Visualizing Mars: Enabling STEM learning using Revit, Autodesk LIVE, and Stingray

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Class summary

STEM & Mars City

Leveraging VR in Design

The Path to VR: Methods and Workflows



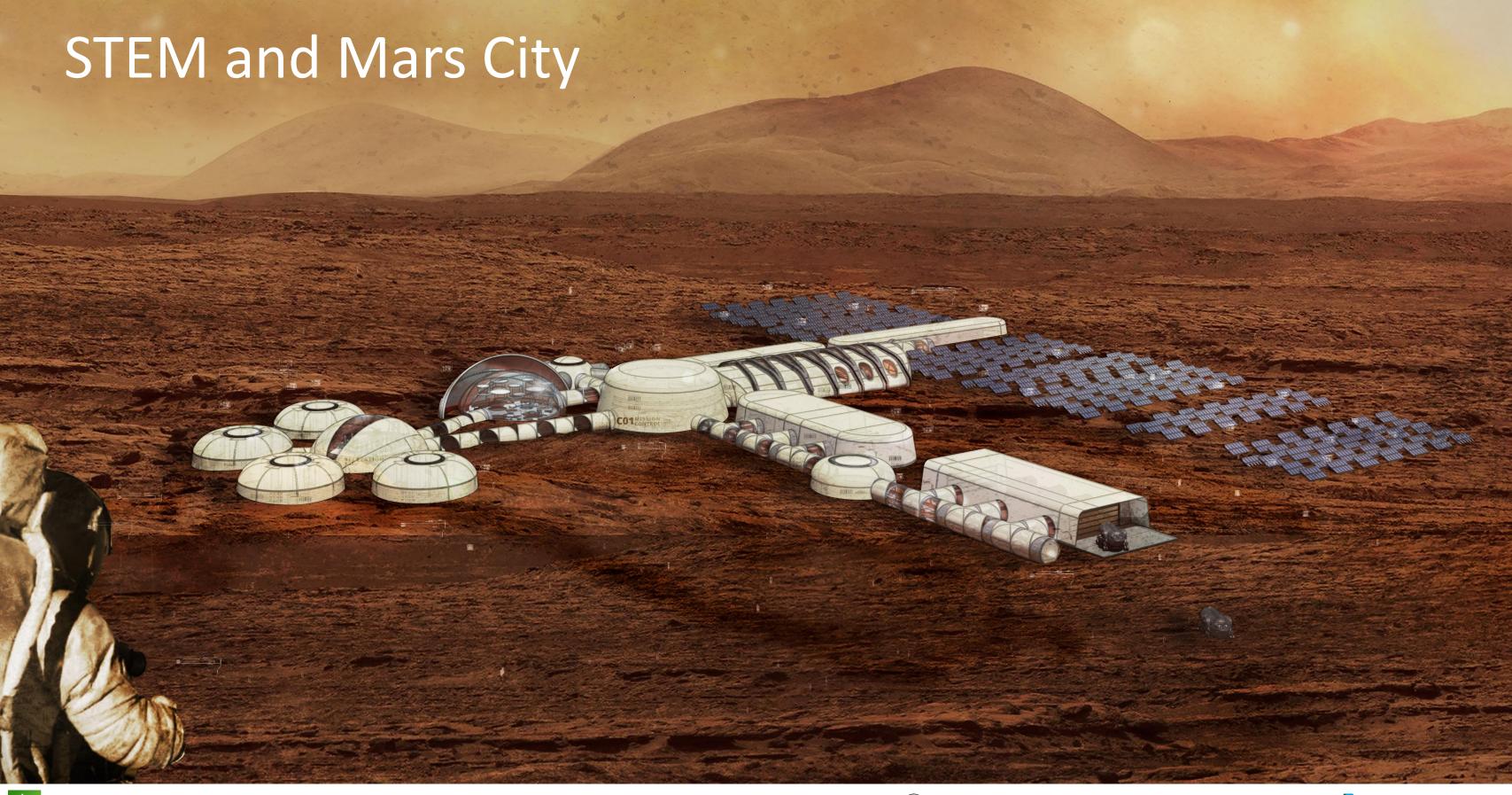


Key learning objectives

At the end of this class, you will be able to:

- Demonstrate how virtual reality can enhance STEM education programs
- Understand the applicability of real-time information within a VR environment
- Describe how virtual reality visualization can be used during the design process using Revit, Autodesk LIVE, and Stingray
- Harness the power of live design optioning visualization within immersive environments















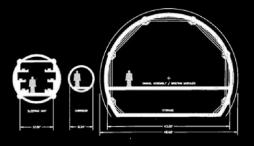






INITIAL DESIGN

TLRI partners with architect Richard John Gabriel to design the base design for Mars City.



DASHBOARD

Development of Web TMA Dashboard for Mars Facility Ops Challenge by NIBS & TLRI



SCENARIOS

Facility managers from the International Facility Management Association (IFMA) and NIBS' Facility Maintenance and Operations Committee (FMOC) develop the scenarios and professional solutions to be presented to students.

VR MODEL TESTING

KieranTimberlake, NIBS & TLRI test VR model at the US Science & Engineering Festival in Washington DC. Over 1,000 students use the Mars City model.



1997

2011

2012

2014

2015

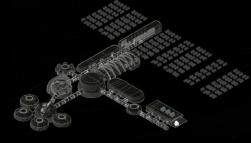
2015

2016

2016

In late 2011, the National Institute of Building Sciences (NIBS) teamed up with the Total Learning Research Institute (TLRI) and the National Aeronautics and Space Administration (NASA) to establish a science, technology, engineering and mathematics (STEM) education program

STEM PROGRAM



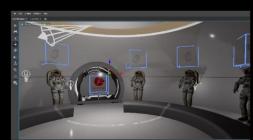
As part of KieranTimberlake's community involvement initiative, a team of architects and researchers joing the Mars Facility Ops Challenge project. The team collaborates with Gilbane Construction & Alderon Engineering to develop BIM model.

BIM MODEL



KieranTimberlake takes BIM model and begins work on a virtual reality model for Mars City

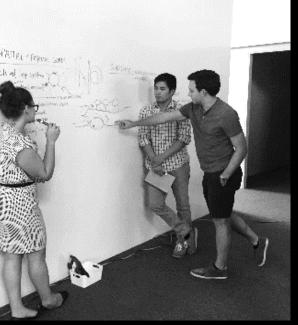
BASE VR MODEL

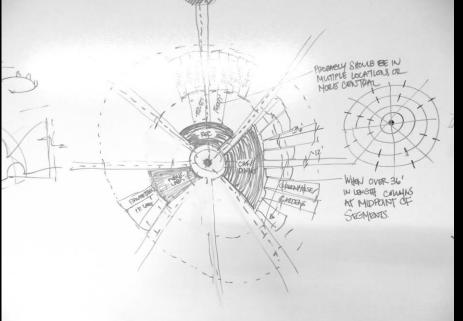


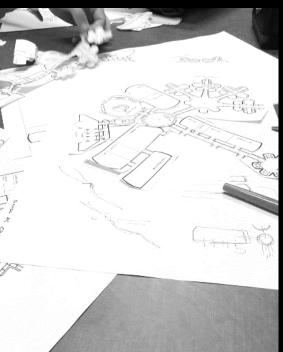
KieranTimberlake integrates interactivity and scenarios into the virtual reality environment using Revit, Autodesk LIVE and Stingray

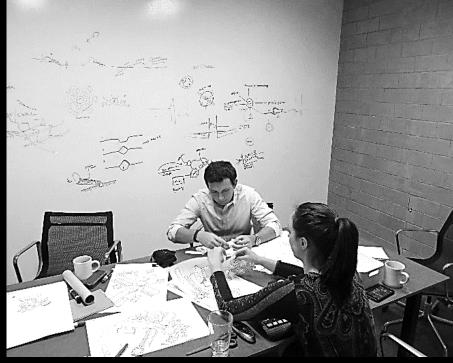
AU 2016

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SMALL

Schematic Design | Design Development



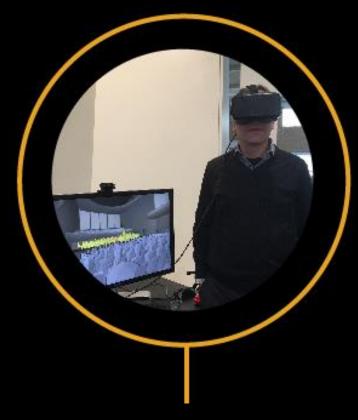
WASHINGTON UNIVERSITY WEIL HALL

Iterative Workflow Autodesk LIVE

Consultant coordination Client presentations Design iteration

MEDIUM

Programming | Design Development



NEW YORK UNIVERSITY 181 MERCER

Benchmark Workflow Unity

Consultant coordination
Design iteration

LARGE

Final Design

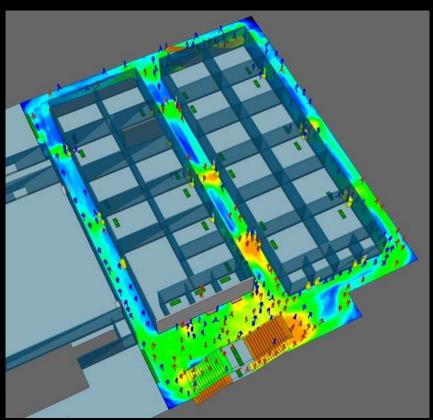


MARS CITY

Integrated Workflow Autodesk LIVE

Final design
Refined for user interaction





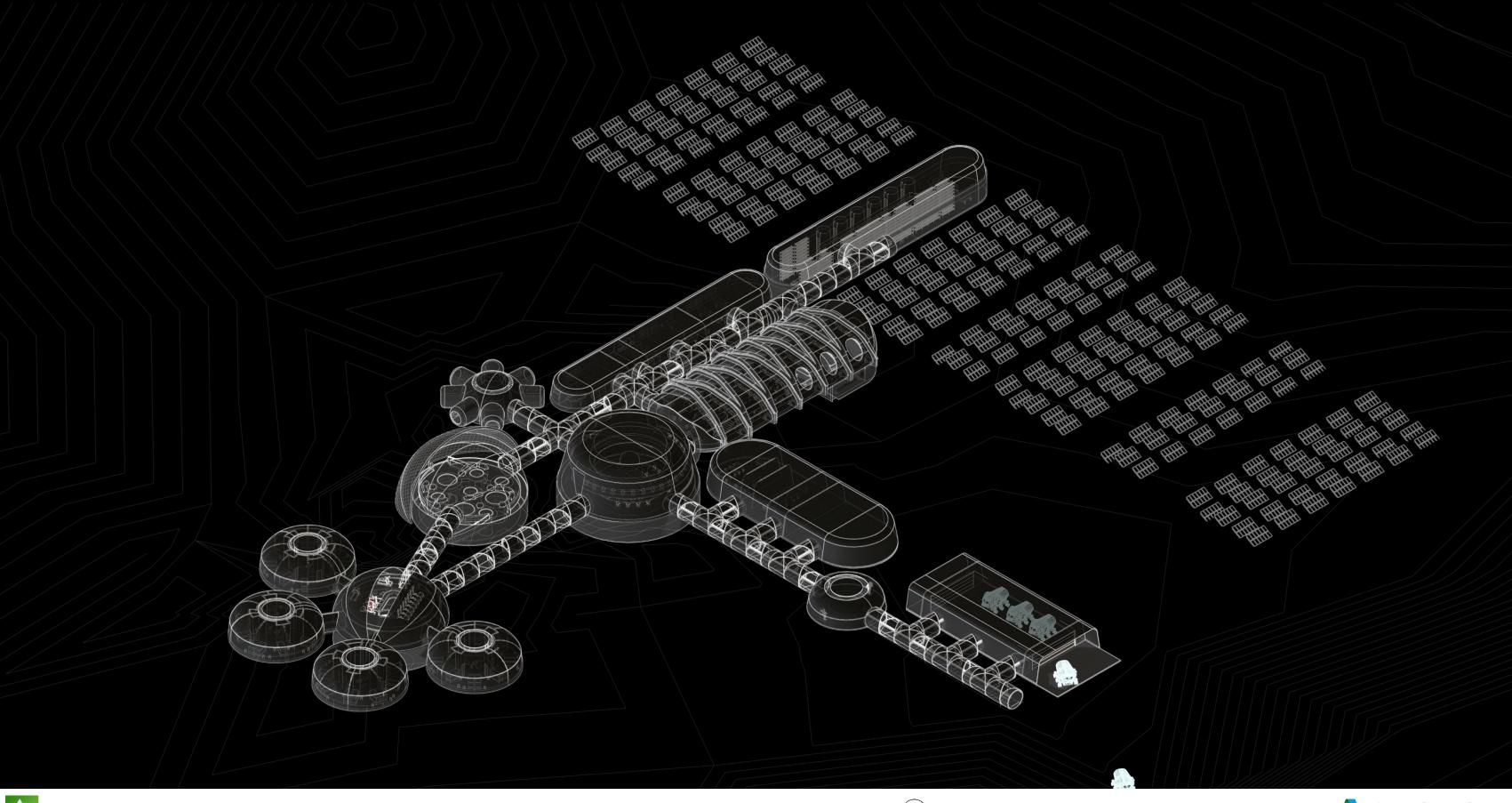


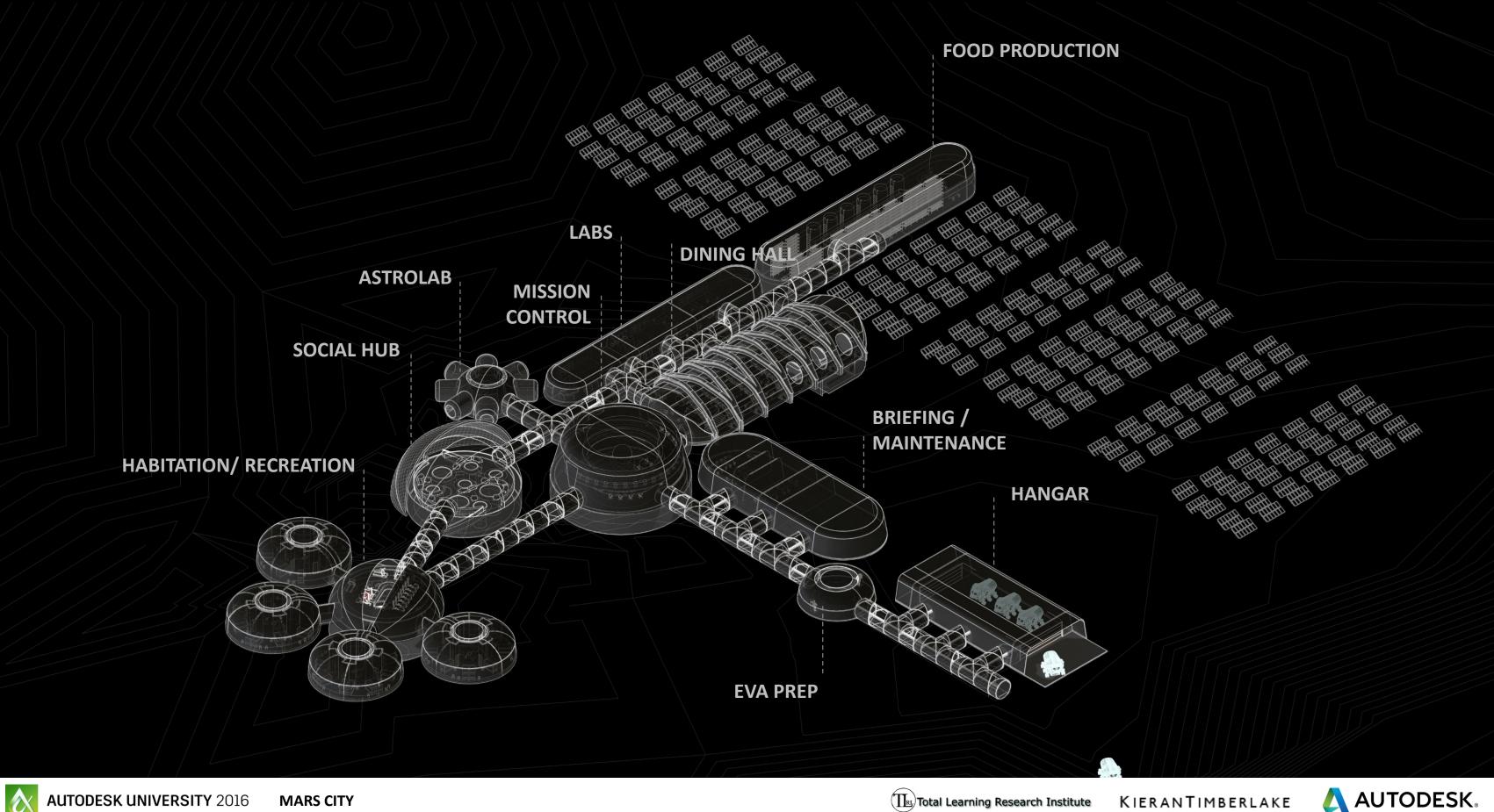




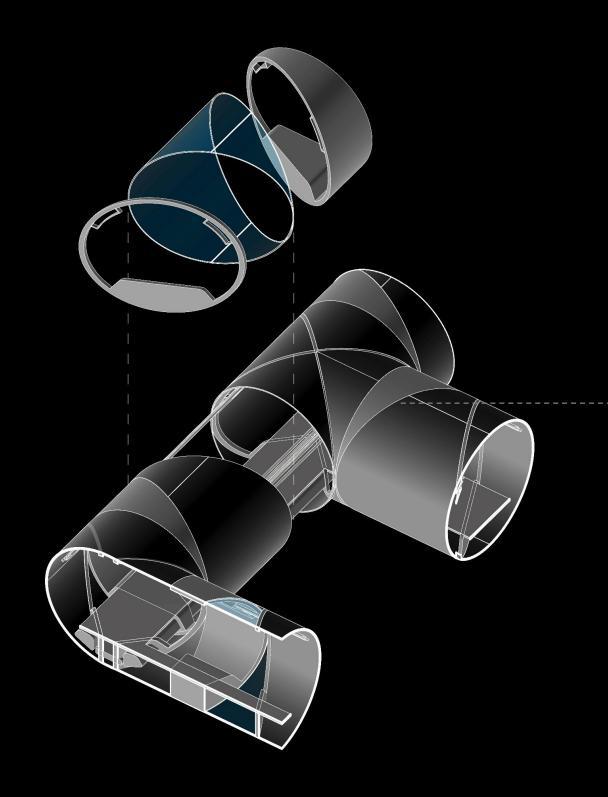




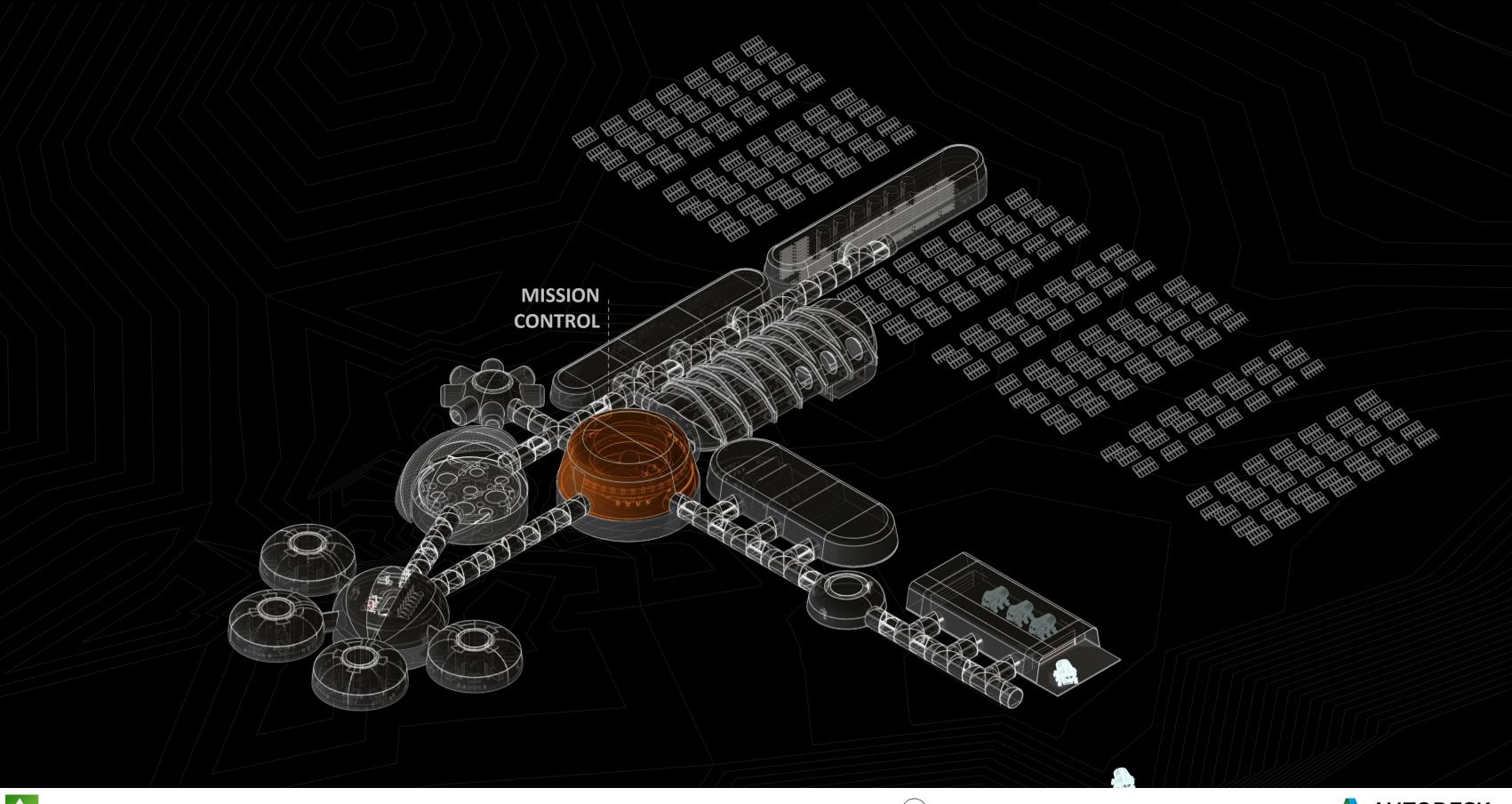


















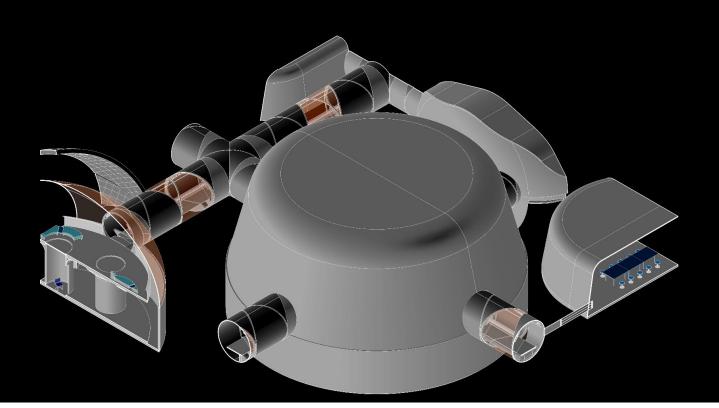


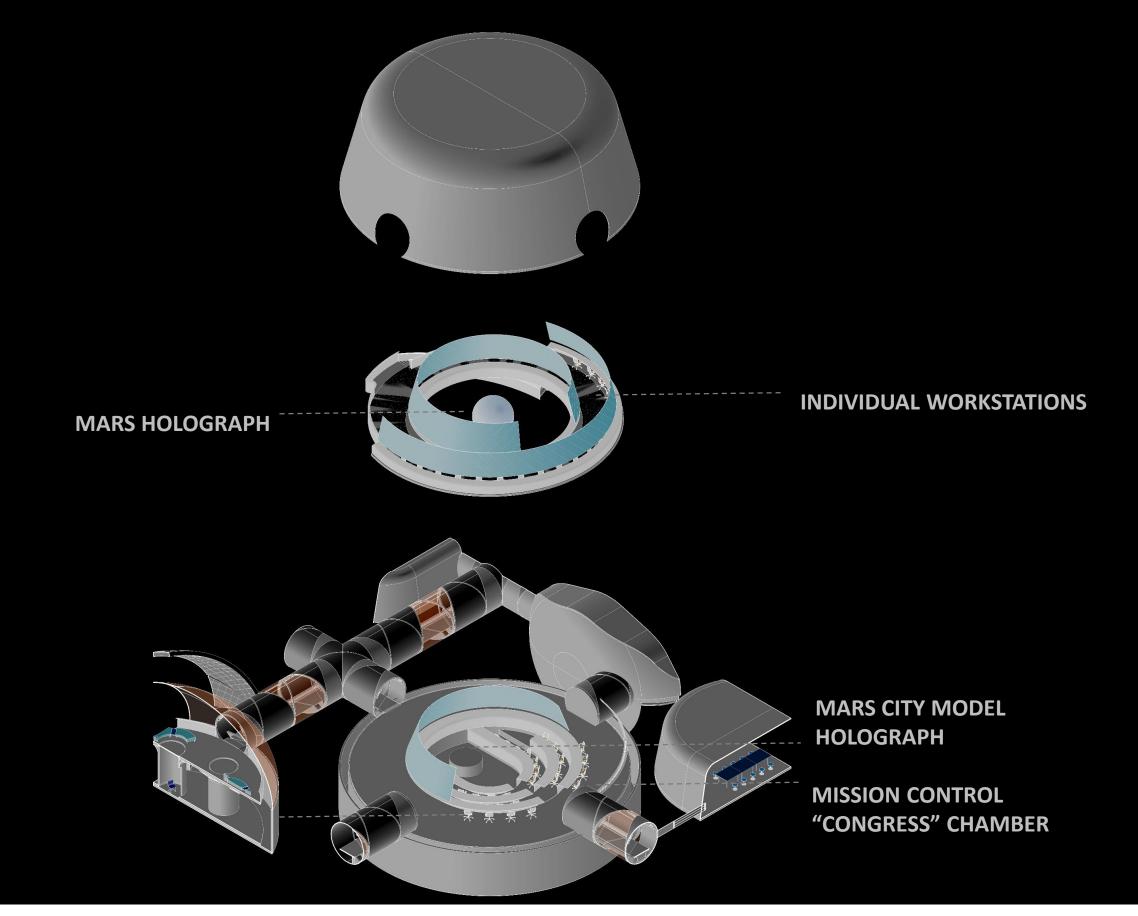
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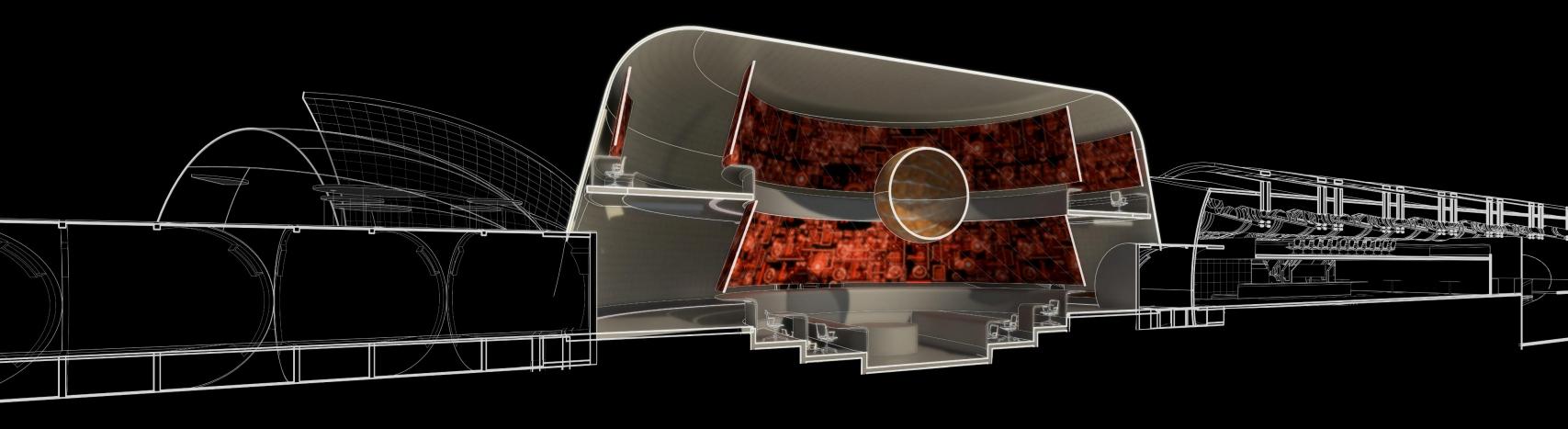
ENVIRONMENTAL MONITORING

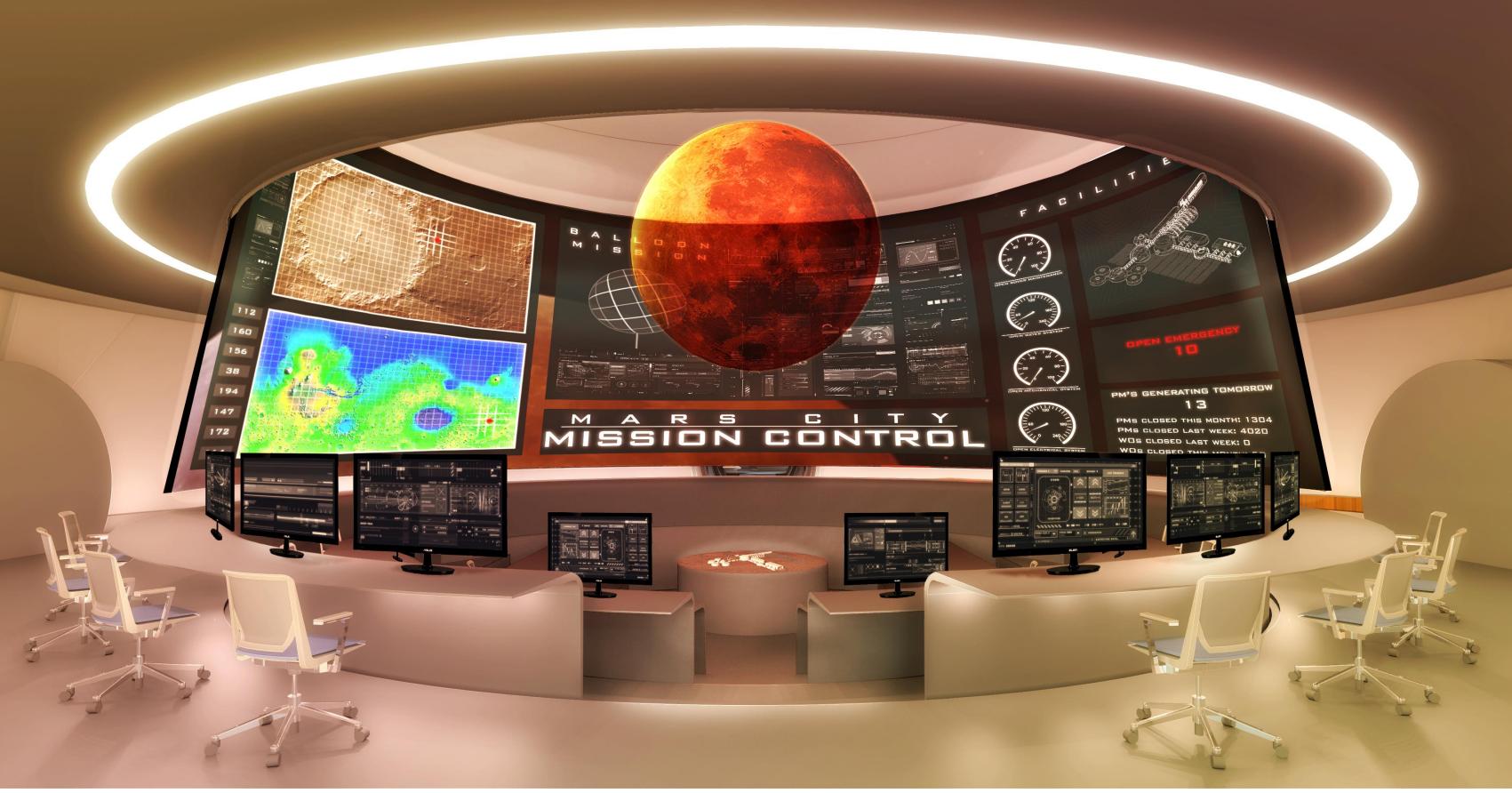
+ EARTH-MARS COMMUNICATIONS +

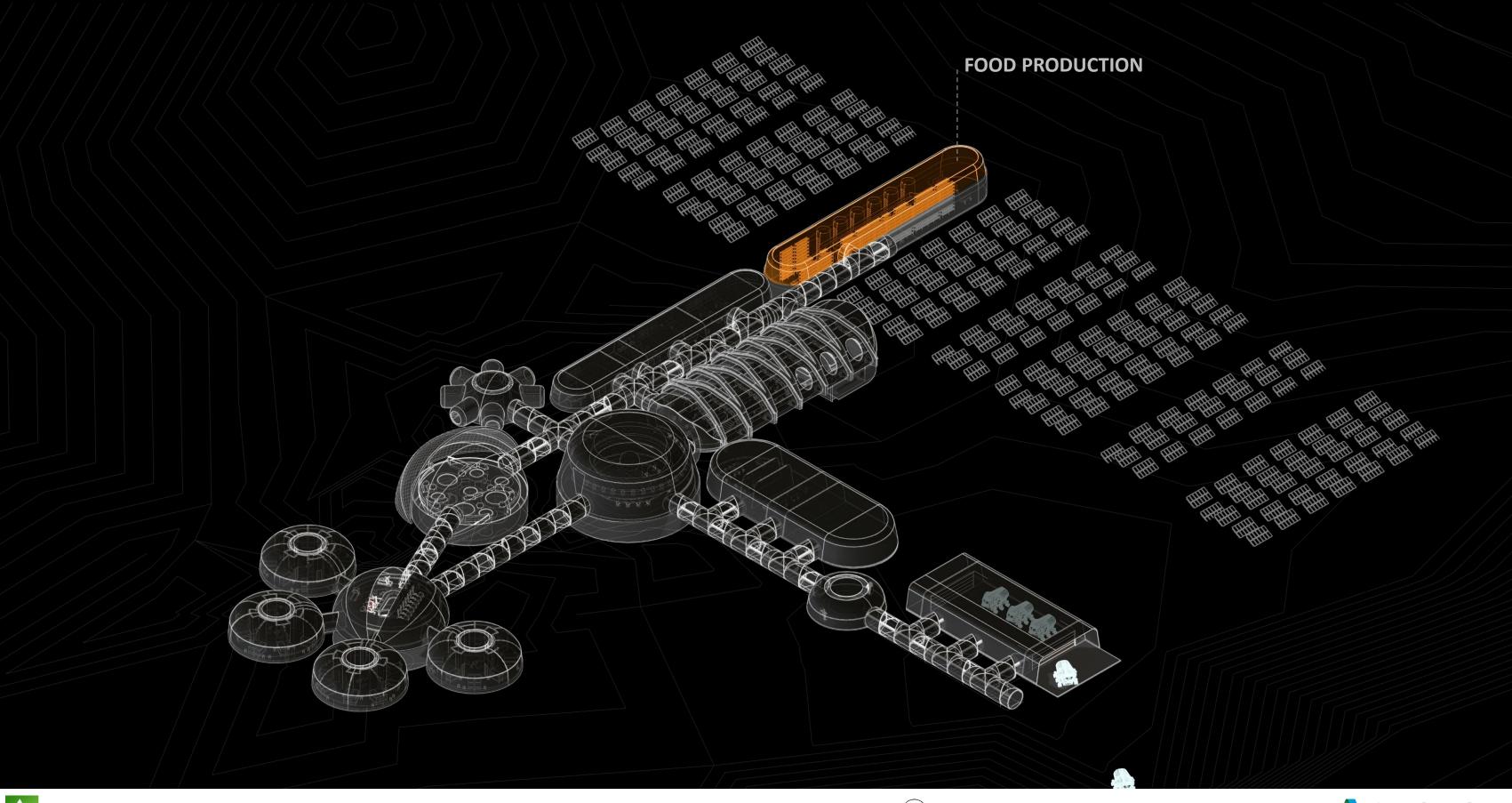
BUILDING OPERATIONS







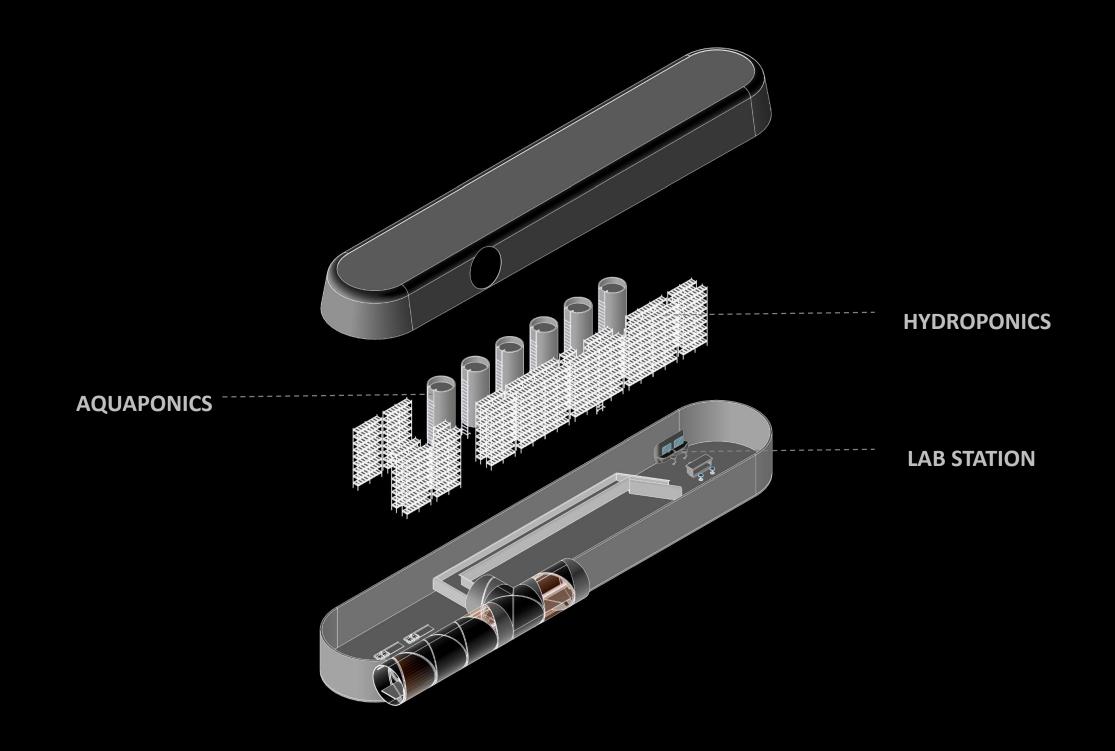


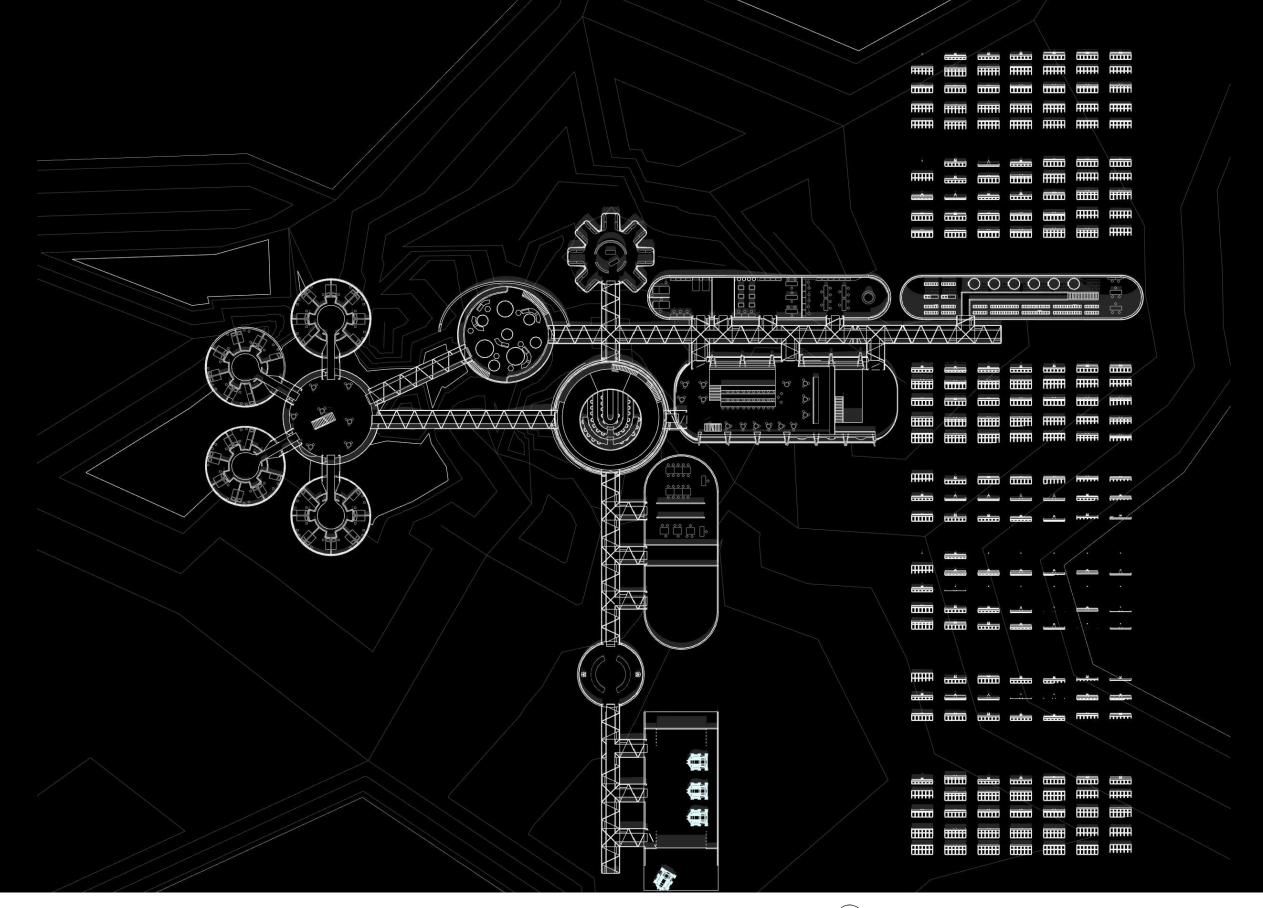


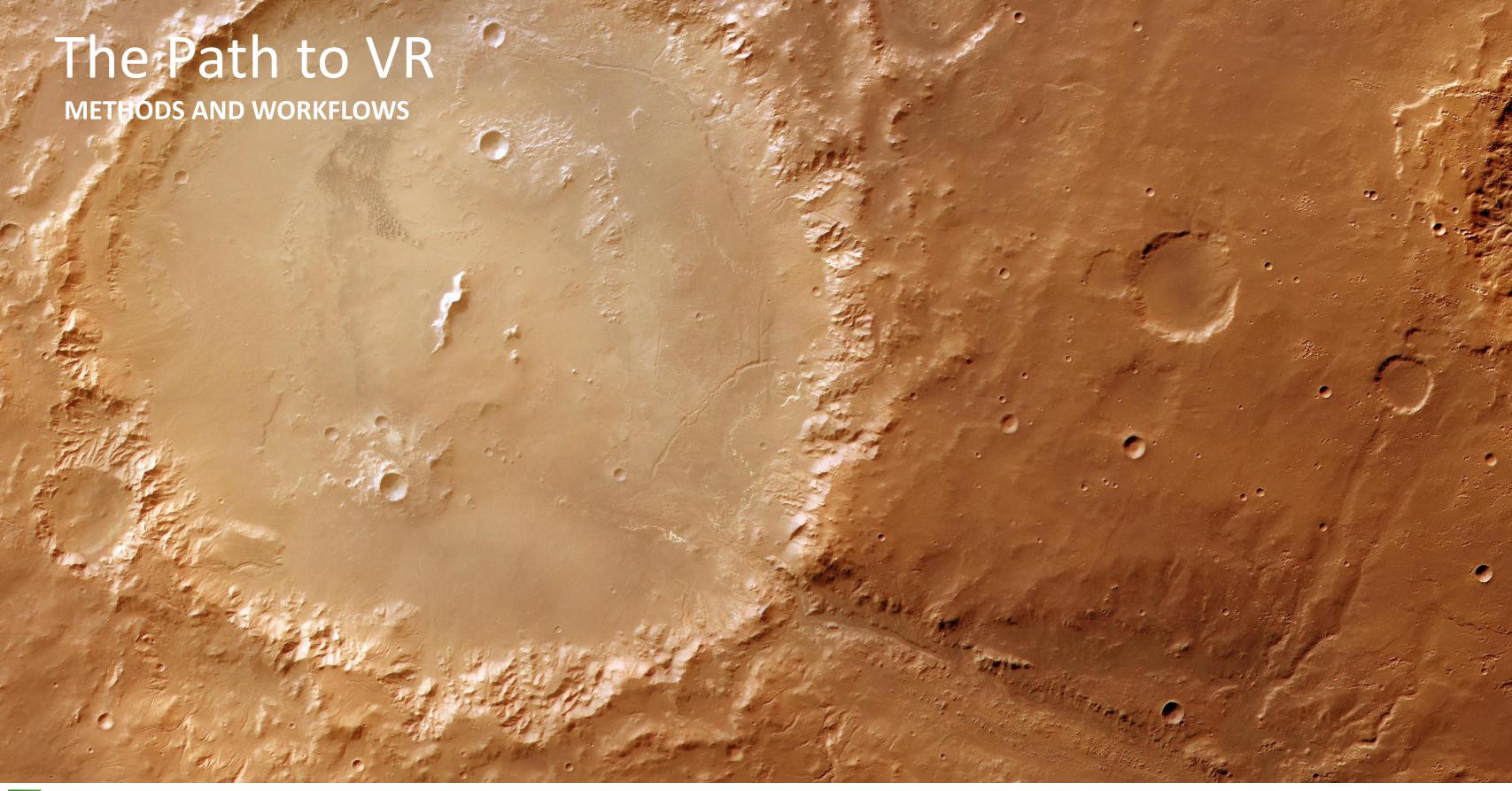


FOOD PRODUCTION

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BIM model geometry and materials are uploaded and processed

Construction
Operations Building
Information
Exchange (COBie)
data



BIM model geometry and materials are uploaded and processed



Addition of collision mapping and lighting, codes are generated, .LVMD model is exported

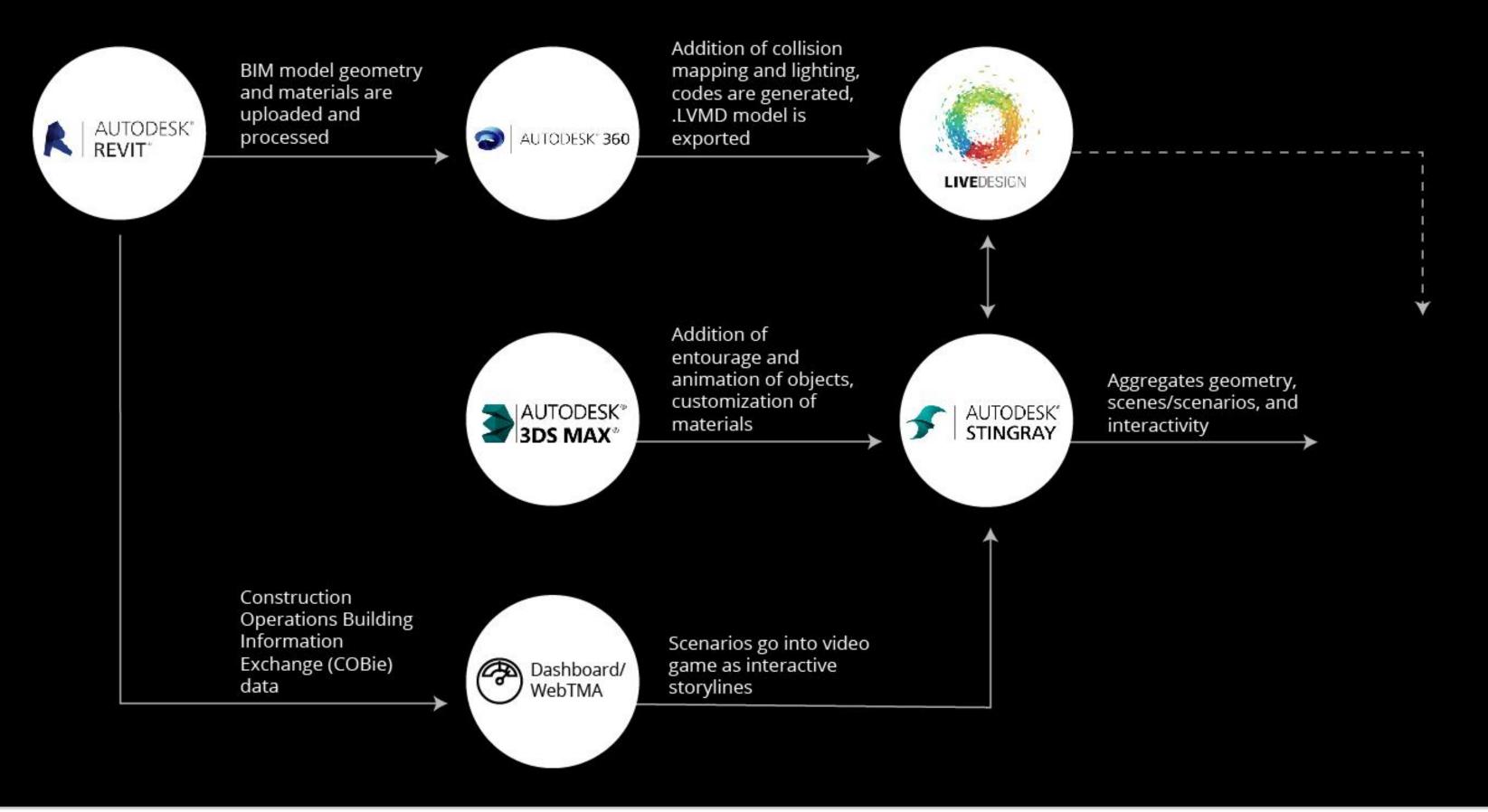


Addition of entourage and animation of objects, customization of materials

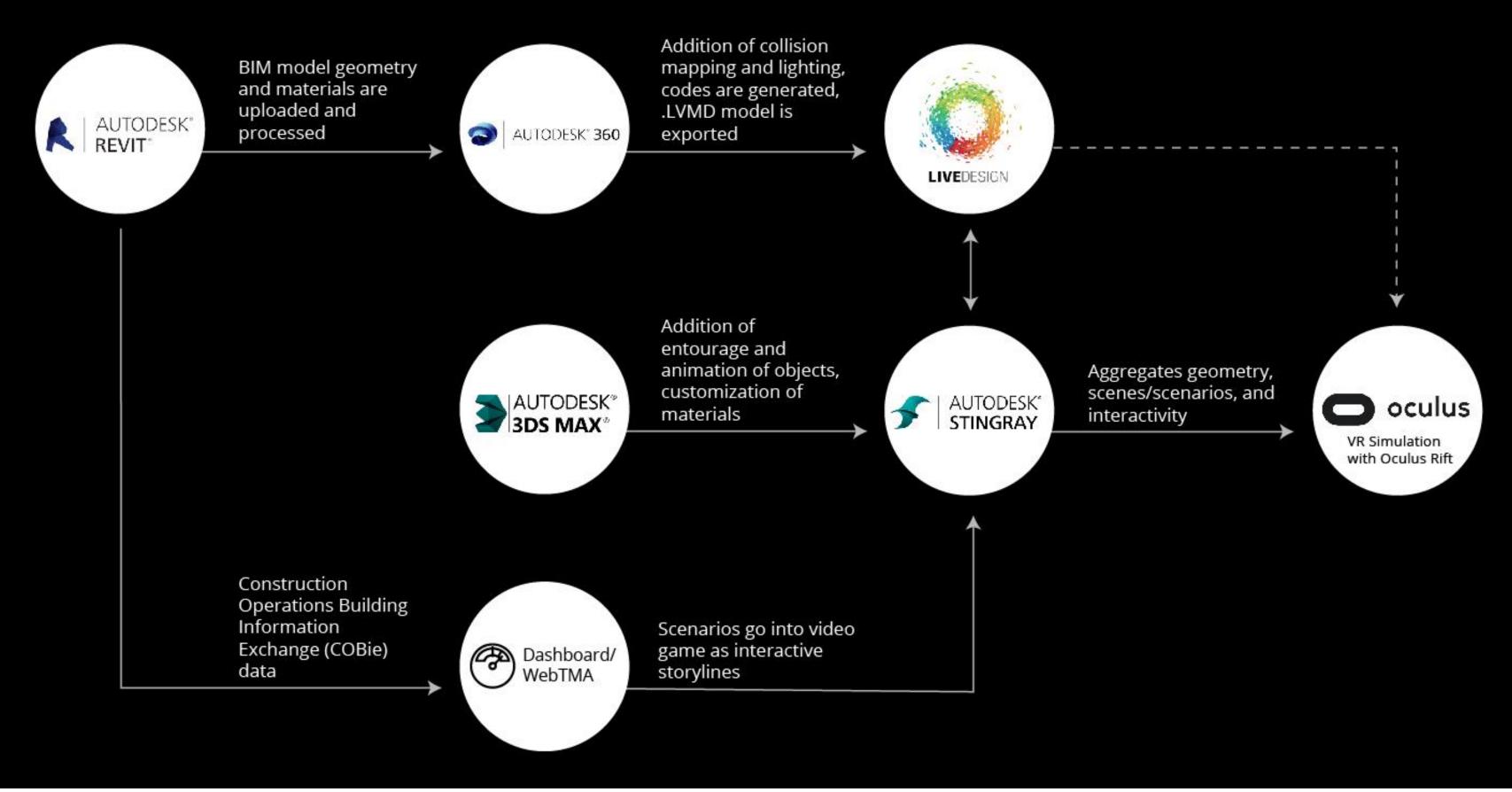
Construction **Operations Building** Information Exchange (COBie) data



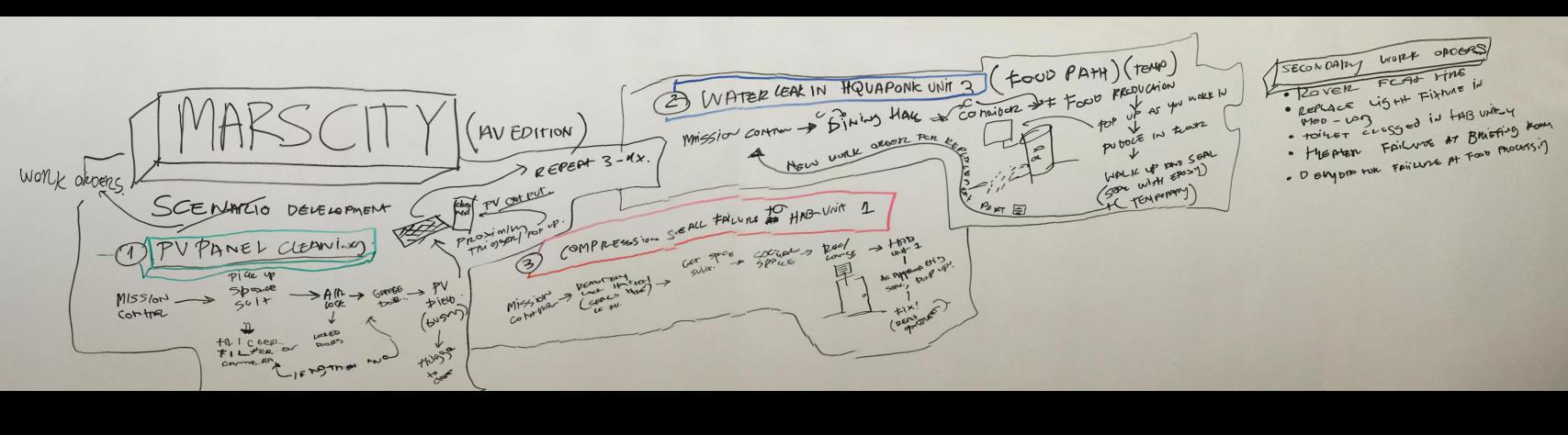
Scenarios go into video game as interactive storylines











Total Learning Research Institute

Criticality Table

- **01** Life Threatening

 Requires immediate attention
- **02** Life Endangering

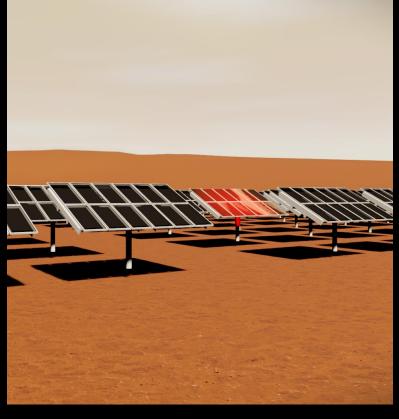
 Overrides all other work orders
- **03** High Priority

 Critical to continued operation
- **04** Medium Priority

 Necessary for continued operation
- **05** Low Priority

 Can be scheduled as needed
- **06** Preventative Maintenance Follows pre-determined schedule

Low Priority



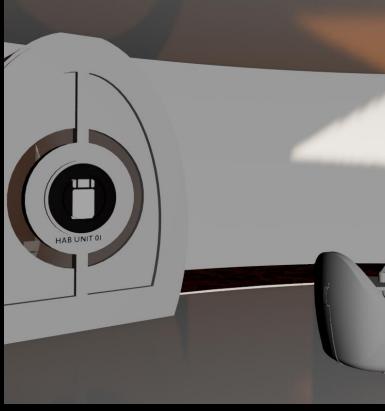
PV Panel Array 02 Cleaning

Medium Priority



Water Leak in Aquaponic Unit 03

High Priority



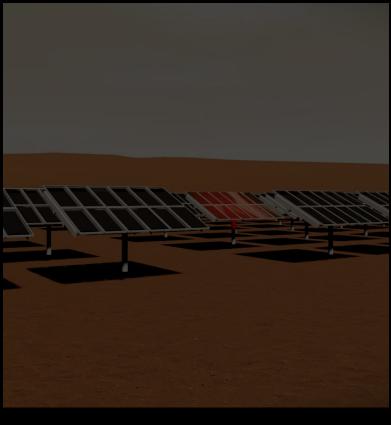
Compression seal failure Hab 01

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Compression seal failure Hab 01



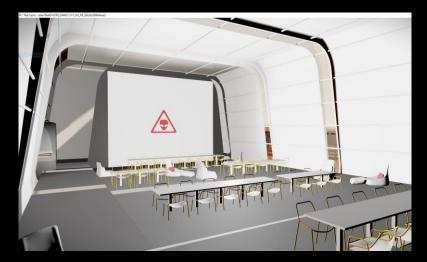
01 Mission Control

Start of scenario

Selection of work order

Work order pop-up appears

Action: remote shutdown of water valve



02 Dining Hall

Walk through space

Doors open and close



03 Corridor

Walk through corridor towards Food Production

Lights turn on

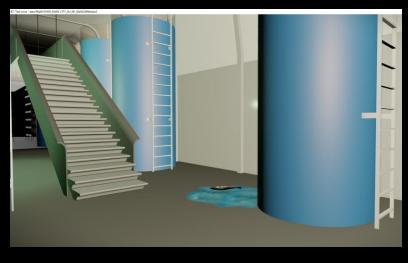


04 Food Production

Door opens

Enter Food Production

Work-order pop-up appears



05 Aquaponic Unit 03

See water on floor

See fish and plants

Selection pop-up appear



06 Aquaponic Unit 03

Action: Create temporary seal

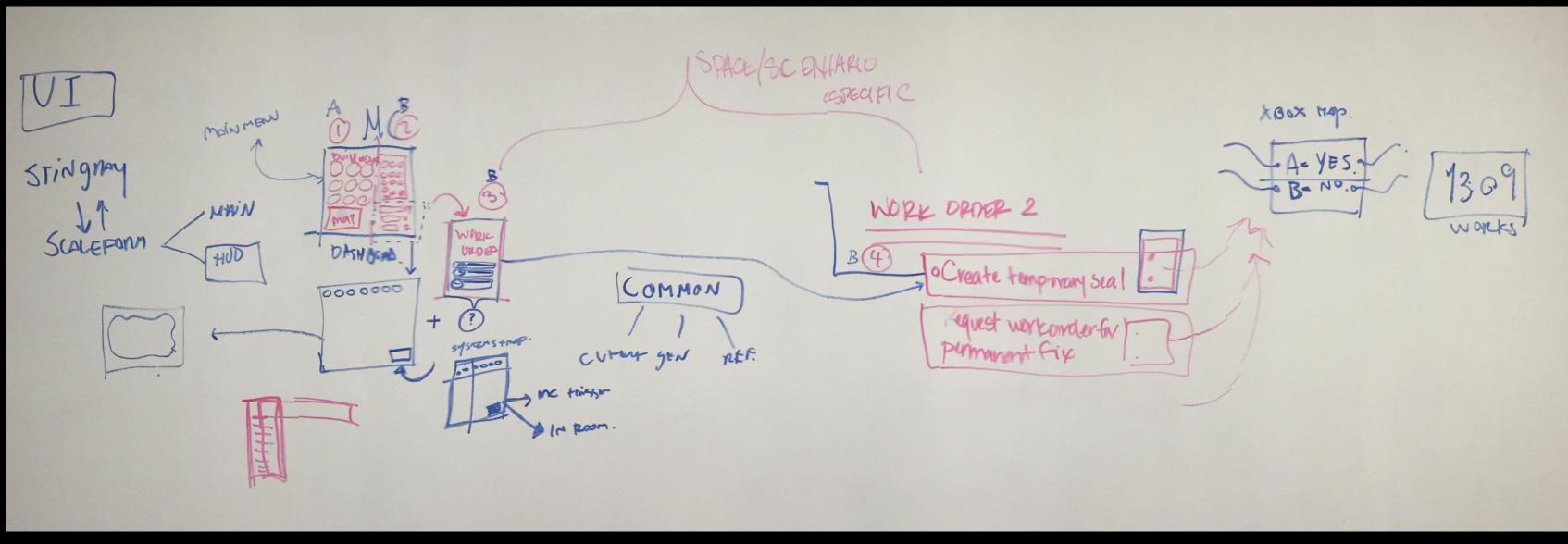
Seal gets fixed

Action: Issue new work order for permanent fix



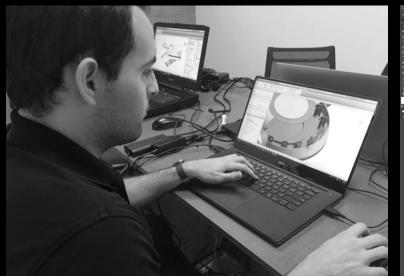


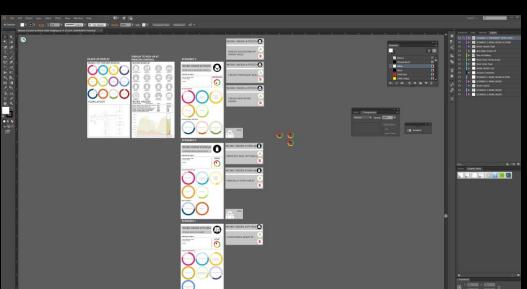
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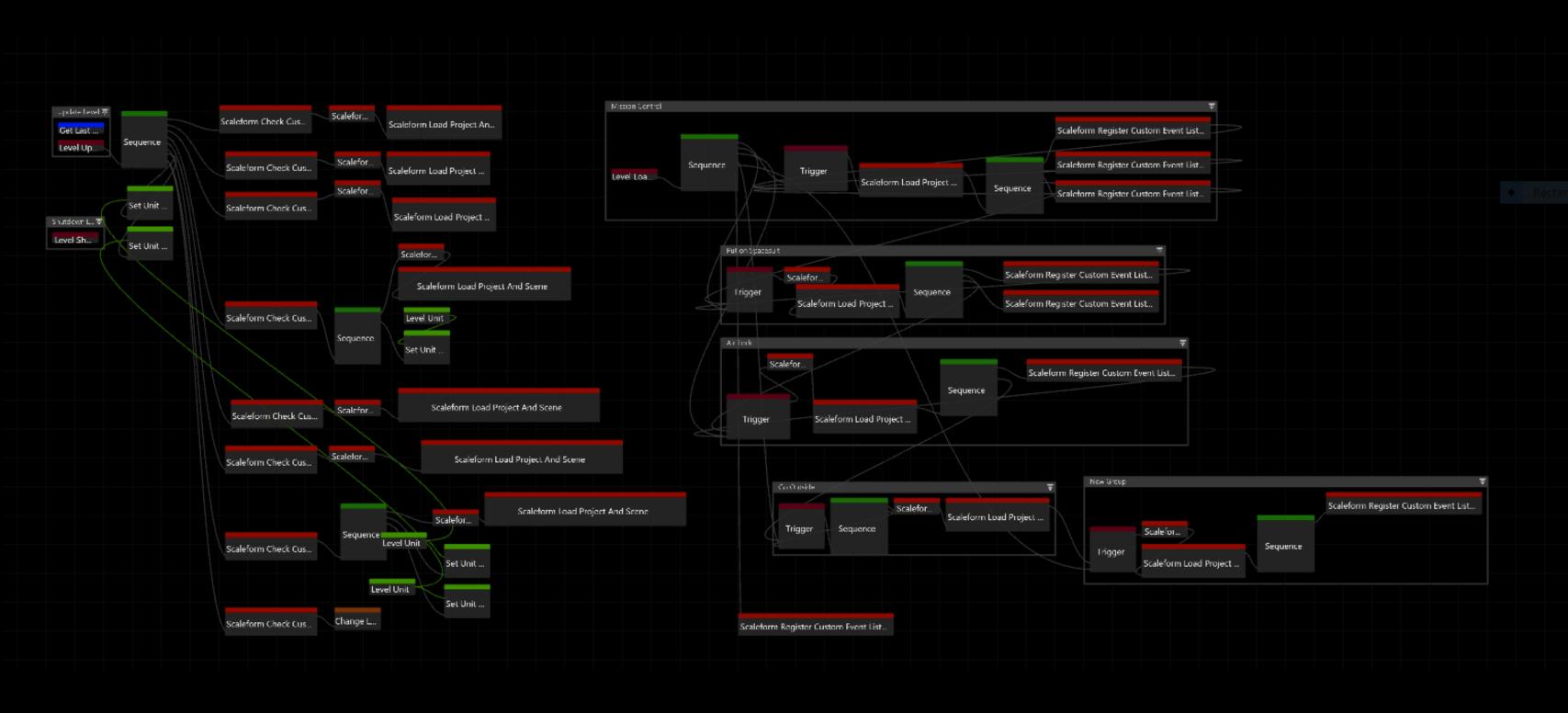




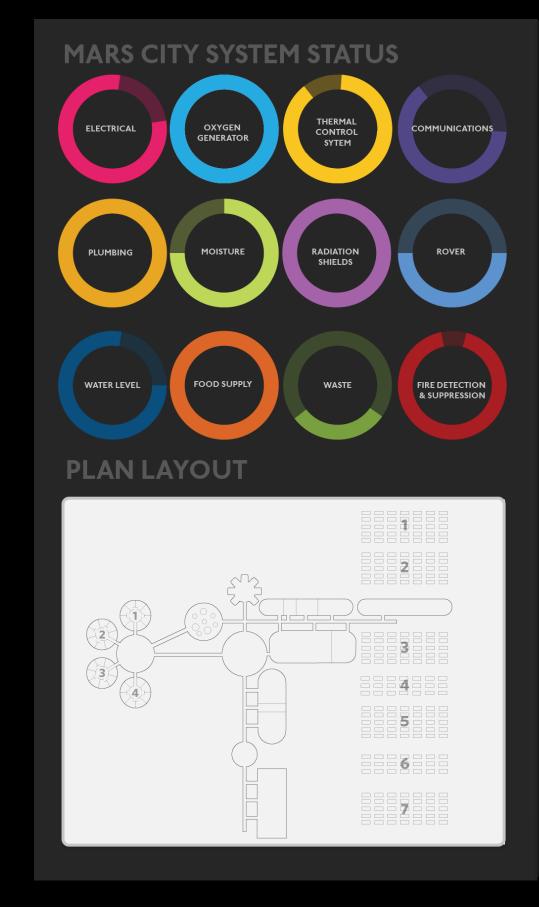


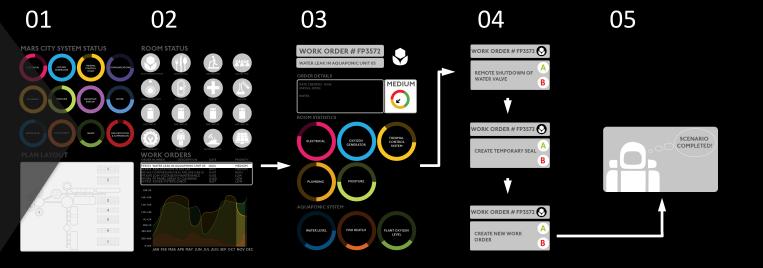


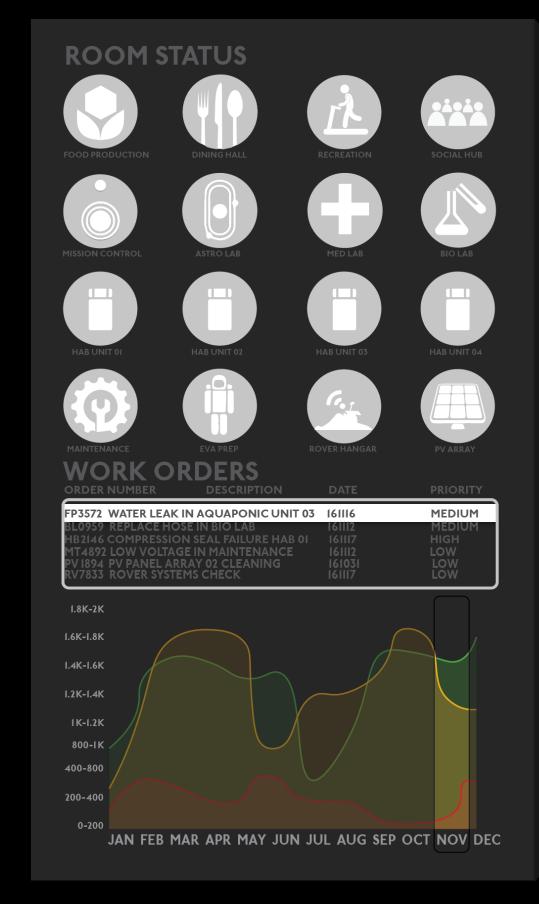




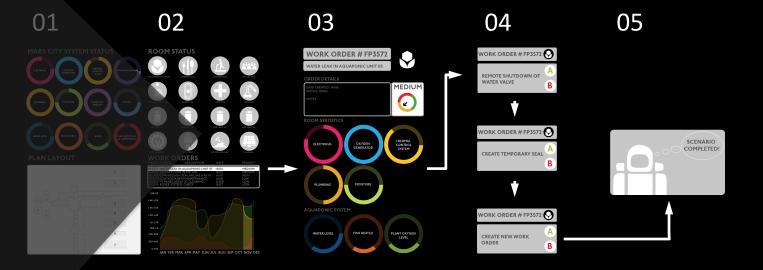
01



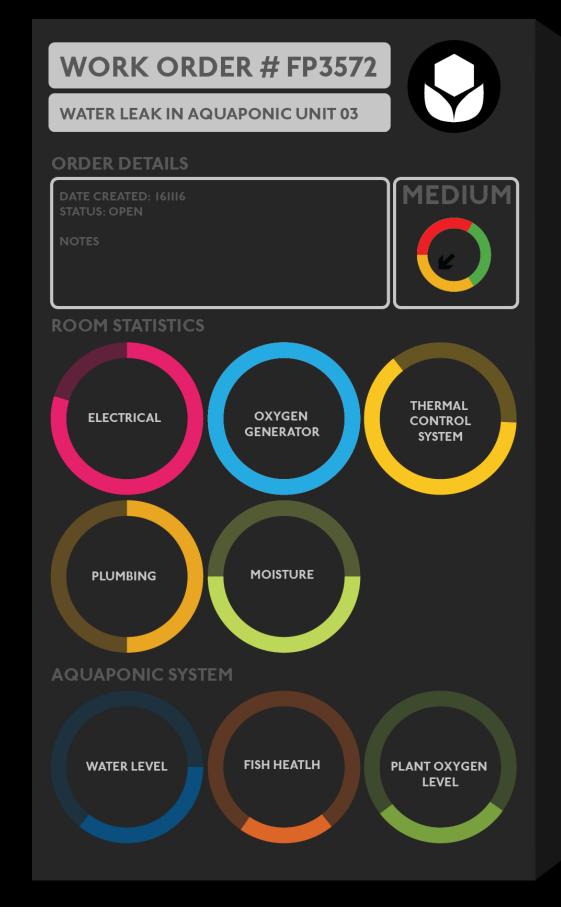


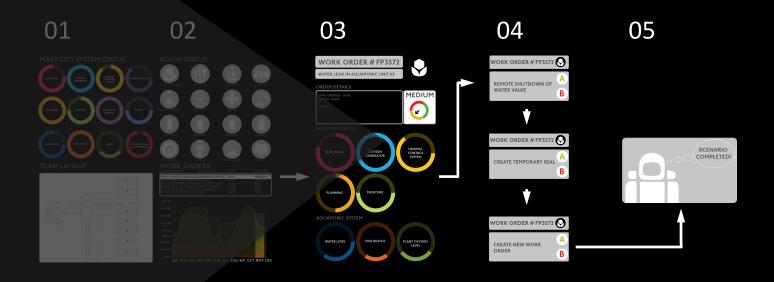


SCENARIO INTERACTIVITY

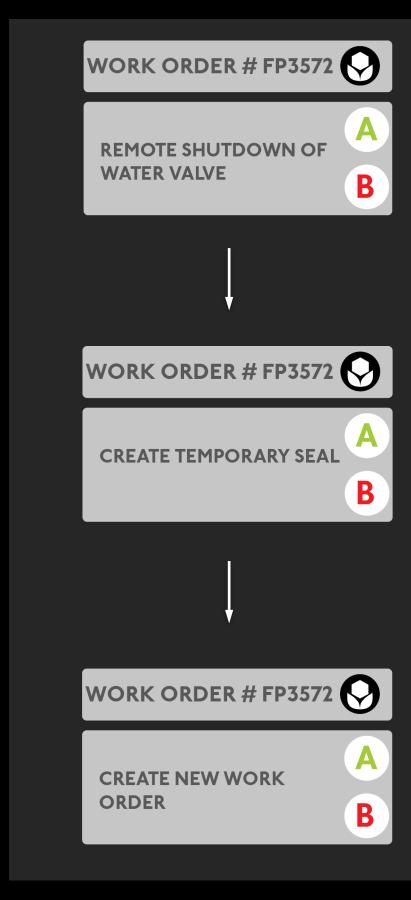


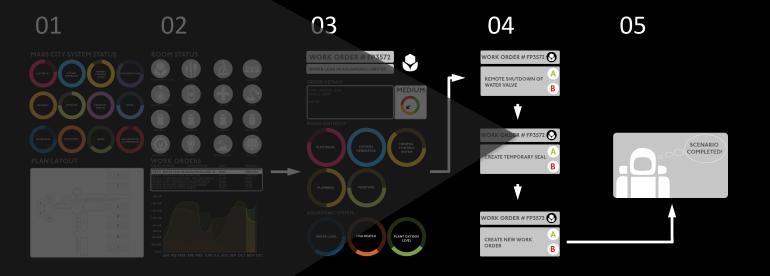
03

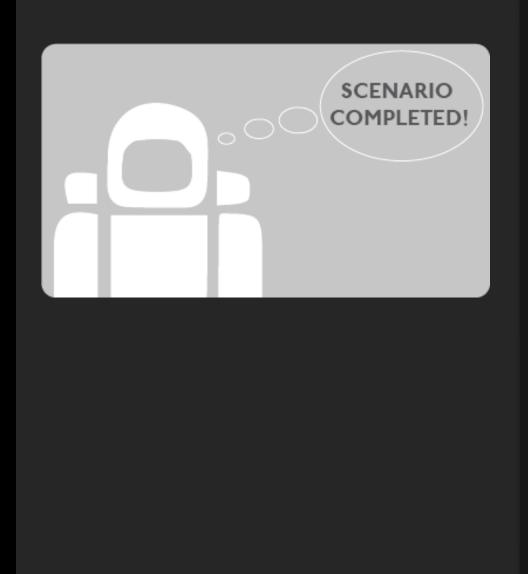




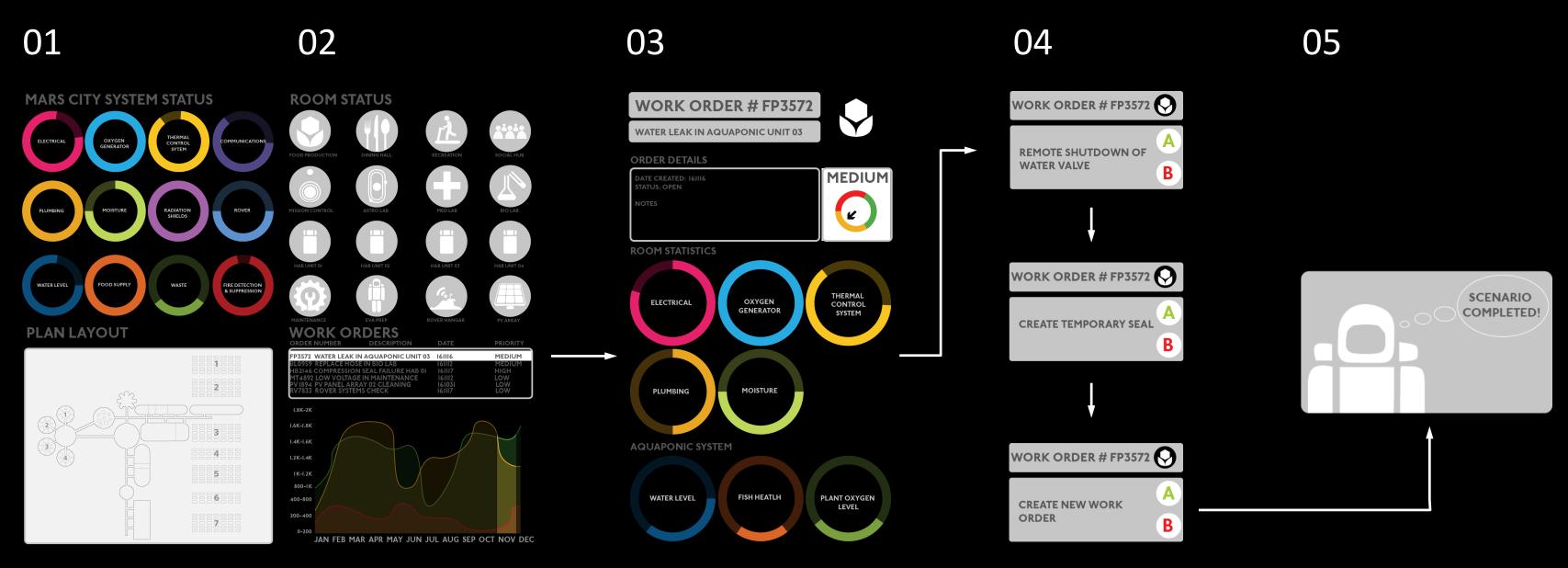
04

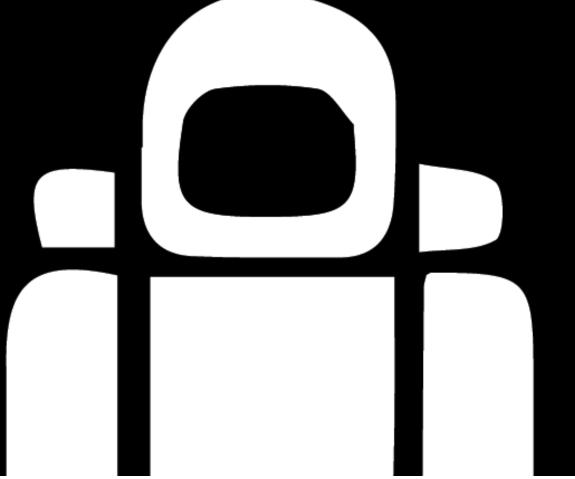












VISIT MARS CITY

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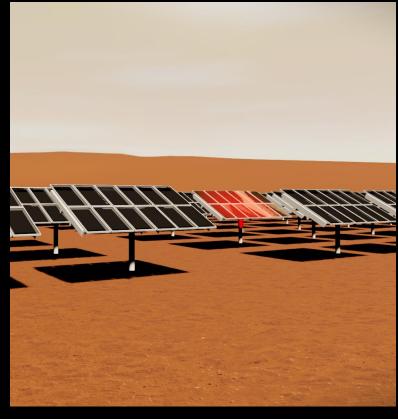
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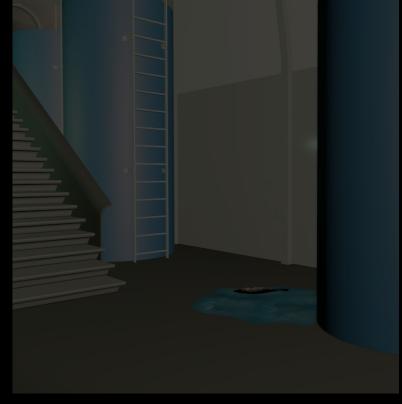
 Can be scheduled as needed
- **06** Preventative Maintenance Follows pre-determined schedule

Low Priority



PV Panel Array 02 Cleaning

Medium Priority



Water Leak in Aquaponic Unit 03

High Priority



Compression seal failure Hab 01





Resources

STEM Education & Mars Facility Ops Challenge

- National Institute of Building Sciences (NIBS)
 - http://www.nibs.org/?page=stem
- Total Learning Research Institute (TLRI)
 - http://www.tlri.org/
- Mars Facilities Ops Challenge
 - http://www.nibs.org/marscity

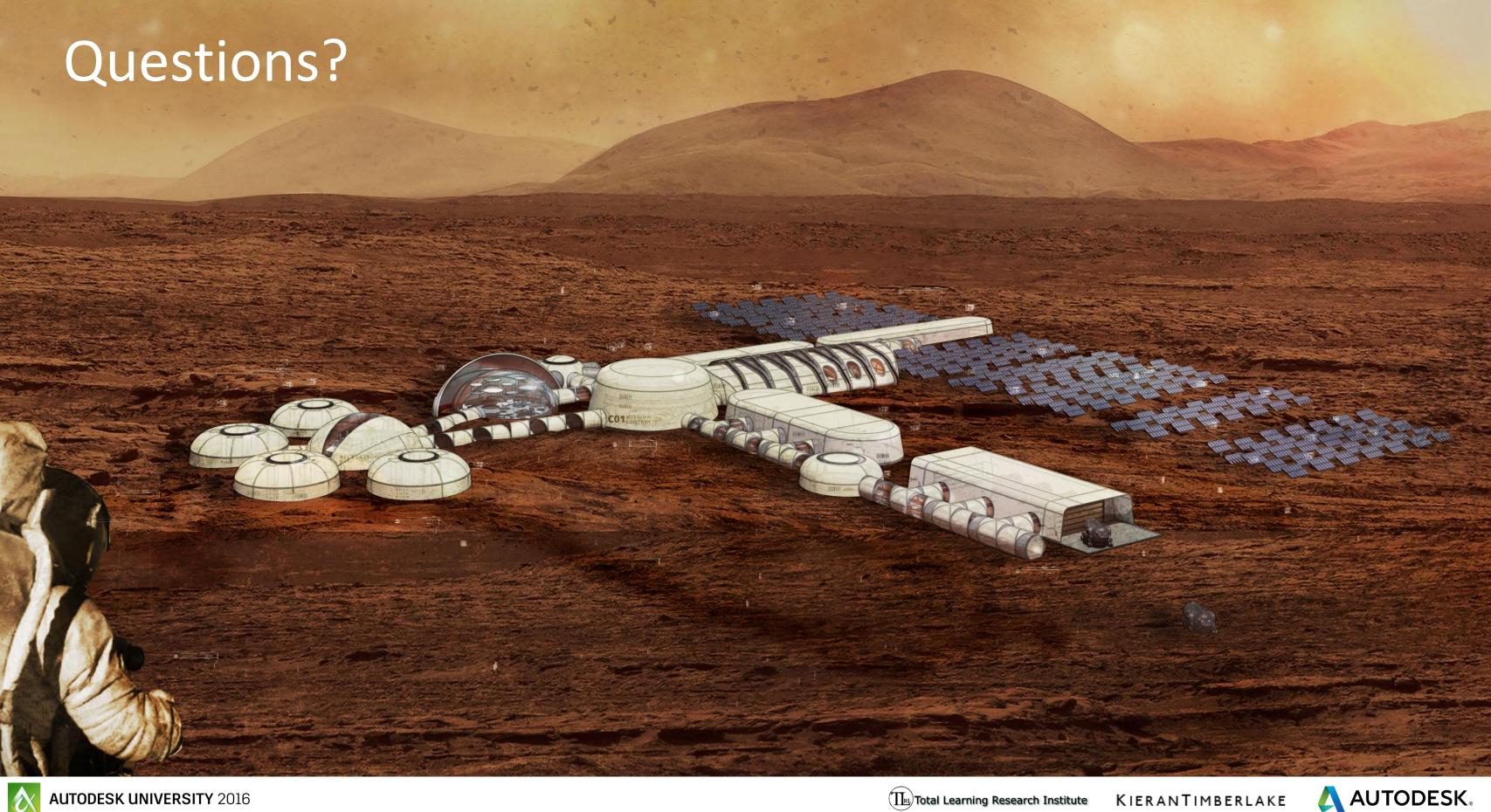
Autodesk LIVE

General Overview
 http://www.autodesk.com/products/live/overview

Stingray

General Overview
 http://help.autodesk.com/view/Stingray/ENU/?guid= stingray help getting started what is stingray html





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