



EXCITE,
EXPERIENCE,
EDUCATE...

ACADEMIC PARTNER PROGRAM

Virtual Reality (VR) and Advanced 3D Visualization

Virtual Reality (VR) and advanced 3D visualization solutions have long been adopted by many of the world's leading commercial organizations and academic research establishments since the 1990's. Recent advances in lower cost solutions has led to an explosion in accessible VR for today's students.

For over two decades, Virtalis has been at the forefront of providing advanced VR solutions with clients across the globe. Over the last two years, our UK headquarters has been pioneering an **Academic Partner Program** that is truly changing the way that students advance their studies through the use of collaborative VR technologies.

We are proud to take these initiatives and adapt them to meet the needs of US students and academic establishments through the support of our local US team.

Departments that Benefit

Virtalis has a rapidly developing academic user community and we have already seen several discrete departments becoming early adopters of the Academic Program either on their own or as a multi-department solution.

Engineering

Our solutions are already being used by students to conduct collaborative design reviews, simulate assembly sequences, validating maintenance procedures and develop immersive training environments.



PROGRAM HIGHLIGHTS

- Customised lab pricing schemes
- Access to our commercial users-develop your employment network
- Grant business case support. We will help you to apply for any necessary funding
- Utilize the same VR solutions being adopted by leading commercial companies, ensuring your students meet the needs of industry
- Course curriculum integration. We can assist you in developing content and advise on practical benefits
- Annual student prize giving. We will present \$1,000 worth of prizes to students developing the best VR content for each department
- Event support. We're there to support you open events and campus days with access to all the VR technology at our disposal

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Life Sciences

Our anatomical VR solutions enable students to study human anatomy within 3D, virtual environments, empowering them to learn by doing rather than merely observing.

We provide a realistic, immersive environment for virtual dissection and the exploration of anatomy, allowing teachers to foster their students' understanding of the human body.

Bio-Chemistry

Scientists and students alike know that the visualization of protein interactions in two dimensions ranges from tedious to virtually impossible, owing to the proteins' sheer size and complexity.

This problem has now been solved by Virtalis through our cost effective range of immersive, 3D VR solutions which can be rolled out as part of a teaching lab.

London Southbank University

A far-reaching vision by London South Bank University (LSBU) to get its students learning interactively has led to a state-of-the-art Virtual Reality (VR) Suite from Virtalis.

A bespoke configuration of an interconnected VR Auditorium and a Head-Mounted Display (HMD) Suite, enables four avatars to simultaneously interact with each other collaboratively and in real-time.

Aston University – UK 3D Immersive Lab

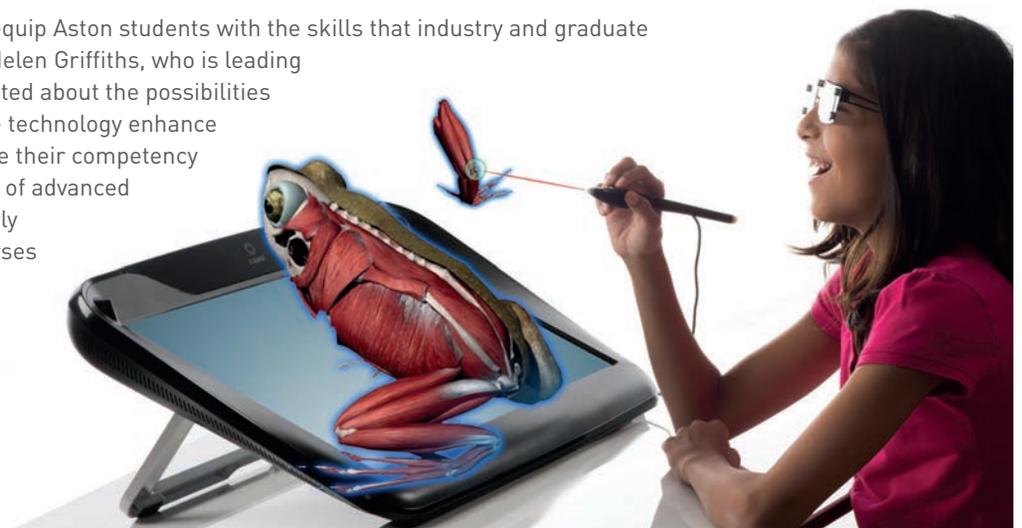
This 3D Immersive Lab project provides students with a 150 seat environment complete with an immersive display on each student's desktop capable of projecting 3D images and objects. In lectures and project work, students will be able to individually manipulate the virtual images as if they were floating in front of them.

These state of the art facilities will further equip Aston students with the skills that industry and graduate employers increasingly require. Professor Helen Griffiths, who is leading the 3D-Lab initiative, said: "We are very excited about the possibilities and potential of our facility. Not only will the technology enhance our students' critical thinking, it will improve their competency and experience in the uses and applications of advanced 3D visualisation. It will also prove particularly beneficial to improving diversity on our courses by providing new ways of teaching in an exploratory 3D environment."



“VR changes the way we interact not only with our designs, but with our colleagues too. So we are using these exciting technologies to challenge the next generation of engineers to think differently and develop more creative solutions. This is part of a new chapter of engineering teaching at LSBU.”

Tony Roberts, Academic Director within the School of Engineering at LSBU.



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