

# 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