

# FIREFIGHTER HUD SOLUTION IN VR

## Look On Media & VRT-U

### Project Summary

Using the latest in VR technology, we will design a clear, simple, and effective firefighter HUD solution for sending and receiving critical information in the field. The HUD solution will be built and tested in a VR simulation in UE4. This will allow for establishing an effective UI graphical language, optimizing functionality, and gathering data based on how users interact with the HUD solution when in virtual emergency scenarios.

### Technical Outcome

The HUD solution will address the challenges related specifically to firefighters in emergency situations such as loudness, low visibility, and limited movement – which when successfully implemented will improve the safety and efficiency of first responders.

### Participant Summary

Look On Media has extensive background in game design and Unreal Engine as well as a deep understanding of clear, easy to use User Interfaces. VRT-U excels in systems engineering, research, and integrating mobile technology solutions, and highly experienced in managing complex large-scale projects.

Our partnership makes us a strong, realistic, and goal oriented VR development team.

