

## **Abstract**

This thesis is the documentation of a Bachelor's project at the Department of Computer Science, Karlstad University, for SAAB Bofors Dynamics. It contains an overview and evaluation of six different Virtual Reality development environments that could be of use to future Virtual Reality developments at SAAB Bofors Dynamics. The evaluation discusses the pros and cons of each development environment and in what way it could be valuable to SAAB Bofors Dynamics. A conclusion is then reached and recommendations are presented.

This thesis also documents the implementation of a testbed that has been created using one of the evaluated development environments. This testbed is an example of how a three-dimensional computerized demonstration, or manual, can be designed and constructed.