



**STATION F**

Mixed Reality  
Microsoft Partner

# BRIDGE

THE AUGMENTED  
REALITY  
COLLABORATIVE  
PLATFORM





# KEY FEATURES

---



## TEAMWORK IN AR

Display and interact with your 3D designs in Augmented Reality, together with other users.



## LOCAL & REMOTE

Our solution allows local and remote collaborative sessions.

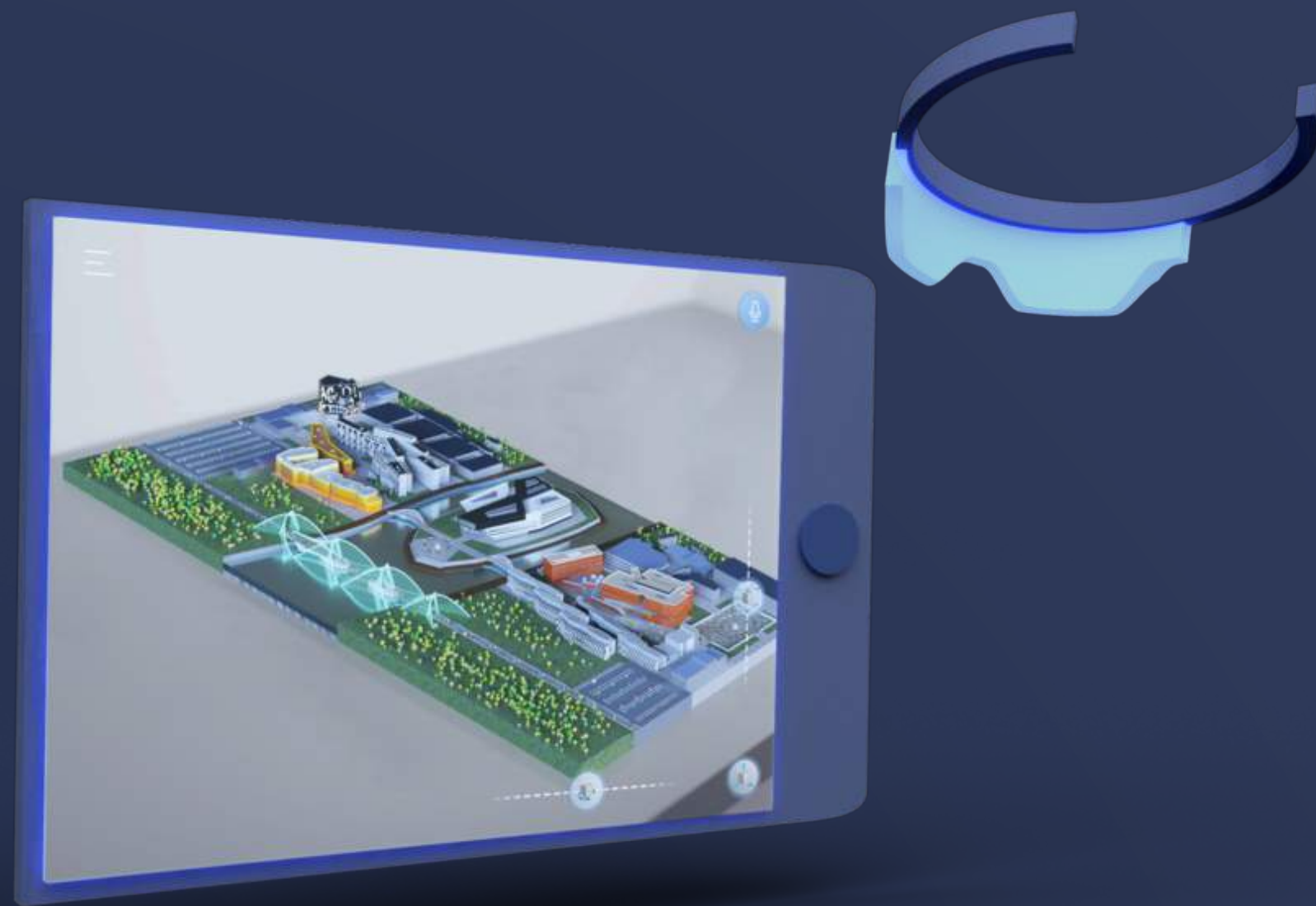


## CROSS-PLATFORM

Compatible with all Augmented Reality devices (phones, tablets and glasses)

# SESSIONS FEATURES

---



Basic interaction



Laser pointer



Animation



Private sessions



Avatars



Audio & video

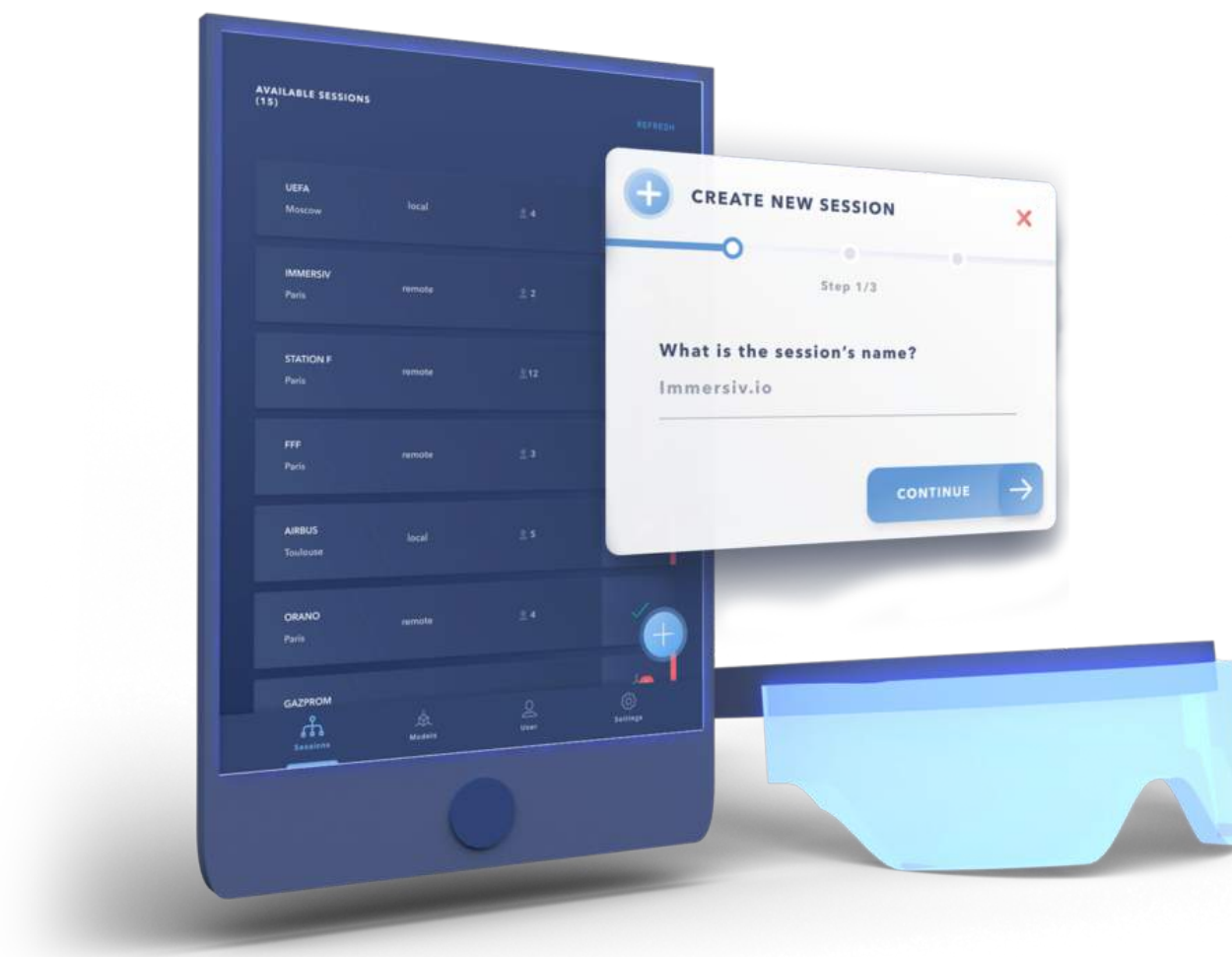


# HOW IT WORKS



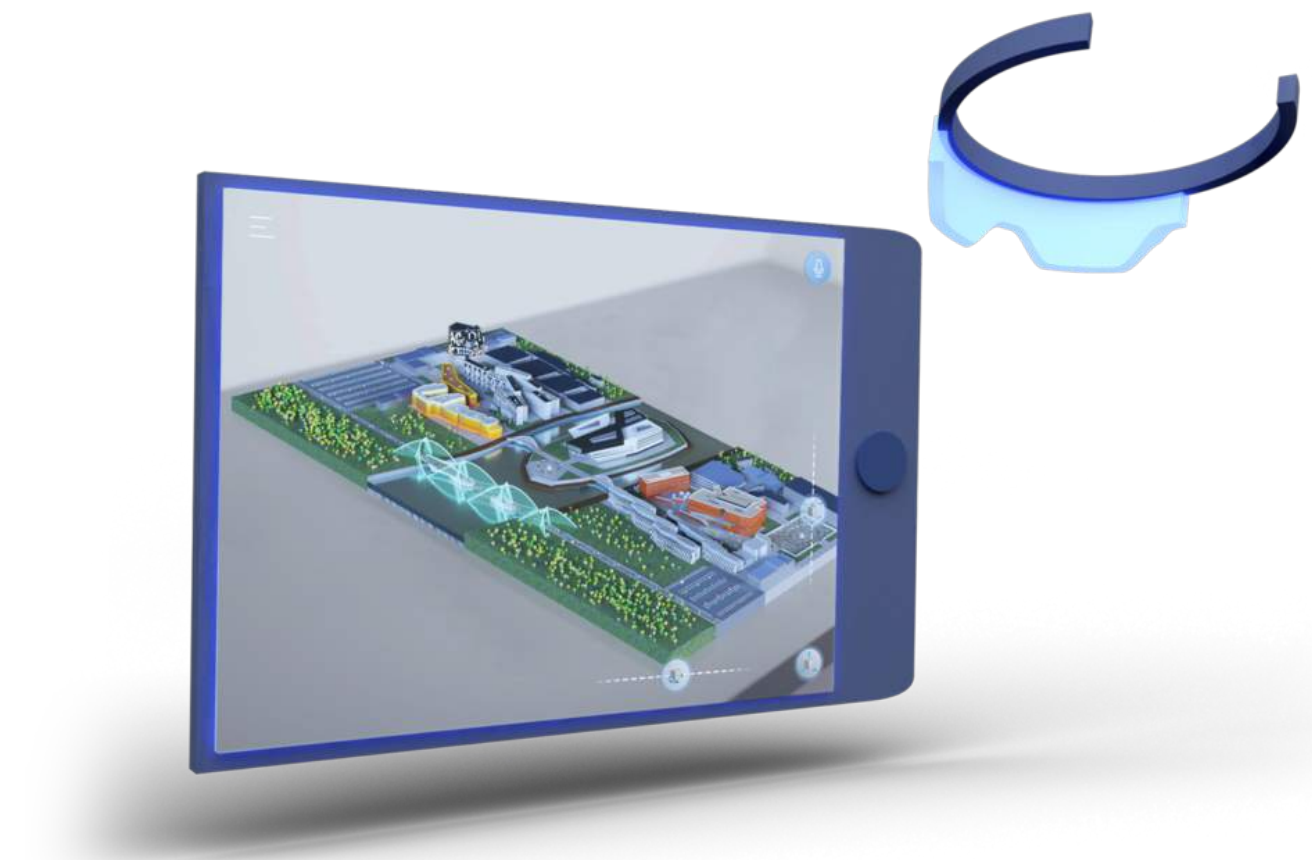
## 3D FILES UPLOAD

Setup your project, drag & drop your 3D models, manage your team and collaborators.



## START A SESSION

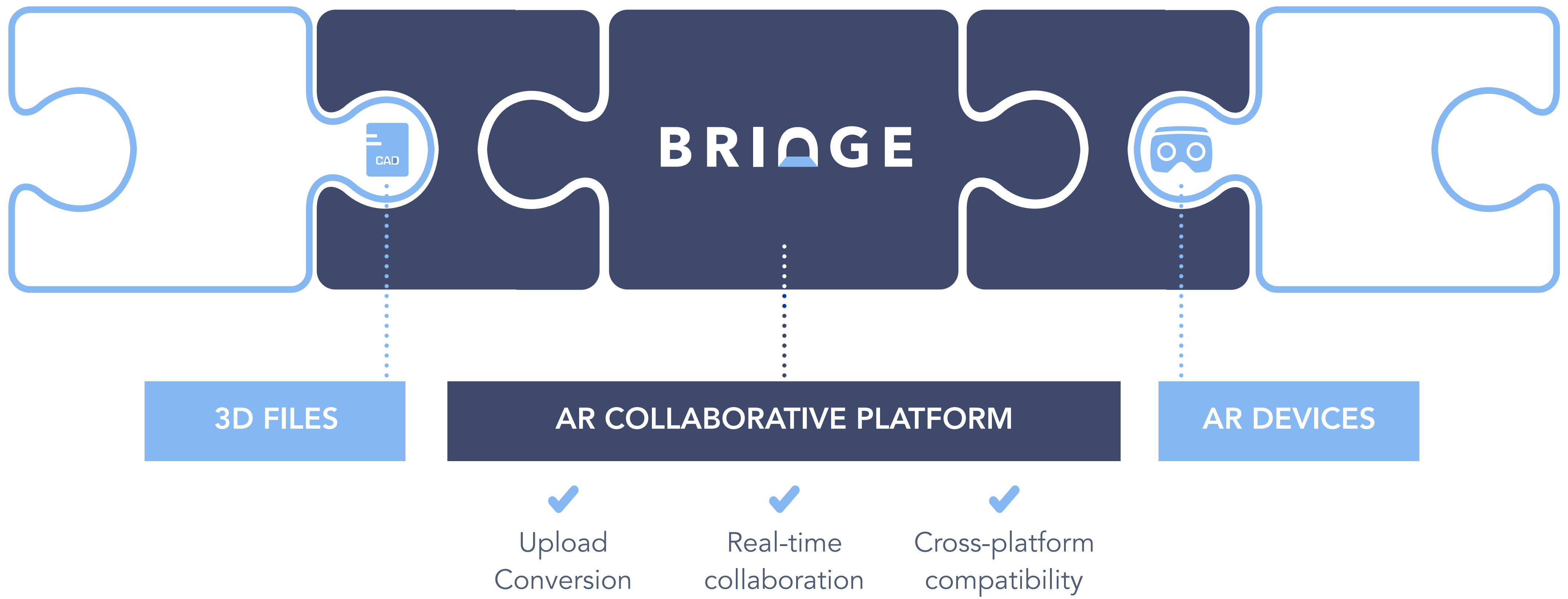
Create or join remote or local sessions directly from your AR device.



## COLLABORATE

Once connected, visualize and interact with your 3D models in augmented reality.

# PROPRIETARY TECHNOLOGY



# USE CASES

---



DESIGN

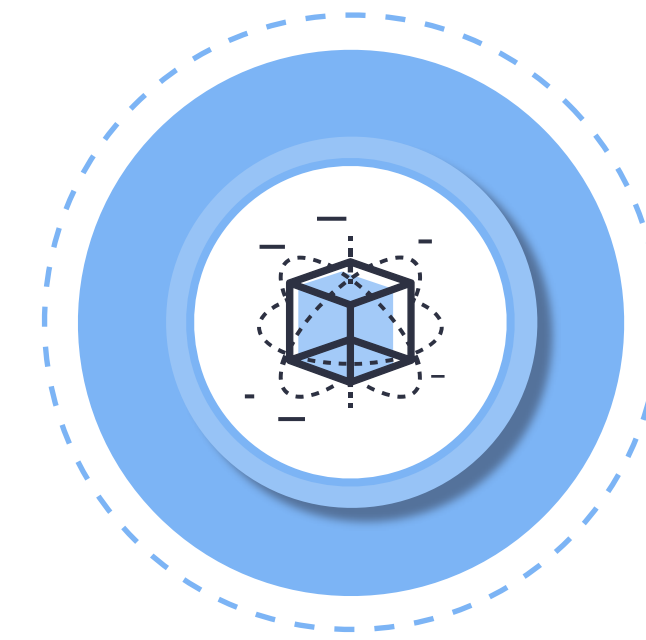


PRE-SALES



TRAINING





## CONTEXT DESIGN REVIEWS

### BENEFITS

- ✓ Better understanding of volumes and complex systems
- ✓ Remote collaboration between teams, suppliers and customers
- ✓ Superimposing virtual models on top of what has been built for quality control



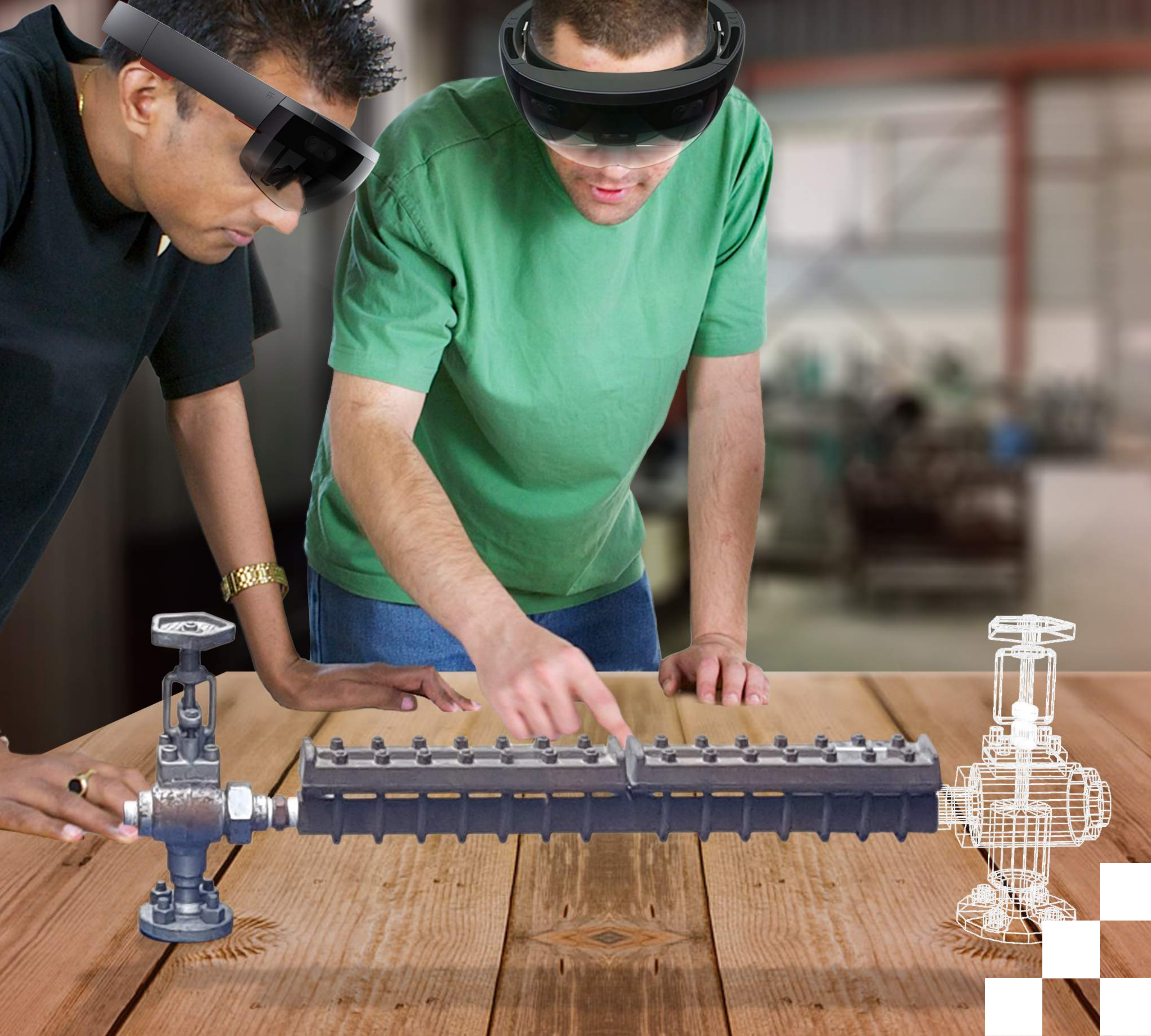


## CONTEXT PRE-SALES DEMOS

### BENEFITS

- ✓ Simulate behaviors of future systems for a better projection
- ✓ Present your product to customers that are far away from you
- ✓ Contextualizing 3D models at scale on site





## CONTEXT TRAINING SESSIONS

### BENEFITS

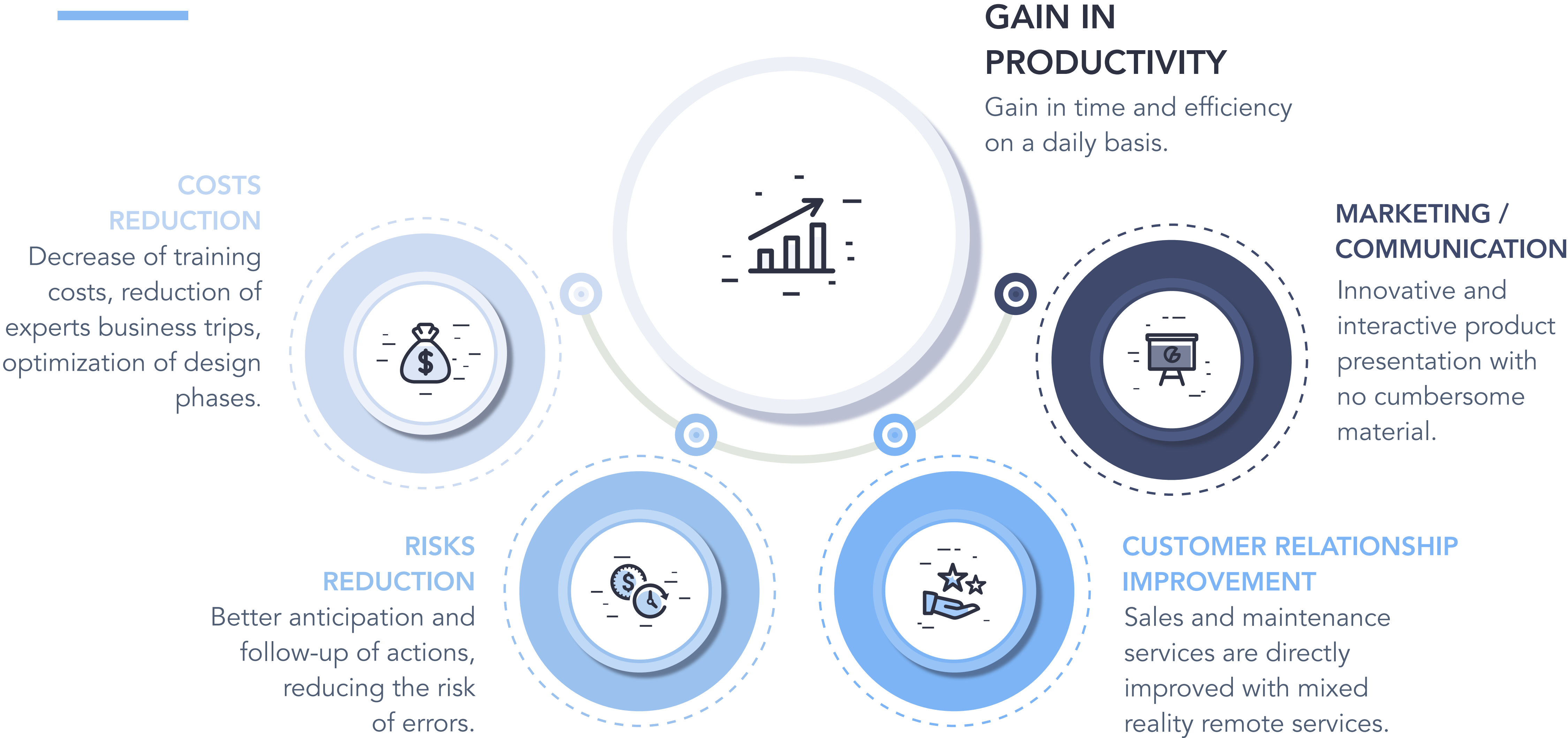
- ✓ Operations displayed on top of real or virtual machines
- ✓ Head-mounted display leaving the user hands free to perform
- ✓ Remote training for collaborators off-site



# KEY CAPABILITIES OF OUR PLATFORM



# OUR GLOBAL IMPACT





# ECOSYSTEM & PARTNERS



## Incubators & Startup programs



## We work together



# THANKS !



immersiv.io

[www.immersiv.io](http://www.immersiv.io)

[contact@immersiv.io](mailto:contact@immersiv.io)