

Design & Collaborate via VR/AR in new dimensions

# EXTEND YOUR REALITY

## Solution Brief

More than 1 million VR headsets shipped in Q3 2017 worldwide. VR, AR and mixed reality systems are becoming invaluable also in professional and corporate environments.

Automotive design, product design, situational training, entertainment and many others face challenges when it comes to flexibility, cost, agility and scalability of VR/AR installations.



Today you need a high-end PC near every VR/AR headset. If you want to equip multiple meeting rooms (like in a design center) with VR/AR capability, this imposes high costs (typically \$15-20k for each PC with multiple software licences that can reach several hundred k\$).

Customers now expect complete flexibility and agility to new workflows and immediate cost savings.

### Imagine ...

... you don't have to place your VR/AR headset near the high-end workstation that is required to generate your content.

... you can centrally locate your high-end workstations in a secure room far away (up to 80 km).

... you can connect multiple headsets in different meeting areas to one workstation.

... you can switch seamlessly between headsets or to multiple workstations located far away.



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## Automotive Design Centers & Product Design

Designers are completely free in visualizing, testing, and developing products of any size. By entering a virtual representation of their work, they will really begin to feel and understand it. This allows a completely new dimension of content sharing and smooth collaboration between designers.

## Venues & Entertainment

VR/AR installations allow museums, theaters and theme parks to amaze visitors and let them dive into virtual worlds. Exciting content is delivered to several points in the facility from PCs located in a secure, centrally managed environment.



## Situational Training

VR/AR multisensory systems enable support crews and maintenance engineers to train in situations that are too dangerous or not possible to replicate in real-life. Centrally-located PCs generate and transmit VR/AR signals in real-time to provide a smooth and realistic environment.

Our customers using this solution in design centers have experienced a much more **agile way of working and developing** products. Visualization, testing and prototyping are becoming a lot easier.

Content can also be played-out from your VR PC to **high-end LED walls** in **any resolution** (e.g. 5K3K, 8K4K, etc.) and in any location.

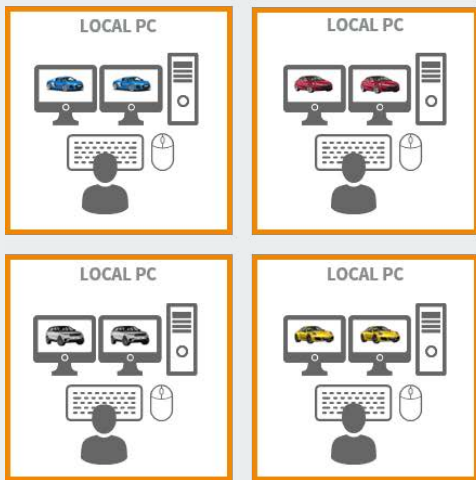
We transmit and switch VR/AR signals with **no perceptible delay** in less than 5 milliseconds. This is essential to avoid motion sickness.

The compact solution provides **mobility to VR/AR installations**, while saving space and costs. It provides a central management, ensuring highest security and time-saving.



## Traditional VR/AR setup

### DESIGN OFFICES



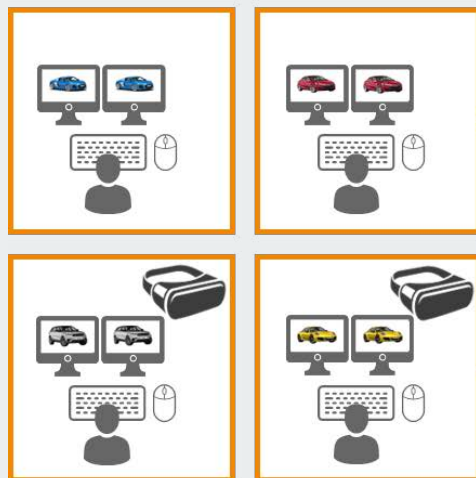
### MEETING AREAS



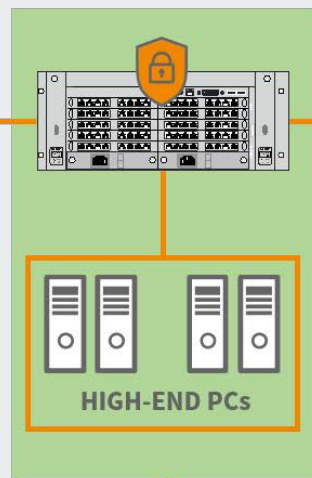
## Setup with centrally located high-end workstations, connected via IHSE solution

Deliver content flexible and agile to point of interests in any resolution

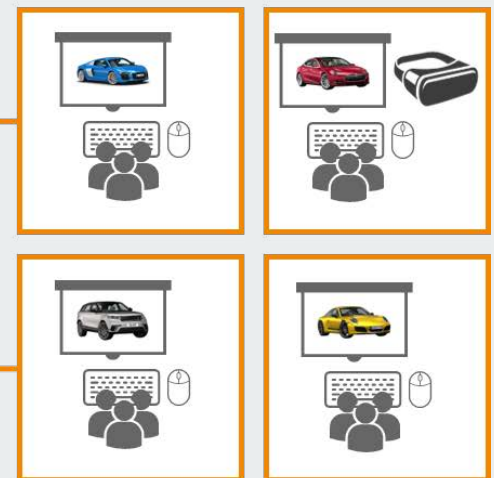
### DESIGN OFFICES



### CENTRALIZED PCs



### MEETING AREAS



Virtual Vehicle  
VR/AR Simulation



Collaboration  
LED Walls  
Keynotes  
Presentations



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Pooling of high-end PCs and software licenses	✓
Location-independent workspaces	✓
Agile and flexible signal routing and switching	✓
Sharing resources - new dimension of collaboration	✓
Any resolutions to LED walls, projectors, caves, etc. (4K2K, 5K3K, 8K4K, ...) @ 10 bit 4:4:4	✓
Redundancy and failover - mission critical proven	✓
Connections via Cat X or fiber (max. 80 km)	✓



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