Scope AR

The new WorkLink Create

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Our long-term conceptual initiatives and values

To scale up industrial productivity in enterprises with the most advanced augmented reality toolset.

1. Lowest barrier to entry for creating content and capturing knowledge.
2. Complete support of enterprise compliance, security and administration
3. Complete integration with our customer's systems of record and edge devices.
4. The perfect blend of guided, procedural, and live knowledge transfer mediums.

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The lifecycle of knowledge in AR guides our roadmap

Collaborate

- Deep Linking
- API / Integrations

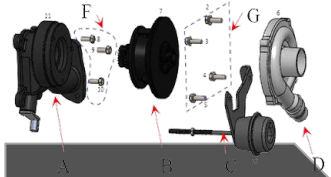
Consume

- Usage analytics
- Quality Assurance

WORKLINK®

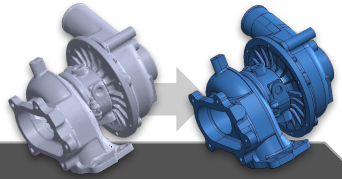
Publish

- Organizational asset Management



Author

- Live connectivity
- Source-proof updating



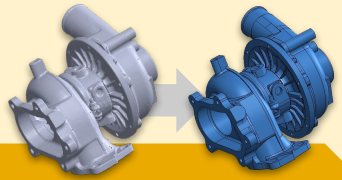
Import

- Work directly on prod. CAD geometry

The lifecycle of knowledge in AR guides our roadmap

The focus for the new WorkLink Create

WORKLINK®



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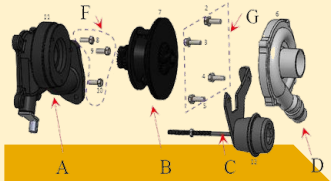

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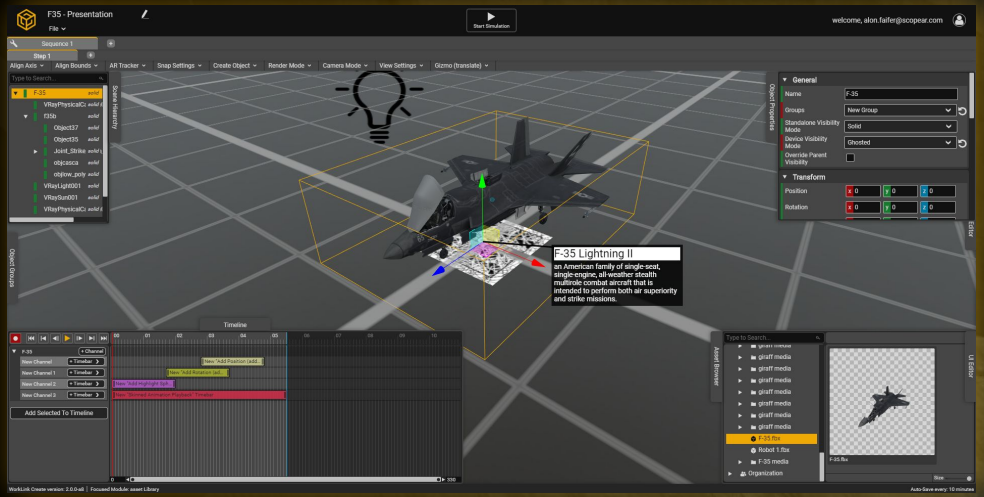


Introducing an all new WorkLink Create

Enterprise AR authorship, unleashed

Knowledge is accessible, everywhere. Now AR authorship is too.

Getting productive is fast and intuitive

The authoring power of WorkLink is now in your browser, and without any 3rd party licenses, any additional software installations, or updates required.

- Fewer vendors to procure and manage
- Seamless updates and onboarding
- Minimal IT administration requirements

Powerful tools for the knowledge lifecycle.

Any SME in any industry can create knowledge in augmented reality with what you already have, and without coding or scripting.

- No development experience or environment required
- Purpose-built for AR authorship without 3D modeling experience
- Drag and drop to import reference images, content, videos and documentation

Author painlessly from source CAD files.

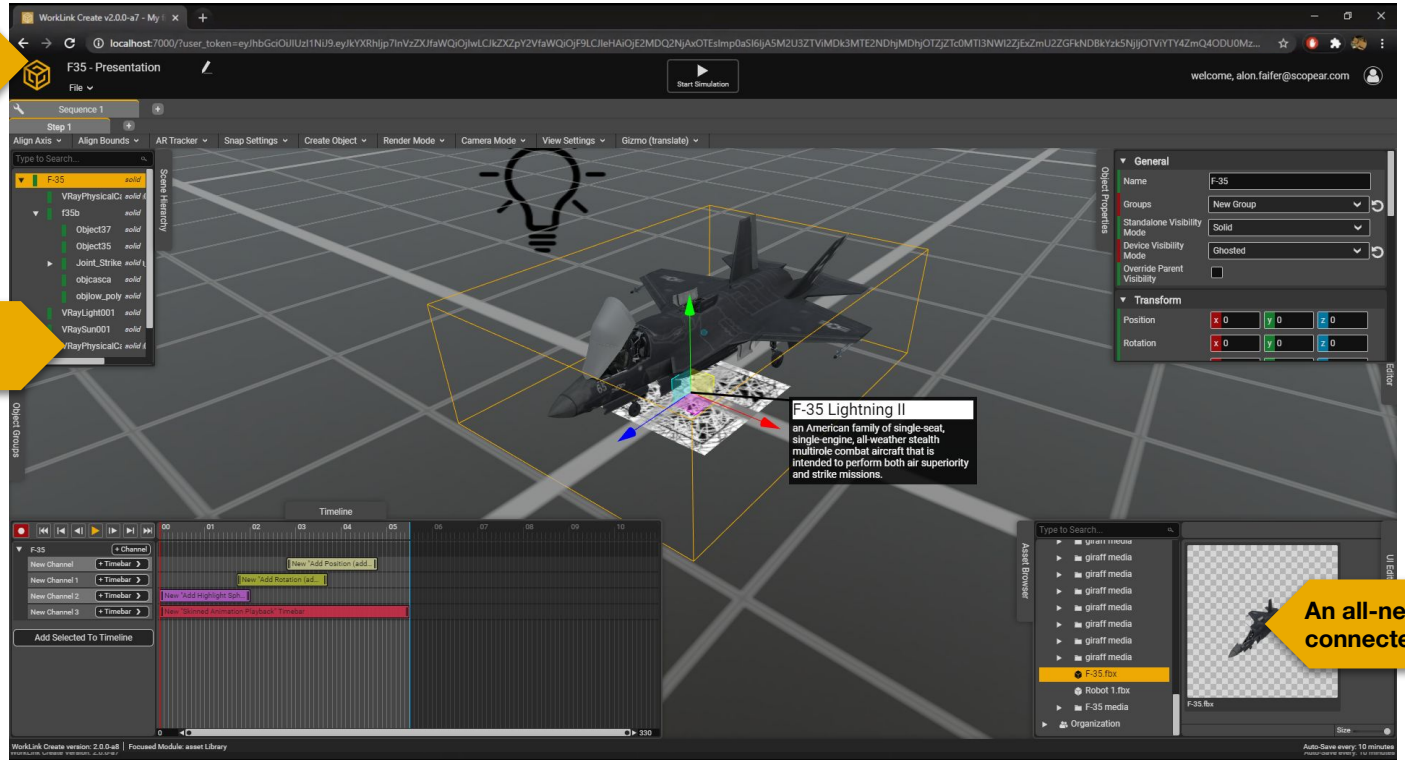
Directly import source CAD geometry files, create sophisticated instructions, and update them when newer source files are available -- all from a centralized content management system.

- Directly work with Solidworks, Creo, JT, Revit, and others without vendor lock-in
- Connectivity to organizational assets and source files
- Instantly publish to all AR devices at once

An all-new interface and functionality for powerful authorship

Author and publish directly inside Chrome

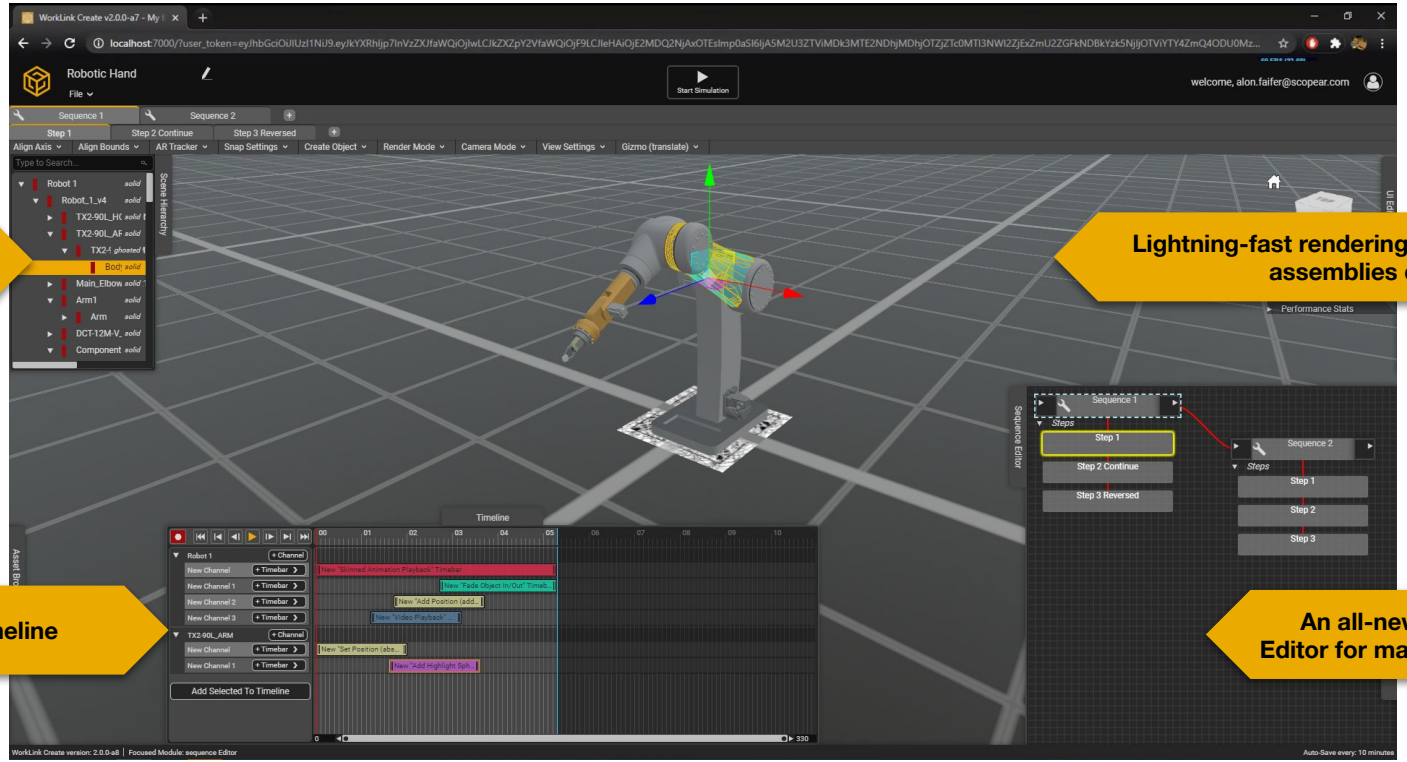
Dockable, rearrangeable UI Panels



An all-new Asset Library connected to your Org

An all-new interface and functionality for powerful authorship

Intuitive Scene Hierarchy and object structure



Lightning-fast rendering of 3D objects and assemblies directly in browser

An all-new stacked Timeline

An all-new Visual Sequence Editor for mapping Instructions

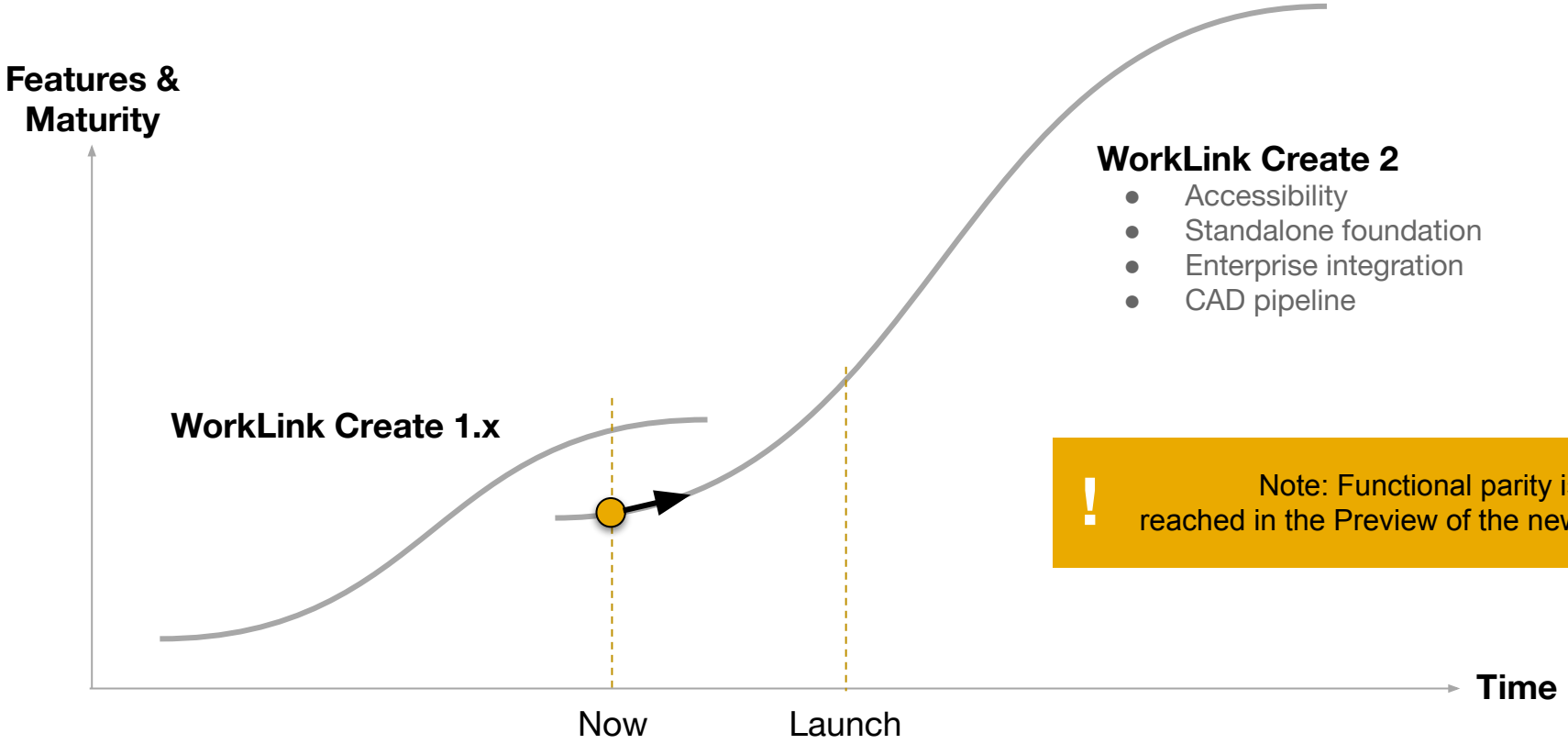
Preview the new WorkLink Create, and make a real impact

- Details
  - 2 Month Program
  - 15+ day trial for user testing
  - Independent from existing WorkLink accounts
  - Standalone/temporary licenses
  - Fast support from our developers by email

- Benefits
  - Be one of the first to try the all-new WorkLink Create
  - Provide your influence on features and their priority
  - Experience the cutting edge of AR authorship in real time

- Participation
  - Optional short Introduction to and reference materials
  - Scenario creation and testing with a short, casual quick comment form
  - Wrap-up 1:1 with the Product team on a call
  - Feedback Questionnaire - a 10 minute survey

The new WorkLink Create will far exceed its Unity predecessor



! Note: Functional parity is not yet reached in the Preview of the new Create

Comparison

	WORKLINK Create 1	WORKLINK Create 2 Preview	WORKLINK Create 2 GA
CAD Conversion Experience Level	Advanced	Advanced	**None**
Installation Process	3-4 hours	**Instant**	**Instant**
Time to Launch New Project	15 min	**Instant**	**Instant**
Additional Software Required	Unity Development Environment	**Browser**	**Browser**
Foundation	Unity	✓ **All new**	✓ **All new**
UI Editor	Customized/Unity	Fixed	✓ **All new**
Checklist System	Yes	None	✓ **All new**
Source content change propagation	No	In-development*	✓ **Yes**
CAD Compatibility	FBX, OBJ	FBX, OBJ, Live in-development*	**FBX, OBJ, JT, SolidWorks*, Inventor*, Revit*, Creo* and more****

** Feature capability not guaranteed*

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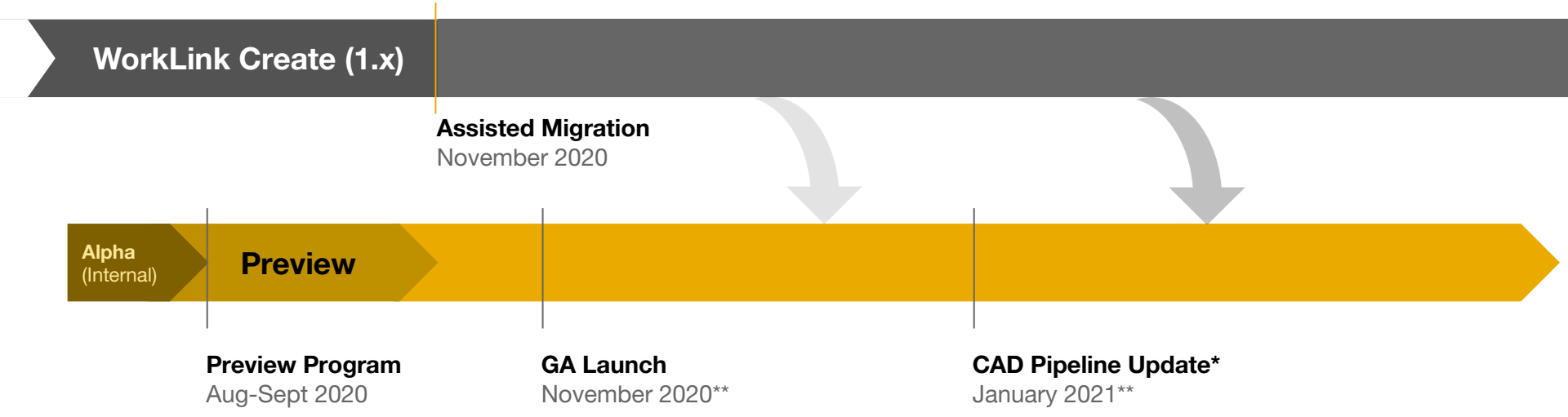
Our Tentative Development Timeline

- One-way compatibility from WorkLink Create 1.x to 2.0
  - Creative Services and Success teams will assist customers and content to the new authoring application
- Support for WorkLink Create 1.x will continue



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Hardware and System Requirements

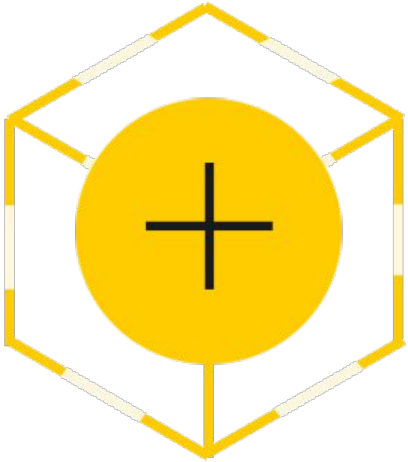
- **8GB of RAM** (16GB recommended)
- Graphics card with at least **1GB of VRAM** (discrete hardware acceleration recommended)
- **A Chromium-based browser:**
  - Google Chrome (recommended)
  - Microsoft edge version 80+ (latest version)

- Tips for optimum performance:
  - Browser hardware acceleration activated. Visit this site for instruction to enable hardware acceleration in Chrome.
  - MacOS machines (especially MacBooks) prefer to use the integrated GPU to save battery, and often won't switch to the discrete GPU automatically. To manually make the switch on MacOS platforms, please install and use the gfxCardStatus app, available at https://gfx.io/

Support

Scope AR offers Preview support via the following channels:

- Training videos
- 1:1 sessions with our Training Team
- By email at support@scopear.com
- By phone
  - 1-855-400-0450 or
  - +001 (855) 400-0450 (outside of the US) (during business hours)



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Next Steps

- Review the EULA
- Get access to the test accounts and reference materials
  - Program Guide, Tutorial and FAQs (PDF)
  - Walkthrough video (Youtube)
- Feedback
  - Quick Comments
  - 6 min Exit Survey
- Schedule 1:1 call with Scope AR
  - support@scopear.com

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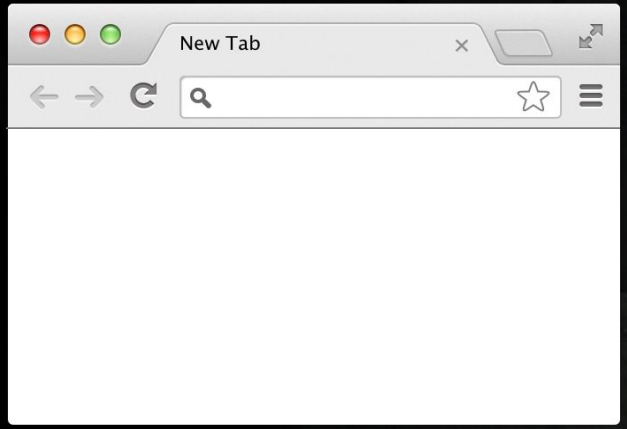

Influence the all-new WorkLink Create

Join the Preview Program

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Powerful control over the knowledge lifecycle.

Author painlessly from source CAD files.

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