



# SprayVerse Feature Guide

*Get SprayVerse And Attract the Next Generation of Spray Painters*

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# SprayVerse

## VR Spray Painting Simulator

Working with industry leaders, we have developed the first Standalone Virtual Spray Painting Training Simulator for use in classrooms, training centers, and exhibitions. The one-of-a-kind solution using the latest in hardware and software products from global brands such as Meta and Google providing the highest level of realism and best possible user experience and engagement. As a standalone VR application, SprayVerse does not require expensive high-performance PCs connected to the VR headsets to run – making it the most affordable VR Spray-Painting training solution on the market.

### All-in-One VR Simulator

For organizations providing training in Spray Painting, the All-in-One package is a turnkey system including all needed hardware, software and cloud-based system for user management, progress tracking, analytics and reporting.

### Standalone VR App

1 User License for Lifetime. For individuals and organizations equipped with Meta/Oculus Quest VR headsets who want to dive into the immersive Spray-Painting training.



# All-in-One VR Spray Painting Simulator

Hardware



## Compact Hardcase



The SprayVerse system is housed in a custom-designed and travel-ready hardcase, enabling safe transport and effective training in any location. The case weighs in at just 2.5kg.

## Oculus Quest 2



Quest 2 VR headset included. The headset has an ergonomic design to ensure comfort and is equipped with next-generation lenses and sharp displays to deliver an immersive and realistic training session without the requirement of external tracking sensors.

## Custom SprayGun



Custom Spray Gun controller mount included to replicate the feel and ergonomics of the industry's leading spray guns. Users will be completely immersed in a realistic training experience enabling the use of their techniques and skills.

## Casting Device



Cast the user point of view and interactions within the VR environment to an external monitor wirelessly without affecting the user mobility and freedom of movement.



### VR Simulator App Preinstalled

As the first standalone VR Spray-Painting simulator on the market, the VR simulation application is directly installed on the included Meta Quest 2 VR Headset.



### Built-In Grading System and Analytics

SprayVerse features sophisticated grading and scoring system based on the real-time tracking of user performance in terms of coat coverage, paint used and time spent. The system is tracking and recording the user's Spraygun movement for each training session for later analyses.



### Web Admin Panel

Web-based administration panel to manage users, organization settings, active VR devices and the online shop to purchase additional products, services and VR apps from Cythero.



### Cloud Analytics and Reporting

Each SprayVerse All-in-One package includes a 1 Year free access to the cloud web portal for analytics and reporting.

Software

All-in-One  
VR Spray Painting Simulator



Single User

# SprayVerse Standalone VR App

Software Only



## Training and Learning Modes

The SprayVerse standalone VR app has 3 operation modes: Spray Painting Training, Interactive Learning - Lessons and Analytics Preview.



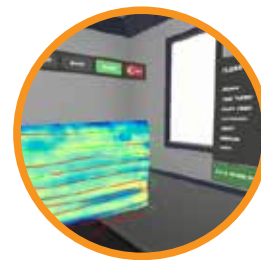
## Interactive Learning Lessons

Sprayverse has built-in interactive lessons for learning the basics of Spray Painting. The lessons included are: Spray Painting Techniques, Paint Mixing Tutorial and Paint Blending.



## Multiple Industries

Three main industry categories parts are available: Automotive, Aircraft and Construction. Each category has multiple parts such as fender, door and hood for automotive, wing, tail-wing and propeller for aircraft, beam, roof tile and a rail section for construction.



## Coverage Heatmaps and Tracking

SprayVerse provides real-time feedback through heatmaps. The active heatmap indicates the coat coverage for each coat and highlights the over- and under-painted areas. Visual feedback helps the user to maintain correct distance during the whole training process. The SprayGun movement during each session is recorded and displayed as tracking lines.

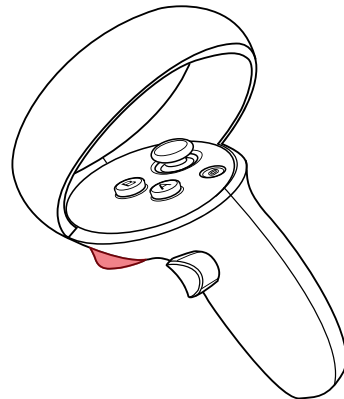
# Oculus Quest 2 & Controllers

Turn on your Oculus Quest 2 by pressing the **power button** on the right side of the headset.

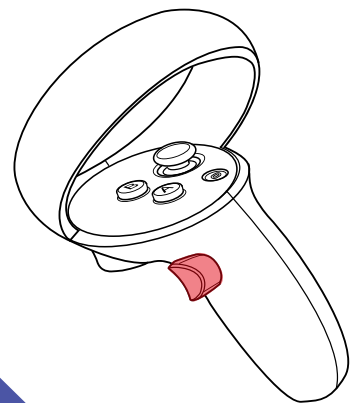


Most of the interaction is done with the **right controller trigger button**. This includes actions such as:

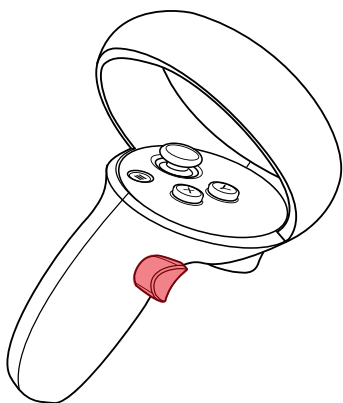
- Selecting menu items
- Pressing buttons
- Adjusting gun settings
- Painting



Pick up items using the **right controller grip button**. This is mainly used in the paint mixing lesson to pick up the paint containers.

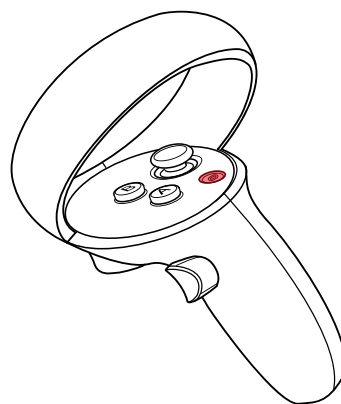
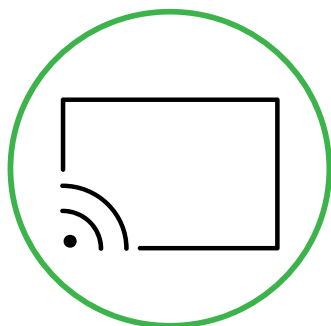


# Oculus Quest 2 & Controllers



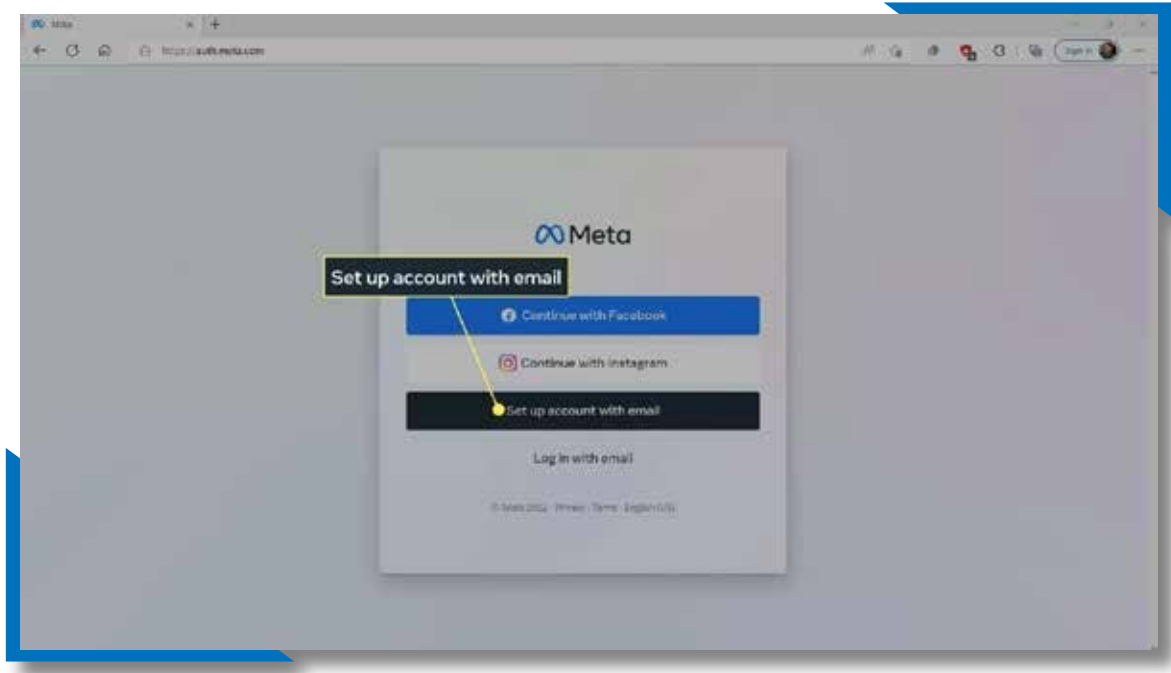
Adjust the knobs on the virtual spray gun using the **left controller grip button** while in the tutorial lesson.

Press the **Oculus Home Button** and press the sharing icon to cast your virtual experience.

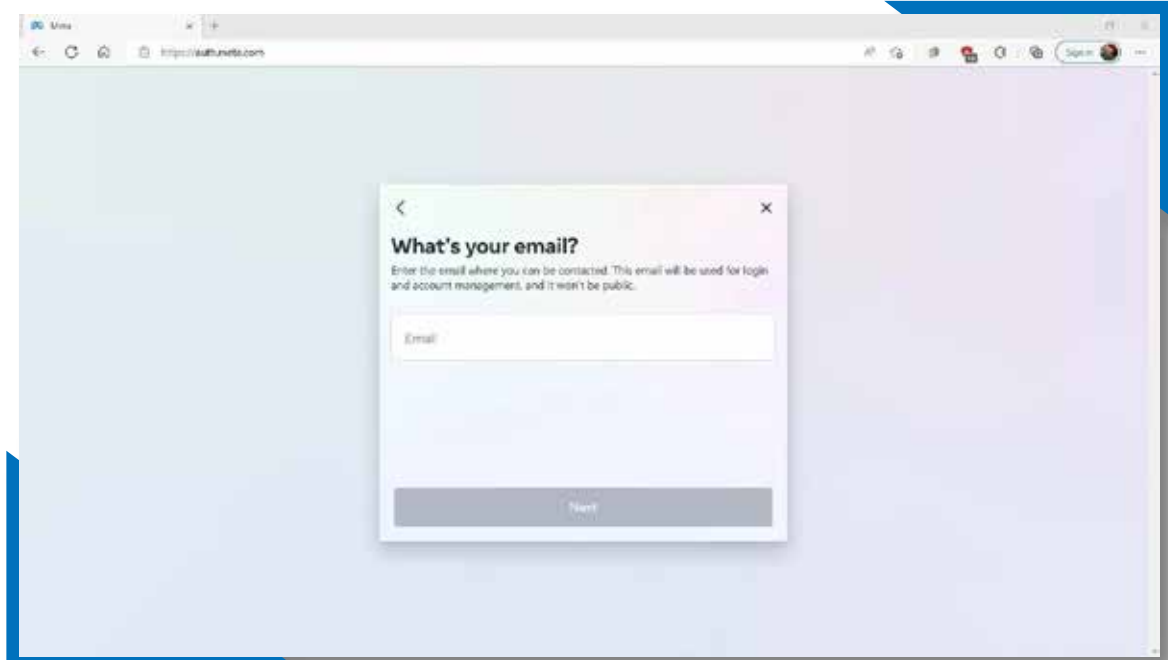




**01** Navigate to [auth.meta.com](https://auth.meta.com) and select Set up an account with email.



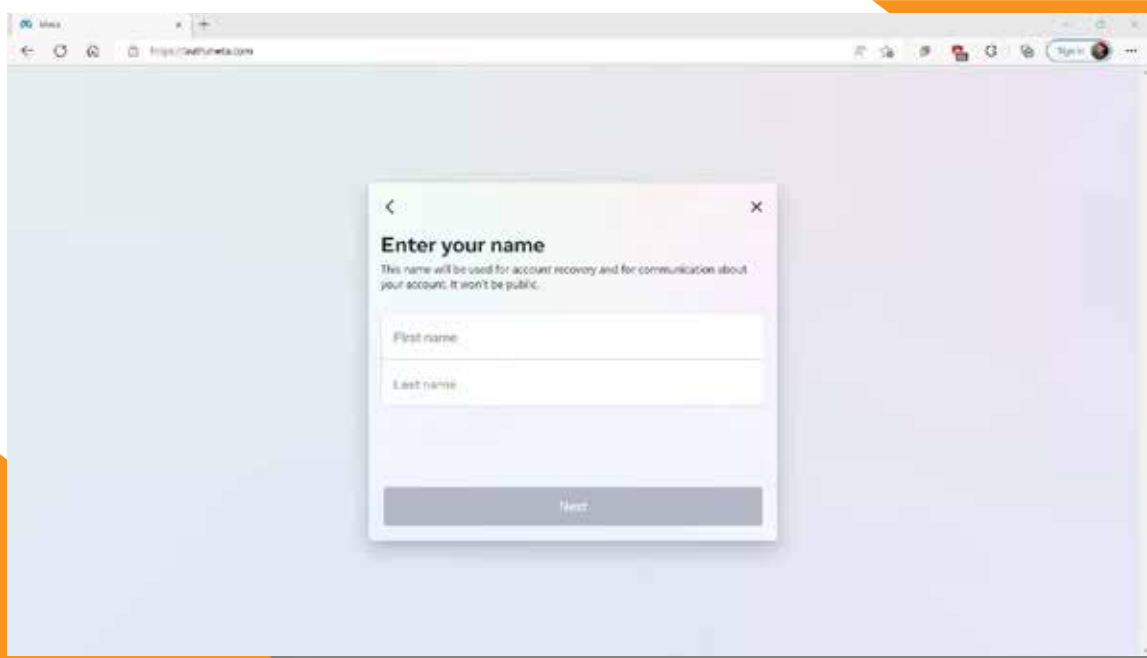
**02** Enter your email address and select **Next**.



# Create Meta (Oculus) Account

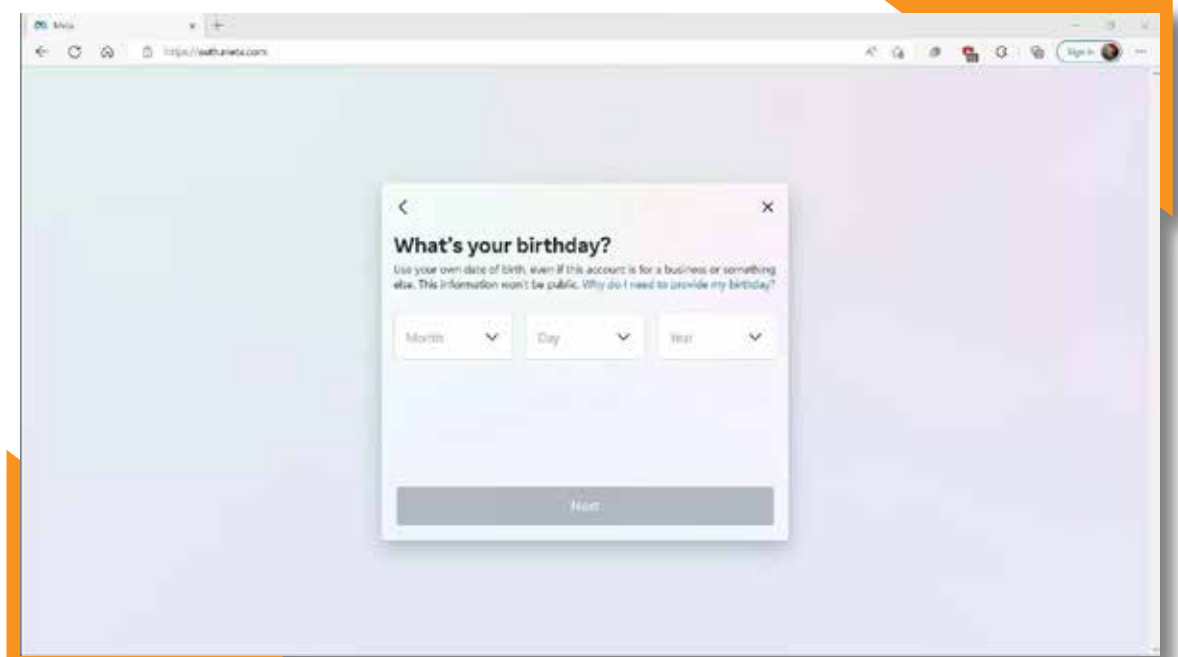
# Create Meta (Oculus) Account

**03** Enter your name and select **Next**.



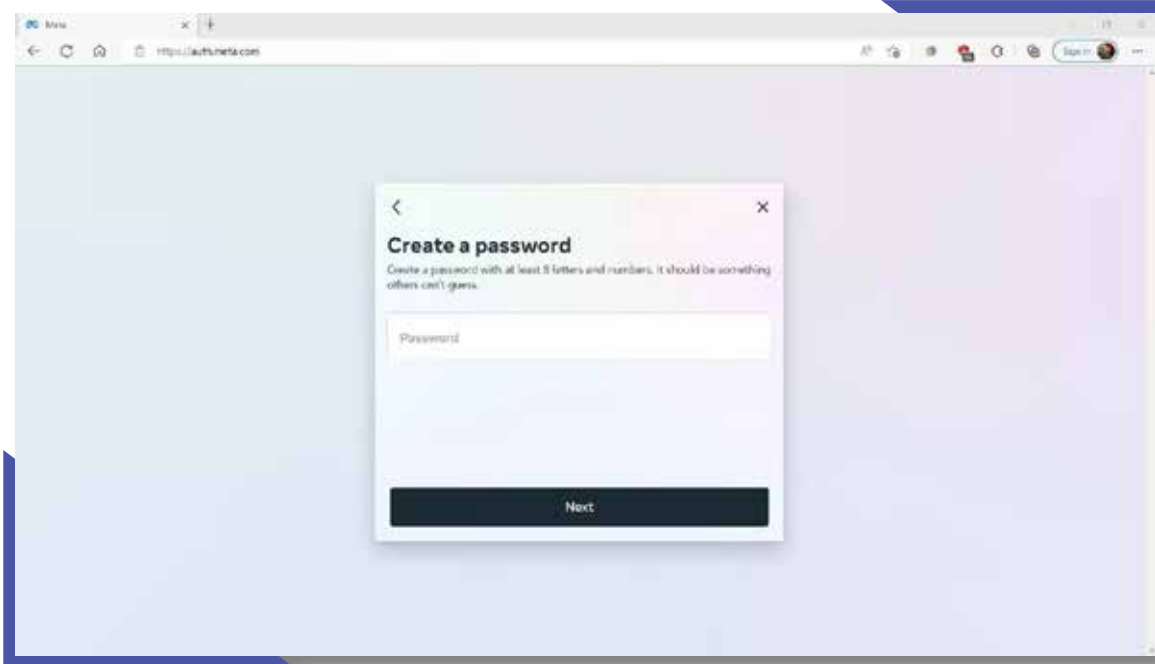
A screenshot of a web browser displaying the Meta account creation process. The browser address bar shows 'https://www.meta.com'. A modal dialog box is centered on the screen with the title 'Enter your name'. Below the title, a note states: 'This name will be used for account recovery and for communication about your account. It won't be public.' There are two text input fields labeled 'First name' and 'Last name'. At the bottom of the dialog is a grey button labeled 'Next'.

**04** Enter your birthday and select **Next**.

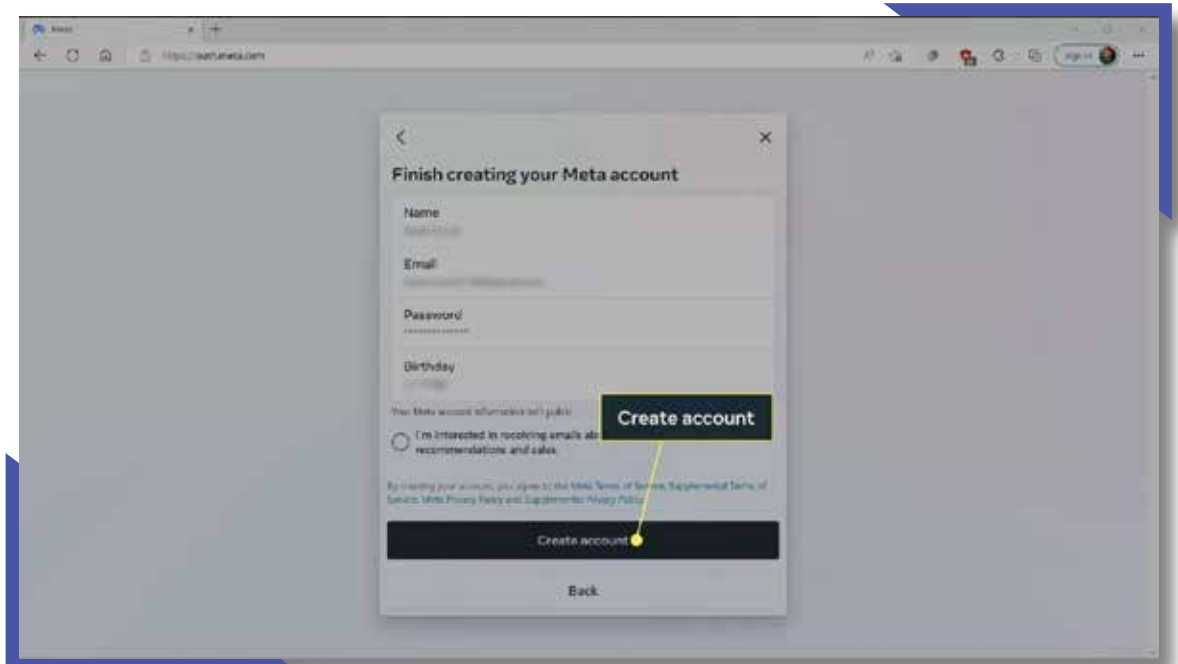


A screenshot of a web browser displaying the Meta account creation process. The browser address bar shows 'https://www.meta.com'. A modal dialog box is centered on the screen with the title 'What's your birthday?'. Below the title, a note states: 'Use your own date of birth, even if this account is for a business or something else. This information won't be public. Why do I need to provide my birthday?'. There are three dropdown menus labeled 'Month', 'Day', and 'Year'. At the bottom of the dialog is a grey button labeled 'Next'.

**05** Create a password and select **Next**.



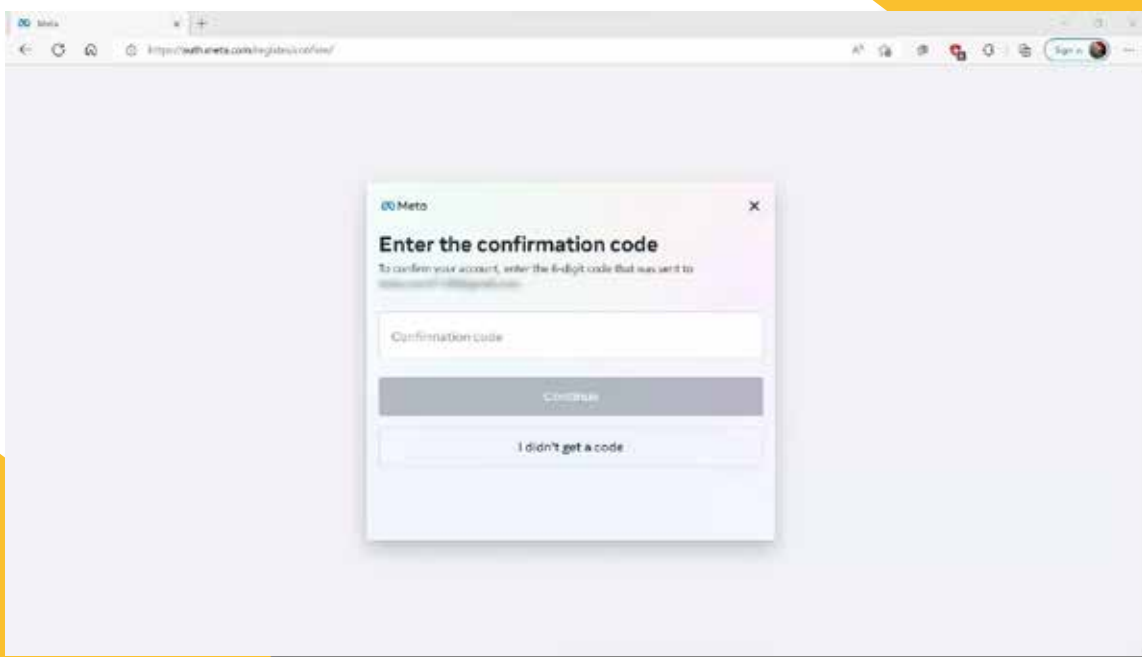
**06** Verify the information you've entered, and select **Create account**.



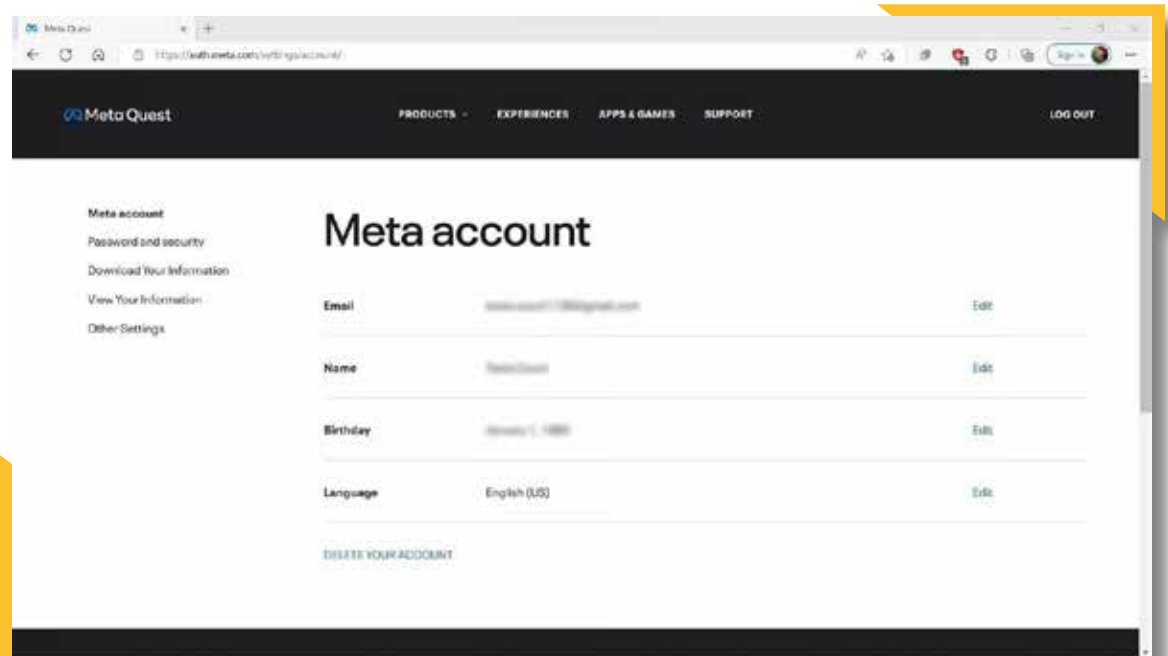
# Create Meta (Oculus) Account

# Create Meta (Oculus) Account

**07** Retrieve the verification code from your email, and select **Continue**.



**08** Your account is now ready. You can use it to log into your Quest and the Oculus app



**01** Open the Toolbar by pressing the **Oculus Button** on your right touch controller.



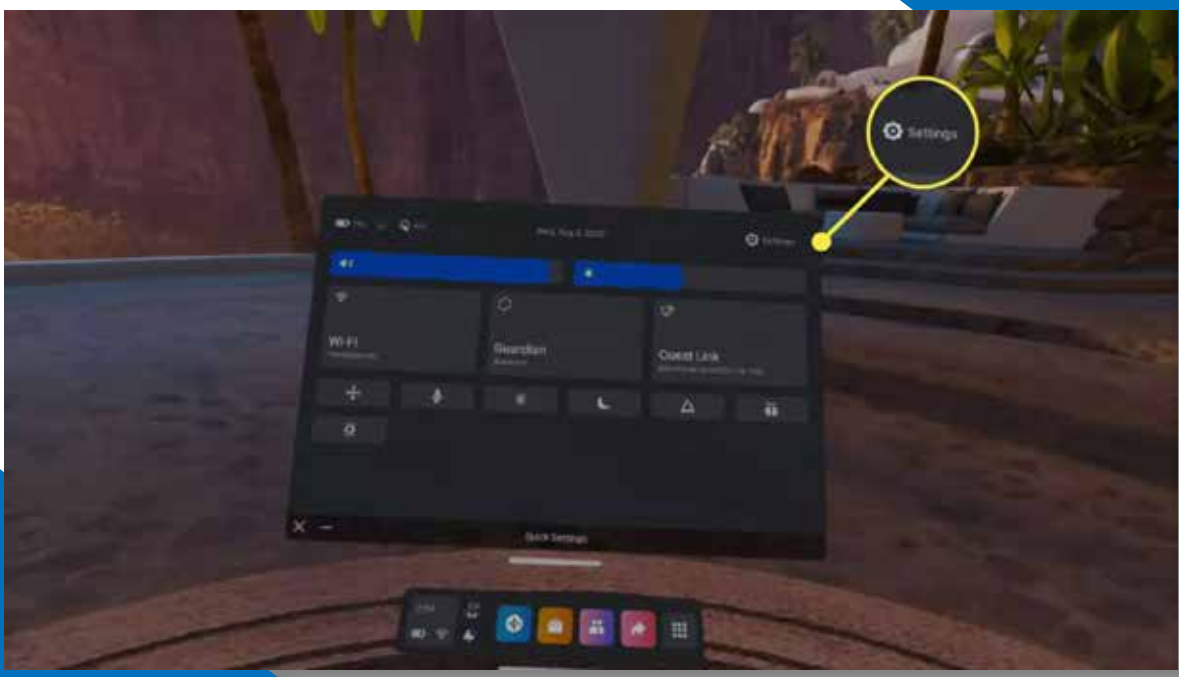
**02** Select the **Quick Launch Menu** (time, battery, Wi-Fi).



**Connect Your Quest to  
Meta Quest App**

# Connect Your Quest to Meta Quest App

03 Select **Settings**.



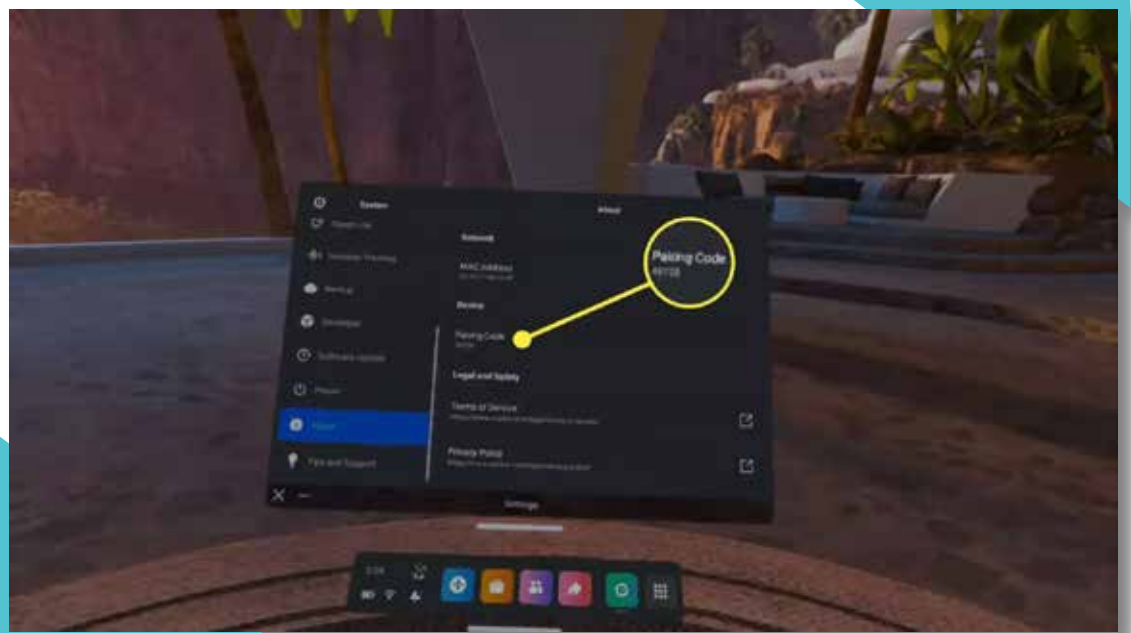
04 Select **System**.



05 Scroll down and select **About**.



06 Make note of the **pairing code**.



Connect Your Quest to  
**Meta Quest App**

# Connect Your Quest to Meta Quest App

**07** If you don't already have the Meta Quest app, download and install it on your phone.



Meta Quest

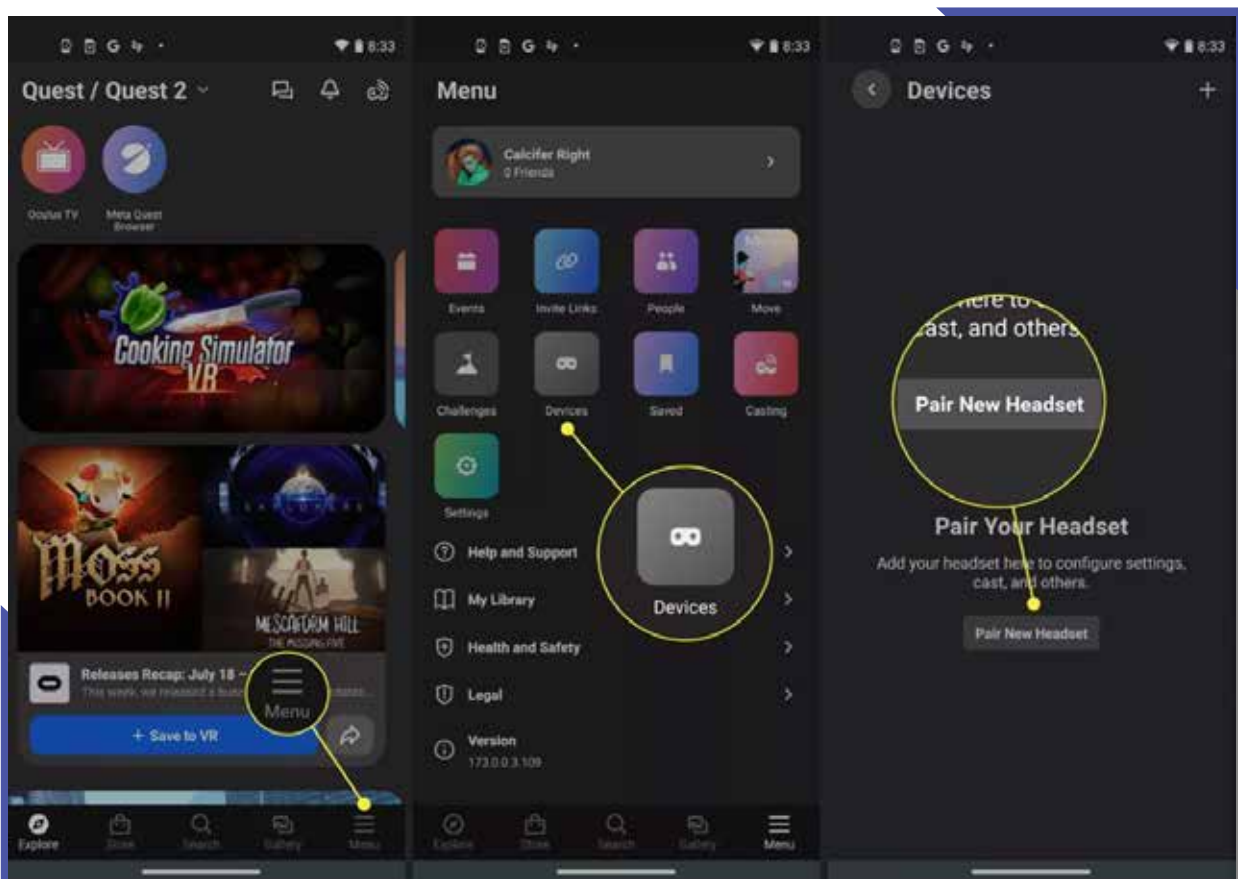


**08** Open the app and sign in using your Meta account.

**09** Tap **Menu**.

**10** Tap **Devices**.

**11** Tap **Pair New Headset**.

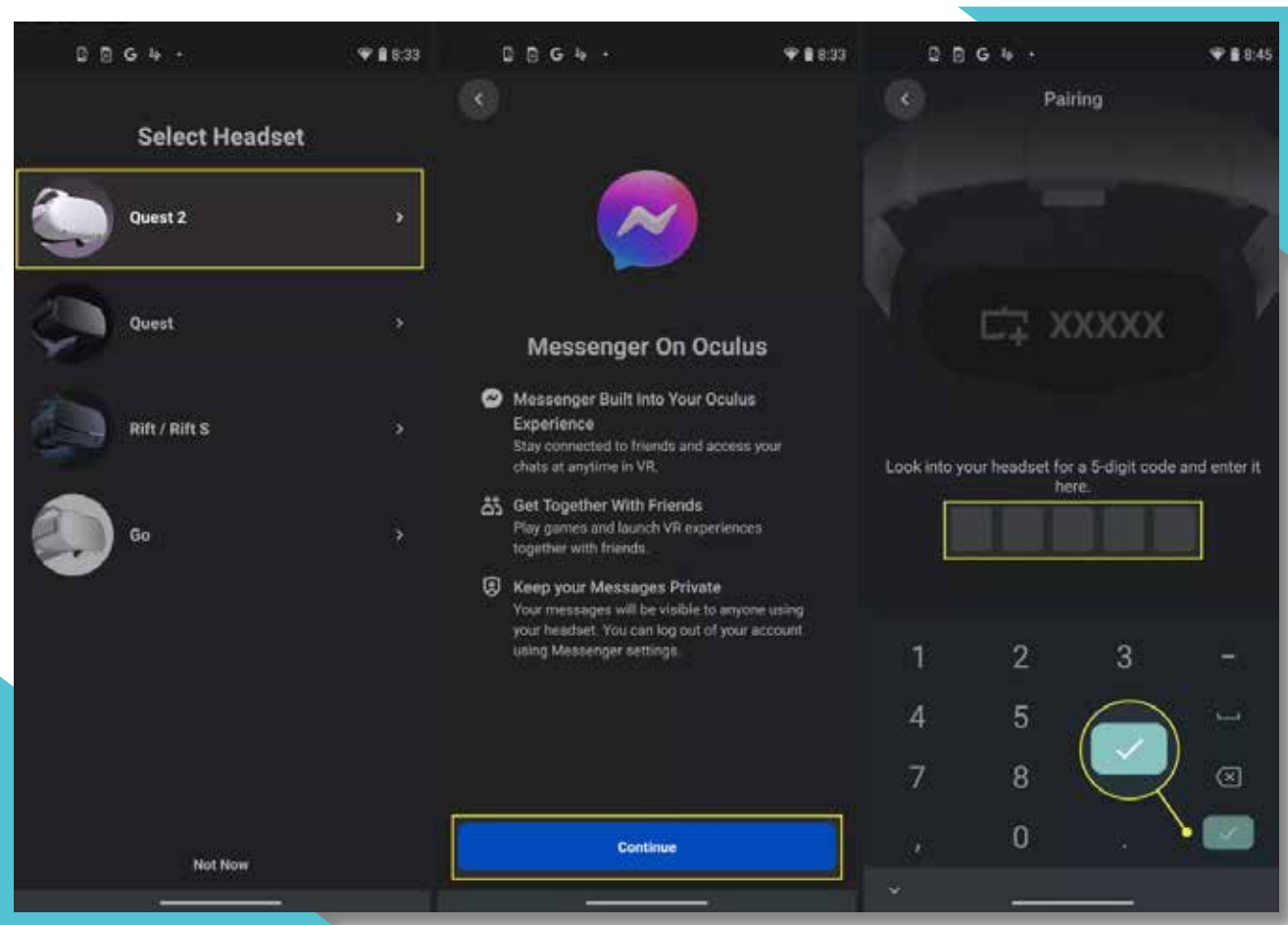




12 Tap **Quest 2**.

13 Tap **Continue**.

14 Enter the pairing code, and tap the **check mark**.



15 Your Quest 2 will pair with your phone.

## Connect Your Quest to Meta Quest App

# Connect Your Quest to Meta Quest App

**Note:** Make sure to have Bluetooth and Location enabled on your phone.

**Tip:** The Quest 2 needs to be active and in close proximity to your phone for pairing to succeed. If it fails, try wearing the headset during the pairing process.

## How to Pair Quest 2 to iPhone

Pairing a Quest 2 to an iPhone works exactly like pairing to an Android. The app works and looks the same on both Android and iOS, and the Quest 2 headset doesn't differentiate between an iPhone and an Android. To pair a Quest 2 to your iPhone, follow the instructions from the previous section.

**Note:** If you have trouble connecting your Quest 2 to your iPhone, make sure Bluetooth is enabled on your iPhone before you start the process. Bluetooth should be enabled before you attempt to pair your iPhone to a Quest 2.

# Custom Spray Gun

Custom Spray Gun controller included to replicate the feel and ergonomics of the industry's leading spray guns. Users will be completely immersed in a realistic training experience enabling the use of their techniques and skills.

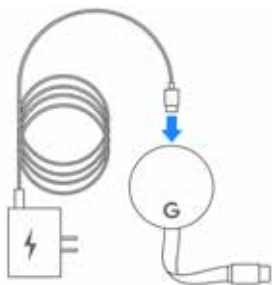
## How to set up?



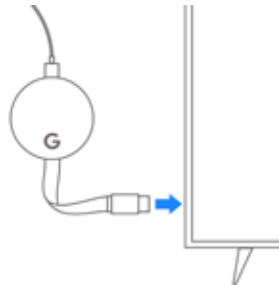
# Google Chromecast



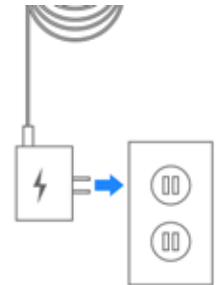
Plug in your Chromecast device.  
It's as easy as...



Plug the included USB power cable into your Chromecast.



Plug your Chromecast into any open HDMI port on your TV.



Plug the power supply into an open outlet.

If you don't see this screen, press the Input or Source button on your display's remote control until the screen appears.

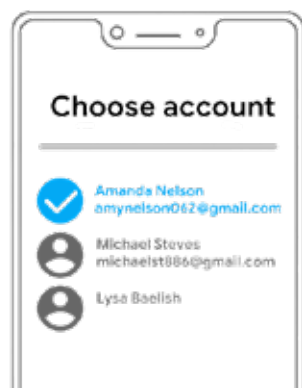


Make note of the Chromecast device number on your TV screen for later.

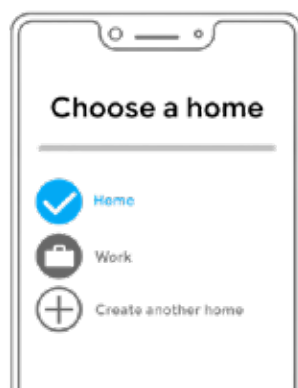


Download the Google Home app to your phone or tablet.

Open the Google Home app and follow the prompts.  
Make sure your Bluetooth is turned on.



Choose a Google account to connect to.

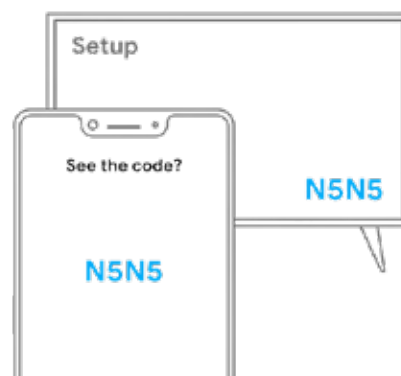


Choose a home, or create a new one.

Follow the prompts to connect your Chromecast.  
Make sure your Bluetooth is turned on.



Choose the device with the same number from the Welcome screen.



Confirm the number on the screen.

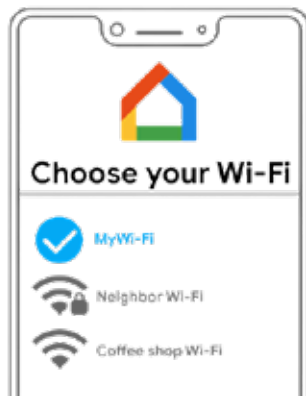
**Google**  
**Chromecast**



# Google Chromecast



Choose your Wi-Fi network.  
Make sure to connect your Chromecast to the same secure  
Wi-Fi network you are using on your phone or tablet.



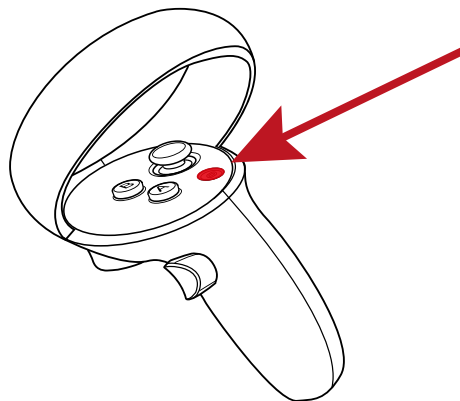
You should see a background image,  
the time, and your device's name.



**01** Turn on the **Oculus** and your **TV**.

If you've hooked up a Chromecast device to the TV, make sure to select the right input. Also, the Chromecast and Oculus should be on the same Wi-Fi network. Make sure your Bluetooth is turned on.

**02** Press the **Oculus Button** on the right hand controller to bring up the home menu.



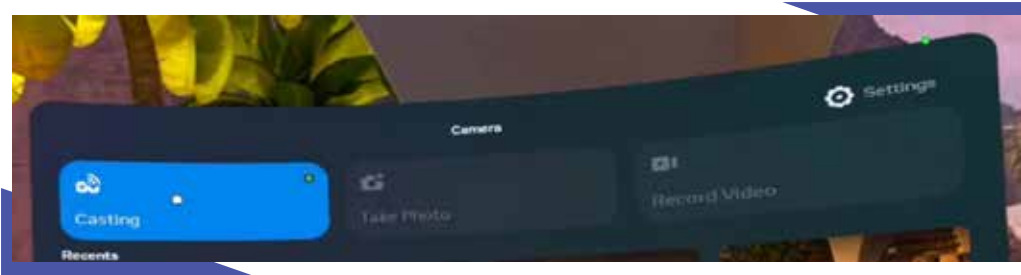
**03** Go to the **Apps** and then click **Camera Button**.



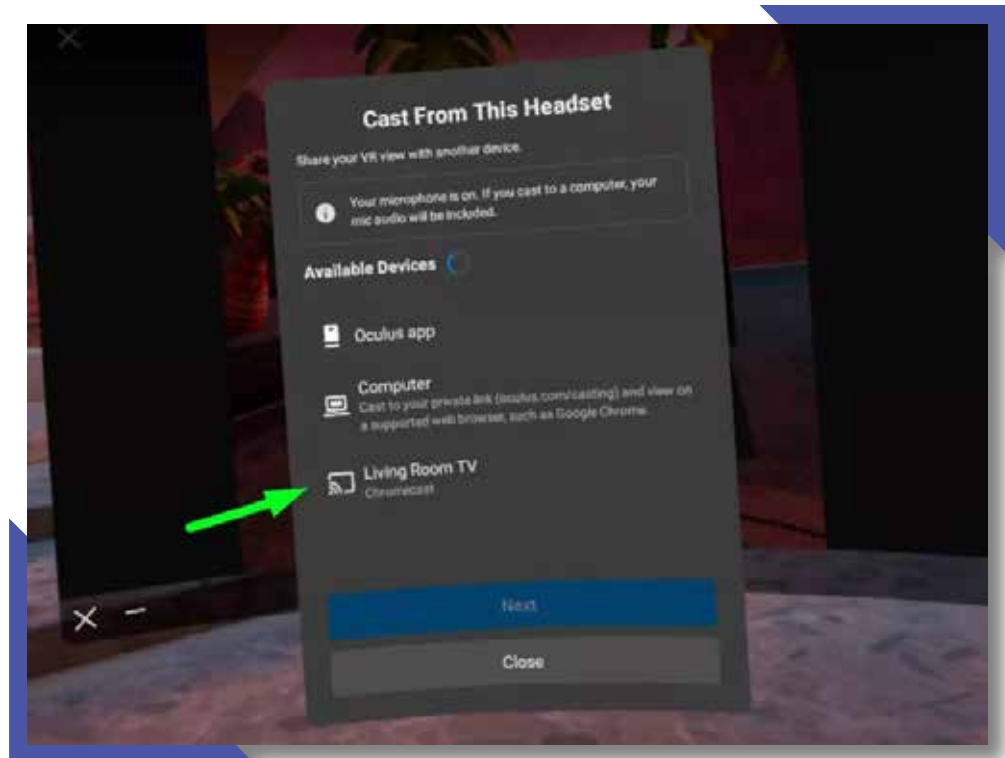
# How to cast Oculus Quest 2 to TV

# How to cast Oculus Quest 2 to TV

**04** In the Camera window, click the **Cast Button**.



**05** In the **Cast From This Headset** window, select your Chromecast-enabled device.





# How to cast Oculus Quest 2 to Computer

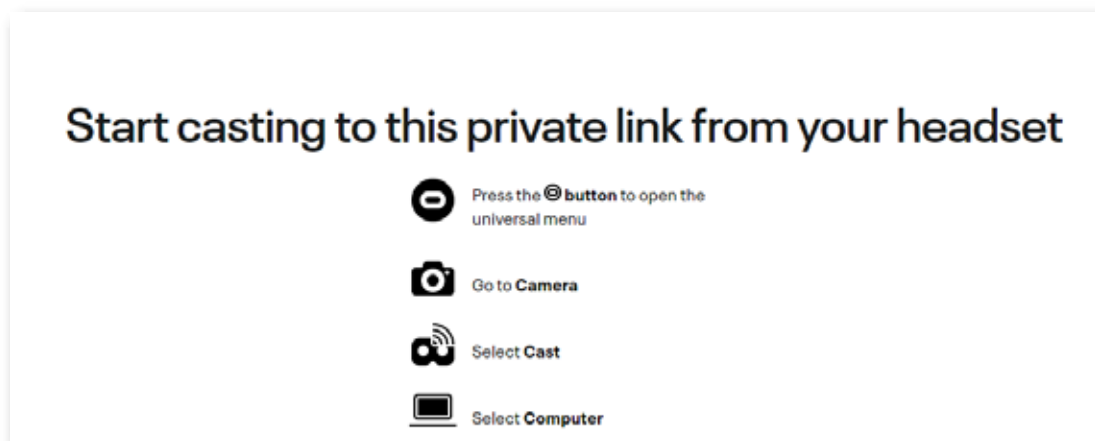
To start casting:

On your computer, open Google Chrome or Microsoft Edge and log in to your Meta Account.

Go to **oculus.com/casting**

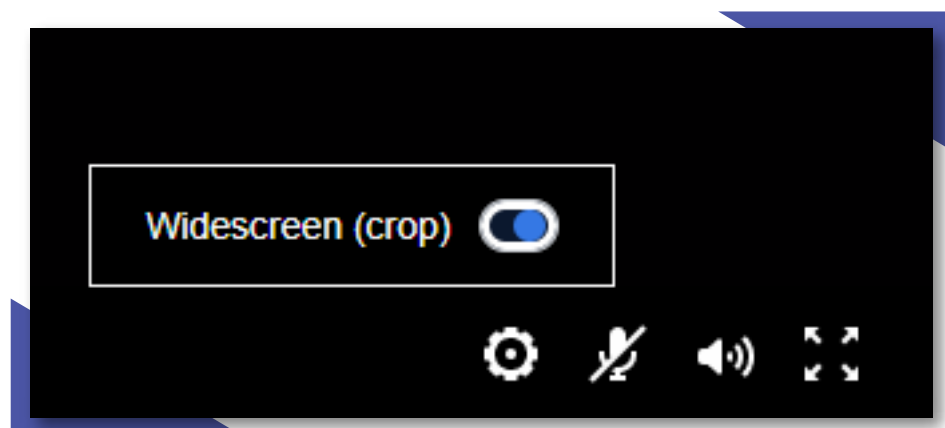
Put your headset on and press on your controller to open the universal menu.

Select **Camera**, select **Cast** then select **Computer**.



Full Screen:

To get a full screen image click on the **settings icon** on the bottom right corner and toggle the **Widescreen (crop)** option.



# SprayVerse

## Modules



**Painting** where you can choose from a variety of selected parts based on suited category.



**Lessons** a collection of useful practices that should be known to the spray painter.



**Statistics** contains all of the data regarding the user, the progress and breakdown for each part.



**Session Replay** is used to replay the past sessions of the user in order to better reflect on past mistakes.

# Painting Categories

Automotive Parts



**AUTOMOTIVE**

The **Automotive Category** consists of the following parts:



**Front  
Bumper**



**Rear  
Bumper**



**Sedan  
Trunk**



**Side  
Mirrors**



**Fender**

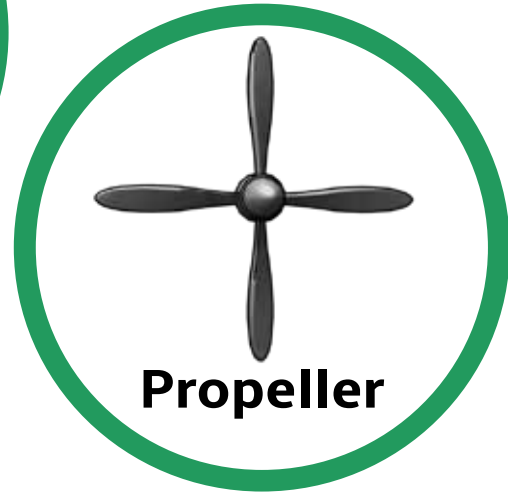
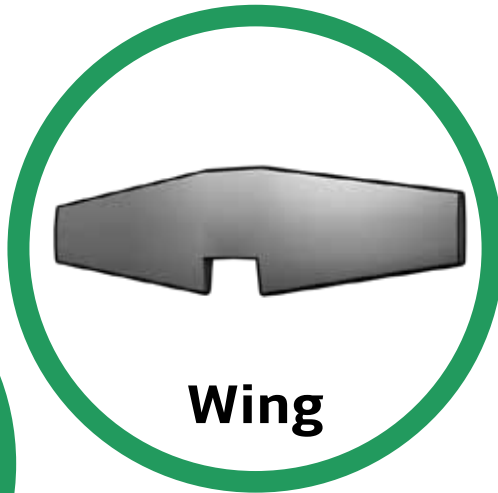


**Hood**



**Door**

The **Aircraft Category** consist of the following parts:



Aircraft Parts

Painting  
Categories

# Painting Categories

Construction Parts



**CONSTRUCTION**

The **Construction Category** consists of the following parts:



**Beam**



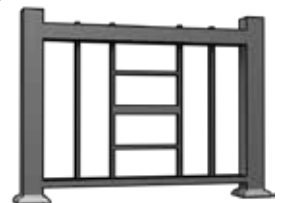
**Roof Tile**



**Larg Pipe**



**Small Pipe**



**Rail Section**



**Equal T**



**90 Degree  
Elbow**

The **Furniture Category** consist of the following parts using Airless painting technique:



Furniture Parts

**Painting  
Categories**

# SprayVerse Lessons

## Paint Mixing



**Paint Mixing** will teach you how to read the cup measurements and how to pour the correct amount of paint.

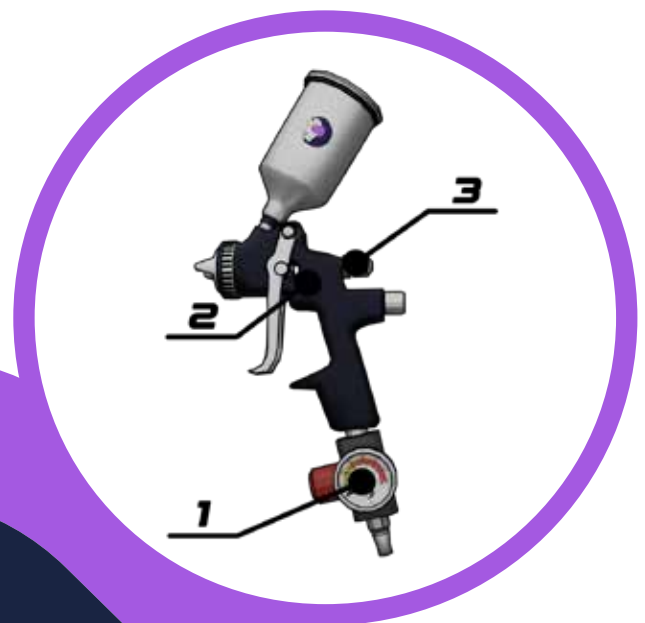


**Spray Gun Settings** will teach you the function of each knob on the spray gun.



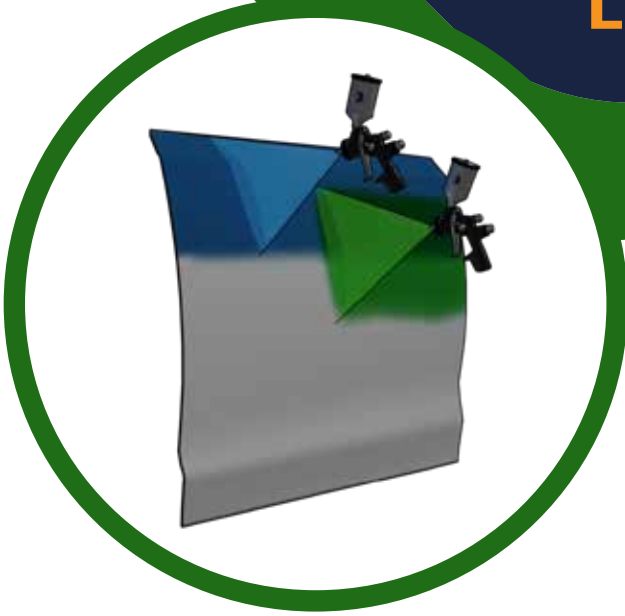
Spray Gun Settings

SprayVerse  
Lessons

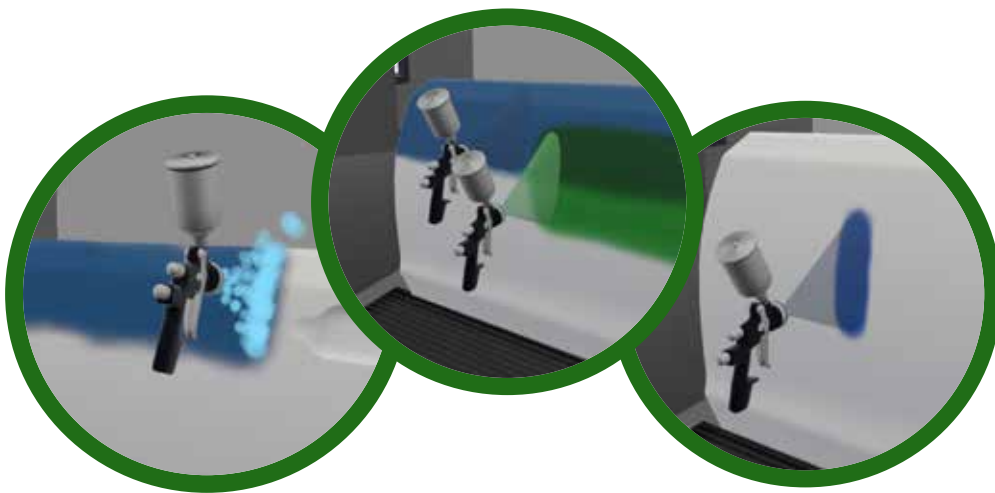




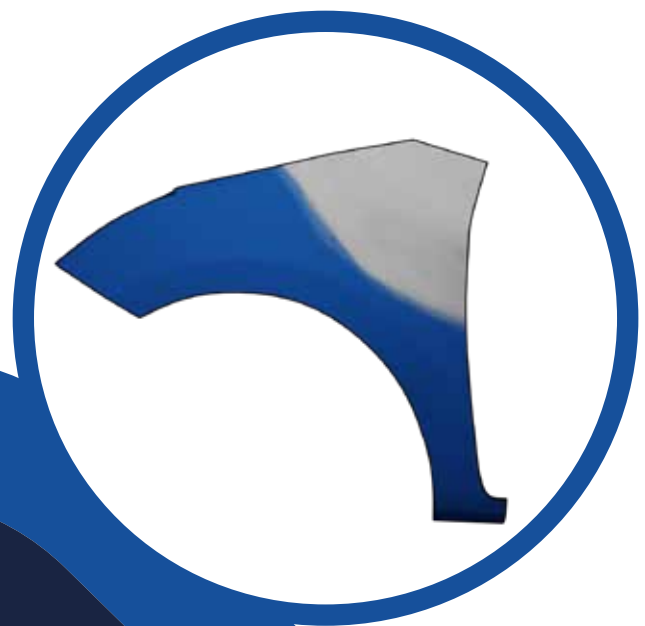
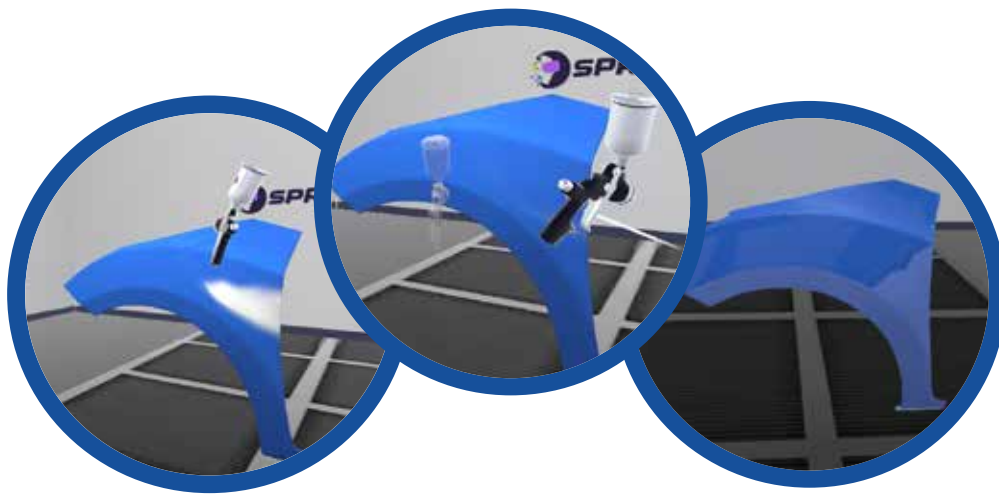
# SprayVerse Lessons



**Painting Tutorial** will teach you the proper Spray Painting Techniques.



**Paint Blending** will teach you how to blend the repaired area with the existing paint. A virtual trainer will guide you, showing the correct way to apply a break away motion for correct paint blending.



Paint Blending

SprayVerse  
Lessons

# Spray Gun Settings Adjustment

The settings panel allows the user to modify and precisely dial in their spray gun settings before or during a spraying session. The user can modify the airflow, the spray fan and material flow in order to get the perfect spray pattern for the job.



Each modification can be tested on the **Test Sheet** next to the settings panel.



# Training

## Paint Process



The user will be asked to apply the **primer coat** to even out a seal, scratches or imperfections and prepare the part for base coat.

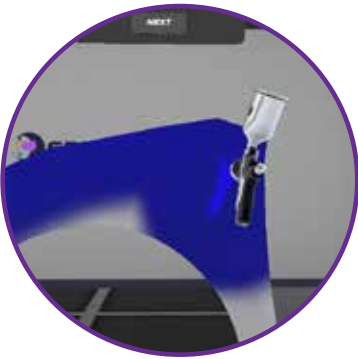


During any part of the spray process the player may enable the **heatmap feature** in order to check their coverage in real-time.

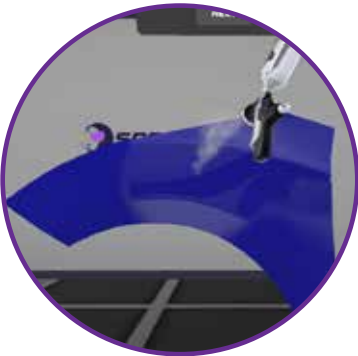


The user may choose one of the given colors to apply to the part.

# Training Paint Process



The user will apply the **color coat** the same as the primer application.



As the final step the user will apply the **clear coat** in order to finish the process.

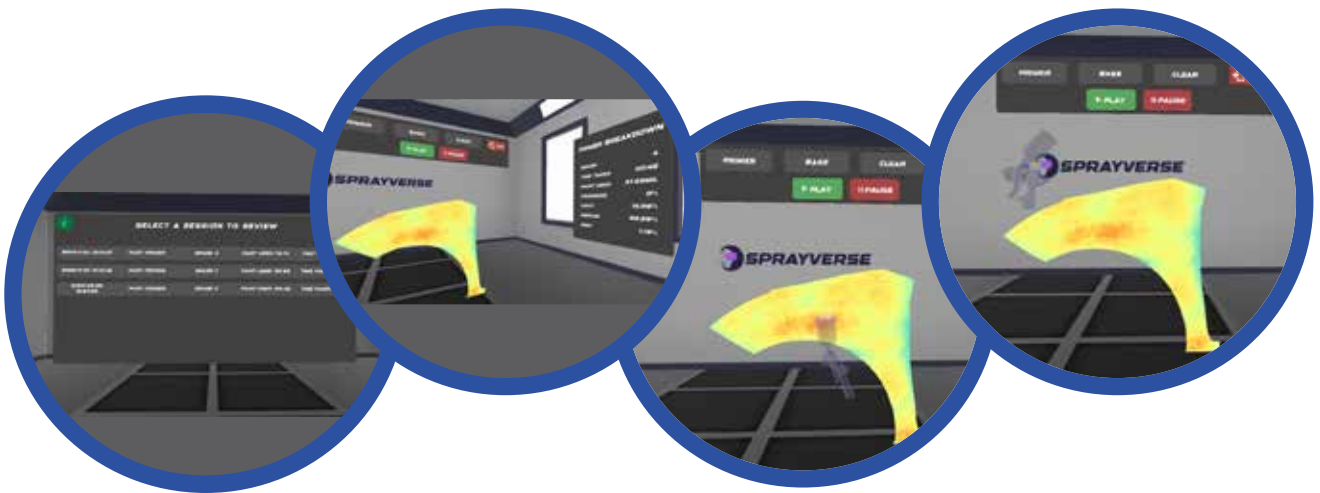


After each session the player will receive the results for their performance. The result will show the overall grade, the time taken to paint the parts, the paint used as well as a separated grade based on the player coverage for each coat they applied.

# SprayVerse

## Session Browser

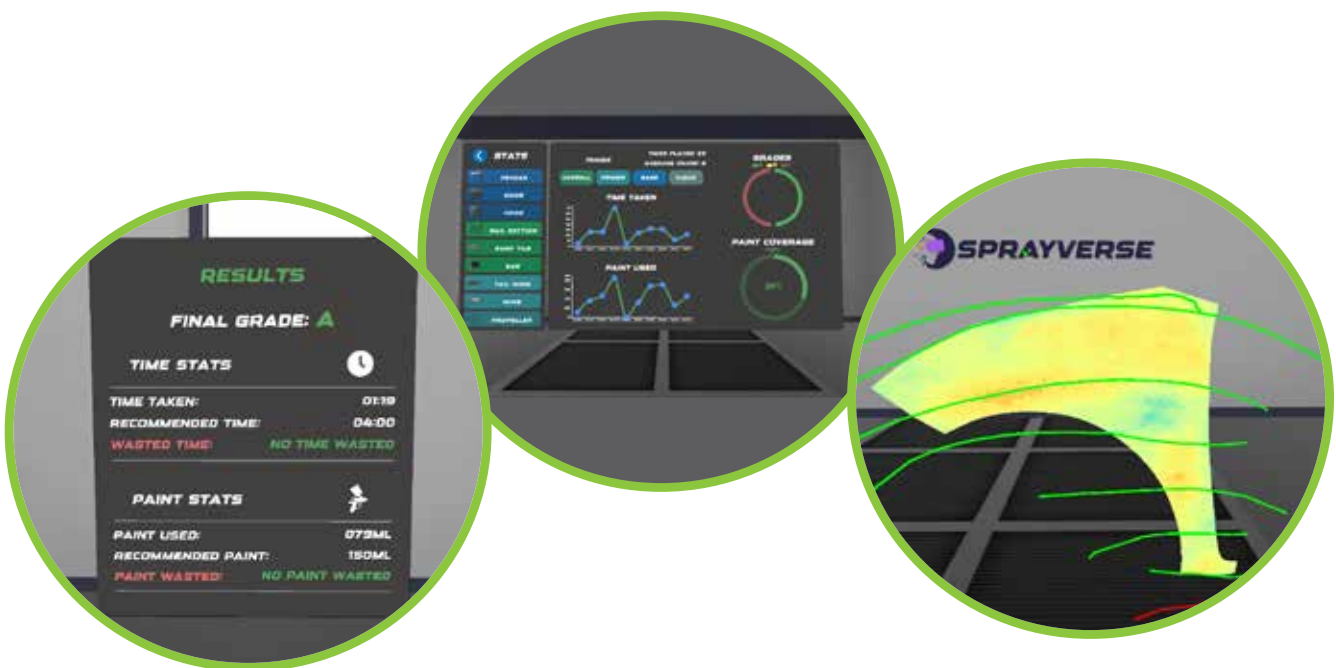
In session browser the player can find all their past sessions. Choosing a session will load a recording of it so that the user can replay their past sessions and review their mistakes.



# SprayVerse

## Built-In Grading System & Analytics

SprayVerse features sophisticated grading and scoring system based on the real-time tracking of user performance in terms of coat coverage, paint used and time spent. The system is tracking and recording the user's Spraygun movement for each training session for later analysis.



SprayVerse provides real-time feedback through heatmaps. The active heatmap indicates the coat coverage for each coat and highlights the over and under-painted areas. The visual feedback helps the user to maintain a correct distance during the whole training process. The SprayGun movement during each session is recorded and displayed as tracking lines.

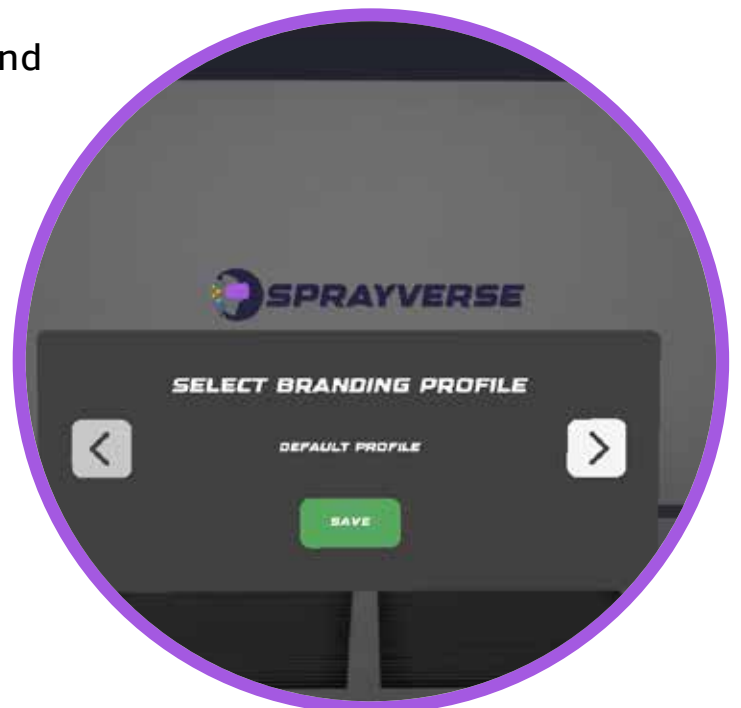
# SprayVerse

## Branding Option

You can choose a branding profile by selecting the **Customize Button** from the main screen.



With the branding option users can rebrand the VR environment with their corporate identity graphics, logos and banners.





# Switching between Versions

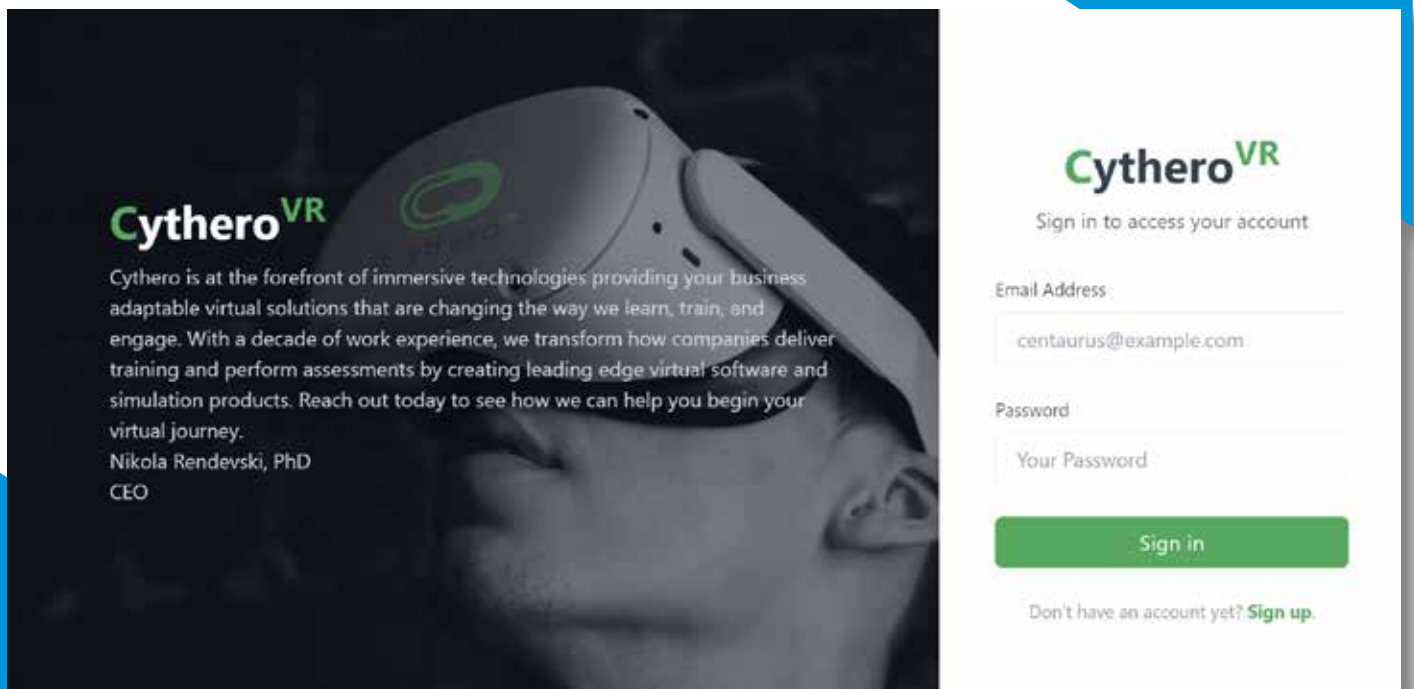
You can use the button on the top right of your screen to switch between the **Standalone Version** and the **Enterprise**.



With the **Enterprise Version** you will be able to log in and create multiple user accounts within the organization and keep track of the individual user progress. Included is our Web-based administration panel to manage users, organization settings, active VR devices and an online shop to purchase additional products, services and VR apps.

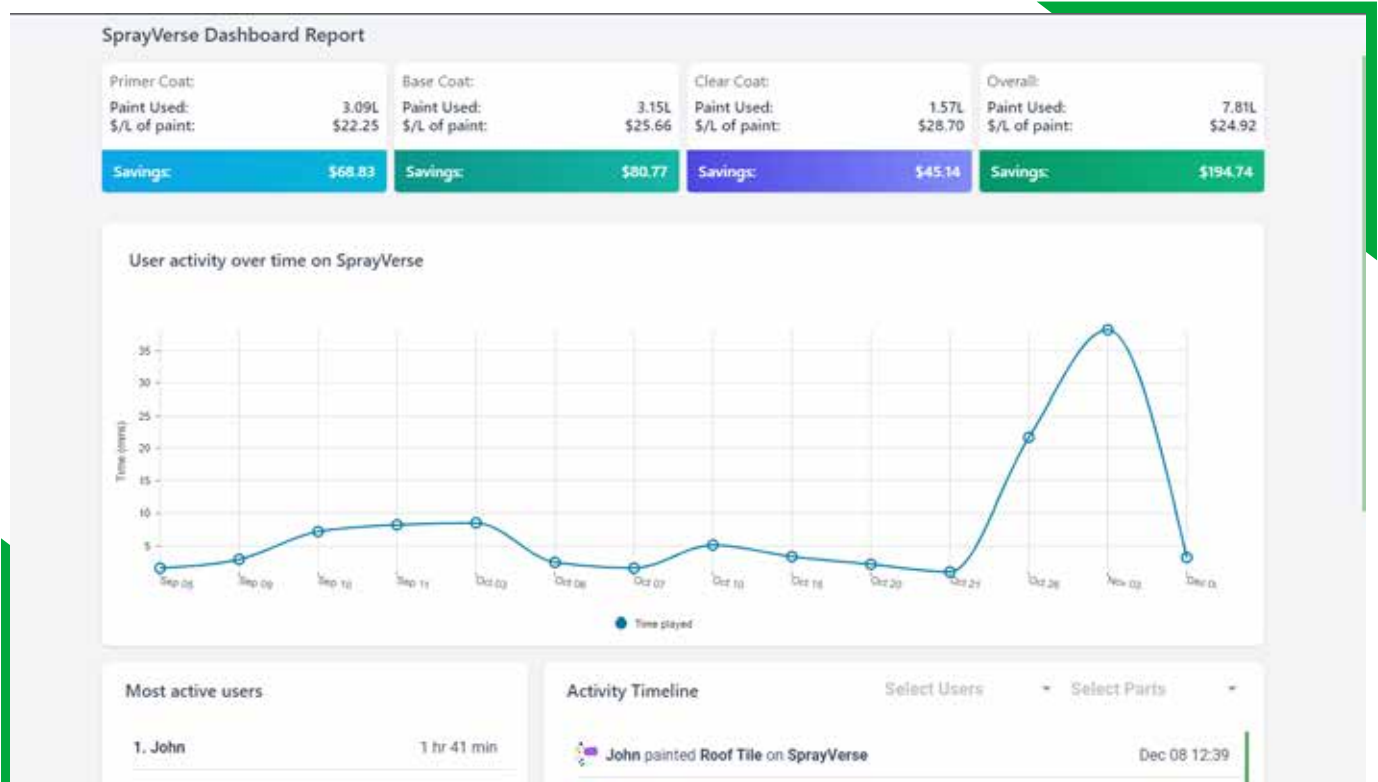
# Web-Based Administration Panel

Web-based administration panel to manage users, organization settings, active VR devices and an online shop to purchase additional products, services and VR apps from Cythero.



# Cloud Analytics and Reporting

Each SprayVerse All-in-One package includes a 1 Year free access to the cloud web portal for analytics and reporting.



You can choose from the following reports:



The **User Report** represents a recap of the user's progress for the selected period. It displays the total time played, times painted, the grades breakdown, and a coverage graph for their latest sessions.



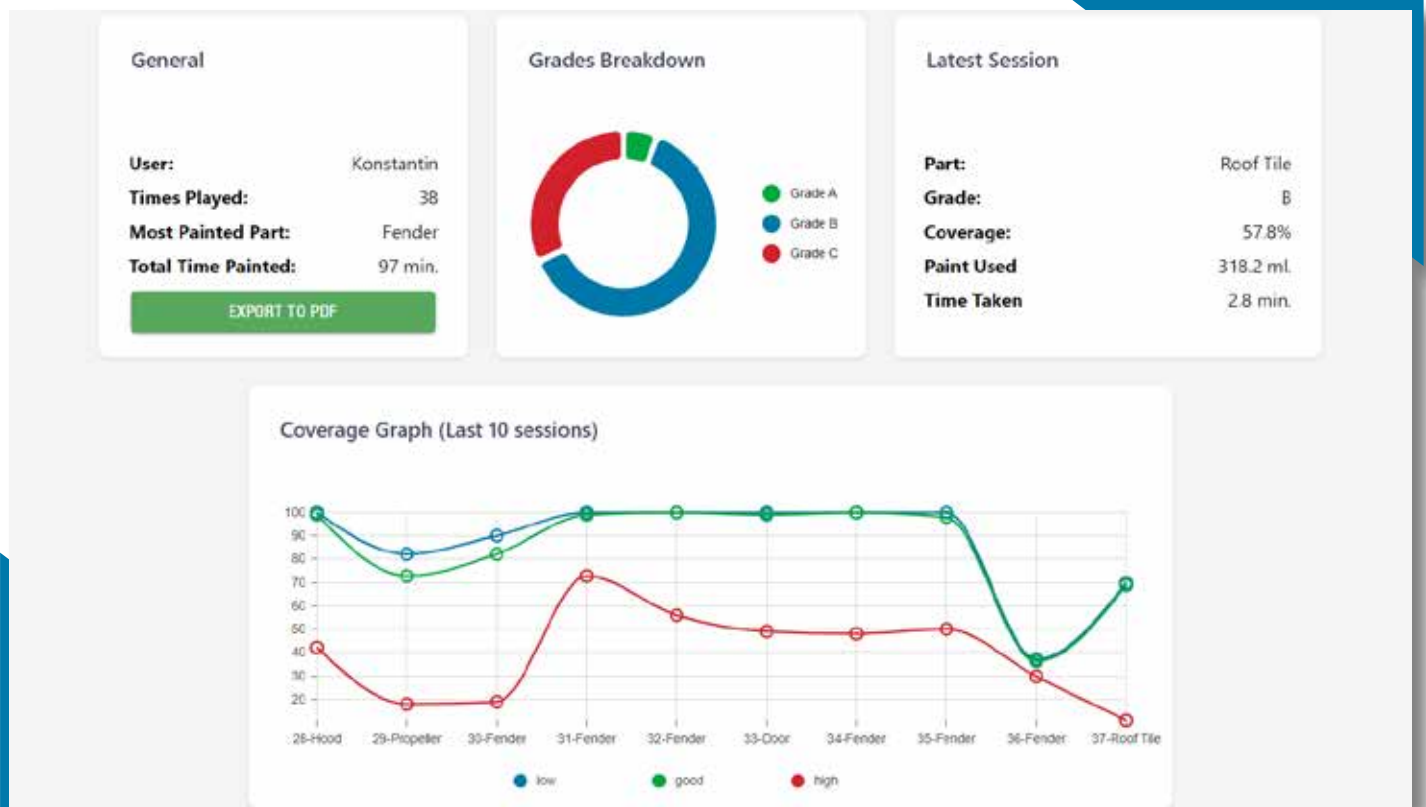
# User Report



# Part Report



The **Part Report** contains all of the relevant information for the selected part.



The **Usage Report** is a list of each session that has been played by the user and a detailed view for each session.

User	Part	Date	Point Used (Mi)	Total Time Spent (min)
John Doe	Fender	2022-10-03 14:26:55	175.36	1.683
John Doe	Hood	2022-09-20 16:54:58	156.011	2.133
John Doe	Fender	2022-11-08 12:13:07	59.138	0.967
John Doe	Fender	2022-10-03 12:02:55	6.306	1.933
John Doe	Wing	2022-09-26 10:33:59	396.057	3.217
John Doe	Fender	2022-10-03 11:02:47	140.26	1.433
John D				1.767
John D				2.883
John D				1.233
John D				1.733

**Session Info** CLOSE

**John Doe's Session Card**

Time spent (Seconds)

Color used (Milliliters)

Session information

Primer Time: 34	Primer Paint used: 20.2568
Primer Grade: C	Primer Good Coverage: 12.97463
Primer Low Coverage: 2.739099	Primer High coverage: 18.47733
Base Time: 39	Base Paint used: 81.5476
Base Grade: C	Base Good Coverage: 15.0829
Base Low Coverage: 0.4688847	Base High coverage: 82.15364
Clear Time: 25	Clear Paint used: 32.69103
Clear Grade: A	Clear Good Coverage: 71.93258
Clear Low Coverage: 5.811848	Clear High coverage: 20.59389
Session Start: 2022-09-03 12:54:38	Session End: 2022-09-03 12:56:22
Part Name: Fender	

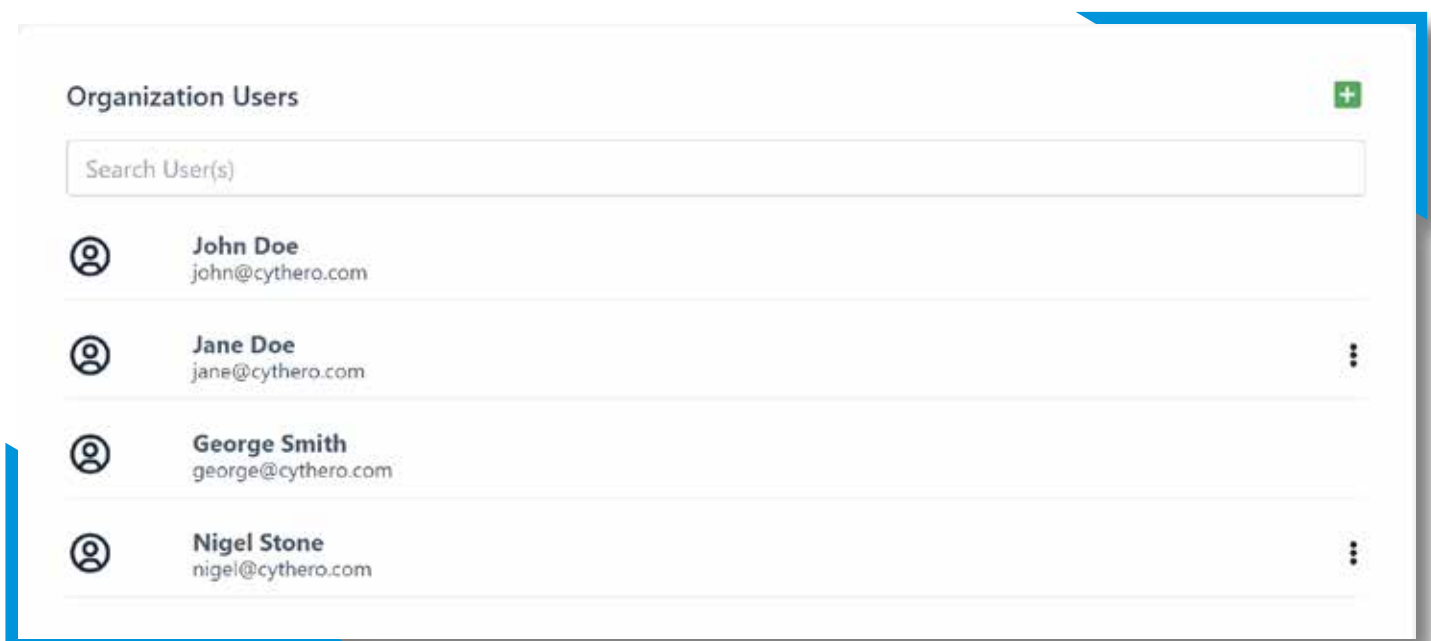
[EXPORT TO PDF](#)



# Usage Report

# Multiple Users Option

In the enterprise version there is an option to create multiple users who will have independent analytics and their own log in.



# Organization Devices

The Admin can manage their devices from the Organization Devices section.

## Organization Devices



fw5e1f5we1f2sa1f21sd2af1we5f1ew21fwe51f5we1fw51fsd

John Doe accessed from 00.000.000.000 (USA) on 08 Nov 2022 11:09



1as215d1sa21d2as1f56eqf1wqd1a2s621f56qw1f2asf1f65

Jane Doe accessed from 00.000.000.000 (USA) on 10 Nov 2022 11:09



21dsa51d5as1d2as1d5as1d2as1d5as1d5as1d2as1das56

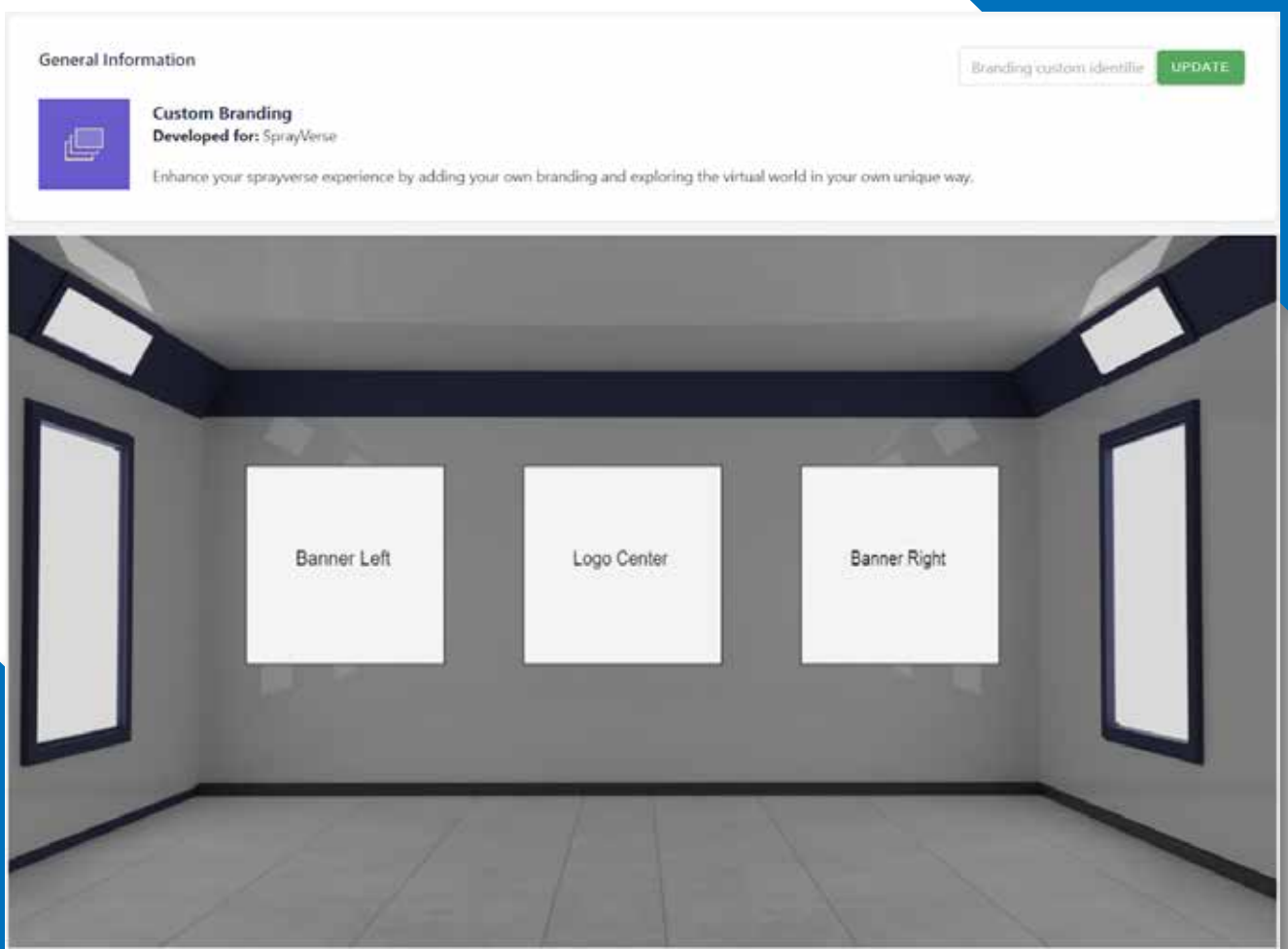
John Doe accessed from 00.000.000.000 (USA) on 12 Nov 2022 11:09









# Branding Option

The Branding profiles can be setup from the **Branding Profiles** section, where the Admin can customize their VR environment inside of the app.

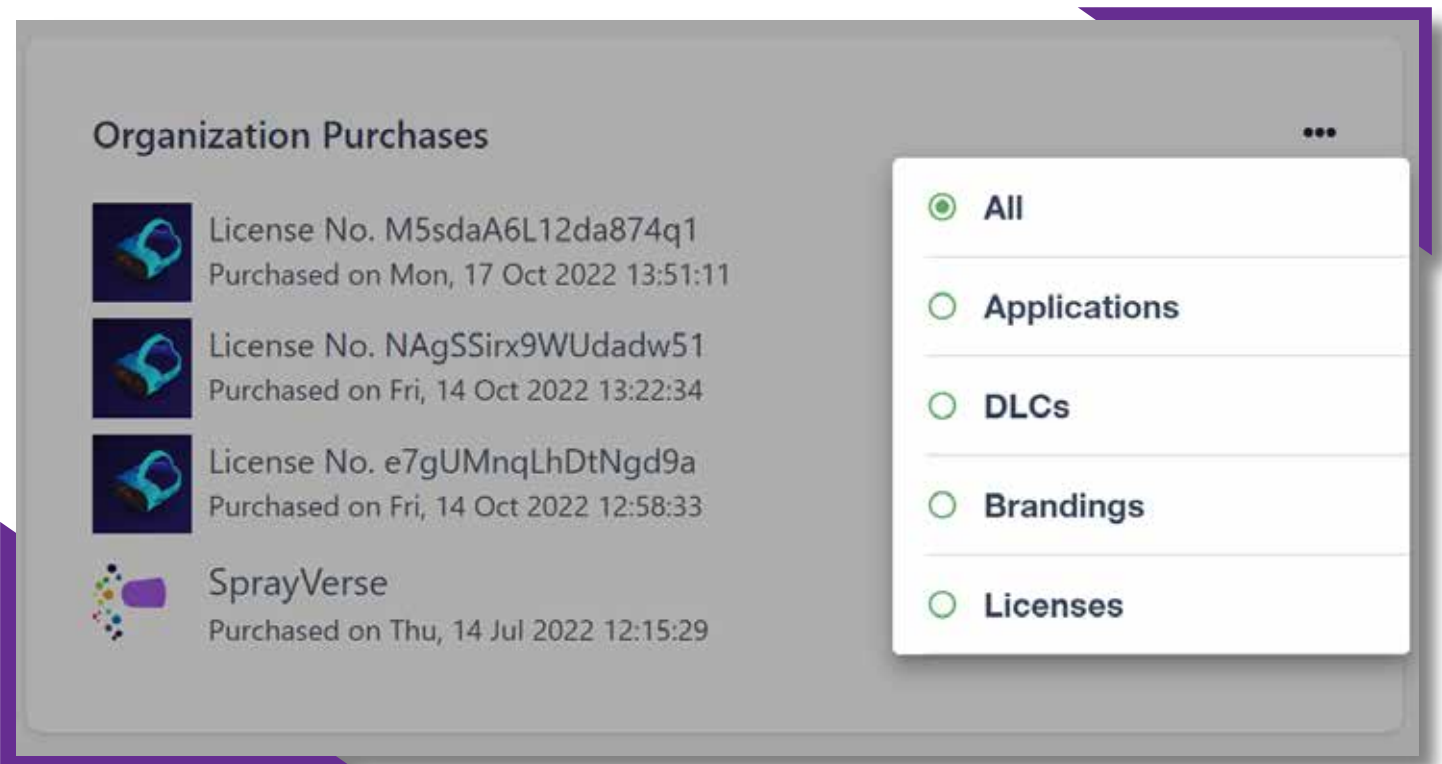


## Branding Profiles





-  Custom Branding (Branding1)  
Purchased on Mon, 08 Aug 2022 10:42:59 
-  Custom Branding (Branding2)  
Purchased on Thu, 14 Jul 2022 12:22:32 

# Organization Purchases

The organizations purchases can be located in the **Organization Purchases** section.



**Organization Purchases** ⋮

-  License No. M5sdaA6L12da874q1  
Purchased on Mon, 17 Oct 2022 13:51:11
-  License No. NAgSSirx9WUdadw51  
Purchased on Fri, 14 Oct 2022 13:22:34
-  License No. e7gUMnqLhDtNgd9a  
Purchased on Fri, 14 Oct 2022 12:58:33
-  SprayVerse  
Purchased on Thu, 14 Jul 2022 12:15:29

- All
- Applications
- DLCs
- Brandings
- Licenses





 **SPRAYVERSE**





 **SPRAYVERSE**