

# 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 :

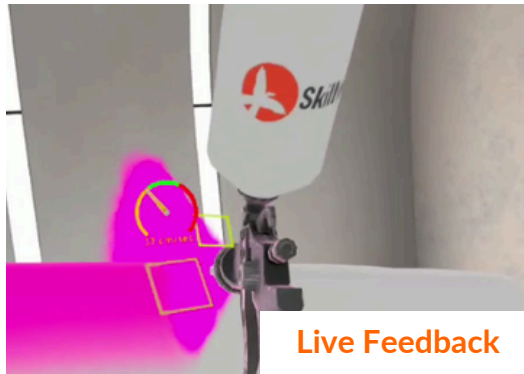
Enhancing Augmented Reality (AR) from 2D to 3D through Mixed Reality stereoscopic vision and depth perception



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

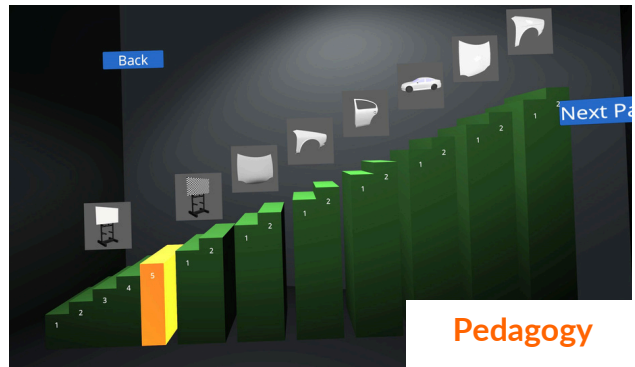
- Mobile and compact design for convenience
- Simple and easy to operate

# What makes us different - the Skillveri Secret Sauce



Live Feedback

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



Pedagogy

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

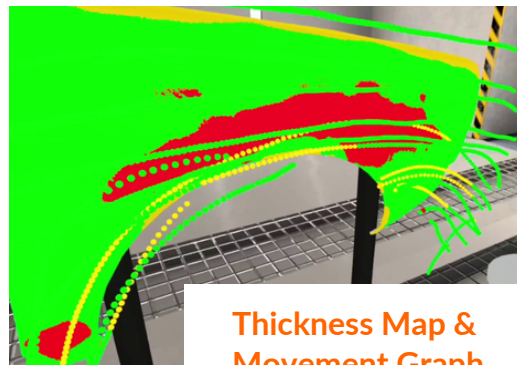
Primer		Base Coat		Top Coat		Overall Score
Input Skills	Correct %	Less %	Excess %	Coat Efficiency		31.48%
Distance	98	0	2	Coverage		100%
Speed	81	19	0	Paint applied		140.21
Horizontal Angle	53	47		Paint wasted		367.78
Vertical Angle	96	4		Cost of wastage		C\$489.6
Rotational Angle	100	0				

Thickness Map    Coat Efficiency

Projected cost of wastage in a day

Scorecard

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



Thickness Map & Movement Graph

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

← chroma / filters / list

Painting (Chroma)

User	Process	Workpiece	Score	Result
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	13	FAIL

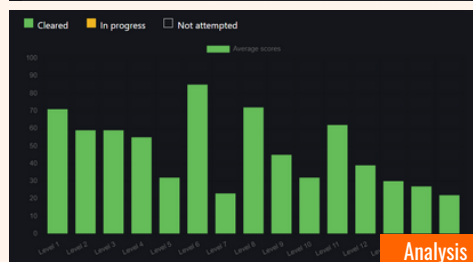
Reports

Cleared   
  In progress   
  Not attempted

Number in the box represent the number of attempts

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12	Level 13	Level 14	Level 15
deb	8	1	13	1	1	3	2	1	1	3	7	25			
vignesh	3	3													
kess	2	2	2	3	7	1	5	1	3	8	3	3	5	9	
keshhika															
ams															
naveen	24	9	5	6	1	2	2	1	2	3	1	1	1	6	20
sutheer															
rpete	1	4													
lily															

Track progress



Analysis

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

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 2064 x 2208 per eye, clearer image, more realistic simulation 120 Hz - higher refresh rate gives more smooth user experience, no headaches 110° 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



# The Skillveri Advantage - Worldwide Acceptance



## Trusted by Industry Leaders



500+ Installations with 150+ Customers  
Worldwide

### Customer Testimonials



Scan to watch



or visit - [testimonials.skillveri.in](https://testimonials.skillveri.in)

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