

# SprayVerse Spray Painting Simulator

Get SprayVerse And Attract the Next Generation of Spray Painters

## **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.









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 weights 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 Software**

Cast the user point of view and interactions within the VR environment to an external monitor.



#### **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.



All-in-One VR Spray Painting Simulator



# SprayVerse Standalone VR App



Software Only





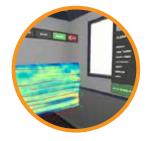
#### **Training and Learning Modes**

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

#### **Interactive Learning Lessons**

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





#### **Multiple Industries**

Three main industry categories parts are available: Automotive, Aircraft, Construction and Furniture. Each category has multiple parts.

#### **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.

## **SprayVerse**

#### **Modules**



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



Sandblasting where you can clean rusted parts and strip paint.



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



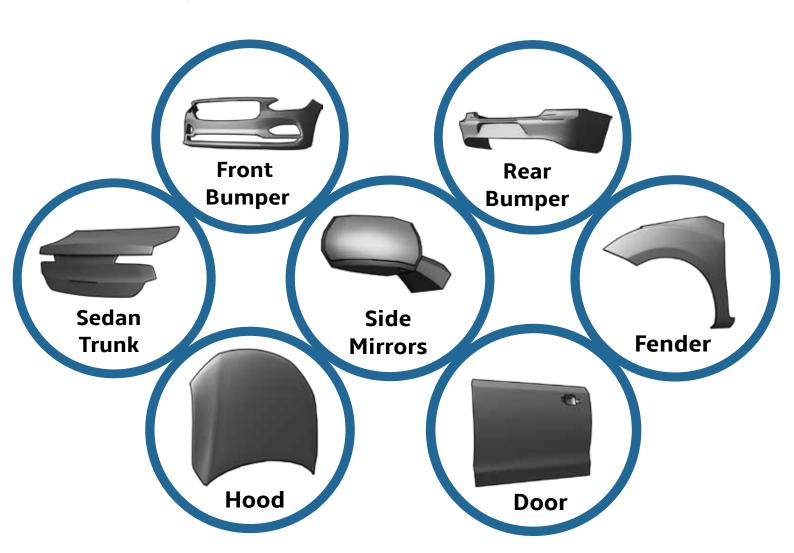
Statistics contains all of the data regarding the user, the progress and breakdown for each part.



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



The Automotive Category consists of the following parts using HVLP painting technique:

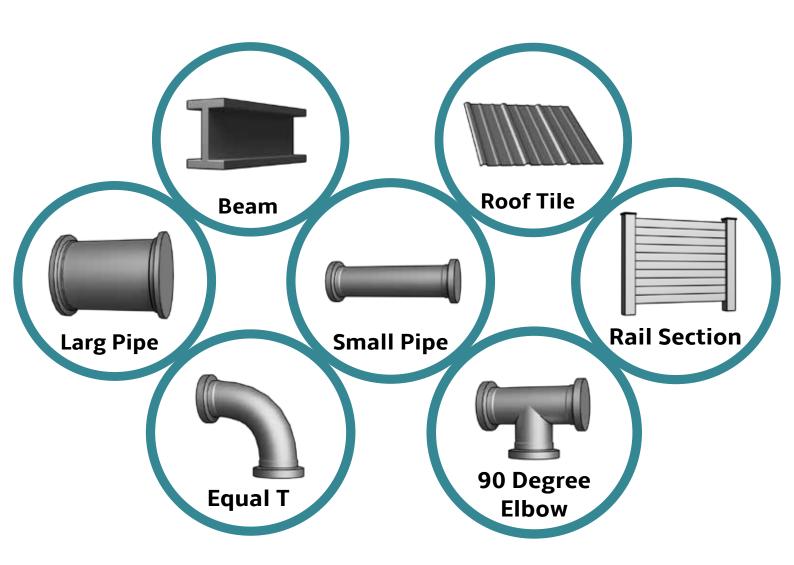


The Aircraft Category consist of the following parts using HVLP painting technique:





The Construction Category consists of the following parts using Airless painting technique:

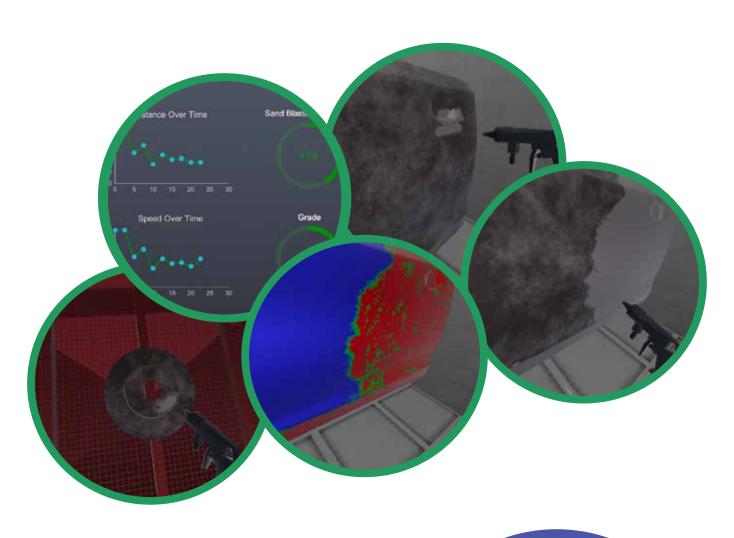


The Furniture Category consist of the following parts using Airless painting technique:



Furniture Parts
Painting
Categories

In the Sandblasting Module you can control the high-pressure stream of abrasive particles to clean and reshape surfaces.



Sandblasting



Sandblasting Module

# **SprayVerse**

### Lessons

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



# SprayVerse Lessons



Paint Mixing

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

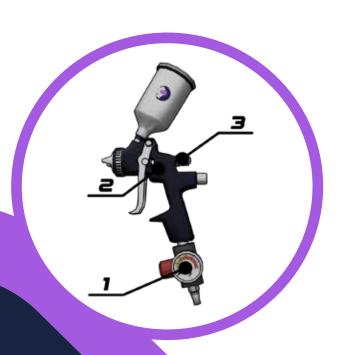


Spray Gun Settings will teach you the function of each knob on the spray gun.



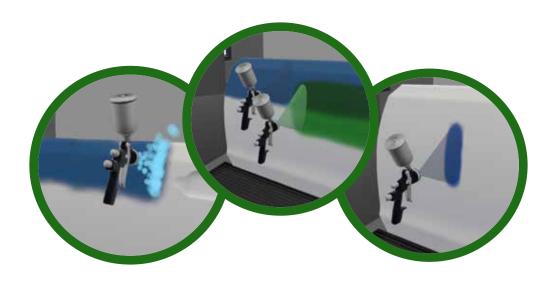
Spray Gun Settings

SprayVerse Lessons





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.





# **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.

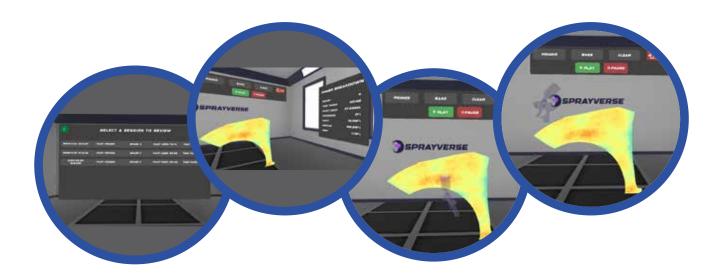


The user may choose one of the given colors to apply to the part.

# **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 ther 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.

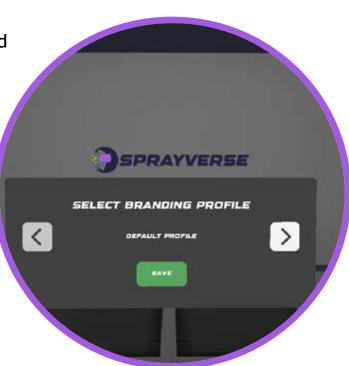
# **SprayVerse**

# **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.

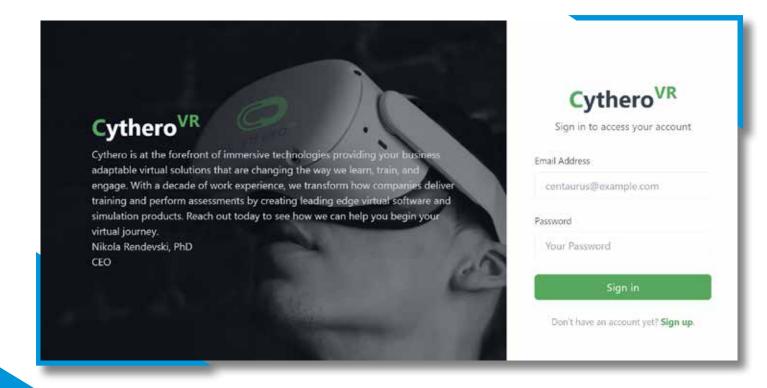


With the Enterprise Version you will be able to log in and create multiple user accounts within the organization and keep track of the individual user progress. Included is our Web-based administration panel to manage users, organization settings, active VR devices and an online shop to purchase additional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

#### Web-Based

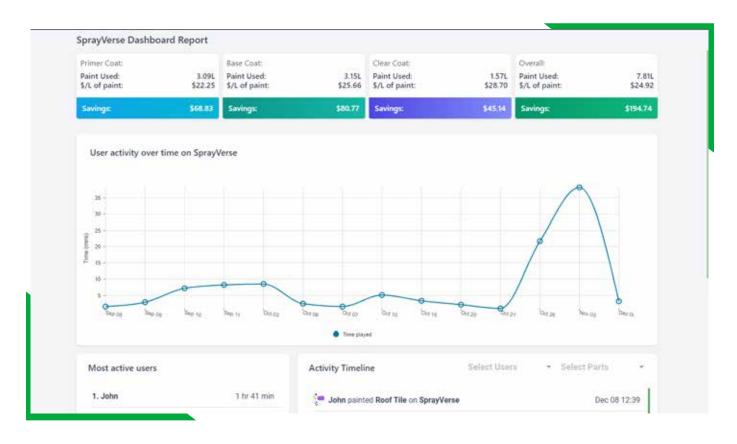
### **Administration Panel**

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 Reporitng

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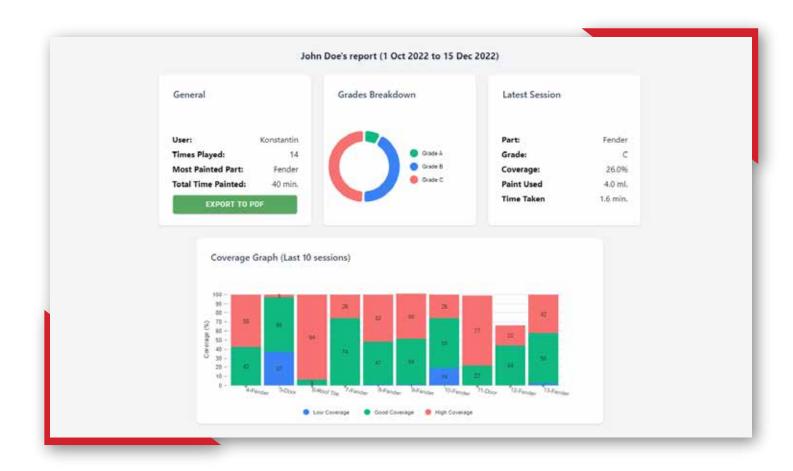
#### You can choose from the following reports:







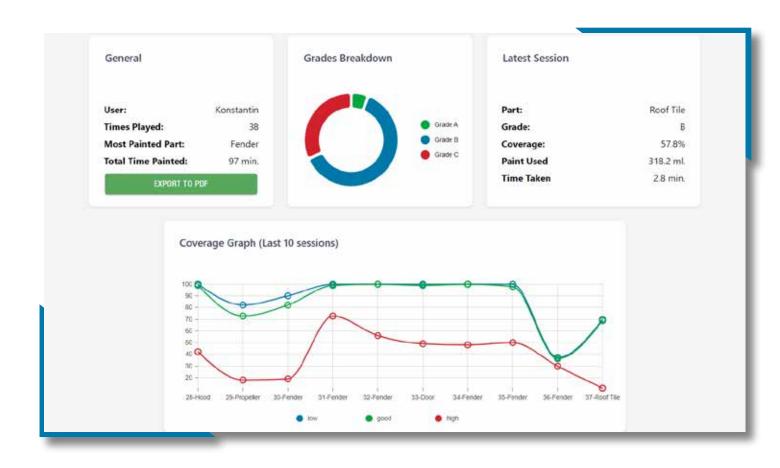
The **User Report** represents a recap of the user's progress for the selected period. It displays the total time played, times painted, the grades breakdown, and a coverage graph for their latest sessions.



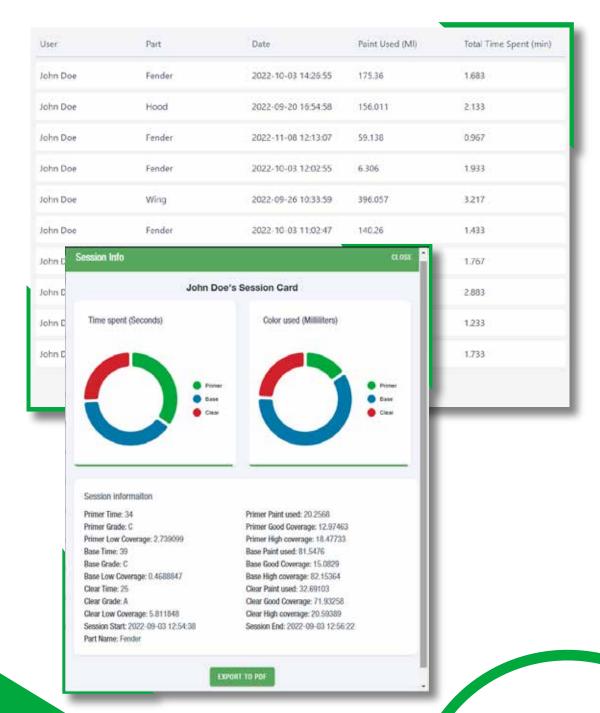




The Part Report contains all of the relevant information for the selected part.



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

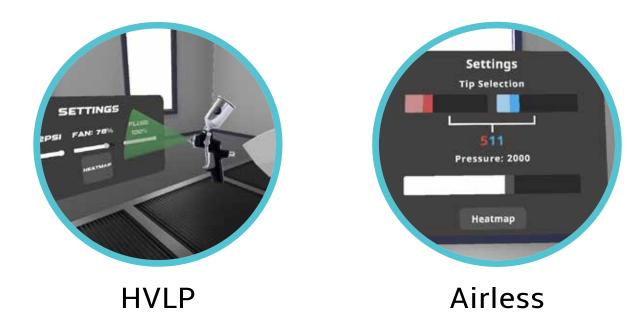




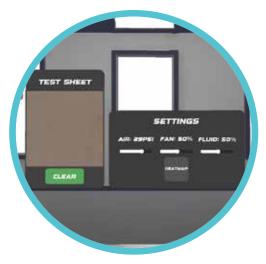
Usage Report

# 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.



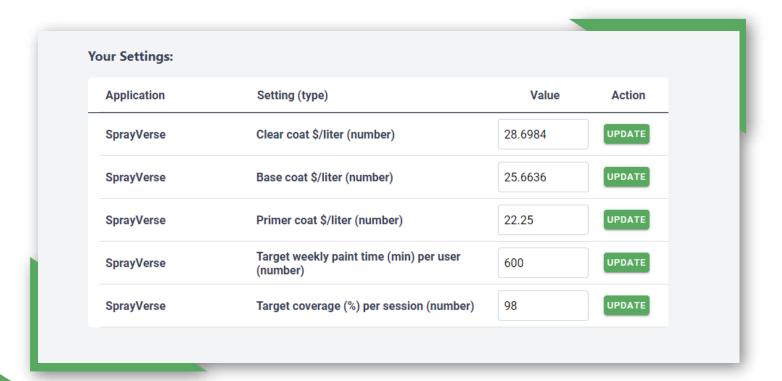
Each modification can be tested on the **Test Sheet** next to the settings panel.



# **Application**

# **Settings**

The application settings can be edited in order to better reflect the ROI calculations.



# 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.

