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ASX RELEASE

VECTION TARGETS AUGMENTED REALITY MARKET

With release of FrameS 20

Vection Technologies Ltd (ASX:VR1) (**Vection** or the **Company**), a multinational software company that creates **3D**, Virtual Reality (**VR**) and Augmented Reality (**AR**) solutions, is pleased to announce the release of **FrameS 20** set for 2Q2020.

FrameS 20 introduces new features that enable effortless design visualisation and interaction, from concept to production. **FrameS 20 takes the design experience to a new level by introducing Augmented Reality features and mobile devices integration, expanding from the existing 3D, Virtual Reality and Desktop solutions.**

Highlights

- **FrameS 20 set to be released during 2Q2020**
- **Augmented Reality feature introduction**
- **Mobile devices integration with increased connectivity**
- **Multi-device, multi-technology, cloud-connected platform**
- **5G to expand synergistic potential between connected devices and FrameS 20**

FrameS 20: Introduction

Vection is in the final stages of user testing for the latest version of the Company's flagship product, FrameS 20. **FrameS 20 bridges the gap between the digital and physical world by introducing Augmented Reality within the FrameS platform workflow.** With FrameS 20, users will be able to access a connected design experience via their mobile devices, resulting in increased cost reductions and problem solving, resulting in faster decision making. Copy the link to view a short introduction video: youtu.be/RgQ7E3gFNJQ



Figure 1: FrameS 20 - 3D and Augmented Reality Features

Vection Technologies Ltd (ASX:VR1) ACN: 614 814 041

Asia Pacific

Address: Suite 1, 437 Roberts Road
Subiaco WA 6008, Australia
Phone: +618 6380 2555

Europe

Address: Via Isonzo 61
40033 Casalecchio di Reno (BO), Italy

Media Enquiries

AUpres@vection.com.au
EUpres@vection.com.au



Set for commercial release during 2Q2020, FrameS 20 will be a multi-device, multi-technology, cloud-connected platform:

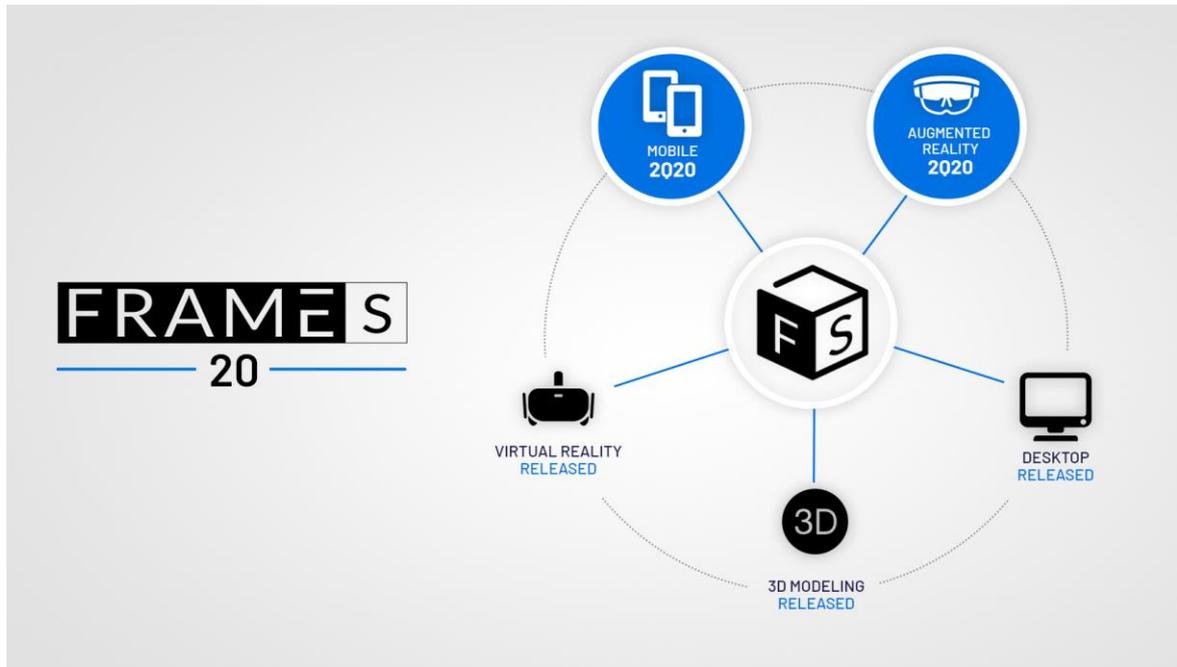


Figure 2: FrameS 20 - connected ecosystem

FrameS 20: Features

FrameS 20 will harness the Augmented Reality technology to create faster, more meaningful interaction between people, enabling seamless and immediate collaboration at scale anywhere in the world via mobile devices, such as smartphones and tablets:

- **Ultra-Realistic Designs:** AR enables designers and engineers to visualise designs, products and architectural plans as they are supposed to appear in the real world, real-time;
- **Product Development Life-Cycle:** AR technology can be used across multiple product development and manufacturing phases, including design, review and production;
- **Digital Gap:** Engineers and designers will visualise products prior to manufacturing in the exact surroundings and space, ensuring a flawless design process.
- **Marketing:** AR will boost the marketing capabilities of FrameS, enabling the showcase of multiple configurations in any setting, ensuring a top-class experience for the client.
- **Multi-Device:** Already integrated with VR headsets and PCs, FrameS will now support smartphones and tablets, increasing usability for engineering and designing communities.

By integrating AR in its platform workflow, **FrameS 20 will enable its clients to take advantage of this transformational cloud-based technology**, ensuring faster iterations, more meaningful design reviews and decreasing the time-to-market.



FrameS 20: Cloud Potential

The next generation of mobile networks (5G) will significantly increase capacity and lower latency, enabling VR & AR applications to offload intensive processing to the cloud with truly shared and connected real-time workflows.

5G networks are expected to expand the synergistic potential between connected devices and 3D, VR and AR technologies, such as FrameS 20.

Furthermore, the release of FrameS 20 will also see the publication of the FrameS 20 app on the Apple Store and Google Play.

Gianmarco Biagi, Vection's Managing Director, commented:

"FrameS 20 is an example of Vection's investment into technologies that are vital to today's product development and commercialisation strategies."

"The integration of mobile devices and the Augmented Reality technology, paired with the existing Desktop, 3D and Virtual Reality solutions make FrameS 20 a multi-device, cloud-connected platform bridging the gap between the digital and physical world at an unprecedented scale."

For more information:

Gianmarco Orgnoni

Director & COO



+61 8 6380 2555



gianmarco.orgnoni@vection.com.au

For media enquiries:

Henry Kinstlinger



+61 2 9251 7177



vection@mmercporate.com

About Vection (ASX:VR1):

Vection is a multinational software company that makes 3D, Virtual Reality (VR) & Augmented Reality (AR) software services for the engineering, manufacturing, architecture, construction & education industries. Vection 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 3D, 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 release authorised by the Board of Directors of Vection Technologies Ltd.