Course on Virtual Reality

Applications in Science & Industry





Motivation for Virtual Reality

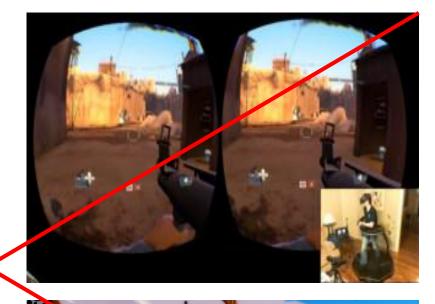
- Flight and drive simulators
- Computer games
- Product development: Virtual Prototyping
- Factory planning
- Architecture
- Cultural heritage
- Data analysis in Computational Engineering Science
- Medical simulation
- Psychatric therapy
- VR as the better user interface
- VR as a goal in it's own right

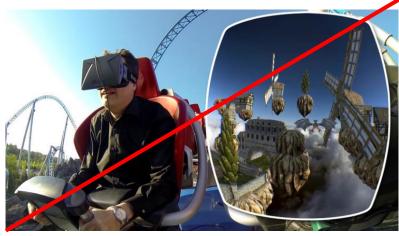




Virtual Reality Games: Only a Side Effect of this Course!









VR Coaster, Europa Park, Germany





VR Projects @ VR Group

- Basic Research
- Production Technology
- Simulation Science
- Medicine & Psychology
- Architecture & Culture
- Education & Training



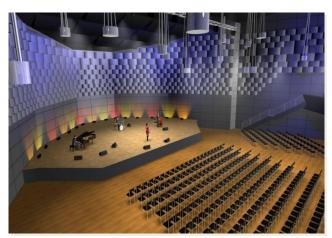
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~ 10 %

~ 5%

~ 5%











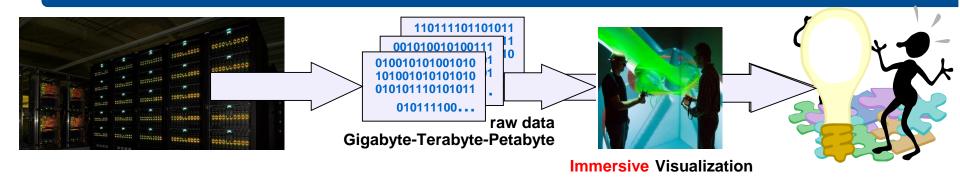


Virtual Reality in Simulation Science





Immersive Visualization



- R. Hamming (1962):

 "The purpose of Computing is insight, not numbers!"
- Humans are visual creatures: "An picture paints a 1000 words"
- Scientific visualization is a primary tool for data analysis
- Raw data is rapidly increasing: Finer grids, 3-D, time-variant
- Explorative versus confirmative analysis
- Interact with simulation data in 3D space





Video from the late 90's: Counter Propfan



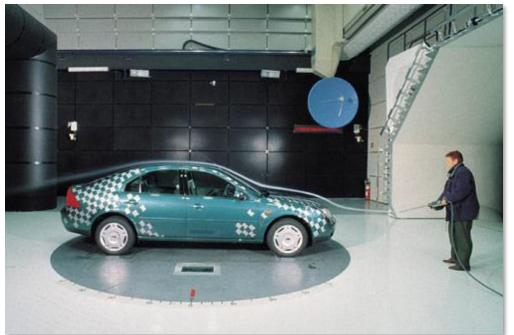


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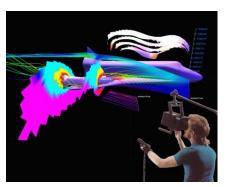
VR Group,

DLR

The "Virtual Windtunnel" Revisited







→ YouTube

Steve Bryson & Creon Levit, 1991 **NASA**

DFG Project, Partners:

- RWTH Aerodynamisches Institut, Prof. Schröder
- RWTH VR Group
- Klinikum Aachen, Radiologie, Prof. Wein
- Unikinik Köln, IMSIE, Prof. Mösges

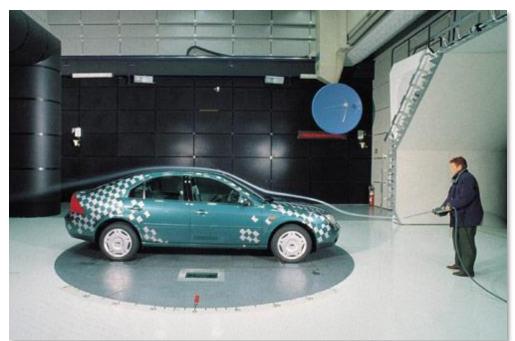
[C&G 2005, MMVR 2007, EGPGV 2011, EGPGV 2015, ...]

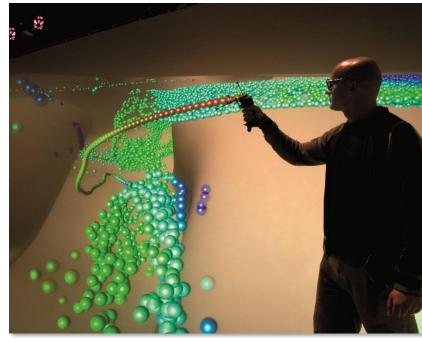


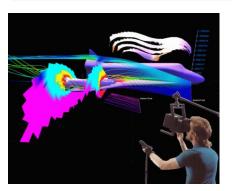


The "Virtual Windtunnel"

For PDF version







→ <u>YouTube</u>

Steve Bryson & Creon Levit, 1991 NASA

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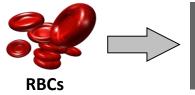
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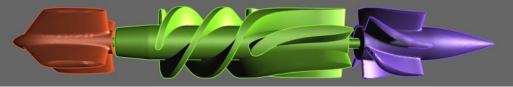


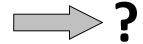


Ventricular Assist Devices









VAD rotating @ up to 12,000 rpm

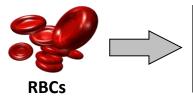
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- → YouTube



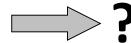
Ventricular Assist Devices



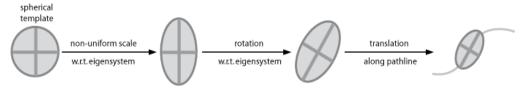
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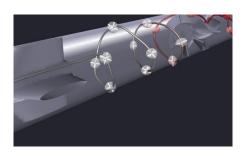






- VAD rotating @ up to 12,000 rpm
- Blood is "damaged" (hemolysis)
- Hemolysis estimated along pathlines
- Tensor-based model as developed by CATS
- Visualization metaphor: Map deformation to glyphs.



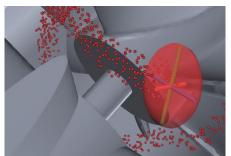


Collaboration in JARA HPC, Partners:

- RWTH CATS & AICES, Prof. Behr
- RWTH VR Group

[IEEE Vis 2008 Best Paper Award]

- → YouTube
- → <u>YouTube</u>
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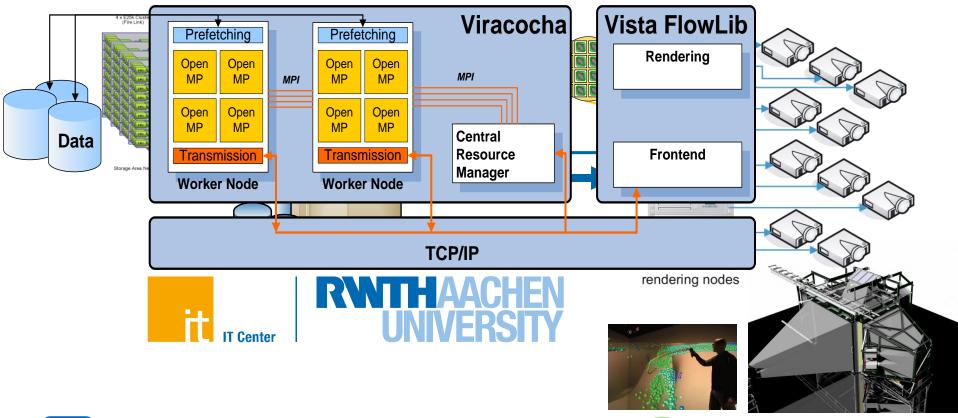






A Parallel Framework for Immersive Vis

- Use HPC resources for simulation & post processing
- Flexibly map processes to compute resources
- Hierarchical parallelization, advanced scheduling







GPU-based Realtime Simulations

A virtual reality system for the simulation and manipulation of wireless communication networks

Submission ID: 155

Category: Application

→ <u>YouTube</u>





Virtual Reality in Production Technology

- Machine Tool Prototyping
- Factory Planning

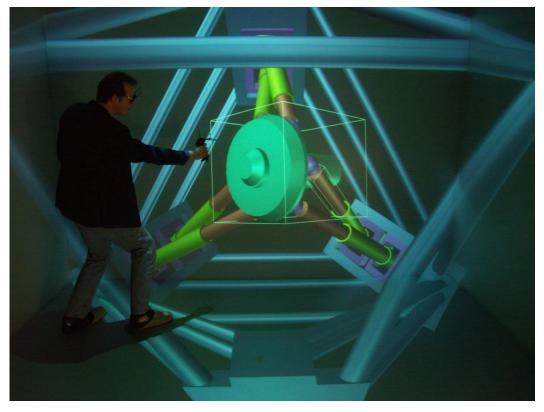




Virtual Hexapod

WZL, VR Group







Video: Virtual Hexapod







Virtual Plants







Virtual Plants



SMS Siemag AG, VR Group





Cluster of Excellence "Integrative Production Technology for High-Wage Countries"

Factory Layout Planning











LT













flapAssist: VR-based Factory Planning

- Integrate factory planning and machine optimization
- Combine geometry data, simulation data, material flow, and more
- **DFG**Cluster of Excellence, Partners:
- RWTH IMA/ZLW/IFU, Prof. Jeschke
- RWTH VR Group
- Fraunhofer ILT, Prof. Schulz
- RWTH WZL

[3DCVE 2014, SEARIS 2015, IEEE VR 2016, ...

flapAssist

VR-based Factory Layout Planning Support

Developed during the Cluster of Excellence "Integrative Production Technology for High-wage Countries"

Sebastian Pick, Sascha Gebhardt, Torsten W. Kuhlen Visual Computing Institute, RWTH Aachen University, Germany





Contact: pick@vr.rwth-aachen.de





Virtual Reality in Behavioral Studies



Convey Belt Study

ERS Seed Fund Project "Peers at Work" Partners:

- RWTH Experimentelle Wirtschaftsforschung, Prof. Gürerk
- RWTH VR Group [MPRA 2016]

→ <u>YouTube</u>

Collision Avoidance in the Presence of a Virtual Agent in Small-Scale Virtual Environments

Andrea Bönsch, BenjaminWeyers, JonathanWendt, Sebastian Freitag, Torsten W. Kuhlen

Visual Computing Institute, RWTH Aachen University, Germany JARA – High-Performance Computing



contact: boensch@vr.rwth-aachen.de

Basic Funding

Partners:

RWTH VR Group

[3DUI 2016 Honorable Mention]

→ YouTube

Collision Avoidance Study

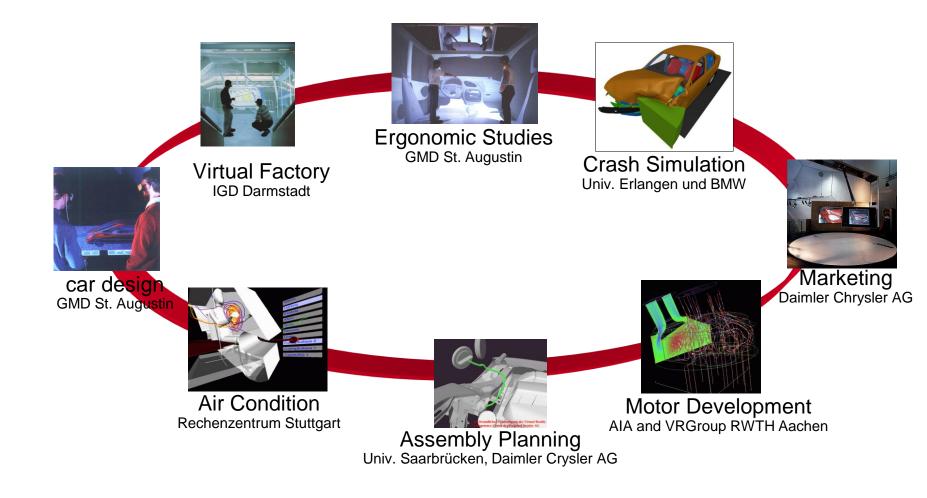




Virtual Reality in Product Design Virtual Prototyping



VR in the Automotive Industry







Virtual Reality in Product Design



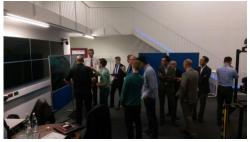


Auch e.GO nutzt die so entstehenden Synergien am Standort RWTH Aachen Campus - dem deutschen "Silicon Valley" - und begleiten das Thema virtuelle Realität von Beginn an mit unserem Unternehmen. Wir haben aixCAVE genutzt, um unser Fahrzeugdesign zu finalisieren. So konnten wir innerhalb von kürzester Zeit den Entwicklungsfortschritt holographisch so realistisch abbilden, dass der Bau eines zusätzlichen

Press Release, March 2016

"Showcars" überflüssig geworden ist.











Design & Ergonomics

Courtesy of ICIDO GmbH, Stuttgart



IDO:ERGONOMICS





Assembly Simulation of Flexible Parts

Courtesy of ICIDO GmbH, Stuttgart



IDO:FLEXIBLES





Crash Simulation

IKA, VR Group







