VR & AR

By Emma Petrunovskaya

Application areas

in life & space

Design

Engineering

Education

Simulators

Architecture

Museums

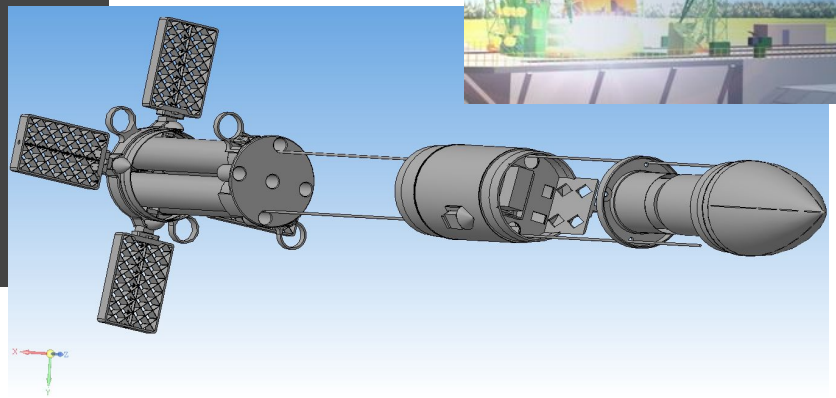
The medicine

Marketing

Games

Design

Engineering



Education


REACTOR PRESSURE VESSEL
FUEL RODS
CONTROL RODS
COOLANT SYSTEM
MODERATOR
CONTAINMENT SHIELD
STEAM GENERATOR
PRESSURISER
TURBINE GENERATOR

Simulators

Architecture

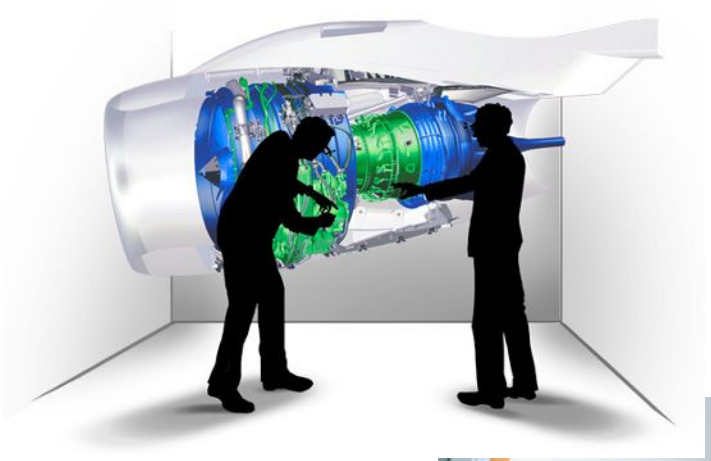
Museums

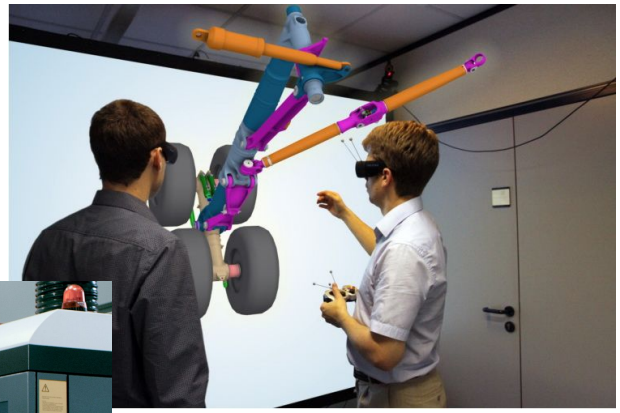
The medicine

Marketing

Games

Further perspectives in the space industry





Examples of our work

2D/3D modelling & visualisayion

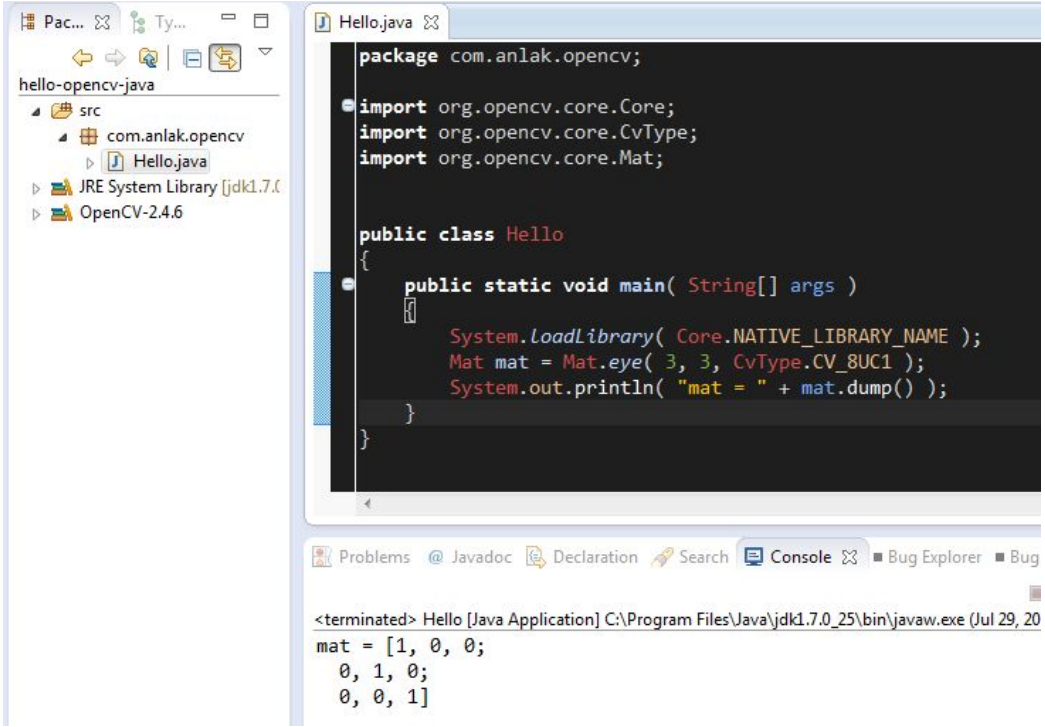
Using Programs:

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

VR/AR applications

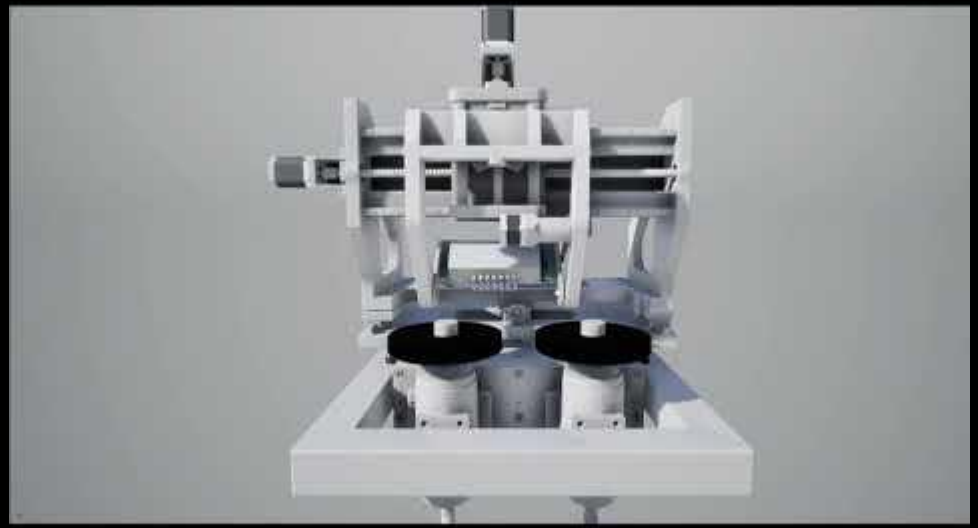
Programs & Languages:

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



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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