Session 1.4

Revizto - Game Engine Technology Brings
Next Generation Design and Construction Coordination

Luke Johnson, Virtual Built Pty Ltd

**Class Description**

Revizto is a proven cloud platform where design and construction teams can collaborate on 3D models rapidly and accurately. But how can you begin to use it as a repository for all of your project 2D and 3D information? How can you manage team roles, both at the workspace and project level? We will see how you can display your Revizto models in navigable Virtual Reality with a single click. Learn how every team member can provide useful feedback through a seamless connection between, Revit, Navisworks and AutoCAD models in the Revizto Issue Tracker.

**About the Speaker:**

I am an Autodesk Expert Elite, Construction BIM Manager, BIM Technology Leader, experienced Architectural technician, Dynamo developer, 3D modeller and Revit Specialist. More recently I have combined my Construction and Documentation knowledge with my Technical expertise, working with General Contractors performing BIM Management, Design Management, Shop Drawing Management, and Coordination and Clash Detection roles on a number of significant projects.

 

## More Details

After an overview of the key improvements in Revizto 4.4, we will hear from our surprise guests who have worked on some recent, innovative projects, and will share their Revizto workflows and best practices.

Key learning objectives:

1. Learn how can we can share all current 2D and 3D information about a project in Revizto.

2. Discover the new team management features in Revizto and learn how to use them. 3. Through real case studies, learn the best way to set up and manage a real project in Revizto.

## Workflow Diagrams









