VR Workshop Halden - Conclusion

- Wide fields of applications
  - ✓ Design : component design, assembly process, control room, building design, scientific visualisation
  - ✓ Operations & Maintenance : collaborative teamwork, power plant maintenance (moving packages, dose, inspection)
  - ✓ Training : refueling operations, maintenance operations
- In each field, different type of activities
  - ✓ Nuclear,
  - ✓ Architecture,
  - ✓ Oil industry

VR Workshop Halden - Conclusion

In each case, key words (1)

- ***Interactivity*** (3D world, sound…) and ***simplicity*** : think VR for not computer specialist, 3D have to be as "natural" as possible

- ***Collaborative*** : to share an environment but also to share an object, to exchange point of view, to integrate different expertise, people need to share an object

→ Interactivity, simplicity and collaborative are the way for VR ***democratisation***

VR Workshop Halden - Conclusion

In each case, key words (2)

- ***Usability*** : bring VR in an industrial "world" and assess the usability

  ✓ Importance of industrial application
  → Assess VR applications in real industrial activities

  ✓ Assess the results (time, money, security…)
  → To support future work and research

VR Workshop Halden - Conclusion

Share applications and technologies

- Importance of sharing applications but also the technologies

  ✓ Importance of open source technologies to develop VR
  ✓ To manage and control the development of new functionalities and new application
  → The success of a technology is linked with the economical environment

  ✓ Example of X3D (components architecture)
  → To share the development effort

VR Workshop Halden - Conclusion

Thank you for your attention

Thank you Halden VRC

Tank you for all presentations