2015 Road Safety & Simulation International Conference October 6-8, 2015, Orlando FL

Workshop - Virtual Reality (VR) and Augmented Reality (AR) for Transportation Research Monday, October 5, 2015, 1:00-5:00 PM

VR/AR & Transportation — Examples from Industry Human-Centered Development in Transportation

Need for new VR/AR tools!

Oct 5th, 2015

**Gilles GALLEE** 

Solutions Director
OPTIS headquarter, France





#### From Feature-Driven to Consumer-Driven









User Experience

Human-Centered 'Affective' & Safety Development

#### **OPTISVirtual Platform**



Human-Centered Development



























Trends & chalenges for the automotive industry

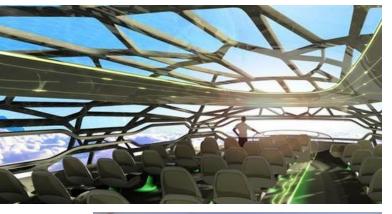
Focus on driver



#### Trends – Provide a User Experience









& Differentiators





Vision

is 85% of Perception

## Trends - Towards Autonomous Vehicle / self-driving car





# Complete new driving experience





## Challenges – Screens for HMI











**Ergonomics** 

Visibility

Readability

Reachability

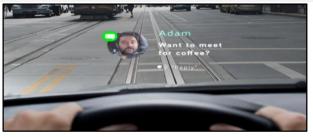
Reflections & Glare Issues



## Challenges – HUD & Augmented Reality inside the car















- √ Head-Up-Display
- ✓ AR Display
- ✓ Transparent pillars
- ✓ Transparent bonnet

. . .

## Challenges – Stunning & Safety Interior Lighting













#### **Ambient**

Homogeneous

Adaptive

#### **Efficient**

Weight

**Electrical Consumption** 

**Performances** 

#### Challenges — Acoustic ambient





New acoustic HMI spatialization

Custom sound engine

... and exterior sounds for electric vehicle!

#### Challenges – Intelligent & Efficient Exterior Lighting









#### Major Style impact

represent 25% of the style

#### Increase Vision by Night

poor road lighting is stressful for 50% of people

Enhance vision

Highlight POI

Guide the driver

### Challenges – Voice of the Customer... but his Eyes and safety?









Studio vs. Real Context

ConsumerReports

Best Cars

Exclusive
Ratings, reliability, recommendations

Consumer Cars

Cons



Overall vs. Many Features

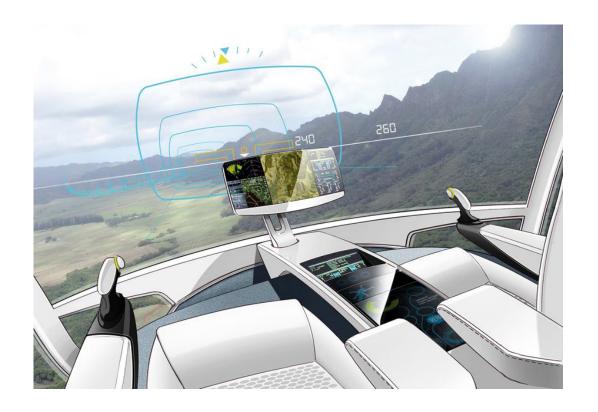
ConsumerReports.org

High-tech automotive headaches
Drivers find infotainment systems complicated and trouble-prone

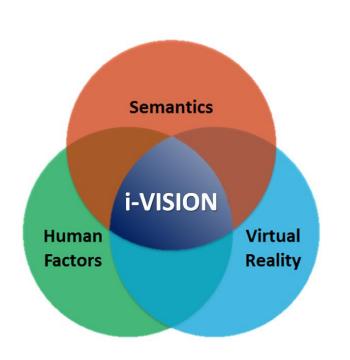
Published: December 20



New Flight Deck Evaluation







i-VISION aims at supporting human factors design and validation activities in aircraft cockpits during the early phases of the product life-cycle through knowledge-based immersive virtual reality technologies.

The objective is to increase the flexibility and reduce the cost of aircraft cockpit design and evaluation.

It combines 3 distinct areas of research into a single advanced design and validation tool:

**Human-Cockpit Operation Analysis** 

**Semantic Virtual Cockpit** 

**Virtual Cockpit Design Environment** 









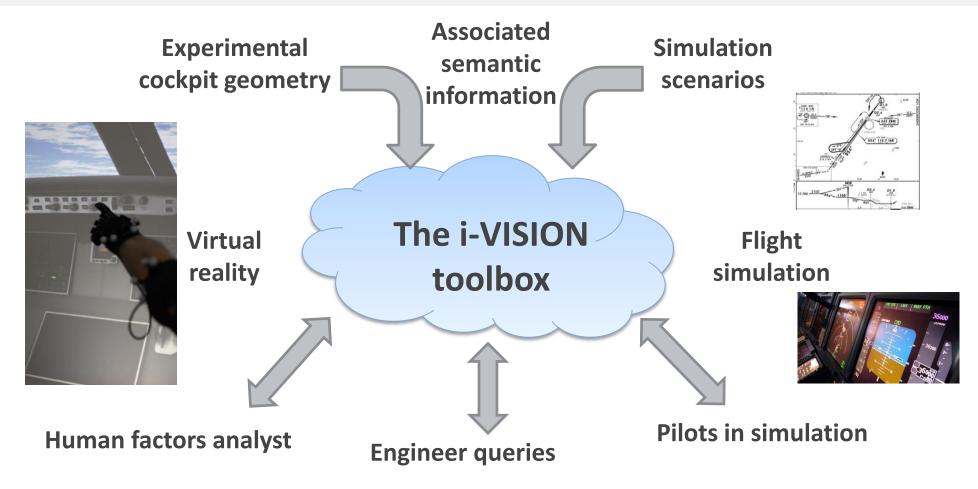






### Cockpit layout and flight performance evaluations







How testing this?



### Research/Engineering simulators





#### Toward new generation of VR driving simulators



# Erwin R. Boer @ Driving Simulation Conference, Sept 15-16, 2015

#### Simulator utilities:

- Human performance
- Human limitations
- ADAS
- Road design
- Vehicle Dynamics
- Driver Training

Still need Driving Simulators for testing self-driving cars

To explore all new oncoming chalenges early in the process development, we need:



**Immersive Driving Simulators** 

#### Including:

- Immserive stereo visualisation.
- Head, eye and finger trackers
- Complete multi-sensory simulation:
  - Visual with Physics-based lighting simulation
  - Sounds
  - Motion cues

#### **Applications**

#### Immersive evaluation of ambient lighting



#### Dynamical assessment of interior lighting:

- Check perceive quality
- Design theme
- Place lights
- Observe light and materials interaction
- Observe spectrum change
- Measure lighting performance and behavior
   In static or dynamics conditions.







# **Applications**

# Immersive ergonomics evaluation









#### Conclusion & Perspectives



New trends and challenges require virtual testing to keep the human in the loop.

Virtual testing using « classical » DS / VR DS / AR DS

#### **Perspectives:**

Use predictive VR with <u>certified simulation tools</u>

Improve Realism & Presence by integration of:

- Physics based light simulation
- Acoustics simulation
- Muli-sensory / Human perception models
- Understanding of simulator sickness

#### Improve simulation software:

- More interoperability
- More standards
- Scenario & Al
- 3D Maps
- ADAS/Sensors

options to assist you in each development phases: From User Experience study, through Engineering design to Manufacturing and maintenance operations, keeping human factors in the loop all along

the development process



+ Price reduction for hardware... will spread VR into the industry!

# OPTIS → Global presence, Local understanding







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