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Conceptual Design System
ASDS

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Usability, Refinement, and Assessment of a VR-based Conceptual Design System
This project has REU interns working with the Advanced Systems Design Suite (ASDS) developed in conjunction with John Deere. This system allows engineers to rapidly create and assess conceptual designs of engineered products in an immersive virtual reality environment. The interns will be looking at improvements to the system in terms of visualizations, assessments and usability characteristics. The interns will also design and run a pilot study to formally measure the usefulness of such a system when compared to traditional conceptual design practices.

ASDS docs accumulating on the share
Posted on June 2, 2011 by gilbert

Docs are accumulating. Get reading! – sg

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Pixar's Eden Design system
Posted on June 1, 2011 by gilbert

PIxar added a multitouch front end to Maya and published a beautiful paper at CHI 2011 about it. Here's the webpage with video and downloadable paper. http://vis.berkeley.edu/papers/eden/

Stephen

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