

UNITY DIGITAL TWINS  
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# Unity Digital Twins

A ballad to the metaverse

002

# The Opportunity

## Digital Twins

In early 2021, Unity saw an opportunity to break into the meta-verse. The shift in direction was due to marriage of newly acquired properties, and Unity's robust real-time 3D engine. The result was the *Digital Twin* initiative.



# The Opportunity

## Digital Twins

At the highest level, the digital twin initiative had two product verticals to undertake: **e-commerce**, and **smart facilities**.

The **e-commerce** product would be a push to reconcile all existing unity products hosted on a state-of-the art cloud platform. This would ultimately be divided into cloud hosting, and data-streaming robustness.

**Smart facilities** was thought of a way to contextualize the tremendous data that would be streamed into the platform. This could represent entire facilities, with unlimited nesting of digital twins, and their respective data. Examples of this implementation could be airports, and oil refineries; any large/complex systems.

# Mission

Enable our users to create and maintain their digital twins through a cohesive, intuitive and purposeful platform.

A computer would deserve to be called intelligent if it could deceive a human into believing that it was human.

Alan Turing

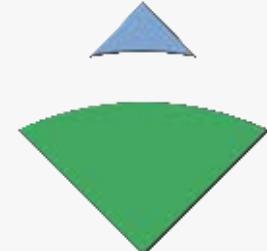
# Framing Customers

We engaged with many existing Unity customers to gather insight on how we might approach Digital Twins. We derived a great deal of data, but there were some gaps; This was still a small subset of customers.

***Are we testing the customer requirements comprehensively enough? Can we do more to validate?***



Volkswagen



OBAYASHI



Toronto Pearson  
*For You. The World.*

# Hypothesis

# Customer Problems

## Siloed Data

Data and knowledge are siloed and systems disconnected - making a common cross disciplinary perspective unachievable.

## Not ready for scale and limited ROI

Lack of control, management, versioning and distribution limits the use and value of the digital twin.

## Manual Processes

Updating and manipulating 3D data is slow, tedious, imprecise, and expensive - a replica of the past.

## One size doesn't fit all

Purpose-built applications don't fit the needs of all users.

# Hypothesis Solutions

## Connect Data

Transform and connect disparate data sources and systems into a single digital twin.

## Efficiency and Scale

Develop, manage, and distribute your Digital Twins from a central cloud-based hub.

## Automate

Automate the data conversion and data association processes.

## Make your own App

Experience the same digital twin through differentiated lenses. Use open APIs to customize applications and create uniquely differentiated DTs

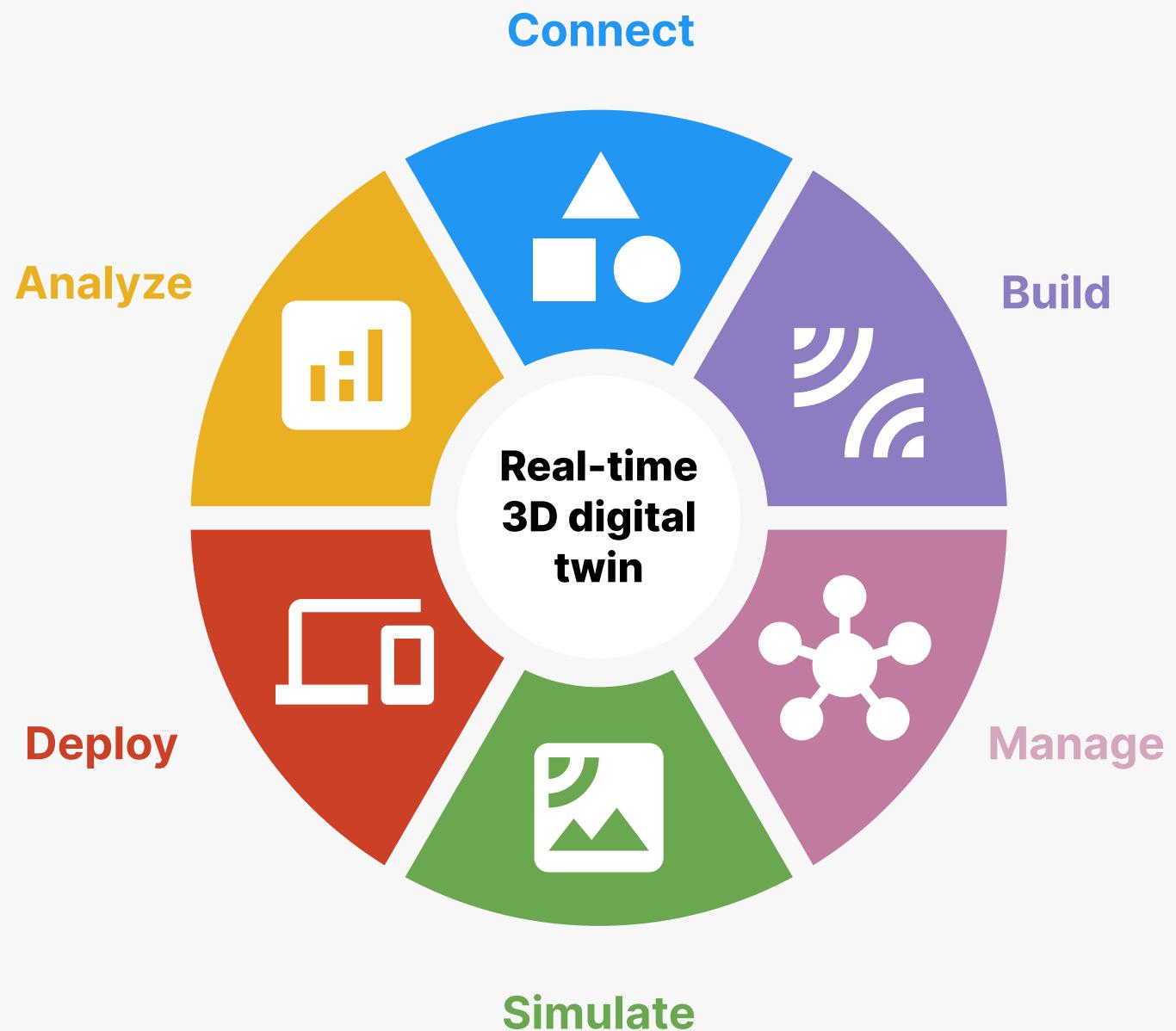
Framing

# Building Blocks for a Digital Twin

High level elements/concepts that make up a digital twin. Not all will be required at each level of maturity.

## When engaging with customers:

Not intuitive to describe in context with workflows; import, ingest, transform, convert, connect—doesn't resonate if I am having a customer conversation. Value was hard to quantify in early conversations.



# The “Maturity Model”

LEVEL  
1

## Virtual Twin

**The Level 1 twin** is a physically accurate realistic digital representation of an asset, facility, or product that emulates its real-world counterpart

### Keywords

Spatial awareness

Interaction

Experience

Cross-functional collaboration

LEVEL  
2

## Connected Twin

**The Level 2 twin** integrates real-time and right-time data to provide insights into the performance of an asset at specific points in time.

### Keywords

Real-time data

Monitoring and reporting

IoT

Enterprise Integration

LEVEL  
3

## Predictive Twin

**The Level 3 twin** leverages data to predict the outcomes and problems for the operations of complex facilities and equipment.

### Keywords

Analytics

Decision-assist

Predictive maintenance

LEVEL  
4

## Prescriptive Twin

**The Level 4 twin** leverages advanced modeling and real-time simulation for potential future scenarios as well as prescriptive analytics and recommendations.

### Keywords

What-if simulation

Machine learning

Intelligent recommendations

Process optimization

LEVEL  
5

## Autonomous Twin

**The Level 5 twin** uses multiple real-time data feeds to learn and make decisions to correct issues automatically and enable predictive and prescriptive analytics.

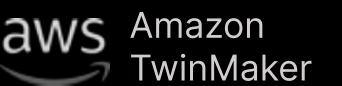
### Keywords

Autonomous action

Artificial Intelligence

# Framing Competitors

There are many engaged in the Digital Twin landscape.



## Hypothesis

# Competitive Advantage

### Automated 3D Data Pipelines

Drag and drop or custom 3D data pipelines.

### Real-time 3D

Connect your live data to an interactive visualization that makes complex concepts easier to understand across disciplines.

### Developer Community

Unity's large developer community future proofs your DT investment.

### Built for Integration

Open integration architecture allows for data synchronization between systems and enterprise data repositories.

### Deploy Anywhere

Deploy your Digital Twin Application for cross platform collaboration with anyone, anywhere, to any device, regardless of data size, even in enterprise environments.

# Hypothesis Initial Target Customers

## Accelerate Solutions

Internal team delivering bespoke solutions to solve specific customer problems.

## Enterprise Digital Twin Devs

Non-gaming enterprises with Unity Developers who are building digital twins today.

## Internal Digital Twin Teams

Internal teams developing end-user applications and workflows (e.g. Forma, Reflect Review).

# Hypothesis Validation Plan

## Design Workshops

Schedule 10 design driven workshops with customers to validate customer needs.

## Business Models

Validate business value and business models for initial release with customers.

## Competitive Analysis

Understand competition focus, strength and weaknesses.

## Update Delivery Plan

Loop back with results in broader business plan, pricing and packaging, launch and marketing plan.



# Platform Overview





## Review

**Use Case**

Collaborative Design Review

**What**

*Single runtime app on many platforms*

**Pricing Approach**

*Free trial + relatively low cost per seat subscription*



## Commerce

Interactive 3D shopping

*App suite serving end-to-end workflow*

*Now: Enterprise fixed price  
Later: Scaled usage based on assets or views*



## Developer Platform

Supporting **Review, Commerce & Operations**

*Developer tools focused on app creation*

*Free trial + Consumption-based pricing based on end user adoption and usage*

## Platform Overview

# Digital Twin Ecosystem

### Dashboard

The web-based user interface to access and manage Digital Twins and all required permissions.

### Digital Twin Apps

End-user applications to author or interact with digital twins.

### Services

Cloud-powered end-points to access platform features like simulation and analytics.

### SDKs / Authoring

A collection of developer tools to help the assist in the creation of Digital Twins applications.

### Platform Hosting

The physical deployment of the platform. This can be Unity, private or on-premise hosting.

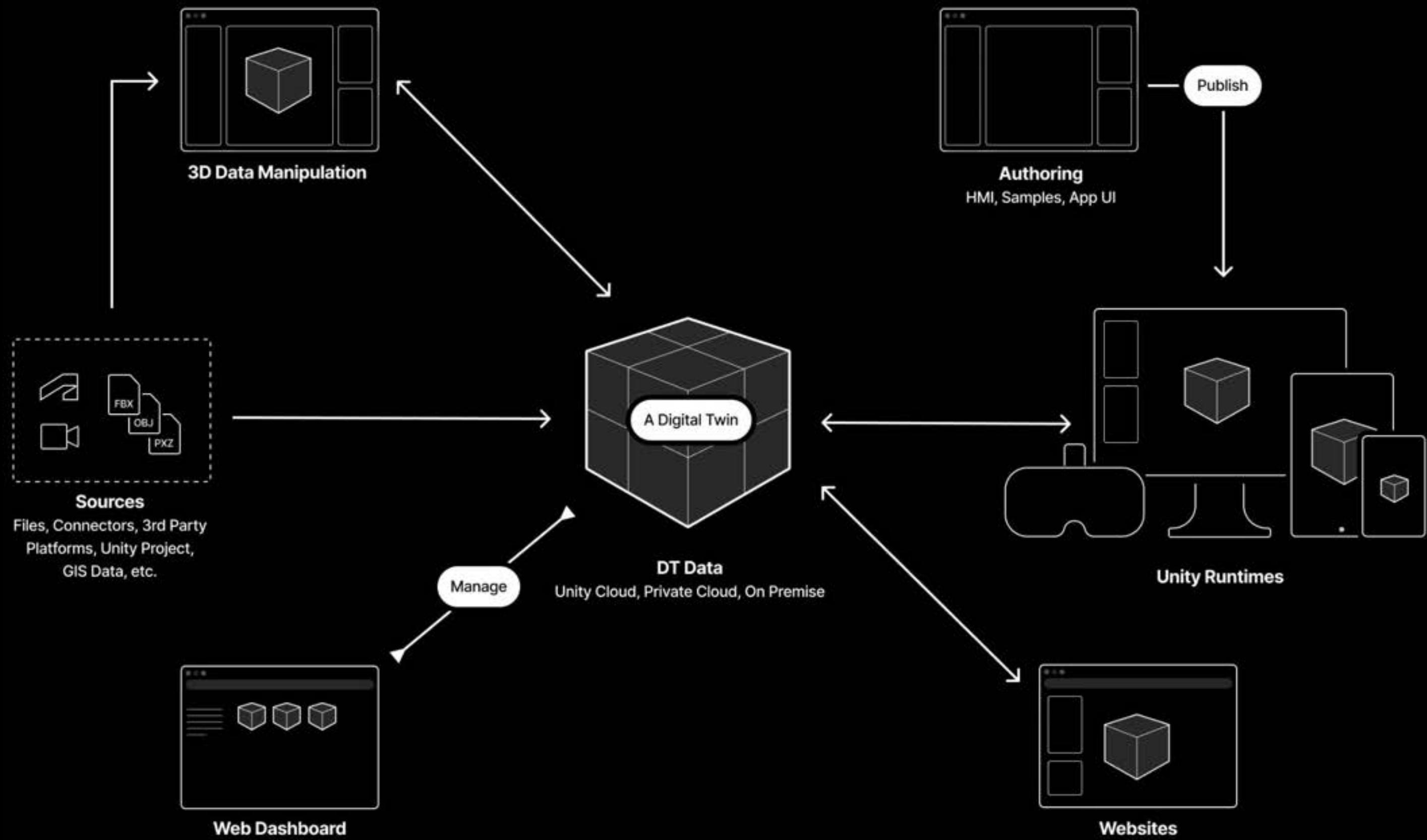
### App Deployment

Deployment of an individual app on an app store (iOS, Android) as an executable, Furius, WebGL, etc.



User Type	Developer	Creator	Trade Expert	End User
Personas	Unity Developer, Web Developer, Data Prep/Pipeline Dev, IT Specialist	3D Specialist, Technical Artist, CG Generalist	Mechanical Engineer, PLant operator, BIM Manager, Industrial Designer, eCommerce Specialist, Product Manager	CAD Reviewer, Creative Director, Home Owner, Photographer, eCommerce Consumers
Goals	Develop & maintain twin applications to run my business or sell commercially due to large/unique assets and custom project needs.	Create, optimize, and render 3D assets at the quality and performance level needed for the use case and intended platforms.	Add expertise, usefulness, and semantics to twin to make it behave like the real-world using my subject matter expertise.	Use and interact with twins, learn and adapt, approve designs, communicate insights.
Wants	Import/export, APIs / Services, SDKs, Samples, Reference Apps, Hosting, Entitlements	Import, Optimizing, Editing, Collaborating, Authoring, Rendering	Import, Federate/Align Models, Data Binding, Technical Analysis, Simulation, Issue Management	Import, View, Study, Collaborate, Present, Annotate, Analyze Usage
Product Approach	Developer Platform	Platform services and Applications	Applications	Applications

Connected via Cloud DT Platform





# User Types

subtitle



# User Types

# Developers

## Personas

- Unity Developer
- Pixyz DataPrep Developer
- 3D DataPrep Infrastructure Developer
- Simulation Engineer

## Roles

- Accelerate the creation of Digital Twins
- Accelerate the development of Digital Twins app
- Scale the deployment of Digital Twins throughout their enterprise

## Traits

- Code-adept
- Focus on app development

## Tasks

- Import data into the Unity ecosystem
- Store data in the cloud for distribution
- Integrate DT services in their existing applications
- Develop data pipelines
- Manage user permissions and authentication

## User Types

# 3D Specialists

### Personas

- Technical Artist
- DataPrep Expert
- CAD Specialist
- Product Capture Expert
- Reality Capture Expert

### Roles

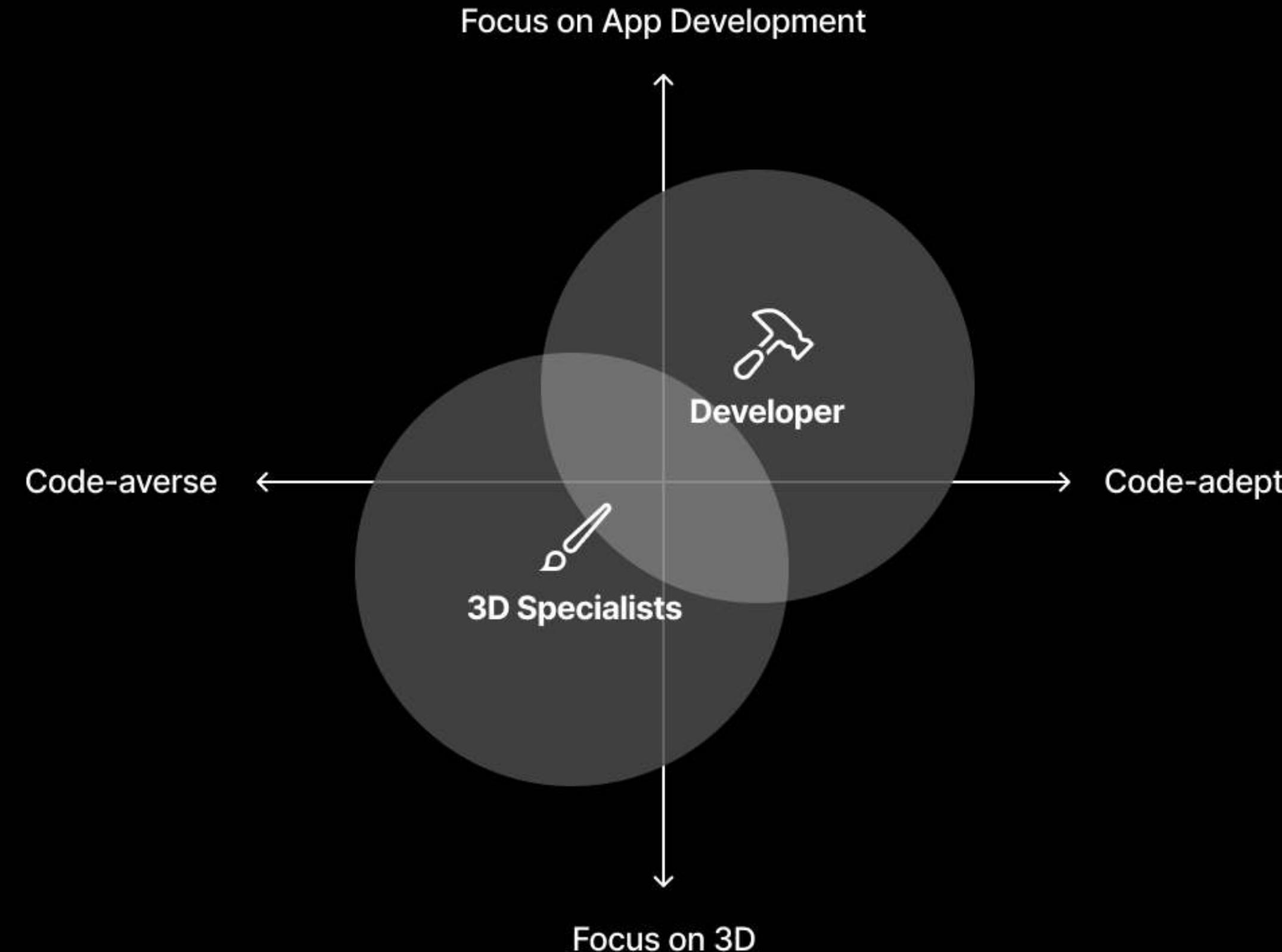
- Optimize their models for consumption on all platforms
- Make their assets look great

### Traits

- Code-averse
- Focus on 3D

### Tasks

- Use Pixyz algorithms for optimization
- Swap materials
- Publish their optimized assets into the cloud platform for sharing



# Key user-facing services

## Data Pipeline

Transform data into a runtime-friendly format. Improves the number of formats supported and sets up a more flexible pipeline for the future

*Customers: All*



## Multi-collaboration

Connect multiple users together for multi-user presence and voice chat.  
Improvements to netcode efficiency & WebGL support

*Verizon, Forma, Reflect Review*



## 3D Data Streaming

Dynamically stream 3D data in a runtime application.  
Combines the best of Reflect & Geospatial framework into a single consistent API

*Verizon, Fog City, Hyundai, Suncor, BHP*



## Live Systems Data

Associate real-time Live Systems Data with the 3D model and receive live updates

*Verizon, Hyundai, Exxon, SNC Lavalin*



## Annotations

Read and write persistent notes attached to the 3D model  
Connections to backends (ACC, Procore)

*Walgreens, Forma, Reflect Review*



## Authentication

Log in to the platform and access the right ACLs. Includes SSO and App keys

*JeDunn, Obayashi, XYZReality, MottMacdonald*



## Phase 1 - Framework

### Iteration Zero

Minimal set of features to engage with teacher-customers and support products.

- Simple Dashboard
- 6 Services
  - Data transformation
  - Authentication
  - 3D Data Streaming
  - Presence
  - Annotations
  - Live Systems Data
- Custom Viewers only

## Phase 2 - Integrated platform products

### Self-serve platform

Integrate existing products into platform, stabilize services and ready for public consumption.

- Reflect Review
- RestAR
- CMS (Forma Cloud)
- Editor-based Workflows
  - Forma
  - Pixyz
- Dashboard
  - Live Systems Data Configuration
  - Simple WebGL Viewer



# Iteration Zero

## Digital Twins



# Digital Twins

# Iteration Zero

## 1. Import Data

- a. Access the dashboard
- b. Create a new digital twin
- c. Upload a file/create a connection
- d. Preview model in a web view

## 2. Create a Digital Twin App

- a. Open the Unity Editor
- b. Install Digital Twin Packages (DT Bundle)
- c. Integrate sample code and UI into the application
- d. Publish & deploy the app

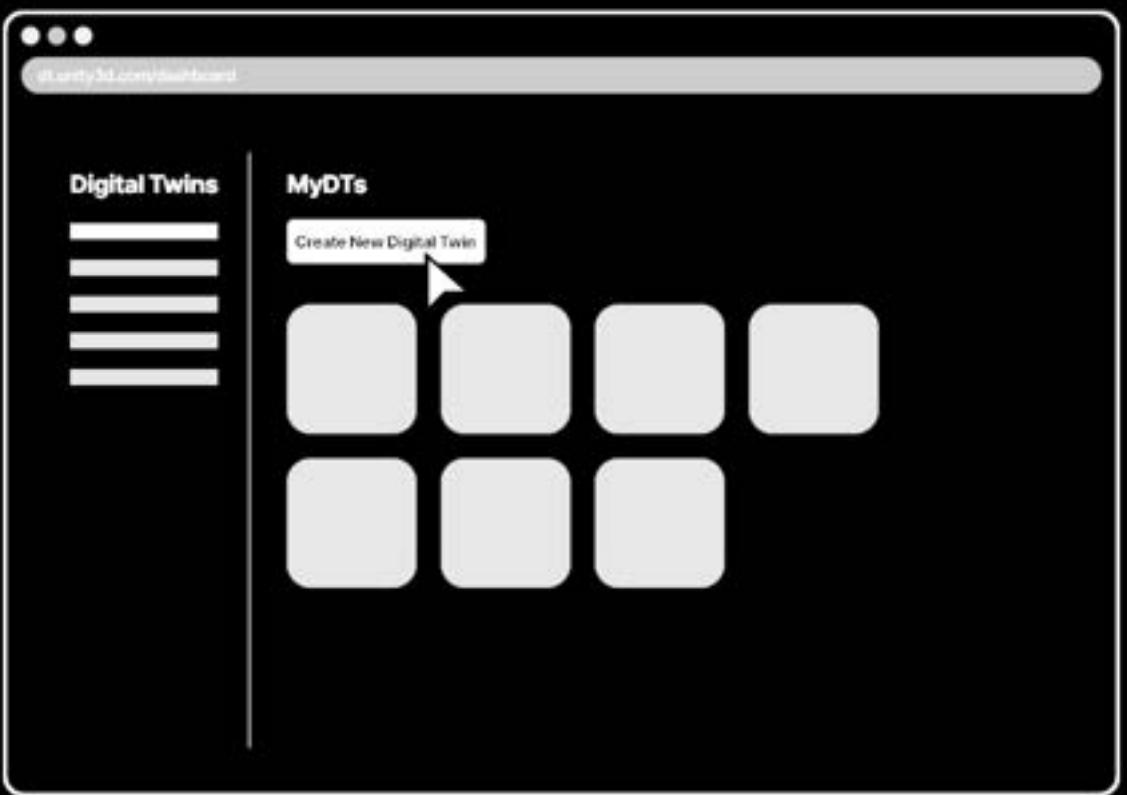


Iteration Zero

# Access the Dashboard

Use the [dt.unity.com](https://dt.unity.com) dashboard to manage all your digital twin data. Let's create a new digital twin to connect in a runtime app later.

A dialog will open and ask you to import 3D data or to connect an external 3D data source.





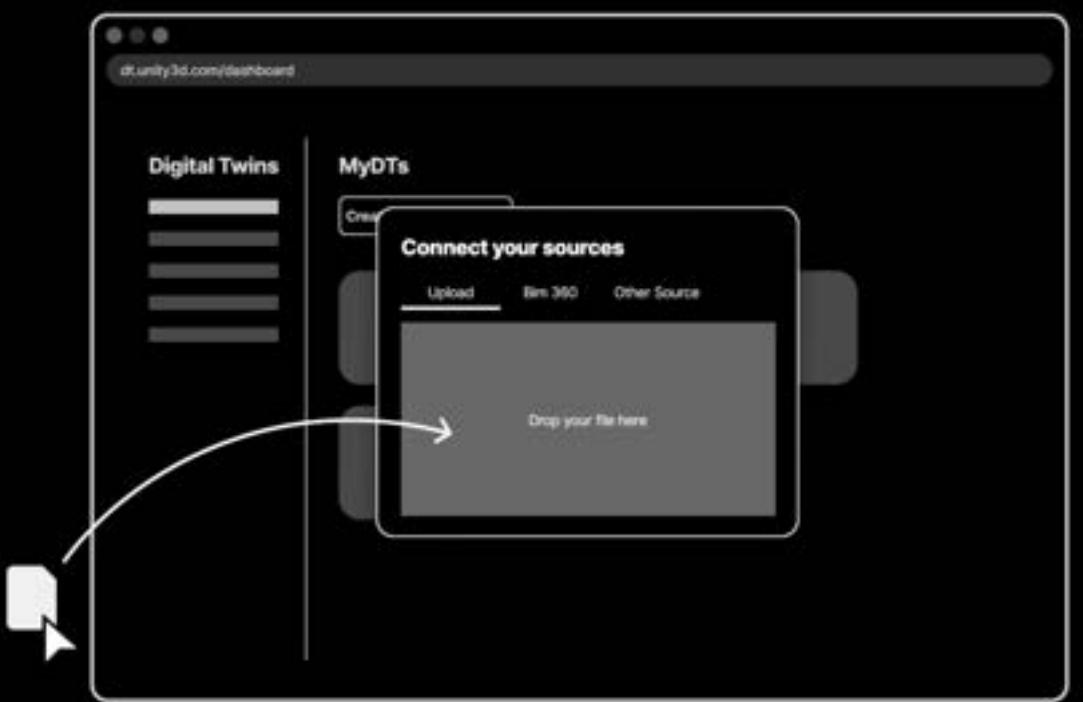
Iteration Zero

# Import or Connect to 3D Data

Drag & drop a file or connect to a third party system (ex.: Autodesk Construction Cloud or Salesforce)

A source will trigger one of two pipelines:

1. Most files will trigger the fully automated pipeline to optimize the data.
2. A .pixyz file is assumed to already be processed. It will be added to the DT without additional processing.

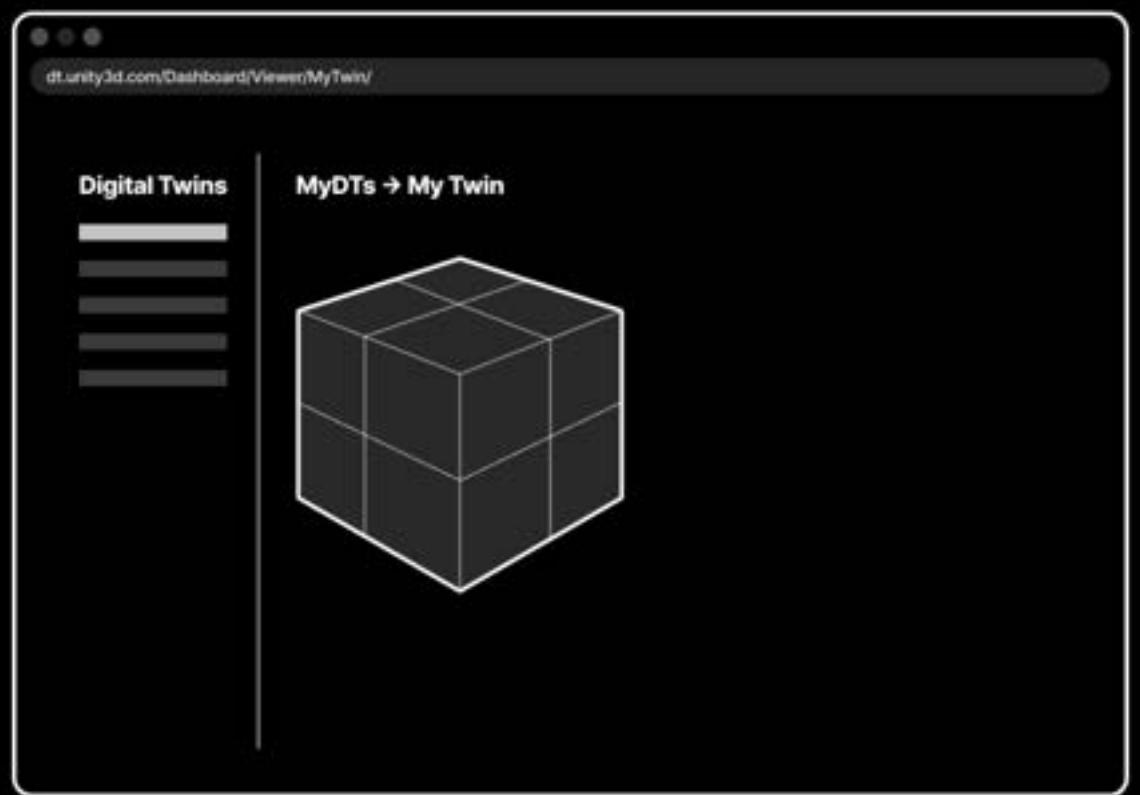




Iteration Zero

# Preview your Digital Twin

Once imported/connected, a simple web-based viewer will allow you to quickly preview and inspect your digital twin.





Iteration Zero

# Install Digital Twin Packages

In the Unity Editor, install the Digital Twin package from the Package Manager.

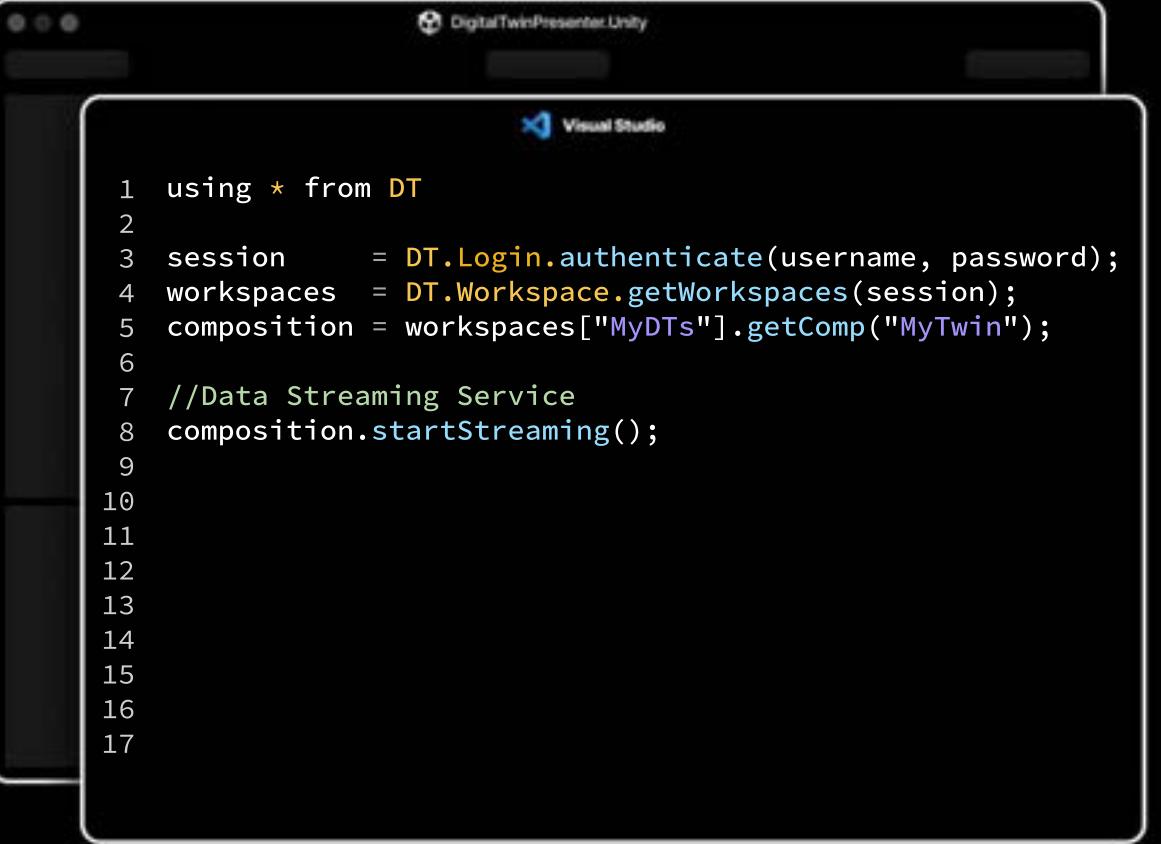




Iteration Zero

# Stream your Digital Twin in Runtime

Use code to connect your runtime to the digital twin data in the cloud. The digital twin will be streamed into the build at runtime.



A screenshot of a Microsoft Visual Studio code editor window. The title bar says "DigitalTwinPresenter.Unity". The code itself is a C# snippet:

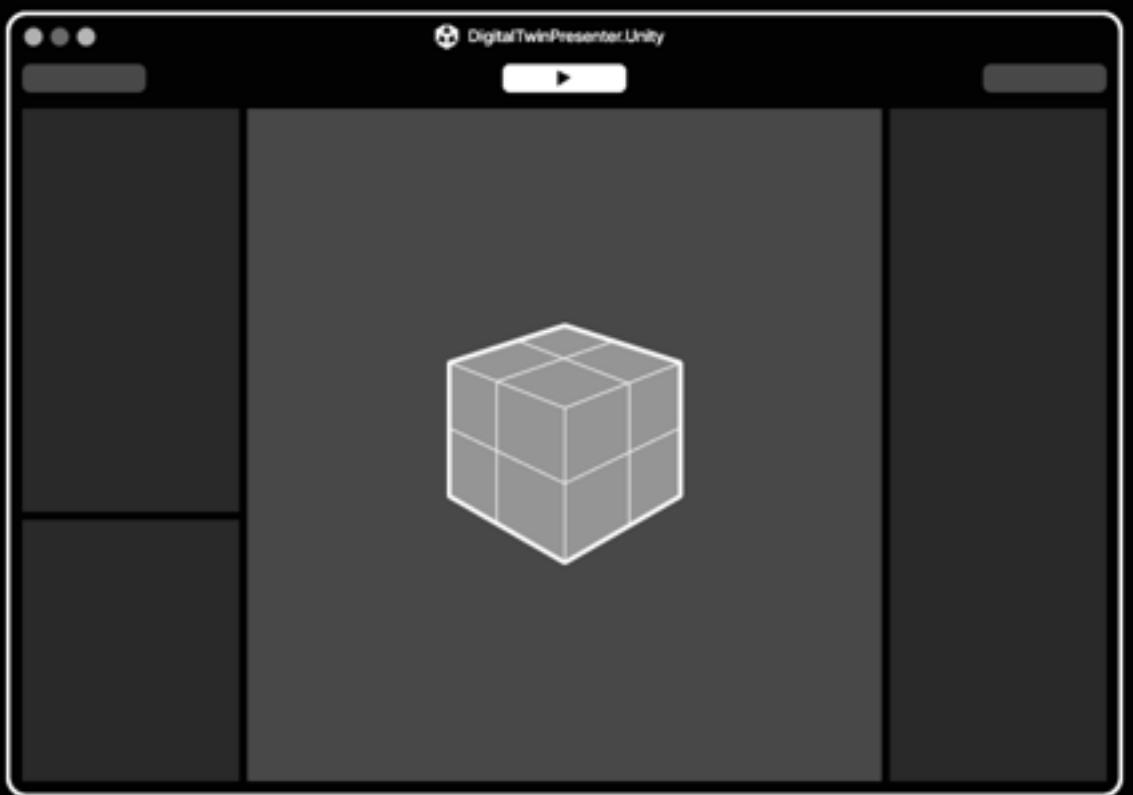
```
1 using * from DT
2
3 session      = DT.Login.authenticate(username, password);
4 workspaces   = DT.Workspace.getWorkspaces(session);
5 composition = workspaces["MyDTs"].getComp("MyTwin");
6
7 //Data Streaming Service
8 composition.startStreaming();
9
10
11
12
13
14
15
16
17
```



Iteration Zero

# Test your Integration

When you test the integration, the result is a model being streamed. The real-time streamed model can be viewed in the Unity Editor play window.

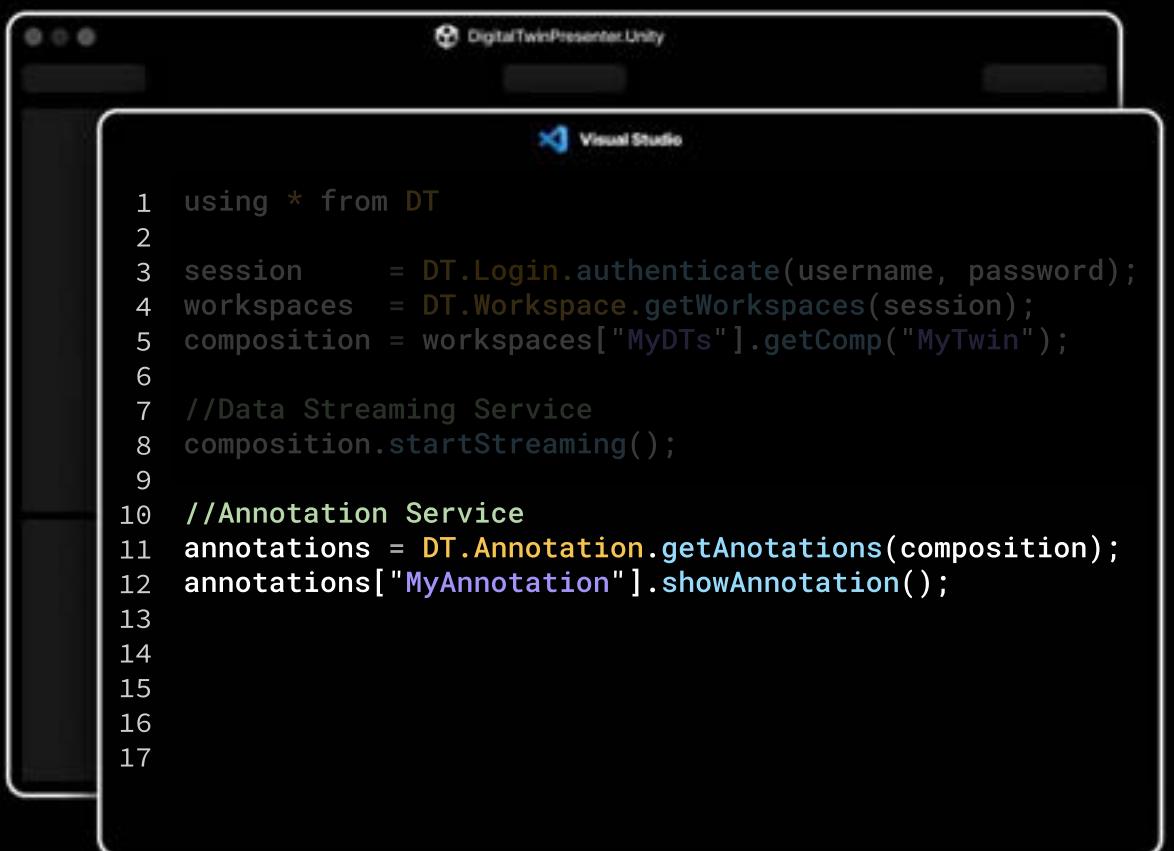




Iteration Zero

# Connect to the Annotations Service

Using code, you can add functionality to your own application. Each service comes with an API, documentation and samples.



A screenshot of a Visual Studio code editor window. The title bar says "DigitalTwinPresenter.Unity". The code itself is in C# and demonstrates how to authenticate with a session, get workspaces, and start streaming from a composition. It then retrieves annotations from a specific annotation and shows it. The code is numbered from 1 to 17.

```
1 using * from DT
2
3 session      = DT.Login.authenticate(username, password);
4 workspaces   = DT.Workspace.getWorkspaces(session);
5 composition = workspaces["MyDTs"].getComp("MyTwin");
6
7 //Data Streaming Service
8 composition.startStreaming();
9
10 //Annotation Service
11 annotations = DT.Annotation.getAnnotations(composition);
12 annotations["MyAnnotation"].showAnnotation();
13
14
15
16
17
```

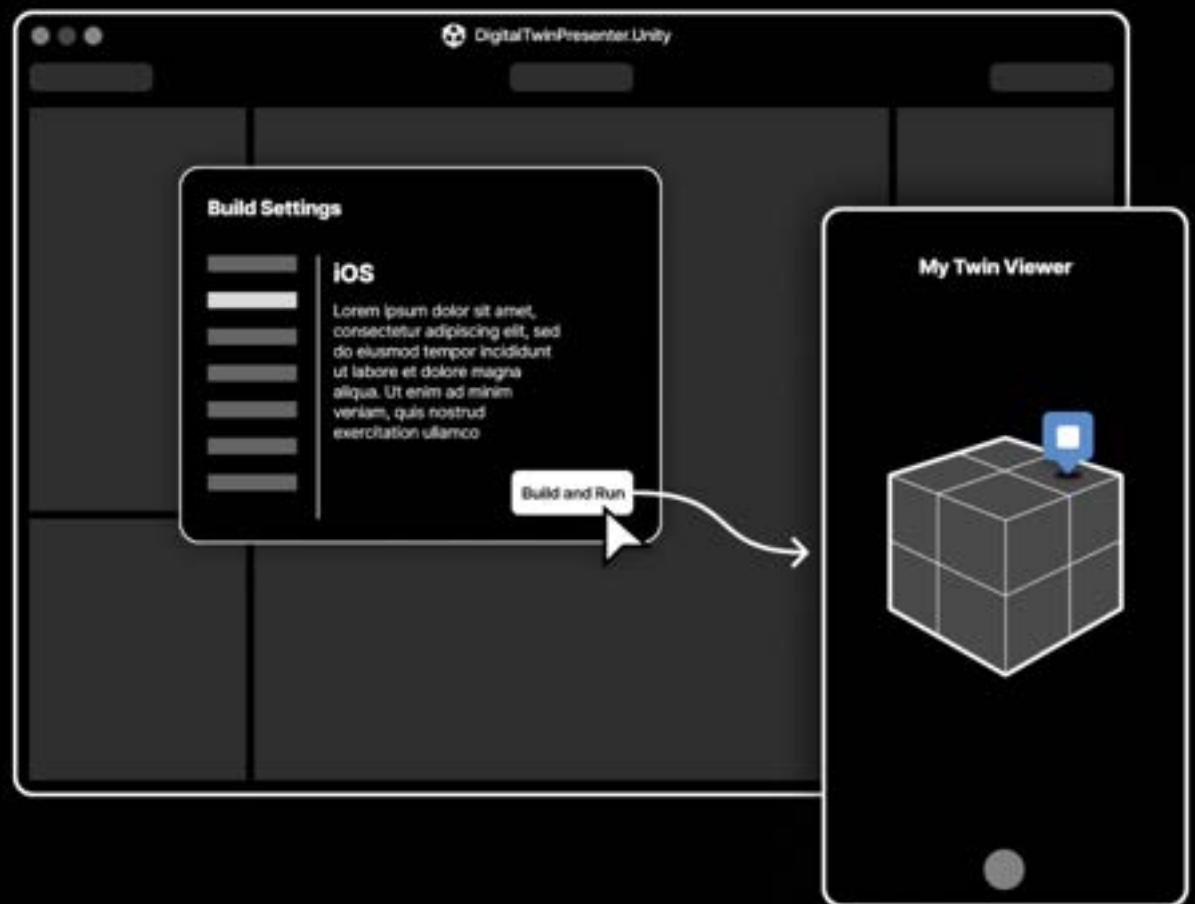


Iteration Zero

# Build & Deploy

Build a standard Unity runtime and deploy it. Deployment can be on a myriad of platforms and hosting services:

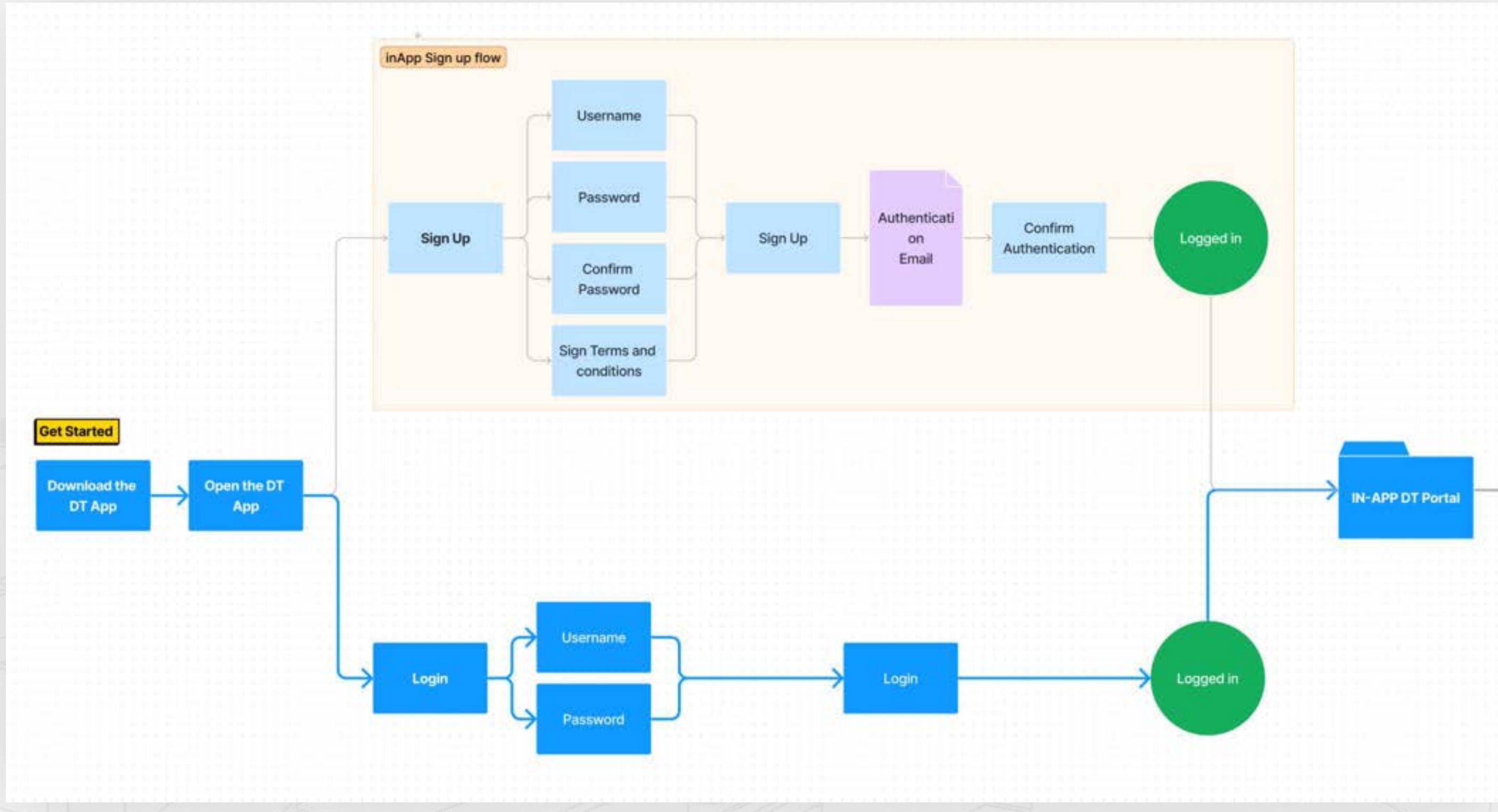
- Executable
- AppStores (Apple, GooglePlay etc.)
- Web
- Furiuos
- etc.



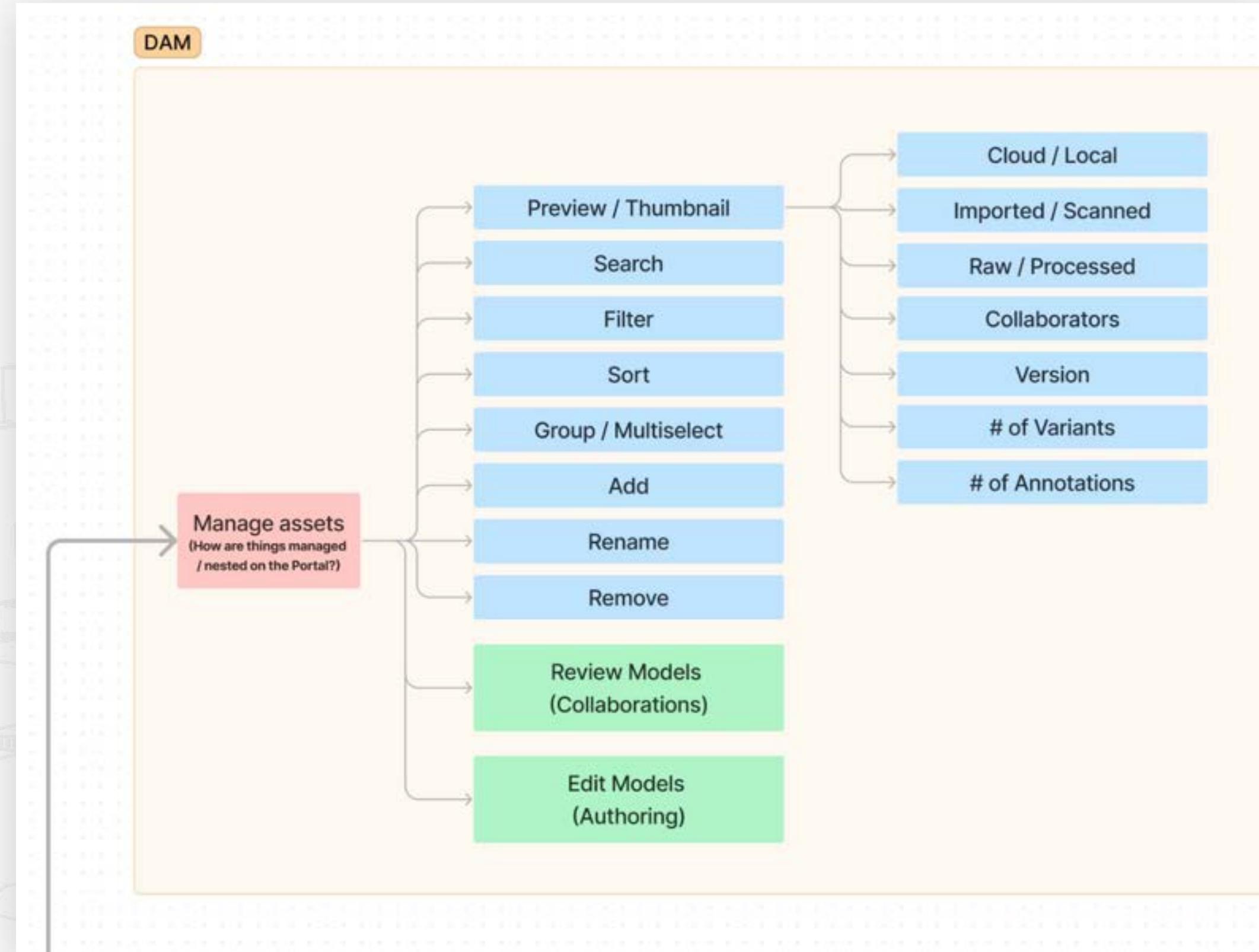


# High level flow

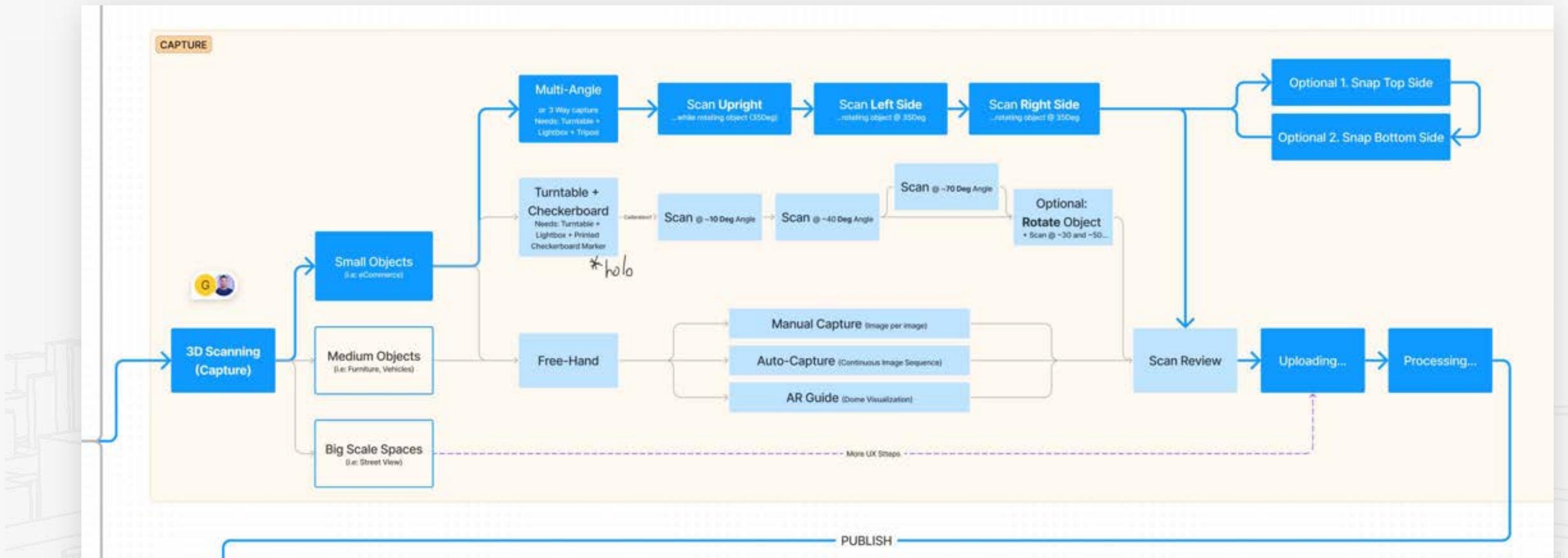
## High level flow - Sign in



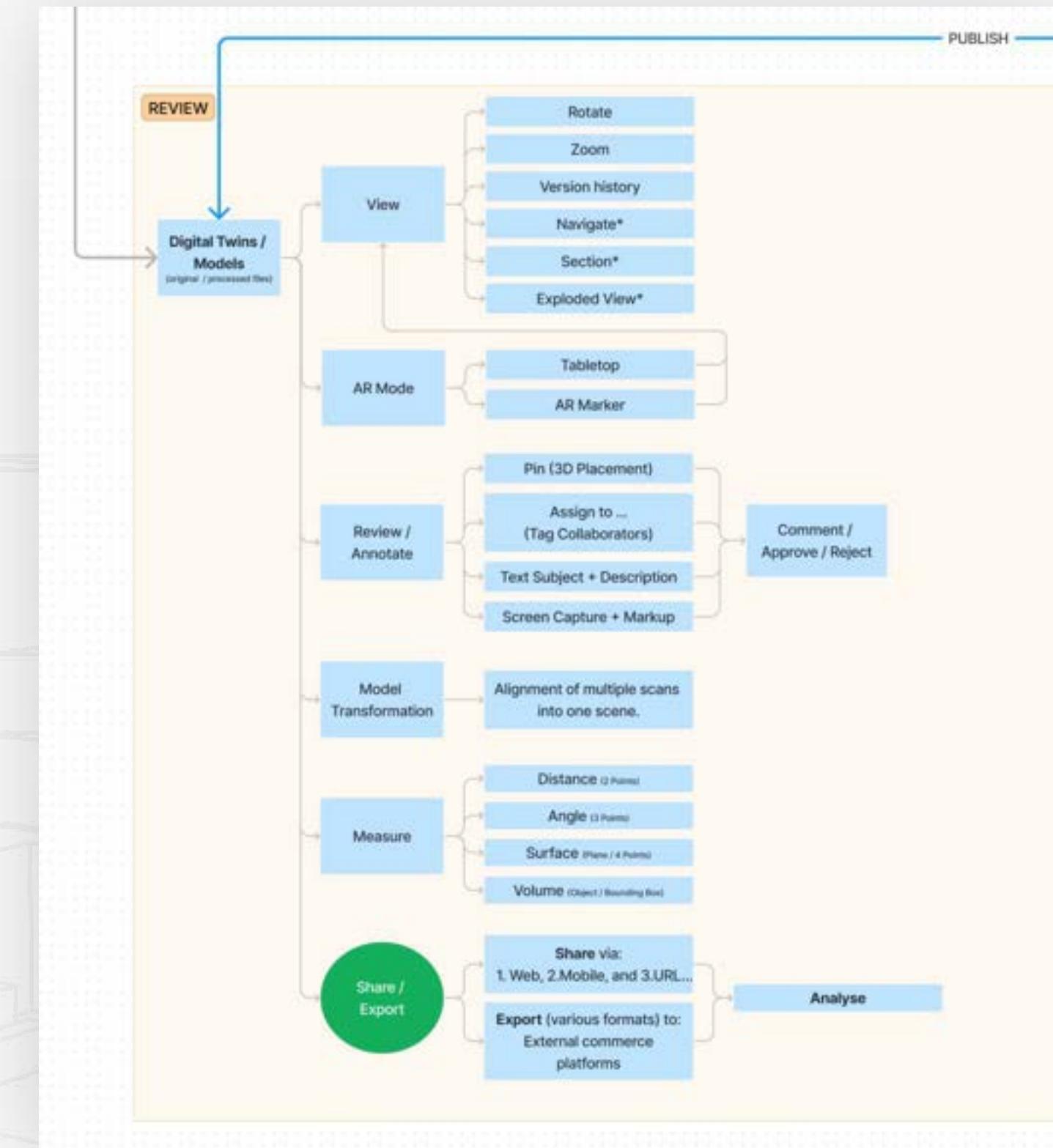
# High level flow - Model Review



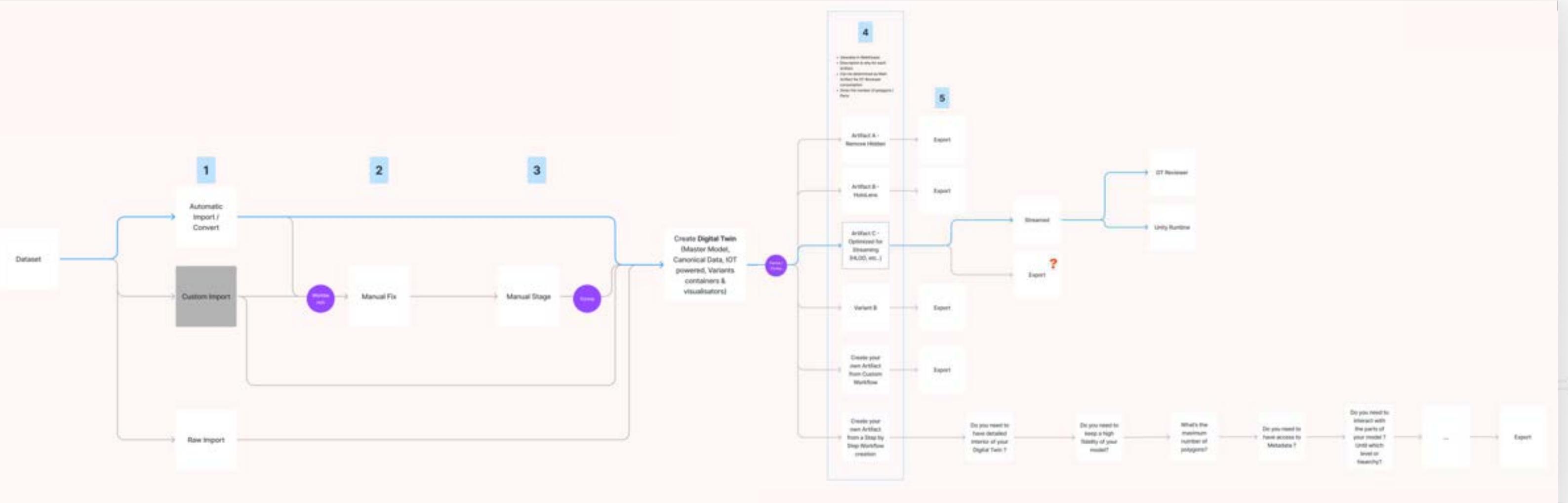
# High level flow - Model Capture



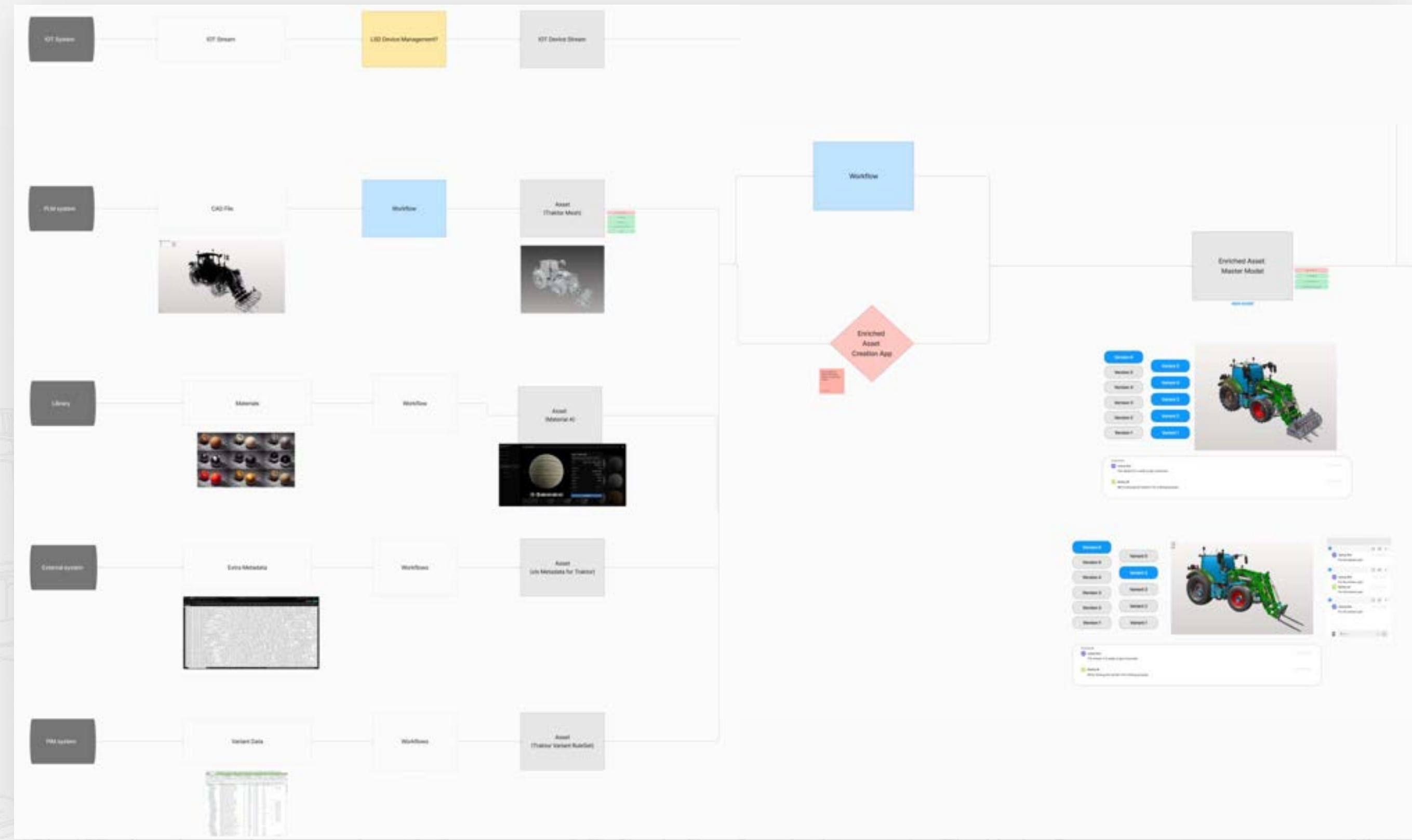
# High level flow - Model Review



# High level flow - Data Ingestion Mapping



# High level flow - Dataset Mapping



# High level flow - Metadata Mapping

Asset structure - Potential evolution

● Mandatory  
○ Optional

Files

Datasets

Metadata Dataset

Source Dataset  
Processed Dataset  
Preview Dataset  
Dataset A  
Dataset B

Thumbnail  
License  
Script

Metadata Type

Allows our system to better understand metadata and to empower searches and workflows.

Text String. Can search with: Contains, start with, end with...

Number Allows to do MIN, MAX, AVERAGE, COUNT, etc... operations

Date Define date range in your filtering. Or from specific month, year, etc...

Attachments Add a file as a metadata. Can be generated on demand for assets. Can be retrieved from Picture URL. Location coordinates, to map asset on a globe, or search by location, countries...

Map Coordinates

Org Members Assign one or several current organizations members.

URL Points toward external link.

Select Select one option from a list of choice. List is ordered.

Tags Select one or multi options.

API Integration Integrate API in the metadata to connect with External system?

Boolean Between Yes and No.

Asset Template

An asset Template allows users to define which Metadata are used on an asset. From Asset Template, user can create Secondary Metadata. User can pre-map metadata fields and define which ingestion transformation will be used.

Primary Metadata

Highly stable, always available for an asset and defined by the user. Some can be automatically generated through features.

Name

Description

Asset Type

Thumbnail

Preview

Tags

Status

Project Collection

License URL

License Attachment

Variants Role Set

Polygons count

Points/Vertices count

Part count

Resolution

Size

Duration

Secondary Metadata

Anything the user wants to add to specify its assets. Here are a bunch of examples.

World Scale

Capture Location

SpeedTree File Type

Price

SKU

Art Owner

System Metadata

The metadata generated by the system

Asset Unique ID

Asset size

Created By

Uploaded By

Created On

Updated On

Asset Relationship

Library Relationship

Version

Valid\_normal\_map

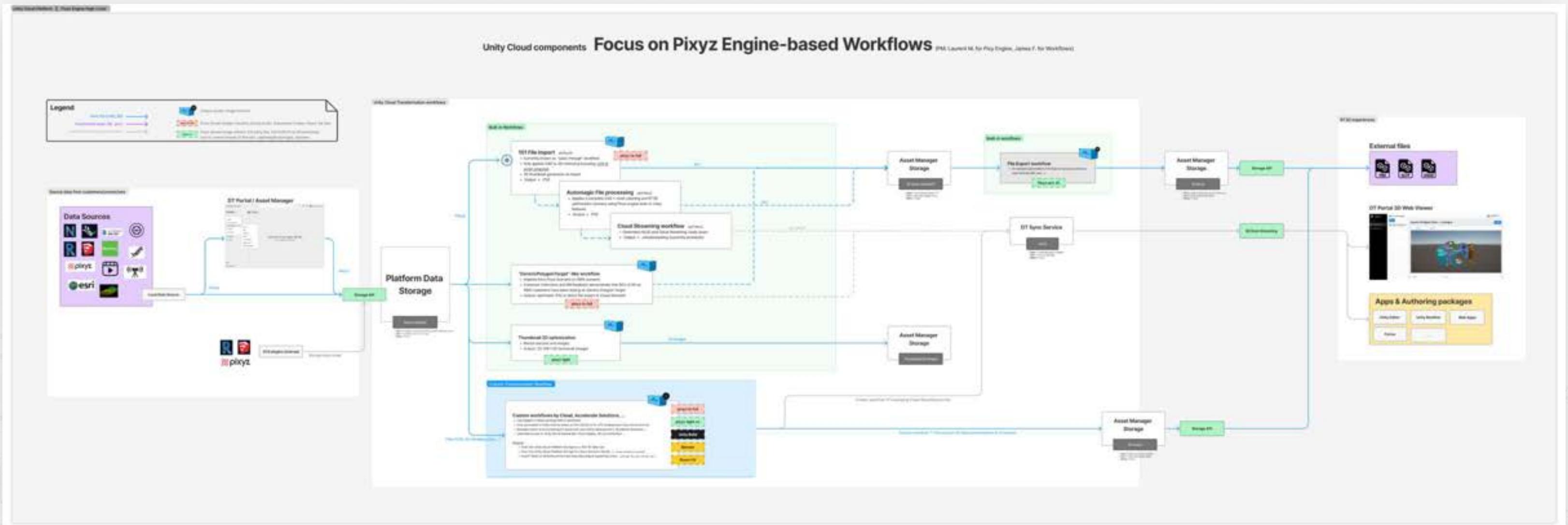
Pixel\_SCM\_Ref

DesignatedCurLvs

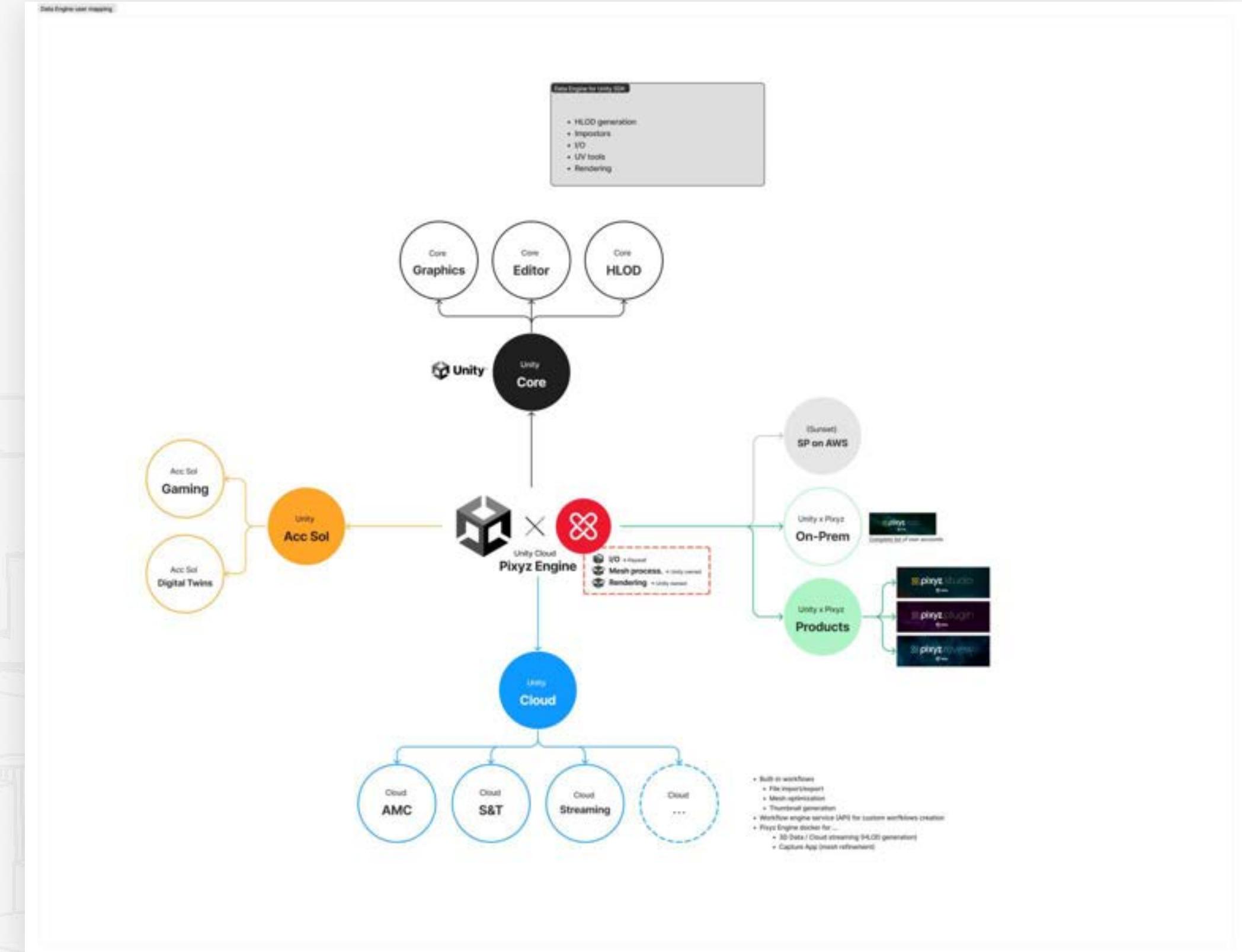
Comments

Activity Log / History

# High level flow - Workflow Mapping



# High level flow - Data Engine Diagram



# High level flow - Workflow Visual Scripting Sample

Pixyz sample scripts for built-in workflows

### 101 File Import

→ default Unity Cloud import workflow

```
Playz-101-file-import.py
```

This script performs a standard file import. It includes steps for importing a file, calculating mesh size, setting tessellation quality, and creating a new scene. It also handles symmetry and exports the result.

### Automagic File Import & preparation

→ 101 File Import with optional mesh cleaning, processing & RT3D conformation based on Unity Cloud teams expertise

```
Playz-automagic-preparation.py
```

This script extends the basic import by adding optional mesh cleaning, processing, and RT3D conformation. It includes steps for calculating mesh size, tessellation quality, and creating a new scene. It also handles symmetry and exports the result.

### File Export

→ 101 File import with optional mesh cleaning, processing & RT3D conformation based on Unity Cloud teams expertise

```
Playz-file-export.py
```

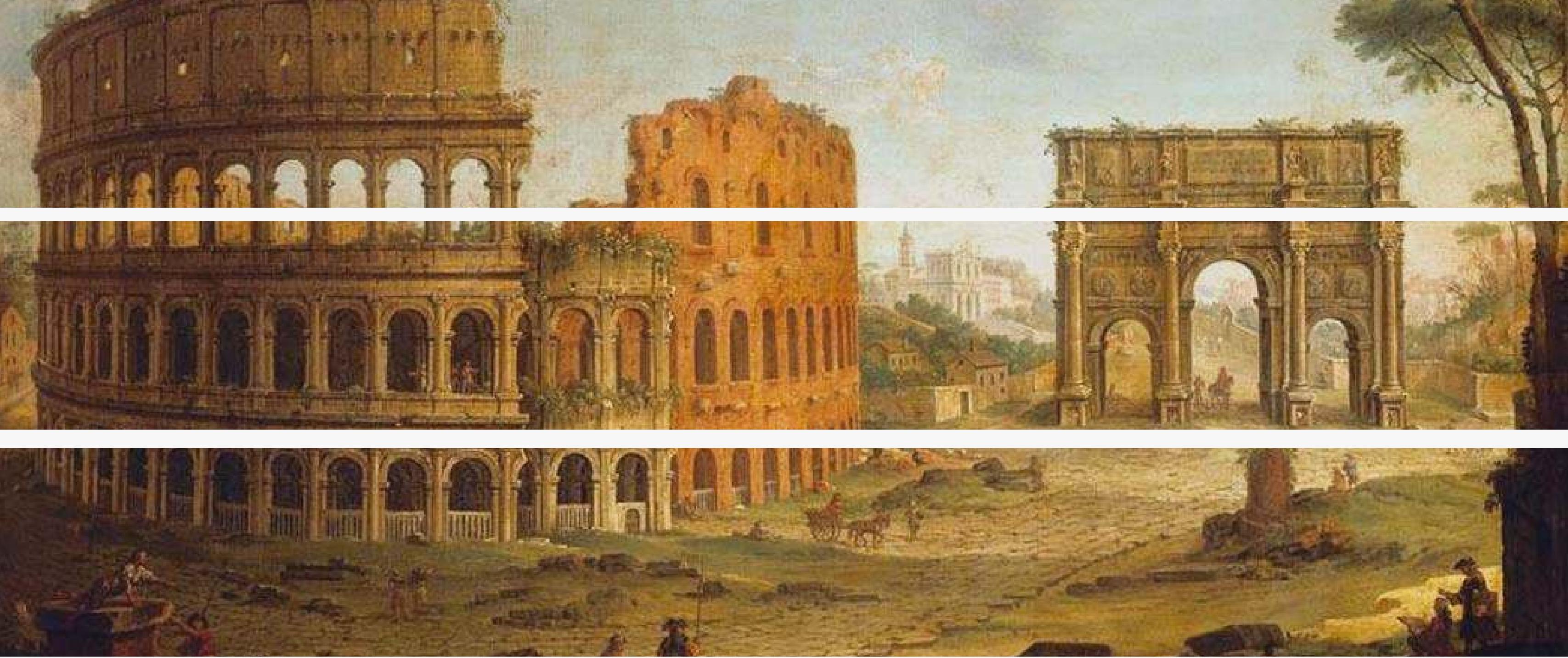
This script performs a file export. It includes steps for preparing the export path, setting export parameters, and saving the file. It also handles symmetry and exports the result.

### Generic Polygon Target

aws

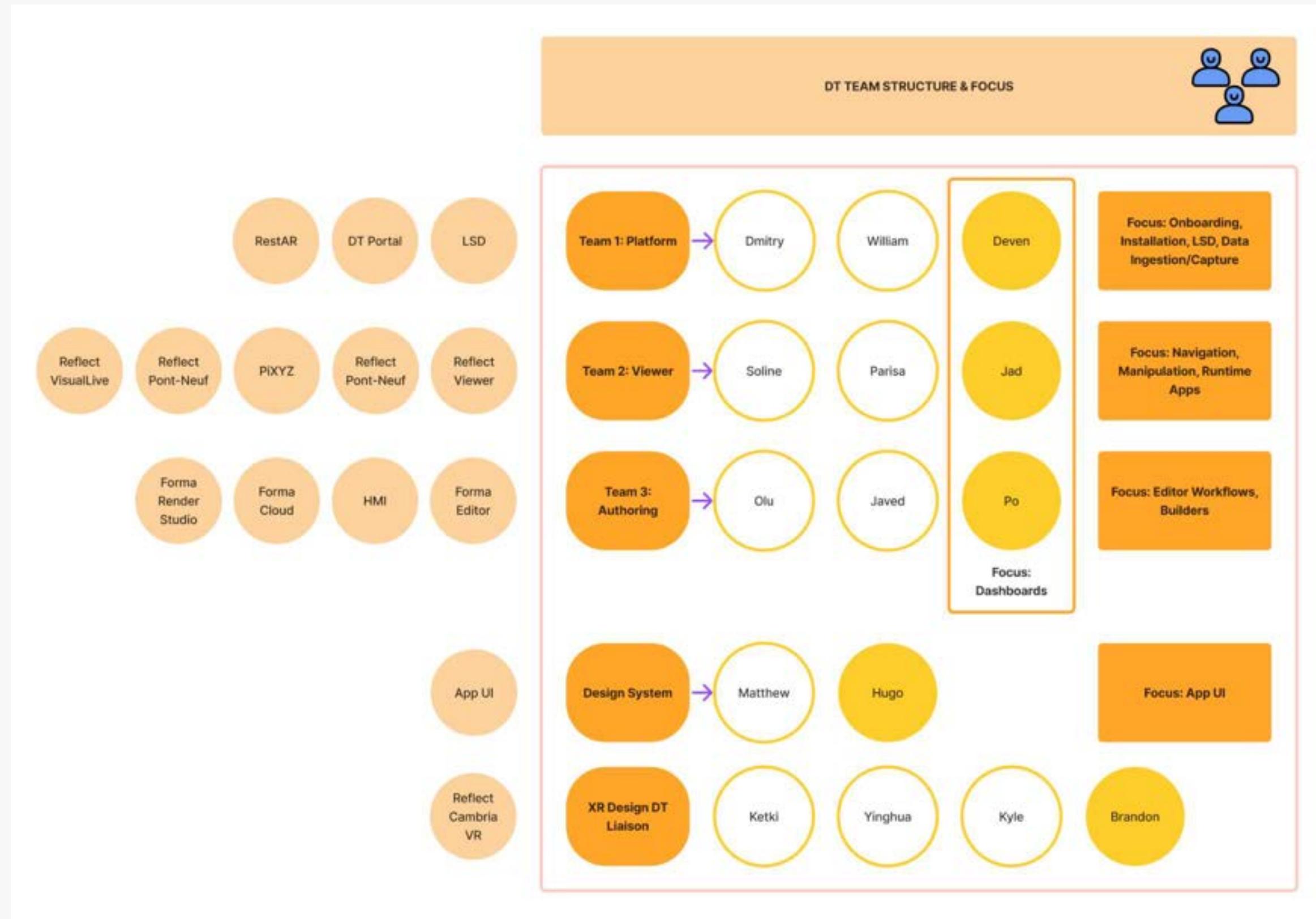
Auto-magic data preparation scenario that used to be publicly available to all Pixyz Scenario Processor on AWS users.  
It seems it has been used for years without any change or update, can be considered as a robust & bullet-proofed built-in workflow for Unity Cloud.

Corresponding Pixyz pythonscripts available here upon request (ask Laurent M.)

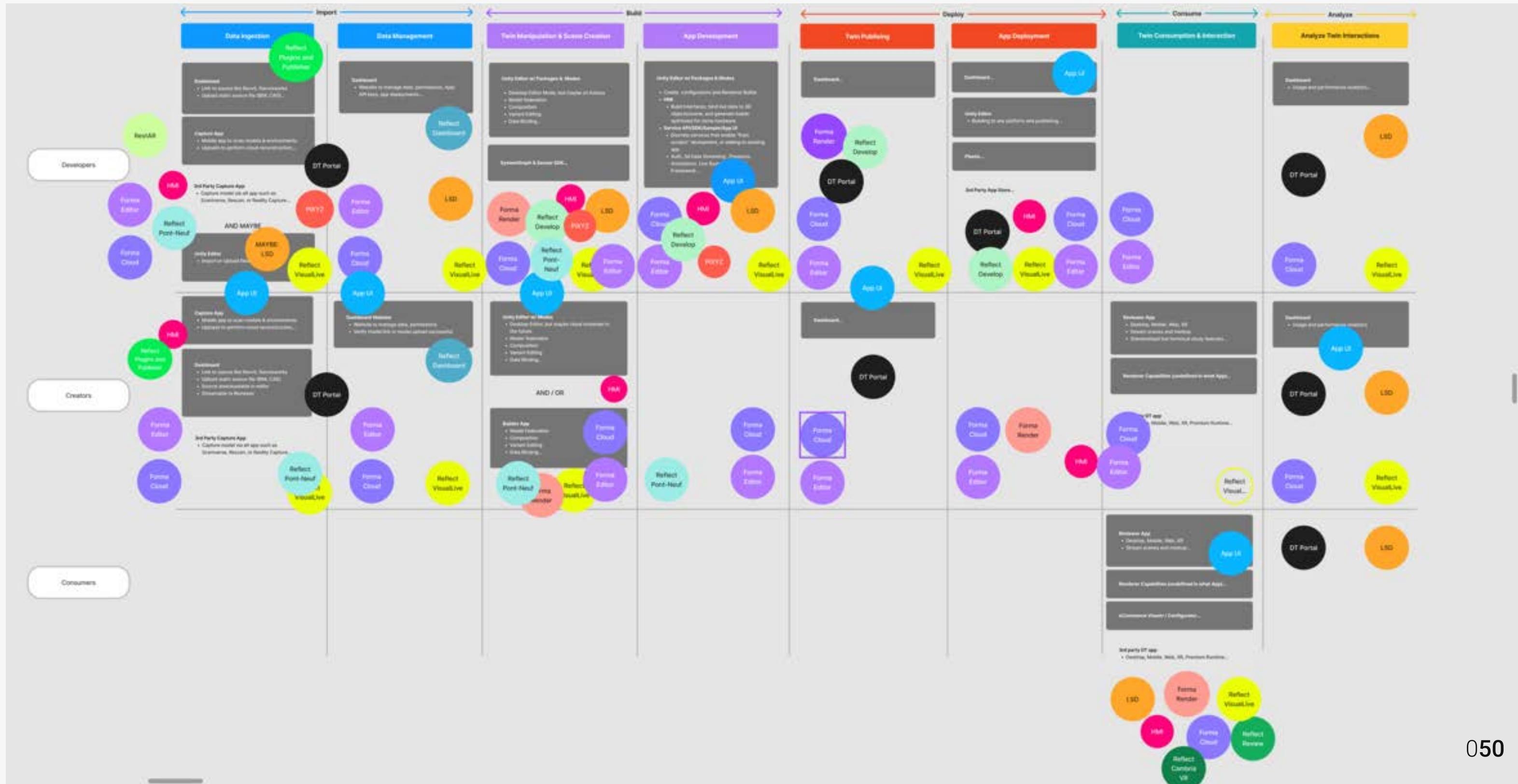


# The Design Team

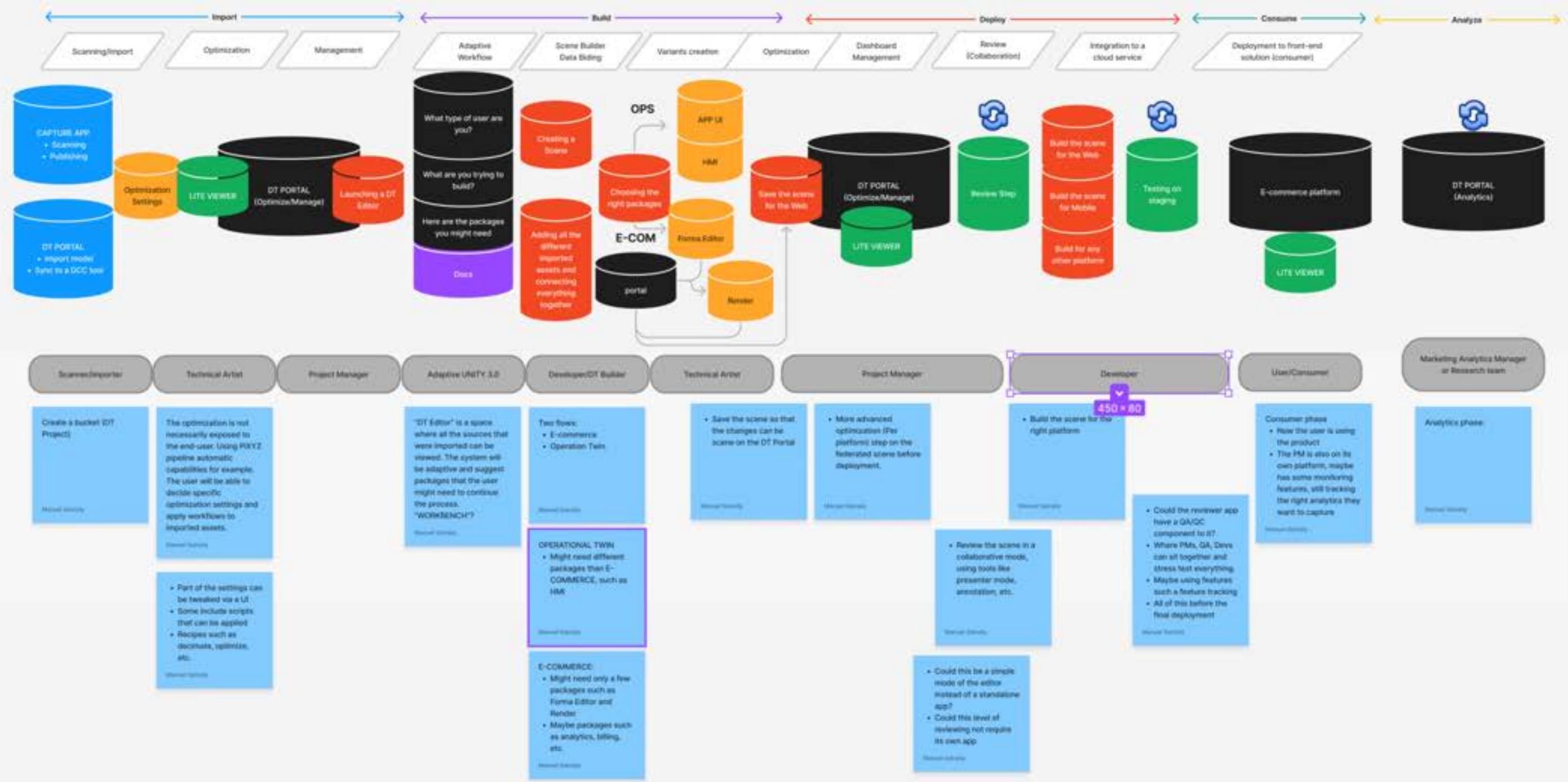
# Team Structure



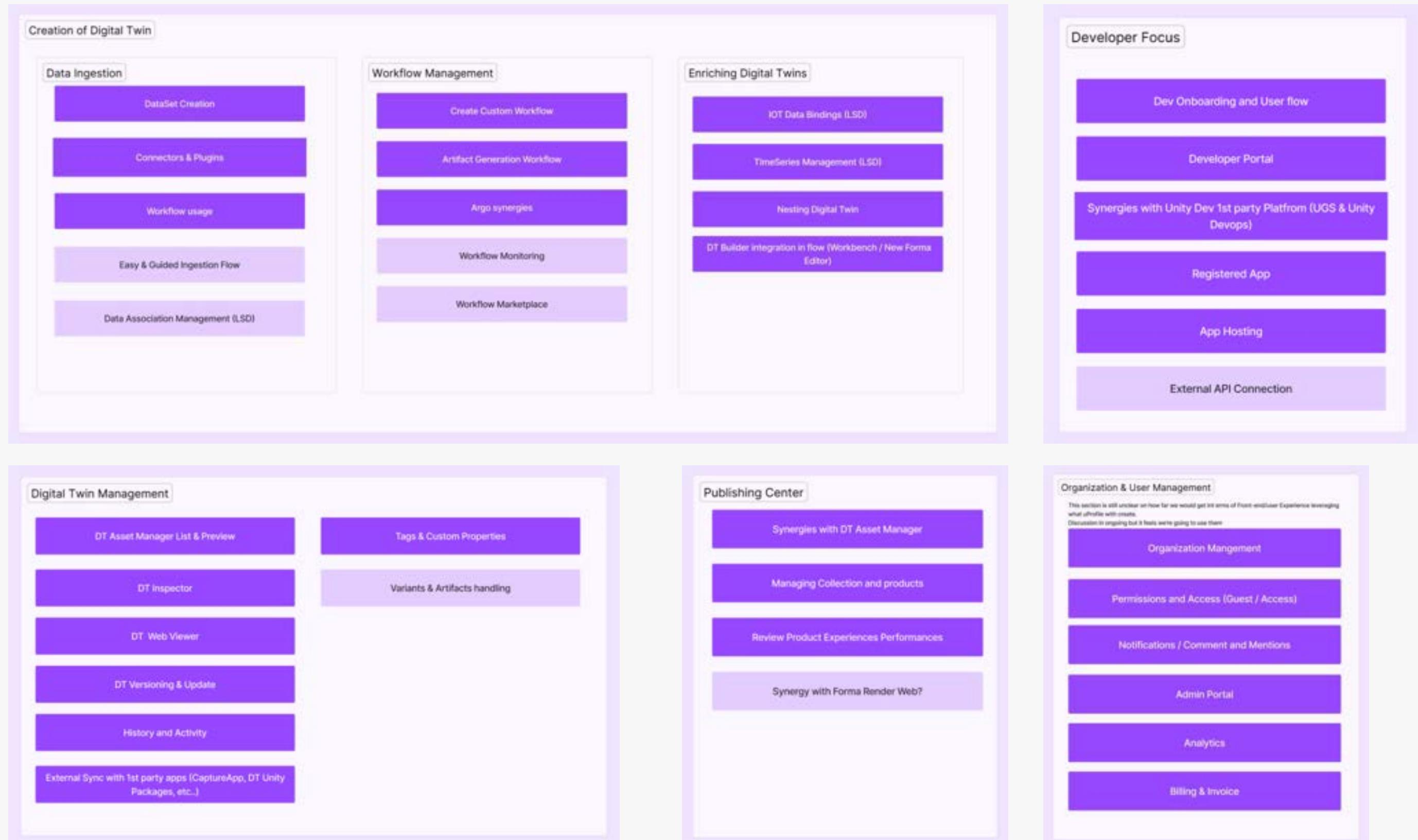
# Workshop 1 - Flow Matrix



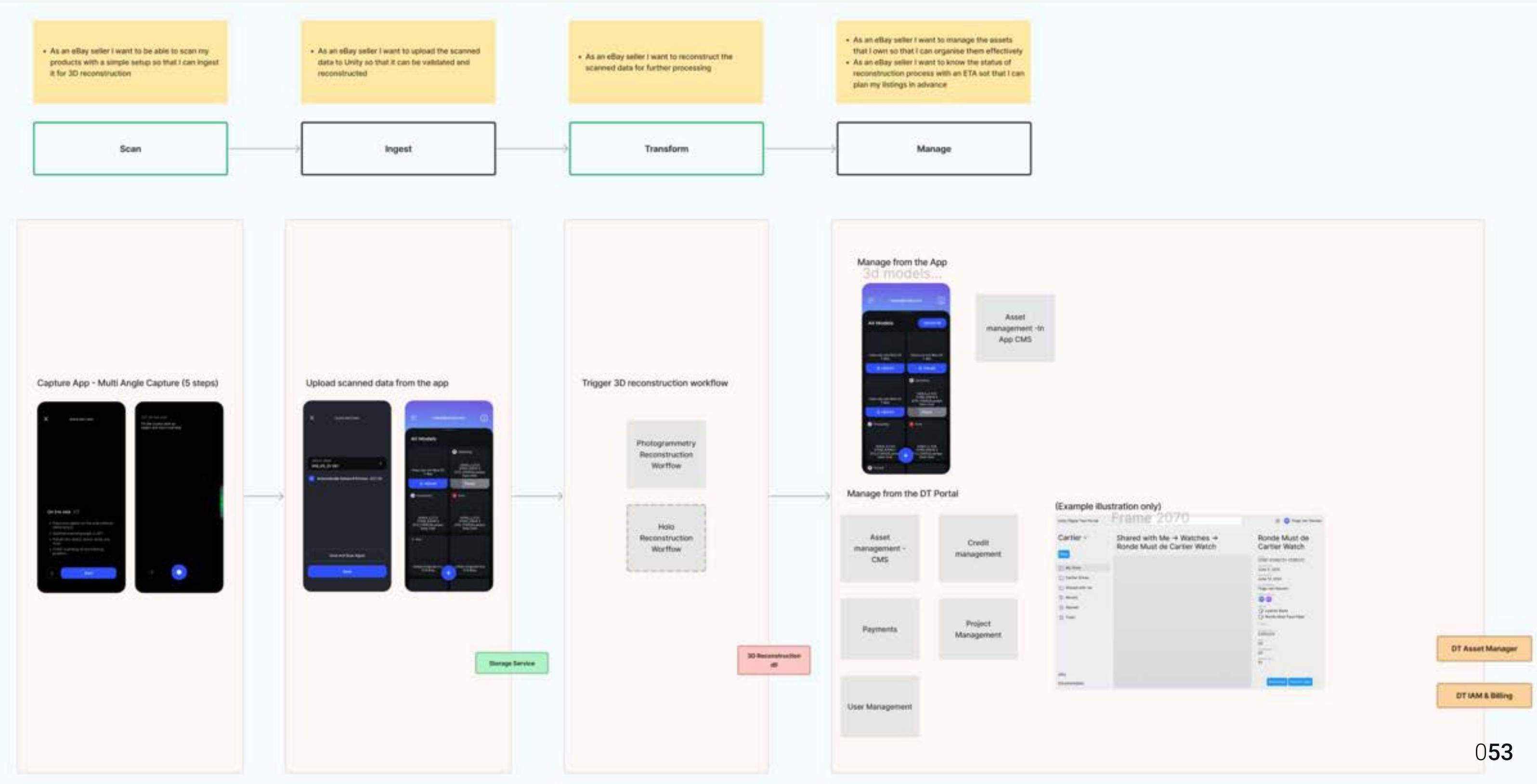
# Workshop 2 - Digital Twin Journey



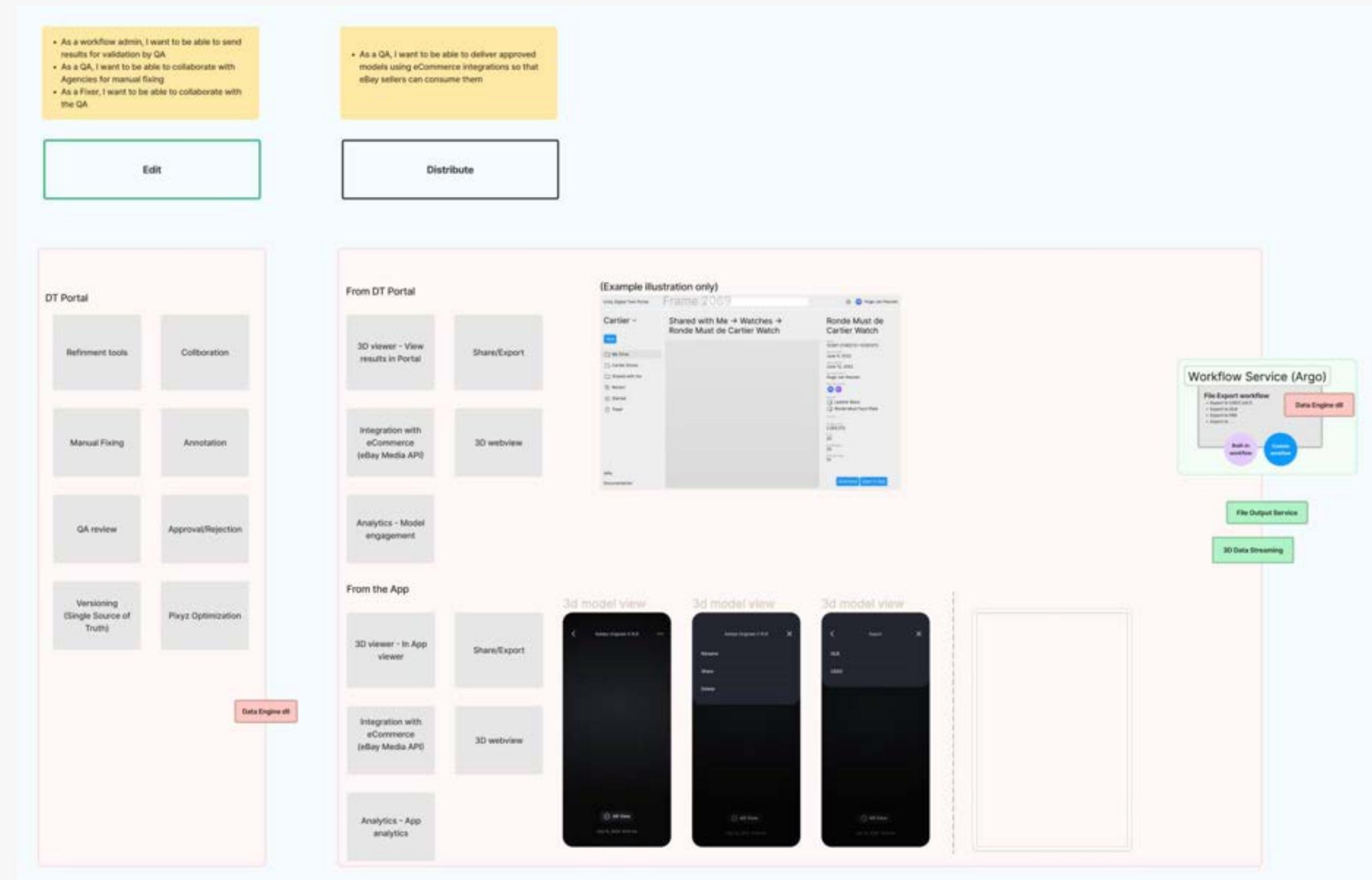
# Design Challenges



# eBay Workflow



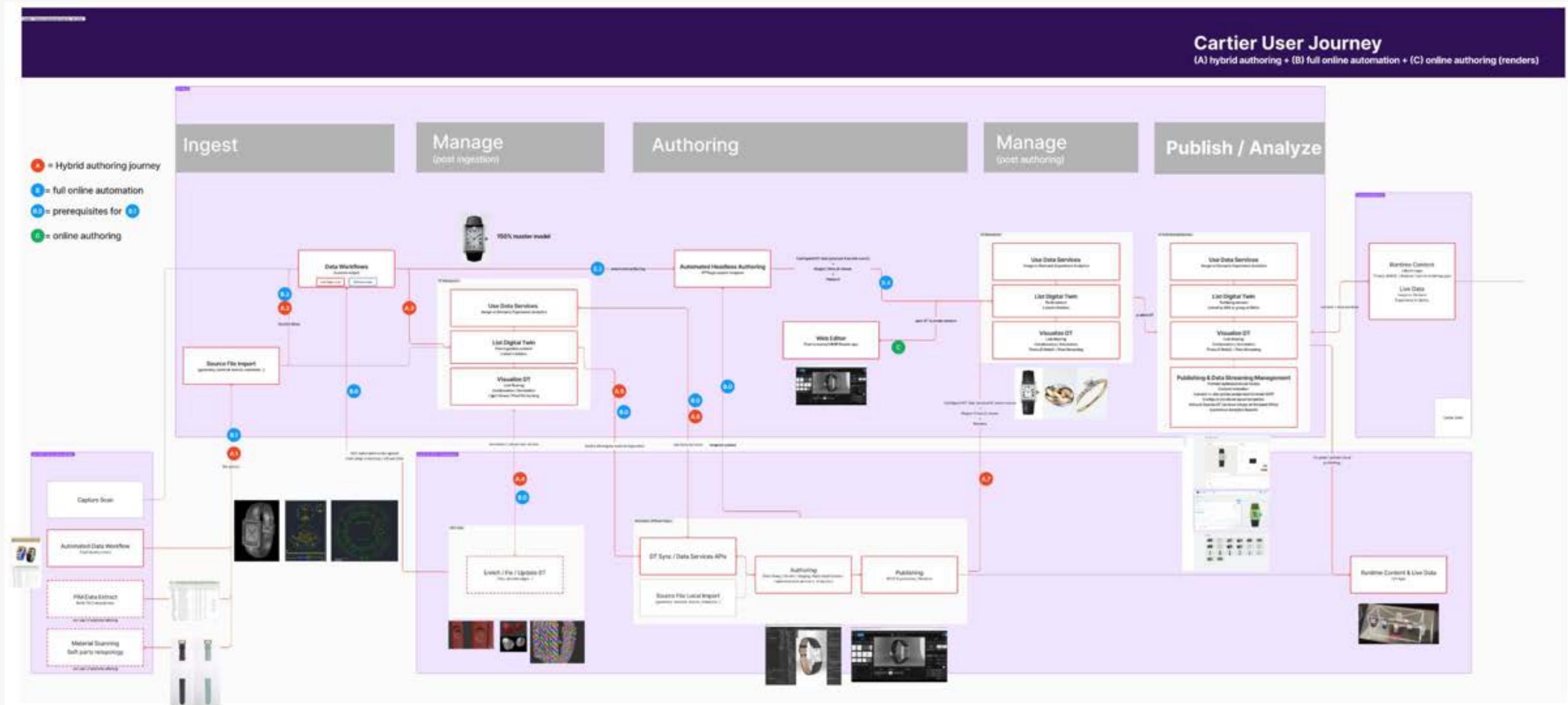
# eBay Workflow



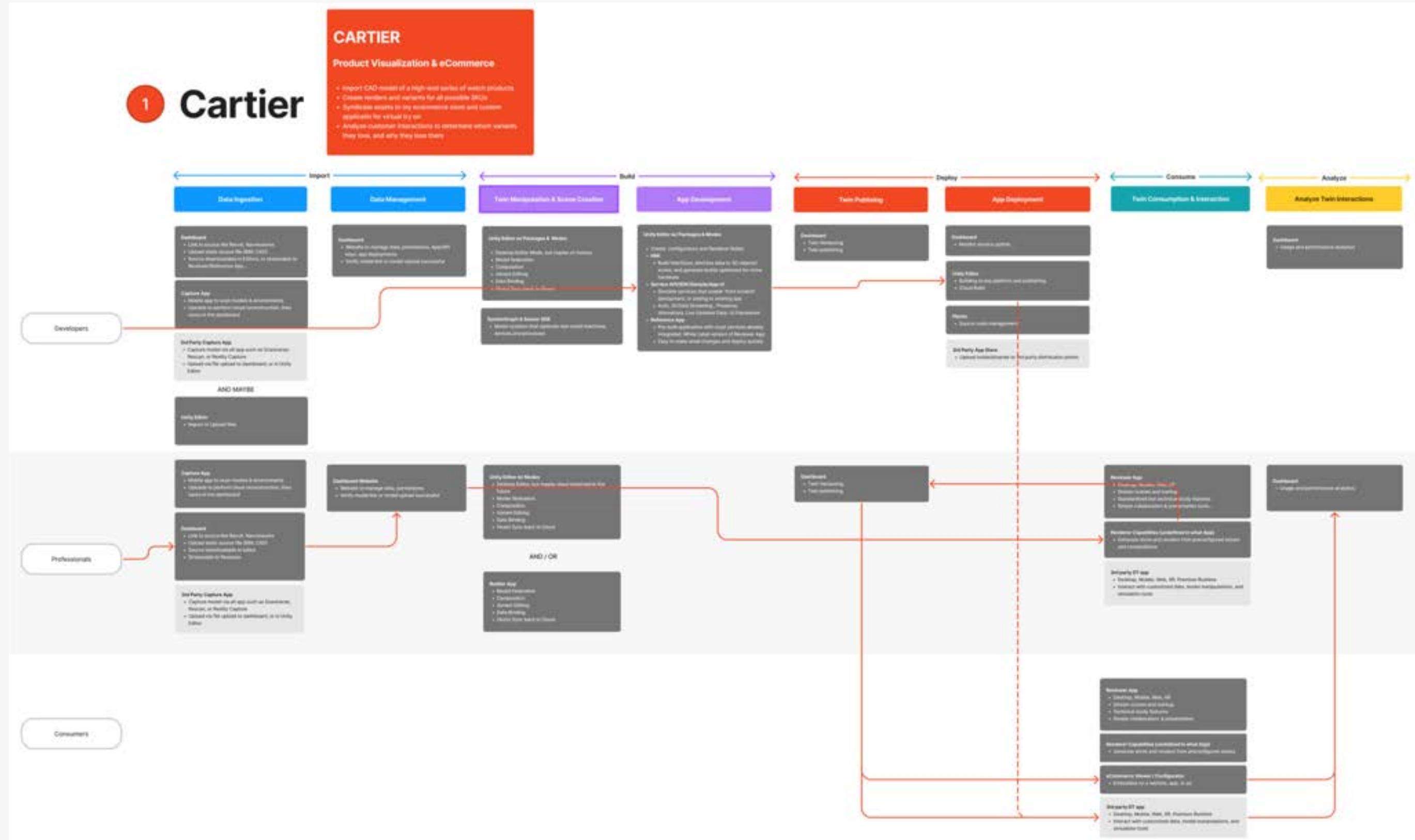


# The “Cartier” Demo

# Cartier User Journey - Technology Driven



# Cartier User Journey - Design / Customer Driver



# Demo

Unity Digital Twin Portal

Hugo van Heuven

## Cartier ▾

New

- My Files
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

## My Files → Ronde Solo De Cartier Watch

Import Data ▾ Default Workflow ▾ Process

- Upload
- AWS
- Autodesk >
- Enovia
- PTC Windchill
- McNeel Rhino
- Trimble Sketchup

You can drag and drop files here to add to your dataset  
We support **FBX, IFC, OBJ, USD, SPM** files and much more.

APIs

Documentation

Unity Digital Twin Portal

Hugo van Heuven

Cartier ▾

New

My Files

Cartier Drives

Shared with me

Recent

Starred

Trash

APIs

Documentation

## My Files

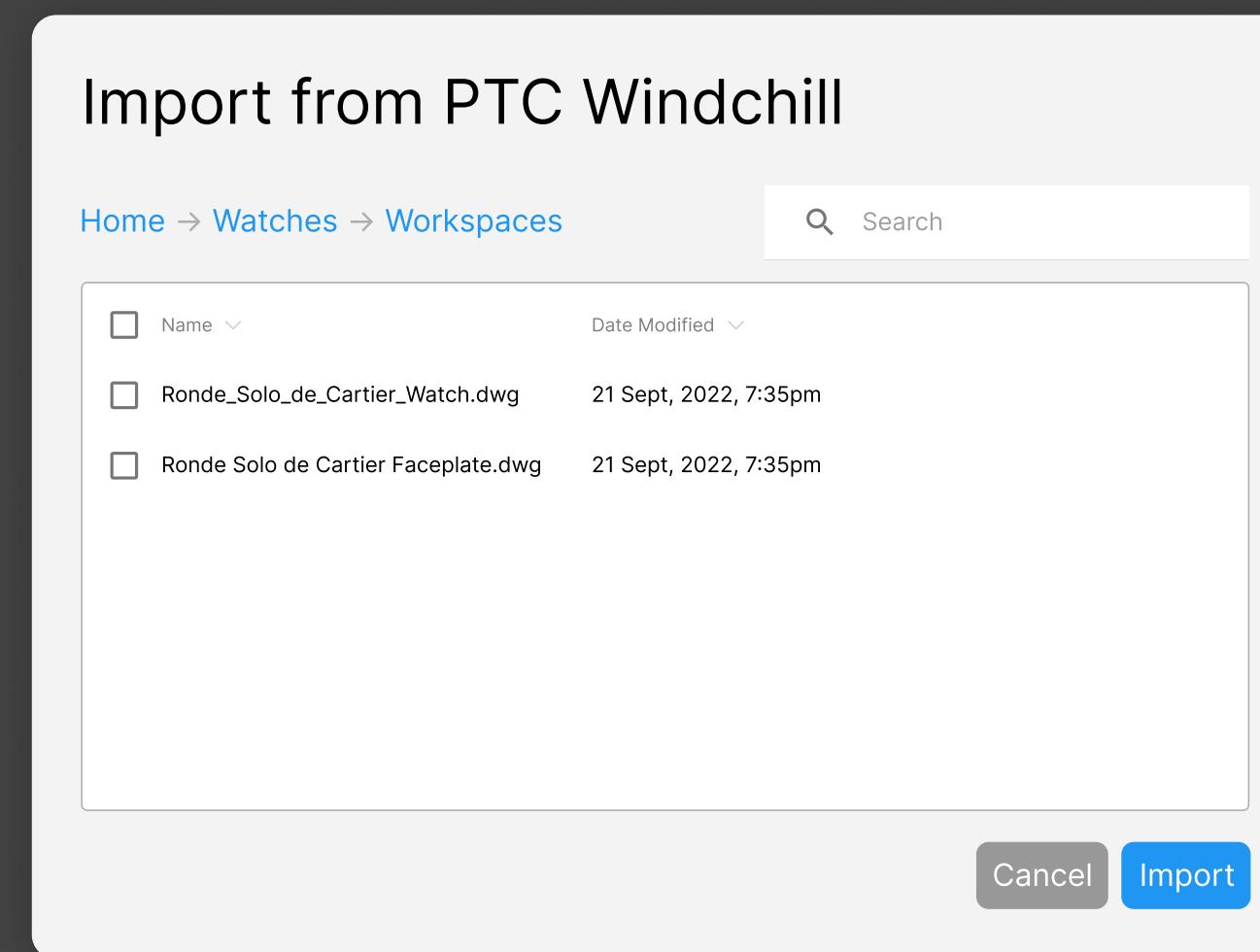
### Import from PTC Windchill

Home → Watches → Workspaces

Search

<input type="checkbox"/> Name ▾	Date Modified ▾
<input type="checkbox"/> Ronde_Solo_de_Cartier_Watch.dwg	21 Sept, 2022, 7:35pm
<input type="checkbox"/> Ronde Solo de Cartier Faceplate.dwg	21 Sept, 2022, 7:35pm

Cancel Import



# Demo

Unity Digital Twin Portal

Hugo van Heuven

## Cartier ▾

New

- My Files
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

## My Files → Ronde Solo De Cartier Watch

Import Data ▾ Default Workflow ▾ Process

Sources

- Cartier Watches Workflow
- Cartier Jewelry Workflow
- Ronde\_Solo\_F...
- Default Workflow

APIs

Documentation

Unity Digital Twin Portal

Hugo van Heuven

## Cartier ▾

New

- My Files
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

## My Files → Ronde Solo De Cartier Watch

Import Data ▾ Cartier Watches Workflow ▾ Process

Sources

- Ronde\_Solo\_Face\_Plate.dwg
- Ronde Solo PIM Data Connection
- PBR Silver.mat
- PBR Black.mat
- PBR Saphire Blue.mat

Processing

APIs

Documentation

Unity Digital Twin Portal

Cartier ▾

New

- My Files
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

APIs

Documentation

## My Files → Ronde Solo De Cartier Watch



API ID  
12387-21392731-12391273

Date Created  
June 4, 2022

Date Updated  
June 12, 2022

Last updated by  
Hugo van Heuven

Who has access  


Sources  
 Ronde Solo Dataset

Polygon Count  
2,003,123

Parts  
20

GameObjects  
20

Materials Used  
31

Download Share Open

Unity Digital Twin Portal

Hugo van Heuven

## Cartier ▾

New

- My Files
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

### My Files → Ronde Solo De Cartier Watch

Share “Ronde Solo de Cartier Watch”

Jad.Rabbaa@cartier.com

People with access

Owner: Hugo.van.Heuven@cartier.com  
Can Annotate: Jad.Rabbaa@cartier.com

General access

Restricted ▾  
Only people with access can open the link

Copy link Done

API ID: 12387-21392731-12391273  
Date Created: June 4, 2022  
Date Updated: June 12, 2022  
Last updated by: Hugo van Heuven  
Who has access: Hugo van Heuven, Jad.Rabbaa@cartier.com  
Sources: Ronde Solo Dataset  
Polygon Count: 2,003,123  
Parts: 20  
GameObjects: 20  
Materials Used: 31

Download Share Open



063

Unity Digital Twin Portal

Hugo van Heuven

Cartier ▾

New

My Files

Cartier Drives

Shared with me

Recent

Starred

Trash

APIs

Documentation

## My Files → Ronde Solo De Cartier Watch



API ID  
12387-21392731-12391273

Date Created  
June 4, 2022

Date Updated  
June 12, 2022

Last updated by  
Jad Rabbaa

Who has access  
HH JR

Sources  
Ronde Solo Dataset

Polygon Count  
2,003,123

Parts  
20

GameObjects  
20

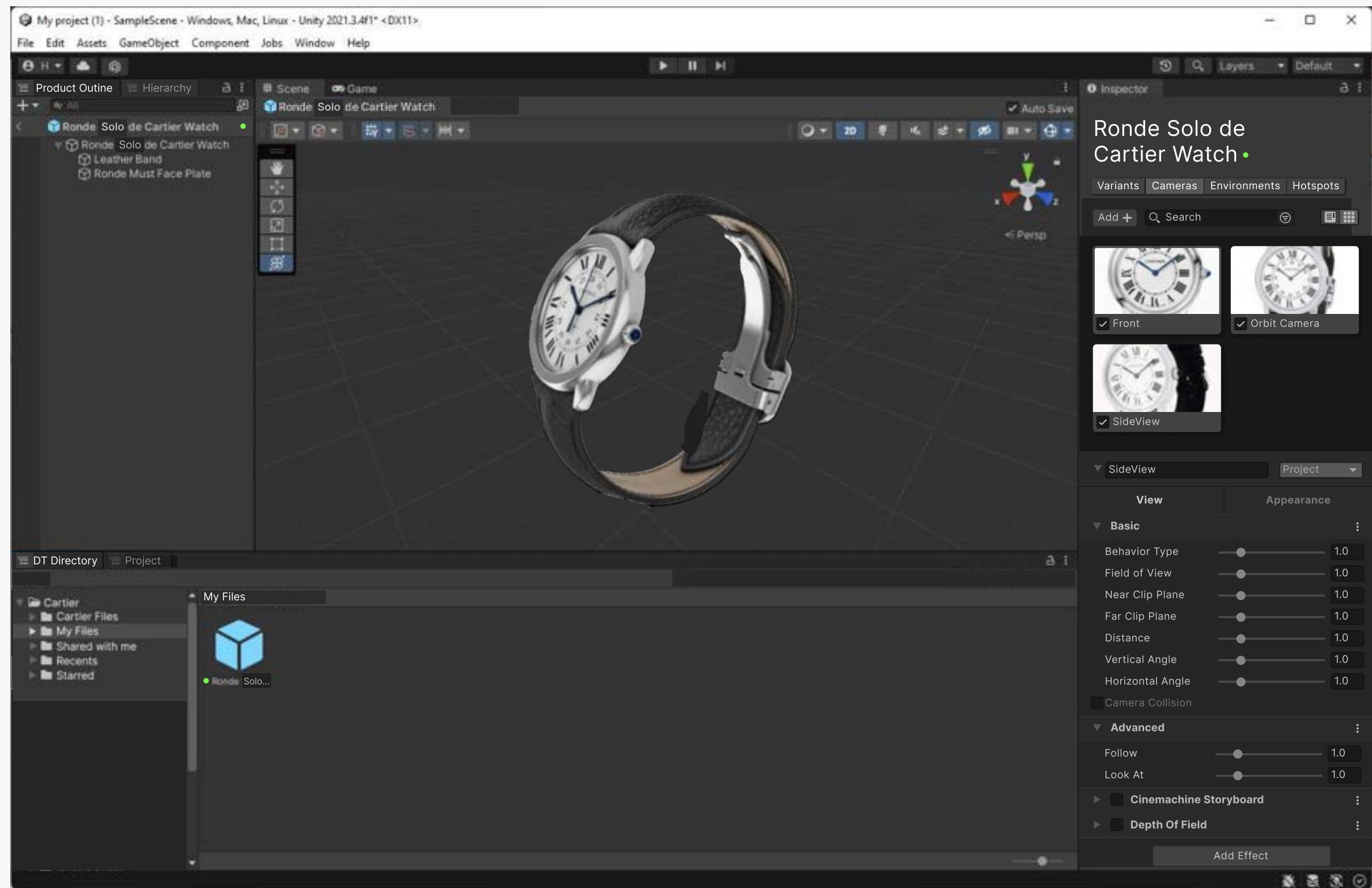
Materials Used  
31

Open in Unity Editor

Open in Reviewer

Download Share Open

# Demo



Unity Digital Twin Portal

Cartier ▾

New

- My Drive
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

APIs

Documentation

Shared with Me → Watches → Ronde Solo de Cartier Watch



API ID  
12387-21392731-12391273

Date Created  
June 4, 2022

Date Updated  
June 12, 2022

Last updated by  
**Hugo van Heuven**

Who has access  
**HH** **BG**

Sources  
**Leather Band**  
**Ronde Solo Face Plate**  
[10 More...](#)

Polygon Count  
2,003,123

Parts  
20

GameObjects  
20

Materials Used  
31

Download Share Open

Unity Digital Twin Portal

Hugo van Heuven

## Cartier ▾

New

- My Files
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

## Leather band - Version History

Dataset Name	User	Status	Date	Actions
Version 5	BM brad@cartier.com	● Active	June 12, 2021	...
Version 4	DR david@cartier.com	● Deprecated	June 11, 2021	...
Version 3	DR david@cartier.com	● Deprecated	June 5, 2021	...
Version 2	HN hayder@cartier.com	● Deprecated	June 4, 2021	...
Version 1 - Original	HH hugo@cartier.com	● Deprecated	June 4, 2021	...

## Ronde Solo de Cartier Watch



API ID  
12387-21392731-12391273

Date Created  
June 4, 2022

Date Updated  
June 12, 2022

Last updated by  
Hugo van Heuven

Who has access

HH BG

Download View Share Open

Unity Digital Twin Portal

Hugo van Heuven

## Cartier ▾

New

- My Drive
- Cartier Drives
- Shared with me
- Recent
- Starred
- Trash

APIs

Documentation

## Shared with Me → Watches → Ronde Solo de Cartier Watch



### Leather Band:

Versions and History

- Version 6 - Latest  
Black leather band
- Version 5  
Brown leather band
- Version 4  
Teal leather band
- Version 3  
Red leather band
- Version 2  
Grey leather band
- Version 1 - Original  
Cannot edit or share with others.

Ronde Must de Cartier watch cartier.com/en-us/ronde-must-de-cartier-watch-CRWSRN0031.html

Digital Twins Road... Verticals UX Design... Downloads (3) Quick and Easy... (2) Rainy Night Coff... (99+) Sevan Dalkia... 10 frameworks to h... (1) Hydronics Syste... SharkBite Brass 1-in... (1) HOW TO INSTAL...

ENJOY COMPLIMENTARY STANDARD SHIPPING WITH YOUR NEXT CARTIER ORDER. PLEASE NOTE OUR [SHIPPING INFORMATION](#)

CONTACT US SERVICES

Cartier

HIGH JEWELRY JEWELRY WATCHES ART OF LIVING NEWS LA MAISON |

HOME / WATCHES / ALL COLLECTIONS



**RONDE MUST DE CARTIER WATCH**

36 mm, quartz movement, steel, strap made without animal materials

**\$2,810.00** excluding sales tax

Ronde Must de Cartier watch, 36 mm, high autonomy quartz movement (approx. 8 years). Steel case....

[Read More](#)

[Feedback](#)



**ADD TO SHOPPING BAG**

ORDER BY PHONE 1-800-227-8437

FIND IN BOUTIQUE

CONTACT AN AMBASSADOR

[Book an Appointment](#)

SHARE Ref. WSRN0031

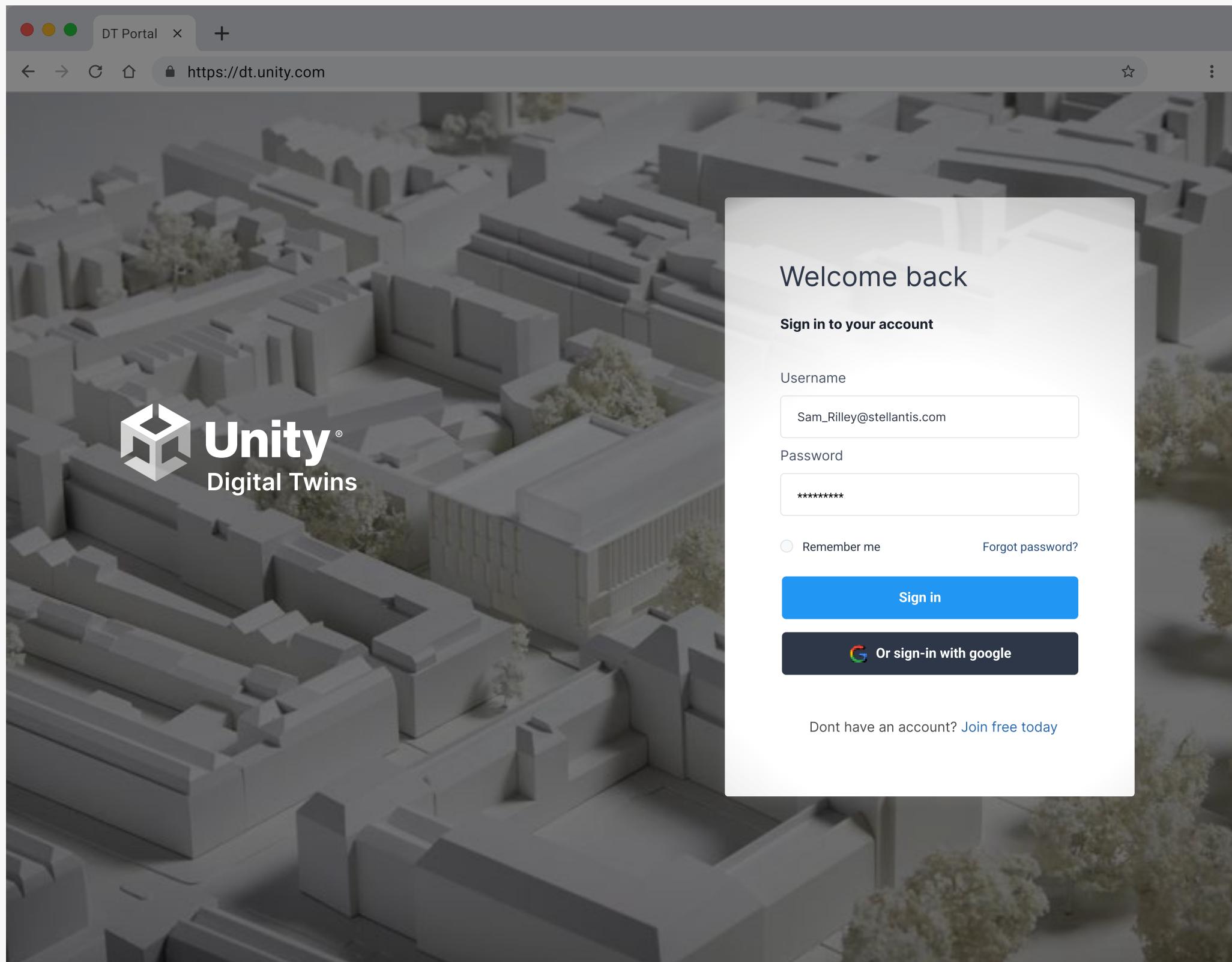


# Unity Digital Twins

Requiem

070

## DT Platform - Sign in



# DT Platform - Landing

The screenshot shows a web browser window titled "DT Portal" with the URL "https://dt.unity.com/welcome". The header includes the Stellantis logo and a user profile for "Monty Burns Stellantis". The main content area features a large banner with the heading "Welcome to Stellantis Digital Twins" and a paragraph of placeholder text. Below the banner is a large image of industrial storage tanks. A "Get started" button is overlaid on the image. To the left is a thumbnail for "The Asset Manager" showing a hallway, with a "Import your files" button below it. To the right is a thumbnail for "Developer Services" showing a circuit board, with a "Get started" button below it.

## Welcome to Stellantis Digital Twins

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

**Get started**



**The Asset Manager**

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

**Import your files**



**Developer Services**

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

**Get started**

# DT Platform - Dashboard

The screenshot displays the DT Platform Dashboard with the following sections:

- Pinned:** A grid of four pinned projects:
  - Timi Website**: Live, 101 Members, BG, HH. Status: New.
  - Timi Mobile**: Live, 101 Members, BG, HH. Status: New.
  - Timi Render**: Live, 101 Members, BG, HH. Status: New.
  - ACME Website**: Transition, 101 Members, BG, HH. Status: New.
- Recent:** A table showing recent modifications:

Name	Modified by	Modified on (UTC)	Status	Actions
DT Aviera	Natali Craig	11/10/2025, 12:57:15 AM	Transition	...
DT Dogma 1000	Lana Steiner	11/10/2025, 12:57:15 AM	New	...
DT Engine TTRS	Orlando Diggs	11/10/2025, 12:57:15 AM	New	...
Timi Website	Katherine Moss	11/10/2025, 12:57:15 AM	Live	...
- Activities:** A list of recent activities:
  - Edited the details of Project X 5m ago
  - Changed the status of Proj... 1:32 AM
  - Submitted a bug Yesterday 12:39 AM
  - Modified A data in Page X Last Thursday 3:34 AM
  - Deleted a page in Project X Aug 11
- Contacts:** A list of contacts:
  - Natali Craig
  - Drew Cano
  - Orlando Diggs
  - Andi Lane
  - Kate Morrison
  - Koray Okumus



DT Portal X +

https://devhub.dt.unity.com/data\_workflows/ ⋮

Developer Hub → Data Workflows 1 Monty Burns Stellantis Trial: \$15.00 Upgrade

Get Started! Reference Project API Services ⋮

Data Workflows Get Started

Live Systems Data 3D Data Streaming Presence Annotations Identity and Access

Personal Access Tokens Register an Application Plugin Installer

**Data Workflows** <Subtitle>

Get Started Getting Started Guide Read API Docs Support Download the SDK

**What is Data Transformation**

Lore ipsum dolor sit amet, consectetur adipiscing elit. Nullam eget urna in augue luctus vulputate. Donec ut neque est. Vivamus pharetra orci vehicula est cursus, sed porta ligula volutpat. Sed nec lacus ac enim sagittis lobortis. Suspendisse facilisis augue sit amet diam imperdiet, ut sollicitudin tellus volutpat.

Learn More on Unity.com

**Compatibility**

Available on Web Editor Version 2023+

**Case studies and usage examples**

# DT Platform - Developer Services

DT Portal +/-

https://devhub.dt.unity.com/ ⋮

Developer Hub Monty Burns Stellantis

Get Started! 1

Reference Project

API Services ▼

- Data Workflows
- Live Systems Data
- 3D Data Streaming
- Presence
- Annotations
- Identity and Access
- Personal Access Tokens
- Register an Application
- Plugin Installer

## API Services

Trail: \$15.00 [Upgrade](#)

**Data Transformation**  
Optimize and prepare 3D data for use in Digital Twin Applications.  
[Read more](#)

**Live Systems Data**  
Associate metadata, enterprise systems, and IoT data with the 3D model for live updates.  
[Read more](#)

**3D Data Streaming**  
Efficient runtime delivery of 3D scenes and models with visual fidelity on any device from low powered mobile phones, to high end GPUs.  
[Read more](#)

**New Amazing Service** Beta  
Build secure collaboration into your Digital Twin Applications with multi-user presence and voice chat.  
[Read more](#)

**Annotations**  
Read and write persistent notes attached to the 3D model.  
[Read more](#)

**Authentication**  
Log into the platform and access the right ACLs. Includes SSO and App keys.  
[Read more](#)

# DT Platform - Asset Manager (Light viewer)



DT Portal +

https://assetmanager.dt.unity.com/stellantis\_drive/web

Stellantis

New

55 GB of 100GB used

Drive

- My Drive
- Stellantis Drive
  - Web
  - Mobile
  - Product Site
- Shared with me
  - Drive A
  - Drive B
  - Drive C
  - Drive D
- Recent
- Starred
- Trash

Asset Manager

Stellantis Drive > Web

Hierarchy View List View (selected) Gallery View

Search

Name	Modified by	Modified on (UTC)	Status
Aviera	Natali Craig	11/10/2025, 12:57:15 AM	Transition
Dogma 1000	Lana Steiner	11/10/2025, 12:57:15 AM	New
Engine TTRS	Orlando Diggs	11/10/2025, 12:57:15 AM	New
Timi SkidSteer	Natali Craig	11/10/2025, 12:57:15 AM	Label ..
Timi Mobile	Drew Cano	11/10/2025, 12:57:15 AM	Live
Timi Render	ByeWind	11/10/2025, 12:57:15 AM	Live
ACME Website	Aliah Lane	11/10/2025, 12:57:15 AM	Transition
Engine RMT	Ava Wright	11/10/2025, 12:57:15 AM	Live
Factory LTM 1000	Eve Leroy	11/10/2025, 12:57:15 AM	Live
Pegasus	Kate Morrison	11/10/2025, 12:57:15 AM	Live

10 1-10 of 10 < >

**Timi SkidSteer**

Details Activity



Next

Who has access

HH BG JR

Private | Shared

Manage access

File details

Type Digital Twin

Location Stellantis Drive / Web

Owner Monty Burns Stellantis

# DT Platform - Asset Manager (Previewer)

DT Portal +

https://assetmanager.dt.unity.com/stellantis\_drive/web/timi\_skidsteer

Monty Burns  
Stellantis

Stellantis Drive > Web > Timi SkidSteer

Today at 12:51am Open in Builder



**Details** **Activity**

**Who has access**

HH BG JR

Private | Shared

**Manage access**

---

**File details**

Type Digital Twin

Location Stellantis Drive / Web

Owner me

Modified Nov 3, 2022 by me

Opened Nov 8, 2022 by me

Created Nov 3, 2022

Download permissions Viewers can download

Description

Add description

# DT Platform - Data Ingestion



DT Portal +

https://assetmanager.unity.com/stellantis\_drive/web

Stellantis Asset Manager

Stellantis Drive > Web

Hierarchy View List View Gallery View

Search

Name Modified by Modified on (UTC) Status

Name	Modified by	Modified on (UTC)	Status
Data Workflows	Kate Morrison	11/10/2025, 12:57:15 AM	Live
Aviera	Natali Craig	11/10/2025, 12:57:15 AM	Transition
Dogma 1000	Lana Steiner	11/10/2025, 12:57:15 AM	New
Engine TTRS	Orlando Diggs	11/10/2025, 12:57:15 AM	New
Timi SkidSteer	Natali Craig	11/10/2025, 12:57:15 AM	Label ..
Timi Mobile	Drew Cano	11/10/2025, 12:57:15 AM	Live
Timi Render	ByeWind	11/10/2025, 12:57:15 AM	Live
ACME Website	Aliah Lane	11/10/2025, 12:57:15 AM	Transition
Engine RMT	Ava Wright	11/10/2025, 12:57:15 AM	Live
Factory LTM 1000	Eve Leroy	11/10/2025, 12:57:15 AM	Live

10 1-10 of 10

New Folder New Asset from Import My Drive Stellantis Drive Web Mobile Product Site Shared with me Drive A Drive B Drive C Drive D Recent Starred Trash

Monty Burns Stellantis

# DT Platform - Data Ingestion



The screenshot shows a web browser window titled "DT Portal" at the URL [https://assetmanager.unity.com/stellantis\\_drive/web](https://assetmanager.unity.com/stellantis_drive/web). The main interface is the Asset Manager, specifically the Stellantis Drive > Web section. A modal dialog box titled "Import Source Files" is open in the center. The dialog contains two dropdown menus: "Select Import Source" and "Default Workflow.py". Below these is a section titled "Select Source Files" with instructions: "1. Drop your files or folders to the upload area on the right. 2. Optionally select a workflow, or the default will apply. 3. Press Process to process your files into a new Asset." A dashed box indicates where files can be dropped, with the placeholder text "Drag files here or browse". At the bottom right of the dialog is a "Process" button. The background shows a list of assets in the Asset Manager, including "DT Engine RMT", "DT Factory LTM 1000", and "DT Pegasus", all marked as "Live". The sidebar on the left shows the user's drive usage (55 GB of 100GB used) and navigation options like "New", "My Drive", "Stellantis Drive", "Shared with me", "Recent", "Starred", and "Trash".

# DT Platform - Data Ingestion



DT Portal + DT Portal

https://assetmanager.dt.unity.com/stellantis\_drive/web/new\_asset

Stellantis Drive > Web > New Asset

Today at 12:51am

Monty Burns  
Stellantis

Open in Builder



**Details** **Activity**

**Who has access**

HH  
Private | Shared  
[Manage access](#)

**File details**

Type  
Digital Twin

Location  
Stellantis Drive / Web

Owner  
me

Modified  
Nov 3, 2025 by me

Opened  
Nov 8, 2025 by me

Created  
Nov 3, 2022

Download permissions  
Viewers can download

Description

# DT Platform - Data Ingestion

The screenshot shows a web browser window titled "DT Portal" displaying the "Asset Manager" interface at the URL [https://assetmanager.unity.com/stellantis\\_drive/web](https://assetmanager.unity.com/stellantis_drive/web). The left sidebar shows navigation options like "Stellantis", "New", "Drive" (My Drive, Stellantis Drive, Web, Mobile, Product Site), "Shared with me" (Drive A, Drive B, Drive C, Drive D), "Recent", "Starred", and "Trash". The main area shows a list of items under "Stellantis Drive > Web". The list includes:

Name	Modified by	Modified on (UTC)	Status
Data Workflows	Kate Morrison	11/10/2025, 12:57:15 AM	Live
Aviera	Natali Craig	11/10/2025, 12:57:15 AM	Transition
Dogma 1000	Lana Steiner	11/10/2025, 12:57:15 AM	New
Engine TTRS	Orlando Diggs	11/10/2025, 12:57:15 AM	New
Timi SkidSteer	Natali Craig	11/10/2025, 12:57:15 AM	
Timi Mobile	Drew Cano	11/10/2025, 12:57:15 AM	
Timi Render	ByeWind	11/10/2025, 12:57:15 AM	
ACME Website	Aliah Lane	11/10/2025, 12:57:15 AM	
Engine RMT	Ava Wright	11/10/2025, 12:57:15 AM	
Factory LTM 1000	Eve Leroy	11/10/2025, 12:57:15 AM	

A context menu is open over the "Data Workflows" item, listing options: Preview, Open with Site Builder, Enrich Asset, Export, Rename, Version history, Download, and Remove.



DT Portal +

https://workbench.unity.com

Workbench

Monty Burns  
Stellantis

## My Workbench

Published    Drafts    Deprecated

### Import Workflows

Recent workflows

file-ingestion.py	Creator/Team Name & side note	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">↑</span> <span style="border: 1px solid #0078d4; border-radius: 50%; padding: 2px;">✎</span>
Stellantis_PSA_ingestion	ex: Electric engineering #457 - to use for any electrical modal imported or published	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">↑</span> <span style="border: 1px solid #0078d4; border-radius: 50%; padding: 2px;">✎</span>
Small model import	Creator/Team Name & side note	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">↑</span> <span style="border: 1px solid #0078d4; border-radius: 50%; padding: 2px;">✎</span>

[See linked assets](#)

### Enrich Assets Workflows

Recent workflows

Sample	Creator/Team Name & side note	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">↑</span> <span style="border: 1px solid #0078d4; border-radius: 50%; padding: 2px;">✎</span>
Sample	Creator/Team Name & side note	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">↑</span> <span style="border: 1px solid #0078d4; border-radius: 50%; padding: 2px;">✎</span>
Create new	Description	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">+</span>

[See linked assets](#)

### Export workflows

Recent workflows

Sample	Creator/Team Name & side note	<span style="border: 1px solid #ccc; border-radius: 50%; padding: 2px;">↑</span> <span style="border: 1px solid #0078d4; border-radius: 50%; padding: 2px;">✎</span>
--------	-------------------------------	--

# DT Platform - Workbench

DT Portal x +

← → ⌛ ⌂ ⌂ https://workbench.unity.com/import\_workflows/file-ingestion.py

< ⚡ Workbench Editing → Import Workflows → file-ingestion.py Monty Burns Stellantis

Processor Data Node.py

```
import os
import time
import mux_python
from mux_python.rest import ApiException

# Authentication Setup
configuration = mux_python.Configuration()
configuration.username = os.environ['MUX_TOKEN_ID']
configuration.password = os.environ['MUX_TOKEN_SECRET']

# API Client Initialization
assets_api = mux_python.AssetsApi(mux_python.ApiClient(configuration))

# Create an asset
input_settings = [mux_python.InputSettings(url='https://storage.googleapis.com/mux-test-data/alpha.fbx')]
create_asset_request = mux_python.CreateAssetRequest(input = input_settings)
create_asset_response = assets_api.create_asset(create_asset_request)
print("Created Asset ID: " + create_asset_response.data.id)

# Wait for the asset to become ready, and then print its playback URL
if create_asset_response.data.status != 'ready':
    print("Waiting for asset to become ready...")
    while True:
        asset_response = assets_api.get_asset(create_asset_response.data.id)
        if asset_response.data.status != 'ready':
            print("Asset still not ready. Status was: " + asset_response.data.status)
            time.sleep(1)
        else:
            print("Asset Ready! Playback URL: https://stream.mux.com/" + asset_response.data.url)
```

```
graph LR
    S1[Source_file 1<br/>type: .FBX] --> P[Processor Data Node]
    S2[Source_file 1<br/>type: .FBX] --> P
    S3[Source_file 1<br/>type: .FBX] --> P
    S4[Source_file 1<br/>type: .Mat] --> P
    P --> S1_2[Save to Path]
    P --> S1_3[Save Dataset]
    P --> S1_4[Path]
    P --> M[Material A]
    M --> S1_1[Source 1]
    P --> S1_5[Result]
```

+ Add Node

Publish workflow

083

# DT Platform - Live Data Builder



Live System Data x +

https://lsd.dt.unity.com/stellantis\_drive/web\_2019/new\_live\_data\_system

Live System Data Monty Burns Stellantis

Stellantis Drive > Web 2019 > New Live Data System ▾

Live Data Builder

Skid Loader IoT Hub

Operator Cabin SPACE ID 1525

Lights\_001 DEVICE ID 1525 Power ON Strength 0.5

FuelMonitor\_001 DEVICE ID 1525 Fuel 100%

Wipers\_001 DEVICE ID 1525 Power ON State Active

Bucket Hydraulics SPACE ID 1525

Cylinder\_001 DEVICE ID 1525 Power ON Piston 50%

Cylinder\_002 DEVICE ID 1525 Power ON Piston 50% (highlighted)

Rear SPACE ID 1525

BackUpAlarm\_001 DEVICE ID 1525 Power ON

RearDoor\_001 DEVICE ID 1525 State Closed

Configure Export ↗

Properties

- Name Cylinder\_002
- Category Device
- Type Cylinder
- ID 1525

Telemetry

- Piston 50%

3D Asset

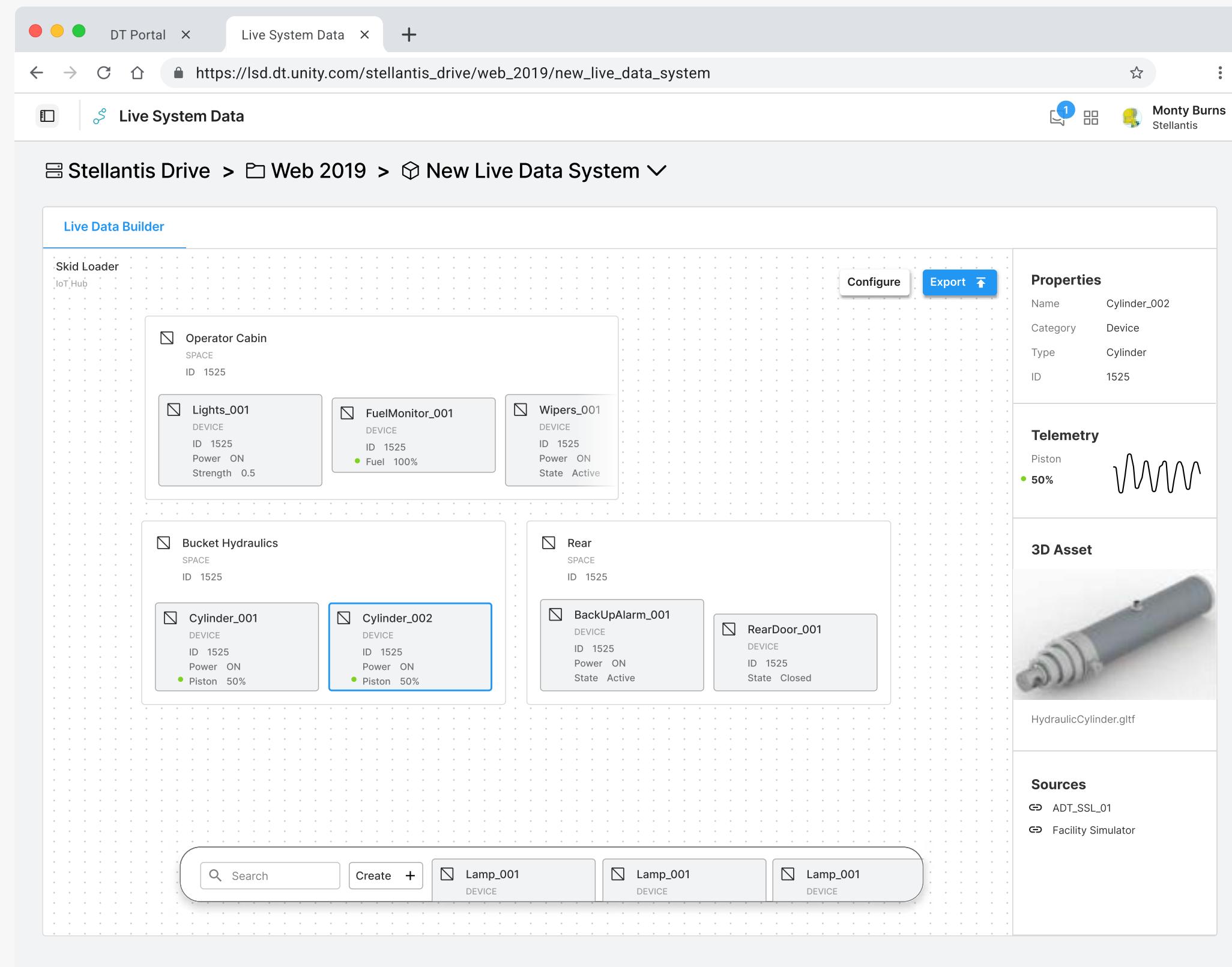


HydraulicCylinder.gltf

Sources

- ADT\_SSL\_01
- Facility Simulator

Search Create + Lamp\_001 DEVICE Lamp\_001 DEVICE Lamp\_001 DEVICE



# DT Platform - Live Data Builder



Live System Data x +

https://lsd.dt.unity.com/stellantis\_drive/web\_2019/new\_live\_data\_system

Live System Data Monty Burns Stellantis

Stellantis Drive > Web 2019 > New Live Data System

Live Data Builder

Sources Entity Types Properties

Azure Digital Twins SOURCE Project SKIDLOADER\_01 Template Cylinder  
Device ID 1525 Power ON  
Add property +

Cylinder DEVICE ID 1525 Power NULL  
Power ON Piston 50%

Facility Simulator SOURCE Project SSL2 Template Cylinder  
Piston Extension 50%  
Add property +

Properties

Name	Cylinder_002
Category	Device
Type	Cylinder
ID	1525

Telemetry

Piston 50% 50%

3D Asset

HydraulicCylinder.gltf

Sources

- ADT\_SSL\_01
- Facility Simulator

Search Create + Lamp\_001 DEVICE Lamp\_001 DEVICE Lamp\_001 DEVICE

The screenshot shows the DT Platform - Live Data Builder interface. A central modal window displays two data sources: 'Azure Digital Twins' and 'Facility Simulator'. The 'Azure Digital Twins' source has a device 'SKIDLOADER\_01' with a cylinder component. The 'Facility Simulator' source has a cylinder component with a piston extension of 50%. These components are mapped to a 'Cylinder' entity type on the right, which has properties for ID (1525), Power (NULL), and Piston (50%). The interface includes sections for Properties, Telemetry (showing a wavy line for Piston at 50%), and a 3D Asset view of a hydraulic cylinder. The bottom navigation bar shows search, create, and three instances of 'Lamp\_001'.

# DT Platform - Live Data Builder



Live System Data x +

https://lsd.dt.unity.com/stellantis\_drive/web\_2019/new\_live\_data\_system

Live System Data Monty Burns Stellantis

Stellantis Drive > Web 2019 > New Live Data System ▾

Live Data Builder

Skid Loader IoT Hub

Configure Export ↕

Export

File Naming Skid Loader Live Data|

Format LSD

Layers Collapse

Save Connections

Operator Cabin SPACE ID 1525

Lights\_001 DEVICE ID 1525 Power ON Strength 0.5

FuelMonitor\_001 DEVICE ID 1525 Fuel 100%

Wipers\_001 DEVICE ID 1525 Power ON State Active

Bucket Hydraulics SPACE ID 1525

Cylinder\_001 DEVICE ID 1525 Power ON Piston 50%

Cylinder\_002 DEVICE ID 1525 Power ON Piston 50% (highlighted)

Rear SPACE ID 1525

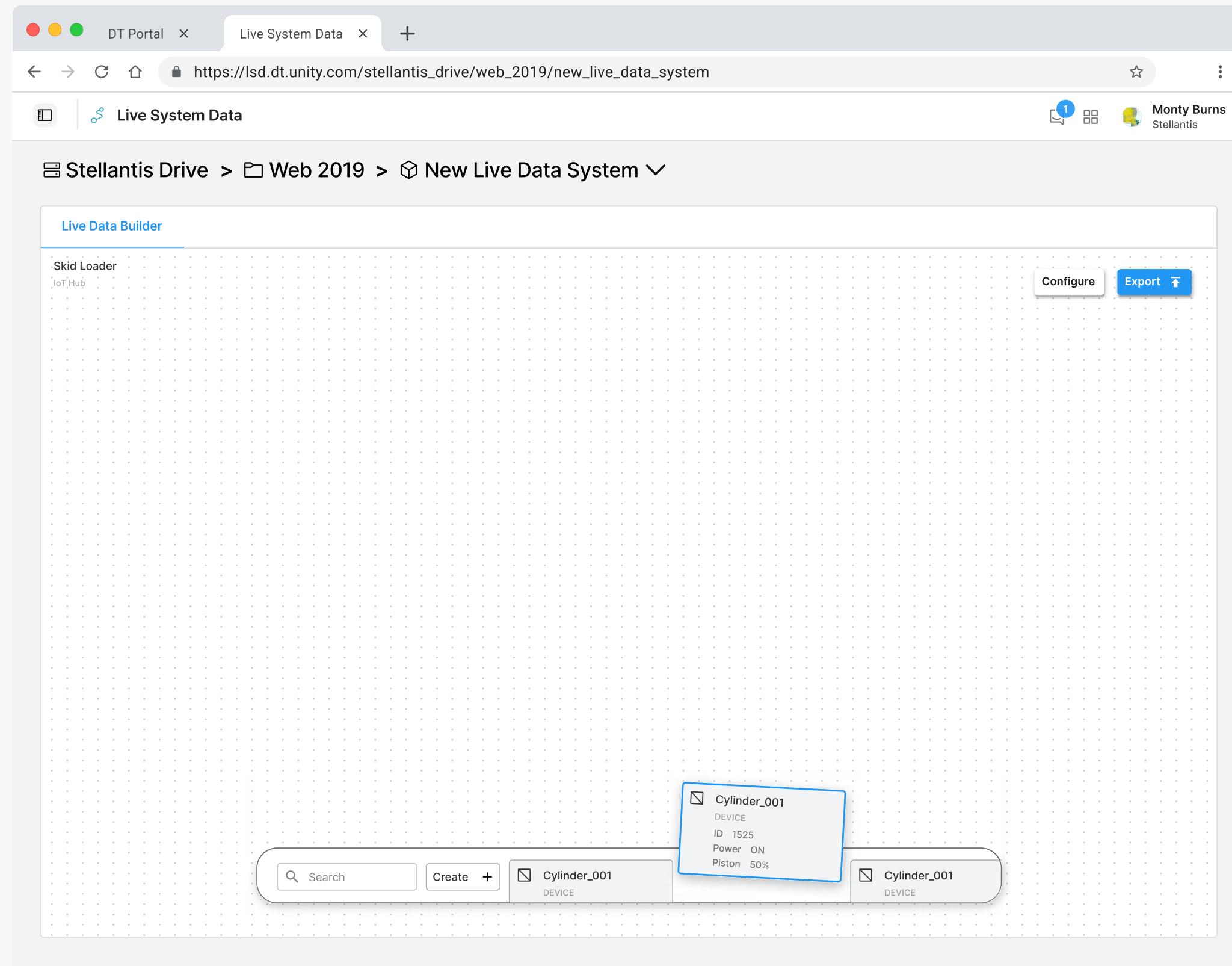
BackUpAlarm\_001 DEVICE ID 1525 Power ON

RearDoor\_001 DEVICE ID 1525 State Closed

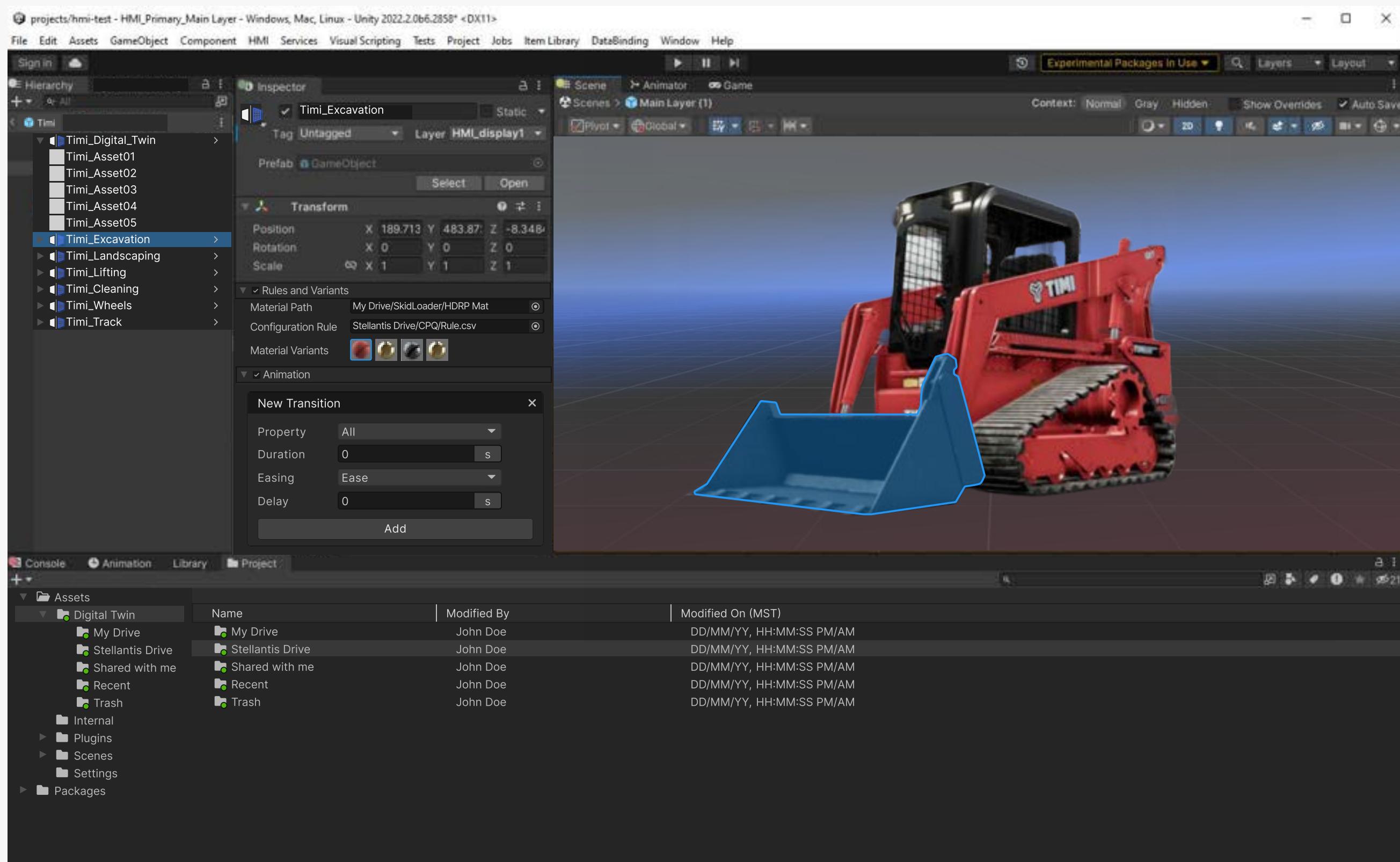
Search Create + Lamp\_001 DEVICE Lamp\_001 DEVICE Lamp\_001 DEVICE

Export .LSD

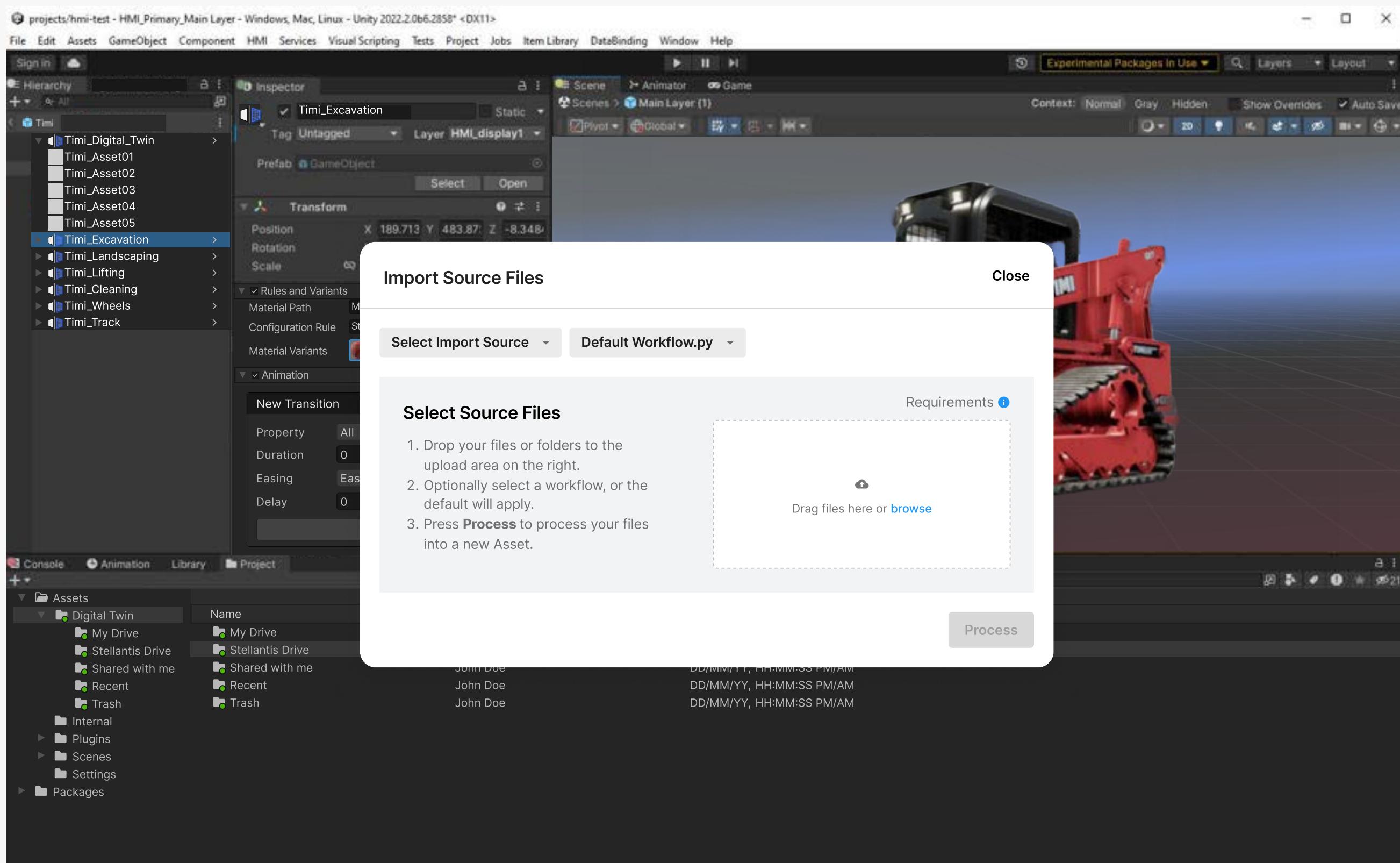
# DT Platform - Live Data Builder



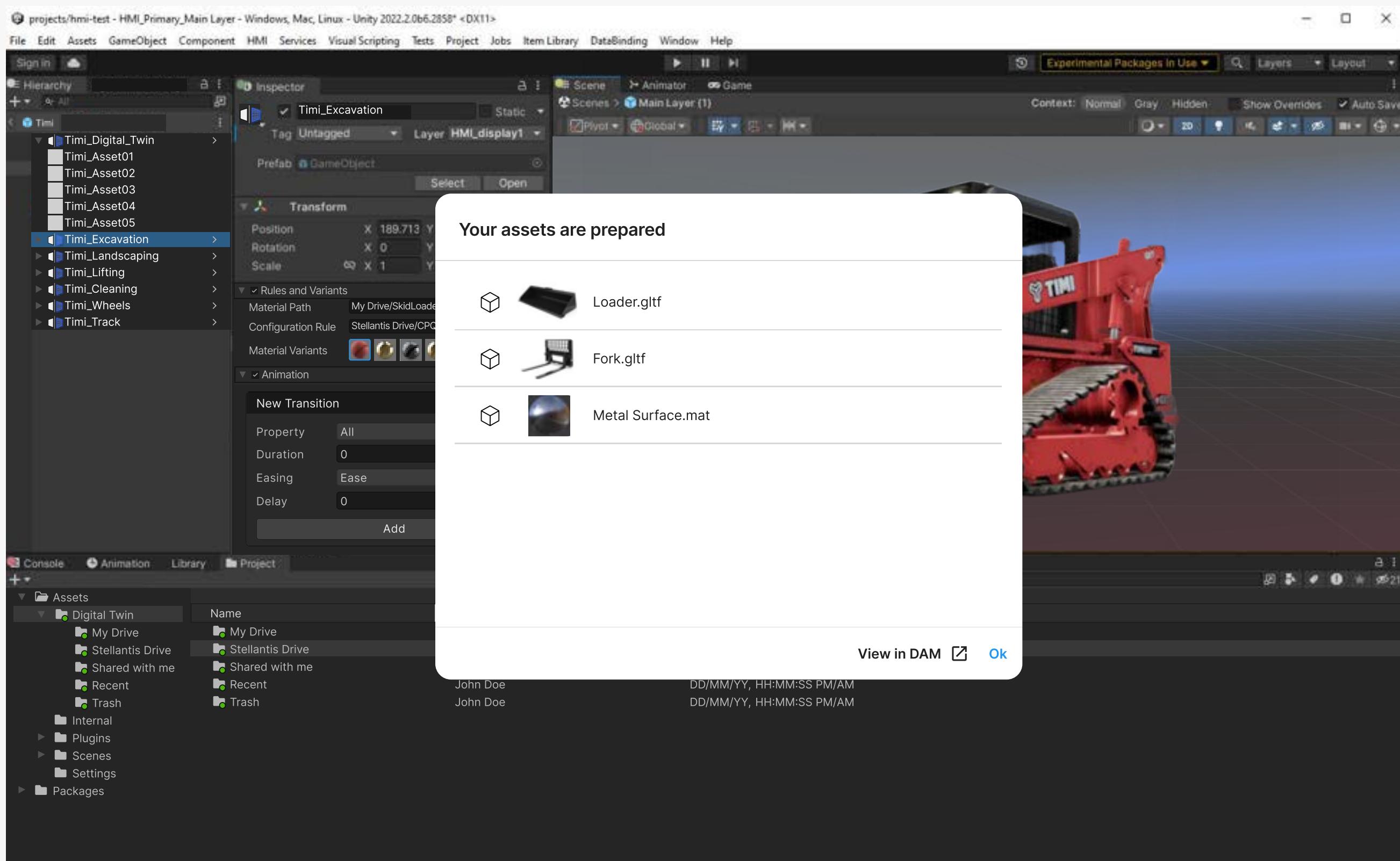
# DT Platform - Unity Creator Kit



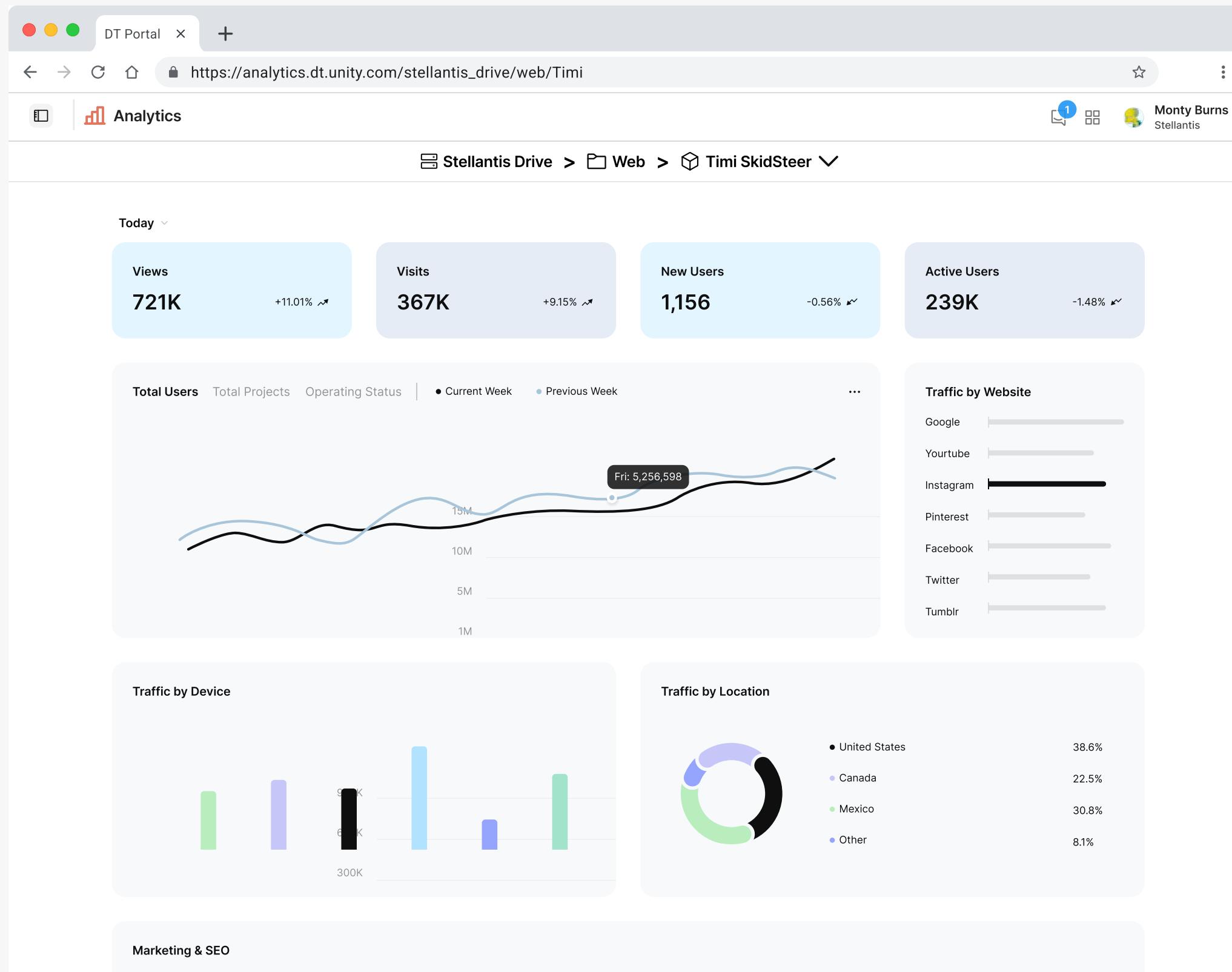
# DT Platform - Unity Creator Kit



# DT Platform - Unity Creator Kit



# DT Platform - Analytics



# DT Platform - Experience Builder



Screenshot of the DT Portal - Experience Builder interface:

The browser title bar shows "DT Portal" and the URL "https://experiencebuilder.dt.unity.com/". The user is logged in as "Monty Burns Stellantis".

**Recent Experience** section:

- Timi Configurator** (Thumbnail: yellow forklift in a warehouse) - Created on 01/01/2025 @ 11:16 AM. Buttons: Alpha, Beta, Tags.
- Mobile Dashboard Demo** (Thumbnail: white smartphone) - Created on 01/01/2025 @ 11:16 AM. Buttons: Alpha, Beta, Tags.
- TD School Configurator** (Thumbnail: hand holding a tablet displaying a map) - Created on 01/01/2025 @ 11:16 AM. Buttons: Alpha, Beta, Tags.
- Cookie Factory Operator** (Thumbnail: black smartwatch) - Created on 01/01/2025 @ 11:16 AM. Buttons: Alpha, Beta, Tags.
- ReflectVR** (Thumbnail: VR headset) - Created on 01/01/2025 @ 11:16 AM. Buttons: Alpha, Beta, Tags.

A blue button at the top right of the recent experiences section says "+ Create New".

**Experience Library**

Search bar: Search

Breadcrumb navigation: Stellantis Drive > Experience Library

Table headers: Name, Created on (UTC), Modified by, Modified on (UTC)

Data rows:

Name	Created on (UTC)	Modified by	Modified on (UTC)	Actions
School Configurator	14/08/2022, 06:23:31 PM	David Golborne	11/10/2022, 12:57:15 AM	...
Reflect Review	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM	...

A large number "092" is displayed in the bottom right corner.



Recent Experience

Timi Configurator  
01/01/2025 / @ 11:16 AM  
Alpha Beta Tags

Step 1: Select a platform

Mobile

+ Create New

Step 2: Select a template

Top Configurator

Multi-product Display

Single Dashboard

ReflectVR  
01/01/2025 @ 11:16 AM  
Alpha Beta Tags

Experience Library

Search

Cancel

Skip OK

to Digital Asset Manager >

Stellantis Drive > Experience Library

Name	Created on (UTC)	Modified by	Modified on (UTC)	...
School Configurator	14/08/2025, 06:23:31 PM	David Golborne	11/10/2025, 12:57:15 AM	...
Reflect Review	04/09/2025, 02:31:51 PM	David Golborne	11/10/2025, 12:57:15 AM	...

093



DT Portal x +

← → ⌛ ⌂ 🔒 https://experiencebuilder.dt.unity.com/

Experience Builder Timi App Monty Burns Stellantis

Models Widgets

3D viewer Timi.gltf

+ add logo + place widget + place widget

Timi

Kimmy

094



DT Portal × +

← → ⌛ ⌂ 🔒 https://experiencebuilder.dt.unity.com/

Experience Builder Timi App Monty Burns Stellantis

Models Widgets

Live Systems Data Preview  
Visualize and manage your sensor data.

Annotation Preview  
Add issue management features

Identity Preview  
Authentication system

Brand Preview  
Add your own brand.

Annotations

STELLANTIS

place widget

095

Dismiss

Brand and Annotation widgets added.

The screenshot shows the DT Platform - Experience Builder interface. At the top, there's a browser-like header with tabs for 'DT Portal' and a plus sign, and a URL bar for 'https://experiencebuilder.dt.unity.com/'. Below the header, the main area has a title 'Experience Builder' and a subtitle 'Timi App'. On the right, there's a user profile for 'Monty Burns Stellantis' with a list of icons. A large central area displays a 3D model of a red Timi App vehicle with a 'Annotations' callout. To the left of the vehicle is a placeholder for a 'place widget' with a dashed box. To the right is a sidebar titled 'Widgets' containing four items: 'Live Systems Data' (with a preview link), 'Annotation' (with a preview link), 'Identity' (with a preview link), and 'Brand' (with a preview link). At the bottom, there are navigation icons (back, forward, search) and a message 'Brand and Annotation widgets added.' with a 'Dismiss' button. The number '095' is visible in the bottom right corner.

# DT Platform - Experience Builder

The screenshot shows a web browser window titled "DT Portal" with the URL [https://assetmanager.dt.unity.com/stellantis\\_drive/experience\\_library](https://assetmanager.dt.unity.com/stellantis_drive/experience_library). The page is titled "Experience Library". On the left, there is a sidebar with navigation links: "Drive", "Shared with me", "Recent", "Starred", and "Trash". Under "Drive", "Stellantis Drive" is expanded, showing "Product Site 2022" and "Experience Library", with "Experience Library" being the active folder. The main content area displays a table of items in "List View". The table has columns: Name, Created on (UTC), Modified by, and Modified on (UTC). The items listed are:

Name	Created on (UTC)	Modified by	Modified on (UTC)
Timi App	07/12/2022, 06:23:31 PM	Parisa Alirezae	11/10/2022, 12:57:15 AM
School Configurator	14/08/2022, 06:23:31 PM	David Golborne	11/10/2022, 12:57:15 AM
Reflect Review	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM
Cartier Store	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM
test app	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM
test app	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM
test app	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM
test app	04/09/2022, 02:31:51 PM	David Golborne	11/10/2022, 12:57:15 AM

On the right side, there are buttons for "List View" (selected) and "Gallery View", and dropdown menus for "Device" and "Outlet". A user profile for "Monty Burns Stellantis" is visible at the top right.

# DT Platform - Asset Editor



DT Portal x +

Asset Editor

Monty Burns  
Stellantis

New Asset

Recent

Timi 01/01/2025 @011:16 AM Alpha Beta Tags

Jimmy 01/01/2025 @011:16 AM Alpha Beta Tags

Kimmy 01/01/2025 @011:16 AM Alpha Beta Tags

Aviera 01/01/2025 @011:16 AM Alpha Beta Tags

Asset Browser

Search

Stellantis Drive > web

Skid Loader S40 Exp

Skid Loader S60 Exp

Skid Loader S70

097

# DT Platform - Asset Editor



DT Portal x +

Asset Editor

Hierarchy Variants <

- Skid Loader S40
  - Arm
  - Loader**
  - Engine
  - Continuous Track
- Skid Loader S60
- Skid Loader S70
- Skid Loader S450 Exp

Front Bucket Format gltf

Material Variants

Animation

Project Library

HDRP Mats

098

# DT Platform - Asset Editor



# DT Platform - DT Render



Recent projects

+ Create New

Timi (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Jimmy (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Kimmy (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Aviera (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Dimmy (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Dimmy (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Dimmy (Live) 01/01/2022 @01:16 AM Alpha Beta Tags

Shot Gallery

Assets store Upload assets Go to Digital Asset Manager

Search

Add filter + Aviera Car Landscape

100

The screenshot displays the DT Platform - DT Render interface. At the top, there's a browser-like header with tabs for 'DT Portal' and a search bar for 'https://unity.dtrenderer.com'. A user profile for 'Monty Burns' from 'Stellantis' is shown. Below the header, the main content area is titled 'Recent projects' and features seven project cards. Each card contains a thumbnail image, the project name, a 'Live' status indicator, a creation date, and three buttons labeled 'Alpha', 'Beta', and 'Tags'. To the right of the project cards is a large blue button labeled '+ Create New'. Below this section is a 'Shot Gallery' with a grid of 100 images. The gallery includes filters for 'Aviera', 'Car', and 'Landscape'. The bottom right corner of the gallery area shows the number '100'.

# DT Platform - DT Render



DT Portal x +

https://unity.dtrenderer.com

Export

Settings

Format: PNG

Resolution: Standard HD

Enable AOV Layers:

Enable Watermark:

File Naming: Skid Loader Timi

Tags: Web, Mobile, Skid, Jimmy, Red

Color Profile: sRGB  CMYK

Export information

Type: PNG

Ratio: 16:9

Resolution: 2K

Created: 7/23/2020 16:19

Estimated file size: 21 MB

Save a local copy

Enable raytracing:

View: Standard HD

16:9

Lighting

Rigs: Lighting Rig 1, Lighting Rig 2

Lights

Show all lights:

Point light 1, Point light 1, Directional light 1, Spotlight 1 (selected)

Actions

Properties

Temperature: 6570

Intensity: 10000

Outer Angle: 82

Inner Angle: 40

Range: 26353 M

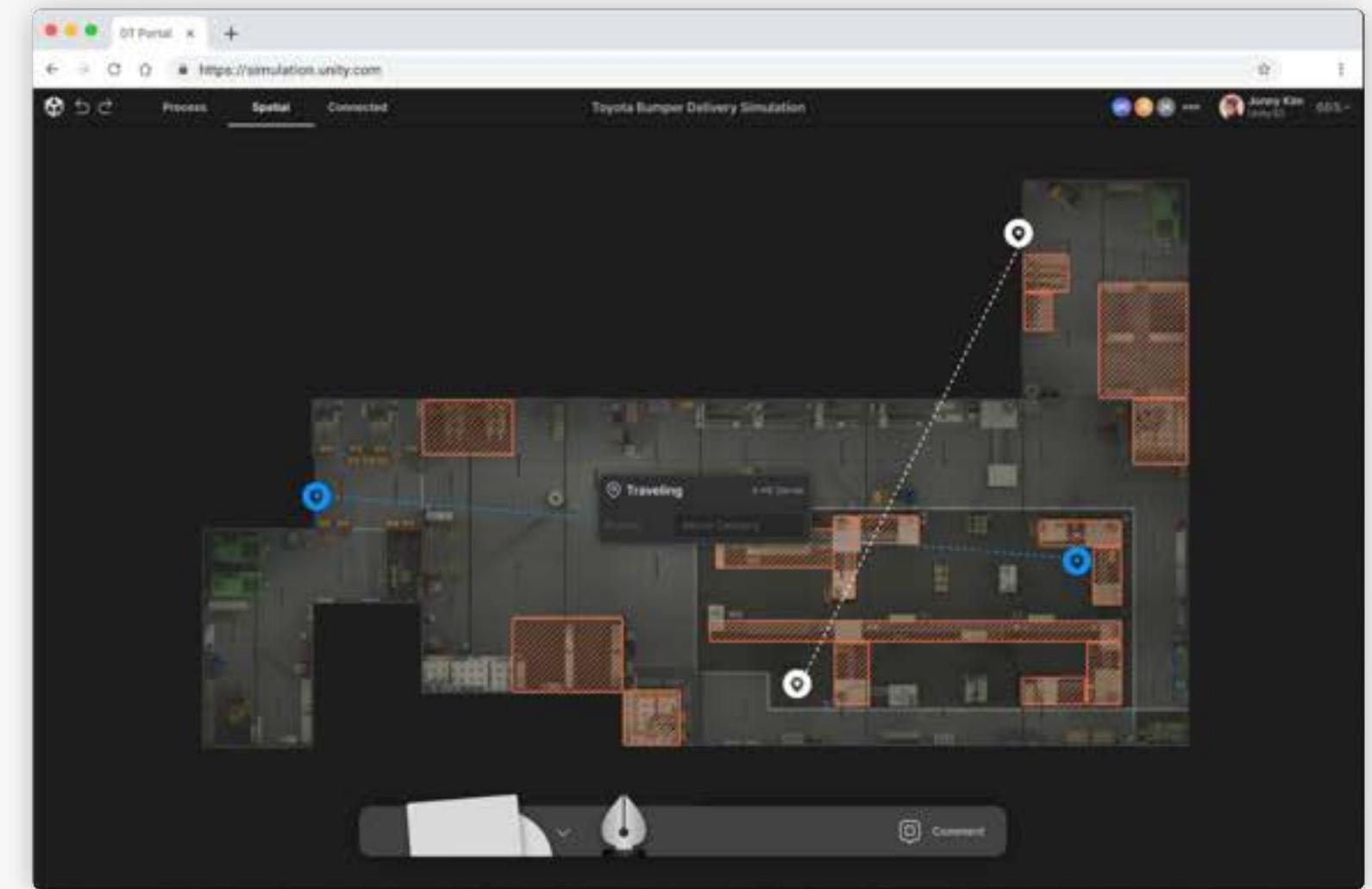
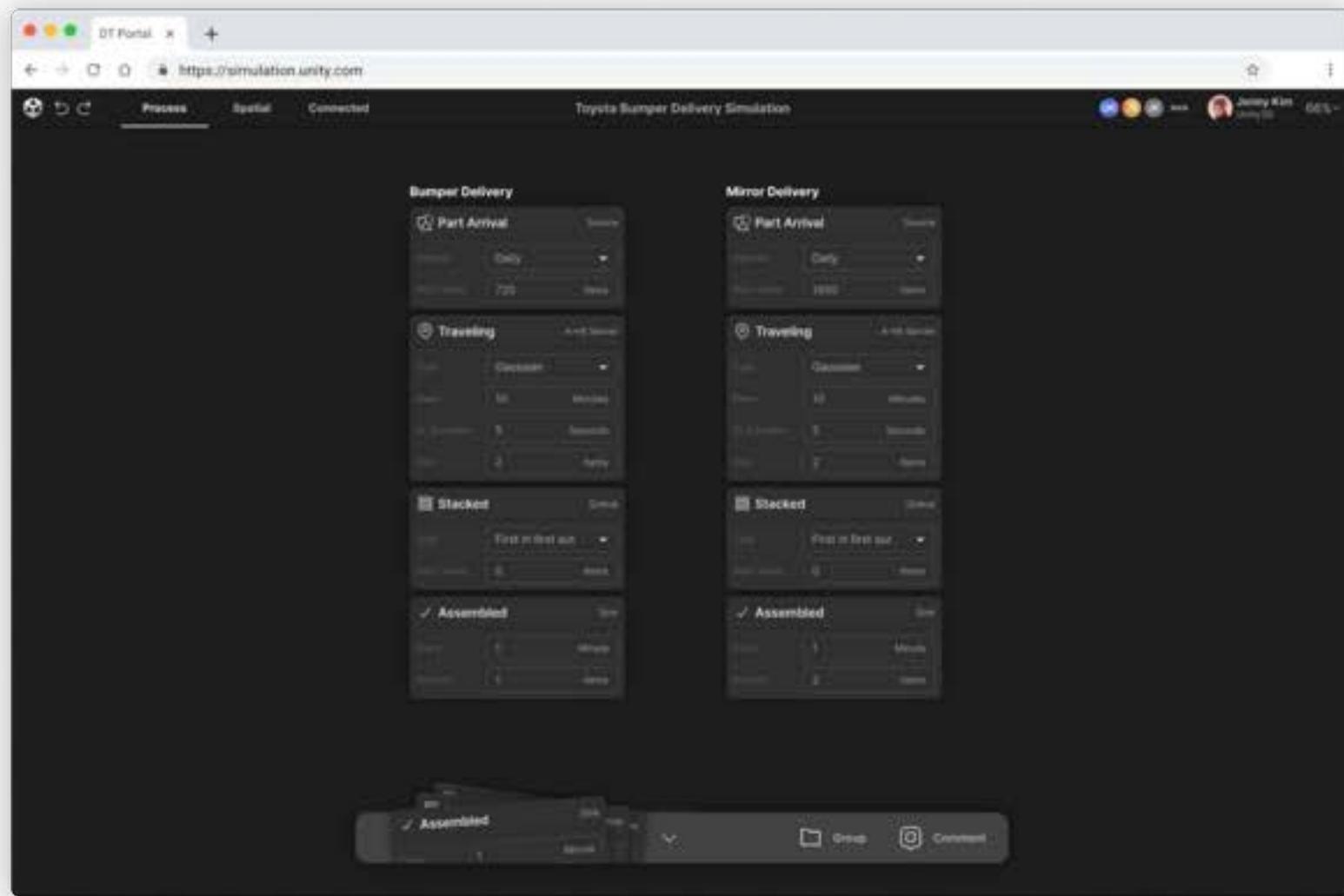
Indirect Multiplier: 11

101

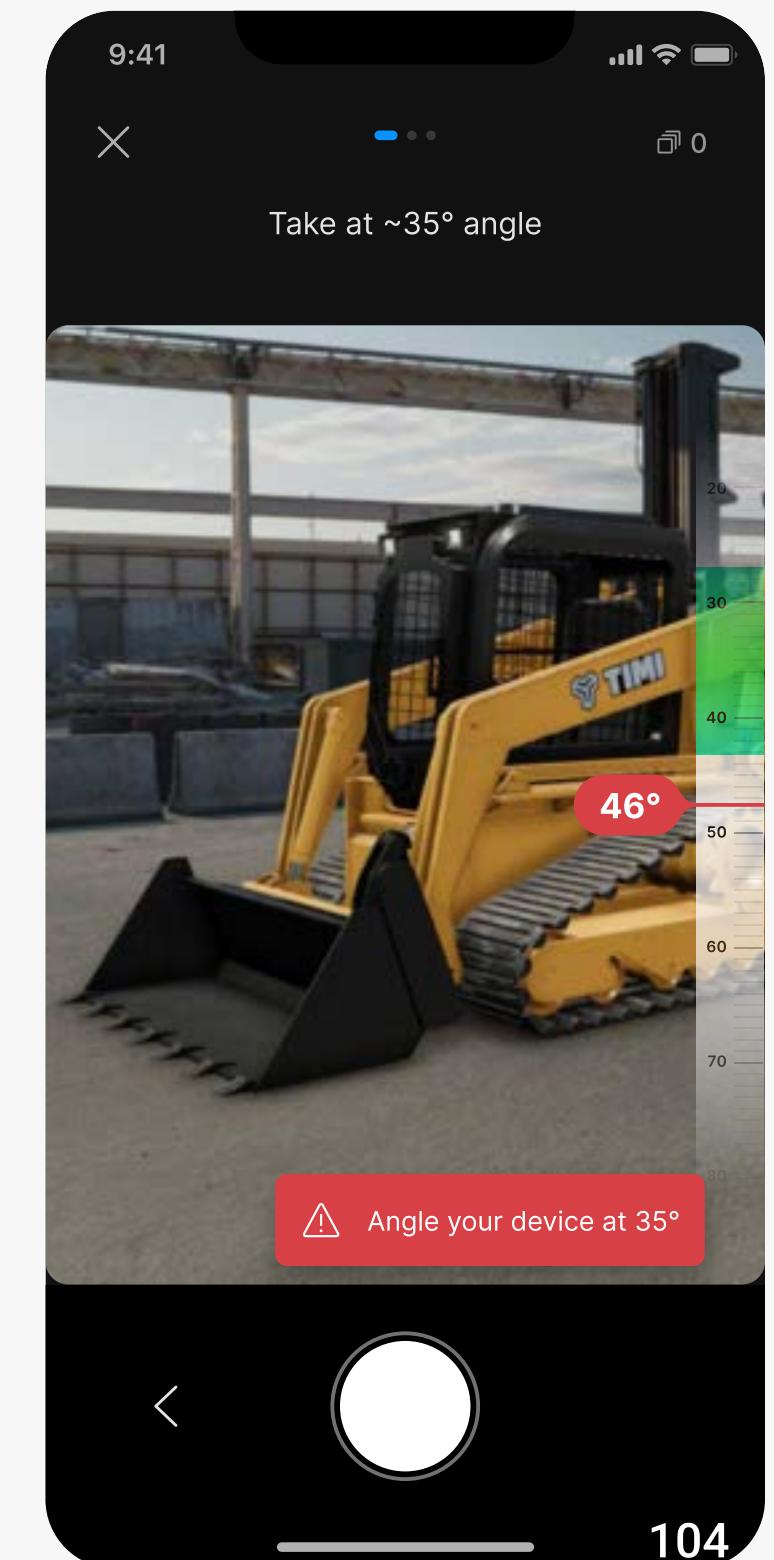
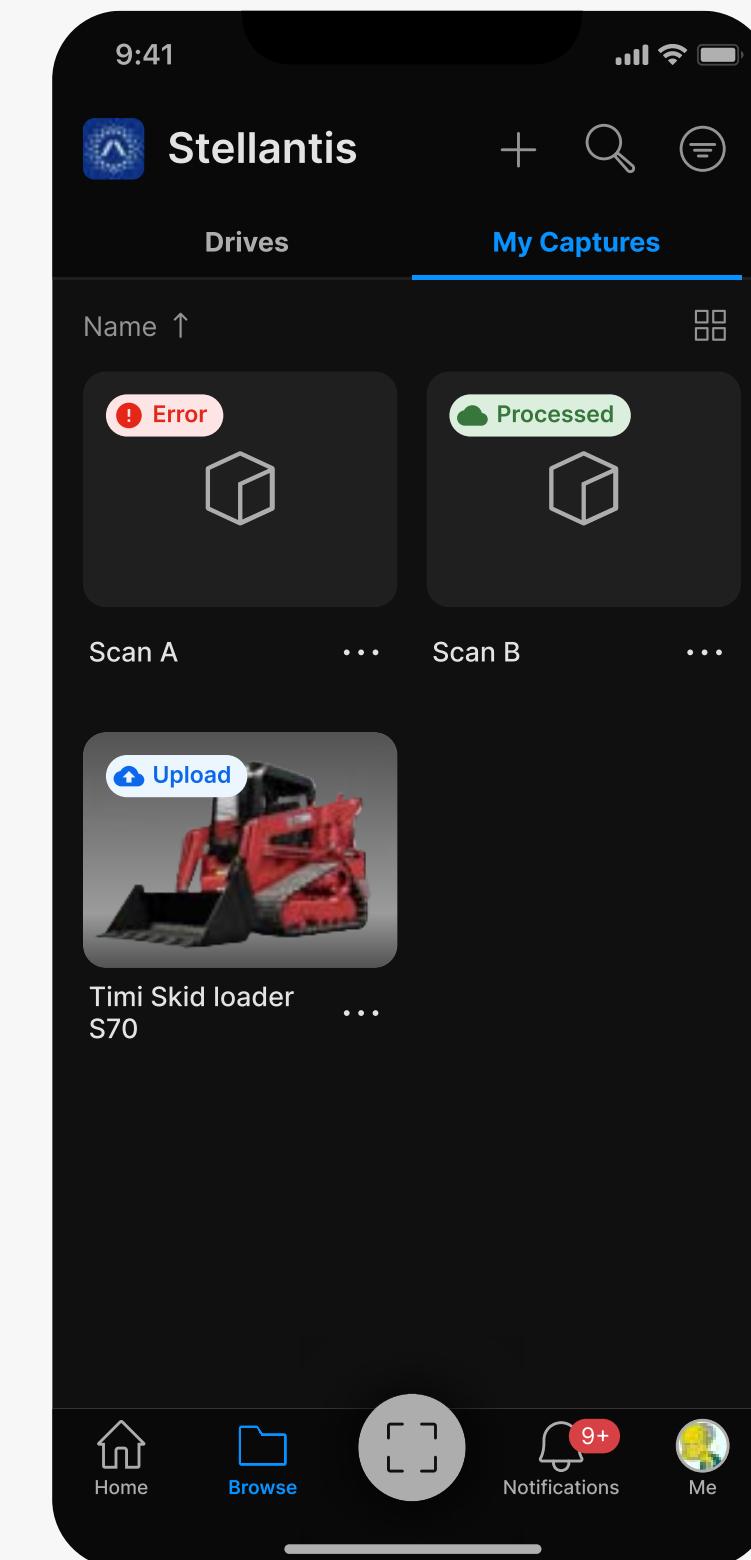
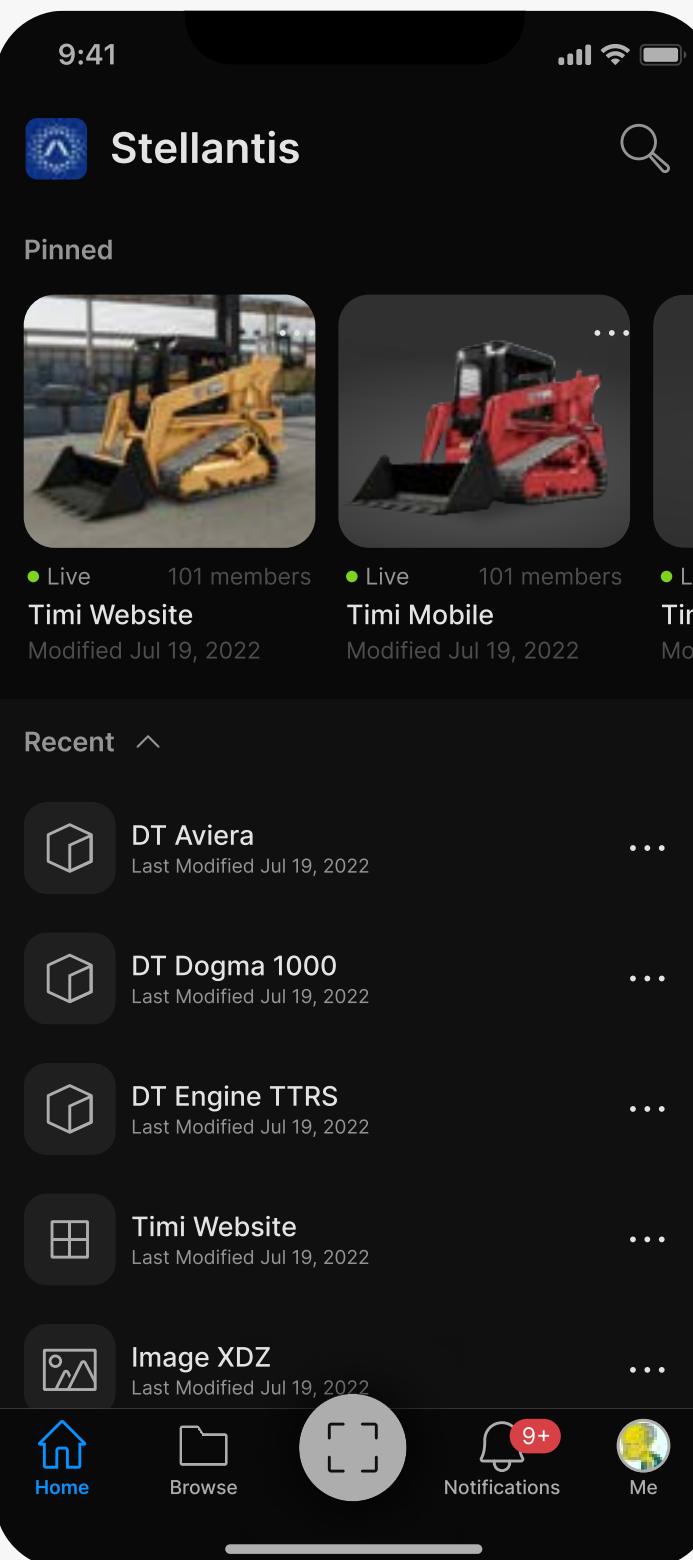
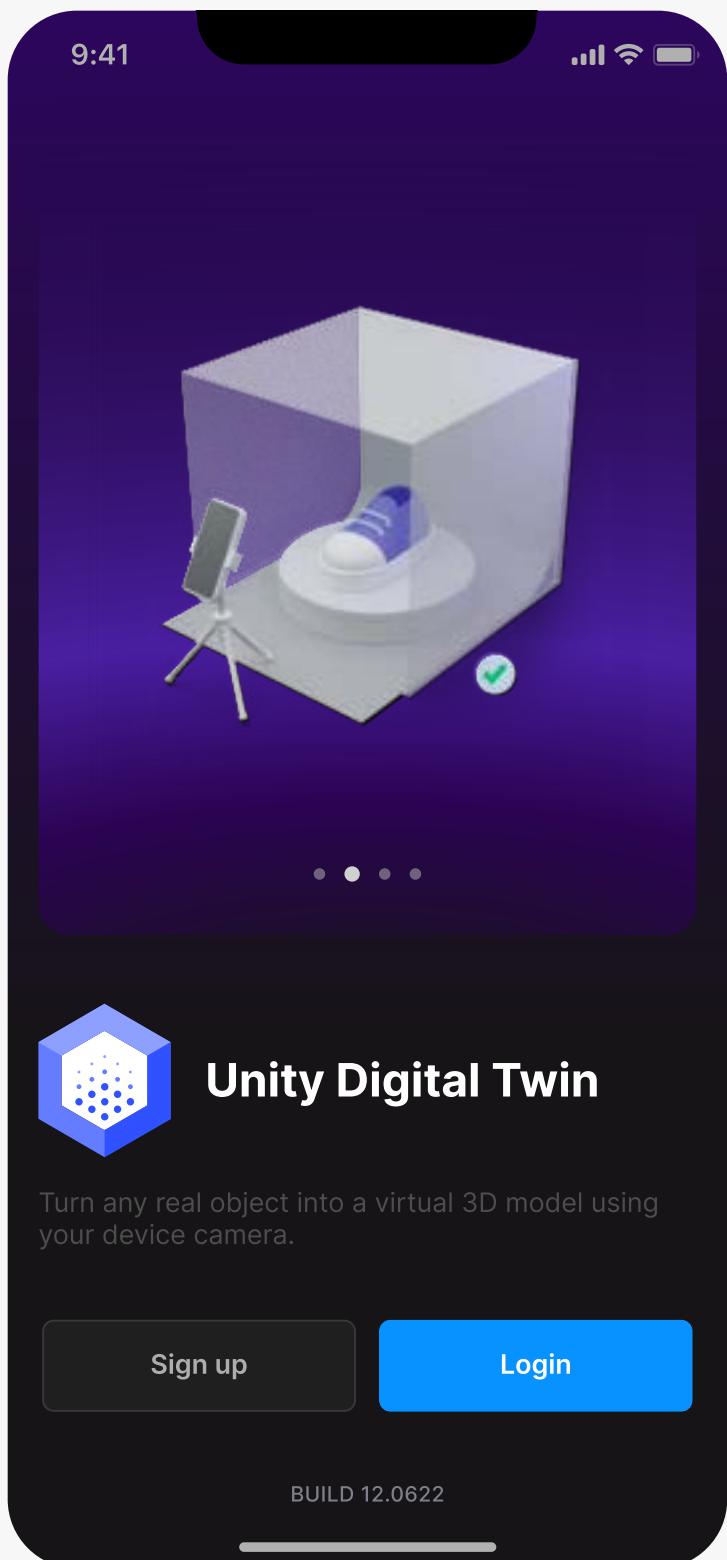
The screenshot displays the DT Render interface within a web browser. The main view shows a red skid-steer loader with 'TIMI' branding. The lighting setup includes a selected spotlight and other directional and point lights. The properties panel on the right shows detailed settings for the selected spotlight, including temperature, intensity, and angle ranges. The left sidebar contains export options like format (PNG), resolution (Standard HD), and color profile (sRGB). The bottom right corner features a large number '101'.

DT Platform - DT Render

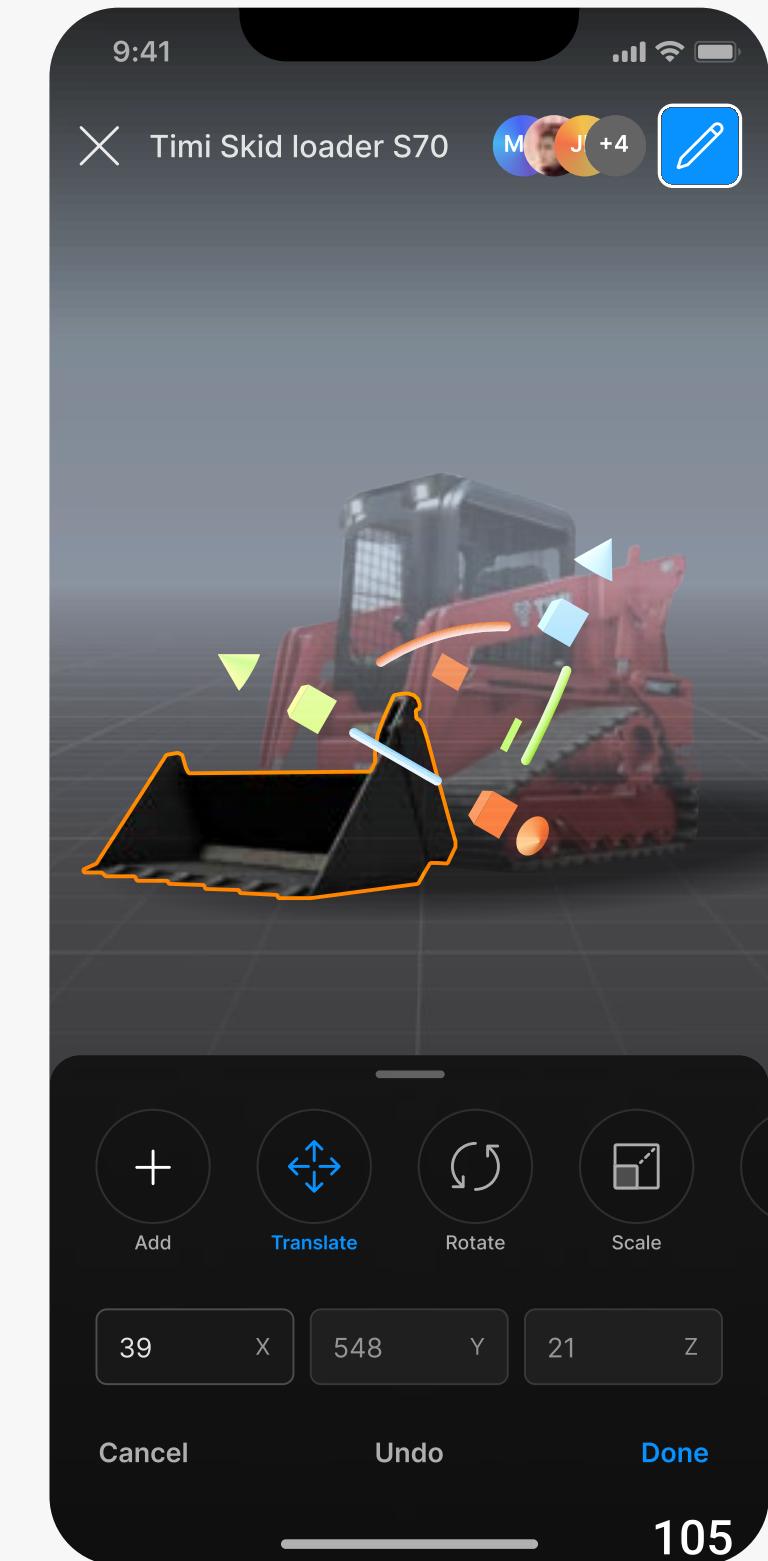
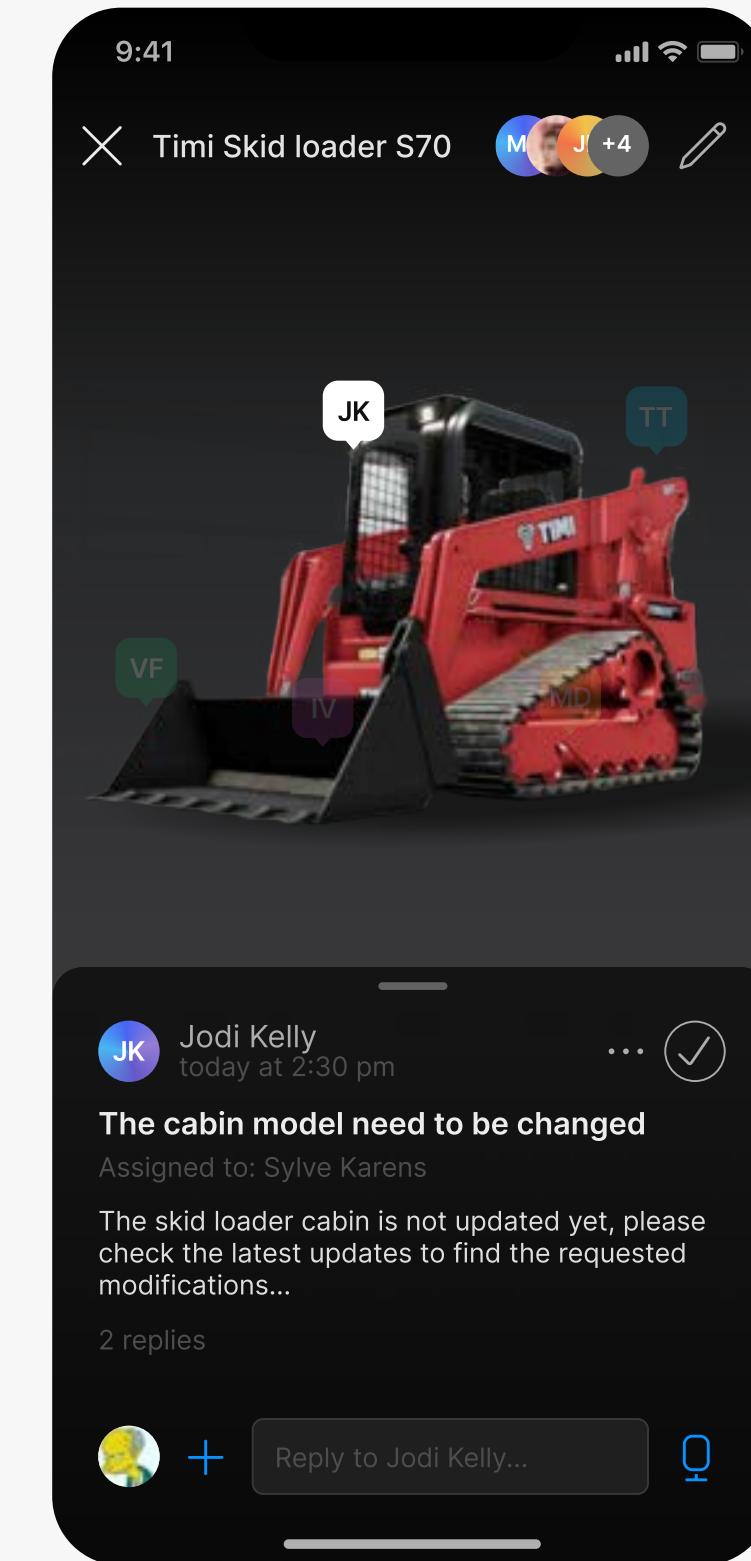
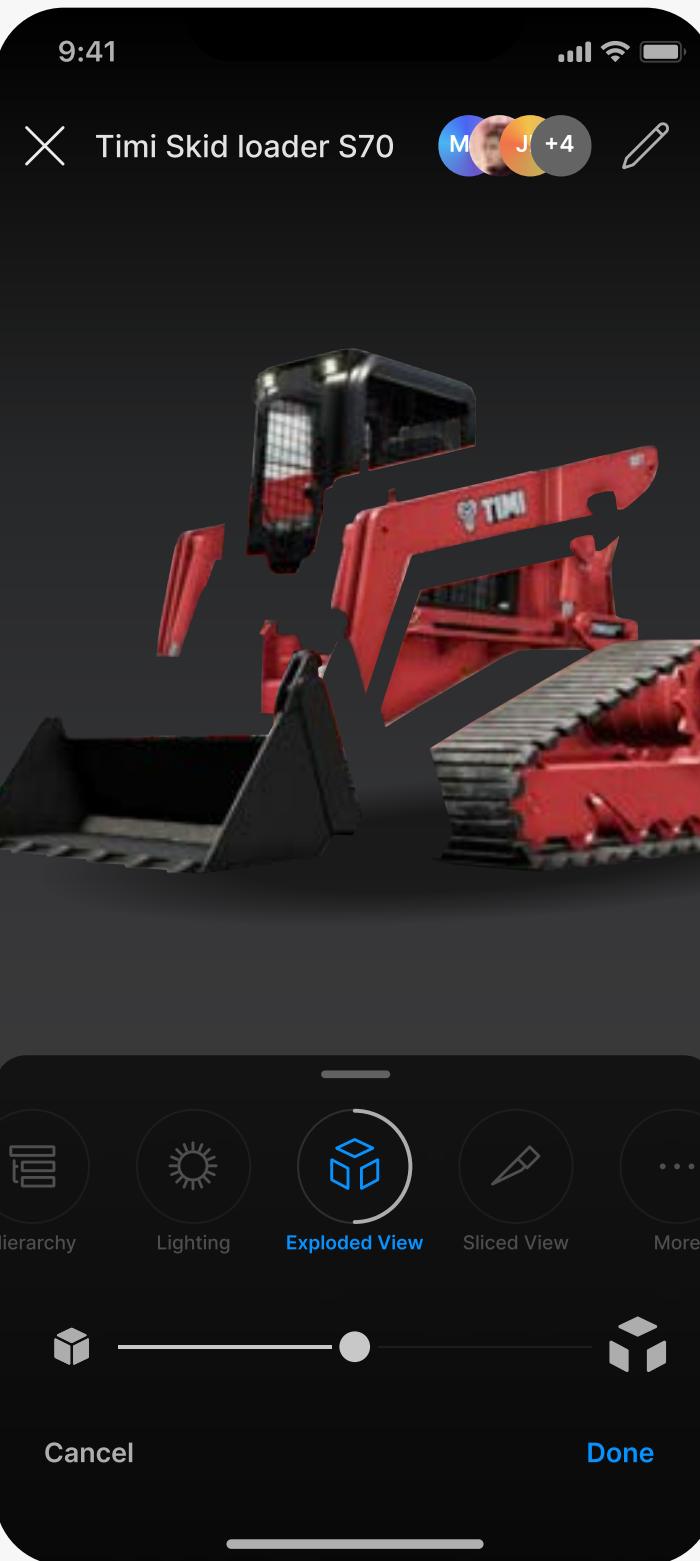
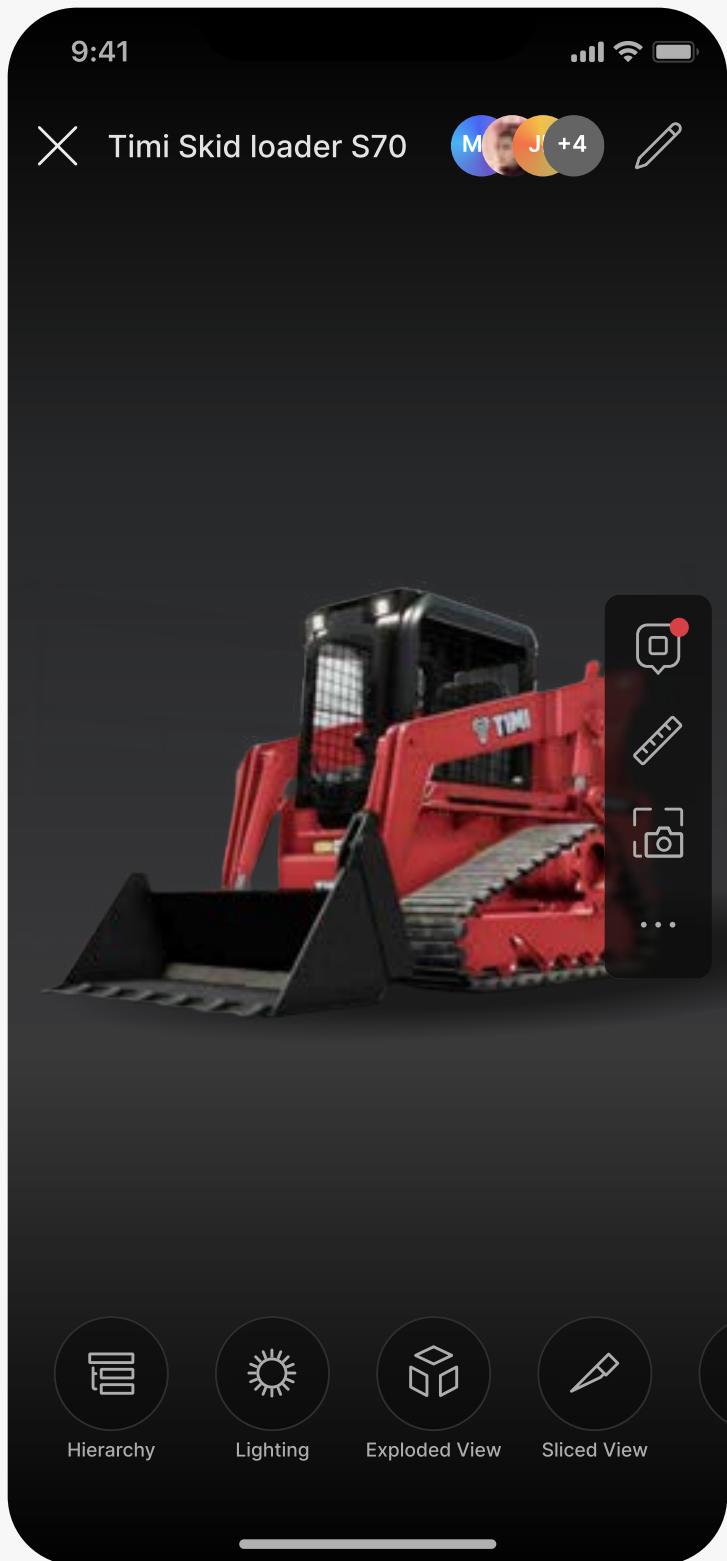
# DT Platform - Simulation



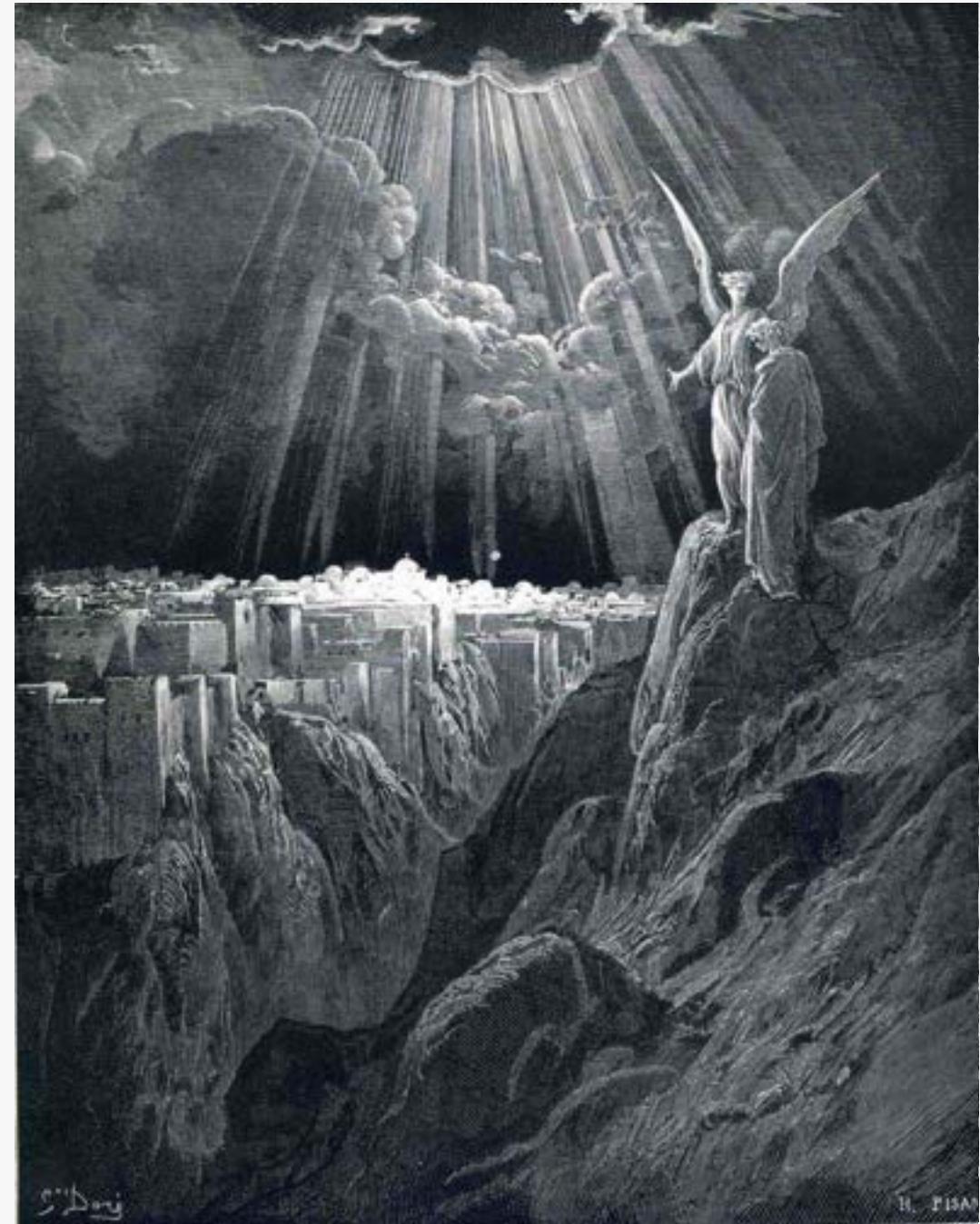
# DT Platform - DT App



# DT Platform - DT App







A NEW HOPE  
A NEW HOPE  
**A NEW HOPE**  
A NEW HOPE  
A NEW HOPE  
A NEW HOPE  
A NEW HOPE  
A NEW HOPE



# Cloud Foundations

The screenshot shows the Unity Cloud Foundations interface. On the left is a sidebar with a navigation menu:

- Home (selected)
- Recent
- Projects
- Assets
- Learn

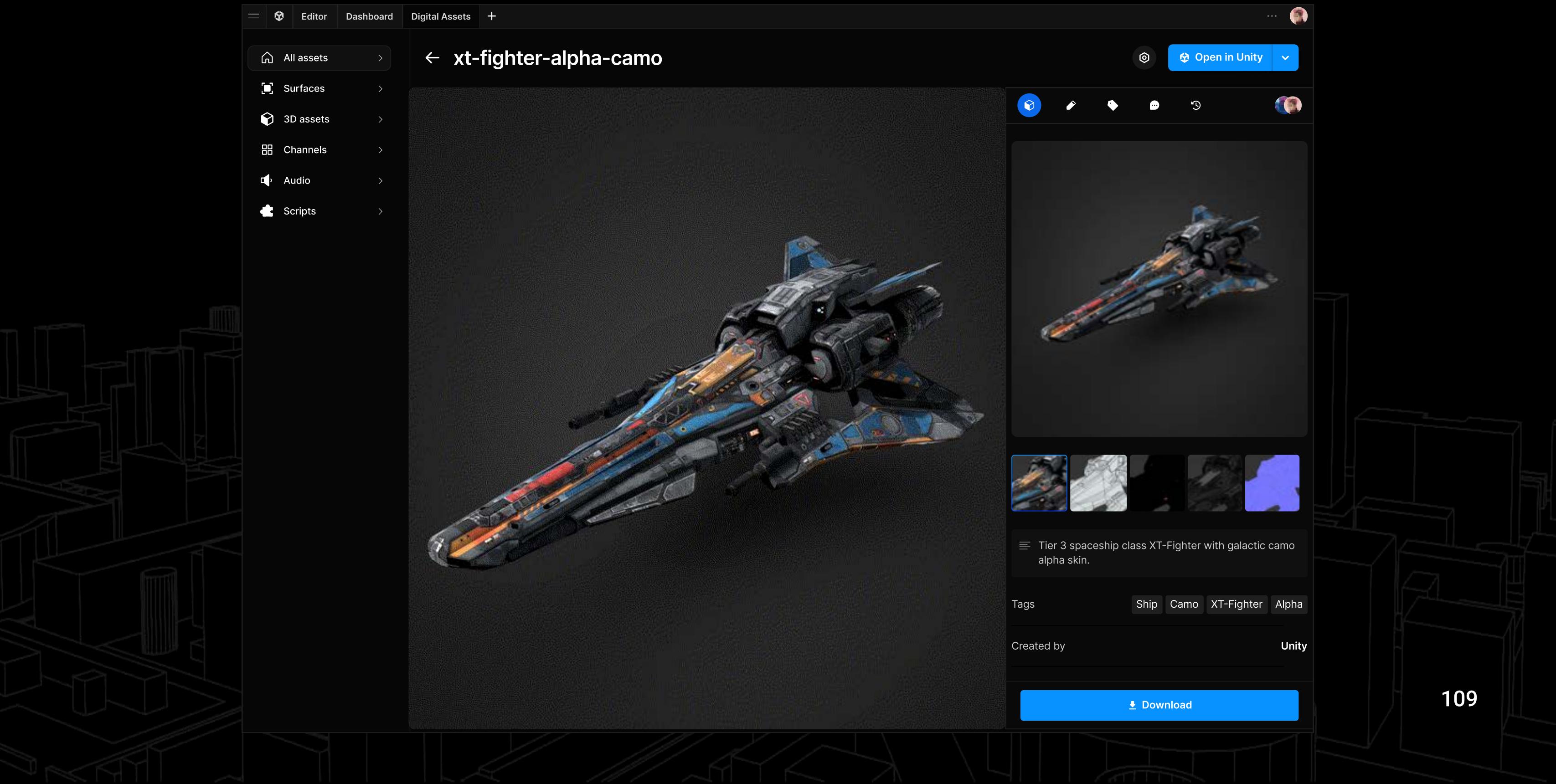
Below the menu are sections for Favorites and Other:

- scorched-earth
- Blue Vase
- Unity3D
- Admin Settings

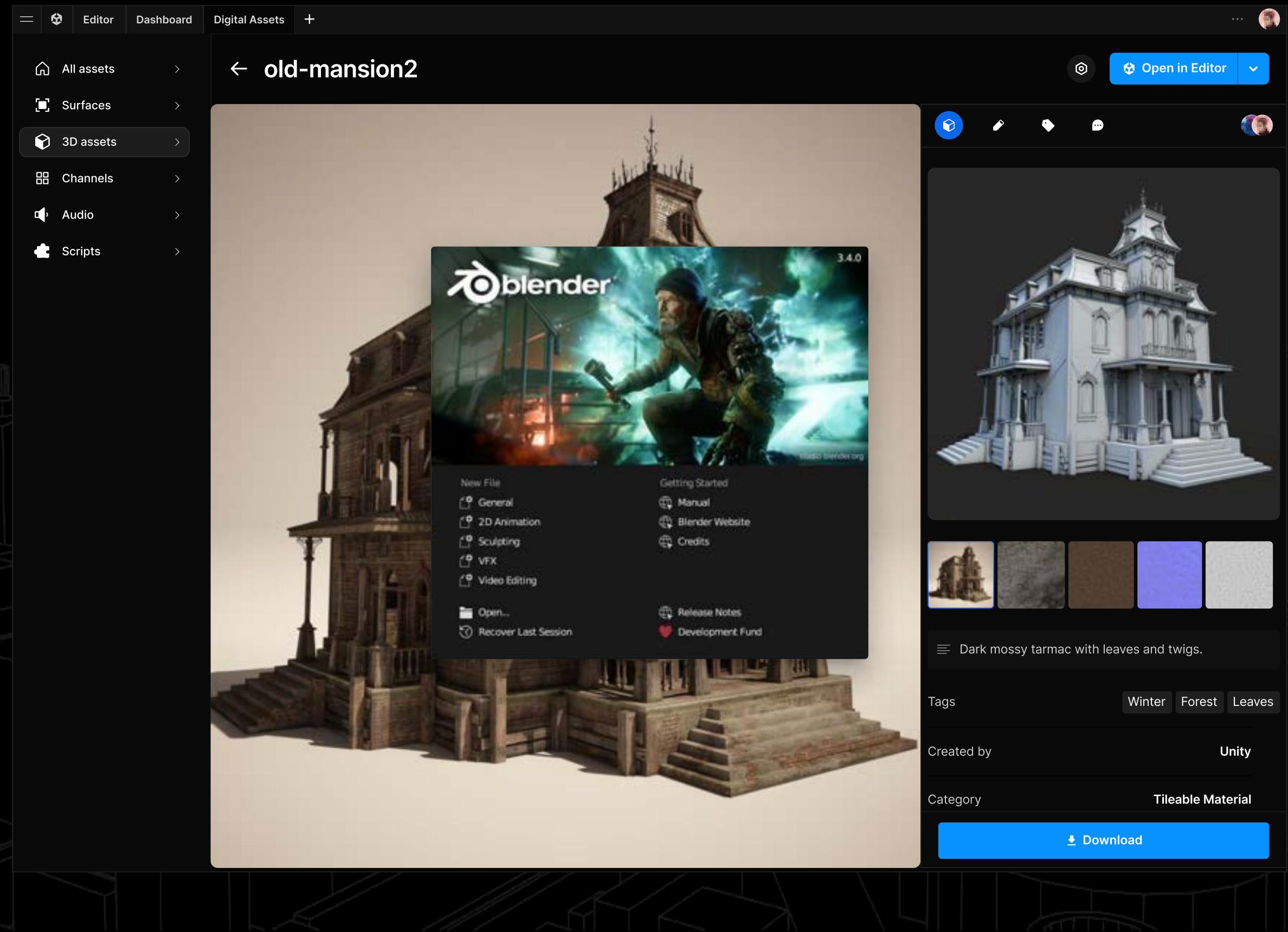
On the right, the main content area displays:

- A greeting: "Hi Jonny!"
- A search bar with placeholder "Search" and a dropdown menu "All".
- Four cards: Projects (6 projects), Subscriptions (5 active subscriptions, 3 unused seats), Users (16 active organization members, 2 guests), and General settings.
- A "Recently viewed" section with thumbnails and details for:
  - Untitled project (Unity Editor, 2 min ago)
  - Project Furball (Unity Editor, 15 min ago)
  - scorched-earth (Digital Assets, 2 hours ago)
  - Landscape (Digital Twin, 2 days ago)
  - Untitled project (Unity Editor, 2 min ago)
  - ground-dirt (Digital Assets, 15 hours ago)
  - Blue Vase (Digital Twin, 21 hours ago)
  - Machinery (Unity Editor, 5 days ago)
- A row of four images at the bottom: a character portrait, a landscape, a woman's face, and a cityscape.

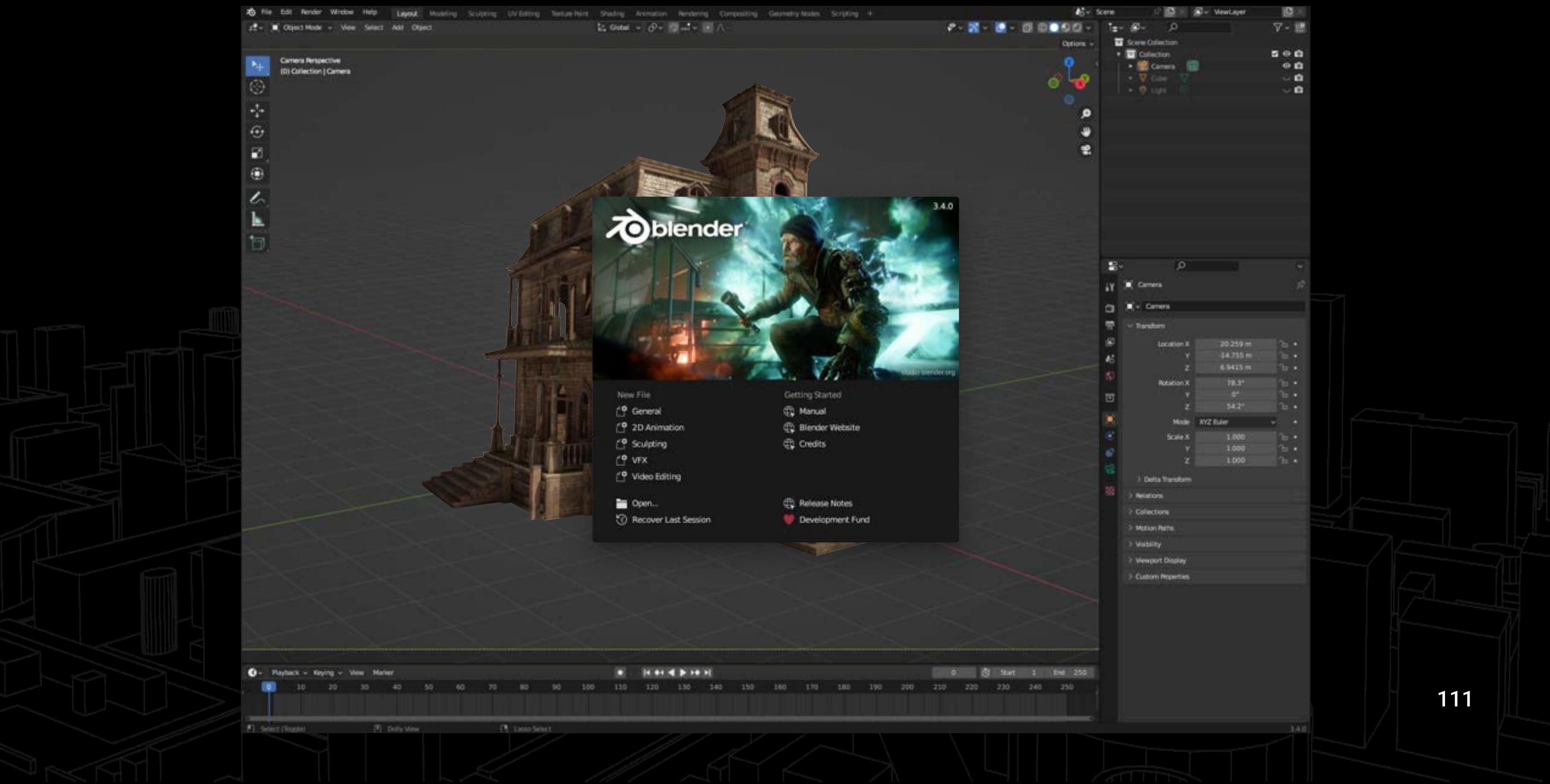
# Cloud Foundations



# Cloud Foundations



# Cloud Foundations



u Thank you