Showcasing vehicle through an immersive experience

BACKGROUND AND CHALLENGE
Showcase the parts of the interior and exterior of the train in 1:1 scale. Use interactive animations to discuss the use case scenarios and user interactions in a VR space on a 3D projector.

SCOPE OF WORK
Create a virtual collaborative platform for different stakeholders to interact, operate, and train in the immersive world

SOLUTION
Leveraged multiple software to deliver an interactive (hotkeys) platform for an immersive VR experience.
• Created 3D graphics on Autodesk Maya of all the assets utilizing the client-provided CAD data, uploaded on the Unity game engine, and developed C# code on the game engine
• Enabled active stereoscopy inside Unity using the MiddleVR plugin
• Created texturing, shading, and lighting in the 3D visuals using VRED visualization software
• Showcased the interactive platform on a 3D projector-based active-stereoscopy using tracked 3D shutter-glasses VR experience for 5-6 users simultaneously

IMPACT
• Double-edged sword benefit - Faster design output with an economically viable alternative
• Ease in testing human factors and ergonomics, allowing more innovative research and development
• Minimized time and efforts in visualizing end-product
• Accelerated new prototypes production
• The final output became a showcasing platform which enabled enhanced product and feature demonstration to potential clients