

Exhibitors / Demos:

- **REVINAX:**
Revinax designed a method to create and share easily XR content at scale. Immersive Tutorials are video-based in first person-view with room for additional pedagogical data. This instructional design has proven its efficiency in the retention and the restitution of knowledge.
- **Skydea:**
We are a spin-off company from Airbus where we have been developing VR for Product development since more than 15 years. SkyReal enables to use CAD model to generate automatically scale 1 VR prototype. It's very useful for design reviews, manufacturing engineering, training and support. Today, SkyReal is used in Airbus but also in ArianeGroup for Ariane6 program. It offers many useful features for Engineers to add behaviors and build scenario.
- **Cesium Solutions:**
AR/VR Integration with OpenIGS
- **DLR:**
Already 10 years ago, the DLR Institute of Simulation and Software Technology realized the need to process huge space mission datasets on global scale on spheres in virtual environments. Just released as Open Source project, CosmoScout VR fulfills all requirements from Solar system exploration to street view in highest precision and in real time.
- **Computer Graphics & VR Group (Univ. of Bremen)**
We present VaMEx-VTB, a virtual testbed (VTB) that enables the verification and validation of large and complex interdisciplinary research projects such as the VaMEx - Valles Marineris Explorer" initiative, even during very early phases. The basic idea of VaMEx-VTB is to provide a common software platform for all modules in combination with a sophisticated user definable computer simulation thereby it helps reducing expensive and time-consuming physical testing, and additionally, it can serve as an integration and discussion hub during the development process.
- **Institute of Space Science**
AR - Augmented Reality System for Space Applications: implementation of AR technology in support of operations for a Thermal Vacuum Chamber (TVAC) in the context of Assembly, Integration and Testing (AIT) of space systems and sub-systems at the Institute of Space Science, Romania.
VR - ZVT Virtual Tour: A full 3D visualization and exploration program made for the offices of the Zitec Company. Guided virtual tour with audio presentation.
- **EAB Engineering**
NucleusVR is a tool that enables clients TO aggregate massive and heterogeneous data sets into a user-friendly immersive digital twin in which remote team members can work together seamlessly in AR and VR. By overlaying the digital twin over the physical world, shop floor workers get access the most UpToDate data and can interact with the remote experts real-time.
- **ESA's European Astronaut Center**
The ESA-EAC XR Lab explores new technologies in the domain of Virtual, Augmented and Mixed Reality for human spaceflight and exploration activities.
It enables and develops projects for astronauts, instructors, industries and operators to test out new designs in immersive and virtual ways, train astronauts faster with novel technics, visit the surface of the Moon, fly around the ISS, operated robots on planets, walk on Mars and other planets.
The portfolio of the activities includes astronaut training with new novel techniques, virtual habitability tests, planetary surfaces recreation for navigation and operations.
The final scope of the XR lab is to exploit AR, VR and XR techniques to address new exploration challenges related to Low Earth Orbit and beyond.
 - *VORTEX: lunar surface immersive experience;*
 - *ISS: virtual flight at 400 km above the Earth with the ISS;*
 - *JIVE: Space Robotics Training tool in VR*
 - *LUNA: virtual tour of the upcoming EAC lunar analog facility*