PRESENTING

SynergyXR

2023

Hello, we're SynergyXR

✓ Founded in 2008 as a spin-out
  of Unity Technology

✓ 300+ successful customized XR solutions

✓ Customers in 20+ countries

✓ HQ in Aarhus, Denmark

Some of SynergyXR customers

GSK

GRUNDFOS

SIEMENS Gamesa
RENEWABLE ENERGY

HAFNIA
Member of BW Group

SANOVO
TECHNOLOGY GROUP

Vikan.

BAETTR
Engineering the Foundation
for Future Generations

kamstrup

PGS

Schneider
Electric

BOSCH

TECHNICON
Technical Consulting

MAKEEN
ENERGY

VATTENFALL

ISOVER
SAINT-GOBAIN

SESG
Svendborg
Erhvervsskole & Gymnasier

novo nordisk®

GKN

TotalEnergies
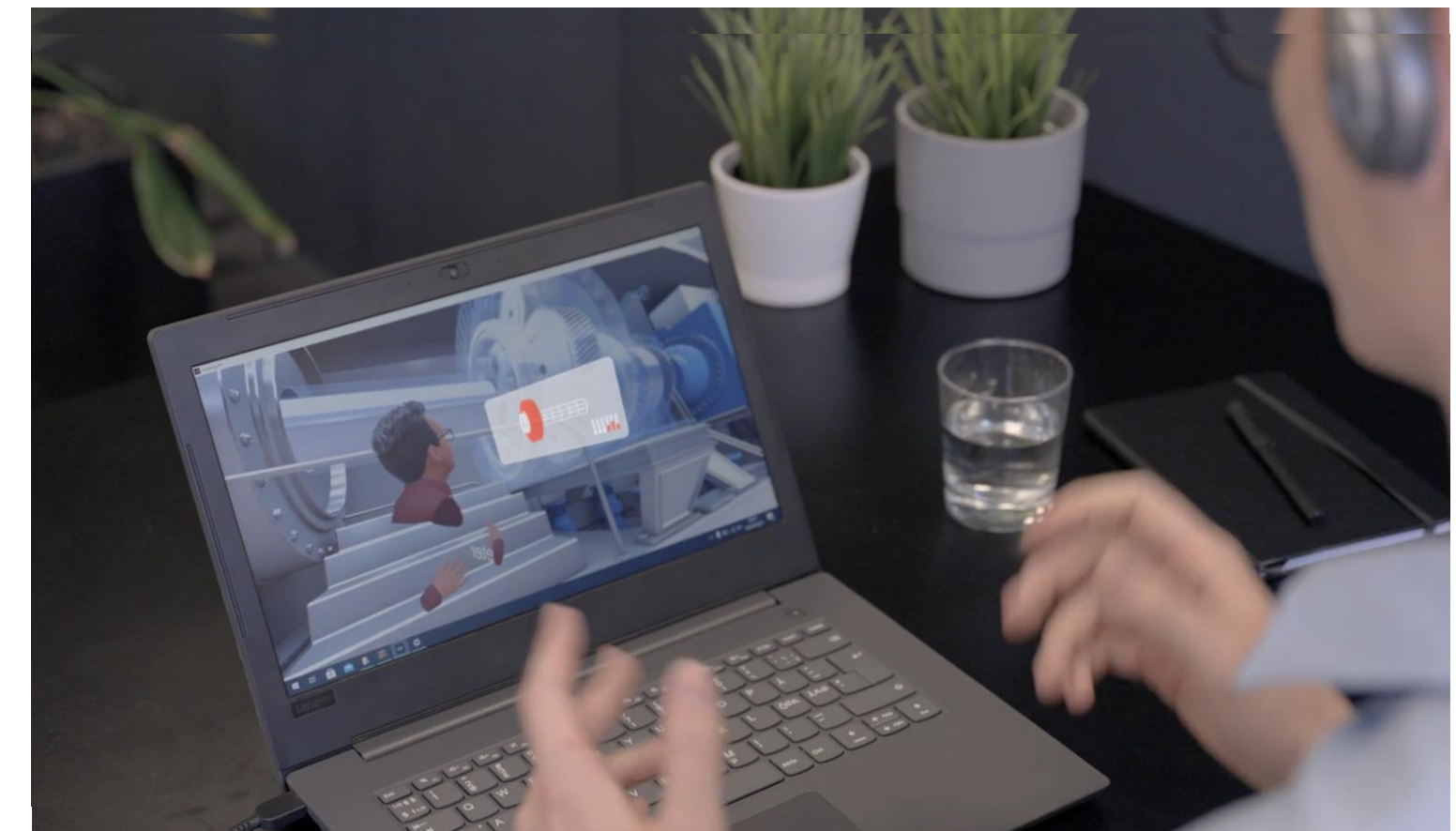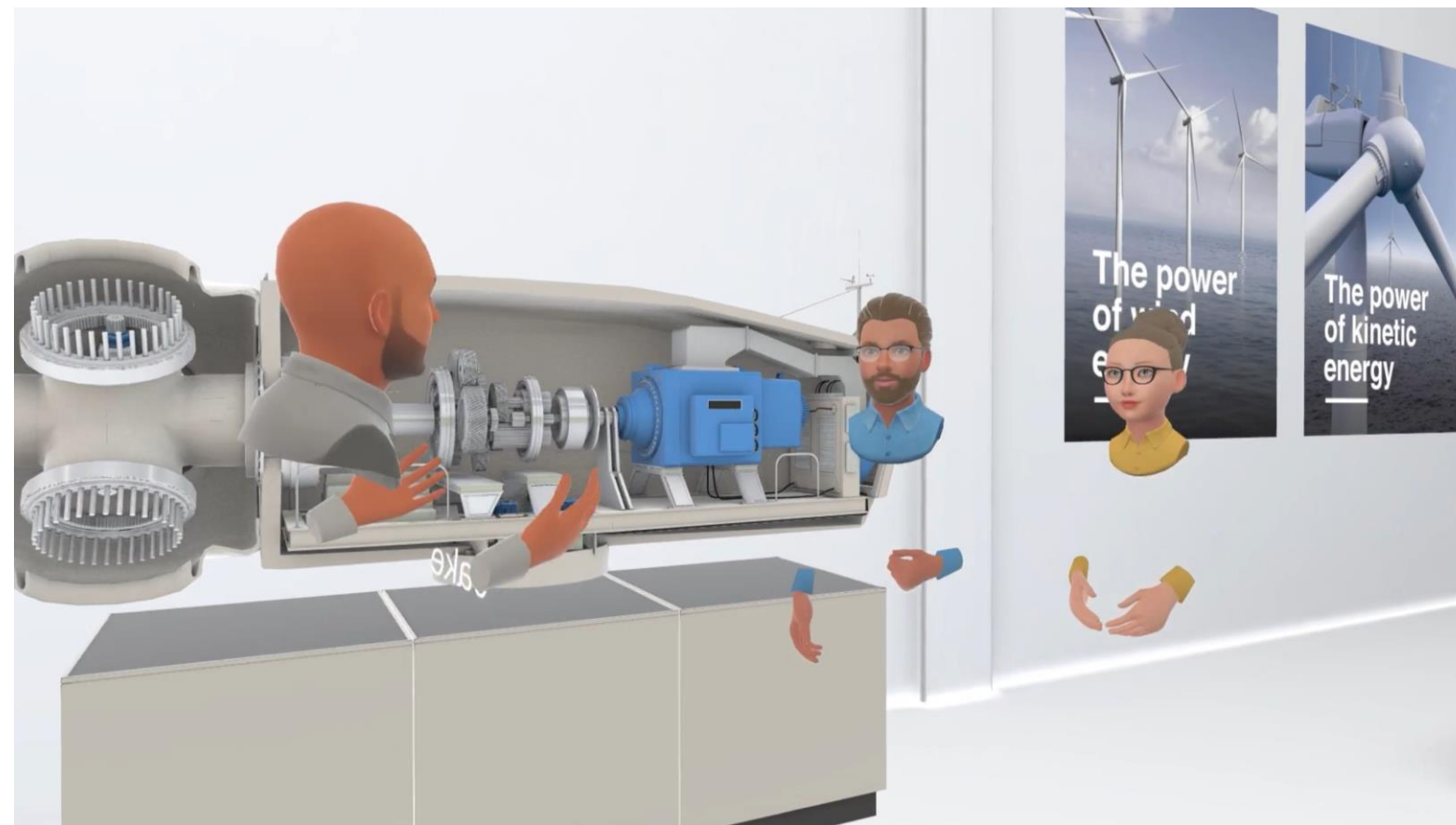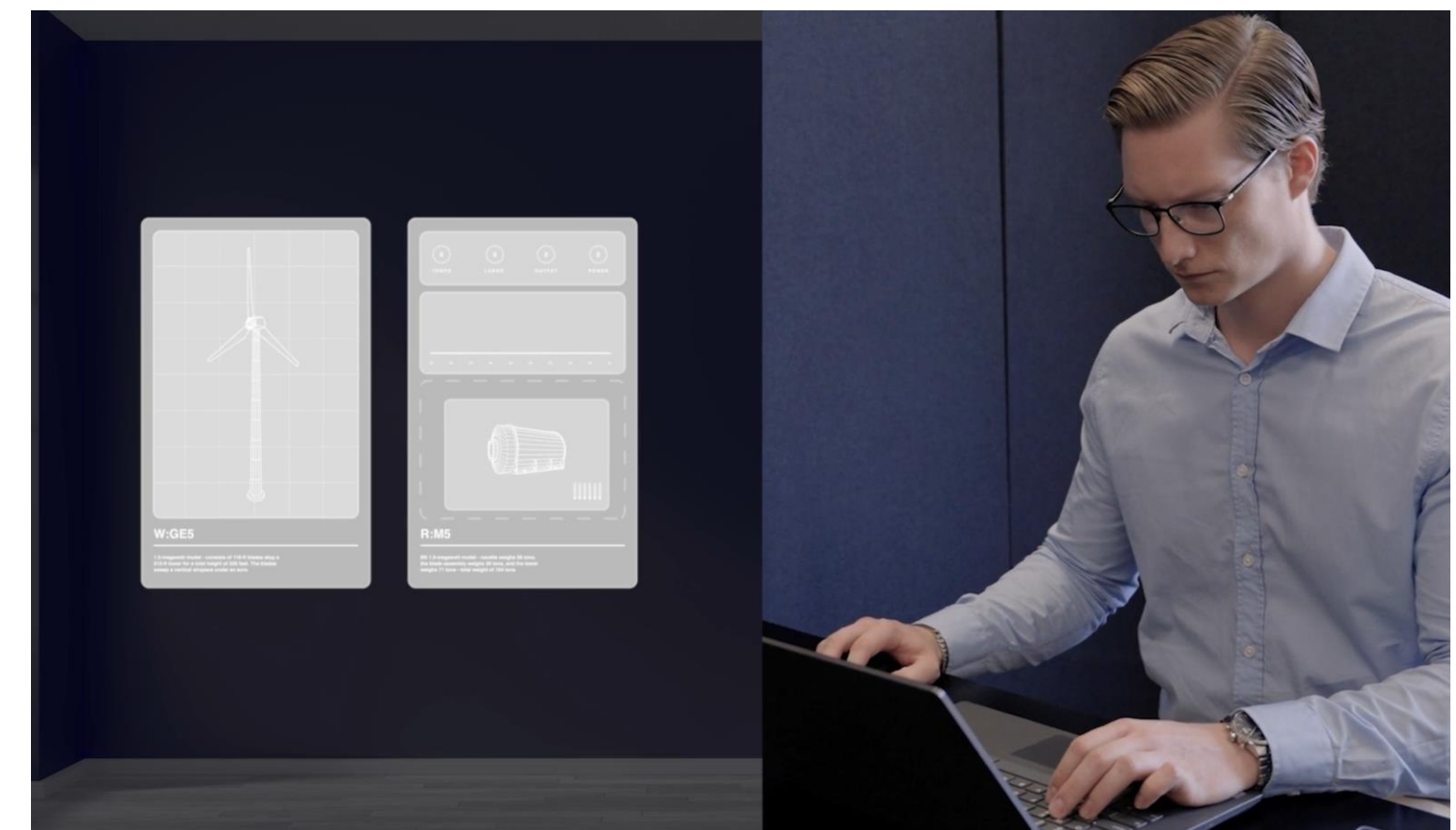
MAERSK

ALFA
LAVAL

FLSMIDTH

P&G

THE PLATFORM

What is SynergyXR

Democratizing XR for Business

SynergyXR is a no-code platform that makes it easy, fast and affordable for companies to present, communicate and collaborate about their ideas, products and solutions in augmented-, mixed- and virtual reality.
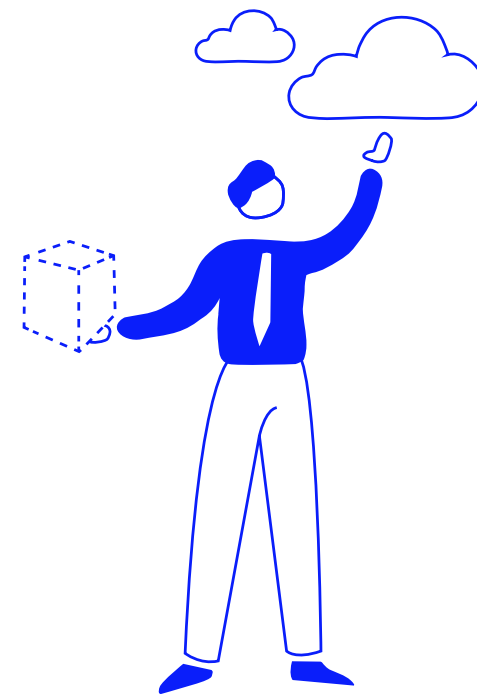
SynergyXR
in action

Easily upload your content and design your virtual space in minutes

How does it work?

We designed **SynergyXR** to work on all XR platforms for easy adoption across all teams.

①

Upload to the cloud

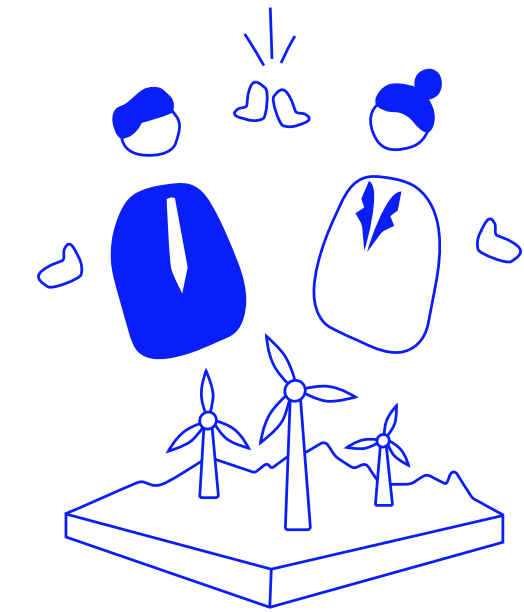Upload 3D models, videos, images and docs to the Microsoft Azure cloud.

→

②

Choose and build

Choose an XR device, access content in the cloud, and create virtual meeting spaces, training scenarios, etc.

→

③

Connect with others

Connect with others across similar devices to start collaborating – no matter where you are in the world.
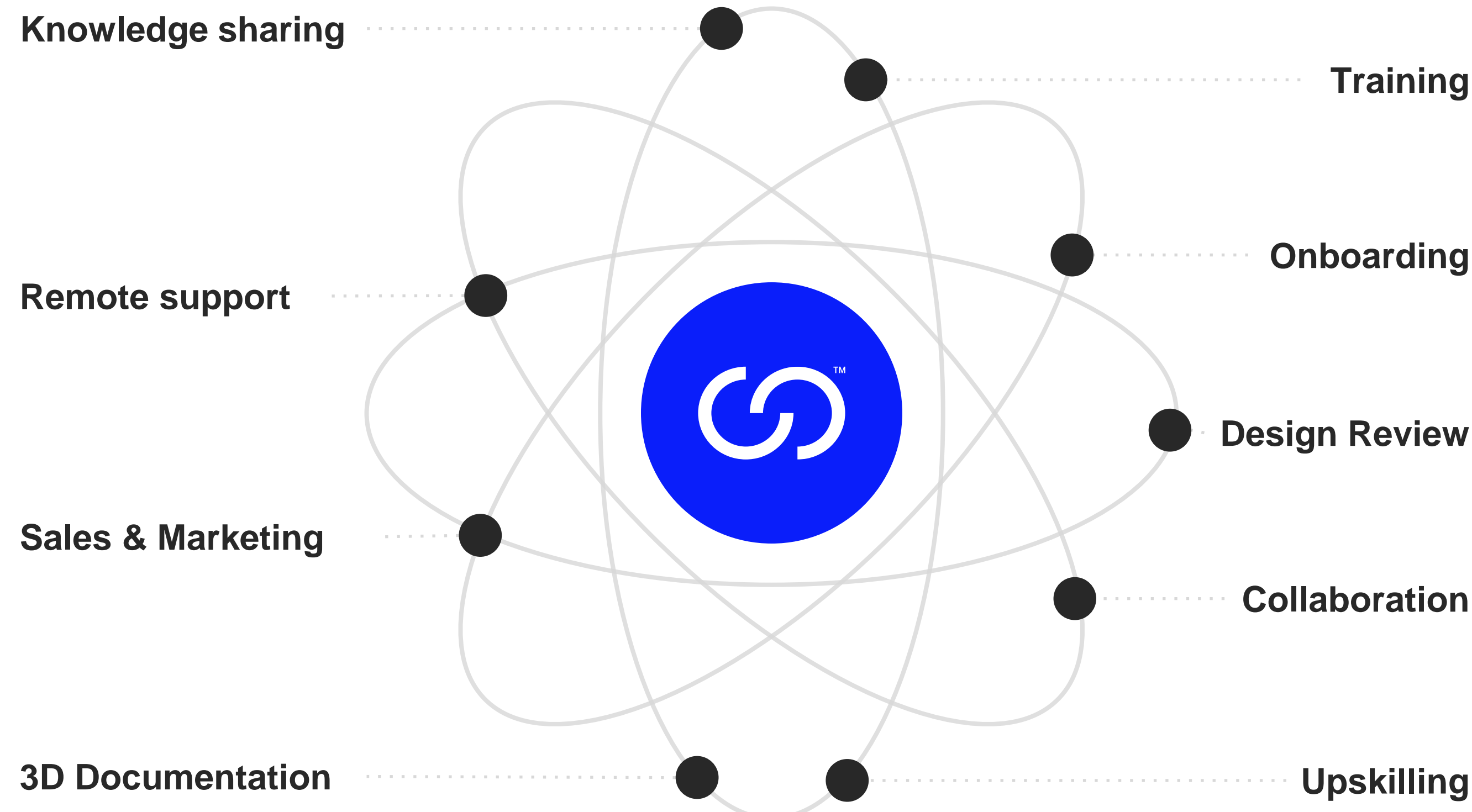
→

One solution for all of your XR needs

Secure

3D Objects

Images

Videos

PDF's

iPhone

iPad

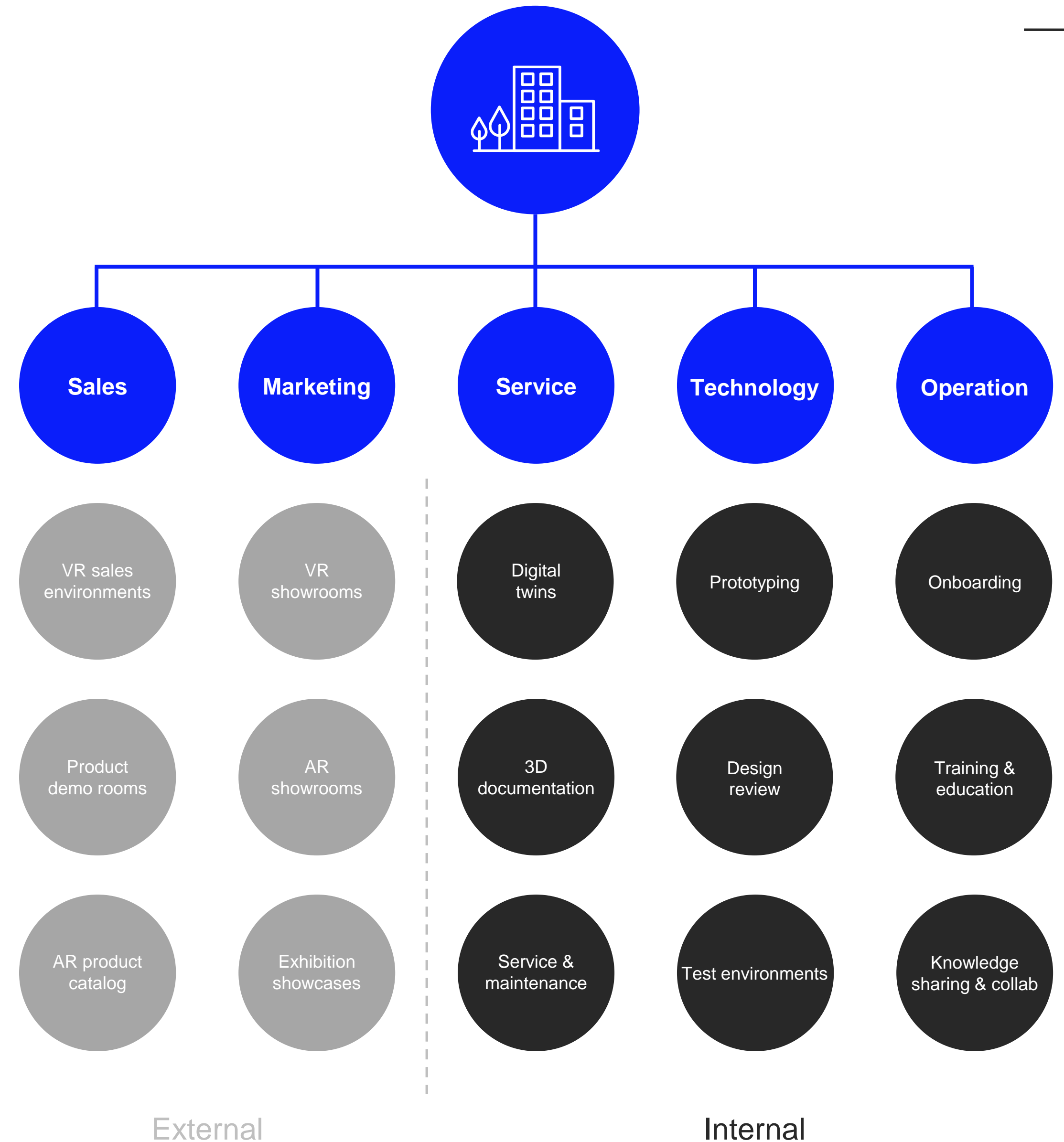**Oculus Quest & Pro**

Windows/ Mac

Why SynergyXR?

Our business suite covers Augmented Reality, Mixed Reality and Virtual Reality, offering customers one platform where they can have a **seamless experience across ALL XR devices**.

Knowledge sharing

Training

Remote support

Onboarding

Sales & Marketing

Design Review

Collaboration

3D Documentation

Upskilling

UNFAIR ADVANTAGE

A platform that covers an entire organization's XR needs.

Multiple use cases within the organization

Sales · **Marketing** · **Service** · **Technology** · **Operation**

Sales	Marketing	Service	Technology	Operation
VR sales environments	VR showrooms	Digital twins	Prototyping	Onboarding
Product demo rooms	AR showrooms	3D documentation	Design review	Training & education
AR product catalog	Exhibition showcases	Service & maintenance	Test environments	Knowledge sharing & collab

External · Internal

Growing problems

With remote work becoming the norm, increased pressure to produce more, deliver faster, maintain quality, stay competitive, and reduce their carbon footprint - companies today are challenged on all fronts to find more effective ways to communicate, collaborate and learn.

A worker issue

EMPLOYEE PROBLEMS

- Lost knowledge
- Knowledge retention
- Poor communication
- Employee downtime
- Time-intensive training programs
- Prolonged onboarding times
- High turnover

A production issue

PRODUCTION PROBLEMS

- Machinery downtime
- Human mistakes
- Safe work environments
- Service costs and speed
- Unnecessary travel
- Travel restrictions
- Ineffective production

A company issue

COMPANY PROBLEMS

- Reduce CO2 emissions
- Save on travel costs
- Save on training costs
- Improve employee retention
- Boost worker morale
- Attract a younger workforce

SynergyXR provides a faster, more affordable, and scalable way for companies to onboard, train and upskill workers through XR technologies.

Enterprise Grade Security

SYNERGYXR | XR FOR BUSINESS

SAFE & SOUND

Secure by design

✓ Built on Microsoft Azure services*

✓ Encrypted keys in Azure KeyVault

✓ Data retrieved > time limited SaS token

Secure communication through encryption

✓ Web services: HTTPS

✓ Web sockets: TLS/SSL

✓ UDP: TLS/DTLS

Trusted standard user identity service

✓ Identity Server 4.0

✓ OAuth 2.0

Tools for added security

✓ User permission levels

✓ IP whitelisting

XR Use cases

- **Augmented workforce**
  Manufacturing, service and remote assistance.

- **Education, onboarding and training**
  Products, company, operations and instructions.

- **Virtual collaboration**
  Knowledge sharing, meeting, workshops, conventions.

- **Design, Analysis and simulation**
  R&D, Engineering, maintenance and operations.

- **Sales Enablement & Marketing**
  Showrooms, sales meetings, product environments, product catalog and expositions.

THE FUTURE OF WORK

A Company's Corporate Metaverse

The virtual world will grow month to month.
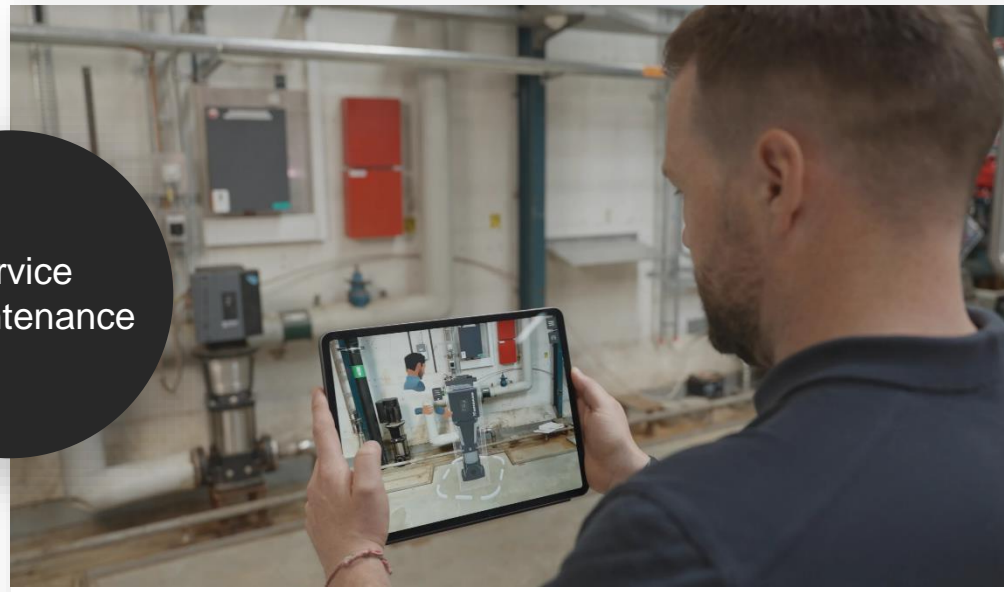

VR sales environments

Host better sales meetings

Exhibition showcases

Give customers an experience

Service & maintenance

Make repairs faster with iOS/AR

Training & education

Teach skills without risks

ORGANISATIONAL LEVEL

A Company's Corporate Metaverse

The physical and digital world become one

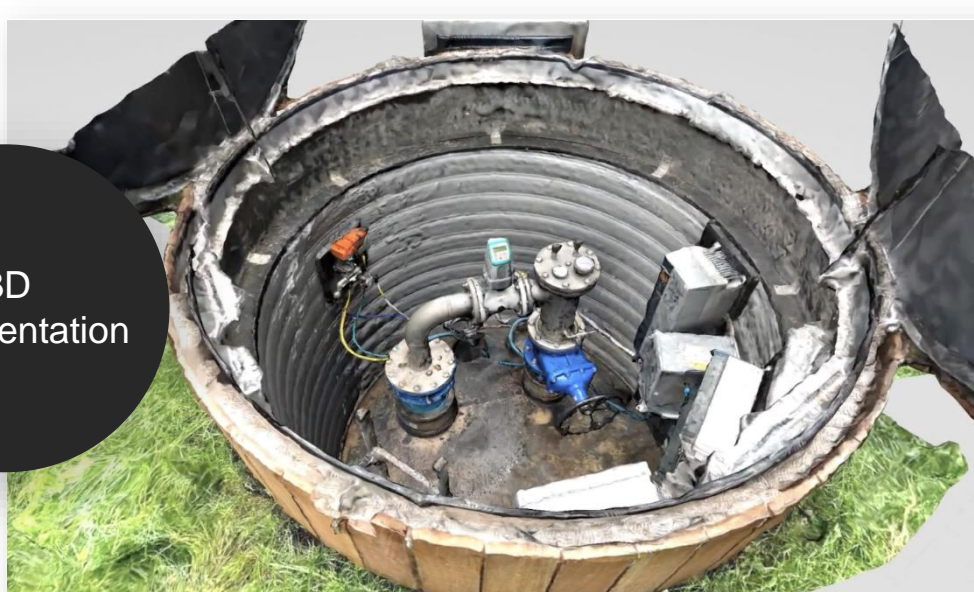
AR showcases

Bring products to life in AR

Digital twins

Visit sites without travel using VR

Onboarding

Train fast and at scale

3D documentation

Communicate better with 3D scans

References & cases

Our Customers

Since launching **SynergyXR** in the summer of 2020, the platform has attracted a wide range of mid-to-large size enterprises and educational institutions.

Some of SynergyXR customers

Customer statements

SynergyXR easily stood out from competitors. Their approach towards usability and quick implementation was what set them apart.

Svend Erik Svendsen
CFO at Vikan

Ease of use and compatibility was paramount for us. We wouldn't have chosen to use SynergyXR if we weren't able to reuse content across all platforms.

Nicolai Aaboe Kallestrup
Designer & Concept Developer at Grundfos

Workers are able to filter out the world and focus on learning the procedure without us having to stop production for it.

Helle Maria Monke
Training Coordinator at Isover

As a demonstration tool, SynergyXR is a powerful way of showcasing the detailed specifications of products to engineers and service technicians.

Anders C. Anderson
CEO at MAKEEN Energy

Client | Grundfos   **Year** | 2019

Project | Procedure Training   **Platform** | VR

The challenge

Side-by-side training of new employees at Grundfos puts a strain on trainers and delays production, making it costly and difficult to scale up efficiently.

The solution

Replicate the equipment virtually and let employees train operating procedures in VR on their own time as much as they need.

The result

Training time has been reduced from 6 weeks for one employee to only 4 days for as many employees as needed, while ensuring consistency and letting trainers have their Sundays off.

Client | GKN Aerospace   **Year** | 2019 - Present

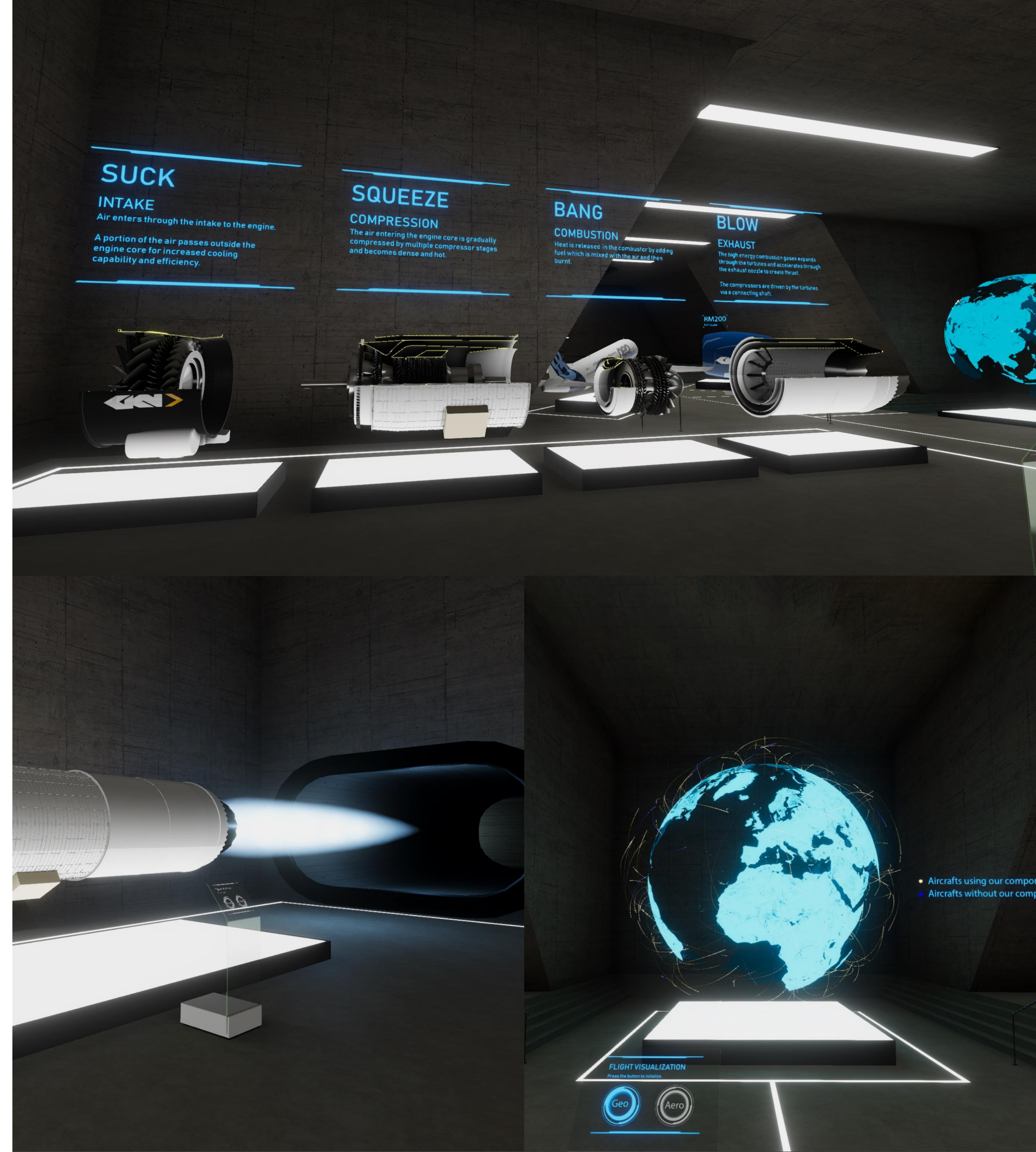**Project** | Employer Branding   **Platform** | VR

The challenge

GKN Aerospace does confidential work for top secret clients, making it challenging to have regular visitors and reach out to future employees.

The solution

Build an impactful and exciting virtual showroom that lets people experience the core principles, designs, and products remotely in VR from anywhere.

The result

GKN Aerospace now have a travelling showroom, that can be brought to classrooms, exhibitions and conferences in the trunk of a car.

Client | Total Energies

Year | 2020 - 2021

Project | Safety Training

Platform | VR

The challenge

Train future workers and visitors of a massive oil drilling platform in the North Sea that has not been built yet.

The solution

Build a digital twin of the platform from the construction drawings and let employees navigate and train safety procedures in VR from home.

The result

Total employees and visitors can now train and certify safety essentials through a scenario- based course before even visiting the platform for the first time.

![Isover logo] **isover** SAINT-GOBAIN

Client | Isover

Year | 2022 - Present

Project | Procedure Training

Platform | VR

The challenge

Safely training employees and providing practical experience while minimizing the risk of injury and avoiding downtime.
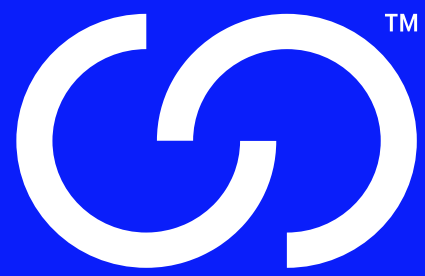
The solution

Conducting technical training in Virtual Reality in a 1:1 virtual replica of their production facility and perform the reality training exactly as they would in person.

The result

A versatile blueprint for virtual technical training, successfully introducing the project to over 110 participants.