3D Repo Cloud Platform Adds Integrated Virtual Reality Functionality

3D Repo has launched a new version of its cloud-based building information modelling (BIM) software that offers integrated virtual reality (VR) functionality using existing 3D models and project data. 3D Repo's multi-award-winning solution for those managing construction and civil engineering projects already uses the latest cloud technology for wider access, easier collaboration and open-source application development. With the addition of VR capability, users can now deploy VR simulations for applications such as training, safety and project consultation.

The 3D Repo VR development differs from other VR simulations, which utilise standard game engines fixed content, which means any edits require a complete reprocess of the entire simulation. With the 3D Repo solution, the web-enabled approach allows users to access all their projects remotely on the fly and without the need to create custom executables each time. 3D Repo also utilises existing site-specific 3D models and BIM data, so that custom scenarios can be created and uploaded as and when needed.

Project information

In this version, 3D Repo has made it easier for users to import, use, share and visualise the very latest project information from any location on any internet enabled device, commented Dr Jozef Dobos, CEO of 3D Repo. The integrated VR functionality is just the first of many planned upgrades that will allow users to easily view existing projects, via the cloud, on any platform.

The VR functionality, which is built on top of Unity, is part of the latest version of 3D Repo's platform that also offers improved open file format support and integration with associated software platforms. Users new to the world of online BIM knowledge bases can find out more at www.3drepo.org, and sign up to the 3D Repo online collaborative solution and try for free the new features and functionality.