

# Application of Industrial Digital Technologies Augmented Reality

Andrew Chown

8th December 2021



**PRISM**

Funded by  
**Innovate UK**



PRISM

# Virtual and augmented reality

- Virtual Reality (VR)
  - Computer generated simulation of a 3D image or environment
  - Interacted with in a seemingly real or physical way
- Augmented Reality (AR)
  - Interactive experience of real-world environment
  - Objects enhanced by computer-generated perceptual information





# Application of AR to the steel and metals sector

- Vuforia suite from PTC has been chosen as the platform to investigate four areas
- Remote Assistance – Vuforia Chalk
  - Video calls with annotations anchored to image
- Enhanced Training Using AR – Vuforia Expert Capture
  - Training material delivered via smart glasses or mobile devices (text, videos, drawings)
  - Data and animations can be superimposed onto items of plant equipment
- Enhanced Data Presentation to Operator – Vuforia Studio
  - Targeted information in operator's line of sight via smart glasses technology
  - Information can be linked directly to what the operator is looking at
- Promotional Experiences – Vuforia Studio
  - Delivery of tours/videos 'attached' to equipment

# Remote Assistance – Vuforia Chalk

- Vuforia Chalk helps factory operations, service, and other teams to quickly access support and expertise
- People seeking guidance use Chalk to share their live environment with remote experts
- Annotations can be drawn on the screen to help resolve problems
- Uses real-time 3D environment mapping to help annotations stick to objects in the physical world
- Can be used on phones, tablets and desktops
- Limited functionality with smart glasses
- Potentially reduces the need to travel to remote sites



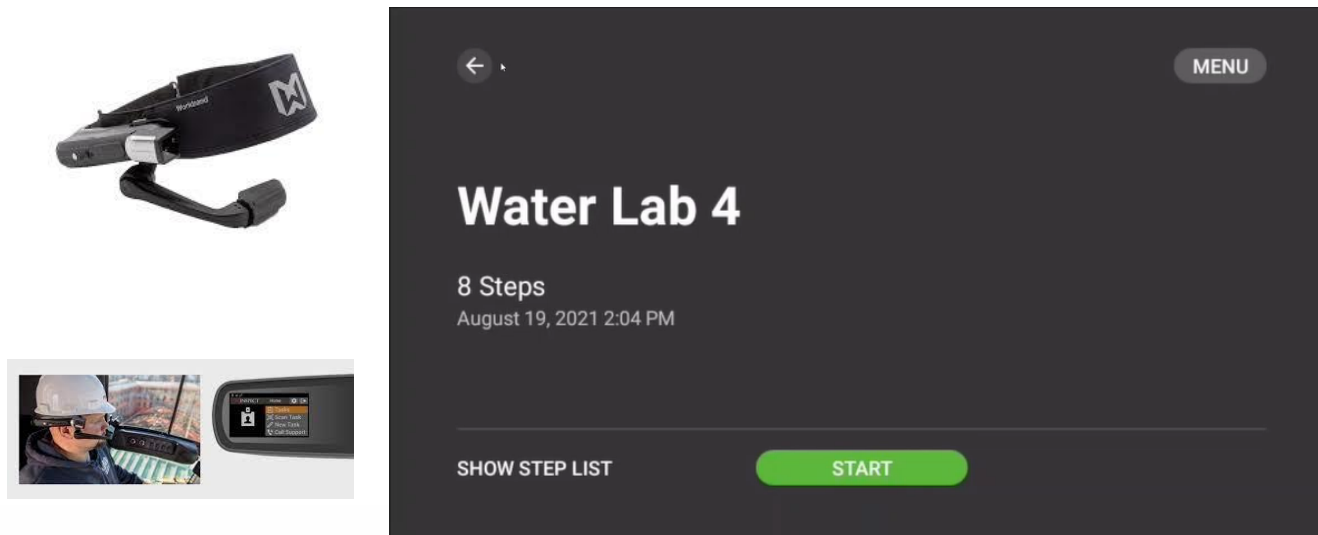
# Work Instructions – Vuforia Capture

- Capture work procedures from an expert's point of view using HoloLens or RealWear devices
- Expert records video of how they perform a task with commentary as required
- Procedure broken down into steps
- Finished experience can be viewed on any compatible device (headsets, tablets, phones) although all features are not (currently) available on all devices
  - Location tracking only on HoloLens
  - Confirmation and pass/fail inputs only available on phones and tablets

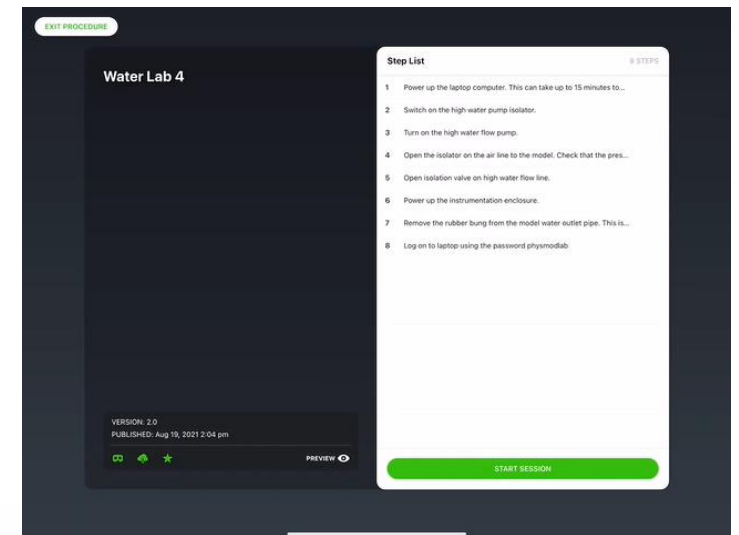


# Viewing Capture on Other Devices

- Finished experience automatically formatted for range of devices
- No location markers but all other information available



Smart Glasses



Tablet

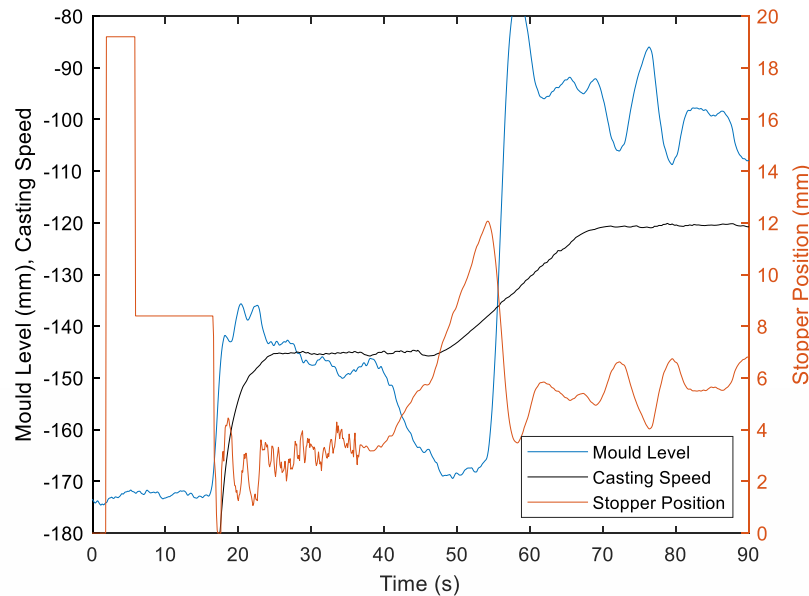
# Vuforia Studio

- Vuforia Studio enables the rapid creation of impactful AR experiences from existing assets:
  - 3D CAD data
  - Animated sequences
  - Internet of Things (IoT) data from ThingWorx
- CAD models, videos, drawings and real time process data can be added to an operator's live view of the world
- Demonstrators being developed for:
  - Pilot plant data displays on smart glasses
  - Walkaround experiences for pilot plant
  - Virtual tours for laboratory areas



# Real time data display on NPP

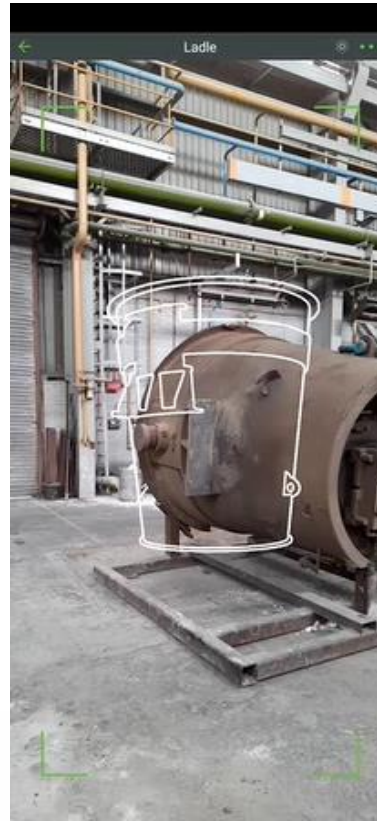
- Display live data to operator via smart glasses
- Data always available in sight-line
- Hands free to allow other operations



- Pilot plant cast on 15 July 2021
- Data displayed on Vuzix smart glasses
- Data transmitted via ThingWorx IIoT platform and Vuforia Studio

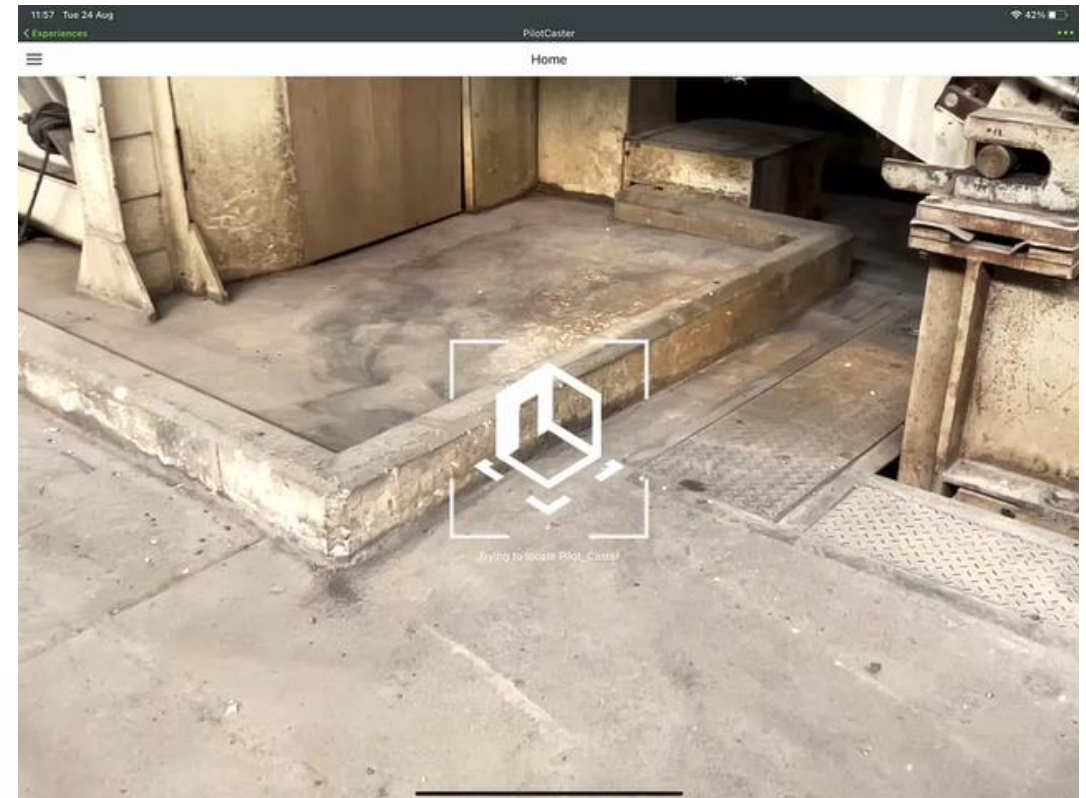
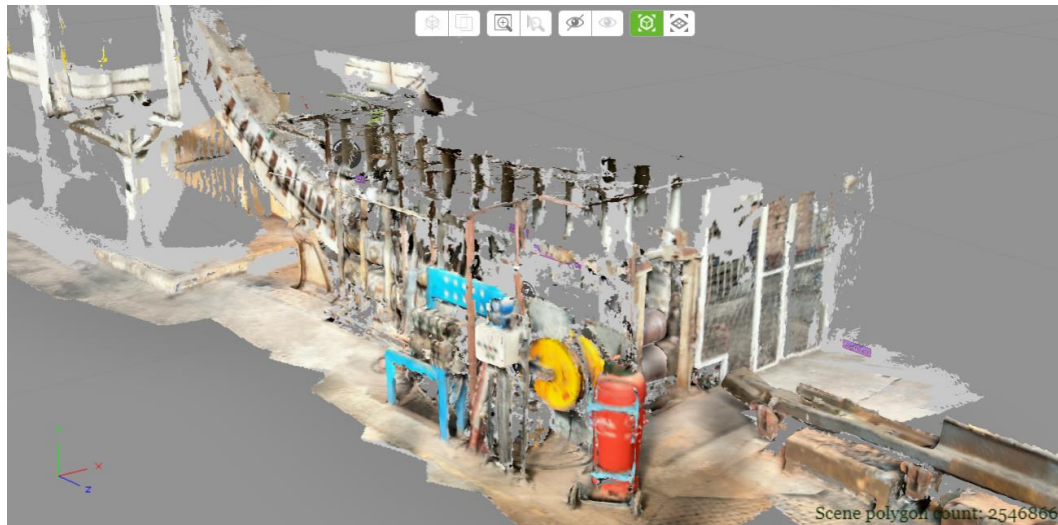
# Model targets

- Use CAD models to detect items of interest
- Various tests using CAD model of NPP ladle
- Ladle is detected by software and can be used to display relevant information
- In these cases, the model is superimposed on the live view and other data can be selected



# Area targets

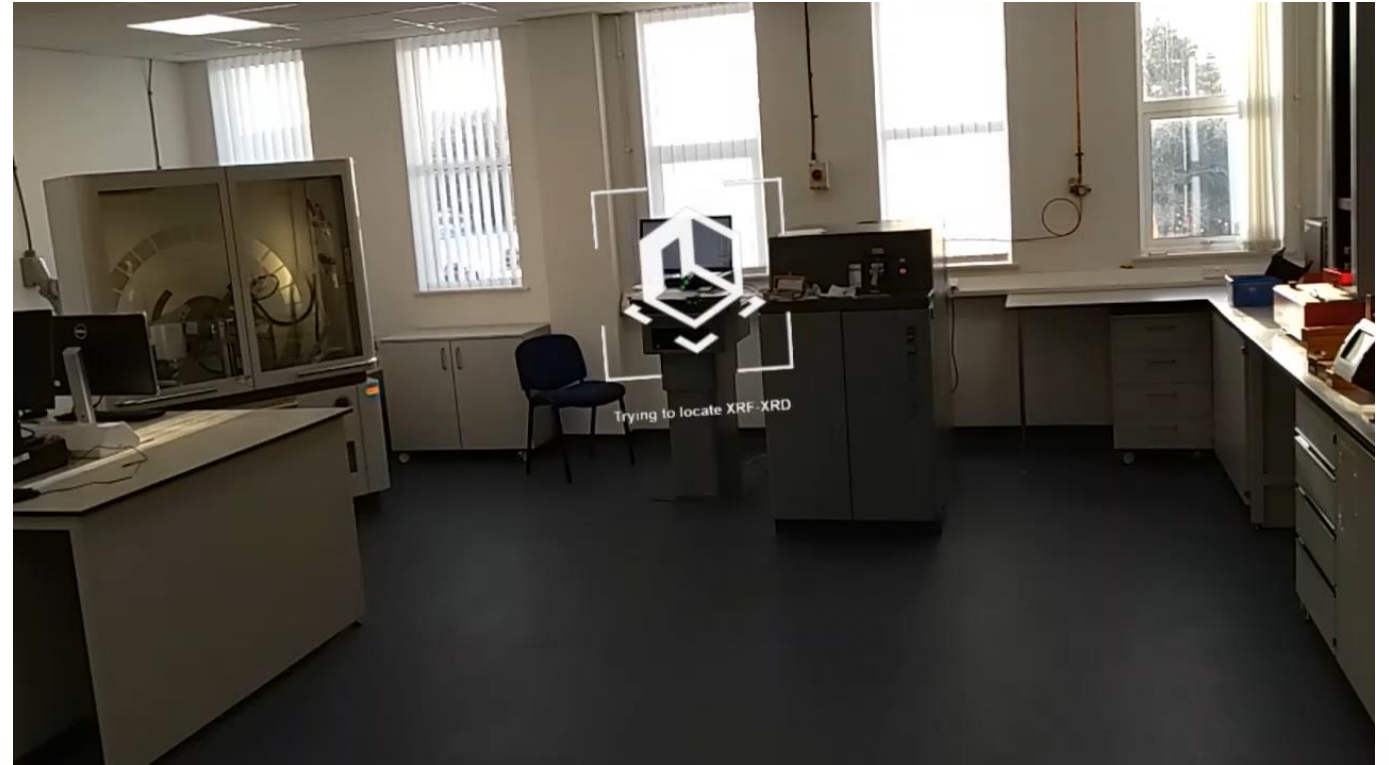
- Allow 3D scan of an area to be used
- Area scanned using LIDAR on iPad
- Anchor augmentations to 3D model
- Demo shown running on tablet





# Augmented reality tours

- Can use Studio to develop AR tours of labs, etc.
- Use area target of area to anchor videos and data
- Example uses HoloLens for immersive experience
- Aim to include videos of Institute experts and other material





# Mobile experience

- In Studio, need separate experiences for 2D, 3D and mobile experiences
- Area tracking to determine location available on mobile devices
- Videos and data shown in 2D overlay
- Area tracking not available on 2D eyewear (e.g. RealWear)



# Virtual reality experience

- Series of photos on iPad stitched together
- Matterport software
- Demo shown running on PC
- VR headset would allow true immersive VR experience
- Allows virtual tours from remote locations, e.g. on Institute website



# Conclusions

- Vuforia Studio suite is available at the Institute – Chalk, Capture, Studio
- Vuforia Chalk
  - Useful tool for getting advice and assistance
  - Need to get people using it, particularly when working away
- Vuforia Capture
  - Capture knowledge of experts into step-by-step-procedures
  - Looking at applications in Materials Characterisation Centre and NPP
- Vuforia Studio
  - Show information superimposed on views including real time data
  - Aid for operators of equipment – hands free, targeted information
  - Promotional material