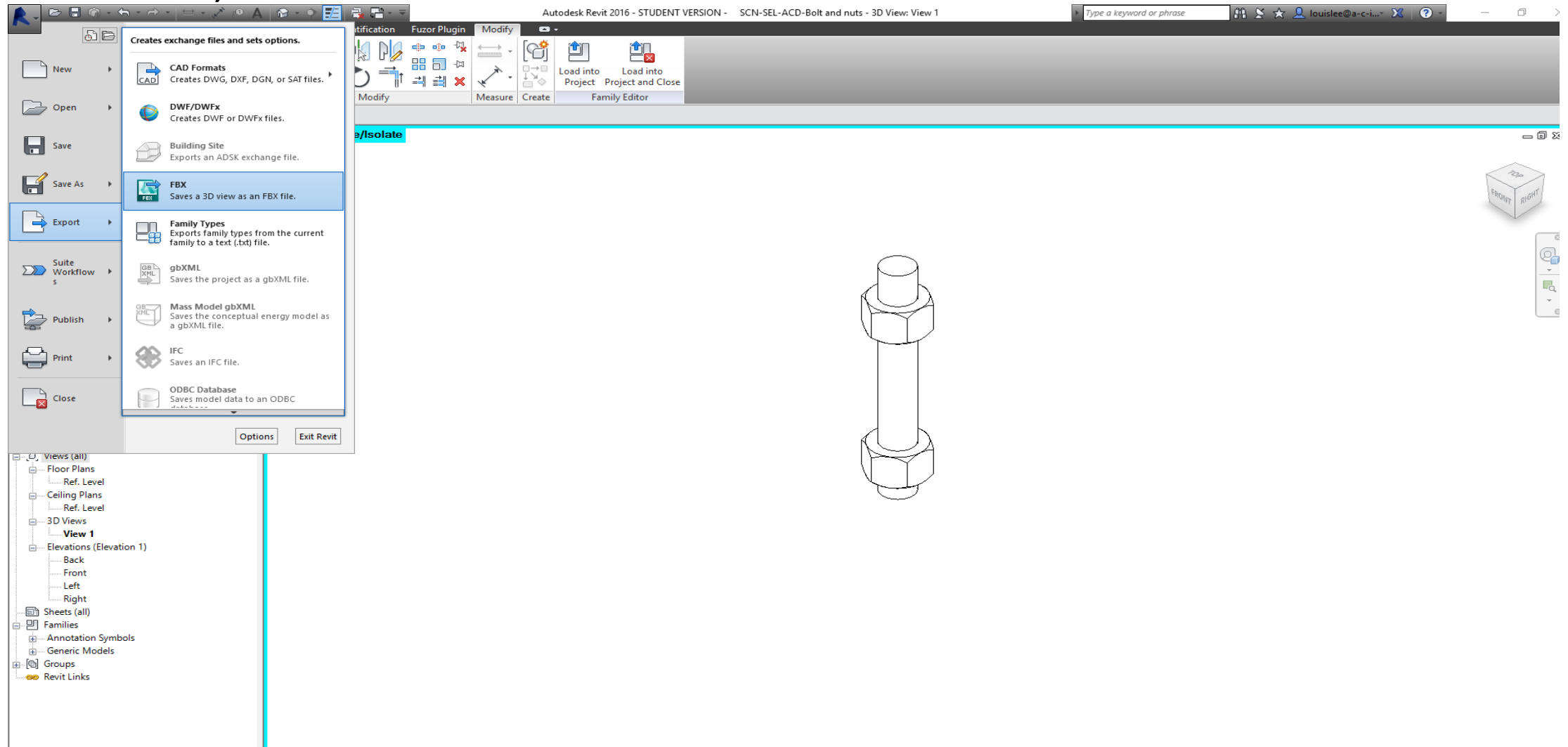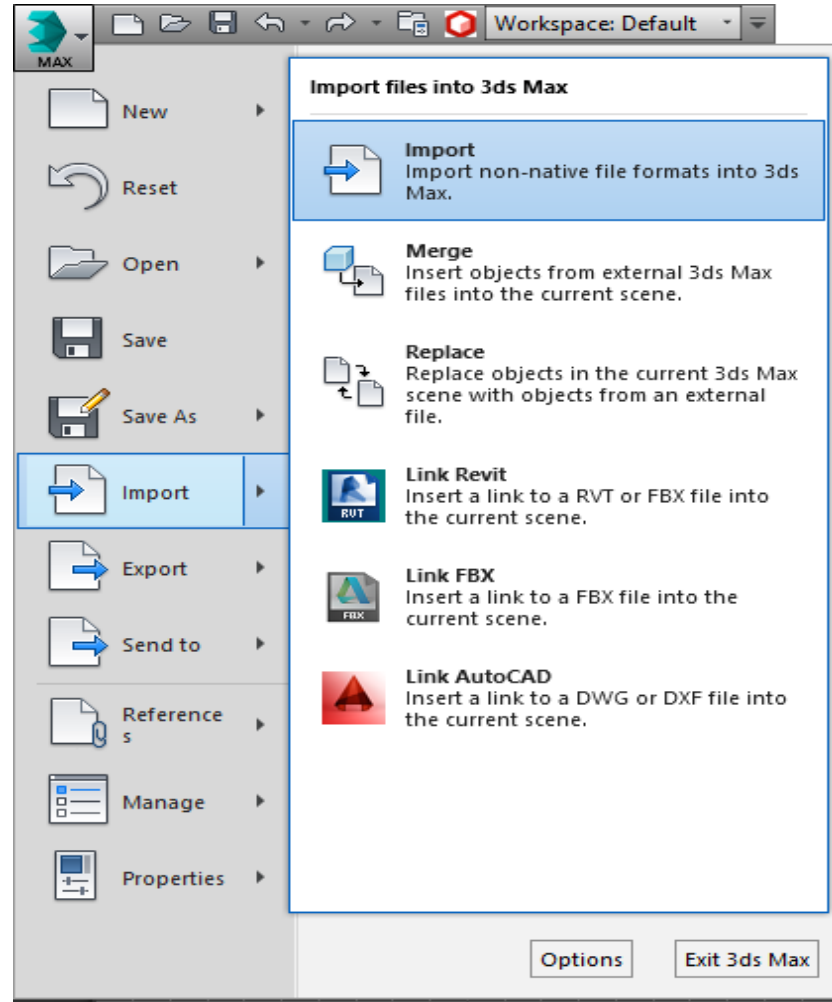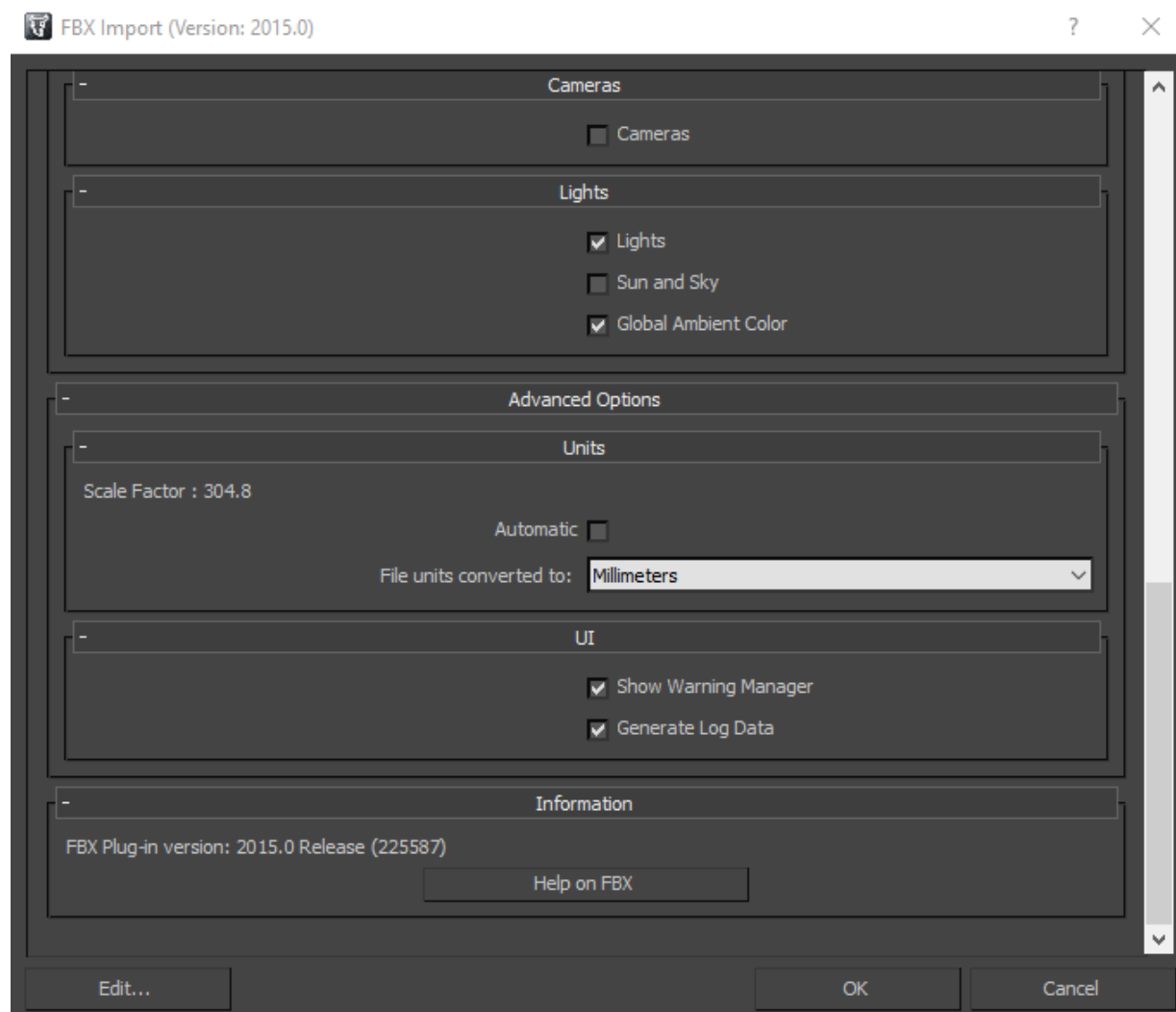# Augmented Reality

Revit model to 3DS MAX

- In Revit, save a **3D View** as an FBX file

- In 3DS Max, import a FBX file into 3ds max

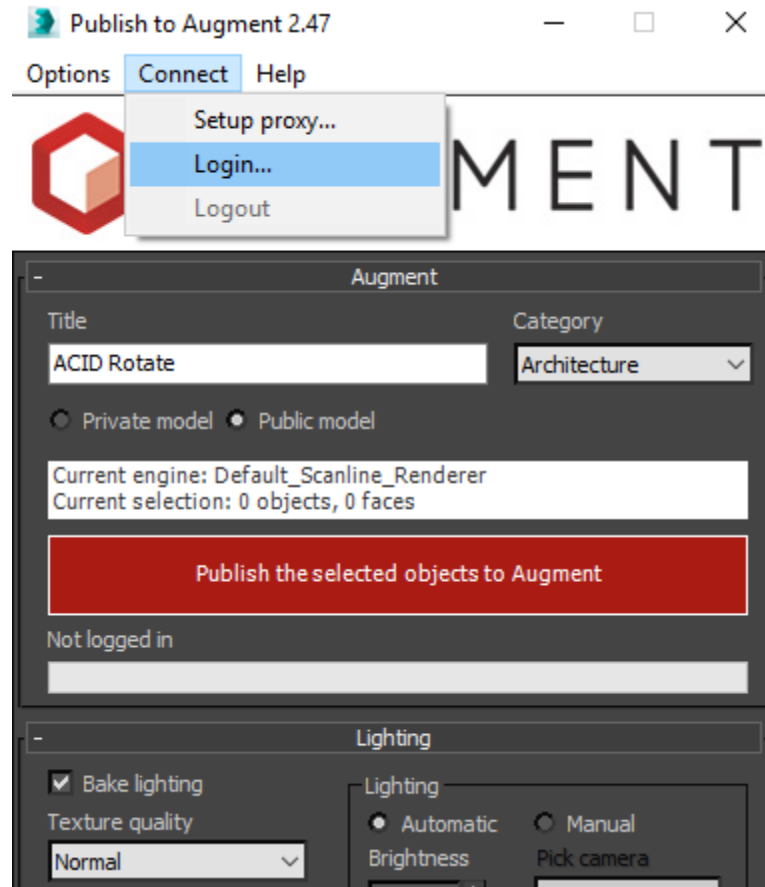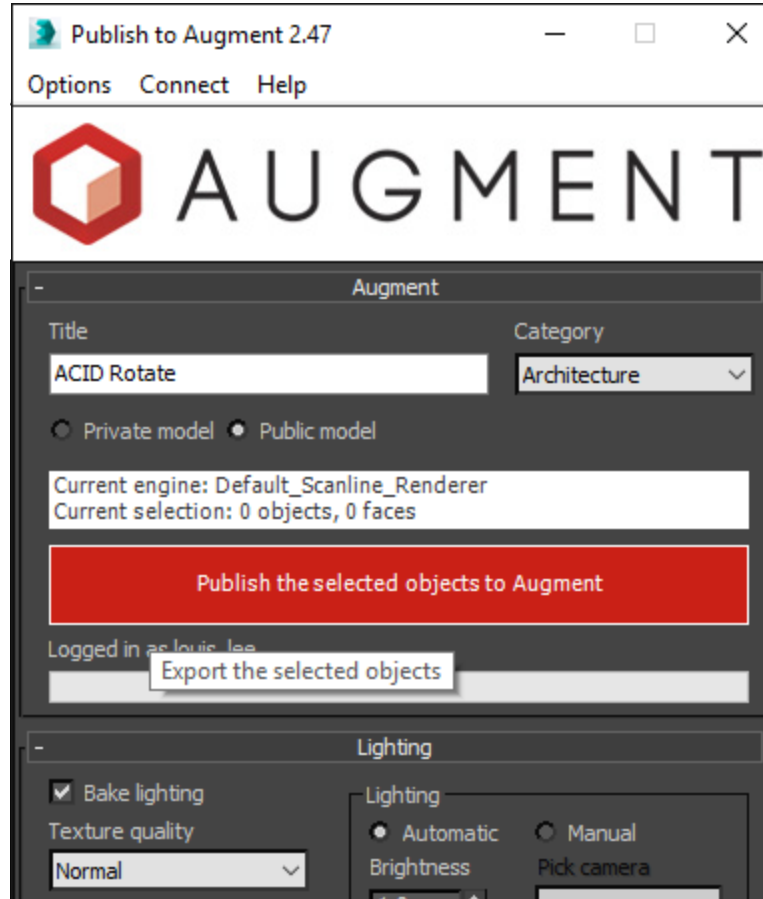- Check the units > file units converted to millimeters
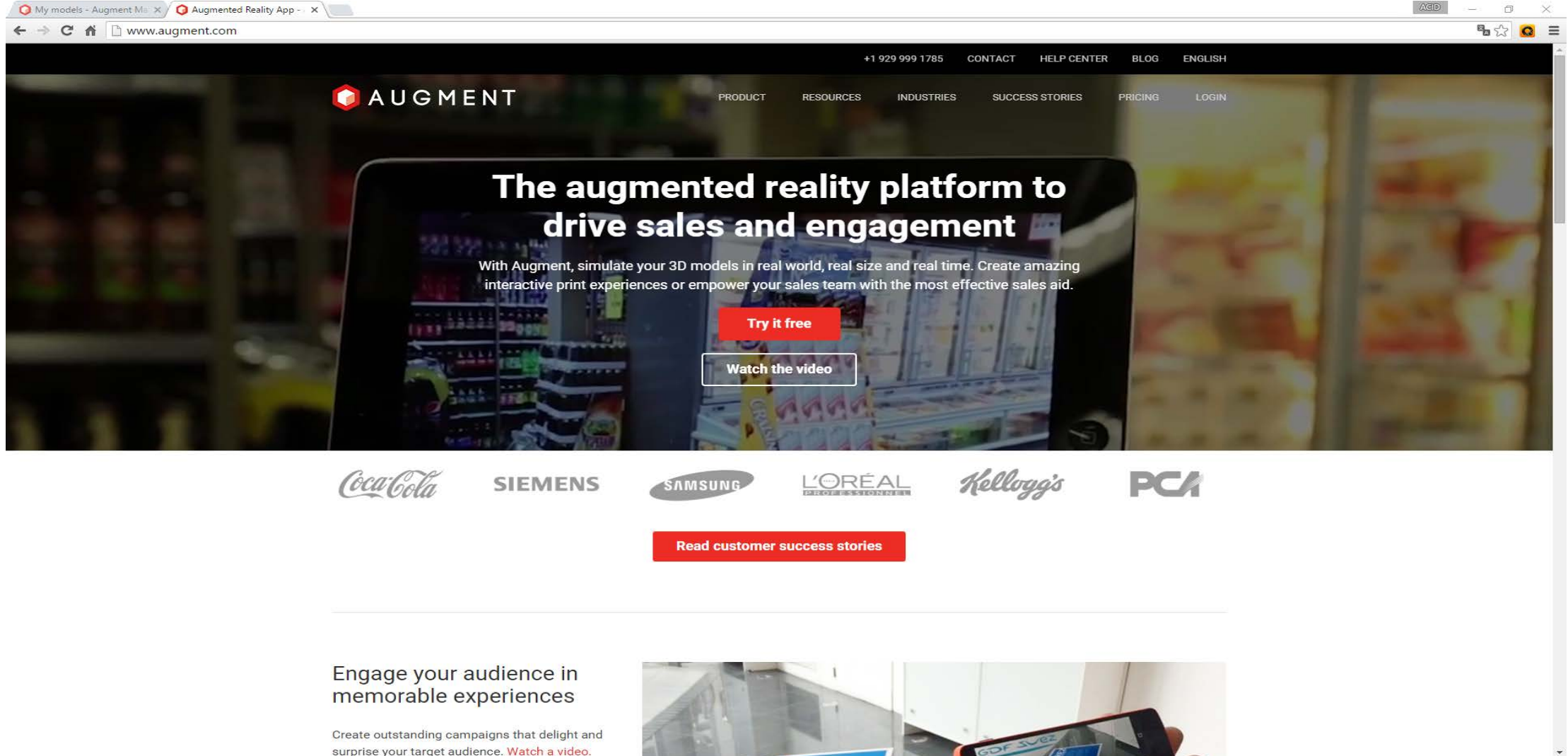
- Download Augment plug-in for 3ds max
  <http://augment.com/assets/Augment_3DS_Max_Plugin.mzp>

- Login the augment account

- Click "Publish the selected objects to Augment"

- Go to Augment Homepage and Login <http://www.augment.com/>

- The model already upload to cloud and check the 3D model's unit to get a real size render
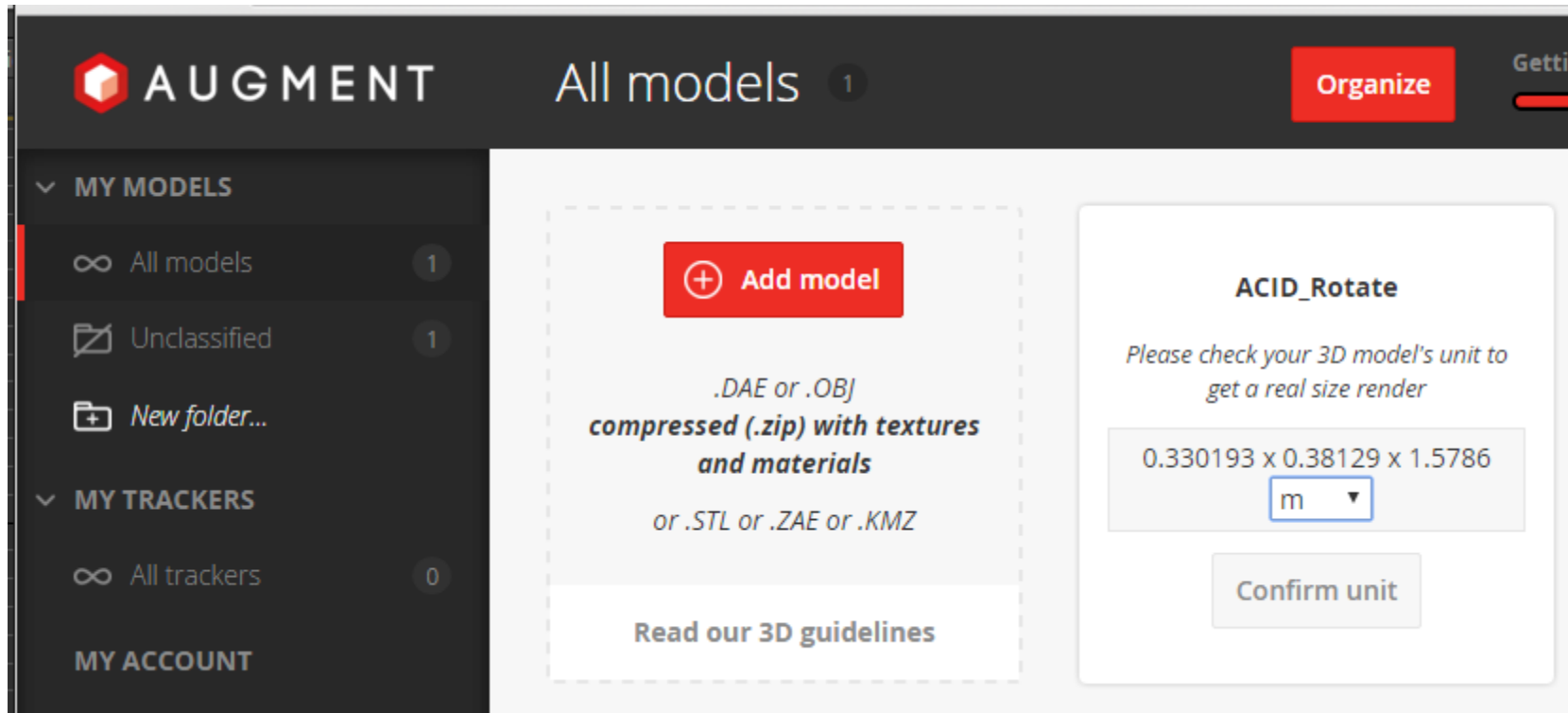
- In left column, click "All trackers" and Add the image file
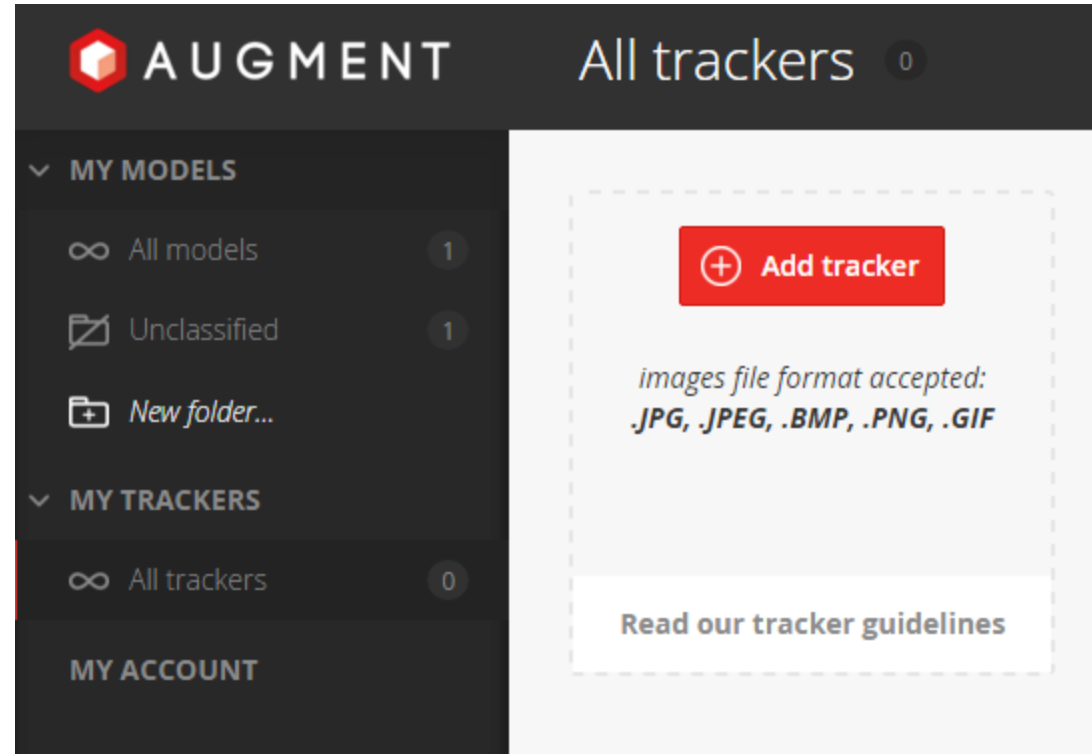
- Choose model file link to tracker and save and publish

- Use iPhone or Android phone download "Augment"
- If want setting the AR model size, location & rotation, need login the account