Are you ready to design while immersed in a virtual 3D space? -- Conduct job-specific safety trainings before the first blade touches earth or welding rod burns structural steel? Are you ready to take clients on a literal stroll through their facility before the first form is made?

Soon, all of these things will take place in a nominal environment without all of the conventional costs and risks.

https://sourceable.net/virtual-reality-will-change-construction-sector/#

The VR/AR (Virtual/Augmented Reality) tech pioneers are eager to meet these, and further needs yet articulated by the A&E and Construction industries. The Virtual Reality Society, a UK based organization speculates that 2016 will be the germinal year for VR proliferation.

http://www.vrs.org.uk/news/2016-the-year-of-vr

Digi-Capital, a specialty VR investment brokerage and management consultant firm predicts the VR industry will grow into a $150bnUSD industry by 2020 – a mere 4 years from now.

Considerable time and resource is already being committed to early research and implementation of the technology. For a more in-depth and heady look at what such research looks like follow the link below to a great study authored by contributors to the national Associated Schools of Construction.

http://ascpro.ascweb.org/chair/paper/CPRT195002016.pdf

Take a look into some of the provided resources or add your own. Most importantly, let us here at **MAVERICK ENGINEERING** know what you think about the potential in this new platform!