



PRODUCT LOOKBOOK

Curated Virtual Reality Solutions
for Enterprises and Beyond



TABLE OF CONTENTS

AUGMENTED REALITY

Trimble	4
ThirdEye	5

VR HEAD MOUNTED DISPLAYS

Pico	7
Vive Focus 3	8
Ballast	9
Varjo	11
Vive Pro 2	12
VRengineers	13

HAPTIC AND MOTION CAPTURE

Teslasuit	15
ManusVR	17
HaptX	18
Vive	19

VOLUMETRIC DISPLAYS

Looking Glass	21
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MOTION PLATFORMS

Virtuix	23
Infinadeck	24
BMotion RockerVR	25
Roto	26

VR READY COMPUTERS

Alienware	28
FTEI VR Appliance	29
Lenovo	30

SOFTWARE SOLUTIONS

EngageVR	32
OvationVR	33

HYGIENE SOLUTIONS

Uvisan	35
Cleanbox	36

OUR SERVICES

.....	38
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AUGMENTED REALITY



COMPATIBLE WITH:

Industry-standard hardhats, standard safety glasses, hearing protection, gloves, and other PPE

43° FIELD-OF-VIEW

For best possible mixed reality experience

ALL-IN-ONE DEVICE with computer and battery built into the headset



CRYSTAL CLEAR 2-WAY COMMUNICATION

Works in high ambient noise environments



Trimble software, hardware and services connect the physical and digital worlds. The Trimble XR10 with HoloLens 2 is a mixed reality device that enables users in the construction, oil and gas, manufacturing and mining industries to visualize complex 3D data on the job site. The device includes a flip-up-visor and instinctual interaction enabled by state-of-the-art hand-tracking technology.



ThirdEye creates the next generation of Mixed Reality Glasses and augmented/mixed reality software. X2 Mixed Reality Glasses are lightweight (9.8 ounces), enabling users to view schematics, diagrams and instructions while improving first time fix rates. They fit a wide field of view, contain powerful sensors, are equipped for both indoor and outdoor use. The software that enables experiences to run on the device comes with the VisionEye SLAM SDK.

INSIDE-OUT 6DoF TRACKING

BUILT-IN LOW RESOLUTION THERMAL SENSOR

ROBUST REMOTE EYE PLATFORM

Allows teams to collaborate in real-time from virtually anywhere



The background features a dark green field with a network of glowing green lines and dots, suggesting a digital or virtual environment. A black silhouette of a person wearing a VR headset is positioned on the right side, with their hands raised in the air. A large red rectangular area is overlaid on the left side of the image, containing white text.

VR HEAD MOUNTED DISPLAYS

STANDALONE



The Pico G2 4K takes the G2's focus on high-performance, sleek design and maximum comfort and enhances the resolution to a crisp 4K for a top-of-the-line experience with a streamlined all-in-one counterweighted design. It offers a hands-free control option, hygienic design for mass use, and crystal clear visuals.



4K RESOLUTION

75HZ REFRESH RATE

Ideal for enterprise VR solutions, the Neo 3 Pro offers an improved accuracy and latency experience. Two new 6DoF controllers use 32 optical tracking sensors for complex environment positioning. Combined with four wide-angle cameras that bring true millimeter-level positioning and tracking to the headset, stable tracking can be achieved even in low-texture environments with bright or dark settings.

256GB ONBOARD STORAGE

98° HIGH FIDELITY FIELD OF VIEW

BUILT-IN SPATIAL STEREO SPEAKERS



VIVE ENTERPRISE

With best-in-class graphics, ergonomic comfort and applications that will transform the way you work, the all-in-one VIVE Focus 3 allows you to bridge distance with seamless remote collaboration, visualize all things creative, and learn and train with unprecedented efficiency.



5K RESOLUTION

120 DEGREE FOV



90HZ
REFRESH RATE



ballast

Ballast brings virtual reality to the waterpark experience, enhancing entertainment for resorts and at-home users alike.

Beyond water parks, this headset can be used in any water-based attraction, even a river or home swimming pool. Simply slip on your Ballast headset to experience the thrill of flying through outer space or embarking on a wild safari adventure.

**REFRESH CONTENT EVERY SEASON TO GIVE
GUESTS MORE REASONS TO RETURN**



**OFFER GUESTS MULTIPLE
IMMERSIVE EXPERIENCES
IN YOUR PARK WITH
WATERPROOF HMDS**

**MAKE OLD WATERSLIDES
AND POOLS NEW
AGAIN WITH MINIMAL
INVESTMENT**

The background features a dark green field with a network of glowing green lines and dots, resembling a digital or neural network. A black silhouette of a person is shown from the waist up, wearing a VR headset and having both hands raised in the air. The person's torso is filled with a pattern of white dots. A large red rectangular area is positioned on the left side of the image, containing white text.

VR HEAD MOUNTED DISPLAYS

PLUGGED IN



Varjo creates human-eye resolution virtual and mixed reality headsets for a variety of industries. The new Varjo XR-3 and Varjo VR-3 make photorealistic virtual and mixed reality more accessible than ever, while offering new professional applications and the most realistic scenes ever produced.

VARJO XR-3

WIDEST FIELD OF VIEW OF ANY XR HEADSET

LOW-LATENCY, 12-MEGAPIXEL VIDEO PASS-THROUGH



WIDEST-EVER COLOR GAMUT
Matches 99% with sRGB & 93% with DCI-P3 color space

VARJO VR-3

200HZ 1 SECOND EYE TRACKING CALIBRATION IS ALSO A KEY FEATURE TO THE NEW VARJO HEADSETS.

THE INDUSTRY'S HIGHEST RESOLUTION (OVER 70 PPD) AND THE WIDEST FIELD OF VIEW (115 DEGREES)

MORE HYGIENIC, EASY TO CLEAN & 40% LIGHTER.

POWERS TRUE-TO-LIFE VIRTUAL REALITY EXPERIENCES



VIVE ENTERPRISE

The all star successor to the Vive Pro Eye, the Vive Pro 2 features next-level graphics and sound for riveting PC-VR. Purposeful and pragmatic ergonomics deliver smooth and comfortable immersion. Adjustable interpupillary distance (IPD) minimizes eye fatigue for users.

120HZ
REFRESH RATE

5K RESOLUTION

120 DEGREE FOV



vrgineers

With superb high-density LED displays and exceptionally clear custom-built lenses, you see the finest detail in uncompromising 8K images and true colors. With 180° diagonal FOV, no blurring, and spatial 3D sound from a built-in sound card, you'll forget there's another reality. XTAL headsets will completely immerse you, whether you are training or in a simulation. Secure, durable, and ready to be deployed in any corporate IT environment, they work seamlessly with a growing number of professional software tools, and easily integrate with proprietary systems.

**7680 X 2160 (3840
X 2160 PER EYE)**

**TWO 4K HIGH-
DENSITY**

LCD DISPLAYS





HAPTIC AND MOTION CAPTURE



TESLASUIT

Teslasuit's full body suit is the most immersive VR experience for training simulations. It can deliver a variety of haptic feedback options to the user as part of a program, on demand, or in reaction to user actions to simulate real world sensations. The suit is a full motion capture device, allowing human movement to be tracked and measured against baselines. It captures up to 84 biometric signals.



The Teslasuit glove can be used together with the suit as a set or separately. It is the first Teslasuit-compatible VR glove that integrates haptics, motion capture, biometry and force feedback. The glove has a range of breakthrough applications, from enterprise XR-training to rehabilitation and much more. Haptics contribute to tactile sense and enable users to feel virtual textures naturally. The glove can detect the movements of the wearer's hands and use those to control the accuracy of movements. It's the perfect feature to use if fine motor skills are required.

**IMPEDANCE
MEASUREMENT**



**3×3 DISPLAY FOR
EACH FINGER**

**FINGER POSITION
DETERMINATION**

MANUS • VR

Experience life-like virtual interactions directly with your hands. The precise haptic feedback of the Prime X Haptic VR is specially developed for Virtual Reality environments. Hold digital objects, feel textures, push buttons and pull levers. Fully immerse in your virtual experiences. The Prime X Haptic VR gloves are compatible with industry-standard software. Unreal and Unity, with integrations for IC.IDO*, VRED*, and Siemens Teamcenter.

9 DOF IMU FOR EACH FINGER

UNIVERSAL MOUNTING SYSTEM

PROPRIETARY FLEX SENSOR SKELETON



REPLACEABLE 4.5 HOUR BATTERY

7M TRACKING RANGE

UNIVERSAL MOUNT



Developed to meet the needs of professional users, Manus aims to deliver significant upgrades for SteamVR based tracking. The Pro Tracker is a plug-and-play solution that fits directly into any SteamVR environment. With the most sensors in a SteamVR tracker on the market, it offers unmatched tracking accuracy. Its precise shape is optimized for both a lightweight design and great attachment stability. With the integrated mount, the tracker can be directly attached to Manus Prime II Series Motion Capture & Virtual Reality gloves.



The only gloves with true-contact haptics. HaptX's patented technology displaces your skin the same way a real object would. With 133 points of tactile feedback per hand, HaptX Gloves DK2 achieves a level of realism that other haptic devices can't match.

**UP TO 40 POUNDS
OF DYNAMIC FORCE
FEEDBACK PER HAND**



**130 DISCRETE POINTS OF
TACTILE FEEDBACK**



**30 DEGREES OF
FREEDOM PER HAND**





The VIVE Tracker 3.0 allows you to track movement and bring objects from the real world into the virtual universe. Create a seamless connection between real objects and the virtual experience. Capture full-body movement with pinpoint accuracy. Integrate external devices with ease.

With the VIVE facial tracker, users can capture true-to-life facial expressions and mouth movement with precision. This allows them to read intentions and emotions in real time, and synchronize lips to voice with near-zero latency. The facial tracking accessory mounts to their headsets and tracks facial movement for tracking with compatible avatars.

**DUAL CAMERAS AND
IR ILLUMINATION**

Enable tracking of facial
expressions in real time



COMPATIBLE WITH
VIVE PRO AND
VIVE PRO EYE

SRANIPAL SDK
SUPPORTS UNITY
SOFTWARE AND
UNREAL ENGINE

VOLUMETRIC DISPLAYS

The background features a dark red field with a network of glowing green and blue nodes connected by thin lines, suggesting a digital or data environment. A person's silhouette is shown in profile, wearing a VR headset and holding a controller, with a glowing blue interface element visible near their hand.



Looking Glass is a pioneer in holographic displays, having launched the world's first desktop holographic display dev kit in 2018. In 2019, they began shipping the world's first 8K light field display, and recently launched Looking Glass Portrait, a personal holographic display that enables users to create three-dimensional content.

**BEST-IN-CLASS
50° VIEW CONE**

**SUPPORT FOR MAJOR 3D
SOFTWARE PACKAGES**

**SEAMLESS SUPER
STEREO TRANSITION**



A motion capture studio with several motion platforms and a person in a VR headset. The room is dimly lit with red and blue lights. In the background, a person is wearing a VR headset and holding a controller. The foreground shows several motion platforms with blue circular bases. A green semi-transparent banner is overlaid on the left side of the image.

MOTION PLATFORMS



Virtuix builds 360-degree advanced treadmills for virtual reality games and training programs. Their specially designed platforms simulate both the motion of walking and running in all directions, with a compact design that takes up minimal floor space. The Omni enables a more immersive experience and offers users the ability to conduct comprehensive training in a small space and in complex environments.

**ACCOMMODATES USER
HEIGHTS FROM 4'8" TO 6'5"**



**FREE AND FULL-SPEED
MOVEMENT IN 360°**

RUGGED AND RELIABLE

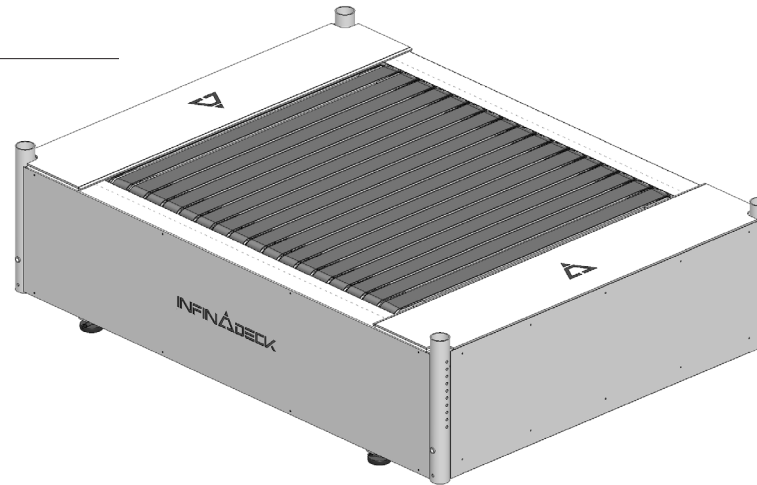


ACTIVE WIRELESS CONTROL SYSTEM

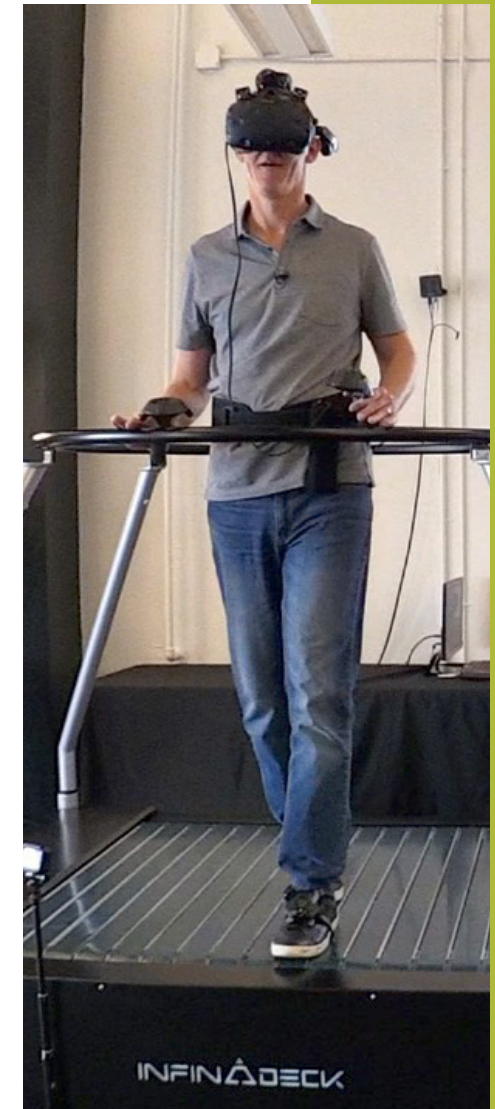
Instantly reacts to movements

360° MOVING FLOOR

Provides true and natural movement



Infinadeck is the world's first practical omnidirectional treadmill. This patented device employs a moving floor, allowing users to naturally walk in any direction. When paired with a VR headset, the Infinadeck creates a truly personal virtual experience that allows users to take a stroll through vast, immersive new worlds.





RIDE CONTROL APP

Universal control app for all of the BMotion devices



The BMotion RockerVR™ is a virtual reality motion simulator that combines precise motion with a choice of special effects. Reliable and compact, the RockerVR is capable of providing great dynamics at high loads. A selection of VR headsets can be integrated with RockerVR depending on the application and budget, as well as multiple options for premium content and games.



**MULTIPLAYER
AND MULTI-SEAT
CONFIGURATIONS
ARE AVAILABLE**

**60 CM MOTORIZED BASE
INTEGRATES WITH HAPTIC
SENSORS FOR FULL
PHYSICAL IMMERSION**

**DIGITAL
TOUCH PEDALS**
To simulate walking
while seated

**COMPATIBLE
WITH MOST VR
HEADSETS**



roto

RotoVR chairs help you feel physically present in your virtual world. Roto is the first seated product to offer intuitive and effortless 360-degree exploration with immersive haptic (vibration) technology. Integrated Cable Magazines allow the chair to rotate continuously without wires getting tangled up. They also feature a head tracker that clips onto a VR headset, prompting the motorised chair to auto-turn to wherever you look.

A person wearing a VR headset is shown in profile, looking towards the right. The background is a computer lab with several workstations, each with a monitor. The scene is overlaid with a red tint and a network diagram consisting of green nodes and lines. The text "VR READY COMPUTERS" is displayed in white on an orange rectangular background.

VR READY COMPUTERS



A L I E N W A R E™

Alienware is a computer hardware subsidiary of Dell, dedicated to gaming computers. Alienware products are engineered with the most advanced Intel Core processors available, optional liquid-cooled graphics and multiple upgrade options to achieve peak performance that lasts. The Alienware Aurora offers massive amounts of HyperX FURY XMP DDR4 memory and a 1000W power supply, with overclocking guaranteed.

**TOP OF THE LINE 3000
SERIES NVIDIA AMPERE
GRAPHICS CARDS**

**UP TO 5 YEARS OF
EXTENDED WARRANTY
AVAILABLE**

**UP TO 128GB DUAL
CHANNEL HYPERX™
FURY DDR4 XMP AT
3200MHZ**

**CUSTOMIZES TO YOUR
SPECIFIC NEEDS**



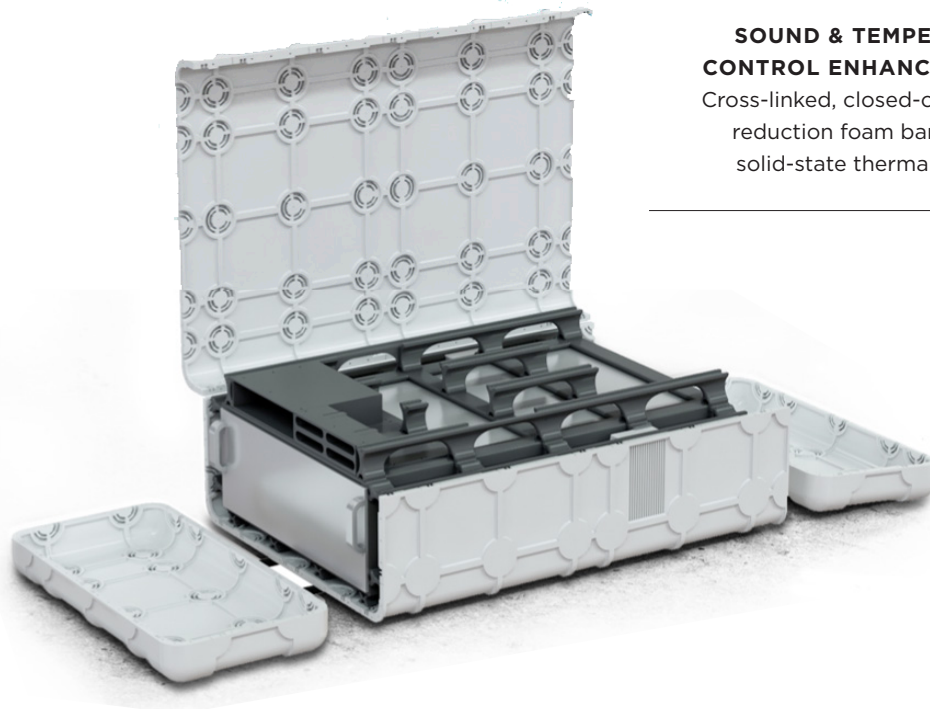


CAN RUN 8 HIGH
END TETHERED
HEADSETS FROM
ONE MACHINE



**SOUND & TEMPERATURE
CONTROL ENHANCEMENTS**
Cross-linked, closed-cell sound
reduction foam barriers and
solid-state thermal couples.

FTEI VR APPLIANCE



CUSTOMIZABLE 3D-PRINTED CASE

Compact and easy to transport, coming in at half the size of traditional multi-user VR units. 3D printed enables as-needed on-site housing modifications and repairability.

The FTEI VR Appliance sets a new benchmark for VR collaboration, delivering a fully immersive experience that is easily deployed to remote locations and shared among multiple users. This VR experience is designed to help improve training, project planning, and speed to market. Your immersive lab on demand, anywhere you need it.

Lenovo

Lenovo tower servers deliver powerful performance and versatile storage configurations in a small footprint, for SMBs to large institutions. Every ThinkStation is certified and tested by independent software vendors. This ensures optimal performance and guarantees hardware and software compatibility.



SOFTWARE SOLUTIONS

The image features a stylized illustration of a person in silhouette, wearing VR goggles and sitting at a desk with a laptop. The person is positioned on the right side of the frame. A large red rectangular box is overlaid on the left side, containing the text 'SOFTWARE SOLUTIONS' in white, bold, uppercase letters. The background is a warm brown color with a network diagram consisting of green and blue nodes connected by lines, and some small white dots scattered throughout.



**EFFECTIVELY TEACH
COMPLEX TOPICS**
Show visual representations
of hard to understand
processes.

**SUPPORTS ALL MAJOR
VR HEADSETS, ANDROID
BASED DEVICES, WINDOWS
10, AND IOS SUPPORT
COMING SOON.**



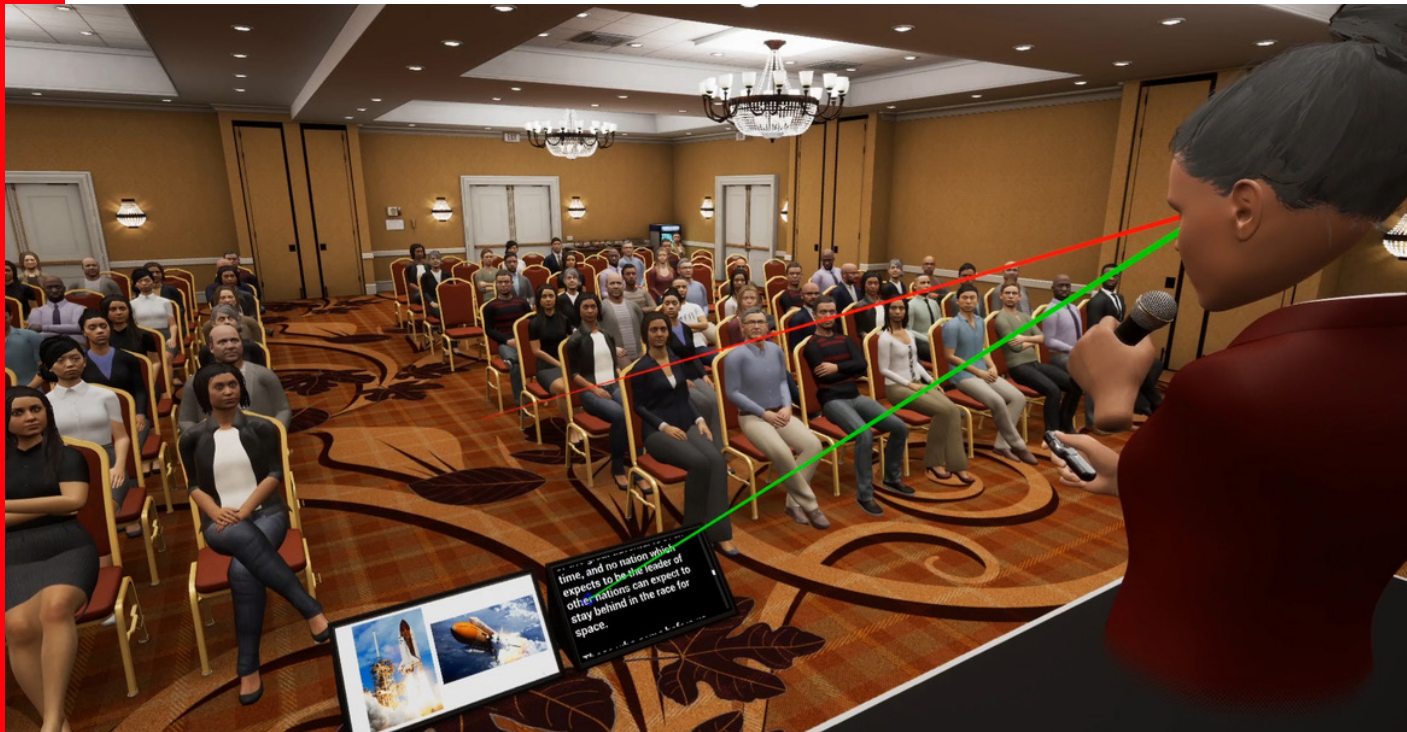
ENGAGE

COMMUNICATE / TEACH / LEARN

EngageVR is an advanced virtual reality training and education platform that makes it easy for up to 60 simultaneous users to collaborate, create, and learn using VR or other computing devices. These virtual simulations show students and employees visual representations of hard-to-understand processes. EngageVR also allows users to complete tasks in safe digital environments to reinforce learning tasks.

Ovation

Ovation was developed to help you build your skills and confidence by providing real-time training tools and feedback as you speak to a realistic, simulated audience. Choose from more than a dozen environments and speak to hundreds of virtual audience members — real people scanned into 3D models who smile, clap, and get distracted by their phones.



**RECORDS YOUR
SPEECHES IN 3D**

**GET REAL-TIME
FEEDBACK AS YOU
DELIVER YOUR SPEECH**

**TRACK
IMPROVEMENT
OVER TIME**

HYGIENE SOLUTIONS



There's no better way to ensure the cleanliness of your XR devices, and protect the safety of your users, than Uvisan's equipment disinfection products. Recommended by Hewlett Packard, Uvisan cabinets kill 99.9% of bacteria and viruses, including Covid-19. In an industry that frequently depends on shared devices in an XR fleet, hygiene is paramount. Uvisan products are fully tested and certified in line with IEC 62471 and ISO standard.

**FEATURE INBUILT
CHARGING STATIONS**



**LABORATORY TESTED
TO ENSURE MAXIMUM
EFFICACY**





CLEANBOX

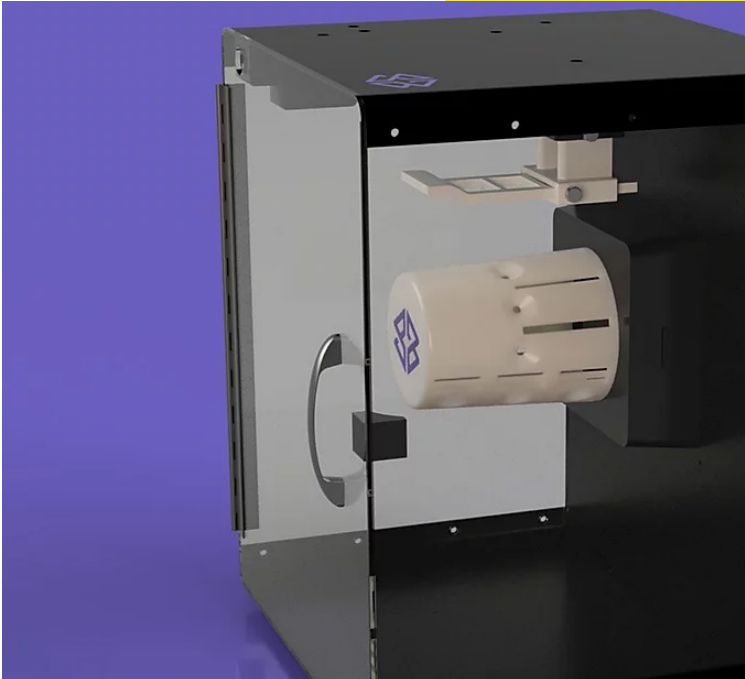
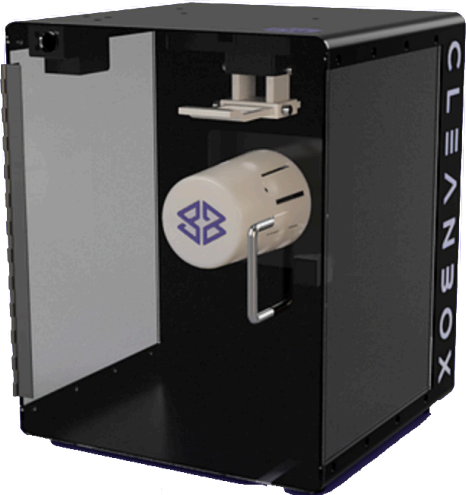
Cleanbox is a premium, eco-friendly, smart tech hygiene solution for the decontamination of AR, MR, VR and Communication headsets, eyewear, and masks, eliminating the need for heat or toxins in the decontamination process. Cleanbox protects electronics, the user and the environment.

LAB TESTED

Kills 99.99% of bacteria, virus and fungi in 60 seconds.

UVC LEDS

Tuned to 265nm wavelength



A woman with long blonde hair, wearing a dark blue button-down shirt, is adjusting a black VR headset on a man's head. The man is wearing a grey long-sleeved shirt and is looking towards the left. The background shows an office environment with large windows and office chairs. A bright green horizontal bar is overlaid on the left side of the image, containing the text 'OUR SERVICES' in white, bold, uppercase letters.

OUR SERVICES

TURNKEY VR AND AR SOLUTIONS

We'll shoot it straight with you—VR is sexy. Everyone is talking about it, but how are people actually putting it to use? We hear you, because we know it can be pretty damn complex. And that's what can make it so difficult to even know where to begin.

Once you've set your sights on launching a VR or AR solution, it's hardly clear how to turn your vision into reality.

That's where MACE Virtual Labs comes in. In addition to providing you with the hardware and software you need, we offer turnkey virtual and augmented reality services to enterprises, educational institutions and more. With MACE at your side, there's no guesswork. Your team is efficiently guided through the entire process, and we go to great lengths to ensure you achieve your desired outcomes.

WHAT DO WE MEAN BY 'TURNKEY VIRTUAL AND AUGMENTED REALITY SERVICES?'

It's simple. You tell us what extended reality solution you're trying to create.

- Augmented-reality enabled classroom?
- Military flight simulation courses?
- Hands-on hardware training for your manufacturing company?
- Soft skills training for your tech company?
- A research-driven virtual reality lab at your university?

We'll take it from there.





MACE uncovers the exact hardware and software you'll need to implement your vision.

Our services include:

ONSITE INSTALLATION

We don't just select the technology, ship it your way, and wish you the best. We show up, providing hands-on installation support every step of the way. Ultimately, we treat your lab, class or training environment as if it was our own. There's no limit to the amount of care we strive to provide our clients.

MACE WILL

- Help design the space remotely prior to the physical install, including a 3D mockup of the space (if needed) to give a clear understanding of how the space will be built out
- Carefully calibrate each system and guarantee everything is functioning beautifully
- Provide all the extra cables, covers, protectors, chargers, and accessories you could possibly need to manage your hardware
- Ensure all hardware and software is properly integrated
- Scope out the space where the VR will be housed and determine how to maximize square footage
- Keep compliance & regulations in mind when designing the space
- Offer extended warranties on your VR and AR hardware
- Give the unique option to lease equipment
- Make large order volumes available for the hardware you need
- Efficiently handle fleet management on your behalf

ONSITE TRAINING

Nearly half of our time spent with you will be allocated to 1:1 training with whoever on your team will manage the equipment. They're not only taught the fundamentals of setting up the technology, we also guide them through the common pitfalls and 'gotchas' - wisdom we've accrued over years in the VR space. We're able to train users of all different skill sets, and translate our teachings based on what platforms/ interfaces your team is most comfortable with. We also provide preventative maintenance recommendations, keeping a weathered eye on the longevity of your VR program.

ONGOING REMOTE SUPPORT

We understand that questions can arise long after initial setup, and that your team will likely require continued support. The MACE team will remain available to conduct remote training and help you troubleshoot issues. We're one call away.

DEVELOPER JUMP START

Should your developers need initial training, we pair them with one of our studio partners, helping them get acclimated to the art of programming VR hardware and software.





MAKE YOUR VISION A REALITY.

Get started at www.macevl.com/contact