

## INDUX-R | 5th Plenary Meeting | Linas-Montlhéry, France



### 5th Plenary Meeting at the UTAC Linas-Montlhéry Autodrome

The INDUX-R consortium recently convened for its **5th Plenary Meeting** at the UTAC Linas-Montlhéry Autodrome to align on the final, critical phases of the project. This meeting marked a significant turning point as the team celebrated the successful maturation of our core technological foundations and shifted focus toward real-world industrial impact

#### Technology Foundations: WP2 Successfully Concluded

We are proud to announce that the activities under **Work Package 2** have been successfully concluded. The consortium has delivered a robust suite of software modules and toolkits designed to provide the technical backbone for the next generation of industrial XR.

Key technical milestones achieved include:

**XR World Generation:** We have finalized advanced toolkits for the photorealistic reconstruction of industrial spaces using NeRF (Neural Radiance Fields). This includes breakthrough methods for modeling complex room acoustics and the generation of high-fidelity full-body avatars.

**Realistic Animation and Motion:** The development of an SDK for realistic asset animation is complete. Key features include speech-driven facial animation, deformable avatars that mirror user emotions, and specialized

algorithms for high-performance interaction with soft bodies, such as human skin in medical simulations.

**Computer Vision & Scene Analysis:** We have successfully implemented advanced Computer Vision methods to interpret the environment in real-time. This includes **Human Mesh Recovery** and 3D pose estimation to drive real-time avatar animation, alongside audio enhancement techniques that ensure reliable communication even in noisy factory environments.

**Adaptive User Interfaces (AUI):** The project has delivered a dynamic UI toolkit that assesses a user's cognitive load and automatically adapts the graphical interface. These interfaces ensure that XR experiences remain accessible and personalized by adjusting the level of detail and interaction modality based on environmental conditions.

## Shifting Focus: From Development to Validation

With these technical building blocks now fully integrated and operational, the project has officially shifted its primary focus toward **Validation and Large-Scale Evaluation**. The consortium is moving out of the laboratory phase and into industrial environments to test the INDUX-R ecosystem under rigorous, real-world conditions.

## Integration and the Road Ahead

Over the coming months, efforts will be concentrated on two primary pillars:

**Seamless System Integration:** Partners will focus on the final "fine-tuning" of all components and modules to ensure the INDUX-R ecosystem operates as a unified, reliable platform.

**The 5 Large-Scale Pilots:** The heart of our remaining timeline consists of **five large-scale pilots**. These trials will serve as the ultimate validation of our technology, involving extensive user evaluation and performance monitoring against strict industrial KPIs.

## Looking Forward

The roadmap is now clear. Following successful "dry runs" and small-scale trials, the project is moving toward a series of intensive training workshops and large-scale pilot testing scheduled to peak in **October 2026**. These activities will demonstrate the tangible benefits of INDUX-R in transforming European industrial ecosystems through secure, ethical, and human-centric digital innovation.

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**Marc Leny, Ektacom** □ **How can we use UC 5?**

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## About INDUX-R

INDUX-R (Transforming European INDUStrial Ecosystems through eXtended Reality enhanced by human-centric AI and secure, 5G-enabled IoT) is a Horizon Europe-funded initiative involving partners

from across Europe. Its mission is to redefine how people interact, train, and collaborate in professional environments through cutting-edge XR applications rooted in ethical development.

Read more on INDUX-R website <https://indux-r.eu/>

## INDUX-R PROJECT VIDEO



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