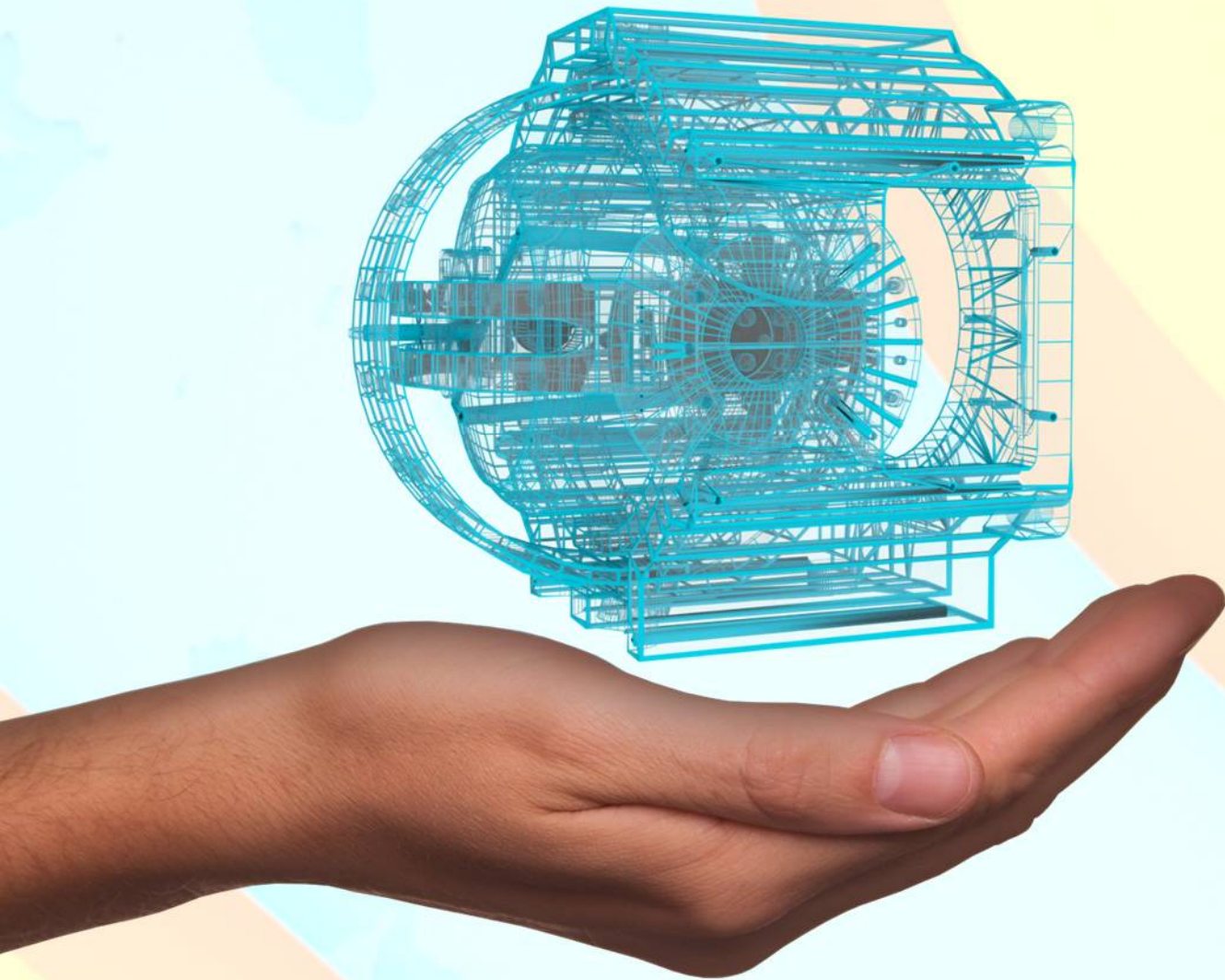


VIRTUAL REALITY



VIRTUAL REALITY SERVICES AND SOLUTIONS FROM SIMLABS



Virtual Reality is an emerging and fast growing technology adopted by many industries and people across the world for various kinds of applications, which include games, learning/training applications, marketing, virtual interactive experience and so on. Many global organisations are investing and actively working in this domain. As per reports published by market research firms, the virtual reality market is estimated to grow to USD 30 Billion by 2020, which include both software and hardware. The recent advancements in virtual reality hardware, mobile devices, computers and development software, have enabled many industries to start adopting virtual reality in their projects and thereby created many opportunities for application developers, product developers, content developers, hardware suppliers and system integrators.

Simlabs Software LLP (SIMLABS™) is one of the active players in virtual reality based application development, product development and system integration. SIMLABS is actively working on training / learning applications, virtual interactive experience applications, Interactive visualization and marketing applications.

INDUSTRY SEGMENTS



Aerospace



Army



Navy



Healthcare



Railways



Architecture



Construction Equipment



Automotive



Games



Engineering

Aerospace, Defence, Automotive, Construction Equipment, Real Estate, Healthcare, Gaming, Railways, Education, Business, Oil & Gas, Mining, Shopping, Engineering Industries and Tourism are some of the segments where Virtual Reality based services and solutions can be offered by SIMLABS.

APPLICATIONS IN GENERAL

SIMLABS offers virtual reality based services and solutions for applications such as:

- **Maintenance training**
- **Operational training**
- **Product manual**
- **Gaming**
- **Product visualization**
- **Concept visualization**
- **Interactive walkthrough**
- **Interactive learning content, etc.**



Different apps in different environments

SERVICES AND SOLUTIONS

Virtual Reality based services and solutions that SIMLABS offers are available in two forms: Immersive and Non-immersive.

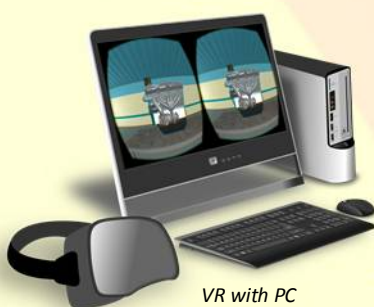
Services include **content development, tailor made application development, deployment of skilled resource on-site and on-demand.**

Virtual Reality based services that SIMLABS offers are available for wide variety of hardware and OS.

Operating Systems Supported: Windows, Web, Android and iOS.

Application Hosting Hardware: Windows Workstation, Multi-Touch Displays, Tab, iPad and Mobile.

VR & Interactive Devices Supported: Mouse, Joystick, Gamepad, HMD, VR Cardboard and Motion Tracker.



VR with PC



VR with Mobile



VIL with Pad

Solutions include configurable **Virtual Interactive Learning (ViL)** kit, **Immersive Virtual Interactive Learning (iViL)** kit, **Virtual Interactive Experience Walkthrough (ViEW)** kit and **Immersive Virtual Interactive Experience Walkthrough (iViEW)** kit.



Virtual Reality based solutions that SIMLABS offers: ViL, iViL, ViEW and iViEW are customizable to specific needs of customer.

Operating Systems: Windows, Web, Android and iOS.

Application Hosting Hardware: Customized hardware.

VR & Interactive Devices Supported: Mouse, Joystick, Gamepad, HMD, VR Cardboard and Motion Tracker.



BENEFITS OF ViL & iViL

Research says that adults remember 20 per cent of what they hear, 40 per cent of what they see and hear and 80 per cent of what they see, hear and do. ViL and iViL solutions include all these three: **Seeing, Hearing and Doing**. Hence, these are very efficient and effective ways of learning.

- Very effective learning methodology
- Increased student throughput
- Lower training or evaluation costs
- Safe learning environment
- Ability to inject faults
- Team/Collaborative tasks
- Multi-Configuration scenarios

BENEFITS OF ViEW & iViEW

- Run-time interaction with content
- Run-time changes to look and feel of the content
- Add or remove parts/objects run-time
- Change position, orientation and size of contents
- Pre-view the system

