Arvizio Launches Hybrid Rendering for Enterprise Mixed Reality Platform

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Hybrid rendering combines on-device processing for local XR interaction with remote edge, or cloud-based GPU rendering for highly detailed visualization of complex 3D models and massive LIDAR point clouds widely used in industries such as AEC, Energy, Manufacturing, Engineering, Mining and Utilities.

The advent of 5G and low latency wireless networks enables new multi-user augmented and mixed reality experiences on untethered XR viewers and headsets. Using Arvizio's MR Studio platform, 3D models with hundreds of millions of polygons and point clouds with billions of points may be processed on high performance CPUs and GPUs located at the edge or in the cloud and streamed into XR headset devices.

Consolidation of hybrid rendering and integration of IoT data creates digital twins that allow Microsoft HoloLens, Magic Leap and mobile AR device users to view and interact with a 3D model of a building, complex machinery, LiDAR scan or 3D CAD models with associated real-time IoT data to accurately monitor operating conditions.

The newly announced Arvizio IoT Gateway feature connects the MR Studio platform to multiple IoT frameworks allowing telemetry and sensor data to be displayed within the XR experience. The convergence of streamed, hybrid-rendered, large scale 3D models and real-time IoT data allows real world assets to be visualized at scale and augmented with real-time sensor data.

"The combination of hybrid edge rendering, IoT data integration and XR digital twins will revolutionize many enterprise experiences," said Jonathan Reeves, Arvizio's CEO. "We are excited to introduce our new hybrid rendering platform for large scale model visualization and the incorporation of real-time sensor data that can be associated with 3D models provides our customers with seamless and highly functional XR experiences."

Arvizio’s new member profile