

# Virtual Reality for Thinning Training



# Interactive Forest System Design

FGR Conference 2024





# Who are we?

Claire

Leeza





# VR Thinning Training

- What?
- Why?
- How?





# Back to the future...



Sword of Damocles (1968)



Apple Vision Pro (2024)

# Enter Unreal Engine





# Why use it in forestry



Safe



Effective

Scalable



Consistent

Flexible





# Introducing the Virtual Reality Thinning Training Prototype





# THINNING

START  
OPTIONS  
CREDITS  
OUT

vimeo



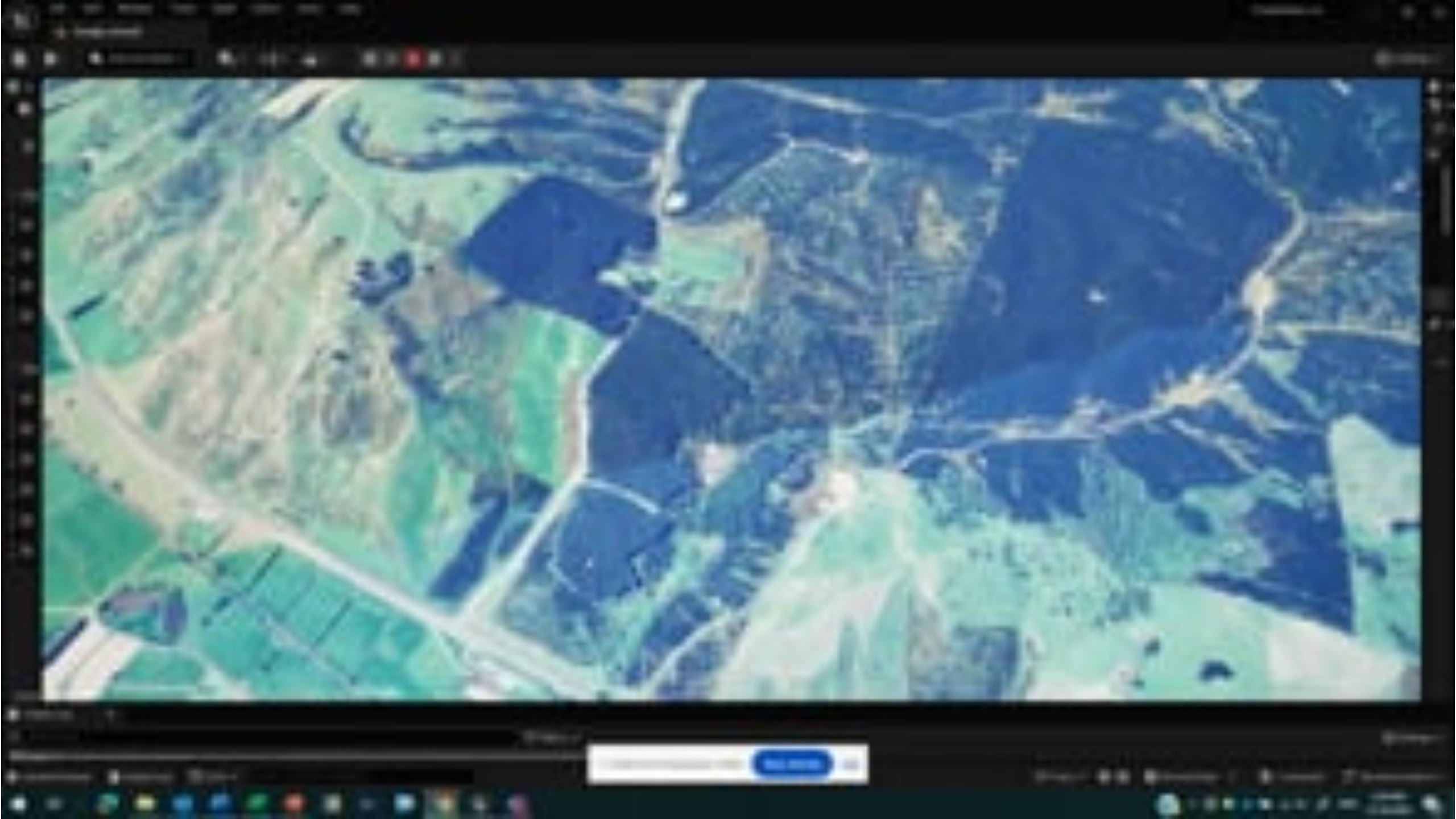


LANDSCAPE 1 ACTOR WITH PHYSICAL MATERIALS NEEDS TO BE REBUILT  
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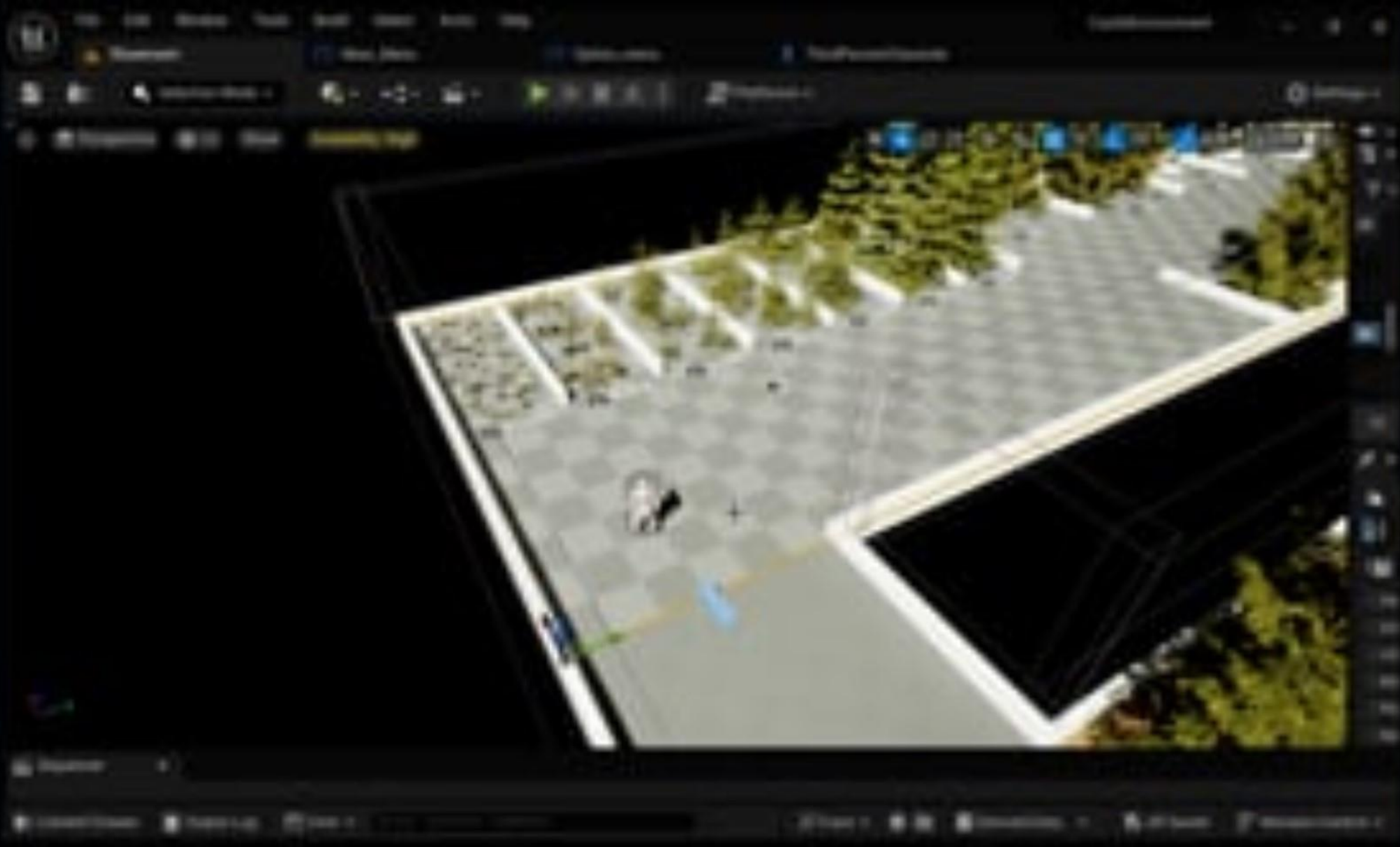
# Forest System Design

- Advances in technology are reshaping forest design and management.
- Interactive tools allow flexible planning and future scenario exploration before decisions are finalised.

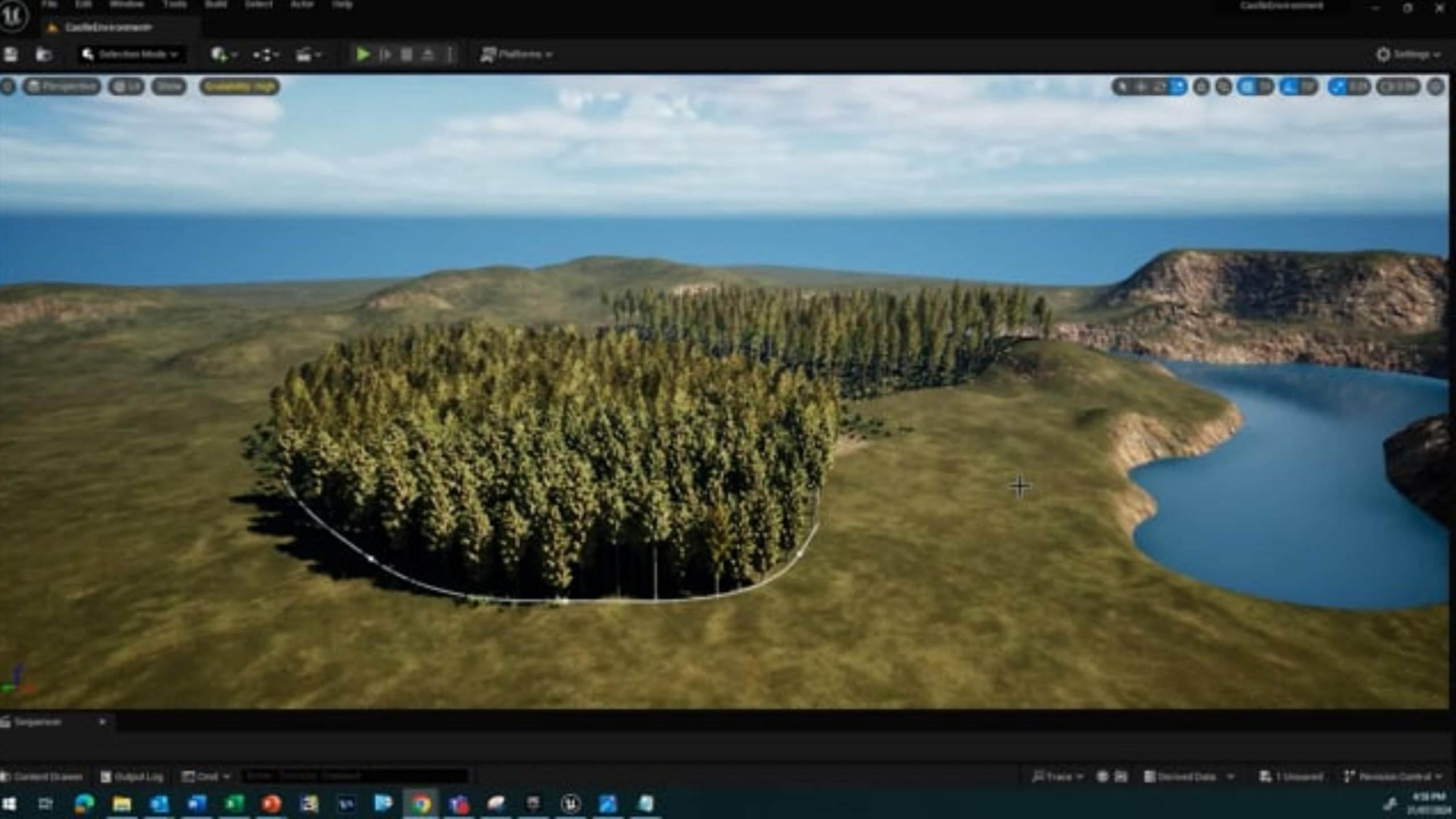










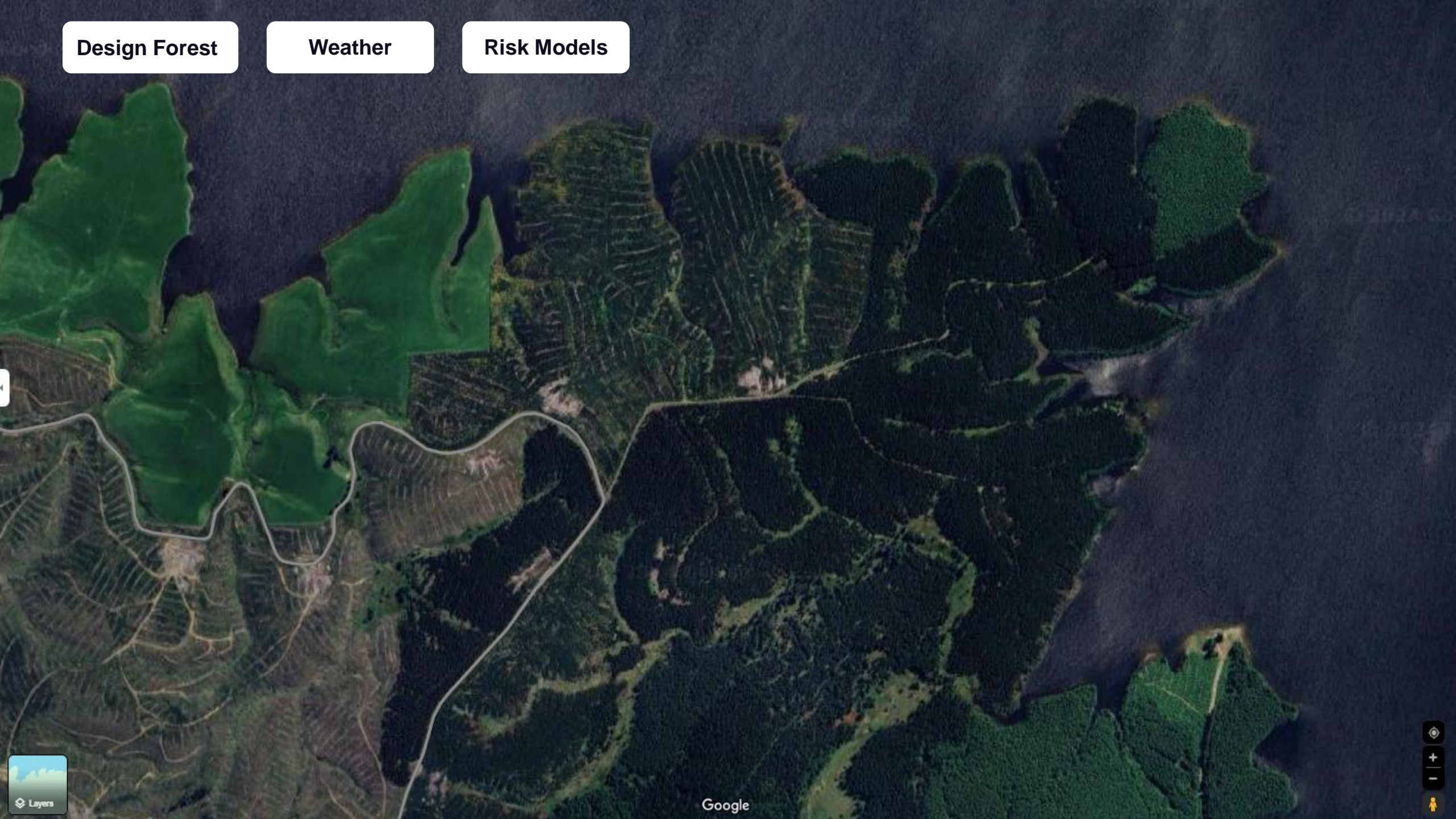




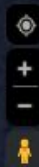
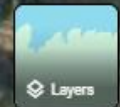
Design Forest

Weather

Risk Models



Google





**Back to reality**





# Thank you

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