

# WELD<sup>VR</sup>



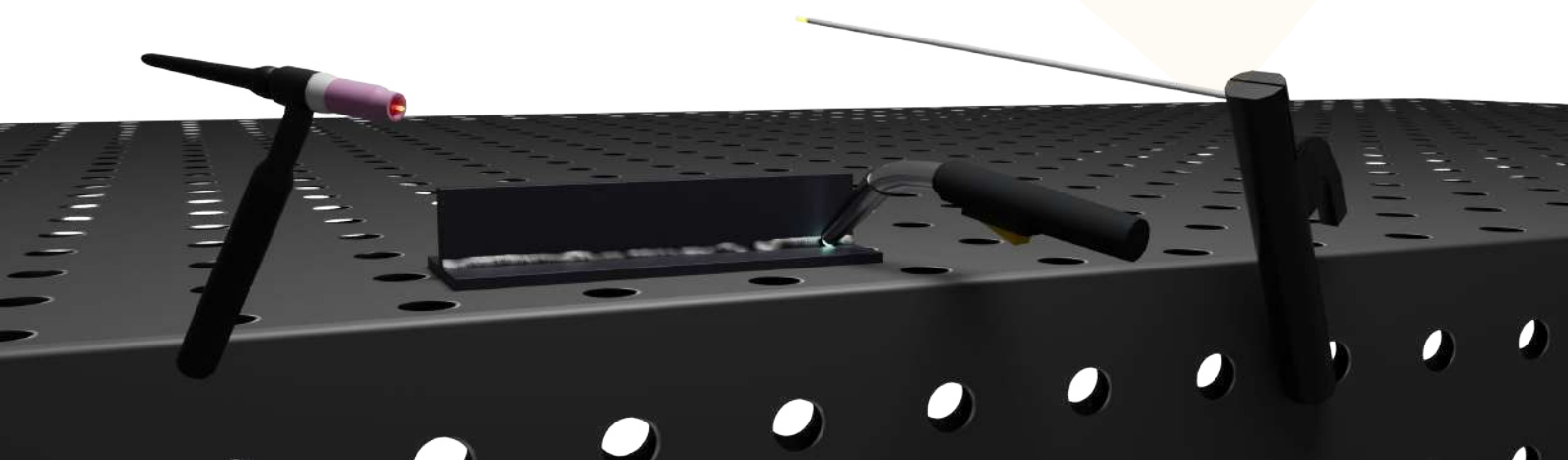
**INTEGRATE VR IN THE PRESENT AND SHAPE  
THE WELDING WORKFORCE OF TOMORROW**

[www.weldvr.com](http://www.weldvr.com)

The WeldVR Welding Simulator, developed by welding and VR experts, provides a highly realistic training environment where users can safely practice and refine welding techniques without the risk of damaging equipment or endangering themselves or others.

This simulator offers a wide range of welding scenarios and techniques, including MIG, TIG, and Stick welding. It also supports various joint types and welding positions, enabling comprehensive skill development.

With the integration of realistic welding sounds and lifelike puddle simulations, WeldVR allows trainees to fine-tune their responses and adjust their techniques dynamically. This immersive approach helps users enhance their overall welding proficiency in a safe and controlled environment.





### COMPACT HARDCASE

Italian-made, this durable hard case is shockproof, dustproof, and waterproof, featuring a custom foam inlay for secure storage.



### OCULUS QUEST

The latest generation of the Meta Oculus Quest VR headset, delivering advanced performance and immersive virtual experiences.



### WELDING TORCH

Custom-made welding torches designed to replicate the authentic feel and experience of real welding tools.



### LINK CABLE

Enables casting software to share the user's point of view on an external display for enhanced collaboration and demonstration.



### CLOUD ANALYTICS

An advanced cloud-based web platform for comprehensive analytics and reporting.



### CUSTOM BRANDING

Customize the VR environment with your corporate identity, including graphics, logos, and banners.

# WELD VR

## All-in-One Simulator



# Single User Software Only



## TRAINING AND LEARNING MODES



WeldVR features training and learning modules designed to enhance user efficiency, offering interactive examples and a variety of commonly welded joints, including Lap, Tee, Butt, Edge, and Corner joints.

## DIFFERENT WELDING TYPES



WeldVR supports TIG, MIG, and Stick welding, each with tracked parameters to identify areas for user improvement.

## INTERACTIVE LEARNING LESSONS



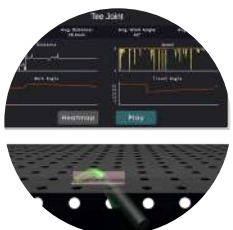
WeldVR includes built-in interactive lessons to teach the fundamentals of welding.

## ASSISTANCE AND GUIDES



WeldVR provides comprehensive assistance, including guidelines to visualize welding paths, speed tracking for optimal progress, angle tracking to maintain proper advance and operating angles, and distance tracking to ensure correct arc length.

## BUILT-IN GRADING SYSTEM AND ANALYTICS



WeldVR includes an advanced grading and scoring system that tracks user performance in real-time, evaluating speed, angle, and distance. The system records movements for in-depth analysis and performance feedback.

# Main Modules

WeldVR offers three professional-grade modules to enhance the learning experience:

- Training,
- Lessons,
- Session Replay.

In the Training module, users can select from TIG, MIG, or Stick welding to practice on their chosen parts. The Lessons module provides in-depth instruction tailored to each welding type, including MIG, TIG, and Stick techniques.

The Session Replay module allows users to review and analyze recorded welding sessions, enabling detailed performance evaluation and skill refinement.



# Training Modules



Users can select and operate one of the three available welding types: TIG, MIG, or Stick, each tailored to provide a realistic and immersive welding experience with precise performance tracking and feedback.



# Joint Options and Positions

Users have the option to select from a range of joint types, each of which is available in flat, vertical, horizontal, and overhead positions, providing a comprehensive training experience across multiple welding orientations.

## LAP JOINT



1F



2F

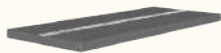


3F



4F

## BUTT JOINT



1G



2G

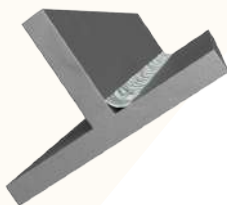


3G



4G

## TEE JOINT



1F



2F



3F



4F

## EDGE JOINT



1G



2G



3G



4G

## CORNER JOINT



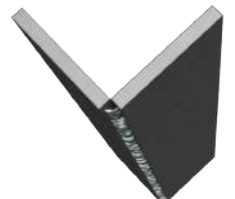
1G



2G



3G

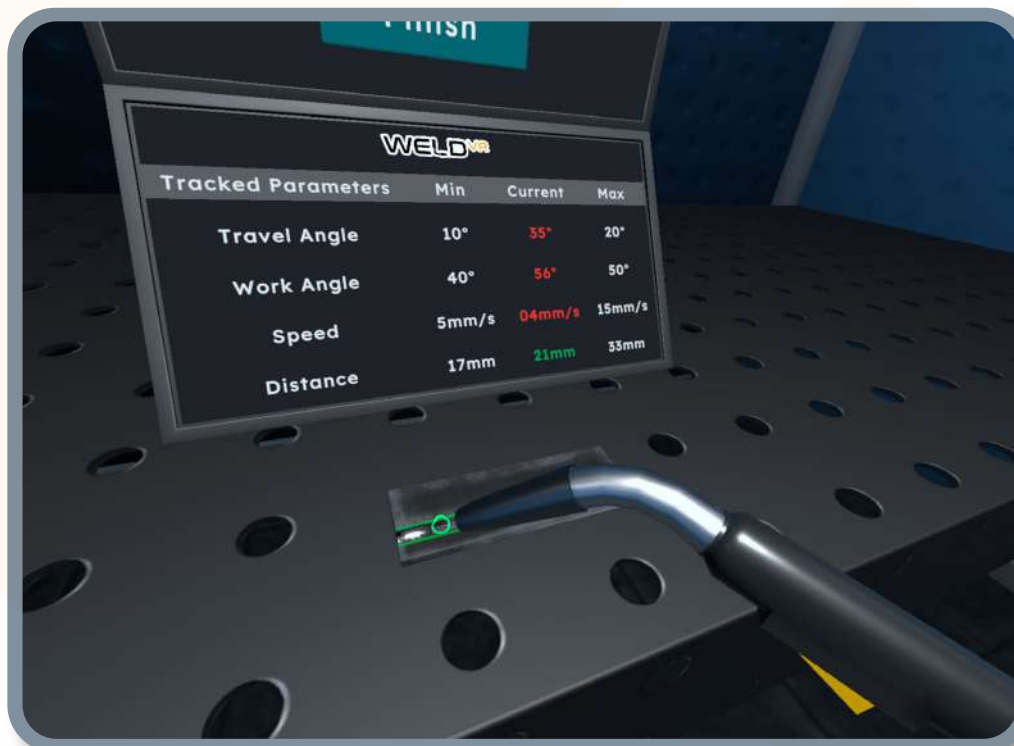


4G

# Reticle Aim and Guidelines

The reticle aim ensures precise control by helping the user maintain the correct distance between the weld tip and the workpiece.

Combined with the guidelines, which display two reference lines, users can easily track and align their welding path for optimal accuracy. This dual system enhances overall welding performance, ensuring consistent results and better technique control across various welding positions.





# Learning Module

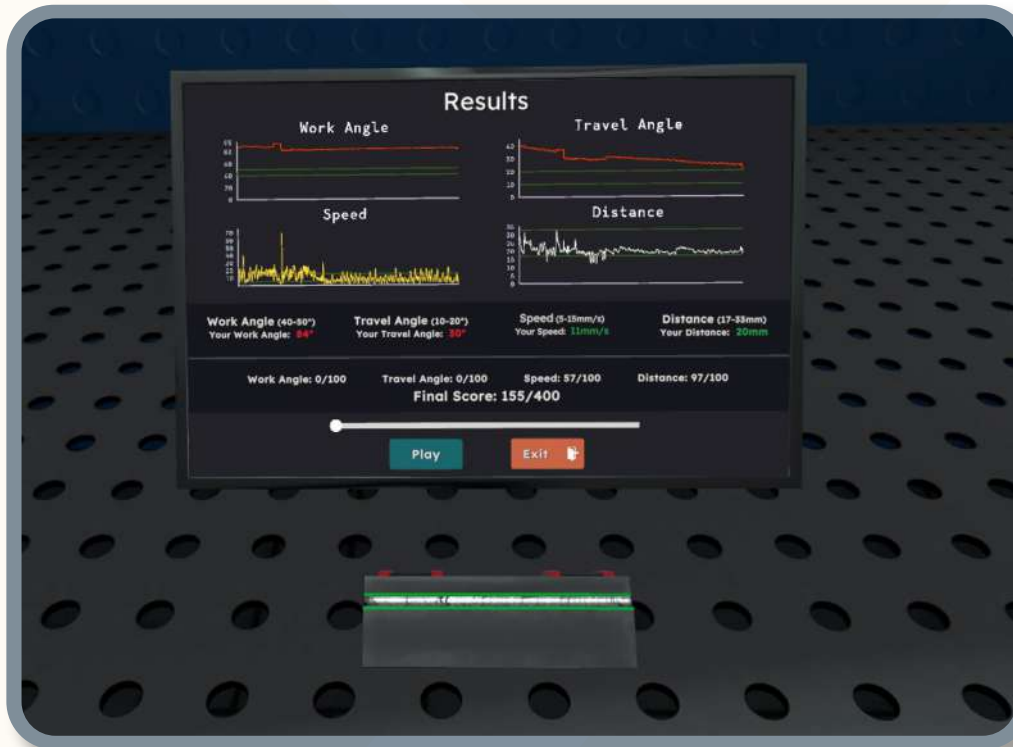
WeldVR offers comprehensive interactive lessons for MIG, TIG, and Stick welding, covering essential topics such as:

- Welding techniques
- Recommended travel angles
- Proper settings for voltage, amperage, and wire speed
- Suggested stick-out lengths
- Types of electrodes and their coding
- Welding manipulation techniques
- Polarity considerations
- Ignition types
- Post-flow procedures

These lessons provide a robust foundation for mastering welding fundamentals and advanced skills.



# Session Replay

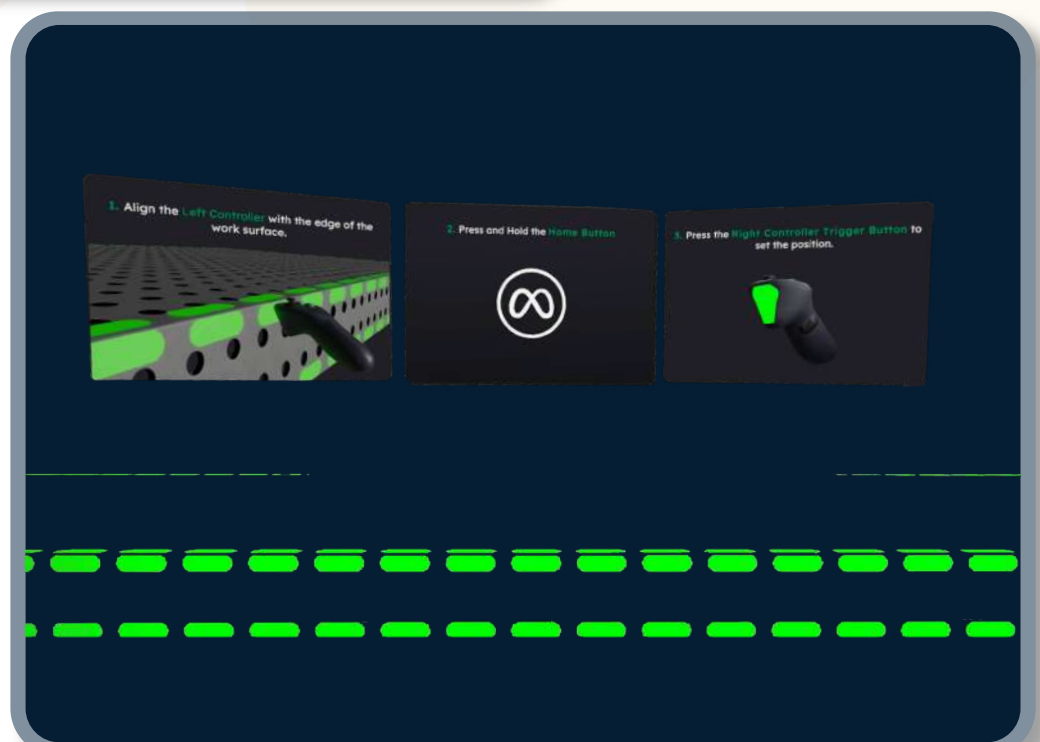


In the session browser, users can access all their past sessions. By selecting a session, they can load a recording to replay and review their previous work, allowing them to identify and learn from any mistakes.

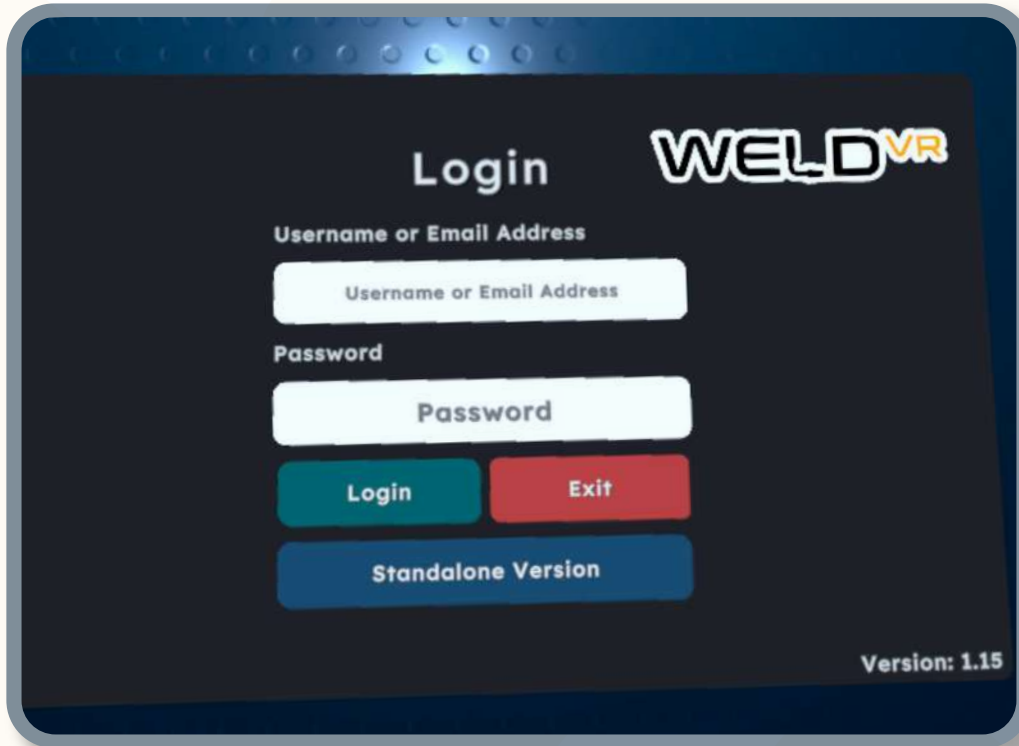
This feature provides valuable insights for improvement, enabling users to track their progress, refine their techniques, and enhance their overall performance.

# Table Height

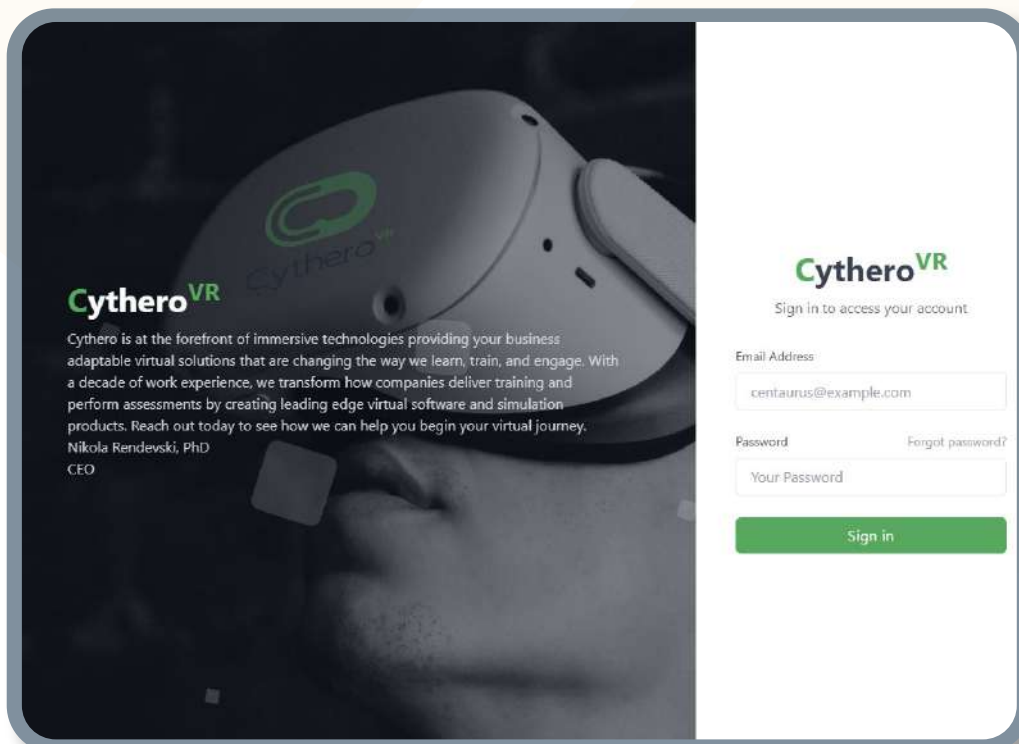
The table height can be adjusted in two ways: manually, by using the slider to set the height up to 120 cm, or through the mixed reality feature. With the mixed reality option, users can align the outline of the virtual table with their real table, and the system will automatically adjust the virtual table height to match the real-world measurement.



# Enterprise Mode

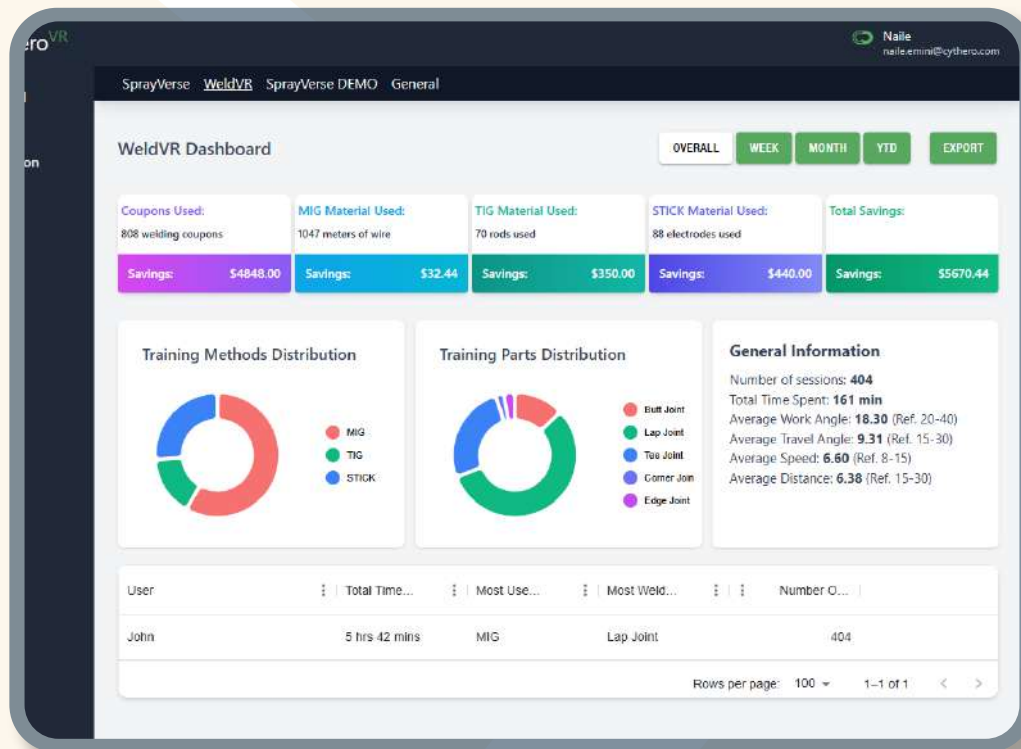


The Enterprise Version enables logging in and creating multiple user accounts within your organization, with tools to track individual user progress. It includes a web-based administration panel for managing users, organization settings, and active VR devices.



The web-based administration panel is designed to manage users, configure organization settings, track trainee progress, oversee active VR devices, and generate detailed reports.

# Cloud Analytics and Reporting



Each WeldVR All-in-One package includes a one-year complimentary access to the cloud web portal for analytics and reporting. The portal features a user-friendly dashboard that provides detailed insights into training performance.

Users can track material usage for MIG, TIG, and Stick welding, monitor cost savings, and review training methods and parts distribution through visual charts.

Additionally, the portal offers general session information, such as the number of sessions, average travel angle, speed, and distance. This comprehensive reporting system helps trainees and organizations optimize their welding training and improve overall performance.

# Trainee Performance Report

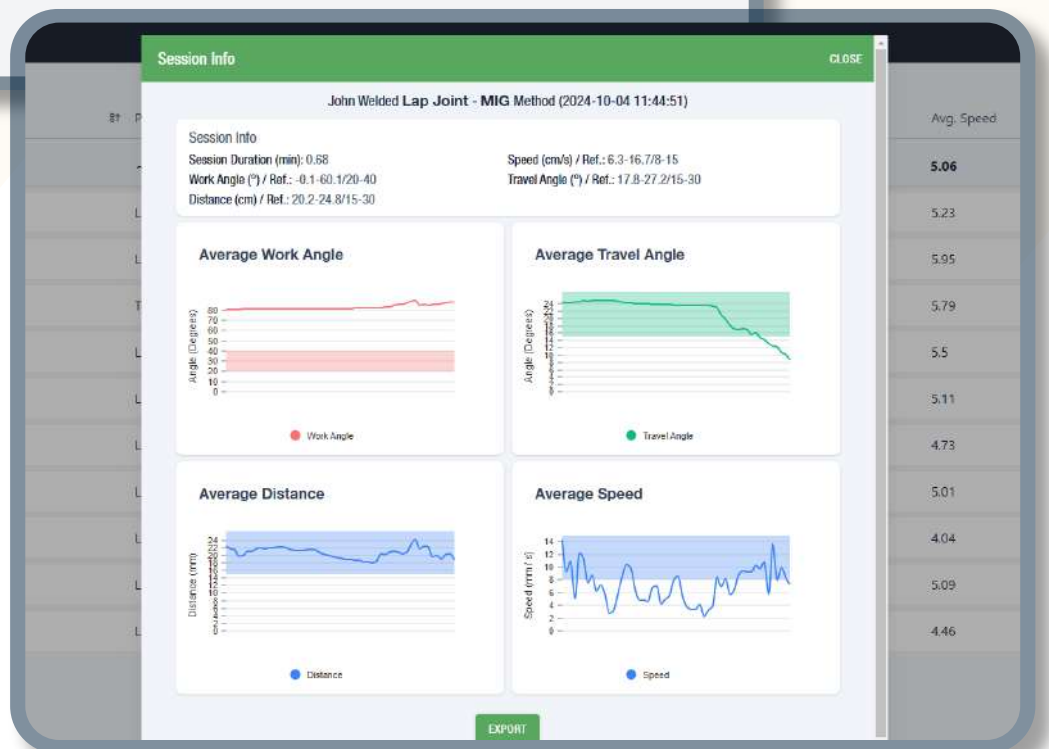


The trainee performance report outlines the progress of the trainee, showing what joints they have welded as well as their scores over time. It also highlights areas for improvement, helping trainees focus on specific skills to enhance their overall performance.

# Session Report

The session report provides a detailed overview of a specific session, including key information such as the time taken, materials used, and the average values for important tracked parameters, including travel angle, work angle, speed, and distance.

| User   | # | Part      | Method | Date                | Avg. Work Angle | Avg. Travel Angle | Avg. Speed |
|--------|---|-----------|--------|---------------------|-----------------|-------------------|------------|
| -Total | - | -         | -      | -                   | 29.26           | 16.23             | 5.06       |
| John   |   | Lap Joint | MIG    | 2024-10-04 11:44:51 | 30.09           | 4.71              | 5.23       |
| John   |   | Lap Joint | TIG    | 2024-10-04 11:46:23 | 30.04           | 12.66             | 5.95       |
| John   |   | Tee Joint | STICK  | 2024-10-04 11:53:14 | 20.94           | 6.18              | 5.79       |
| John   |   | Lap Joint | MIG    | 2024-10-04 12:15:18 | 30.26           | 21.79             | 5.5        |
| John   |   | Lap Joint | MIG    | 2024-10-04 12:17:22 | 30.05           | 14.35             | 5.11       |
| John   |   | Lap Joint | MIG    | 2024-10-04 12:25:05 | 30.21           | 22.66             | 4.73       |
| John   |   | Lap Joint | MIG    | 2024-10-04 12:26:03 | 30.08           | 22.56             | 5.01       |
| John   |   | Lap Joint | MIG    | 2024-10-04 12:53:52 | 30.04           | 14.25             | 4.04       |
| John   |   | Lap Joint | MIG    | 2024-10-04 13:04:31 | 30.02           | 20.85             | 5.09       |
| John   |   | Lap Joint | MIG    | 2024-10-04 13:07:43 | 30.11           | 18.27             | 4.46       |



# Part Report



The part report provides a detailed breakdown of a trainee's performance on a specific joint or task, offering insights into their progress over a defined time period. It includes the scores achieved by the trainee for each attempt or session, highlighting areas of strength and those requiring improvement.