

## InstaVR Features and Benefits

#### **EASE OF USE**

InstaVR is a completely web-based solution that requires no technical knowledge to use. Just upload your 360 images or videos, and start creating compelling VR experiences.

#### **ROBUST FEATURES**

InstaVR allows you to augment your Virtual Reality experiences by adding navigation and hotspots to them.

#### **PUBLISH WIDELY**

Quickly and easily publish to multiple platforms, including: iOS, Android, the Web, Google Cardboard, Gear VR, and more.

#### **HEATMAPS & ANALYTICS**

Post-publishing, get insight into how users interact with your VR experience through both analytics and a visual heatmap overlay.

For more information on any of our products or services please visit us on the Web at:

www.instavr.co

## · AECOM

# **Utilizing InstaVR to Create Engaging Design and Construction Service Experiences**

**AECOM** is a global network of experts working with clients, communities and colleagues to develop and implement innovative solutions to the world's most complex problems.

**⊘** 7 continents

**⊘** 150+ countries

**⊘** 92,000+ employees

**⊘** Approx. \$18 Billion per year in revenue

When AECOM's Visualization Studio decided to push heavily into VR, they found an excellent partner in InstaVR that could help them accomplish their goals.

Being a distributed team, with varying experience in VR, they needed a web-based solution that would allow them to easily create experiences for multiple audiences. Enter InstaVR.

AECOM now uses InstaVR to author and publish a wide variety of 360 degree images and videos. InstaVR speeds up the process of creating publish-ready VR experiences for a wide variety of platforms and end users.

In particular, AECOM develops a large number of training and visualization apps for the Gear VR. No other provider met AECOM's needs for this platform as well as InstaVR.

InstaVR has helped make AECOM more efficient at generating engaging and immersive Virtual Reality apps.

### **AECOM InstaVR Use Cases**

AECOM uses InstaVR to create engaging VR experiences for employees, clients and the general public. Some of their use cases include:

- ➤ Creating proposals & designs for prospective clients that can be viewed in-person, on the web, or via a mobile device
- ➤ Developing comprehensive training modules, such as fire drills, to be experienced using the Samsung Gear VR Platform
- ➤ Building immersive VR for community development meetings, allowing the general public to experience a proposed roadway or bridge within Gear VR headsets
- 66 InstaVR allowed us a fast and effective way to reach our audience across multiple platforms.

We're very pleased, and looking forward to all the great developments to come! 🤊 🤊

Stephen Paul

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