Creating a tool for construction site layout planning in Unity

General approach
This project is part of the research project “BIMsite”. One aspect of “BIMsite” is to develop a software tool for construction site layout planning in Unity.

Job objectives
Your job will be to implement rule-based queries in Unity, which use data from the building model, the surroundings as well as user input to generate suggestions for required construction machinery. The user can then decide to agree to the suggestion or choose different machinery from the model library. For this library an easy-to-use interface needs to be created. Further rule-based queries shall be implemented to help the user positioning the chosen construction machinery.

Your skills:
• Knowledge of at least one high-level programming language (C# preferred)
• Experience in working with Unity is a plus
• The job can be done as a Hiwi or as an IDP as a single person or in a team. (A combination is also possible but without payment during the IDP 😊)

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