

3D Repo Adds BCF Support and GIS Integration



3D Repo has released a new version of its cloud-based BIM platform that allows users to simultaneously access, via the web, the latest 3D construction models, detect changes, collaborate on them and make informed decisions. With more than 30 enhancements and service improvements, the latest version includes support for the most recent open standard Building Collaboration Format (BCF) to improve BIM workflow communication; as well as live GIS data integration offering real-world project context.

3D Repo v2.8 also includes additional support for mobile devices in Beta, including Android and iOS through a mobile web browser, Xbox controller support and support for FBX files with embedded textures. Live map integration, with current support for standard base map tiles and additional publishers and data layers on the roadmap, provides real-

world context for 3D models. The inclusion of GIS data also allows for external factors, such as proximity of another building or feature, to be included within the design and construction decision making workflow.

“3D Repo Version 2.8 is all about extending the reach of the functionally robust and feature rich 3D Repo platform,” said Dr Jozef Dobos, CEO of 3D Repo. “With additional exchange formats supported and new hardware options added we are making it even easier to share, access and collaborate on complex 3D models. The new version will improve communication, and therefore decision making, and increase collaboration beyond the traditional file based BIM workflow and data confines.”

The ability to import and export BCF files gives users of the 3D Repo solution a more efficient way to communicate design issues within their current workflow. The BCF file format is a vendor neutral solution for collaborative design, construction and operation information exchange. It allows topics, such as issues, proposals and change requests, to be encoded and addressed within the BIM model. This removes the need to manually locate an issue, using only a description or screenshot, reducing confusion and potential errors while speeding up communication.

Xbox controller support is also included with the new version of 3D Repo to make the navigation of large models easier and more intuitive. Support meanwhile for the Autodesk FBX file format, with embedded textures, provides better interoperability between digital content creation applications and 3D visualisation models, especially when using the 3D Repo Dynamic VR.