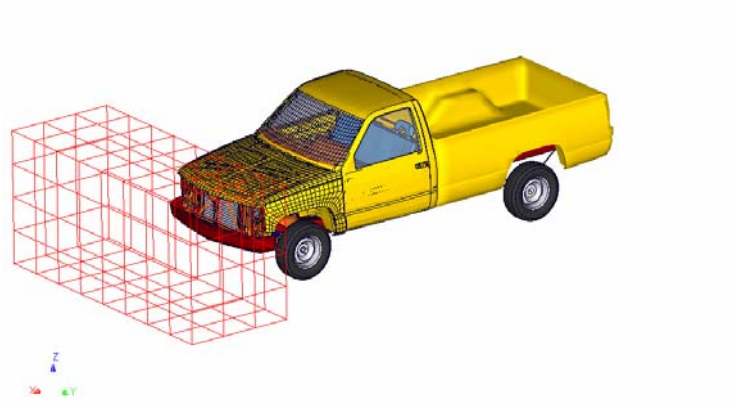


## Virtual Reality in Crash Simulation



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## ABSTRACT

Since simulation of complex things like crashing a car becomes more precise and more affordable its only natural that one wants to analyze the results in a way a humans nature can intake complexe data best: **visually**.



Virtual reality (VR) can be used in a number of fields and there are much more to evolve. For example:

–Transportation:

car, truck, train, airplane, rocketscience, ...

–CFD:

Windchannel, optimisation of turbines,airflow in citys...

- FEM, Crash sim,...
- Fabshop planing and simulation
- Oil and Gas
- Chem/Pharm, Drugdesign
- Medicine, Radiology, Surgery training, volumerendering
- Education
- Museums, Art,...
- Entertainment, Fun parks ,Games
- Weather simulation, visualisation
- Large Data vis, I.e. n-dimensional DB models
- Sport, I.e Sim of Golf or other complex movements

**Marketing and Sales.**



The **Benefits** of using VR are obvious; saving of time and money through:

- collaboration
- teamwork
- faster time to market
- faster decisions
- faster and better understanding of complex things
- insight
- less errors
- marketing/sales: advantage over competition

is essential !

Immersion can be also defined as „presence“ or „suspension of disbelief“.

Technology to improve Immersion: detailed data with haptic/sensoric 3D sound, infrasound 1 to 1 scale or even larger direct (no latency) interaction with data head tracking

- force feedback In Crash Simulation VR can be used to visualize:
- visualisation of folding and change in material thickness
- Behavior of dummies
- Kinematic foldings in sheet metal Bending of complex assemblies Analyzing of vectors

Every VR System consists always of

- Image generator from PC to Multipipe IMG
- Stereo Display system
- Software: Applikation, Toolkits, Utilities

Optional parts can be

- Media control or Sound/Light Projection
- 3D Sound
- 3D Control (joystick, tracker, keyboard/mouse)
- Tracking systems, force feedback systems

The market trend is to get more and more horsepower for less money. VR will become a commodity tool for collaboration, analyzing of complex data, decision making, and even marketing and sales.

Being „high tech“ does not change human nature:  
We need our senses to understand our surroundings and work.  
We succeed in most activities because we collaborate with other people.

