

Postprint: Practical Exploration of Civil Engineering CAD Teaching Model Based on BIM and VR Technology

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Abstract

BIM and VR technology, as a novel concept and technology, constitute a new impetus and inevitable trend in the informatization development of the construction industry. The widespread adoption of BIM and VR technology will necessitate a substantial pool of new-type professionals, while simultaneously posing new requirements for the cultivation of civil engineering undergraduates. This paper, based on a summary of the problems currently confronting the civil engineering CAD teaching model, introduces the application status of BIM and VR technology, and explores and practices their integration into the civil engineering CAD teaching model by considering China's talent cultivation programs for civil engineering specialties and teaching conditions. The new teaching model not only enables students to understand and apply BIM and VR technology, but also enhances their innovative and practical capabilities.

Full Text

Preamble

The original text contains extensive corruption and encoding artifacts that render it untranslatable. Following the instruction to skip garbage text and meaningless fragments, only the section heading is preserved.

Note: Figure translations are in progress. See original paper for figures.

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