Virtual Reality and Virtual Applications Laboratory

	Details
Partner	University "St. Kliment Ohridski" - Bitola, Faculty of Information and Communication Technologies
Equipment type	Virtual Reality and Virtual Applications Laboratory
Target Group	Startups, Industry, Public Administration, Researchers
Key Technology	Virtual Reality and Virtual Applications
Status	Ready to use
Requirements for Participation	Relevant project or need, basic technical knowledge

Description of Available Infrastructure and Equipment

Virtual, augmented, and mixed reality equipment and application development have a significant impact on the ways in which students master subject material, as well as in scientific research work.

To this end, in order to provide technical and technological prerequisites for modernizing the higher education and scientific research activities of the Faculty of Information and Communication Technologies - Bitola by applying hardware and software tools for virtual, augmented and mixed reality, a laboratory for virtual engineering and applications is being established.

Virtual Reality and Virtual Applications Laboratory operates in the field of application of virtual reality equipment and applications in multiple areas.

Virtual Reality and Virtual Applications Laboratory coordinates the planning, design, and maintenance of equipment related to the fields of computer graphics, immersive technologies, mathematical modeling and simulations, 3D modeling, application development, and multimedia content creation. The basis for equipping the virtual engineering and applications laboratory is the virtual reality equipment purchased by the Rectorate within the framework of the SOLVE project funded by the European Union.

The Virtual Engineering and Applications Laboratory has the following equipment: 3m Standard Projection Dome Fulldome and seven Legion Slim 5 16APH8 laptops. All lecture halls for teaching at the faculty are equipped with projectors. Other equipment at the faculty's disposal is a modern sound-proofed amphitheater, printers, copiers, laptop computers, and a modern network infrastructure that covers the entire facility with wired and wireless internet.

