AUTODESK UNIVERSITY

SD22802

Forge Platform Update

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Learning Objectives

- Discover the latest additions to the Forge platform
- Hear how other companies are using Forge
- See the road map for future enhancements to Forge
- Get insights from key members of the Forge team

Description

Attend this class to learn about the changes and additions we've made to Forge Platform during the last year. See demonstrations of our new APIs, find out about our plans for the future, and address your questions to our team of Forge Platform engineers and product managers. This session features Forge.

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About this class

This class is your opportunity to learn more about the Autodesk Forge APIs, find out about the enhancements and additions since the platform launched at Autodesk University last year, and discover our roadmap for future enhancements. It's also your chance to ask questions.

Autodesk Developer Network (ADN) members should note that much of this class' content will also be presented at the ADN Developer Days conference on Monday 13th November. However, with 500 fewer people in the room, this session will be more intimate and have greater opportunities to ask questions.

Agenda (timings are approximate):

- Introduction - 5 mins
- Forge overview - 5 mins
- Customer success stories and Forge Fund update - 15 mins
- Forge roadmap and pricing update - 20 mins
- APIs overview and update - 35 mins
- Q&A - 10 mins

This handout provides a very brief overview of Forge with links to follow for more information.

About Forge

Since the early days of AutoCAD, Autodesk has designed its products as platforms – exposing APIs that customers and commercial developers can use to extend or customize our products. Autodesk is following the same approach as we develop web-based products that complement our desktop solutions. Forge is the single place you need to go to get access to these new web APIs.

The vision driving the development of Forge is to create a set of web APIs that have 'data at the center', meaning that the APIs allow you to take your design data (usually data created using a desktop application) and expose that design data (and data derived from your designs using the Forge APIs) to 'downstream' users who have no need to edit the original designs, but do find value in being able to view those designs and the data extracted for them. These downstream users typically won't have a copy of the desktop application used to create the design, so you'll be providing that data to them via a website or on a mobile device.

The APIs on the Forge platform can be conceptually divided into two categories:

1. APIs that allow you to automate our Software-as-a-Service (SaaS) products (e.g. BIM 360 and A360) and access data stored by those products.
2. APIs and components that we have developed to use in those products, and which we are also exposing as public APIs or components – and that can be used (in many cases) independently of the Autodesk SaaS products.

In practice, the Forge APIs are divided into a set of 'API products'. These API products encapsulate the set of APIs that relate to a common activity, theme or product. But you (the developer) can mix and match APIs from whichever 'API product' you choose – using them together to create your own solutions.

Forge resources

The following resources will be useful to you when you start using Forge.

Forge Developer Portal

https://developer.autodesk.com

The Developer Portal should be the first place you visit when you're ready to start using Forge Here you can:

- View overview information, tutorials and reference documentation on all the Forge APIs (click on the 'APIs' dropdown to access the API documentation).
- Create an API Key – Once you've signed in to the portal using your Autodesk Id, you can create an API Key that grants you permission to use the Forge APIs.
- View the API status dashboard (https://developer.autodesk.com/en/support/api-status). This is a traffic light display of the current status of the Autodesk Forge servers.
- Get help (https://developer.autodesk.com/en/support/get-help). Support for the Forge APIs is primarily delivered through StackOverflow. This page explains how to tag your StackOverflow questions so that the Forge team can find and answer your questions. You can send us questions that are not appropriate for StackOverflow using the forge.help@autodesk.com email alias.

GitHub

https://github.com/Autodesk-Forge
Our public GitHub repository is home to a comprehensive, and growing, set of samples, SDKs and Forge API utilities.

Forge Blog

https://forge.autodesk.com/blog
Get the latest technical information, updates and snippets of wisdom directly from the Forge platform team as well as direct access to other Autodesk blogs featuring Forge technical content.

About the presenters

Here is a little background information about the presenters for this class. We'll also have a few more members of the Forge team hiding in the audience.

Stephen Preston



Stephen Preston is manager for Autodesk's worldwide Developer Advocate Team. He and his team have two jobs: to help you use the Autodesk Forge APIs as a platform for your own solutions, and to tell the Product Development teams at Autodesk what APIs you need to build those solutions. Stephen lives in Northern California with his wife, a dog, two cats, and three chickens.

Ben Cochran



Ben Cochran, Forge Software Architect has been developing and designing software and hardware focused on connected distributed systems for more than 18 years. This includes software systems and hardware for distance learning, news media distribution and distributed design collaboration.

Shawn Gilmour



As the Directory of PaaS Strategy for Autodesk's Cloud Platforms team, Shawn is focused enabling a vibrant ecosystem to reach new customers and new markets by combining the strengths of Autodesk and its partners. Specifically, he is defining a vision, strategy and execution plan for how Autodesk can enable partners to build new solutions and apps using Autodesk Forge Platform and SaaS application API's. Shawn has 28 years of industry experience with 15 in product management, business and strategy roles.

David Gartner



David leads the marketing team for Forge, Autodesk's developer platform. His team is responsible for shaping the Forge brand and creating programs that make this new approach to cloud development both understandable and essential for developers and strategic partners across the world. Prior to Autodesk, David ran vs. Goliath, a San Francisco-based marketing firm. He got his start at agencies including Edelman and J. Walter Thompson and has worked with a diverse set of companies such as Adobe, Microsoft, Genentech, Chevron and Rice-O-Roni. When not helping smart ideas become strong brands, he can be found working on maker projects with his family or swimming in the cold waters of San Francisco Bay … without a wetsuit.