



PACE

XR For Enterprise WEAVR Platform

October 6th, 2026

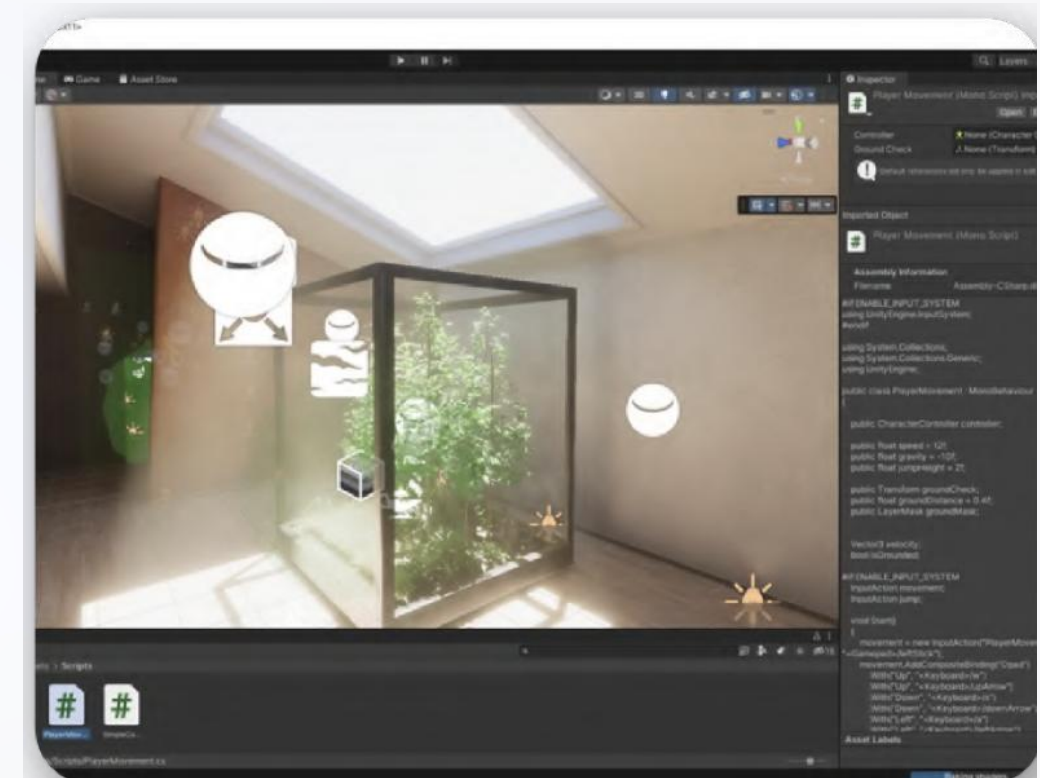
Abdulrahman Moussa

The Reality of Enterprises Today



```
1  #if ENABLE_INPUT_SYSTEM
2  using UnityEngine.InputSystem;
3  #endif
4
5  using System.Collections;
6  using System.Collections.Generic;
7  using UnityEngine;
8
9  public class PlayerMovement : MonoBehaviour
10 {
11     public CharacterController controller;
12
13     public float speed = 12f;
14     public float gravity = -10f;
15     public float jumpHeight = 2f;
16
17     public Transform groundCheck;
18     public float groundDistance = 0.4f;
19     public LayerMask groundMask;
20
21     Vector3 velocity;
22     bool isGrounded;
23
24     #if ENABLE_INPUT_SYSTEM
25     InputAction movement;
26     InputAction jump;
27
28     void Start()
29     {
30         movement = new InputAction("PlayerMovement", binding: "<Gamepad>/leftStick");
31         jump = new InputAction("Jump", binding: "<Gamepad>/buttonSouth");
32     }
33 }
```

1000+ Lines of Code



Development Tools
Are Complex

The Reality of Enterprises Today

- **XR Content Creation** is time-consuming & complex
- **Enterprises are fragmented across** engines & devices with no single hub
- **Valuable 3D** Assets are scattered across tools



Our Breakthrough

- **AI-driven XR Content Creation** – faster, simpler, scalable
- **Agnostic Management & Deployment** – one hub across engines & devices
- **Integrated 3D asset repositories** – making approved 3D assets easy to find



AI Driven XR Content Creation

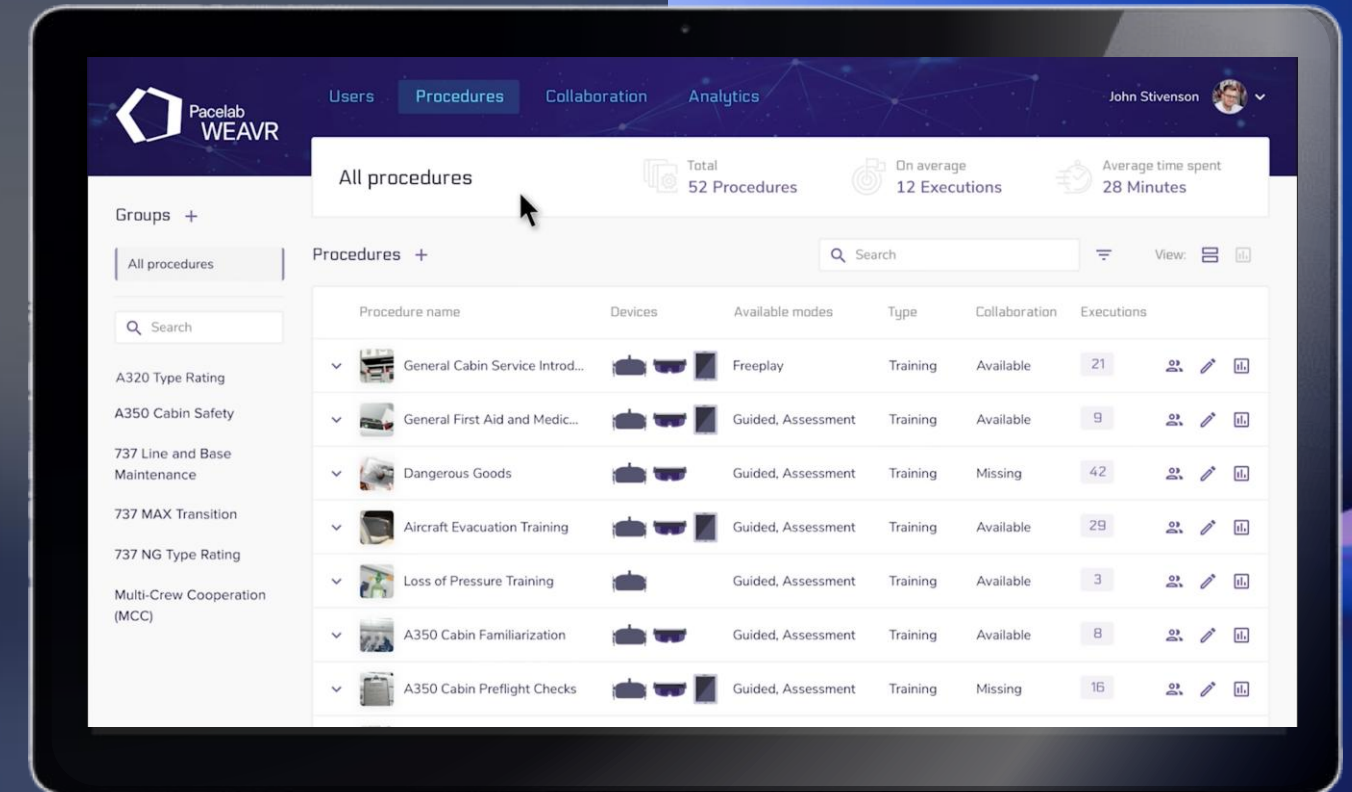
AI integration:

- Create XR by voice or text prompts
- Auto-generates nodes, actions, procedures
- AI assistant summarizes, detects errors, guides new users
- Ingest documents and videos for context and auto Generation



Unified XR Management- Agnostic Platform

- **Central Hub:** Manage all XR apps through **WEAVR Manager**
- **One Launcher:** Access & launch from **WEAVR Player** on any **device** (including legacy Unity & Unreal builds)
- **Connected Learning:** Integrates with LMS (Cornerstone, Moodle, and more)



Integrated – 3D asset repositories

- Reuse WEAVR-ready 3D Models
- Automatic version and compatibility checks
- Extend to your repository



WEAVR Redefines XR Platform For You

AI + Engine Agnostic + Live 3D Data =

XR Enterprise Leader

Faster Creation Versatility Higher Security



WEAVR Redefines XR Platform For You

Future-Proof Strategy for Scaling XR



The Future of XR for Enterprises

Cool Capabilities

WEAVR Assistant is here to guide trainees

- Can follow, point to objects, indicate paths, and much more
- Avatar can be interchanged
- Controlled via the Creator



Paint System

- Paints on any object, with or without masking regions
- Primitive brush shapes or Spraying
- Conditions to check the paint coverage



Eye-tracking

- Tracks both eyes separately
- Automatically integrates with existing trainings



High Fidelity Visuals

- High-Definition dynamic worlds
- Support for realistic water bodies
- Support for HDR displays



The Future of XR for Enterprises

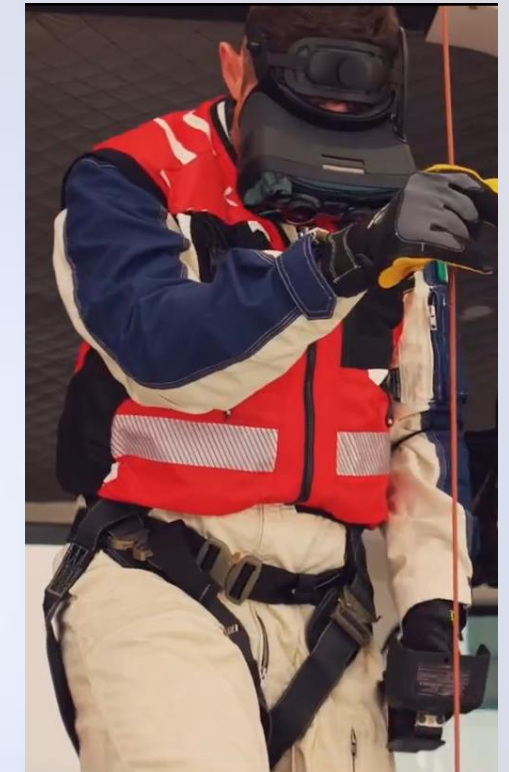
XR USE-CASES

XR Use-Cases

Hoist Operator Simulation

LND Helicopter

- Simulation Framework and IG integration
- Digital twin overlapped to physical cabin
- Training Modules and Avatar Interactions
- Instructor station
- Multiplayer scenario
- Connection with HC Full Flight Sim
- Multiple HC supported (AW139, AW169, AW189)



XR Use-Cases

Cabin Crew Training LAT



- Procedural Training Modules
- Virtual Assistant and Avatar Interactions
- Eye tracking and voice recognition
- Multiplayer scenario
- Multiplatform VR and tablet
- Connection with LMS
- Massive deployment up to 20.000 users

XR Use-Cases

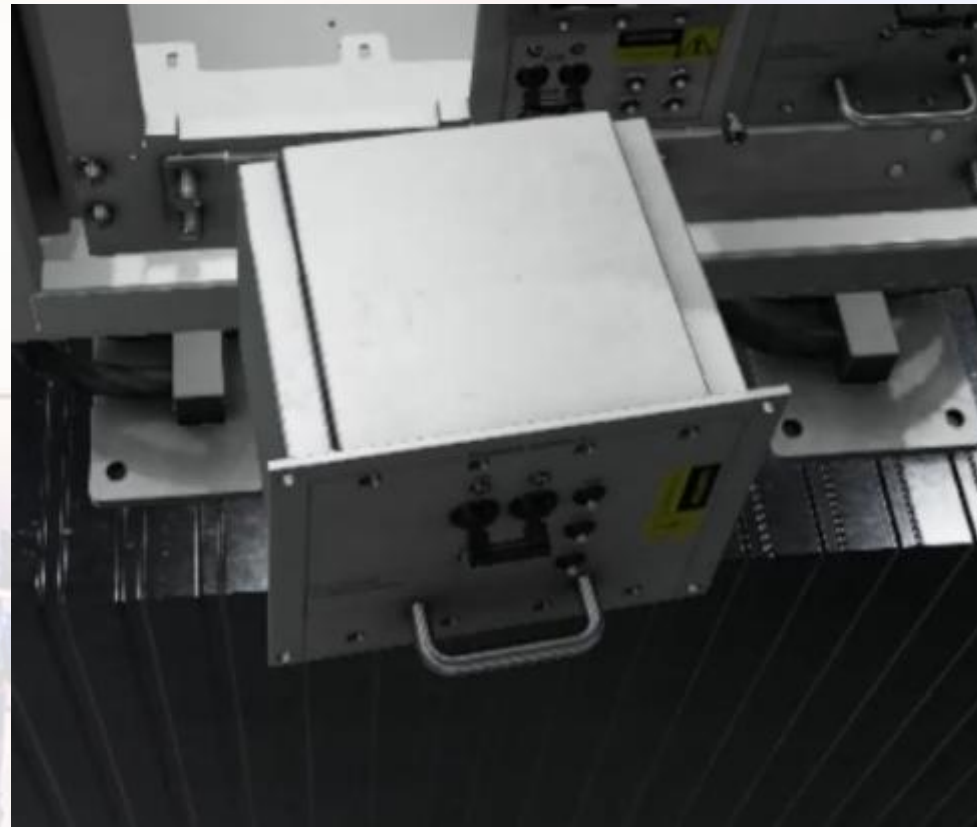
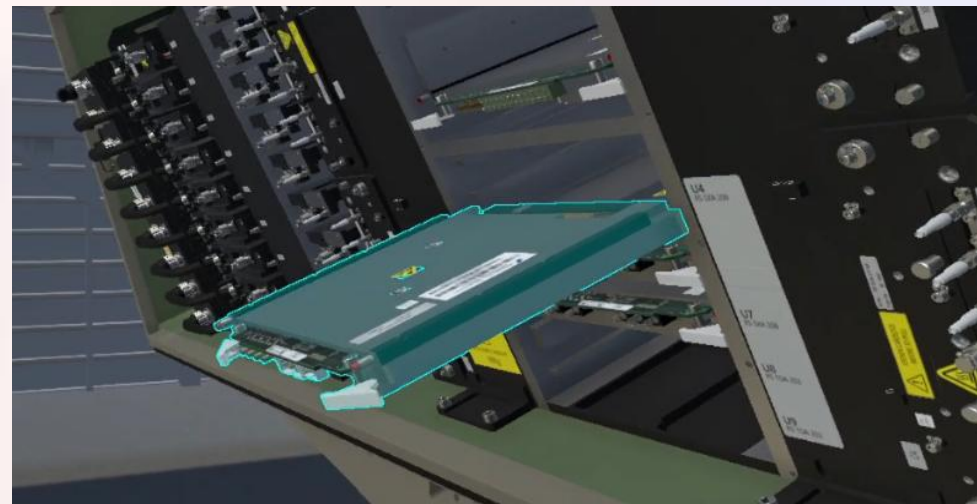
Pilot Procedural Trainer LND

- WEAVR Custom Tool to develop procedural training modules
- Immersive VR and MR supported
- Simulation Framework and IG Integration
- Tactical and LMS Integration
- 3D cockpit mapping and dev support
- Multi AC supported



XR Use-Cases

MaintenanceTrainer

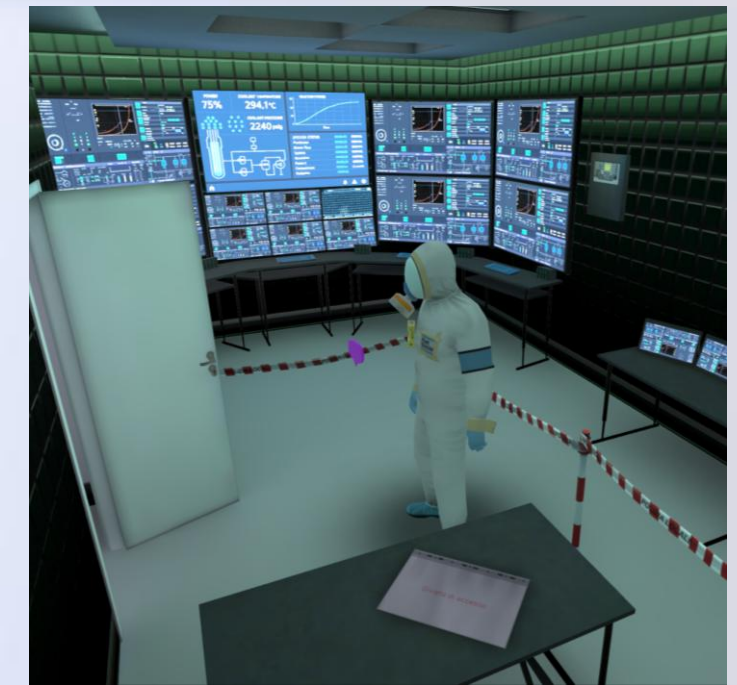


- Procedural Modules from technical documentation
- Items randomization to increase knowledge retention
- Failures and emergency conditions
- Multiplayer scenario
- Training modes: guided, assisted, assessment

XR Use-Cases

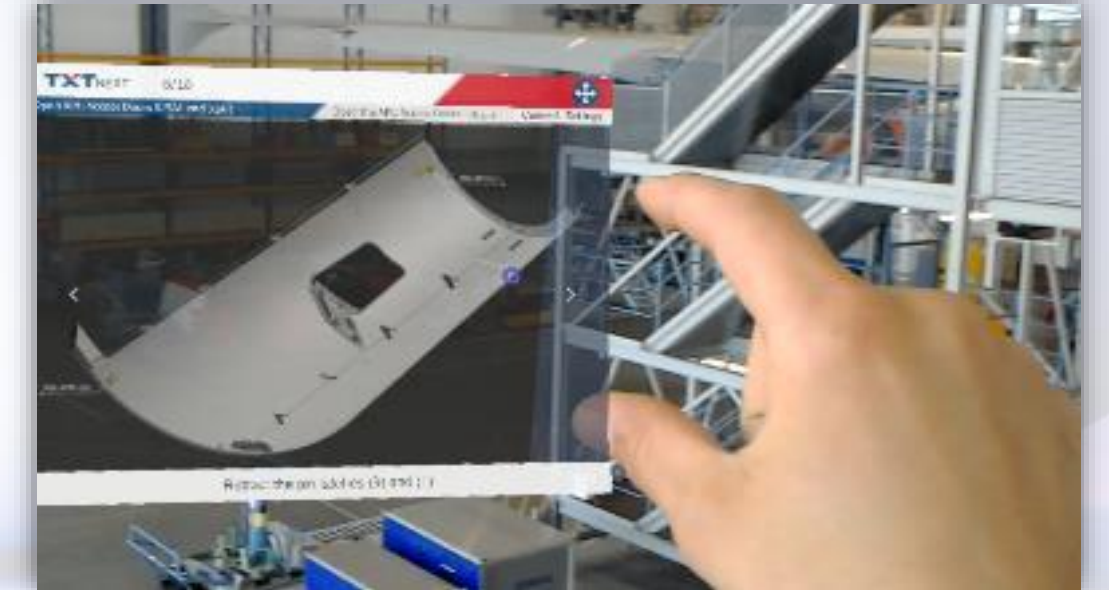
Fire-Fighters Training

- Mixed Reality application for outdoor training up to 20 users
- Outdoor/Indoor tracking
- Different scenarios (chemical, biological, nuclear) for testing first responders approach
- Instructor station to set-up scenario and to monitor activities
- Avatars interactions



XR Use-Cases

AR Operational Support Applications



XR Use-Cases

Mixed Reality Experience



Thank You!



PACE

Valeska-Gert-Straße 1, 10243
Berlin
Germany

+49 30 29362-0
www.pace.de

Romain Schoemaeker

Key Account Manager
@:romain.schoemaeker@pace.de
m: +33(0)612 328 010

Lorenzo Guaita

HO Professional Services
@:Lorenzo.guaita@txtgroup.com
m: +33(0)650 695 427

© TXT e-solutions – All rights reserved. Confidential and proprietary document.

This document and all information contained herein is the sole property of TXT e-solutions. No intellectual property rights are granted by the delivery of this document or the disclosure of its content. This document shall not be reproduced or disclosed to a third party without the express written consent of TXT e-solutions. This document and its content shall not be used for any purpose other than that for which it is supplied. The statements made herein do not constitute an offer. They are based on the mentioned assumptions and are expressed in good faith. Where the supporting grounds for these statements are not shown, TXT e-solutions will be pleased to explain the basis thereof.