

HDR



# Design Technologies in Health Buildings

Capturing information and  
knowledge through technology





01

# THE ADVENT OF 3D DESIGN TECHNOLOGIES

## 2D Plan & Elevation

- Can be hard to interpret for those not in the design industry
- Does not give three-dimensional spatial recognition to the room
- There is no link between the plan and elevation, they are drawn independently of each other and hence may show different information
- There is no 'intelligence' in the drawings

### AUSTRALASIAN HFG STANDARD COMPONENTS

Room Layout Sheet

Room Name: 2 Bed Room - Inboard Ensuite

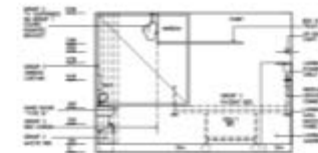
ALS Room Code: 2 BR-ST-A

ADS Room Code: 2 BR-ST

KEY  
1. CEILING  
2. WALL  
3. FLOOR  
4. DOOR  
5. WINDOW  
6. LIGHT  
7. SWITCH  
8. VENT  
9. RACK  
10. CASE  
11. CABINET  
12. BENCH  
13. SINK  
14. TUB  
15. SHOWER  
16. TOILET  
17. VANITY  
18. MIRROR  
19. TV  
20. REFRIG  
21. STOVE  
22. OVEN  
23. DISHWASHER  
24. LAUNDRY  
25. WASHING MACHINE  
26. DRYER  
27. BATH  
28. SHOWER CURTAIN  
29. TOWEL RACK  
30. BASKET  
31. CHAIR  
32. TABLE  
33. BED  
34. MATTRESS  
35. PILLOW  
36. BLIND  
37. CURTAIN  
38. RUG  
39. CARPET  
40. WALL PAPER  
41. PAINT  
42. STAINLESS STEEL  
43. CERAMIC  
44. GRASS  
45. FURNITURE  
46. APPLIANCE  
47. FIXTURE  
48. FITTING  
49. FINISH  
50. MATERIAL



PLAN



ELEVATION 1

NO.	DESCRIPTION	DATE	BY	CHKD.	REVISION	DATE	BY	CHKD.	REVISION	DATE	BY	CHKD.	REVISION
1	ISSUED FOR TENDER	18/03/10	JL	JL	1								
2	REVISED FOR CONSTRUCTION	18/03/10	JL	JL	2								
3	REVISED FOR CONSTRUCTION	18/03/10	JL	JL	3								

Australasian **KFG** HCAMC LNSW  
PROJECT: 2 BR-ST-A  
ROOM CODE: 2 BR-ST-A

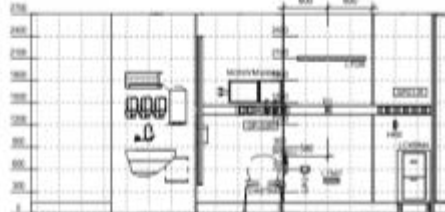
This document is for advisory purposes only

**WESTMEAD HOSPITAL REDEVELOPMENT**

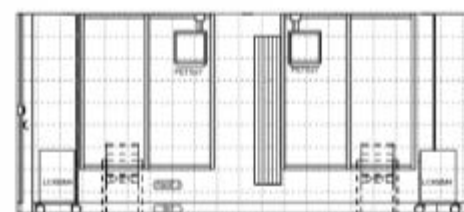
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**1 2-BR-ST FLOOR PLAN**  
1:50



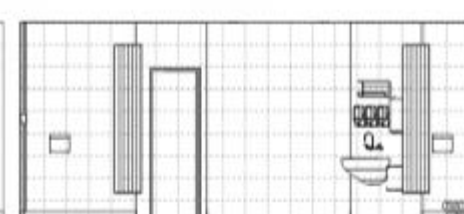
**2 Elevation A 2-BR-ST**  
1:50



**3 Elevation B 2-BR-ST**  
1:50



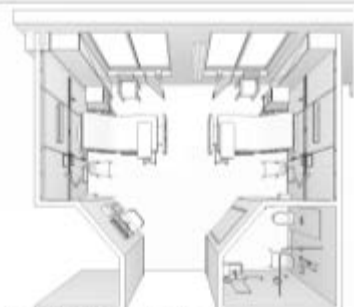
**4 Elevation C 2-BR-ST**  
1:50



**5 Elevation D 2-BR-ST**  
1:50

NOI Code	MANUFACTURE CODE	Description
BR001	FF 2100	Bed, Standard Model
BR002	FF122100	Bedroom, 12, with 100mm 200x x 1200 x 2000
BR003	FF21100	Bed, 2000 Paper
BR004	FF 1200	Bedroom, 12, 1000mm
BR005	FF 2000	Chair, 2000mm High
BR006	FF 2000	Chair, 2000mm High
BR007	FF 2000	Chair, 2000mm High
BR008	FF 2000	Chair, 2000mm High
BR009	FF 2000	Chair, 2000mm High
BR010	FF 2000	Chair, 2000mm High
BR011	FF 2000	Chair, 2000mm High
BR012	FF 2000	Chair, 2000mm High
BR013	FF 2000	Chair, 2000mm High
BR014	FF 2000	Chair, 2000mm High
BR015	FF 2000	Chair, 2000mm High
BR016	FF 2000	Chair, 2000mm High
BR017	FF 2000	Chair, 2000mm High
BR018	FF 2000	Chair, 2000mm High
BR019	FF 2000	Chair, 2000mm High
BR020	FF 2000	Chair, 2000mm High
BR021	FF 2000	Chair, 2000mm High
BR022	FF 2000	Chair, 2000mm High
BR023	FF 2000	Chair, 2000mm High
BR024	FF 2000	Chair, 2000mm High
BR025	FF 2000	Chair, 2000mm High
BR026	FF 2000	Chair, 2000mm High
BR027	FF 2000	Chair, 2000mm High
BR028	FF 2000	Chair, 2000mm High
BR029	FF 2000	Chair, 2000mm High
BR030	FF 2000	Chair, 2000mm High
BR031	FF 2000	Chair, 2000mm High
BR032	FF 2000	Chair, 2000mm High
BR033	FF 2000	Chair, 2000mm High
BR034	FF 2000	Chair, 2000mm High
BR035	FF 2000	Chair, 2000mm High
BR036	FF 2000	Chair, 2000mm High
BR037	FF 2000	Chair, 2000mm High
BR038	FF 2000	Chair, 2000mm High
BR039	FF 2000	Chair, 2000mm High
BR040	FF 2000	Chair, 2000mm High
BR041	FF 2000	Chair, 2000mm High
BR042	FF 2000	Chair, 2000mm High
BR043	FF 2000	Chair, 2000mm High
BR044	FF 2000	Chair, 2000mm High
BR045	FF 2000	Chair, 2000mm High
BR046	FF 2000	Chair, 2000mm High
BR047	FF 2000	Chair, 2000mm High
BR048	FF 2000	Chair, 2000mm High
BR049	FF 2000	Chair, 2000mm High
BR050	FF 2000	Chair, 2000mm High

NOI Code	MANUFACTURE CODE	Description
BR051	FF 2000	Chair, 2000mm High
BR052	FF 2000	Chair, 2000mm High
BR053	FF 2000	Chair, 2000mm High
BR054	FF 2000	Chair, 2000mm High
BR055	FF 2000	Chair, 2000mm High
BR056	FF 2000	Chair, 2000mm High
BR057	FF 2000	Chair, 2000mm High
BR058	FF 2000	Chair, 2000mm High
BR059	FF 2000	Chair, 2000mm High
BR060	FF 2000	Chair, 2000mm High
BR061	FF 2000	Chair, 2000mm High
BR062	FF 2000	Chair, 2000mm High
BR063	FF 2000	Chair, 2000mm High
BR064	FF 2000	Chair, 2000mm High
BR065	FF 2000	Chair, 2000mm High
BR066	FF 2000	Chair, 2000mm High
BR067	FF 2000	Chair, 2000mm High
BR068	FF 2000	Chair, 2000mm High
BR069	FF 2000	Chair, 2000mm High
BR070	FF 2000	Chair, 2000mm High
BR071	FF 2000	Chair, 2000mm High
BR072	FF 2000	Chair, 2000mm High
BR073	FF 2000	Chair, 2000mm High
BR074	FF 2000	Chair, 2000mm High
BR075	FF 2000	Chair, 2000mm High
BR076	FF 2000	Chair, 2000mm High
BR077	FF 2000	Chair, 2000mm High
BR078	FF 2000	Chair, 2000mm High
BR079	FF 2000	Chair, 2000mm High
BR080	FF 2000	Chair, 2000mm High



**6 2-BR-ST ALT (3D PLAN)**



**7 2-BR-ST ALT (3D A)**



DRAWING TITLE:  
**2 BED ROOM STANDARD (ALTERNATE) - GA**  
PROJECT NUMBER:  
H232150  
DRAWING SCALE:  
1:50  
@ A3



DRAWING NUMBER:  
T-1005-1  
REVISION:  
A

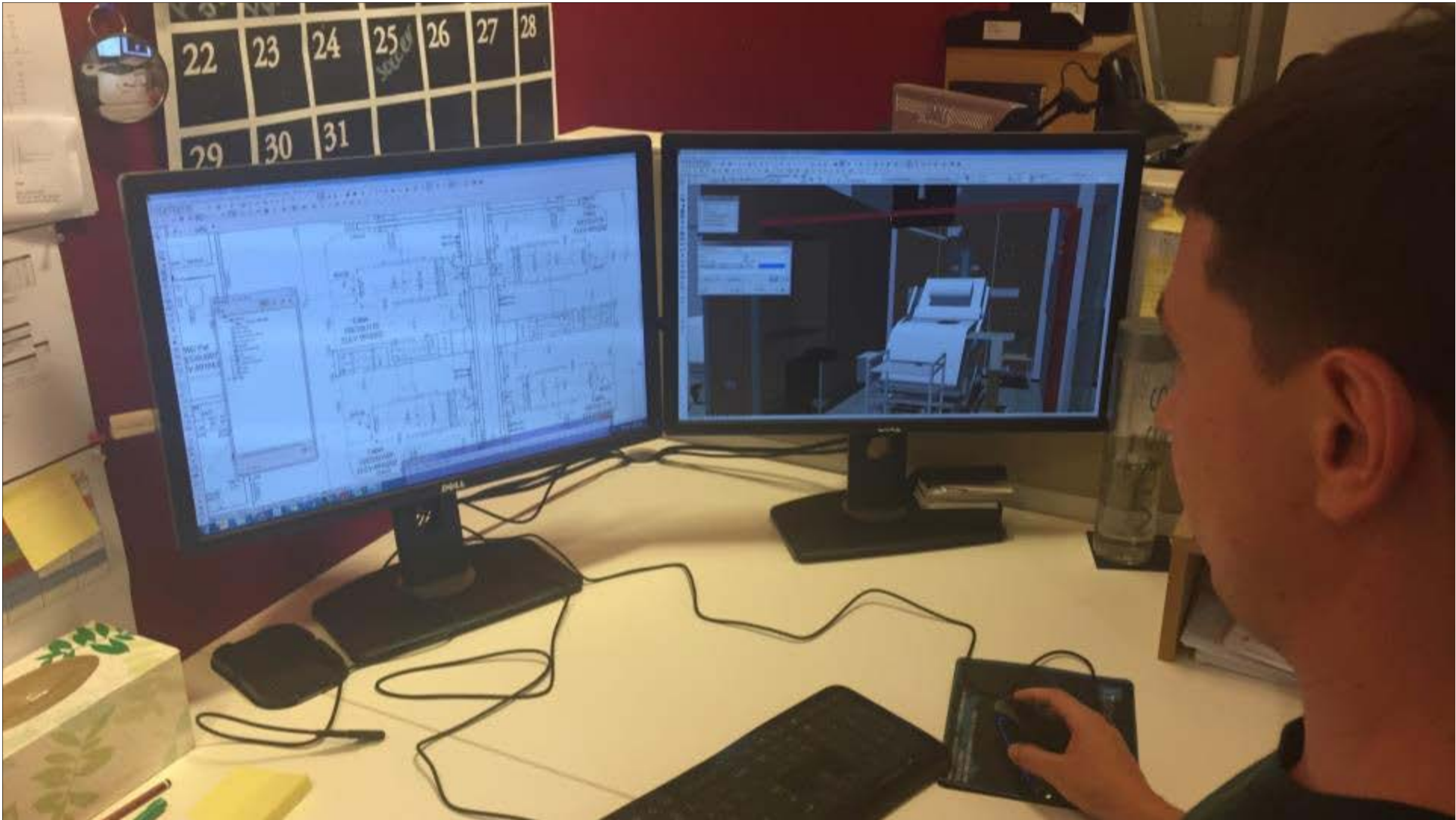
**HDR | RD + MSJ**



## Why?

- Better engagement with stakeholders – taking them on the journey
- Faster decision making by clearly conveying the design in a 3D environment
- Confidence in achieving functional requirements & fit for purpose environments for stakeholders
- Efficiencies in decision making in design, documentation, construction and FM
- Capturing and storing knowledge through the process
- Better risk management for all stakeholders







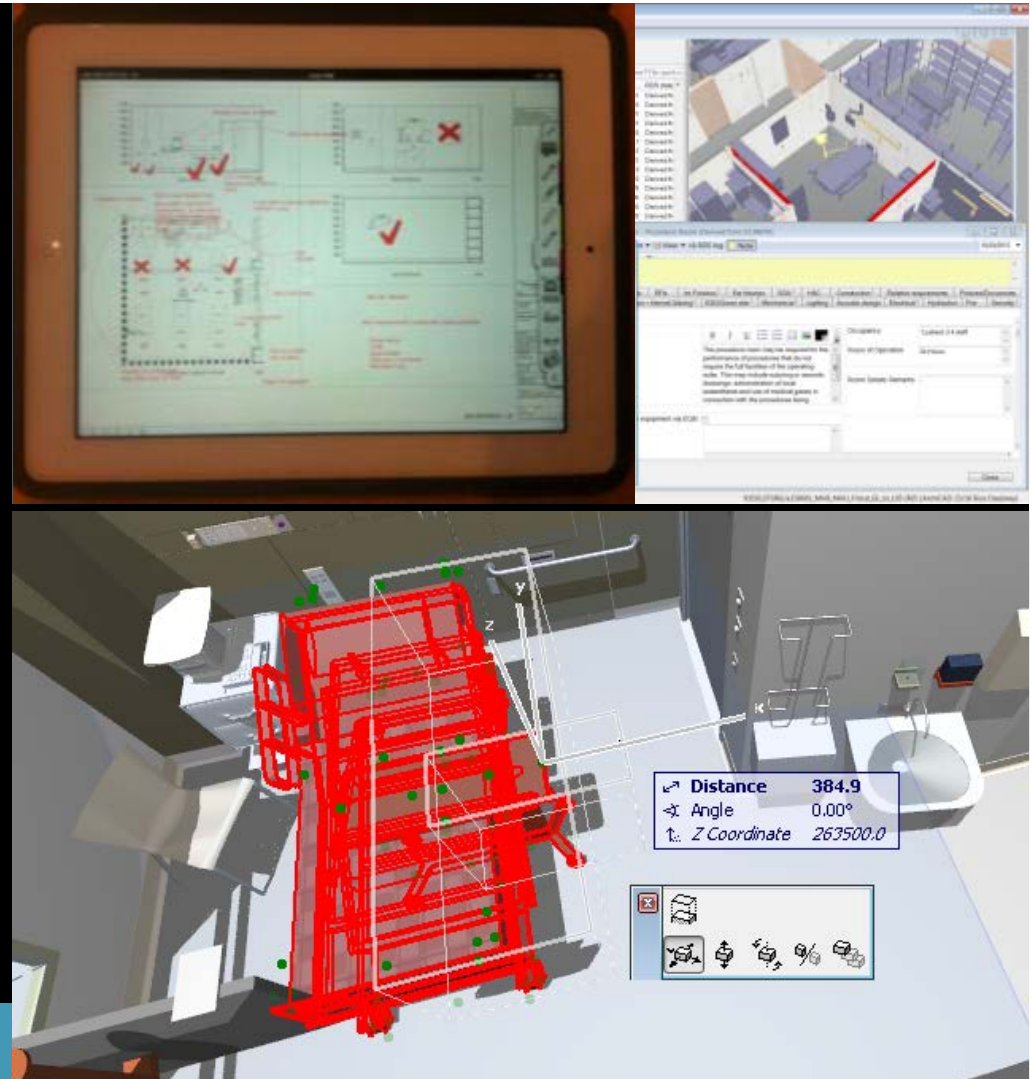
# Technology In User Groups

Annotating &/or changing RLS & RDS in meetings

- Capturing ideas, decisions & actions
- Recording changes and variations
- Writing comments
- Internet enabled for fast issue and attachment to the meeting minutes
- A complete record of the meeting

Using software for live walk/fly through

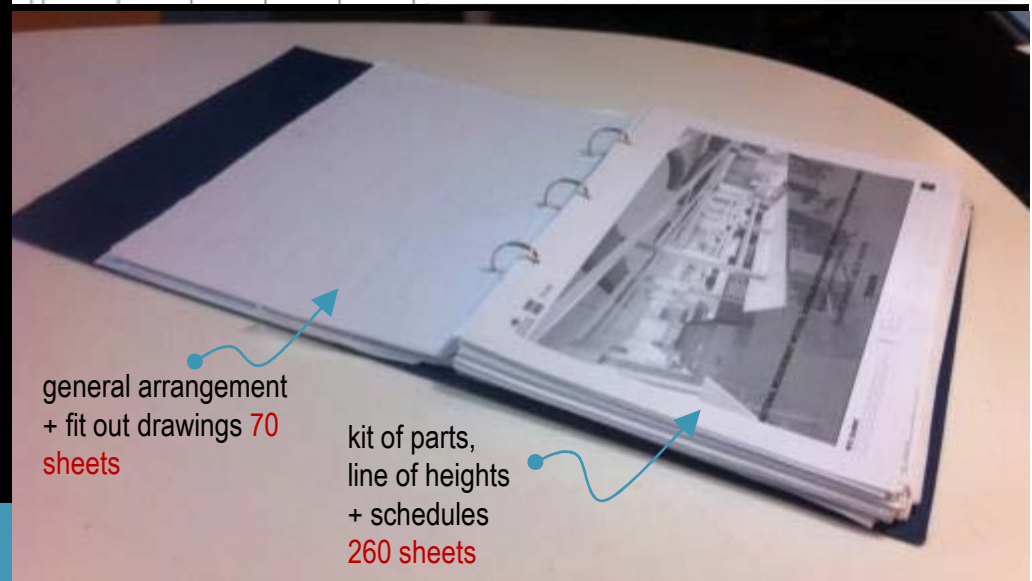
- Live edit and stakeholder input
- Real time update of 3D model including remotely by link to the model server



# Information & Schedules

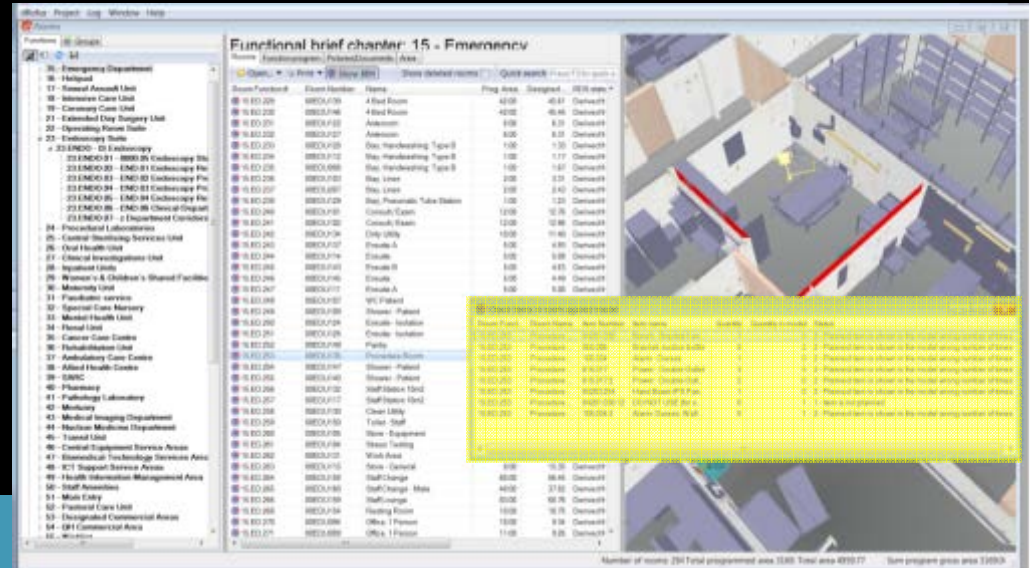
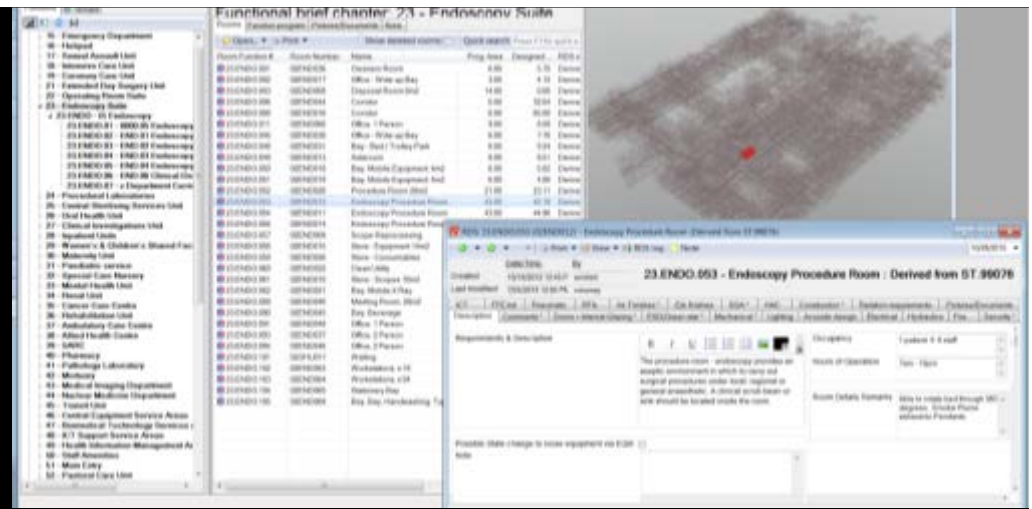
- A BIM, whilst having a 3D output, is really just a big database
- It can be searched, filtered and sorted as any database can
- We are trying to mine our BIM to extract as much information as possible in a scheduled format

AND				
PLAN				
CODE	CA/03A11	CA/03A11	CA/03C01	CA/03W11
DESCRIPTION (NAME)	Cupboard - Overhead	Cupboard - Overhead	Cupboard - Overhead	Cupboard - Overhead
DESCRIPTION NOTES	(Site Measured, approx) 450mm W x 200mm D x 1000mm H, 1 Shelf	(Site Measured, approx) 715mm W x 200mm D x 1000mm H, 1 Shelf	(Site Measured, approx) 450mm W x 200mm D x 1000mm H, 1 Shelf	(Site Measured, approx) 450mm W x 200mm D x 1000mm H, 1 Shelf
DIMENSIONS				
WIDTH	450	715	450	450
DEPTH	200	200	200	200
HEIGHT	1000	1000	1000	1000
QUANTITY	1	1	1	2
FINISH	LAM1	LAM1	LAM1	LAM1



# dRofus

- Aligns the briefed and designed outcomes
- Change tracking log tracks all changes and brief departures
- Captures knowledge and decisions
- Ability to assign different user level rights
- Internet enabled so accessible remotely
- Integrates with the 3D model
- Intuitive to use and has customisable reporting functions
- Manages risk for all stakeholders





# Westmead Redevelopment

Building health. Transforming lives.



 Westmead Redevelopment  
Building health. Transforming lives.



ARTIST'S IMPRESSION



# Westmead Redevelopment

Building health. Transforming lives.



ARTIST'S IMPRESSION



Health  
Western Sydney  
Local Health District





02

**DYNAMIC RENDERS**

## Panoramic Renders

- 360° panoramas with a key plan using a free downloadable app
- Immersive 'controlled' view of spaces
- Static locations
- Ability to 'look' around the room







Corridor

◀ Corridor

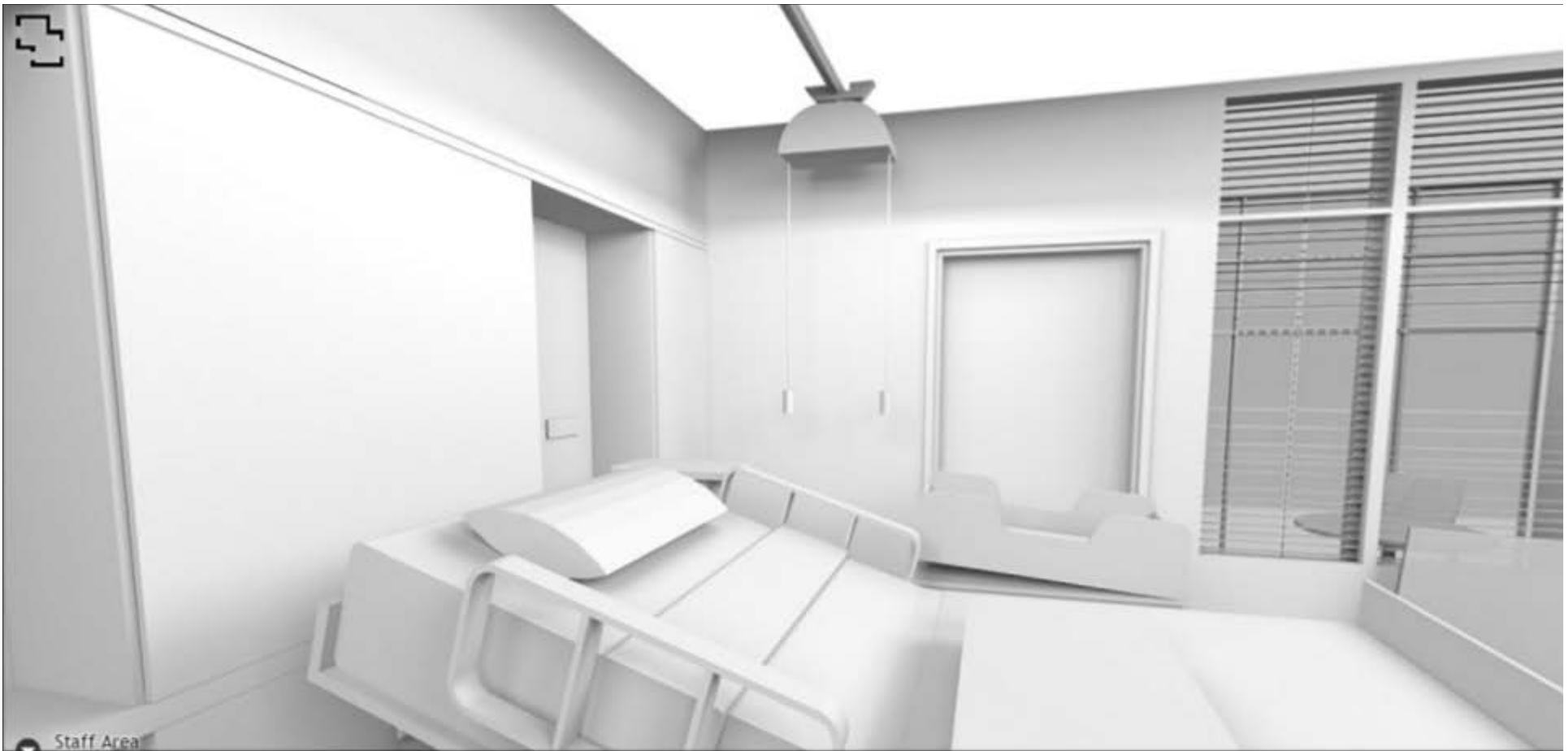




Entry Area

◀ Entry Area





Staff Area

Staff Area





▼ Patient

◀ Patient Area







03

**VIRTUAL REALITY**

# What is Virtual Reality (VR)?

- VR software is similar to that used in the gaming industry, it provides a 'virtual' world
- It uses a digital 3D model, which is taken into VR software and converted to a format that can be viewed through a VR headset
- It compresses the file and converts it to stereoscopic images that are viewed through the headset
- This provides a fully 'immersive' 3D environment
- Movement can typically be controlled by a keyboard, mouse, gaming controller or headset controls



## Collaboration with Virtual Reality

- VR allows users to tour a design virtually, it is experiential
- It helps in understanding the space, layout and design
- It has the potential to benefit the design of hospitals through:
  - maximising the efficient use of space
  - minimising staff travel distances
  - improving sightlines, say from staff stations to beds
  - ensuring the placement of equipment works
  - creating a safer work environment
  - improving wayfinding





## Coded Stereoscopic Images for VR Viewers

- A QR scanner reads the image and provides a web link to view the stereoscopic image
- It can be as simple as downloading an app to your smartphone or tablet and viewing through a cardboard viewer







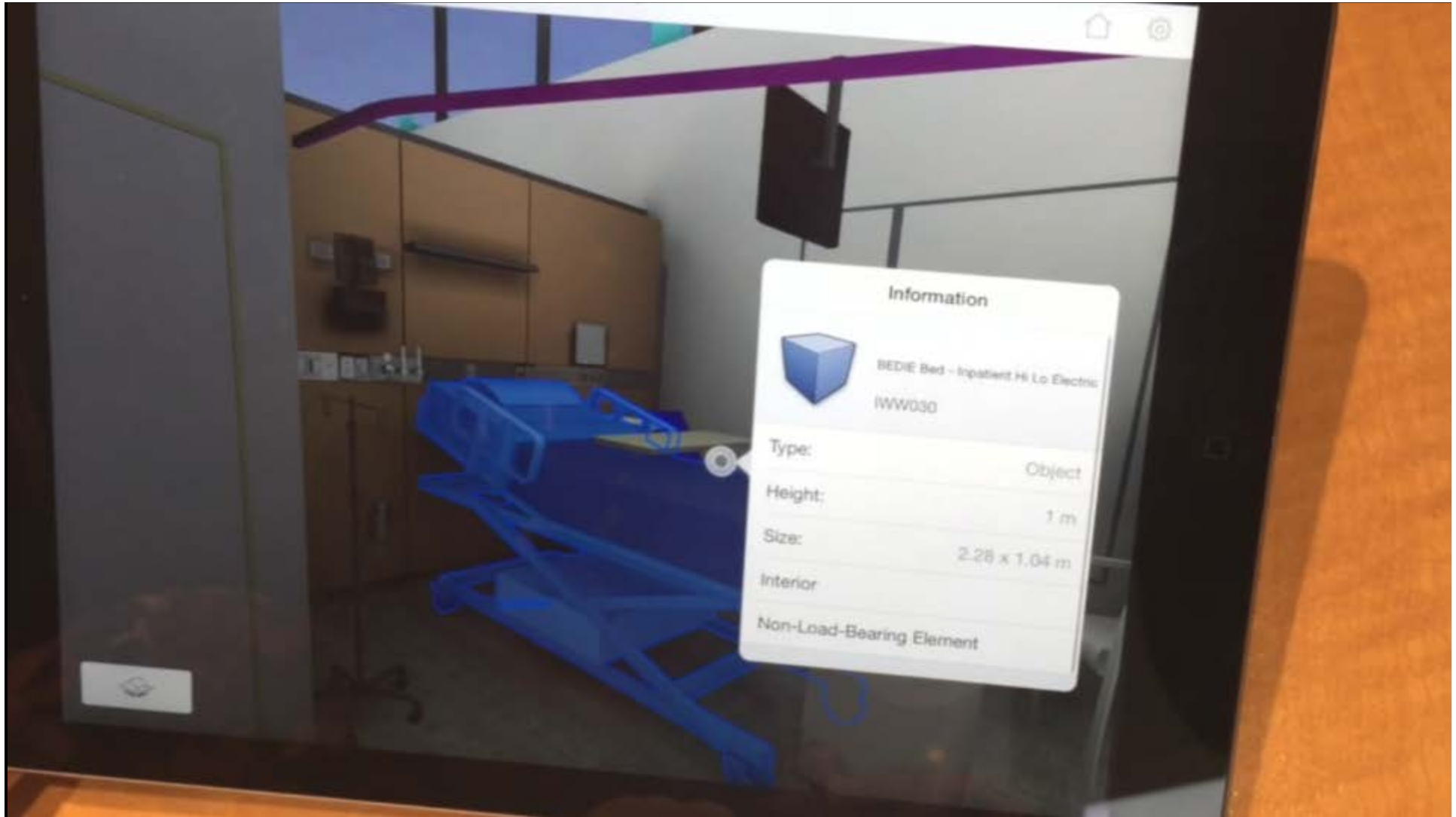






Master 2





**Information**

 **BEDIE Bed - Inpatient Hi Lo Electric**  
IWW030

Type: Object

Height: 1 m

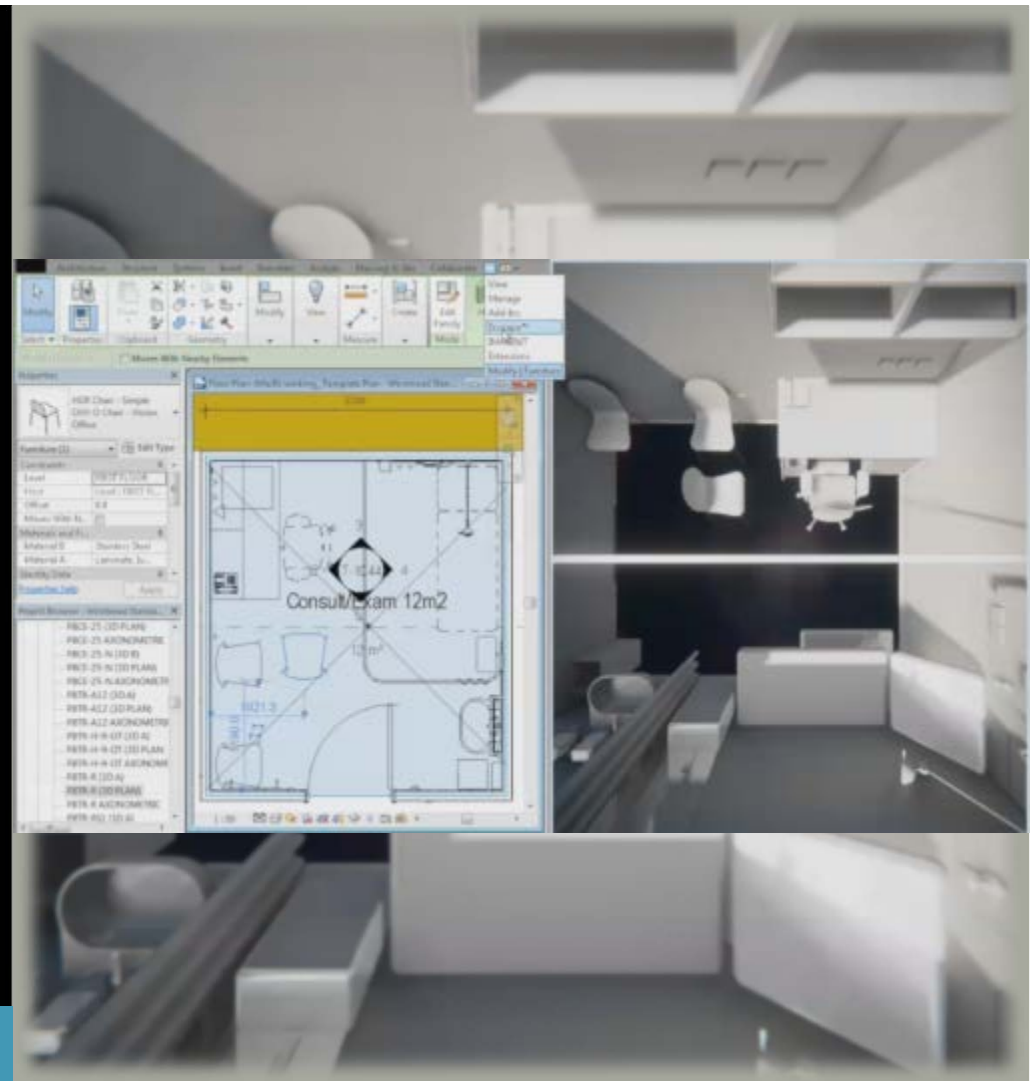
Size: 2.26 x 1.04 m

Interior

Non-Load-Bearing Element

# Real-Time Photo-Realistic Rendering

- Plug-in to our BIM authoring software, one click to get a render
- Changes in BIM are immediately reflected in the render
- Fast, high quality renders are able to instantly reflect the changes made
- Immediately enables you to walk through a project and see the effects of factors such as materials, daylighting and atmosphere
- You can even incorporate sounds



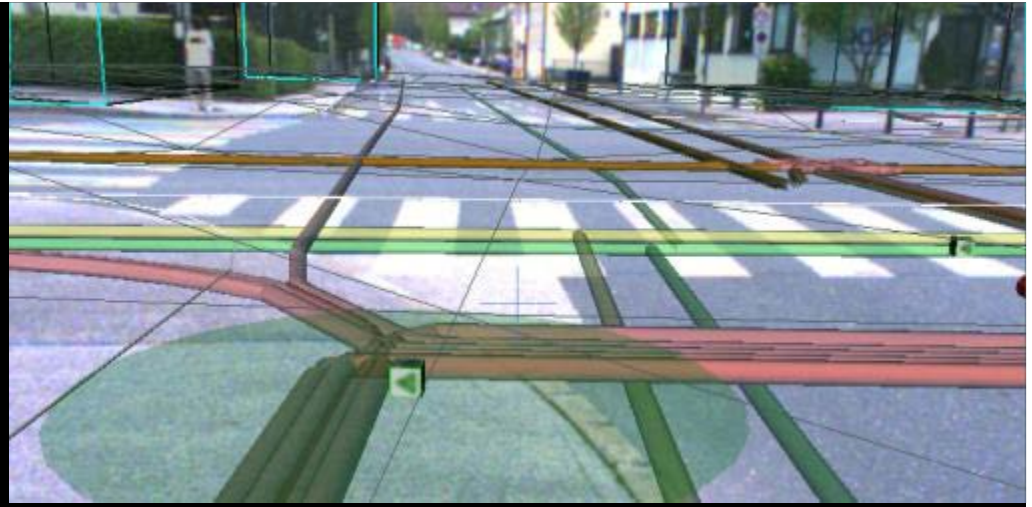




# 04 AUGMENTED REALITY

# What is Augmented Reality (AR)?

- Augmented reality 'augments' our physical environment with overlaid content instead of replacing it as virtual reality tends to
- Georeferenced computer-generated images are superimposed into a real life view before the physical element is constructed there
- You can visualise models of construction sites, underground structures, cables and pipes, building elements
- This can be done on a smart phone, tablet or glasses
- With glasses informative graphics can also be displayed in your field of vision as well as audio



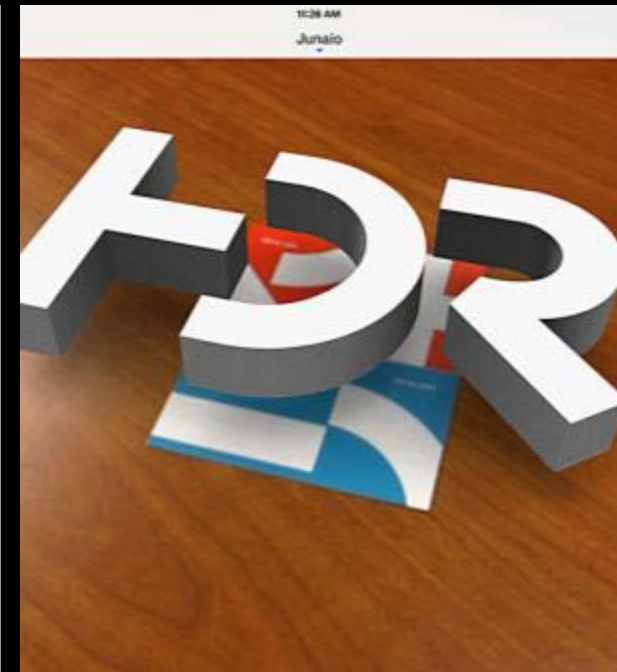
# Augmented Reality



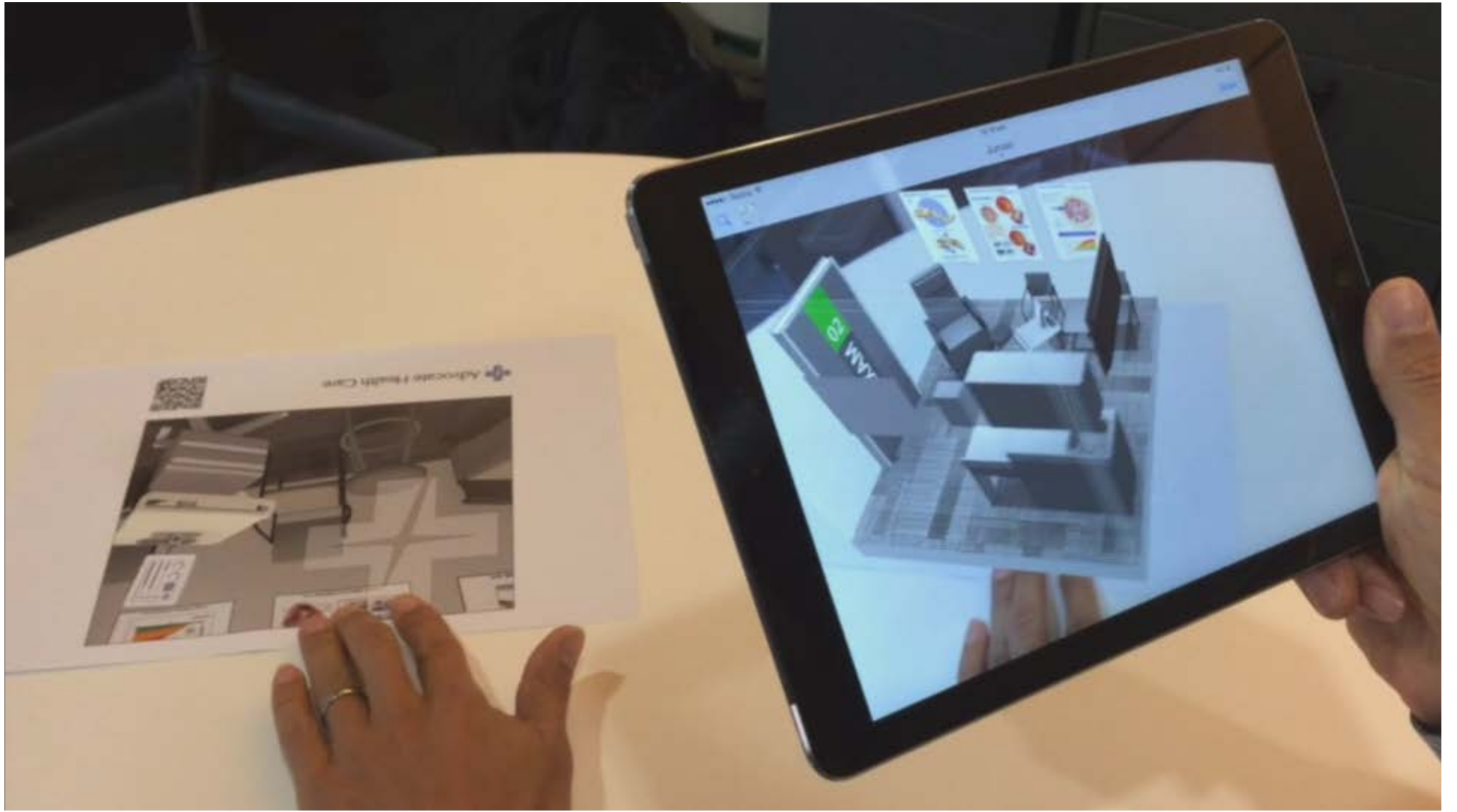
Download app and scan QR code

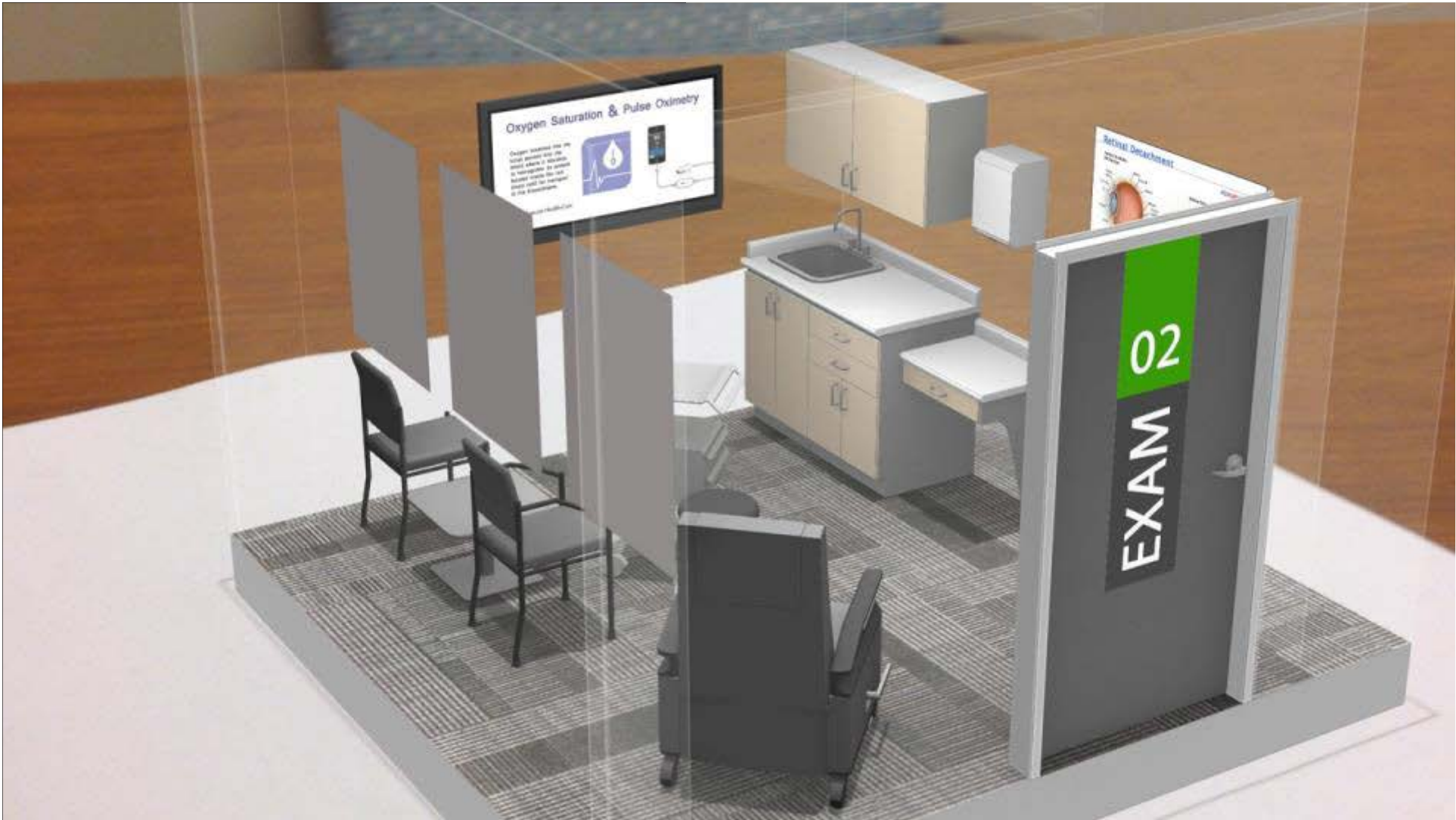


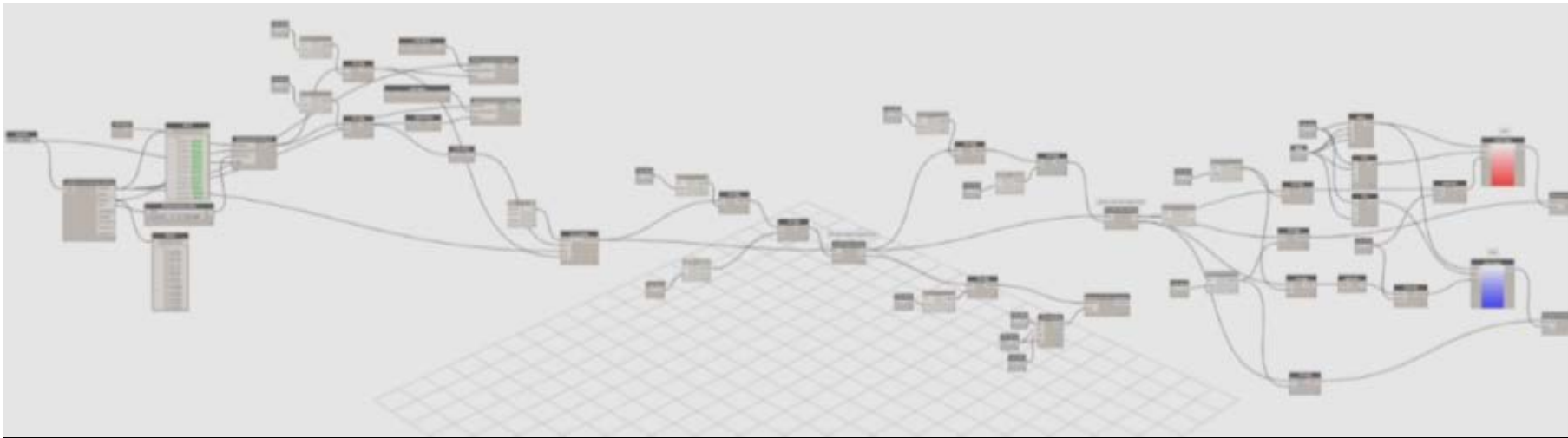
Arrange business cards



View augmented logo





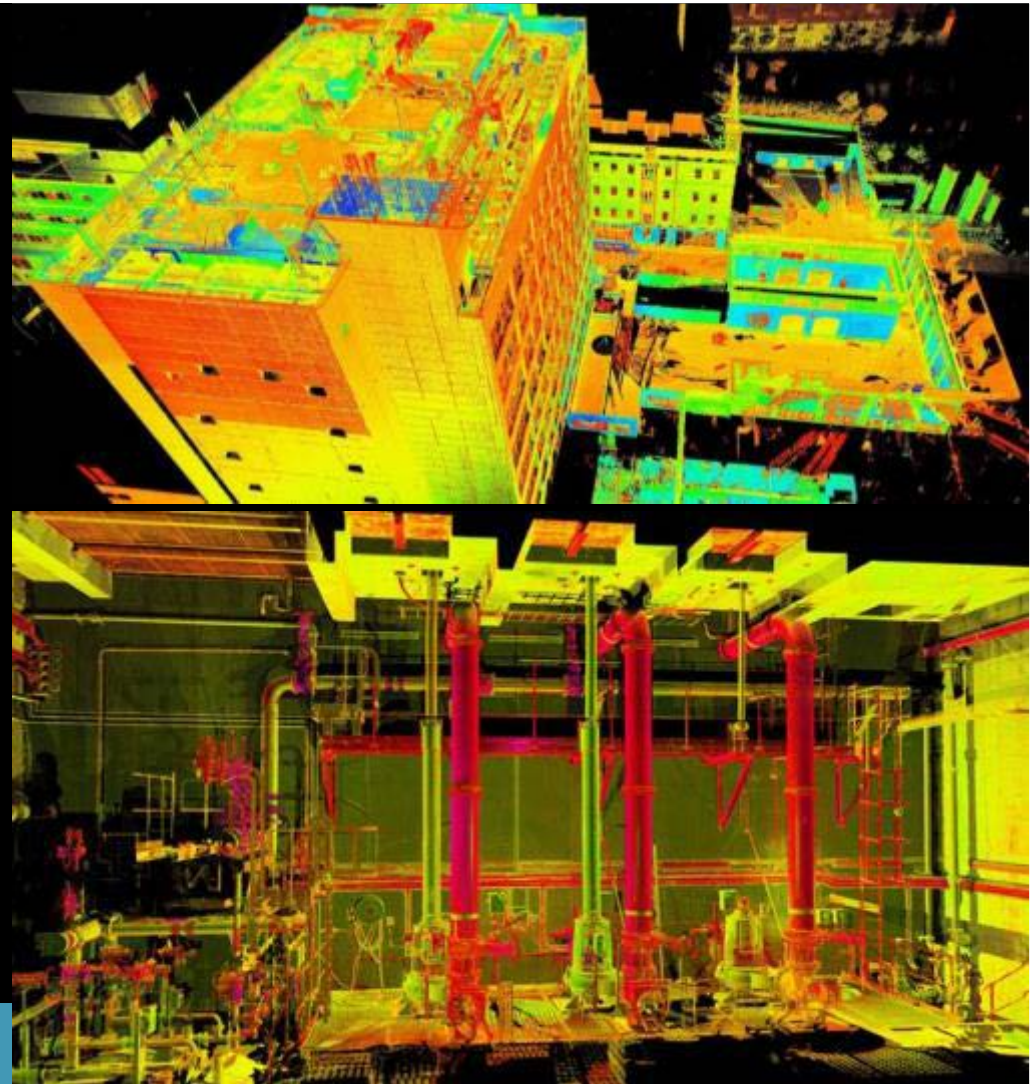


05

**WHAT'S HAPPENING IN  
THE BACKGROUND?**

## Point Cloud Scanning

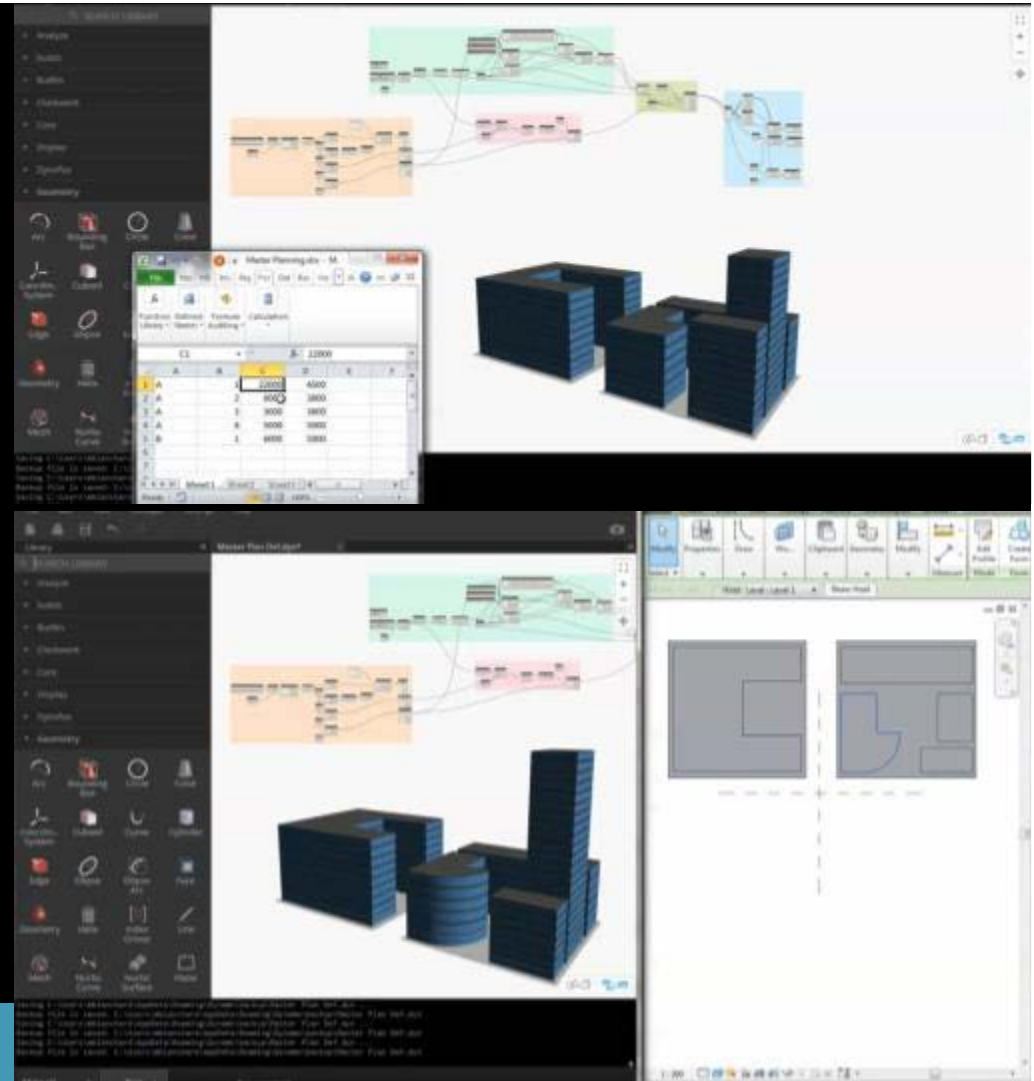
We now have the technology to laser scan buildings and terrains to create a point cloud model that can be incorporated into a digital model that accurately represents the existing site conditions



# Computational Design

Computation Design tools allow us to build graphical 'nodes' to perform automated tasks, in this case for:

- Feasibility studies
- Blocking and stacking
- Site massing
- Early cost analysis

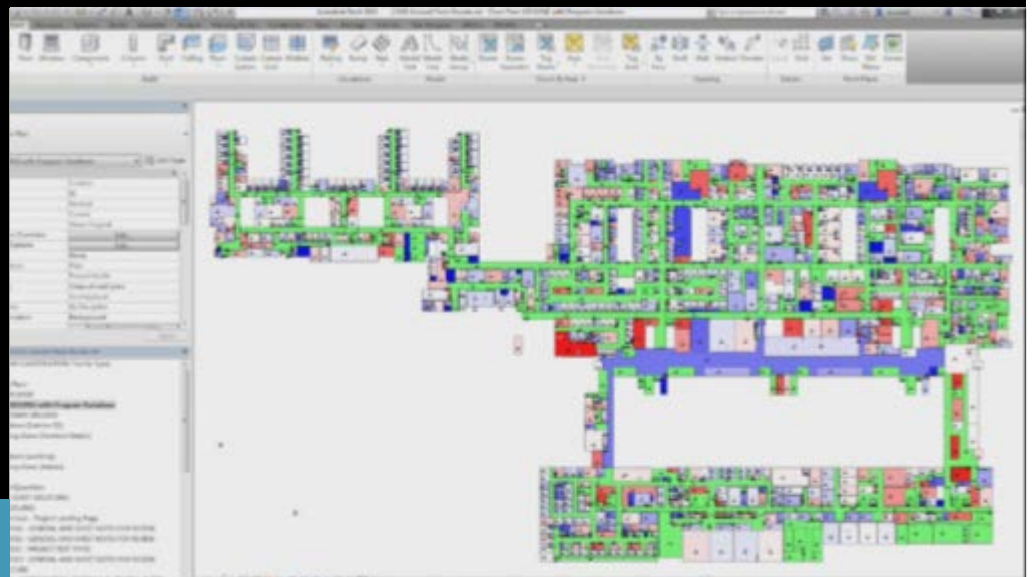
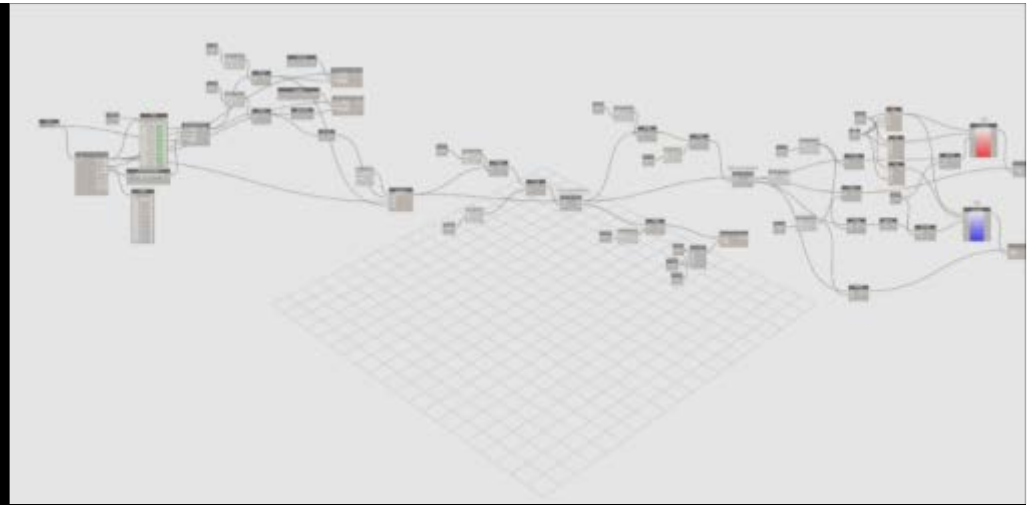




# Computational Design

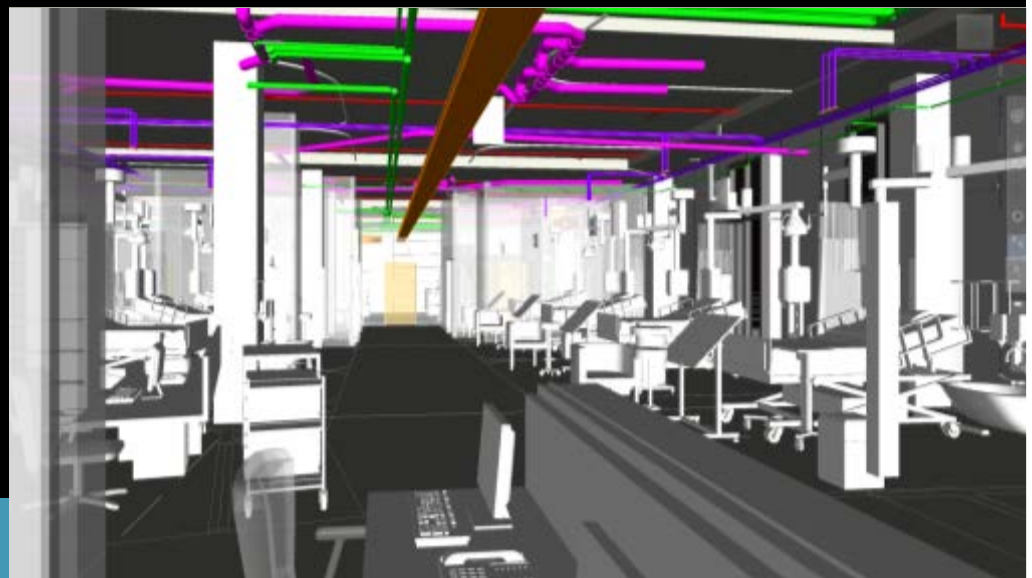
We have developed the means to check area against the briefed area to verify the Schedule of Accommodation using a traffic light system

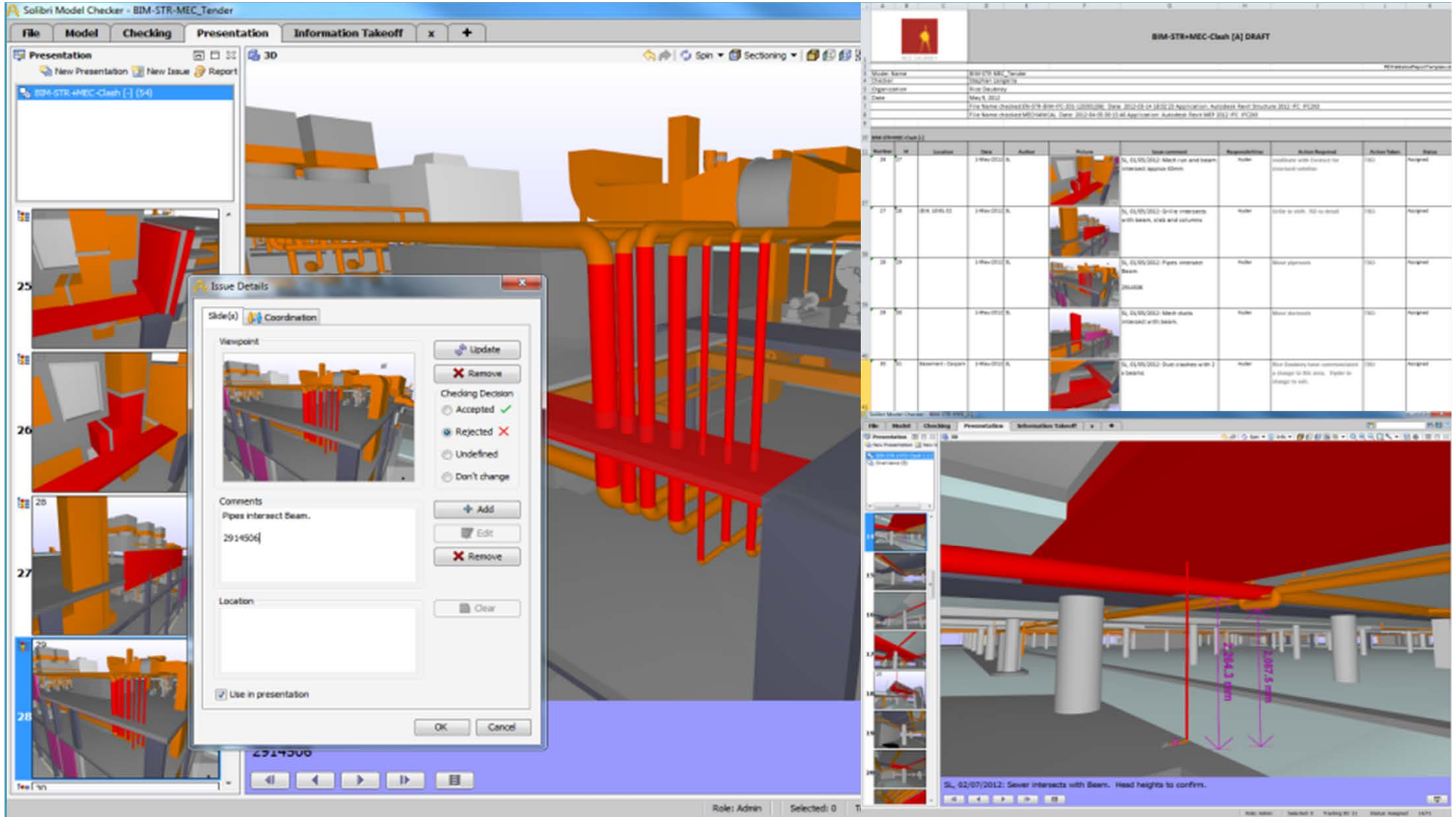
- Does not comply ■
- Within 5% of compliance ■
- Complies ■
- Travel ■



## Project Review Software

- Using models from multiple consultants we can create a combined model of the whole building
- This can be used for:
  - Model verification
  - Clash detection
  - Code compliance
  - Brief checking
  - Tracking model updates
  - 4D programming
  - 5D cost estimates
  - 6D asset & facilities management in the future





# Liverpool Hospital Clinical Services Building



06

**THE FUTURE?**

# The Future?

- What may have once been a futuristic dream is now commonplace
- The rate of change in technology is ever increasing and the cost of technology is continuing to come down
- Robots, like Automated Guided Vehicles (AGVs), driverless cars, robot vacuum cleaners, etc will continue to have a big impact on our lives and jobs
- The benefits of technology in modularisation and prefabrication are starting to be realised in DfM (Design for Manufacture)
- Artificial Intelligence, computers that can think are now being developed
- Automation is inevitable, economics always wins!!





**THANK YOU**

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