

Aerospace Maintenance Competition – Virtual Reality Procedure

- 1) When it's your turn, put on the Virtual Reality headset and adjust for fit/comfort.
- 2) Stand in the circle on the paint booth floor, pick up the spray gun and approach the panel.
- 3) Spray the front of the panel (not back) using good painting techniques to achieve a target film thickness of 3 6 wet mils while minimizing overspray.
- 4) Each member will be allowed five minutes to spray one panel for practice and a second panel to earn a score.
- 5) Tell the operator when you are finished.

Performance results are calculated using a weighted average of 90% target film coverage and 10% transfer efficiency. Competition scoring converts to a time format by subtracting the weighted average score from one-hundred and multiply the difference by three seconds (example: score of 90 = 30 sec). The final team score will be the average time of the members.