YULIO

# USING YULIO WITH REVIT

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REVIT®

YULIO VR

USER GUIDE

# USING YULIO WITH REVIT

If you currently use Revit with A360, you can create cubemaps to author your Yulio Virtual Reality projects.

The requirements for using Yulio with Revit and Autodesk A360 are:

- Autodesk Revit
- Autodesk A360 Subscription
- Autodesk A360 Cloud Credits
- A scene that has been authored using Revit

## IN THIS SECTION

- Author your scene in Revit
- Sign in to Autodesk A360
- Configuring and rendering in cloud
- Begin rendering
- Download images
- Viewing your VR projects in Yulio

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01
## AUTHOR YOUR SCENE IN REVIT

- Author and prepare your scene for rendering. Check your lighting to ensure that your scene is optimized for virtual reality.

02
## SIGN IN TO AUTODESK A360

- In Revit, sign in to your Autodesk A360 subscription account.

03
## RENDER IN CLOUD

- In Revit, go to the View tab and select the **Render in Cloud** button. An Autodesk 360 dialog will appear.

04
## CONFIGURE RENDER IN CLOUD

- Configure the output type and width in the Render in Cloud settings to output a cube map:
  - Output Type = Stereo Panorama
  - Width = 1536

05
## BEGIN RENDERING

- In Revit, select the dropdown located beside your username. Select **Render Progress** to begin the rendering.

06

## DOWNLOAD IMAGES

- Once complete, locate the images in your Autodesk A360 account in the **MY RENDERINGS** section. Find the image for your scene, select the arrow located on the image and select the **Download Stereo-Pano as Zip** option.

- This will download the zip folder which contains the render output. Once complete, find the image.png.

- Look for this style of image in your download list for upload to Yulio:
  This is the output you can use to view on your headset.

07

## VIEWING YOUR VR PROJECTS IN YULIO

- Under the Projects tab, select the Team folder
  [any scenes you have authored will appear in this list]

- Create a new VR project with your cubemaps, or drag and drop them into an existing VR project.

SELECT SCENES TO RENDER
Cancel

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