

MOCK-UPS

Karim MOULAY Student Master's Degree I2A 18 January 2016





Synopsis

- I. Presentation
- II. Why/For Whom
- **III.Construction Solution**
- IV.Computer Software







Mock-UPS

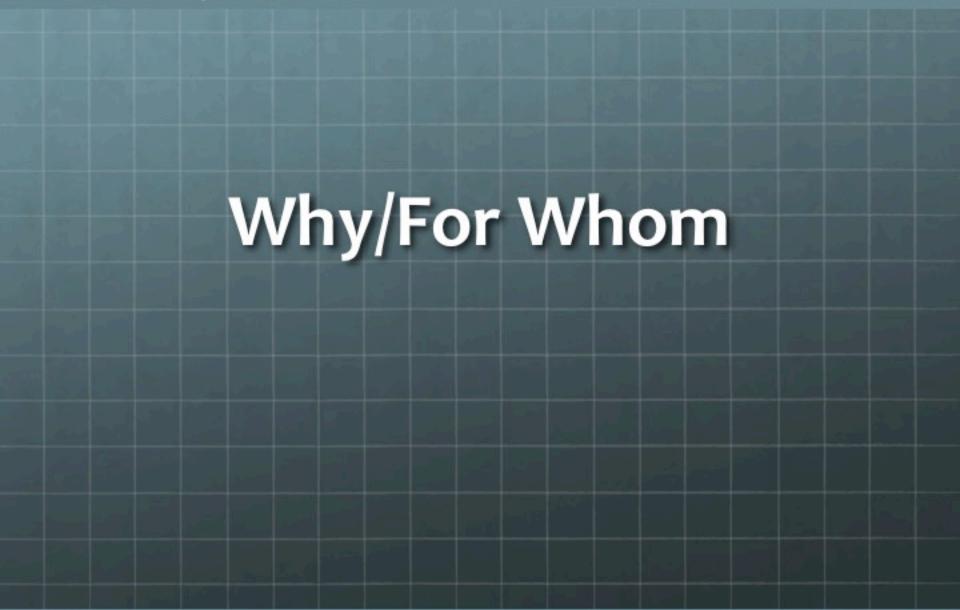
- Virtual mock-Ups
- Easy to share
- Easier to understand
- Similar to a video game



Inside/Outside

- View and visit a model of the interior and exterior
- Better understand the result
- 3D printing
- Simulator







Plan

Architect say: "This is your future bulding"

You say:
"Well that's exactly
what I wanted"

You think:
"I do not understand this plan"





The architect built this





You want This





Concern

- Real estate agency
- Property developer
- Monument
- Individual who wants to model his house



Construction Solution



Regular shapes

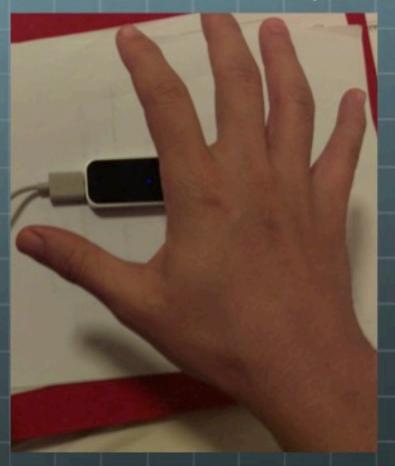
Easy for a programmer to write a script





Irregular shapes

LeapMotion: Scan a hand







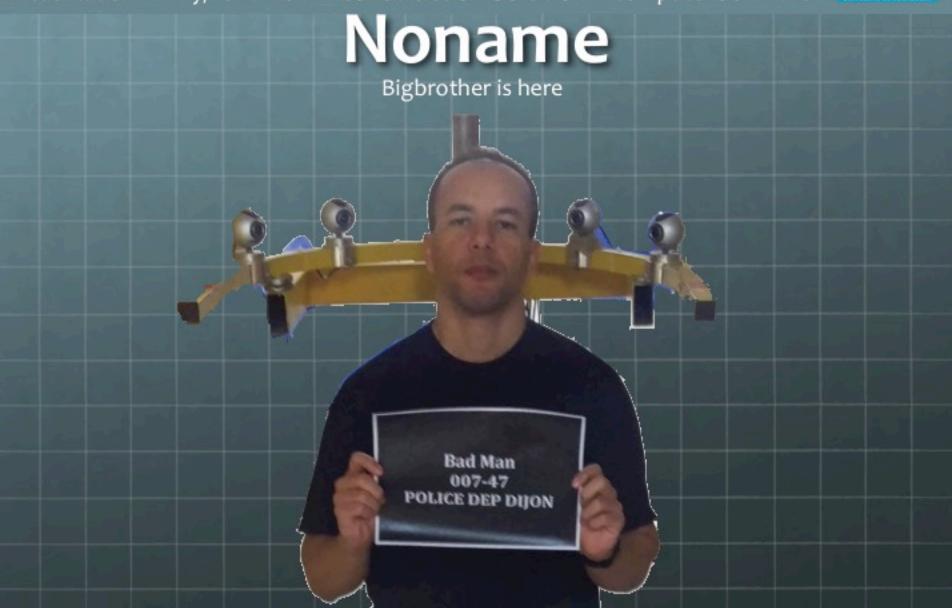
Irregular shapes

Sense 3D: Scan an object or a person

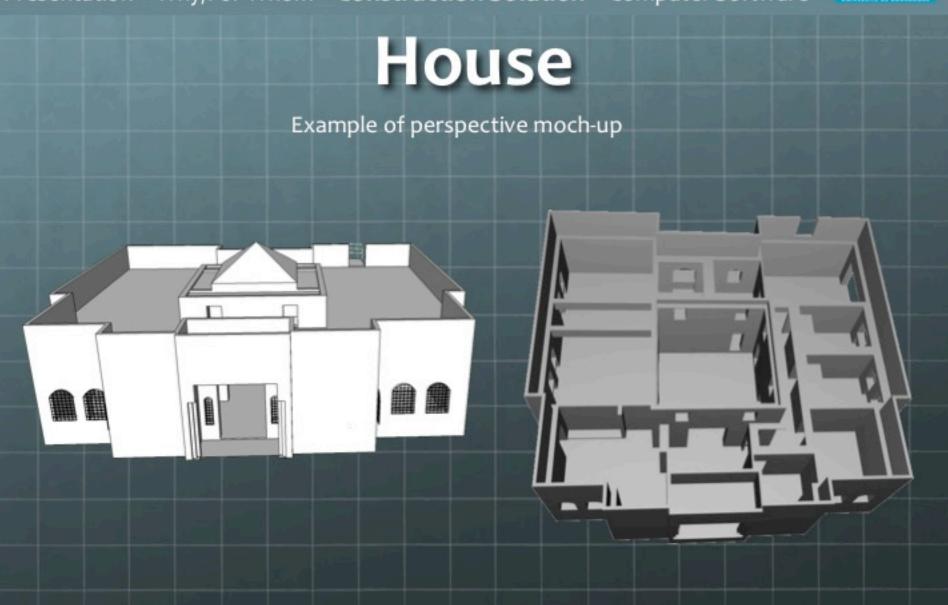














Robot

Name of the robot: GeekEnstein

Project ETIC: "Exploration en

Terrain Connu"

Terre Inconnu"

Fitted with a microcontroller board

FPGA*

A microcontroller board is much more precise than a computer

(*) FPGA= Field-Programmable Gate Array



Path

Inspire a way out of a maze

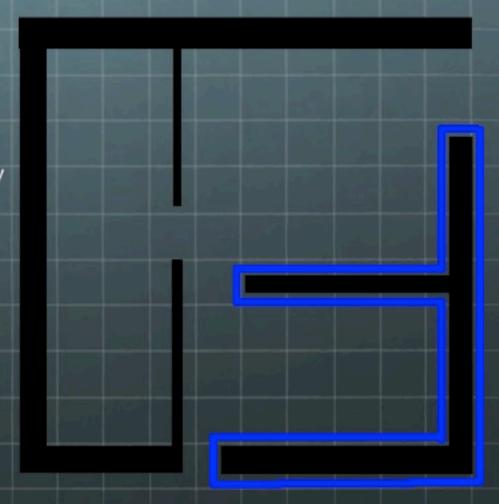
The robot know where is it by Odometry *

Save the change of direction or topology

Generate file .STL** or .PLY** according to the selection

(*) "**Odometry** is the use of data from motion sensors to estimate change in position over time" From Wikipedia

(**) STL and PLY is a file format for a CAD (**C**omputer-**A**ided **D**esign)





Computer Software



Gaming Engine

Simulator Virtual reality Augmented reality









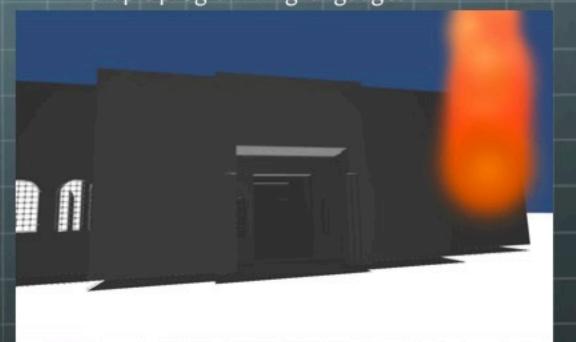


Gaming Engine

Unreal Engine for dedicated machines

Unity 3D solution:

Target platform Multiple programming languages





Thanks for your Attention

Thanks to translate.google.com (only if the translations are correct)



- Karim MOULAY
- karim@moulay.me
- Student master's degree I2A

18 January 2016

Are you have a question?

END