



Virtual Reality in the Enterprise

Augmented and Virtual Reality (AR/VR) can provide valuable business solutions to organizations of all sizes. Companies around the world are using VR and AR to assess employees, deliver training, design products and systems, demo products, and enable field service. Virtual experiences and environments are designed to bypass safety risks, reduce costs and scale training programs for easy distribution across locations. OpenArc's VR design and development team works with you to identify needs, storyboard experiences, and roll them out to your team.

TOP USE CASES

VR isn't just for gaming any more. Organizations are using VR for:

- Product demos
- Training
- Tours
- Tradeshows

GEAR + TOOLS

Your project requirements are unique, and our team has industry leading experience and the dynamic capabilities to build custom VR solutions for all major headsets, devices and platforms.:

- Unity
- Unreal
- HTC
- Steam VR
- Oculus

OUR SERVICES

- Brainstorming and VR Demonstrations
- Storyboarding and Iterative Design
- 3D Concept Design
- 3D UI Design and Development
- Character Design and Development
- Agile Development and Deployment

FIND OUT MORE!

Learn more about how OpenArc can help you meet your needs and goals by connecting with one of our strategy experts.



46% of businesses anticipate that virtual reality will become **mainstream within the next 3 years.**

Capgemini Research Institute, 2018

A study showed **recall accuracy of 90.48% in VR training** vs. 78.57% for computer-based training on desktop displays. **~12% better.**

University of Maryland

Surgical trainees that learned using VR performed **29% faster** and made **6x fewer errors** than those trained via traditional methods.

Presented at the 122nd Annual Meeting of the American Surgical Association

