

Virtually Possible: An Introduction to Virtual Reality and its Possibilities Within Industry

This session will provide attendees with an introduction to contemporary Virtual Reality and how it has grown over the past year, including facts, figures, and projections. The vast ways in which VR can be used in industry will be explored, focusing on potential applications within engineering and geoscience.

A number of case studies will be discussed, indicating how VR can be used in different scenarios such as architecture and design, safety inspections, and displaying plans and ideas to customers/clients.



Presenter: Chris Hall

Chris Hall is the founder and owner of The Portal Winnipeg, Manitoba's first Virtual Reality (VR) Arcade, and the fourth VR arcade to open in Canada. The Portal offers customers access to cutting edge VR hardware, games, and experiences within a laidback and comfortable environment.

Chris is keen to expand his VR offerings outside of the entertainment industry, and is looking to collaborate. He is currently working on a project which imports drone-sourced photogrammetry models into VR, envisioning applications in numerous fields, including engineering, architecture, urban planning, and tourism among others.

Chris works with non-profits by offering group VR at discounted rates, and he supports local businesses whenever possible.

Chris holds a BA 1st Class (Hons) in Human Geography from University of Gloucestershire (UK) and an MSc with commendation.