



Interactive Interfaces for INdustry

www.3in-tech.com

1. Technology

- 3IN develops solutions for different markets using augmented and virtual reality, and mainly focused on Industrial market.



2. Experience

Software development:

- I. More than 50 Augmented Reality projects for different sectors (culture, tourism, marketing, videogames, museums) allow us to study the possibility of solving problems quickly with all guarantee you need.
- II. Experience as sub-contracted and co-managers in others kind of projects: Interconnecta, Avanza, CDTI, CTA, ICEX, IDEA, ...
- III. 12 years developing projects for all sort of platform and devices (mobile, desktop, web, wearables) as well as integrating third-party solutions looking for the best approach.
- IV. Permanently in production systems with demonstrated resiliency.

HW:

- 1) Microsoft Hololens
- 2) Occipital Structure
- 3) Lenovo Tango
- 4) Epson Moverio
- 5) Sony SmartEye
- 6) HTC Vive
- 7) Oculus Rift

3. Clientes

AIRBUS

polo
de contenidos
digitales

PEDROSA
PARQUET Y REVESTIMIENTOS

Telefonica
Telefónica Educación Digital

aertec ▶
SOLUTIONS

Aerospace & Aviation

Cátedra *estratégica* Interactividad
Diseño
Experiencias

uma.es

MUSEO NACIONAL
DEL **PRADO**


PARQUE
CEMENTERIO
DE MÁLAGA


Ayuntamiento
de Málaga


CORDIS
SUITE

kloomy

 **AUDIOLÍIS**

ALABARDERO
CATERING

EOI Escuela de
organización
industrial

3. Clientes



KRILL
A U D I O



Industry 4.0 - Digital Transformation

Project: Introduction of new interfaces and solutions in FAL

Client: **Airbus**



Industry 4.0 - Digital Transformation

Project: Virtual Training

Client: **Airbus**



Industry 4.0 - Digital Transformation

Project: Benchmark HMI devices for CATS integration

Client: **Airbus**



Vuzix is an American multinational technology firm founded in 1997. Vuzix is a supplier of wearable display technologies for various uses.

Vuzix M300 Smart Glasses delivers a "hands-free" digital world, providing unprecedented access to information, data collection and more, improve working conditions and open new opportunities in industrial, medical, hotel, supply chain, remote help desk, and other aspects of your business. The



Google Inc. is an American multinational technology company that specializes in Internet-related services and

Google is a hands-free device, for hands-on workers. Glass intuitively fits into your workflow and helps you remain engaged and focused on high-value work by removing distractions. A quick "OK Glass" can activate the right combination for you at any time.



Microsoft Corporation is an American multinational technology company, is working on HoloLens.

Microsoft HoloLens is the world's first fully immersive holographic computer. HoloLens enables personal computing through holographic experiences to empower you in new ways. HoloLens blends cutting-edge optics and sensors to create an HoloLens experience that is like no other.



GUI and content adaptation.

HoloLens lets developers create holograms, objects made of light and sound that appear in the world around the user, just as if they are real objects. Holograms respond to the user's gaze, gestures and voice commands, and can interact with real-world objects around the user.

The holograms that HoloLens renders appear in the holographic frame directly in front of the user's eyes. Holograms add light to your world, which means that you see both the light from the display and the light from your surroundings. HoloLens doesn't remove light from your eyes, so holograms can't be rendered with the color black; instead, black content appears as transparent.

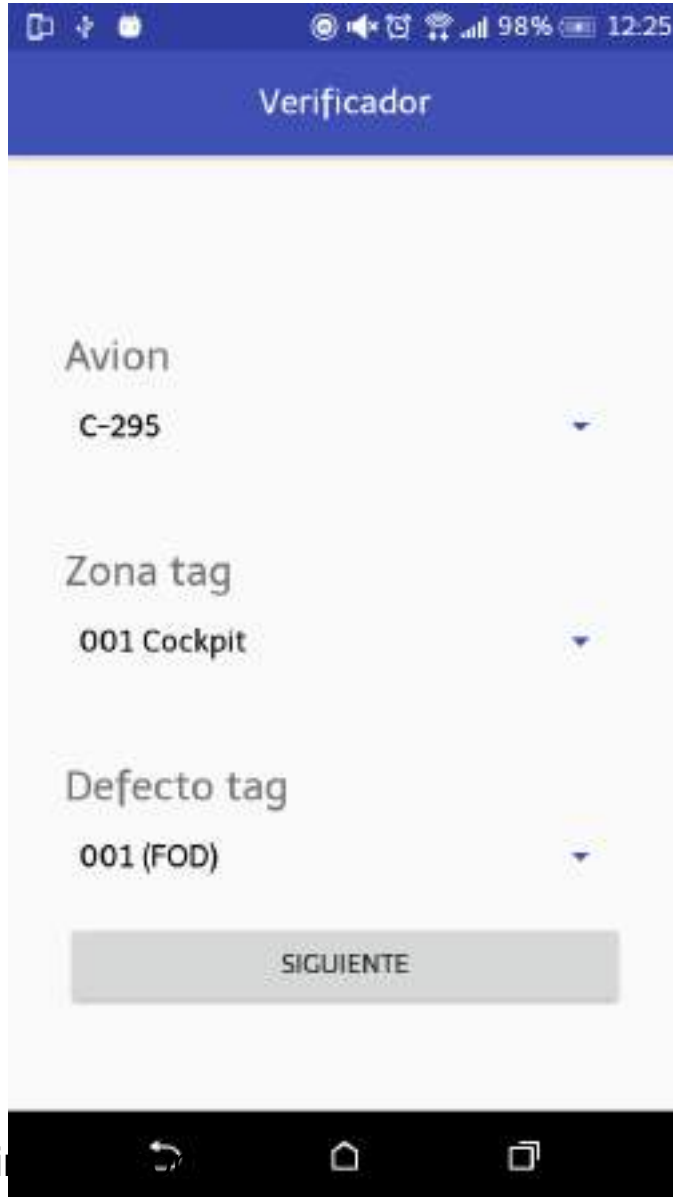
The recommended hologram's distance from the user is about two meters. The optimal distance allows a full and comfortable view. The two meters is the ideal distance for rich content.



Industry 4.0 - Digital Transformation

Project: *ASSISTED QUALITY THROUGH WEARABLE DEVICES*

Client: **Airbus**



Verificador

Avion
C-295

Zona tag
001 Cockpit

Defecto tag
001 (FOD)

SIGUIENTE



Verificador

Identificador 1

Avion C-295

Zona tag 001 Cockpit

Defecto tag 001 (FOD)

Estado 002 For Review

VER FOTOS

VER VIDEOS

VER SONIDOS

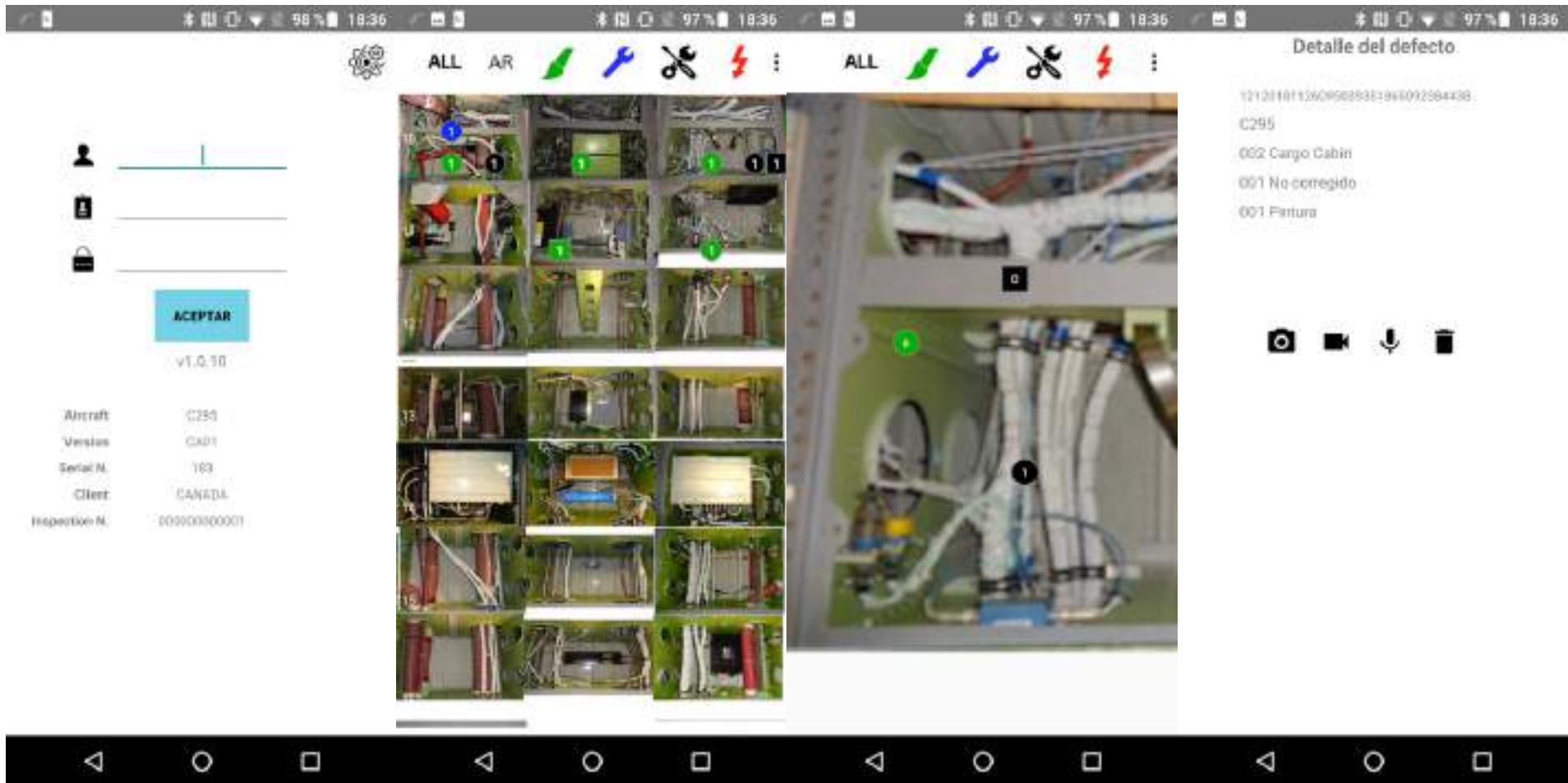
MARCAR SIN CORREGIR

MARCAR APROBADO

Industry 4.0 - Digital Transformation

Project: Transparency+. Improved communication and visualization of defects in quality processes in the C-295 aircraft

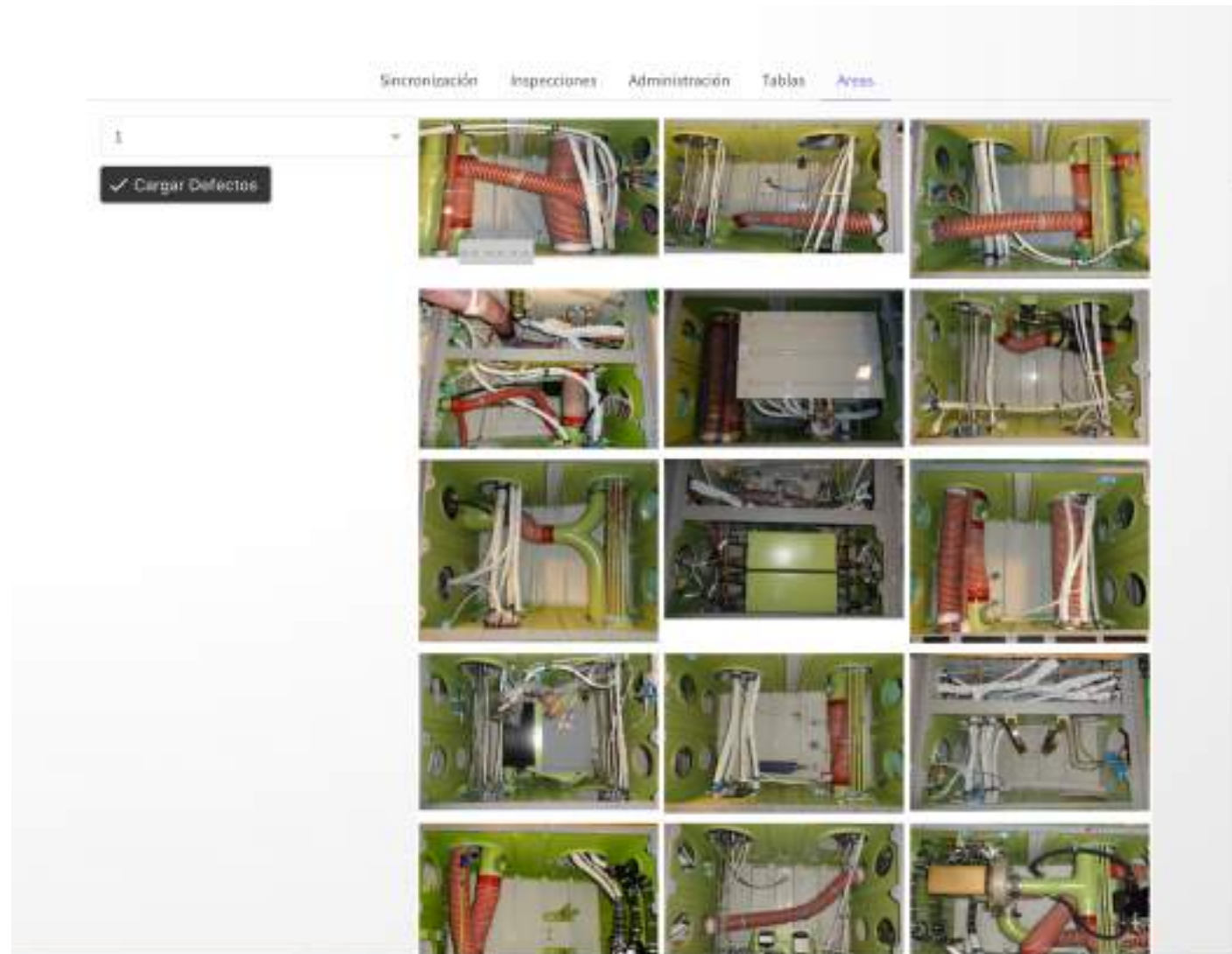
Client: **Airbus**



Industry 4.0 - Digital Transformation

Project: Transparency+. Improved communication and visualization of defects in quality processes in the C-295 aircraft

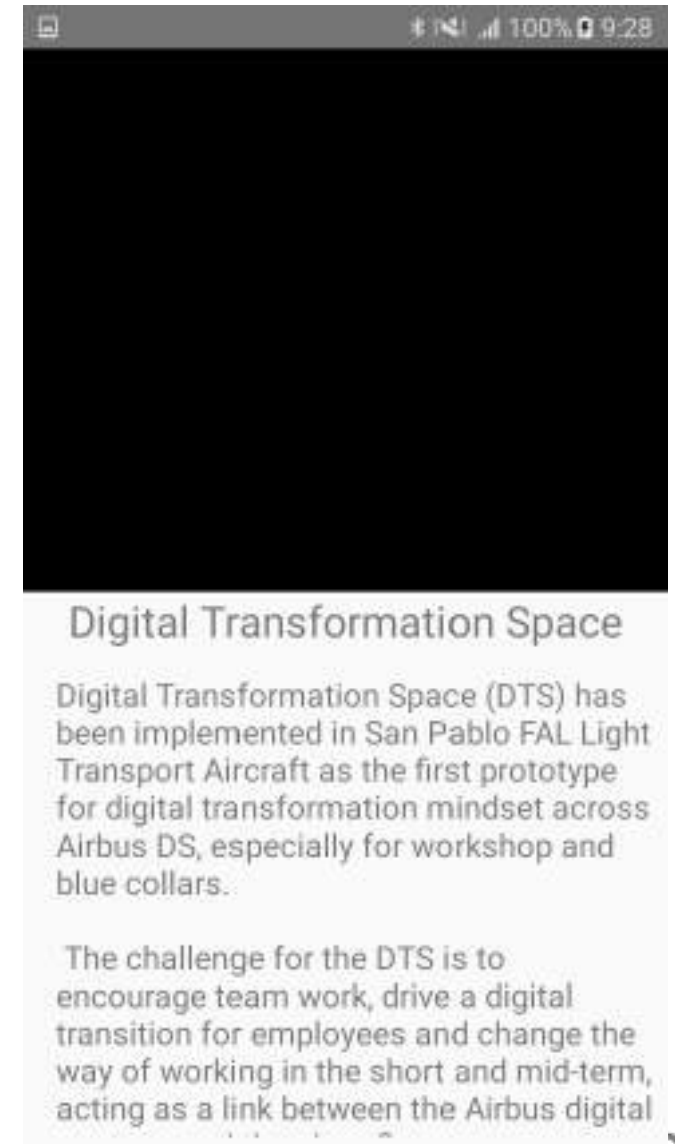
Client: **Airbus**



Industry 4.0 - Digital Transformation

Project: Proyecto Shake & Shape. Beacons development training. Assistance to visits in FAL.

Client: **Airbus**



Industry 4.0 - Digital Transformation

Project: VR Experience for simulating a new radiotherapy machine.


Client: **Cordis - Suite**



Industry 4.0 - Digital Transformation

Project: AR for Training Web Services

Client: **Telefonica**




Menú

- Motor eléctrico
- Motor de combustión Interna
- Motor de combustión Externa

Motor eléctrico

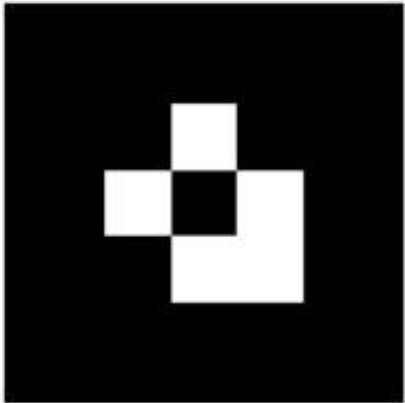
El motor eléctrico es un dispositivo que transforma la energía eléctrica en energía mecánica por medio de la acción de los campos magnéticos generados en sus bobinas. Son máquinas eléctricas rotatorias compuestas por un estator y un rotor.



Instrucciones: pulse "Play" para comenzar la experiencia. Una vez aparezca la imagen de vídeo, muestre la marca a la cámara y aparecerá el motor. A continuación pulse "Adelante" para ir viendo las diferentes partes del motor. Siga las instrucciones que aparecen en la pantalla.

Algunos de los motores eléctricos son reversibles, ya que pueden transformar energía mecánica en energía eléctrica funcionando como generadores o dinamo. Los motores eléctricos de tracción usados en locomotoras o en automóviles híbridos realizan a menudo ambas tareas, si se diseñan adecuadamente.

Son utilizados en infinidad de sectores tales como instalaciones industriales, comerciales y particulares. Su uso está generalizado en ventiladores, vibradores para teléfonos móviles, bombas, medios de transporte eléctricos, electrodomésticos, esmeriles angulares y otras herramientas eléctricas, unidades de disco, etc. Los motores eléctricos pueden ser impulsados por fuentes de corriente continua (CC), y por fuentes de corriente alterna (AC).



Marca para descargar

Industry 4.0 - Digital Transformation

Project: Digital transformation of processes and help in taking measurements with augmented reality

Client: **Parquet Pedrosa**

The screenshot displays the PEDROSA software interface. On the left, a sidebar shows a list of projects with IDs like G201800577. The main area is divided into two panels. The left panel shows a client profile for 'Art-Decor Malaga' with fields for 'Nombre', 'Estado', 'Título/Mensaje', 'Localidad', 'Tipo', 'Dir', 'Número', and 'Resto'. Below this is a table of project milestones with columns for status (checkmark or plus icon) and description (e.g., 'Parte de Mediciones', 'Presupuesto', 'Pedido', 'Alfombras', 'Visita Técnica de Obra', 'Reparar', 'Visita Obra', 'Parte de Instalacion'). The right panel is a contact form with fields for 'Persona de contacto', 'Teléfono', 'Observaciones', 'Fecha Prevista', 'Hora Prevista', 'Tiempo Previsto Ejecución', 'Fecha Instalación', 'Hora Instalación', and 'Asignado a:'. It also includes a 'Registro de Llamadas' section with a plus icon and a 'Notificar' button. At the bottom, there are buttons for 'Multimedia', 'Guardar', and 'Cancelar'. The top right corner has navigation tabs for 'Obras', 'Clientes', and 'Agenda'.

Industry 4.0 - Digital Transformation

Project: Digital transformation of processes and help in taking measurements with augmented reality

Client: **Parquet Pedrosa**



Industry 4.0 - Digital Transformation

Project: Technical assistance for the development of Android application - Limpieza

Client: **Aertec Solutions**



Aerospace & Aviation

Industry 4.0 - Digital Transformation

Project: XRAcademy – Desarrollo de soluciones para Hololens con Unity

Client: **FIDETIA**



Industry 4.0 - Digital Transformation

Project: Vodafone - Huawei – Caso 17 Pilo 5G

Client: **Vodafone**



Industry 4.0 - Digital Transformation

Project: Alintia

Client: **Belsize Developments**



Digital Transformation

Project: ShowRoom AR and VR in Malaga Digital Content Hub.

Client: **Polo Contenidos Digitales**



Digital Transformation

Project: Maintenance. Showroom Polo de Contenidos Digitales

Client: **Polo Contenidos Digitales**



Digital Transformation

Project: Polls social network. iOS and Android mobile application.

Client: **Kloomy**



Digital Transformation

Project: "La Habitación de Noether"

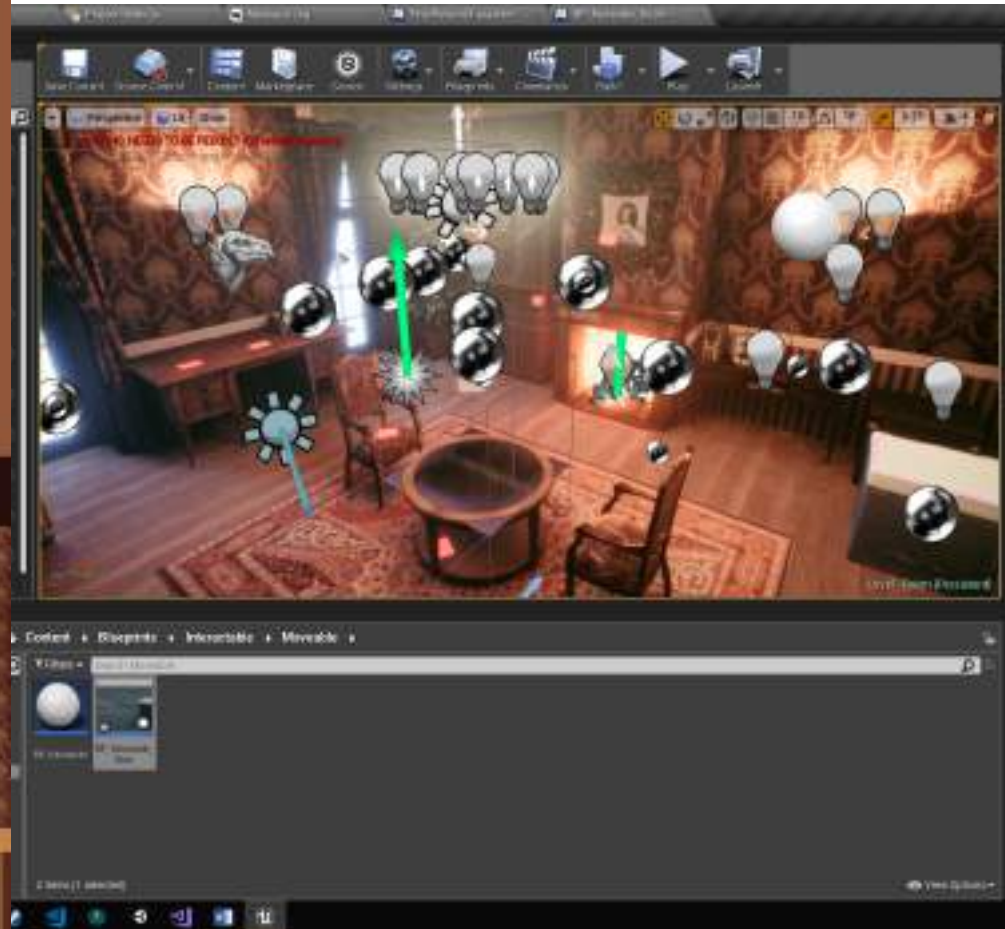
Client: **UMA**

"La habitación de Emi"
es un videojuego desarrollado en formato **Escape Room en realidad virtual** con fines **didácticos**; una experiencia virtual **gamificada** destinada a la divulgación de figuras científicas poco conocidas.

Explora la habitación, interactúa con sus objetos y disfruta descubriendo al **enigmático personaje** al que pertenecen.

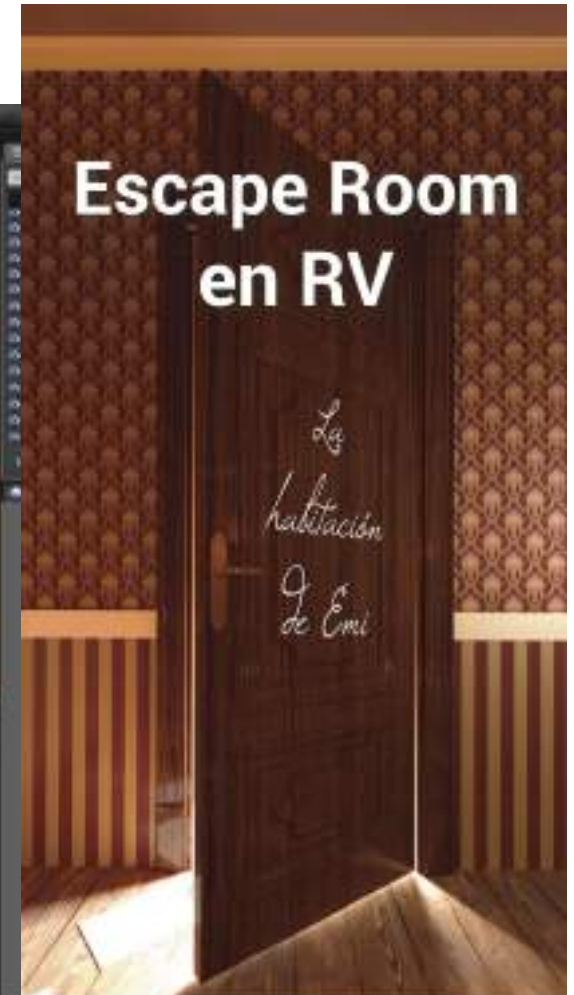
¿ESTÁS PREPARADA/O?

Reúne a tu equipo y descubre quién se encuentra detrás de la misteriosa **"Habitación de Emi"**



Escape Room en RV

La habitación de Emi



Logos of various institutions and partners at the bottom of the slide.

Digital Transformation

Project: "ARMeeting"

Client: **Elingua**



Digital Transformation

Project: “Krilloud”

Client: **Krillaudio**

Krill Audio 🇪🇸

KRILL
A U D I O

Based in Malaga, Krill Audio provides a unique contact point to deliver the whole production process related to music and interactive audio for video games, solving the current

fragmentation of this pipeline in many studios.

Krill Audio is also involved in innovative developments with their own game in due course and a number of projects involving the creation of different audio tools for engines like Unity and Unreal, their Krill Audio Sound Engine, and the work with the latest SDK.

The project proposed: A new approach to audio interaction, with a standalone audio engine that will plug into any existing framework to maximise creative possibilities and minimise code implementation time.



Arts & Culture

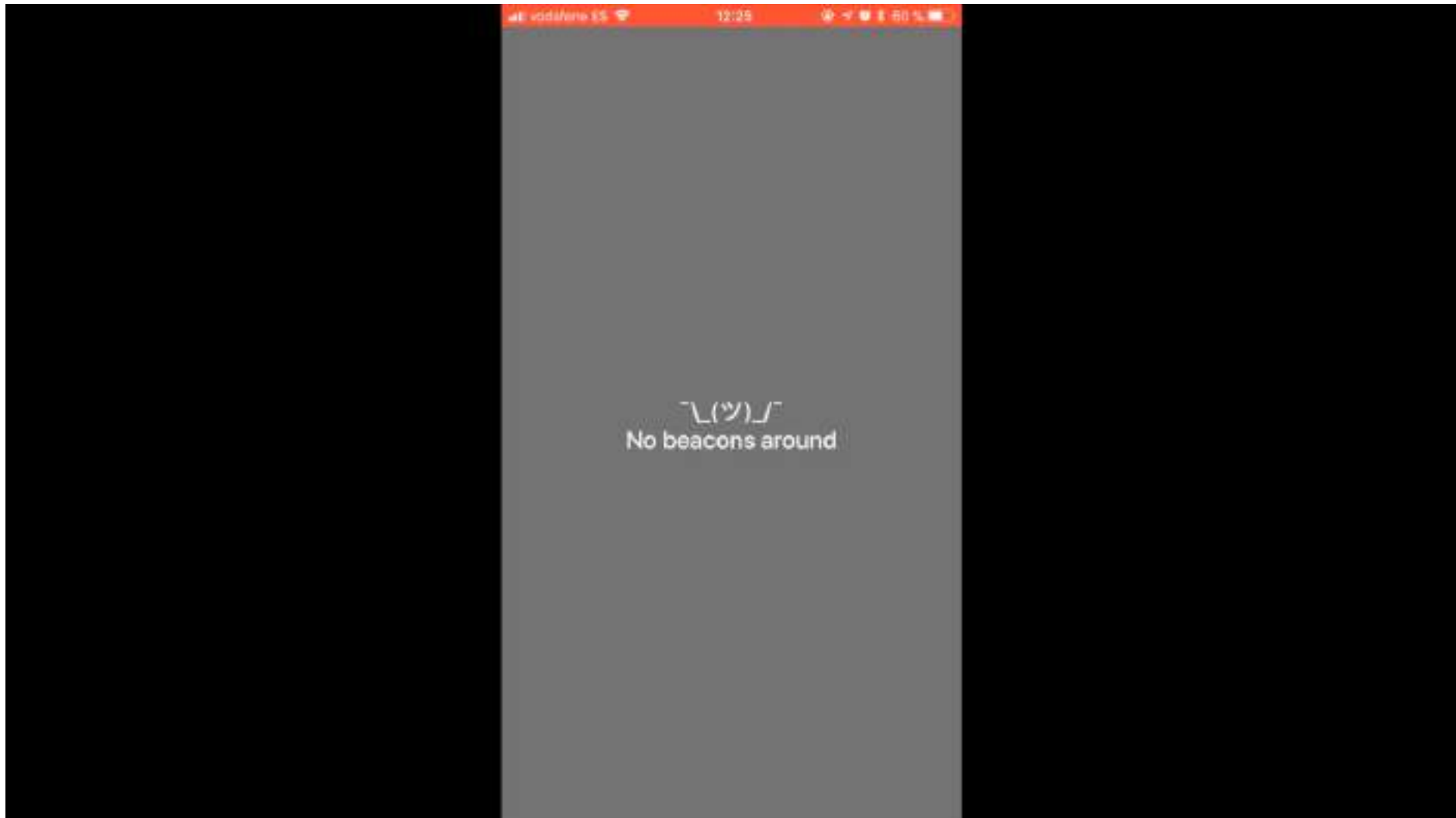
Project: Interactive mobile guide of a cemetery: San Miguel

Client: **Parque Cementerio de Málaga, S.A.**



Arts & Culture

Project: iBeacons
Client: **Mecenas 2.0**



Arts & Culture

MUSEO DEL PRADO 200 AÑOS

BICENTENARIO

COLECCIÓN

ACTUALIDAD

VISITA

APRENDE

MUSEO

TIENDA

Mi Prado

EN



EL GABINETE DE DESCANSO DE SUS MAJESTADES

-  Muévete utilizando el ratón o moviendo el dispositivo móvil
-  Utiliza auriculares y colócalos en la posición correcta
-  Activa los elementos centrando el punto blanco en ellos
-  Para una experiencia más inmersiva pruébalo con gafas VR
-  La duración estimada de la experiencia es de 15 minutos

INICIAR EXPERIENCIA

Arts & Culture

MUSEO DEL PRADO 200 AÑOS

BICENTENARIO

COLECCIÓN

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TIENDA

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EN



Marketing

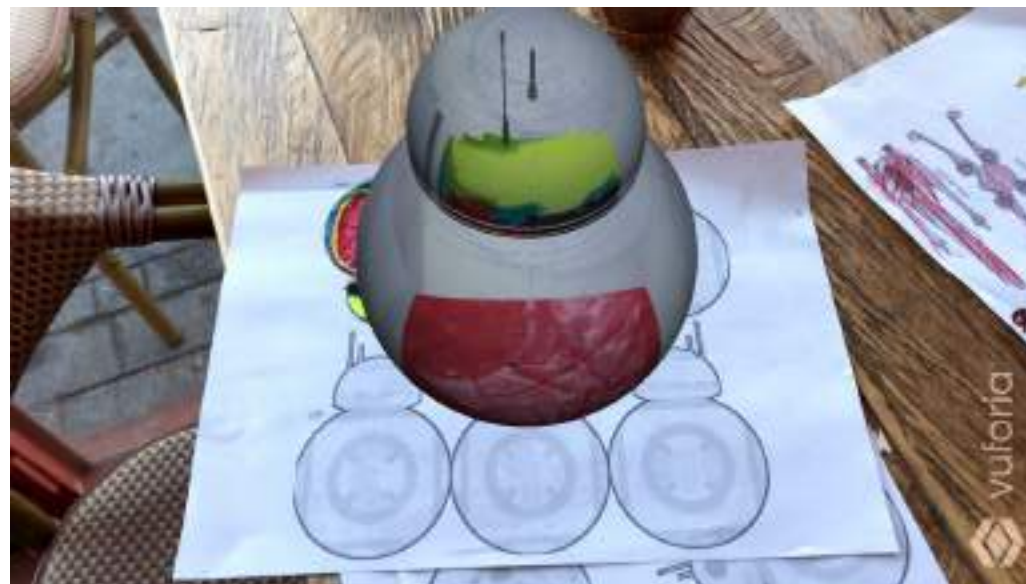
Project: 360 VR Wedding Experience
Client: **Alabardero Catering**



Marketing

Project: ARDrawing

Client:

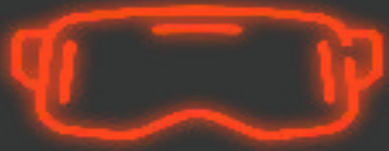


Marketing





academy



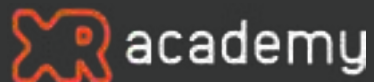
experiencia



formación



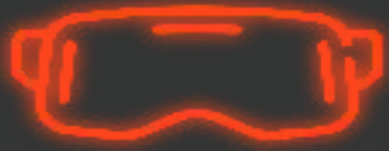
crecimiento



Cursos

- Consorcio Fernando de los Ríos (Granada)
- I.E.S. Alonso Cano – Dúrcal (Granada)
- Instituto Cracovia (Polonia)
- FIDETIA (Universidad de Sevilla)

<https://codespaceacademy.com/cursos-it-formacion/>



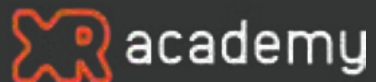
experiencia



formación



crecimiento



Cursos





Interactive Interfaces for INdustry

THANKS

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