

# Bridging the Gap, Immersive Design - Using Infraworks and Unity on the JMU Land Bridge

Chris DuBois

VHB - Lead Visualization Technician





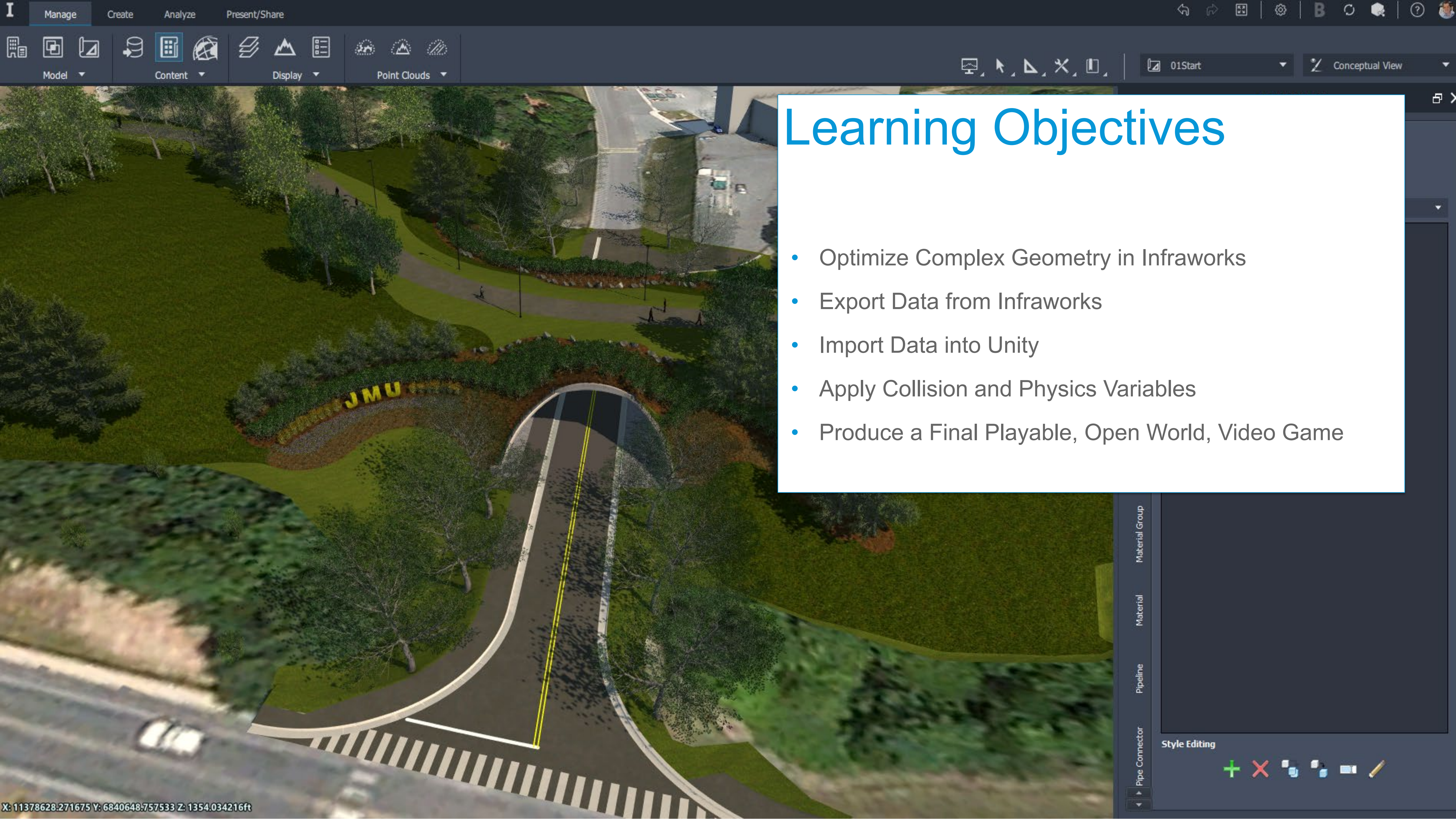


# About the speaker

## Chris DuBois

Chris DuBois is a Lead Visualization Specialist with VHB, supporting VHB's 3D design workflows. He combines his artistic background with his 19 years of experience in roadway design and reconstruction, streetscape design, maintenance and protection of traffic, structural design, and transit and rail design. While working with the structural group, he was responsible for the modeling individual bridge components to develop a 4d constructability models in Newington, NH and Providence, RI. In working with project stakeholders, Chris enjoys using emerging technologies to further design understanding. His favorite, was using a 15' diameter geodome to share an immersive walk through of the James Madison University Land Bridge.



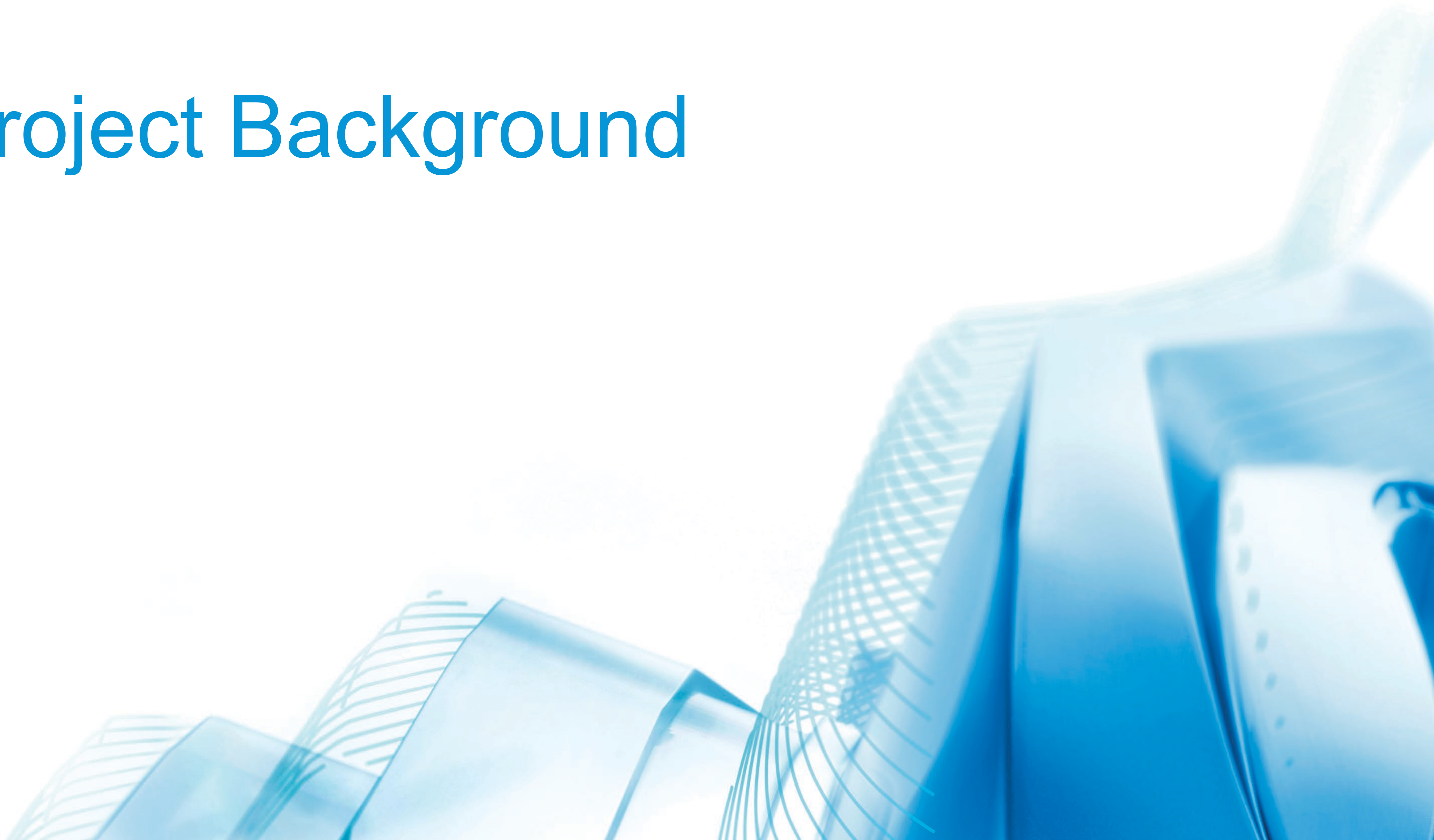


# Learning Objectives

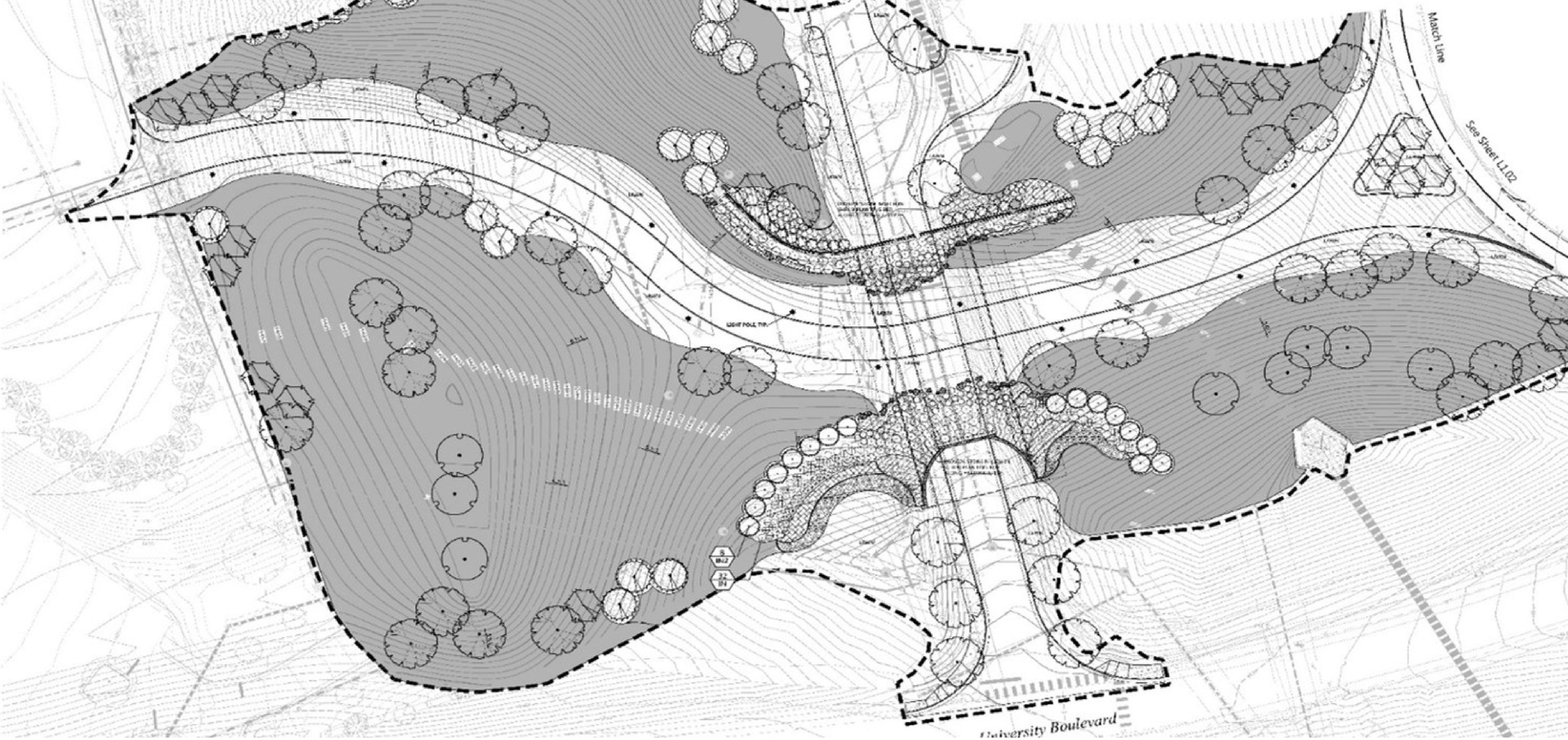
- Optimize Complex Geometry in Infraworks
- Export Data from Infraworks
- Import Data into Unity
- Apply Collision and Physics Variables
- Produce a Final Playable, Open World, Video Game



# Project Background

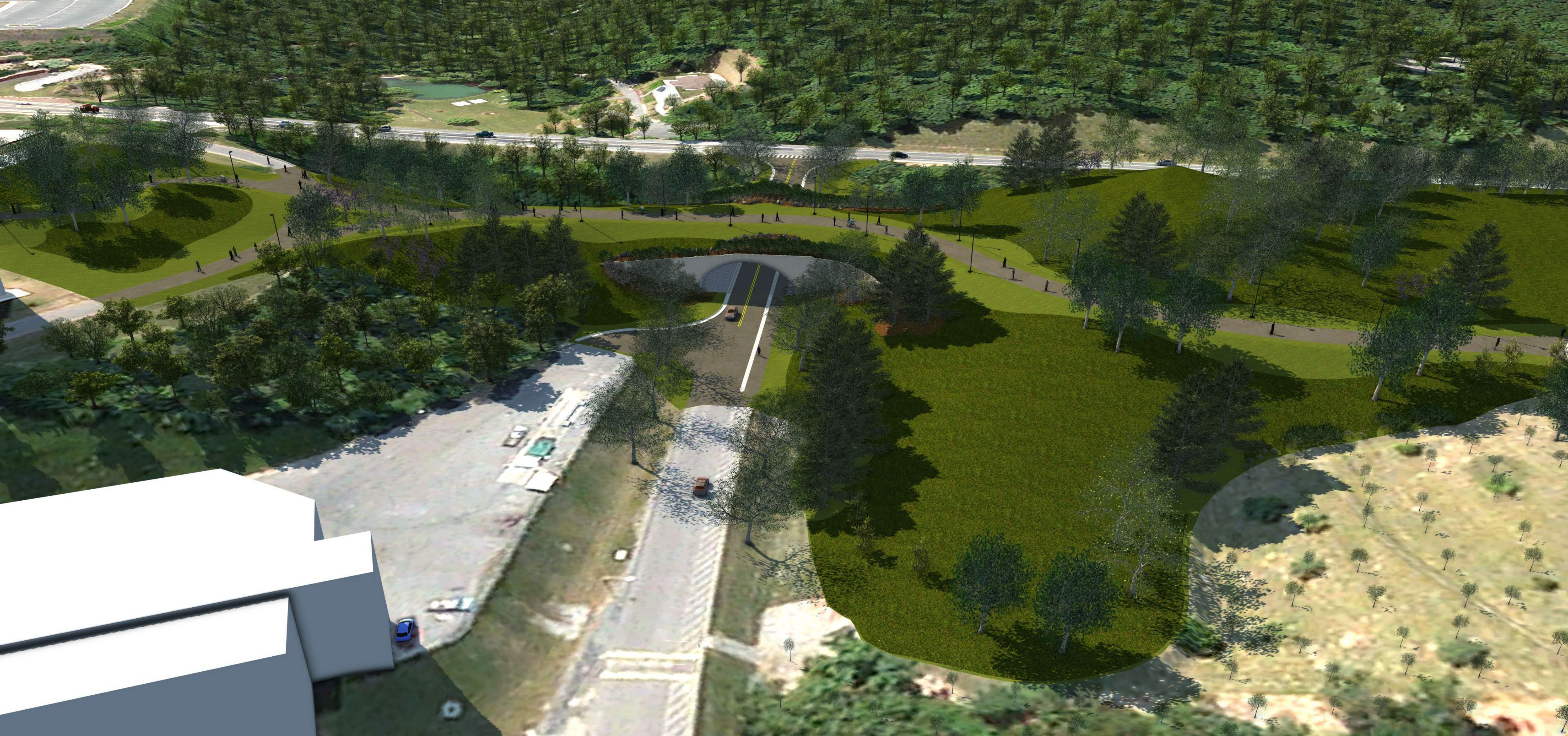






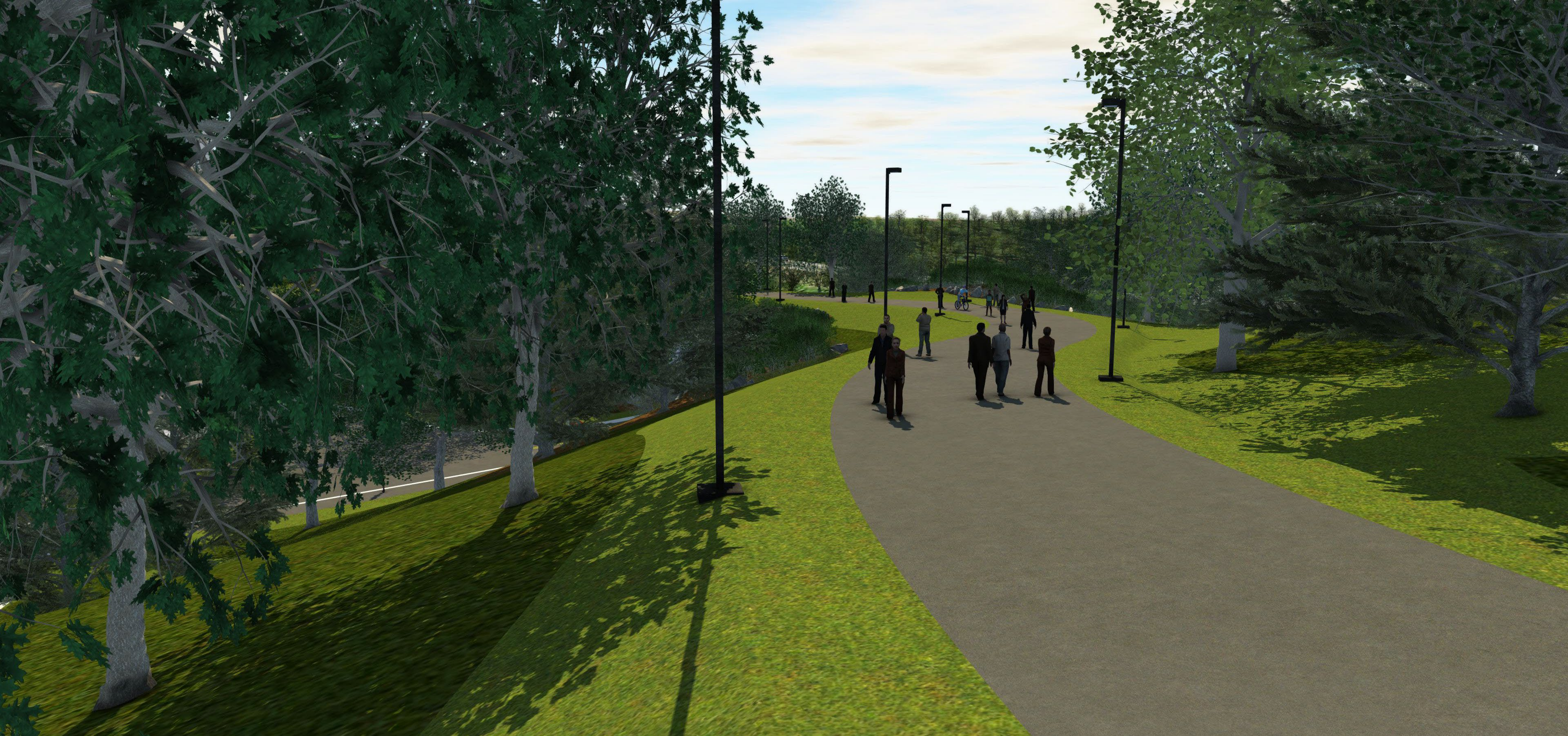
A Solution to a Problem





The Architectural Review Board





The Architectural Review Board





The Architectural Review Board





The Architectural Review Board

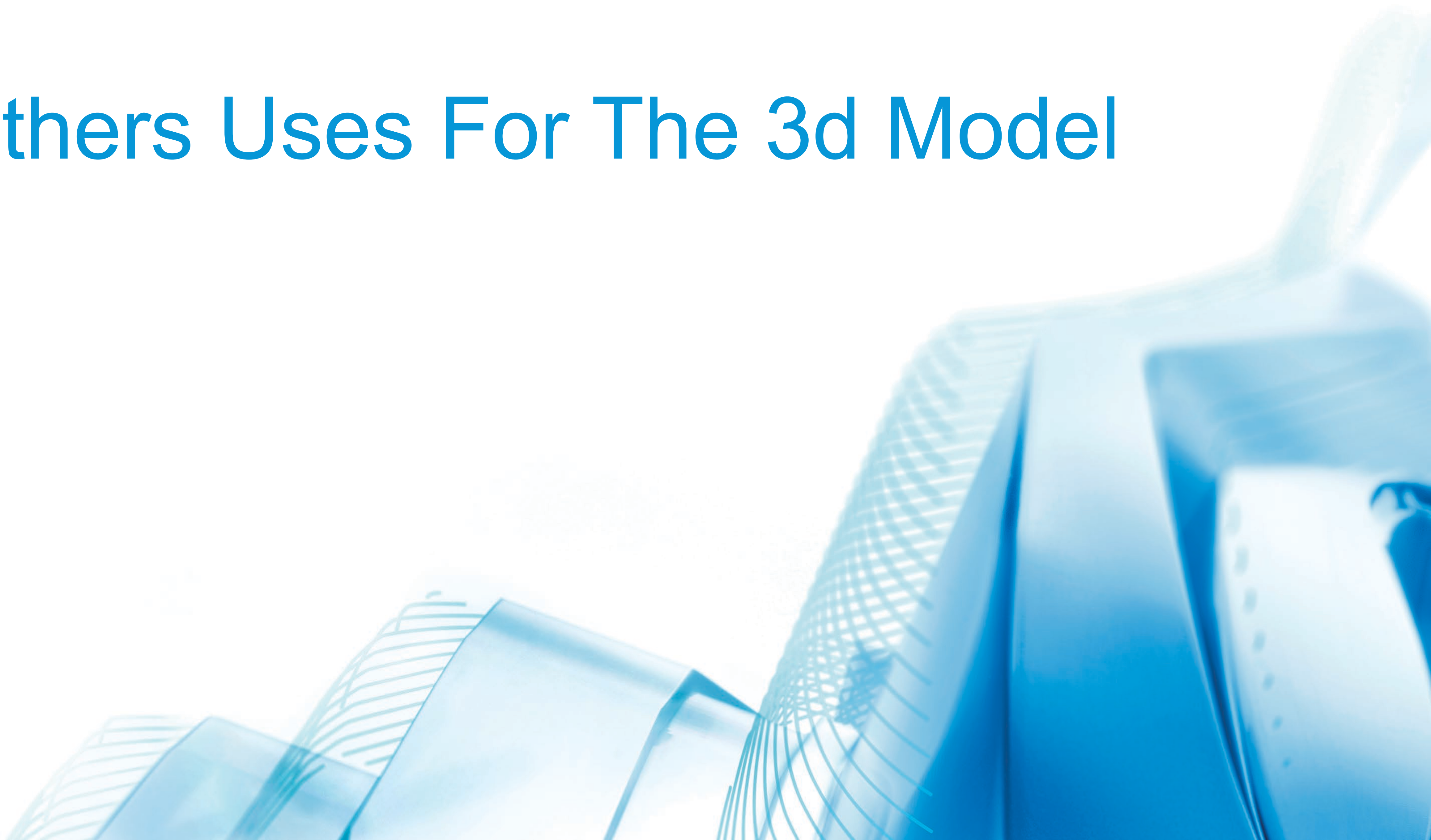




The Architectural Review Board

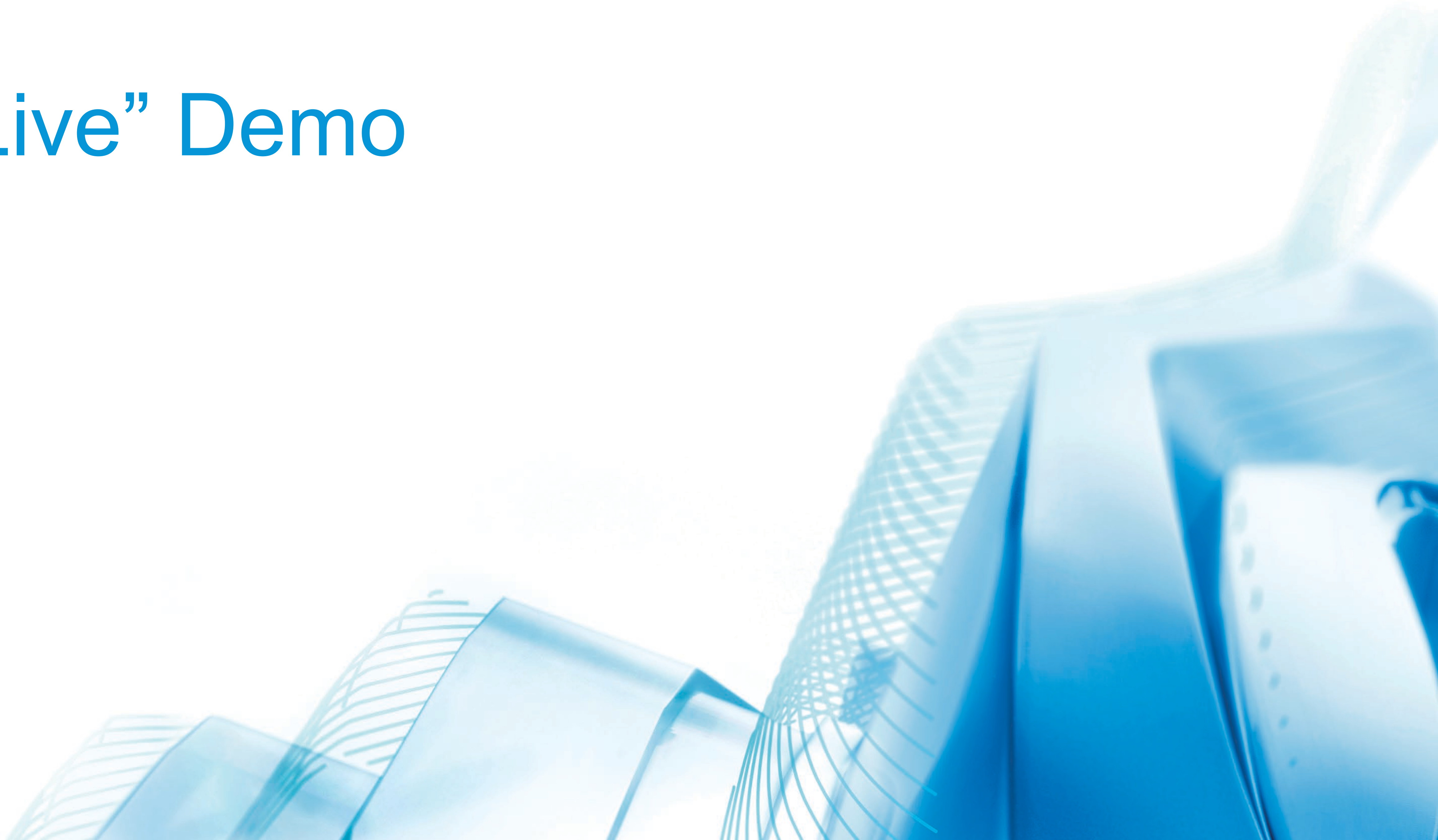


# Others Uses For The 3d Model

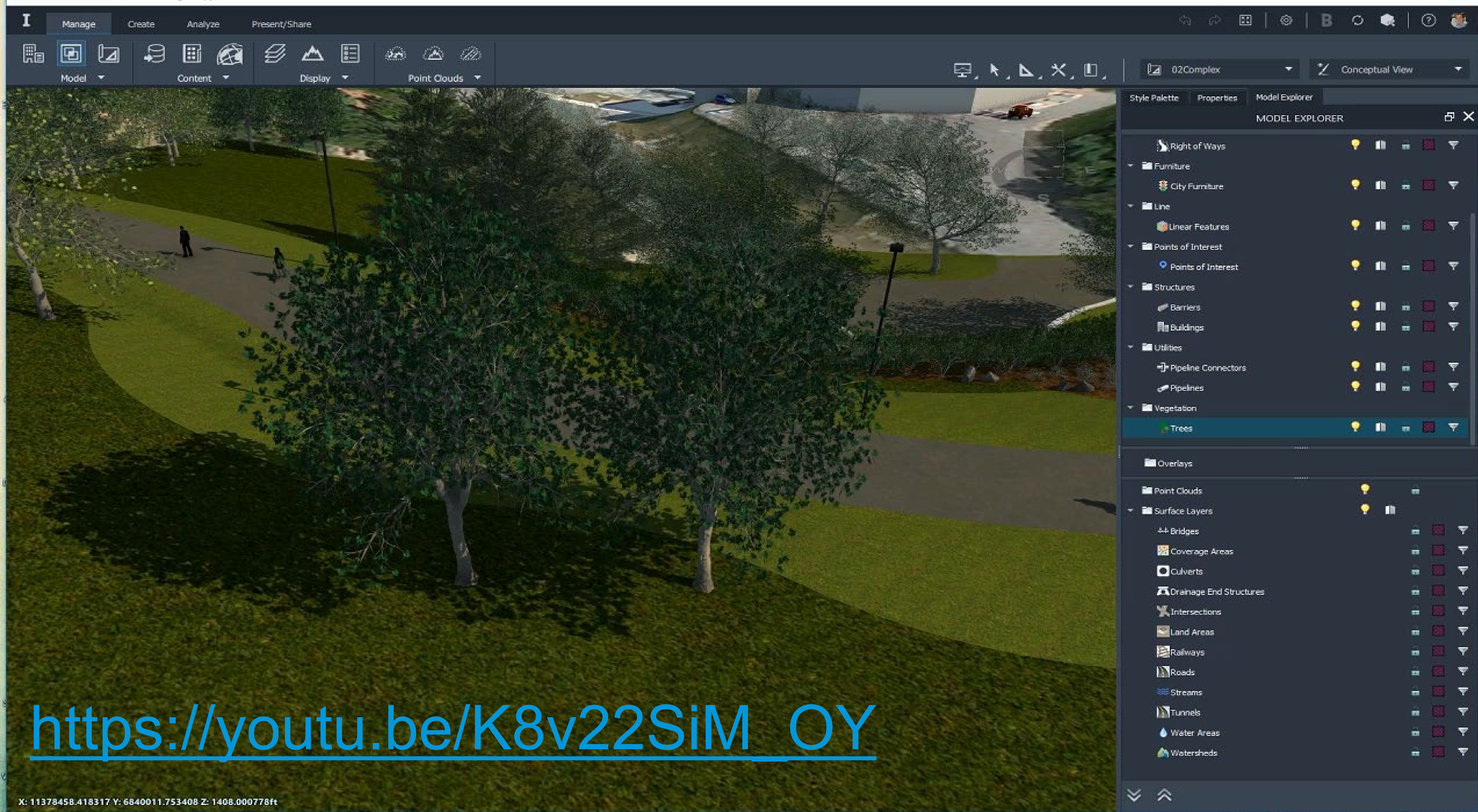




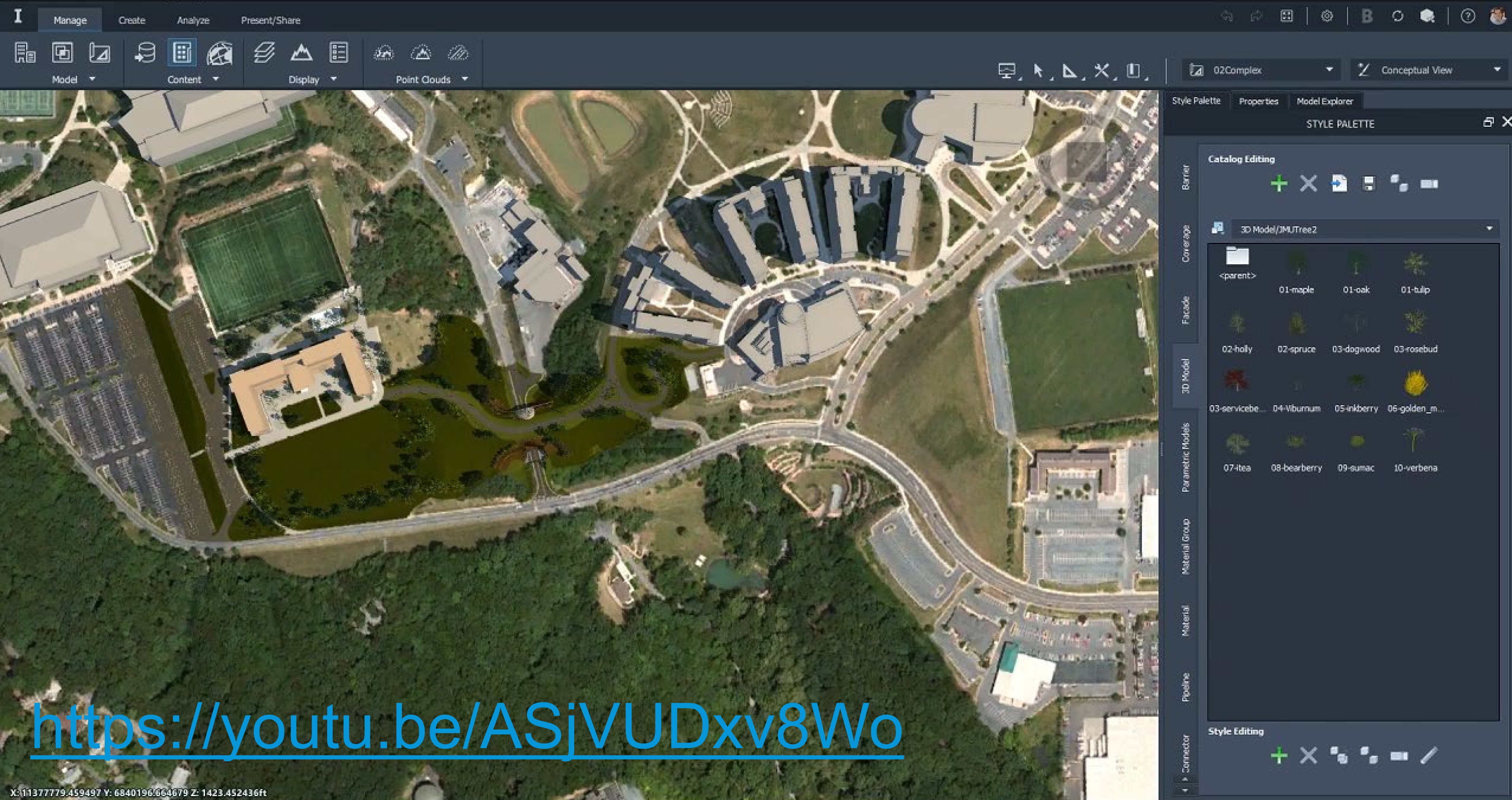
# “Live” Demo













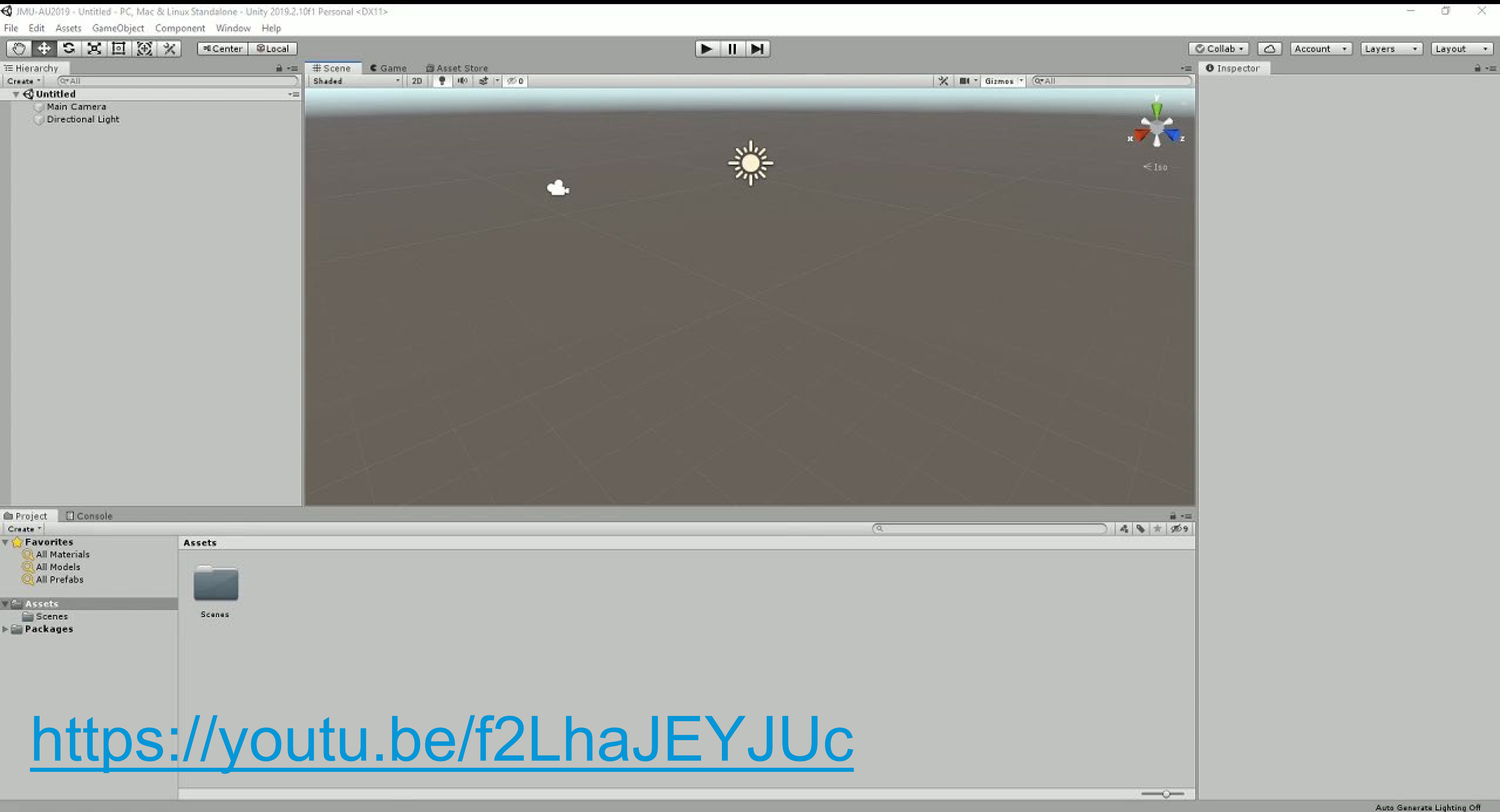


**You have no project here.**

Click on New if you want to create one, Add if you want to add one to your project list. Visit the Learn section if you prefer a tutorial to get started.

<https://youtu.be/etbKNJidxag>





<https://youtu.be/f2LhaJEYJUc>

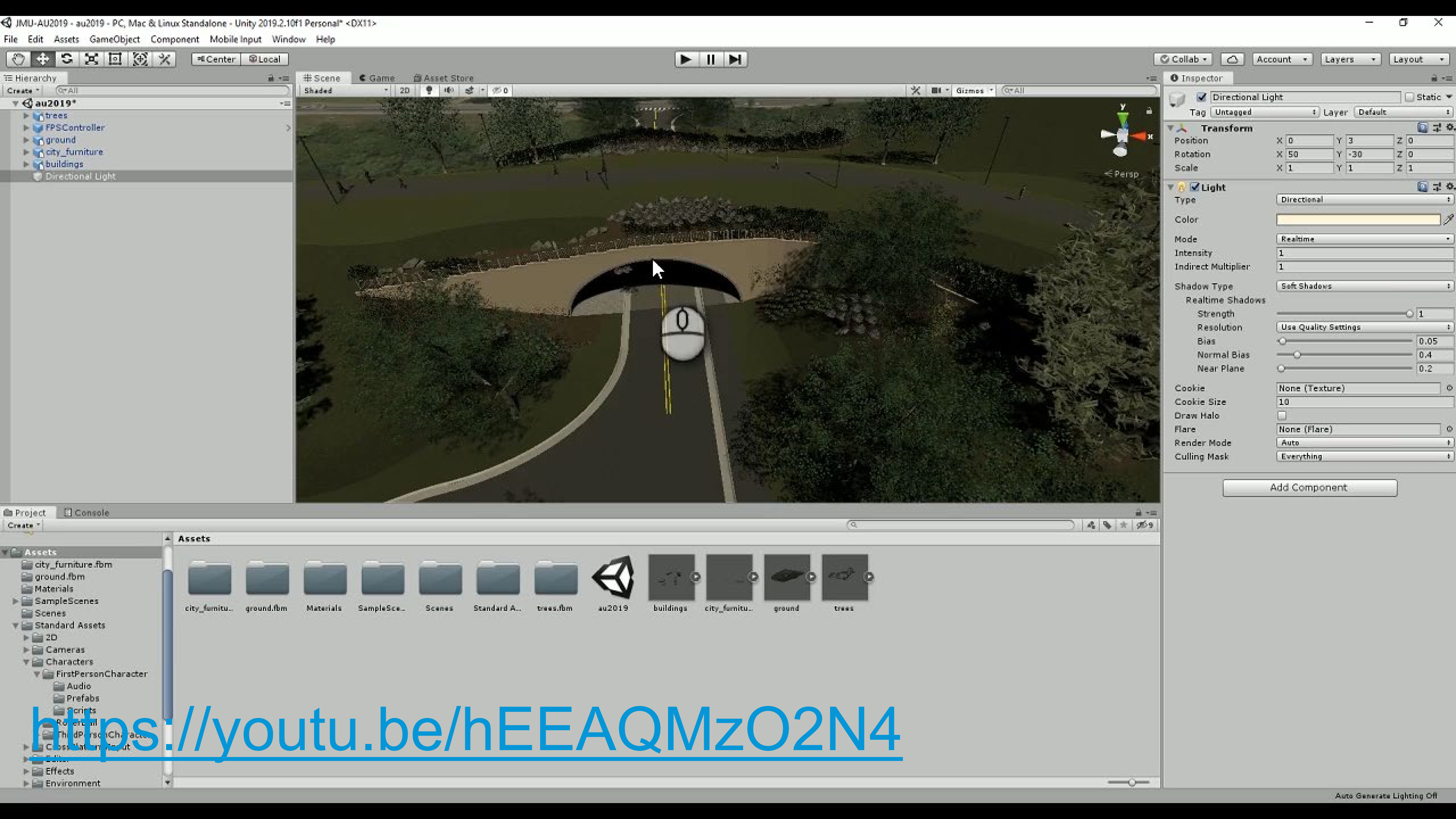






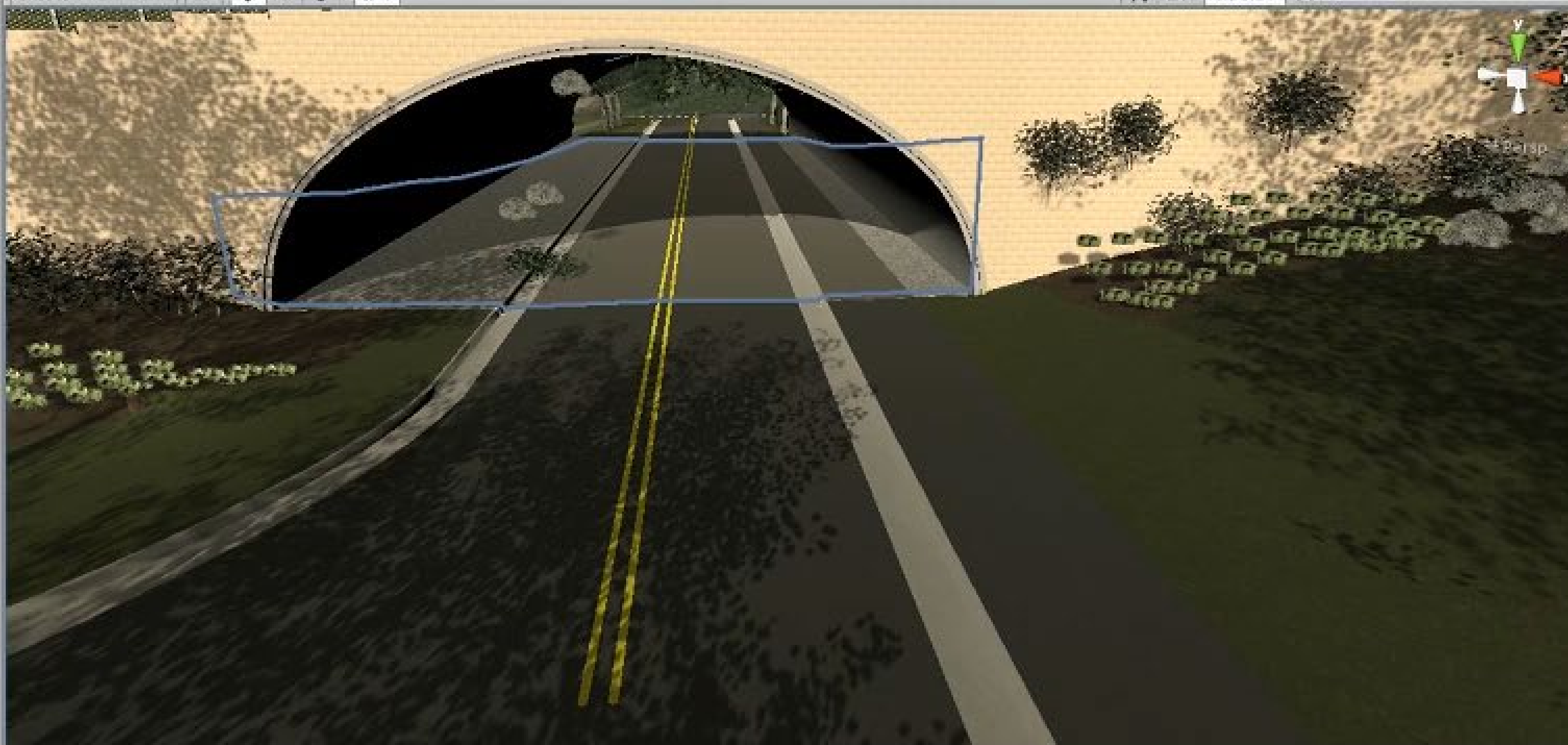




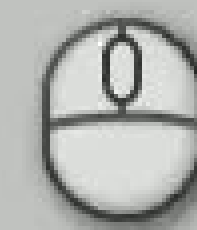


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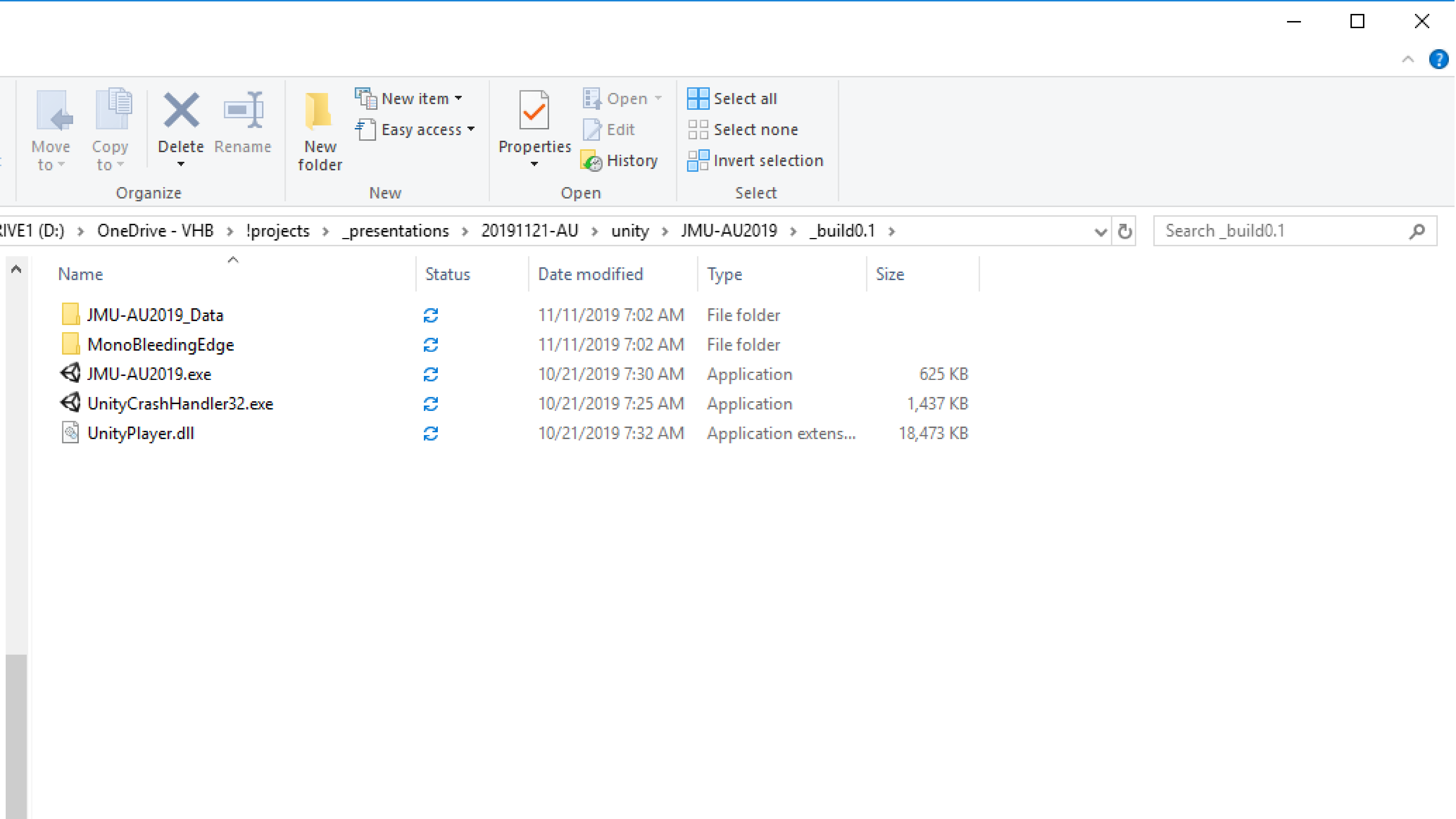


Add Component



<https://youtu.be/7hYFPsRRNKA>





Move to  
Copy to  
Delete  
Rename

Organize

New folder  
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Easy access

New

Properties  
Open  
Edit  
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Open

Select all  
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IVE1 (D:) > OneDrive - VHB > !projects > \_presentations > 20191121-AU > unity > JMU-AU2019 > \_build0.1 > Search \_build0.1

Name	Status	Date modified	Type	Size
JMU-AU2019_Data		11/11/2019 7:02 AM	File folder	
MonoBleedingEdge		11/11/2019 7:02 AM	File folder	
JMU-AU2019.exe		10/21/2019 7:30 AM	Application	625 KB
UnityCrashHandler32.exe		10/21/2019 7:25 AM	Application	1,437 KB
UnityPlayer.dll		10/21/2019 7:32 AM	Application extens...	18,473 KB



# Immersive Experiences







Geodome: <https://www.elumenati.com/>





Geodome: <https://www.elumenati.com/>





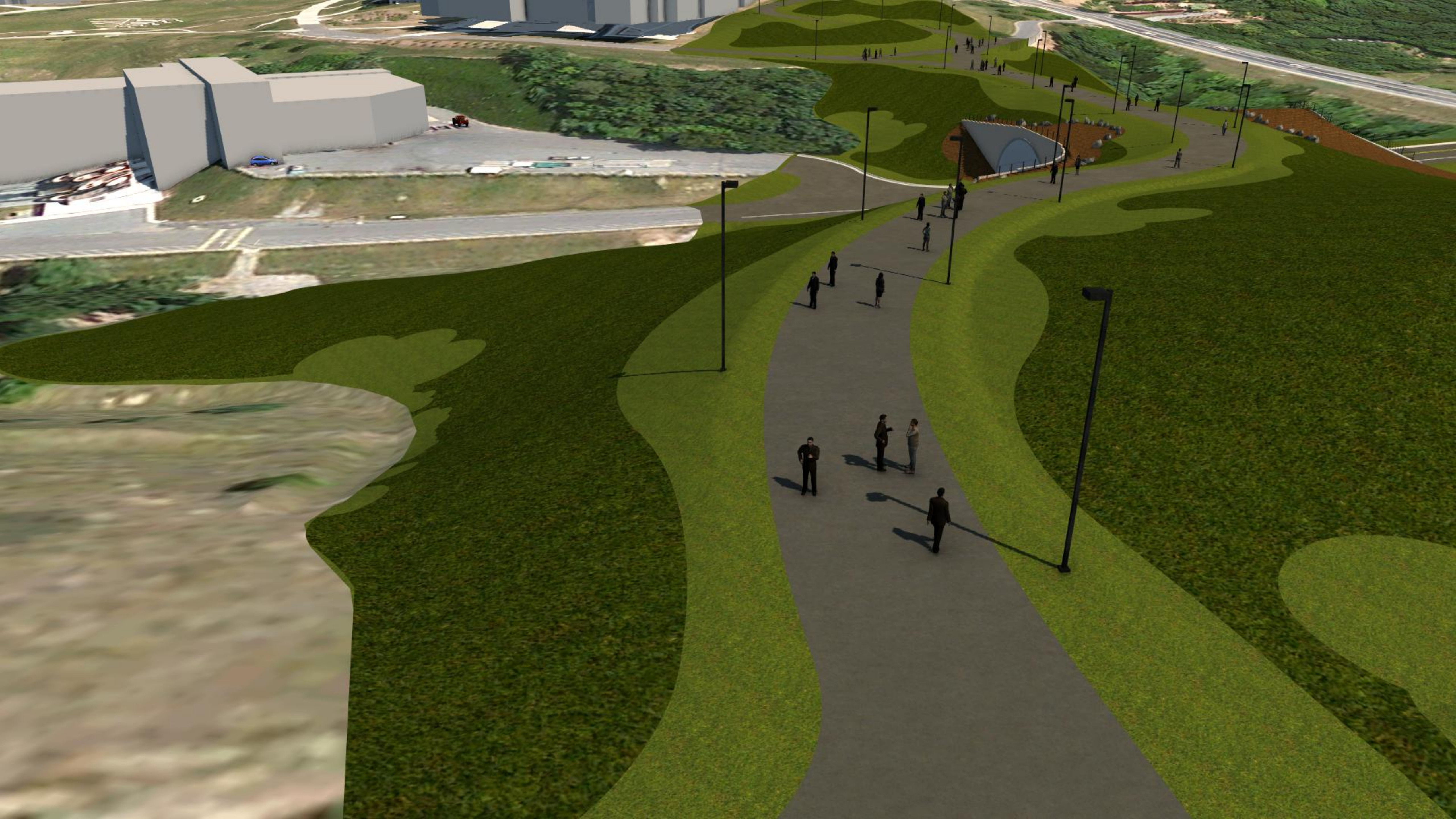
<https://youtu.be/UKdliacmG8Y>



# Construction Photos















Questions?





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