

P R E S E N C E

# Professional Collaboration

*Remote design meetings that feel like you're there.*

## Real-World Challenge

Designing physical products like furniture involves collaboration between a wide range of professionals, from designers and engineers to sales reps and materials experts.

Traditionally, these teams rely on in-person meetings to review models, discuss changes, and evaluate prototypes. But when participants are spread across different cities or countries, these interactions become limited to video calls and PDFs. Nuance is lost, engagement drops, and critical design feedback risks being misunderstood.

## Immersive Solution

The PRESENCE platform transforms remote collaboration into a shared, life-like design session in XR. In this use case, a furniture designer, materials specialist, engineer, and sales representative meet inside a fully immersive virtual environment. Each is present as a realistic avatar or holoportation, and they gather around a digital meeting table where a 3D model of an armchair is displayed. The space also includes a whiteboard for sketching ideas and a floating spec sheet for review.

With haptic gloves and spatial audio, participants can feel, hear, and interact with the design as if it were in the room. Material samples are rendered as interactive spheres that simulate the texture and resistance of different fabrics, allowing the team to physically assess their options. Together, they make design decisions quickly and confidently - without ever needing to travel.

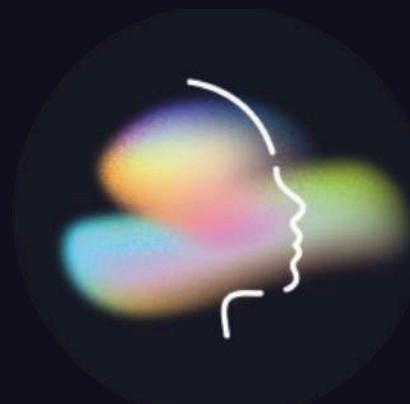


## Key Technologies in Action

- **Holoportation:** Allows participants like the engineer to appear as life-like representations, moving and speaking naturally within the XR meeting.
- **Haptics:** Enables realistic touch feedback on interactive objects, including rotating the chair, adjusting its parts, and assessing fabric textures.
- **Virtual Workspace:** Provides a collaborative 3D environment with shared tools like a whiteboard, interactive product model, and digital documents.



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# PRESENCE

## Immersive Scenario

Emma, the lead designer, opens the meeting by showcasing her latest revision to the armchair frame. Lisa, the engineer, joins the room via hol波特 and draws support sketches on the shared whiteboard.

Alex, from sales, references the product sheet and checks specifications in real time. Meanwhile, Tom, the materials specialist, picks up and evaluates three fabric samples using his haptic gloves, each simulating a different texture; one plush, one rigid, one elastic.

As Tom gives feedback, his glove vibrates subtly to indicate the pressure points of the chair when rotated. The team quickly aligns on a final material choice. No detail is lost. Everyone is engaged. Decisions are made faster and with more confidence than would be possible on a video call.



***"With PRESENCE, your team is only a headset away."***

## Why it Matters

With PRESENCE, remote teams can collaborate more intuitively and creatively. Life-like avatars, natural conversation, and tactile feedback restore the flow of real interaction - enabling smarter, faster decision-making while reducing the need for travel. In industries where timing, detail, and teamwork are key, PRESENCE becomes more than a tool, it becomes the meeting room itself.

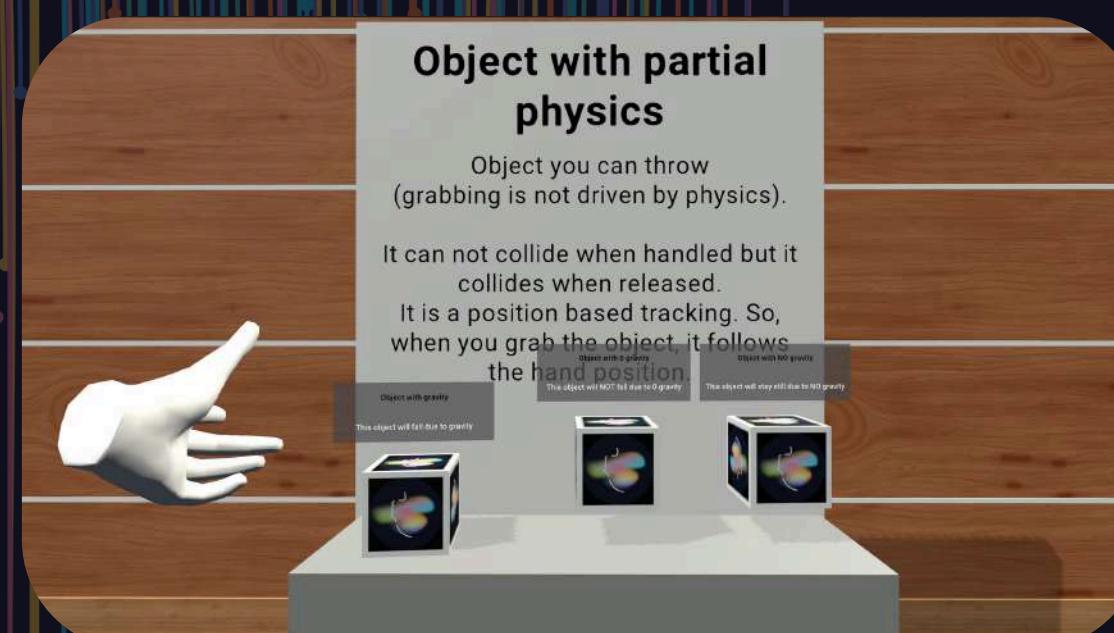
## Applications & Domains

Professional Collaboration

Product Design

Engineering & Manufacturing

Remote Teamwork



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