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## **Virtual Cockpit**

Making Natural Interaction Possible in a Low-Cost VR Simulator

NATO MSG symposium 2021 | Jeanine Vlasblom

Roy Arents, Ronald van Gimst, Antoine de Reus



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## Making Natural Interaction Possible in a Low-Cost VR Simulator



# Live training





# High-fidelity simulators

- Expensive
- Location-bound



# The promise of VR

- More accessible
- Small footprint
- Numerous visualization possibilities



# The challenges regarding VR



Sense of presence



Natural interaction



Resolution & FOV



# The Virtual Cockpit

- The concept explained
  - Physical layer
  - Virtual layer
  - Sensor layer
- The concept discussed
  - Evaluation
  - Discussion of results
  - Next steps







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NLR uses advanced wireless tracking technology  
which enables pilots to experience

## Physical layer

- Wooden panel
- 3D printed products
  - MPD buttons
- COTS products
  - Turn knobs
  - Toggle switch
  - Flight controls
- Real products
  - MFD screen F16
- External screen

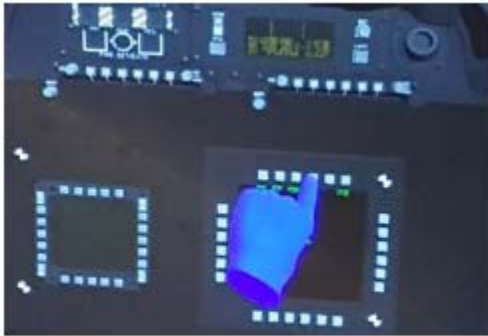




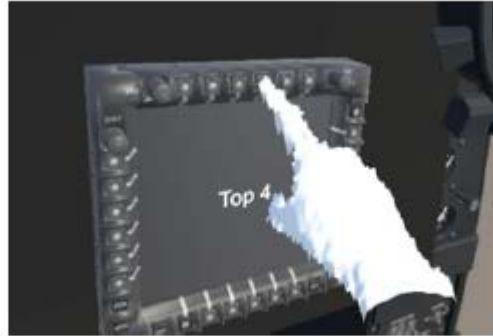
## Virtual layer



## Virtual layer – improving the sense of presence



**Figure 3-1: Virtual hand.**



**Figure 3-2: Camera-based.**



**Figure 3-3: Colour image.**

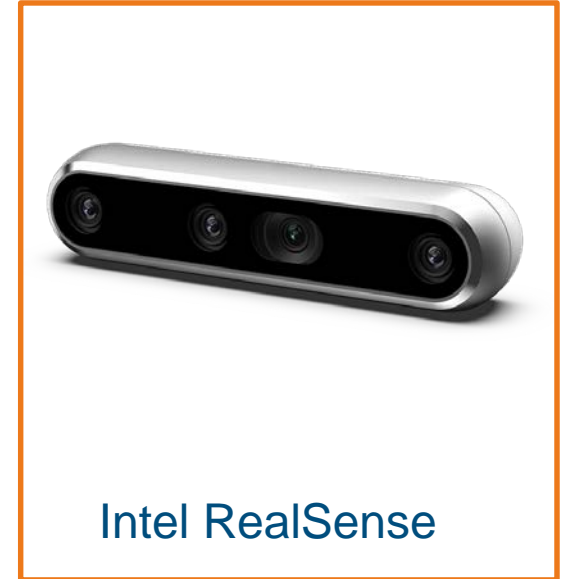
## Sensor layer – interaction detection devices



LeapMotion



Manus VR Glove



Intel RealSense





Sensor layer

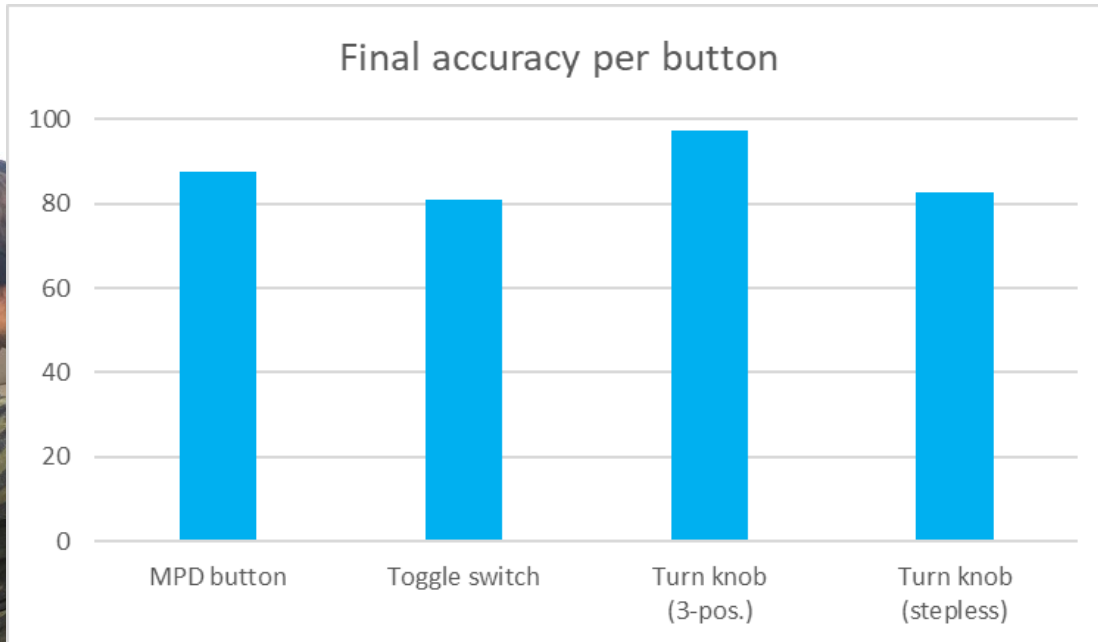
Alignment  
physical & virtual layer

## Evaluation method

- Subject Matter Experts (AH-64)
- 3 evaluation moments
- Semi-structured interviews
- Accuracy of interaction detection
  - Hit-miss ratio



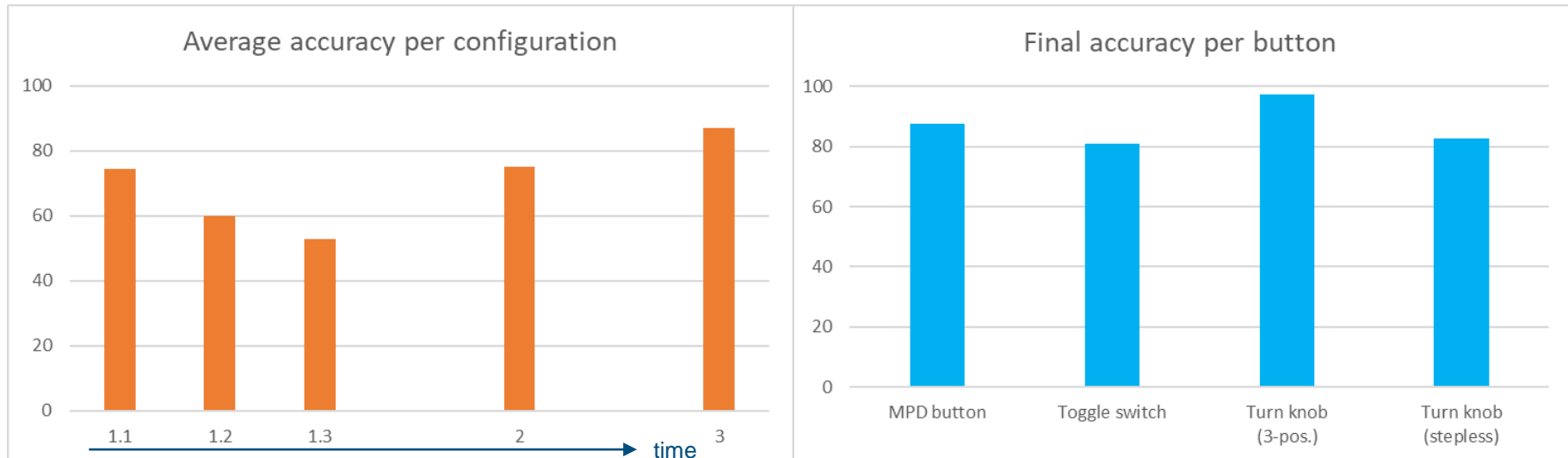
# Results



- High accuracy (> 80%)
- Natural interaction  
*“identical to the actual helicopter”*
- Sense of presence  
*“You see your hands and the cockpit around you”*

# Discussion

- Progress in time (due to choice of sensors)
- Turn knobs & 3D printed buttons > toggle & MFD buttons





# The challenges regarding VR



Sense of presence

Natural interaction

Resolution & FOV





## Next steps

- Get ready for training
- Use cases on other platforms
- Military mission rehearsal
- CD&E



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# Bijzonder betrokken

Koninklijk Nederlands Lucht- en Ruimtevaartcentrum



**NLR Amsterdam**  
Anthony Fokkerweg 2  
1059 CM Amsterdam

t ) +31 88 511 31 13  
e ) [info@nlr.nl](mailto:info@nlr.nl) i ) [www.nlr.nl](http://www.nlr.nl)

**NLR Marknesse**  
Voorsterweg 31  
8316 PR Marknesse

t ) +31 88 511 44 44  
e ) [info@nlr.nl](mailto:info@nlr.nl) i ) [www.nlr.nl](http://www.nlr.nl)