

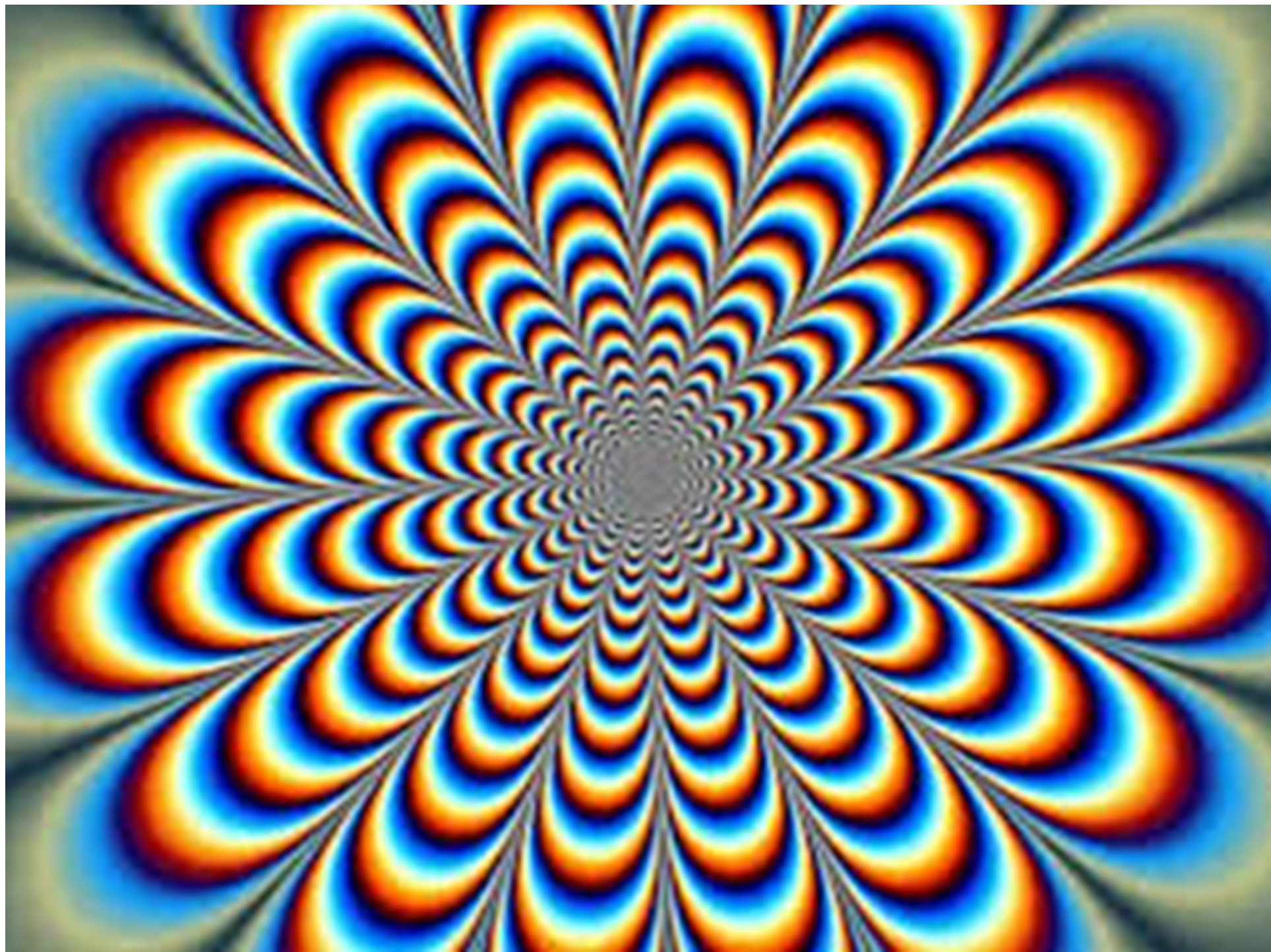
HYPNOSIS

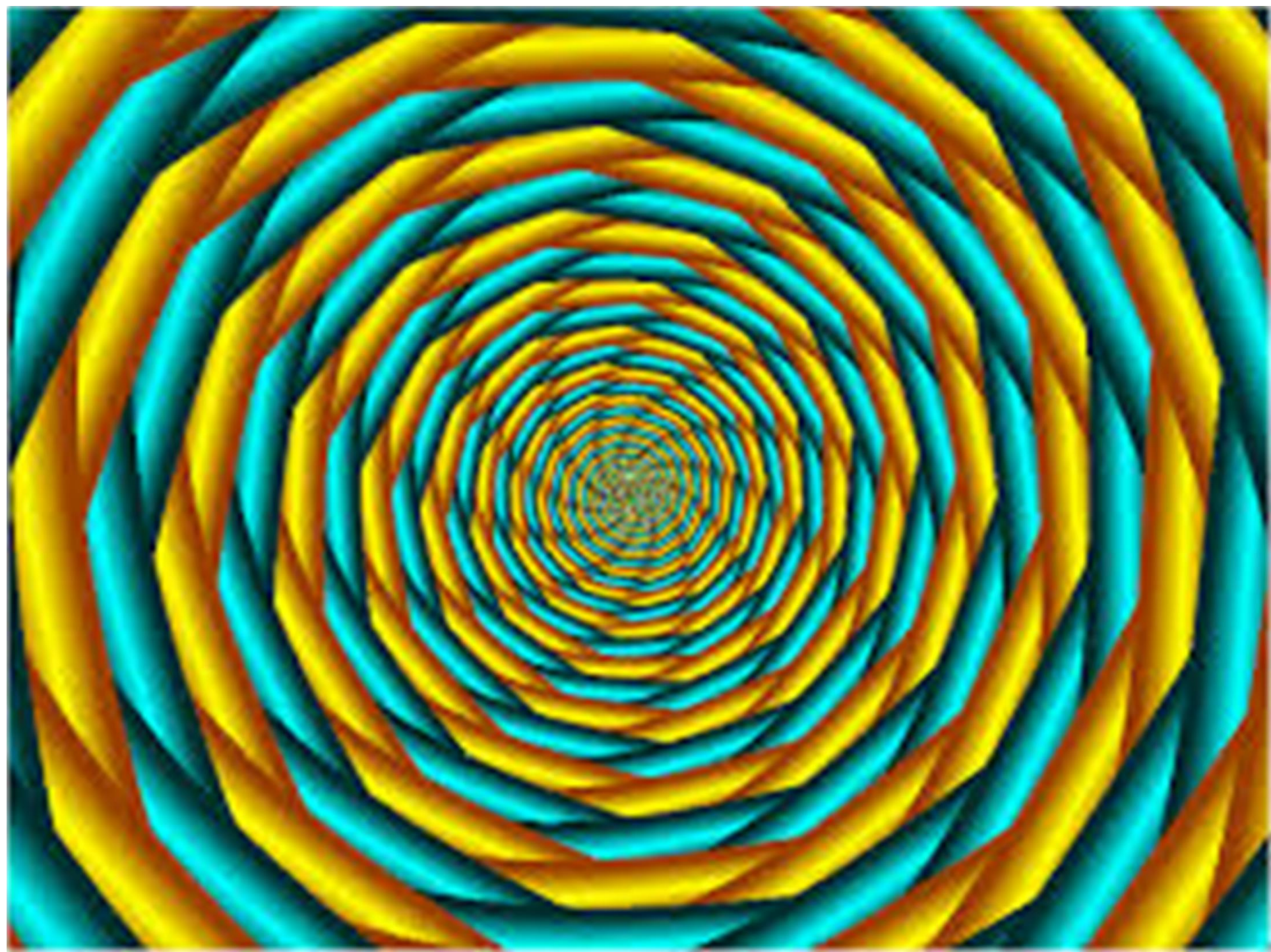
Unreal **REAL**

Slide 1

s1

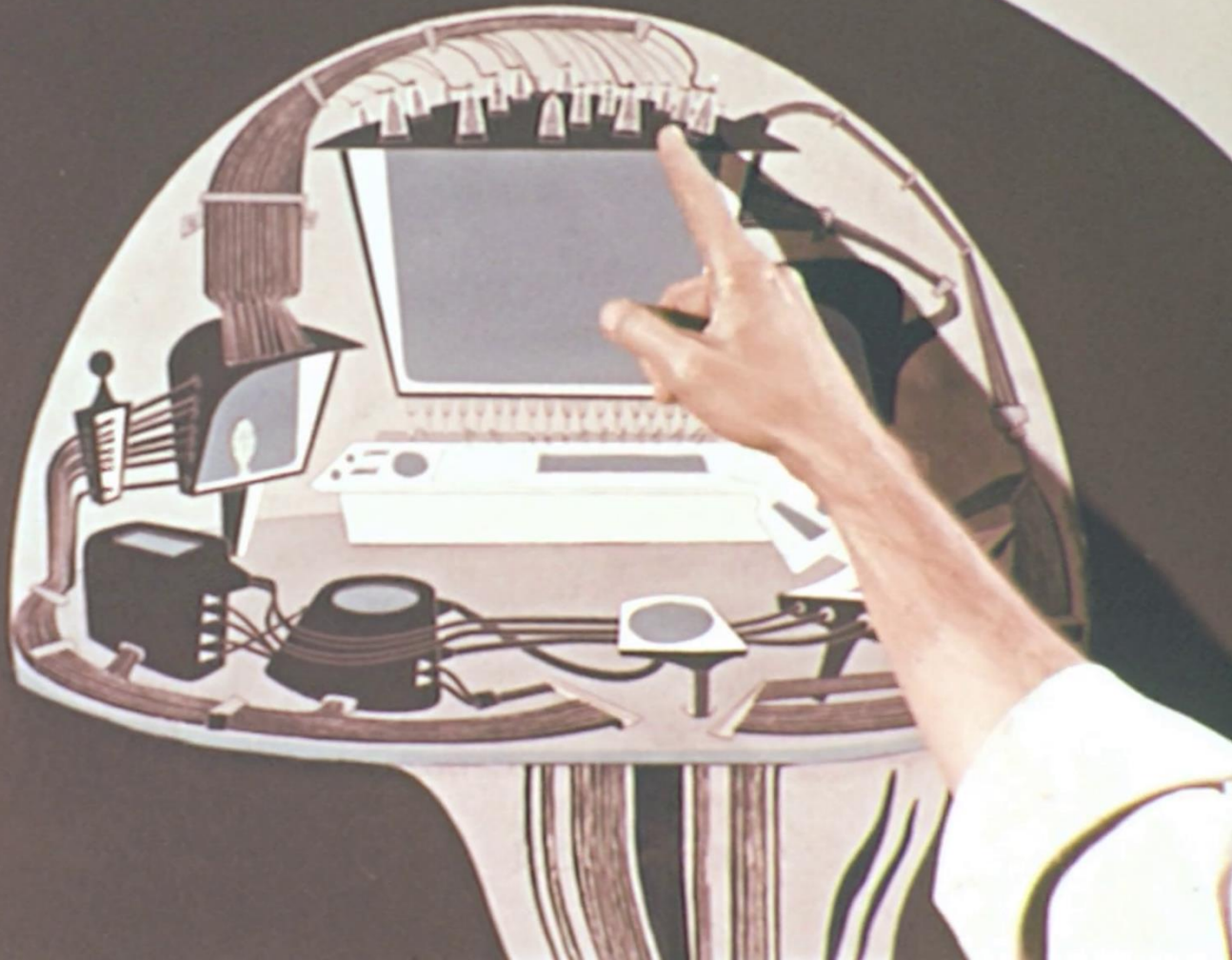
sunilsladha, 11/16/2018











CONTROL ROOM AS **BRAIN** OF PLANT

Control room

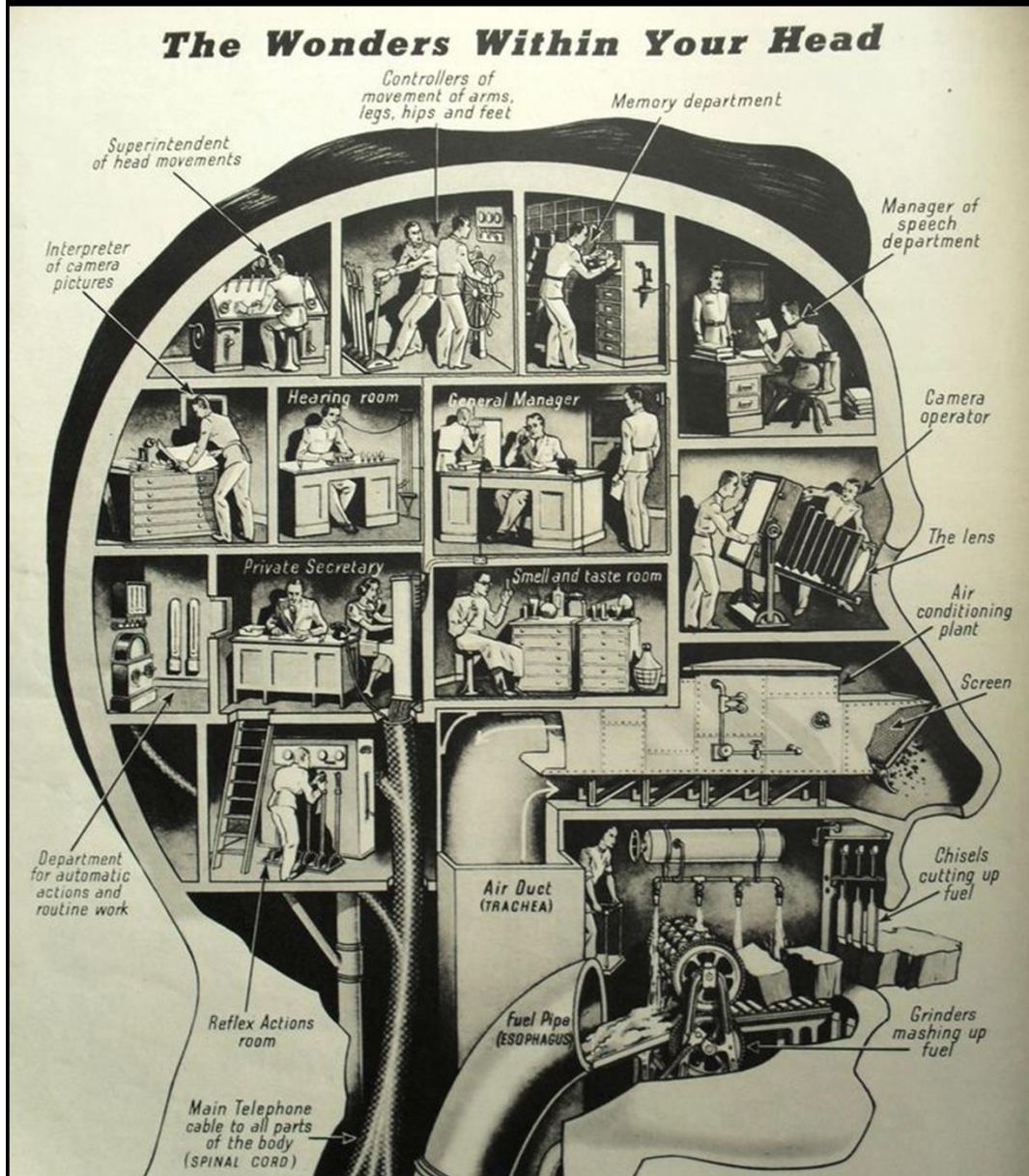
is not just the brain of the plant or showcase of the plant but it's the **Mind** of the plant, where one feels

- pride to work at,
- comfortable to function and
- relish the environment.

At the same time its primary aim of **generating the livelihood** of all attached remains a hidden but an obvious agenda

It's the **MONEY** machine

BRAIN AS **CONTROL ROOM** OF HUMAN BODY





TOUCH



SMELL



TASTE

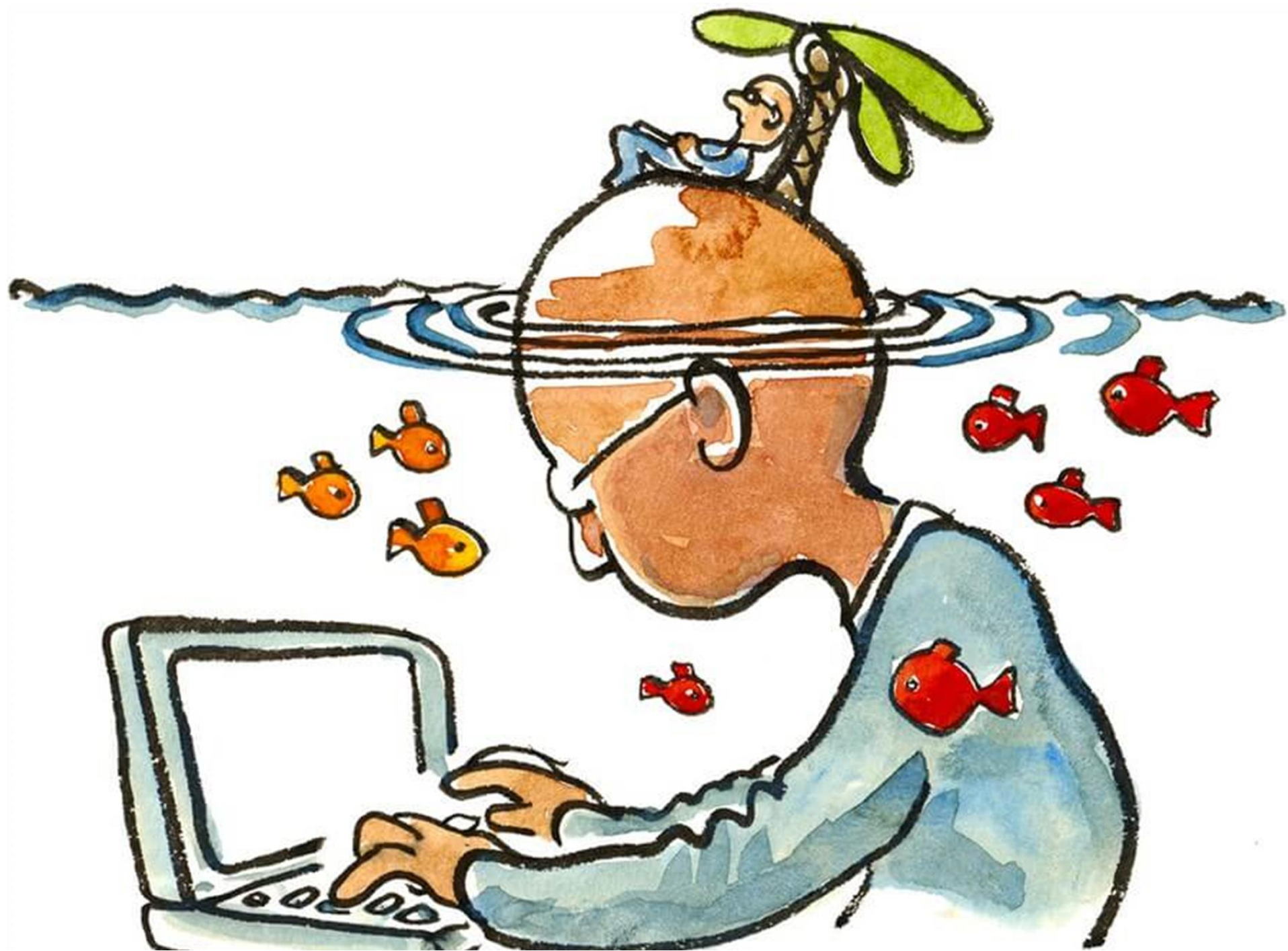


SEE



HEAR

Fool the Brain
Sense the **Unseen**



Trickles down to Smallest Denomination

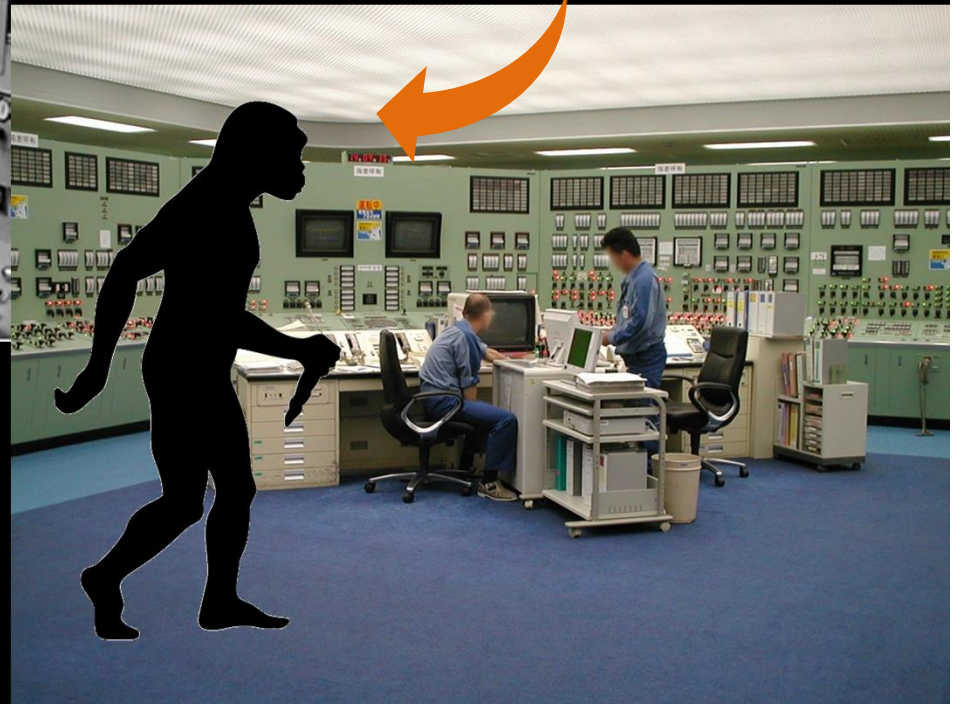
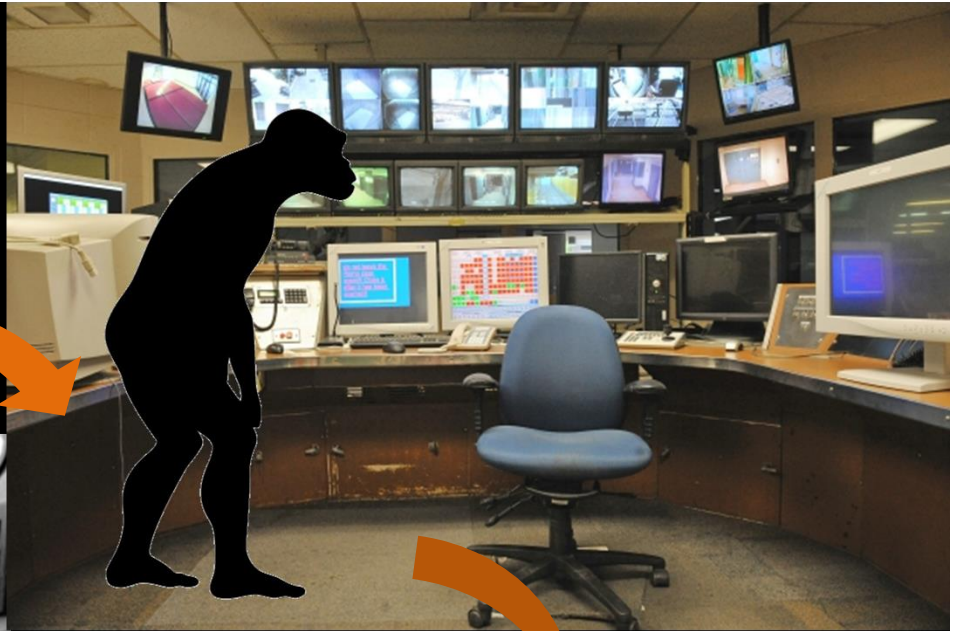
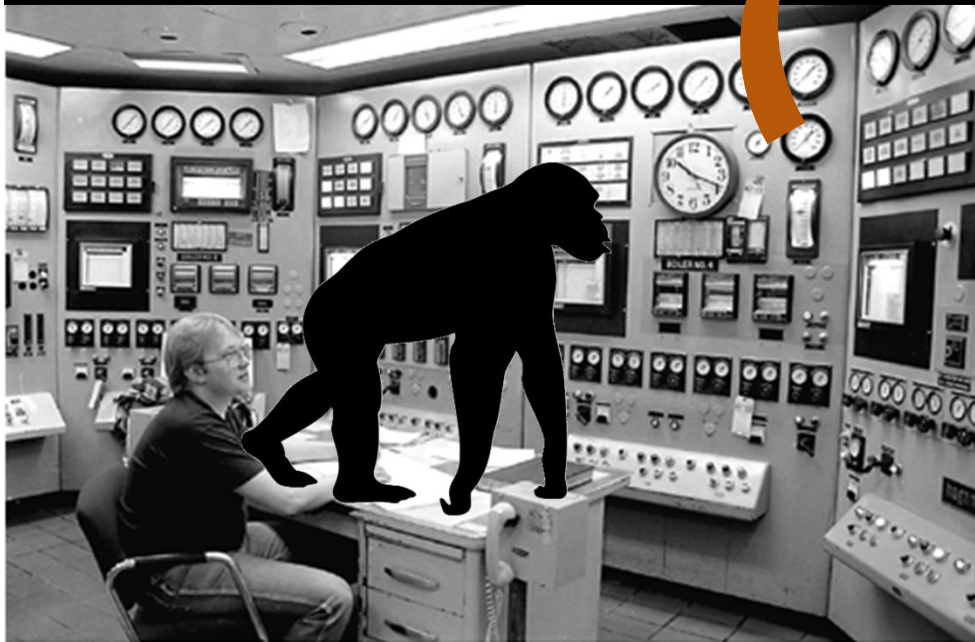
THE HUMAN BODY

1. Decision
2. Need/functionality

The design conventionally few years back was mere architectural response to

- the basic **spatial requirements** of the control room, but then 'ergonomics' beyond basic ergonomics came into context and was addressed as Human Factor Engineering.
- The **ISO 11064** norms became the guidelines for design of control rooms with operator as the epicentre of the system. The **interface** hardware changed and so did the whole approach towards the design.

EVOLUTION





What IF?

Redefinition of Space

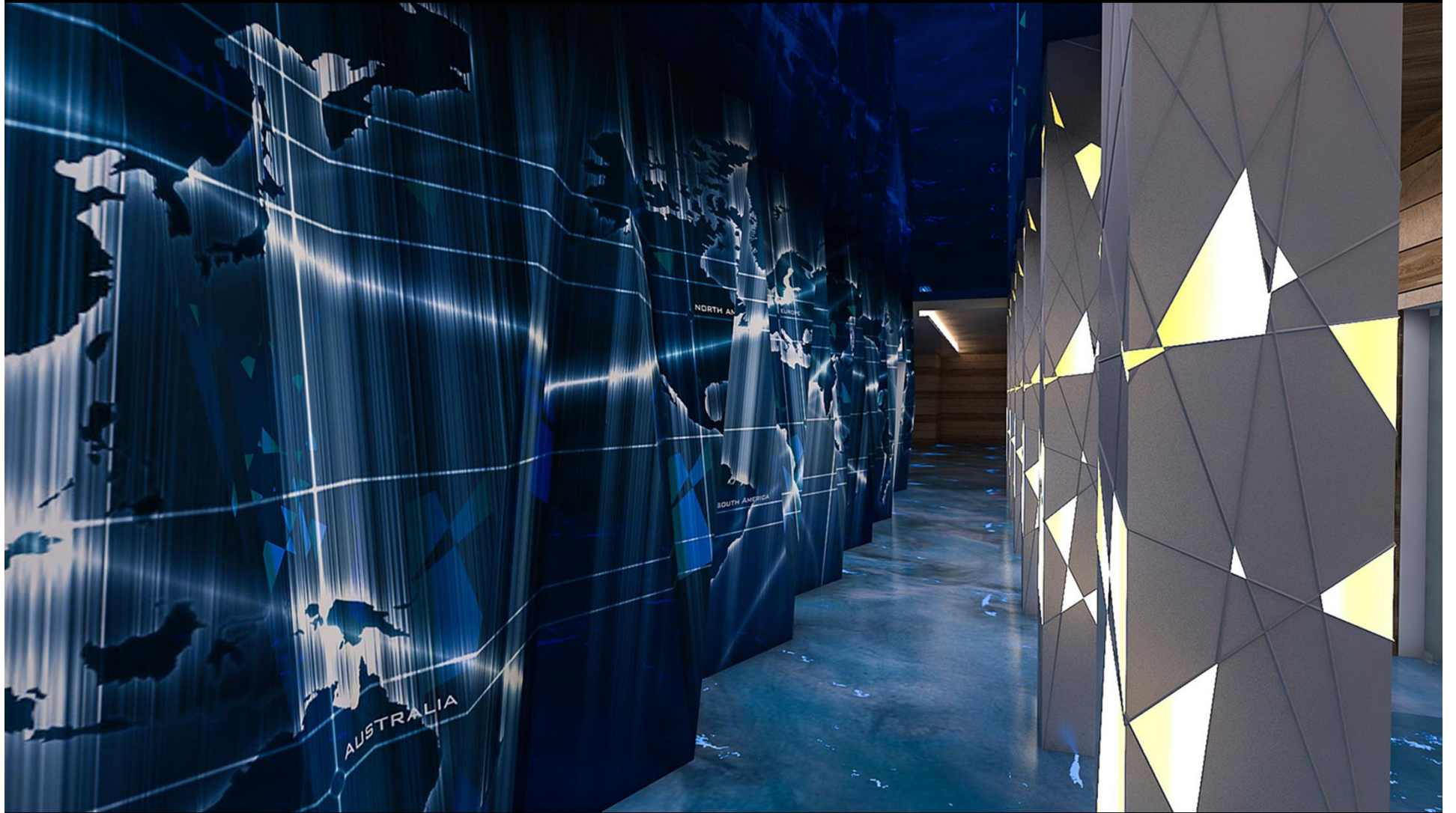
Redefinition of Functionality

Derivation of **modular concept** for
Control Rooms

Simulations for design of control
rooms









26/10/2018

CCR INTERNAL VIEW



13/03/14



26/10/2018

CCR INTERNAL VIEW



26/10/2018

CCR INTERNAL VIEW

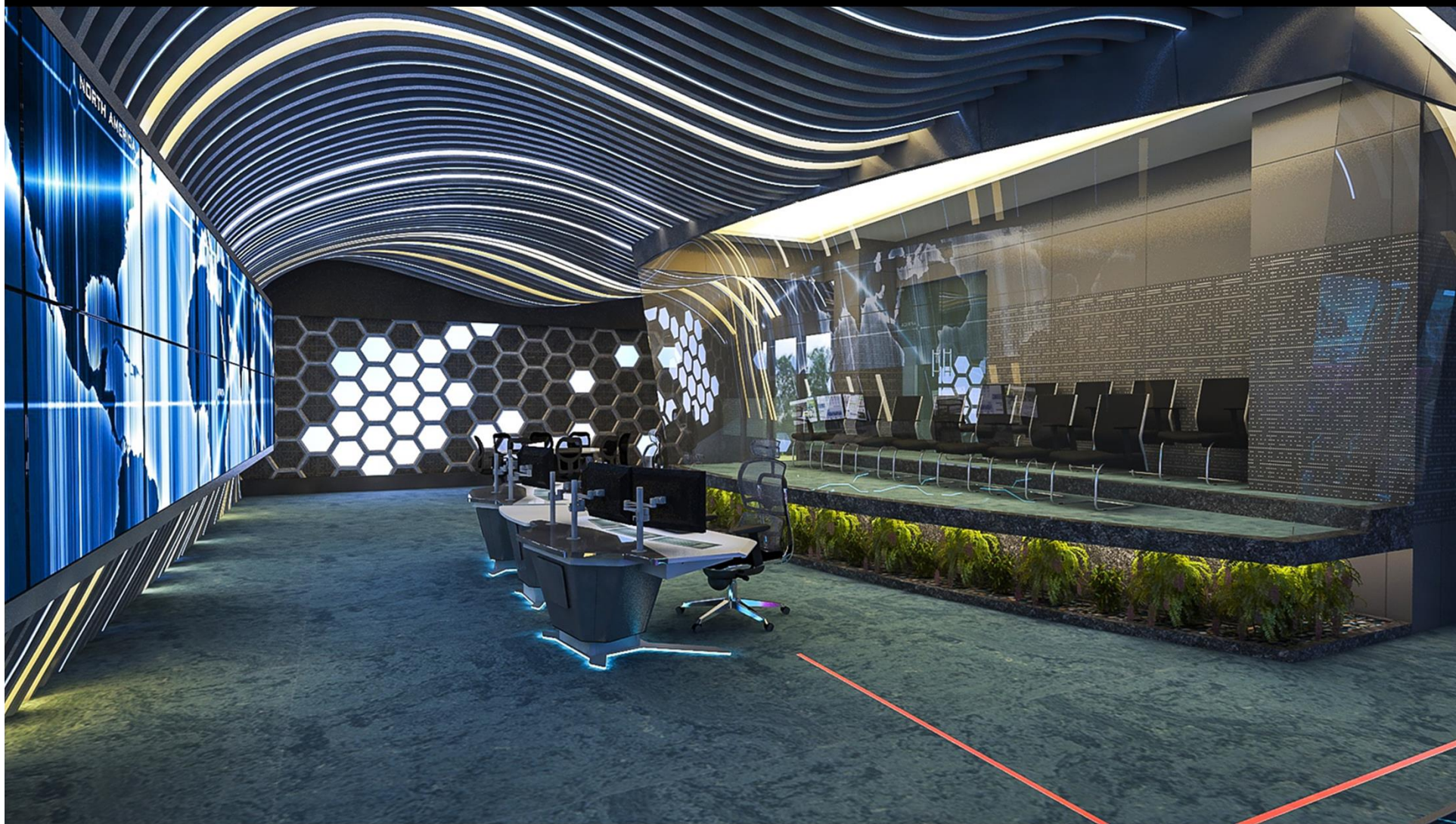


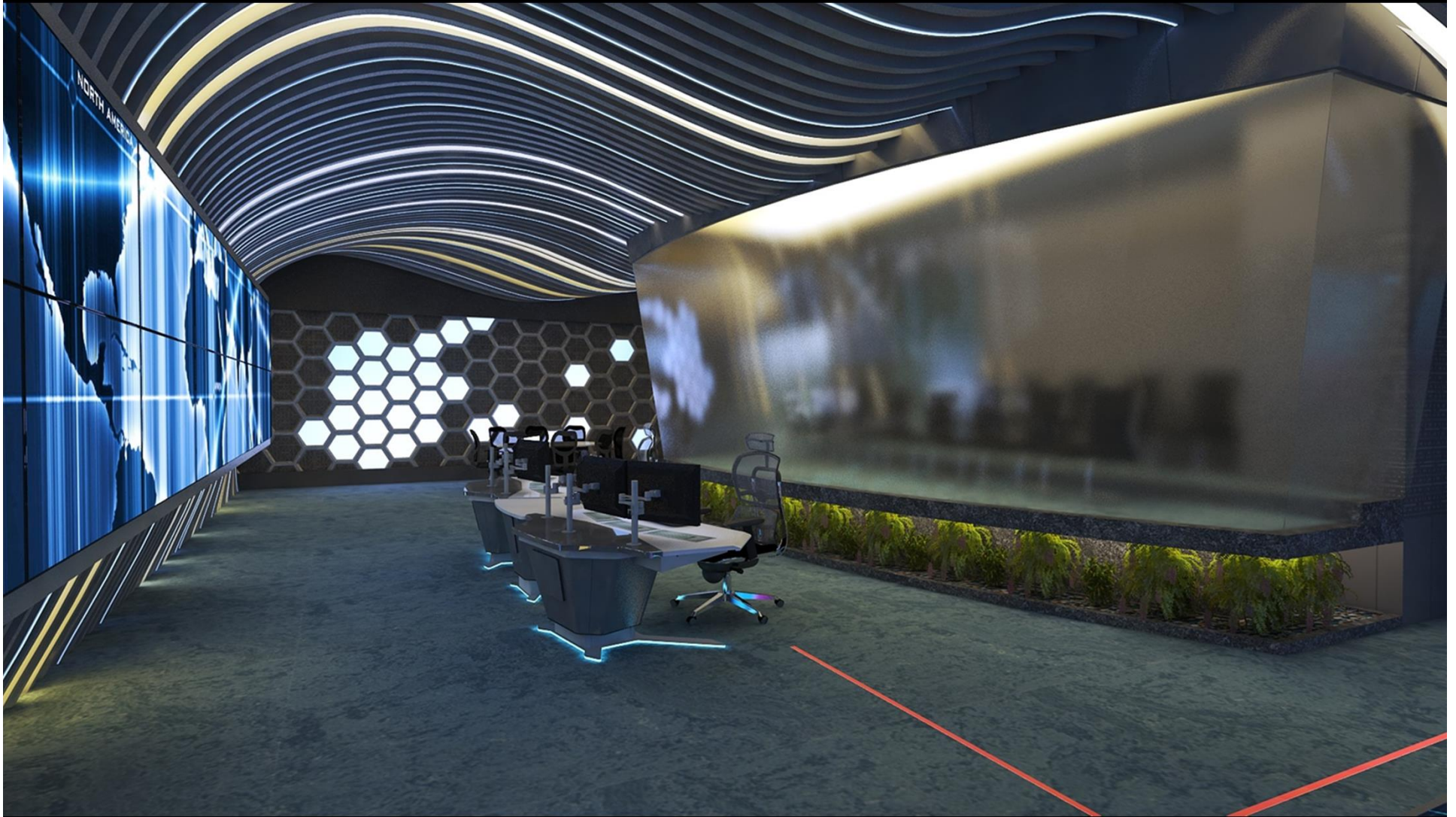
26/10/2018

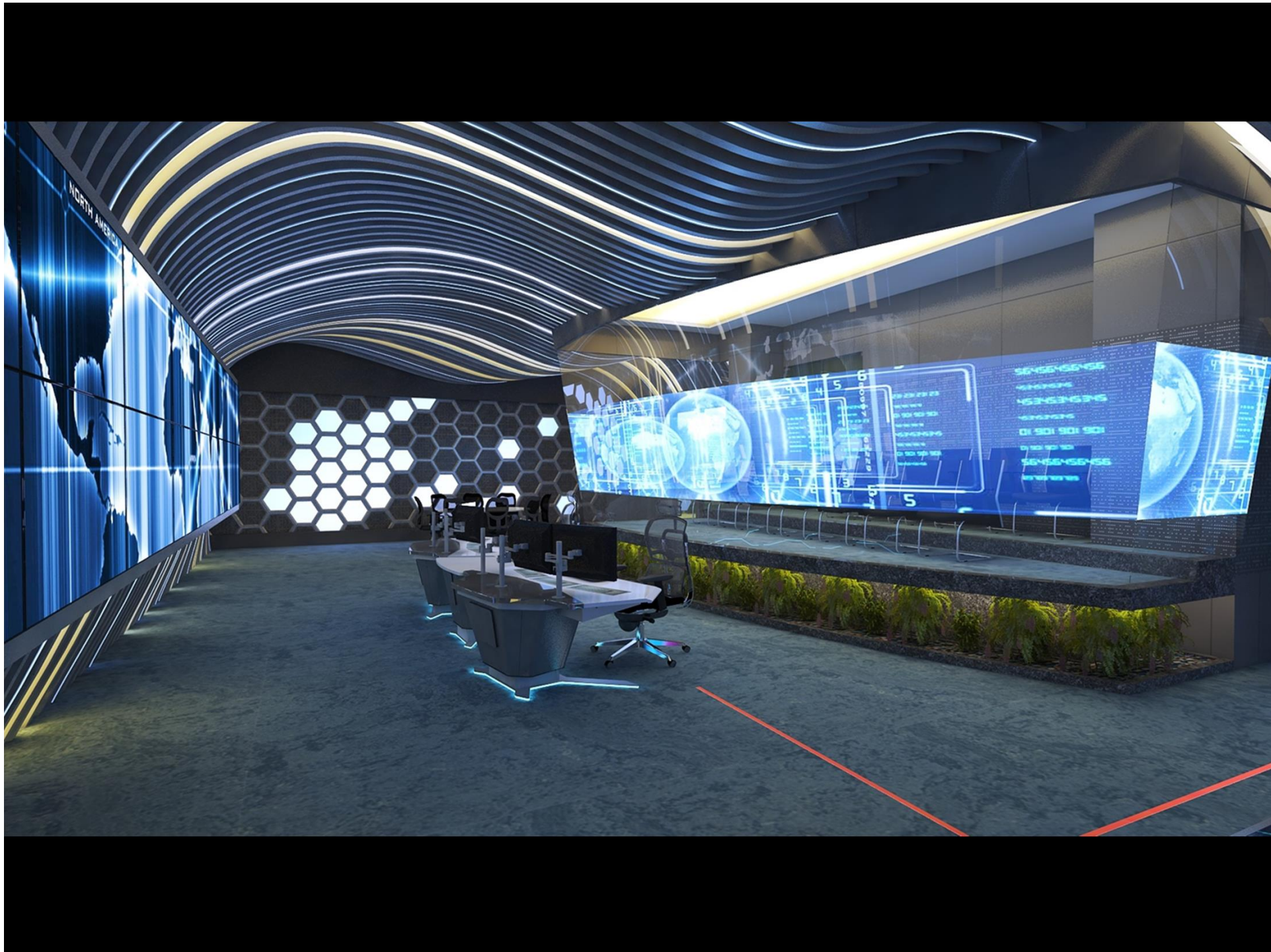
CCR INTERNAL VIEW

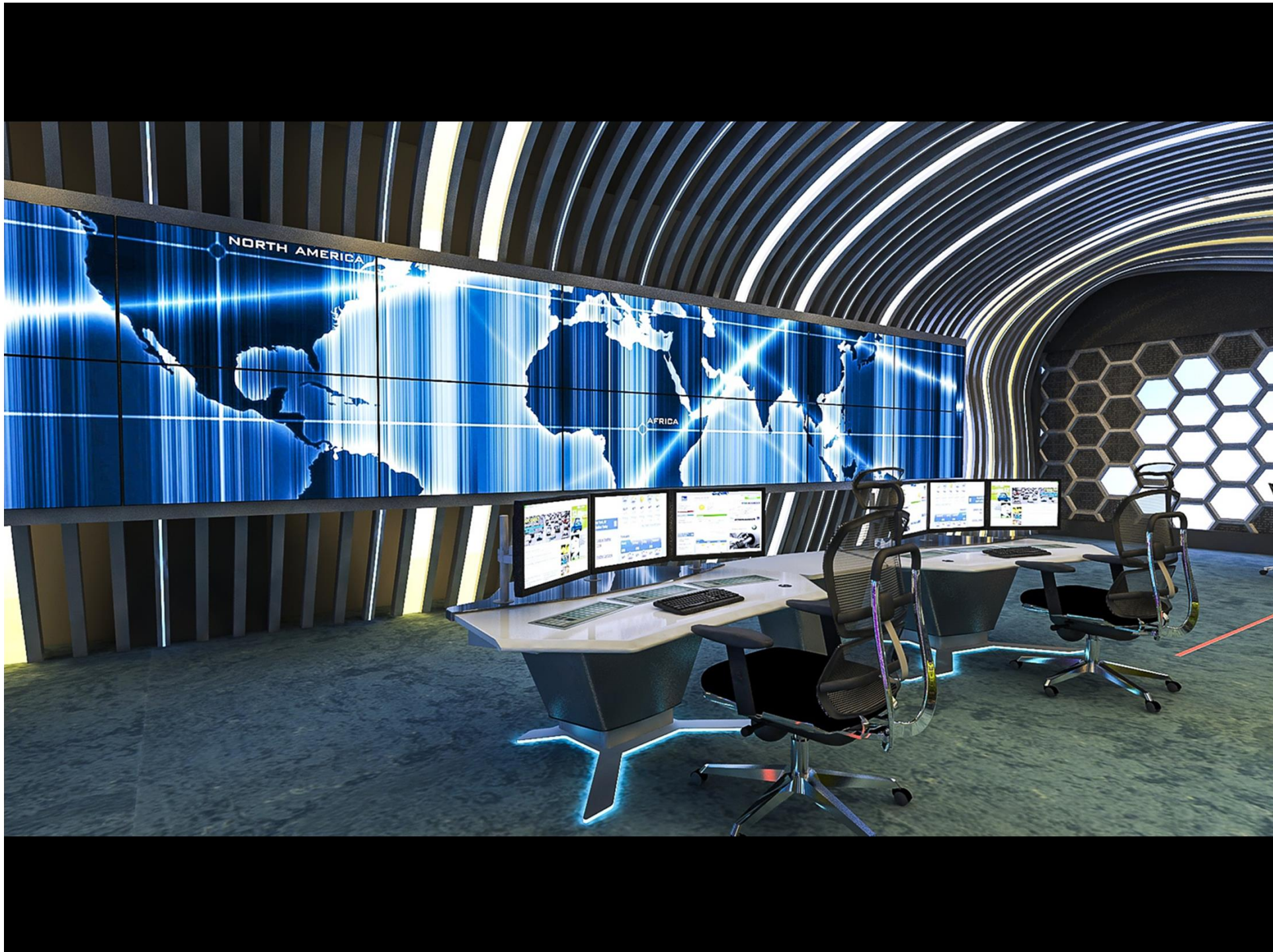
OPTION 2 A



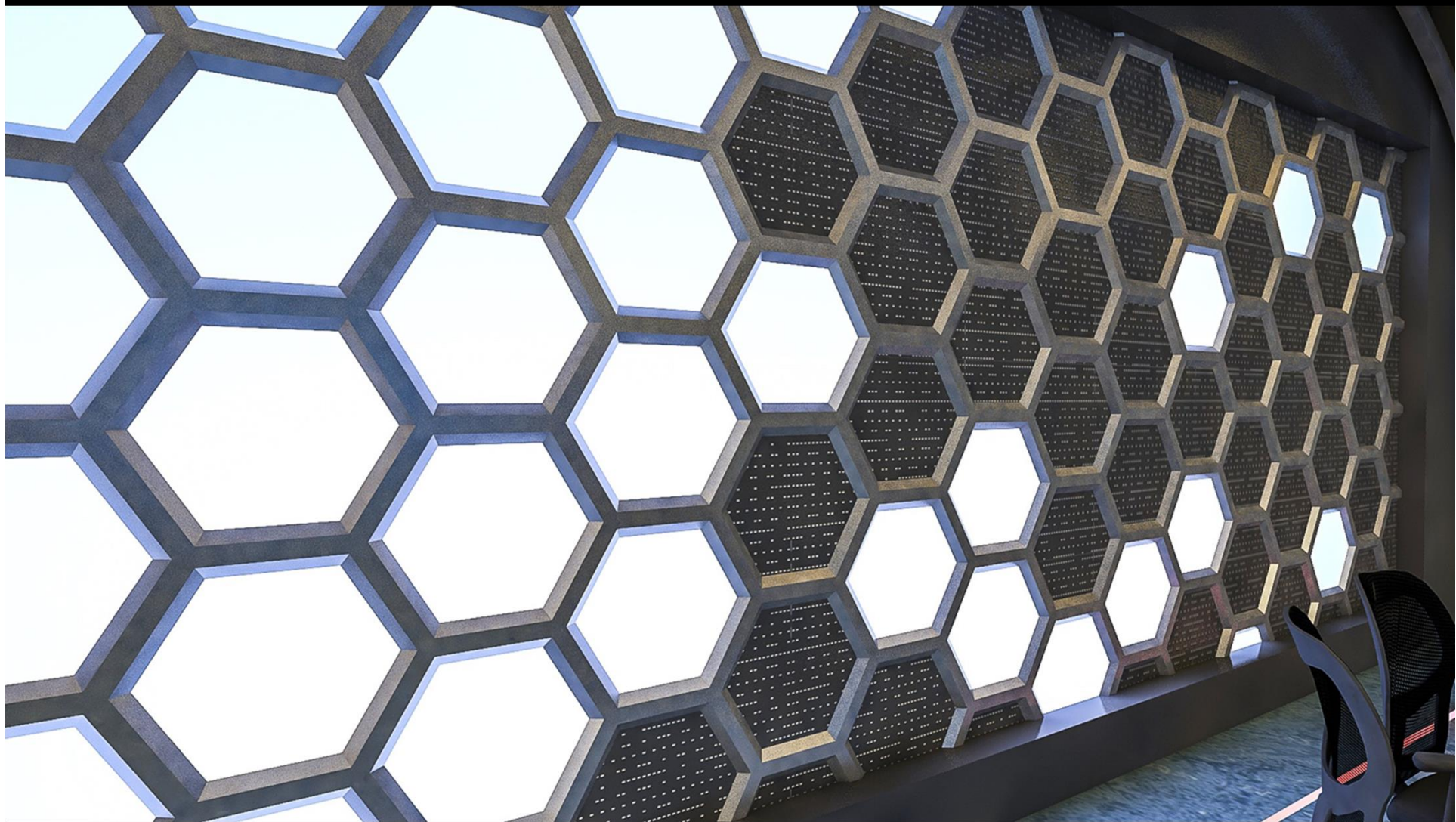












The **human factors** still are a part of the report rather than hands on experience.

So, what if we can avoid even the smallest of the doubts, reduce the probability to zero?

Can We?

Yessss, we can!

TOMORROW IS HERE

The five senses namely touch, smell, taste, sight and hearing can all be created today technologically.

LET'S GO TO VIRTUAL WORLD





Fasten the seat belts and get ready for experiencing **Future**.

Imagine...

Ten location across the globe

Space configurations in 2D drawings are done with, its time to walk into the future.

It's **showtime!** It's time to
fool the brain.

Add to it the environment
inputs using EEG technology
embedded into the hand
gloves and headset.

Now the user experiences

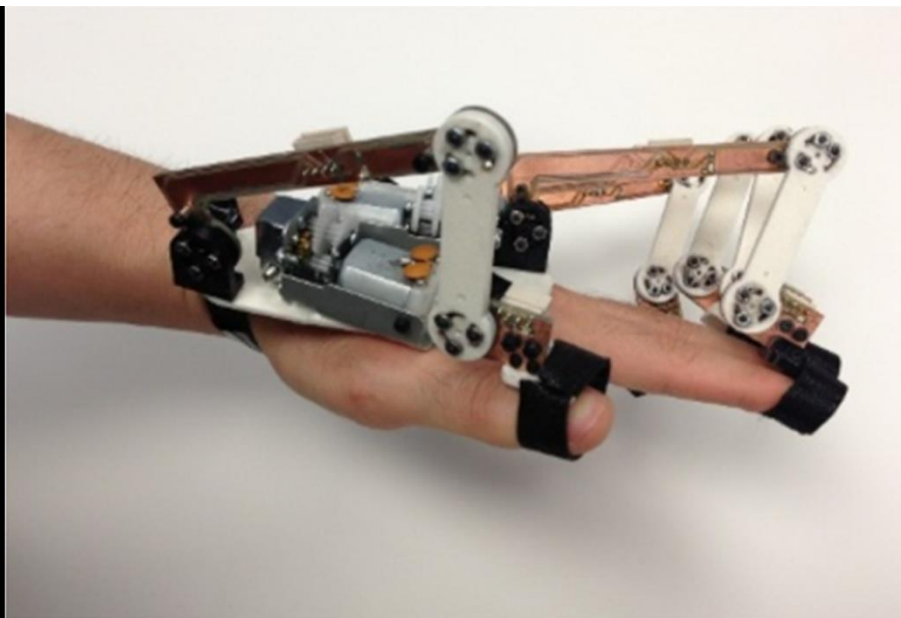
1.Design

2.Space

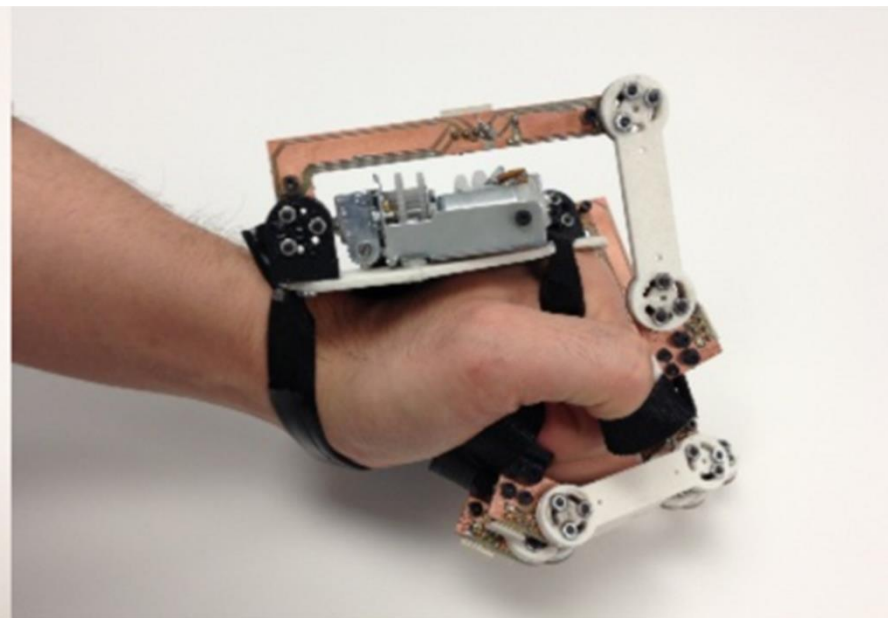
3.Textures

4.Environment, i.e. HVAC, Lux, Acoustics

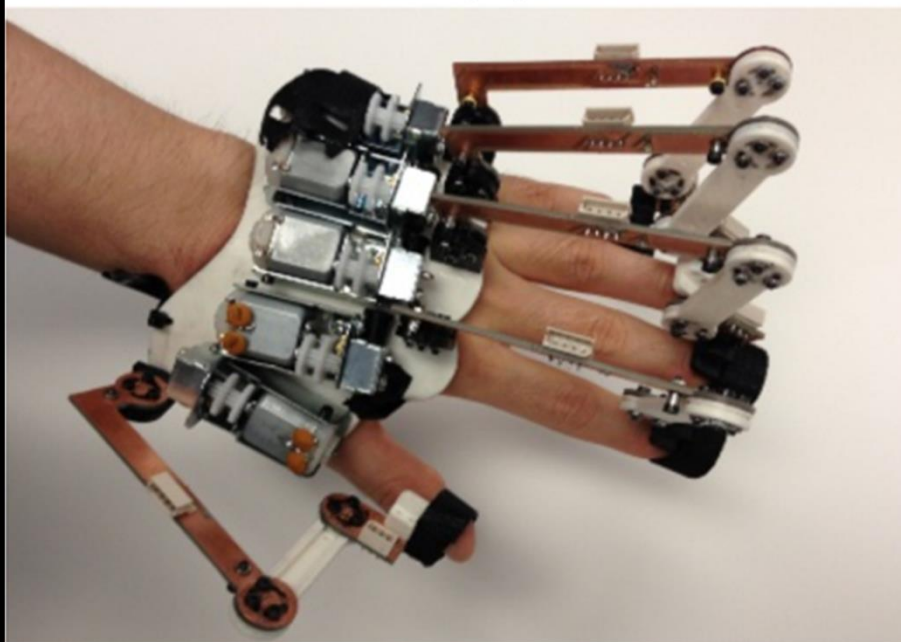




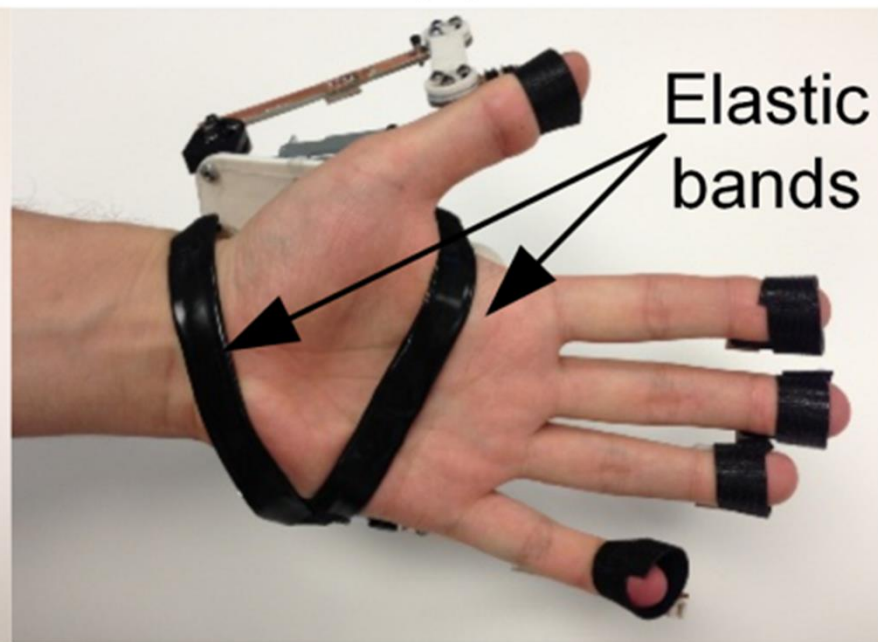
(a)



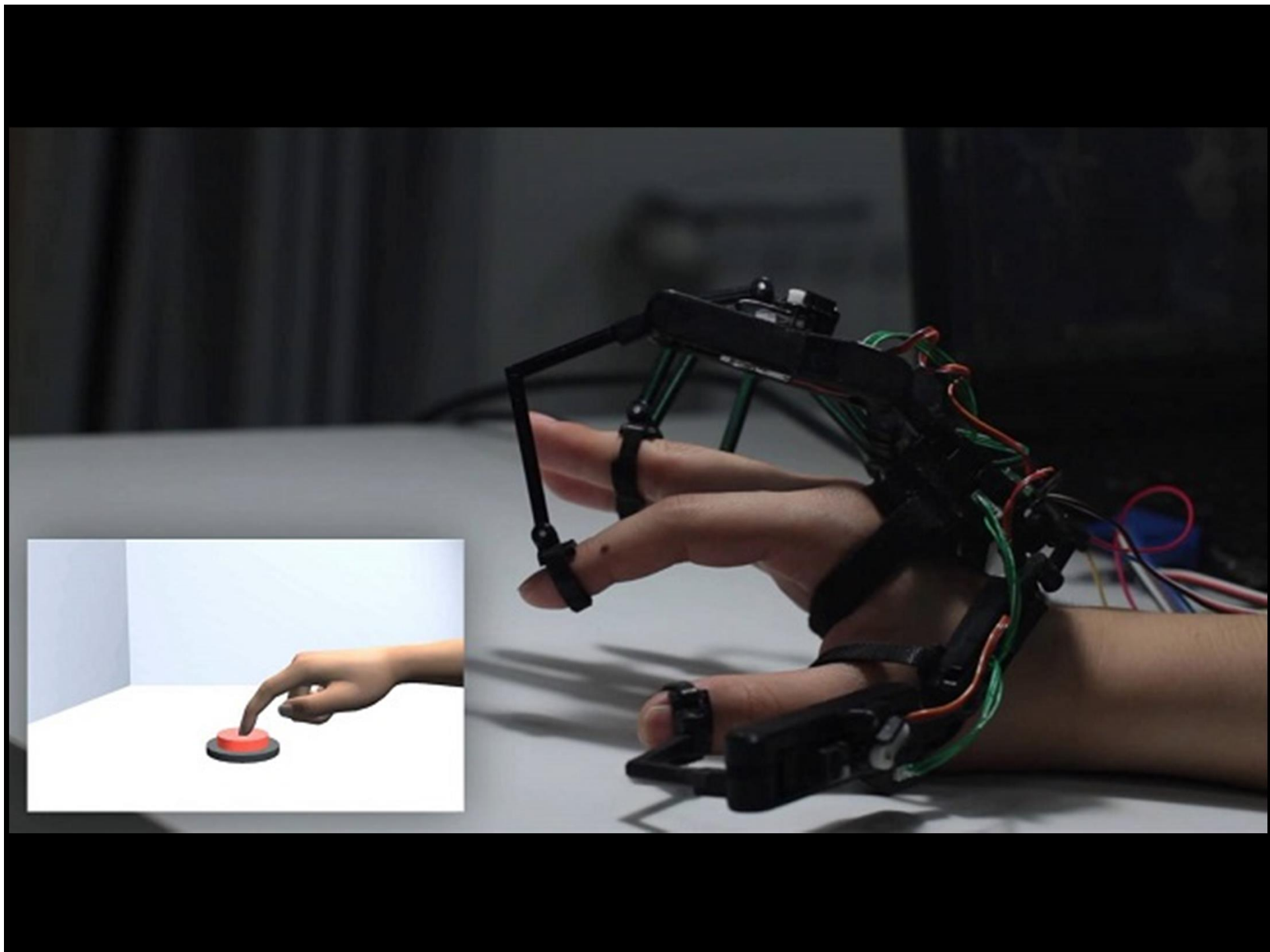
(b)



(c)



(d)



Editing of all components of design can be
finetuned by **mere adjustments** in inputs to
the devices

CHANGE THE REALITY ACCORDING TO YOU



User Experiences

- Design
- Space
- Textures
- Environment, i.e. HVAC, Lux,
Acoustics

- Functionally correct
- Aesthetically pleasing
- Ergonomically sound
- Establishing financially 'value for money'

Design:

Aiming Responsive Architecture in terms of operator's Health, Safety, Sustainability timeless and Nature Driven factors.

Specifications:

Online Upgrade to latest in the making and hence achieving level next.

Execution:

Virtual supervisor helps the physical supervisor match the design conceived

Functionality:

Assessing the user friendliness of the spaces and paraphernalia, thereby helping take necessary remedial actions to enhance the functionality in advance.

Add-ons / value addition:

Assessment of consumption of services like water, electricity, air-conditioning and the likes, thereby triggering the end user to think and act towards a greener tomorrow

The Viewer (Stakeholder) is the
passenger at will ...

capable to **transform** the journey with
just few clicks to manoeuvre

Immersive,

Inclusive,

Interactive experience,



the **thirst** for a future perfect **timeless**
Control room
ends here

PYROTECH



THE NEW is HERE

