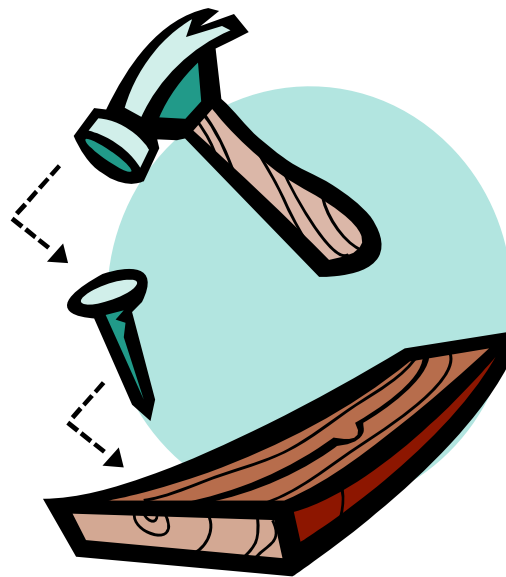


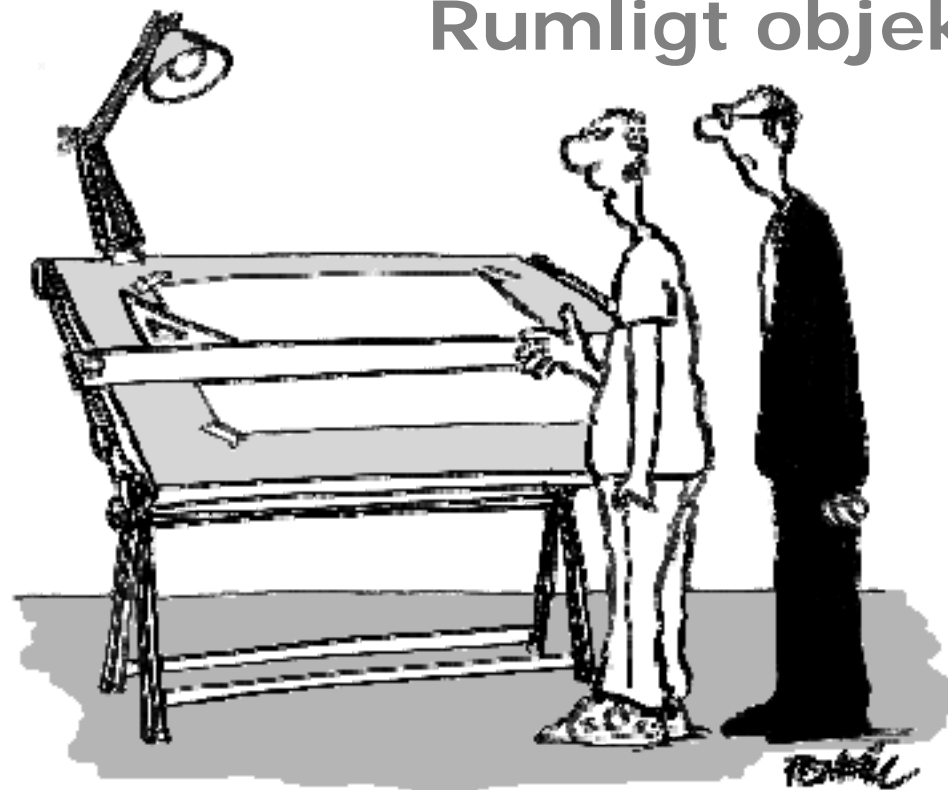
3D Arbejdsmetoder

CAD værktøjernes velsignelse



Fra 2D til 3D

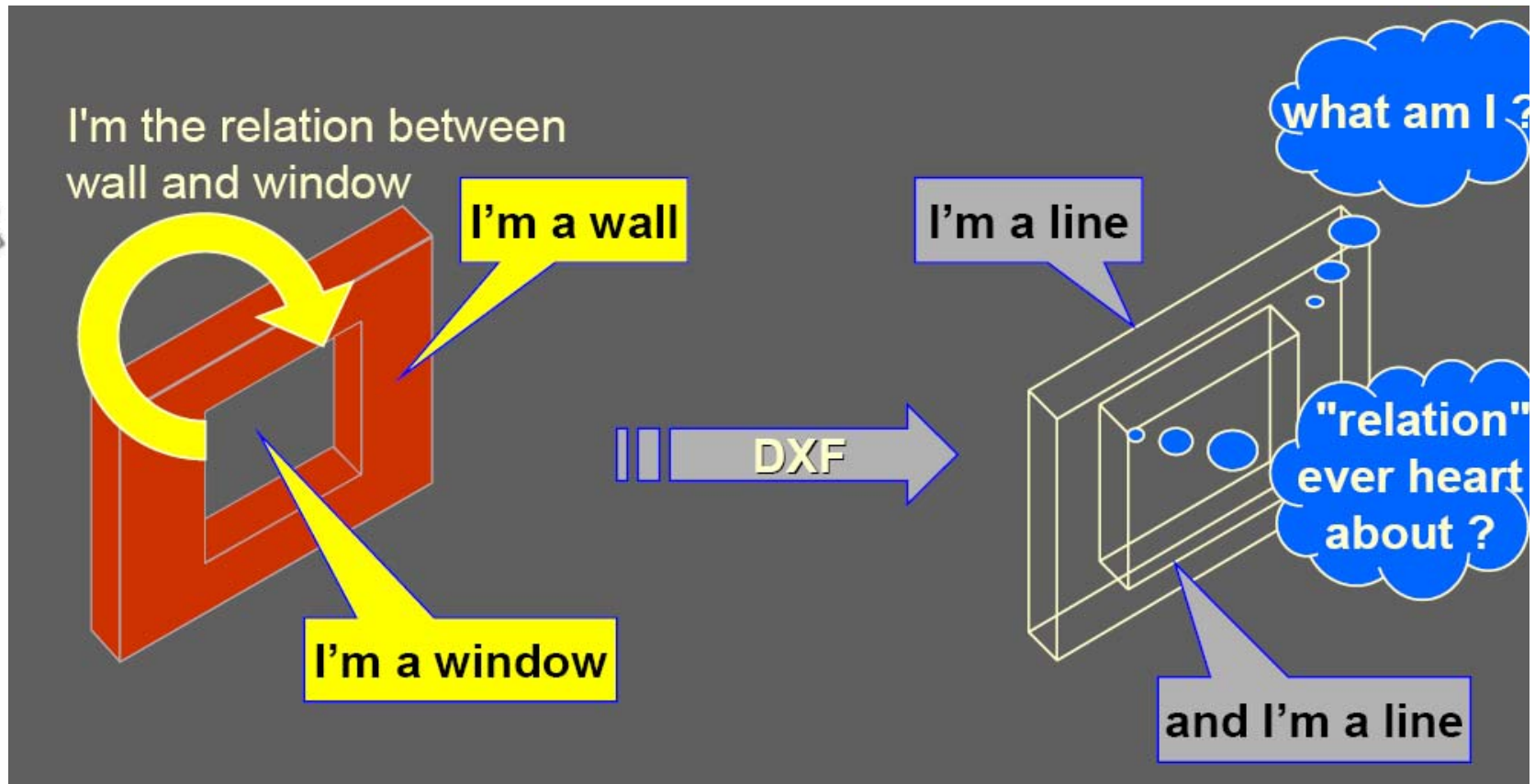
Fra Tegning til Rumligt objekt



"I HAVEN'T MUCH EXPERIENCE OF SUCH AN EARLY
VERSION OF AUTOCAD"



Ændringer i arbejdsgangen



Modeltyper

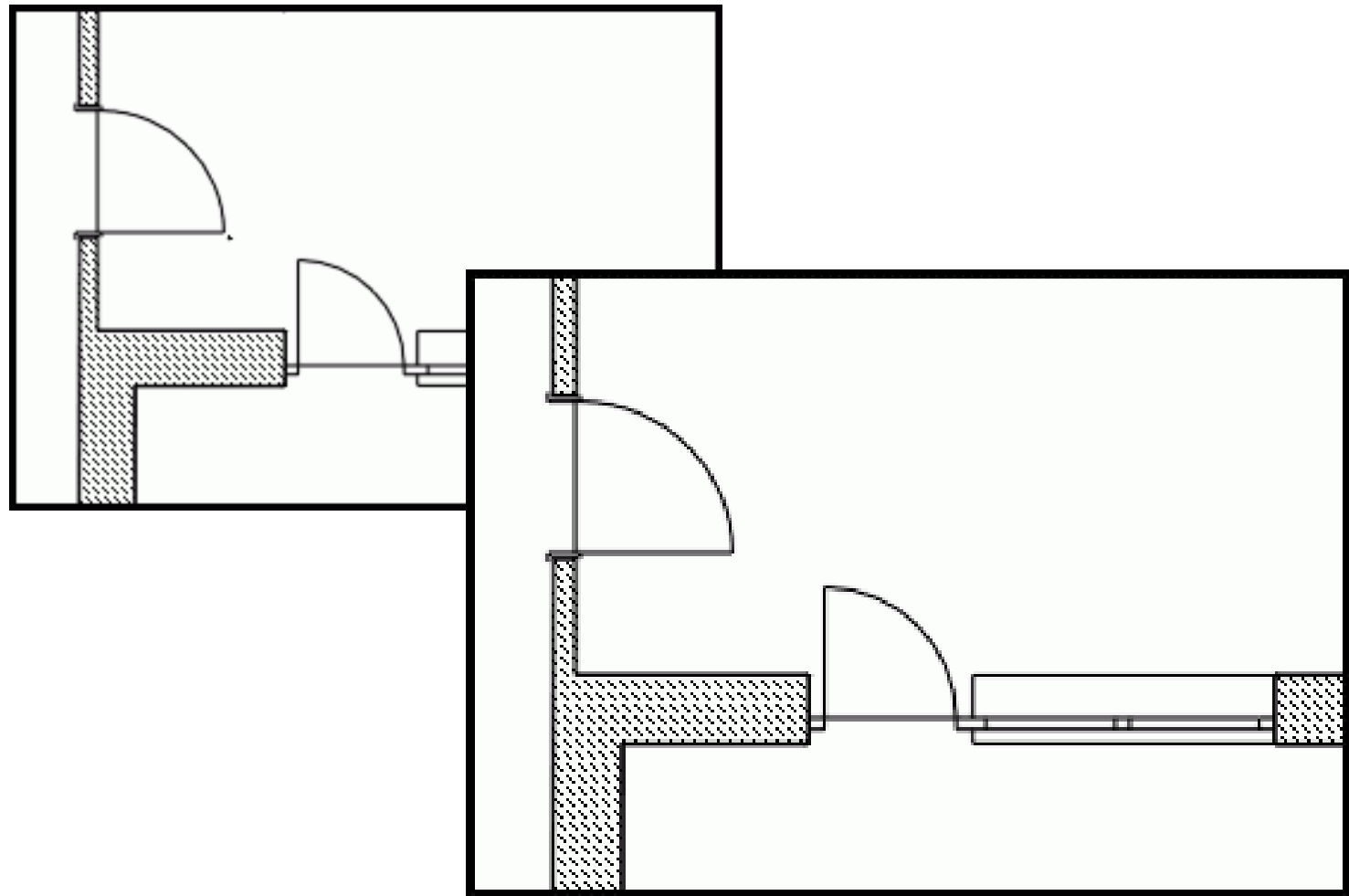
Geometriske modeller

- Traditionel CAD
- Egenskabsdata
- Parametrisk

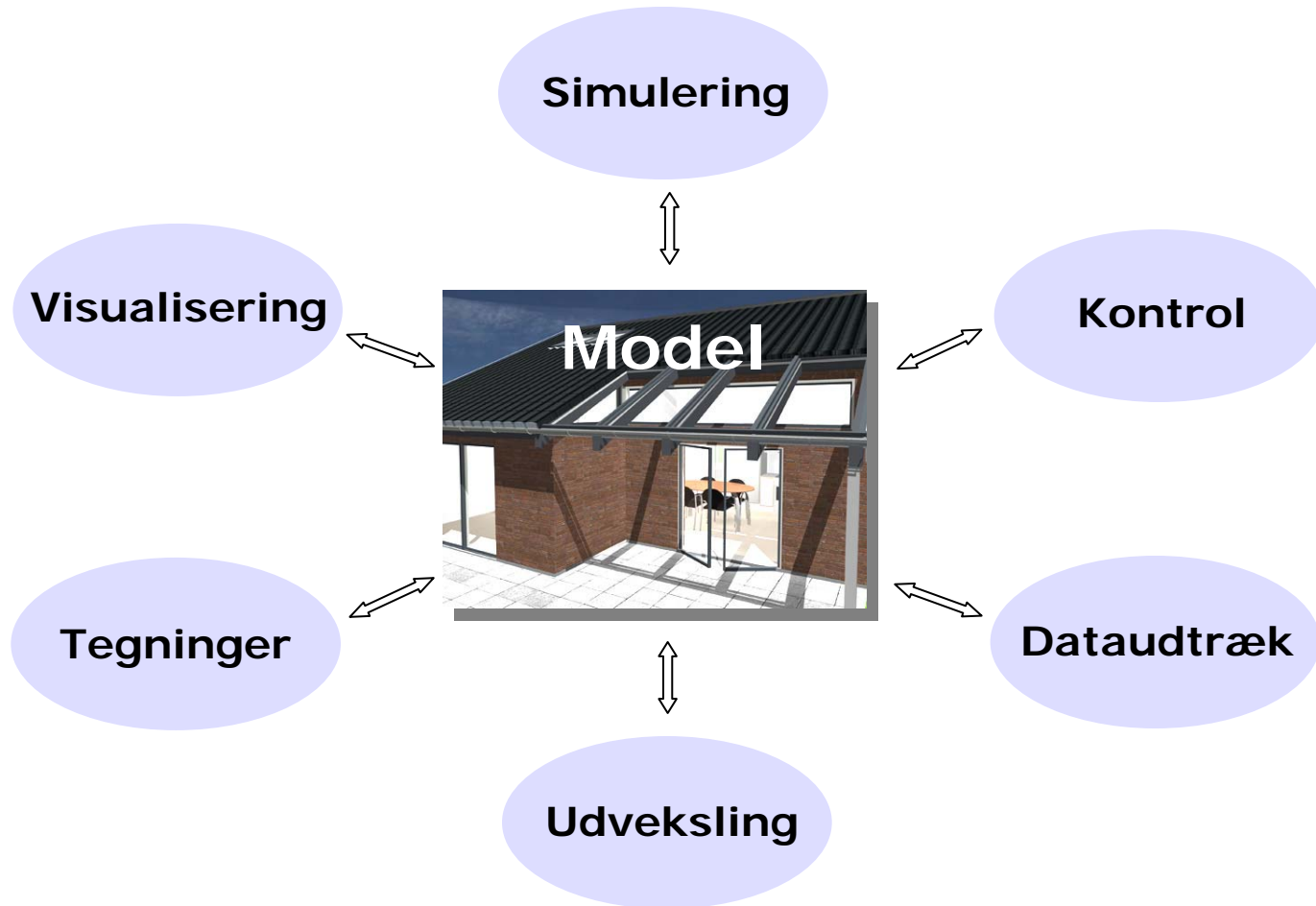
Bygningsinformations- Modeller

- Objektorienteret CAD (CAE?)
- Semantik indbygget
- Hierakisk struktur

Geometri kontra BIM



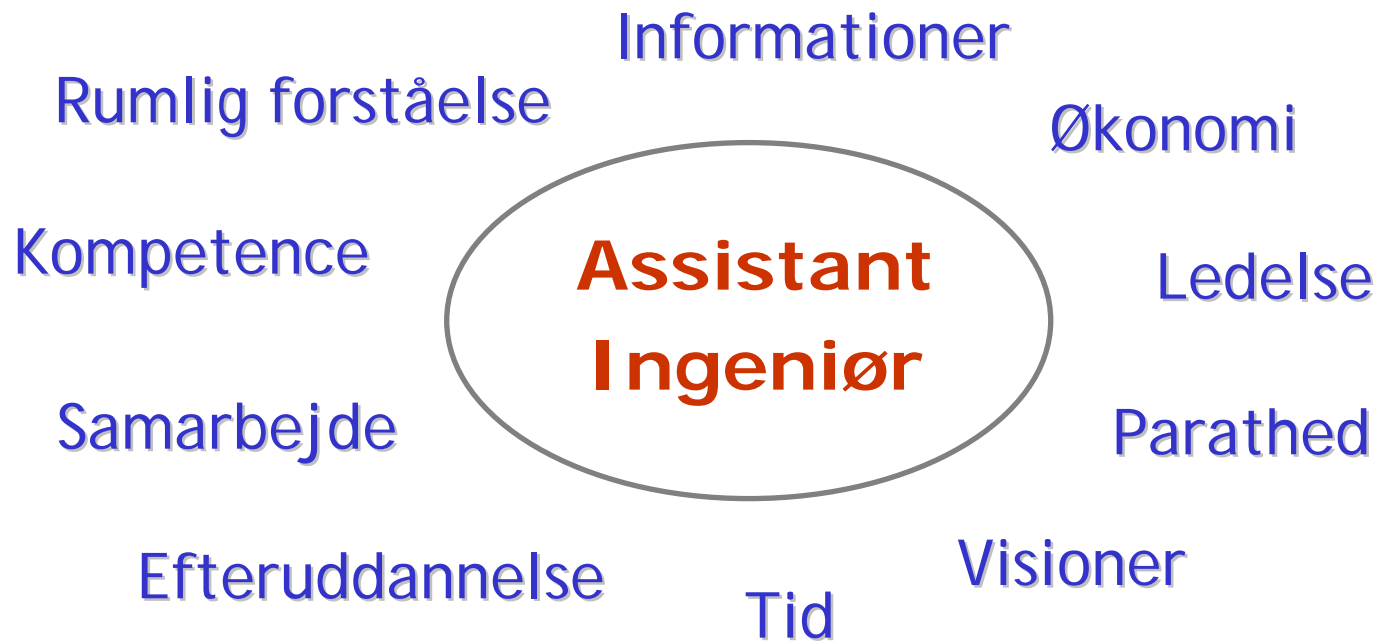
Hovedprodukter



Målgruppe

- Bygherren
- Myndigheder
- Arkitekt
- Konstruktionsingeniør
- Installationsingeniør
- Entreprenør
- Byggeleverandør
- Offentligheden

Krav til modellør



Visualisering

Dækker over

- Billede (still, fotografi, montage m.v.)
- Animation (film sekvens)
- Styret navigering (TurnTools)
- Interaktiv grafik (VR)
- Augmented reality



Målgruppe/Anvendelse



Displaymuligheder

Kvægtorvet på Nyhavnsgade



Augmented Reality



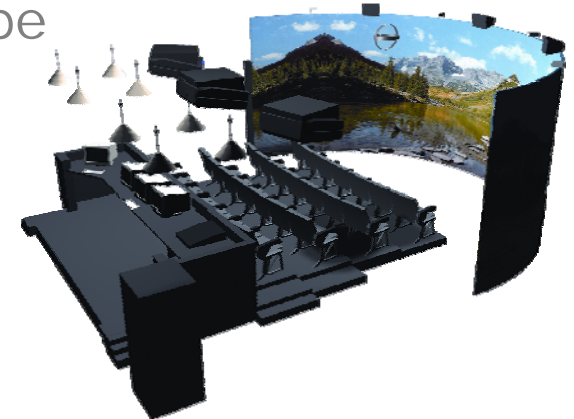
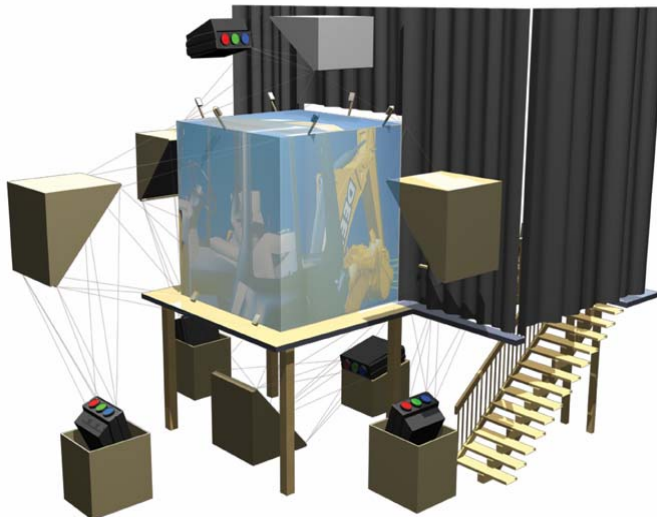
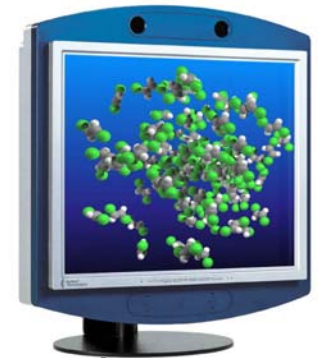
Anvendelsesområder

- o Æstetik
- o Energi
- o Komfort
- o Sikkerhed
- o Drift

Displaysystemer

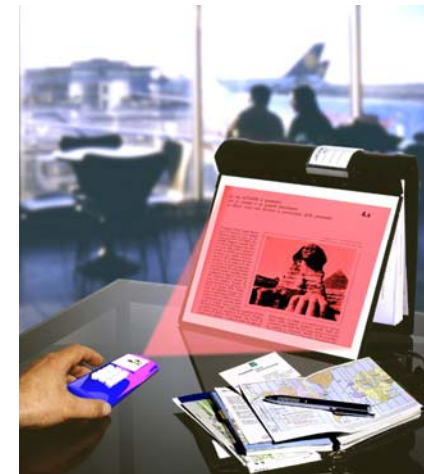
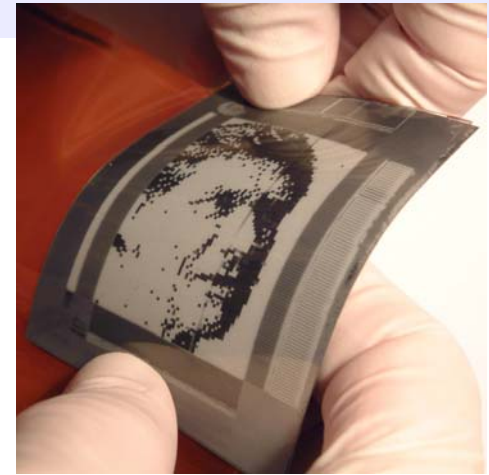


- CAVE
- Panorama
- Powerwall
- Mobil VR
- HMD (Head Mounted Display)
- 3D Monitor
- 360 graders globe



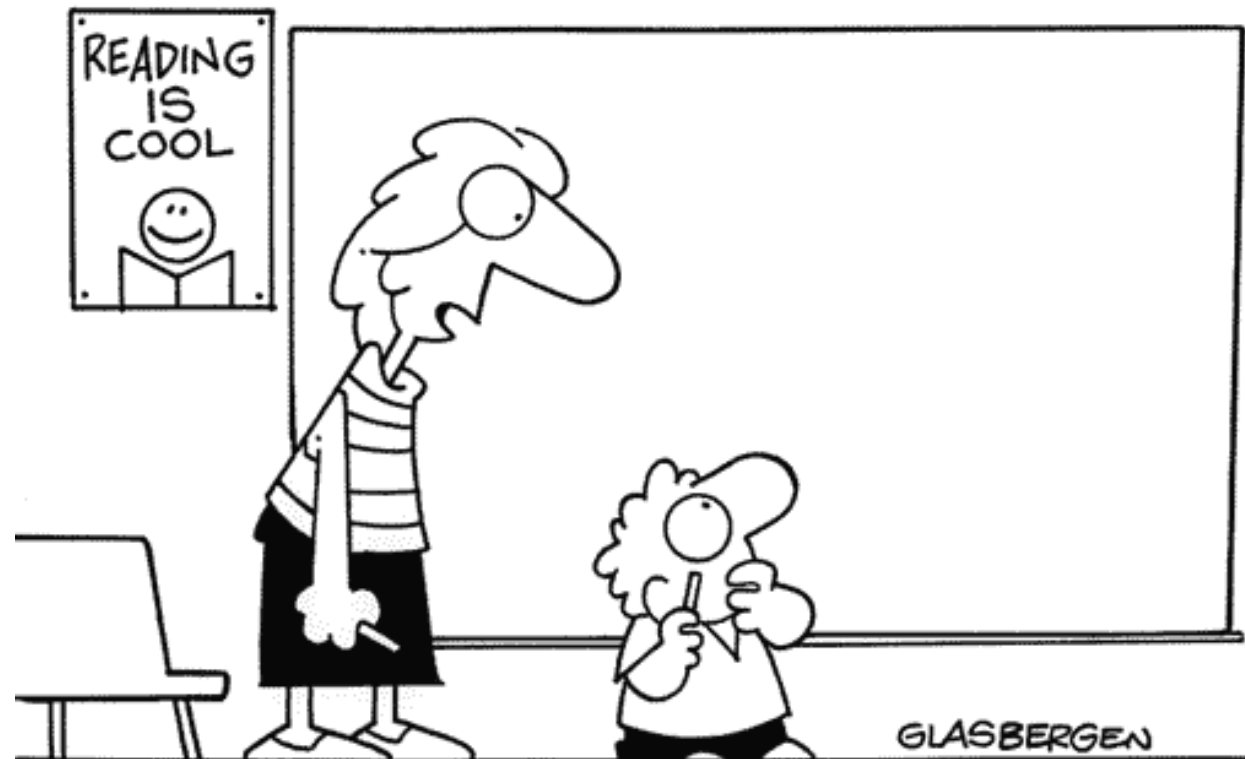
Nye displaymuligheder

- Head up
- Små briller
- fladskærme
- Bøjelige skærme
- Miniskærme
- Projektioner



Fremtiden

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“There aren’t any icons to click. It’s a chalk board.”