



AR und VR bei Airbus

DEFENCE AND SPACE

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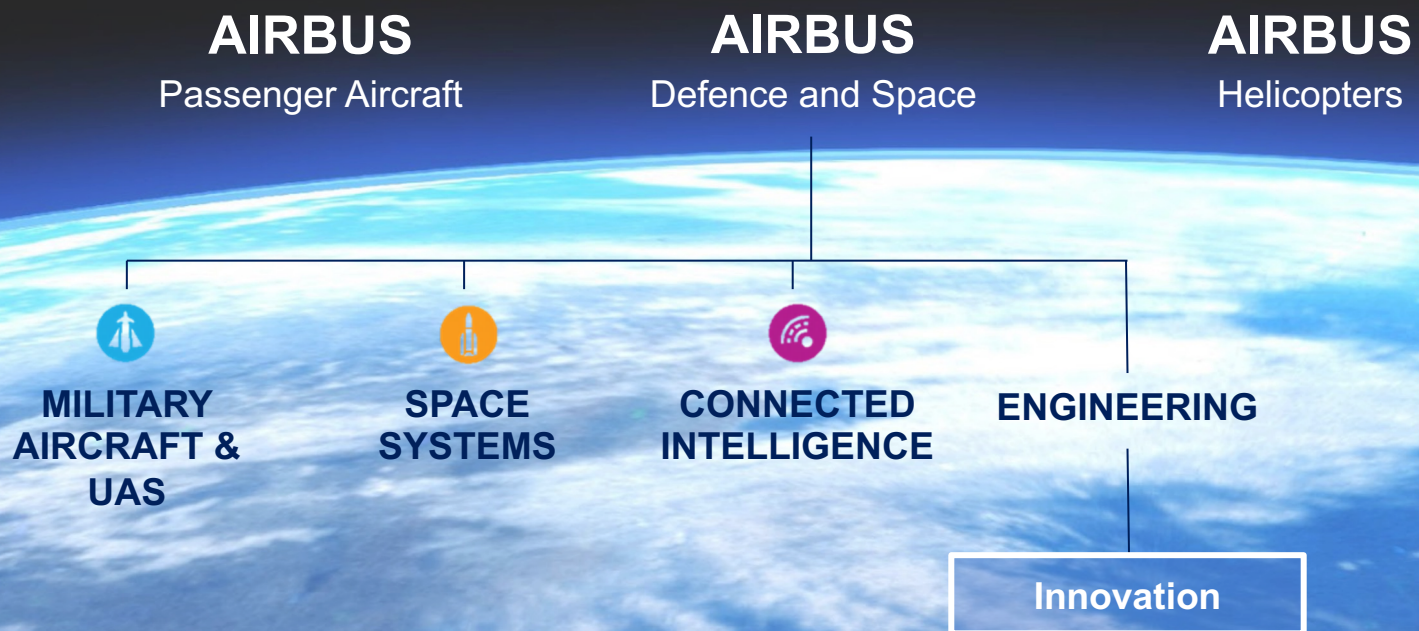
AIRBUS

Airbus is a commercial aircraft manufacturer with two Divisions – Defence and Space, and Helicopters

Airbus is the largest aeronautics and space company in Europe and a worldwide leader.



AIRBUS



32,809

2021 employees

€10.2 bn

2021 revenues

€36.1 bn

2021 order
book

Europe's #1

in defence and space

Different use-case for the application of Metaverse solutions



Showcasing products to customers

Co-creating with the customer

Transferring real-world solutions to the virtual world

Training of employees

Changing the way of working

Employee Marketing

Creating novel solutions



Airbus Customer Definition Center

cross-programme cabin customisation by now including the A320 and A330 programmes – to complement the existing A350 XWB customisation areas.

In the CDC customers follow a unique definition process through a purposely designed array of highly dedicated zones.

Combined with original cabin elements, customers can perform “live” tests of alternative layouts and scenarios. In addition to this innovation, some configuration mock-ups have been expanded to include a cargo area to discuss solutions for the use of the space in the lower-deck.



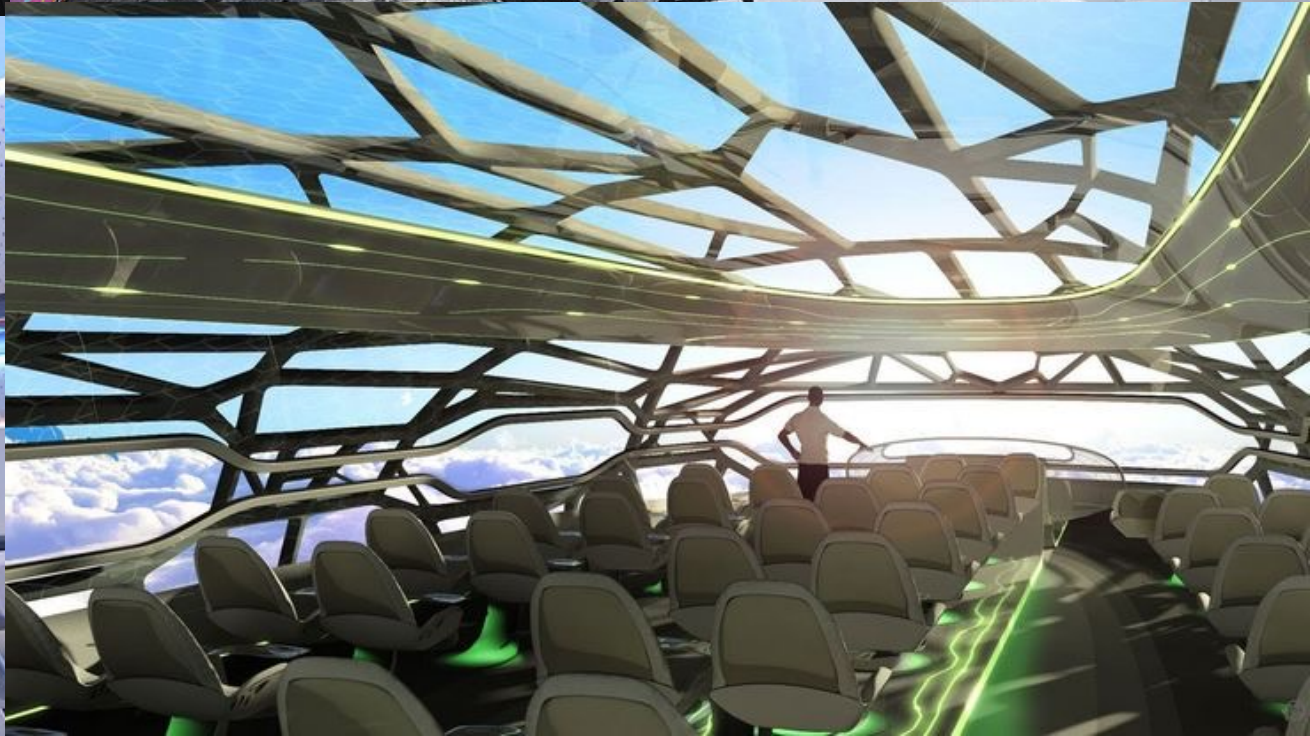


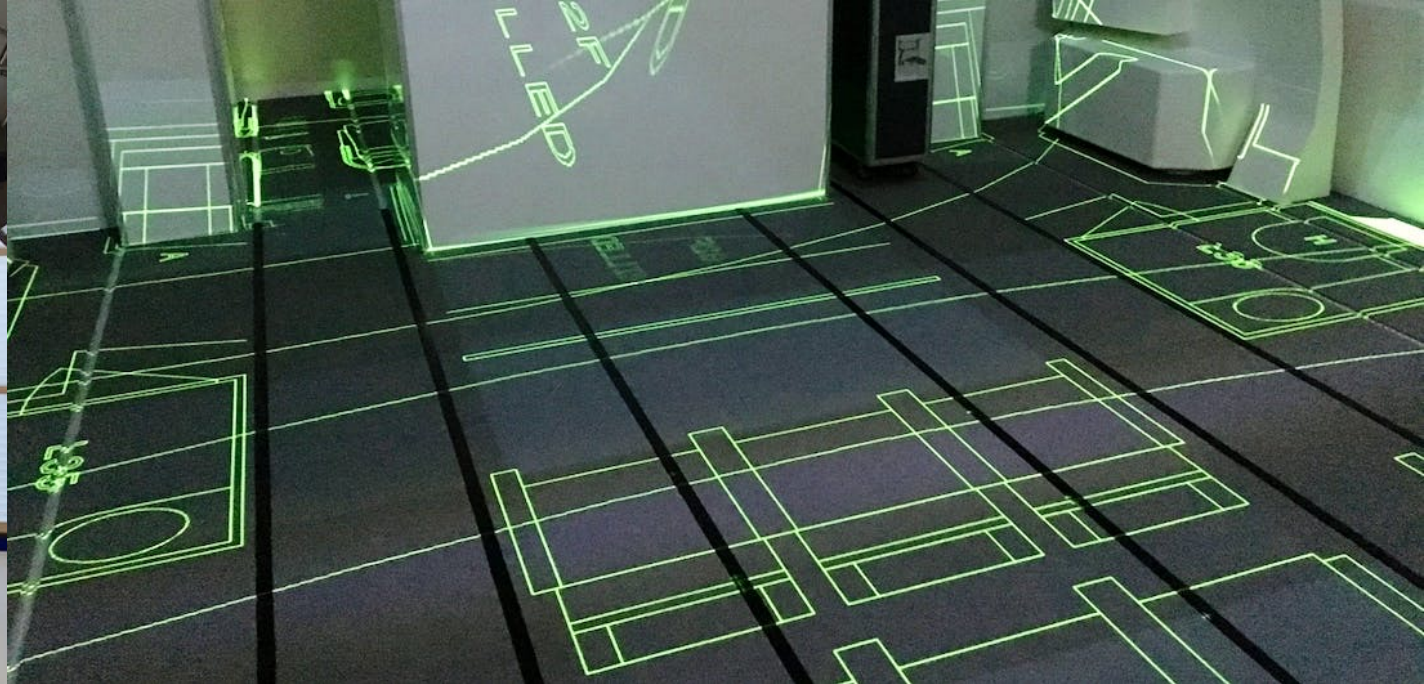
Airbus Corporate Jets Mockup Center













Airbus Procedure Training

Airbus Virtual Procedure Trainer offers an innovative way for pilots to learn procedures using Virtual Reality

The software solution immerses trainees within a virtual cockpit and coaches them on Airbus Standard Operating Procedures (SOPs).

It allows trainees to drill procedures repeatedly within a fully interactive cockpit. Trainees can act intuitively on each switch and lever, following the correct sequence whilst building their 'muscle memory' and procedural knowledge.





Virtual Engine Run-Up

stand-alone 3D Virtual solution co-developed with Air France Industries KLM E&M to train maintenance staff on engine run-up procedure

Reduce needs for FFS slot Monitor trainees' progress in real real time maneuvers

Simulate normal & abnormal events related to the main engine systems and functions

Available for A320 Family & A350

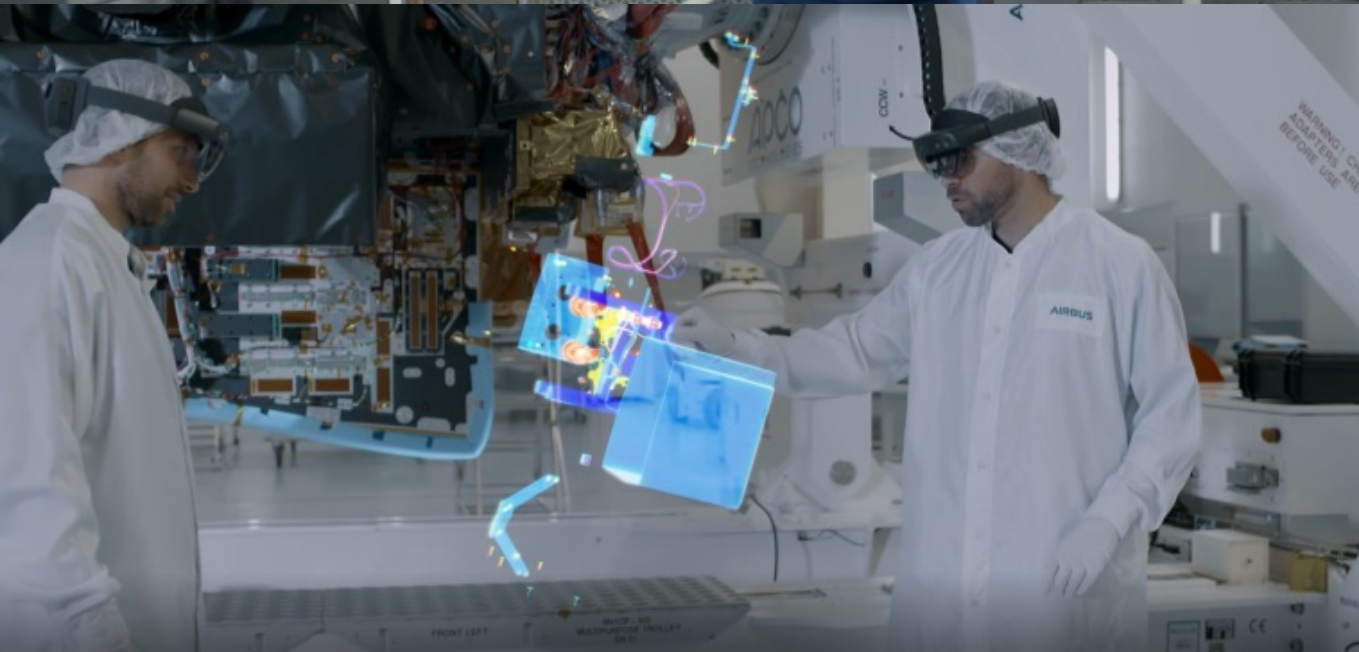


Microsoft HoloLens at Airbus: A success story

Design and development: enable engineers to visualize and interact with 3D holographic models of aircraft components and systems in real-time. This helps to streamline the design process, identify potential issues, and make better-informed decisions.

Manufacturing and assembly: provide workers with interactive, step-by-step guidance during the assembly process. The AR headset overlays holographic instructions onto the real-world environment, reducing errors and improving efficiency.

Maintenance and repair: help maintenance crews quickly diagnose and repair issues by overlaying real-time data and instructions onto physical components. This can reduce downtime, minimize human error, and improve overall safety.





Future Training Services

Airbus is working on the Future of Pilot training for the Eurofighter, A400M and FCAS (Future Combat Air System)

Battle Simulation in Ready Player One



303 RECH
4TH SHD
5TH BATT
6TH SQUAD
7TH SQUAD
8TH SQUAD
9TH SQUAD
10TH SQUAD





Mission Briefing in the 60s



Mission Briefing Today



Holographic Tactical Sandbox

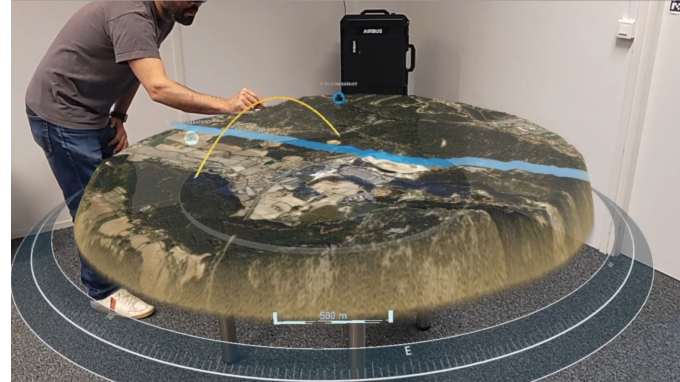
Holographic Tactical Sandbox (HTS) is an application to support collaborative mission preparation and mission briefing for military operations. The geographical data is stored on a private server and are streamed to the device.

On top of basic map interaction like navigation, zoom in/out, location search, HTS is able to import an operational situation from the customer system. Then the user is able to edit the mission orders by adding new units or new graphical orders. Finally, the user can use the animation capability to illustrate time dynamic.

HTS have multi-user and multi-site collaboration capabilities allowing users in different places to share the same experience.



Terrain 3D view for a better environment understanding



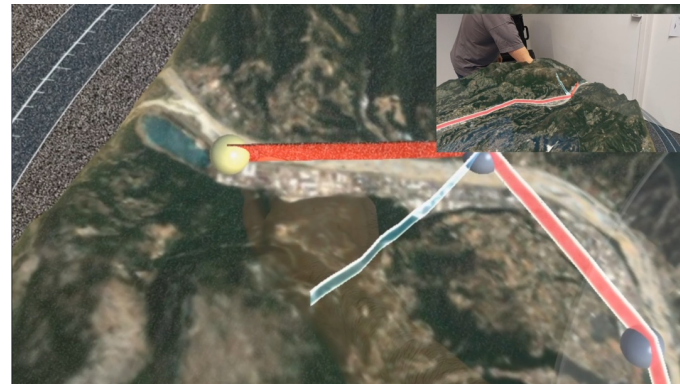
Advanced and friendly user experience



Easily transportable and deployable



3D Building integration



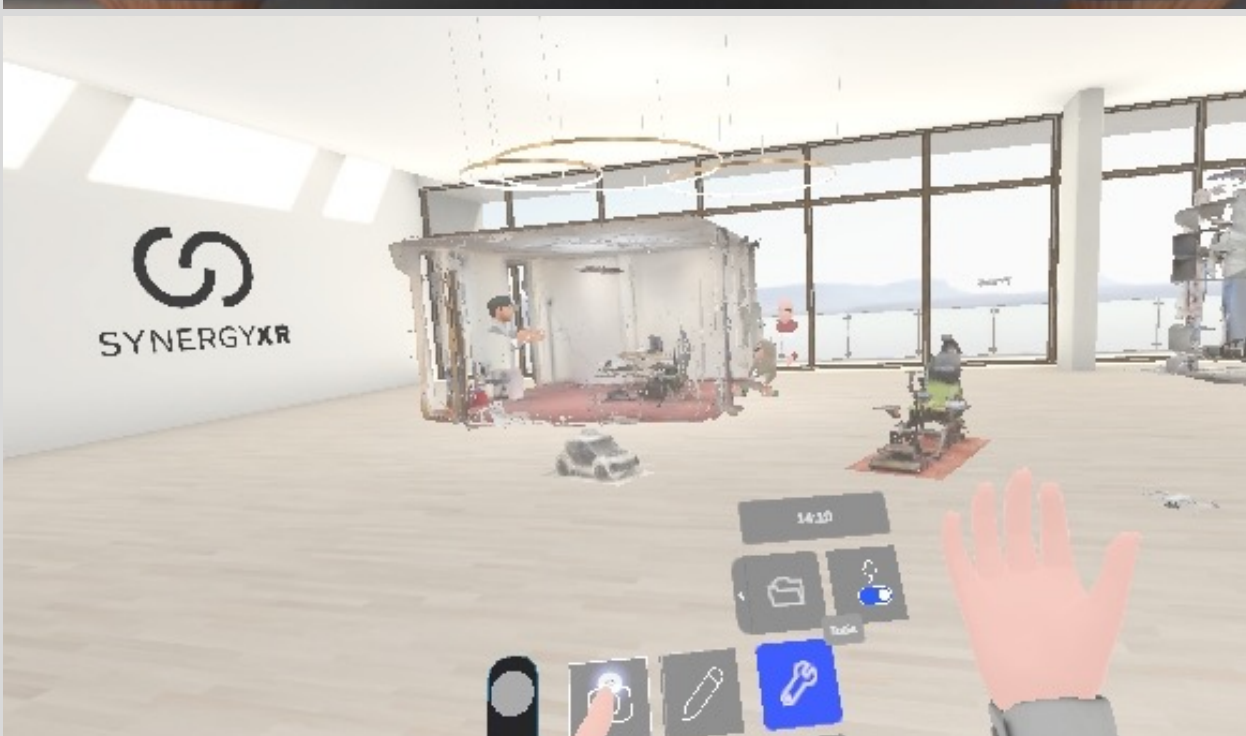
Collaborative object edition



Remote capability for distant collaboration and briefing



Evaluation of different VR solutions for cross-site collaboration



Work is not just about work 😊 Team Events in Virtual Reality

