

Augmented og Virtual Reality i skummesalen

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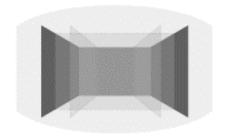
Grundfos D^AI team





VIRTUAL REALITY (VR)

Fully artificial environment



Full immersion in virtual environment

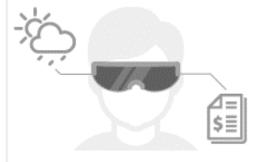


AUGMENTED REALITY (AR)

Virtual objects overlaid on real-world environment



The real world enhanced with digital objects



MIXED REALITY (MR)

Virtual environment combined with real world



Interact with both the real world and the virtual environment





DOGMA RULES



EXPLORE AND EXPERIENCE

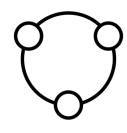


SPEED BEFORE EXCELLENCE



REUSE, REUSE, REUSE

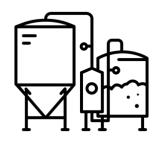
HIGH LEVEL USE-CASES



COLLABORATION AND MEETINGS



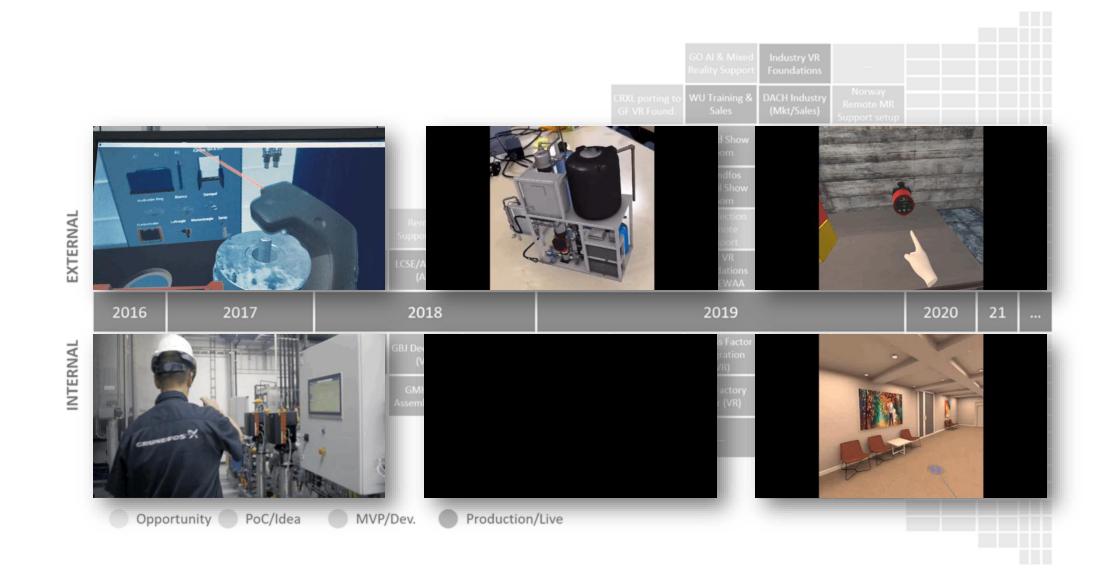
REMOTE PRESENCE



TRAINING

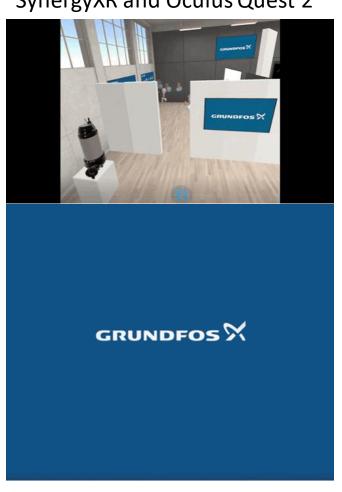
OUR JOURNEY SO FAR







VR Sales Meetings with SynergyXR and Oculus Quest 2



Remote Support with HoloLens 2 and Microsoft 365 Remote Assist



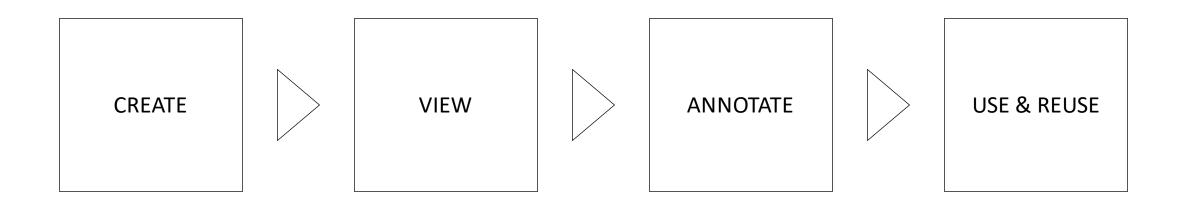


Mobile AR advancements and maturity (ARKit, ARCore, Azure Spatial Anchors)

Advancement and maturity of computer vision and AI

New hardware and miniaturization (LIDAR)







LIVE DEMO!

EXAMPLES FROM LICE DEMO















Entry barrier is low



Explore, experiment, play, fail, and learn



Get started now!



University/student collaboration is a great start



TAK!

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