

**MICHIGAN STATE**  

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**U N I V E R S I T Y**

# Beta Presentation

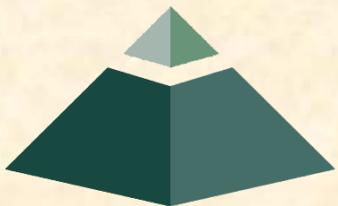
## Virtual Reality Simulation for Railcar Loading

### The Capstone Experience

Team Dow

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*From Students...  
...to Professionals*

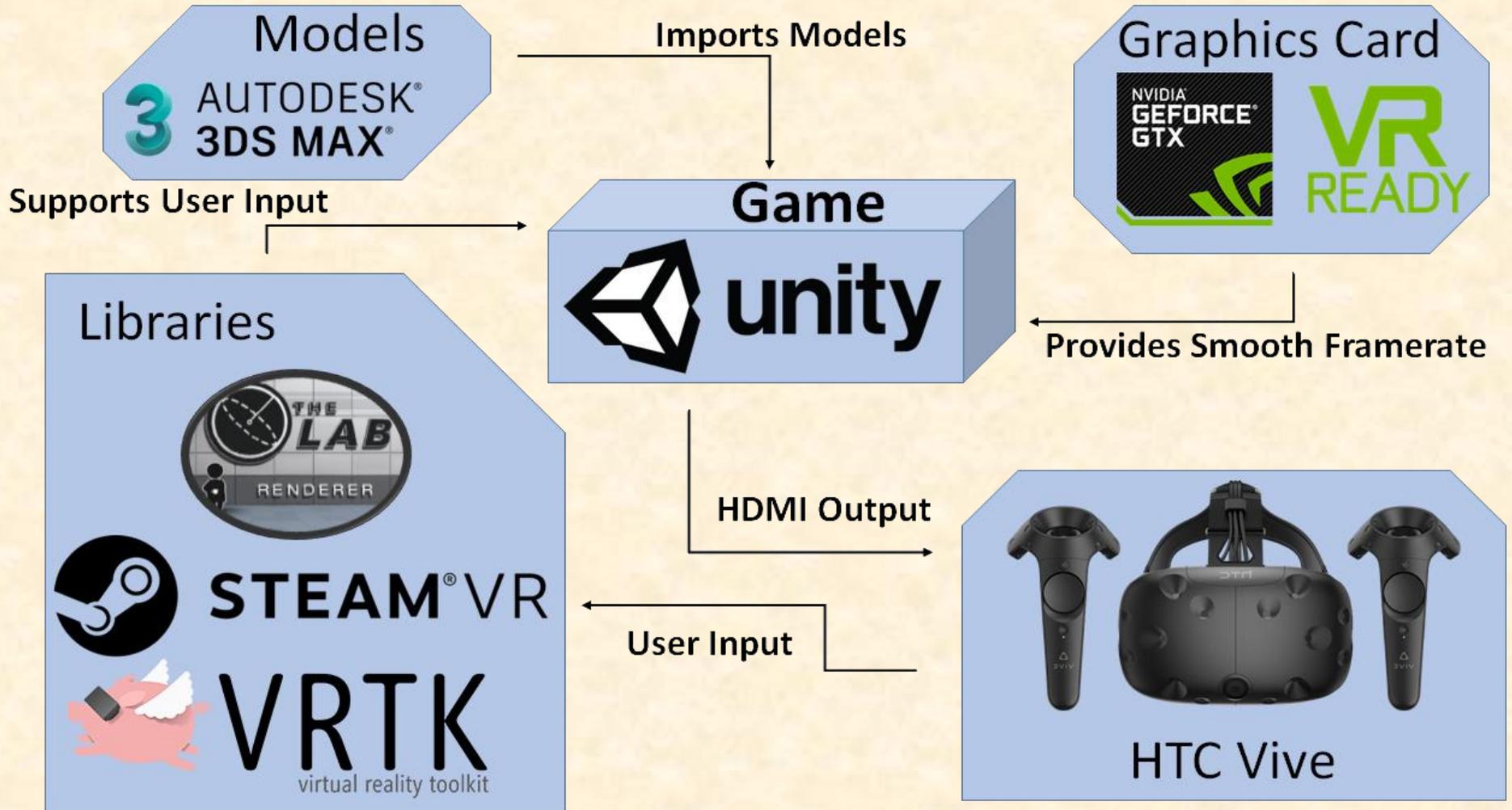
# Project Overview

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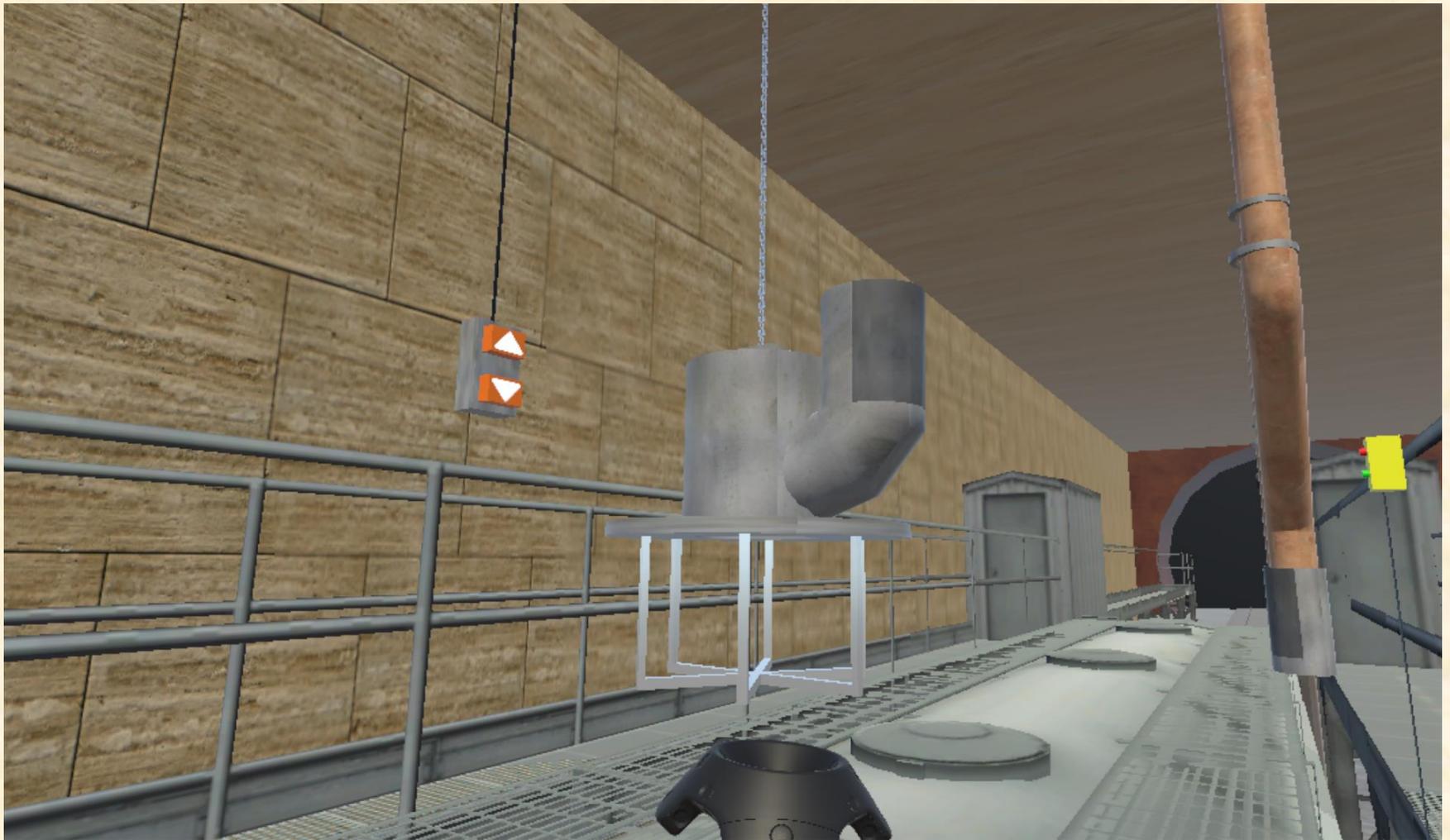
- Dow has to train employees to load railcars with hazardous chemicals
- Training new employees can be very dangerous
- Creating a VR game to make training safer
- Train users to
  - Load railcars
  - Properly respond to a spill while loading



# System Architecture



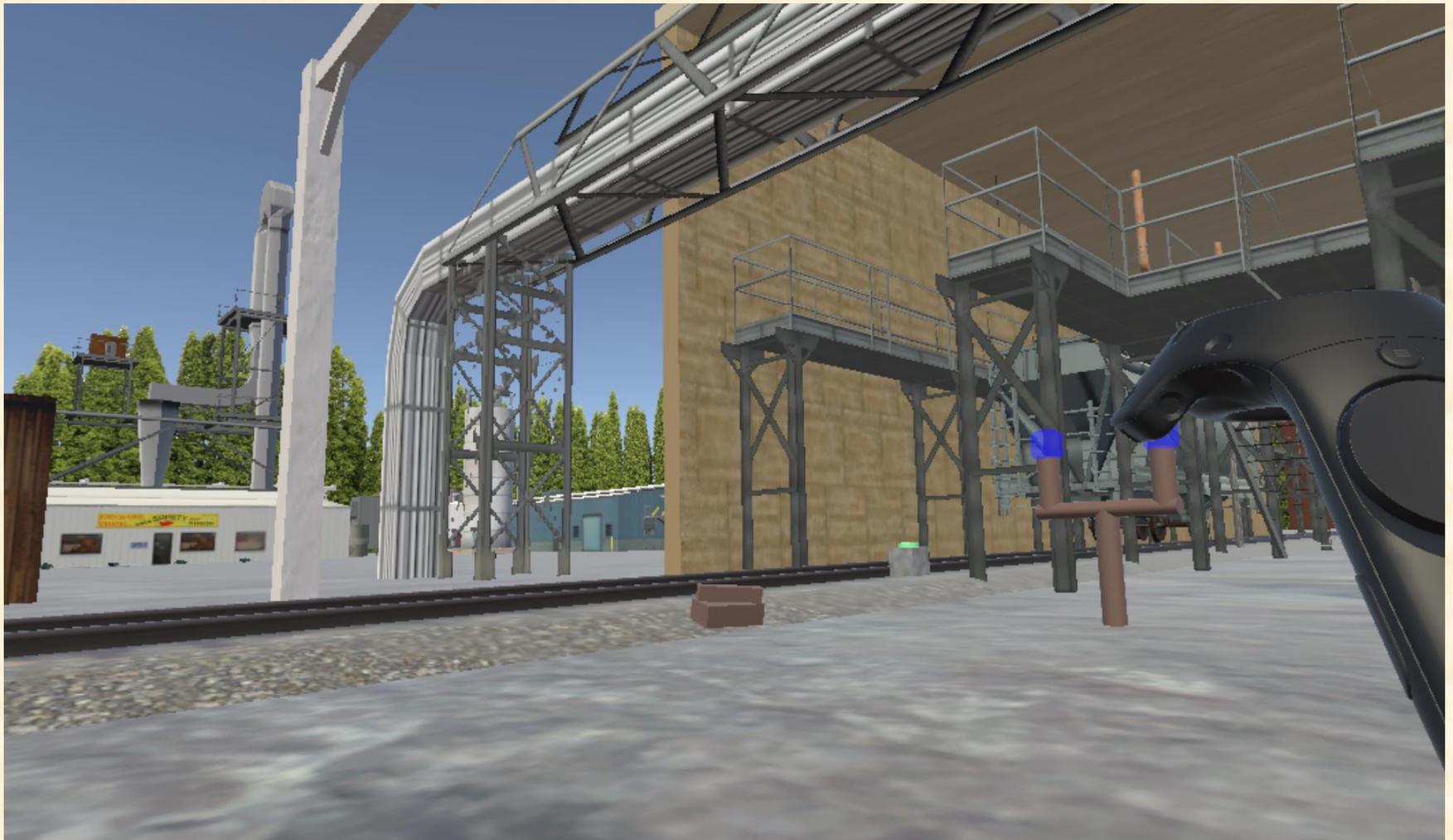
# Load Arm and Spreader



# Locker Room



# Derail



# Incoming Railcar



# What's left to do?

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- Polish 3D models
- Add restrictions and boundaries to optimize the simulation experience
- ...



# Questions?

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