

ALL  BREAKER

[TRAINING & SIMULATION]

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Intro

About

ALLBREAKER creates VR/AR experiences to help people learn and train safely. Since 2014, we have developed a process to recreate real-life situations in VR/AR, improving training and decision-making for different industries. Our digital twins feel so real that users forget they are in a virtual world, making learning faster, effective and entertaining.

Why us

ALLBREAKER's expertise, methodology, and ability to create realistic virtual experiences make it a strong choice for clients looking to improve their training and learning processes through VR/AR technology.

What we can
do for you



We will create VR/AR experiences that accelerate learning processes in a safe, realistic and cost effective virtual environment.

Here is **our methodology** to achieve so:

1. We go through clients regular training.
2. We make digital twins of environments and props relevant to their training process.
3. We code and put everything together.
4. We train clients on our software and the best way to have a successful implementation.

1. We go through clients regular training



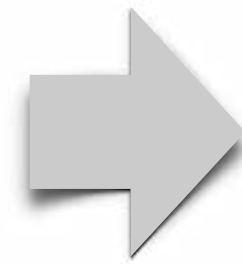
"Let's carry out this training without thinking about technology"

We want to understand first-hand all the elements that make up our client's real-life training sessions. Whether it's presentations, videos, or performances that simulate the procedures to be trained, our team collects the necessary information to build virtual prototypes that will become customized training solutions. Our clients shouldn't have to worry about how to do things in VR or AR - that's our job. Our goal is to faithfully recreate procedures in the most accurate, realistic and convenient way possible.

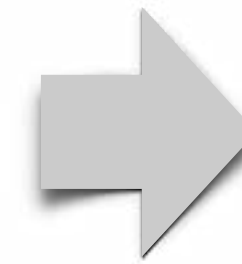
2. We make digital twins of environments and props relevant to their training process



Real Object
(Self Contained Self Rescuer)



3D mesh

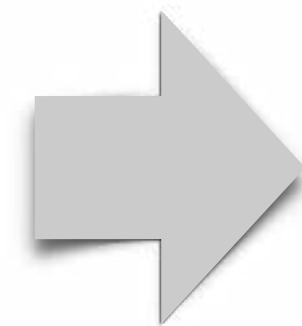
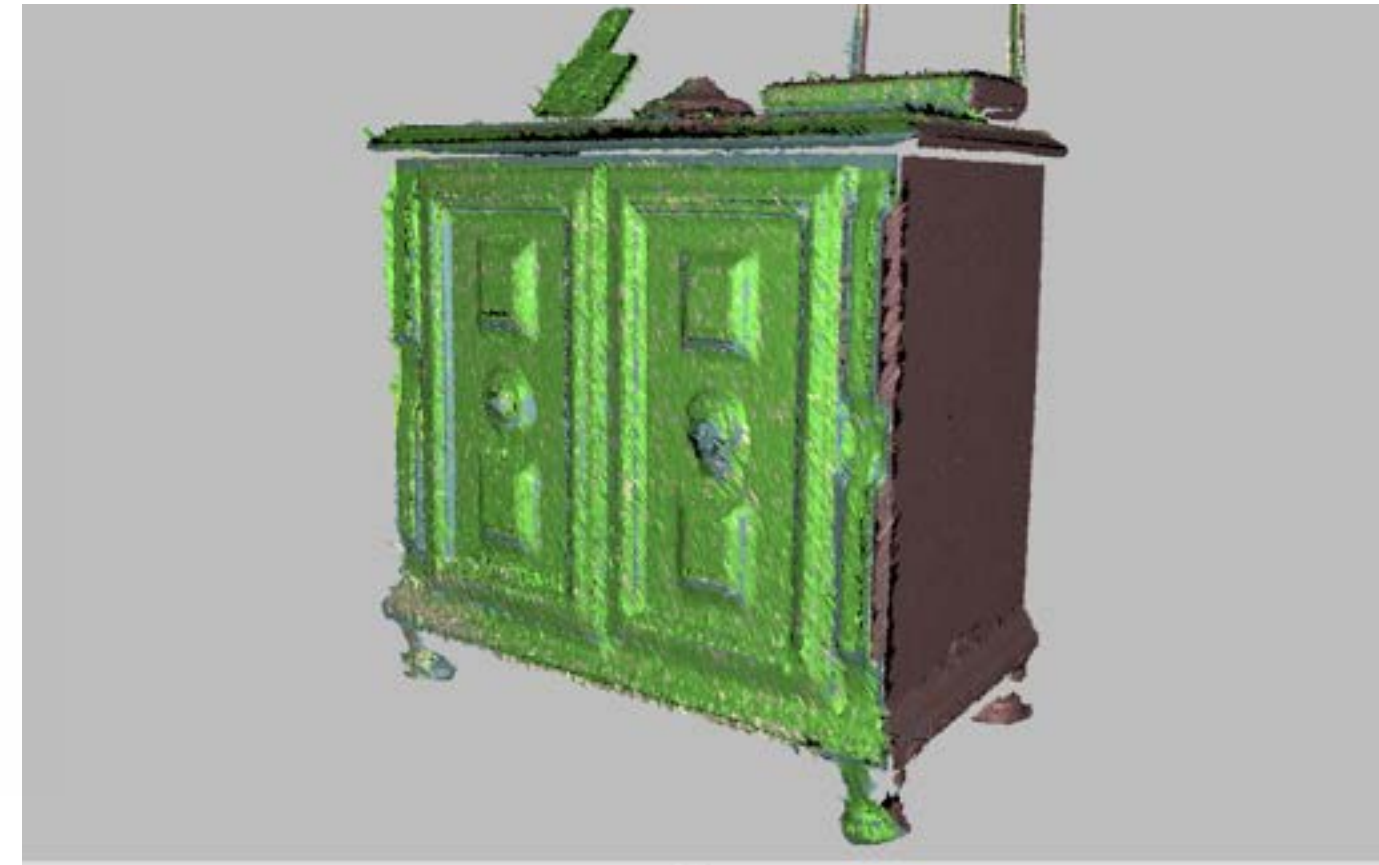
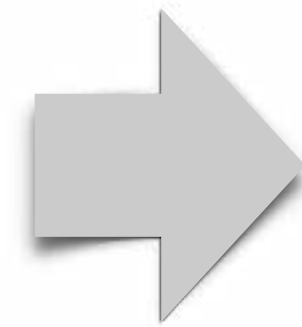


Digital twin
(3D mesh+texture)

View it
in AR



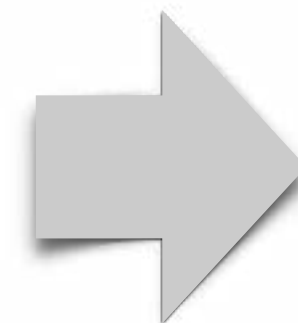
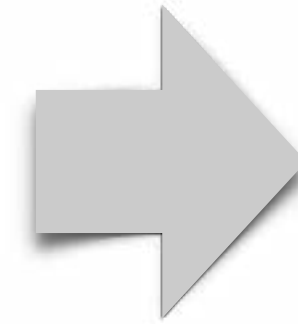
2. We make digital twins of environments and props relevant to their training process



Real object

Digital twin

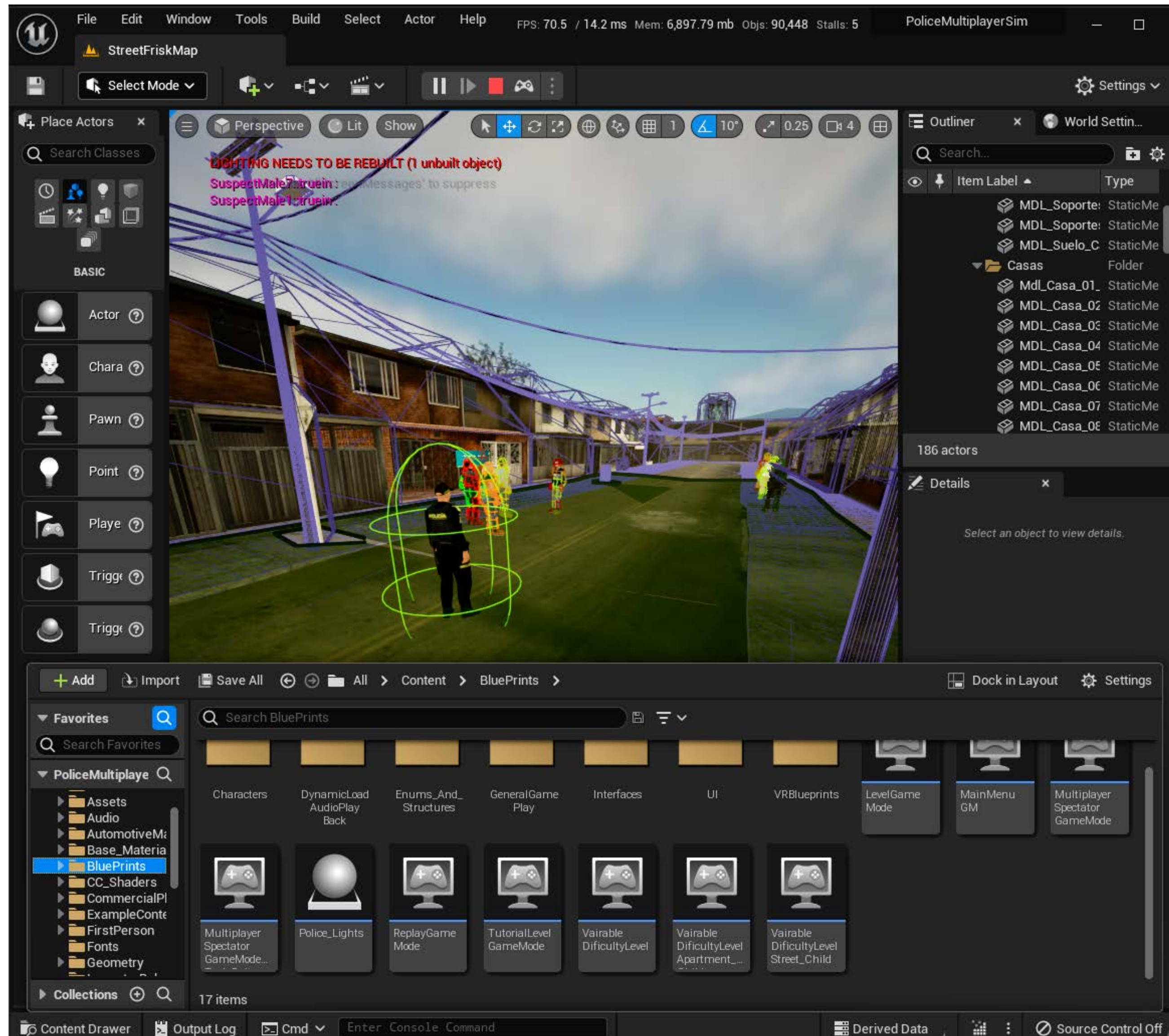
2. We make digital twins of environments and props relevant to their training process



Real place

3D environment

3. We code and put everything together



Over time, we have built a modular system that lets us implement specific mechanics and adjust them to meet clients requirements in short periods of time.

Our base code includes general features such as:

- Multiplayer spectator system
- Tool/equipment/gear in body holder (belt)
- Multiple choice answer dialogue system
- State machine based mission objective handler
- Report results
- Object pick up mechanics
- Teleportation
- Replay system integration
- In-game sequence system according to training needs
- Laser pointer system (for event identification)
- Interactive pre-made objects (handles, buttons)
- Hand tracking + gesture control

Specific to law enforcement:

- Frisk mechanics
- ID document check up mechanics
- Full body haptic feedback integration

Specific to mining industry:

- Gas detector mechanics (O₂,H₂S,CO,CO₂,NO₂,CH₄)
- Gas area system
- Self rescue gear system
- Flashlight mechanics

4. We train clients on our software and the best way to have a successful implementation



Equally important as developing highly realistic training simulators is their implementation in the actual training process.

After completing the software, our team works closely with the client to understand the small details that could hinder successful implementation. Together, we cover key points such as physical spaces, people flow, equipment care, and usage flow.

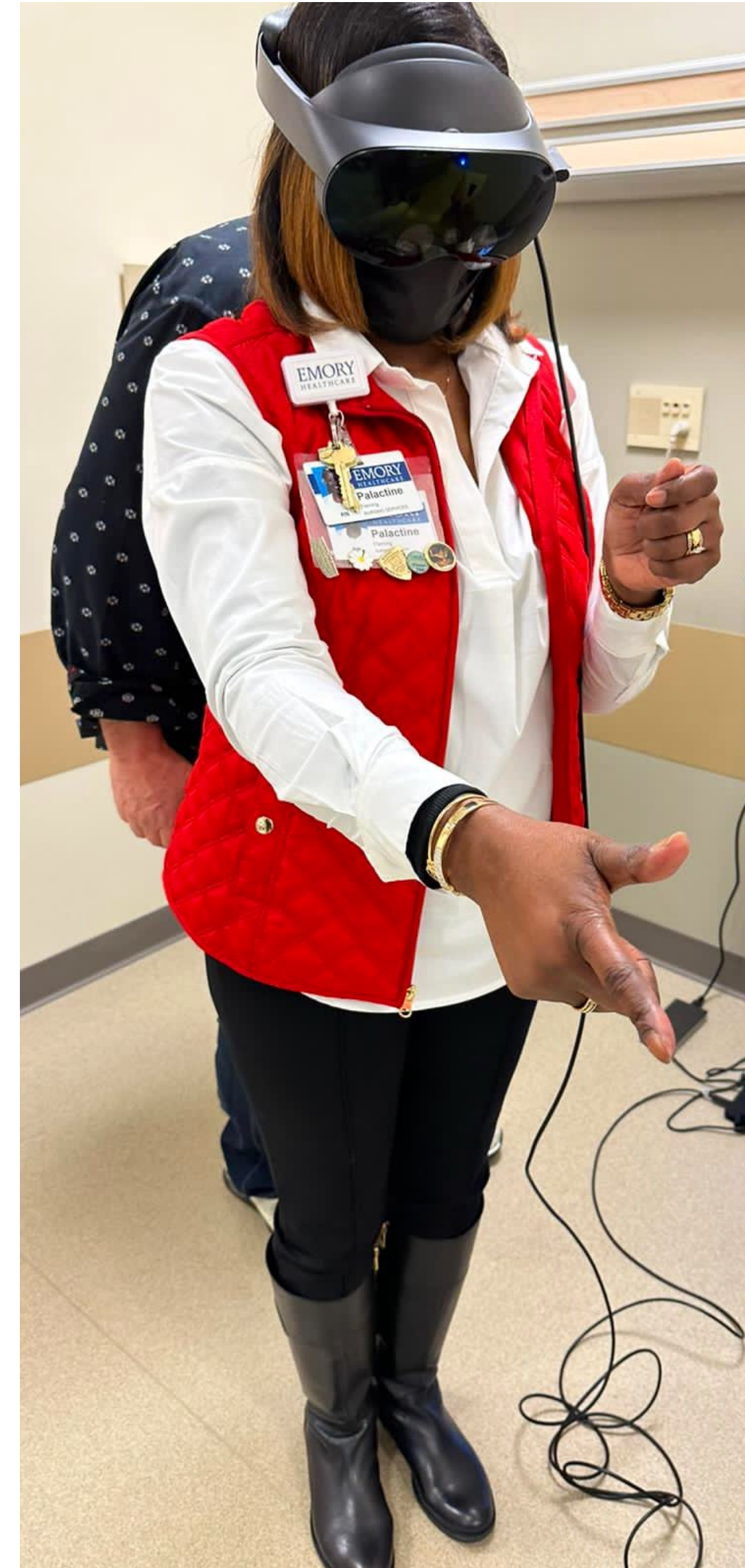
What we do



FIRE FIGHTING



LAW ENFORCEMENT



HEALTHCARE



MINING



Mining

This is a practical simulator for the identification of underground mining risks that realistically recreates all aspects and conditions that occur in a mine when there are risks of collapse, contaminated atmospheres, explosions, fires, mechanical and electrical hazards. This tool allows for individual evaluation and report generation with statistics of completed tasks, without putting people's physical integrity at risk, and guarantees the standardization and quality of the practice of identifying mining risks. To date, it has allowed for the training of over 2,800 workers in underground coal mines.

As part of the process, the user will face these 5 stations:

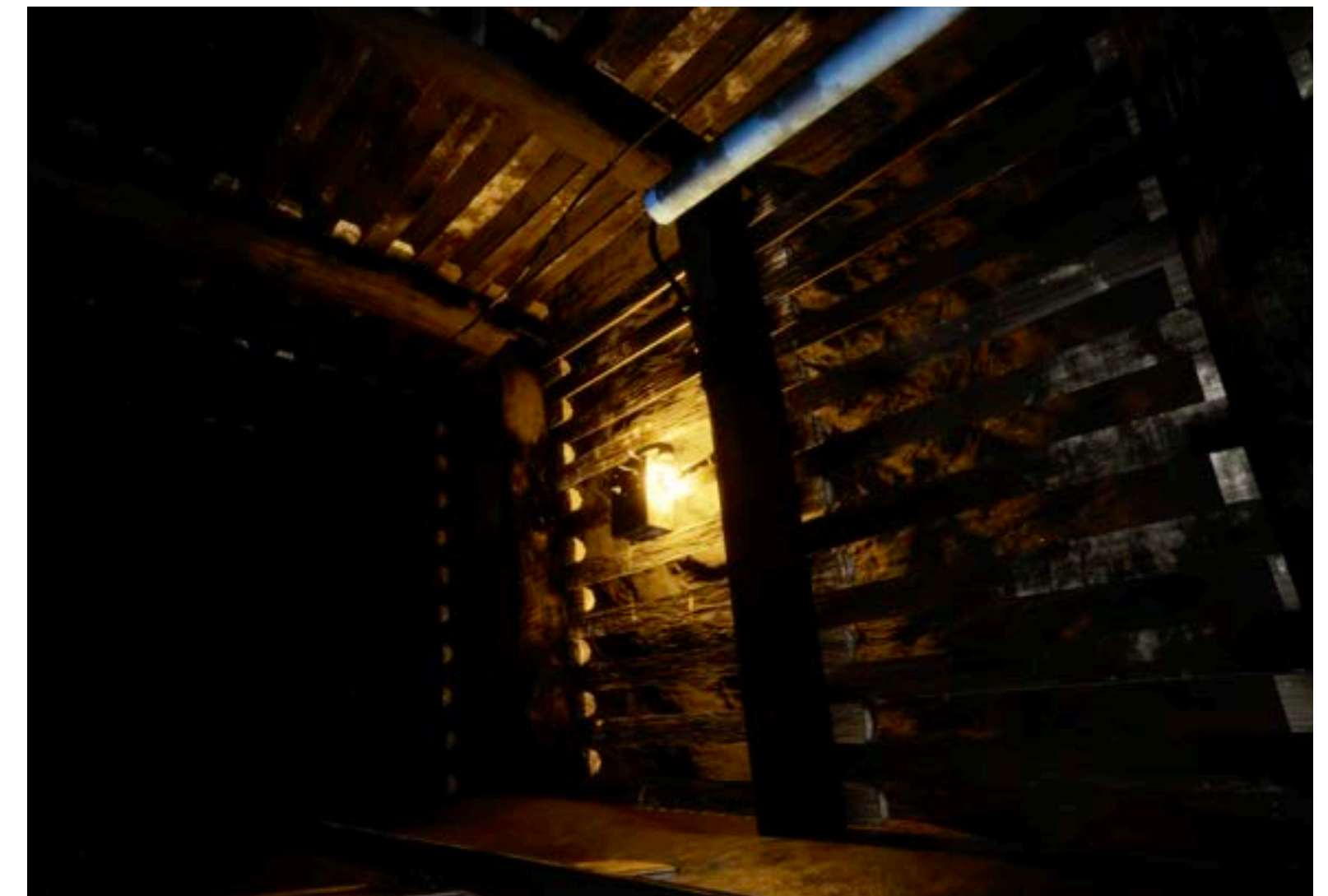
- Station 1: Preparation for entry into mining operations.
- Station 2: Identification of the risk of endogenous fires.
- Station 3: Identification of the risk of explosion.
- Station 4: Identification of the risk of collapse.
- Station 5: Identification of the risk of oxygen deficiency and the presence of contaminated atmospheres.

Implemented hardware

Lenovo

VIVE
htc STEAMVR

CLEANBOX



* In simulator screen capture

Law enforcement

We were awarded the contract with the Colombian National Police to improve the training and learning procedures of the basic tactical system for police cadets. This simulator recreates situations where protocols for registering individuals, managing domestic violence situations, and closing public establishments must be implemented.

Highlights:

- Full body haptics that recreates virtual stabbing and/or shooting using TESLASUIT hardware.
- Digital Twins and synthetic environments built through 3D scanning and photogrammetry to enhance realism.
- More than 1,000 police cadets trained to date.

Implemented hardware

Lenovo

VIVE
htc STEAMVR

teslasuit

CLEANBOX





* In simulator screen capture

Healthcare

This is a simulator to train processes carried out by nursing staff where, through hand tracking, the user can interact with different elements of their environment and complete sequences such as the insertion of an intravenous catheter or washing their hands as part of hospital safety processes to prevent the spread of infections.

Implemented hardware

 Meta Quest





* In simulator screen capture



Firefighting

The objective of this virtual reality experience is to focus on preventative education actions aimed at understanding and reducing risks, and learning how to respond to emergencies as part of the community risk management guide. The official fire department of Bogotá uses this tool to raise awareness among the community about the types of fires that exist, as well as the different compounds of extinguishers and their proper use depending on the type of material that causes the fire.

Implemented hardware

 Meta Quest



Who we
do it for



Strategic Partners

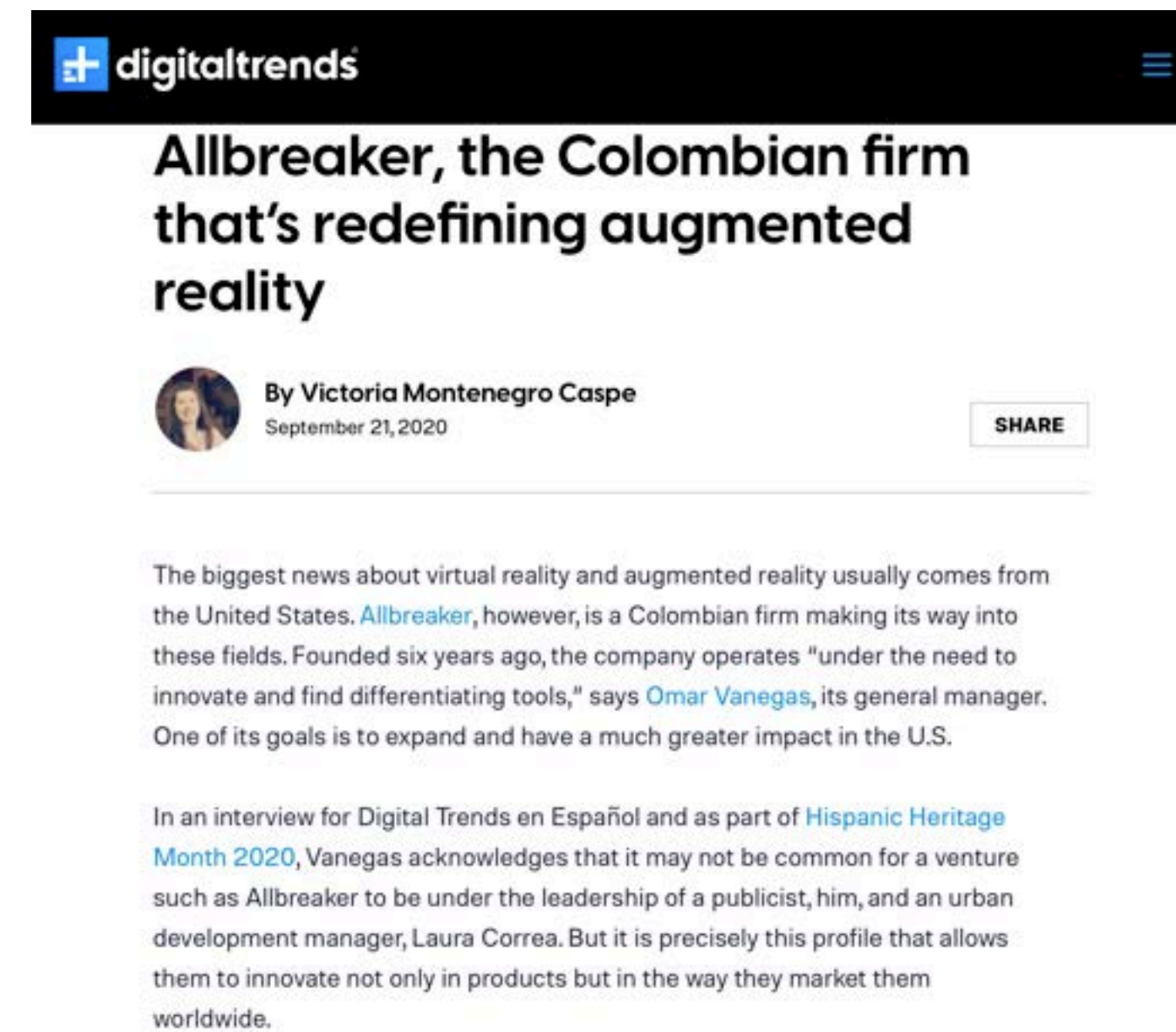


Recognitions



As an Epic Games Service Partner Provider, we are recognized for our extensive expertise in Unreal Engine and our talent in transforming our clients' ideas into captivating immersive experiences.

Media recognition



Awards

- Finalist Auggie awards: 2022 - Augmented World Expo Santa Clara,CA
- Finalist Auggie awards: 2021 - Augmented World Expo Santa Clara,CA
- Winner Ingenio awards: 2016 - MINTIC Bogotá, Colombia
- Winner Ingenio awards: 2018 - MINTIC Bogotá, Colombia
- Winner Ingenio awards: 2020 - MINTIC Bogotá, Colombia

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