

# Teamwork. Innovation. Progress.

## Augmented and Virtual Reality



Parsons PLUS envision more

## Augmented and Virtual Reality for Science and Engineering

Augmented reality (AR) and virtual reality (VR) are emerging technologies that are changing the way we analyze, interact, and communicate with the world around us. Proper application of these technologies improves efficiency with positive effects on team collaboration, safety, design, execution, and costs.

As a technology-driven company, Parsons has invested in developing AR and VR for science, engineering, construction, and architectural applications that include improvements to chemical processes, civil engineering (bridges, tunnels, roads, railways), and environmental remediation. We are currently building demonstration projects with deployment to multiple end-use applications for AR/VR hardware including tablet-based holographic images, the Microsoft HoloLens AR headset, and the Oculus Rift VR headset. These sharable models will enable the user to interact with the virtual model space, change parameters, view building information modeling (BIM) content, make measurements, create cross-sections, and evaluate future states of design development—in real-time. 4D models including time sequencing, ideal for design and construction work, are also being developed for the AR/VR space.

Parsons' AR/VR development team is composed of a collaborative group of engineers and scientists from multiple Parsons offices, that combine the best practices of engineering design with software development, AR/VR content migration, and end-user functionality/use. This unique team has several models that are being migrated to AR or VR as demonstration projects or as project applications. We are prepared and welcome the opportunity to present the current state of technological advancements, how they can provide significant advantages in environmental engineering, and provide examples of our current developments in this field.

### For more information, please contact

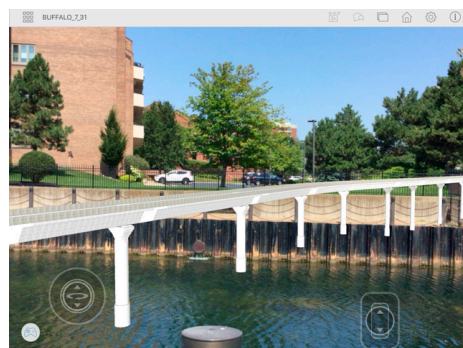
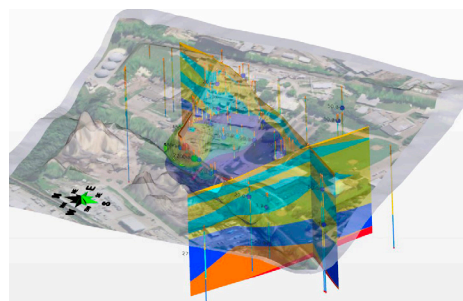
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