

D.T.3.6.2 EVENT

D.T.3.6.2 Report - Event
VDC Fellbach

Version 1
10 2020





1. Name of the event, implementing date and place

DE: Virtuelle Techniken im Industrial Engineering

24th of March 2021 - 2:00pm to 4:30pm, online

2. Number and types of participants/target groups

The Event had 22 participants and took part online (Zoom). Addressed at small and medium sized industrial businesses.

3. Topics tackled and links to deliverables, outputs

- Welcome and introduction to the topic
- We had two Pitches showing products related to VR and Engineering
- Examples and uses cases for VR in Industrial Engineering
- Live Demonstrations of VR tools/software
- Participant Feedback, Use Cases

4. Expected effects and follow up

We expect companies to get a better idea how to use these new technologies like VR in Engineering.

- Networking with participants out of business and industry
- Raising awareness of our network / hub

Developing a basic understanding of the benefits of V/AR technology and how it is used in practice. Participants got an overview of different industrial VR use cases. They learned how the technology works and how it can be used. They were able to discuss the shown topics with us and then show us their needs and possible implementations.



5. Annexes: e.g. agenda of the event, pictures, media coverage web-links etc

Virtuelle Techniken im Industrial Engineering

Agenda:

- 14:00 Uhr:** **Begrüßung und Vorstellung**
Das 4Steps Projekt
Vitor Macedo, Projektmanager Virtual Dimension Center
- 14:15 Uhr:** **Kollaborative Produktionsplanung in VR**
Wie verständliche Datenerstellung zu besseren Ergebnissen führt
Christian Völler, Geschäftsführer Halocline GmbH & Co. KG
- 15:00 Uhr:** **Digitalisierung von Planungsprozessen**
Ein Bericht aus der Praxis am Beispiel eines Großprojekts.
Julian Hermle, Technischer Geschäftsführer CMC Engineers GmbH
- 15:45 Uhr:** **Offene Diskussionsrunde**
- 16:15 Uhr:** **Ende der Veranstaltung**



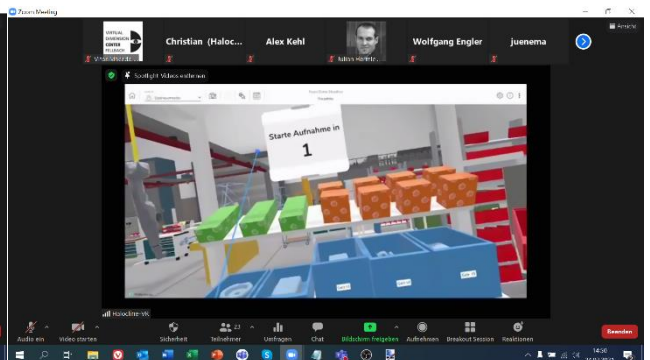
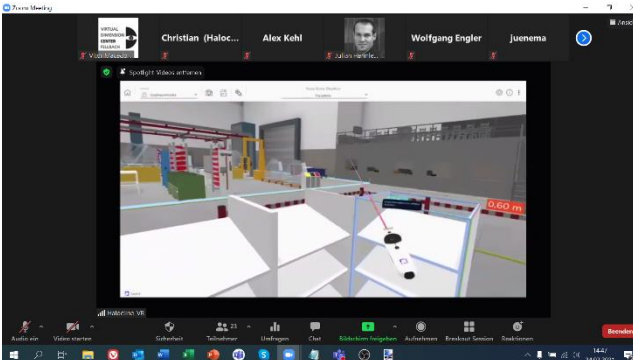
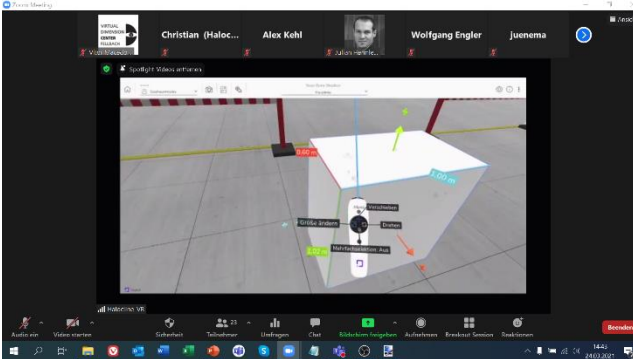
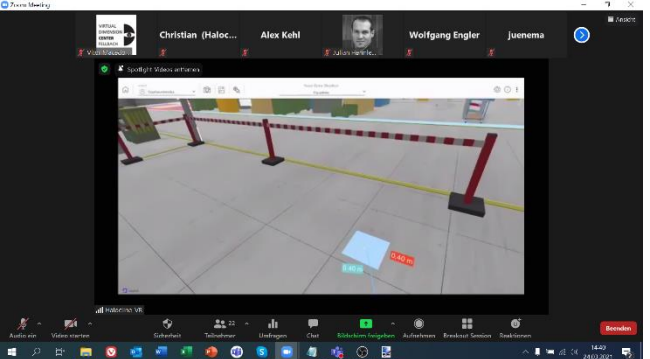
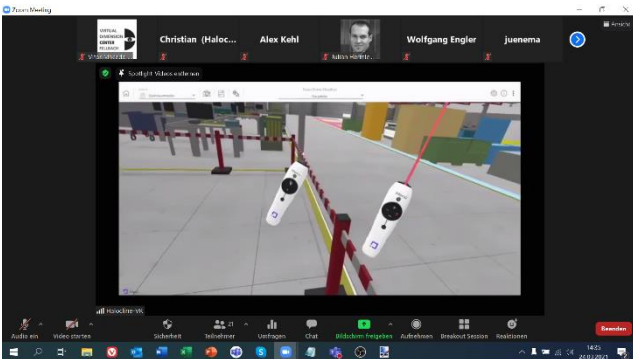
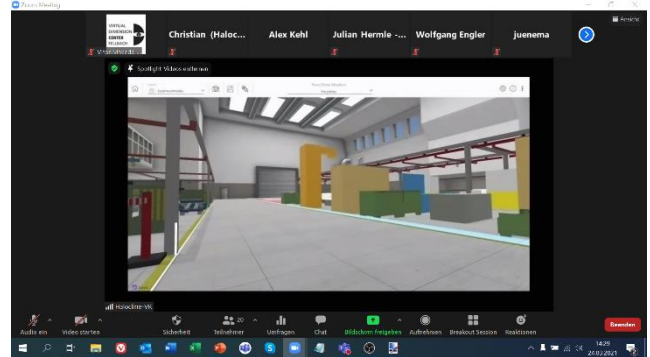
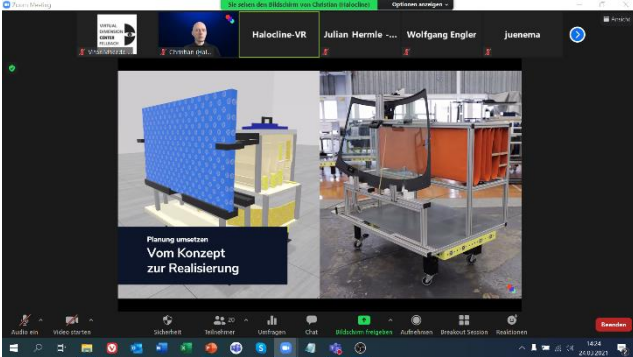
<https://www.vdc-fellbach.de/termine/2021/03/24/virtuelle-techniken-im-industrial-engineering/>

Event page with Agenda:

<https://de.xing-events.com/JMFOGWT.html?page=2120600>



Media (Pictures):





The image displays a series of six screenshots from a Zoom meeting, illustrating a virtual reality (VR) presentation. The presentation content is as follows:

- Slide 1: UNTERNEHMEN (Company)**
 - Echtzeitvisualisierung seit 2010
 - Unity Spezialisten
 - Systemintegratoren
 - Virtual Reality
 - Simulation
 - Konfiguration
- Slide 2: DIGITALISIERUNG (Digitalization)**
 - Visual Reality & VR
- Slide 3: WORKSHOPS**
 - Virtual Reality & VR
- Slide 4: WORKSHOPS**
 - Virtual Reality & VR
- Slide 5: OUTPUT**
 - Virtual Reality & VR
- Slide 6: OUTPUT**
 - Virtual Reality & VR

The Zoom meeting interface shows participants: Halocline-VR, Christian (Halocline-VR), Alex Kehl, Wolfgang Engler, and Alex Nowak. A chat window on the left lists participants: Christian (Halocline-VR), Alex Kehl, Alex Nowak, and others.