

Buildings in Virtual Reality with CityEngine

Daniel Chantlos

» GIS Analyst



Austin, Texas

- Population: 975,000 (2.2 million metropolitan area) (2018)
- Growth: 500 people/day to Texas; 105 people/day to Austin
- Unemployment rate: 2.9%
- Silicon Hills: One of the largest tech hubs in the US
- National/international entertainment events



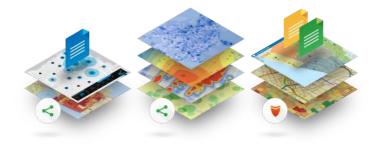






Project Scope

- Stonelake Capital Partners (Texas real estate private equity firm)
- 33+ acre site with an existing 481,000 SF office building leased to IBM
- The Domain (<u>Map Link</u>)
 - ✓ Upscale shopping and living development located in North Austin
 - ✓ 100+ stores/restaurants , 800+ residential units and Class A office space
- Construct 8 new buildings for commercial use (Office/Living)
- New buildings will be the tallest outside of Downtown Austin
- Objective: Create a virtual reality tour of this groundbreaking project for Stonelake Capital Partners.







Advanced GIS Capabilities

- 3D Data
 - <u>https://maps.pape-dawson.com/Alamo3D</u>
- Virtual Reality
 - ✓ Immersive virtual experience



Scenarios in Virtual Reality









The use of the term "virtual reality," …was first used in the mid-1980s when Jaron Lanier, founder of VPL Research, began to develop the gear, including goggles and gloves, needed to experience what he called "virtual reality."

-The Franklin Institute















CityEngine – 3D Software

- 3D modeling software developed by Esri R&D Center Zurich
- Urban Planning, Architecture, Archeology, Film, Gaming

Industry Standard 3D/2D Formats

✓ Collada, OBJ, FBX, KMZ/KML, GDB, SHP, DWG

Get Map Data

- ✓ Select real-world location
 - » Satellite Imagery
 - » Smart street and building footprint data (OpenStreetMap)
 - Generate dynamic 3D streets by type
 - Generate dynamic 3D buildings by style & height





Oculus Go – ArcGIS 360 VR

Oculus (Company)

- » Industry leader for Virtual Reality hardware and software
- » First VR headset Oculus Rift debuted in 2012

Affordable all-in-one VR headset

- » Virtual Reality on the go without a PC
- » 5.5 inch display, 64 GB internal storage

Esri Labs – ArcGIS 360 VR

» Virtual Reality scene viewer for CityEngine 3D models

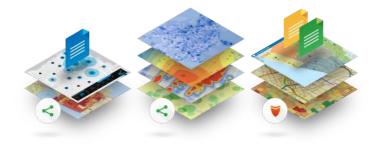






Project Scope (Review)

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Present Day



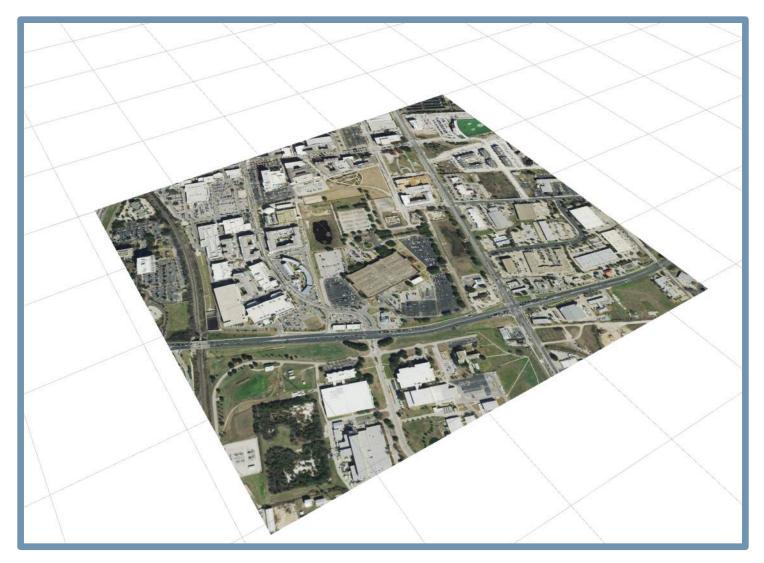


The Domain South End – Preliminary Design



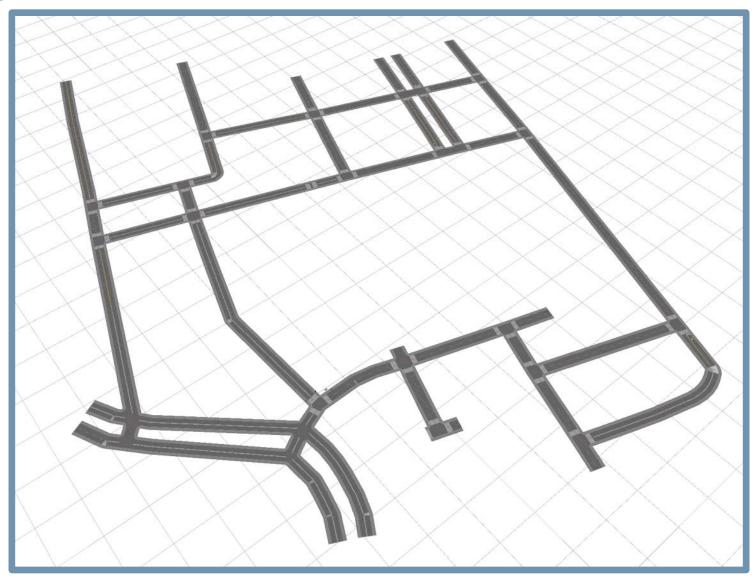


Progress - Aerial Imagery





Progress – Street Network





Progress – 3D Buildings





Progress – Assets (Cars, People, Street Lights)





Progress – Assets (Trees)





Progress – Assets Combined



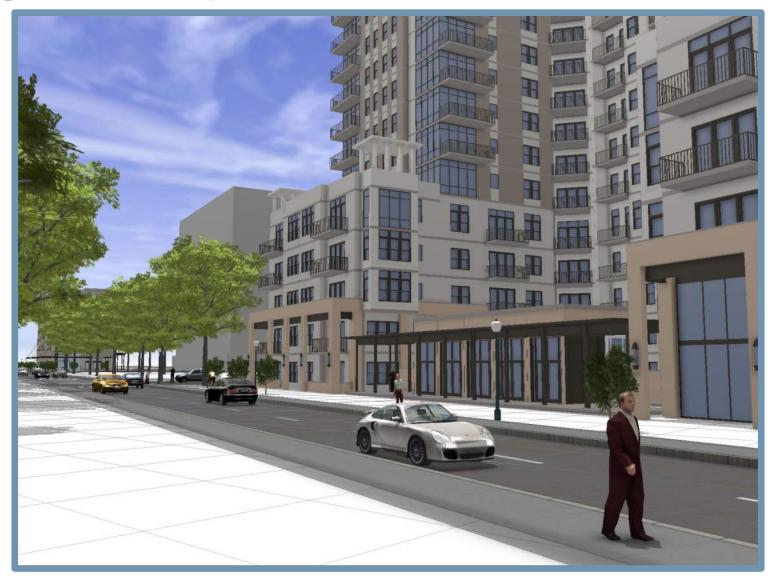


Progress – Assets Combined with Shadow Angle





Progress – Completed





Progress – Completed





Project Summary

- <u>CityEngine Domain Process</u>
- Objective Completed
 - Create a virtual reality tour of this groundbreaking project for Stonelake Capital Partners.













Lessons Learned

- CityEngine offers an extensive library of tutorials included with a software license
- 3D file types use as few different file types as possible
 - ✓ .OBJ files
- ArcGIS 360 VR beta development
 - ✓ Delete application to remove old VR scenes
- Patience
- Patience
- Patience





THANK YOU



Daniel Chantlos

GIS Analyst Dchantlos@Pape-Dawson.com

QUESTIONS?