

# Augmented Reality Technology for Design and Construction

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## Augmented Reality Technology for Design and Construction

What does every AR/MR  
usage type have in common?



# Augmented Reality Technology for Design and Construction

## The Model

The representation of an idea, a concept, a phenomenon, a thing

There are mathematical models, geometric models, process models, physical models



# **Augmented Reality Technology for Design and Construction**

## **Intro Agenda**

The Model

Why Adopt a Model-Based Approach to Project Delivery?



# Augmented Reality Technology for Design and Construction

**BIM Model**

Building Information Model

Geometric Model – developed to accuracy and precision tolerances



# Augmented Reality Technology for Design and Construction

## BIM Model Types

Operational Assets

Drainage Analysis

Design Coordination

Estimate

Geometric Design

Visualization AR/MR

Clash Detection

Traffic Analysis

4D/5D Project Management

Maintenance Assets and Condition

As-Built

# Augmented Reality Technology for Design and Construction

## BIM Processes

AR/MR are one type of BIM use

BIM Processes Span the full facility lifecycle

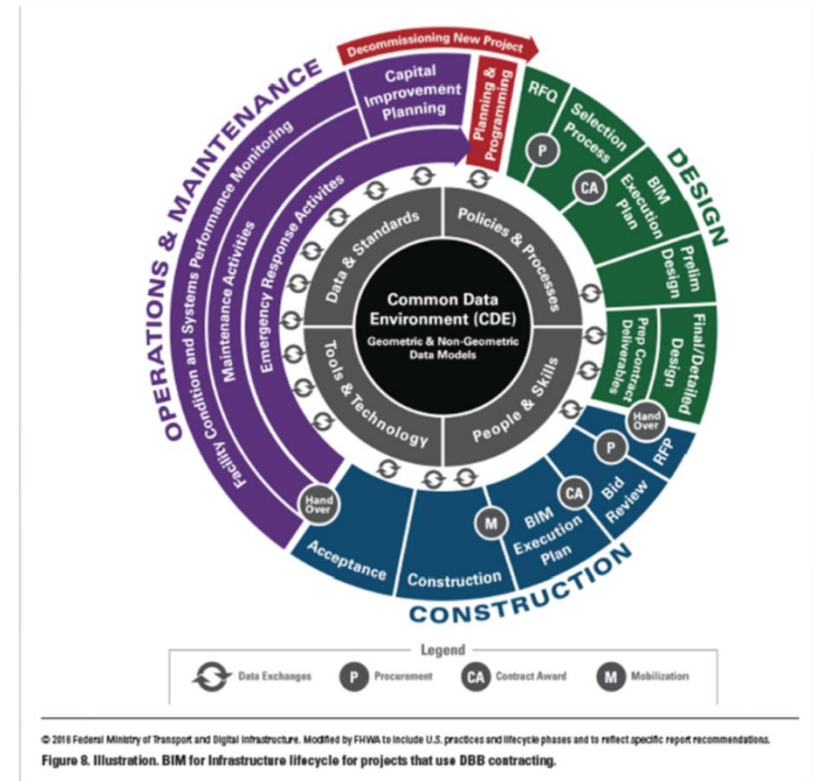
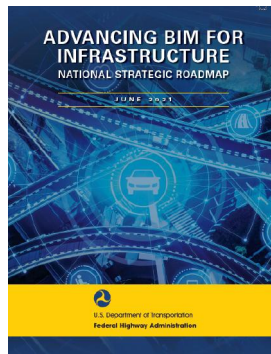


IMAGE SOURCE: [FHWA's Advancing BIM for Infrastructure National Strategic Road Map](#)



# Augmented Reality Technology for Design and Construction

## BIM for Project Delivery

AR/MR are one type of BIM use

BIM has many applications within Project Delivery

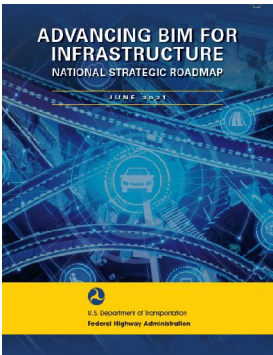


Table 2. Sample starter list of BIM for Infrastructure use cases.

Data-Exchange Opportunities	Use Cases From Within the Asset Lifecycle Phases That Would Benefit From BIM for Infrastructure Implementation
Planning to design	<ul style="list-style-type: none"><li>• Use planning and project data for design (e.g., location, design speed, traffic count)</li></ul>
Survey to design	<ul style="list-style-type: none"><li>• Collect preconstruction survey data</li></ul>
Survey to construction	<ul style="list-style-type: none"><li>• Track progress of construction through periodic surveys</li></ul>
Geotechnical to design	<ul style="list-style-type: none"><li>• Use geotechnical investigations for road design (e.g., road dimensioning, limiting deformation, ensuring road stability)</li><li>• Conduct earthwork design using geotechnical data</li></ul>
Design to geotechnical	<ul style="list-style-type: none"><li>• Facilitate geotechnical construction by analyzing ground reinforcement and preloading sheet piling using design data</li></ul>
Design to design*	<ul style="list-style-type: none"><li>• Create 3D design as a technical visualization for public information</li><li>• Estimate quantities or quantity takeoffs</li><li>• Conduct a structural analysis, including the code compliance of parametric design</li><li>• Conduct design reviews (interdisciplinary coordination/clash detection)*</li><li>• Develop a detailed design using the early-design model</li></ul>
Design to construction*	<ul style="list-style-type: none"><li>• Create 3D design as a technical visualization for conflict and clash detection*</li><li>• Create 3D design as a technical visualization for work-zone review and management</li><li>• Use design data for bid-package preparation and construction (quantity take offs and AMG-related data)*</li><li>• Draft prefinal and final plans with model as a contract document*</li><li>• Develop four-dimensional (4D) scheduling (i.e., construction simulation and activity sequence modeling)</li><li>• Develop earthwork cut and fill design for incorporating designed structure into the existing ground</li><li>• Determine construction inspection and payment conditions, including inspection verification (compare as-built to as-planned assets) and acceptance*</li></ul>
Construction to construction	<ul style="list-style-type: none"><li>• Track construction progress</li><li>• Measure quantities for payment</li><li>• Conduct construction planning using geotechnical data, including safety reviews</li></ul>
Construction to asset management*	<ul style="list-style-type: none"><li>• Collect as-built data for assets (e.g., structures, pavements, safety appurtenances, road geometry, signs and striping, drainage and hydraulics and culverts), particularly for underground utility assets*</li></ul>
Design to asset management	<ul style="list-style-type: none"><li>• Determine asset inspection, condition forecast, and roadmap-related attributes</li><li>• Transfer data associated with asset design to GIS and asset management systems</li></ul>
Asset management to design	<ul style="list-style-type: none"><li>• Model initial state using existing asset data</li></ul>
Asset management to planning	<ul style="list-style-type: none"><li>• Propose projects for authorization and programming</li></ul>

\*High-priority use cases for BIM deployment.

Table SOURCE: [FHWA's Advancing BIM for Infrastructure National Strategic Road Map](#)

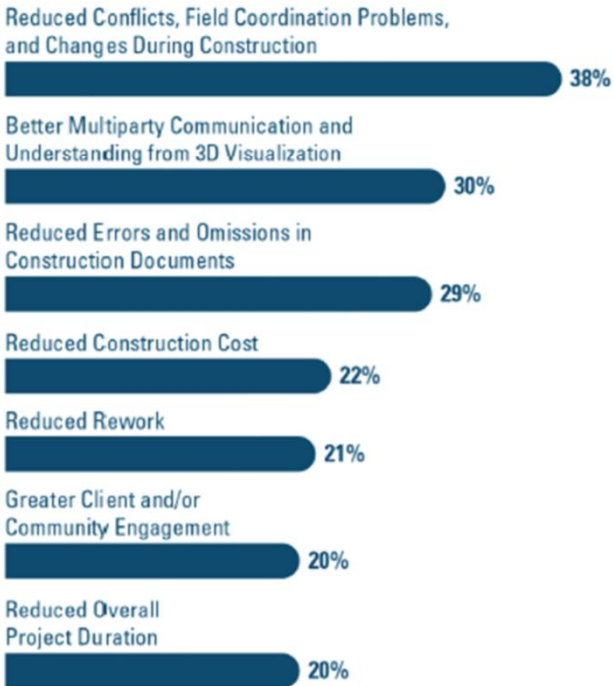
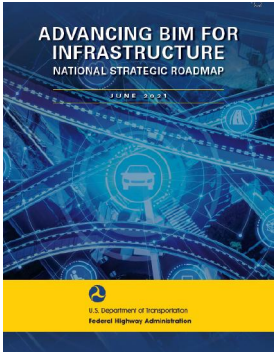




# Augmented Reality Technology for Design and Construction

## BIM and Digital Project Delivery

Why Use BIM in Project Delivery?



© 2017 Dodge Data & Analytics.

Figure 6. Chart. Reported benefits of BIM for Infrastructure among users in the transportation sector (Jones and Laquidara-Carr 2017).

CHART SOURCE: [FHWA's Advancing BIM for Infrastructure National Strategic Road Map](#)

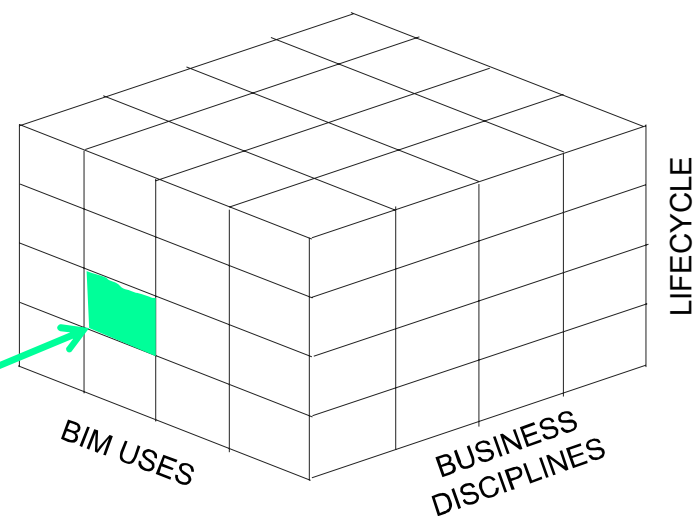


# Augmented Reality Technology for Design and Construction

How do we get started?

“...and this piece here, this is our 3D Model-Based Design Implementation”

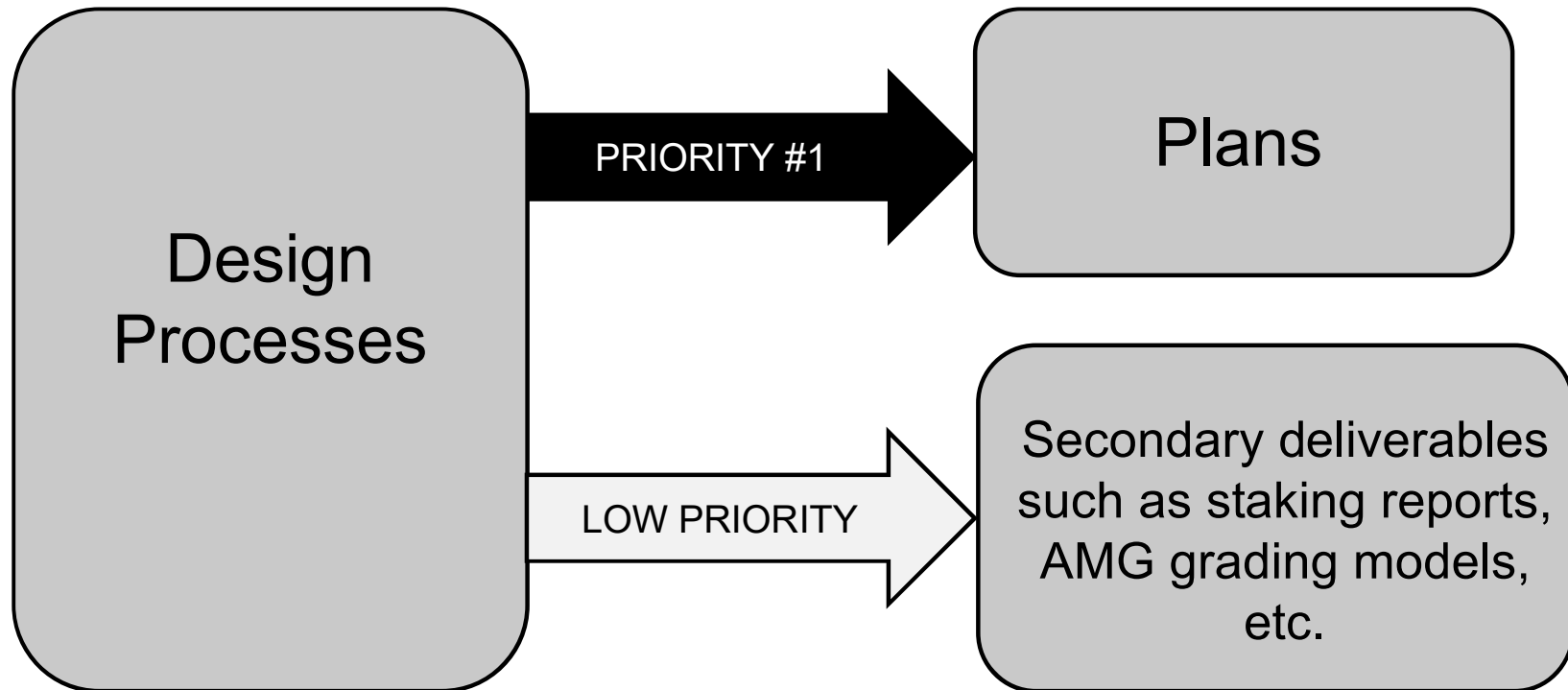
An organization's BIM Transformation is comprised of many implementations of various size and complexity





# Augmented Reality Technology for Design and Construction

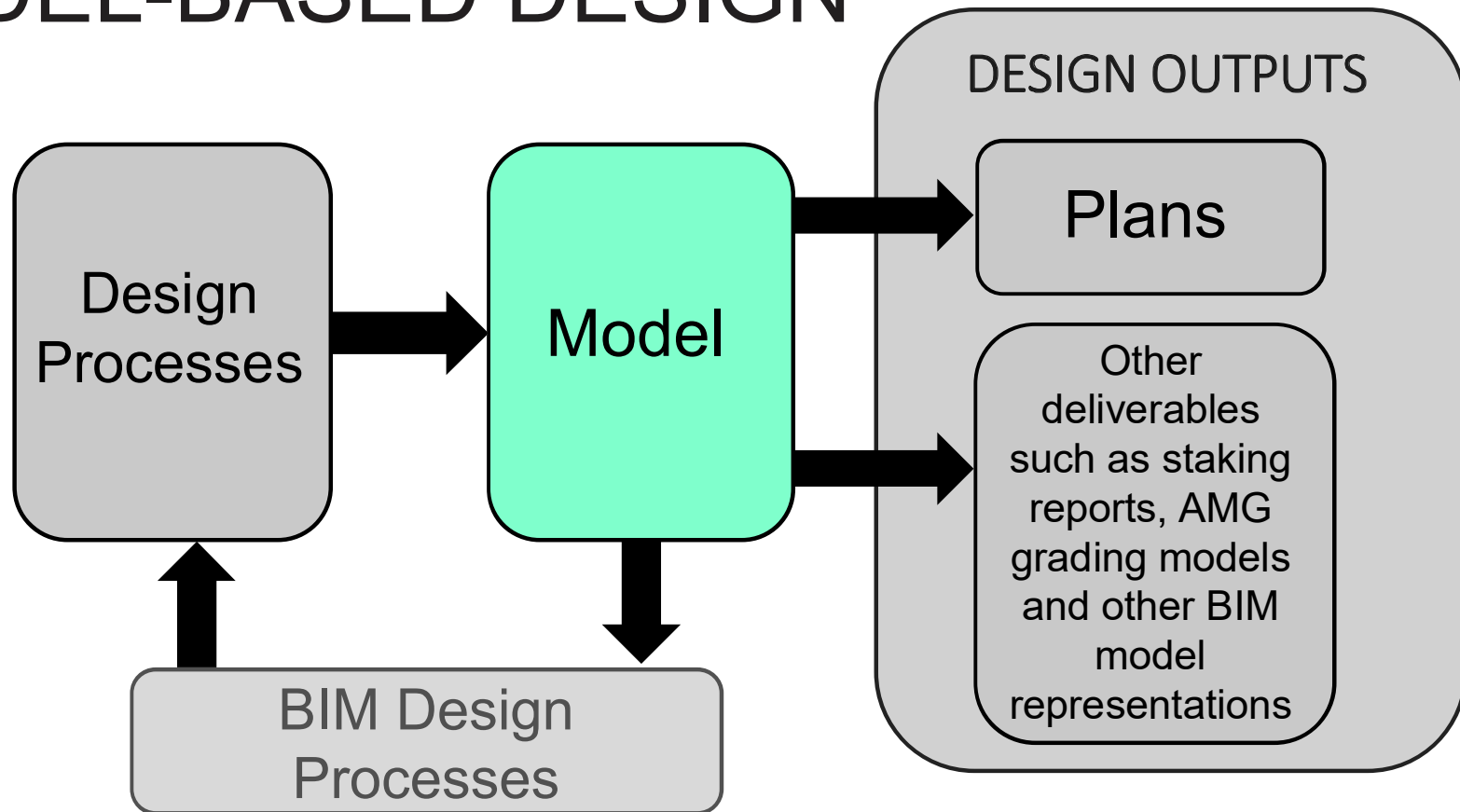
## OLD SCHOOL DESIGN





# Augmented Reality Technology for Design and Construction

## MODEL-BASED DESIGN





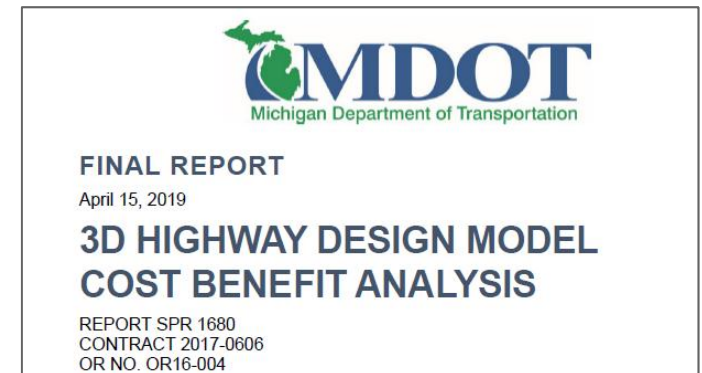
# Augmented Reality Technology for Design and Construction

## Michigan DOT 3D Highway Design Model Cost Benefit Analysis\*

Studied Projects from 2012 to 2016

65 projects with traditional 2D + 3D RID deliverables

192 projects with traditional 2D delivery only



[\\*https://www.michigan.gov/documents/mdot/2019-SPR-1680\\_652496\\_7.pdf](https://www.michigan.gov/documents/mdot/2019-SPR-1680_652496_7.pdf)



# Augmented Reality Technology for Design and Construction

## Michigan DOT 3D Highway Design Model Cost Benefit Analysis\*



### Executive Summary, Page 1:

“The historical data statistical analysis revealed that project sizes of \$5 million to \$20 million benefit the most from the use of 3D models. However, **3D models (indiscriminate of project size) consistently produced bids that were lower than the engineer’s estimate. When bids came in higher than the engineer’s estimate, 3D models produced fewer change orders than 2D plans.**”

[\\*https://www.michigan.gov/documents/mdot/2019-SPR-1680\\_652496\\_7.pdf](https://www.michigan.gov/documents/mdot/2019-SPR-1680_652496_7.pdf)

# Augmented Reality Technology for Design and Construction

*Table 21. Summary of calculations for the 5-year ROI of MDOT's implementation of RID 3D models.*

Value	Output (\$)
Average Construction Program (\$)	\$ 1,249,400,000
Timeframe	5 Years
Cost Over Timeframe (\$)	\$ 56,752,963
Benefits Over Timeframe (\$)	\$ 74,964,000
Net Benefits	\$ 18,211,037
5-Year ROI (%)	32.03%
Breakeven Year	Year 1



FINAL REPORT

April 15, 2019

**3D HIGHWAY DESIGN MODEL  
COST BENEFIT ANALYSIS**

REPORT SPR 1680  
CONTRACT 2017-0606  
OR NO. OR16-004

[\\*https://www.michigan.gov/documents/mdot/2019-SPR-1680\\_652496\\_7.pdf](https://www.michigan.gov/documents/mdot/2019-SPR-1680_652496_7.pdf)



# Augmented Reality Technology for Design and Construction

## Bid Cost Effects

$$\text{Award Growth} = \frac{\text{Awarded Contract Value} - \text{Engineer's Estimate}}{\text{Engineer's Estimate}} \times 100$$

Equation 1. Formula for calculating award growth parameter.

Table 8. Historical data award growth analysis summary (for all regions).

Award growth – All Regions	2D Plans	3D Models
Count	192	65
Average	+3.0%	-1.4%
Standard Deviation	15%	15%

Net 4.4%  
Change



FINAL REPORT  
April 15, 2019  
3D HIGHWAY DESIGN MODEL  
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# Augmented Reality Technology for Design and Construction

## Project Level Savings

2D Traditional	2D + 3D
Estimated Construction Cost	
\$1,000,000	\$1,000,000
Typical Design Cost	
(9% of Estimated Cost)	(+10% for 3D)
\$90,000	\$99,000
Bid Results	
(Estimated Cost + 3%)	(Estimated Cost - 1.4%)
\$1,030,000	\$986,000
(Design + Construction) Delivery Cost	
\$1,120,000	\$1,085,000
Delivery Cost Savings	
(\$1,120,000 - \$1,085,000) = <b><u>\$35,000</u></b>	



## Augmented Reality Technology for Design and Construction

Project Level Savings

\$35,000

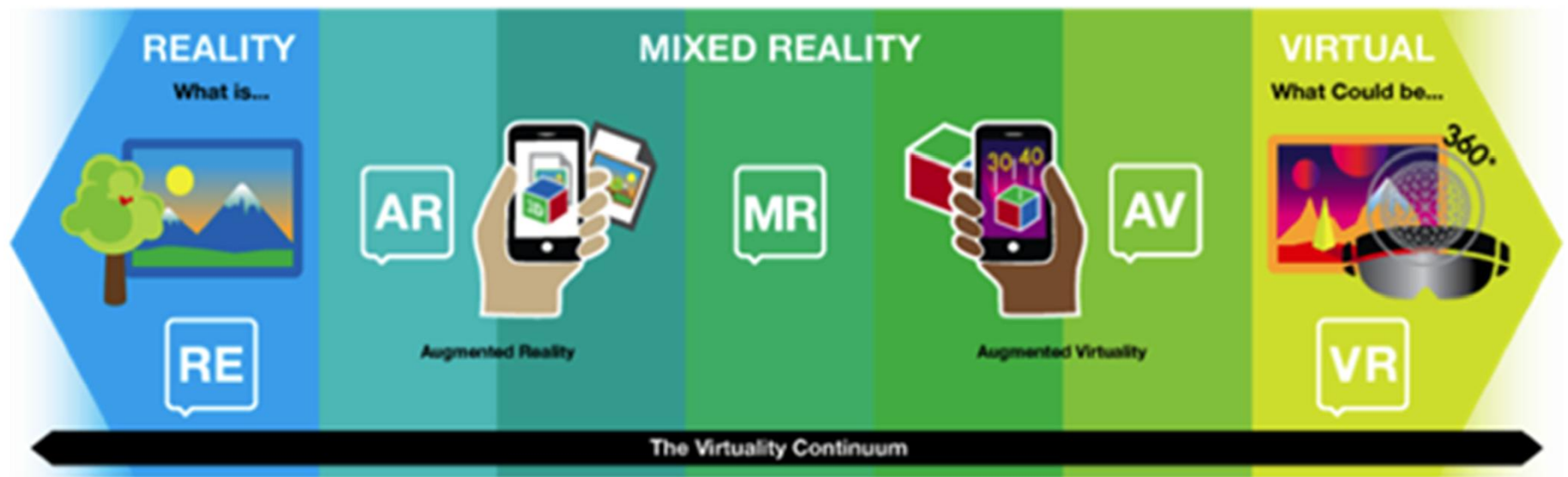
Project Delivery Cost Savings equals

**39% of Design Effort**

(\$35,000/\$90,000)

# What is AR | MR | VR?

# The Virtuality Continuum



# The Virtuality Continuum

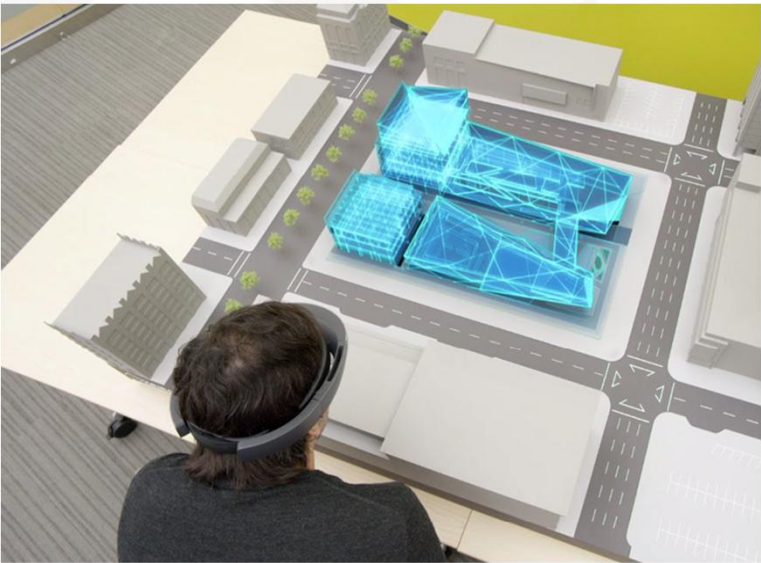
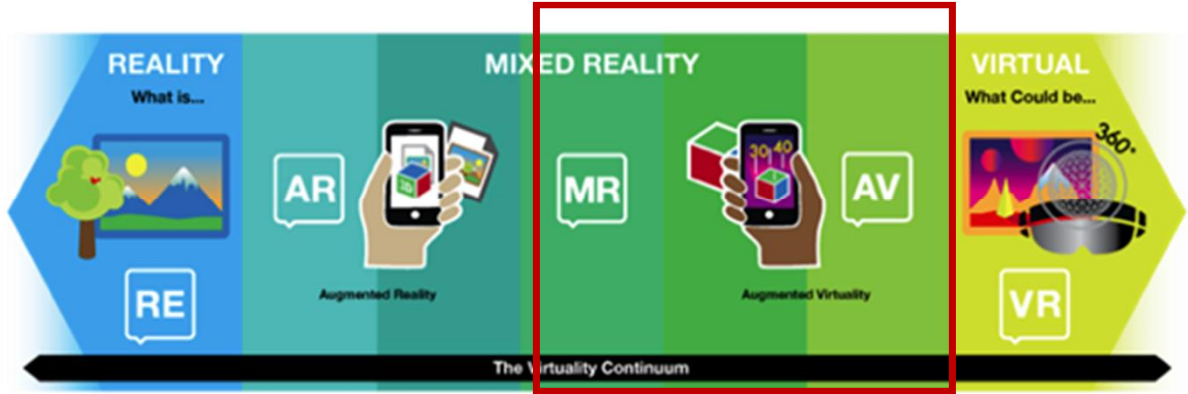




# The Virtuality Continuum

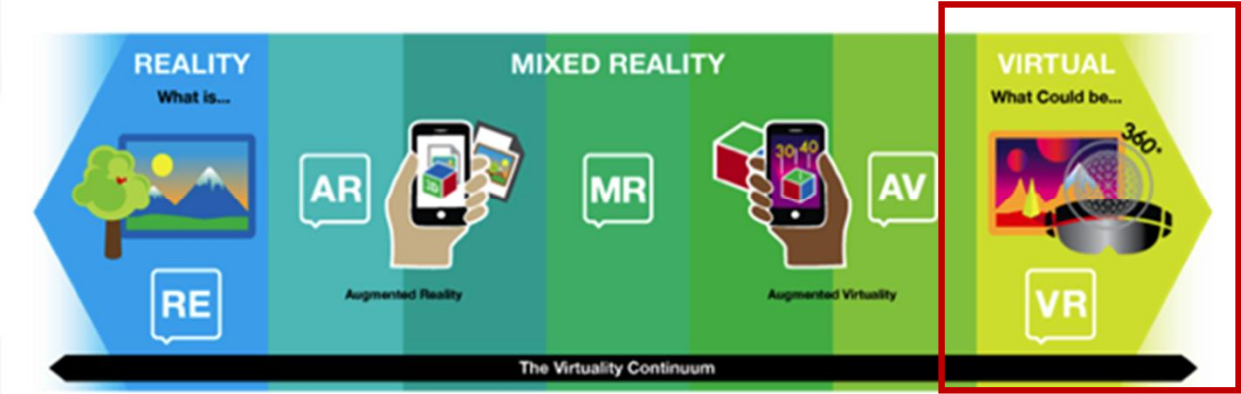


# The Virtuality Continuum





# The Virtuality Continuum



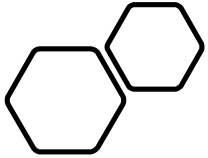


The use of Mixed Reality in the field brings a couple of challenges:

- How do we display the model?
  - Smaller devices needed to have the power to display complex models
  - Device developers needed to have platforms available – ARCore
- How do we accurately position the model in the field?
  - There is a need accurate positioning and accurate heading/orientation.







- **Visualize:** High accuracy data in context, for use outdoors
- **Collaborate:** Interact with data and share with stakeholders
- **Report:** Capture meaningful observations for editing and verifying data



## How it works...

This technology is already in the hands of surveyors



Positioning + Orientation => Models fall into place in outdoor environments

Insert video:

As the camera moves, the position and orientation of the system is updated immediately. The updated position and orientation then update the model overlay placement on the image.

Mixed Reality for the geospatial segment targets, but is not limited to, four main workflows:

- Underground infrastructure: **See the hidden**
- Above ground structures: **See the future**
- On-ground surfaces: **See the progress**
- In-ground line work: **See the boundaries**

# Site Control Verification and Plans

Visualizing survey points and PDF plans

## Site Control Verification

GNSS Measurement

EDM Measurement

# Site Control Verification and Plans

Visualizing survey points and PDF plans

PDF Plan Sheet



# Underground Infrastructure

## Visualizing Underground Infrastructure:

- Water
  - Power
  - Gas
  - Telecommunications
- 
- Improves crew site understanding and safety
  - Reduced interruptions
  - Design vs. As-Built clash detection
  - Asset attributes accessibility



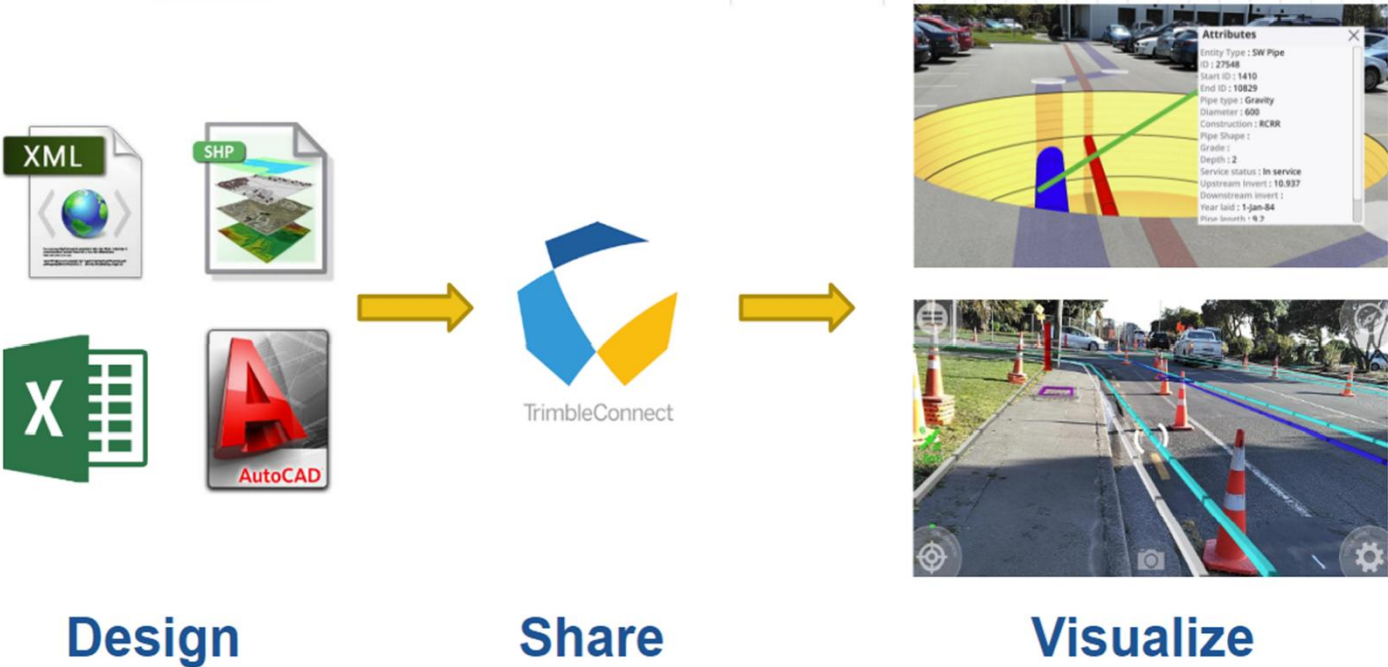
# Utility Verification

GNSS Measurement

EDM Measurement

# Underground Infrastructure

Infrastructure Formats: SHP, XML, IFC, CSV, DXF, DWG, VCE



# Above Ground Structures

## Visualizing Above-Ground Structures:

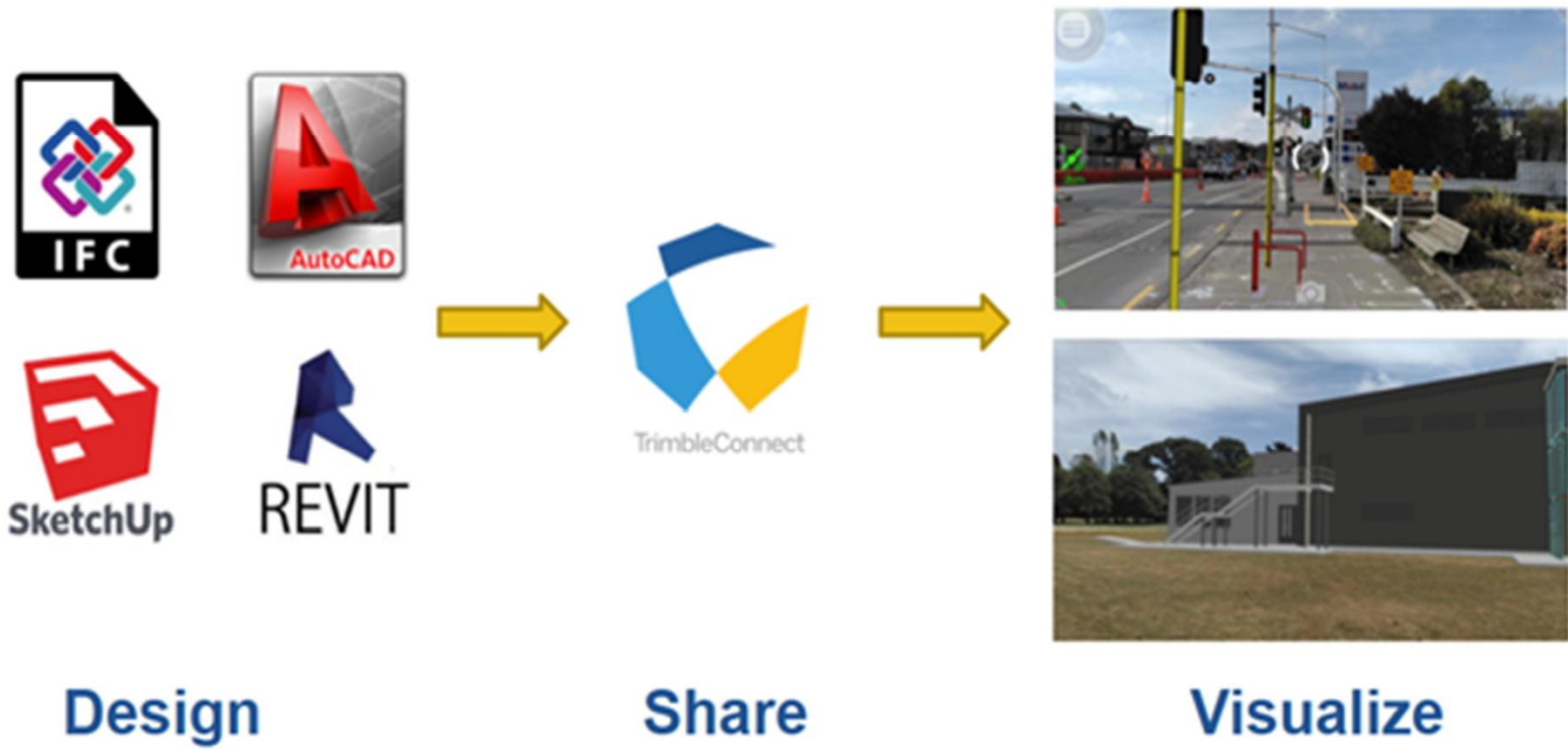
- Roadways
  - Intersections
  - Buildings
  - Bridges
- 
- Fully rendered 3D models
  - Client project sign-off
  - As-built QC
  - Design phase verification



# Building Visualization

# Above Ground Structures

Structures Formats: IFC, DWG, DXF, SKP, RVT

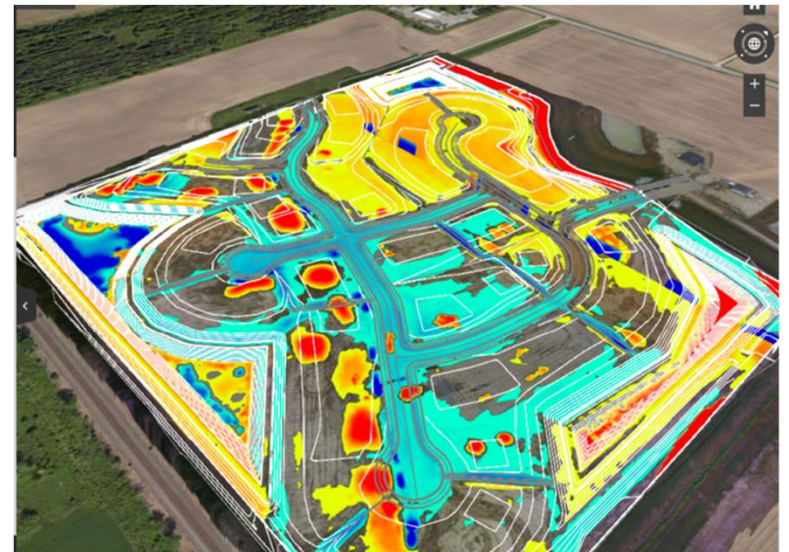




# Earthworks and Surfaces

## Visualizing On-Ground Surfaces:

- Design surfaces
  - Graded surfaces
  - Cut/fill height values
- 
- Visualize a stake-less site
  - Coordinate earth moving work
  - Check project progress



# Grading Verification

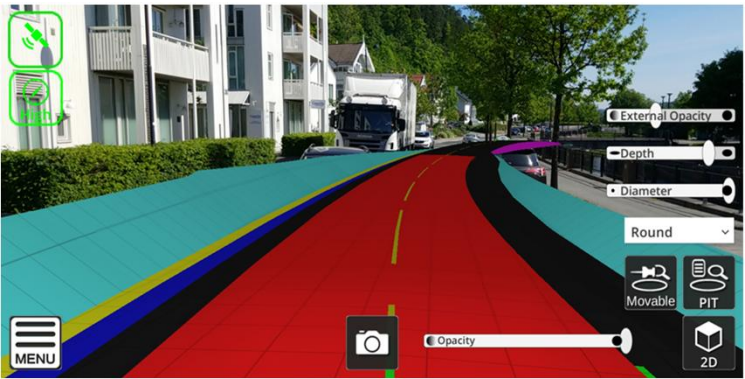
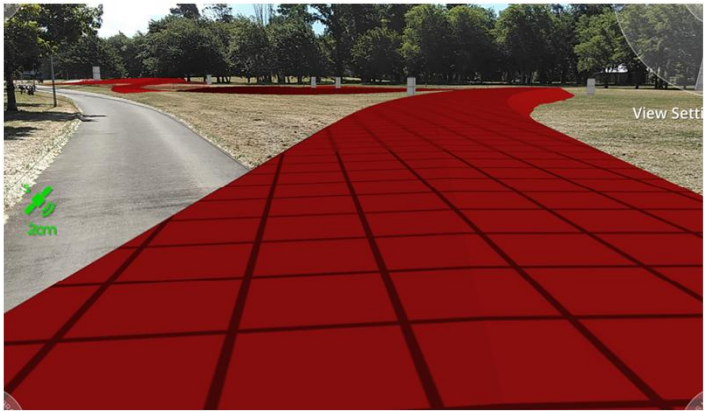
GNSS Measurement

EDM Measurement



# Earthworks and Surfaces

## Surfaces Formats: SKP, XML, DXF, VCE



# Boundaries

## Visualizing In-Ground Line Work:

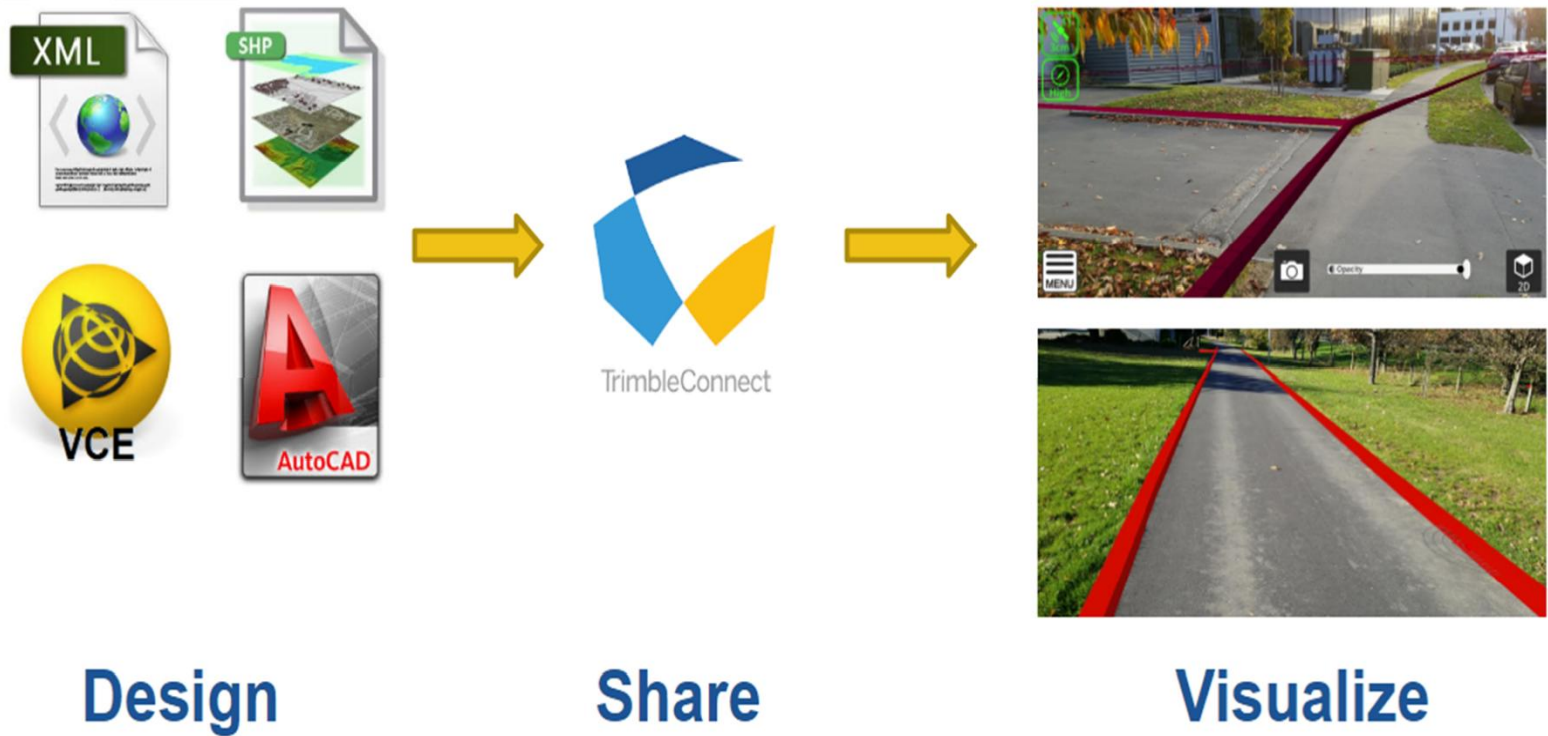
- Cadastral boundaries
  - Property ownership information
  - Site exclusion zones
- 
- Property management
  - Vegetation management
  - Client communication
  - Improved site safety



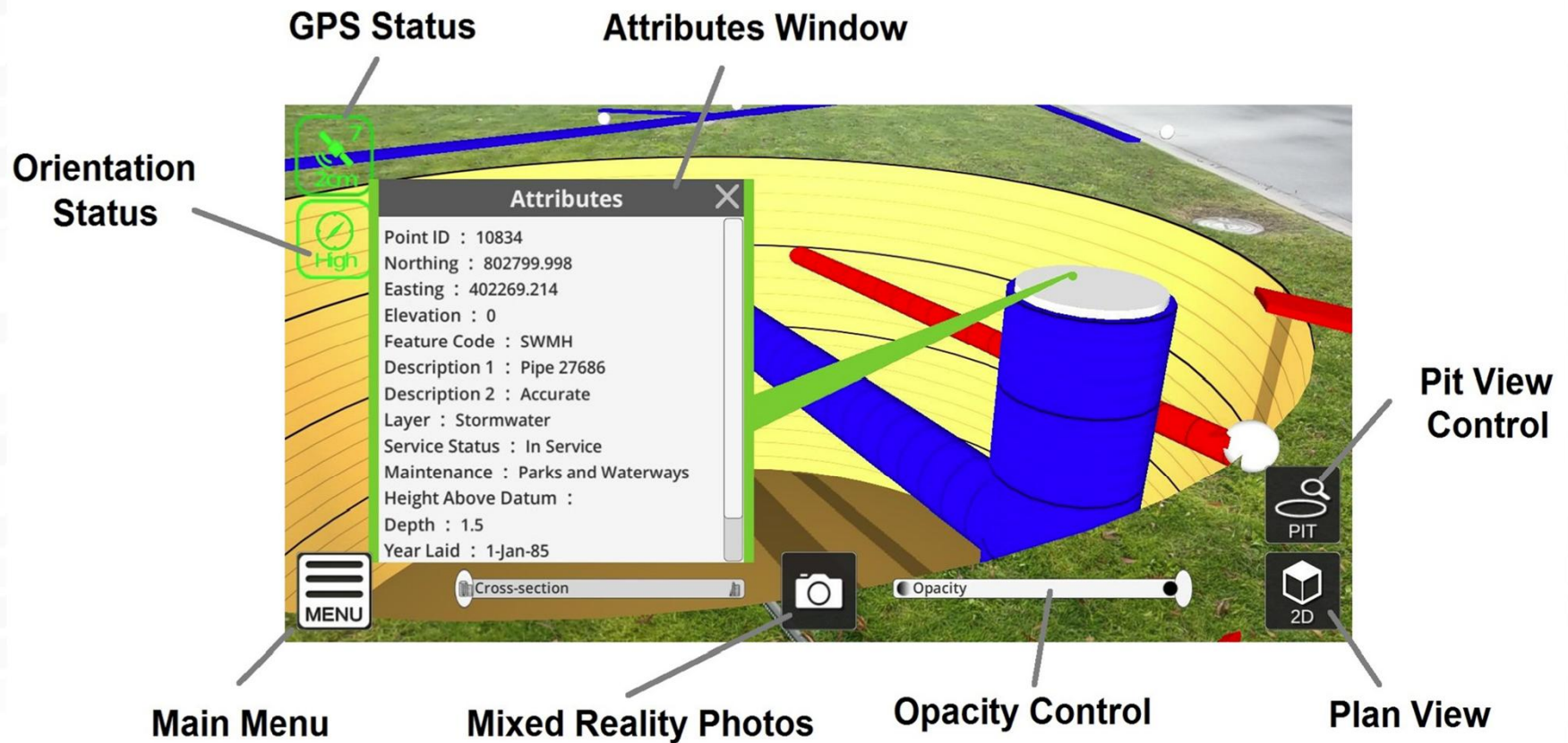
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# Boundaries

Line Work Formats: SHP, XML, DXF, DWG, VCE







## Other uses for Mixed Reality in the Field




# Other uses for Mixed Reality in the Field

## Reporting

  
ToDo


  
  


SiteVision\_20180528\_124217


Description

Enter description...


Priority


Normal

Type



Assigned to

 Stuart Ralston




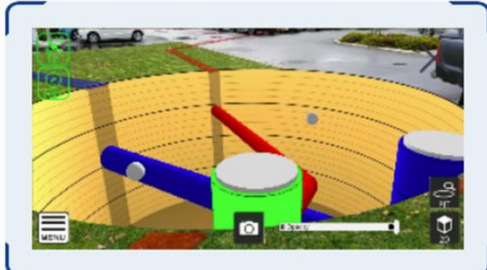
Due Date


04

June

2018







Save

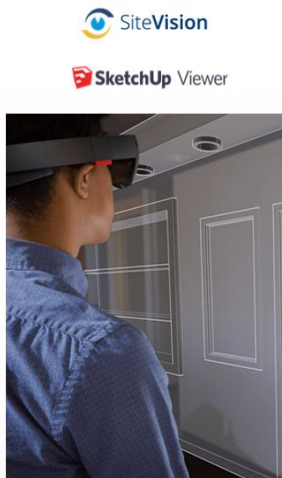


# Mixed Reality for Vertical Construction

The vertical(building) construction market has several similar workflows to the civil/site segment, but they require different technology. MR/AR has the potential to be used even more in vertical construction.



# Mixed Reality in Construction Today



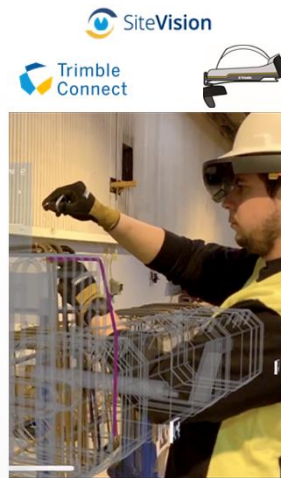
## Architects

Design Review  
Stakeholder Buy-In



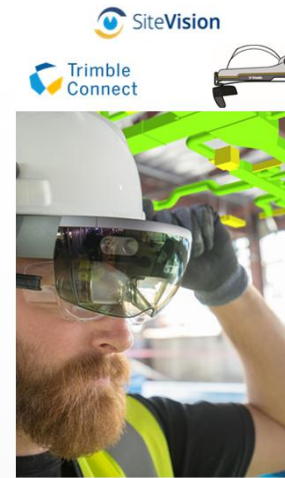
## GC's

Model Coordination  
Preconstruction  
Training  
Model Sequencing  
3D Task  
Management  
Install Verification



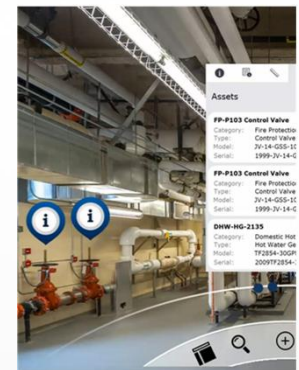
## Pre-Fabricators

Design Review  
Guided Assembly  
Remote Assistance



## Subcontractors

Preconstruction  
Model Sequencing  
Guided Install  
Remote Assistance  
3D Task  
Management  
Install Verification



## Maintenance

Hidden As-Built View  
3D View of IoT Data  
3D Task  
Management  
Remote Assistance

# Use Cases for Mixed Reality

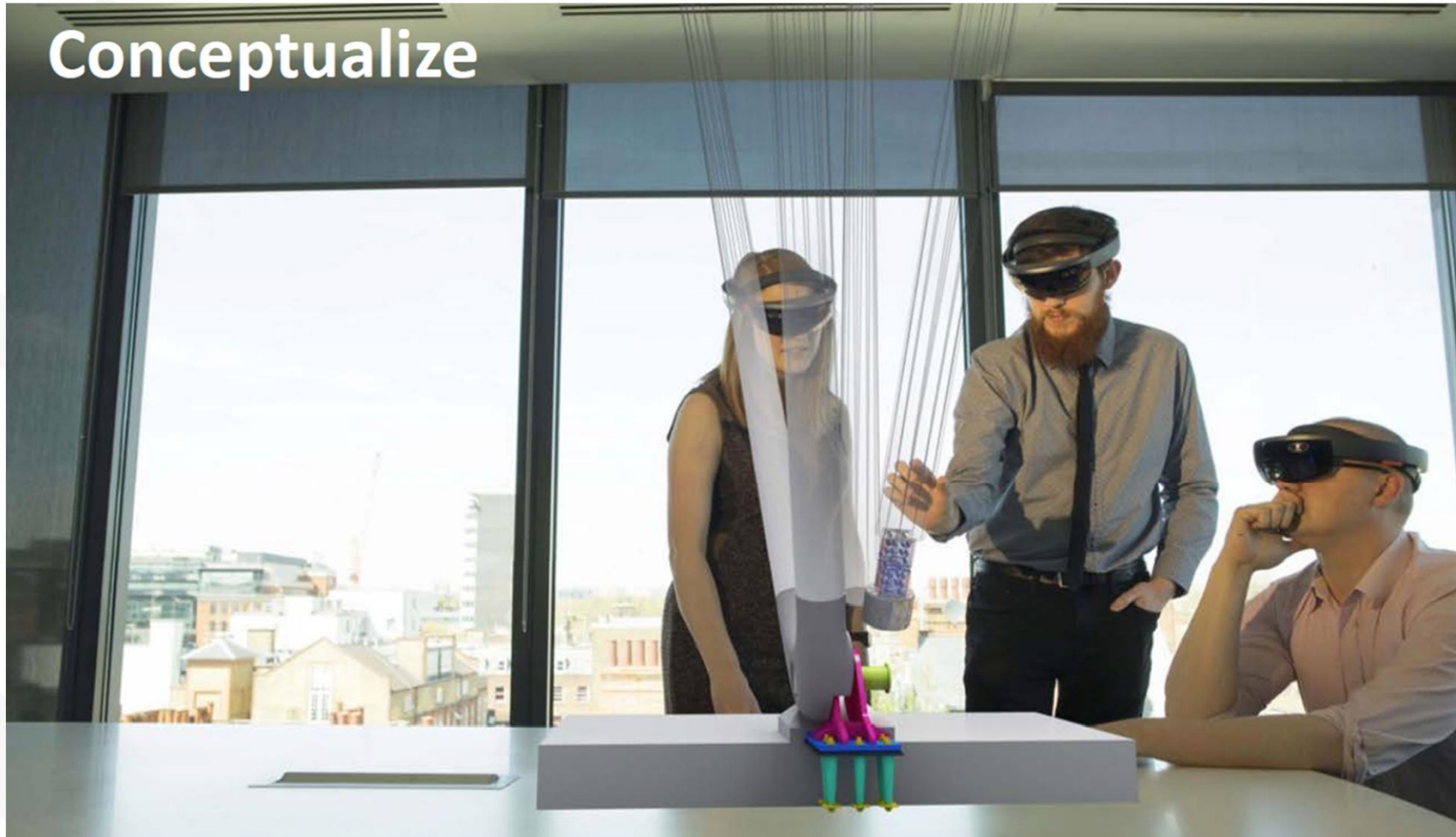
FRONTIER PRECISION — How You Measure Matters

Conceptulize





# Conceptualize



## Collaborate





FRONTIER PRECISION — How You Measure Matters

Inspect



Trimble  
Connect





# Mixed Reality for Verification

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# Multiple Solutions

## XR10 with HoloLens 2

- Hard Hat only
- Uses heads up display
- Microsoft Hardware – Windows Operating System
- Uses planes for referencing model – not georeferencable
- Uses Wi-Fi
- Not great outdoors



## SiteVision

- Handheld
- BYOD
- Android only - today
- Uses GNSS for georefencing
- Needs correction service – Local / VRS / RTX
- Cell data plan required
- Not great indoors

# Customer Examples



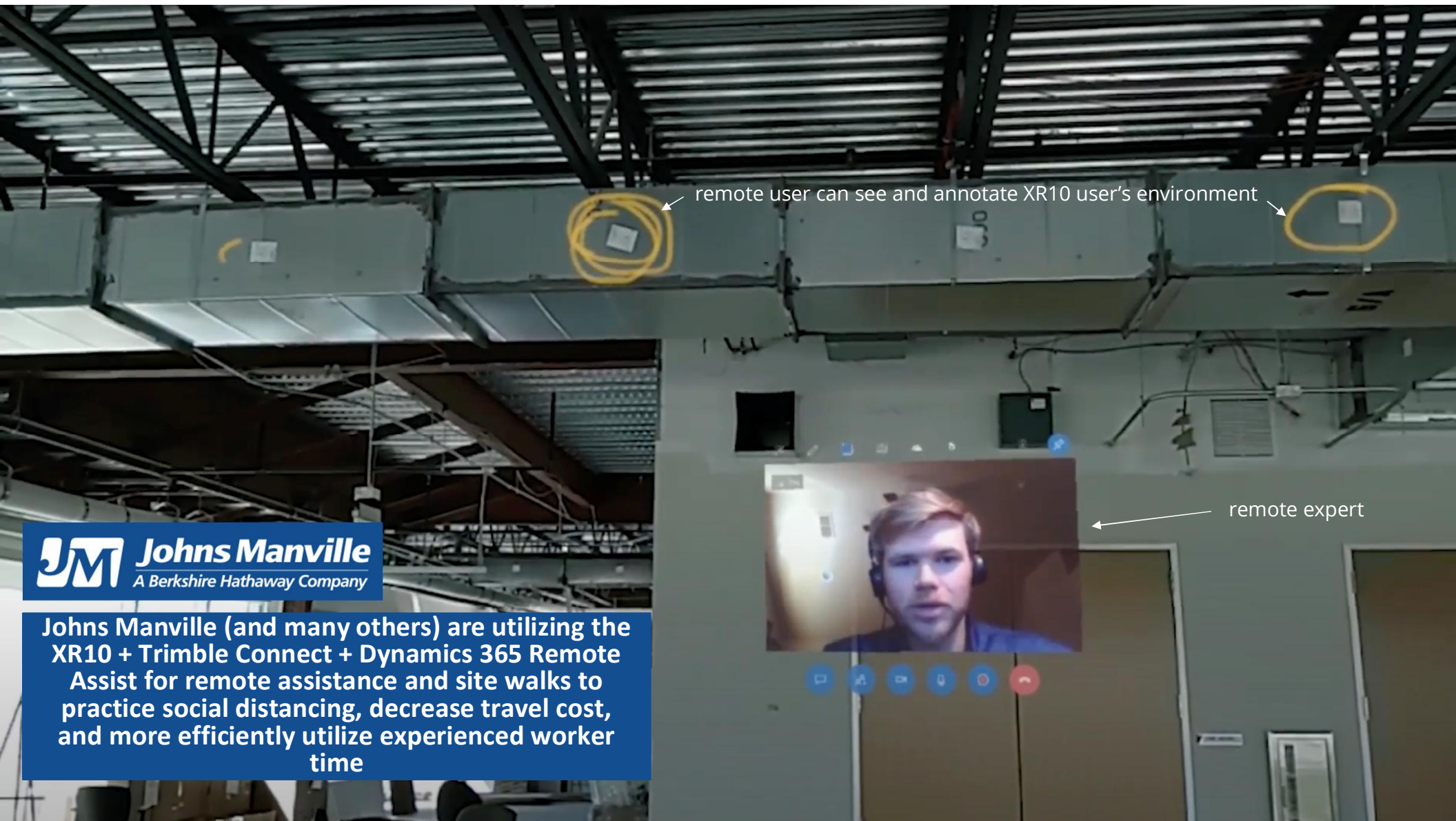
**GA Smart Buildings** is utilizing the Trimble XR10 with HoloLens 2 hardware and Trimble Connect for HoloLens software to improve prefabrication efficiency and ensure the quality installation of concrete columns in high rises.

- Example: Helios Project | Toulouse, France
  - Improved rebar assembly time by 18% through contextual training and visual guidance
    - \$21,500 savings
  - 75% of typically expected rework avoided by ensuring installs happened in as-designed location
    - \$23,000 savings

GA Smart Buildings plan to scale mixed reality technology to more onsite install QA/QC and expect to reduce project costs by 4-6%. On the Helios project alone, this would have contributed savings of \$330k-\$450k.







remote user can see and annotate XR10 user's environment

remote expert



Johns Manville (and many others) are utilizing the XR10 + Trimble Connect + Dynamics 365 Remote Assist for remote assistance and site walks to practice social distancing, decrease travel cost, and more efficiently utilize experienced worker time



# CONSOLIS

2018

Pilot with Consolis  
1st time assemblers wearing HoloLens build  
rebar cage 30% faster than trained workers



Efficiency in the  
production phase



**Thank you for your time**

**Questions????**