ADVANCING THE MODEL:
BRING VIRTUAL REALITY TO YOUR PROJECT

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WHAT IS VIRTUAL REALITY

- Computer based environment
- Be able to stand in the environment
- Explore and examine the model
HOW CAN IT HELP YOUR PROJECT

- Conflict Areas
- Public Involvement
- Safety Studies
- Sight Distances
OUR GOAL FOR VIRTUAL REALITY

- Bring VR to public involvement
- Study Designs for Sight Distances
- Bring VR to the work flow to collaborate in a design
REQUIREMENTS FOR VIRTUAL REALITY

- Headset
- Stands for Headset
- Computer with enough power
- IT support to get equipment and have access
STEPS TO REACH OUR GOAL

- Currently in equipment testing
- Have ITPR in for Headset
- Create an Implementation plan
- Use a test project to work out requirements