

MORILD LIFEBOAT

VIRTUAL REALITY TRAINING SIMULATOR



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MORILD
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FULL MISSION LIFEBOAT SIMULATOR

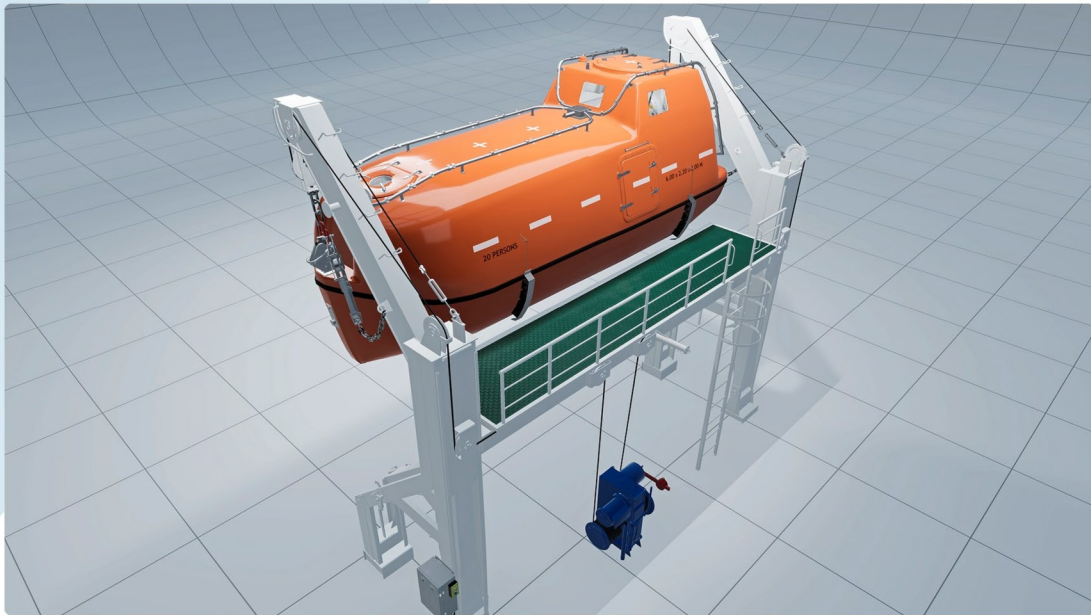
The Morild Lifeboat simulator is a comprehensive tool for training lifeboat crew in every aspect - from the construction and functionality of both lifeboat and davit, to full mission launch and recovery in scenario training. This cost-effective training solution is based on *Virtual Reality* (VR) technology which means that you get low hardware cost and high mobility. In other words training anywhere, anytime, even on-board a vessel.

Features & functionality:

- Familiarization mode of lifeboat and davit construction and functionality
- Advanced physics for lifeboat, davit, mother vessel, chain, wire and hydrodynamics
- State of the art intuitive physics based VR hand interaction
- Multi-user functionality for avatars w/voice communication (LAN / internet)
- Instructor station tablet application
- Recording and playback of training sessions
- Second to **none** visual realism, quality and immersion
- 3D spatialized audio
- Possibility for custom lifeboat, davit and mother vessel
- Full mission bridge simulator integration
- Mobile solution (fits in a laptop backpack)

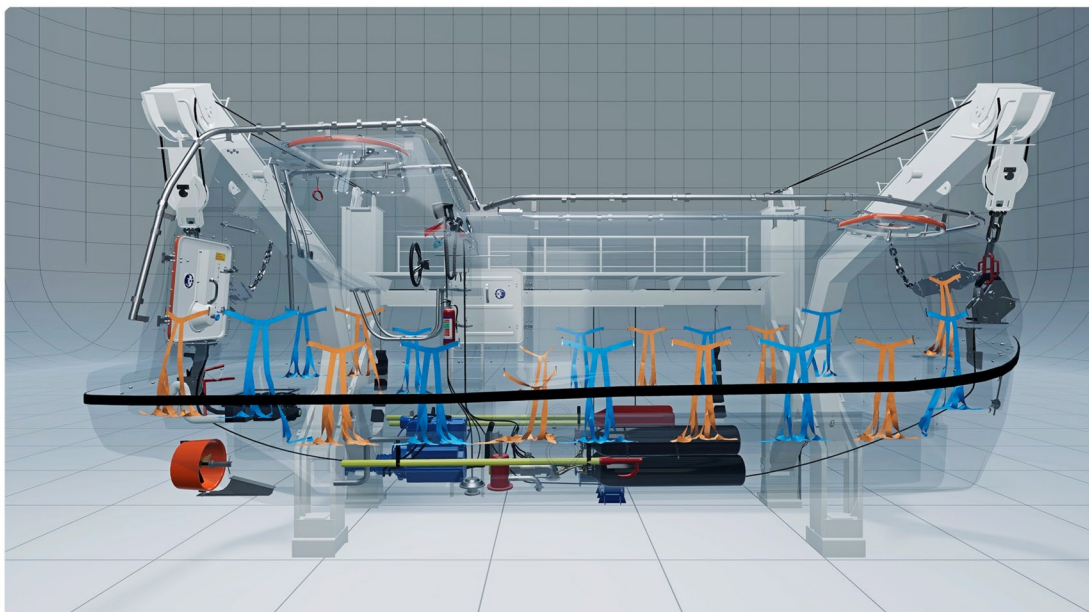
FAMILIARIZATION MODE

In the familiarization mode the training candidates get an indepth understanding of the construction and functionality of the lifeboat and davit system. When “X-ray” mode is toggled, the user can view internal equipment and structures which is normally hidden or difficult to view. This gives a greater and more comprehensive understanding of how the equipment is constructed and functions.



The familiarization mode is a clinical environment, and this also makes it comfortable for the user to get used to interaction and navigation in VR before entering full mission scenario.

All equipment is fully functional and can be operated in familiarization mode, both lifeboat and davit.



SCENARIO MODE

When familiarization mode is completed, the user is ready for full mission scenario training. Here the training candidates work together to execute the following steps:

- Prepare lifeboat and davit for launch
- Lower lifeboat to embarkation position
- Complete embarkation procedure
- Release painters
- Turn on lifeboat battery
- Start lifeboat engine
- Lower lifeboat to ocean surface
- Release hooks
- Manouver lifeboat to clear ship
- Return lifeboat to ship
- Attach hooks
- Raise lifeboat
- Fasten painters



In scenario mode the participants see avatars of each other, and use voice communication. They can also communicate with the instructor. It is also possible for the instructor to be a participant in the scenario (this is also possible in familiarization mode).

INSTRUCTOR STATION

The tablet application gives the instructor full control of the training session. The instructor can also communicate wirelessly with training candidates using the tablets microphone and speaker.



Functionality overview:

- Time of day
- Ocean wave spectrum
- Wind direction and speed
- Visibility (fog)
- Rain
- Mother vessel heel (from -25° to 25°)
- Alarms
- Attach / detach hooks and painters
- Multi-user role/position assignment
- Wireless voice communication with participants
- Mode selection (familiarization and scenarios)

BRIDGE MODULE

With this option, you get a fully operational VR bridge simulator for the mother vessel in the scenario. This makes the training scenario even more realistic with coordination between the bridge and lifeboat crew.

This *definitely* takes lifeboat training to the next level.



COMPLIANCE

IMO has accepted that simulators may be used to replace the infrastructure of a usual 'hands-on' approach, with students undertaking theoretical classes, accompanied by contact with a real lifeboat, davits and equipment, so long as trainees can continue to demonstrate accomplishment of the competences detailed in STCW tables referring to this training.

Survival craft competences of STCW are described in tables A-VI/2 -1, and the requirements of the course in part A of the same convention. STCW 2010 (Manila Amendments) requires re-certification for all mariners every five years.

The training also refers to SOLAS and LSA Code requirements for Safety of Life and equipment characteristics requirements.

The Norwegian Maritime Authorities have now approved the use of VR simulators in lifeboat training, in accordance with the guidelines stated above.

BENEFITS

- Mobile - train *anywhere* and *anytime*, even on-site / onboard vessel
- Multi-user - collaborate in the same scenario, from same or different locations
- High training volume - simulator allows trainees to repeat training without increased cost
- Safety - no risk of harm or damage to personnel or equipment
- Cost effective - both in acquisition and operation
- Scalable - add twin simulators at low cost for more complex scenarios and/or parallel training
- Virtual equipment 100% match real world



Mobile setup, fits in a laptop backpack

CONTACT US

FOR INFORMATION OR A DEMO

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Check our **website** and **youtube** channel
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