

One-click access to your VR training apps

Innoactive Portal is a cloud-based solution to deploy VR training for the global workforce. It enables all your employees and customers to access your VR training portfolio with one click.

Allow users to get into VR with one click

One-click interface to launch the latest version of the VR training app, for example from your LMS system. Your VR users get a seamless and consistent first-time experience regardless of their tech affinity.

Easy HMD pairing mechanism

Users authenticate in Portal web app and can pair a VR HMD with a simple 6-digit pin code shown within the headset. There is no easier way to get users into VR.

Your apps running on any device

No matter if you develop for PC VR, standalone VR or Desktop 3D app – Portal embraces all your apps and allows your users to run them from the device they own.

Ready for VR streaming from the cloud

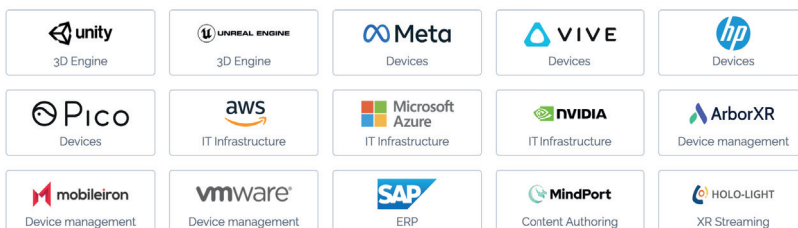
Besides download and local execution, Portal allows users to stream PC VR apps to standalone VR devices via embedded NVIDIA CloudXR technology and AWS/Azure GPU cloud services. It also allows your users to run any Desktop 3D app from within their web browser.

Stay in control and protect your IP

Protect uploaded applications against unauthorized download and use. Define who is allowed to access which app and for which time period. Deploy Portal in your own IT infrastructure for maximum security.

Works with leading technologies

Portal was built for the needs of large enterprises that need to rely on seamless integration of various solutions. That's why Portal works with leading XR hardware and software and is easy to integrate with your Single-Sign-On, MDM, LMS systems. Supported systems include e.g.:



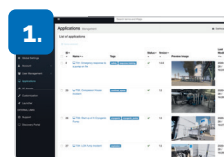
"Innoactive Portal allows us to go live with our worldwide rollout of VR training in no time. We base our Linde Virtual Academy on it because of its robustness and simplicity."



Feras Althothali
Innovation Manager
Linde PLANTSERV®



How it works:



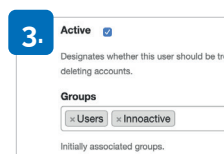
Upload existing apps

Create your corporate catalogue of VR training applications



Configure look & feel

Set corporate colors and upload your company logo



Invite your users

Grant access permissions to ensure controlled distribution of your apps.



Watch video

Technical specifications

Supported application types	<ul style="list-style-type: none"> • Windows-based PC VR (.exe) • Windows-based Desktop 3D (.exe) • Android Standalone VR (.apk) • Web 360° (.html - using 3rd party tool)
Supported 3D engines	<ul style="list-style-type: none"> • Unity3D • Unreal Engine
Supported VR headsets	<ul style="list-style-type: none"> • PC-based VR: HTC Vive (Pro/Pro 2), HP Reverb G2, Oculus Rift • Standalone VR: Meta (Oculus) Quest & Quest 2, HTC Vive Focus 3, Pico Neo 3
HMD pairing mechanism	<ul style="list-style-type: none"> • Users authenticate via Portal website • Users connect a VR HMD by entering a 6-digit PIN shown within the headset
Hosting options	<ul style="list-style-type: none"> • Managed service by Innoactive on AWS or Azure public cloud • On-Prem license for own hosting / private cloud available
Cloud streaming	<ul style="list-style-type: none"> • Stream PC VR apps to Standalone VR via integrated NVIDIA CloudXR technology • Interactive web-based spectator view with ability to allow mouse/keyboard interaction with PC app on cloud server • Stream PC 3D apps to the browser
Branding and whitelabeling	<ul style="list-style-type: none"> • Upload company logo, set background and call-to-action color • Define Portal name (e.g. Innoactive Portal > [Your Brand] VR Academy) • Define own terms and conditions for your users
Identity and access management	<ul style="list-style-type: none"> • Set permissions to view, download, stream, edit app • Manage access and set permissions on user, group or/and organizational level • Limit access by expiry date
Multi-Organization support	<ul style="list-style-type: none"> • Create isolated organizations to separate users from external customers or separated departments • Define organization admins who can manage organizations user access and applications • Share applications across organizations or keep them dedicated to each organization
DRM / Content protection	<ul style="list-style-type: none"> • 2-staged access control system: First protection for unauthorized download, second protection against unauthorized use after download • For second stage protection, we offer Portal Access Control plugin for Unity/Unreal (PC/Windows and standalone VR*) and provide OAuth secrets per application
Single sign-on	<ul style="list-style-type: none"> • Integrate single sign-on with your Active Directory • Supported protocols: OpenIDConnect, LDAP, OAuth 2.0, SAML (via Keycloak)
LMS integration	<ul style="list-style-type: none"> • Supported LMS systems: most LMS (supporting deeplink) such as Cornerstone, SuccessFactors, SABA, Decreed • Integration via deep-linking from assignments to start the application • Configure one-click launch on specified device type (PC VR, standalone VR, In-browser stream) • Pass/fail data backchannel via supported protocols: xAPI, SCORM
Supported MDM/UEM systems	<ul style="list-style-type: none"> • MobileIron, VMWare Workspace One, ArborXR, Vive Business Device Management System
Analytics and Audit log	<ul style="list-style-type: none"> • Daily active users, (average) session length, application starts • Track all changes to users / permissions / applications
System components	<ul style="list-style-type: none"> • Portal cloud service (Docker image for on-prem deployment) • Portal client for Windows • Portal client for Android VR (Oculus Quest, Vive Focus 3, Pico Neo 3) • Portal Access Control plugin for Unity/Unreal (PC/Windows and standalone VR*)