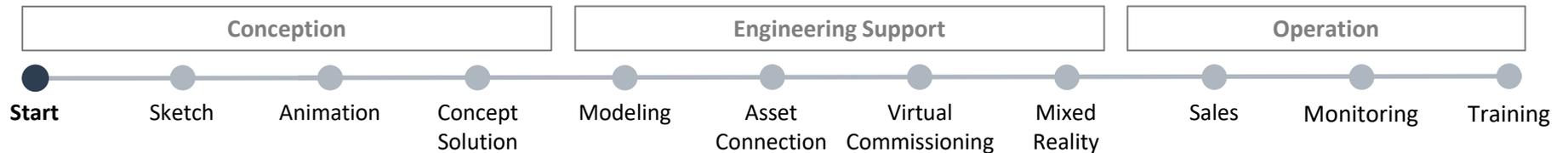
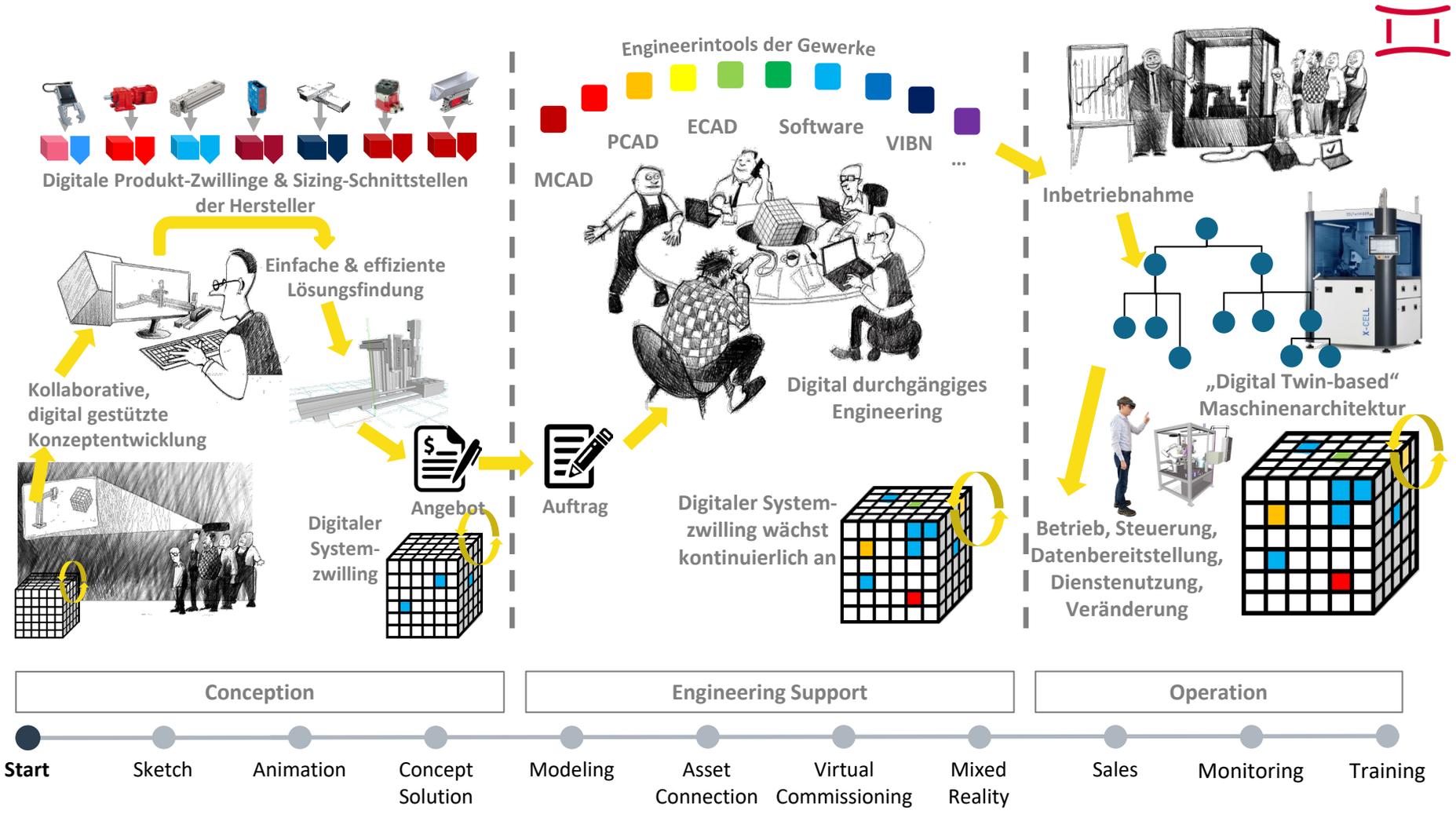
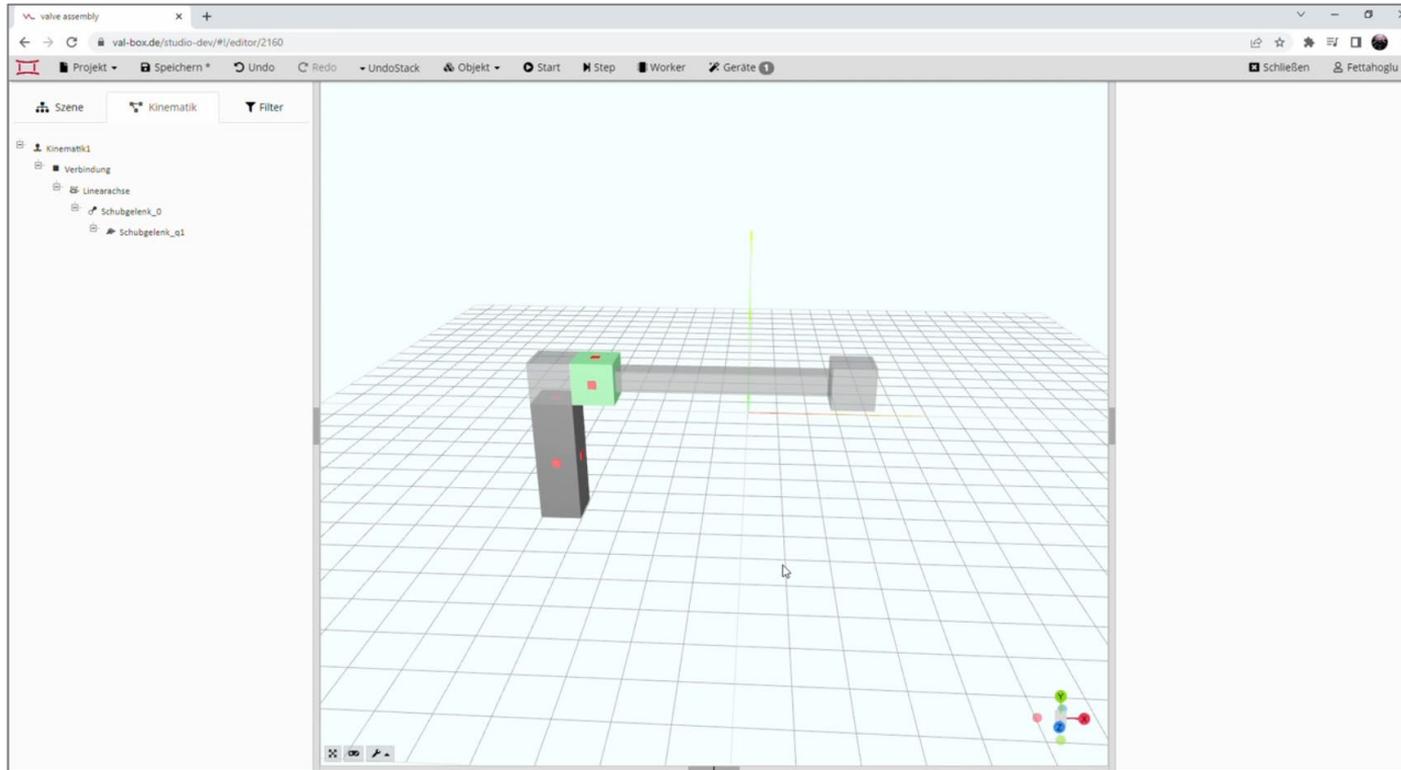


geminiware



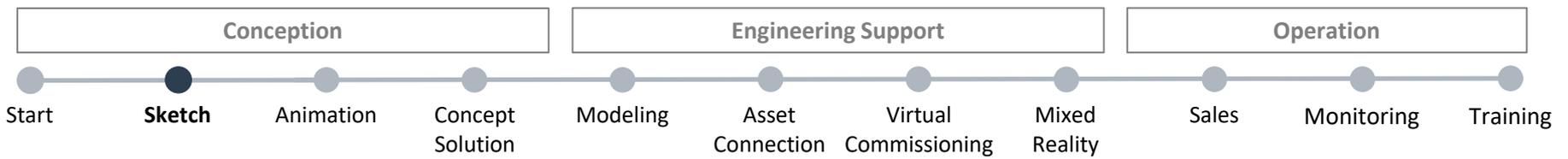




- Intuitive Erstellung der Prinzipiölung
- Generische Grundelemente
- Im Webbrowser ohne Installation



geminiware.com/#!/sketch





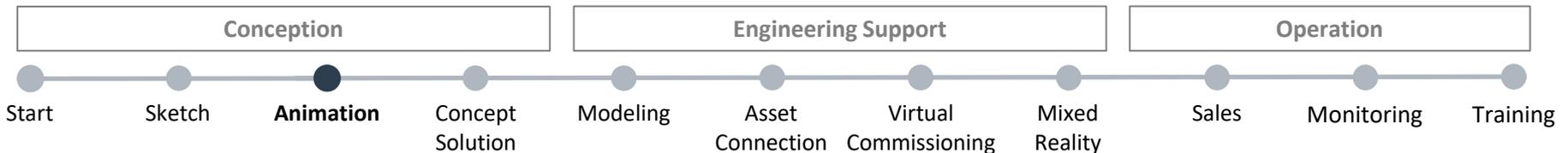
The screenshot shows a 3D CAD environment with a valve assembly model. Below the model is a timeline for animation. The timeline is labeled '10.6 | 30.0 [s]' and has markers at 0s, 5s, 10s, 15s, 20s, 25s, and 30s. A red vertical line is positioned at 10s. The timeline contains several horizontal bars representing animation events. The bars are color-coded: some are grey, some are pink, and some are red. The red bar is at 10s. The pink bars are at 10s and 15s. The grey bars are at 5s, 15s, 20s, and 25s. The timeline also has a list of parameters on the left side:

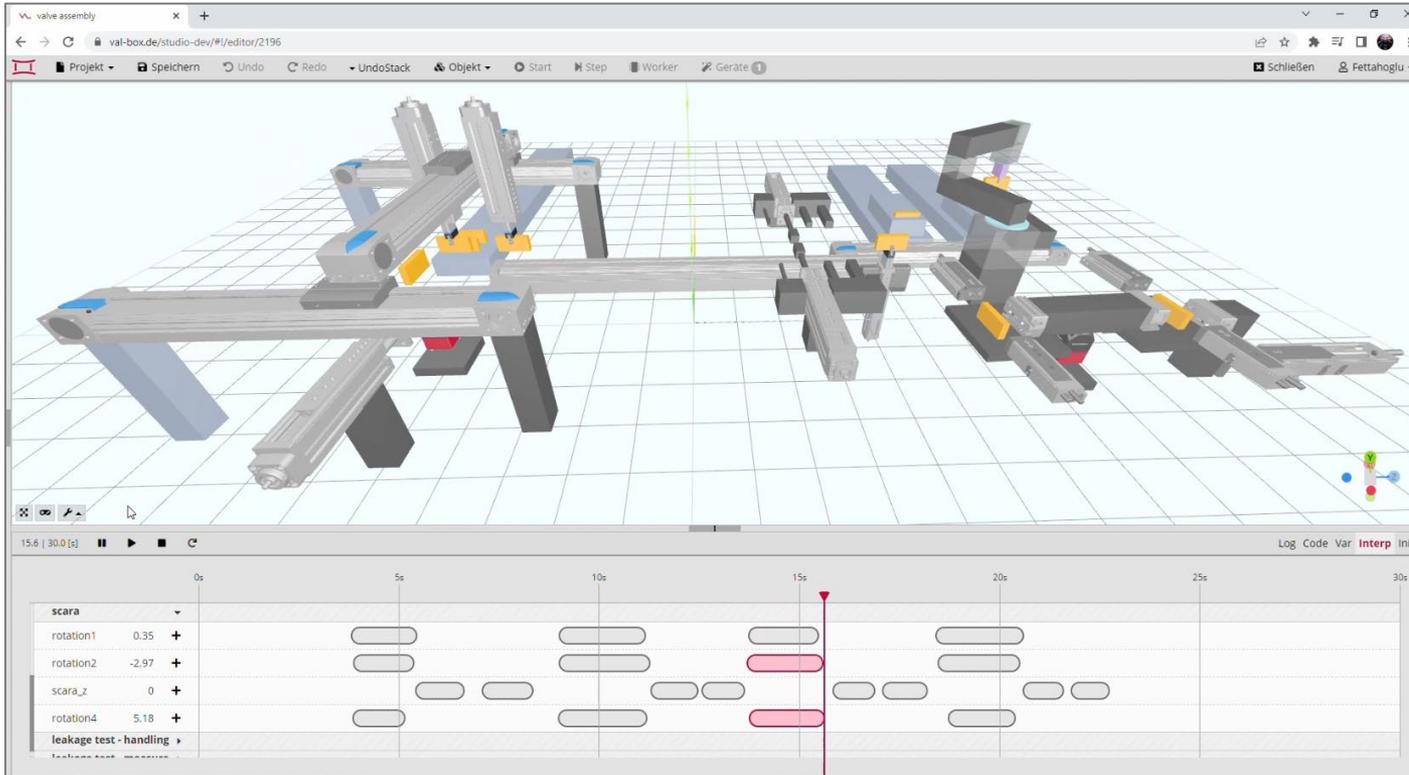
| Parameter | Value | Unit |
|-------------------------|-------|------|
| scara | | |
| rotation1 | 1.27 | + |
| rotation2 | 0.12 | + |
| scara_2 | 0 | + |
| rotation4 | 1.8 | + |
| leakage test - handling | | |

- Einfache Festlegung der Bewegungsabläufe mit Sequenzdiagramm
- Schnelle Erstellung unterschiedlicher Timing-Varianten



geminiware.com/#!/animation

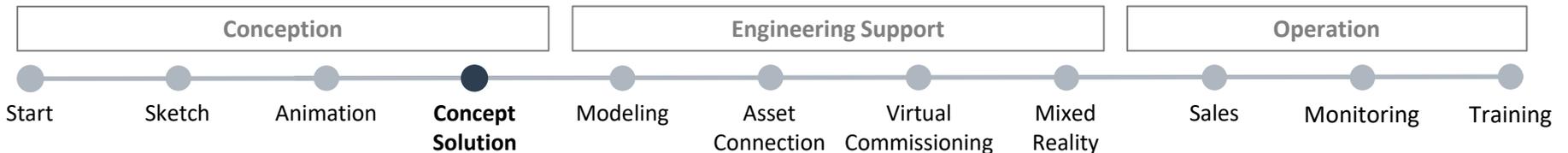


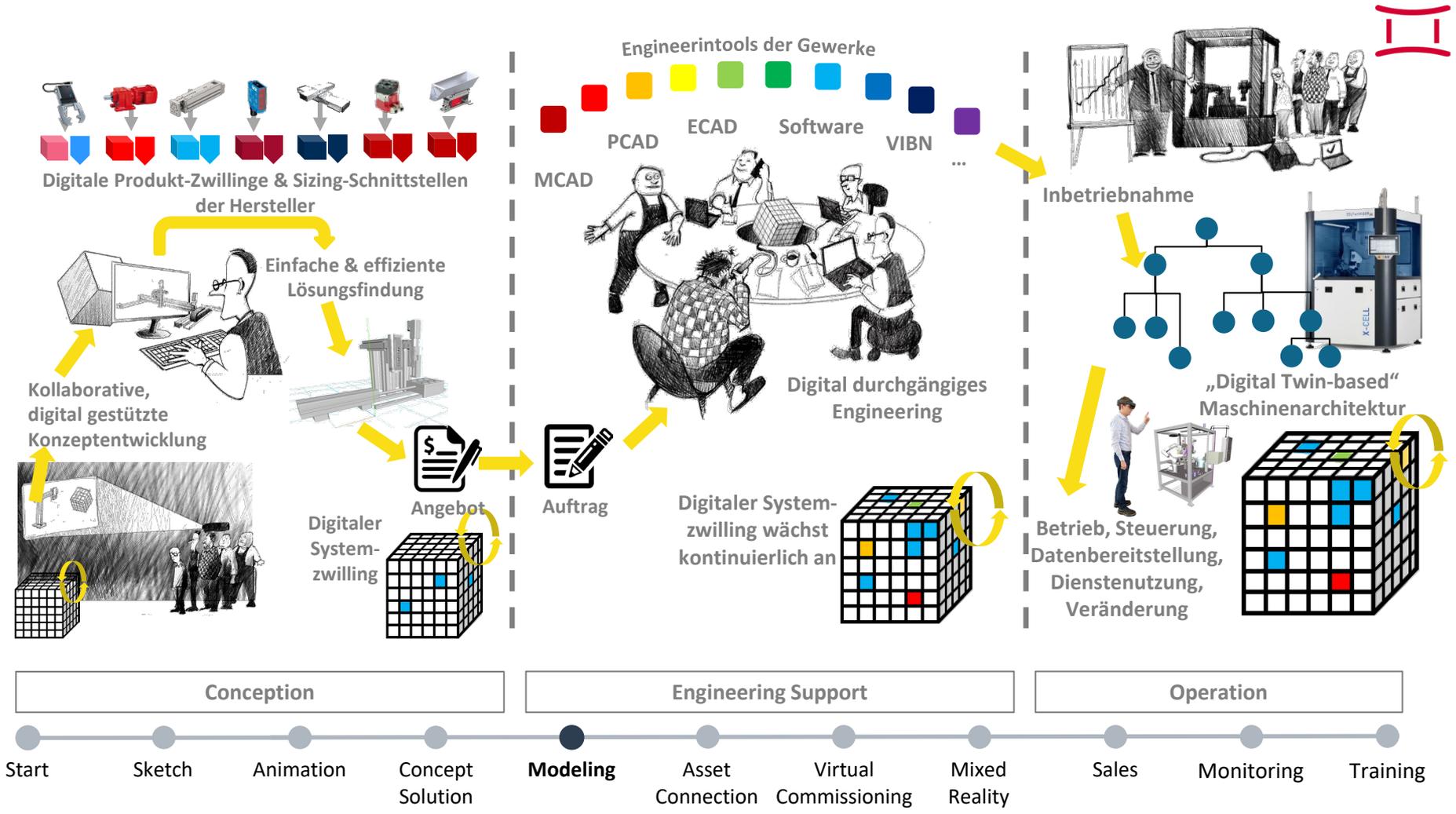


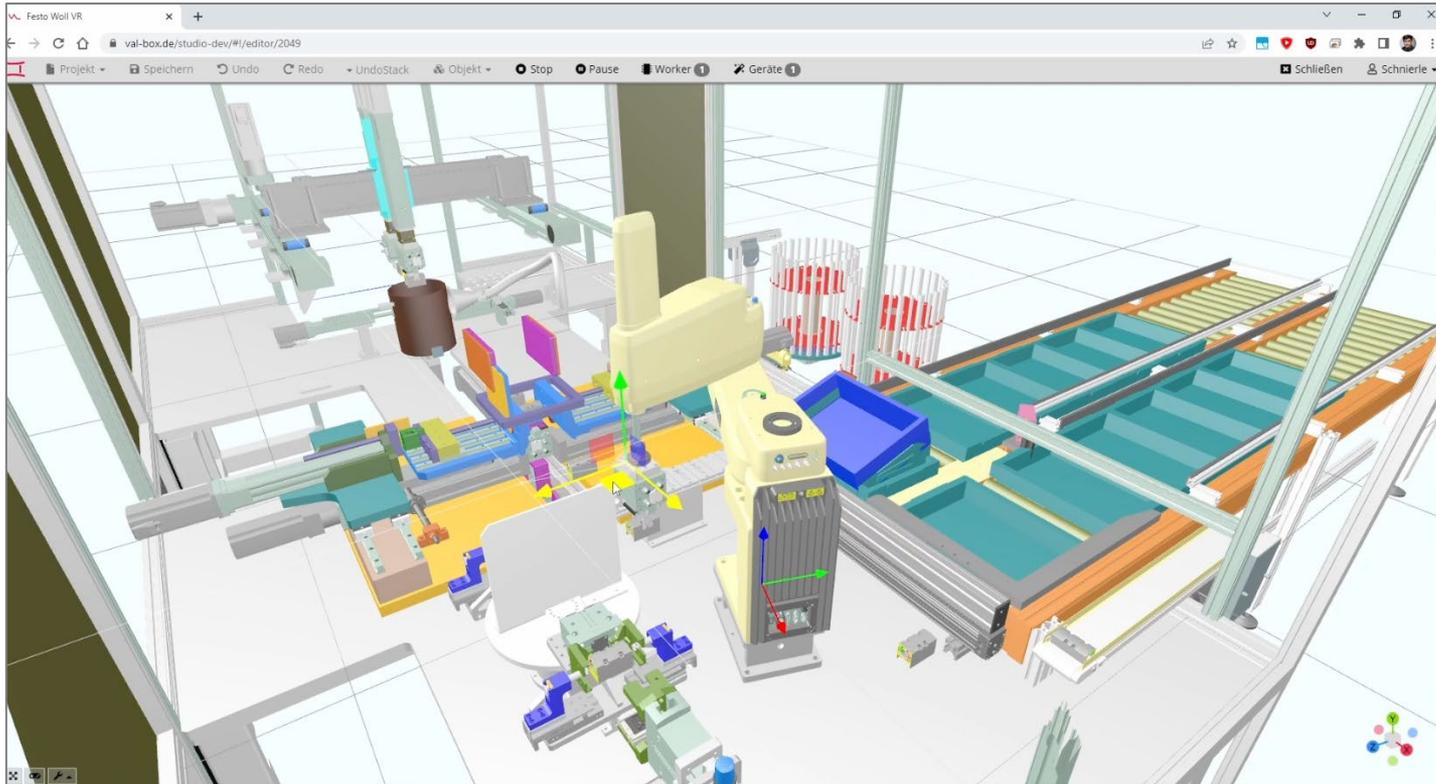
- Ersetzen der generischen Elemente durch konkrete Komponenten
- Interface zur Cadenas Komponentenkatalogen
- Interface zu Sizingtool von Festo und Afag



geminiware.com/#!/conceptsolution



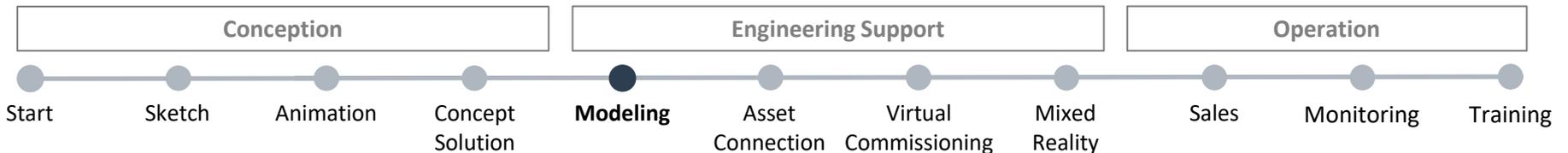


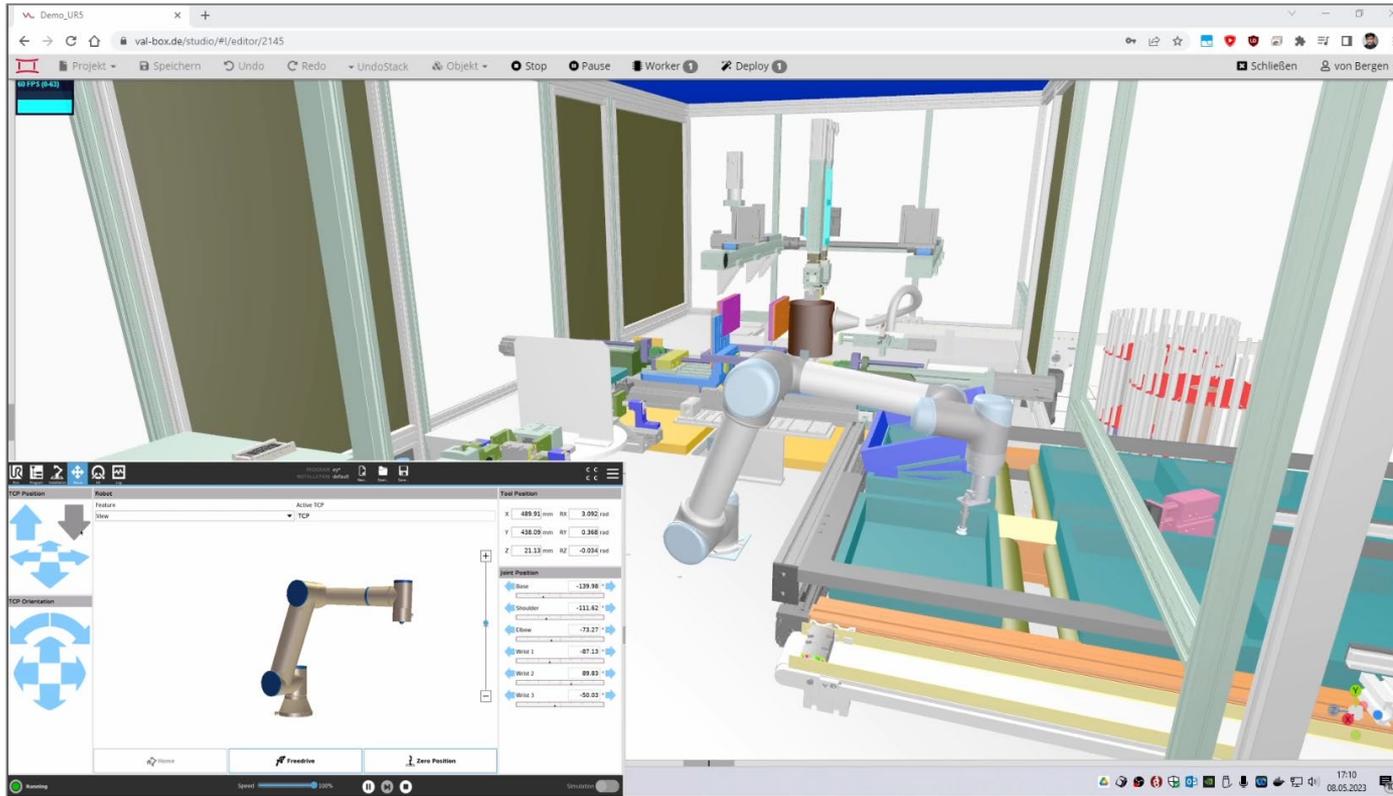


- Vom CAD zum Digitalen Zwilling
- 3D-basierte kinematische Modellierung
- Bewegungssimulation
- Mensch-Modell-Interaktion



geminiware.com/#!/modeling





- Anbindung von Programmiersystemen
- Anbindung von industriellen Steuerungssystemen
- Asset-Anbindung über Kommunikationsstandards (z.B. OPC UA, MQTT) oder proprietäre TCP/UDP-basierte Schnittstellen



geminiware.com/#!/assetconnection

Conception

Engineering Support

Operation

Start

Sketch

Animation

Concept
Solution

Modeling

**Asset
Connection**

Virtual
Commissioning

Mixed
Reality

Sales

Monitoring

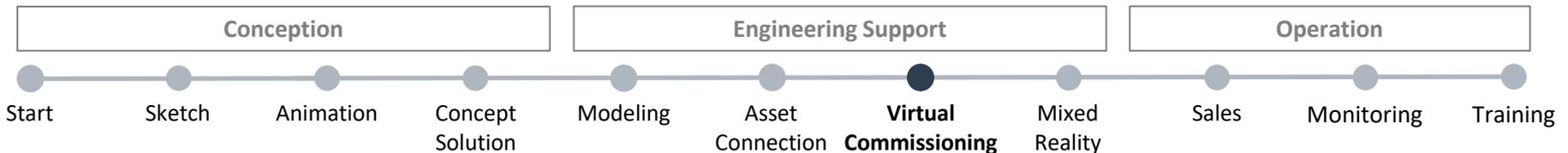
Training

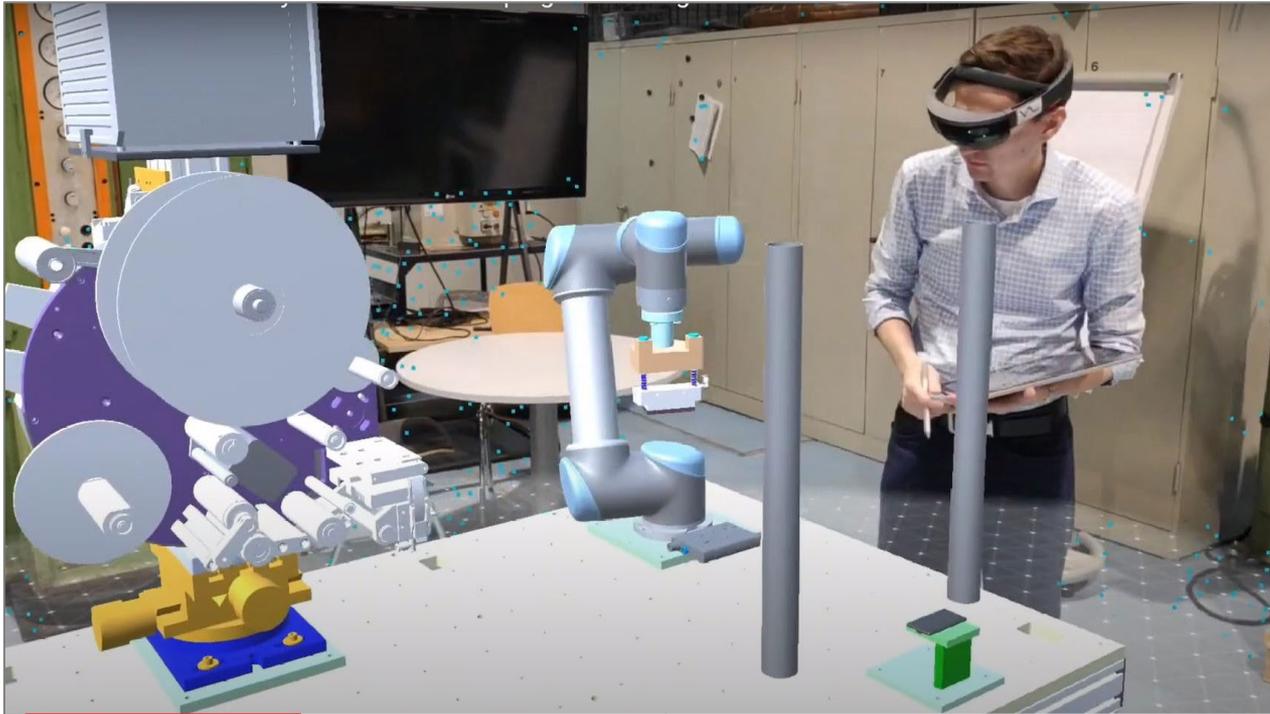


- Arbeitsplatzunabhängige Programmtests über den Webbrowser
- Virtuelle Inbetriebnahme in weicher Echtzeit u.a. mittels OPC UA
- Virtuelle Inbetriebnahme in harter Echtzeit mittels Anbindung von Hardware-in-the-Loop Simulatoren
- Endgeräte- und standortunabhängige Webbrowser-basierte Virtuelle Inbetriebnahme



geminiware.com/#!/virtualcommissioning

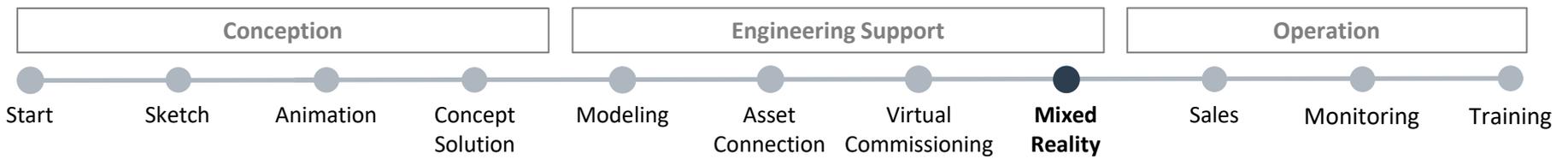


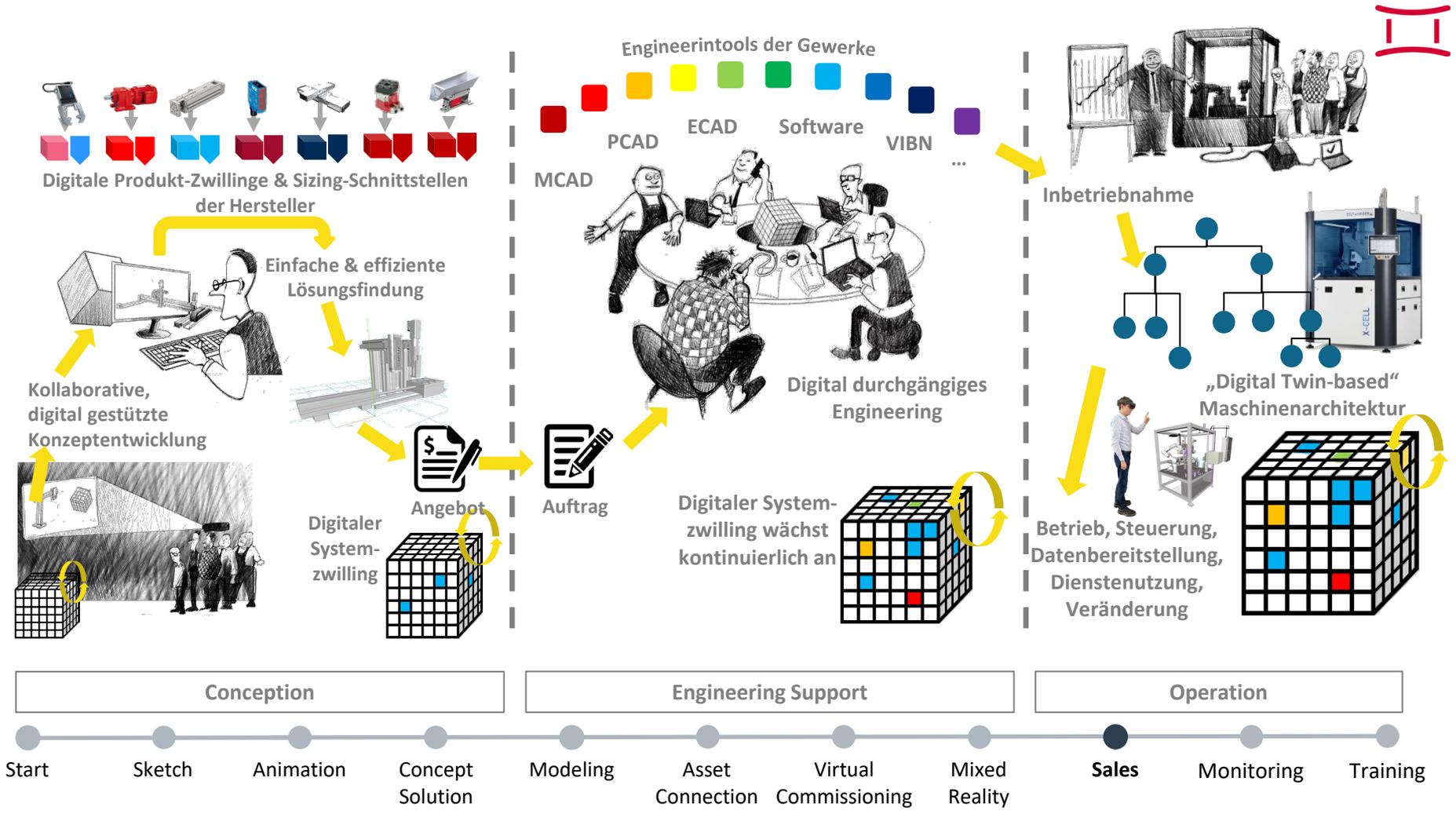


- On Click Deployment von AR/VR Szenen aus dem Webbrowser
- Automatische Verknüpfung der AR/VR Endgeräte mit Steuerungsebene
- Interaktive Integration des Menschen mittels Mixed-Reality-in-the-Loop Simulation



geminware.com/#!/mixedreality



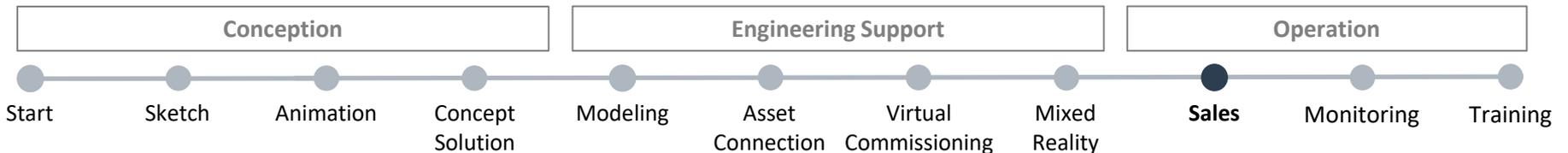




- Standort- und endgeräteübergreifende Modellverfügbarkeit
- Shared Experience für eine intuitive Projektbesprechung
- Räumliche Visualisierung mit Mixed Reality



geminiware.com/#!/sales

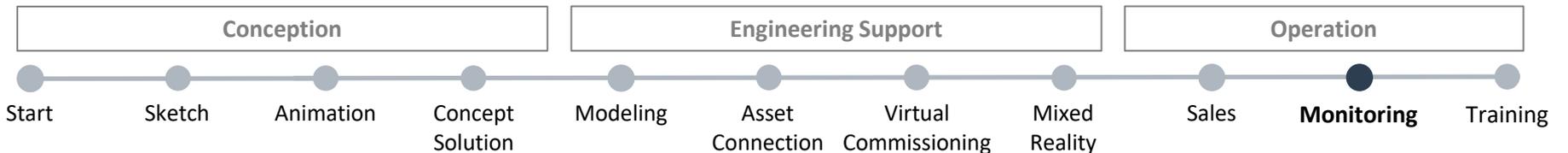


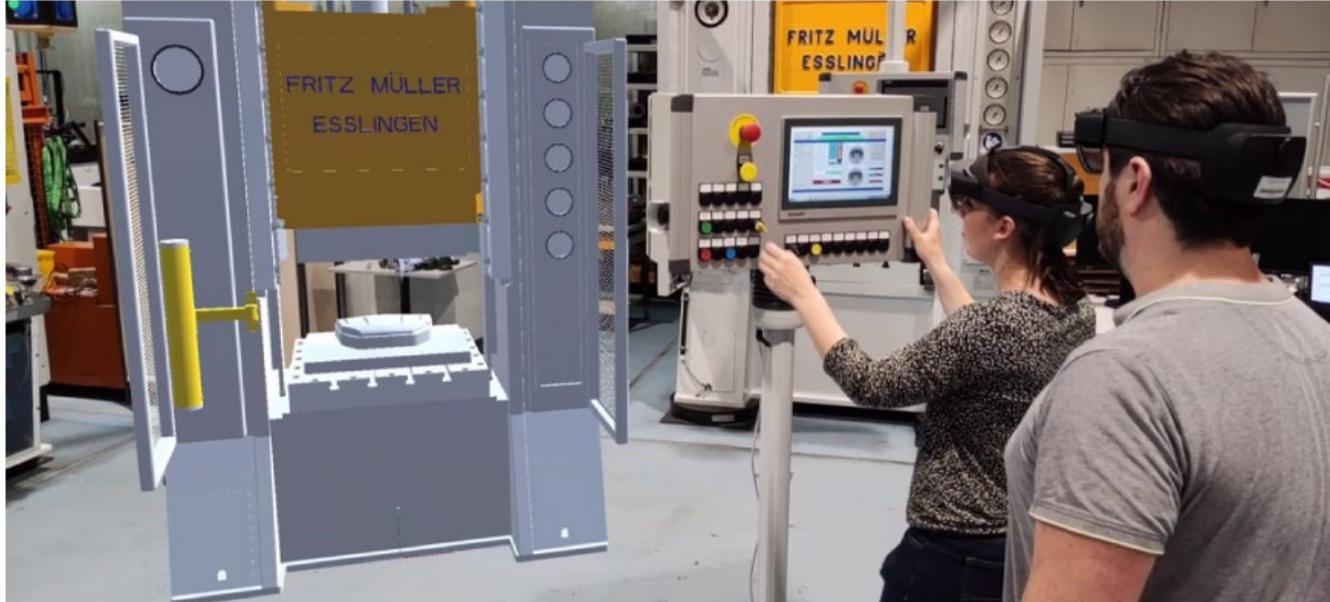


- Live-Monitoring mit realen Steuerungsdaten
- Blick in die Maschine mittels Augmented Reality
- Remote-Monitoring



geminiware.com/#!/monitoring

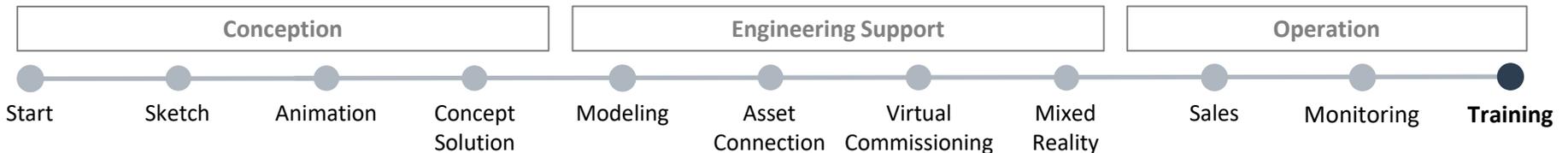


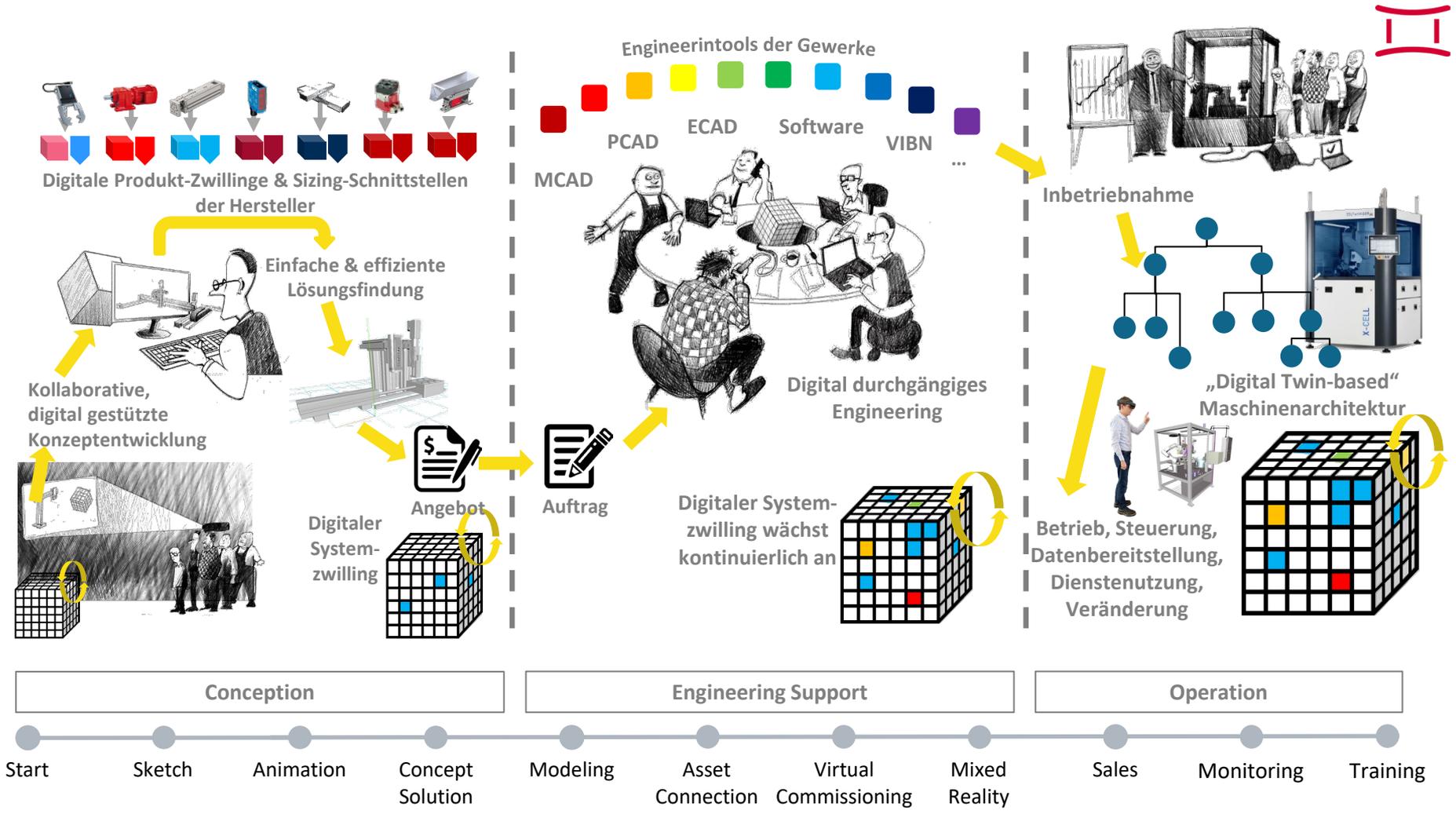


- Kombination von realen und virtuellen Komponenten
- Shared Experience
- Zeit- und Ortsunabhängigkeit



geminiware.com/#!/training







Vielen Dank für Ihre Aufmerksamkeit.

contact@geminiware.com