



# VIRTUAL REALITY & TRAINING SUSTAINABLE FOREST MANAGEMENT

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# Training Sustainable Forest Management

- Need for digital tools to
  - Visualize
  - Concretize
  - Practise
- Virtual Reality (VR) has the potential to help in all of these





## Technology categories

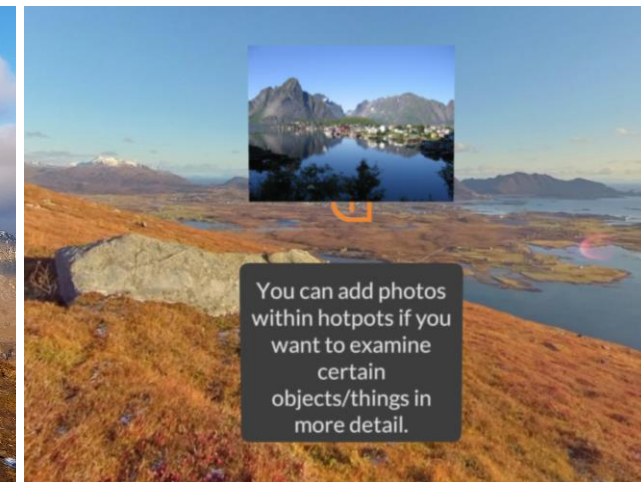
- 360 images
- 360 images in VR
- Interactive VR
- Collaborative VR / Metaverse
- Simulators
- Augmented Reality (AR)



## 360 images

360 images and videos viewed with computer or mobile device

- + No specific equipment required
- + 360 gives a wider view to the content than standard images or videos
- + 360 media increases learning material trustworthiness
- Traditional screens lack immersion





## 360 images in VR

360 images and videos viewed with a Virtual Reality (VR) headset

- + Feeling of being in the middle of the situation
- + Supports stereo content
- + VR headset is a natural interface for viewing 360 content
- Requires a VR headset

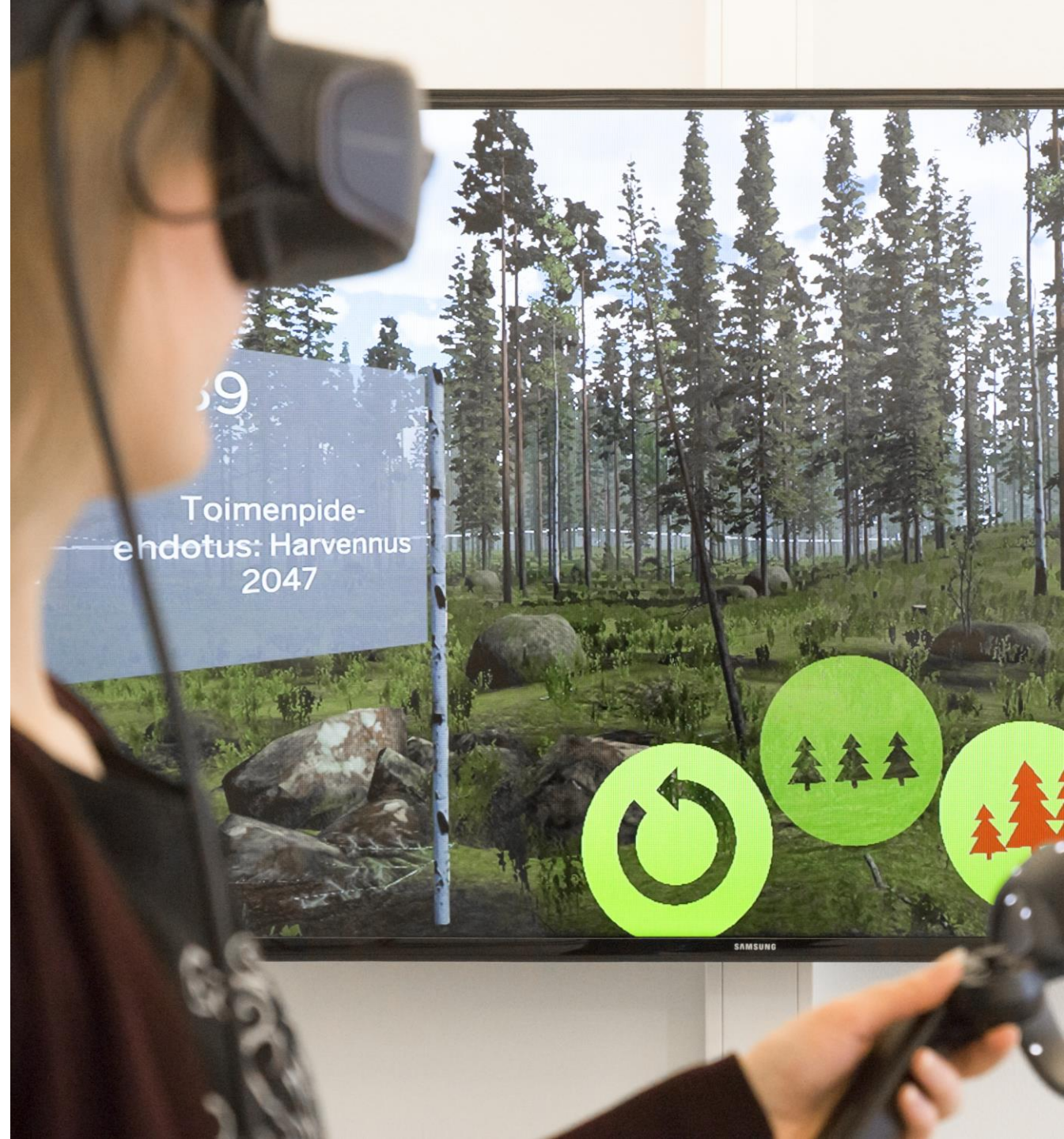




## Interactive VR

A 3D modeled environment with interactions in VR

- + Stereo content with the possibility of moving in the environment
- + Possibility to create interactive training content
- + Learning by doing
- Requires a VR headset
- Requires modeling the environment



## Collaborative VR / Metaverse

Meeting in VR in training scenarios

- + Enables collaborative learning
- + Enables remote teacher
- Requires a VR headset





## Simulators

A separate device for practicing some machine operations

- + Realistic & haptic controls
- Requires specific simulator device

Image: Ponsse

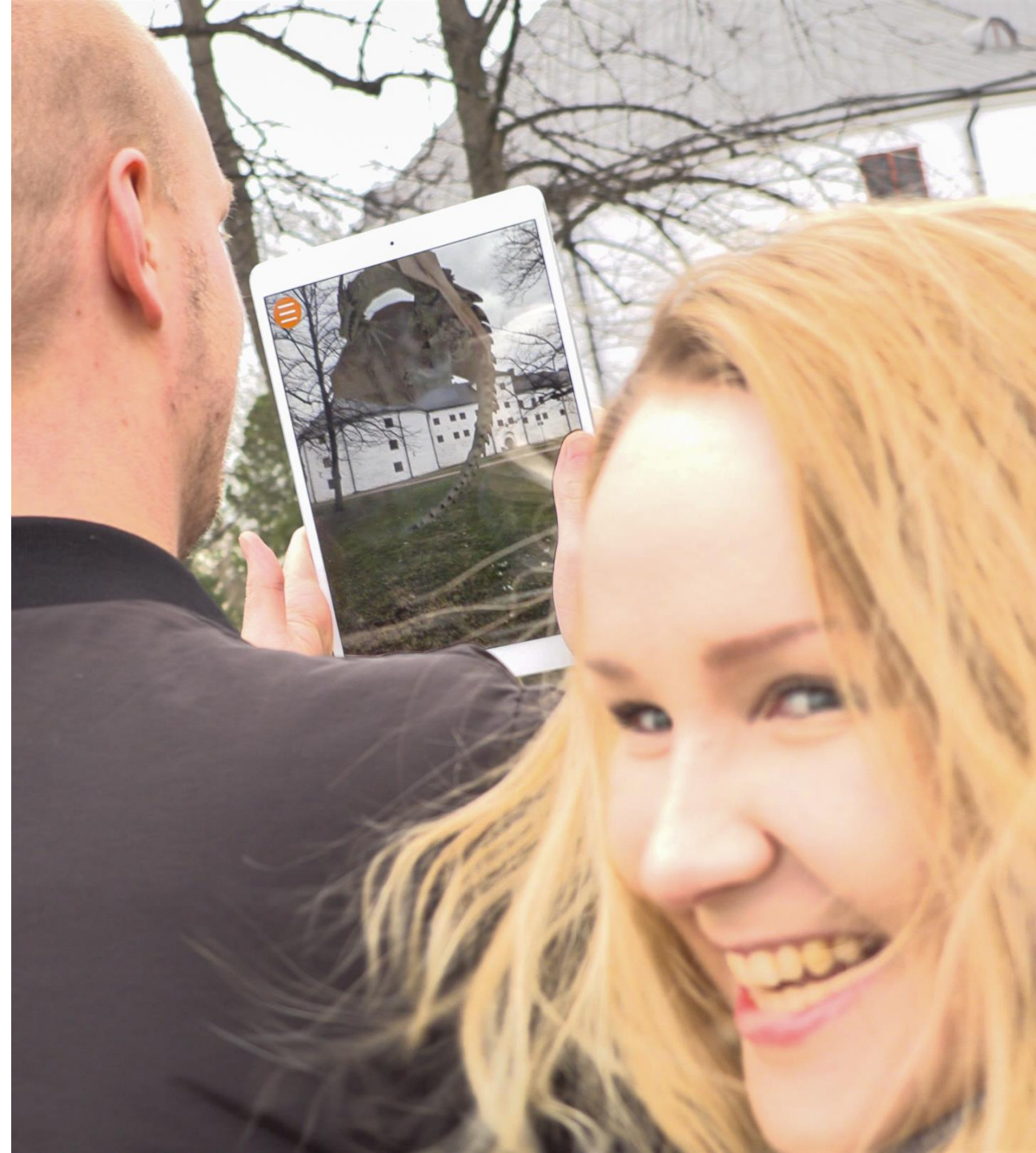




## Augmented Reality (AR)

Added information at a specific location, viewed with a mobile device

- + Works on general mobile devices
- + provides additional information on-site
- Limited interaction capabilities







## Contact

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