Keith Russell

VIRTALIS

MAKE VIRTUAL A REALITY
What we do?  

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MAKE VIRTUAL A REALITY
Global Company with Global Customers

Over 300 man years of experience
- World-leader in VR since 1989
Focussed on Engineering VR
Systems powered by Visionary Render

- **ACTIVECUBE**
  - Multiple walls
  - Front or Back Projection
  - Optional HMD

- **ACTIVEWALL**
  - Various Wall Sizes
  - Portable Version
  - Optional HMD

- **ACTIVESPACE**
  - High-End HMD
  - Consumer HMD
  - Multiple HMDs
VR in Engineering

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VR Throughout the **Product Lifecycle**

- Better Design
- Share with Manufacturing
- Enhance Marketing
- Improve Training
- Rehearse Maintenance
- Re-use Data
- Foster Understanding
- Faster Communication
Collaborative VR in Engineering

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Collaborative Systems

Link Multiple VR Systems
• Over LAN or Internet

Cooperative User Interaction
• Locally and Globally
Benefits of Collaborating in VR

- Breaks down communication barriers between different disciplines, even languages
- Brings an immersive element, shared CAD screens struggle to deliver
- Experiencing, Seeing and Understanding, rather than explaining
Benefits of Collaborating in VR

- Saves time and travel costs, bringing in an expert for 10 minutes
- Easy to have frequent, short meetings to address concerns or snags, rather than saving up problems
- Making changes earlier is cheaper, Solving issues virtually is cheaper
How do we start?

- **Hardware**
  - Workstation with Nvidia graphics
  - ActiveWall, ActiveSpace (HMD)
- **Software**
  - Visionary Render from Virtalis
- **Data**
  - CreoView, Creo, Catia V5, Autodesk Inventor, SolidWorks, Unigraphics NX, FBX, 3ds Max, Collada, Open JT, STEP, DGN/DWG, IGES, PDMS, OBJ, STL, SolidEdge, Ideas ……
- **Connection**
  - Internet or LAN
Questions?

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