

VIRTUAL REALITY



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Virtual reality (VR for short) is a computer-generated display of reality in real time. Sound is also often part of virtual reality. It is usually perceived through a head-mounted display (video or VR glasses), but it can also be displayed in special rooms (Cave Automatic Virtual Environment, CAVE for short). Application examples include virtual prototypes, production planning, games or training such as flight simulators. VR enables an open environment where actual product quality can match the rendered models.

Mechanical engineering is the branch of engineering that deals with planning, designing and building machines. This is one of the branches that heavily relies on manual labour for getting the work done. But industry suggests automation as a solution for any industry that relies heavily on manpower. Different branches of mechanical engineering can benefit from AR and VR solutions.

This is especially crucial in industries where there is no room for error. Several activities that integrate the methodologies for the development of the product design, especially with regard to mechanical engineering Virtual reality applications are making valuable contributions to the field of product realization.

Nowadays, the industrial sector and specially manufacturing companies, have a huge challenge trying to train the workforce while maintaining up to date with the technology, machinery and manufacturing techniques involved in the production process. For that reason this sector claims for effective, in time and quality, training methodologies that do not interrupt or interfere with the continuous workflow of the company or its technological evolution.