

Heavy lifting

Simulation in (offshore) heavy lifting is not only used for training new crew members and operators but also to study working methods for jobs at hand. Tree C builds simulators on client specification, based on its existing foundation of visualization and simulation technology. Result is a simulator that is accurately behaving like the real equipment and can be used to build realistic experience, since the real vessels are out on jobs and not available for training.

Tree C uses the VR4MAX Physics Engine for accurate behavior. The simple process of content preparation for VR4MAX allows one time payloads to be entered into the system for manipulation. The ultimate is integration with the ship simulator so the vessels behavior on full sea can be added to the lifting procedures to be determined or practiced.

Sample project

Jumbo dual crane simulator