Virtual Reality Welder Training Initiatives
Virtual Welding Lab Pilot

- A Virginia Community College System’s Institutes of Excellence-funded project to assess applying virtual technology to the training of welding students

- Developed by Paul D. Camp Community College in partnership with Advanced Science & Automation Corporation (ASA) and Northrop Grumman Newport News

- Objective is evaluate ability to use virtual technology to provide local industry with highly skilled welders trained in state-of-the-art welding technology

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The electrode angle is different for each bead. Remember that for the first bead you made for the quarter inch weld, the electrode angle was 45 degrees relative to the horizontal plate. For the second bead, the electrode angle should be about 60 degrees relative to the horizontal plate. Finally, for the third bead, the electrode angle should be about 30 degrees relative to the horizontal plate. Hence in a three eighth inch horizontal fillet weld.
Virtual Reality Welder Training for Shipbuilding

• A US Navy MANTECH-funded (Manufacturing Technology) project to develop an innovative approach to welder training, that leverages the product simulation/product-centered manufacturing approaches

• Developed by General Dynamics Electric Boat, the Office of Naval Research (ONR), and Edison Welding Institute

• Objective is to speed training and provide early evaluation of welders
