

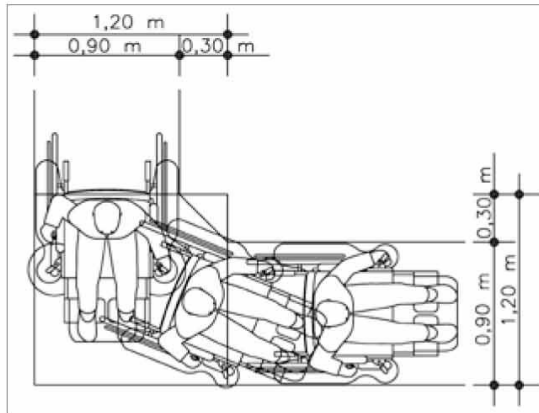


# AGL

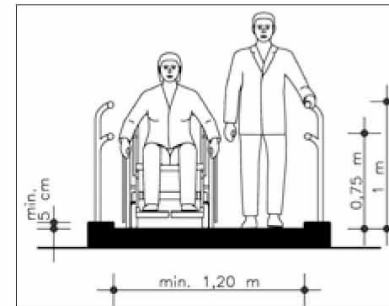
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## ACCESSIBILITY GREENLIGHT

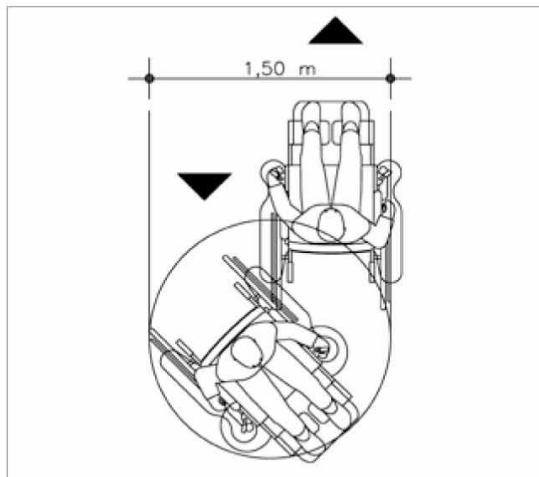
# USER EXPERIENCE ?



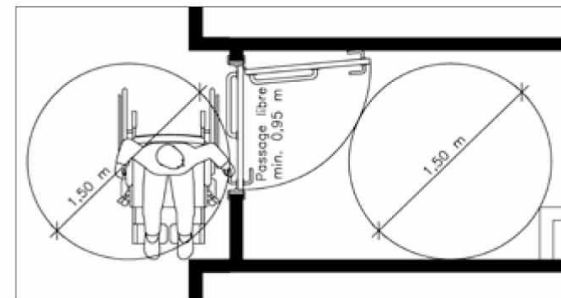
Rotation à 90°.



Coupe de la rampe d'accès.

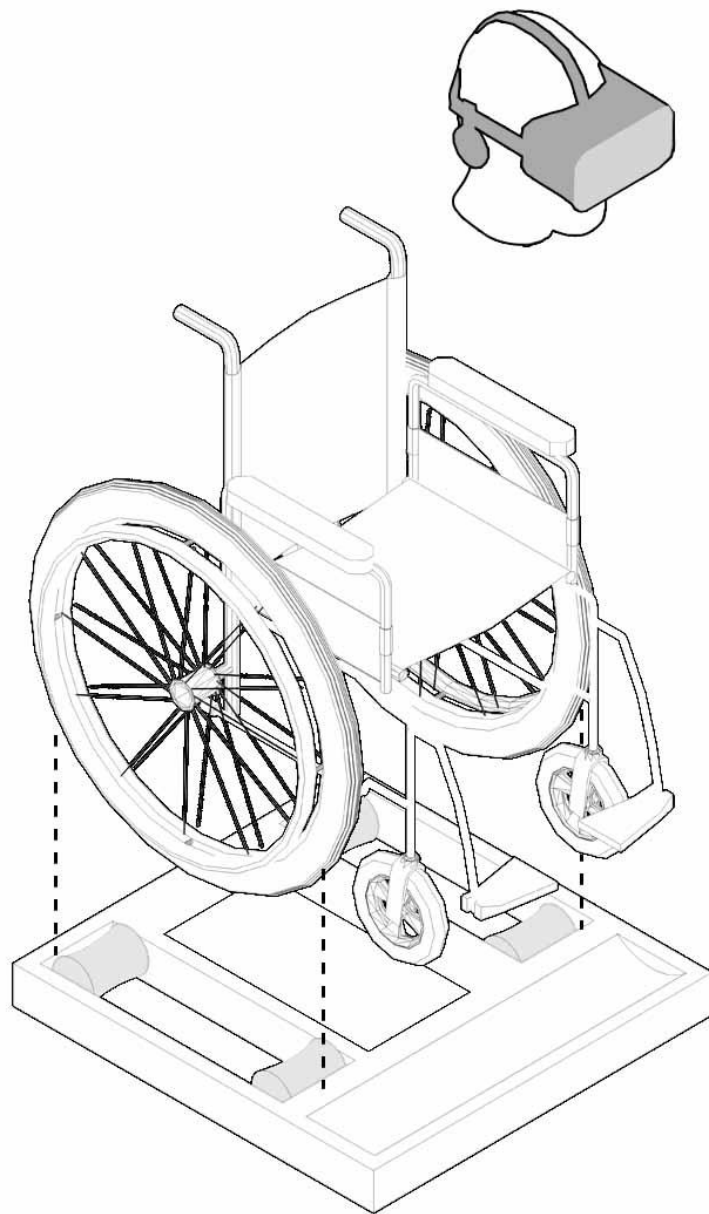


Rotation à 180°.



Porte extérieure.

# SETUP



Virtual Reality  
Simulation

Capture Motion Input

# PROTOTYPE

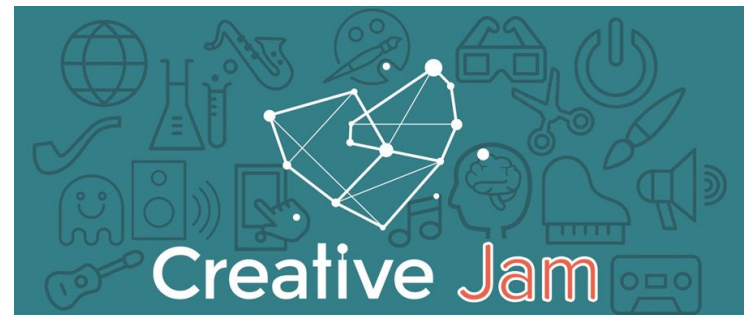
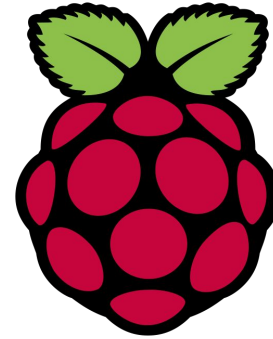
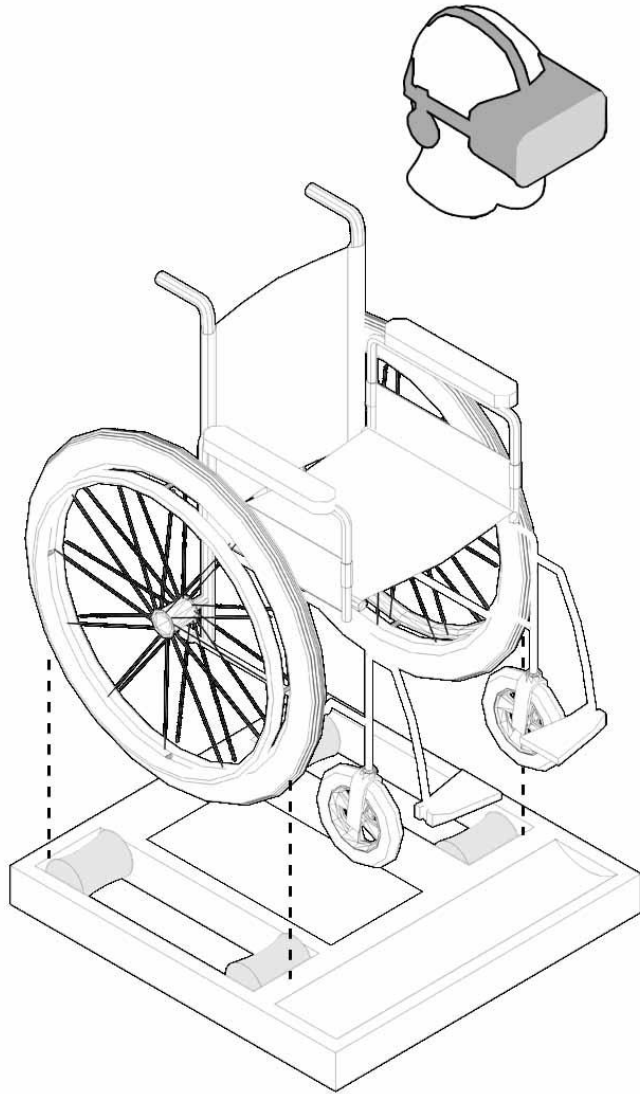




A person with short, light-colored hair is seated in a wooden chair, wearing a black Oculus VR headset. They are holding the front of the headset with both hands. The person is wearing a white short-sleeved shirt and a silver metal bracelet on their left wrist. The background shows a wooden table with various items on it, including a red container and a glass. The floor is made of light-colored tiles. The word "Oculus" is visible on the side of the headset.

VALUE

# FUTURE





# THANK YOU!

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Fabien Hache  
Thomas Van Bouwel