

# F<sup>ORETELL</sup> REALITY

[foretellreality.com](http://foretellreality.com)

We leverage advances in technology 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, Eye & 3, and Pico 2G xK.

## Desktop

Our experiences are accessible through desktop clients applications for Windows, Mac, and mobile devices allowing active participation and viewing without headsets.

## Hand Tracking

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

## Eye Tracking

On devices that support eye tracking, our experiences allow for increasingly expressive avatars and deeper analytics. Gaze tracking is also available on all headsets.



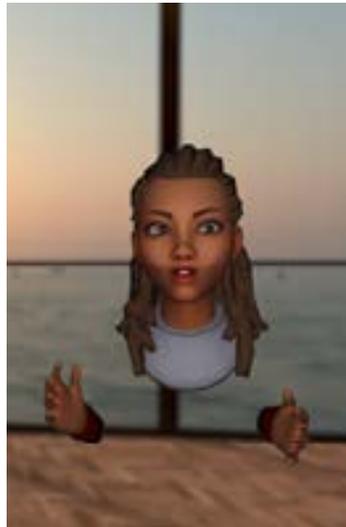
## Secure Login

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 public if desired.

## Compliance

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

# Communication



## Spatial Audio

We support 360 spatial audio where the volume changes based on direction and distance from audio sources. Users hear people that are close clearer than ones who are far away. This feature allows for users to have “private” conversations in large virtual spaces by physically moving away from the other participants.

## Mute/Unmute

Users can mute and unmute themselves through the menu. Administrators can also mute participants to control a productive discussion, presentation, or event.

## Secret Chat

Admins can leverage secret chat mode to guide discussions or give directions by having their avatar invisible and ‘whispering’ into a user’s ear unheard by other users. If desired, admins can allow multiple users to access the secret chat function. All users are notified when secret chat mode is on.

## Body Language

Users are able to identify other user’s body language as they communicate, including nodding, shaking their head, or moving their hands. This allows conversations that are more immersive and natural than traditional video calls.

## Hand Gestures

Using controllers or hand tracking, users direct the movement of their avatars’ hands, making gestures like pointing, fist-bumping, and shaking hands with haptic feedback.

## Head Movement

As users converse and move their heads, their avatars automatically and naturally move in the same way, allowing conversations that are similar to reality.

## Voice Masking

Users’ voices can be distorted to mask their identity by changing the tone and pitch of their voice.

# 3D Movement

## Immersion

Experiences supported by 6DoF devices allow users to physically walk within the virtual space. The same experiences on 3DoF devices limit the users from moving around, but still allow for real time head movement and tracking.

## Multiple Points of View

Desktop users can view the experience from various participants' points of view or from preset positions set by the organizer. Mobile users can also join the experience with avatars or as observers.

## Navigation

Users can navigate to different areas in a VR scene either by moving in real life, or by using the controllers to teleport.

## Seat Changing

In seated experiences, participants can change seats by clicking on an empty seat when allowed by the administrator. Seats can also be reserved by admins for specific users or roles.





# Presentation

## Screens & Monitors

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

## Whiteboard

Users can discuss their ideas by using virtual markers to sketch on virtual whiteboards. Some rooms also feature mini whiteboards for individual note-writing and demonstration.

## Sticky Notes

Speech-to-text writing, where the user's speech is translated to text and appears on virtual sticky notes, allows for easy note-taking. Notes can be placed within the virtual environment or emailed out easier access out of VR.

## 3D Drawing

Users can express their ideas by drawing in virtual space, with customizable color palettes and ease of collaboration.

## 3D Objects

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

## 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.

# Environments

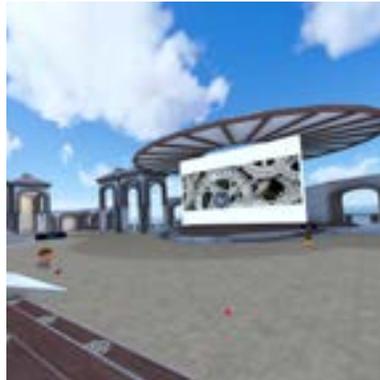
## Purposeful Environments

Our environments are set up for the most intuitive experiences, where users can cogregate in one space beginning a session and navigate into designated rooms for specific activities such as meditation, meetings, or recreational activities.



## Multi-user Experiences

Our application currently supports up to 15 active participants in one session, and multiple concurrent sessions with a desired amount of observers without active avatars. Larger audiences can be split into separate virtual rooms, or join a single room with multiple observers.



## Rooms

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

## Customization

We offer a library of environments that include indoor, outdoor, professional, and leisurely settings for collaboration or private work. Our applications can also include bespoke 3D modeled, computer generated, or photogrammed environments for any need.

## Training

Our applications can be used for step-by-step instruction and practice sessions. Users can recieve feedback on their training sessions through video recordings and a full analytics package that tracks every aspect of the user's performance.

## Life-like Physics

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

# Avatars

## Customization

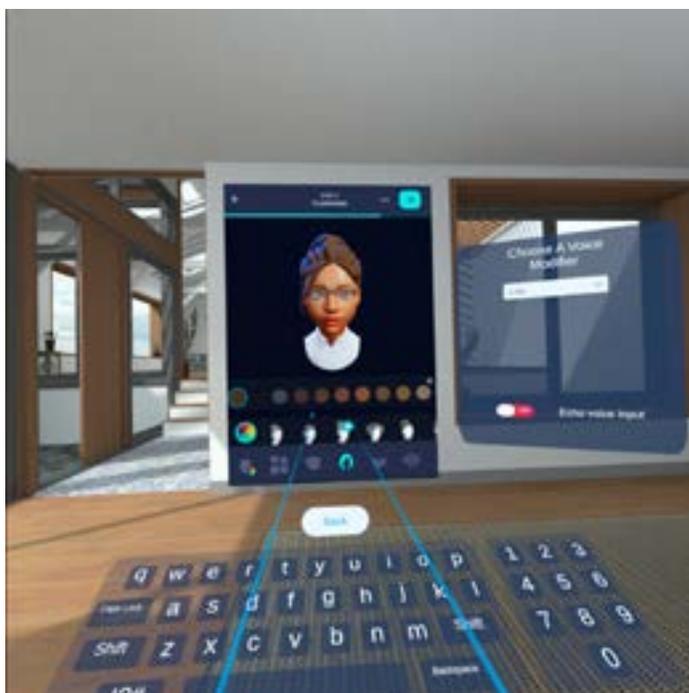
Our library contains several sets of avatars, with various customization options for face, skin tone, hairstyle, hair color, attire, and even ages. Each user has the opportunity to customize their avatar before entering the experience. Custom sets of avatars can be developed depending on a client's specific needs.

## Movement

Avatars can be controlled by users to move and send emoticons in the virtual space. Movements include hands, head, neck and torso movements. Emoticons can express happiness, sadness, laughter, and hand raising.

## Hand-tracking

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



# Media & Recording

## Media Library

Users have access to a library of files including pictures, movies, 360 images and videos, and 3D objects that can be used during the experience. Users can also upload personal files directly from their computers using their computers..

## Live Broadcasting

Admins have the ability to live broadcast a video feed (180 degree or 360 degree) into the VR environment.

## 2D Recording

Cinematic recording mode enables desktop users to create engaging 2D videos. Vtubing mode can also be leveraged to create unique shots with a handheld camera in the scene. 2D recordings can be played back in VR, desktop, and mobile versions.

## 3D Recording

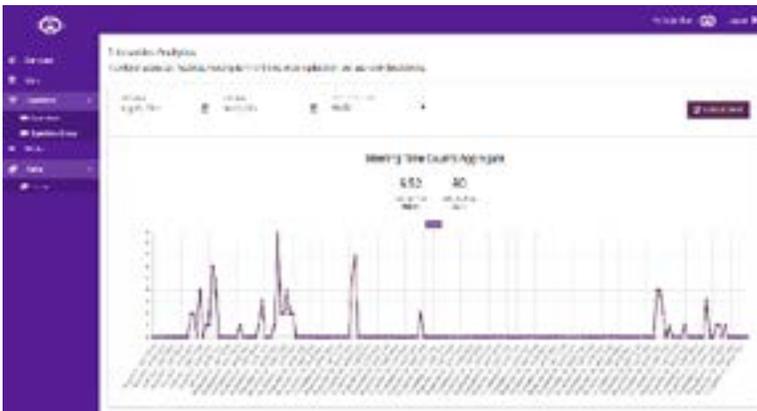
Administrators can 3D record sessions and replay them within and after sessions. All recordings can be saved and shared outside the app in .mp4 format, depending on permissions.



# Analytics & Support

## Alerts & Notifications

Our applications send in-experience alerts when internet quality is low, high latency, low battery, etc to help guide a smooth experience between users.



## Analytics

Our basic analytics package includes two main metric categories: Usage, showing who used the system for for how long, and performance, showing actions such as talking, gazing, steps and procedures, and custom metrics per experience.

## Data Analysis

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

## Third Party Integration

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

## Technical Support

We have detailed documentation for onboarding new users and sharing best practices in VR. Our support team also offers White Glove onboarding and on-demand live support.



# Configuration

## Roles & Permissions

Administrators are usually the session leaders. They can define the set of capabilities available to all users. Users experience sessions within the capabilities defined by the admins, and observers are users who are invisible and can record sessions.

## Admin System

We offer a 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. Third party applications are also available for defined use cases.

