

Adding animation to safety analysis in Walkinside™

Brussels, Belgium – August 2004 - Walkinside™ by VRcontext has added the support for animation sequences. A leading package for real time virtual safety analysis Walkinside™ has added the possibility to have animation sequences for characters and machines - the animations sequences makes safety and training sessions more real and tests the users ability to avoid stepping into hazard zones.

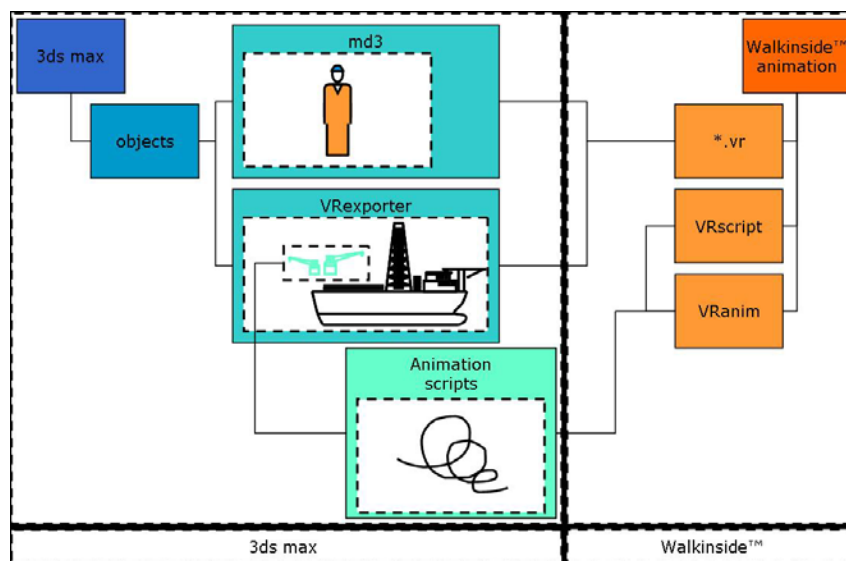
HSE procedures are notoriously difficult to read – as they must take into account the conceivable actions of the people working in the environment. Walkinside™ is 3D CAD visualization and simulation software able to instantly render very large, complex, computer generated models. Walkinside's patented real-time collision detection and gravity simulation technology allows the users to immediately immerse themselves in the virtual reality generated model.

Animating hazards

Working offshore is dangerous – training and knowledge are the tools to handle hazards. Virtual training with animated objects in the virtual world allows for realistic training situations i.e. cranes and their movements are constrained and constant and can be implemented for safety analysis and safety training.

Analysis

When describing the procedures – how do you compromise between safety and getting the job done? It is evident, that safety comes first, but if you have a tool that shows you just the how the working environment is going to be. Then you can make well-judged procedures that take the actual situation and the actual area into consideration. That is the strength of working with Walkinside™ and the animation plug-in.



Animation implementation

The animation is current only 3ds max enabled – which means that only models that are constructed in 3ds max can use the animation plug-in. Character animation is saved in *.md3 format, model information is exported using the Walkinside™ 3ds max exporter and the animation script for cranes etc is saved in *.ase – once exported and run in Walkinside™ the user have full visualisation of the animation object and scene in real time.

Animation is a plug-in to Walkinside™ and is sold separately.

Walkinside™ (www.walkinside.com)



Walkinside™ is a leading software application for the real time virtual reality market. The software is able to instantly render very large, complex, computer generated 3D models. The software is targeted towards Energy, Homeland security & defense and Aerospace markets. The technology behind Walkinside's™ patented Real-Time Collision Detection and Gravity Simulation technology allows the users to immediately and effortlessly explore virtual reality generated models in contrast to other visualization applications that only offer a complicated, non-intuitive walkthrough.

Walkinside™ is useful for project reviews, simulation facilities (VR centers), facility maintenance programs, safety and security training exercises; all being delivered in real-time, multi-users, LAN and Internet environments.

About VRcontext (www.vrcontext.com)

A spin-off from Tractebel Energy Engineering (Groupe Suez), VRcontext was formed to bring the power and enhanced realism of Walkinside™ virtual reality technology to the market place. VRcontext is committed to providing their customers with the most technologically advanced, cost-effective software products for visiting and interacting with the largest of 3D models.

More information

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