

AS469144

# Virtual Design Collaboration using Arkio and Forge

#### **Michael Beale**

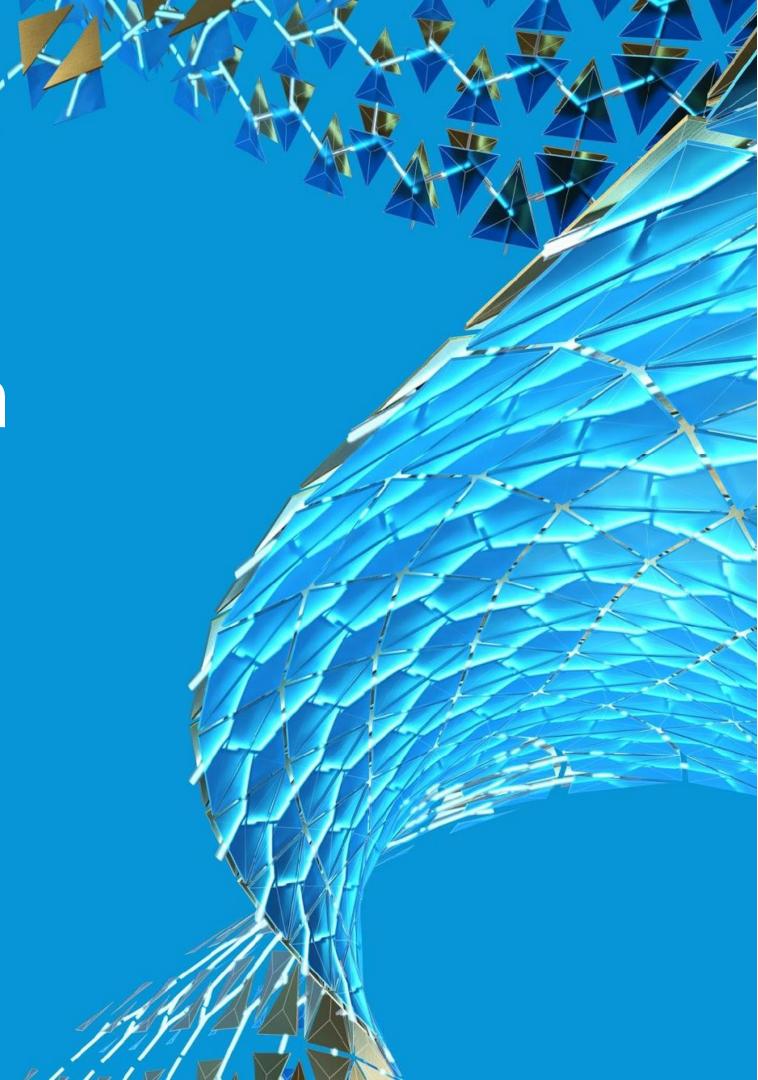
Autodesk | Software Engineer | @micbeale

#### **Johan Hanegraaf**

Arkio | VP of Product | @johan\_hanegraaf

#### **Hilmar Gunnarsson**

Arkio | Founder and CEO | @hilmarg



#### About the speakers



Hilmar Gunnarsson

Founder and CEO of Arkio

Hilmar is fascinated with using new mediums to unleash creativity. Prior to Arkio he founded Modio, a startup that developed a creative toy design and 3D printing app that was acquired by Autodesk.



Johan Hanegraaf
VP Product at Arkio

Johan is an architect and engineer with 10+ years of experience in the industry and has been speaking at conferences worldwide on topics ranging from Revit, Dynamo and Unity VR development.

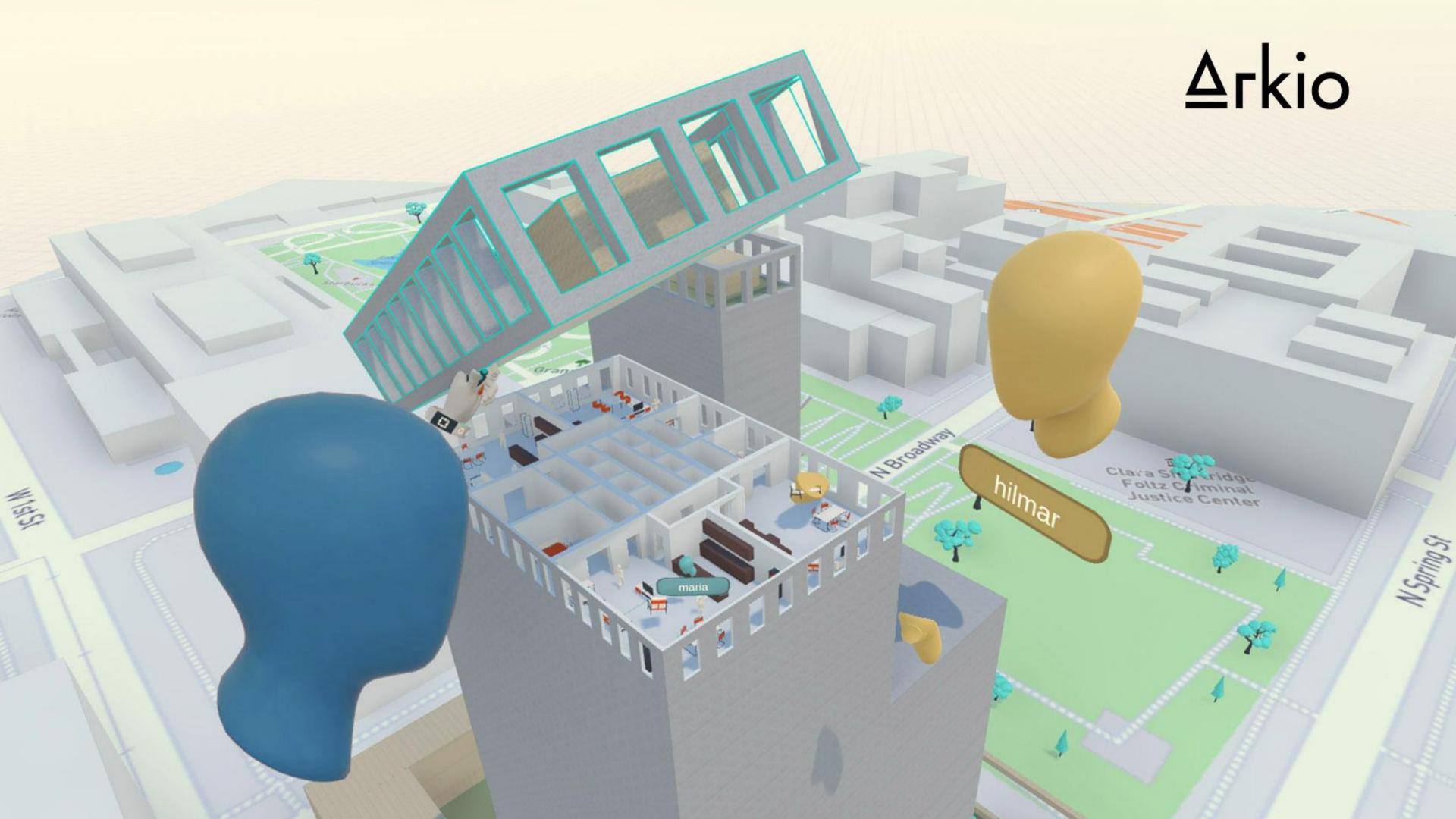


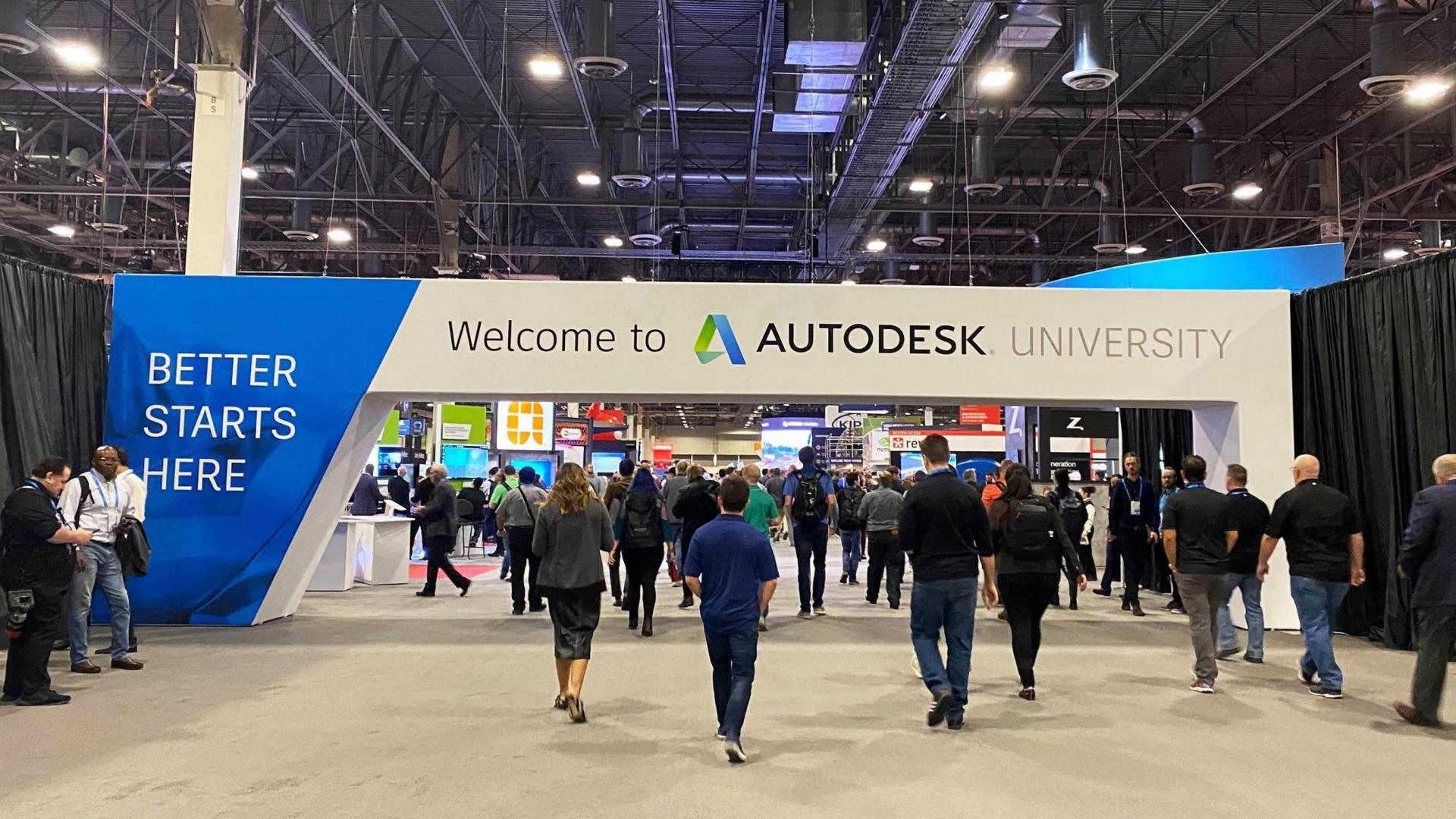
Michael Beale

**Developer Advocate at Autodesk** 

I joined the Forge Team about 2 years ago, and I help Developers get started on Forge APIs and help them build their first Proof-of-Concept. Before that, I worked on Forge Viewer, Autodesk Homestyler, Proof-Lab and Stereo-Panorama's.







# Simplifying the design process

#### Collaborate easily

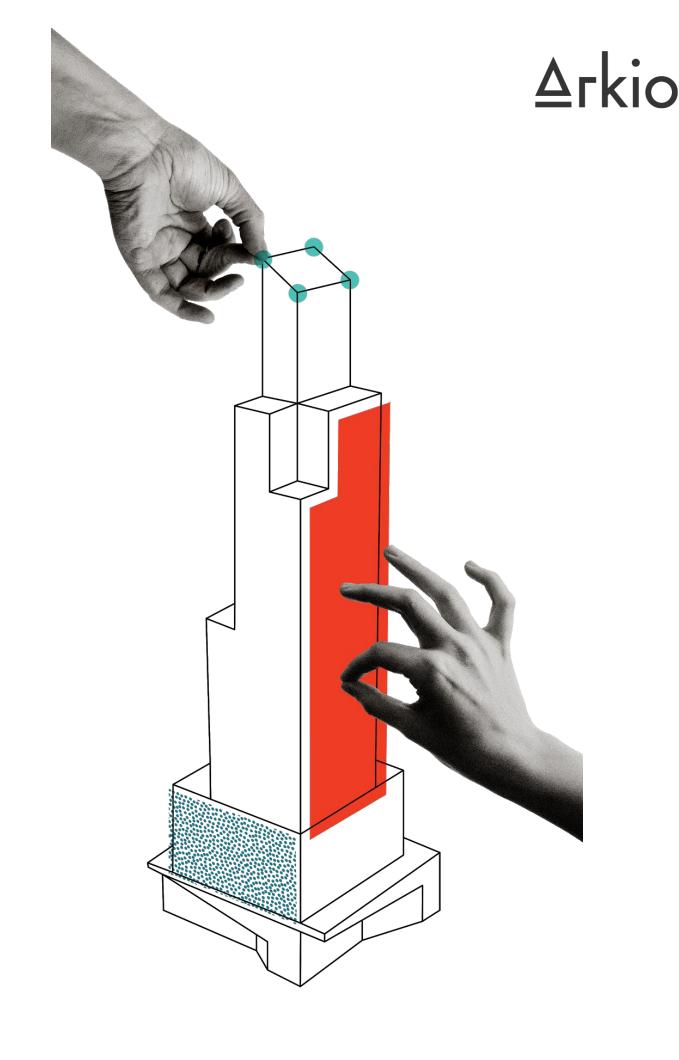
Brainstorm new ideas or sketch on existing 3D models

#### Works on any device, wherever you are

VR, AR, PCs, tablets and phones

#### Save time & reduce costly mistakes

Present & explore design options together



#### **User Interview**





## SASAKI

David Morgan

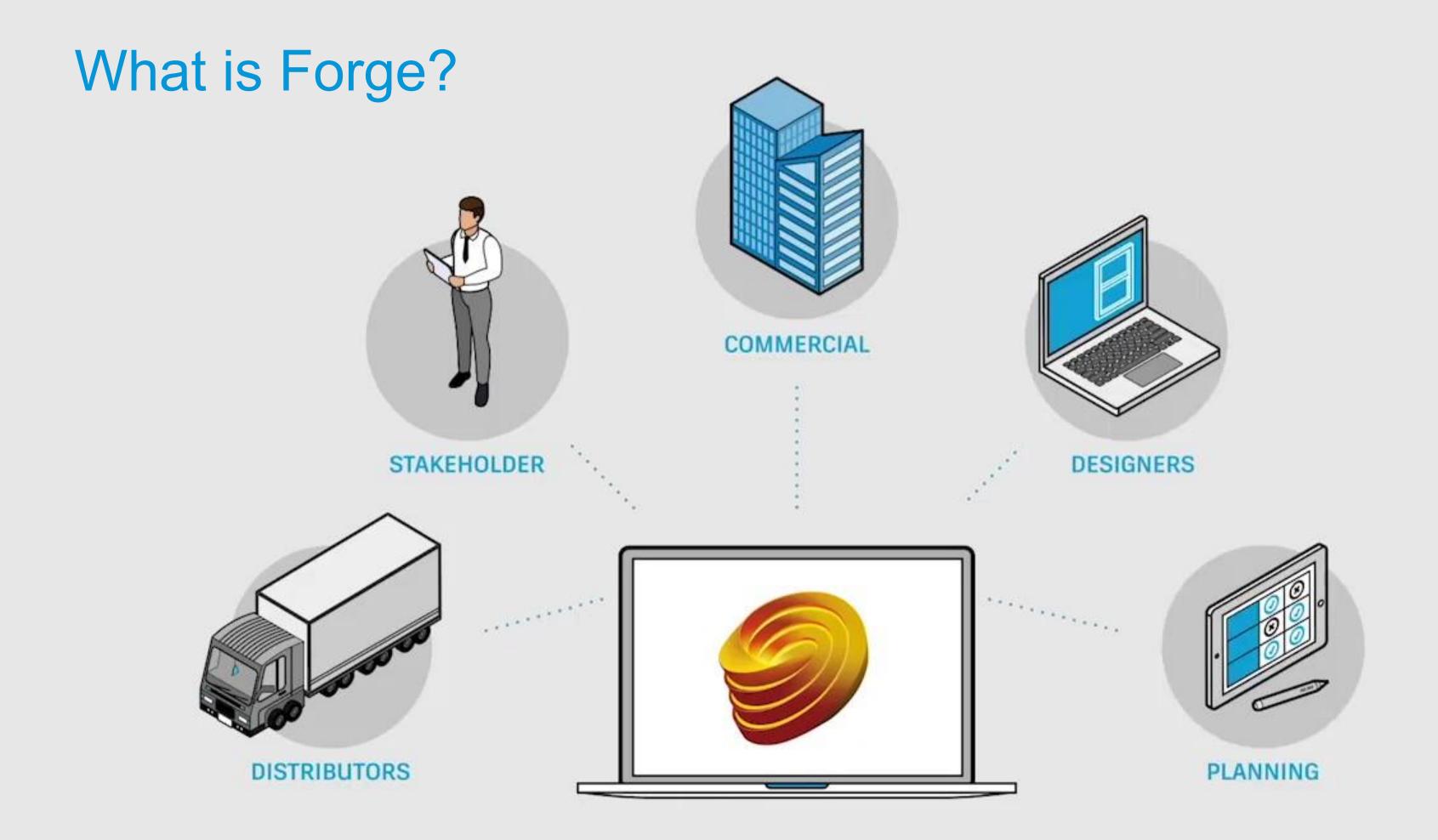
Designer / VR Specialist at Sasaki

David is the immersive technology specialist for Sasaki Strategies - a team of analysts, statisticians, software developers, and planners seeking to bolster planning and design through creative technical solutions. David brings a perspective in architecture and fabrication to the Strategies team and focuses on developing custom Unity tools and visualizations while defining techniques for digital rendering.

Δrkio

What is Forge?

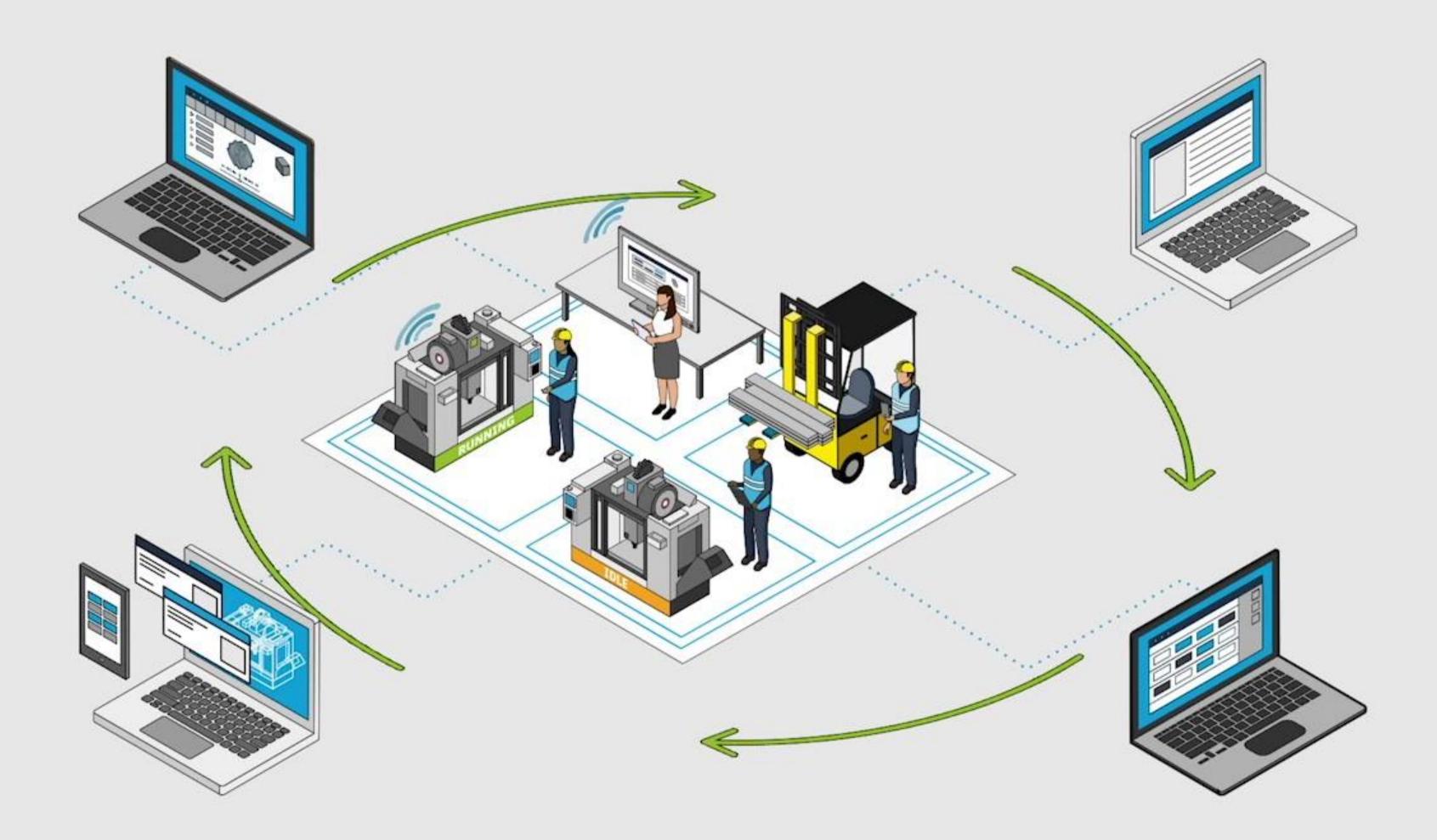


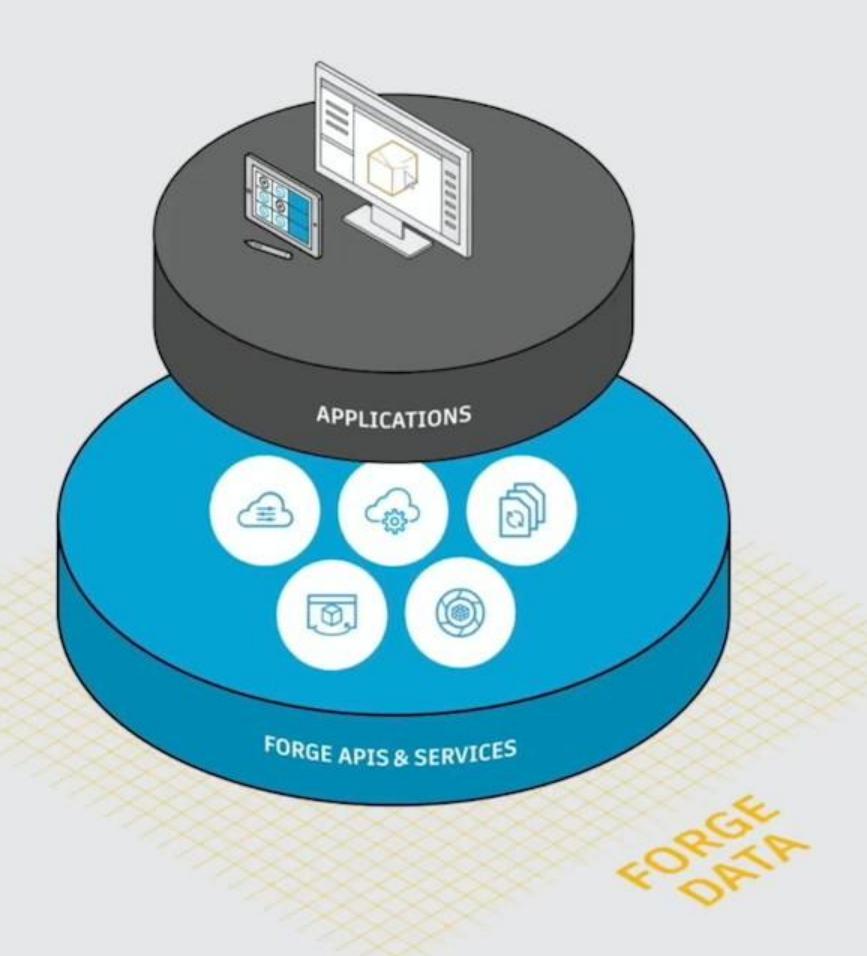


## What is Forge?











### **Arkio and Revit**

#### Bidirectional link

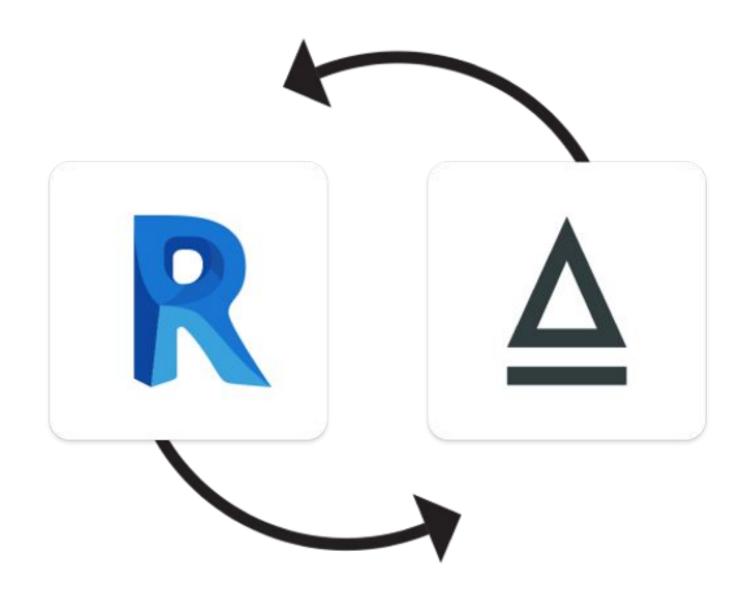
Arkio > native Revit geometry

#### **Import**

Optimized model for VR/mobile

#### **Export**

Convert Arkio scene to native Revit geometry





### Arkio and BIM 360

#### Account linking

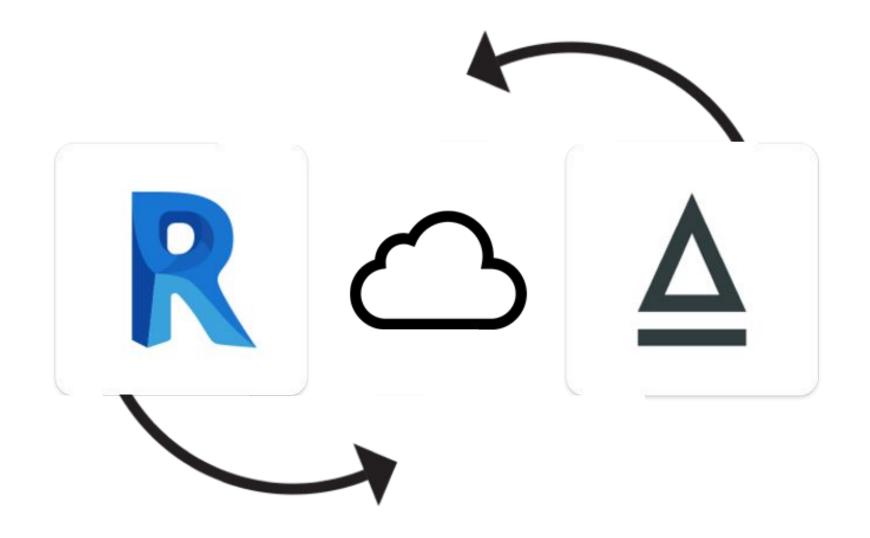
Connect BIM 360 to Arkio account

#### Import process

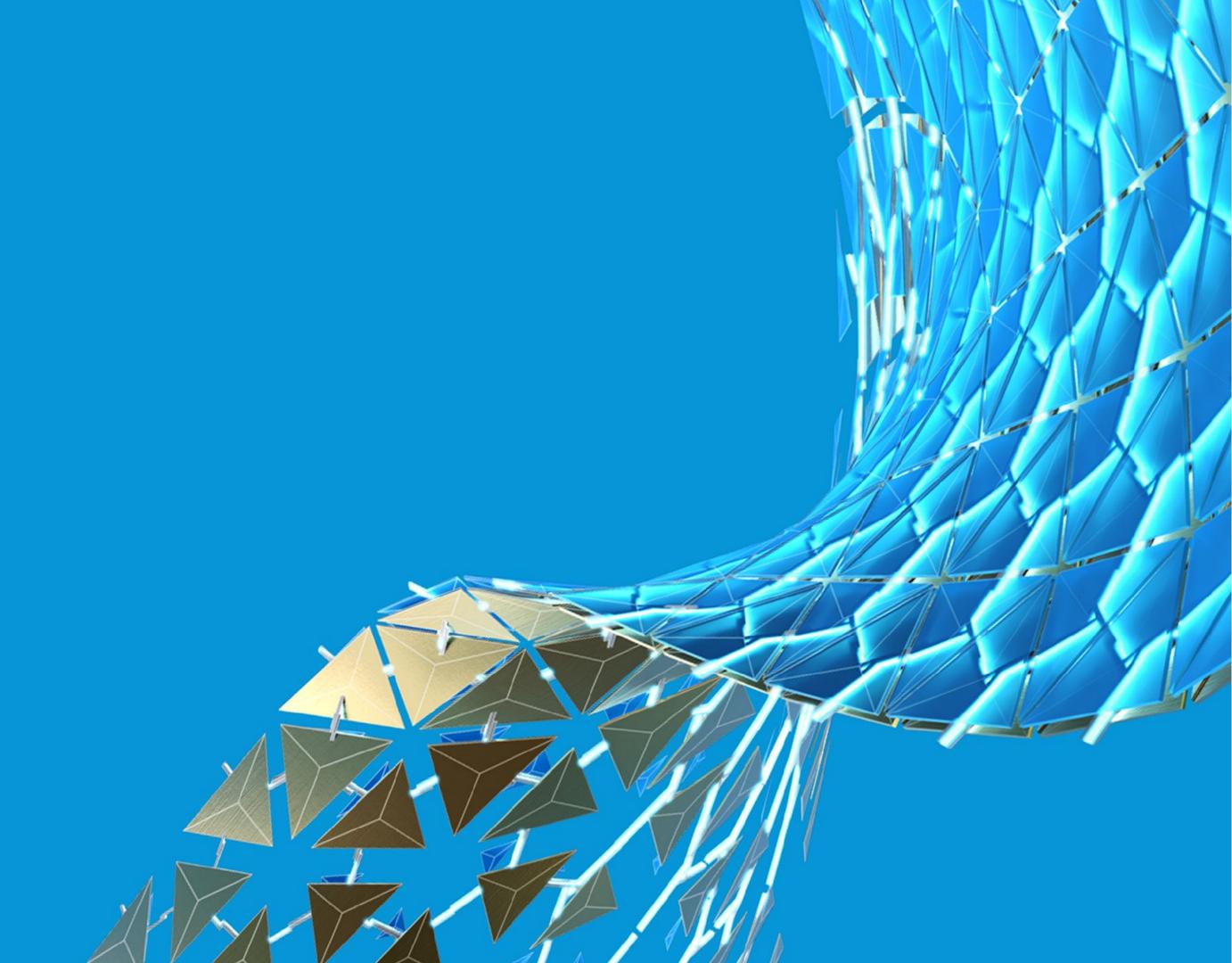
Get latest model and optimize model for VR/mobile

#### **Export process**

Store Arkio native Revit project on BIM 360

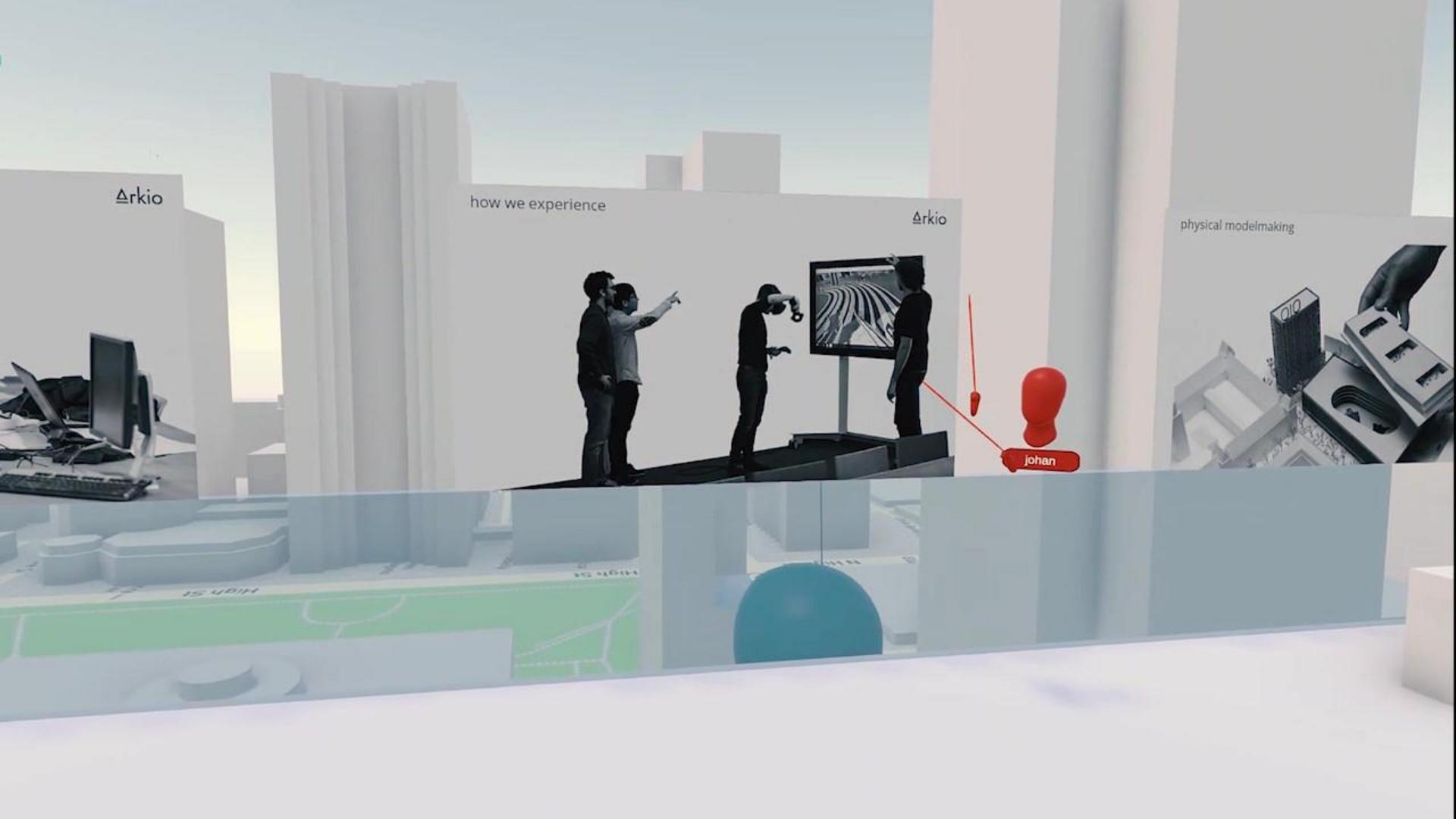


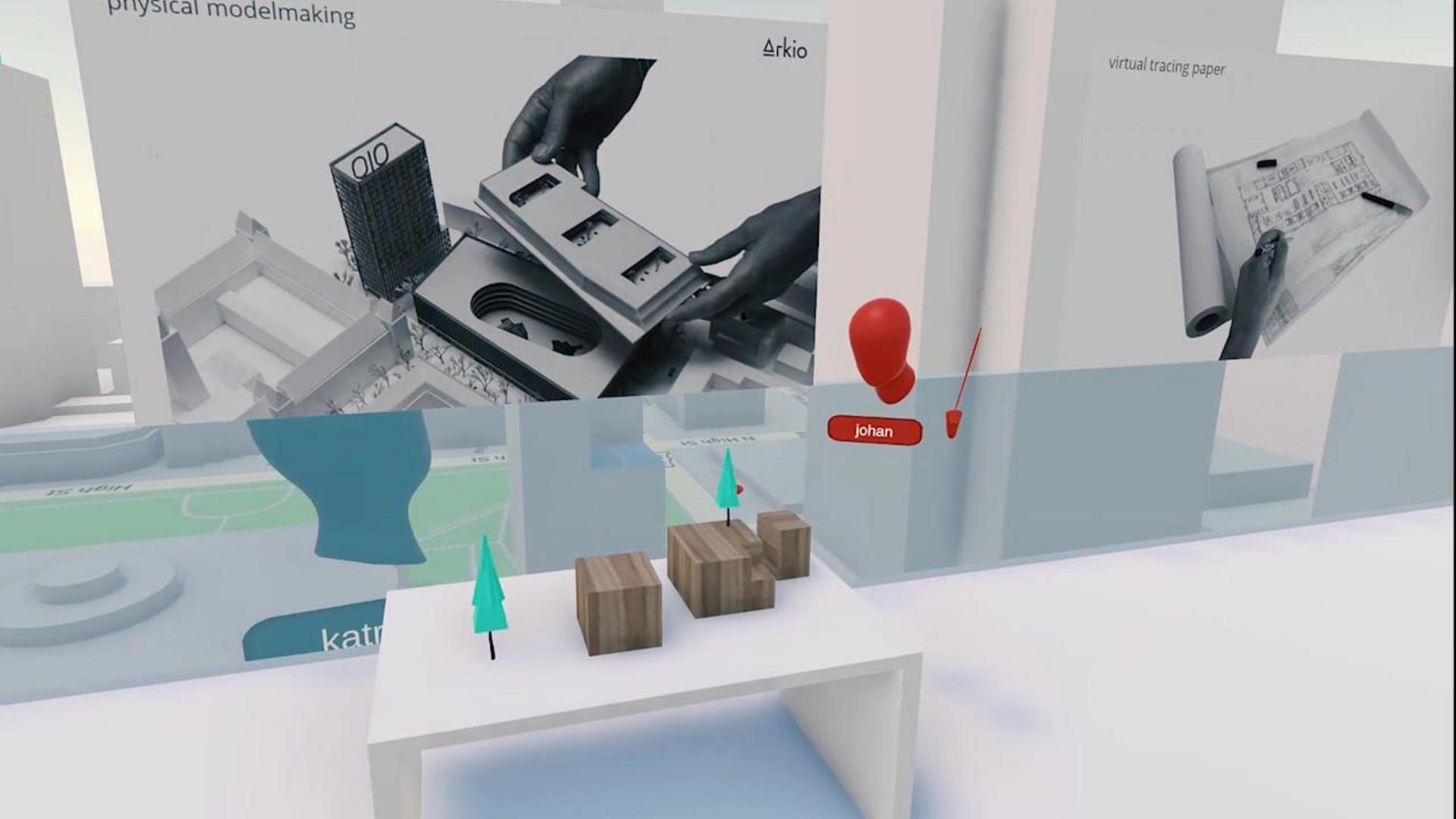
## Demo

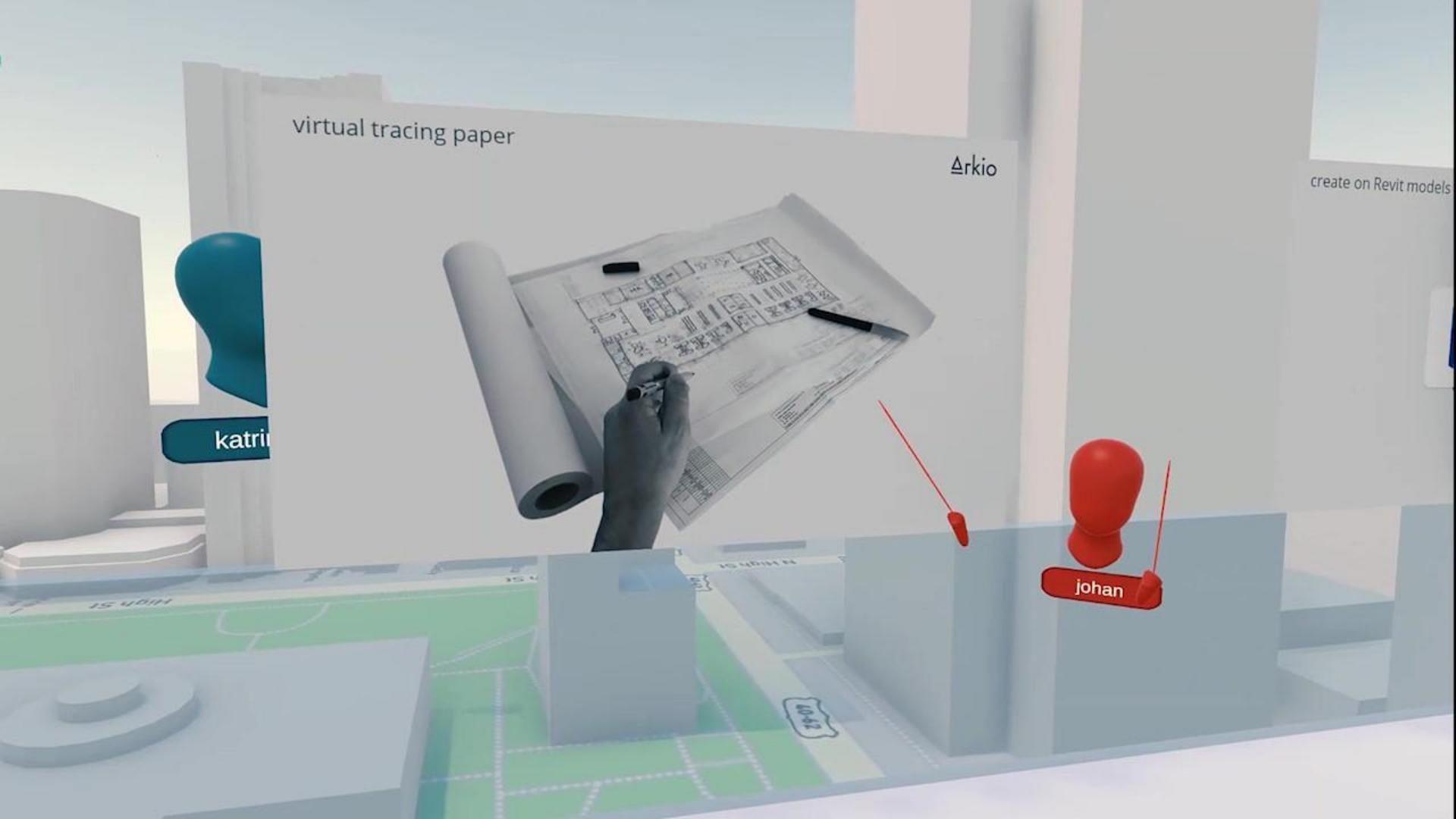


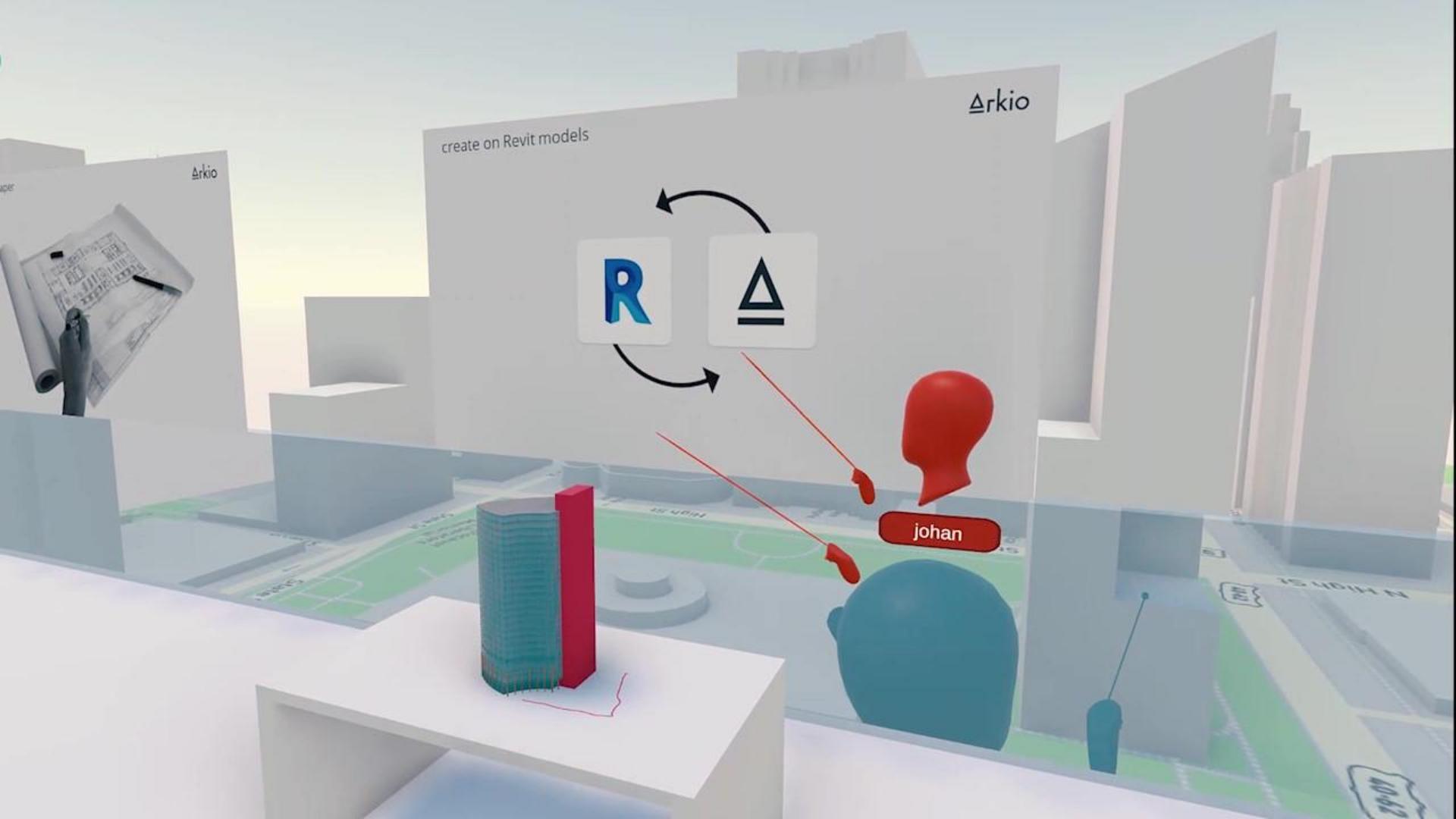




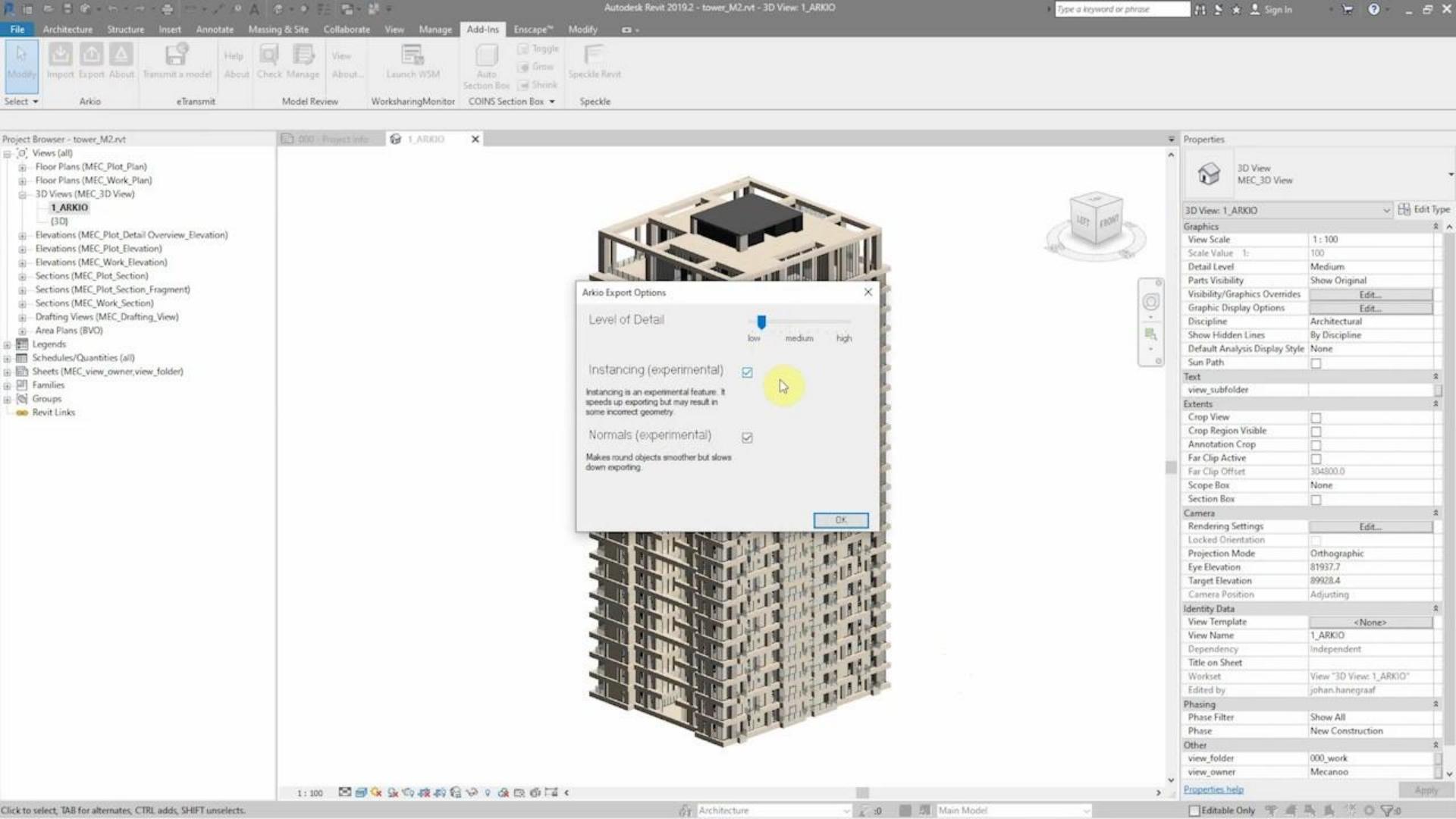


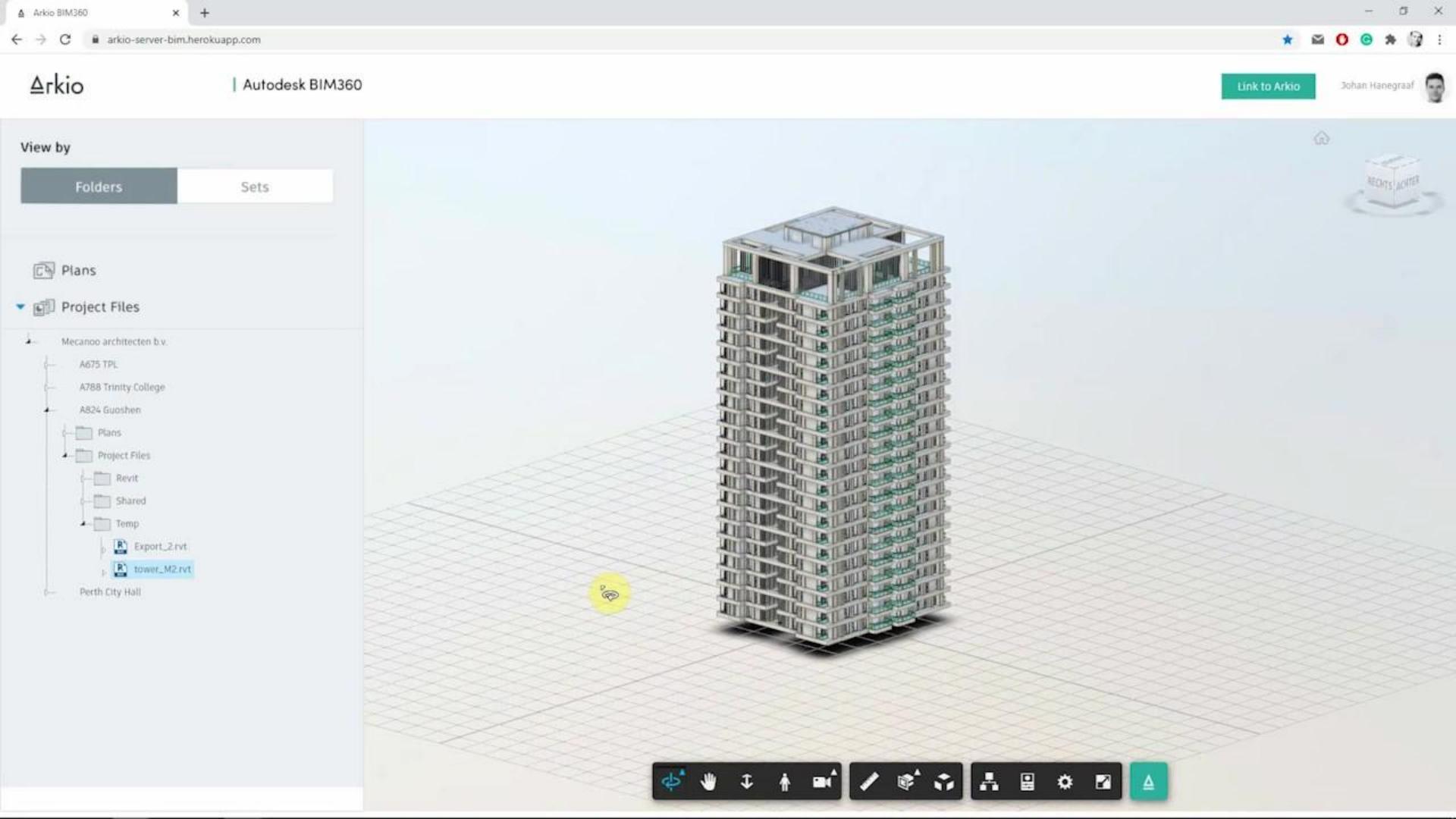








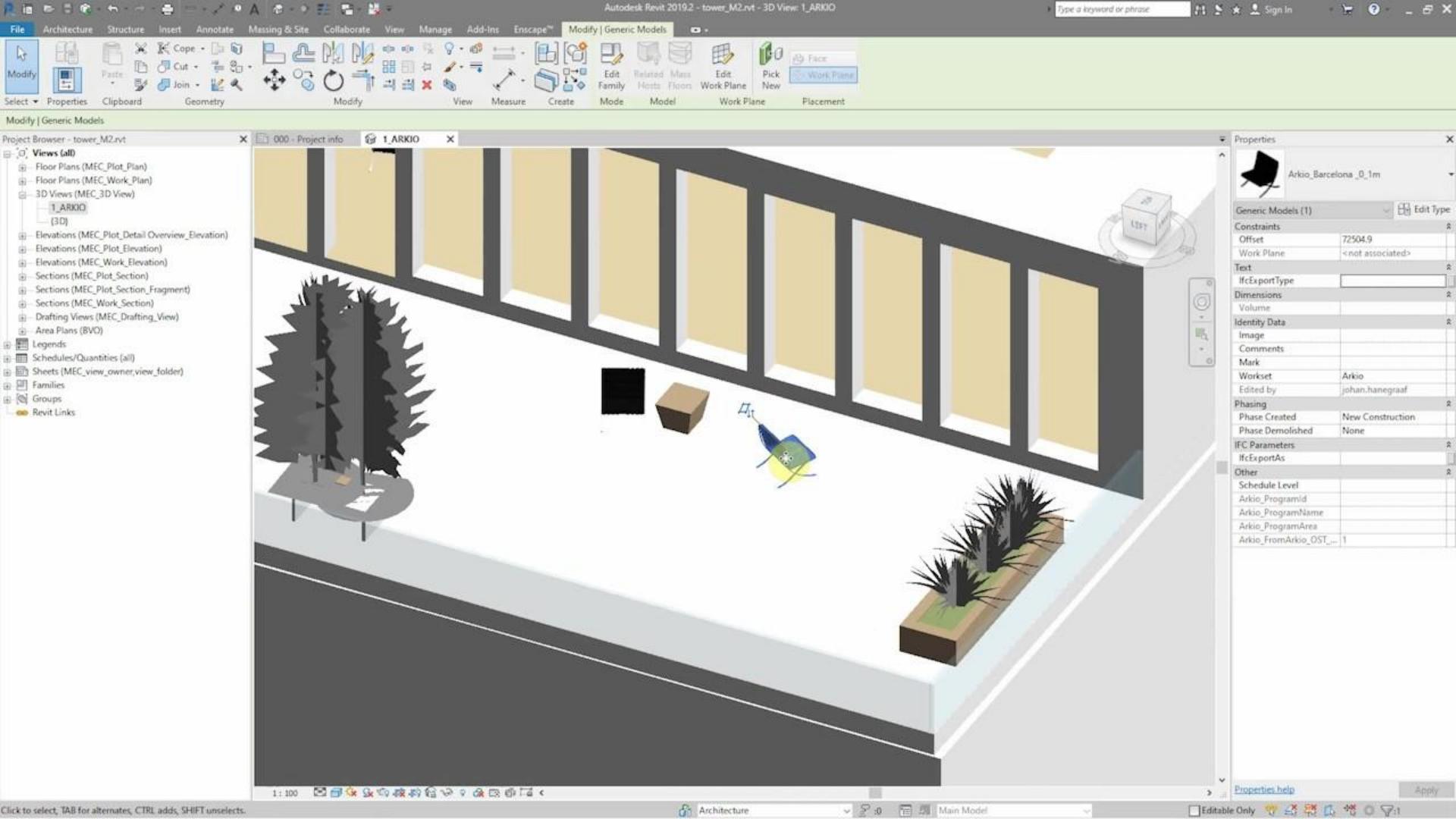


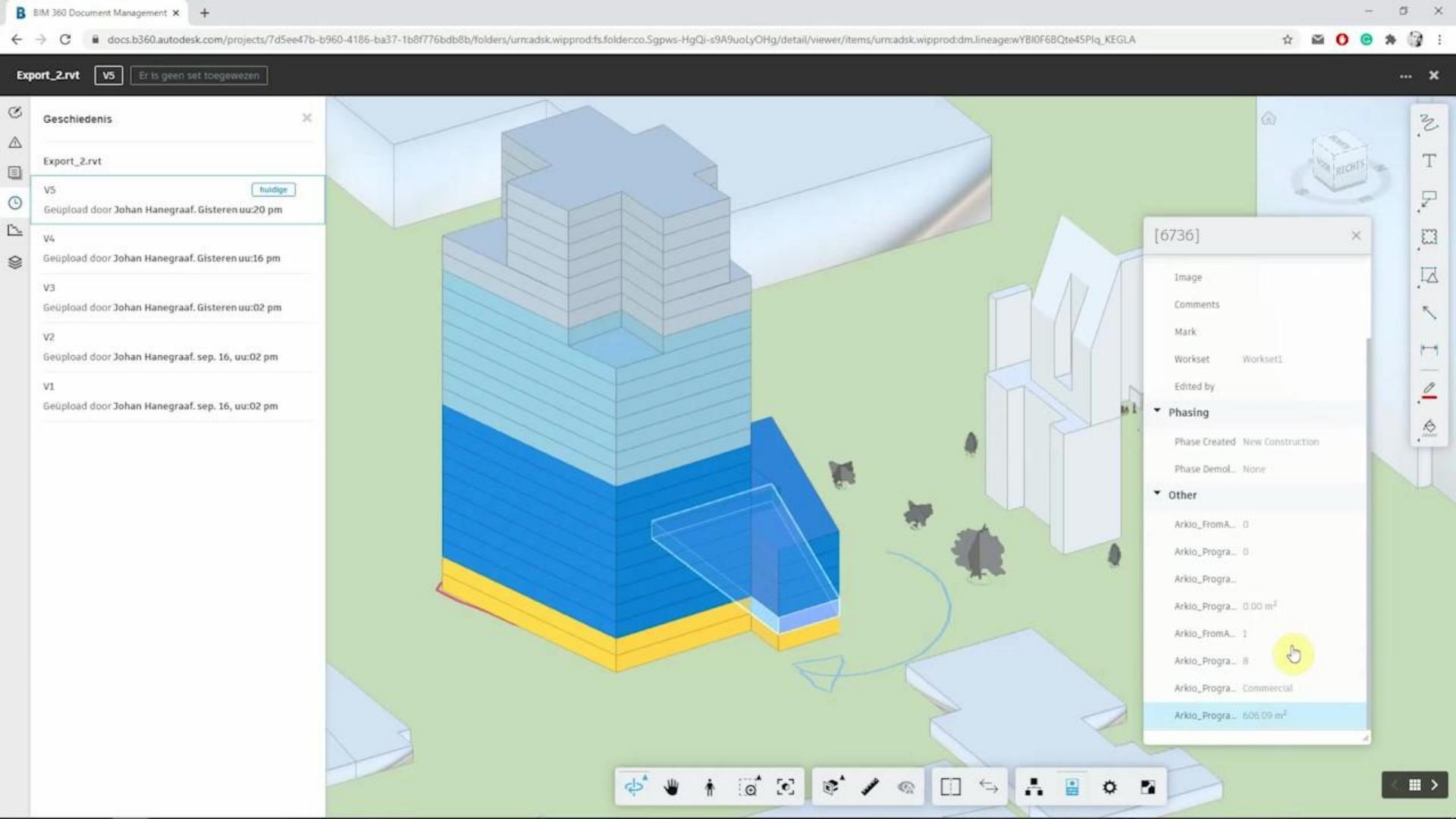




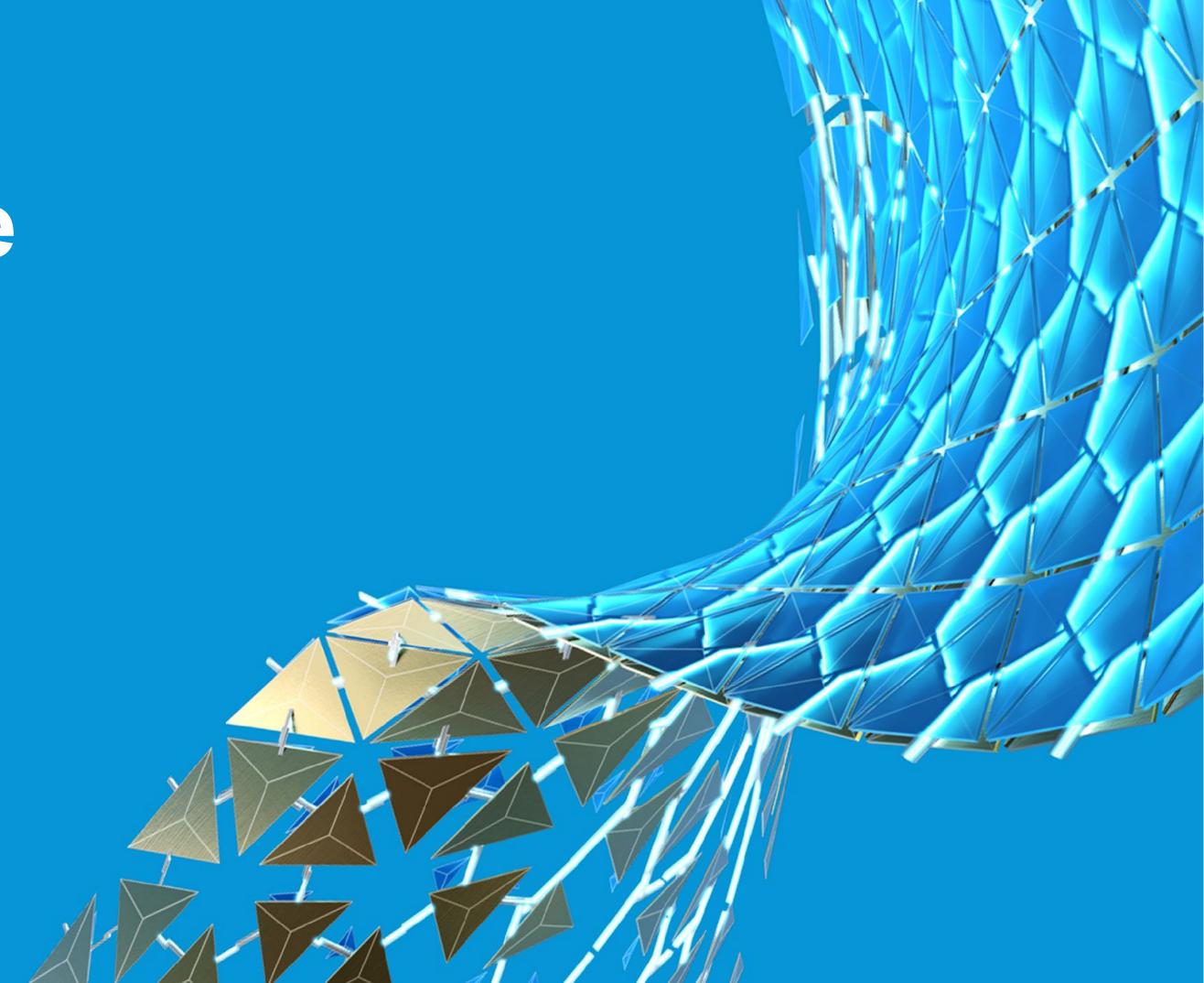




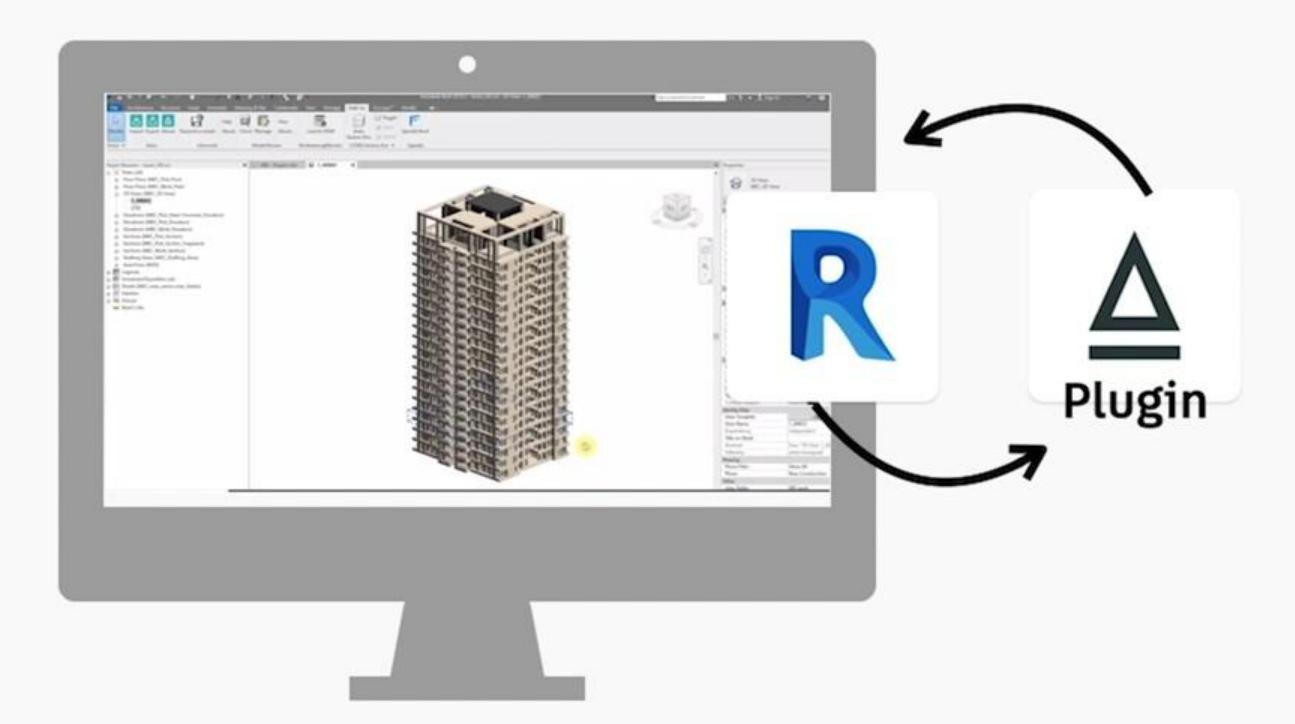




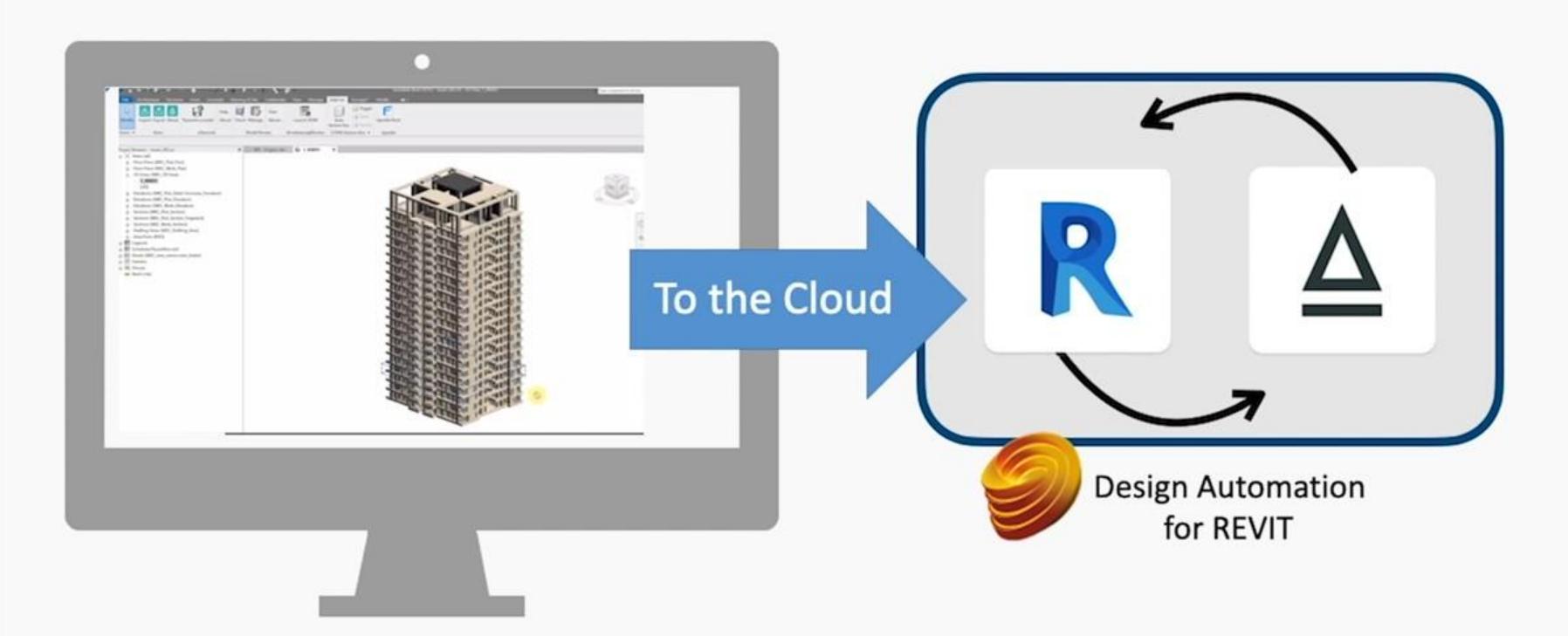
# Deep dive

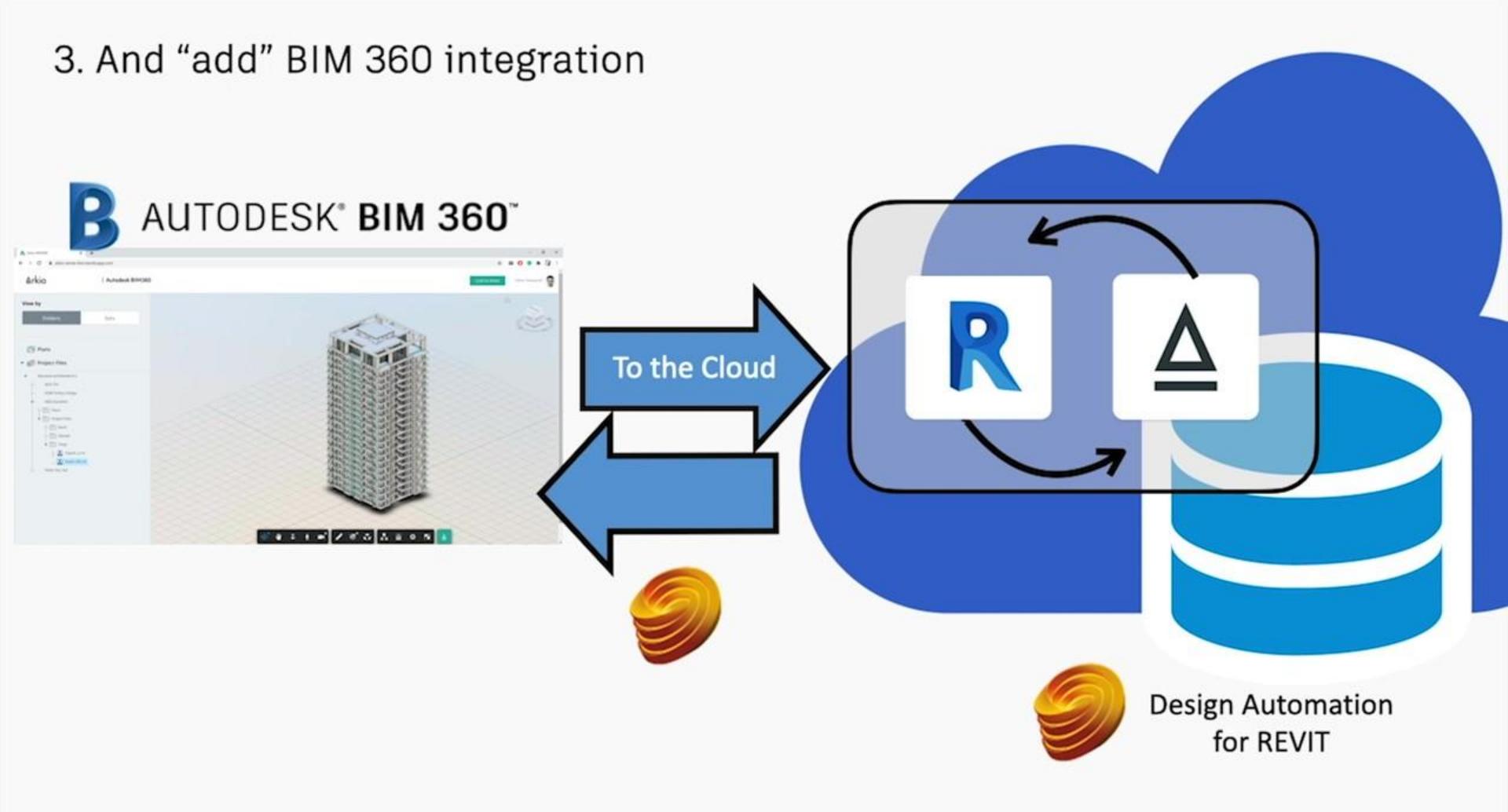


#### 1. Start by taking Arkio's existing Revit Desktop Plugin...



#### 2. **Move** it "to the Cloud" using Forge

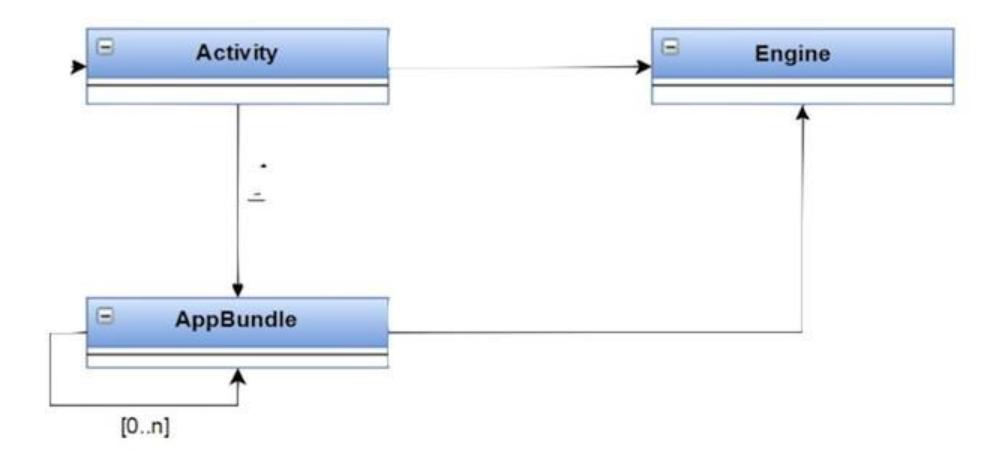




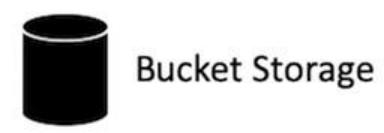




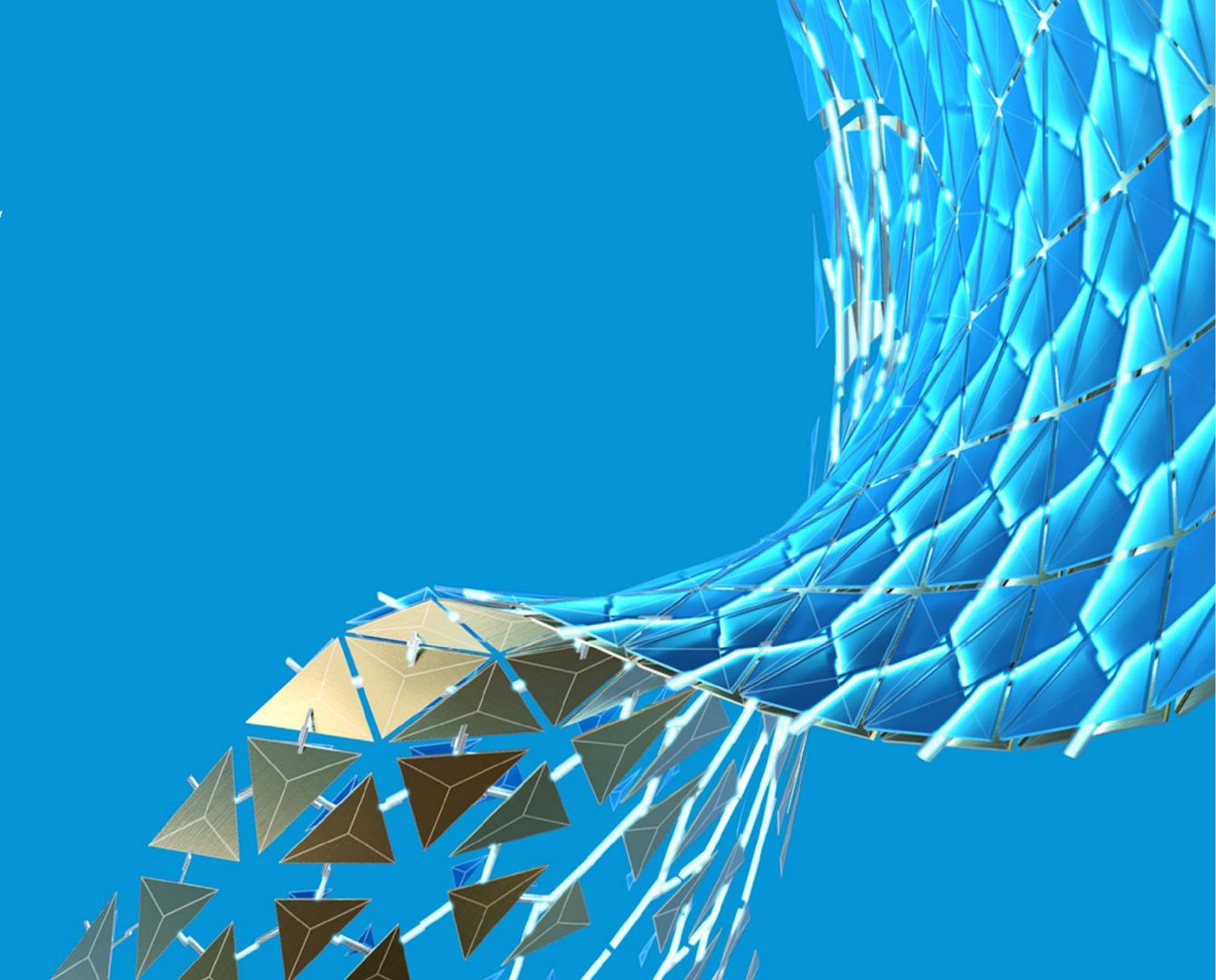
WorkItem



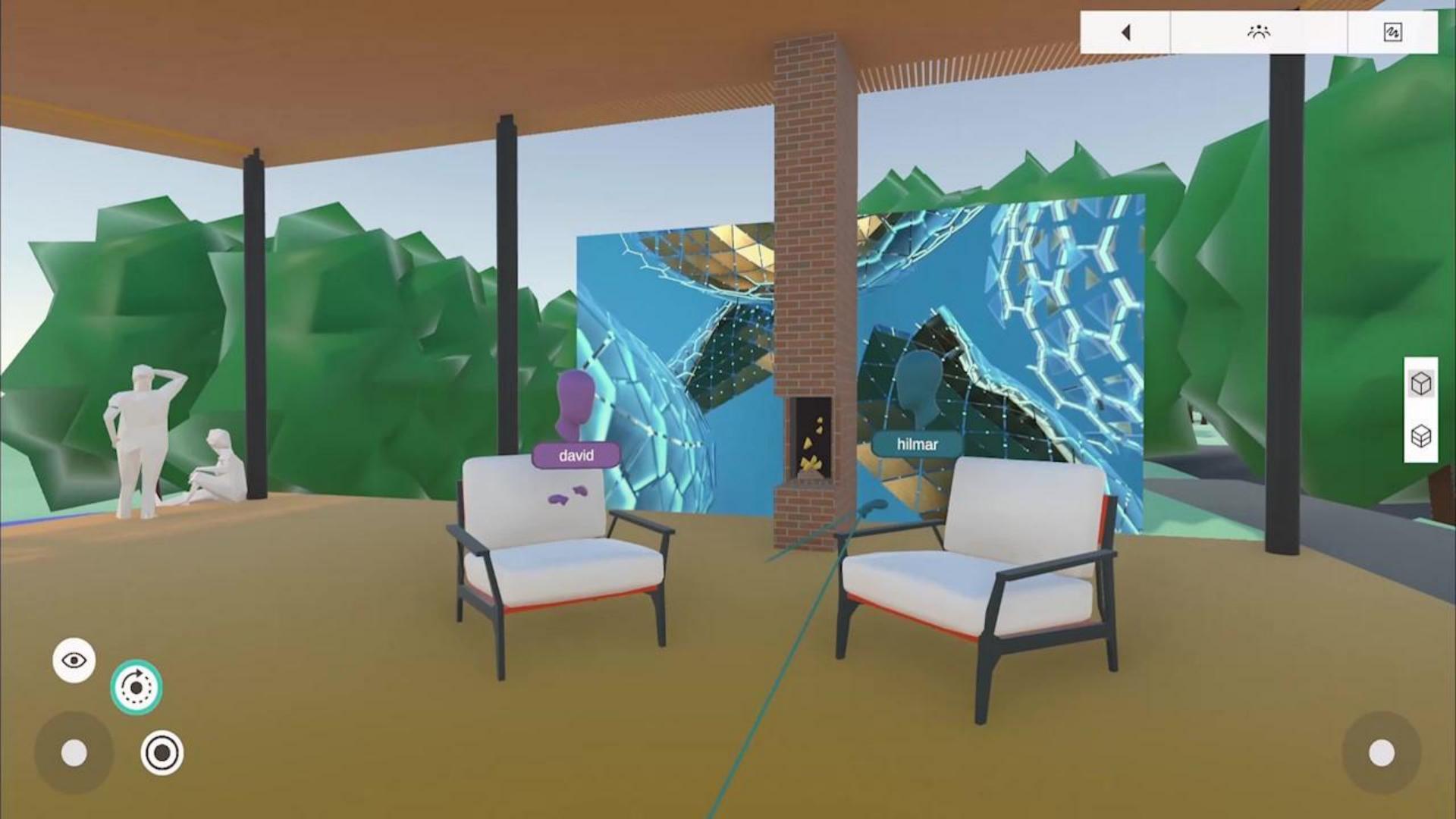




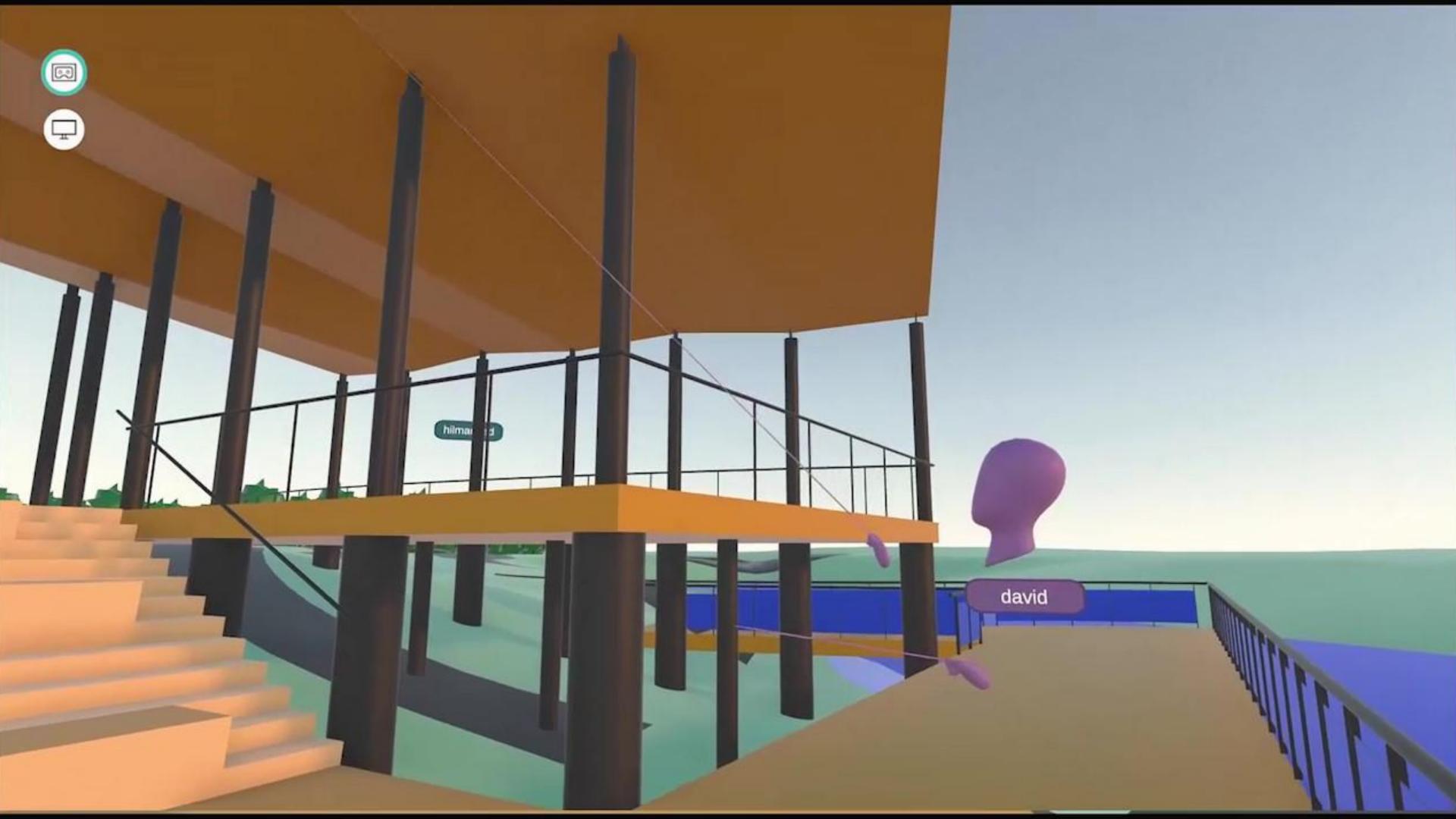
## Interview











# Summary

