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Abstract for an Invited Paper
for the MAR17 Meeting of
the American Physical Society

The Reality of Virtual Reality Product Development

CLARK DEVER, Heads Up Display

Virtual Reality and Augmented Reality are emerging areas of research and product development in enterprise companies. This talk will discuss industry standard tools and current areas of application in the commercial market. Attendees will gain insights into how to research, design, and (most importantly) ship, world class products. The presentation will recount the lessons learned to date developing a Virtual Reality tool to solve physics problems resulting from trying to perform aircraft maintenance on ships at sea.