



# FORETELL REALITY

At [Foretell Reality](#), we leverage Virtual Reality (VR) to make remote people feel near and remote scenarios feel real.

# Device Interfaces

## Headsets

We are device agnostic and develop experiences for any android-based headset. Current versions support Oculus Quest 1 & 2, Oculus Go, Pico Neo 2 & 2 Eye, Pico 2G xK.

## Desktop

Our experiences are accessible through desktop client applications for Windows & Mac and allow active participation and viewing.

## Hand Tracking

On devices that support hand tracking, our experiences allow controller-free interaction using just the users' hands.

## Eye Tracking

On devices that support eye tracking, our experiences allow more expressive avatars and deeper analytics.



# Communication

## Body Language

Users are able to identify other user's movements as they communicate - such as nodding, shaking their head, or hand movement. This allows conversations to be more immersive and natural than traditional video calls.

## Hand Gestures

Through the use of hand tracking or hand controllers, users are able to control the movement of their avatars' hands to express gestures like thumbs-up, pointing, fist up, fist bump and handshake with haptic feedback

## Voice Masking

Users' voices can be "distorted" to mask their identity and even gender.

# Security

## Secure Login

Users may access our experiences using a username & password, or join private meetings with a personal invite. Accounts are managed and stored using secure protocols. Experiences can be open to the "public" if desired.

## Compliance

Our experiences are HIPAA compliant. We do not store any personal information.

## Spatial Audio

We support 360 spatial audio where the volume and angle one hears changes based on the direction and distance from the audio source. This allows users the ability to have a private conversation simply by moving away from other users in the virtual environment.

## Mute/Unmute

Users can mute and unmute themselves, and moderators can mute participants to control a productive discussion, presentation and events.

# Navigation

## Locomotion

Users can transport to different areas in a VR scene either by moving in real life (in 6 DOF headsets), or by using the controllers (teleporting).

## 6 Degrees of Freedom (DoF)

Experiences supported by 6DoF VR headsets allow users to walk within the space. The same experiences on 3DoF devices limit the users from moving around and their view will be at a particular point in space.

## Changing Seats

In some seated experiences, participants can change seats. Seats can also be reserved by admins for specific users or roles.

## Multiple Points of View

Desktop users have the ability to view the experience from various participants' points of view or from preset positions set by the organizer.



# Presentation

## Screens & Monitors

Users can set up multiple screens within the environment to load and share 2D presentations. Users can also use pre-designed monitor configurations, such as our 18-screen 'HyperDesk'. Monitors can display either static files (i.e. PDFs) or websites.

## Whiteboard

Users can discuss and sketch their ideas by using virtual markers and whiteboards.

## Sticky Notes

User's speech can be translated automatically to text which appears on virtual sticky notes. Notes can be placed in the virtual environment and emailed to the user.

## 3D Drawing

Users can express their ideas by drawing or sculpting in 3 dimensions.



## 3D Objects

Users can add and interact with 3D objects from our life-like library of 3D models or from external libraries.

## 3D, Interactive Data Displays

Users can create visualizations in multiple dimensions (up to 6), and dynamically change their data mappings and filters during the presentation.

## Web-browsers & Bookmarks

Users can open multiple web browsers within the VR environment and link each to static or live feeds. Bookmarks can be saved and loaded easily.

## Recorded Presentations

Users can record themselves as an avatar giving a presentation in VR and the recording can be shared with others at any time.

# Environments

## Rooms

Users can schedule and invite others to interact with them in public or private rooms. Public rooms are accessible to all users and private rooms are secure password protected rooms that are only accessible by invited users.

## Custom Environments

In addition to a library of environments that are available to all of our customers, our applications can include bespoke 3D modeled environments for any need.

## Multi-user Experiences

Our experiences currently allow up to 50 active participants, limitless number of observers, and the ability to split larger audiences into separate virtual rooms.

## 360 Environments

Users have the ability to dynamically change between various 360 environments for different immersive settings.

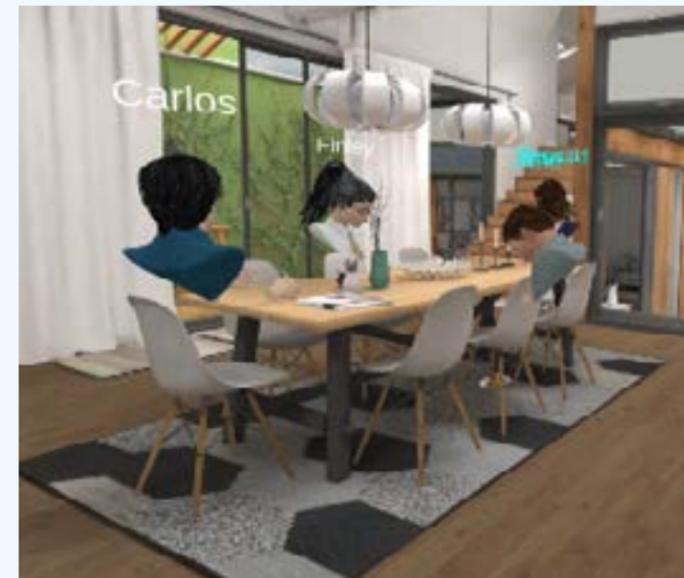


## Scripted Training

Our applications can be used for training by including step-by-step instruction and practice sessions. Users receive feedback on their training session and a full analytics package can track every aspect of the user's performance.

## Life-like Physics

Participants can pass objects between themselves. For example – virtual ball, tools, images, documents, etc.



# Avatars

## Characters

Our library contains several sets of avatars, with various customization options for face, skin tone, hairstyle, hair color, attire and accessories.

## Movement

Avatars can be controlled by users to move and emote in the virtual space. Movements include hands, head, neck and torso movements.

## Hand-tracking

User's hands and fingers can be tracked and appear as part of the avatar without the need to hold controllers.

## Customization

Custom sets of avatars can be developed depending a client's specific needs.

# Shareable Media

## Media Library

Users have access to a library of files including pictures, movies, 360 images and videos. 3D objects can be uploaded directly from a user's computer and used within the space.

## Third Party Integration

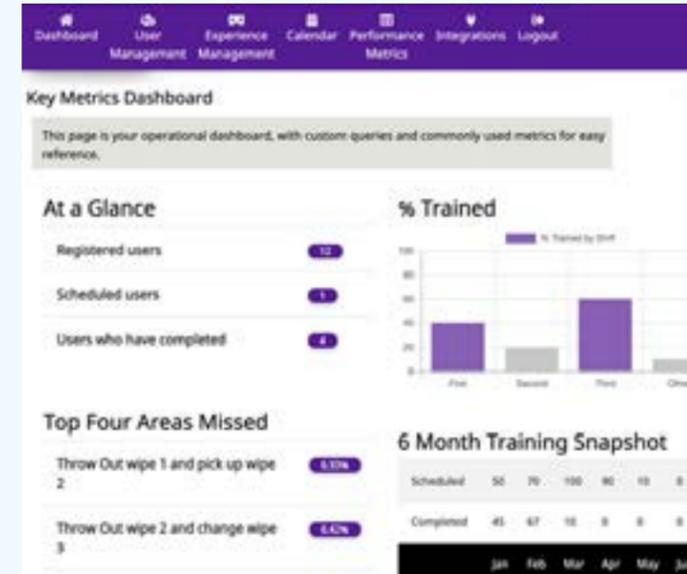
Users can connect their account with services like Google Drive, Dropbox, and One Drive, to bring their own files into the experience.

## Live Broadcasting

Ability to broadcast a live video feed directly into the virtual environment. The video feed can be 2D content, 180/360 immersive video or composited green screen footage.

## Recording

Users can record and playback sessions which they attend, if allowed by their administrator.



# Analytics

## Analytics

Our basic analytics package includes two main metric categories:

Usage – who used the system and experience, for how long, individually and aggregated.

Performance – actions taken within the experience, such as talking (time, interruptions), gazing (at whom / what, for how long), steps and procedures (mainly for training), and custom metrics per experience.

## 2D & 3D Data Analysis

Our applications are capable of automatically reading data from CSV files, and presenting data sets in various 2D and 3D graphs.

# Permissions

# Support

## Roles & Permissions

Admins and organizers have the ability to define several roles for any given experience, with a set of capabilities for each role.

## Seating/Standing Settings

Admins have the ability to set up number of participants and seating / standing arrangements, including different zones (e.g. lecture area, breakout discussion rooms, networking, media watching, etc).

## Technical Support

We have detailed documentation for onboarding new users and VR best practices. Our support team also offers white glove onboarding and on-demand live technicians for special events

## Alerts & Notifications

Our applications send in-experience alerts based on low internet quality, high latency, low battery, etc.

# Configuration

## Admin System

Web-based interface for creating users, modifying credentials, scheduling meetings and events, assigning users to classes, assigning media items to experiences, and setting up roles and permissions.

## Global Architecture

Our servers are located around the world, and can be configured according to specific client needs.

