



## Visualisation - what we want to do

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- Move our physical plants and work processes into a safe and inexpensive PC game environment for
  - **PLANNING** and preparation of complex operations
  - **TRAINING** and certification of individuals and groups
  - Follow up on workflow **EXECUTION**
  - Improved ad hoc **ASSISTANCE** readiness
- Take advantage of PC game industry advances in
  - Collaboration & communication capabilities
  - User friendliness, realism and presence
- Attract the next generation workforce
- Ensure usage and feedback for corporate 3D models
- Prepare the ground for using 3D models as our new Statoil@Plant corporate portal
- Provide a virtual environment for robotics prototyping and collaboration



Statoil Summer project 07 Avatar  
(Kollsnes plant background)



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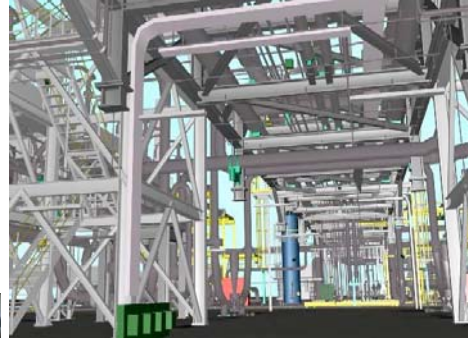
## Industrial Gaming concepts

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### Using virtual model for real work, by

- Establishing "as built" CAD models as the workplace stage
- Introducing static artefacts and devices related to specific tasks into the scene
- Introducing animated objects and avatars designed for specific workflows
- Play through scenarios for obtaining work proficiency before doing the real job

Real and virtual images from module A32 Kollsnes



VR photo: Stormfjord AS

### Taking Integrated Operations to the next level, by

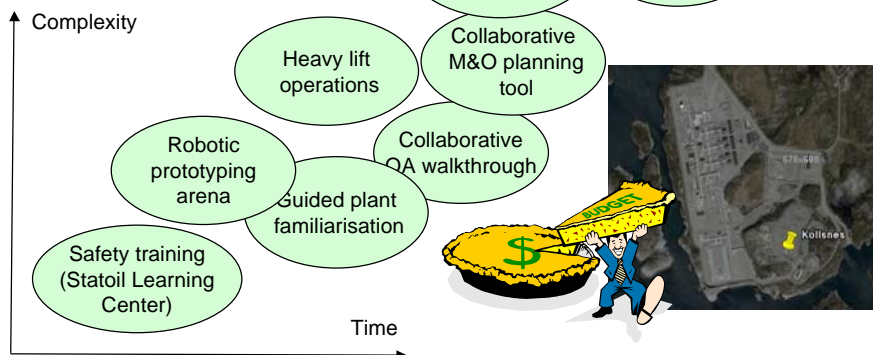
- reducing gap between training & job execution
- effective learning in a feedback rich user interface
- seeing / experiencing consequences of decisions
- safe team training and certification
- ... and hopefully, make training more fun

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Real photo: koff@statoil.com

## Potential project activities and participants

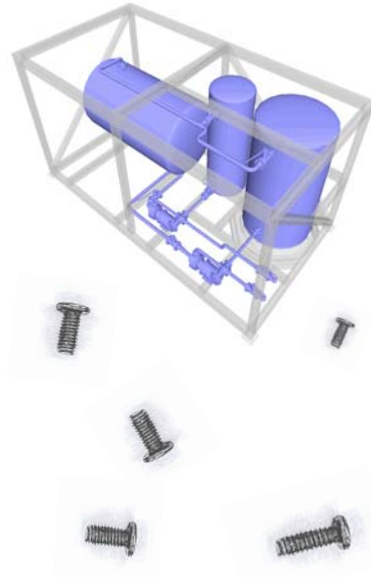
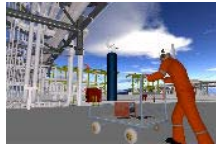
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## Project activities - status

- Identified Maintenance and Operation work (M&O) processes that can benefit from using collaborative capabilities of Industrial Gaming
- Further development of PC based gaming engine functionality for learning & training
- Launching project activities for Virtual Robotics prototyping
- Preparing for Statoil Summer project Virtual Robotic prototyping - 4 students
- Preparing Industrial Gaming conference (sept 24-25 in Trondheim)



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