### TRAINING OF RIGGERS

A cutting-edge virtual reality platform to offer a secured and comfortable training environment to the construction workers.

### THE IDEA

It is very important to protect novice construction workers from injuries during the training period. This has erupted the necessity to devise an interactive and simulated virtual training application where inexperienced construction workers will obtain proper training very securely and comfortably. Such a platform will also help to upgrade their skills through constant practice in a simulated 3D background.

When a reputed construction firm, L & T Construction, approached us with such a requirement, we decided to deliver the best technology solutions. Our year-long industry experience has helped enormously to gain an exact idea of the hazardous work environment to which construction workers are often exposed. Our team consulted with the client and eventually decided to utilise virtual reality technology. We make sure that all the requirements are accommodated and reflected in the assigned task quite flawlessly.



## **OVERVIEW**



This advanced virtual reality-based training application is named 'Training of Riggers'. It comprises three distinct training modules-

Module -1 Imbalance of crane placed on uneven ground surface

Module -2 Fall of material during lifting by a crane

Module -3 Hit by suspended load (moving object)

This VR training application is compatible with the Android and iOS platforms and Oculus Go is the target device. Users have to wear the headset and need to follow the audio-visual instructions completely. On that basis, they have to perform different actions. We have also utilised other advanced technologies like Unity to enrich the learning experience of trainee construction workers.

# **KEY FEATURES**



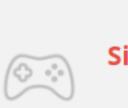
**Quite safe and** comfortable



**Properly explained** instructions







Simple to grasp

### **UI SCREENSHOTS**



# **BUSINESS REQUIREMENT**

## **ISSUES EMERGED**

This VR platform has successfully met the basic objective which is to deliver a safe and engaging

training experience to the trainee construction workers. The client has expressed immense satisfaction after having a thorough view of the demo. Our team has successfully integrated all vital features which shall make the entire training process very interactive, simple, and

successfully captured the real work environment of a construction site that will help the trainee workers to develop their skills and expertise quite naturally.

visually appealing. This application









# **TECHNOLOGY WE USED**

and feel of a construction site bustling with supervisors, riggers, and different work equipment, we have deployed 3Ds Max, Z Brush, Blender, Autodesk Maya, and others to make the training visually eye-catching and engaging. We have also utilised the 3D Unity Game engine 2019.x version as the main development pillar of this virtual training platform.

We have utilised various advanced technologies alongside virtual reality to

make the training platform quite realistic. Firstly, to create the exact look





# different experience, unlike the previous game

development projects. We, as a team, had to

CHALLENGES

#### We are quite adept to handle challenges to properly meet the client's expectations and

**DIFFICULTIES** 

assigned the task of developing a VR-based training platform which was a completely

requirements. However, in this project, we were

devote much effort to recreate the original construction site environment using virtual reality without any kind of deviation. We also had to work hard to make sure that trainee construction workers experience no issues understanding the training instructions and

**SOLUTIONS** 

As it is a training platform, we never wanted to commit a single mistake and were prepared to walk the extra mile.

executing the simulated task. Besides, we also

had to focus on depicting all the construction

equipment and its control buttons quite clearly.

# We proceeded quite systematically to overcome the obstacles in this project. Our team decided to deploy various cutting-edge solutions to make every

training module and character visually attractive and engaging. This also helped us to ensure that every piece of construction equipment including the control buttons impart a natural look and feel. The effort worked very well. The client expressed satisfaction with the outcome.

"Thanks for partnered with us in developing VR based safety training modules. I am glad to note that Red Apple Tech has exceeded our expectation in bringing out the interactive based real time modules being developed. It helped us to train all critical skills involved in various jobs to enhance their safety behavior as well as to

**CLIENT REVIEW** 

today for our range of services.

assignments."

realization of real time safe and unsafe situations. I am once again conveying my thanks to you and your team. We would be happy to partner with you for further

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