

**Online Event*

SLC3 EVENT
7.22.21

8-9:30 a.m.

Members \$25
Non-Members \$45

THE FUTURE OF COLLABORATIVE DESIGN

INNOVATION IN IMMERSIVE VR/AR TECHNOLOGIES

PROGRAM SUMMARY

Learn how you can leverage immersive technologies to enhance the design process and break geographical boundaries through true multi-user, interactive VR/AR sessions. The session will expand on how this is changing the way designers and clients collaborate, explore spaces, and workflows. Also ideal for experienced users who want to know more about collaborative tools for VR/AR.

Program Features/Outcomes

Learn about how "New Normal" of Design leverages immersive technologies for remote collaboration.

Learn how Reality Capture is expediting surveying processes and allowing for a more flexible solution to the documentation of existing conditions.

Learn how Multi-User VR has been used for review sessions and virtual presentations.

Learn how the Gamification of Design has helped us to better convey design intent through interactive real-time experiences.

Learn how interoperability in Omniverse is changing collaborative design.

This continuing education program is designed to qualify for 1 PDH/ LUs. Certificates available at completion.

MEET OUR SPEAKER...

ERNESTO PACHECO

CannonDesign
Director of Visualization

A visualization specialist with over 20 years of experience, Ernesto Pacheco leverages expert knowledge of design visualization applications in supporting project teams and project pursuits. As the Director of Visualization at CannonDesign, Ernesto is a "Go-to" person for all project related aspects of visual communication.



He is primarily responsible for research and development of new technologies into the design process. Well-versed in immersive technology development and integral to exciting and forward-thinking partnerships between technology companies and the AEC industry.

Register by
7/19/21

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