



Virtual Reality Center

Be Really Virtual



POWERED BY

NED University of Engineering & Technology

<https://vrc.neduet.edu.pk>



About VR

Virtual reality is a computer-generated environment that presents its users a true to life illusion bringing him/her a sensation of being inside an artificial world. Replicating the real (actual) or imagined (planned) environment to an interactive immersive multimedia or simulated reality. It allows user to interact with the created environment and make changes to it for analyzing different aspects. It has unlimited applications including but not limited to:

- Trainings (flight simulators, driving simulator)
- Video Gaming
- Arts
- Engineering Sciences

The VR systems are exceptionally helpful in establishing a realistic learning and development environment for both academic institutions and professional practices. It has open-ended utilization in reasearch and development based on the concept of innovativeness.



NED University VR Center

The NED University houses state-of-the art facility for integrating virtual reality in the education, research and practice at the Department of Civil Engineering is the first of its kind. The facility is designed to integrate augmented reality in near future

Objectives of VR Center

The major objectives of VR Center is to gear up the performance delivery of engineering profession by being a capacity builder, solution provider and knowledge innovation hub.



FACILITIES

Projection VR System

The projection VR system is based on Cave concept that has the capability (both from software and hardware perspective) to provide "Interactive-Immersive-Physics Enabled" environment for group immersiveness.



Walking VR Systems

Multiple walking VR systems are available to provide immersive environment to the user specifically for VR designing, and VR based individual training, experience as per customized needs of the user.



Virtual Teaming System

The virtual teaming system is equipped with latest interactive panel, video conferencing and webcasting equipment and software.



Design and Modeling Software

The center is equipped with VR designing and development software, Building Information Modeling platforms, 3D to VR transformation platforms, and VR experience software platforms etc.



SERVICES

Human Resource

VR
EXPERT

DEV
LOP
ERS

PROG
RAM
MERS

MODELING
TRAINERS

TECH
NICI
ANS

3D Modeling

Virtually interactive 3D models are developed to reflect the aesthetics and performance of the project in real world

Virtual Walkthroughs

Exploration and experience of the projects with their real time and functioning prototypes developed can be assessed by clients and consultants to oversee the project performance and conformity to the requirements before physical execution. This gives a quick and cost effective solution to forecasting the product/ project performance

STEM Program

Science Technology Engineering and Management (STEM) Program, Experience VR Program is offered to school interest to enhance their interest towards STEM areas

Student Research

collaborative Research projects based on technology, innovation and virtual environment are facilitated for senior year masters and PhD students

Research and Development

Collaborative research projects based on technology, innovation and virtual environment are facilitated for senior year masters and PhD students

Smart Project Progress Monitoring

Distant project progress monitoring services are provided through self-developed smart progress monitoring framework

Project Collaborative Meetings

Taking the online meeting to the next level, VRC @ NEDUET offers the parties to meet in virtual environment using robust state of the art facilities and high speed internet to have interrupted and almost physical meeting environment through virtual reality

CONTACT US

Dr. Farrukh Arif

Director - NED VR Center

Associate Professor

Department of Civil Engineering

NED University of Engineering & Technology

Email: farrukh@neduet.edu.pk , farrukharif@gmail.com

Phone: 0092-21-99261261 Ext: 2277, 2702

