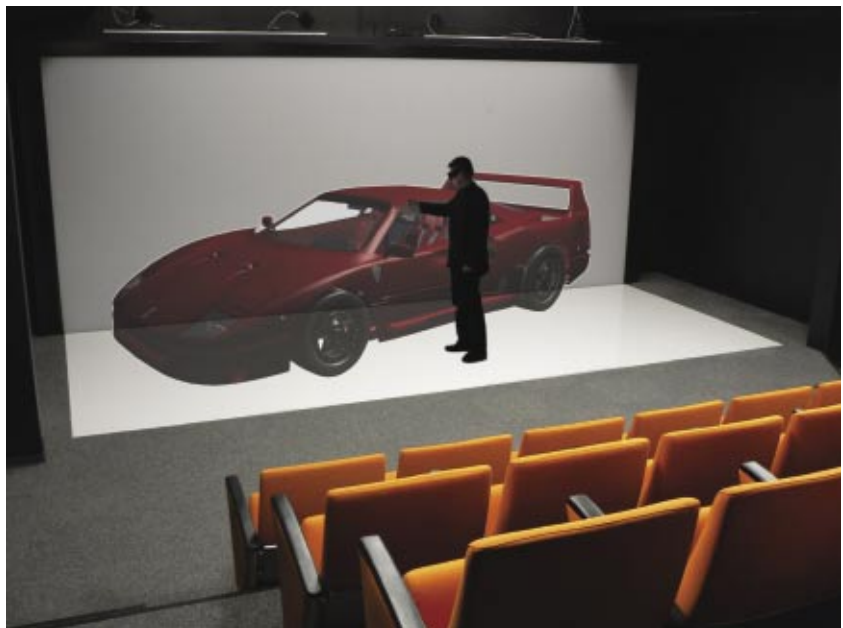




Virtual Reality Platform

Aim

- Support for research into the exploration of scientific data and virtual experiments
- Virtual prototyping and reviewing of CAD projects
- Communication tool and aid for decision making
- Motion capturing for ergonomics studies
- Simulation of inspection and maintenance operations
- Presentation of products and projects linked to architecture and urban planning



Virtual reality platform

DESIGN AIDED BY VIRTUAL REALITY

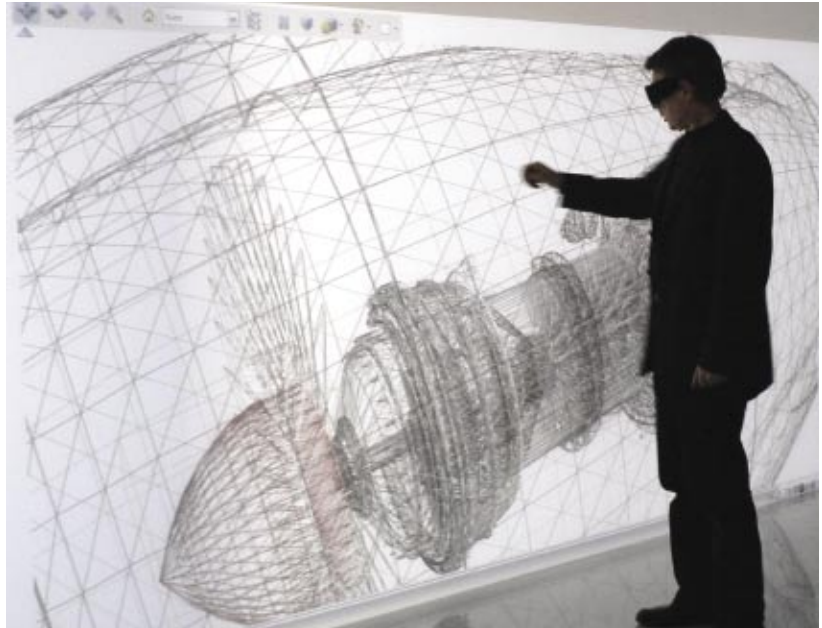
Virtual prototyping

The device is adapted in order to design and visualise 3D digital mock-up that are very large (cars, factories, trains, etc.) in a realistic and interactive way.

The equipment allows the realisation of 3D simulations in real time and to scale.

For example:

- Simulation of inspection and maintenance operations
- Study of complex physics phenomena (aerodynamics, the flow of liquids...)



Interaction with a CAD model

Projects reviewing

The models can be visualised at their actual size, allowing technicians and engineers to discuss about potential technical solutions more easily.

Project reviewing can be carried out with a realistic representation of the final product and therefore decrease the number of physical scale models needed to achieve their conception.



Virtual immersive review for car design - PSA

Human engineering

The ergonomics of a product or system can be effectively analysed:

- Accessibility of controls
- Visibility constraints
- Comfort, etc.



Ergonomics study of the interior of a vehicle - PSA

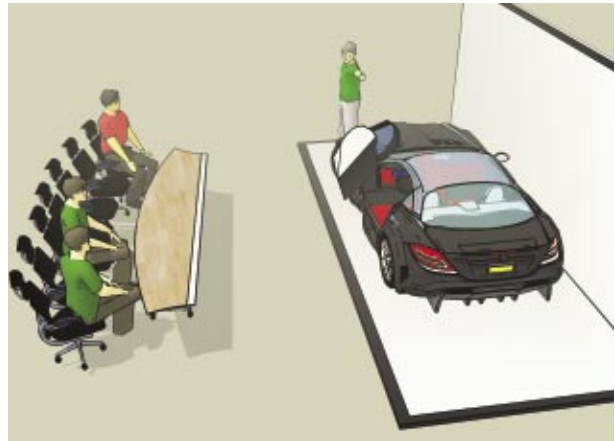
COMMUNICATION AND AID FOR DECISION MAKING

Communication

The platform is designed to allow thirty participants to meet in order to conduct multimedia standard or 3D projections. It is therefore a powerful communication tool that companies can use to show off the quality of their products or to present a project.



Presentation of a project to a group of people



Presentation of the model of a car

Aid for decision making

As the device is perfectly adapted to facilitate project reviewing, it operates as a tool to support public decision makers and companies where complex projects are concerned, such as those that affect urban planning and architecture.

Being immersed in the virtual scene allows better appreciation of space and volume than on a classic workstation. The stereoscopic images therefore offer a detailed image that is necessary for evaluation of large structures that constitute urban projects. In addition, an interactive model allows real time study of a project placed under different lighting simulations.



Study for the future Marseille European Mediterranean Civilisation Museum (MUCEM) project- Pixium



Lighting study for the station project in Strasbourg –Pixium

PROJECT SUPPORT

Support

HOLO3 is there to accompany you with your projects in order to take full advantage of virtual reality:

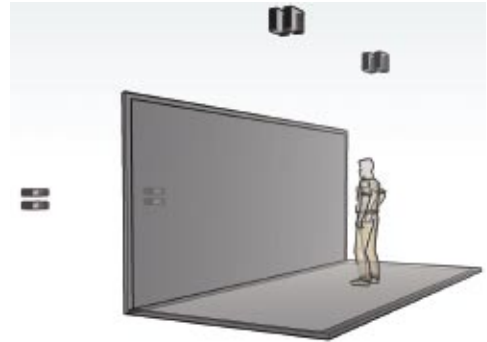
- The equipment is accessible on a half-day basis for all companies that want to invest in this technology quickly.
- For more complex projects, HOLO3 and **iconoval** can combine their competences to help you from the initial design of the project to its final realisation.

Expertise

- Project Definition (objectives, feasibility, technical advice).
- Requirements evaluation (data translation, hardware & software investments, technical skills).
- Evaluation of the costs and the duration of the project.

Production (internal or external)

- Funding research.
- Help in setting up collaboration relationships.
- Search for qualified staff.
- Technical support (hardware acquisition and software development).



Resources Centre Device

Imaging resources centre

The resources centre is a project initiated by **iconoval**, a regional economic development agency dedicated to imaging technology, as part of the Three Year Strasbourg European City, 2003-2005 Contract. It was financed by the Region of Alsace, the Prefecture of the Region of Alsace, the Bas-Rhin General Council and the Urban Community of Strasbourg.

The objective of the resources centre is to provide a study, testing, cooperation and technology transfer device based on a platform of shared resources that could serve as an aid and a means of support for research teams, industrialists, training and teaching.

The centre dispose of the virtual reality equipment and will continue to develop in order to provide new methods according to the needs expressed by the users.

Management of the immersive visualisation and virtual reality device has been entrusted to HOLO3 within the framework of a partnership with **iconoval**.

Contact Details

Silvère Besse
Tel. : 06 88 91 64 34
22, avenue de l'Europe
67300 Schiltigheim



7 rue du Général Cassagnou F-68300 Saint-Louis T : +33 (0)3 89 69 82 08
F : +33 (0)3 89 67 74 06 info@holo3.com http://www.holo3.com