

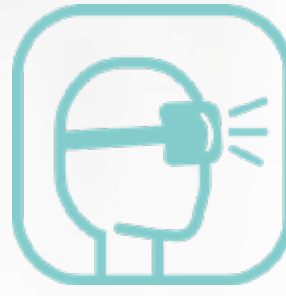
AR/VR at Roundtable Learning

Let your learners see reality. Through augmented and virtual reality (AR/VR) technology, we simulate your work environment, empowering your learners to interact with and learn from scenarios they'll soon face.

WE OFFER

- 360 video & photo capture
 - 360 video & photo editing
 - Virtual reality creation including 3D modeling, scene creation & interactivity
 - Augmented reality creation
 - Build and edit in Unity & Vuforia for VR/AR
 - Output to any platform (PC, MAC, Mobile, GearVR, Oculus Rift, HTC Vive)
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WE CREATE

360 PASSIVE VIDEO

We capture scenarios and training environments with 360 video to lead the learner through a process or location that can otherwise be difficult, expensive or dangerous to visit. We allow the learner to view the 360 video by dragging with their mouse or finger on desktop or mobile devices while also providing immersive experience using any VR headset.

- Augmented reality creation
- Build and edit in Unity and Vuforia for VR/AR
- Output to any platform (PC, MAC, Mobile, GearVR, Oculus Rift, HTC Vive)

360 INTERACTIVE VIDEO

360 interactive video includes all of the benefits of 360 passive video with the inclusion of hotspots and interactive info buttons within the video. We create scenarios and branched learning with immersive video and knowledge checks within the video.

VIRTUAL REALITY

Using a combination of 360 photographs and 3D modeling, we can build a virtual device, room or building to teach a process or encourage behavioral change through scenarios and simulation. Truly immersive, this option allows the user to pick up and move objects, turn on or take apart a device, walk around a room, and interact with virtual characters.

AUGMENTED REALITY

AR places virtual objects in real-world space. Using special glasses or AR capable mobile devices, images appear in front of the user. This can be used to allow the user to explore an object and all its parts or apply virtual labels to a piece of equipment to help them learn how to use each part of the device.