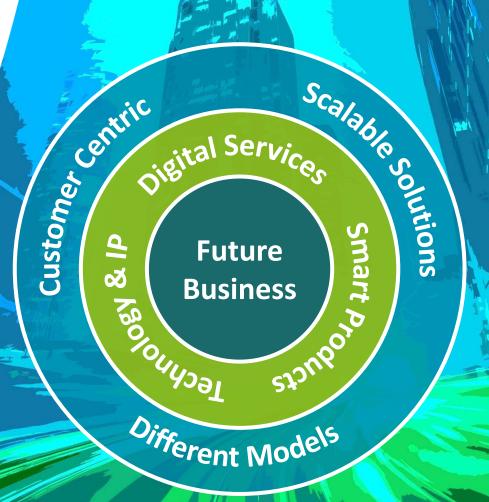






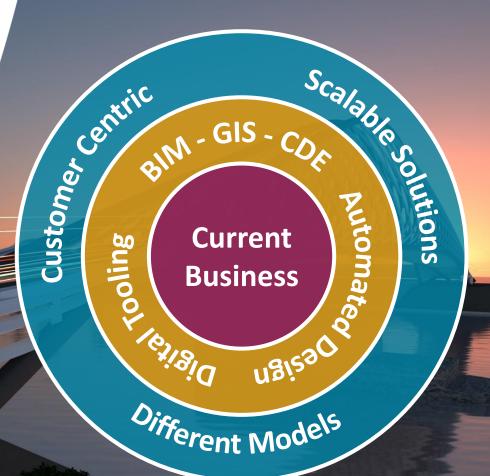


Innovating our Future Business













# Job van Hardeveld

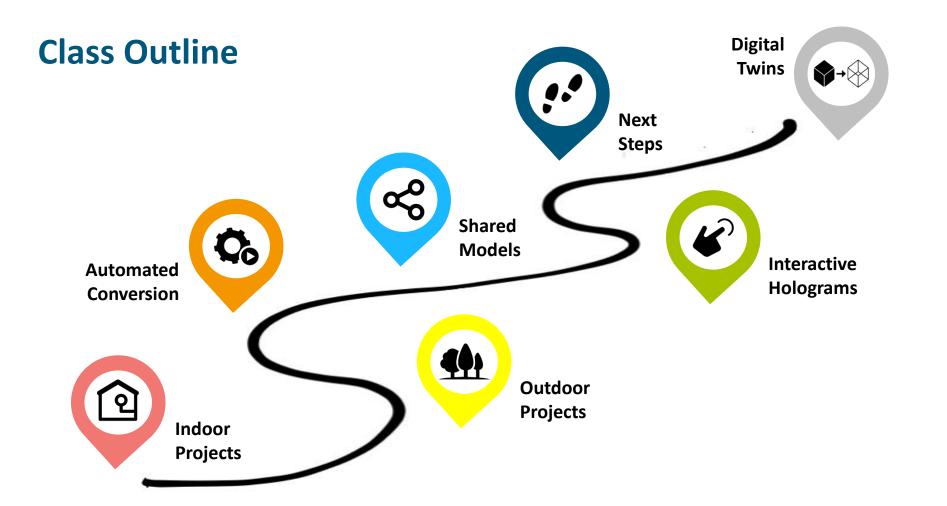
Serious Gaming Specialist

















# **Project Heerlen**

## **Urban Development**

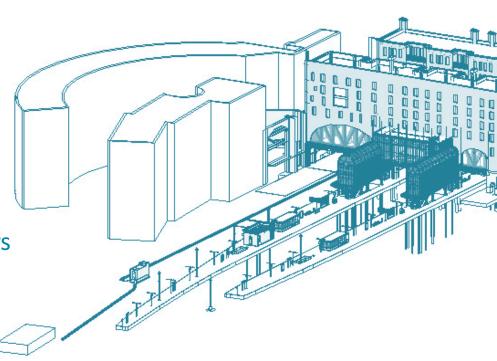
- » Large multifunctional urban project
- » Connecting North and South parts
- » Great place to work, live and travel

#### Job to be Done

- » Technical design and specifications
- » Database and 3D Model in the cloud
- » Managing many different stakeholders

## **AR Challenge**

» Bringing to life our first project





## **Process Heerlen**

optimise input setup export output unity Visual Studio REVIT® **AUTODESK®** Microsoft 3DS MAX® HoloLens **Check Model Undress** Debug & HoloLens Set **Export to FBX** Redress Deploy Showcase Compress

> Animated Switching Voice Train Views Control





# **Project Waternet**

#### **Water Work**

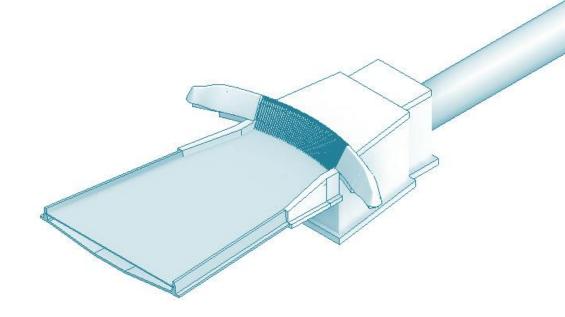
- » Natural water purification
- » Providing water for Amsterdam
- » Replace trench with subsurface piping

#### Job to be Done

- » Technical and structural design
- » Using AR for decision-making

## **AR Challenge**

» Positioning projects outdoors



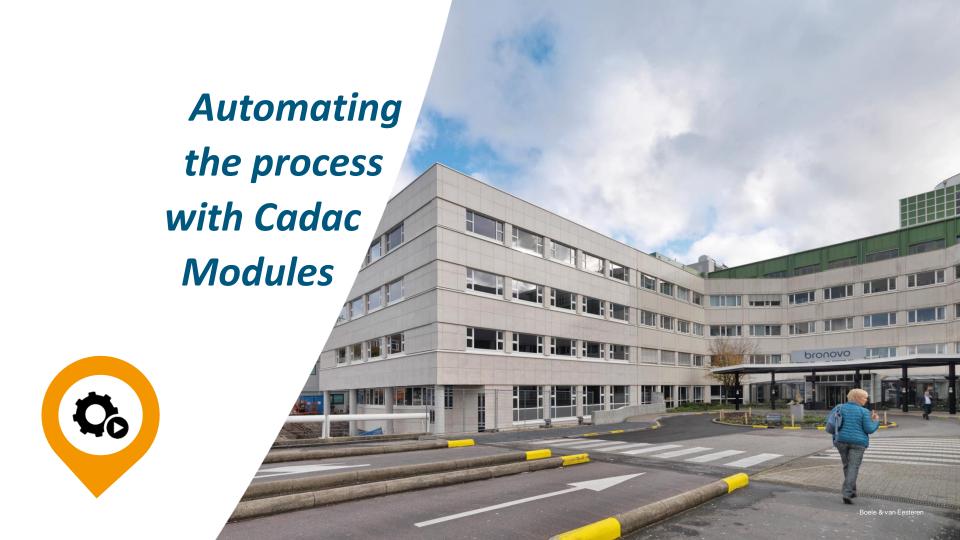


#### **Process Waternet**

optimise input setup export output unity Visual Studio REVIT® **AUTODESK®** Microsoft 3DS MAX® HoloLens Check Model **Undress** Set & Scale Packaging HoloLens Export to FBX Redress **Application** Showcase Compress

> Outdoor Manual Anti Glare Positioning Control Foil





# **Project Bronovo**

## **Hospital Extension**

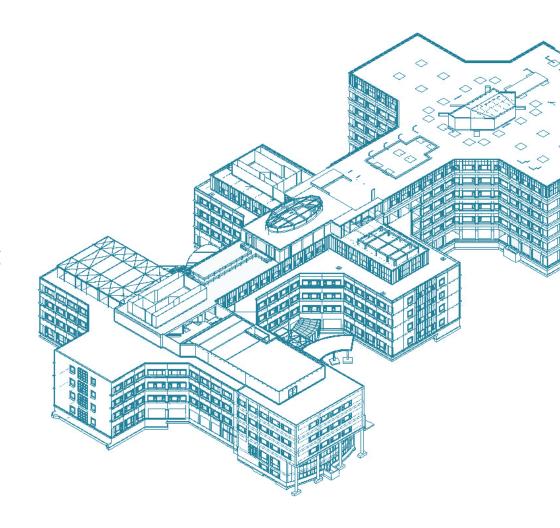
- » Extension of hospital wing
- » ERs and operating theatres

#### Job to be Done

- » Structural and MEP Engineering
- » Management and supervision
- » Engaging also medical staff
- » Integrated BIM model

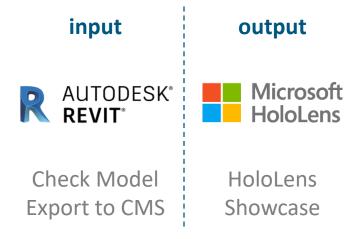
## **AR Challenge**

» Automating the process





## **Process Bronovo**



## **Process Bronovo**

input

REVIT®

Check Model Export to CMS





output



HoloLens Showcase

Model Derivative AR/VR Toolkit Animated Ambulance





# **Project RHDHV**

#### **Interior Design**

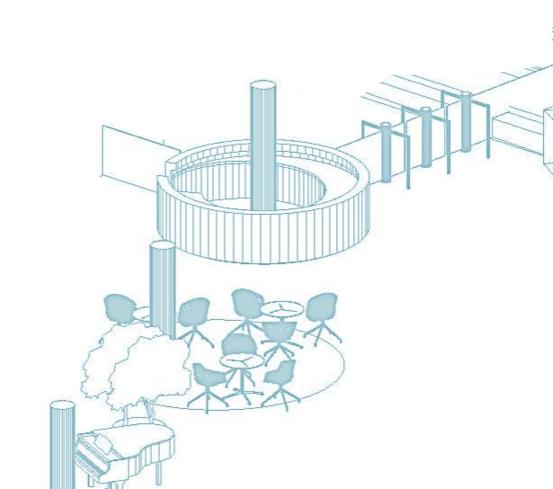
» Main entrance renovation

#### Job to be Done

- » Showing the spatial impact
- » Engaging abroad stakeholders

#### **AR Magic**

» Sharing model and view





#### **Process RHDHV**

input

REVIT®

Check Model Export to CMS





output



HoloLens Showcase

Two-point Positioning

Multiplayer Modus Screen Sharing





# **Project Ede**

#### **Transport Hub**

- » Make-over of Ede-Wageningen
- » Station with iconic wooden roof
- » Many more related functions

#### Job to be Done

- » Integrated design and tender docs
- » Tender management and supervision
- » Continued services and three contracts

## **AR Challenge**

» Moving and inserting objects



## **Process Ede**

input

REVIT®

Check Model Export to CMS





output



HoloLens Showcase

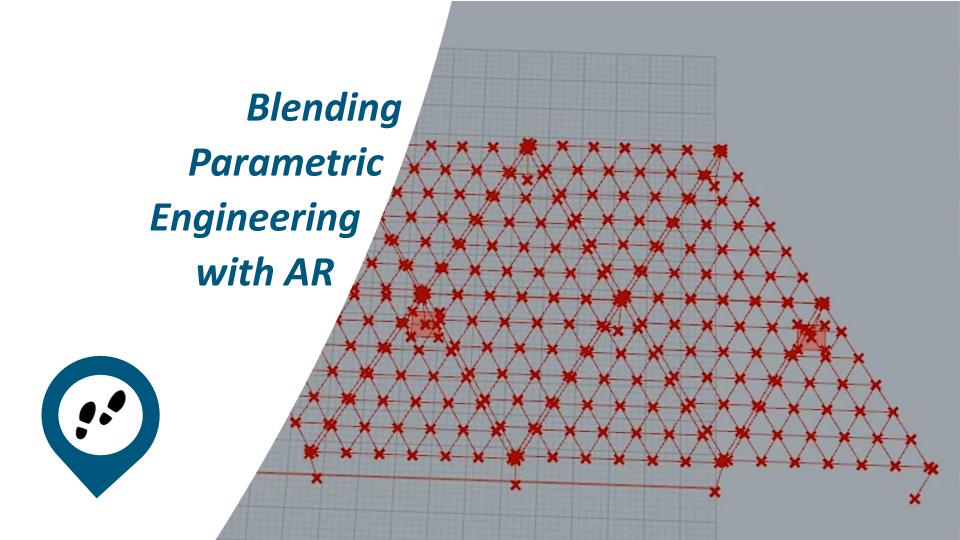
Object Library Move, Rotate, Scale Enhanced Interface

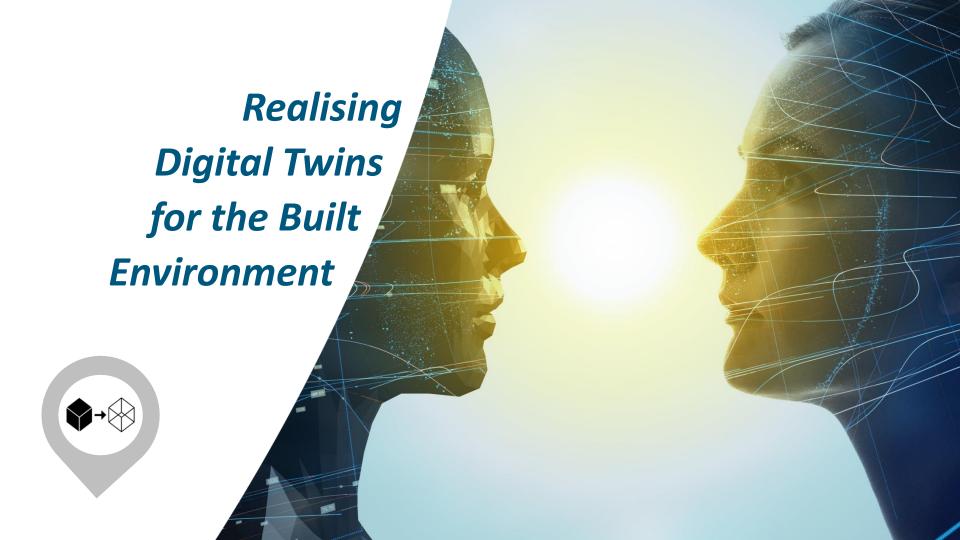
















Make anything.

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