



ASX RELEASE

ServTech Launches the Immersive VR Design Platform 'FrameS'

10 October 2019 | Perth, Australia

ServTech Global Holdings Ltd (ASX:SVT) (**ServTech** or the **Company**), a multinational software company that creates Virtual Reality (VR) and Augmented Reality (AR) solutions, is pleased to announce the commercial launch of its immersive VR design platform "**FrameS**" across European markets, in November 2019.

Highlights

- **FrameS, Virtual Reality immersive design platform, European commercial launch set for November 2019**
- **Launch underpinned by distribution partnerships with Altea Federation, Four Bytes and Infor, targeting:**
 - **Over 6,700 clients including Gucci, Ferrari, Maserati, Duracell and Agusta Westland**
 - **The growing software product design & manufacturing industry**
- **Platform to target niche 3D Render and VR product design market which has over 10M subscribers of software such as Autodesk 3DS Max, Autodesk VRed, Autodesk Maya, Solidworks and others**

Launch Strategy

The **FrameS** commercial launch is the first step in the Company's strategy to build a global subscription-based software-as-a-service (**SaaS**) business model.

The commercial launch marks the Company's first recurring revenue product deployment with customers utilising the software to improve their product development processes and eliminate the need for physical prototypes. Engineers and designers using software such as Autodesk 3DS Max, Autodesk VRed, Autodesk Maya, Solidworks and many others, are the primary target market for FrameS. This group of over 10 million users world-wide, will immediately be able to use FrameS with their respective software packages to visualise their creations in virtual reality.

The Frames launch strategy includes:

- **Appointing global distributors and partners with existing client portfolio**
- **Introducing the software into recognised and reputable universities and technical schools to improve software adoption and recognition**
- **Appointing key recognised clients as Software endorsers (brand ambassadors)**

- High-quality trade and video material
- European advertising campaigns targeted to specific market segments and users
- Training of distributors' sales force on the Platform (near-completion)

An overview document of the sales material for the launch is attached.

Gianmarco Biagi, Managing Director of ServTech, commented:

"The launch of FrameS is enabled by a capillary distribution network and significant client portfolio represented by some of the most recognisable companies globally, such as Gucci, Ferrari, Maserati and Duracell. In our view, FrameS, represents the future of product development and communication, enabling companies, engineers and designers to seamlessly transition from ideas to (virtual) reality, without any requirements for prototypes. We are confident that with its value proposition, FrameS will translate into a successful global SaaS platform."

For more information:

Gianmarco Orgnoni

Director & COO



+61 8 6380 2555



gorgnoni@regencycorporate.com.au

For media enquiries:

MMR Corporate Services

Henry Kinstlinger



+61 2 9251 7177



ServTech@mmrcorporate.com

About ServTech (ASX:SVT):

ServTech is a multinational software company that makes Virtual Reality (VR) & Augmented Reality (AR) software services for the engineering, manufacturing, architecture, construction & education industries. ServTech operates on an Enterprise business model based on bespoke fees and on a Software as a Service (SaaS) business model based on recurring subscription revenue.

www.vection.com.au

About FrameS:

FrameS is a virtual reality visualisation software, assisting industries from architecture, engineering and manufacturing to fashion and retail, in creating VR visualisations prior to execution, saving both time and cost for producers, manufacturers and customers. VR visualisation improves the manufacturing process by keeping up with design changes and evolving ideas. Engineers and production teams work together to customise and realise concepts at any scale, and iterate faster on designs. Today, customers are accustomed to seeing final designs at early stages. VR visualisation provides the ability to showcase designs, layout, lighting, texture, and even geography, prior to development.



ASX:SVT

FRAME S

Immersive product development

PRODUCT DEVELOPMENT SALES KIT



VIRTUAL REALITY REVOLUTION

**Virtual Reality is
revolutionising
the way we think,
design
and manufacture.**



VIRTUAL REALITY REVOLUTION

A step towards the future.

With over 1 million monthly-connected VR headsets on Steam in May 2019, Virtual Reality is becoming every-day reality.

VIRTUAL REALITY REVOLUTION

From 3D software to fully immersive Virtual Reality.

Addressing a growing global market represented by over 10 million users of 3D modelling softwares.



SOLID EDGE



Rhino 6



SOLIDWORKS



3DEXCITE



**AUTODESK®
3DS MAX™**



**AUTODESK®
VRED™**



**AUTODESK®
MAYA™**

FRAME S

INTRODUCING FRAMES

Real-time Prototyping.

Save time and resources.

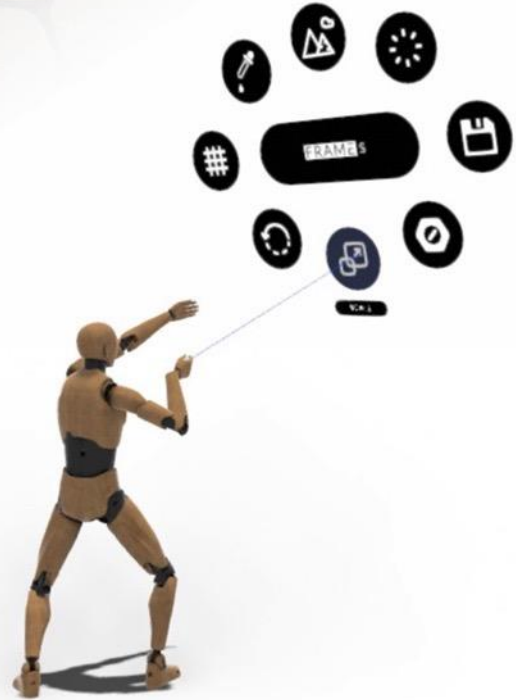
Immersive and collaborative design enables real-time fine tuning of prototyping projects, avoiding time consuming processes such as physical model manufacturing.

FRAME S

HOW IT WORKS

Use virtual reality to communicate
in a revolutionary way.

3D models import from CAD or 3D software such as VRED, MAYA, 3DSMAX, Deltagen, Solidworks, Solidedge, Rhino in .fbx and .obj formats, for their virtual visualization and customization through FrameS.



FRAME S

HOW IT WORKS

Remote multiplayer collaboration

FrameS is the collaborative platform in virtual reality that improves product development processes. Our proprietary fully immersive VR technology carries the user into a virtual environment to visualise, manage and personalize 3D models in real-time.

FrameS allows you to optimize product development time and cost: **the collaboration feature enables the user to seamlessly achieve the prototype phase.**

**REMOTE COLLABORATION OF UP TO 6 USERS
CONNECTED TO THE SAME ENVIRONMENT**

FRAME S

YOU CAN USE FRAMES FOR:

DESIGN REVIEW

FrameS revolutionises product and industrial projects design. Immersive and collaborative design makes the process more efficient and accurate. The platform supports the Research & Development and Design phases, favouring the collaboration between designers and engineers, who interact with 3D models in real-time.

CUSTOMIZATION

Endless personalizations for endless opportunities: thanks also to the availability of several materials and finishings, FrameS reveals the product's aesthetic features in advance, thus testing its potential and avoiding the need for a physical prototype. The diverse environments available for the contextualization of the product contribute to the level of realism.

PRODUCT PRESENTATION

From great industrial plants to fashion accessories and new car models: with FrameS the product appears exactly like in reality. Thanks to the amazing immersive experience of VR, the customer will understand the product properly, from its aesthetic features to the way it will fill the surrounding space.

INTERIOR DESIGN

Living the spaces and moving within them just as if they were real: with FrameS designers and customers are carried inside the environments to evaluate their feature in advance and to modify it in real time, customizing every single object on the scene, thanks to hundreds of different materials and colours.

FRAME S

FEATURES:

- Highly accurate design review and design personalization allows endless product customizations, avoiding project flaws and saving prototyping costs.
- Product presentations - immersive, realistic and tridimensional - improve both the internal communication with the management and the external one with customers.

Sales growth

Improvement of product communication

Improvement of design processes

Costs saving

Reduction of product development costs

FRAMES

INDUSTRY AGNOSTIC

Industrial Manufacturing

Automotive Manufacturing

Aeronaval Manufacturing

Architecture & interior design



FRAME S

BENEFITS



-30%
time to market



+20%
design efficiency



-80%
prototyping costs



70%
reduction of ergonomic issues



**Increase versatility in projecting
the industrial and architectural layout**

FRAME S

UPCOMING RELEASE - NOVEMBER 2019

Real-life
user avatar

Room
editor

REAL-TIME CAD DESIGN PLUG-IN
Design directly in CAD software such
Solidworks, Solid Edge, Rhino and Autodesk

Tiling management for
textures optimization

Real-time
translator

FRAME S

CLIENTS

Join our clients into the
Virtual Reality revolution.

automobili
Lamborghini

FENDI
CASA


FERRETTI GROUP

LUXURY LL LIVING®


Bonatti

 **Bonfiglioli**


BENTLEY
HOME


HERITAGE®

COESIA **TRUSSARDI**
CASA


FAST
MAN SERVICE


Engineering and Management


VOLVO

 **DGSHAPE**
by  **Roland**


CASTELBARCO

FRAME S

PRICING MODEL

PRESENTER

179 €

month/user

1

insertable
3D model

20

materials packs
included

ENHANCER

299 €

month/user

4

simultaneously
insertable 3D model

50

materials packs
included

Multi-user – users in VR
+ users on 2D Viewer

Local multi-user – LAN

Multi-user from
remote – online

VOIP

Animations
reproduction

CUSTOM

FrameS
customization
according to clients'
requirements



FRAME S

**Try FrameS today.
Contact us.**

SALES

sales@vection.com.au

MEDIA

EUpress@vection.com.au

AUpres@vection.com.au



Thank you.

