

## **Tech Waves**



AR/VR

ATARI.

Mobile

MR

PC

Internet

 $\mathbf{Y}$ 

amazon

#### Digital Realities...

# VR - Virtual Reality

Replacing your environment with digital content







### Digital Realities...

## AR – Augmented Reality

Enhancing your environment with digital content







#### Digital Realities...

## MR -Mixed Reality

Merging the digital and the physical environments







### **Trimble's First Mixed Reality Hard Hat**



Patented Circa 1997

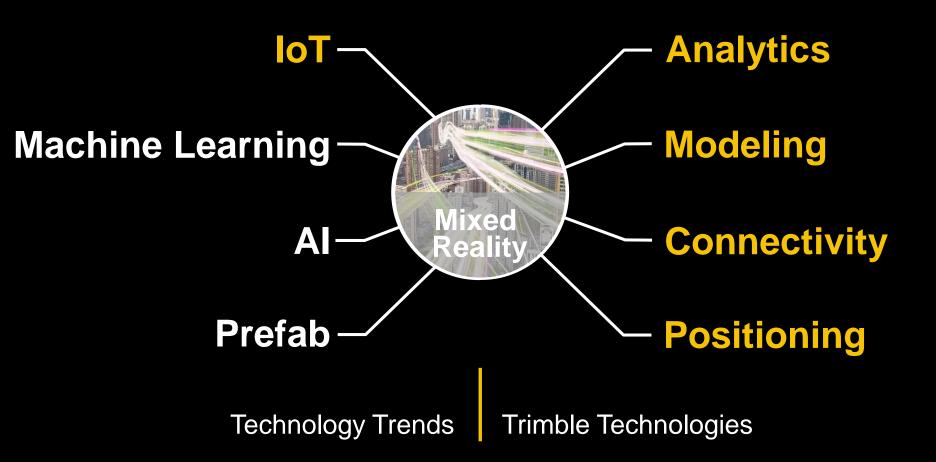








### MR Synergy



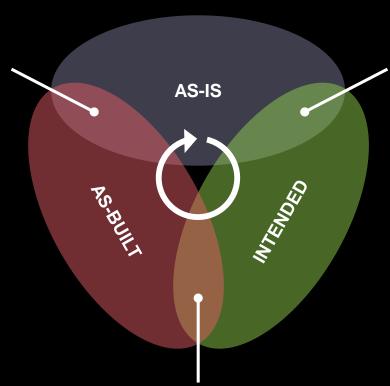




#### **Operation**

Overlay as-built and meta-data onto real-world for O&M





#### Design

Visualize in-context design for iteration, review, and buy-in

SketchUp Viewer

#### **Build**

Overlay design data onto project site for layout and QC







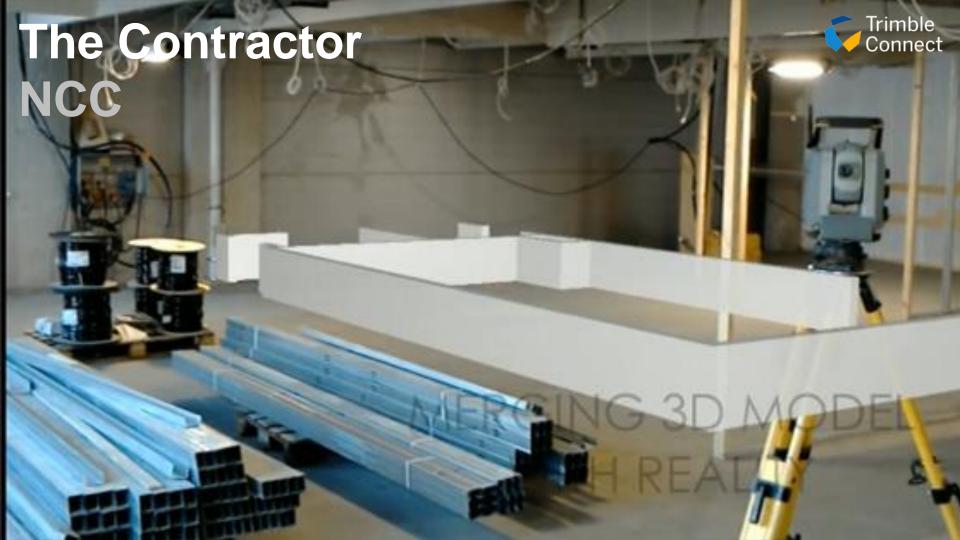
Mixed-reality bridges the gap between the digital and the physical. Using this technology I can make decision at the moment of inception, shorten design cycle, and improve communication with my clients.

GREG LYNN **FORM** 



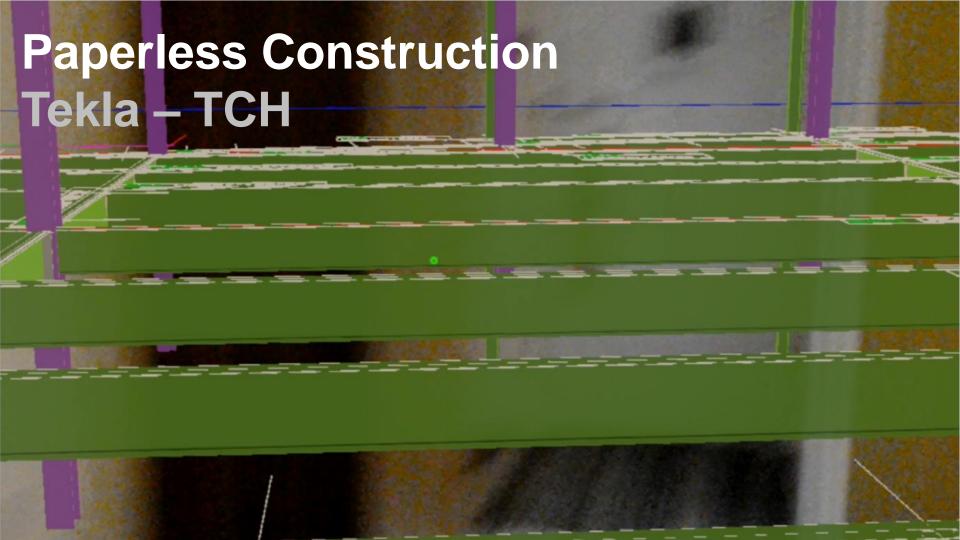
Exploring complex structures in a mixedreality environment has huge potential to accelerate the engineering design process











# Replacing traditional and error prone workflows with a more productive and accurate solutions



The official hard hat solution for Microsoft HoloLens

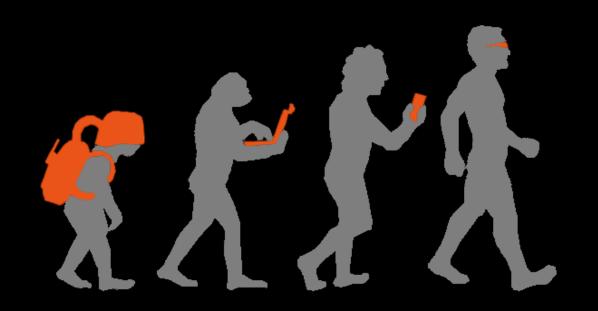
ANSI-certified Endorsed by Microsoft Released in 2018



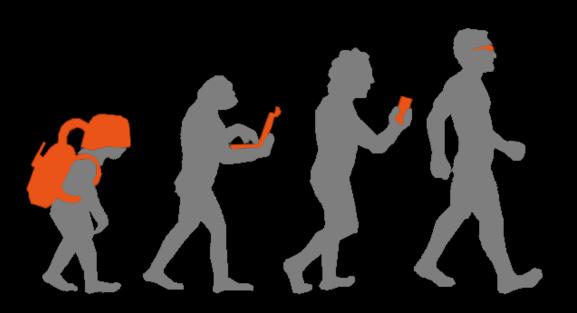




# Visualizing digital content in context to improve on-site productivity, safety, and quality of work



#### What's next?



#### **Thank You**

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