

The new
freedom in VR

VR PluraView 4K

Makes communication in the VR meeting
easy thanks to the transparent 3D glasses



- Head tracking for an intuitive VR experience
- Object tracking with balls or pens
- Flicker-free for stress-free 3D work
- Realistic model interaction
- Maximum brightness – suitable for daylight
- Ideal complement to HMD and VR glasses



3D CAD becomes virtual reality – VR PluraView monitor from Schneider Digital

A revolution in 3D stereo and VR work when it comes to CAx applications

With the VR PluraView monitor, the term “3D CAD” now takes on a whole new meaning for CAx, construction and design: The innovative VR system makes working in virtual reality environments and stereoscopic visualisation in construction and design a thing of the present, not just the future.

The new VR PluraView is a passive virtual reality stereo monitor. As a fully-fledged desktop VR/AR system, it is based on the successful 3D PluraView monitor from Schneider Digital. The tried and trusted, flicker-free beam splitter technology allows the user to work in a VR environment without becoming tired, even over long periods. Transparent lenses allow unrestricted communication with customers and colleagues.

Equipped with a high-tech tracking system, the VR PluraView now allows interaction with 3D stereo models and content across all axes - zoom, rotate and tilt - without the mouse. The system supports up to 15 tracking devices at the same time, and is therefore also ideal for finger tracking scenarios.



Virtual Reality and 3D stereo in a CAD environment

The VR PluraView integrated infrared tracking system “virtually” immerses the user in the 3D environment. Large retroreflective markers on the passive 3D glasses allow for reliable detection by IR cameras, and enable smooth movement in a virtual space when looking at models from different perspectives. 3D models become “reality” as with HMD or VR glasses. Using VR PluraView, the user moves the model intuitively with the 3D glasses bearing a marker. Separate tracking devices, which can be programmed in seconds and complement our interactive tracking pen or passive tracking balls, allow especially realistic handling.

A great advantage of the beam splitter technology: In contrast to active 3D systems with “flickering” glasses, the VR PluraView guarantees a totally flicker-free stereo image. This allows not only short visualisations or presentations, but also permanent work within a VR environment. In addition, the superlative display quality with up to 10 bit colour depth, 4K resolution per eye, and exceptional display brightness, provides for comfortable VR work even in daylight conditions.



Unrestricted communication with customers and colleagues during the VR meeting.



Object tracking with balls or 3D-Pen for realistic model interaction



Ideal complement to HMD and VR glasses



Flicker-free for stress-free 3D work



Maximum resolution of 4K per eye with window seat compatible brightness



Compatible with any VR software – without tracking to many CAD programs



Designed for CAD professionals

Unique virtual reality experience for daily long-term use

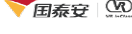
The new Schneider Digital VR PluraView offers top-quality innovative beam splitter and tracking technology for virtual reality visualisation on desktop monitors. The VR PluraView is ideal for all stereo software applications in a wide variety of industries:

- Simulation & VR Training
- CGI/3D video processing
- Mechanical design/CAD
- Crystallography/molecular research
- Computer tomography and OP planning
- Biochemistry/microscopy

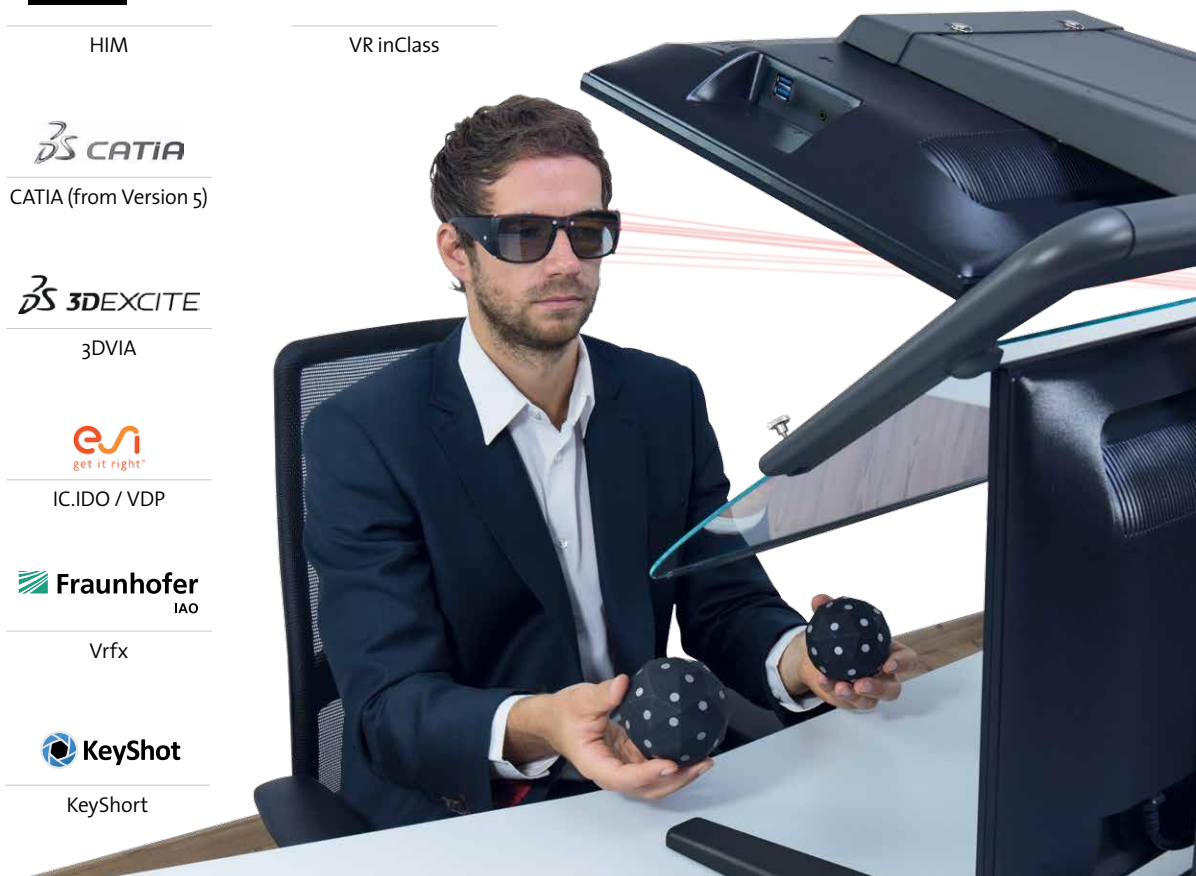
VR PluraView CAD compatibility

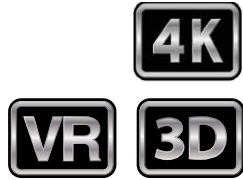
VR PluraView monitors can be operated with many CAD plug and play systems. Software solutions such as Siemens NX, Catia, HiCAD or Kompas-3D are natively stereo-supported, and can be used directly with the monitors. On other CAD systems, the file viewers are 3D stereo-supported, for example for PTC Creo data with CreoView or for SolidWorks with eDrawings. AutoCAD and inventor data can be viewed stereoscopically through NavisWorks.

CAD software applications compatible with VR PluraView:

 Theia-RT	 VRED Professional	 3DEXCITE
 Patchwork 3D	 HIM	 VR inClass
 Visenso/hlrs	 CATIA (from Version 5)	
 Delmia	 3DVIA	
 EON Reality	 IC.IDO / VDP	
 Team Center Visualization	 Vrfox	
 Fusion	 KeyShort	

Supports the following four tracking protocols:
VRPN, DTrack, trackd and native C++ SDK





Ideal complement to the use of HMD and VR glasses

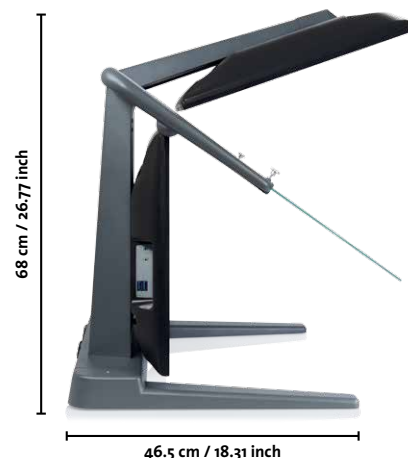
Based on its design, VR PluraView represents the ideal complement to VR glasses. The HMD/VR glasses quickly give users a good sense of space in a 3D model, and make orientation easy. A good way of estimating distances and dimensions in the design. Results can then be discussed by several participants in the 28" PluraView, and changes implemented immediately in every detail. The transparent and very lightweight polarized glasses help maintain eye contact, and allow users to have a sip of water in between without having to take the glasses off. Who wants to spend the working day sweating and hidden from the outside world behind a heavy pair of VR-glasses?

VR PluraView functions and benefits

- Head and object tracking for intuitive VR work
- Interaction using glasses, tracking balls, or tracking pen
- CAD mice and stationary input devices are unnecessary thanks to head tracking and gesture recognition
- Comfortable 3D glasses with a wide viewing angle and low weight
- Transparent lenses allow unrestricted communication with customers and colleagues
- Thanks to high brightness levels, VR work can be performed in daylight conditions
- Virtual Reality in exceptional display quality through 4K resolution per eye
- Flicker-free, passive stereo system with beam splitter technology
- Compatible with any VR software – without tracking to many CAD programs
- Ideal complement to HMD and VR glasses



VR PLURAVIEW MONITOR - TECHNICAL SPECIFICATIONS	
	28" 4K/UHD
Display	28" (16:9) screen 2x 3.840 x 2.160 resolution (8.3 MP) 1,073 billion colours (10-bit*) 300 cd/m² brightness LED Backlight Technology 1 ms response time 170°/160° viewing angle (H/V) BlackTuner for object detection in dark areas Contrast ratio 12 000 000:1 ACR
3D properties	180 cd/m² brightness with glasses 3840 x 2160 resolution per eye Linear polarisation 45°/135° Beam splitter: semi-transparent mirror Infrared tracking
3D formats	Quad Buffered OpenGL, Side-by-Side, Top-Bottom, Quad Buffered DirectX
Operating systems	32 & 64 bit Windows / Linux Support
Power consumption	Rating typically 98 watts; maximum 1 W in power management mode, annual power consumption 173 kWh/year Power Management VESA DPMS™, Energy Star 6.0 Power efficiency class B
Weight	27 kg, set with stand
Dimensions	80 x 68 x 54 cm (W x H x D)
Integrated ports	2x DisplayPort 1.2 cable 3 m 2x USB 3.0 for IR tracking 1 x mains connector AC 100 - 240 V, 50 / 60 Hz with main switch and 3.15 A microfuse
Audio	Integrated speakers 2 x 3 W
Highlights	Calibration-free user interaction tracker Supports 15 targets at the same time! Extremely wide viewing angle of almost 180 degrees
Technical information	Easy to use native C / C++ SDK and interface for C# and Python. Interface is also supported through VRPN, Trackd, Dtrack emulation.
Warranty	1 year unlimited warranty, can be extended to up to 5 years with CarePack



Graphics card requirements

Any QuadBuffer-enabled NVIDIA Quadro and AMD FirePRO/RadeonPRO cards, which have at least 2x DisplayPort 1.1 monitor outputs. Use of an additional desktop monitor adapted to the polarisation of the stereo system is recommended for 3D PluraView.

*The 10-bit colour depth feature with QuadBuffer 3D stereo only works with AMD graphics cards.



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