



## Virtual Reality Solutions at EDS

<http://www.eds.com/news/features/2731/>

**Abstract:** Demo of Virtual Reality at EDS

p1a - Virtual Reality Solutions at EDS.

p1b - We have brought this technology to the market for over 10 years, starting in 1995.

p1c - We believe that Virtual Reality and visualization are key tools to be used in both the commercial and government sectors for many years to come.

p2a - VR is a way for humans to visualize, manipulate and interact with computer models and extremely complex data, with immediate results.

p2b - It is this interaction, manipulation and real-time feedback that makes the difference!

p2c - It gives the user a better understanding of computer based concepts by letting them see things that traditionally, could only be seen after physical models of a design were created.

p2d - You can instantly change the model, looking at different colors or variations of the base design.


p2e - You can put yourself in places that are impossible to achieve or dangerous to attempt in the real world.

p2f - You can review many models in the same space instead of carting around large physical objects, that could be damaged or exposed to your competition.

p3a - Some say a picture is worth a thousand words. By a similar analogy, VR is worth a thousand pictures.

p3b - There are many ways that a virtual environment can be experienced, like the PowerWall we have here, or immersive work rooms (CAVEs), Head Mounted displays, smaller, more portable stereo displays, and even web and document-based 3D models.

p4a - This technology is currently being used around the world for Automotive design, Aerospace simulation, Consumer Goods, Retail planning, Energy exploration, Urban Planning and Construction as well as for Medical and Chemical research.



p5a - Here we see some examples of how VR is being used for product design reviews, bringing together designers, engineers, sales and service, marketing and executive management.

p5b - It is also being used for marketing clinics to get earlier customer feedback, long before the product is committed to manufacturing.

p5c - The same 3D models can be leveraged downstream for advertising and web configurators during the sales process.

p5d - The same data is also used to support maintenance and to train technicians on new products before the products are available.

p6a - VR can be used for trade show exhibition design to validate booth layout and allow for virtual tours of the event.

p6c - High-end animation is also used to show what new construction projects will look like once they are completed, years ahead of the project completion.

p6d - These images are used to get government approvals and to communicate the developer's vision to the public.

p6e - These examples demonstrate how VR and visualization are used to provide enhanced collaboration for decision-making by giving all parties a common understanding.

p7a - The benefits of using VR are numerous:

p7b - it allows users to interact with virtual models and concepts, which allows for cost savings by reducing the number of physical prototypes,

p7c - it allows issues to be raised and addressed much earlier in the product lifecycle,

p7d - it can provide a safe alternative for training on dangerous equipment or in hazardous environments,

p7e - Virtual Reality capabilities are continuing to increase as the costs comes down, thereby increasing accessibility to the technology.

p8a - The VR facilities at EDS allow clients across multiple industries to be exposed to the same kind of computer visualization equipment that is used by creative designers and engineers at commercial businesses.

p8b - The room and infrastructure can also be used by clients for testing the processes, to get acquainted with the tools and benefits, with their own data.

p8c - As we have learned through years of experience, we "Build it twice and construct it once. "