VR & AR

By Emma Petrunovskaya

Application areas

in life & space

Design

Engineering

Education

Simulators

Architecture

Museums

The medicine

Marketing

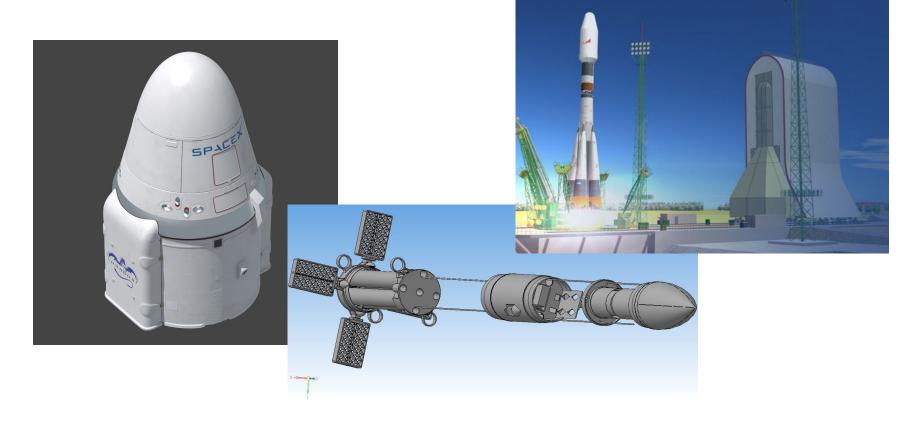
Games

Design





Engineering



Education



Simulators

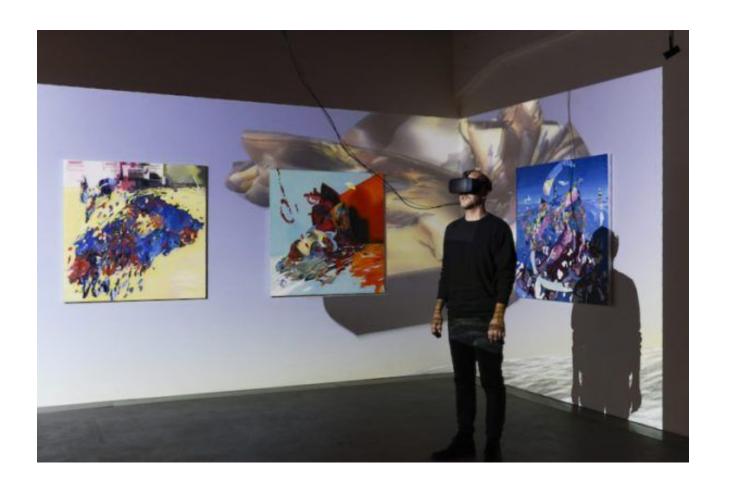


Architecture





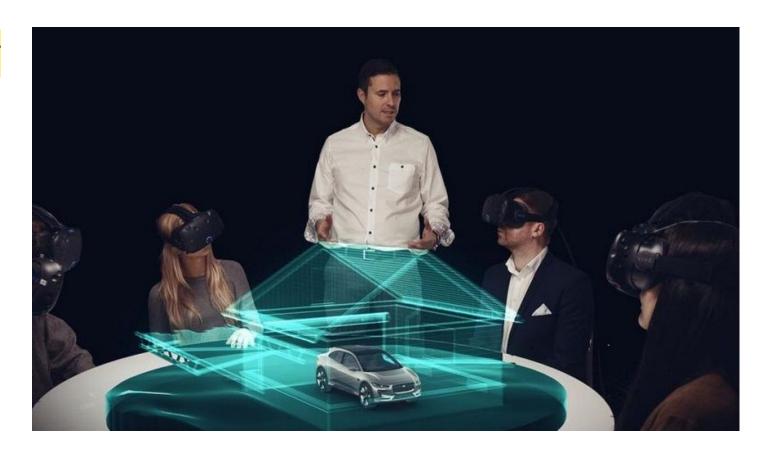
Museums



The medicine



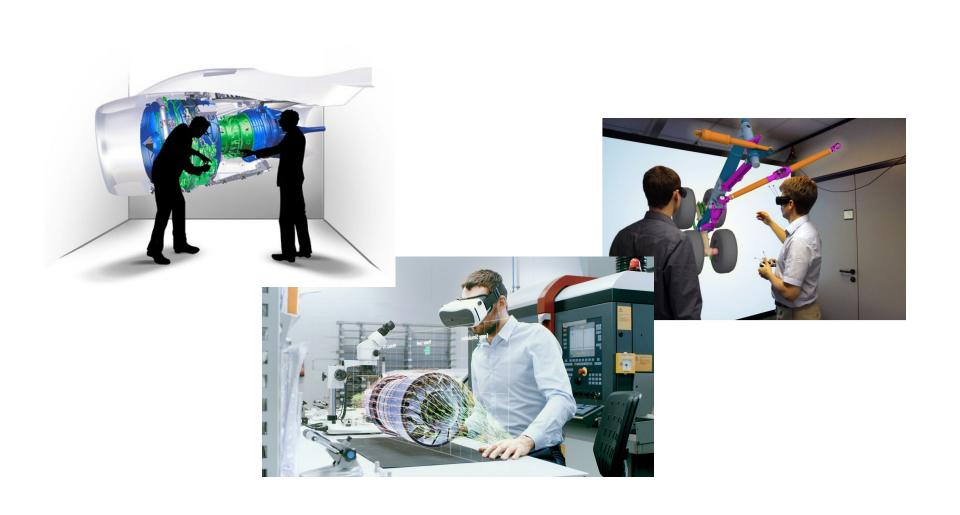
Marketing



Games



Further perspectives in the space industry



Examples of our work

2D/3D modelling & visualisayion

Using Programs:

- Unreal Engine
- Blender
- Fusion
- Autocad
- Substance Designer
- Substance Painter



VR/AR applications

Programs & Languages:

- C/C++
- Python
- Java
- Unreal Engine(vr/ar)
- Android studio
- Unity3d

```
# Pac... ♡ 1/2 Ty...
                             J Hello.java ⋈
                                  package com.anlak.opencv;
hello-opency-java
△ 🕮 src
                                import org.opencv.core.Core;
                                  import org.opencv.core.CvType;

▲ ⊕ com.anlak.opency

                                  import org.opencv.core.Mat;

⇒ Mark System Library [jdk1.7.€

▶ ■ OpenCV-2.4.6
                                  public class Hello
                                      public static void main( String[] args )
                                          System. LoadLibrary ( Core. NATIVE LIBRARY NAME );
                                          Mat mat = Mat.eye( 3, 3, CvType.CV 8UC1 );
                                           System.out.println( "mat = " + mat.dump() );
                             🖹 Problems @ Javadoc 🗟 Declaration 🧳 Search 📮 Console 🔀 🗷 Bug Explorer 🗷 Bug
                             <terminated> Hello [Java Application] C:\Program Files\Java\jdk1.7.0_25\bin\javaw.exe (Jul 29, 20
                             mat = [1, 0, 0;
                               0, 1, 0;
                               0, 0, 1]
```

VR walk on Mars



Visualisation of the maschine



Moon flight simulator



3D visualisation





Let's try now !!!

Thank you for your attention.

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