



VR/AR TECHNOLOGIES

The primary purpose of this focus field is usability of virtual reality (VR) and augmented reality (AR) technologies in logistics. The main aspects are the training of specialists implementing logistics processes and investigation of human-machine systems in VR and AR environments.

COMPETENCIES

- Modelling logistics processes using VR or AR technologies
- Modelling working environments using VR or AR technologies
- Demonstration of human-machine interactions in VR or AR environments
- Providing introductory and further training activities using VR or AR environments



SERVICES

- Training of complex logistics processes using VR / AR systems
- Investment support for feasibility studies
- Implementation of various trainings using VR / AR systems



TOOLS

- Custom 3D projection system
- Projectors
- Custom projection screen
- Computer to run the VR environment
- 3D glasses included with the system
- Infrared sensor cameras



REFERENCES

- Research in the framework of the project UMI-TWINN
- Sharing experience within the ProdLOG project (design of reference laboratories in several countries)