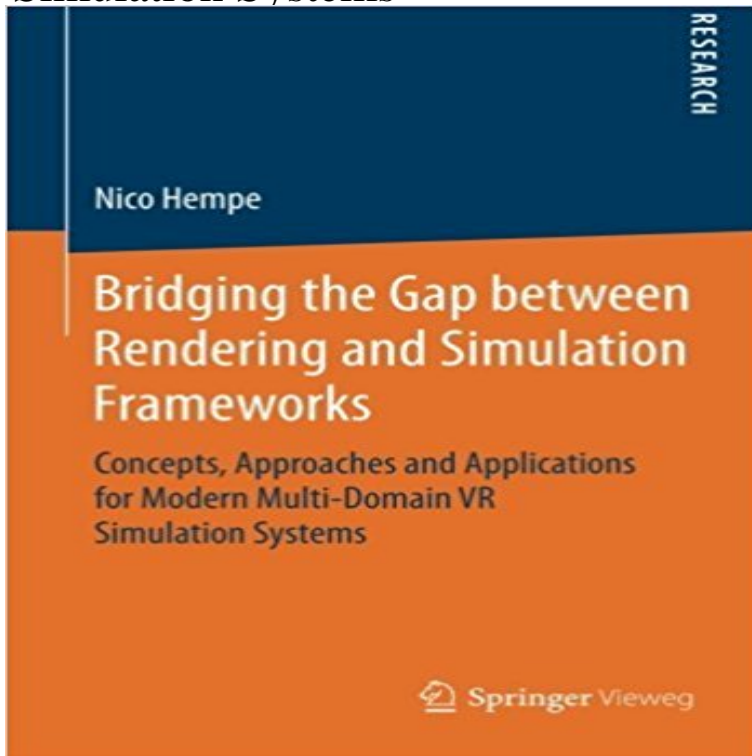


Bridging the Gap between Rendering and Simulation Frameworks: Concepts, Approaches and Applications for Modern Multi-Domain VR Simulation Systems



Taking into account aspects of semantic world models and graph databases, Nico Hempe presents concepts for a new class of modern Multi-Domain VR Simulation Systems based on the principles of the research field of eRobotics. Nico Hempe not only shows how to overcome structural differences between rendering and simulation frameworks to allow attractive and intuitive representations of the generated results, he also demonstrates ways to enable rendering-supported simulations. The outcome is an intuitive multi-purpose development tool for multiple applications, ranging from industrial domains over environmental scenarios up to space robotics.

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