Case Study

VR Oil Rig Virtual Walkthrough

Project Overview

ARS developed an immersive application for VR emotion training to gain analytics on how people feel during virtual reality. Can you elicit fear or terror during a VR experience or game? Can an immersive VR environment feel real? The "Dark Water" application explores basic feelings, unease, and horror inside a virtual reality environment. The user is placed alone in open water in a dark environment, with bad weather and sharks. Users must find the pieces, find a way home, and survive. See this product demo video (https://www.youtube.com/watch?v=sNioy7qmnz8) to visualize.

Key Features

- High Fidelity Visualizations
- We created an ocean with real life thunder and lightning. The user is immersed in the environment, stranded in the middle of the ocean.
- Equipment is functional, including a flare gun, flashlight, lighter, etc.
- Dive in and swim under the ocean with sharks circling around you

Challenges and Core Considerations

- The Another Reality Studio project manager began the project with concept evaluation and feasibility. They collaborated with the client on user design, estimating, and planning to create project milestones and a timeline for completion.
- Created large realistic scene requires 3D modeling an optimization to keep visual fidelity in virtual reality

Impact: The ARS Solution

- Evokes emotions to show how VR emotion training can heighten senses