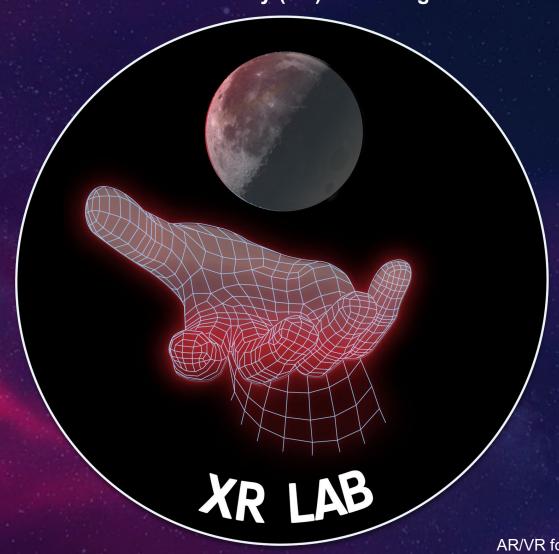


Assisting engineering, training and operations for human spaceflight applications using eXtended Reality (XR) technologies







11/12/2023

AR/VR for Space Programmes workshop, ESA/ESTEC

L. Ferra, M. Costantini, F. Saling, A Treuer, W. Sadri, L. Bensch, F. Dufresne, T. Nilsson, A. E. M. Casini

The Team



The Team



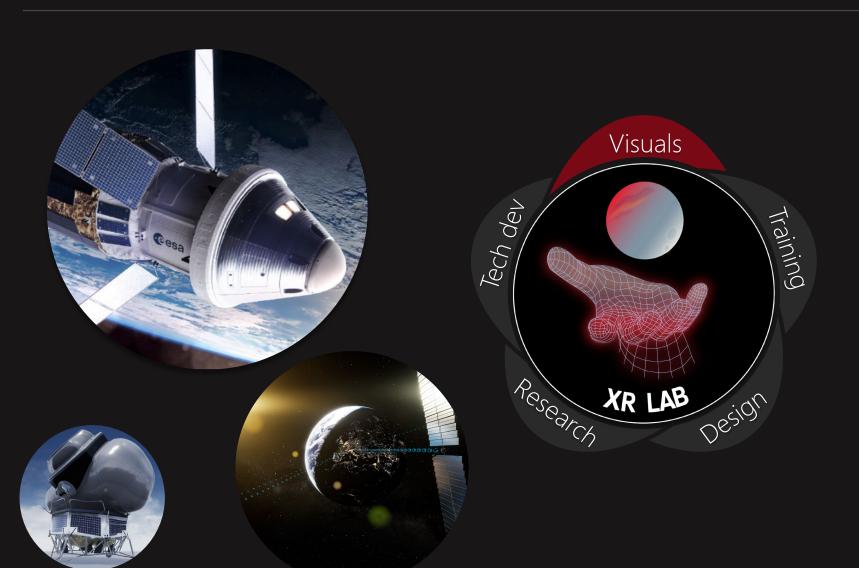










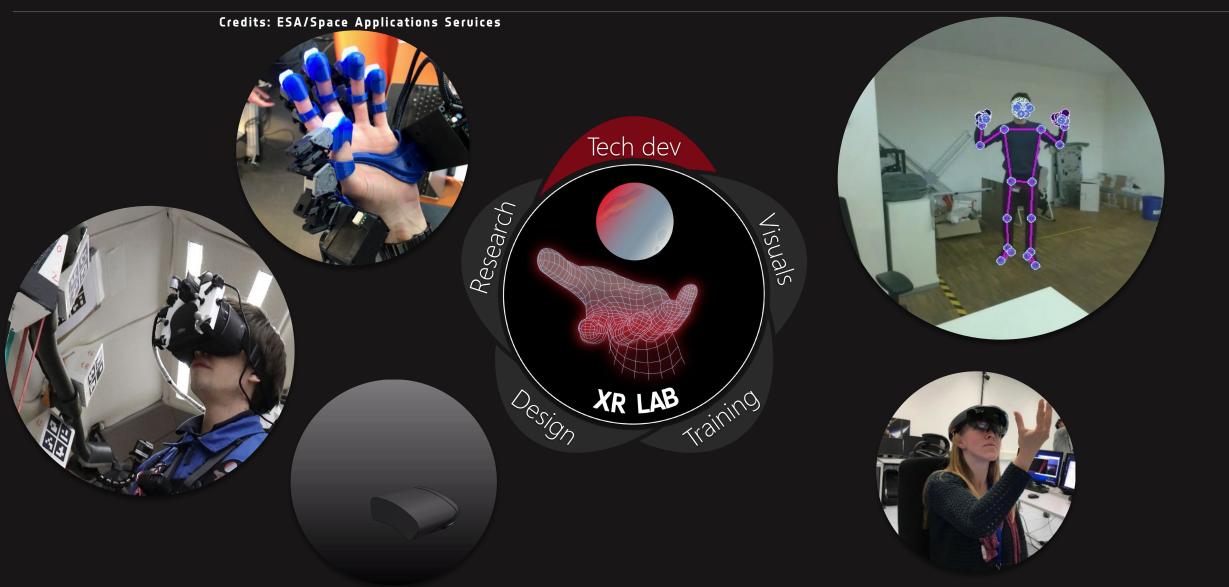


















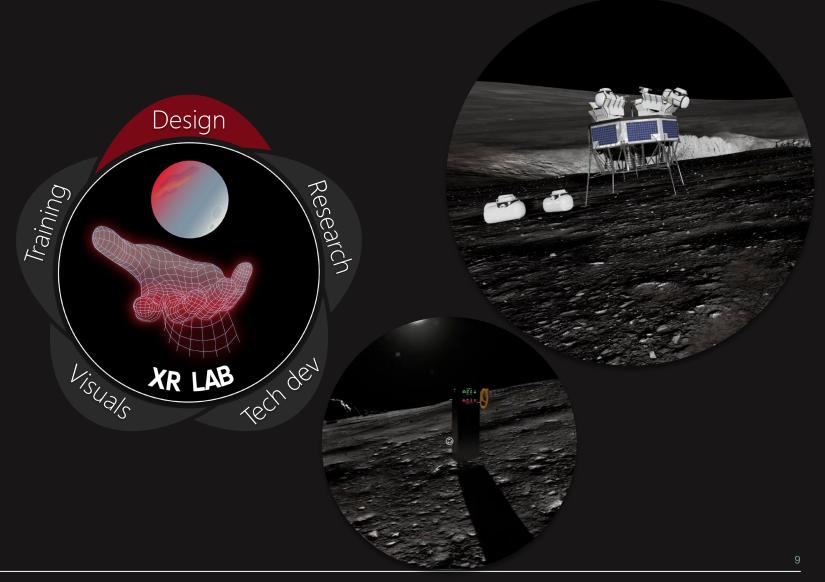






Credits: ESA/TAS-I









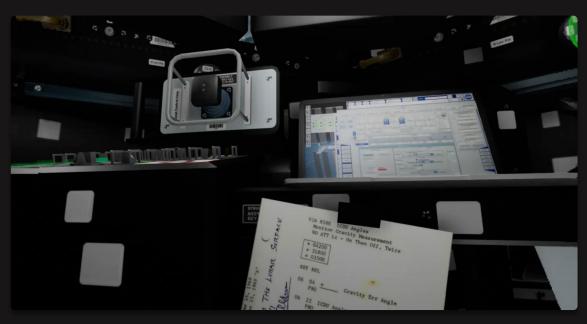




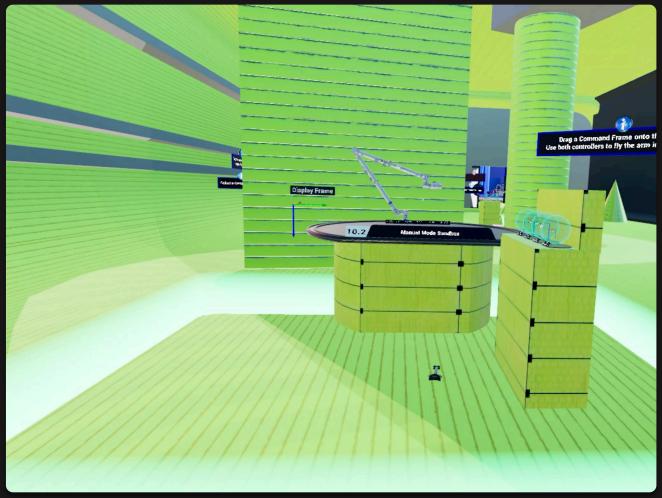
JIVE Robotics Training & ISS Familiarization







- Developed in-house in consultation with NASA
- Currently used for Astronaut Basic Training at EAC and at NASA JSC
- Use of gaming paradigms coupled with VR and MR techniques





VREVA – EVA trainer



- Developed inhouse
- Currently used for Astronaut Basic Training at EAC
- Used in coordination with pool runs





MARA – Medical assistance AR





- Developing a augmented reality tool to aid astronaut on the ISS or beyond (Moon)
- HoloLens 2 device for prototype
- Medical procedures (ECG, non-invasive blood pressure, oximeter)
- Mathematical calculation to draw the position of the electrodes







VORTEX – Moon sandbox





- Realistic representation of the lunar surface (NASA LRO DEMs and JPL ephmeris)
- Testing environment for hardware design, ergonomics assessments and concept of operations rehearsal
- Potential use as training tool for future lunar missions





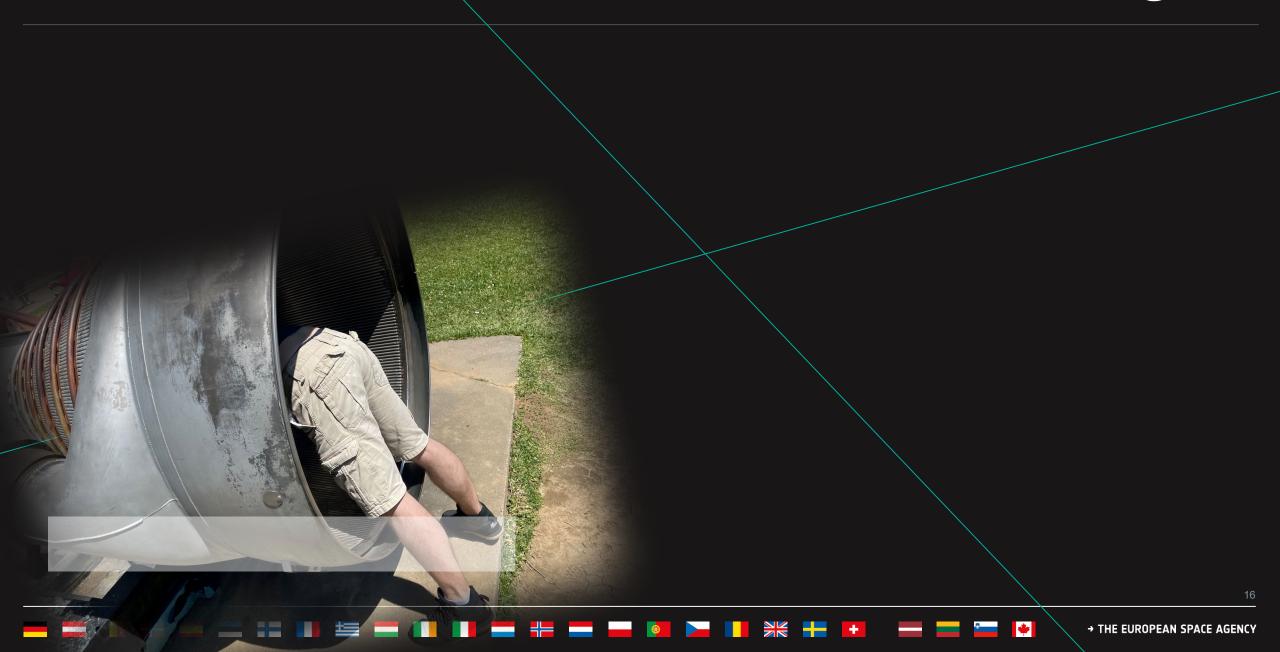




Domains	Earth	ISS	Lunar Gateway	Moon Surface	Mars
Training	PANGAEA	GRAVI-T (JIVE) V0GUE (PaleBlue) Anatomy Trg AR VREVA VR-OBT			MSR (VR2Planets)
Design support	LUNA VR		GRAVITAS Gateway4U (TAS)	VORTEX PROSPECT	
Operations support	LUNA XR			PROSPECT	MSR (VR2Planets)
Medical support		MARA	MARA		
PR	LUNA MR	GAMESCOM		VORTEX	MSR (VR2Planets)
Technological demonstrators	VR underwater (TU Würzburg), Audiosensory feedback (TU Ilmenau), CCTV Digital twin (TU Ilmenau), VaRIaS (Misterine), Sparkles/Fortnite (EPIC Games), 0G HMD (ESA)				

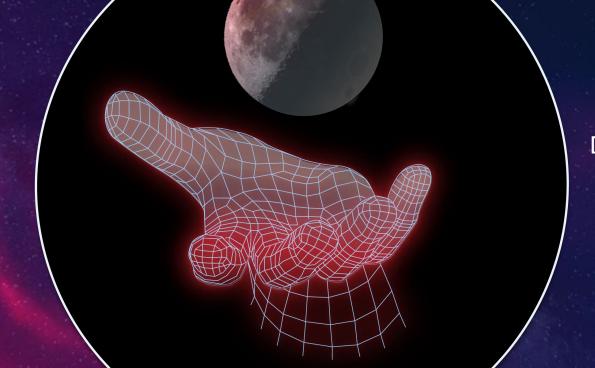
Conclusions





THANKS FOR YOUR ATTENTION!





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