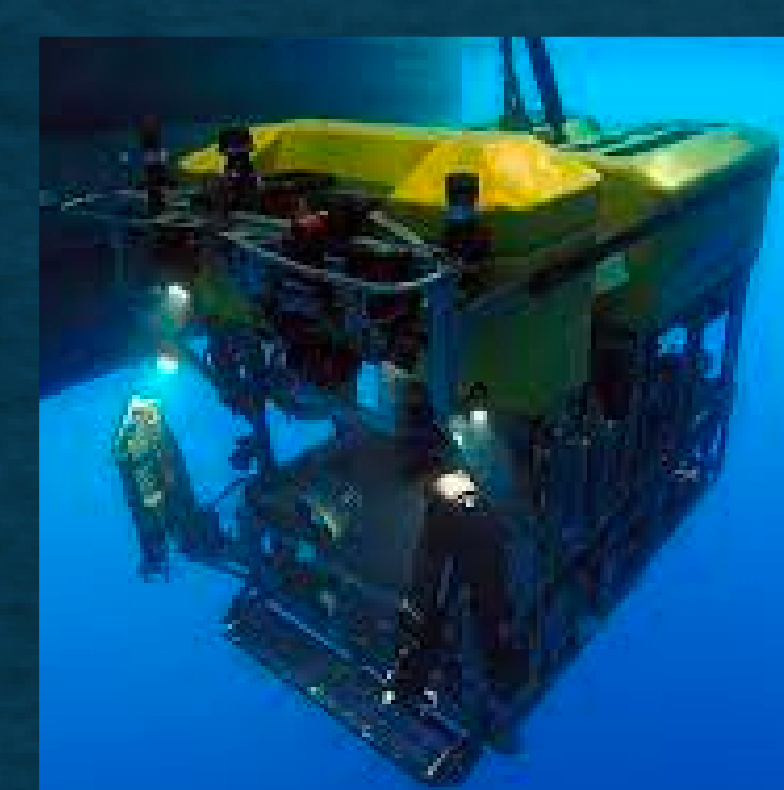


Developing a Control Room in Virtual Reality to Improve Underwater Remotely Operated Vehicle Piloting

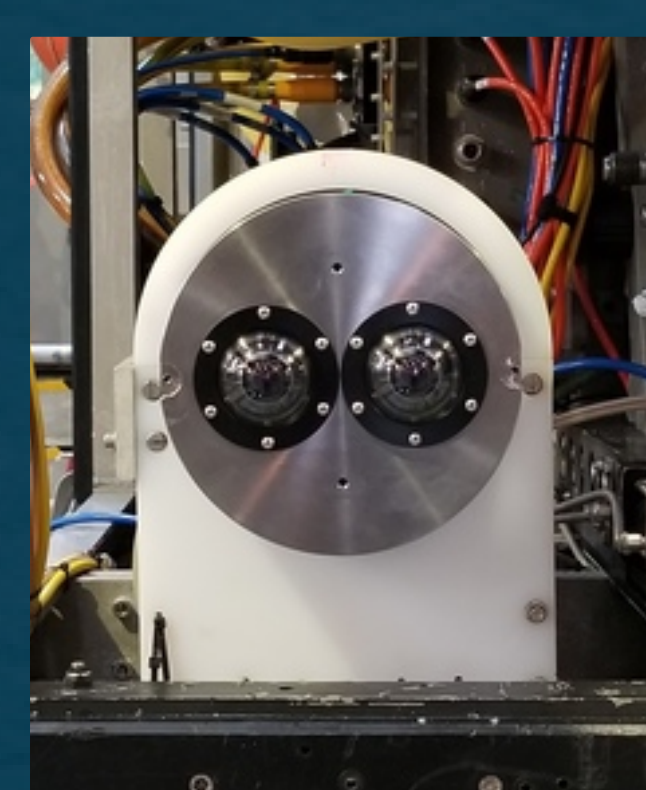
Olin College Student Team: Everardo Gonzalez, Erika Lu, Amy Phung, Nathan Shuster, Cameron Wierzbanski Project Advisor: Lynn Andrea Stein

Abstract

We developed a prototype virtual reality (VR) control room to streamline underwater remotely operated vehicle (ROV) operations during missions. Typical ROV control rooms consist of a wall of fixed monitors, each displaying a separate piece of telemetry data. Our prototype displays this telemetry data over live footage from the ROV's 180°, 4K stereo camera, creating an immersive multi-user 3D VR experience, enhancing piloting and pilot-scientist collaboration.



ROV

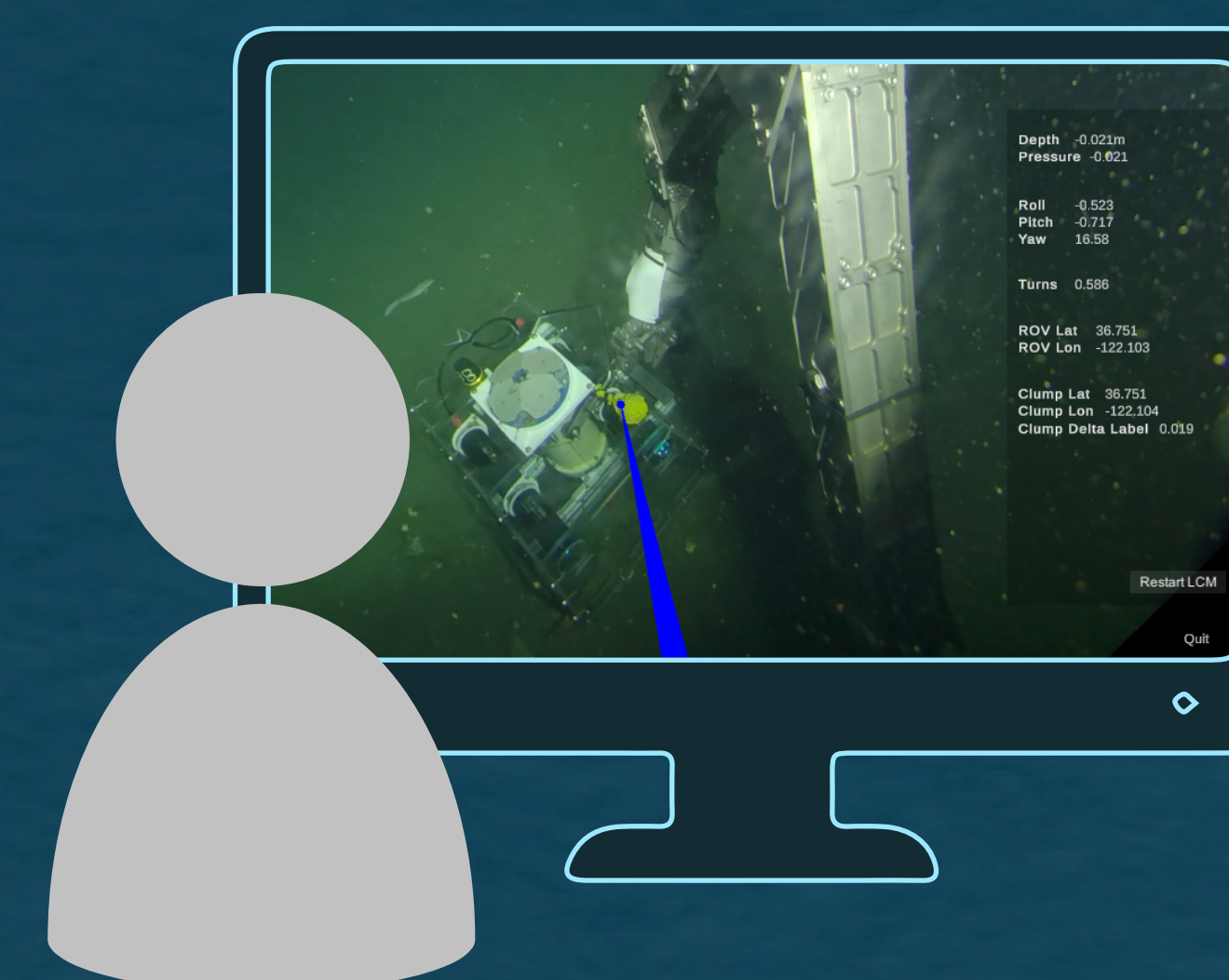


Camera



Control Room

Prototype



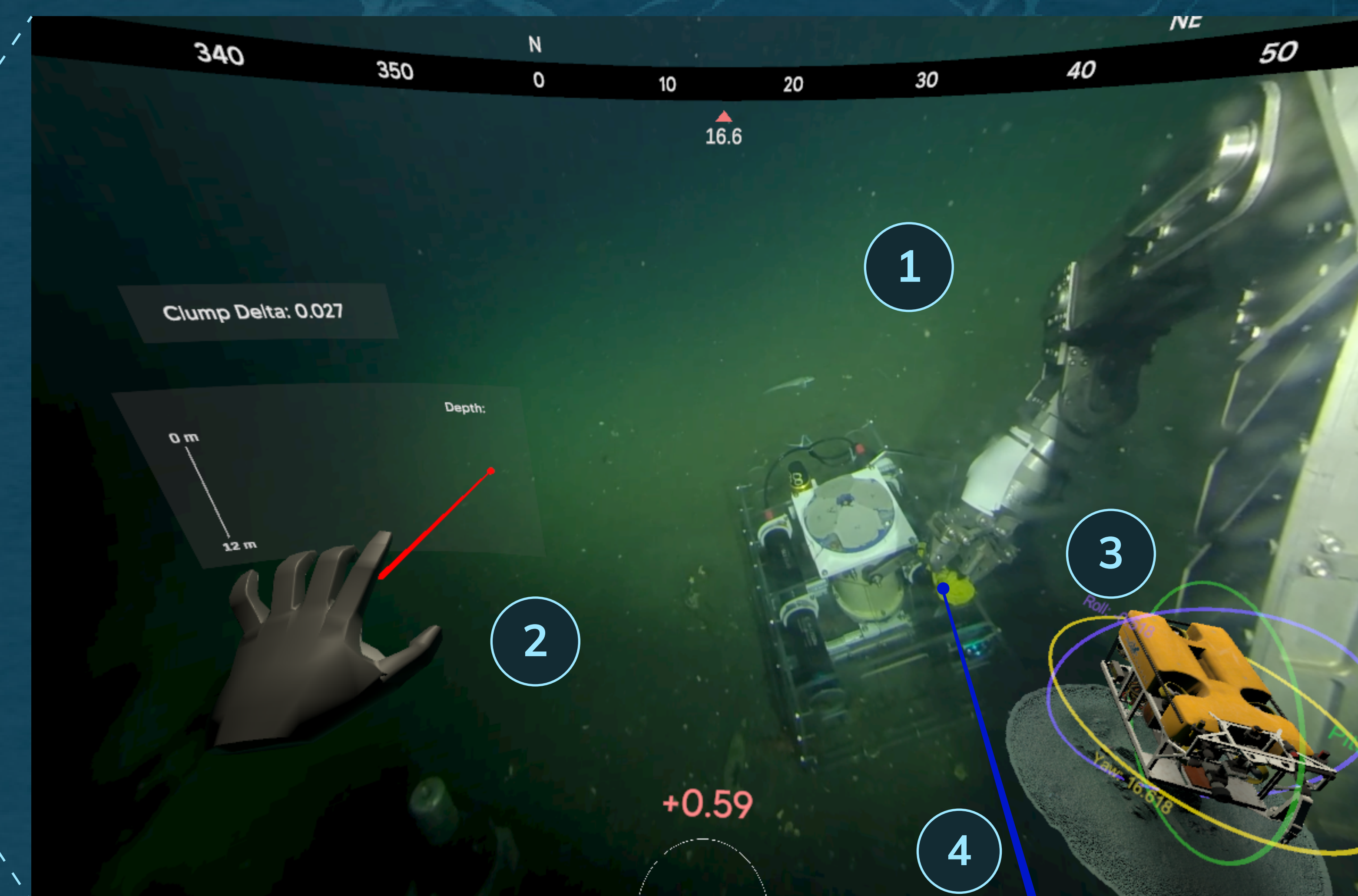
Scientist

Digitally selects points of interest for exploration

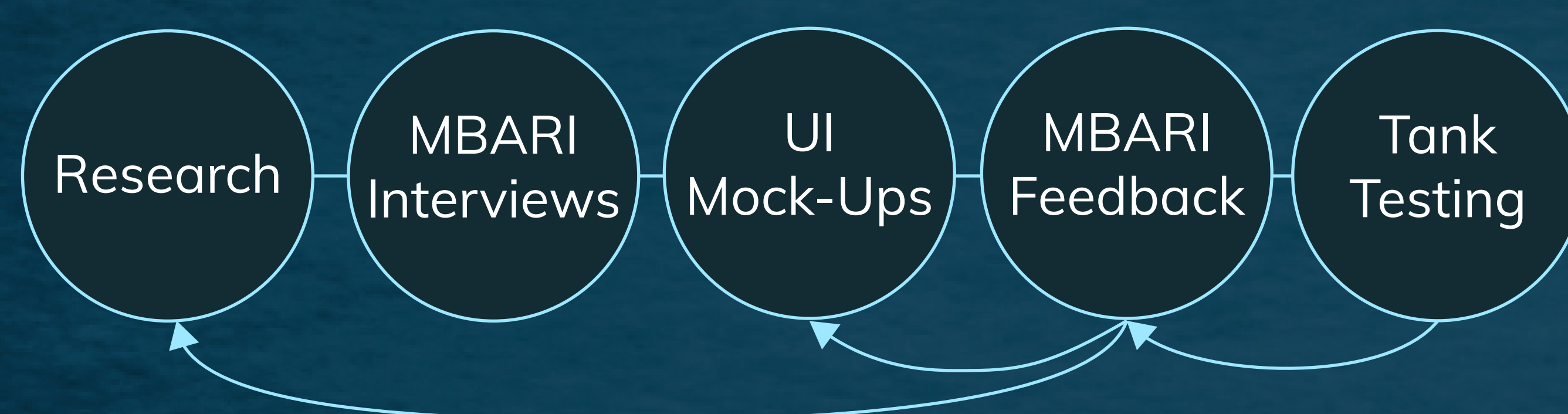


Pilot

Controls ROV while wearing VR headset



Design Process



Future Work

Improve UI

based on further pilot-scientist testing in MBARI's test tank

Test in the deep sea

to ensure the system is robust

Integrate more advanced features

such as automated specimen recognition and tracking

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Features

- 1 Live stereo footage**
creates an intuitive sense of scale with depth perception
- 2 Hand-based control**
allows pilots to easily reconfigure UI elements
- 3 3D data overlays**
provide pilots with live telemetry data in a novel format
- 4 Multi-user support**
helps scientists communicate points of interest to pilots

Impact

Makes piloting more intuitive
by giving pilots full spatial awareness

Increases flexibility
by making displays reconfigurable

Enables advanced features
by consolidating data streams

Enhances collaboration
by including collaborative features for pilots and scientists

System Architecture

