

IMMERSIVE, LIFE-LIKE, NO PROGRAMMING.

VROOM *Tech Specs*

ACCELERATE YOUR TRAINING

CAD VR TRAINING TOOLKIT Next Generation 3D Industrial Training Software

Create Next-Generation Immersive VR Training

Two years in the making, first of its kind, and based on our powerful **VIZARD** 3D rendering engine, the WorldViz award winning **VROOM CAD VR TRAINING TOOLKIT** lets CAD users develop immersive training programs with easy-to-use visual programming. Start interacting with your CAD data on a human scale with **WorldViz** advanced Virtual Reality systems.

Trainings can be deployed on fully immersive Virtual Reality systems, or on standard 2D desktops. The power of Virtual Reality – using your own body naturally in a fully immersive system – makes trainings nearly as lifelike as interacting with the physical product.

"Trained engineers are hugely enthusiastic, our average appreciation has been 8.3 out of 10."



CAPABILITIES

Start from existing CAD assets

- Design and deploy full training procedures long before market launch
- No need for any physical prototype: Train on unfinished or unavailable products
- Easy-to-use: Trainers and training content developers require no programming knowledge
- Speed up training processes greatly, cut down time to market
- No limits to amount of steps or duration of training

Physical tools inventory

Choose from standard physical tools, or add any tool you have a 3D model for:

- One or two hands
- Screwdrivers
- Torque wrenches with torque value
- Allen keys

Configurable user aids

- Text-to-speech of training descriptions
- Highlighting of items
- Hints on next steps
- Warnings and item annotation
- Highlighting of possible target locations

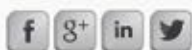
Life-like training activities

Require trainees to perform correct real-world motions for compelling training scenarios:

- Placing or removing
- Animating (independent or triggered by other interactions)
- Pushing, sliding, screwing
- Storing in and pulling from inventory
- Rotating and hinging
- Measuring

Modify your own CAD data

- Parse all items and item types
- Easily add items to the training
- Add materials and colors
- Add state-of-the-art SSAO shaders to make your CAD model look awesome



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CAPABILITIES (continued...)

Flexible training framework

- Unlimited amount of sections and steps
- Add multi-media to any step (image, video, sound...)
- Create interactive decision trees, based upon user action
- Skip steps anytime
- Jump to any step instantly

Visual authoring tool

Design training procedures intuitively without cumbersome programming:

- Flowchart based visual programming
- Choose from pre-defined building blocks
- Simulated WYSIWYG environment to easily locate items

Performance Features

Import formats

- Import a wide range of data sources directly or via Anark Core: SolidWorks, UG/NX, CATIA V4/V5, Pro/Engineer, Inventor, ParaSolid, 3DS Max, ACIS, VDA-FS, STEP, IGES, and more
- Maintain naming conventions and product structure
- Parse all items and item types

Huge 3D Models

- Based on 64 bit render engines delivering maximum performance
- Load more models, polygons and textures at once for deploying simulations of huge datasets

Hardware Support

- Displays: 3D headsets, multi-screen projection walls, consumer 3D monitors
- Motion trackers: head trackers, gloves, full body motion capture
- Input devices: Interaction wands, steering wheels, gamepads, and more

Clustering

- Run training simulations synchronized across up to 64 separate computers for increased rendering performance
- Light up more screens in a CAVE™ or increase your render performance in a head-mounted display application

3D and 2D platforms

Deploy trainings on any visual platform, from 2D desktop, to 3D headset, to multi-wall 3D projection

- Any Virtual Reality setup supported by VIZARD VR toolkit
- 2D windowed mode with mouse input
2D mode offers debug mode to easily understand complex steps.

User friendly automation

Numerous automation features make training creation easy:

- Accessible input fields
- Automatic input field validation
- Auto-numbering and auto-description
- Search through all content
- Create custom training templates
- Duplicate training steps instantly
- Create your own tracker files
- Documentation and guidelines

Collaborate & Network

- Network multiple users into one simulation for collaborative tasks
- Represent trainees a full-body tracked avatars
- Link disparate VR systems from any location

