

The world's pioneering Mixed Reality (MR) Painting Simulator for Collision Repair



Take real painting guns **Into your Immersive World**

The Best of Both Worlds :

Enhancing Augmented Reality (AR) from 2D to 3D through Mixed Reality stereoscopic vision and depth perception



**Real gun trigger works
seamlessly using our
proprietary hardware and
software combo**



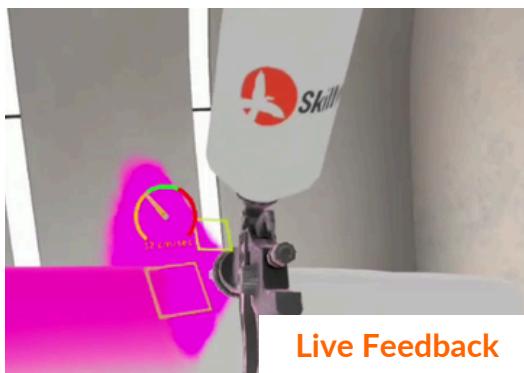
**Mobile and compact design
for convenience**

- **Simple and easy to operate**
-

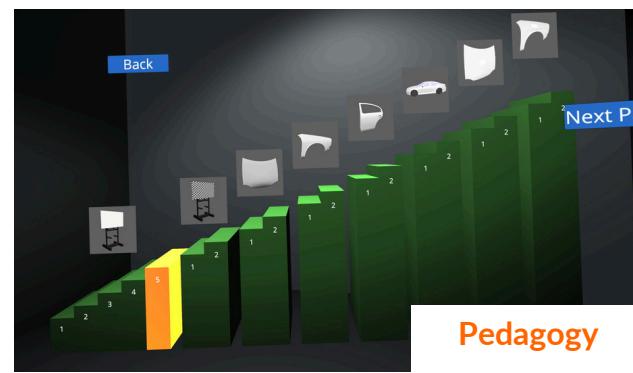
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**1-800-334-4943
www.LLI.com**

What makes us different - the Skillveri Secret Sauce



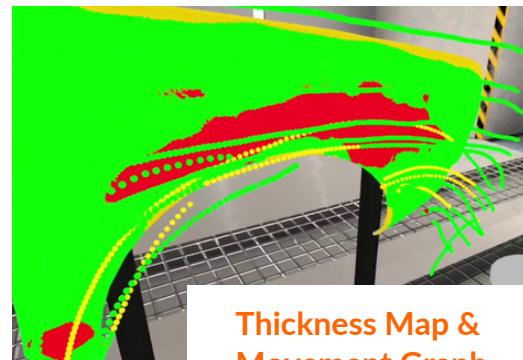
Easy to understand, color coded, non-intrusive feedback in practice lessons



Multi stage lesson plan teaching hand-skills step-by-step

Primer	Base Coat	Top Coat	Overall Score
Input Skills	Correct %	Less %	Excess %
Distance	98	0	2
Speed	81	19	0
Horizontal Angle	53	47	
Vertical Angle	96	4	
Rotational Angle	100	0	
Thickness Map	Coat Efficiency 31.48%		
Coat Efficiency	Coverage 100%		
Paint applied	140.21		
Paint wasted	367.78		
Cost of wastage	C\$489.6		
Projected cost of wastage in a day			

Scorecard



Thickness Map & Movement Graph

Simple & easy to identify improvement areas. Quality Scores & Technique Scores grouped into separate buckets.

3D view within the headset, displays hand movement tracking and thickness graph in an immersive manner



Sturdy customized carry case

Trainer Dashboard key features

Activity	Analysis	Trainer Dashboard	Account
← chrome / filters / list			
Painting (Chroma)			
User	Process	Workpiece	Score
1 trainer	AAS	PlainWall	0 FAIL
2 a	AAS	PlainWall	47 FAIL
3 a	AAS	PlainWall	72 PASS
4 a	AAS	PlainWall	53 PASS
5 a	AAS	Bonnet	14 FAIL
6 a	AAS	Bonnet	30 FAIL
7 trainer	RAS	Bonnet	9 FAIL
8 trainer	RAS	Bonnet	12 FAIL
9 trainer	AAS	Bonnet	15

Reports



- Manage/add students
- Track student progress, reports, analytics
- Manage difficulty levels of lessons
- Manage scoring weightage

Technical Specifications

SN	Feature	Technical Specifications
1	3D Immersive MR Headset (1 per simulator)	Mixed Reality (mix stereoscopic live view of real world + simulated machines) which is best of VR and AR 1832 x 1920 per eye, clearer image, more realistic simulation 120 Hz - higher refresh rate gives more smooth user experience, no headaches 96° horizontal FOV - realistic feel, no screendoor effect
2	Ergonomics	Wireless headset and gun, easy to move around in the simulation Lighter headset & Pancake Lenses (Smaller size and comfortable headset for longer practice)
3	Simulator Working	No real paint or fumes; real gun trigger works seamlessly with simulation system
4	Painting Processes Supported	Airspray or Airless or Air-assisted airless or Electrostatic.
5	Workpieces	Immersive simulation, with option to select real-world like workpieces - bonnet, fender, whole car, wooden door, etc. Different paint coats (primer, base coat, top coat), with option to change machine settings like flow rate, nozzle orientation, fan height, paint colors selections.
6	Modes of lessons	With live corrective feedback for practice mode and without live corrective feedback for exam mode
7	Live corrective feedback	Feedback in practice mode for gun angles, travel speed, gun distance, trigger timing,
8	Scorecard	Scores shown for input skills (gun angles, distance, travel speed, trigger timing) and quality aspects like coat efficiency, coverage, thickness, stroke overlap etc.
9	Analysis	Painting analysis with thickness map to find out paint thickness on workpiece.
10	Hand Movement	Movement graphs showing right and wrong movement, with simulation remembering the actual hand movement when performing the painting operation.
11	Lesson Plans/ Pedagogy	Progresses from basics to more advanced in terms of painting dexterity skills and complexity of workpieces
12	Immersive Interaction	The simulation software utilizes the full benefits of latest virtual reality / extended reality systems, provide a truly immersive, 3D simulation
		Interactions with machines are like the real world, like gun settings which is done from realistic 3D rendering of real-world equipment.
13	Network-enabled centralized reporting	Access all reports of all exercises and practice done by students. Trainer can see reports of all students and add/deactivate students. Students can see their own reports. Reports are accessible from any laptop with internet connection, or through mobile.
14	Display for trainers & other students	14" or higher display with stereo audio, 1080p resolution or higher; external displays supported
15	Wireless & Multi Casting	Support full wireless casting from headset to a laptop / desktop without the requirement of any wired connection at any time, to ensure a seamless monitoring of training activity. Also allow multicasting, enabling a minimum of five headsets to stream simultaneously on the same laptop / desktop screen.

The Skillveri Advantage - Worldwide Acceptance



Trusted by Industry Leaders



**700+ Installations with 250+ Customers
Worldwide**

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