

Architecture, Engineering & Construction

One industry that's ripe for VR disruption is Architecture, Engineering and Construction (AEC). What better way to show someone how a space will look without the space actually being built? VR is especially useful if any rework to the space costs a lot of money and dozens of stakeholders – scattered across the globe – have differing opinions about how it should all come together.

The AEC industry sounds like a perfect use case for VR and MR(Mixed Reality).

- Urban Infrastructure (Building, Stadium, Dam) Stakeholder Buy-In





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Stakeholder Buy-In

Traditionally, the urban planning and development approval process relied on paper maps, miniature building models and static 2D representations to tell the story of a new development. This meant that the community had to depend on plans, diagrams, 'artist's impressions' and ultimately, their own imaginations to assess the potential impact of a development.

With the advent of VR and MR technologies, it's now possible for various stakeholders like the client, architect, project manager, members of the project team, technical and financial services providers, internal and external consultants, material and equipment suppliers, site personnel, contractors and subcontractors etc, to collaborate and identify problems before they occur, thereby saving immensely on costs later.

MR devices like HoloLens and VR devices like Oculus Quest can seamlessly work together on collaborative platforms like Microsoft Mesh and Azure XR Services Platform.



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