Project Statement – Forge API Exploration Project

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Abstract

Group 20’s project branches from an Autodesk prototype project called VRok.it, which is a simple web-based 3D model viewer and mobile virtual reality (VR) explorer. Group 20’s project will expand upon its features and functionalities on a new website, with a focus on utilizing the Forge API. Conventionally, viewing 3D models in VR is a challenge if you have model files on many devices, or have a headset that only works in conjunction with a smartphone. Group 20’s project aims to do this by utilizing a web-based software that uses the Forge API in conjunction with Amazon Web Services. The project will also be expanded with new ideas as the project is developed.

Problem definition

Currently most of the CAD software that is available can be prohibitively expensive and can be very difficult to use if you are not experienced with the software. Additionally, there is also not a lot of software available that allows users to easily and affordably go between viewing their CAD files in a 3D model viewer and on a VR device. With so many smartphones and other devices now supporting VR many more users can afford to take advantage of VR technologies. However, each different device can operate at a different optimal specification depending on the hardware that it is using.

With so many different devices it is hard to know exactly what a user would be able to display on their specific device. Other performance limitations are influenced by larger and more complex models that are very detailed or have many of different parts can take a lot of effort to render in 3D. If a device cannot meet the requirement of the VR solution, then the experience of the user would be negative. Most users do not want to have to worry about this and just want the software to make it work for them on the device they have.

The user should be able to simply upload any CAD file they have and then have it be viewable in a 3D viewer. The software should take the model they uploaded, figure out what device they are trying to use to view it in VR on and alter the model so that it is useable on their device. The software should also be able to let the user know if the model they are trying to view is just too large for the device they are trying to use.

Proposed solution

If approved, we will be working from the vrok.it project that was started by Keam Walmsley. By forking vrok.it, we will implement our own changes to make the site more accessible to users and to their hardware solutions. To make the project more accessible we would need enable vrok.it to determine what type of device a user is currently connected to and using. After the software knows what device the user will be using it could then begin to determine the different ways in which it could optimize the user’s VR experience. Given a model file, metadata and additional software can be used to make assumptions about its complexity that can prevent a poor experience on a VR device. Another way would we could do this is to develop software to check if the model that is being viewed has many internal components that cannot actually be seen by the user in the VR environment. If this is the case then the software would then remove these components from the model prior to being viewed in VR, increasing the ability of the device to display the model. From this point we could have it start checking different resolutions that the model could be displayed at and still have it be viewable by the user. We would like to develop these adjustments to remove many roadblocks from viewing a 3D file in VR. By doing this, we hope to allow users to become more interactive with their work and further drive creativity.

Beyond our initial goal of improving the experience, we will also be developing stretch goals as the project grows.

Performance metrics

Deliverables, initial goals, stretch goals.

When viewing models there should be a smooth framerate in order to have a good viewing experience. The finished project will be able to make suggestions on what the users object quality should be based on the device that they are currently using. We hope that we will be able to demonstrate the project using a VR or augmented reality device, and the project site.