

Implementation @

Department of Mining Engineering

- Teaching facilities
- Applications
- Research



Teaching facilities

3D Cinematic Theatre

- Active 3D visuals
- 8m x 4m Widescreen
- Visualization and Presentation



Teaching facilities

Immersive Theatre

- 10m Diameter Cylinder
- 360° 3D Display
- Modules

Mining Methods Metallurgical / Beneficiation Plant Rehabilitation Plan 360-3D Video player

• Immersive experience

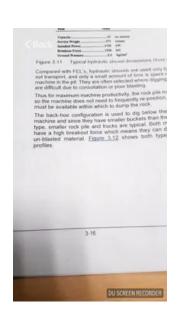


Mobile AR

- 3D models linked to study notes
- 3D models on web portal
- Unique QR code scanned by mobile device









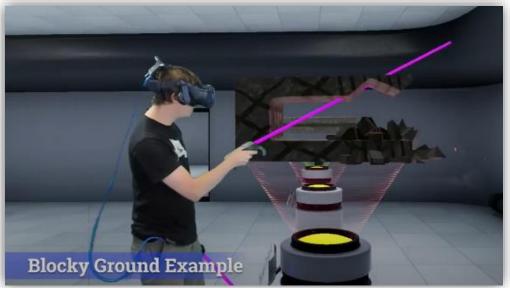
Geological Hazard Identification

- Tethered VR application
- Full room scale tracking
- Randomized geotechnical features
- Training in a virtual museum

See the video for more detail -> https://youtu.be/jYUIMzj8lcE







Checklist Training

- Mobile VR application
- Explore & complete the checklist
- Randomizes the state of the checklist items

See the video for more detail -> https://youtu.be/V77j8mFOAFs

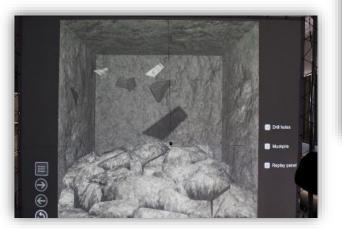






Interactive Blast Wall

- Simulation like tunnel
- Record blast hole positions
- Timing of blast holes
- Post blast analysis and fracturing patterns
- Assess marking accuracy and timing







Scenario Training

- Branching narrative
- Present consequence of discission
- Teach Learn Unlearn Relearn

360 In-Video Assessment

- Mobile VR application
- Easy creation of quizzes by facilitator
- Web based

See the video for more detail -> https://youtu.be/Vmeng-xDvkA





