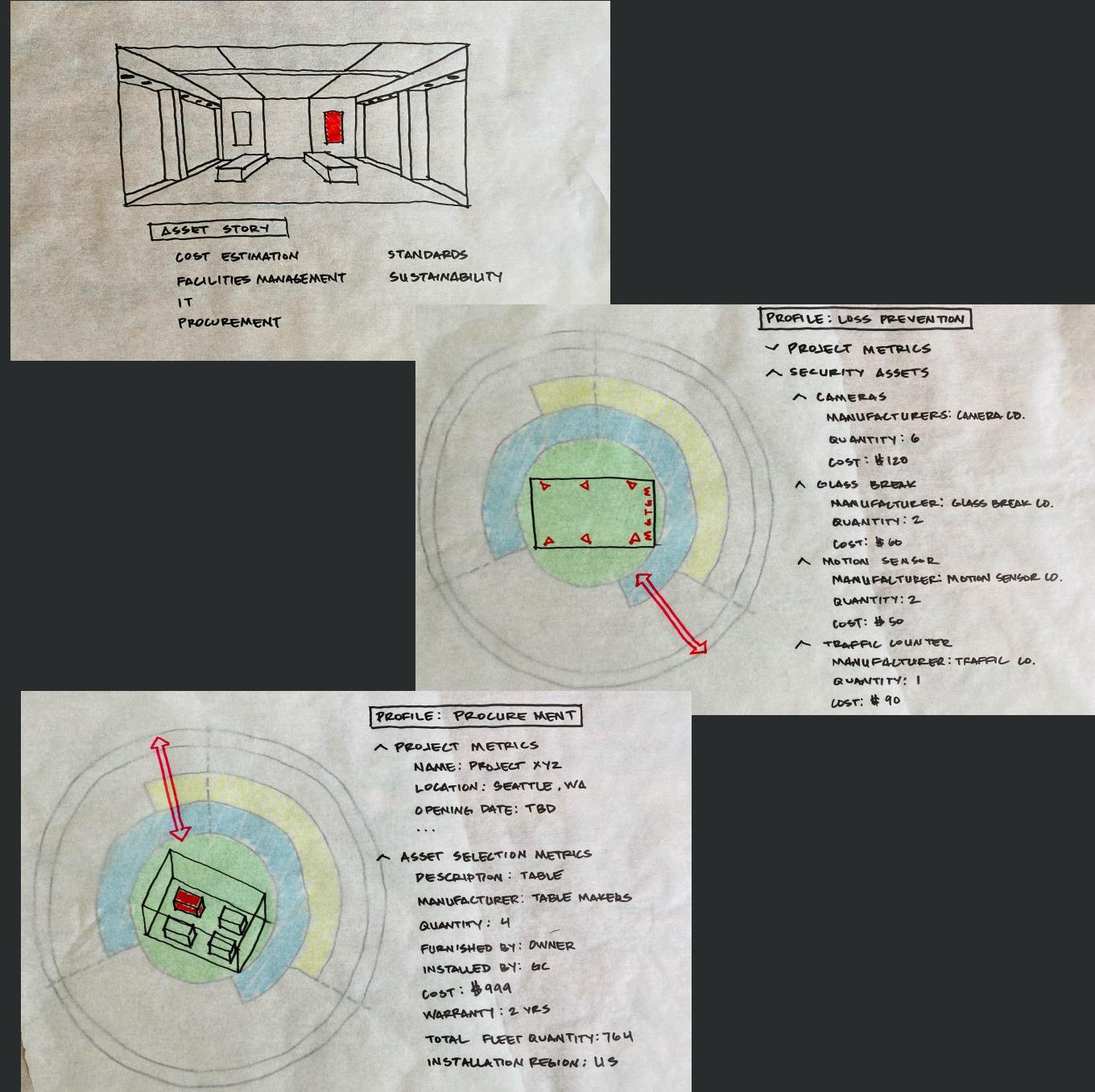


Interactive Data Wheel

We often describe to clients and others the power of leveraging Revit data across a fleet of projects and the insight that can be gained in understanding your business. Accessing live project data at multiple intervals during design, construction, and operation has been described as the Wheel of Data, which up until now, has been depicted as a 2D graphic. This concept is to use gaming engines to produce imagery that shows how data (in the form of built model assets) can be accessed by following an assets' story as it makes its way through the Wheel of Data.

Creating profiles to show how different departments beyond Design and Construction (i.e. Marketing; Facilities; Operations) interface with data, forces us to consider and grow our understanding of our clients' business. Doing so also provides interactive visuals of data exchanges that is unique and can be part of our marketing strategy.



Clients react with great enthusiasm when presented with the Wheel of Data concept, but it requires heavy explanation as the 2D graphic alone can be complex. Having a simulation will broaden the understanding and appeal of the concept and may not even require our presence to navigate.

Next steps:

1. Create a BIM demo project with firm standards, as an example.
2. Identify departmental profiles and craft the story to be told for each.
3. Cartoon out imagery illustrating data assets accessed from various profiles and at different points.
4. Mix with Reality Engine until done.

