



WE IMMERSED CONSUMERS INTO A BRANDED VR EXPERIENCE



Objective

Develop a fully immersive VR training experience for tradeshow usage to allow consumers to experience facility environments.

Solution

Seisan developed a Virtual Reality experience for the Meta Quest 3 to deliver an experience to tradeshow visitors that would not be possible in real life due to factory scale and safety requirements.

LEVERAGED TECHNOLOGIES

- Unreal Engine
- 3D Asset Models
- Meta Quest 3
- C++
- UMG UI
- SideQuest

PLATFORM INTEGRATION

- VR Expansion Plugin for Unreal

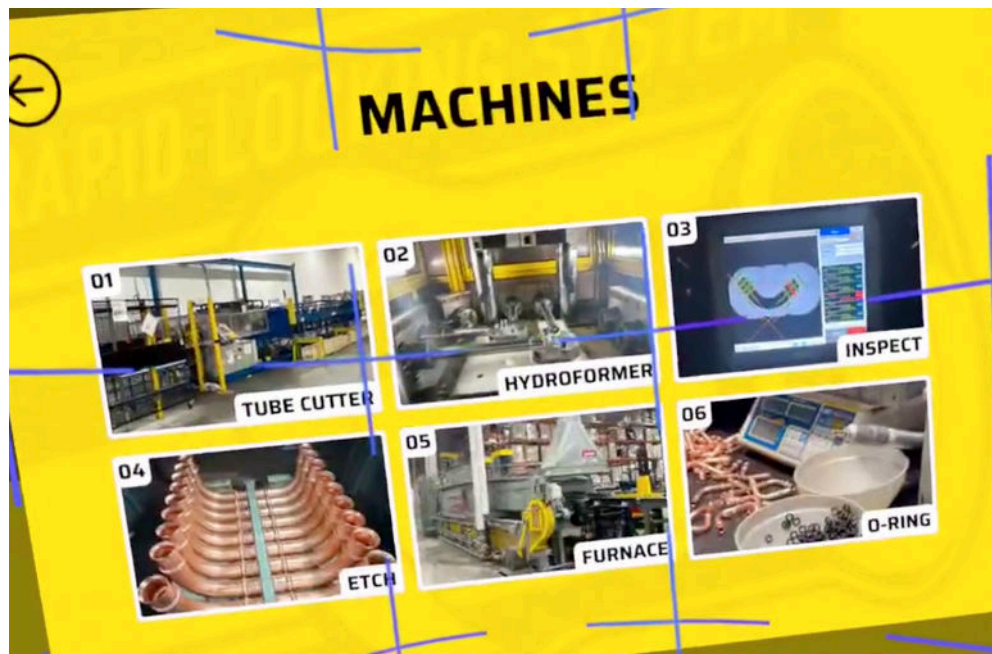
CORE CAPABILITIES

- Efficient Unreal Development
- Standardized VR Development
- Emerging Technology
- Agile Process

EXTENSION OPPORTUNITIES

- Reusable VR Tour Functionality

Seisan worked with RLS to develop a VR tradeshow experience to enable consumers to interact with large machinery without having to leave the tradeshow floor.



Rapid Locking System creates press fittings for HVAC maintenance which allow fast, permanent and reliable mechanical connection in just 10 seconds, without the need for brazing. This method delivers significant time and cost savings of up to 60%.

Seisan worked closely with RLS to develop an immersive virtual reality experience to showcase several use cases to potential clients and industry leaders. Through use of the latest Meta Quest 3 and its controls, visitors were dropped right into the warehouse for a hands on experience.

SEISAN'S APPROACH / VR APP DEVELOPMENT

PROJECT OVERVIEW

Seisan developed a VR app for a trade show, allowing visitors to interact with large machinery from the trade show floor.

Users are provided with in-app control diagrams, static control UI, and on-screen text instructions to guide their interaction with the machines and their various parts.

As users navigate through the experience, they encounter stepped images of different large machinery and interact with various 3D asset models.

TECHNOLOGY DETAILS

Seisan developed the VR experience using Unreal Engine, incorporating 3D asset models for trade show attendees to interact with. Developers utilized their expertise in C++ to build a high-performance application.

The user interface was designed with UMG (Unreal Motion Graphics) UI, ensuring an efficient and user-friendly experience that adapts dynamically to the user's movements.

Attendees experienced the VR environment using a Meta Quest 3 headset. The app was approved and uploaded to SideQuest content platform for VR headsets.

3D RENDERINGS

Considering that this application was fully developed from scratch, Seisan was tasked to create all elements via detailed 3D renderings.

3D renderings are essential in creating compelling Virtual Reality environments, offering the depth and realism needed to bring virtual worlds to life. By integrating high-fidelity 3D renderings into the RLS project, we ensure each scene is crafted precisely to provide the desired immersive and captivating experience.

Advanced 3D rendering techniques, such as realistic texturing, lighting (raytracing), dynamic shading, and particle effects were utilized, making interactions feel intuitive and natural.

RESULTS

Seisan successfully delivered on a quick turnaround time for the RLS VR trade show application. Considering that no Seisan team members would be attending the trade show, the app was sideloaded onto the MetaQuest headsets via SideQuest.

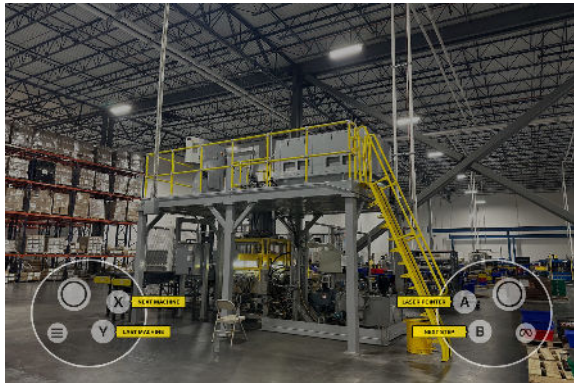
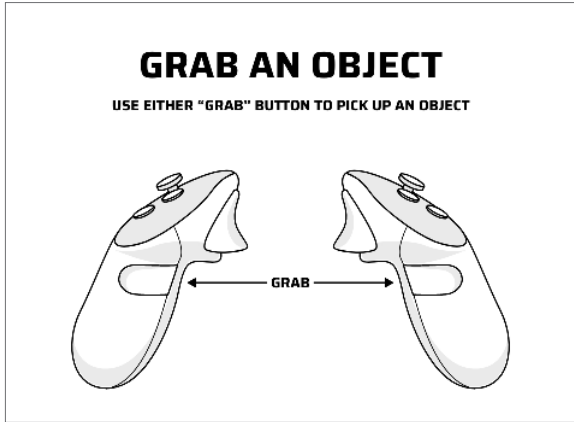
The app was well received at the trade show and first time VR users were able to easily grasp the experience through use of intuitive UI, in-app instruction panels, controller button overlays and custom voice-over interactions.



META QUEST 3

We chose to utilize the power and cost-effectiveness of the Meta Quest 3 and its Touch Plus Controllers for the RLS VR app.

With its competitive price point and simpler new user onboarding process, RLS was able to purchase more units and clean them in between user sessions.



ANYONE CAN DO IT

Simple and clear in-app instructions, controller button overlays and custom voice-over interactions allowed even first time VR users to jump right into the immersive experience.