

# Digital Engineering & Magic

Virtual Reality Training

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## HV Electrical Substation VR Tour

### Training Overview

The purpose of the training is to give attendees the ability to explore HV electrical substation equipment in full size. Attendees are able to explore HV substation, learn each HV unit individually in Disassembling mode. This training is intended for anyone interested in electrical engineering, electrical undergraduates and graduates, workers in the electrical utility industry and electricians. The basic electrical principles knowledge is required.

### Training Key Features And Main Takeaways



Visual And Audio Guidance



Average Time To Complete 20 min

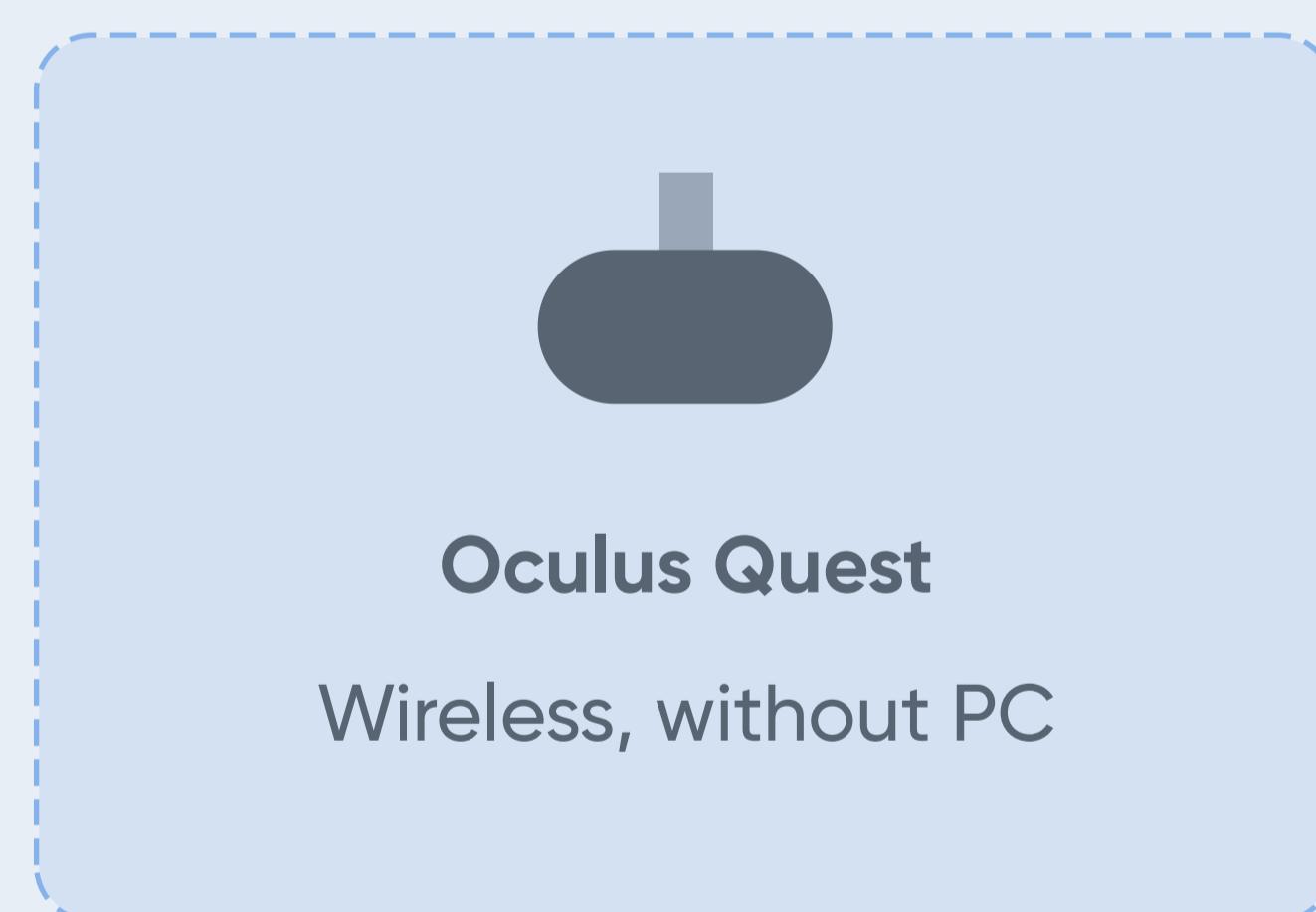


User Friendly Experience For First-Time Users

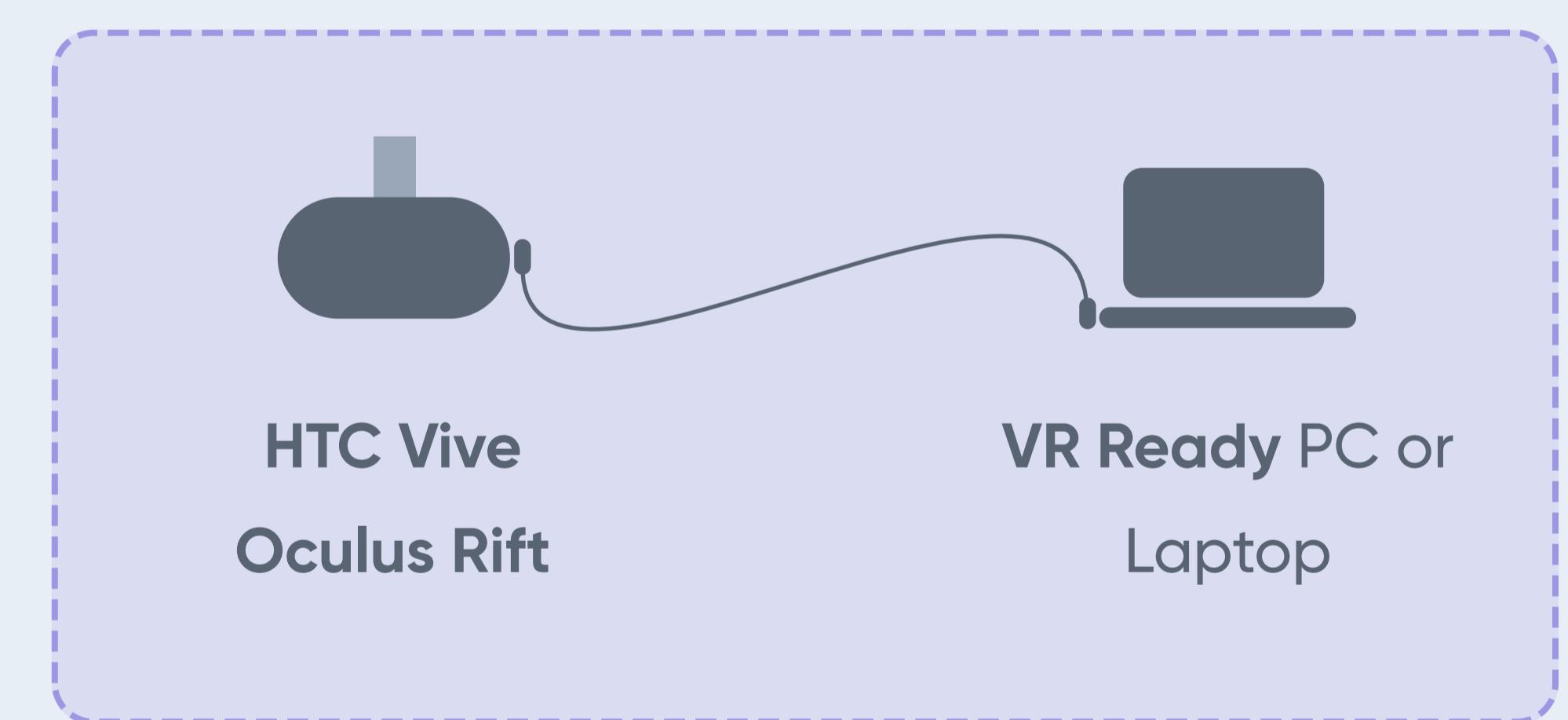
### What Skill Do You Acquire After Completing

After successful completion attendees will be able to know what an HV electrical substation is, understand the layout of the substation, understand the equipment, that you can find in a such type of HV substations. Each HV unit is provided with a popup inboards with necessary parameters. Disassembly mode provides an ability to explore the inner parts of the equipment to give a better understanding of the principles of the work.

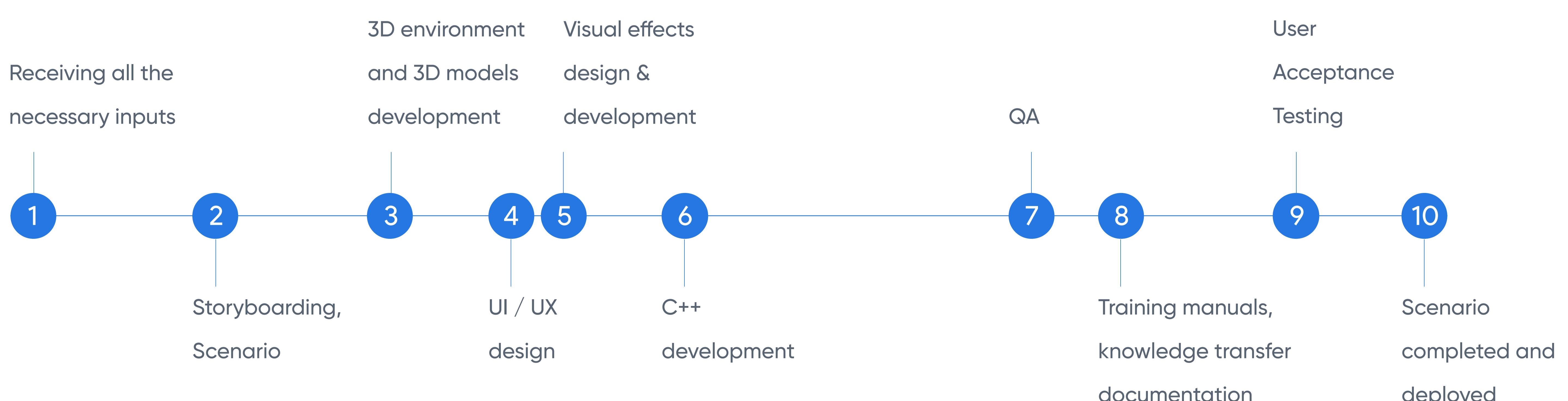
### Hardware Requirements For Using VR Training At Your Own



OR



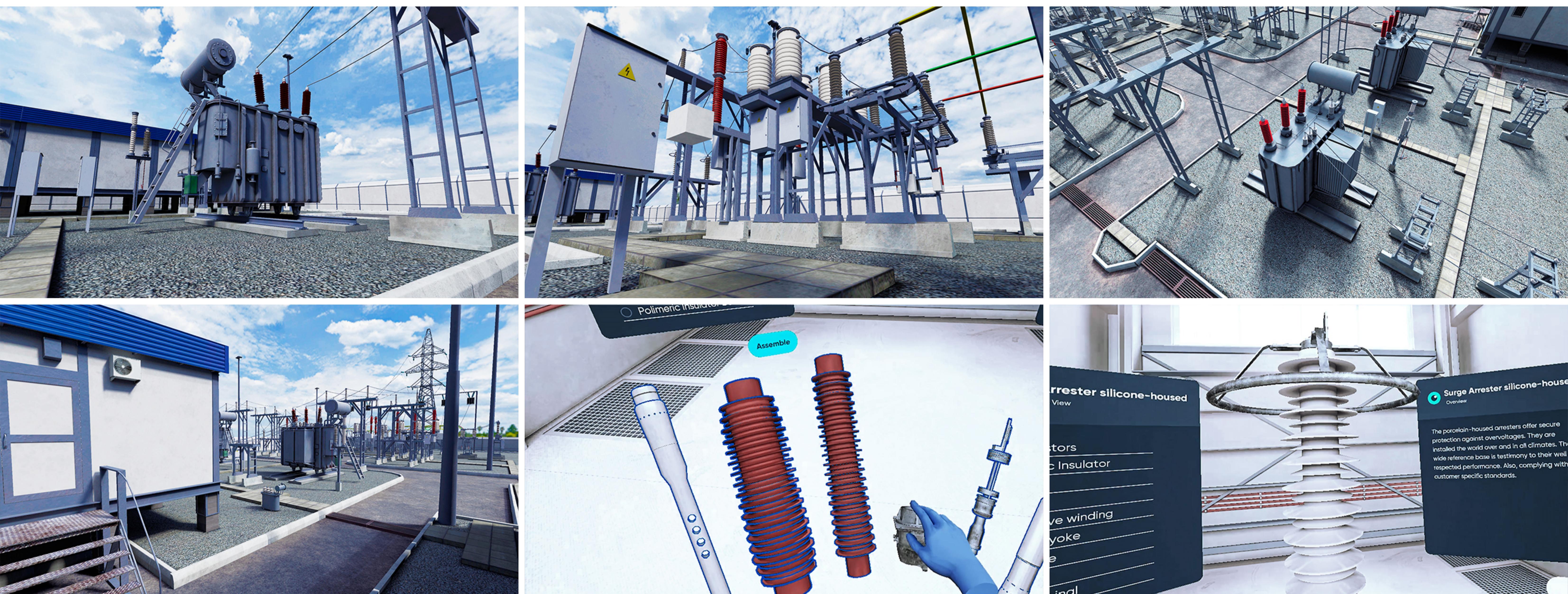
### Our Development Process Roadmap



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## VR Benefits Over Traditional Education

Employees who would otherwise be subject to training in harsh, high-risk circumstances can learn and make decisions in a physically-safe environment through VR. The safety factor alone can be enough to justify investment in VR due to the cost of accidents both in training and on the job. Heavy equipment doesn't have to be brought to a special training location, or suffer wear and tear as numerous trainees learn how to operate it.

### On Average, Early Achievers Derive Higher Benefits As Compared To The Rest



**26 %**

### More Profitable

According To The Study, Those Enterprises That Use AR / VR Technology Are On Average 26% More Profitable Than Their Competitors.

\*Source: Capgemini Research Institute, Augmented And Virtual Reality Survey; May-June 2018, N=603 Organizations That Are Exploring And Implementing Augmented Reality And Virtual Reality; N=134 Early Achievers

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## Controls And Interactions Guide

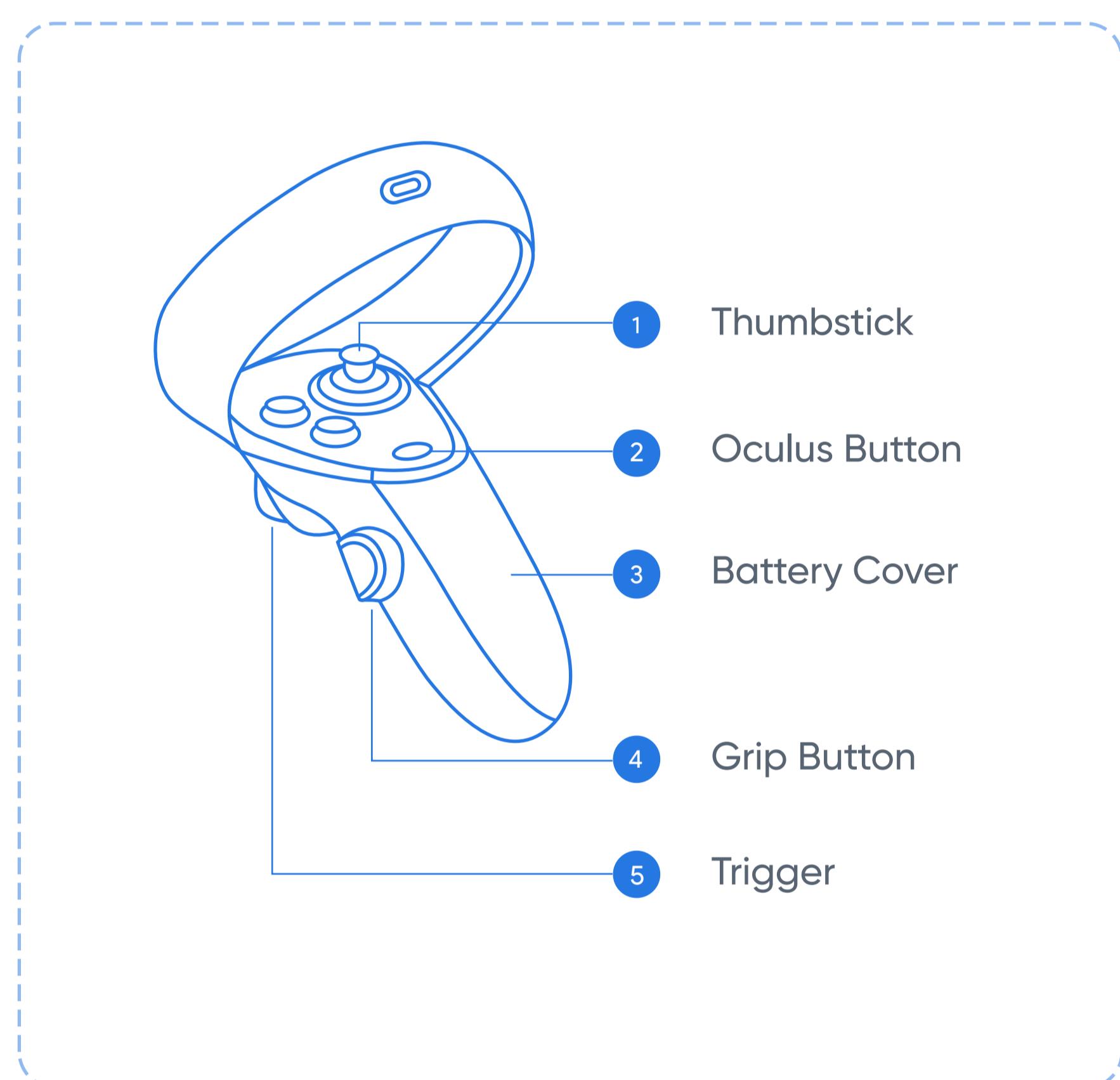
### Interacting With Objects

Use the trigger button ⑤ to interact with objects. In a case of taking and carrying items press the trigger ones and release it, the item will be automatically attached to your hand.

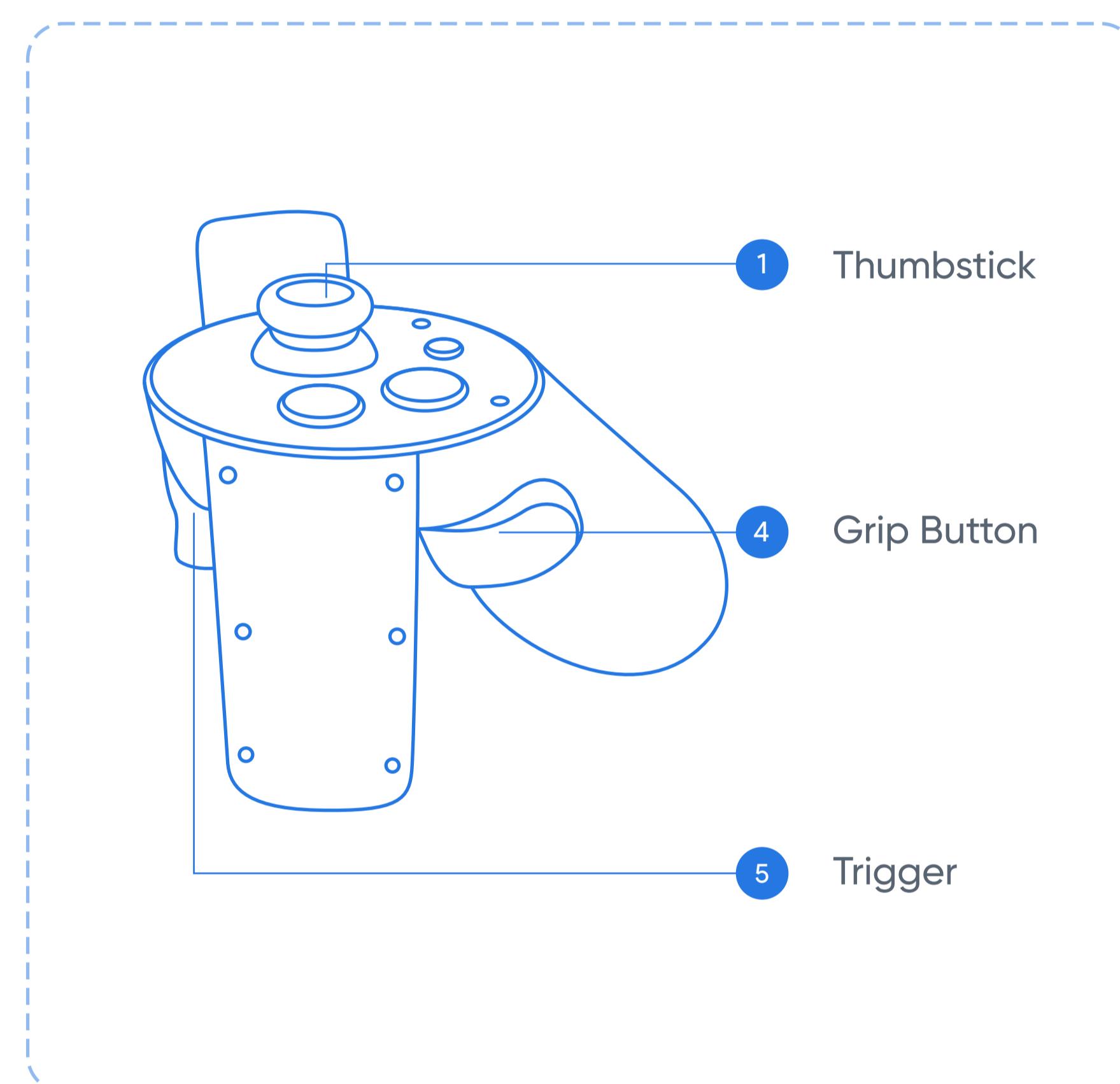
### Teleporting

Push the thumbstick ① forward and aim the beam at the objective marker. Once the teleport location changes its color from red to blue – release the thumbstick to teleport.

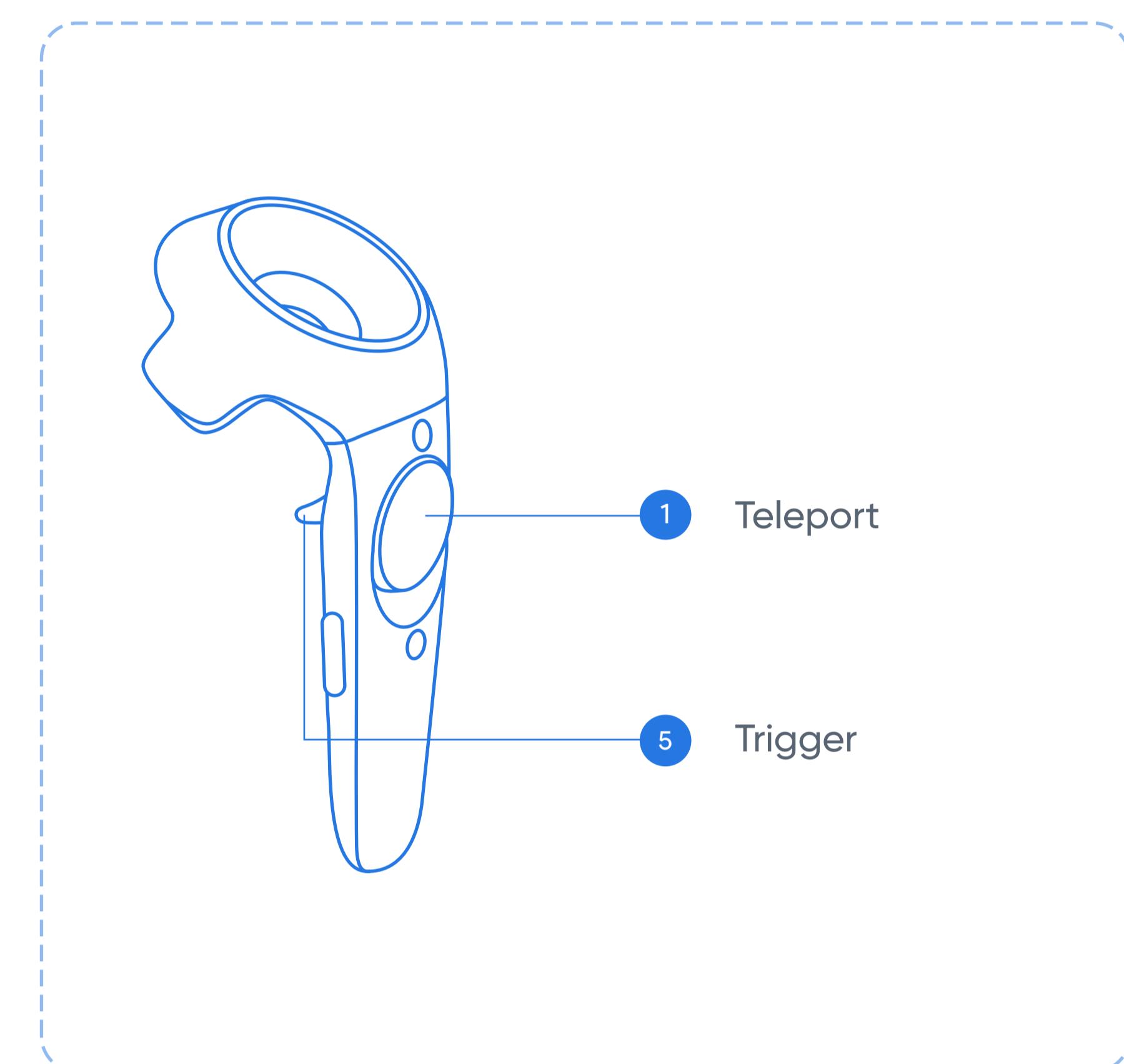
Oculus Quest



Oculus Rift



HTC Vive



## VR Session Space Requirements

Prior to any VR session to be held, please, make sure that you have until 6 sqm / 65 sqft free space available with no obstacles around you. When setting up your Guardian boundary, leave extra space against walls and around objects. Keep in mind that Guardian will not be able to detect people or pets that enter your play area, so choose a play area that you can keep clear even when your headset is on.