Classroom Training

Classroom content transitions to hands-on training to support progression

VE Mentor

Hands-On Training

Flight line content feeds back into the classroom to support training efficiency

A cross-over integration between two best-of-breed products:

DiSTI's VE Studio classroom training platform and Design Interactive's AUGMENTOR hands-on training authoring system.

VE Studio®

- Desktop classroom with student and instructor stations.

- VR procedural vignettes to enhance student immersion and engagement.

- Relational database correlates all requirements, 30 objects, support equipment, properties, behaviors and constraints.

AUGMENTOR™

- Information placed on/near actual equipment.

- Task steps and decision points are sequenced and placed spatially.

- Authoring capability allows experts to create videos, import pictures, embed animated holograms, and leave virtual sticky notes.

Empowers Developers

Allows developers to easily transition VE Studio content from the classroom to the hands-on experience in augmented reality on Hololens and Mobile devices.

Transforms Classrooms

Allows developers to easily transition VE Studio content from the classroom to the hands-on experience in augmented reality on Hololens and Mobile devices.

Amplifies Capabilities

Allows developers to easily transition VE Studio content from the classroom to the hands-on experience in augmented reality on Hololens and Mobile devices.

Revolutionizes Learning

Adds the ability to transition this content back from the flight line and feed it into the VE Studio relational database repository, keeping the classroom training content current, relevant, and comprehensive.

Learn more at: **https://youtu.be/gF-b8vlLn6U**