

# KAI Metaverse in Training System



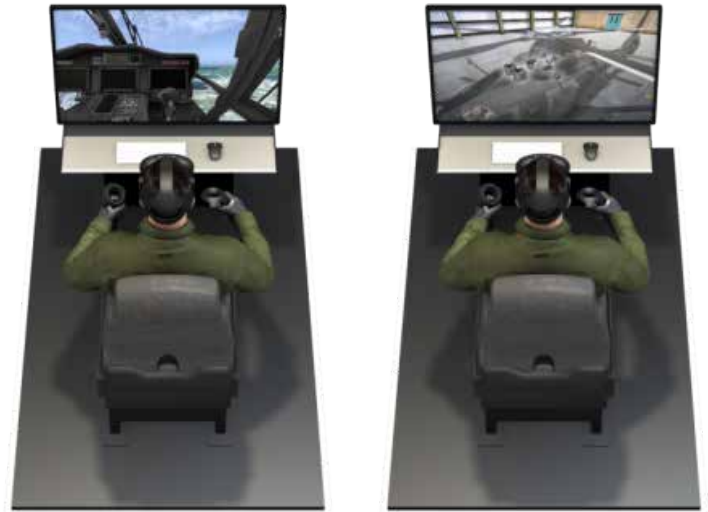
**VR-CBT**  
(VR – Computer Based Training)

# VR – Computer Based Training Content (VR-CBT)

VR-CBT enables 3D, active education by VR contents compared to conventional CBT using monitor.

Offering effective step by step flight, maintenance procedure training and equip, de-equip components, principle education under UHD Virtual Reality.

## Device figure



## Features

- Economical flight training environment (Application of commercial devices (PC/ VR Headset))
- Immersive, Interactive training based on VR
- Offering training environment without spatial, temporal limitations

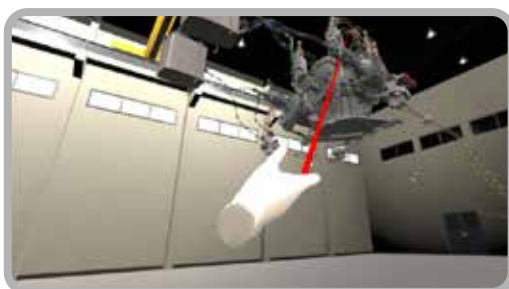
## Training Examples



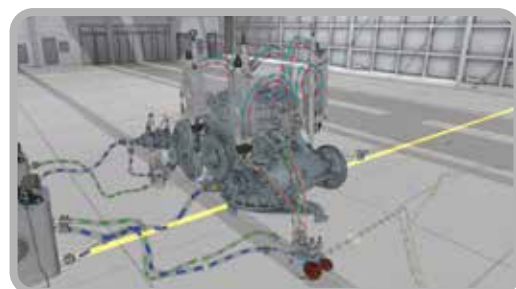
Cockpit procedure training



Engine instruments display



Aircraft components education



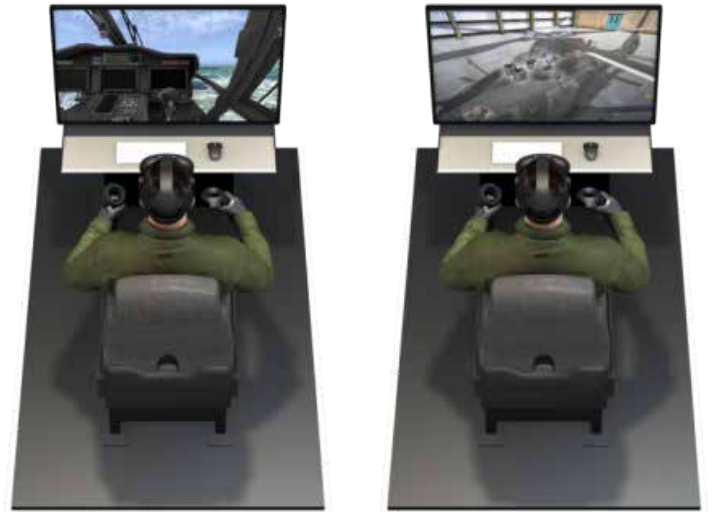
Pneumatic system flow education

# VR기반 컴퓨터 활용 학습컨텐츠 (VR-CBT)

VR 기반 컴퓨터활용학습(CBT) 콘텐츠는 기존 모니터를 이용하던 평면적/수동적 CBT 학습 콘텐츠의 VR컨텐츠화를 통해 입체적/능동적 학습이 가능하도록 하였습니다.

항공기를 눈앞에 가져다 놓은것 같은 초고해상도 3차원 VR 환경에서 구성품 장탈착 및 작동원리등을 체험/학습할 수 있어 조종 및 정비절차를 단계별로 효과적으로 학습할 수 있습니다.

## 기본 형상



## 주요 특징

- 경제적 조종교육환경 구축 (상용장비(PC/VR헤드셋) 적용)
- VR기반 몰입형/대화형 학습
- VR기기 활용으로 시/공간 제약없는 교육환경 제공

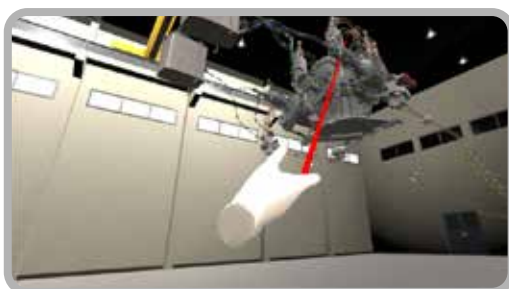
## 주요 훈련 화면 예시



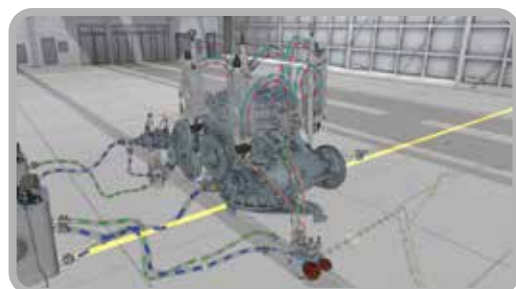
조종실 절차 학습/실습



엔진 계기 반응 묘사



항공기 구성품 학습



유압계통 흐름도 학습