THALES

Practical applications of VR in the field of service

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Thales History in the Netherlands



Building a future we can all trust

Some definitions

Physical Reality

Augmented Reality Augmented Virtuality

Virtual Reality









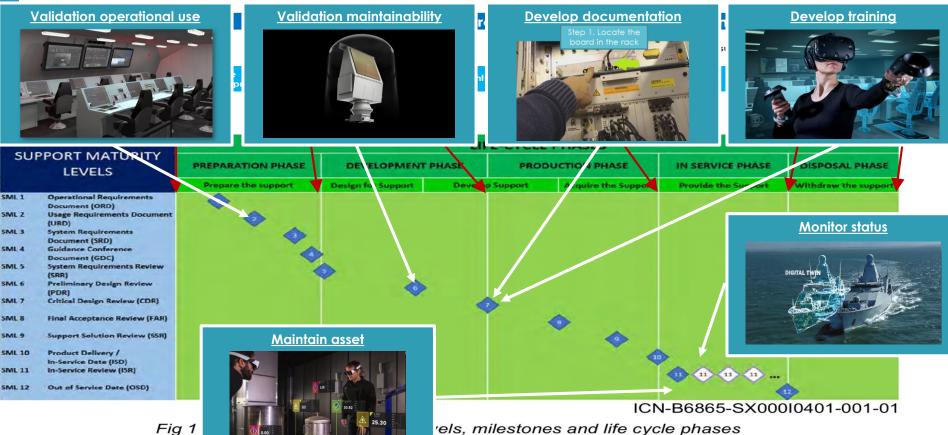
Real world

Virtual items in a real world

Real items in a virtual world

Complete
virtual world
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Various application examples on the asset lifecycle



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Key considerations / requirements

Low content production costs

- Efficient CAD to XR process
- Process for non-CAD data needed
- Re-use of 3D objects & info for various applications
- Smart integration / conversion / blending of information sources with XR technology

Superior user experience

- Use highest possible resolution in VR
 - Small details offer matter in maintenance
- Good XR object interaction
 - When possible adapt to user preference
- Robust application
- Where possible aim for highest realism

Must have VR features

- Multi-user possibly with for some/most users limited interaction
- Link 'classical' learning objects to geospatial data
- Simple task trainers
- Task trainers with complexities
- > Flexible fault finding scenarios
 - Easy to add/modify/delete
 - Low effort to design / configure (implement)
- Allow trainees to make mistakes and experience the effect of errors made
- Record trainee journey for briefings



