**Towards Supporting Objective Forestry through Immersive Technologies**

Objective forestry management employs modern technologies such as LiDAR and other remote sensing techniques to support effective decision-making and sustainable resource management. Beyond capture, this data must be stored, recalled, processed and ultimately understood by human experts to support this effective decision-making. Immersive technologies have the potential to support this human-in-the-loop process through large-scale and immersive visualisation. This talk will present the perceptual benefits we have found to support examining forest point cloud data in Virtual Reality (VR). Over a series of pilots and user studies, we have identified a set of analogous forestry tasks that are supported in VR compared traditional display approaches. This talk will also present our roadmap for realising forest digital twins in VR to support immersive analytical decision making.