

Immersive modelisation of real terrain



VR2Planets



Science and education in virtual reality





Our skills

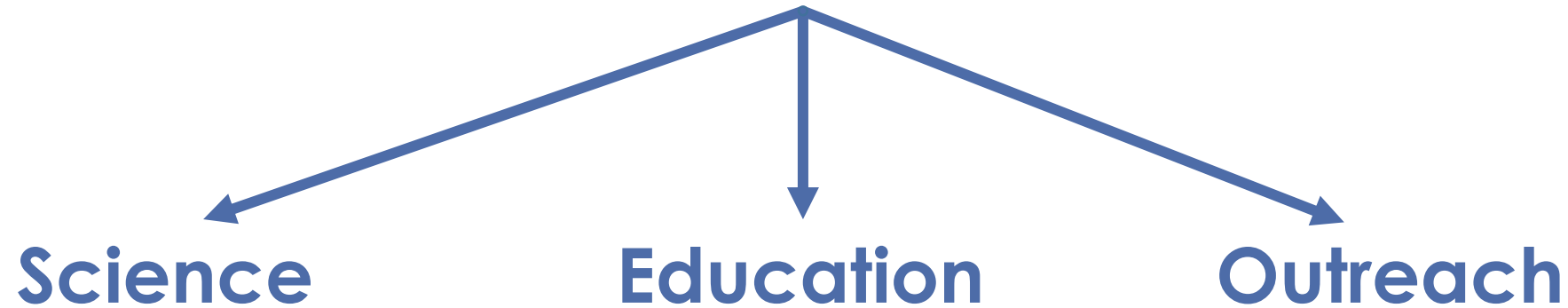
- Custom **Software** development to visualize 3D terrain
- **Respect of scientific content** = no deformation (perspective, parallaxe...)
- **Advantages of 3D**
 - **Decision support tool**
 - Efficient **information** transfer

Visualize —→ **Understand** —→ **Transmit**



Our skills

- Integration of **huge amount of data**
- **Data processing** from orbit to ground
- Design of **innovative tools** in VR
- User eXperience (**UX**)
- **Collaborative** experience



COLLABORATIVE EXPERIENCE

ROVERS AND SPACECRAFTS TRACKING

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ANALYSIS TOOLS

SCIENTIFIC DATA VISUALISATION

MISSIONS PRODUCTS



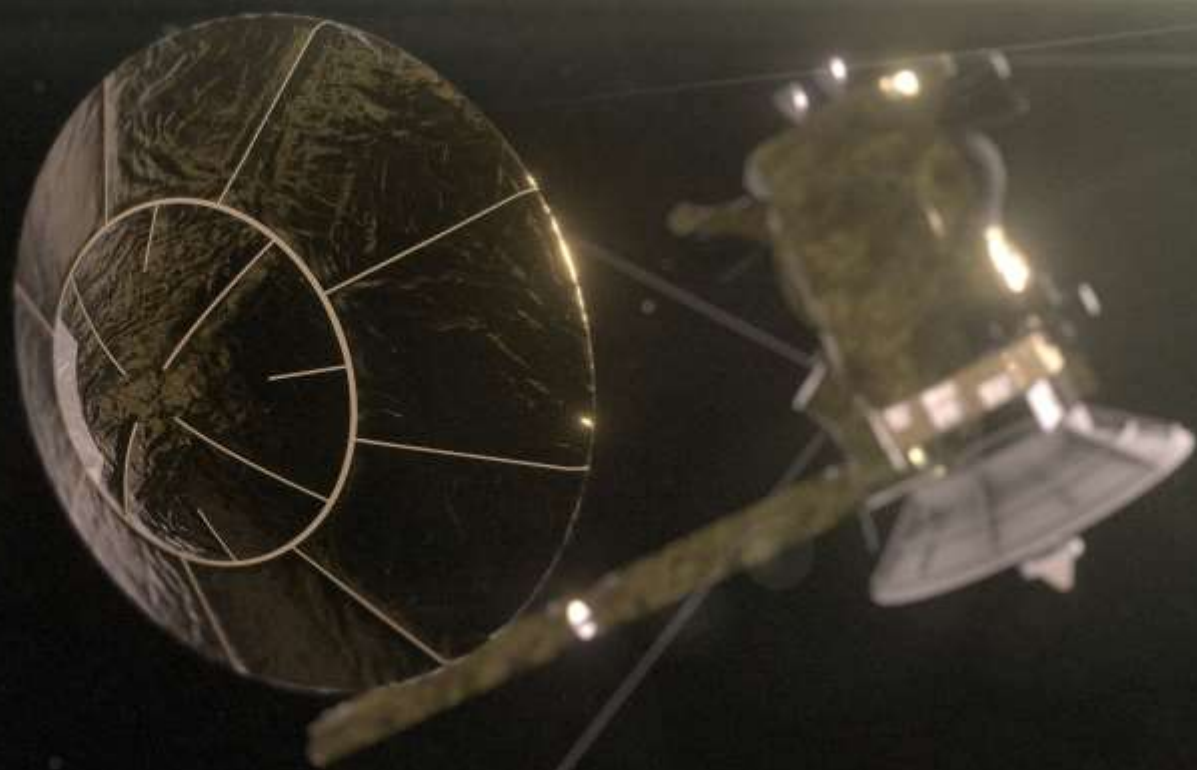
Our users and partners

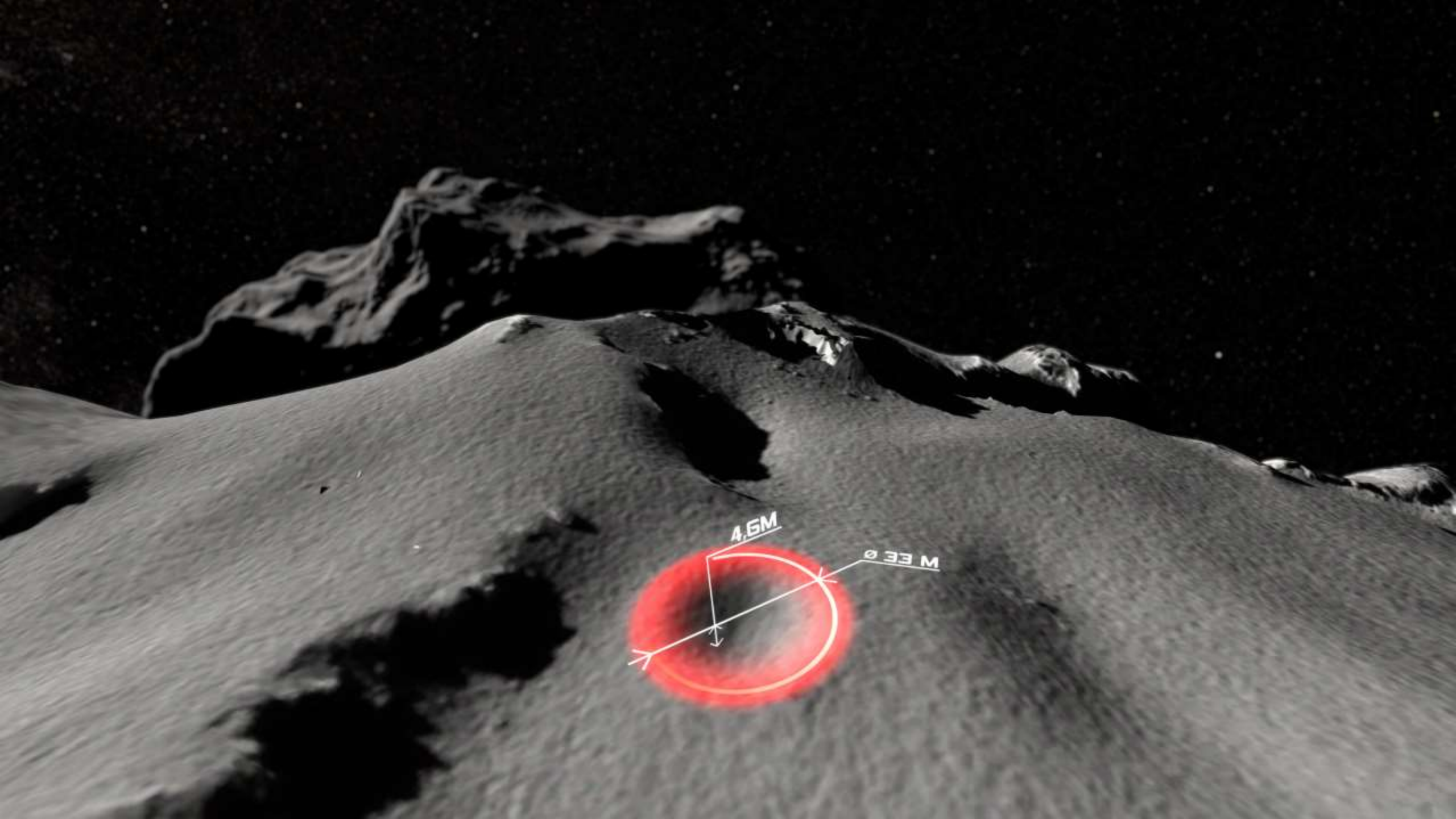


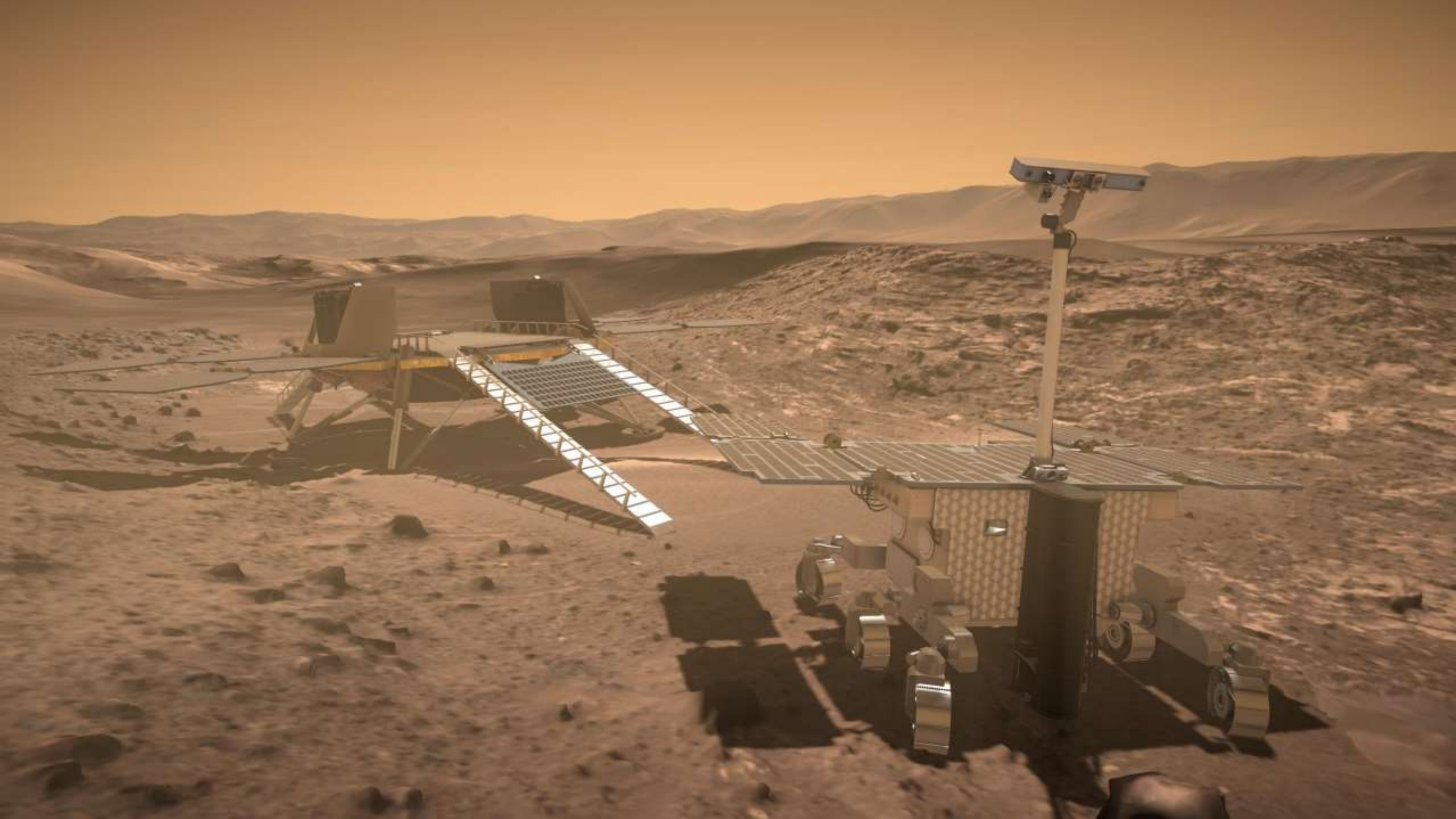


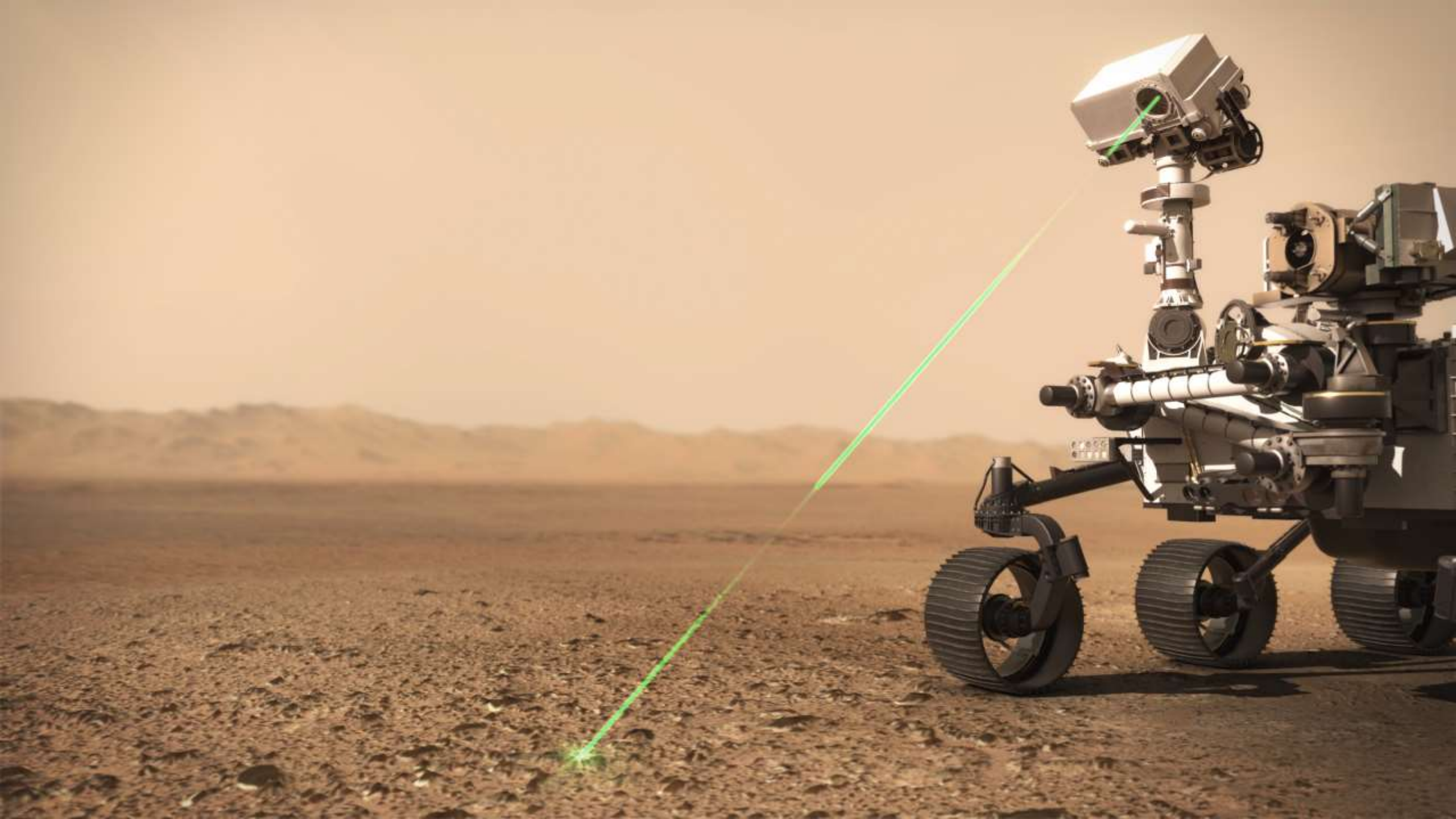
Our sandboxes













claws, mounted on the robot.
Stowed until then, it can now be
released.

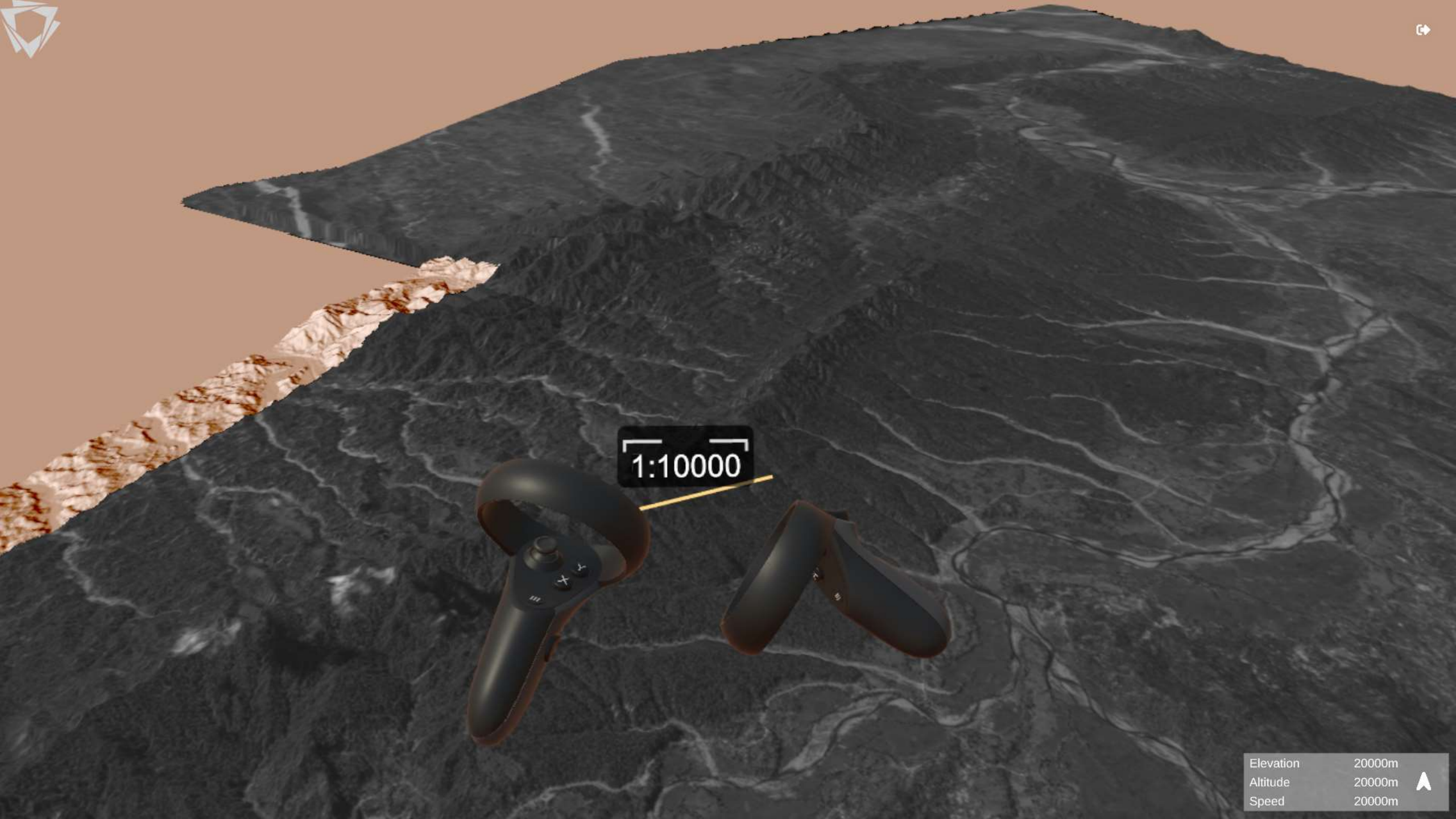
START



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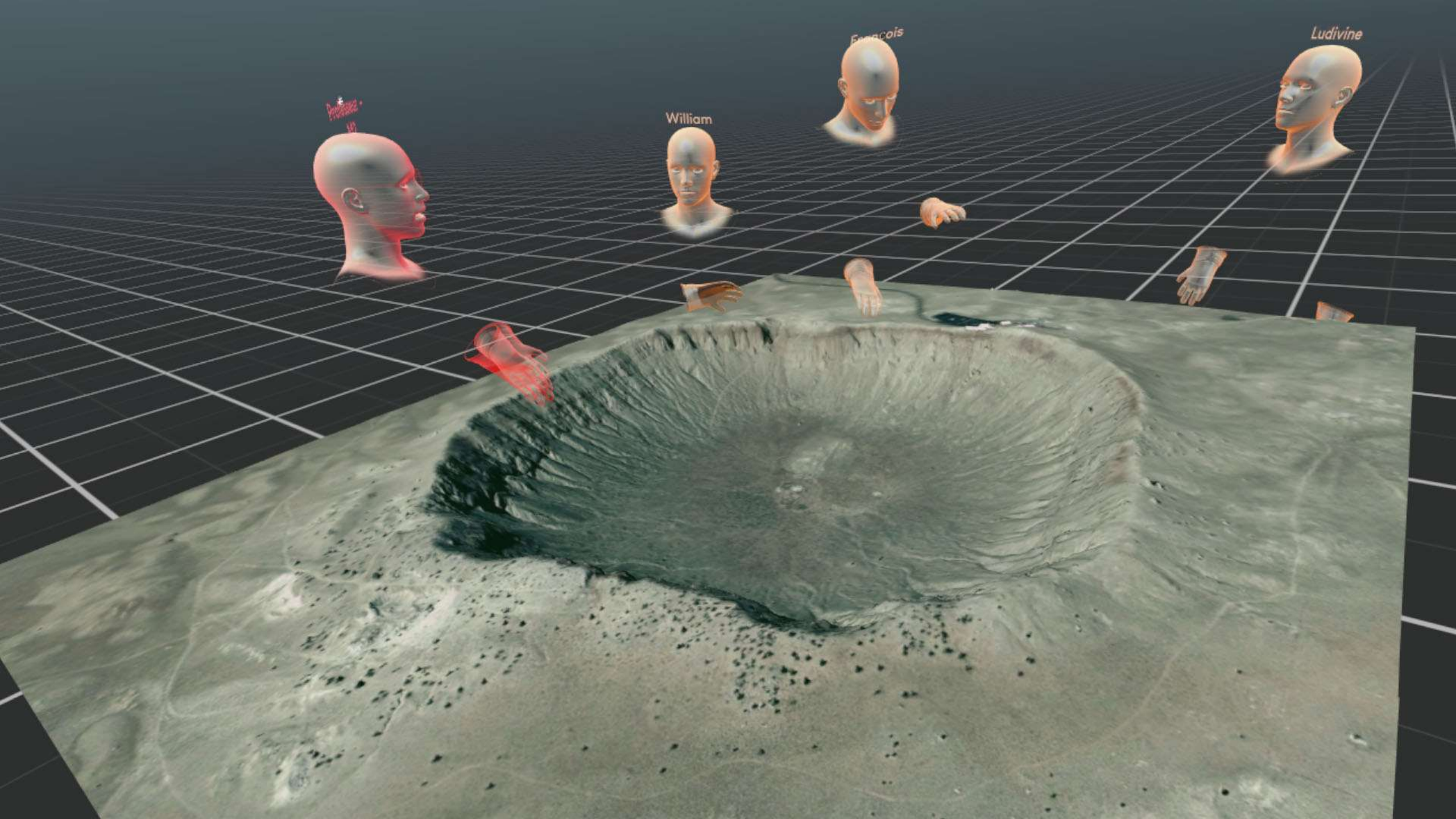




1:10000

Elevation	2000m
Altitude	2000m
Speed	2000m



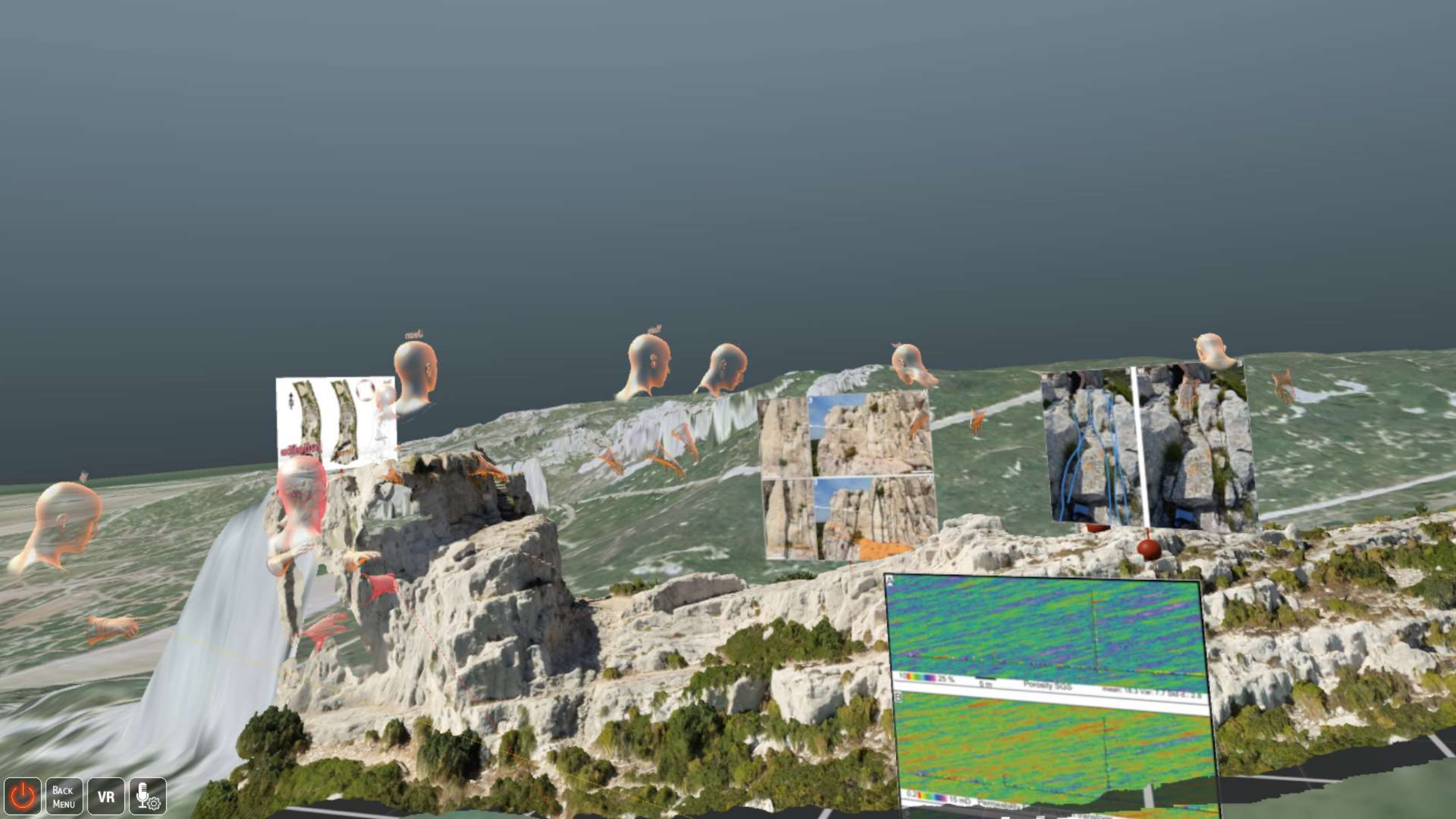


William

William

François

Ludivine



noel

