

How AR is Transforming the Building and Construction Industries

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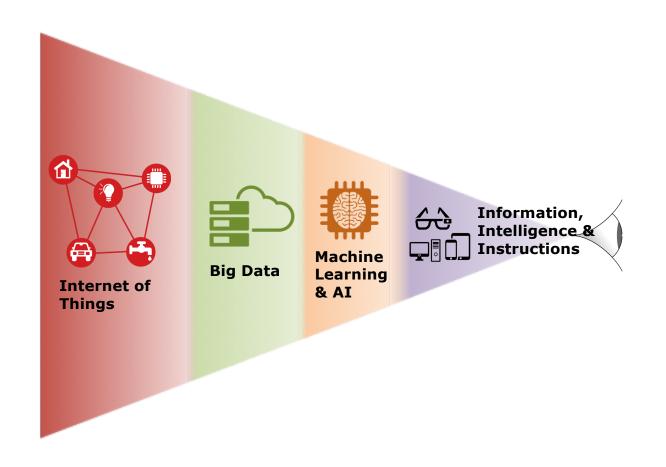
AR is really hot right now







Augmented Reality is the Future UI Paradigm





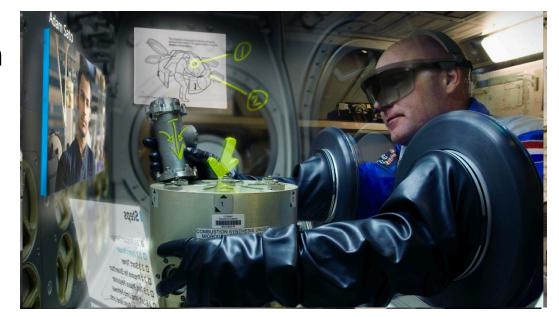




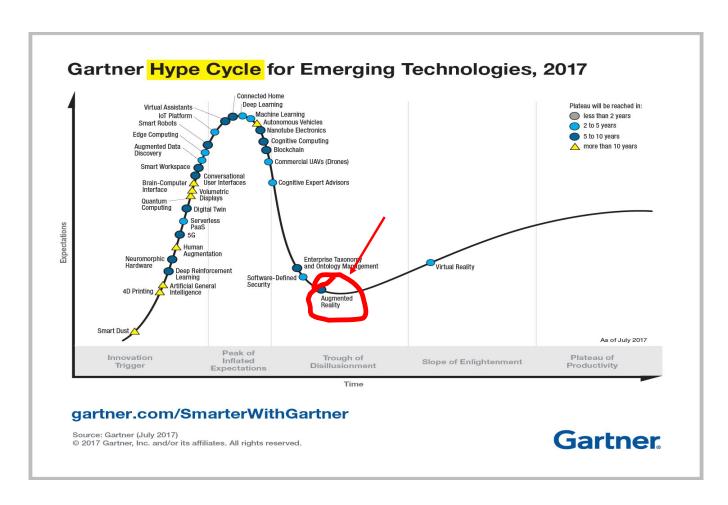
Augmented Reality

AR is the new UI paradigm

- Improved Comprehension
- Knowledge Transmission
- On-Demand Knowledge



But the AR Market is Early



Practical Applications?

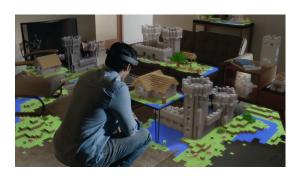


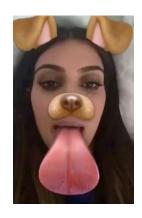












Practical Applications - Yes!



Manufacturing Cons



Construction

Maintenance



Quality Assurance



Training + Education

Construction + Manufacturing

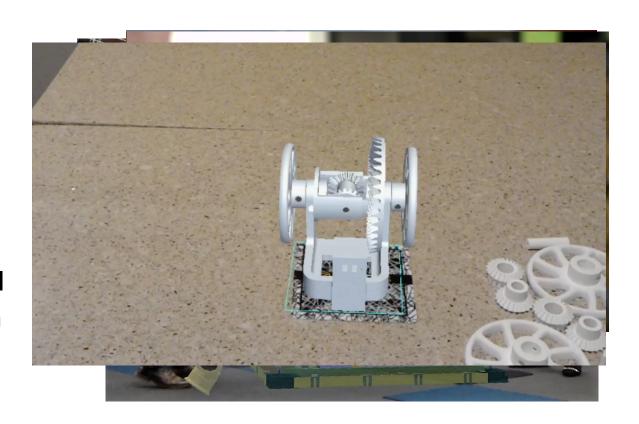
- Common Attributes
 - Planning in 3D
 - •BIM in construction (AEC)
 - •CAD/PLM in manufacturing
 - Assembly Instructions
 - •Blueprints in AEC
 - •Diagrams / Text Instructions in Manufacturing
 - Compliance / Audit Trail
 - Verification / Inspection
 - Maintenance / Facilities
 Management
 - Remote Collaboration



AR can help with all of these!

Common Attributes

- Planning in 3D
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Why do we even care?

- Manufacturing
 - 250% increase in productivity in the last 50 years
 - But still we need to make things faster and cheaper





762 / year

Backlog: 6000

= 8 year wait

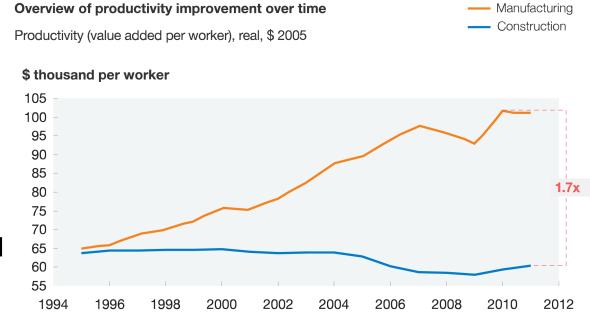


46 Year History

Backlog

Why do we even care?

- Construction
 - Construction productivity decreased 20% in the past 40 years
 - 65-75% of any building cost is labor, building materials and overhead
 - For every building you build in the future, it will cost more than it will today



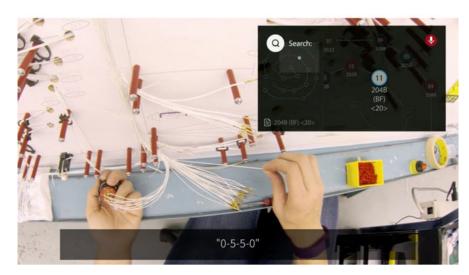
Source: Expert interviews; IHS Global Insight (Belgium, France, Germany, Italy, Spain, United Kingdom, United States); World Input-Output Database

McKinsey&Company

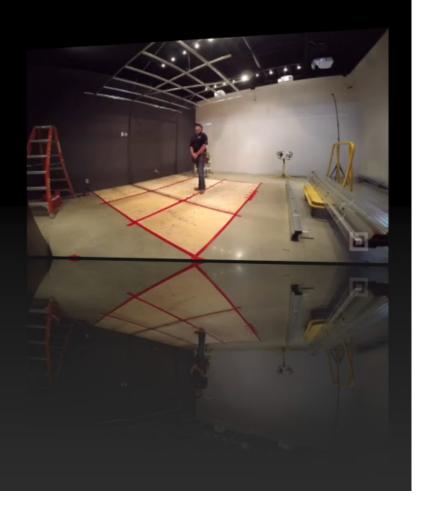
Success Stories

Boeing with Upskill's Skylight platform cut production time substantially and lowered error rates to nearly zero





Success Stories



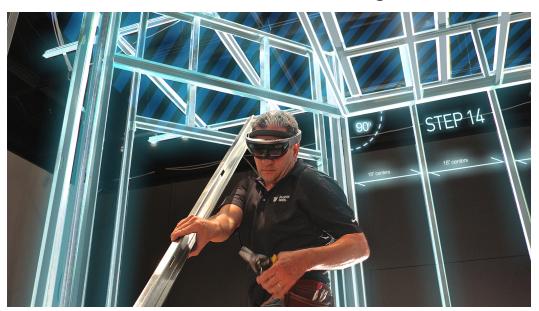
Success Stories

- Caterpillar branded an AR Remote Assistance tool
- Helps technicians and experts communicate more effectively



This is just the beginning...

- Hololens makes a lot of these initial use cases possible
- Almost every industrial customer wants head worn displays.
- For many of these use cases, robust tracking is essential



What about ARKit / ARCore?

- Apple and Google's investment in the space means AR is accessible to everyone
- Applications previously limited to Hololens are now potentially viable on phones and tablets to a wider audience
- Good first step



What about the future?

- Better head worn form factors
 - Limitations
 - Battery life
 - Field of view
 - Comfort
 - •UX how to control and interact with AR?
- Better Tracking Tools
 - Object Recognition (AI?)

- Content Tools
 - Authoring Platforms
 - Content Management Platforms
 - 3D Data Tools Decimation
- Collaboration Tools

Thank You!

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