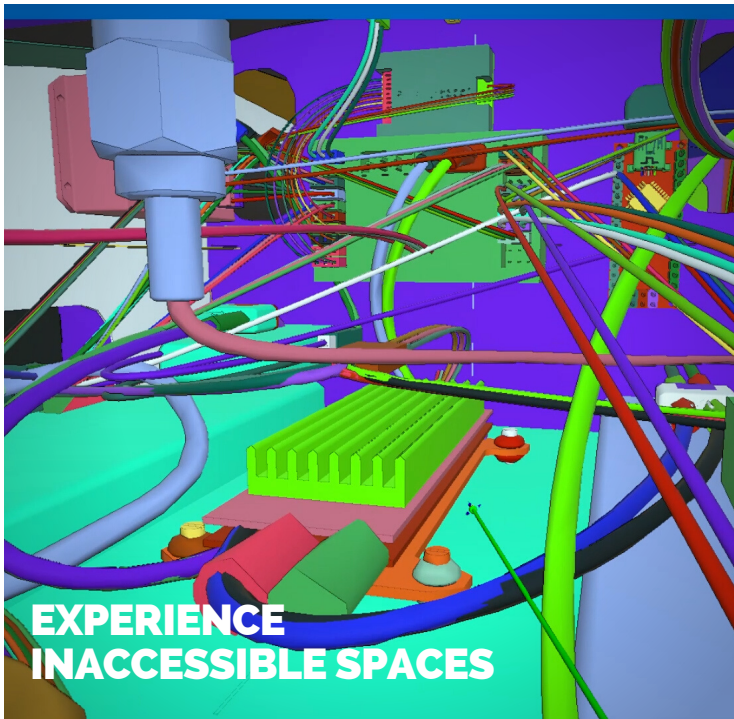


# D.R.E.A.M.

## Digital Review Environment to Assess Models

VIRTUAL REALITY SOFTWARE



### 3D VISUALIZATION SOFTWARE

#### PURPOSE

*Review any 3D model in an efficient, collaborative, and precise way*

#### MARKET

*AR/VR current market size: 31.6B  
Projected to reach 135.4B by 2025*

#### EDGE

*Most applications target gaming and consumers. Opportunity exists in the industrial design world.*

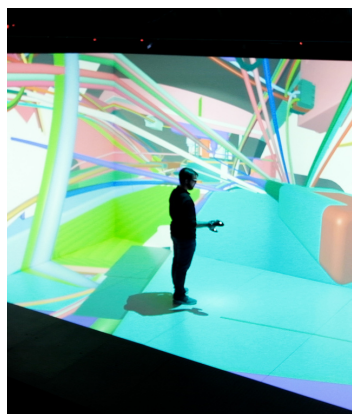
### EXCLUSIVE

## THIS TECHNOLOGY IS READY FOR MARKET



#### REVISION

Users can add text annotation or notes on the fly, and bookmark areas for further review. Menu displays name, parent name, and grandparent name of any item highlighted by the user.



#### COLLABORATION

Up to 12 users can collaborate together in one session. User can grab and move parts around the scene. Section views available.

#### FUNCTION

*Measures distance, angle, and radius in feet, inches, meters, and millimeters*

*All sessions can be recorded*

*Captures 2D images, 360-degree images, or video from the session*

*3D Draw allows for drawing on the scene*

*DREAM can be used in a Computer Aided Virtual Environment (CAVE), VR headset, Windows tablet, or a Windows computer*



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