# OCUWELD

StrataT

## **OCUWELD SPEC SHEET** Designed by welders for welders

### About OcuWeld

OcuWeld is a completely new and innovative system, providing students the opportunity to practice hands-on lab training in a virtual environment making concerns about safety, access, and cost no longer relevant. OcuWeld fully immerses students in a virtual environment that mimics lab training and provides access to a growing series of lessons designed to mirror the curriculum.

### **OcuWeld Welding Environment Includes:**

- A narrative description, a voice over
- A demonstration of the weld to be performed
- Real-time as well as post-lesson feedback on student performance
- Real-world desktop-mounted reference pipes
- Oculus controller "weld torch" attachments to provide physical reference points for some of the more complex welding positions
- Lessons where students can perform other tasks, such as wire-brushing and grinding down welds or adjusting the welding machine's voltage and other parameters



### OcuWeld Provides Training in Virtual Reality (VR) on:

- 19 different modules covering TIG, MIG, Stick, Flex-Core and more
- A specific welding process (e.g. The tools and method used)
- A particular weld position (e.g. A 45-degree pipe weld)
- And corresponding type of material (e.g. Stainless steel)

### **OcuWeld Student Benefits**

- Access: Fully self-contained within an Oculus Quest 2 (no wi-fi or internet connectivity required)
- Autonomy: Students to drill down into process or positions where they feel the need for additional practice or have a stronger personal interest
- Amplification: OcuWeld amplifies the overall student experience by providing supplemental learning outside of the classroom environment, reinforcing the skills and knowledge these students will need to find successful employment in the field

### OcuWeld.com

### **Oculus Quest 2 Specifications**

- Panel Type: Single Fast-Switch LCD, 1832x
  1920px per eye
- Supported Refresh Rate: 72Hz (default), can be configured to 60Hz in some cases
- Default SDK Color Space: Rec.2020 gamut, 2.2 gamma, D65 white point
  - CIE 1931 xy color-primary values:
    - Red : (0.708, 0.292)
    - Green: (0.17, 0.797)
    - Blue : (0.131, 0.046)
    - White: (0.3127, 0.3290)
- USB Connector: 1x USB-C
- Tracking: Inside out, 6DOF
- Audio: Integrated, in-strap
- CPU: Qualcomm® Snapdragon XR2 Platform
- CPU Notes: Developers have access to 3 gold cores
- Memory: 6GB total
- Lens Distance: Adjustable 3 preset IPD adjustments

#### **VR Training Space Recommendations**

- The user should have a 9ft x 9ft space with at least a 6.5 feet x 6.5 feet playable area free of obstructions
- Seated and Stationary play: The user should not be required to move beyond reaching with arms or leaning from the torso. For seated play, the user will be seated in a chair

https://developer.oculus.com/resources/oculus-devicespecs/#oculus-quest-2

### Controllers:

- Dimensions: 9 x 12cm (per controller, includes tracking ring)
- Weight: 126g (per controller, no battery installed)
- Requires 2AA batteries (included in the box; 1 for each controller)

#### https://www.vrfocus.com/2020/09/all-the-specificationsfor-oculus-quest-2/

### **Occulus Quest 2 Battery Information**

The rechargeable lithium battery in Oculus Quest 2 all in one virtual reality headset is a 3640mAh rechargeable lithium ion battery pack with a 14 watt-hour rating that powers the product. It is a single cell battery with a nominal voltage of 3.85 volts and it weighs approximatively 63 grams.



For More Information on OcuWeld and VR training in education visit: OcuWeld.com