

Multiple Locations – One Shared Space.



Meetings in Virtual Reality

A VR conference **transcends borders** and allows people to attend meetings in virtually any location in the world. Simply dial in, put on the VR headset and the participants are present - in a **virtual 3D meeting** room. Meetings and workshops can be held with complete spontaneity thanks to a VR conference, without any great planning or time-consuming business trips. This saves not only on travel costs, but employees win back **valuable productive time** that they can use to develop ideas and action projects faster.



Communicating in Real Time and Recording Voice Notes

In a VR conference, the participants talk to each other **in real time**. A microphone and headphones are integrated into the VR headset. The participants can also use a **voice recognition** function. Inputs are immediately **converted into text** as required and can then be positioned on virtual sticky notes or anywhere in the room. This allows agreed points to be easily noted down.



Using Virtual Whiteboards and Importing Documents

In the virtual meeting room, participants will find everything they need for a **productive meeting**. Virtual whiteboards and sticky notes can be written on and positioned **anywhere in the room**. Of course, Office or PDF documents can also be loaded into the virtual space. This makes coordination work easier, allowing participants to **focus** fully on the content of the workshop.



Visualizing Ideas in the Form of 3D Drawings

Drawing in 3D is a special form of **creative collaboration**. The participants are able to position the marker **anywhere in the space** and drag it in all directions. 3D drawings can be positioned anywhere in the virtual room and viewed from all sides. From a simple sketch to an **inspirational creativity workshop**, the potential practical scenarios are many.

Simplifying Collaboration – Accelerating Innovation Processes.



Prototyping in Virtual Reality

Product development teams in global companies are nowadays working from numerous locations. A VR conference allows decentralized teams to work together on virtual prototypes. **3D CAD files** are loaded into a virtual space and can be viewed and edited from all sides. Through **collaborative VR prototyping**, unproductive travel times can be dispensed with. There is no need for the production of real prototypes during the early phases of the project. This reduces development costs and shortens innovation cycles, allowing innovations to be brought to **market maturity faster**.



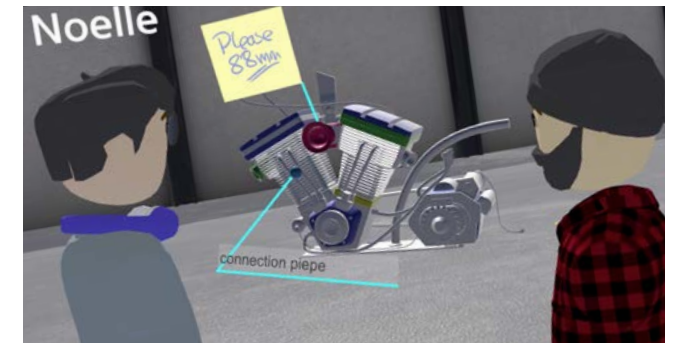
Uploading 3D CAD Files and Viewing Them Together

To make **3D objects** visible for the entire team, the corresponding 3D CAD files are simply loaded into the space via **Drag and Drop**. The objects can be positioned anywhere in the space, scaled and rotated in all directions. With the virtual **measuring tool**, real distances can be determined. This means that the team can observe virtual 3D prototypes very closely and discuss the details.



Revealing Details: Exploded Drawing and X-Ray View

With the 3D CAD viewer, objects comprising multiple individual parts can be easily shown in an **exploded view**. Individual parts can be taken out of the object and given a different color. The X-ray view can also show the 3D object in **cross-section**. This allows hollow spaces to be distinguished from solid parts. The result is a **comprehensive and realistic** overall image of the prototype.



Making Binding Agreements and Documenting Them For Everyone

Everything that is discussed in a VR meeting can be documented directly on the 3D object. **Handwritten notes** can be made on virtual sticky notes. **Voice inputs** are converted into text and can be linked with the 3D object. With the **3D drawing function**, parts can be marked or additions drawn on. Of course, virtual whiteboards are also available.

Selling future products – As if they were already there



Sales in Virtual Reality

70% of all purchase decisions are made at the **Point of Sales**, i.e. where products can be viewed up close. But in the B2B business in particular – e.g. sales of equipment or custom-made products – prospective buyers find it difficult to evaluate products in advance. This hampers decisions and unnecessarily slows down the sales process. Virtual Reality solves this problem. Thanks to the **realistic representation** of 3D objects, even „unfinished“ products become so **tangible** to buyers that they're more likely to reach a decision to purchase.



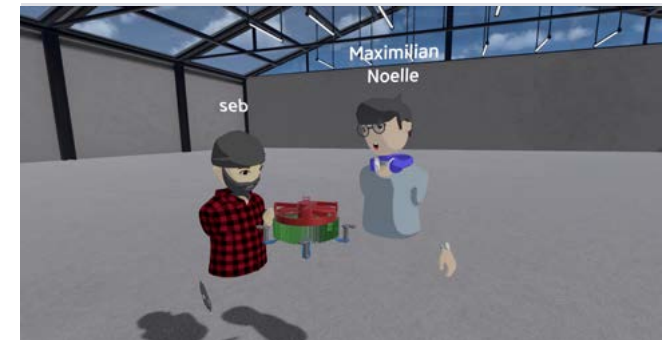
Presenting virtual products

Wouldn't it be nice to present unfinished products so **vividly** that they already appeared real? That's exactly what you can do with virtual reality. By **uploading 3D CAD data** to a virtual Point of Sales and then inviting potential buyers via the internet, sellers are able to present 3D objects **in real time**. To make every detail visible, objects can be scaled and disassembled into individual parts.



Individualization of products

Contract manufacturing is highly tailored to the individual needs of the buyer. Working on a virtual 3D object enables customers to be involved in the **development process**. 3D objects can be displayed in detail, and each individual component can be taken out, measured, colored and marked. Notes can be attached directly to the object using various **note functions**.



Accelerate sales processes and reduce marketing costs

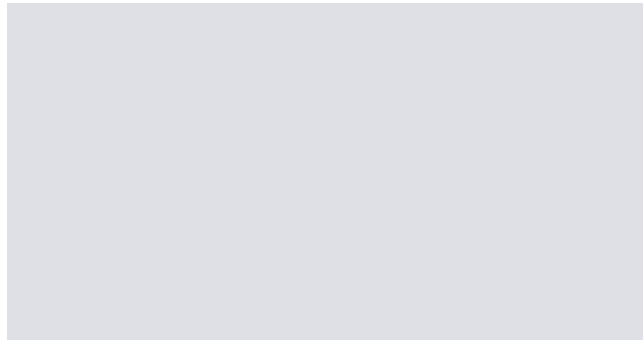
Travel costs are one of the largest expense categories in sales. Virtual reality eliminates the need to be on-site for every sales presentation. The seller simply connects with sales prospects via a **remote connection** and presents his products in the form of virtual 3D objects. This not only saves travel time, it also eliminates the costs associated with **prototypes** and shortens decision-making.

Training Staff Effectively –
Even Over Great Distances.



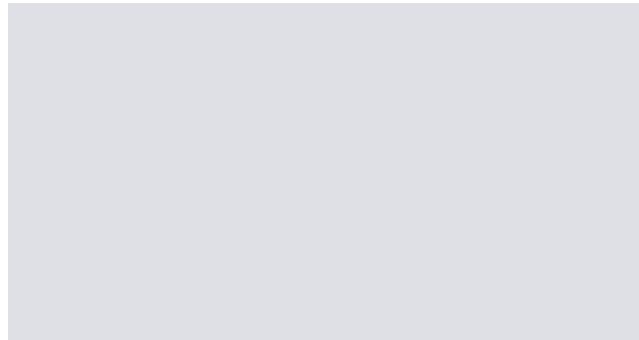
Training Courses in Virtual Reality

Precise product knowledge by staff is one of the most important quality factors a company can have. With a **remote training course** in virtual reality, not only can simple 3D objects be presented, but complex 3D CAD files can also be represented as three-dimensional exploded drawings to make the individual components visible. Employees understand the **physical relationships** of products better, which ultimately leads to a **better quality of advice** during contact with the customer.



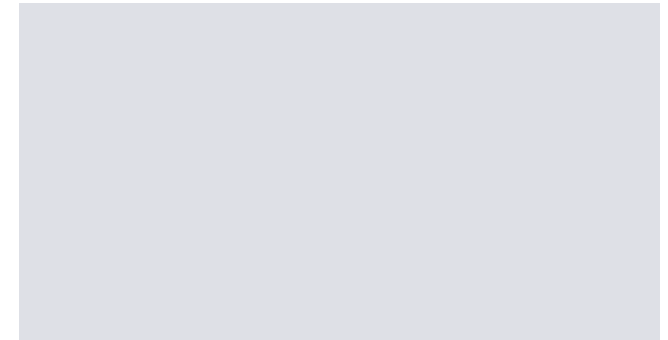
Immersive Training Thanks to Virtual Reality

The more the senses are appealed to, the more effective is the learning effect on a training course. A VR training course allows participants to **immerse themselves completely** in the training course as if they were actually there. In **spectator mode**, the participants can assume an observer role and follow everything that is happening in the VR room. This means that even larger groups can also be **trained effectively**.



Presenting 3D Objects and Explaining Them in Detail

To present 3D objects **realistically and in life size**, they are simply loaded into the space via Drag and Drop. The objects can be positioned anywhere, scaled and rotated. The detailed **exploded view** makes all individual parts visible. The X-ray view and **cross-section** allow insights into the inner workings of components in order to fully understand them in detail. This leads to a detailed understanding of the product portfolio.



Communicating Instructions for Use in a Comprehensible Manner

Instructions for use are often hard to understand, even if supported by visual elements. Virtual 3D objects tell a **much more realistic** tale. In a VR training course, the host guides the attendees through the product, highlights important points and links notes in the text to the object. This results in a better understanding of the product and **more certainty** when advising customers and employees.