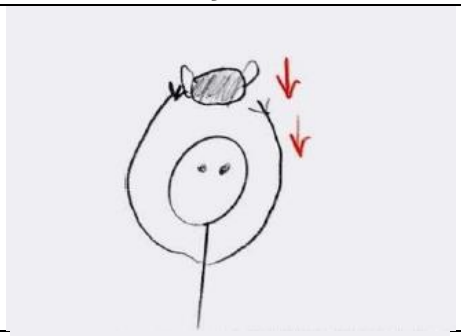
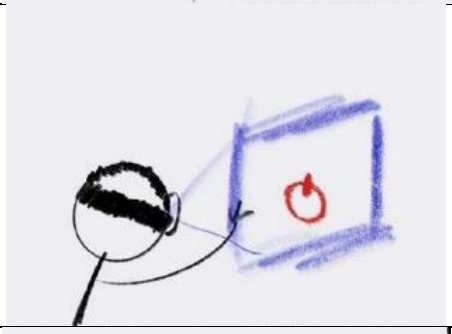
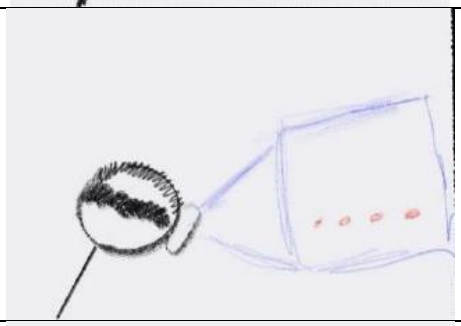
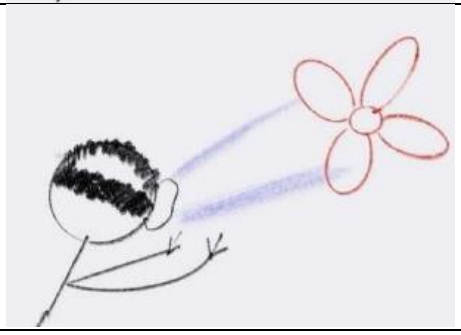
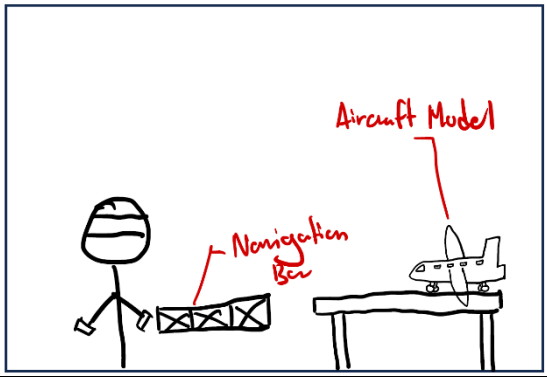
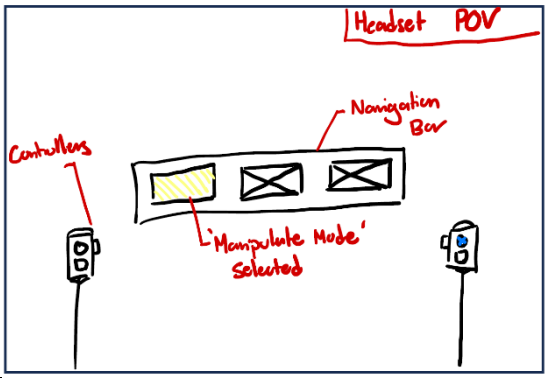
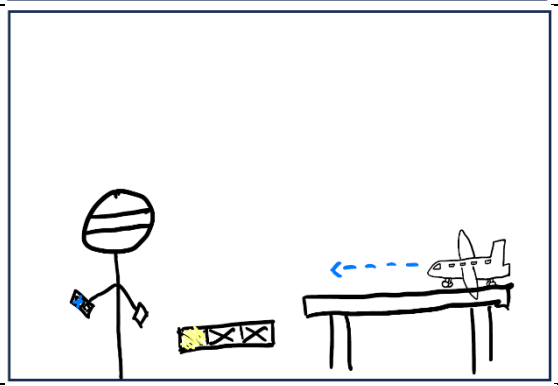
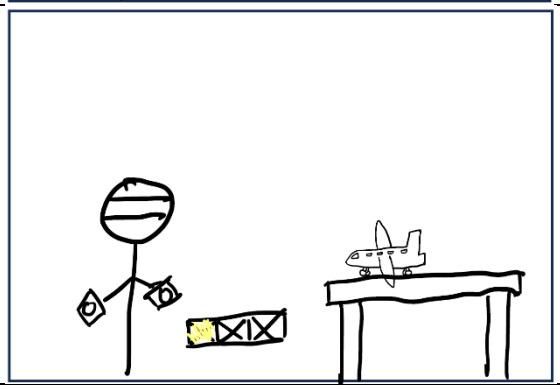
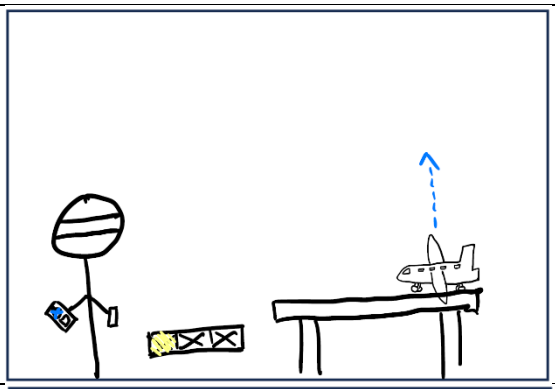
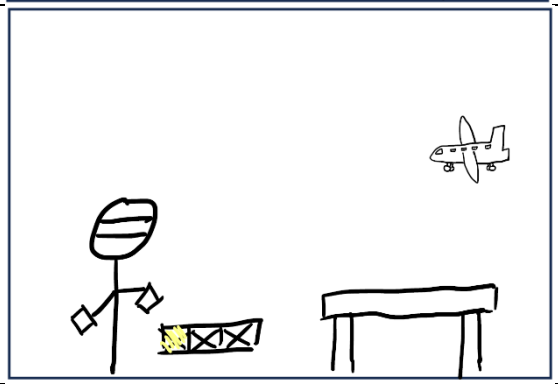
1.0 View Model

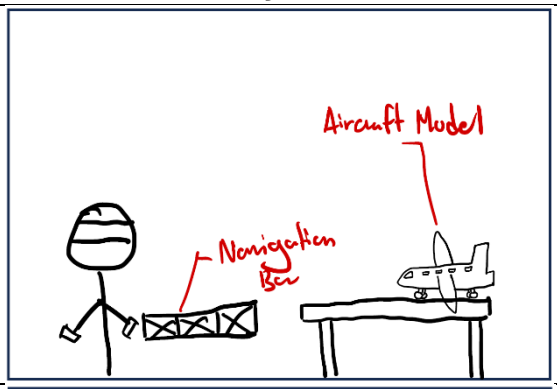
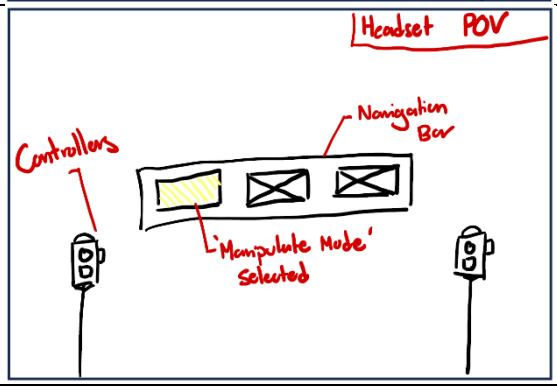
ID	Storyboard	Description
1.1		User places meta quest 3 on their head
1.2		User powers on the AR app within the quest 3.
1.3		AR app loads model into the space
1.4		User is now viewing the model through the headset

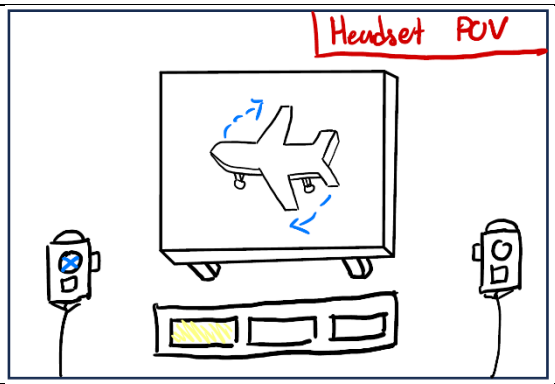
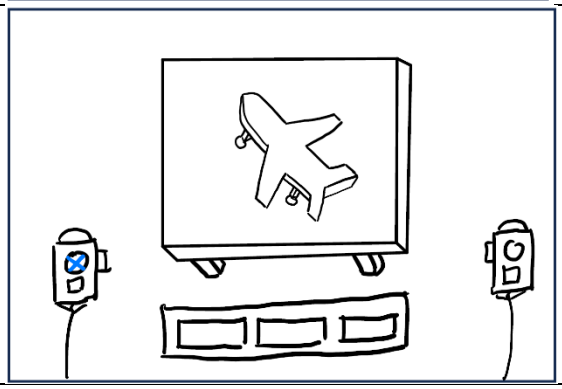
2.0 Manipulate Model – Move Aircraft

ID	Storyboard	Description
2.1		Aircraft model is loaded on an axis, in this instance, the axis is on a table
2.2		In the headset's POV, the technician can select "Manipulate Mode"
2.3		The technician uses the right controller's joystick to move the model forward
2.4		The model is then moved forward in the interface

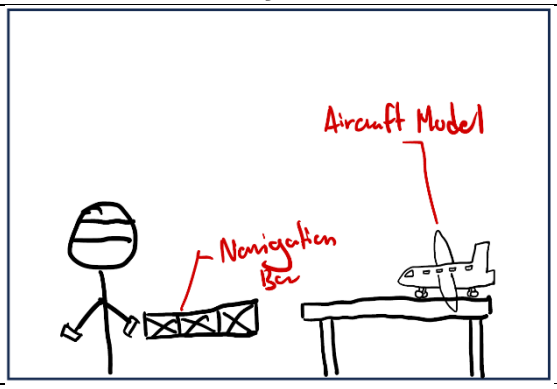
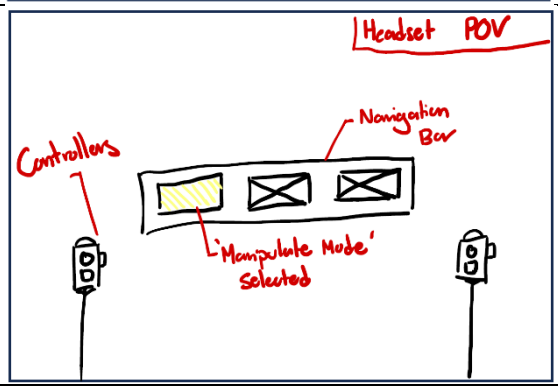
2.5		Upon pressing the right controller's secondary trigger button (located on the side of the controller), the technician can now move the model across the y-axis (upwards) by using the right controller's joystick
2.6		The aircraft is then moved upwards

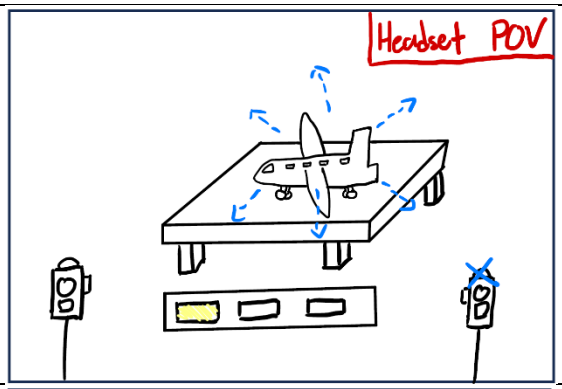
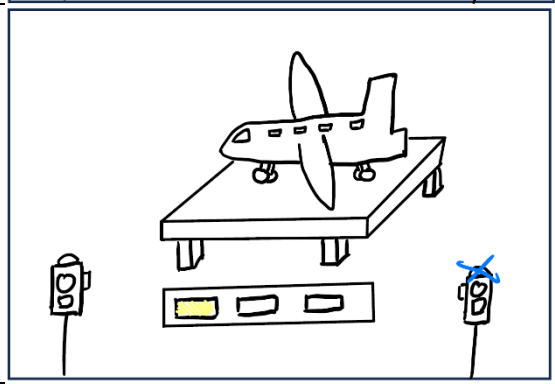
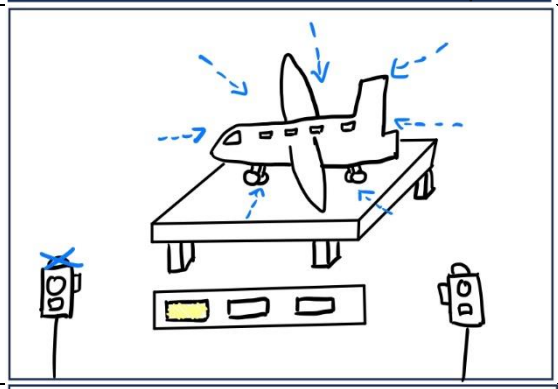
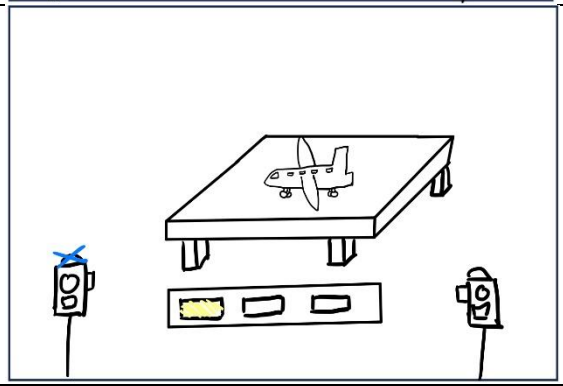
3.0 Manipulate Model – Rotate Aircraft

ID	Storyboard	Description
3.1		Aircraft model is loaded on an axis, in this instance, the axis is on a table
3.2		In the headset's POV, the technician can select 'Manipulate Mode'

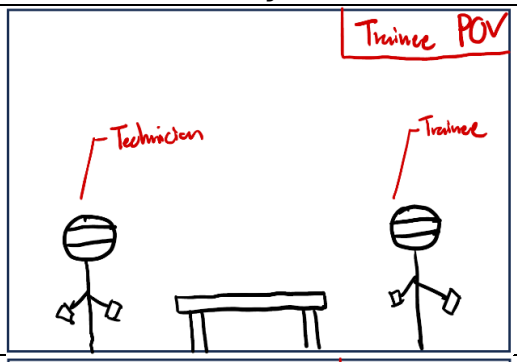
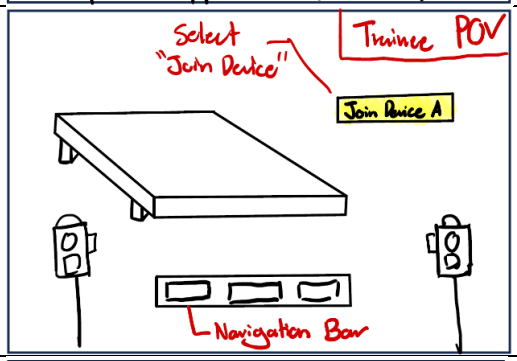
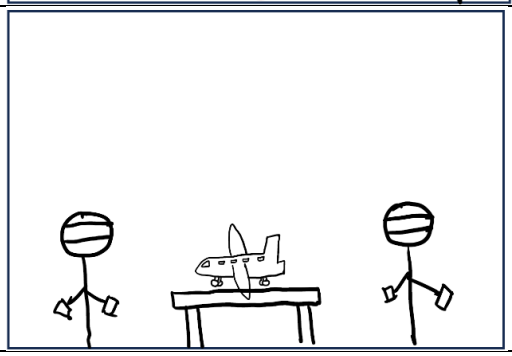
3.3		Using the left controller's joystick, the technician can rotate the aircraft model in whatever direction they choose, in a clockwise direction in this instance
3.4		The model is then rotated. Note that for instances where rotating the model in an anti-clockwise direction is required, the technician can press the left controller's secondary trigger button (on the side of the controller) to perform this.

4.0 Manipulate Model – Zoom In/Out

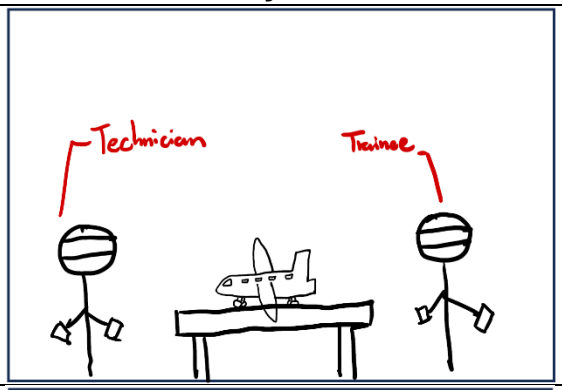
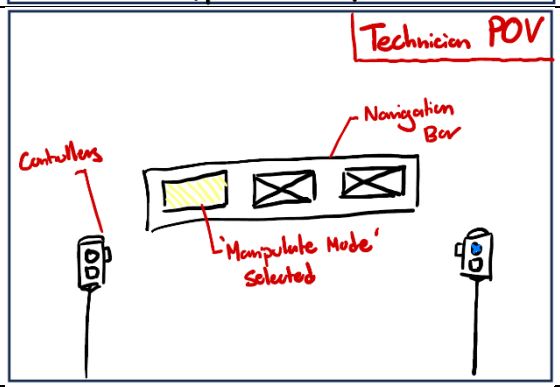
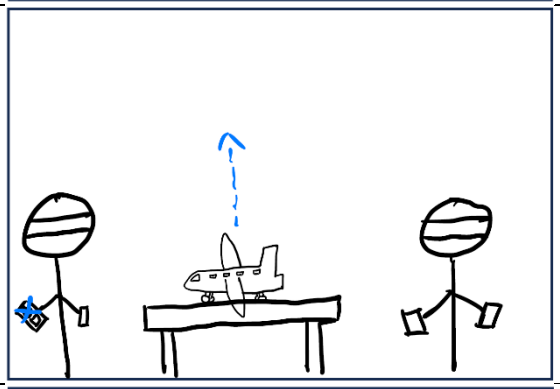
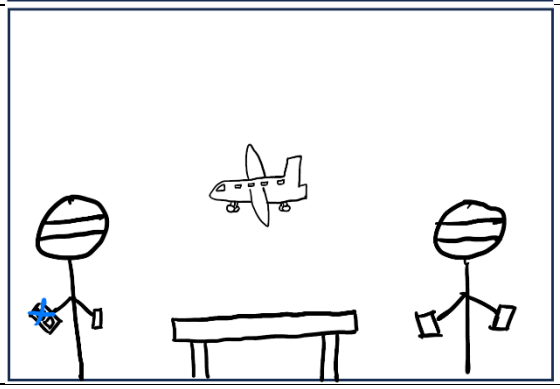
ID	Storyboard	Description
4.1		Aircraft model is loaden on an axis, in this instance, the axis is on a table
4.1		In the headset's POV, the technician can select 'Manipulate Mode'

4.2		Using the right controller's trigger button, the technician can choose to enlarge the model (zoom in)
4.3		The model is then zoomed in
4.4		Using the left controller's trigger button, the technician can choose to shrink the model (zoom out)
4.5		The model is then zoomed out

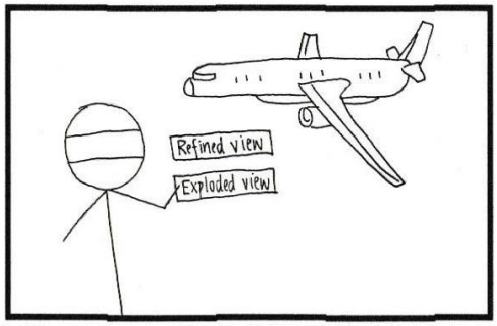
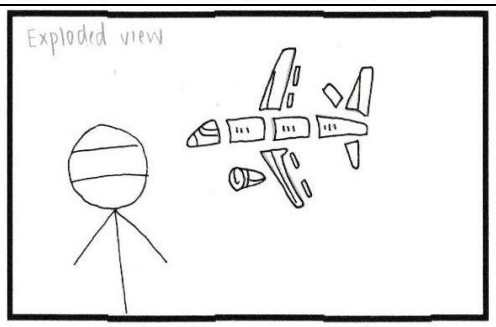
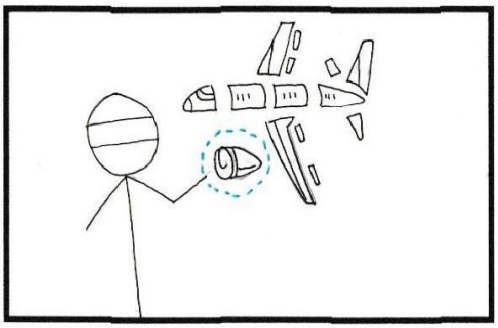
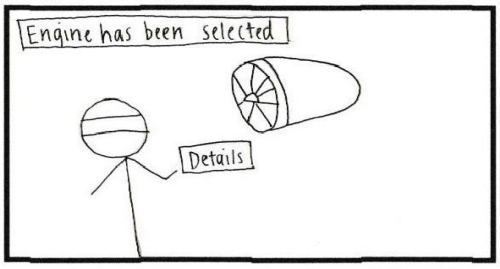
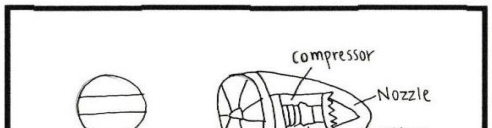
5.0 Collaboration – View Model on Another Device

ID	Storyboard	Description
5.1		In this instance, the technician already has a model loaded in the interface. The trainee on the other hand is going to join the technician's existing session
5.2		In the Trainee's POV, they can select a button in the interface to join the technician's existing session
5.3		Upon joining, both parties can view the model

6.0 Collaboration – Synchronise Model State

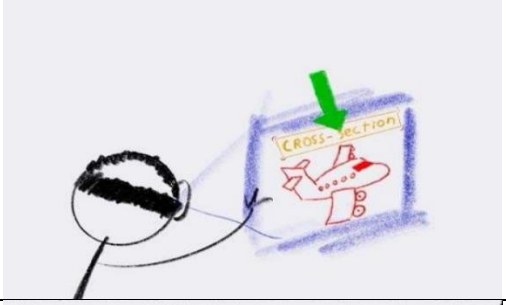
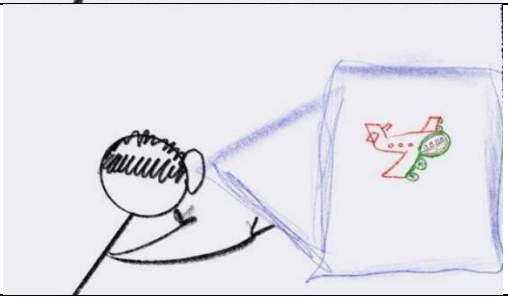
ID	Storyboard	Description
6.1		In this instance, the trainee has joined the technician's existing session and both parties are viewing the model simultaneously
6.2		In this scenario, the technician selects 'Manipulate Mode' to move the model
6.3		The technician then decides to move the model upwards
6.4		The model is then viewed to move upwards by both parties. Note that any other manipulations made by the technician (for instance, viewing the exploded view/cross section), both parties can view this occurrence simultaneously

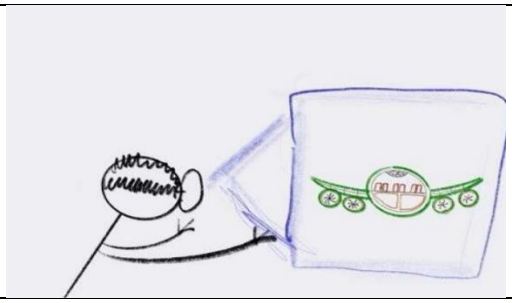
7.0 Exploded View

ID	Storyboard	Description
7.1		In the headset's POV, the user selects the 'exploded view' option
7.2		User views the entire aircraft separated into its main parts
7.3		User selects the engine
		
		

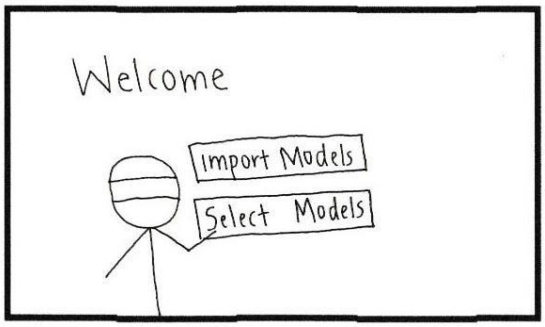
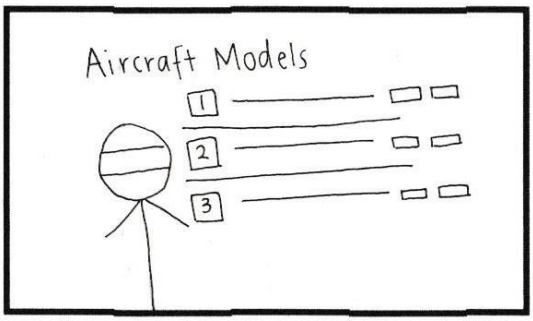
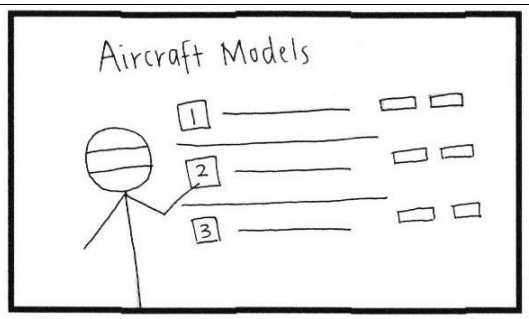
7.4		The engine is displayed and the user selects to view the details
7.5		The interface displays the specific parts within the engine

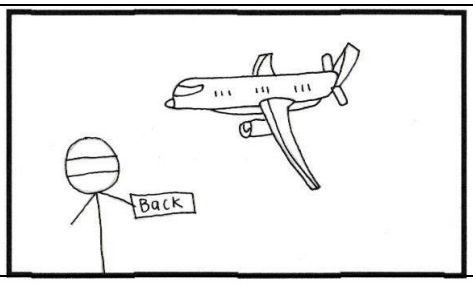
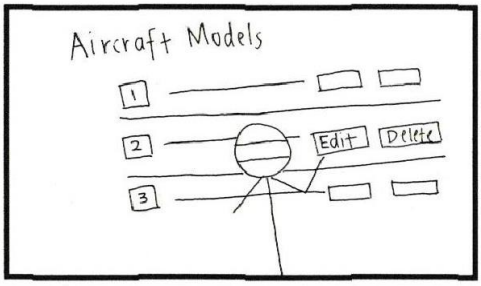
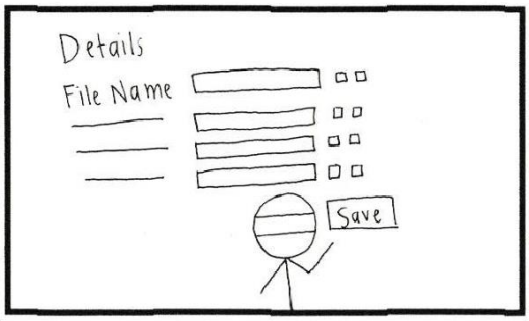
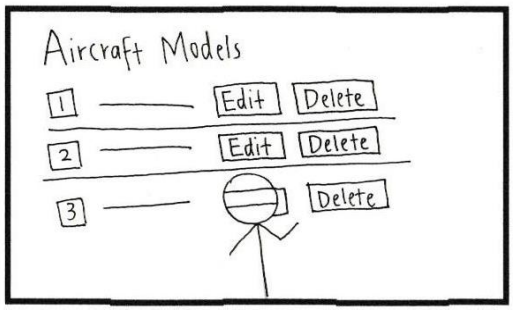
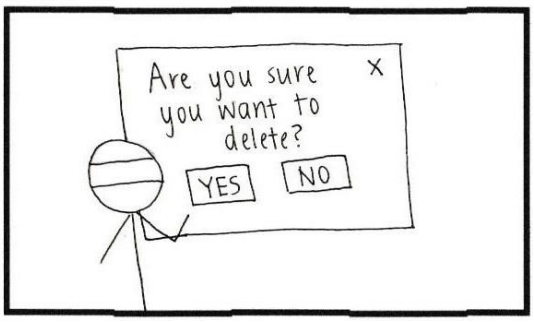
8.0 View Cross Section

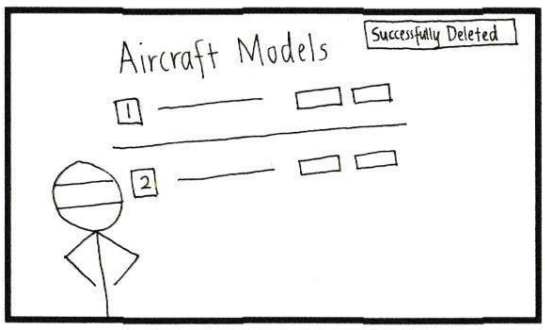
ID	Storyboard	Description
8.1		User is viewing a model through the AR app.
8.2		User selects the 'cross-section' button via the app interface
8.3		The model's cross-section is displayed

8.4		The user is manipulating the cross-section of the model

9.0 Models List

ID	Storyboard	Description
9.1		User wants to select models from the home page of the interface
9.2		The interface displays the list of aircraft models readily available for viewing
9.3		The user selects the second aircraft model

9.4		The aircraft is displayed to the user
9.5		The user wants to edit the details of the model
9.6		The interface displays the of the model and once the user makes the changes, they save it
9.7		The user then wants to delete the third aircraft model
9.8		The interface displays a pop-up message to confirm deletion

9.9		After the user confirms, the interface displays the remaining list of models