

Walk through your project!

...Create a 3D project quickly and easily in AutoCAD
and then move around within it at will...

With STRAB VR, there is a very easy way to implement a visual presentation of your projects with integrated photographs and aerial photos.

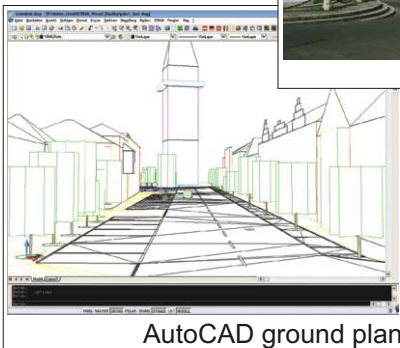
The major benefits lie in the amount of working time you save and the ease of operation. Now it only takes a few minutes to obtain a realistic photographic representation of the project without major learning effort and without spending a lot of money.



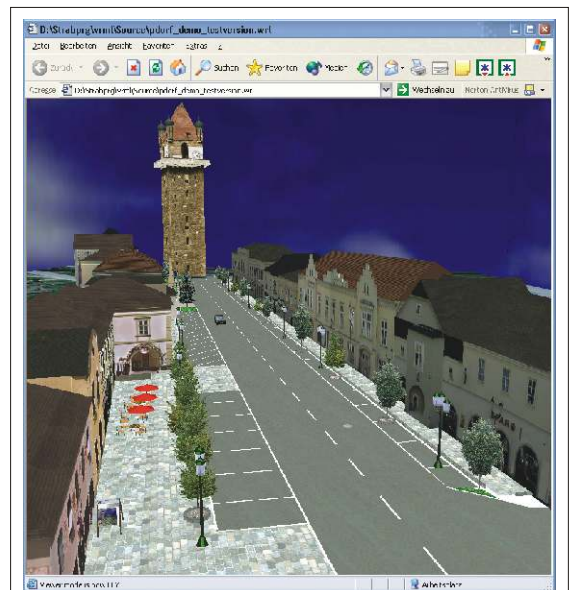
Aerial photo



Photograph



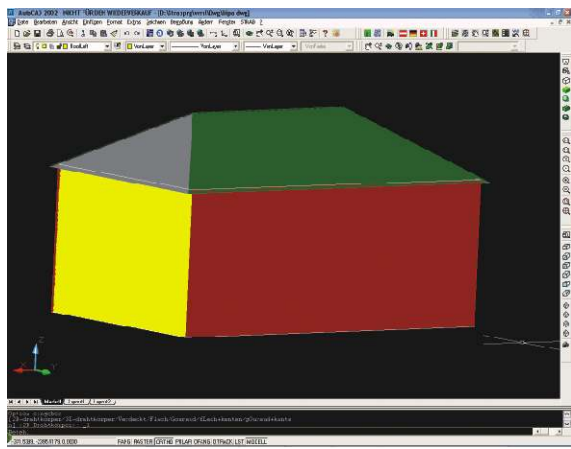
AutoCAD ground plan



You can move around in the project at will
by means of the mouse and the keyboard!

Benefits:

- **Familiar working environment**
The project is generated within AutoCAD, that is to say, the ground plan with houses, cars, trees, etc., is created using AutoCAD (with blocks as well).
- **Easy to learn**
It takes only a few steps to generating the realistic photographic representation outside AutoCAD, and operation is similar to AutoCAD and therefore quickly learned
- **Aerial photo mapping**
The aerial photograph can be placed on the terrain. This gives you a realistic photographic 3D representation of the terrain.
- **Look at the result for free**
You can use a plug-in to look at the result straight away in the Internet Explorer or any other free viewer, and move around at will by means of the keyboard or the mouse.
- **Publication**
This means that it is also easy to make the visual presentation available over the Internet and use it without needing to buy the program (the viewers are free).



Step 1:

Objects are created in AutoCAD, where you can design them from scratch or have access to an extensive library (here it is usually only necessary to scale the houses to the correct sizes).

AutoCAD helps out by allowing you to read in pixel images, as only the actual width of the house has to be determined; the remaining dimensions can then be read off by means of pixel image storage.

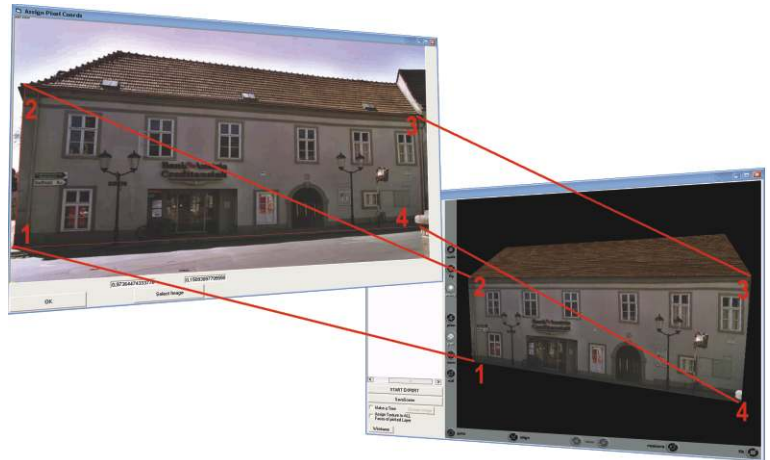
All the objects can be generated in 3D here, even the cars, the trees and the fountains, for example.

Step 2:

Four clicks with the mouse are all it takes to position the photo of the house on the surface of the house generated using AutoCAD. The pixel image is edited and rectified to match the AutoCAD object.

So it only takes a few steps to produce a realistic photographic 3D imitation of the original.

Trees and other objects can also be generated in this way.

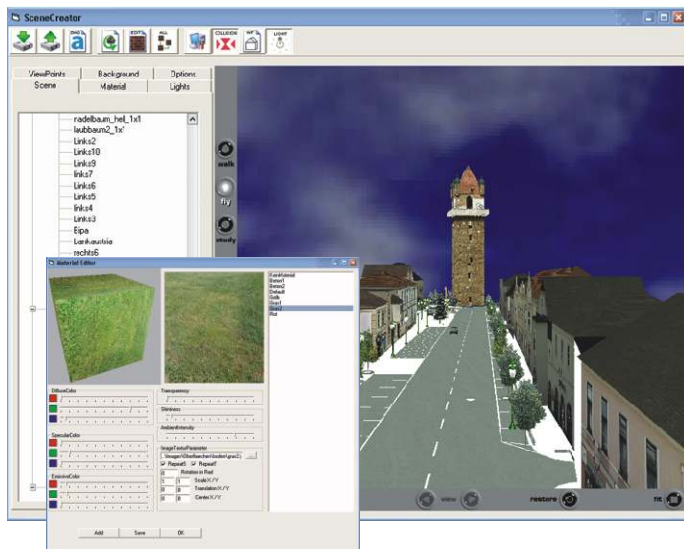


Step 3:

The blocks created in this way are simply inserted into the ground plan using AutoCAD.

Individual spaces or all the spaces in the same layer can be assigned with materials using the material editor. Here as well, you can generate the material yourself or select it from the extensive material library.

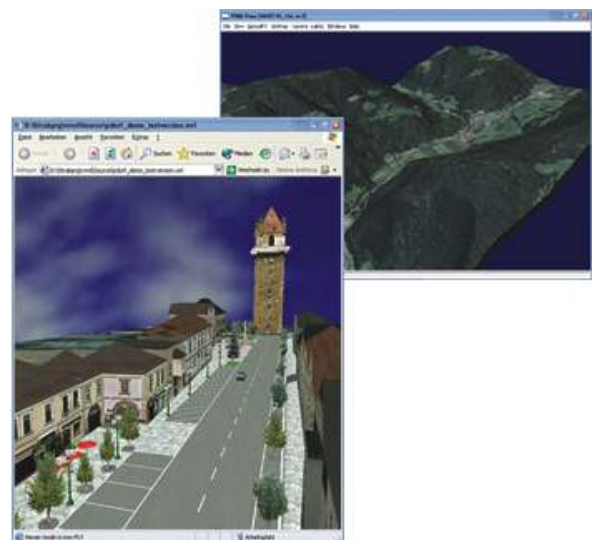
The materials you create can be saved and read in again.



Step 4:

The finished project can be displayed by means of the free Internet Explorer plug-in (over the Internet as well), or you can use any standalone viewers (also free).

The program package makes a "Pack & Go" function available, so that only the data required for the current project is used for forwarding or publishing.



You can move at will within the project by means of the mouse and the keyboard!

Download:

A presentation is available on our website at www.strabvr.com, as is a 30-day test version for you to download.

<http://www.strabvr.com>

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