



Maximize Content or Models

Use existing Teamcenter 2D and 3D content to create immersive procedural training applications without the need for extensive software development.

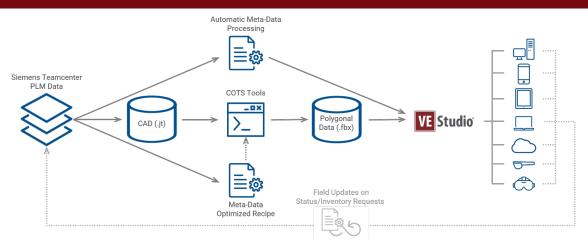
Seamless Integration

Changes to Teamcenter models and data can be slipstreamed into the content VE Studio development process to create training in VR, AR, desktop, and tablet applications.

Lower Costs

Feed results from VE Studio-developed training, sales/service configurators, services quotation tools with hours and parts ordering information back into Teamcenter.

Optimized Teamcenter and VE Studio integration reduces manual interaction



VE Studio Connector for Teamcenter provides a bi-directional link between Teamcenter® and the industry's leading virtual training development platform, VE Studio.

On the front-end, VE Studio Connector automates the extraction of Teamcenter® PLM models and metadata for the creation of immersive virtual maintenance, operator and safety training deployed to the desktop, mobile or VR devices. The content can be further used to create AR tools for mobile field delivery services teams.

On the backend, VE Studio Connector can bind the training and services data to the Teamcenter® PLM portfolio by leveraging training results and data from services to enhance order management, inventory control, and bidding accuracy using big data analysis.

As equipment evolves, and new features are added via Teamcenter®, the changes are slipstreamed into training content production for new training modules, further reducing development and "time-to-market" costs.





End-to-End Virtual Training Development Platform

VE Studio is the world's leading commercially available, end-to-end virtual training development platform.

A proven solution to lower lifetime training program costs, it is in use by Global 500 corporations and military agencies around the world.

Unmatched flexibility to simultaneously publish to desktop, AR/VR and mobile devices. The data-driven architecture, patented workflow, and tools combine to make the development process easier to use by non-Unity developers and flexible enough to publish the content to multiple devices without having to hand-code the application.

Content Lifecycle Management: Leveraging VE Studio & Teamcenter content

Product Design & Desired Experience Requirements



3D Models Virtual Environments



Sales | Marketing Enablement



Engineering Enablement - VMT Configurator & Partner Tools



Certifications

Field Services

Delivery - AR | VR

Order Management





Inventory

Big Data Analysis

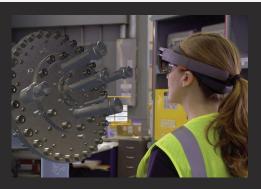






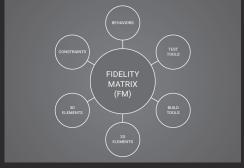
Channels





TRAIN ANYWHERE

With VE Studio, take advantage of the latest developments in desktop, mobile, VR and AR technologies. The flexibility is yours to develop and deploy to any device, anywhere.



THE FIDELITY MATRIX

What makes VE Studio unique is its Fidelity Matrix (FM)'" relational database and built-in processes that make producing Unity-based training applications simpler, faster and scalable.



IMPROVE PRODUCTION

It's not just an idea; it's our patented production process that extends the capabilities of Unity by providing functionality necessary to develop complete training solutions.



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DiSTI is the leading global provider of professional solutions for HMI software, embedded UI, and virtual maintenance training.