P21 - Valorization of virtual reality techniques by la Mayenne Chamber of Agriculture

Author: Thomas CHANET – Mayenne Chamber of Agriculture - France

thomas.chanet@mayenne.chambagri.fr

Context

La Mayenne Chamber of Agriculture has supported livestock farmers for over 30 years with their building projects: from the design phase to obtaining building permits, and more recently, in the next step: site supervision.

In a highly competitive context within our geographical area, we have sought to provide an extra service to our livestock farmers in order to stand out.

This emerging technology in the field of housing seemed interesting for adaptation to livestock buildings.

Aims

- To innovate in livestock housing design methods.
- To stand out from our competitors.

Technical Description

HTC Vive virtual reality headset combined with its sensors and a dedicated computer.

Uses in Livestock Housing

Usage: Full-scale 3D visualization of housing projects before realization by the customer and/or the craftsmen.

Method: - Design of the building project

Production of plans in 2D and a 3D model
Conversion of the 3D model to virtual reality
Presentation via the virtual reality headset

Advantages: - Viewing the project before execution (circulations, volumes, etc.)

- Allows more easily identifying any technical or design errors

Limits: - Conversion of the 3D file to Virtual Reality by prestataire service provider

- Cost: not suitable for small projects

Applications carried out and expected

Carried out: Demo building project for promotional purposes for our expertise in building design.

Expected: Continuing our consultancy measures on livestock housing, customer immersion in its project.

Technical and sales contact person(s)



