



Gone are the days of **black boards** and **computers** ..  
Let the **virtual** learning permeate



# LEARNING AND TEACHING FOR ENGINEERING

## VR/AR 工程教育應用

Our Discipline has developed multiple learning scenarios of VR and AR technologies, to enhance the hands-on experience of students. Immersive 3D visualization could help students picture the impact to crises in different scenarios.

VR及AR技術藉以提升學生的學習體驗，身歷其境般的三維虛擬實境能讓學生透過不同的虛擬場景學習應對危機。

# WELCOME THE ADVENT OF A NOVEL CYBER GENE INTO OUR REALITY WITH



A writer of mid 1900's once said "illusion is no different from reality", regarding stage plays. It sounds legit and since then, the term virtual reality came to existence.

As long as the presence of something could be felt, how can't it be real. Well this is what VR technology is about, projecting the desired reality in desired place. These days, this tech came to light with the growing usage, major utility among them being 'recreation'.

## SPEARHEAD IN VR LEARNING

VR or Virtual Reality is nothing but the working environment of the future but with ViRe, it can also be the teacher.

Man learns with what he listens but man knows what he sees. With ViRe program, this fundamental principle of inducing factual and unexaggerated knowledge into the minds of the pupils comes into practice through the aide of virtual reality technology.



A simulation on... to help students... 系統模擬機場運作

developed

engineering scenario cases... to enhance hands-on...  
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Well-developed pathways, to... principles be...  
完善的應用程序，易掌握原理。



# BLACKBOARDS & P.C'S ARE OF YORE

What if, by wearing a headset, one can see a different reality. Perceiving things not present where we are. And what if such platform could be used for the learning of a child. It will be exhilarating. Perhaps that's what ViRe is.

Gone are the days of digital classes where the child only sees what he is learning. With virtual reality, the learning will be immersive and the student can understand how distinct the world really is, sitting in the classroom.

We at ViRe enable your institution with VR gadgetry to contrive the students mind to an unexacting understanding of the curriculum.

## METHOD OF FUNCTIONING

Learning through ViRe can be understood this way:

While teaching, the student will be made to wear the ViRe headset. For example, after wearing the VIRE glasses, a person will find himself standing in a garden while being completely inside the room. We can see the trees around and the wafture of leaves.

Mountains far behind them. Above will be blue sky and clouds, and down will be the grass where we are standing. A River will be there by the side and the flowing water can be seen. The chirping of the birds, the Splashing of the water current and everything that happens in such surroundings can be seen and listened, approached and can be almost touched because what we will be seeing is the exact reality of somewhere being projected on our Lens.





With the headset on,  
one can look at the what and how of anything in

**Module 2** will be comprising the syllabus of 4th to 12th standard, where concepts like flowering of plants, process of photosynthesis and human anatomy will be explained, no need to say, in virtual reality. Through ViRe, the child can see the process of pollination in detail, photosynthesis at the cellular level. If it is a biology class, with simple gestures, we can see the divisions of the skin, skeleton, nervous system in a layered manner. Even blood cells could also be seen at microscopic level. All these and much more in a 3D environment. Whether it be a lesson of solar system, understanding the gravity, centripetal and centrifugal forces and how they act, Electromagnetic waves and visible spectrum, anything could be taught to the learner in an absorbing and enthralling way.

**Module 3** is for medical and engineering colleges. More than 216 surgeries related to heart, liver, kidney and knee etc, can be seen through the ViRe headsets. Student can interact with the surgeon through ViRe and understand the implications while performing a particular surgery. The number of medical procedures we are providing through ViRe is constantly increasing. This method of learning is quite beneficial for engineering students also as we are able to offer more than 96 types of machines and their working, the environments in which they run, how to assemble and disassemble them, activities that could be understood in lab and during industrial visits, can be learnt in the classroom itself with the same experience being drawn.

**360°**  
of reality

So Much of Gear Requires So Much of Care...



a product of  $\pi$ Tronix in

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