



# Industry Partnership Presentation

The World Leader In Augmented Virtual Reality (AVR) Based Knowledge Transfer



# Company Highlights

- **Market-leading Position:** world leader in Augmented Virtual Reality (AVR) based knowledge transfer
- **Proven Staged Strategy:**
- **Eon Human 2.0** government solution that can uplift millions of smart student & smart workers
- **Classroom 3.0** that enables academic institutions to help students Learn faster, remember longer and make better decisions and
- **Industry 4.0** that enable enterprises to upskill their workers
- **Mission-driven Organization:** EON Human 2.0 is bridging the gap between man and machine
- **Track Record With Blue-chip Customers:** including Exxon, GSK, Honeywell, GE, Mercedes, China Merchant Group, NTU, J&J, Shell and Pearson.
- **Massive, Disruptive And Growing Market:** AVR \$100B by 2020.
- **Enterprise-class Avr Saas Platform:** Securely creates, stores, analyzes, distributes and publishes AVR agnostically fueled by AI, IoT and GIS
- **Industry-leading Management Team:** proven experience in Enterprise solutions, Education and ICT.
- **Scalable Saas Based Platform:** compound annual growth rate of the order values is expected to grow with over 50% annually over the next 3 years







VIRTUAL REALITY  
(encapsulated environment)



AUGMENTED REALITY  
(digital content overlaid on real world)





AR  
BC  
VR



HUMAN 2.0  
GOVERNMENT



CLASSROOM 3.0  
ACADEMIC



INDUSTRY 4.0  
ENTERPRISE



**IDC Inauguration**  
**Italy Bologna**  
**November 14, 2018**



# **The Workforce Problem**



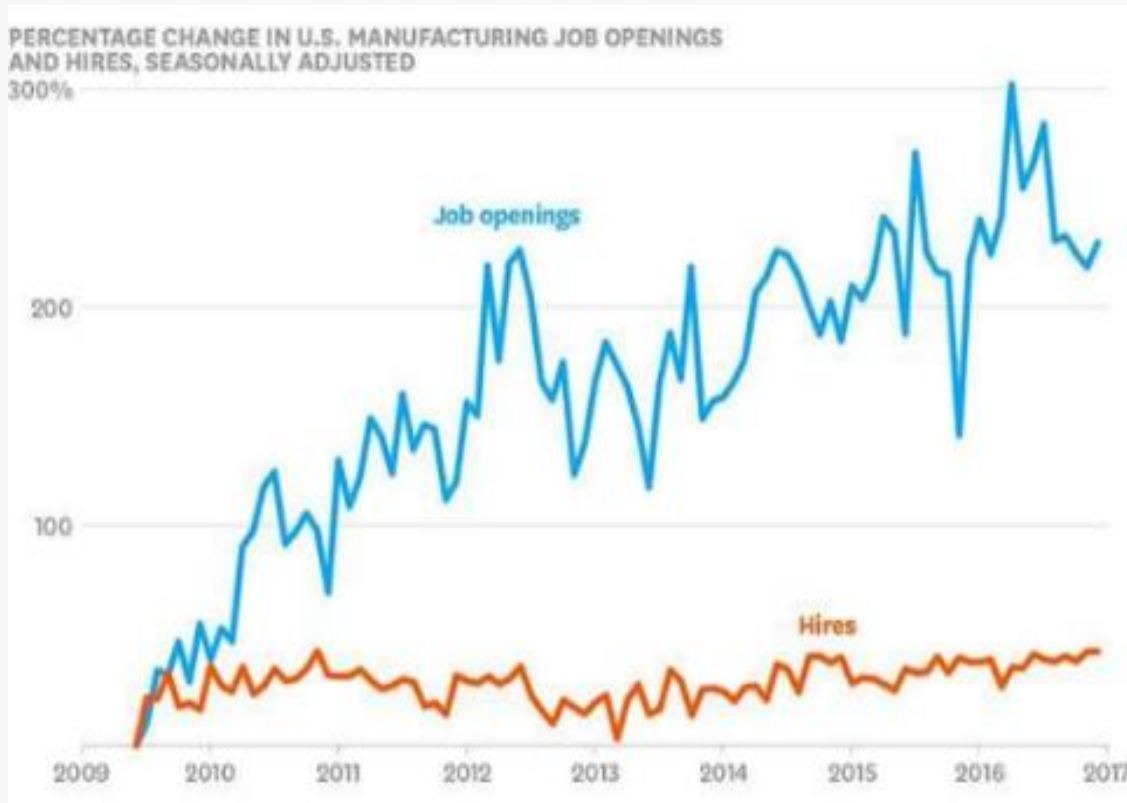


# **Technology Disruption Kills Jobs But It Also Creates Them**

- The rapid technology disruption kills millions of jobs every day.
- Paradoxically, technology disruption creates also most of the new jobs.
- The disruption of killing existing jobs and creating new ones is accelerating.
- Traditional knowledge transfer in the education and work sector cannot cope with this rapid pace of change.

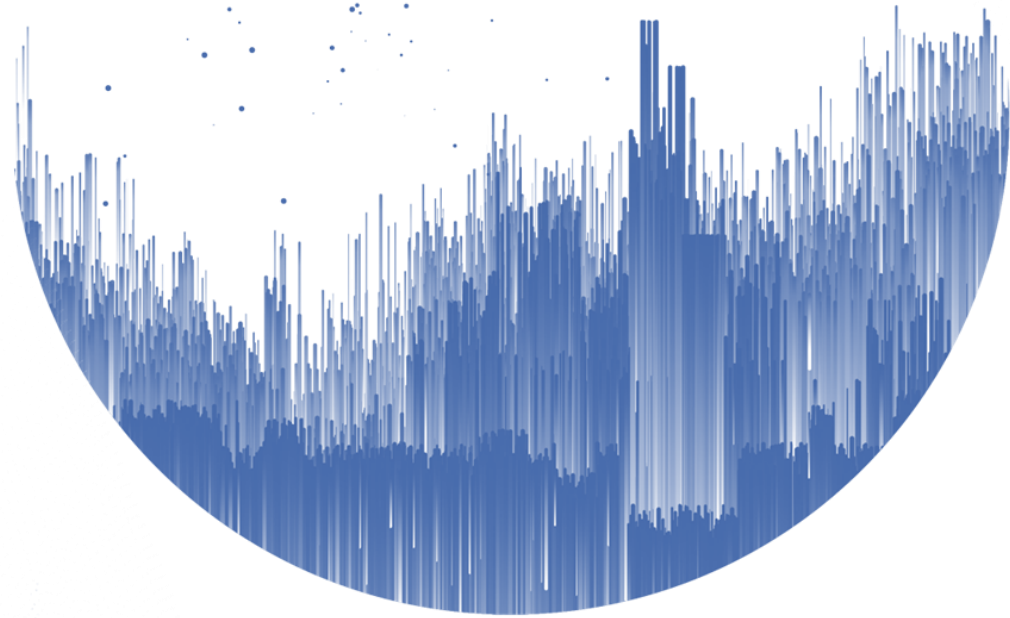
# The Growing Gap Of Skilled Smart Workers

Lack of skills needed for full-time employment



There are 3 billion workers in the world of which increasingly too many will not have the skills needed for employment  
Of the 3.5 million new smart manufacturing jobs that will be available in the US, 2 million will go unfilled





# What Will The World Look Like In 2030 ?

# BY 2030, HALF

**Of All Workers In Japan And 33  
Percent Of The U.S. Workforce  
Will Require Retraining**

A McKinsey Global Institute report

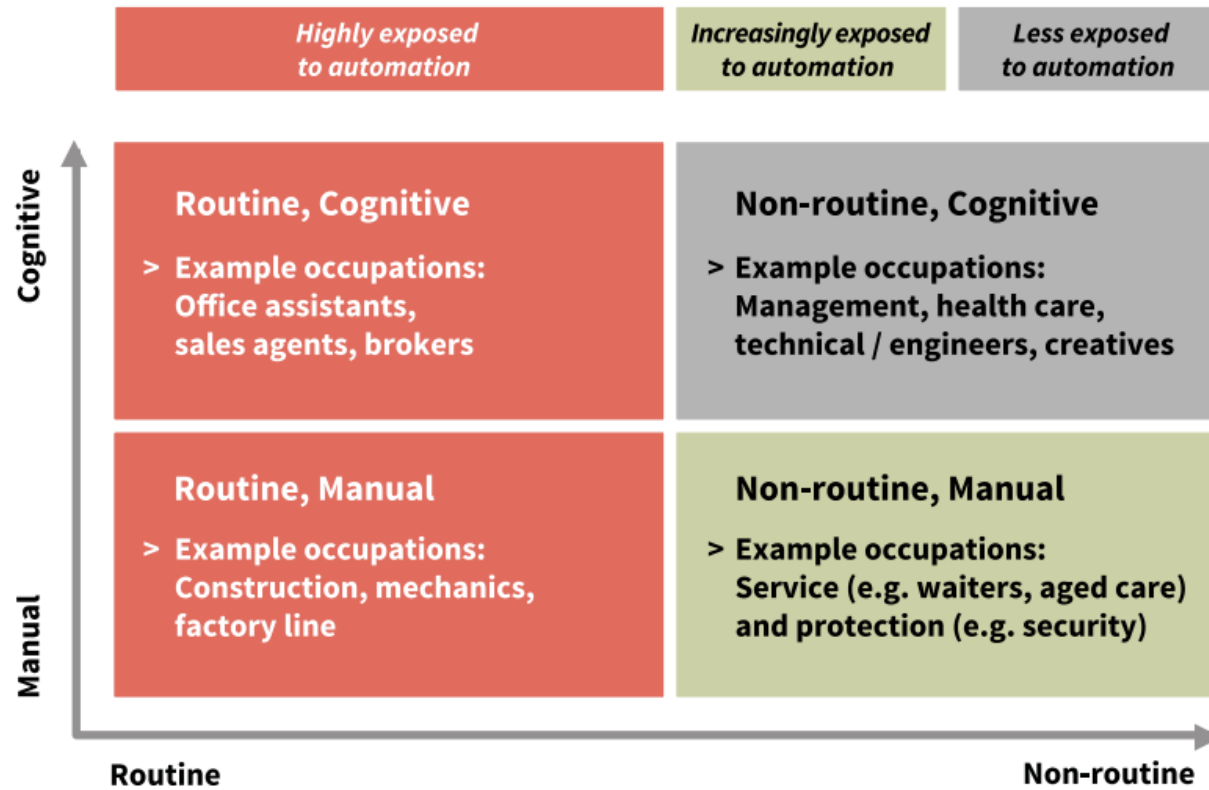
[McKinsey Global Institute report](#)

- A McKinsey Global Institute report estimates that automation will **displace between 400m and 800m people worldwide by 2030**, but the report also suggests that automation can **create enough new jobs if the workers are retrained**
- McKinsey says that **countries should invest heavily in retraining workers** that need to change careers.
- **375 million workers who lose their original jobs** may need to **switch careers and retrain by 2030**.
- The shift could be on a scale **not seen since the transition of the labor force out of agriculture** in the early 1900s in the United States and Europe
- Governments, Academic institutions and enterprises need to **invest in a new innovative knowledge transfer solutions**



# Which Jobs Are In And Which Jobs Are Out

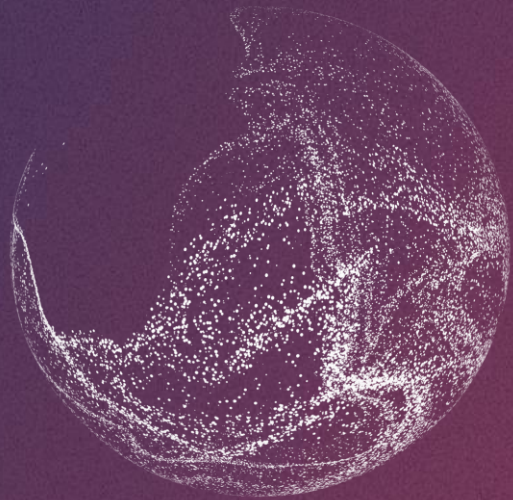
Fig 1. Smart machines will impact different types of jobs in different ways



Source: Adapted from Autor, Levy and Marnan (2003)

Source: Future of Work Report 2017, FYA

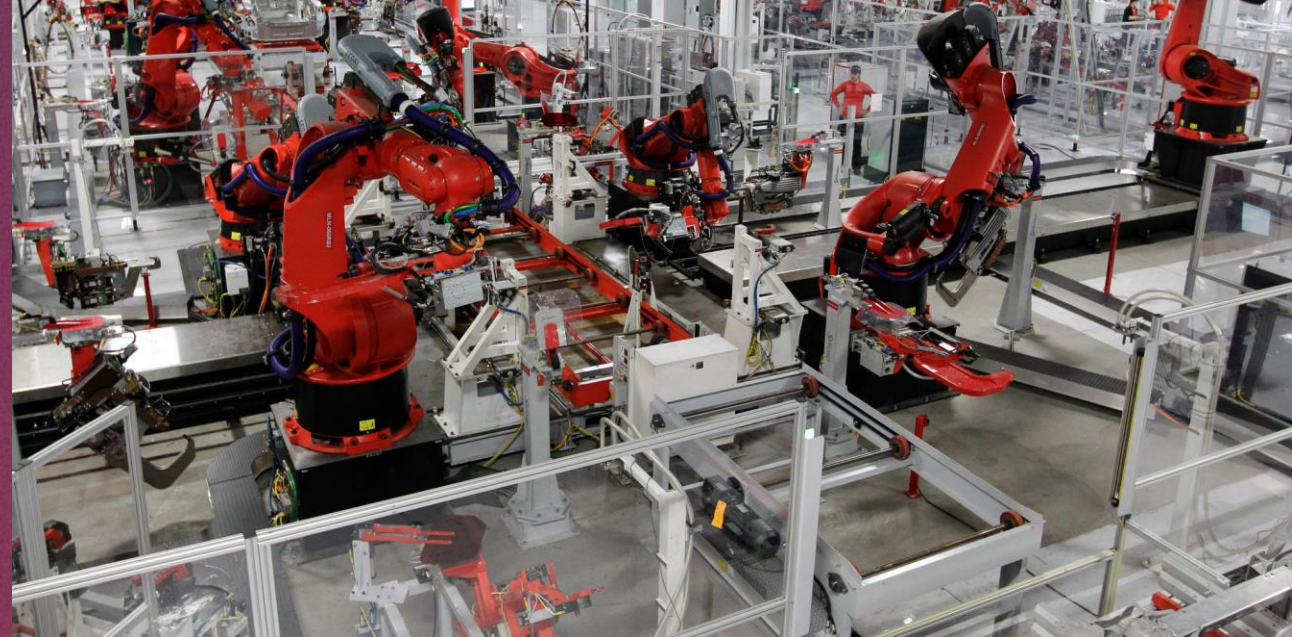




## The Negative Scenario: Ai Empowered Machines

Most jobs that exist today will disappear within decades.

- As artificial intelligence empowered machines outperform humans in more and more tasks, it will replace humans in more and more jobs. Consequently, by 2050 a new class of people might emerge – the displaced & useless class.
- People who are not just unemployed, but unemployable
- However, this is not a humane solution: a job is more than salary: it's purpose, it's meaning, it's identity and it is dignity.



## Elon Musk Replaces Robots At Tesla Factory:

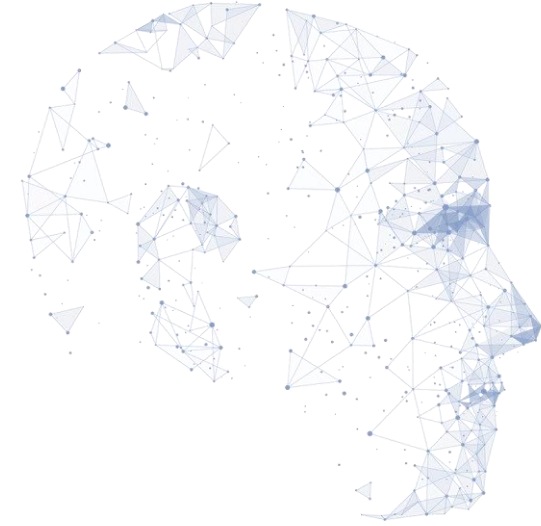
Humans Are Underrated

- Elon Musk has replaced the highly-touted automation system at Tesla with a better, more intelligent paradigm: humans.
- Tesla's Model 3 production facility is regarded as one of the most advanced car manufacturing plants in the world but has been a complete failure.
- Musk chose to make the 'last mile' of production entirely automated, and it blew up in his face.



# **The Workforce Solution**






## **The Positive Scenario: Human 2.0: Enhanced Humans**

- Empower 3.8 billion people to grow beyond their current human constraints
- EON Human 2.0 Vision is to blend man & machine in a symbiotic partnership,;
- Democratize access to fast knowledge transfer for everybody on the planet,
- Ask the big questions and Create new exciting Job opportunities



# Increasing The Speed Of Communication Between Man & Machine



- “Speed Of Thumb” Too Slow, Neural Lace Too Far Away
- Today the bandwidth is too slow, we communicate at the “speed of thumb” with mobile devices.
- While futuristic technologies such as **neural lace** supported by Elon Musk could achieve instant connection with machines, they **will take too long time** to develop to prevent the negative scenario.
- **Humanity Needs A Solution Today!**
- We believe that EON H2.0 can provide this solution and significantly increasing the speed of communication between man-machine by using **Augmented Virtual Reality (AVR)** fueled by Artificial Intelligence (AI) and Internet of things (IoT)





## 2.5B Workers Need Fast-knowledge

- 2.5 billion workers are not supported by ICT today
- Contextual knowledge on the spot

# Learn

# Train

# Perform



EON CREATOR AVR



CREATOR AVR

Onboarding  
Familiarization  
Pre-training  
Sales Training



VIRTUAL TRAINER

[eonreality.com/virtual-trainer](http://eonreality.com/virtual-trainer)



VIRTUAL TRAINER

Procedure Practice  
Remote Training  
Virtual Certification



AR ASSIST

AR ASSIST

AR Assisted MRO  
Remote Expert Assistance  
Real Time Data Display



# **Industry Adoption**

# EON Industry Customers

accenture

RioTinto

AIRBUS  
AN EADS COMPANY



UNITED



UNIVERSAL  
UNIVERSAL MUSIC GROUP



eurocopter  
an EADS Company



ExxonMobil



BOEING



Lufthansa Technik



CATERPILLAR



Atlas Copco

Singtel

SAMSUNG

قطر للبترول  
Qatar Petroleum



sats



NOVARTIS

LEXMARK



gsk  
GlaxoSmithKline

ارامكو السعودية  
Saudi Aramco

FESTO

PARQUES  
REUNIDOS

Capgemini  
CONSULTING. TECHNOLOGY. OUTSOURCING



PetroSkills



SIEMENS



Coca-Cola



BR  
PETROBRAS

GROUPE  
LACTALIS



Honeywell

NHS

worldskills



museum of  
science+industry  
chicago



# 63% Reduction in Training Costs with AVR

## Service Technicians Training

12 times faster

Cost Savings: 92%

For Shank Adapter Change  
SOP using AR Training

$$2000 * 32 \text{ EUR/h} * 2 = 128 \text{ KEUR}$$

$$2000 * 32 \text{ EUR/h} * \frac{1}{6} = 10,7 \text{ KEUR}$$

Savings: 117 KEUR

## Operators Training

2.7 times faster

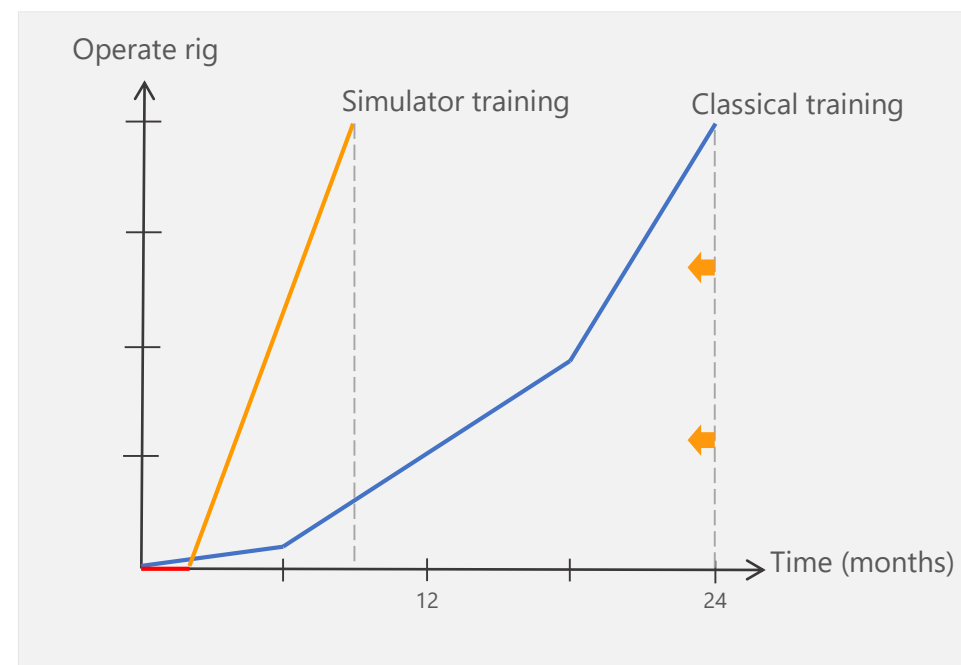
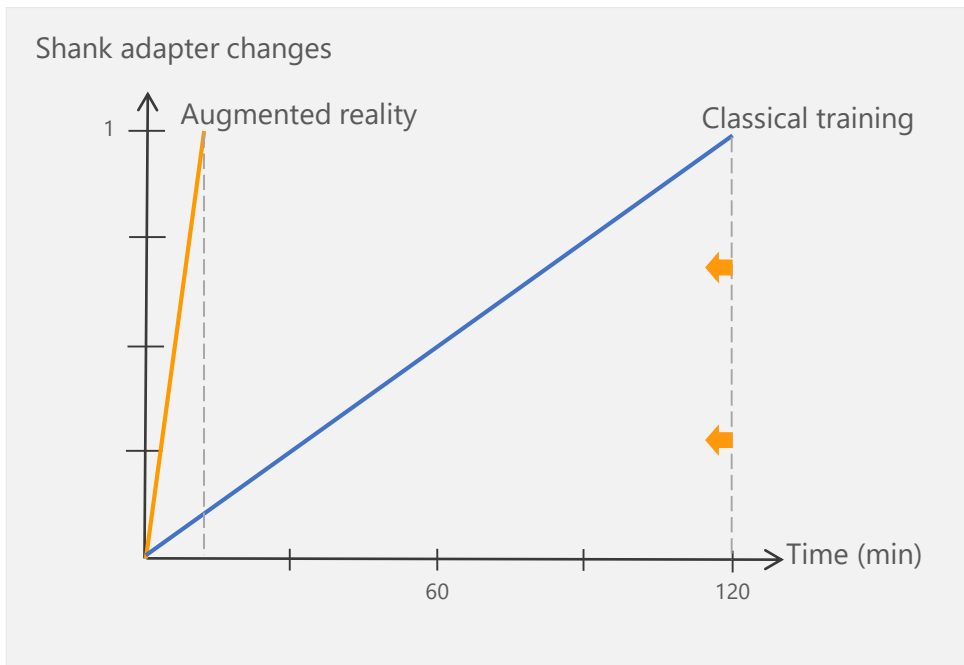
Cost Savings: 63%

For Oil Rig Operator Training using  
a Simulator

$$2000 * 32 \text{ EUR/h} * 2 * 225 * 8 = 230 \text{ 400 KEUR}$$

$$2000 * 32 \text{ EUR/h} * \frac{9}{12} * 225 * 8 = 86 \text{ 400 KEUR}$$

Savings: 144 000 KEUR



Source: The diagrams are from Atlas Copco's [http://en.wikipedia.org/wiki/Atlas\\_Copco](http://en.wikipedia.org/wiki/Atlas_Copco), an EON customer that have implemented VR and AR

# 34% Increase in Productivity

## Independent Analyst ROI Studies

- In this [AVR Benefits](#) document we have compiled a number of studies made by global leading analysts
- They conclude that that using Augmented and Virtual reality provides significant improvements in knowledge transfer
- along with 34% to 40% productivity improvements

Harvard  
Business  
Review

MANUFACTURING

## Augmented Reality Is Already Improving Worker Performance

by Magid Abraham and Marco Annunziata

MARCH 13, 2017



Boeing's use of augmented reality for technicians has increased productivity by **40%** and reduced wiring production time by **25%**.



# **Industry Use Cases**



# ExxonMobil

## IMMERSIVE 3D TRAINING ENVIRONMENT

ExxonMobil and EON Reality Inc. partnered to deploy the AVR immersive training platform that improves the way field training is done.













EXIT SCENE

**CHANGI**  
airport singapore



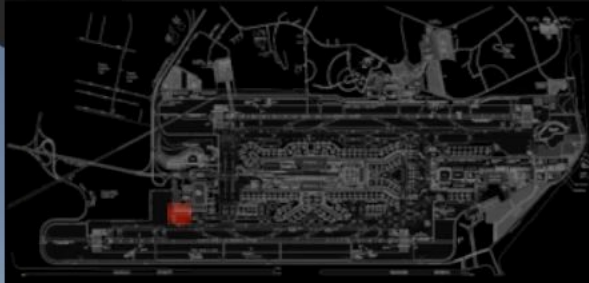
Response  
Trainer

INSERT PLANE    INSERT FIRE / SMOKE    INSERT OBSTACLE

- ✈ F15SG
- ✈ Boeing-737
- ✈ Boeing-747
- ✈ Boeing-777
- ✈ A320
- ✈ A350
- ✈ A380

MODE

Scene 02



ATMOSPHERIC CONDITIONS

Rain

Visibility  m

Wind Speed  kn



APPLY

CUSTOM VIEW

SAVE SCENE

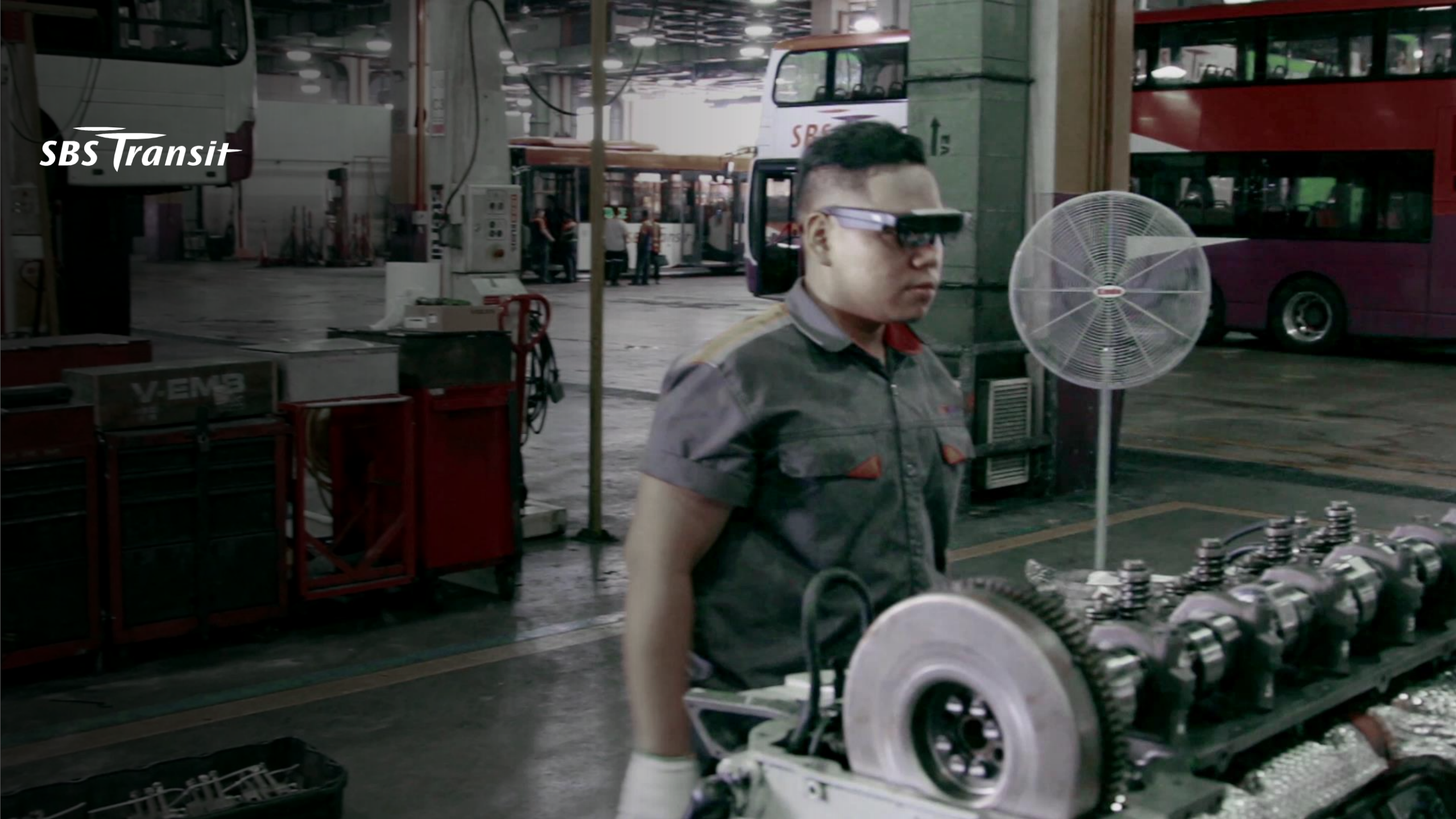


0 MISTAKE





*SBS Transit*





UIMM

LA FABRIQUE  
DE L'AVENIR

01













# **The EON AVR Platform**



# AVR

PTC

AUTODESK

SIEMENS

DASSAULT SYSTEMES

LMS 360° VIDEO

GIS

iOT

EON AVR  
PLATFORM  
AGNOSTIC

IMAGE RECOGNITION



ODG



Google Lens

SLAM

LRS

oculus

Microsoft HoloLens

FACEBOOK AR STUDIO

VIVE

ARTIFICIAL INTELLIGENCE

SAP

Tango

SCORM

UNREAL ENGINE

ORACLE

xAPI

OGRE



unity





# AVR PLATFORM

CAD/MODEL & DATA

USER MANAGEMENT

USER GENERATED INTERACTION CREATION

CONTENT MANAGEMENT

AVR PUBLISHING

SERVICE, CONTENT, INTEGRATION



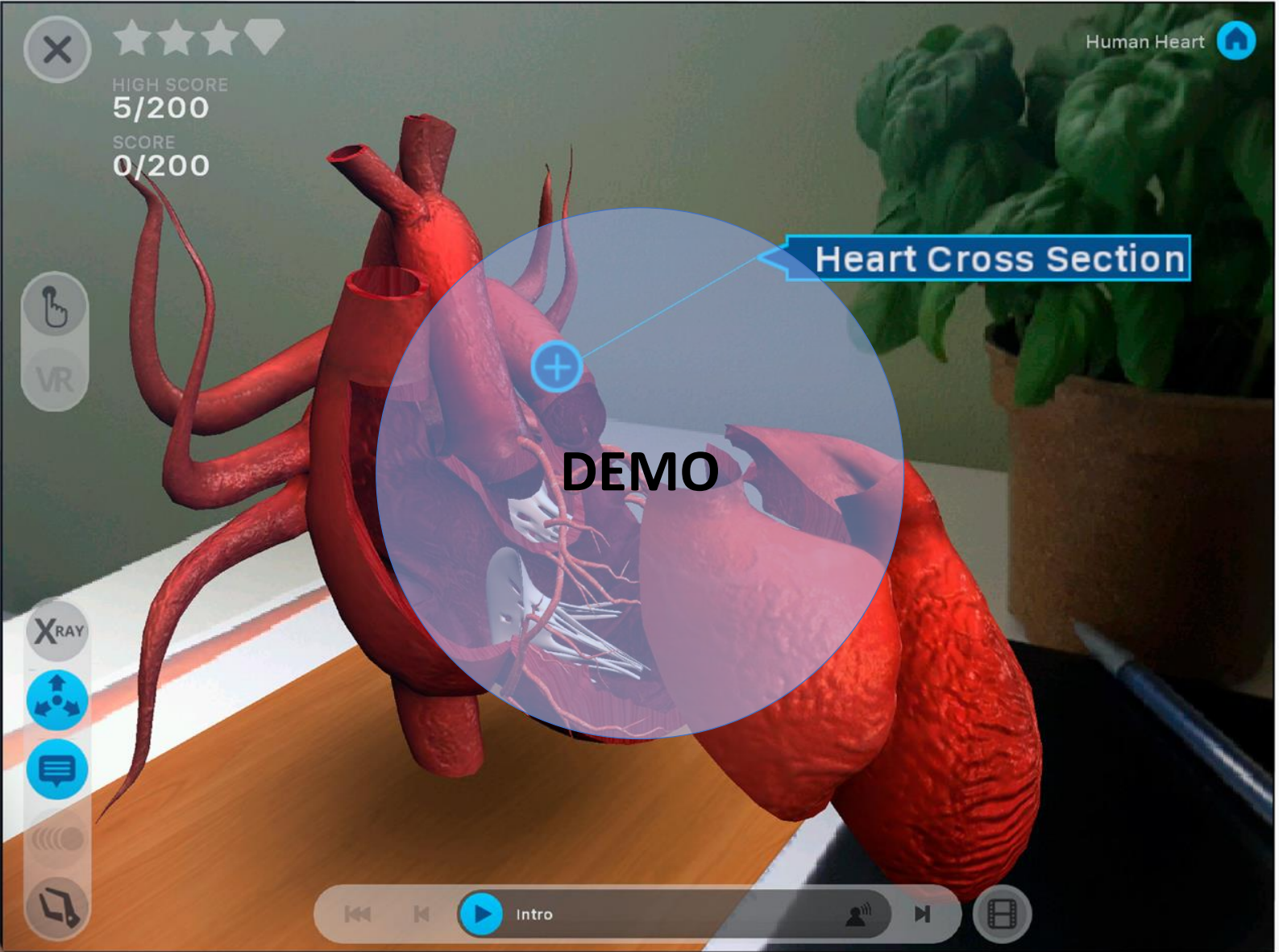
CREATOR AVR



VIRTUAL TRAINER



AR ASSIST



HIGH SCORE  
5/200  
SCORE  
0/200

Human Heart



Heart Cross Section



DEMO



XRAY



Intro







# EASI Platform

## Effortless

- New Easy-To-Use User Experience On Desktop And Mobile

## Affordable

- 870,000 New 3D Assets Integrated With The Platform,
- New AVR Application Vault

## Self-Service

- New First Time User Experience,
- New 360 Content Creation,
- New CAD Cloud Conversion To AVR Portal

## Interconnected

- New Virtual Trainer Interconnected Product Features



# Effortless

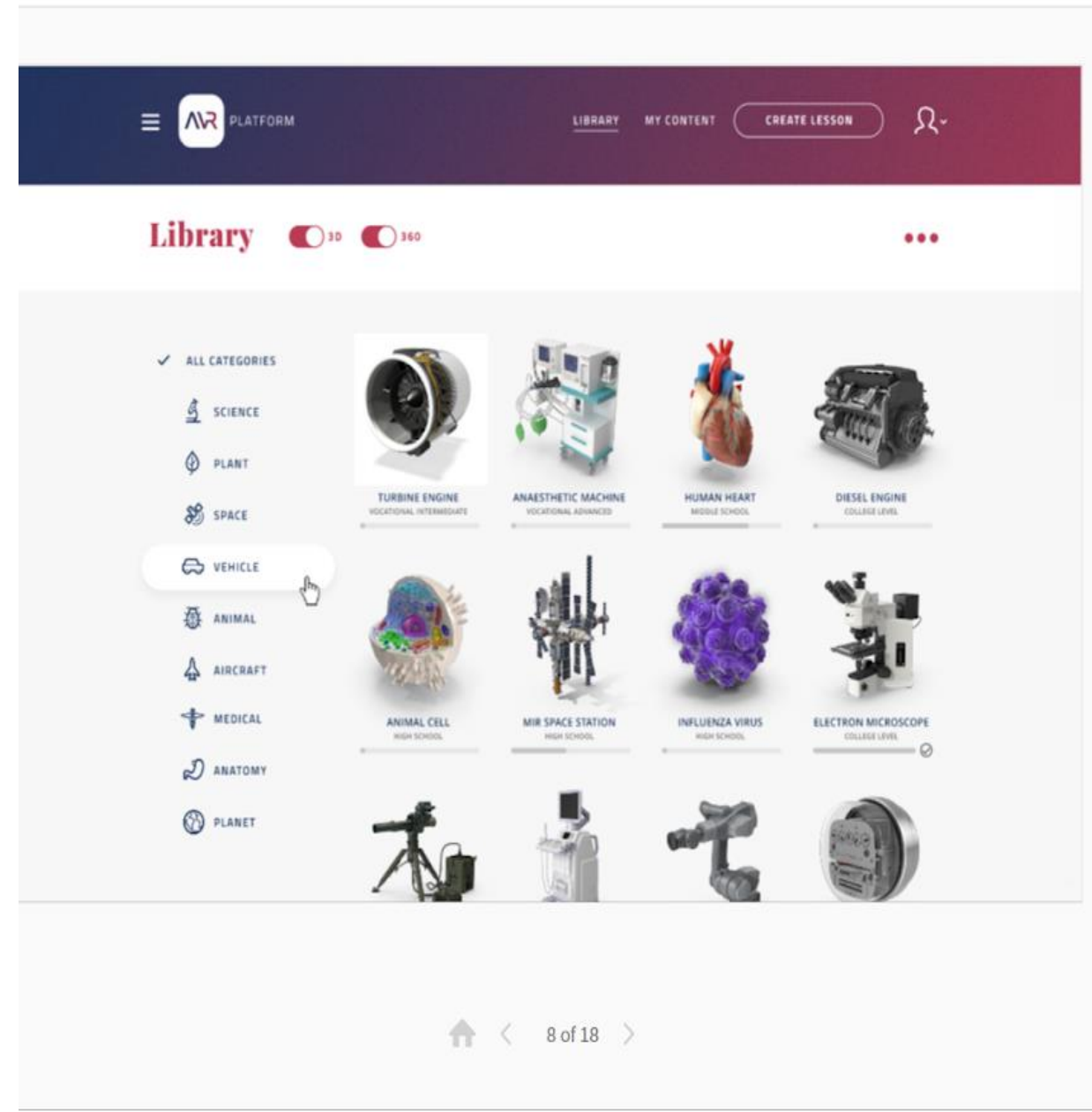
## INTERACTION SIMPLIFIED

Pre-made lessons and 3D assets available for customization or immediate deployment

Intuitive, Easy-to-Use user interfaces makes lesson creation a breeze

Make lessons readily available outside the classroom anywhere and anytime

Capability to create and refine individualized lessons for different learners



# Affordable

NO EXTRAVAGANT SET UP COSTS

No major investments in hardware required to get started

Lowered opportunity costs from time savings

Find an affordable package to suit your profile

EON can co invest in establishing an AVR enabled Center in your institution (conditions apply)

The screenshot displays the EON Reality website's 'Educational Plans' section. The header includes the EON Reality logo and navigation links for COMPANY, CASE STUDIES, EDUCATION PLANS, ENTERPRISE PLANS, and SIGN IN. A 'SIGN IN / REGISTER' button is also present. The main heading is 'Educational Plans for Students, Teachers, & Schools'. Below this is a table of subscription options.

| Subscriptions         | STUDENT | TEACHER                   | CLASS                     | SCHOOL                    | CAMPUS                    |
|-----------------------|---------|---------------------------|---------------------------|---------------------------|---------------------------|
| STARTING AT           | Free    | \$W/Month                 | \$X/Month                 | \$Y/Month                 | Same Day Quote            |
|                       |         | <a href="#">START NOW</a> | <a href="#">START NOW</a> | <a href="#">START NOW</a> | <a href="#">GET QUOTE</a> |
| Experience 3D Lessons | ●       | ●                         | ●                         | ●                         | ●                         |
| Web                   | ●       | ●                         | ●                         | ●                         | ●                         |
| Mobile                | ●       | ●                         | ●                         | ●                         | ●                         |
| Virtual Reality       |         | ●                         | ●                         | ●                         | ●                         |
| Augmented Reality     |         | ●                         | ●                         | ●                         | ●                         |



# Self-service

## DO IT YOURSELF

Take your pick from **more than 870,000 3D models** and environments in 360° to create and refine your own lessons

Linked to Google to **make information retrieval and content population** ready at a click

Can't find a 3D model? **Upload your own** in a wide range of formats supported by the EASI AVR platform

The screenshot shows the 'Import 3D Assets' page in the EASI AVR Platform. The header is dark blue with a hamburger menu, the AVR logo, and the word 'PLATFORM'. On the right, there are links for 'LIBRARY', 'MY CONTENT', and a 'CREATE LESSON' button, along with a user profile icon. The main content area is white and features a large, rounded rectangular box with a downward arrow icon and the text 'DRAG FILE HERE OR CLICK TO BROWSE'. Below this box, a list of 'Accepted formats' is provided, including GEO, 3DS, ASC, ASE, PRJ, FBX, COB, SCH, C4D, DAE, X, GBR, GBP, GPT, GTL, GTO, GTS, GKO, GBL, HPGL, PLT, IOB, ISO, NC, LWO, LW, LWS, MAX, MA, MB, OFF, IV, FLT, PTS, PLY, PGM, RAW, PRO, PDB, 3DM, RH, SIA, SKP, XSI, STL, U3D, VDS, VZXML, RHZ, WRL, VRML, OBJ, XAML, SAT, DWF, DWG, DXF, DST, SESSION, EXP, DLV, MODEL, CATPRODUCT, CATPART, CATSHAPE, CATDRAWING, 3DXML, CGR, ASM, XAS, NEU, PRT, XPR, DRW, IFC, IGES, IGS, IAM, IPT, JT, DGN, PRT, X\_B, X\_T, PLMXML, ASM, PAR, PSM, PWD, DFT, SLDASM, ASM, SLDPRT, PRT, SLDDRW, STEP, STP, STPZ, STP, ZIP.

Accepted formats:  
GEO, 3DS, ASC, ASE, PRJ, FBX, COB, SCH, C4D, DAE, X, GBR, GBP, GPT, GTL, GTO, GTS, GKO, GBL, HPGL, PLT, IOB, ISO, NC, LWO, LW, LWS, MAX, MA, MB, OFF, IV, FLT, PTS, PLY, PGM, RAW, PRO, PDB, 3DM, RH, SIA, SKP, XSI, STL, U3D, VDS, VZXML, RHZ, WRL, VRML, OBJ, XAML, SAT, DWF, DWG, DXF, DST, SESSION, EXP, DLV, MODEL, CATPRODUCT, CATPART, CATSHAPE, CATDRAWING, 3DXML, CGR, ASM, XAS, NEU, PRT, XPR, DRW, IFC, IGES, IGS, IAM, IPT, JT, DGN, PRT, X\_B, X\_T, PLMXML, ASM, PAR, PSM, PWD, DFT, SLDASM, ASM, SLDPRT, PRT, SLDDRW, STEP, STP, STPZ, STP, ZIP

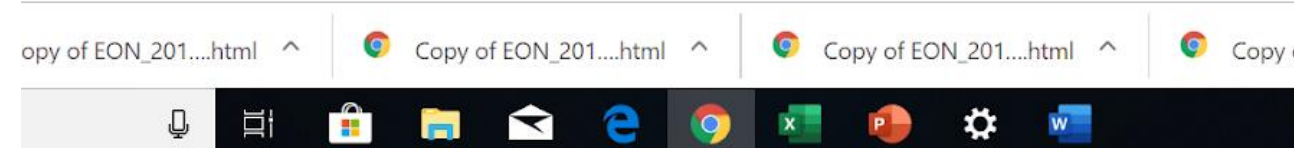
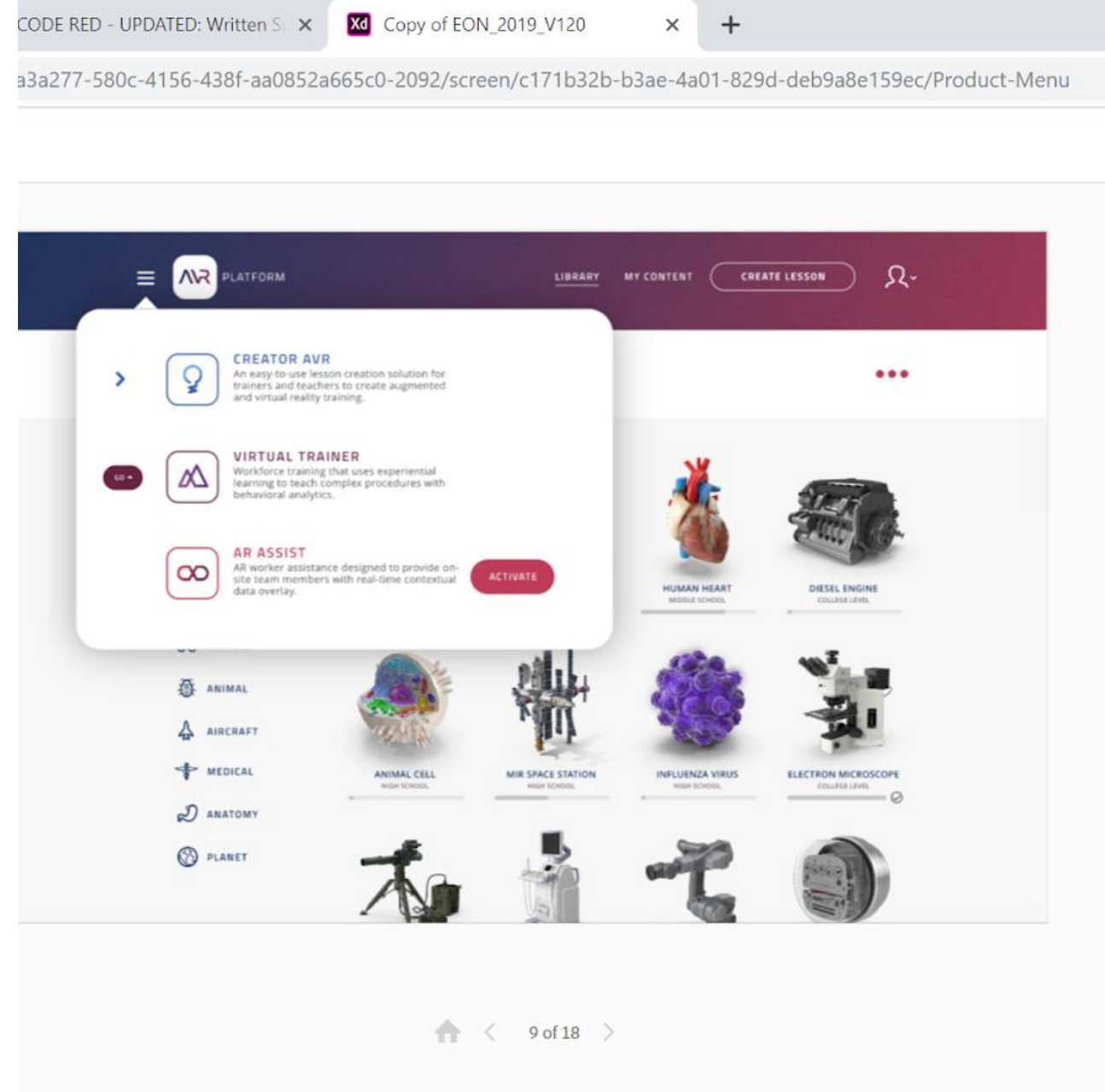
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# Interconnected

MULTI-MODAL LESSONS ACROSS ALL REALITIES

Find a presentation mode that best suits your teaching and learning objectives

Immediately customizable lessons can be created in **all modes of mixed reality** using vast library of digital assets

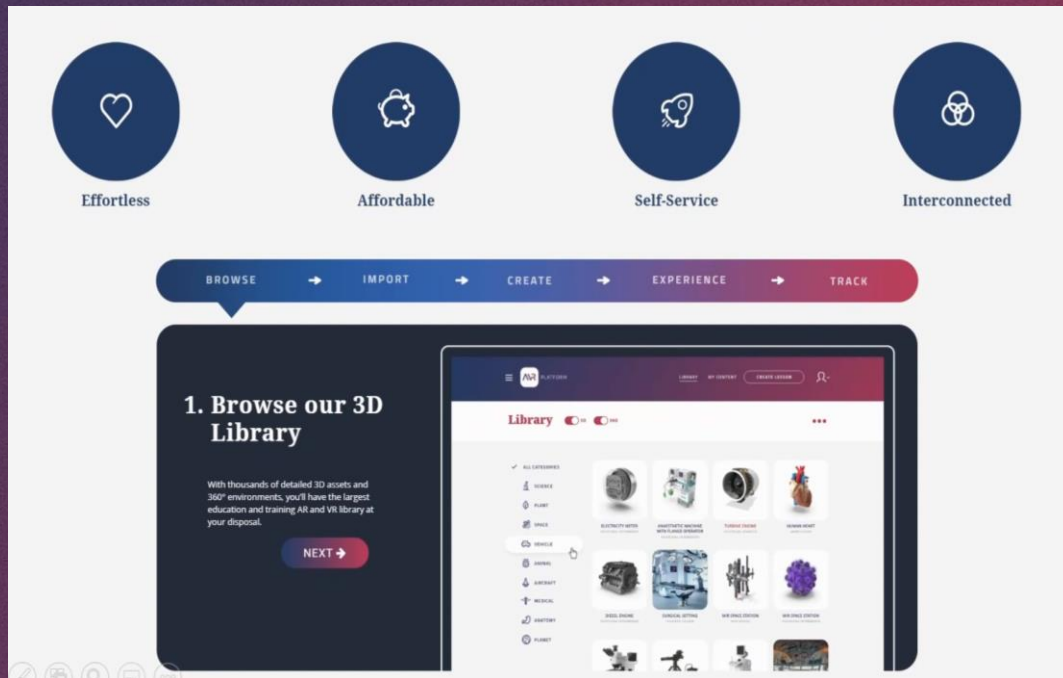




# End To End Solution For AVR Knowledge Transfer

AVR PLATFORM – Comprehensive AVR Platform to Develop, Run, Manage, Access, Store, Host & Distr. AVR

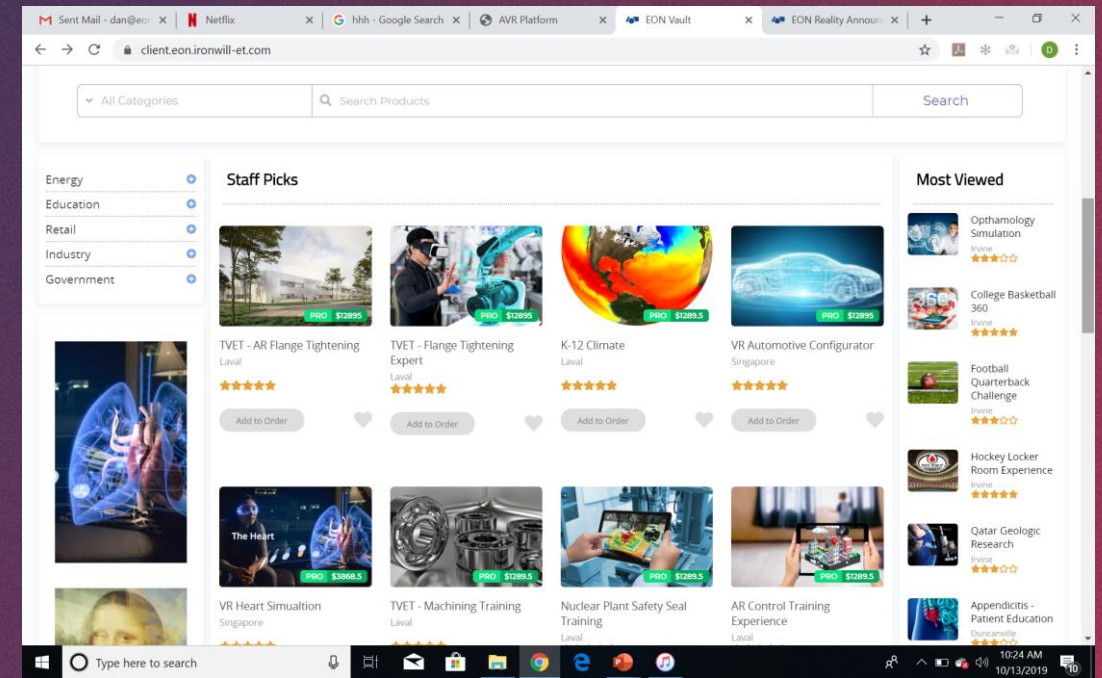
- Effortless
- Affordable
- Self service
- Interconnected VR AR Mobile
- Access to 870,000 3D assets



<https://betaaccount.avrplatform.com/Home/IndexV2>

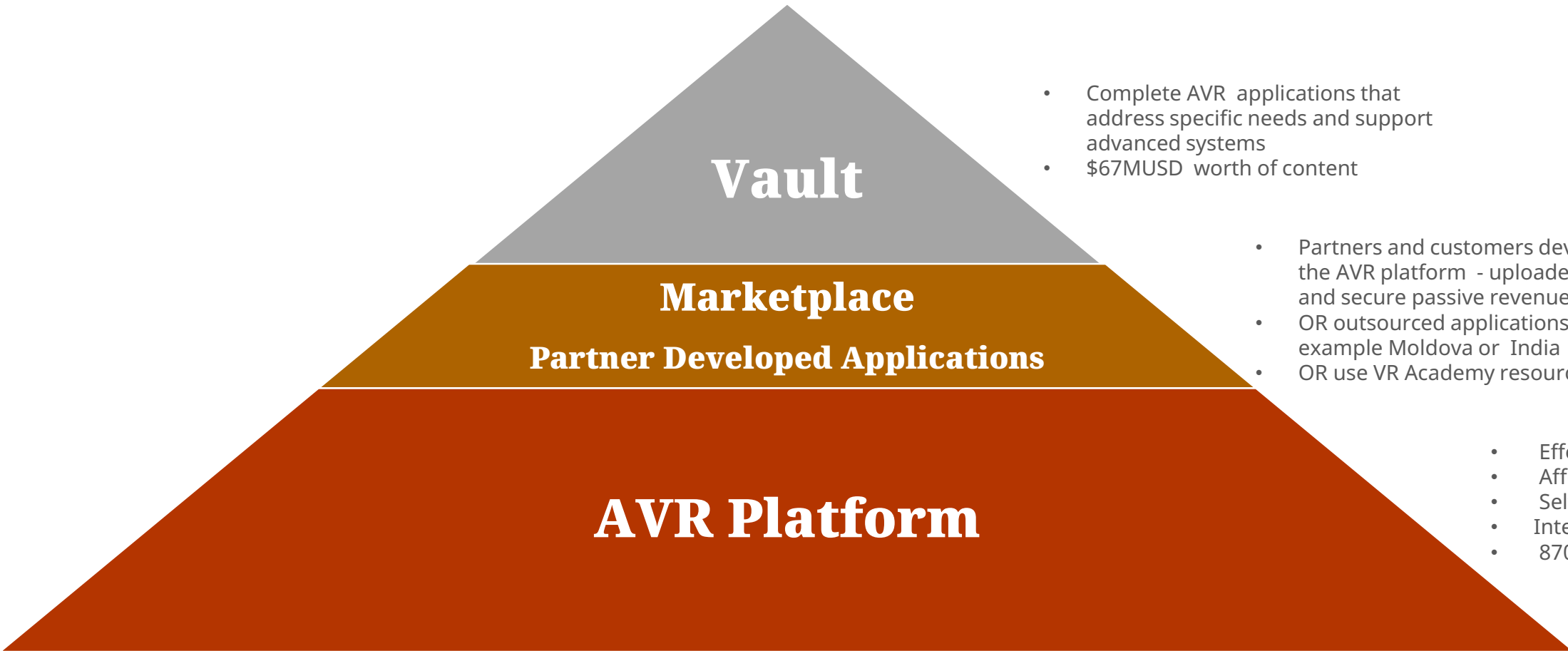
VAULT - Vast Catalog of Augmented and Virtual Reality Applications

- Advanced Complete Application
- Addresses Specific Needs
- Supports advanced AVR Systems
- Certified by Academic Customers
- Marketplace with Revenue opportunities



<https://www.eonreality.com/press-releases/eon-reality-vault-announcement/>

# End To End Solution For AVR Knowledge Transfer



**Top Down Bottom Up Approach**





# AVR Platform Vs. Project Approach

THE AVR PLATFORM IS COST-EFFICIENT, FASTER AND BETTER


## PROJECT APPROACH

Need to build the AVR functionality for knowledge transfer from scratch, requires skilled coders, time & significant investment

|                                     |
|-------------------------------------|
| SERVICE, CONTENT, INTEGRATION       |
| REAL-TIME REMOTE GUIDANCE           |
| KNOWLEDGE MARKERS                   |
| GUIDANCE AND ASSESSMENT             |
| INTEGRATED COMMUNICATION            |
| MULTI-PLATFORM                      |
| MULTI-USER                          |
| USER MANAGEMENT                     |
| CONTENT MANAGEMENT                  |
| AVR PUBLISHING                      |
| USER GENERATED INTERACTION CREATION |
| CAD/MODEL & DATA                    |
| CLOUD BASED                         |

## AVR PLATFORM

Uses existing Build-in functionality, does not require skilled coders, nor significant time & investment. In addition service & integration costs are included.



Cloud Based, Cad/Model & Data, User Generated Interaction Creation, AVR Publishing, Content Management, User Management, Multi-User, Multi-Platform, Integrated Communication, Guidance And Assessment, Knowledge Markers, Real-Time Remote Guidance and service, content, integration

## GAME ENGINES



## >60% MORE COST EFFICIENT

- Less upfront investment with the AVR Platform as:
- The key required AVR functionality is already developed & included
- \$25K of service, content & integration is already included
- No need to use programmers to build the required functionality from scratch on top of Game Engines
- Typically cost savings are in the range 60% to 80% for pilots and more for implementations

## > 70% FASTER

- Less Time required for implementation as:
- AVR platform can deliver the required functionality upfront
- We have seen an average reduction in time > 70% up to several hundred percent depending on the scope of the implementation

## BETTER

- Scalable & interconnected platform from pilot to corporate wide deployment
- Existing knowledge transfer products for learning, training and performing
- Built-in Features needed for a vast majority of use cases.
- Architecture allows for reuse of assets between AVR products
- Data integration and sharing between AVR platform and legacy systems
- Robust backend capabilities that use AVR platform products as a front end



# **AVR Landscape**

# AVR Landscape

Hardware Platform Providers - Eon Partners Not Competitors  
Eon's AVR Platform Agnostically Publishes To These Hardware Devices



B2C Entertainment, Gaming & Consumer  
Eon Does Not Compete In This Space



B2B Enterprise & Education AVR Platform  
Knowledge Transfer



For details please see [Competitive Landscape & Why is EON uniquely positioned \(33 pages PP\)](#)

Game Engines - Eon Partners Not Competitors  
Eon's Avr Platform Can Agnostically Integrate With These Engines





# **Global Strategy**





# Interactive Digital Center

EON Reality's Interactive Digital Centers (IDC) are regional Augmented and Virtual Reality Centers designed to help enhance regional knowledge transfer and grow a region's digital economy. They are key to the growth of EON Reality's Human 2.0 vision and empower their regional workforce to better adjust to economic disruption and job displacement. IDCs also develop applications targeted at specific regional needs, localize existing EON Reality content, and educate the next generation of AR and VR professionals, through the VR Innovation Academy.



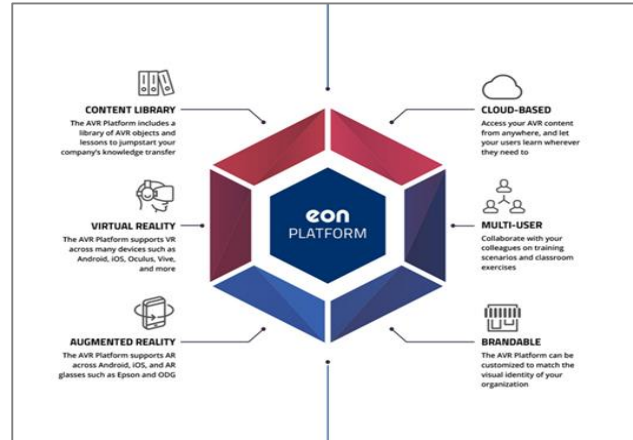


# Interactive Digital Centers

Global Initiative to realize the Human 2.0 Vision by Partnering with Governments & Academic Institutions

## Regional Platform & Vault Deployment

Regional deployment of AVR platform to uplift millions of smart students & smart workers for the jobs of the future starting with Testbed of 7000 students, 1500 workers per Year for 5 Years & Implementation phase >100,000 users



## Global AVR Marketplace

Access to EON's global Marketplace and network in more than 70 countries that provides revenue opportunities from IDC developed AVR applications (70% goes to local partner)



## AVR Content & IP Creation

Teachers, subject matter professionals and students create new AVR lessons and knowledge modules.

## EON Investment

Significant EON Investment Contribution >75% co-investment in the center with selected Partners, subject to the fulfillment of the qualification requirements



# Packages





AVR PLATFORM

# ENTERPRISE PRICING

\$49,000 ANNUAL FEE (FREE >299 USERS)



CREATOR AVR

**\$42**

per user per month,  
billed annually,  
minimum 30 users



VIRTUAL TRAINER

**\$42**

per user per month,  
billed annually,  
minimum 30 users



AR ASSIST

**\$42**

per user per month,  
billed annually,  
minimum 30 users



# Industry 4.0 Kit



100 STUDENTS  
3 YEAR CREATOR AVR LICENSE  
ACCESS TO FREE AVR LIBRARY  
CREATE 10 CERTIFIED LESSONS PER YEAR

**\$50,000**

**\$5,000 FREE CREDIT FOR THE VAULT**  
**\$500 WORTH OF PREMIUM 3D CONTENT, FOR FREE**

- 3 YEAR CREATOR AVR LICENSE
- 100 STUDENTS
- 100 HOMIDO MINI VR HEADSETS
- 100 AR MARKERS
- 1 SAMSUNG 360° CAMERA AND TRIPOD
- COMPREHENSIVE NEEDS ASSESSMENT ANALYSIS
- ACCESS TO FREE AVR LIBRARY
- IMMERSIVE LEARNING AND TEACHING GUIDE
- ONLINE SELF-SERVICE CONTENT CREATION PORTAL
- ADMIN & USER MANAGEMENT PORTAL
- CONTENT HOSTING
- TRAINING (LEVEL 1)
- TEACHER TRAINING AND SUPPORT)

**THE GATEWAY TO CLASSROOM 3.0**







# AVR INDUSTRY

# HUB

## \$1,200,000

**UNLIMITED ACCESS TO OUR VAULT  
\$50,000 WORTH OF PREMIUM 3D CONTENT, FOR FREE**

**MAKE YOUR TRAINING CENTRE A REVENUE CENTRE,  
NOT A COST CENTRE**

EXTENDED 5 YEAR COMPLETE AVR PLATFORM LICENSE  
1,200 TRAINEES = 1,200 HOMIDO VR KITS 1,200 AR MARKERS

FULL TRAINER COACHING AND CERTIFICATION (LEVELS 1 TO 2)

- TEACHER TRAINING AND SUPPORT
- CUSTOM LESSON CREATION + TRAINING

ULTIMATE AVR EXPERIENCE LAB INCLUDING

- UGE PHYSICAL IMMERSIVE SYSTEMS:
  - IDOME MOBILE
  - HOLOGRAPHIC I



1200 TRAINEES  
 5 YEAR COMPLETE AVR PLATFORM LICENSE  
**\$50,000 CREDIT FOR PREMIUM LIBRARY**  
 ACCESS TO FREE AVR LIBRARY  
 CREATE 200 CERTIFIED LESSONS PER YEAR

**A READY-MADE INDUSTRY 4.0 HUB  
FOR IMMERSIVE LEARNING ACROSS THE ENTERPRISE**

# **Key Benefits**



# Benefits For Companies

- **Segment focus** Initial focus is segments where Region is strong such as in industry & advanced manufacturing followed by medical and energy
- **Improve the competitiveness** of these companies by
  - Increasing their **productivity**
  - **Decreasing their training** costs using “Learn-Train-Perform” approach
  - Lowering their **maintenance, repair and operation** costs
  - **Making their products more attractive** based on digital support in knowledge transfer and sales globally
  - **Securing Access to recruit new talent** consisting of local AVR resources from the IDC VR Innovation Academy







**Thank You**