A TWIN LIKE NO OTHER

REBUILDING THE IRIC IN UE5
Is a project-based course taught by Dr. Conte de Leon. The brief description in the catalog is:

“Software design and programming issues involved in constructing multi-user computer games and virtual environments”
WORKFLOW
ARC GIS PRO
ARC GIS MAPS SDK
ARC GIS MAPS SDK
WHAT NEXT?
CITY ENGINE
CITY ENGINE

Goal: Convert Digital Elevation Model created in ARC GIS to an Unreal Terrain

Alternatives to City Engine were costly, luckily we had access through the university
CITY ENGINE

- Streets, roads, and buildings come from Open Street Maps

- Open Street Map Data was cleaned up before importing into unreal.
UNREAL ENGINE 5
UNREAL ENGINE 5

NEXT STEPS

- Apply finishing touches to the virtual environment
- Continued development of the Assistive Robotics Lab in the IRIC with support from Christopher Bitikofer, Ph.D. and Joel Perry, Ph.D.
- Create the ‘digital twin’ of the lab focusing on BLUE SABINO and the flow of data and control between the two systems

https://youtu.be/kJg-nLtAL0Y?si=0PHx5xHVnLx_MGSj