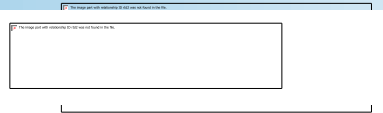


Interact with Your Inventor and Fusion 360 Models on the HTC Vive and Microsoft HoloLens

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Topics of Interest

- Learn What the HTC Vive VR headset and HoloLens are and why they are game changing
- Learn how to deploy your Inventor models into a stand-alone application on the HTC Vive and Microsoft HoloLens for 1:1 scale design review and visualization
- Learn how to optimize your Inventor models so that they can be correctly imported into a virtual reality application
- Learn about basic programming and game design for creating bespoke applications for the HTC Vive and HoloLens

Virtual Reality

Provides a fully immersive virtual world

- Interacts with Designs / Scans
- Simplifies Cross Functional Design Reviews
- Eliminates Prototype Rework
- Increases Speed to Market
- Reduces Development Cost



HTC Vive



- High End Room Scale Virtual Reality
- 5m x 5m Area of Movement
- High Resolution Display
- Configurable Spatially Tracked Controllers
- Handles Large Scale Complex Environments
- Audio, Video, Picture Recording
- Multiple User Support

Resources:
Vive setup
IE Workstation



Mixed Reality

Description:

- Hands free spatially aware stereoscopic holographic headset
- Untethered Windows 10 computer
- Unlimited mobility
- 1st of its kind
- Spatial mapping
- Object tracking
- Audio, Video, Picture Recording
- Remote Presence
- Wireless
- Battery Powered
- ANSI Z87.1, CSA Z94.3, and EN 166 certified



Microsoft HoloLens



Infrastructure Requirements:

Basic Offline Use: None
Activity Tracking: Wi-Fi Private Server
Live Support: Wi-Fi and Private Server
Surface Pro with i7 Processor, 16GB RAM and 512 HD

Resources:

HoloLens
i7 Surface



The End