# LIVE Design Ecosystem – Using Revit LIVE, Stingray and 3ds Max for Real-Time

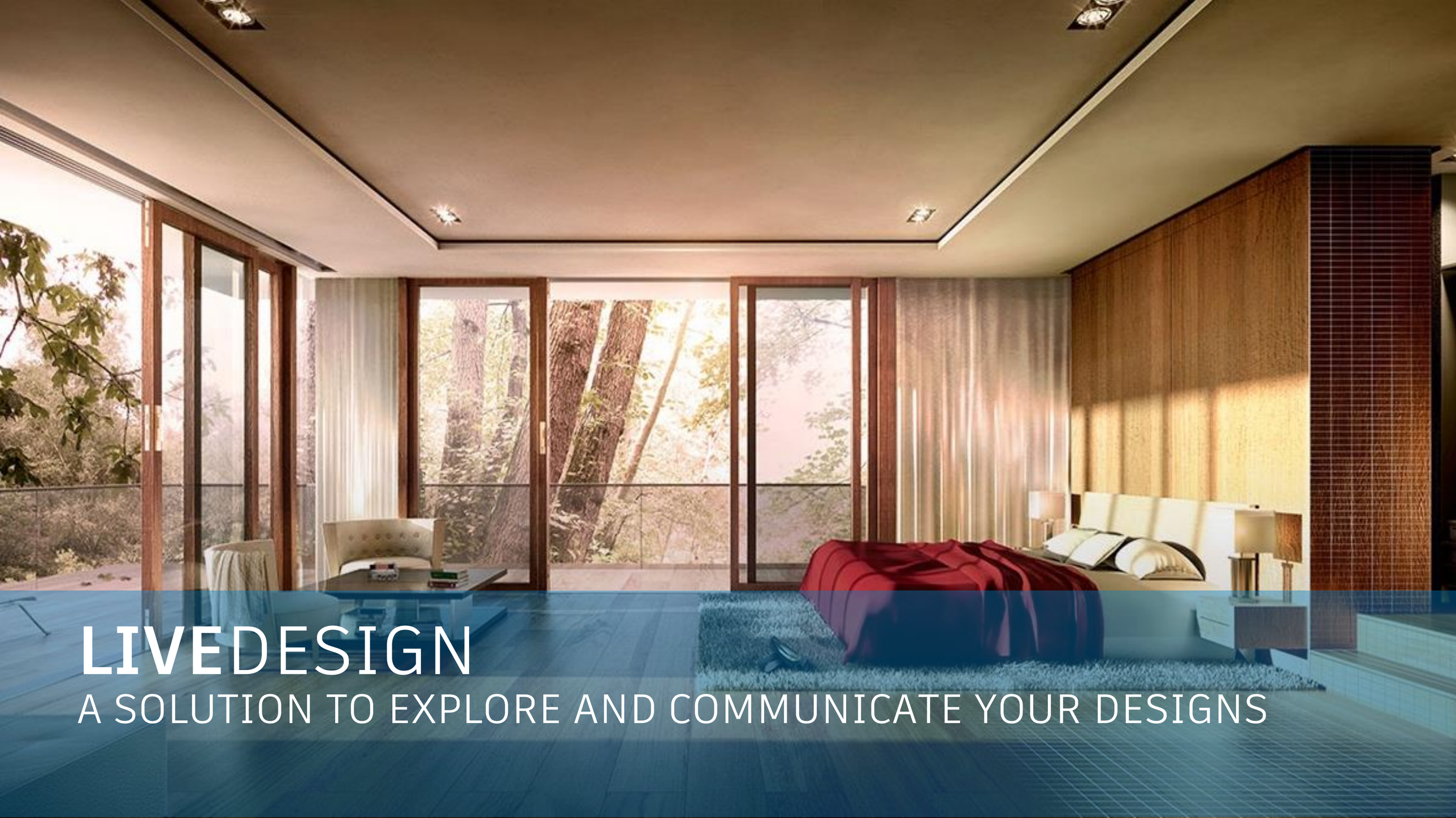
Jean-Pierre van Gastel

Autodesk Media & Entertainment Specialist

# Key learning objectives

- At the end of this lab you will be able to:
  - Utilize Revit LIVE in your own AEC environment
  - Open an Revit LIVE project in Stingray
  - Edit Stingray materials to get a better visual quality
  - Add Static and Animated objects to your project
  - Trigger Animations and events by using Level Flow

Live Design



# LIVEDESIGN

## A SOLUTION TO EXPLORE AND COMMUNICATE YOUR DESIGNS

# 3D Viz specialist

Produce high end images and videos using 3ds Max

AUTODESK® 3DS MAX®

AUTODESK® REVIT®

AUTODESK® STINGRAY

AUTODESK® REVIT®

AUTODESK® REVIT® LIVE

# ARCHITECT

Experience design in an interactive or immersive space.

# Today’s Project

VILLAMARTINI

# Today’s Project

- **Villa Martini**
  - Internal project made by Amer Yassine
  - Autodesk LIVE Editor splash screen image
  - Sample scene available for users (standard & optimized)
  - Show the collaboration between LIVE and 3ds Max Interactive / Stingray

AUTODESK.

# Autodesk Live Viewer Samples

If you're looking for Live presentation files, you've come to the right place. Download these freely available* samples to explore the power of Live interactive and VR experiences for yourself. It's a great way to get familiar with what you can create with Autodesk® Revit and Revit Live's cloud service.

Curious about how Autodesk® Live and Autodesk® Stingray can work together? Download the ROWS House "Enhanced in Stingray" project and see how animated assets and textures can make your designs come to life in even more vivid ways.

## Is your viewer up to date?

It looks like you may have a previous version of the Live viewer.
Update your app now for the best possible experience.

DOWNLOAD LATEST APP ›

## Download sample presentations

Basic Sample Project 133MB

DOWNLOAD

Medical Center 99.4MB

DOWNLOAD

Villa Martini Enhanced in Stingray 182MB

DOWNLOAD

Villa Martini 90MB

DOWNLOAD

Advanced Sample Project 144MB

DOWNLOAD

ROWS House 149MB

DOWNLOAD

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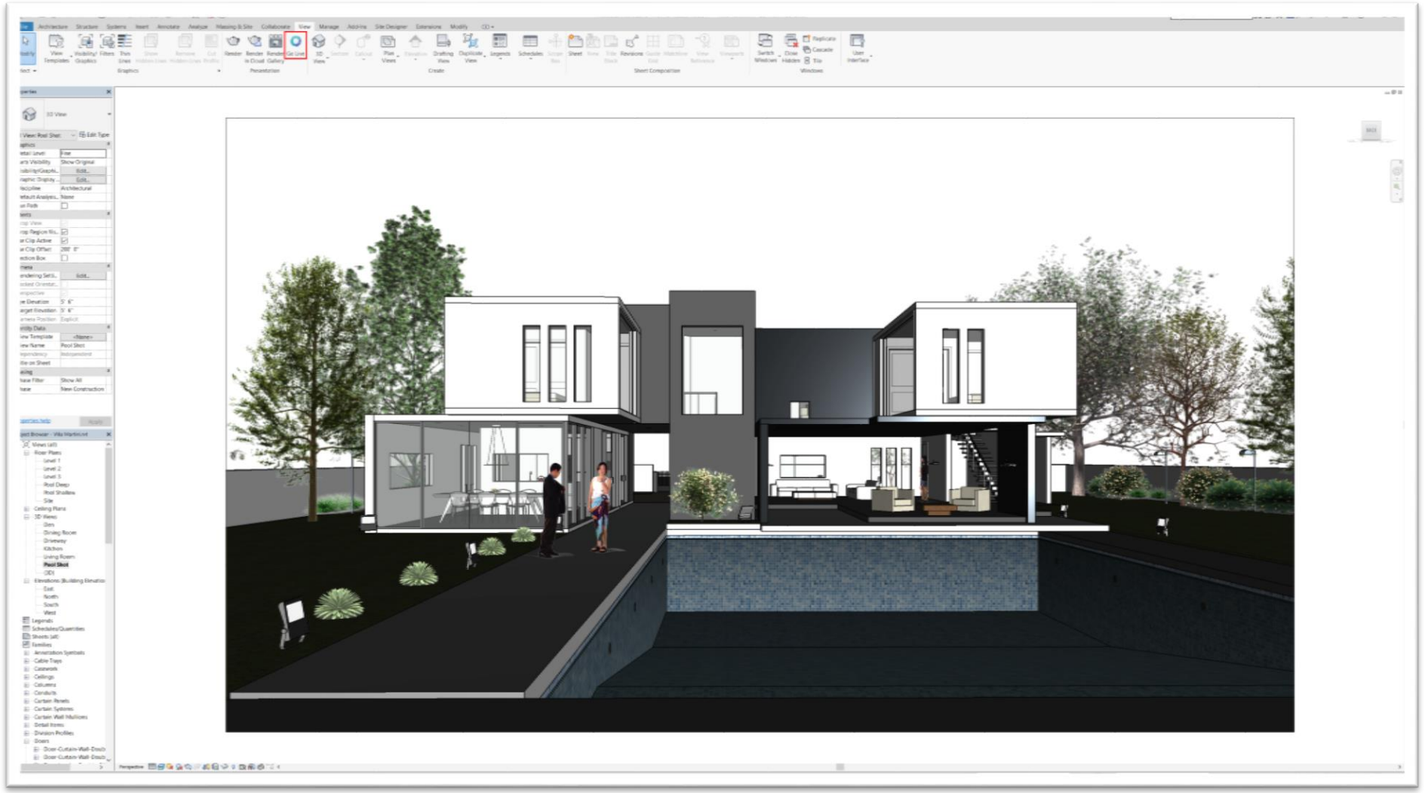
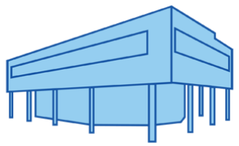
# Go Live from Revit(LT)

# Revit LIVE Workflow

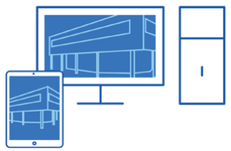




**Design**
Start with Revit or Revit LT

**Transform**
Upload your BIM model to the cloud in a single click

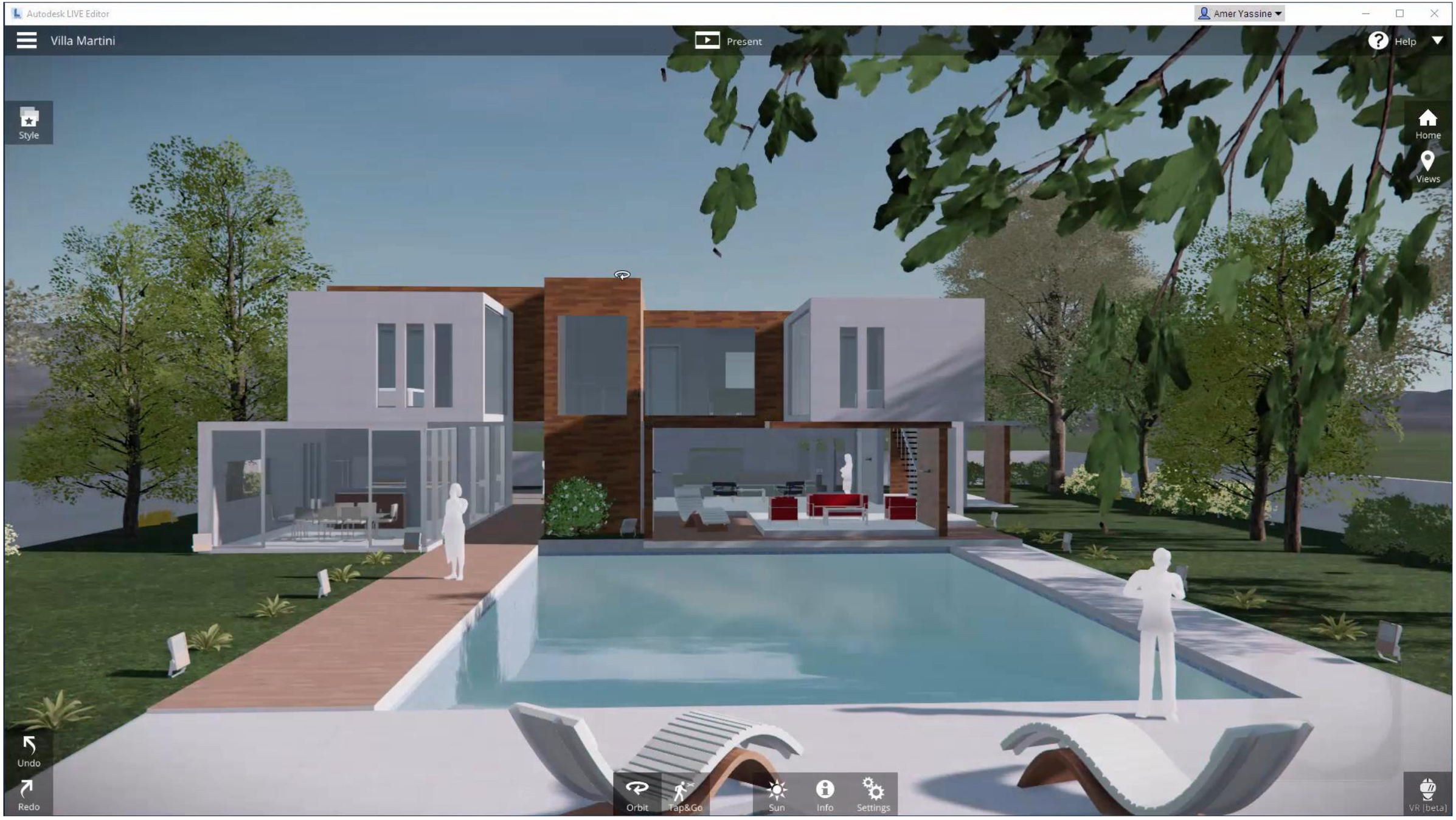
**Customize**
Download and personalize your interactive visualization



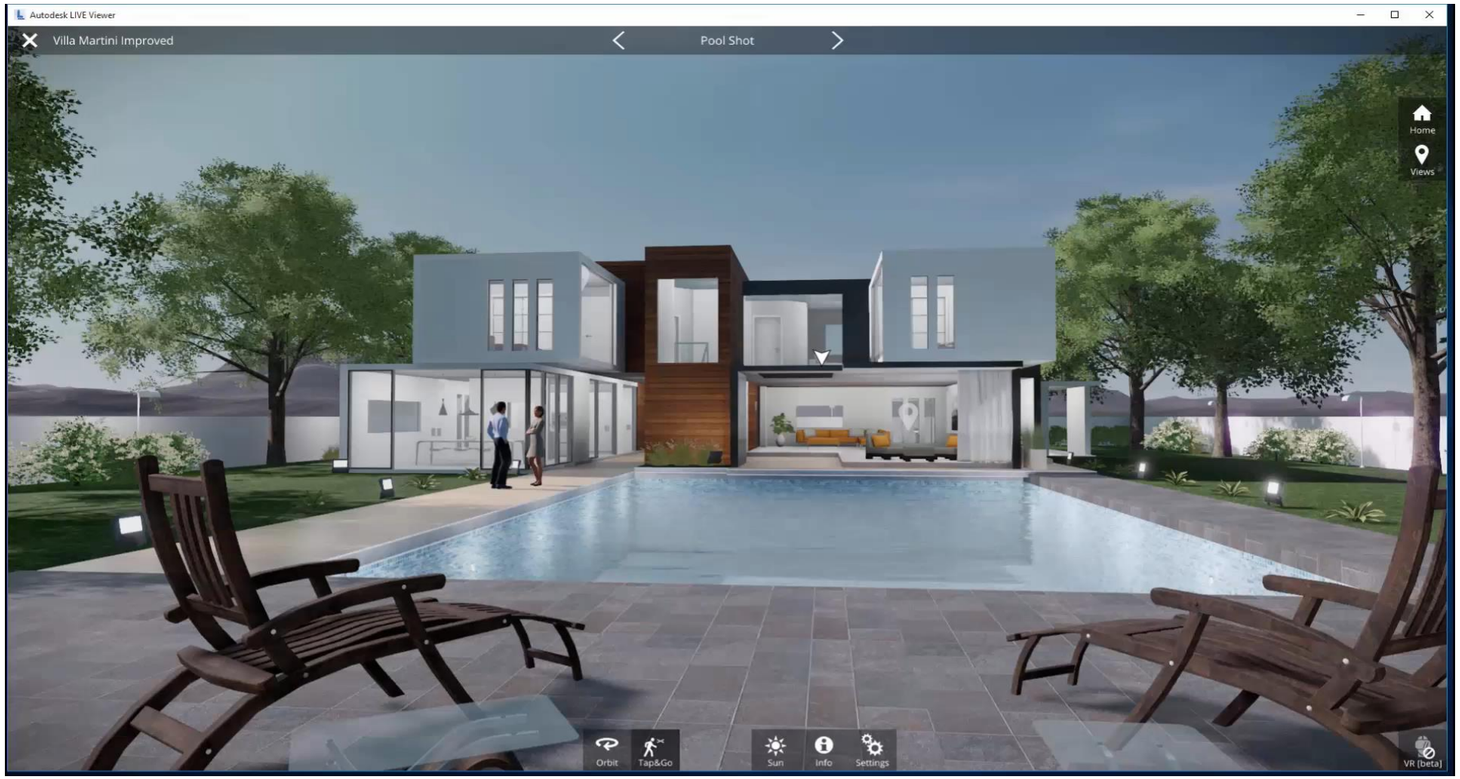
**Present**
Show off your design, or let clients explore it on their own

Windows VIVE oculus iOS

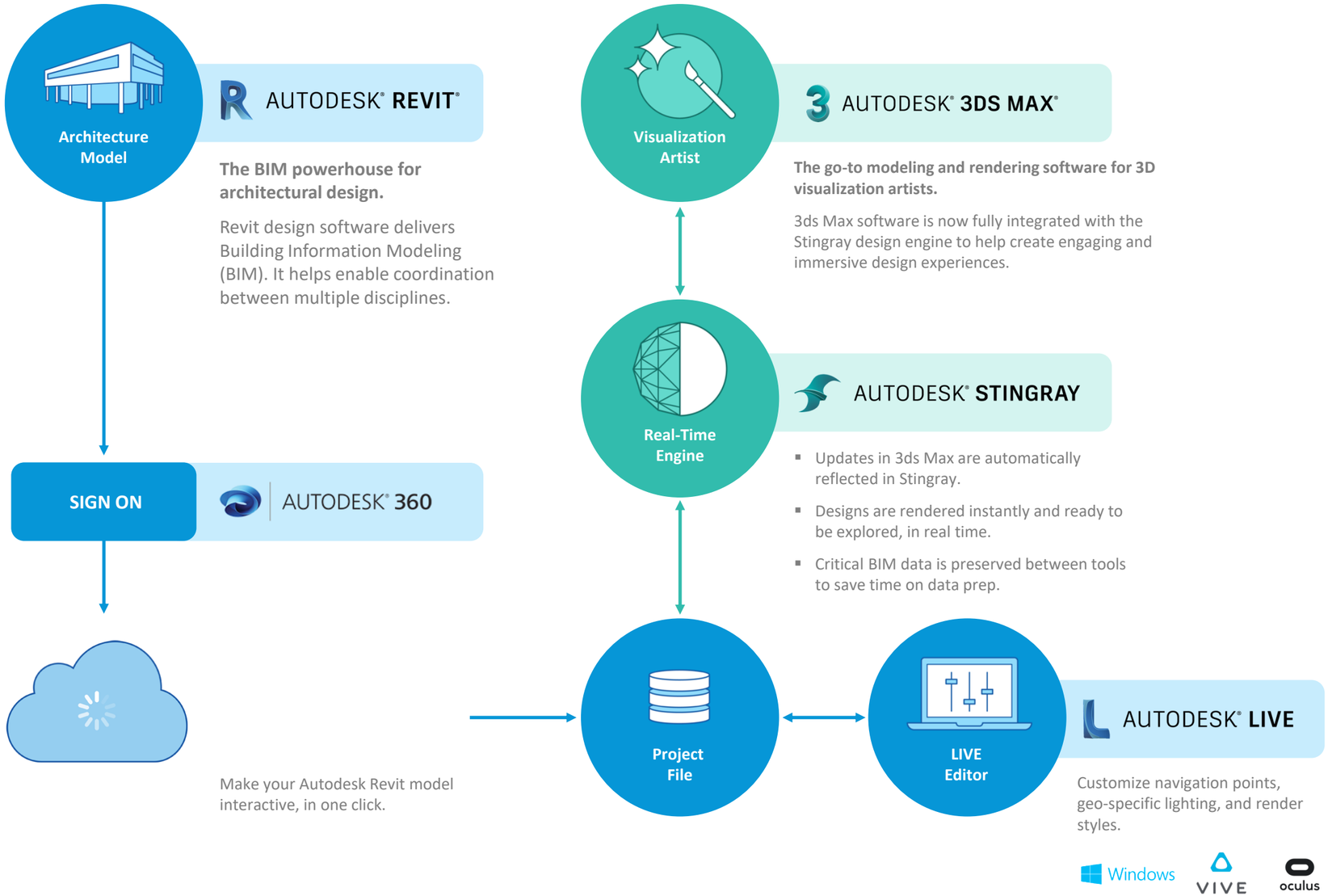
# LIVE Editor


Autodesk LIVE Editor
Amer Yassine
Villa Martini
Present
Help
Style
Home
Views
Undo
Redo
Orbit
Tap&Go
Sun
Info
Settings
VR [beta]

# LIVE Editor: VR



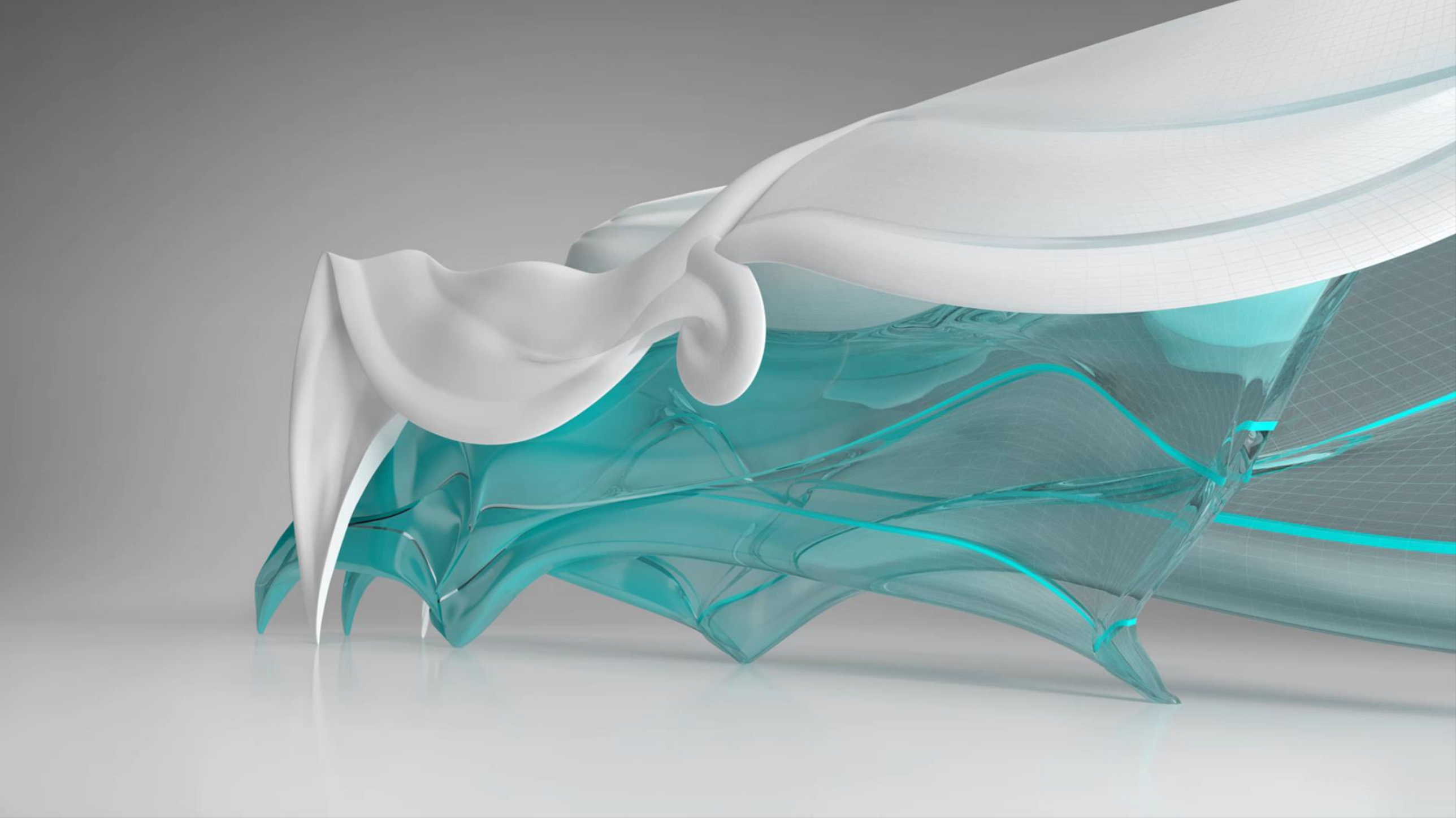
# Revit LIVE Workflow



# 3ds Max Interactive

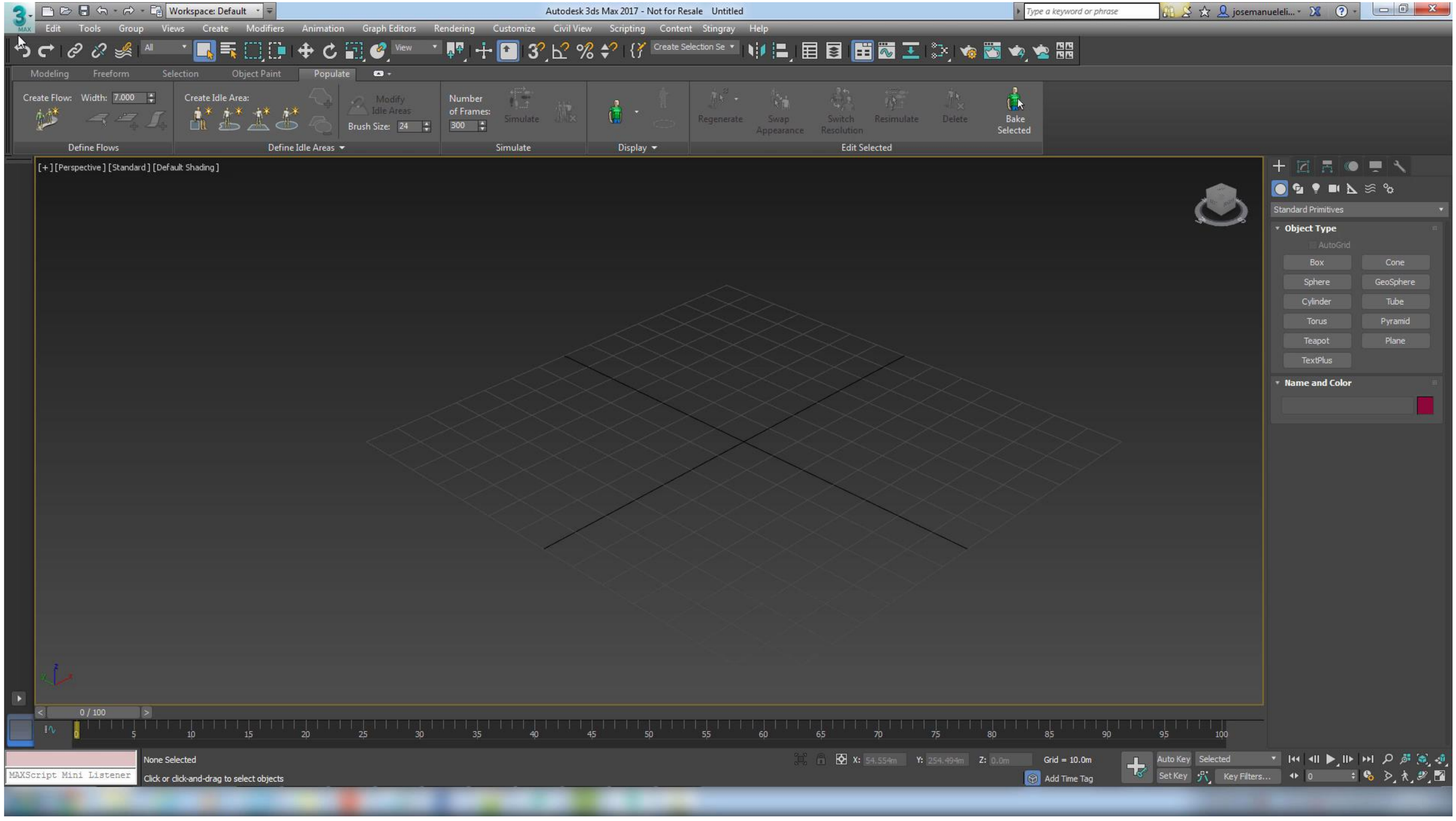
# Leveraging the LIVE Design Ecosystem

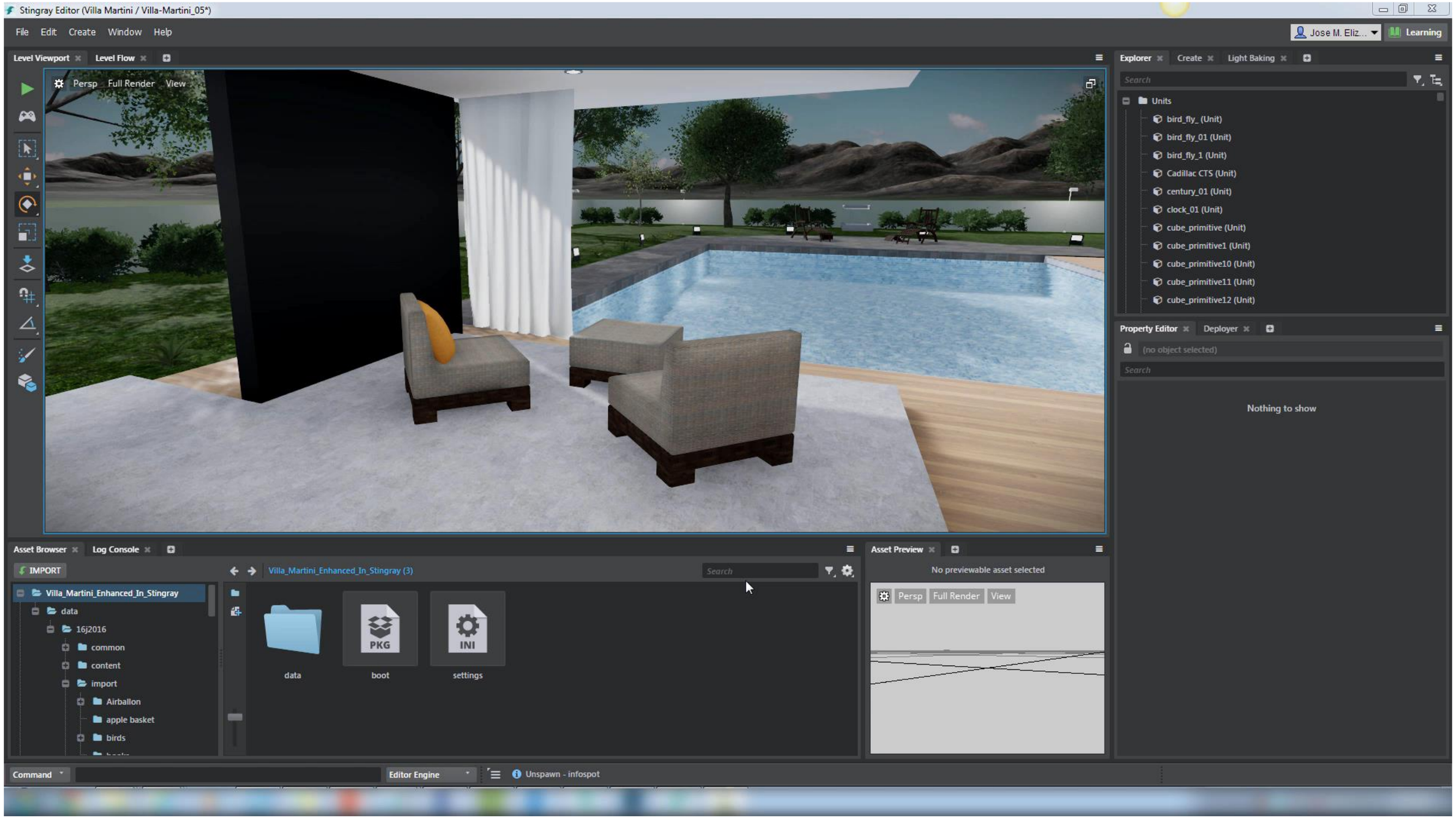
- Open LVMD in 3ds Max Interactive / Stingray
- Adjust materials
- Light Baking
- Post Screen Effects
- Managing Performance

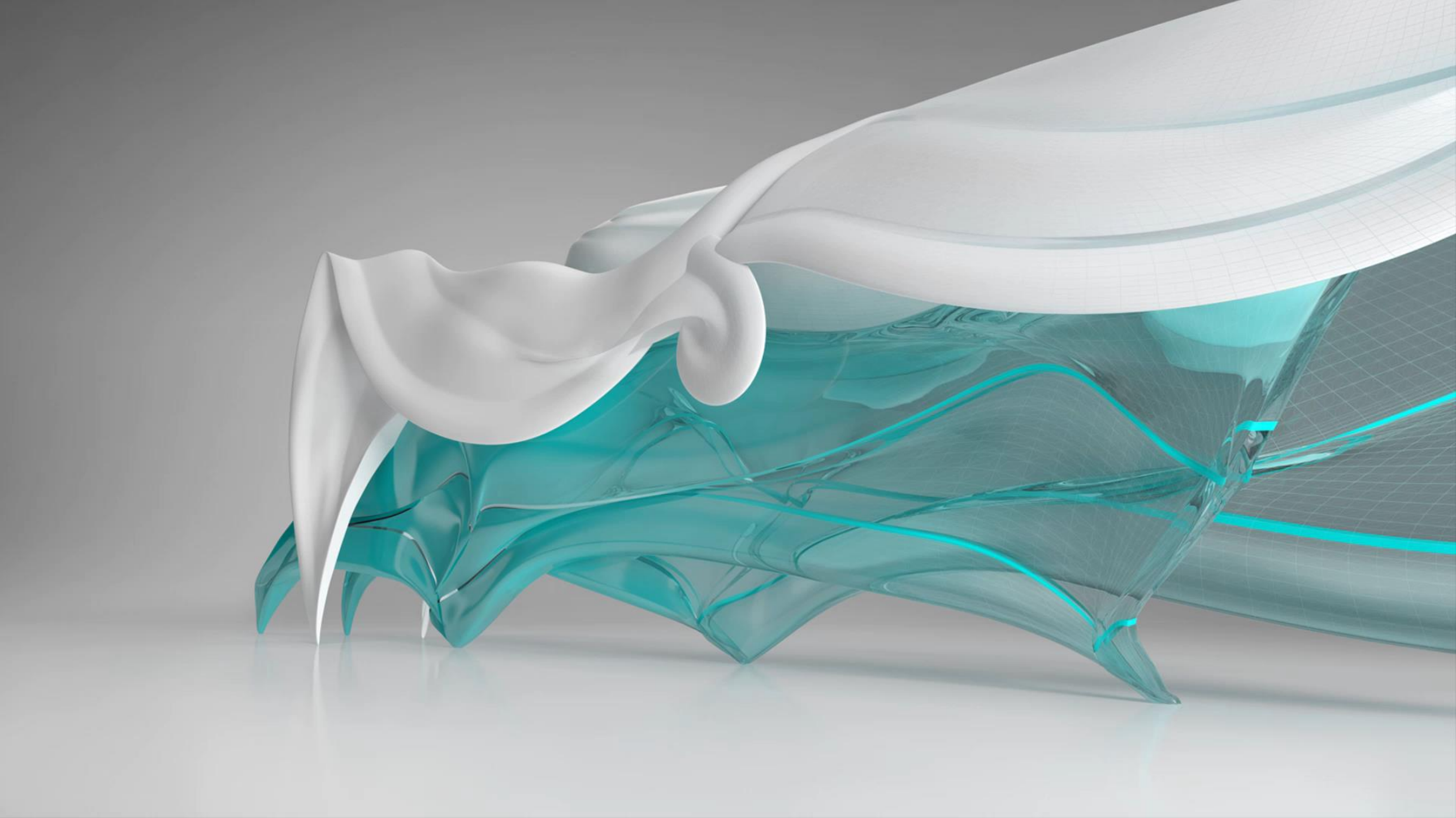


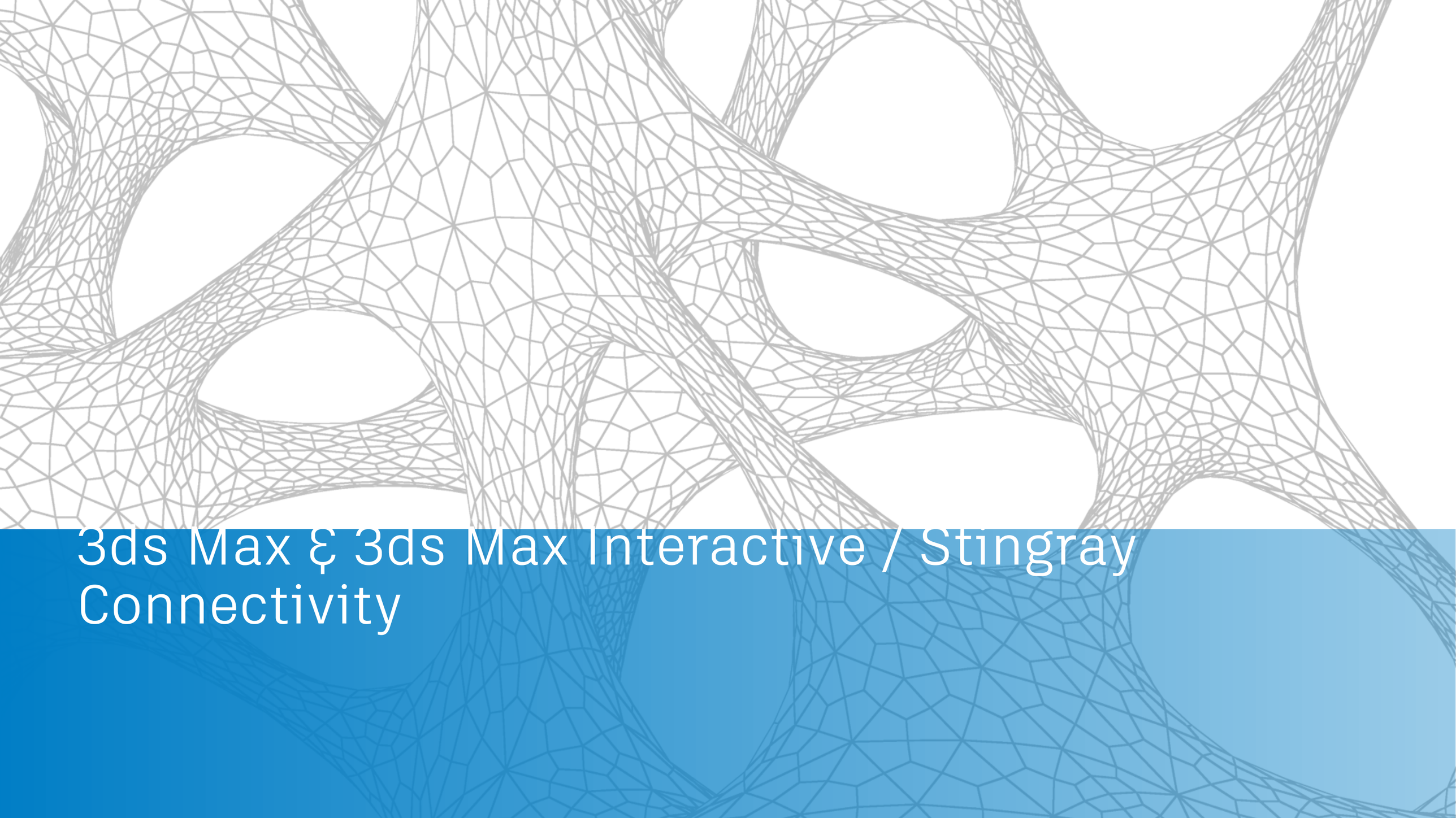
# Leveraging the LIVE Design Ecosystem

- Importing Static Assets from 3ds Max
- Downloading Online Assets
- Importing & Setting up Animations
- Setting Up events with Flow
- Publishing Stingray Project to LIVE


Workspace: Default
Autodesk 3ds Max 2017 - Not for Resale Untitled
Type a keyword or phrase
josemanueleli...
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize Civil View Scripting Content Stingray Help
Modeling Freeform Selection Object Paint Populate
Create Flow: Width: 7.000
Define Flows
Create Idle Area:
Modify Idle Areas
Brush Size: 24
Define Idle Areas
Number of Frames: 300
Simulate
Simulate
Display
Regenerate
Swap Appearance
Switch Resolution
Resimulate
Delete
Bake Selected
Edit Selected
[+] [Perspective] [Standard] [Default Shading]
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
TextPlus
Name and Color
0 / 100
None Selected
Click or click-and-drag to select objects
MAXScript Mini Listener
X: 54.554m
Y: 254.494m
Z: 0.0m
Grid = 10.0m
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...

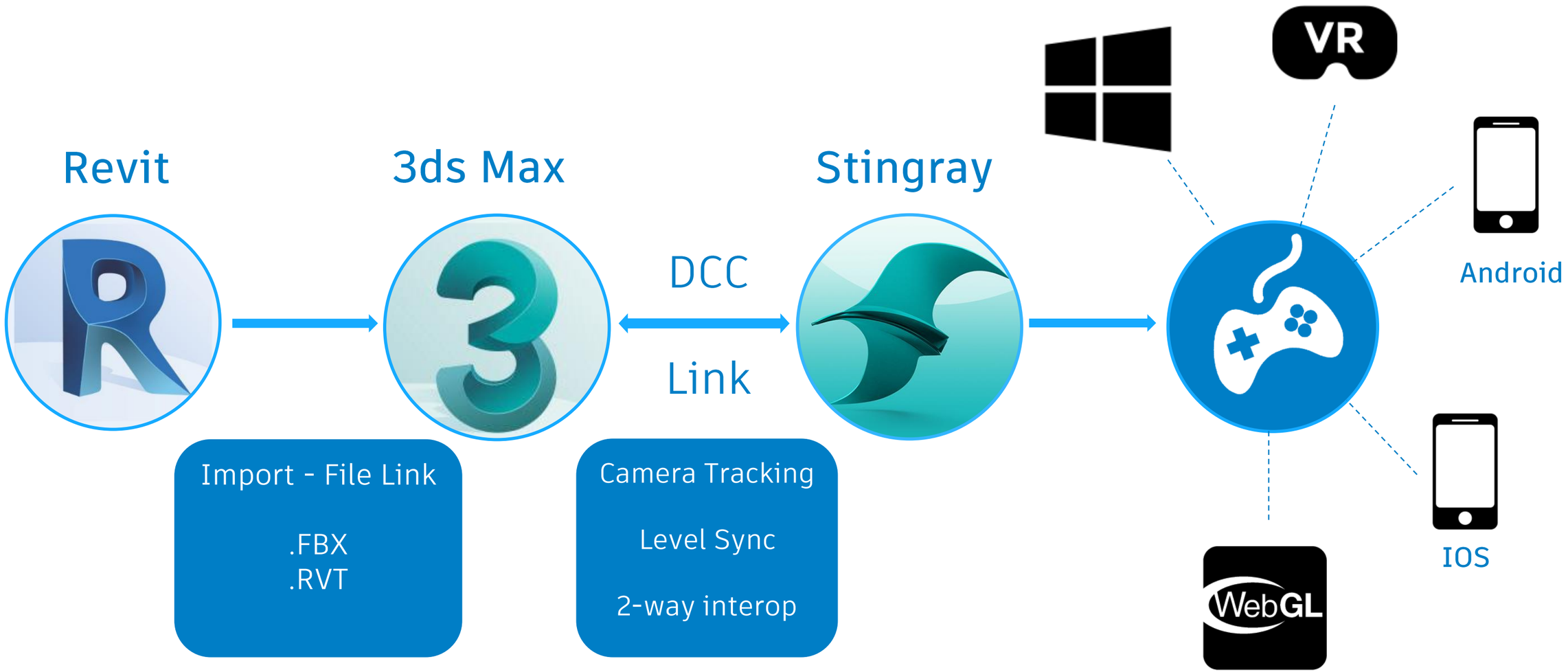

Stingray Editor (Villa Martini / Villa-Martini_05*)
File Edit Create Window Help
Jose M. Eliz...
Learning
Level Viewport
Level Flow
Persp Full Render View
Explorer
Create
Light Baking
Search
Units
bird_fly_ (Unit)
bird_fly_01 (Unit)
bird_fly_1 (Unit)
Cadillac CTS (Unit)
century_01 (Unit)
clock_01 (Unit)
cube_primitive (Unit)
cube_primitive1 (Unit)
cube_primitive10 (Unit)
cube_primitive11 (Unit)
cube_primitive12 (Unit)
Property Editor
Deployer
(no object selected)
Search
Nothing to show
Asset Browser
Log Console
IMPORT
Villa_Martini_Enhanced_In_Stingray (3)
Search
Villa_Martini_Enhanced_In_Stingray
data
16j2016
common
content
import
Airballon
apple basket
birds
data
boot
settings
PKG
INI
Asset Preview
No previewable asset selected
Persp Full Render View
Command
Editor Engine
Unspawn - infospot

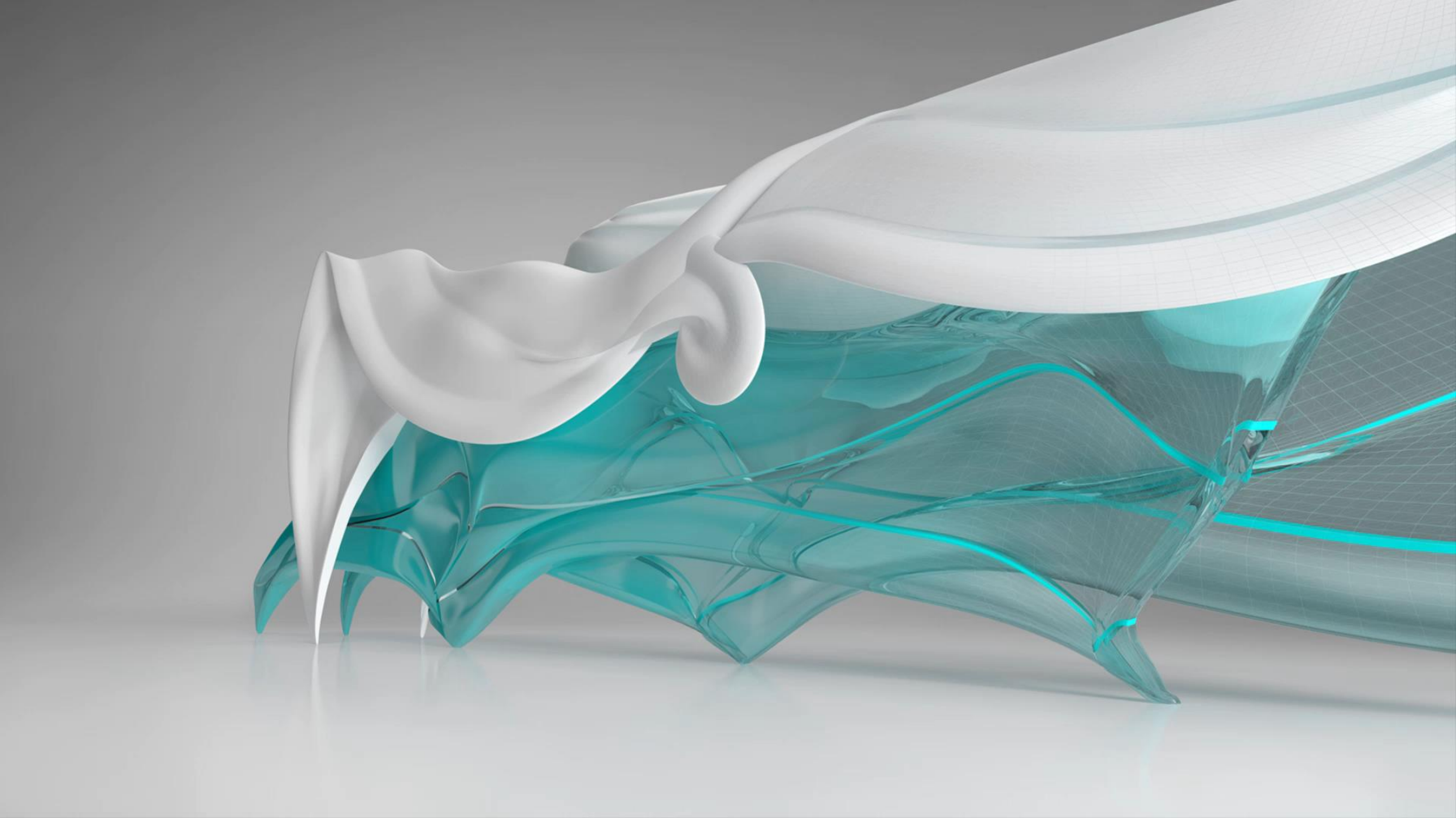




# 3ds Max & 3ds Max Interactive / Stingray Connectivity

# 3ds Max & Stingray Connectivity





# Questions?

# Thank You!!

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