# Use of Augmented Reality in geosimulators



Christian Aune Thomassen Norwegian University of Science and Techology (NTNU) in collaboration with Statoil

# Motivation

It existed a geosimulator of Svalbard called SvalSim. This type of simulators contains geolographical, geological and geophysical information placed in the terrain.

Goal: Adapt existing geosimulator SvalSim for use in field work and logitic support.

# Software

 SvalSim as and other geosimulators in the Geo2000 project are built by the following modular parts:



### Hardware

- Laptop running SvalSim
- Tracking:
  - GPS
  - GYRO
- Head Mounted Display (HMD)

# Laptop (Rocky P4)



#### GPS (position, elevation, speed & heading)





### Gyro (3D directions – pitch, roll, yaw)



# **Geological field work**

- Traditional field based training: Field observations using printed data/material
- Geosimulators contains a variety of information stored by coordinates in a virtual terrain model. Information can be retrieved by discovery (virtual travelling)
- With the use of a goggle a user can view both the real world and the virtual world at the same time.



#### **Search And Rescue**

#### • With car, snowmobile or belt-car





# With helicopter





# Challenges

- Tracking accuracy:
  - Standard GPS accuracy is around 5 meters.
  - GYRO drifting due to magnetic noise.

Currently we are using only GPS for tracking.

- Correct scaling of terrain to match users view.
- Robust equipment due to the rough environment.
  It should be possible to operate it with gloves.

## **Further work**

- Improve position estimation with extrapolation/filtering techniques (e.g Kalmann)
- Use of camera to improve augmentation and accuracy.
- Upgrade tracking equipment.
  E.g Fiberoptic/Laser GYRO

#### Tschermak





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