



5/24/16

Kristie Bednez
Warren County School District
Central Administration
6820 Market Street
Russell, PA 16345

Re: Sole Source Information

Dear Kristie Bednez:

SimSpray® is a standalone portable system which simulates spray painting and coating using a fully immersive 3-D environment. This proprietary system is an immersive virtual reality encounter allowing the user to interact with a 3-D representation of an object (*e.g.*, gas tank, I-beam, etc.). Designed to be curriculum independent, instructors may utilize the simulator to teach techniques and processes specific to school curriculum and vital to the industry.

VRSim, makers of SimSpray, and Iowa Waste Reduction Center, makers of VirtualPaint® (“VP”), are the only domestic manufacturers of virtual spray paint training systems. Compared to SimSpray, VP differs with regard to student props, product features and training efficacy. The SimSpray system permits the student to enter a virtual 3-D environment wearing a face mounted display (“FMD”). A motion tracking device attached to the FMD creates project views from all angles and any distance. As the student paints, his/her view is shown on the monitor, allowing the instructor to view student progress. This image can output to a projector screen, TV, or Smart Board to enable teaching in a larger classroom setting. Conversely, the VP system includes a projector screen presenting the project piece in two dimensions only, void of student props or aides. Student workpieces are seen from a fixed angle and the student is limited to painting flat pieces.

SimSpray offers a realistic training experience, including real time visual effects which are helpful in avoiding poor technique. If a student uses the incorrect travel speed, standoff distance, and/or angle, the paint job on the piece will visually differ from a painted piece completed with correct form. SimSpray bases its program scoring on five categories; mil build, transfer efficiency, speed, distance, and angle. Once a coat has ended, tracking of distance, angle, and speed of each individual pass are available for observation, along with 3-D scoring lines trailing gun movement. Students are given a numerical score for each coat, should the student struggle with a particular technique, individual cues can be set up to develop skill.



VirtualPaint lacks an equivalent feedback system. It does not provide scrutiny on speed, distance, or angle. Quite simply, VP falls short of measuring up to the depth of the integral components and features provided by the SimSpray training system.

SimSpray combines hardware and physics modeling to create a spray painting and coating experience with life-like qualities. SimSpray's combination of real time physics, physical props and curriculum independence are unique, effective, and user-friendly.

Allegheny Educational is the exclusive educational re-seller for SimSpray for Pennsylvania. **Allegheny Educational** is located at: 320 E 3rd Ave, Tarentum PA 15084

Patent pending information:

NUMBER	TITLE
PCT/US2011/000634	Simulator for Skill-Oriented Training
PCT/US2011/000220	Simulator for Skill-Oriented Training

Sincerely,

VRSim

Matthew Wallace
CEO/President