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| **TIME RECORDING FOR VireTS Project // M1 - M14** |  |  |  |  |

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| **Title of the action (acronym):** | VireTS | **Grant Agreement No:** | | EDIDP-SME-2020-045-VireTS SI2.858372 |
| **Beneficiary´s / linked third party's name:** | EXONICUS SIA | | | |
| **Name of the person working on the action:** | Raimonds Ūdris | **Type of personnel**  **(see Art. 6.2.A Grant Agreement)** | personnel working for the beneficiary under an employment contract | |

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|  | **Month** | | **Nov 2021** | **Dec 2021** | **Jan 2022** | **Feb 2022** | **Mar 2022** | **Apr 2022** | **May 2022** | **Jun 2022** | **Jul 2022** | **Aug 2022** | **Sep 2022** | **Oct 2022** | **Nov 2022** | **Dec 2022** | **Total** |
|  | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Number of hours** | |  |  | **80** | **64** | **64** | **80** | **64** | **72** | **64** | **64** | **40** | **72** | **64** | **72** | **128** | **928** |
| **Work packages**  **to which the person has contributed by the reported hours** | |  |  | WP2  (80 h) | WP2  (64 h) | WP3  (32 h) | WP3  (32 h ) | WP3  (32 h ) | WP3  (32 h ) | WP3  (32 h) | WP3  (32 h) | WP4  (40 h) | WP4  (72 h) | WP4  (64 h) | WP6  (72 h) | WP6  (128 h) |
|  |  |  | WP4  (32 h) | WP4 (48 h) | WP4 (32 h) | WP4 (40 h) | WP4 (32 h) | WP 4 (32 h) |  |  |  |  |  |
| **Date and signature of the person working for the action** | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Name, date and signature of the superior** | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**Description of the Work Packages to which the person has contributed by the reported hours**

**WP 2: Study and requirement specifications for software components to build virtual training environment, training**

**scenarios and avatars of training participants**

The following activities carried out as part of the work package:

* Analysis and study on existing VR based training and simulation solutions;
* Analysis and study on current usage of VR for military medical training by armed forces around the world;
* Preparation of functional and non-functional requirements for software components to build virtual training environment and training scenarios.
* Analysis of medical VR training requirements and selection of 3-5 reference military medical training scenarios to implement.

**WP3: Study of simulation rendering infrastructure options and requirements for VireTS VR rendering infrastructure and services**

The following activities carried out as part of the work package:

* Study on existing solutions for VR simulation rendering infrastructure with focus on:
  + rendering with existing software frameworks on workstations
  + cloud-based rendering and hardware options for it
  + standalone VR headsets and sensor systems for training participants
  + low latency networks, including mobile 5G networks, for communication between headsets and rendering hardware

**WP4 Design of Virtual environment builder, Virtual injury builder, AI Avatar builder, Training scenario builder, Training software and cloud-based simulation rendering services**

The following activities carried out as part of the work package:

* Preparation of technical software specification for Virtual environment builder
* Preparation of technical software specification for Training scenario builder
* Preparation of technical software specification of Training software
* Preparation of technical software specification of cloud based simulation rendering and streaming services

**WP6: Prototypes of 3D objects, Avatar builder, avatars and Virtual injury builder**

The following activities carried out as part of the work package:

* Implementation of Virtual injury builder:
  + development of software
  + integration of Pulse Physiology Engine, including consultations with its provider Kitware3
  + functional and non-functional testing of software
  + preparation of system, user and test documentation
* Development of Virtual 3D objects, equipment and environments