



August 18, 2022

**Re: Sole Source Supplier of SimSpray® products**

SimSpray® is a standalone, portable system which simulates spray painting and coating using a fully immersive 3D environment. This proprietary system is an immersive virtual reality experience allowing the user to interact with a 3D representation of an object (e.g., gas tank, I-beam, fender). Designed to augment traditional educational methods, SimSpray assists in teaching proper fundamental spray paint technique, accelerates learning and decreases expenses.

Training with SimSpray, the student wears a head mounted display (“HMD”) with motion tracking attached to it. They see a 3D stereoscopic image of a virtual, paintable workpiece and can physically move in 3D space around this paintable part. The student can approach painting the part from multiple angles and locations. As the student paints, their view is shown on a touchscreen monitor, allowing the instructor to view student progress. The image displayed on the monitor can output simultaneously to a projector screen, TV or Smart Board, enabling teaching in a larger classroom setting. SimSpray shows the path the student took when painting and scores on five categories: mil build, transfer efficiency, speed, distance, and angle. At the end of each coat, the student can see their scores for each of these as well as a score for the coat. Students can view a graph of the distance, angle, and speed of each individual pass and 3D path lines with a replay of this pass’s gun movement. These path lines are highly valuable because students can easily, visually identify where improper technique occurred. This includes where passes are not parallel to the workpiece, pass lines are too far or close apart, angles are off perpendicular, and distances are inconsistent, too close or too far.

SimSpray offers realistic training experiences, including near real time visual cues which help students avoid and correct poor technique. If a student uses the incorrect travel speed, standoff distance and/or angle, visual cues indicate how to correct these. This provides objective guidance and accelerates student learning. SimSpray combines hardware and physics modeling to create a spray painting and coating experience with life-like qualities. SimSpray’s combination of dimensionality, path lines, and visual cues are unique, effective, and easy-to-use.

VRSim, Inc. are the creators and manufacturer of all SimSpray products. VRSim, Inc. provides technical support and warranty only on equipment purchased through our authorized distributors. **Taiwan Yingmi Technology, Ltd. is our exclusive distributor for the sale of SimSpray equipment in Taiwan. Taiwan Yingmi Technology, Ltd. has been our authorized distributor since 2019.** If you have questions, regarding this, please contact our sales manager at sales@simspray.net

**Patent information:**

COUNTRY	APPLICATION NUMBER	PATENT NUMBER	TITLE	STATUS
CA	2,795,826	2,795,826	Simulator for Skill-Oriented Training	Patent issued
US	13/639,697	9,384,675	Simulator for Skill-Oriented Training	Patent issued

Sincerely,

Matthew Wallace  
CEO/President