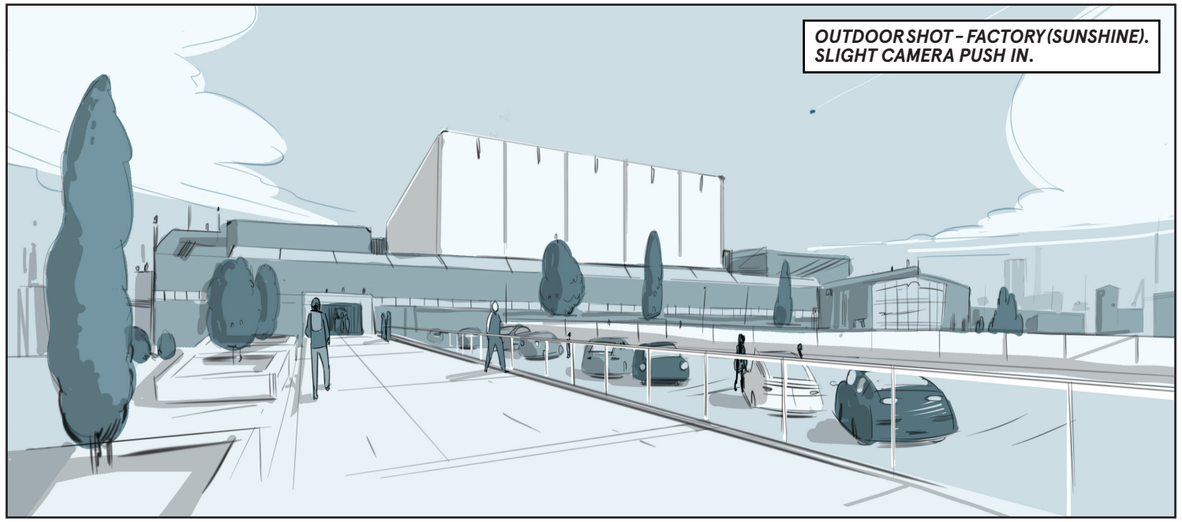
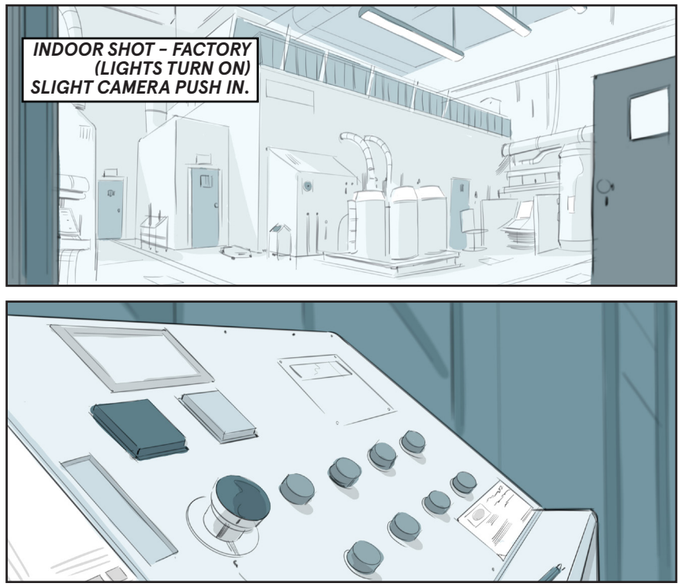
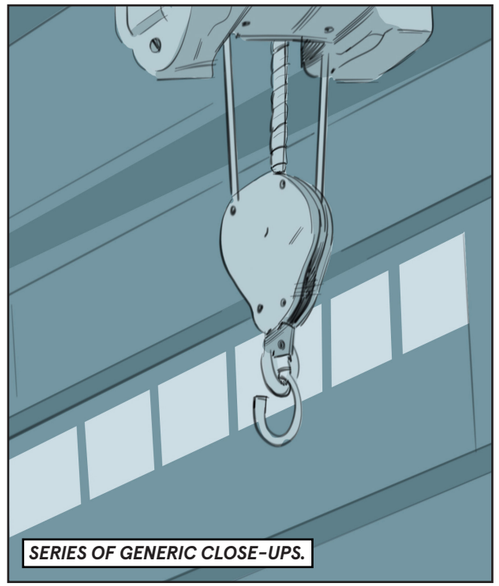
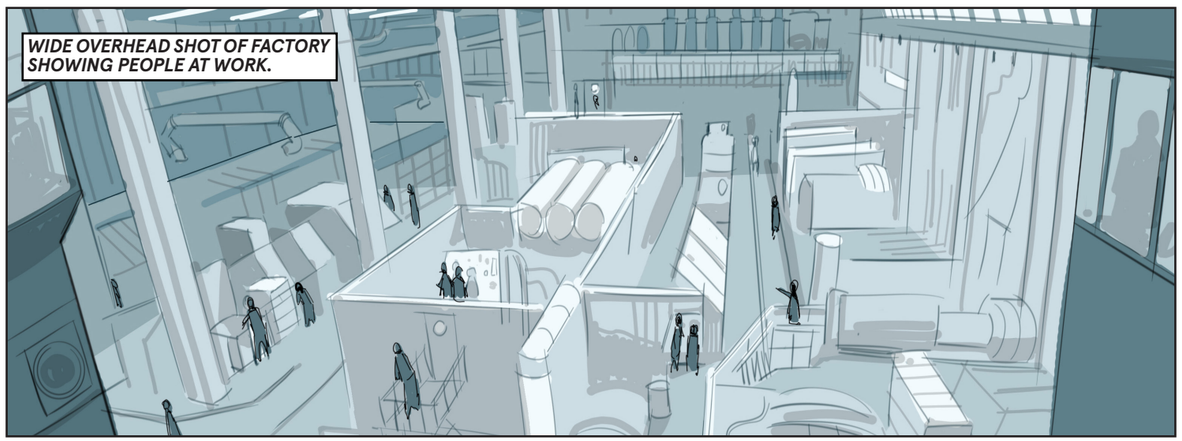
1
ONEREALITY


OUTDOOR SHOT - FACTORY (SUNSHINE).
SLIGHT CAMERA PUSH IN.


INDOOR SHOT - FACTORY
(LIGHTS TURN ON)
SLIGHT CAMERA PUSH IN.


SERIES OF GENERIC CLOSE-UPS.


WIDE OVERHEAD SHOT OF FACTORY
SHOWING PEOPLE AT WORK.

MIR 100 ROBOT MOVES INTO SHOT.

MIR 100 REACHES THE CENTER OF THE SHOT. CAMERA ZOOMS OUT.

CAMERA ROTATE SLIGHTLY TO REVEAL A MAN WALKING INTO SHOT.

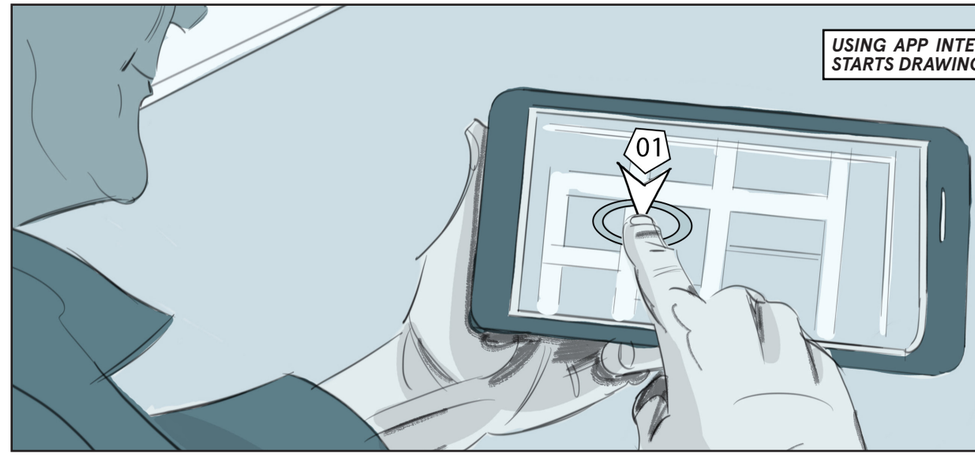
CLOSE-UP OF MAN PULLING DEVICE OUT OF HIS POCKET.

WIDER SHOT OF MIR AND MAN LIFTING HIS DEVICE.

MAN POINTS DEVICE TOWARDS MIR. CAMERA BEHIND HIS SHOULDER.

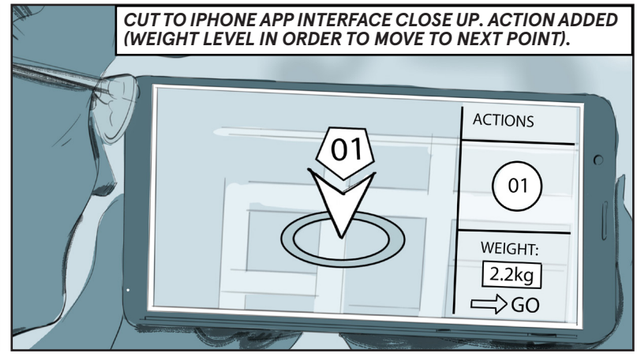
AS SOON AS HE POINTS IT AT THE MIR, HE INSTANTLY SEES THE USER INTERFACE. IPHONE AND MIR ARE NOW CONNECTED.

USING APP INTERFACE THE WORKER STARTS DRAWING MIR PATH.



CUT TO OPPOSITE ANGLE, FACING WORKER.

CUT TO IPHONE APP INTERFACE CLOSE UP. ACTION ADDED (WEIGHT LEVEL IN ORDER TO MOVE TO NEXT POINT).

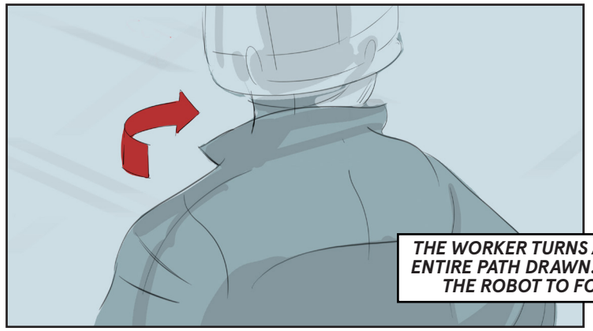


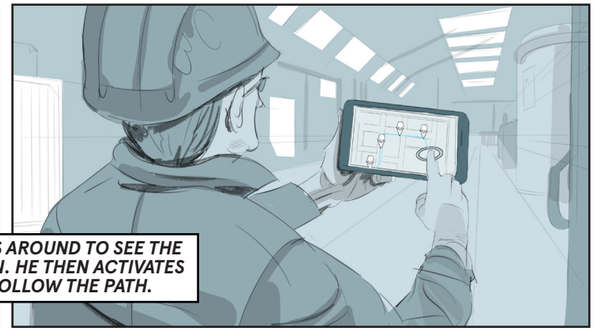
MAN STARTS WALKING AND DRAGS FINGER TO POSITION NEXT LOCATION POINT IN SPACE.

MAN KEEPS WALKING THROUGH THE SHOT.

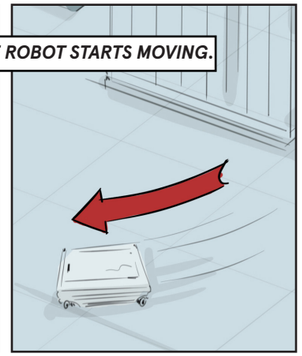
HE IS NOW WALKING IN THE OPPOSITE DIRECTION.

WE MOVED AHEAD OF TIME, A FEW MORE POINTS HAVE BEEN DROPPED.

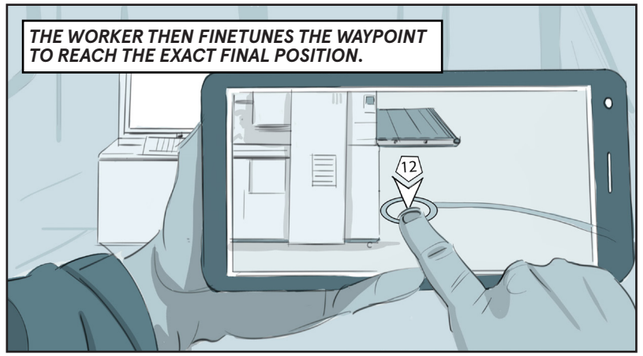




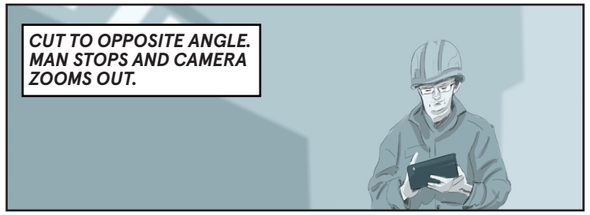
THE WORKER TURNS AROUND TO SEE THE ENTIRE PATH DRAWN. HE THEN ACTIVATES THE ROBOT TO FOLLOW THE PATH.



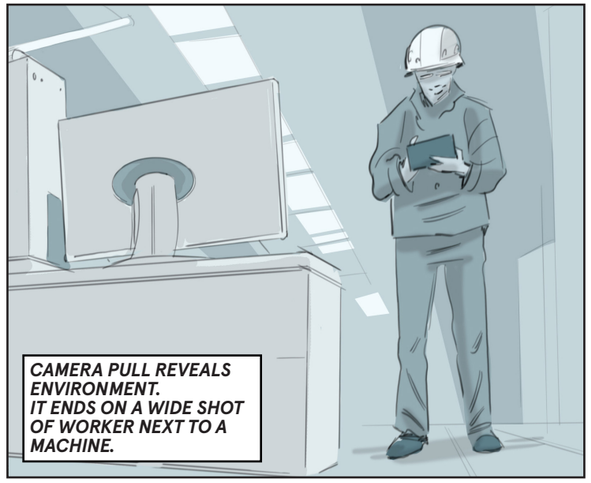
THE ROBOT STARTS MOVING.



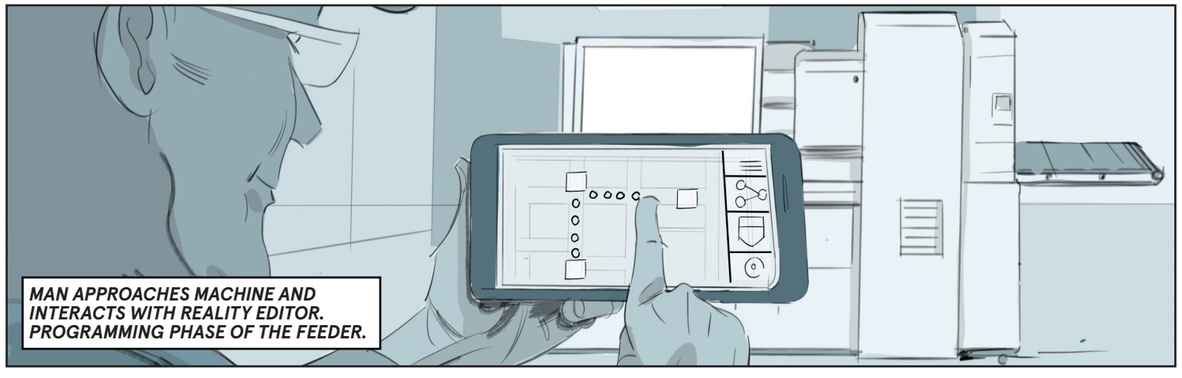
THE WORKER THEN FINETUNES THE WAYPOINT TO REACH THE EXACT FINAL POSITION.



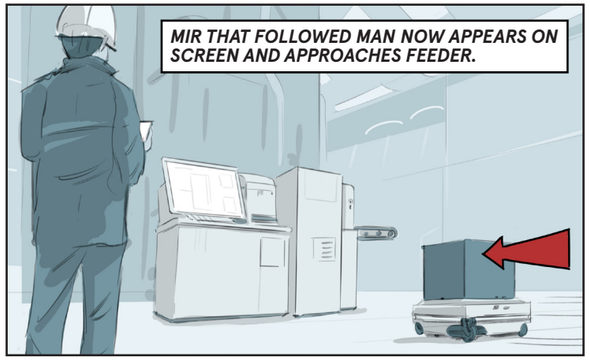
CUT TO OPPOSITE ANGLE. MAN STOPS AND CAMERA ZOOMS OUT.



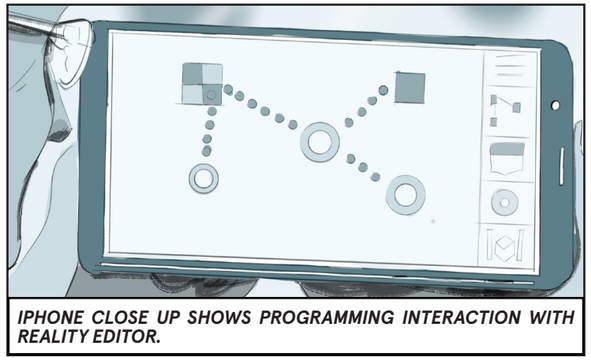
CAMERA PULL REVEALS ENVIRONMENT. IT ENDS ON A WIDE SHOT OF WORKER NEXT TO A MACHINE.



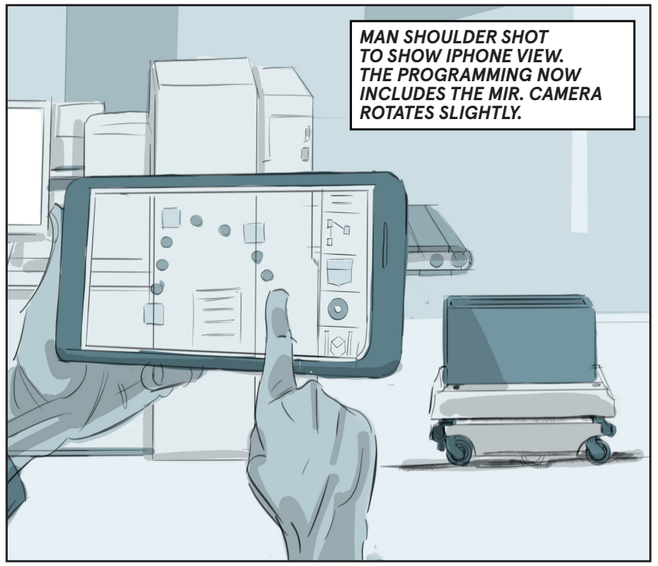
MAN APPROACHES MACHINE AND INTERACTS WITH REALITY EDITOR. PROGRAMMING PHASE OF THE FEEDER.



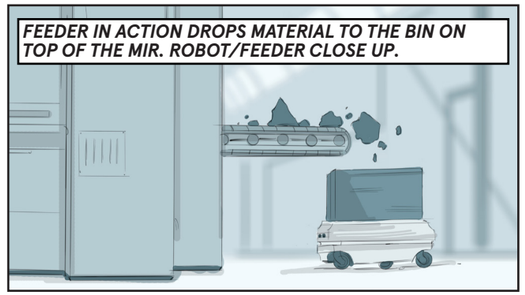
MIR THAT FOLLOWED MAN NOW APPEARS ON SCREEN AND APPROACHES FEEDER.



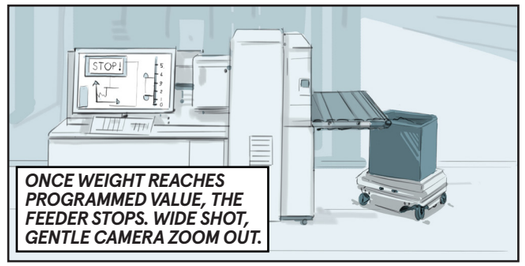
IPHONE CLOSE UP SHOWS PROGRAMMING INTERACTION WITH REALITY EDITOR.



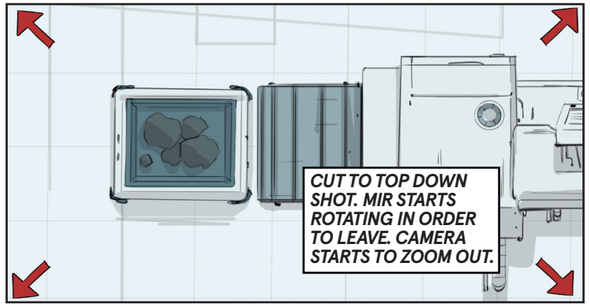
MAN SHOULDER SHOT TO SHOW IPHONE VIEW. THE PROGRAMMING NOW INCLUDES THE MIR. CAMERA ROTATES SLIGHTLY.



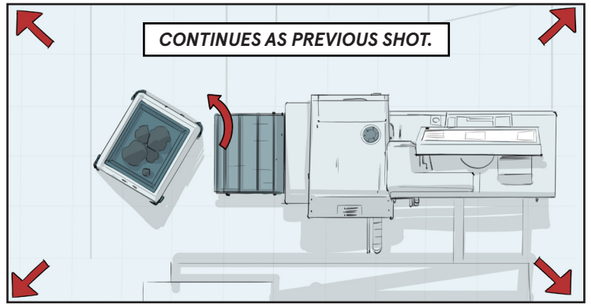
FEEDER IN ACTION DROPS MATERIAL TO THE BIN ON TOP OF THE MIR. ROBOT/FEEDER CLOSE UP.



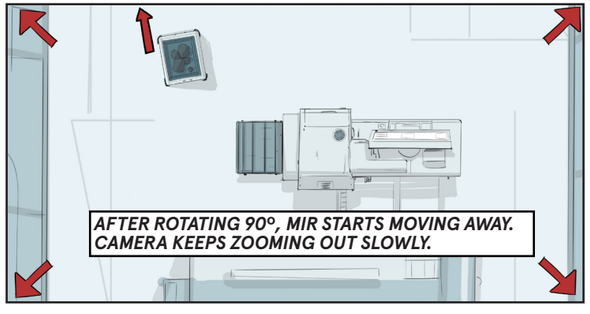
ONCE WEIGHT REACHES PROGRAMMED VALUE, THE FEEDER STOPS. WIDE SHOT, GENTLE CAMERA ZOOM OUT.



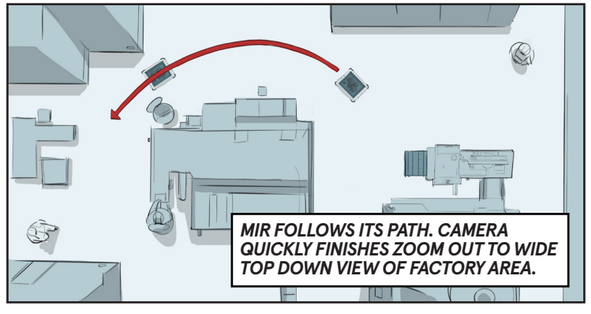
CUT TO TOP DOWN SHOT. MIR STARTS ROTATING IN ORDER TO LEAVE. CAMERA STARTS TO ZOOM OUT.



CONTINUES AS PREVIOUS SHOT.

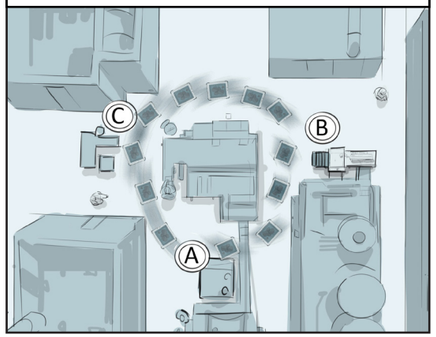


AFTER ROTATING 90º, MIR STARTS MOVING AWAY. CAMERA KEEPS ZOOMING OUT SLOWLY.



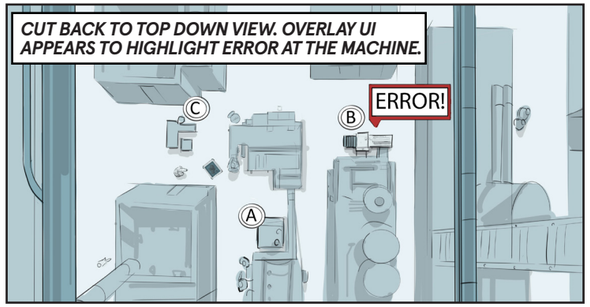
MIR FOLLOWS ITS PATH. CAMERA QUICKLY FINISHES ZOOM OUT TO WIDE TOP DOWN VIEW OF FACTORY AREA.

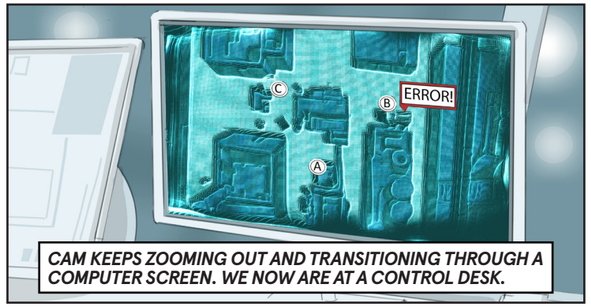
TIMELAPSE OF MIR FOLLOWING STEPS.
CAM CONTINUES GENTLE AND SLOW ZOOM OUT.



VOICE OVER CONTINUES WHILE WE CUT TO PORTRAIT SHOT OF PTC EXPERT TALKING ABOUT THE VISION.

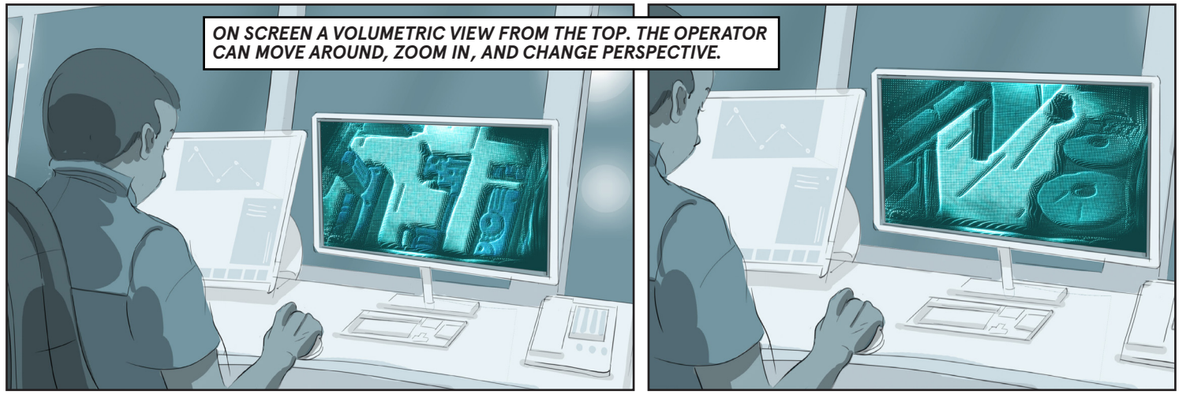
CUT BACK TO TOP DOWN VIEW. OVERLAY UI APPEARS TO HIGHLIGHT ERROR AT THE MACHINE.



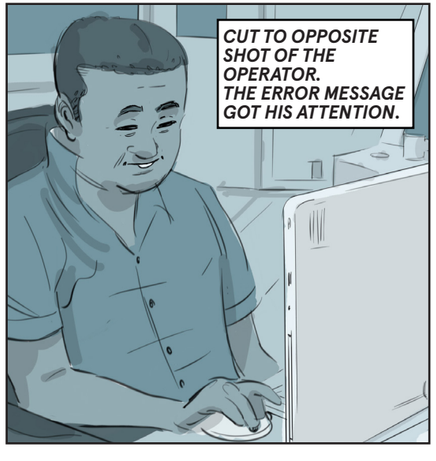


CAM KEEPS ZOOMING OUT AND TRANSITIONING THROUGH A COMPUTER SCREEN. WE NOW ARE AT A CONTROL DESK.

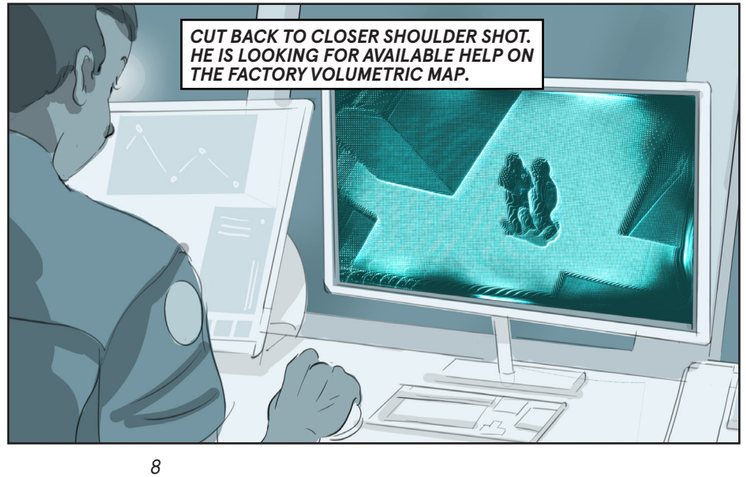
ON SCREEN A VOLUMETRIC VIEW FROM THE TOP. THE OPERATOR CAN MOVE AROUND, ZOOM IN, AND CHANGE PERSPECTIVE.



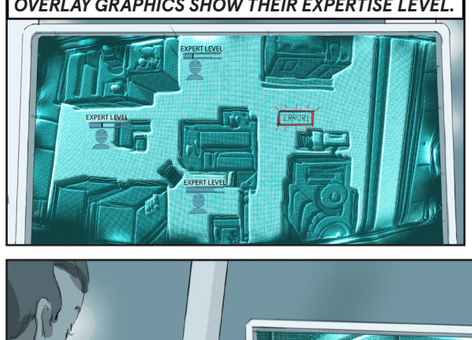
CUT TO OPPOSITE SHOT OF THE OPERATOR.
THE ERROR MESSAGE GOT HIS ATTENTION.



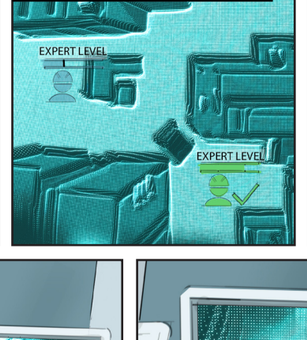
CUT BACK TO CLOSER SHOULDER SHOT.
HE IS LOOKING FOR AVAILABLE HELP ON THE FACTORY VOLUMETRIC MAP.

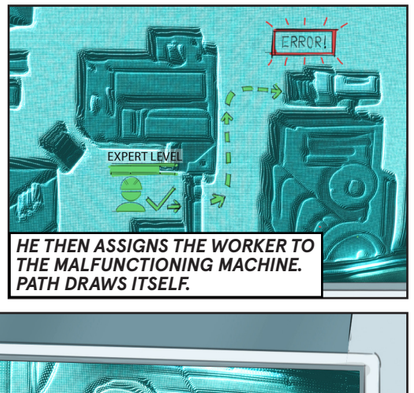


COMPUTER SCREEN CLOSE UP.
THREE WORKERS IN THE PROXIMITY.
OVERLAY GRAPHICS SHOW THEIR EXPERTISE LEVEL.

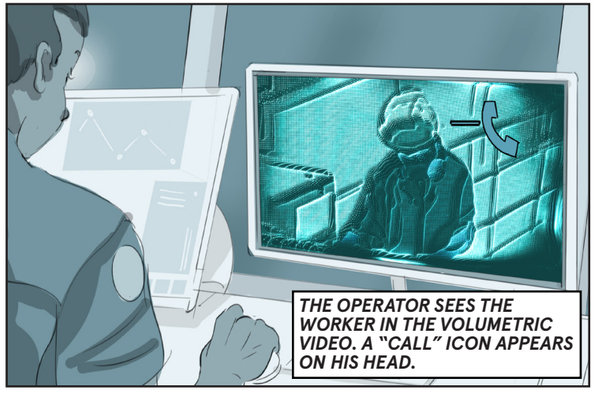


THE OPERATOR SELECTS THE MORE EXPERT WORKER.

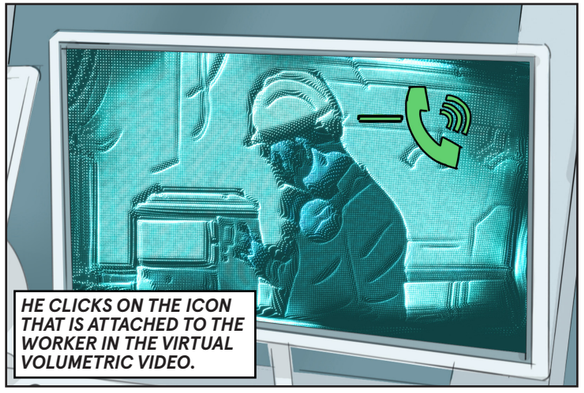




HE THEN ASSIGNS THE WORKER TO THE MALFUNCTIONING MACHINE. PATH DRAWS ITSELF.

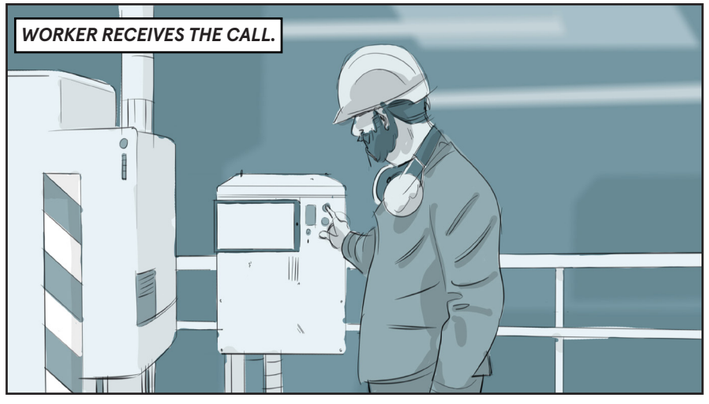


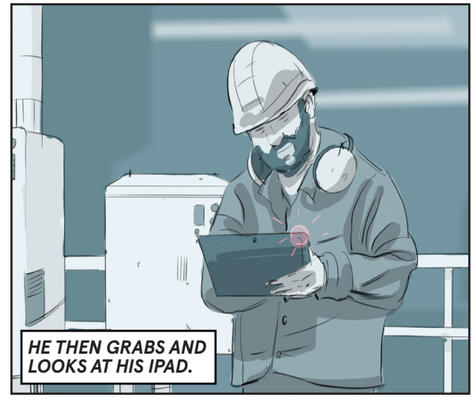
THE OPERATOR SEES THE WORKER IN THE VOLUMETRIC VIDEO. A "CALL" ICON APPEARS ON HIS HEAD.



HE CLICKS ON THE ICON THAT IS ATTACHED TO THE WORKER IN THE VIRTUAL VOLUMETRIC VIDEO.

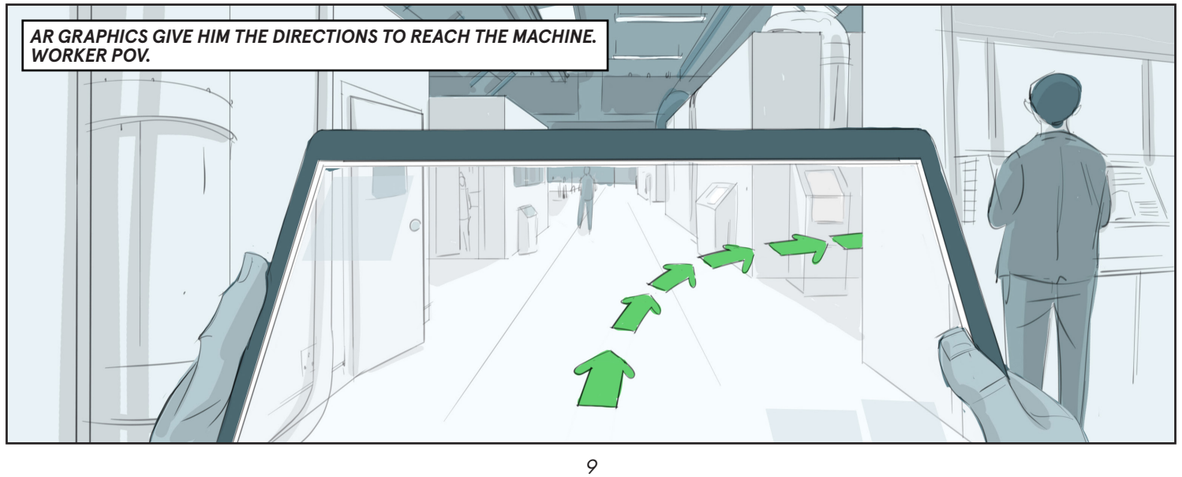
WORKER RECEIVES THE CALL.

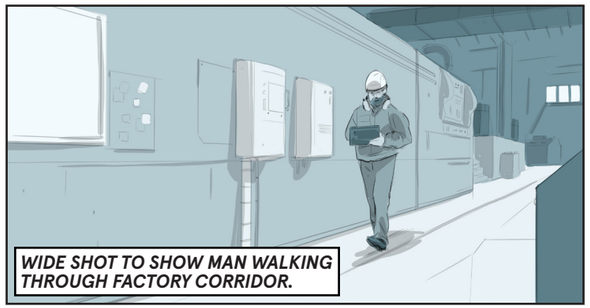




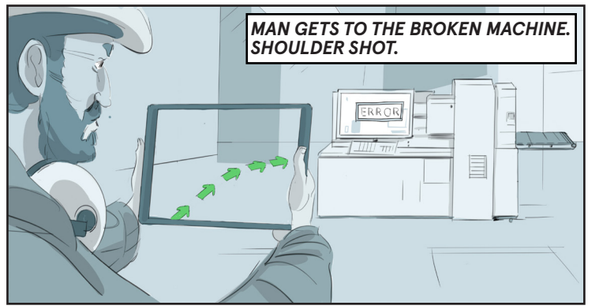
HE THEN GRABS AND LOOKS AT HIS IPAD.

AR GRAPHICS GIVE HIM THE DIRECTIONS TO REACH THE MACHINE.
WORKER POV.

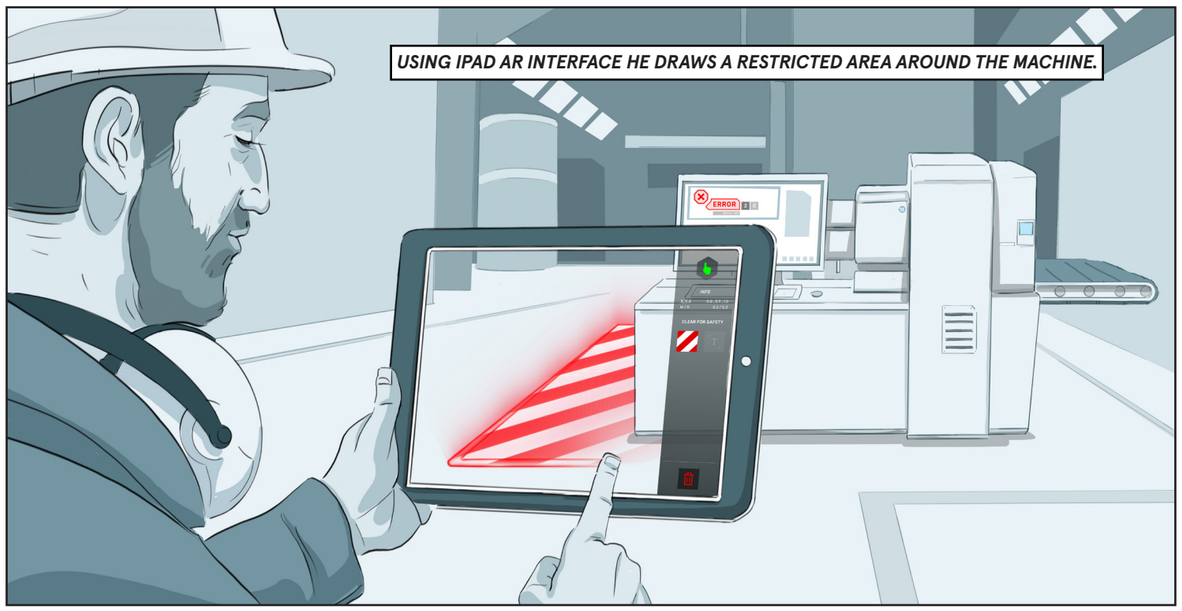




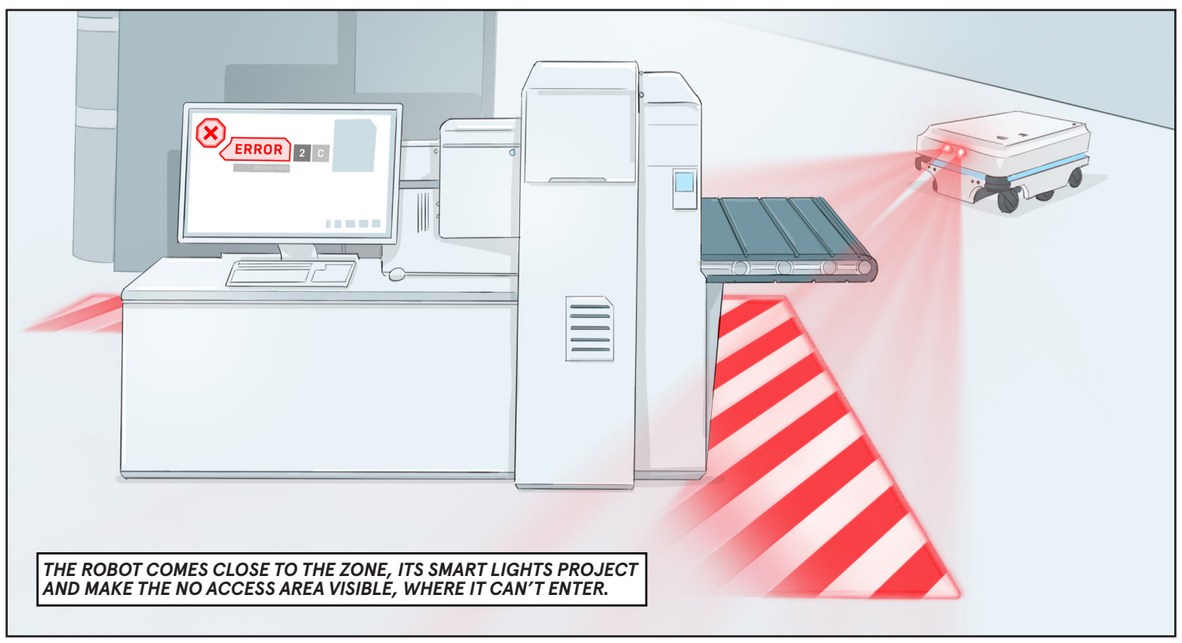
WIDE SHOT TO SHOW MAN WALKING THROUGH FACTORY CORRIDOR.



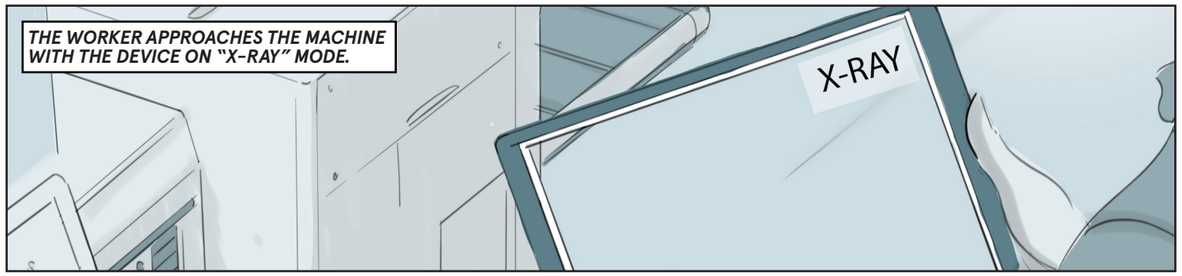
MAN GETS TO THE BROKEN MACHINE. SHOULDER SHOT.



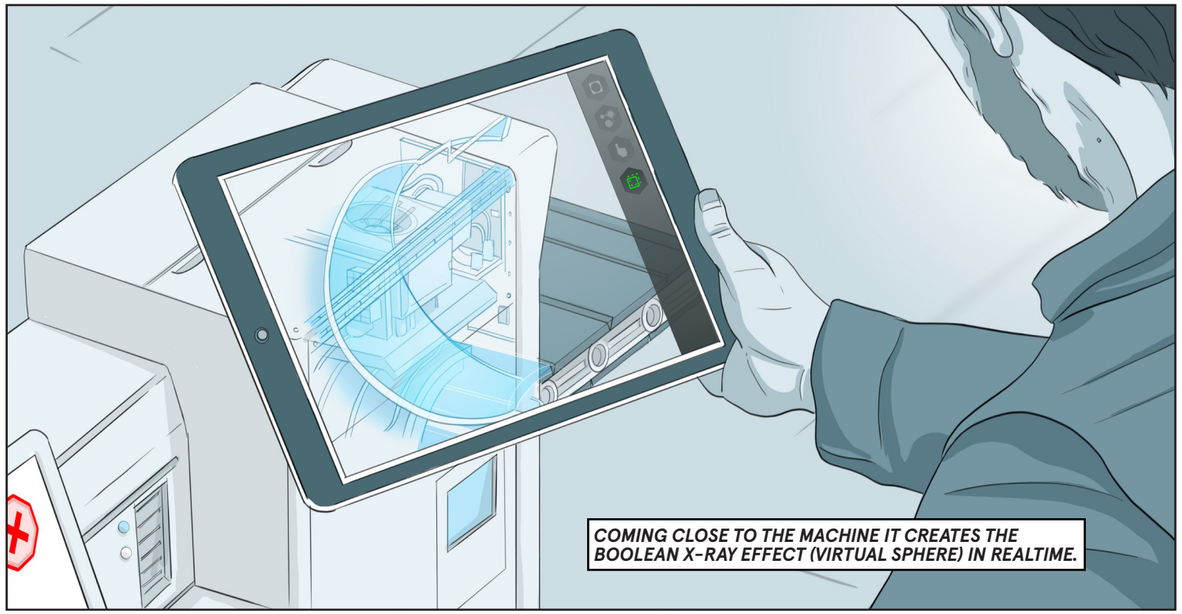
USING IPAD AR INTERFACE HE DRAWS A RESTRICTED AREA AROUND THE MACHINE.



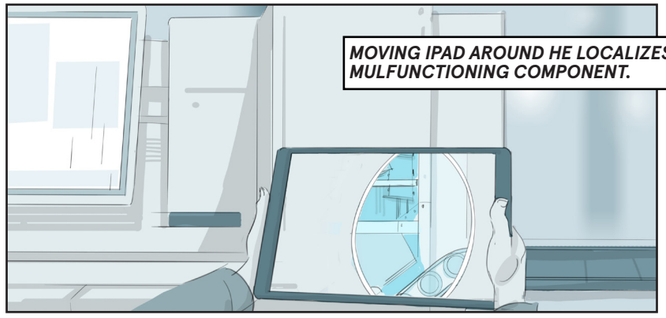
THE ROBOT COMES CLOSE TO THE ZONE, ITS SMART LIGHTS PROJECT AND MAKE THE NO ACCESS AREA VISIBLE, WHERE IT CAN'T ENTER.



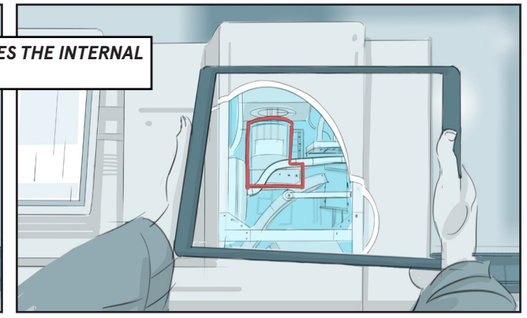
THE WORKER APPROACHES THE MACHINE WITH THE DEVICE ON "X-RAY" MODE.

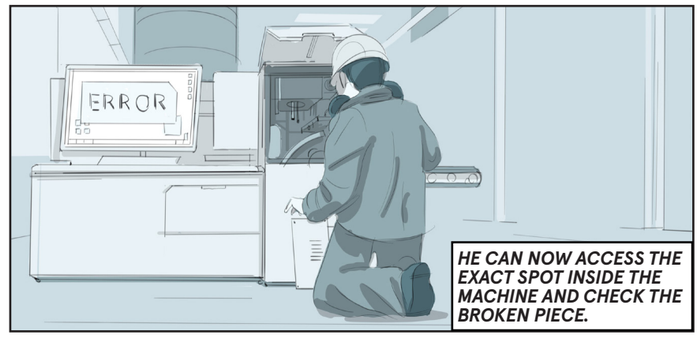


COMING CLOSE TO THE MACHINE IT CREATES THE BOOLEAN X-RAY EFFECT (VIRTUAL SPHERE) IN REALTIME.

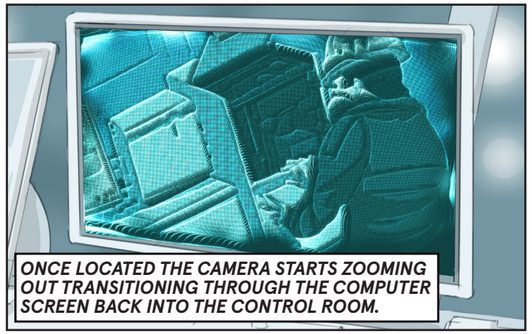


MOVING IPAD AROUND HE LOCALIZES THE INTERNAL MULFUNCTIONING COMPONENT.



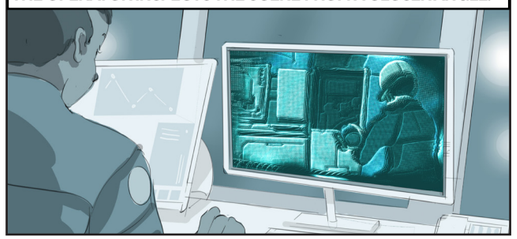


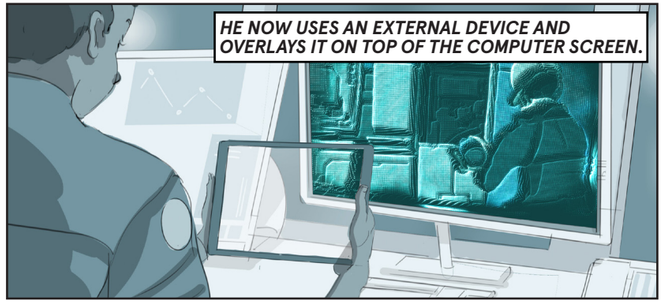
HE CAN NOW ACCESS THE EXACT SPOT INSIDE THE MACHINE AND CHECK THE BROKEN PIECE.



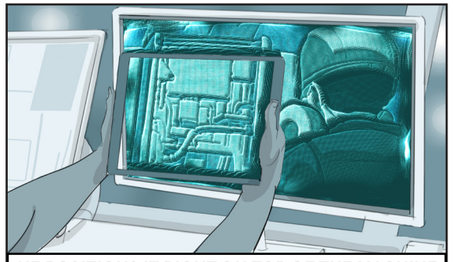
ONCE LOCATED THE CAMERA STARTS ZOOMING OUT TRANSITIONING THROUGH THE COMPUTER SCREEN BACK INTO THE CONTROL ROOM.

SHOULDER SHOT OF AN OPERATOR INTERACTING WITH THE VOLUMETRIC LIVE FEED VIDEO OF THE SITUATION. THE OPERATOR INSPECTS THE SCENE FROM A CLOSER ANGLE.

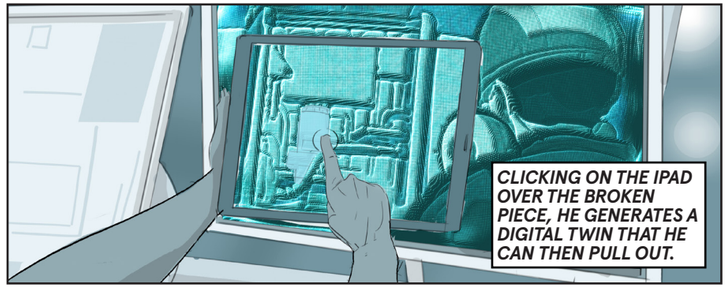




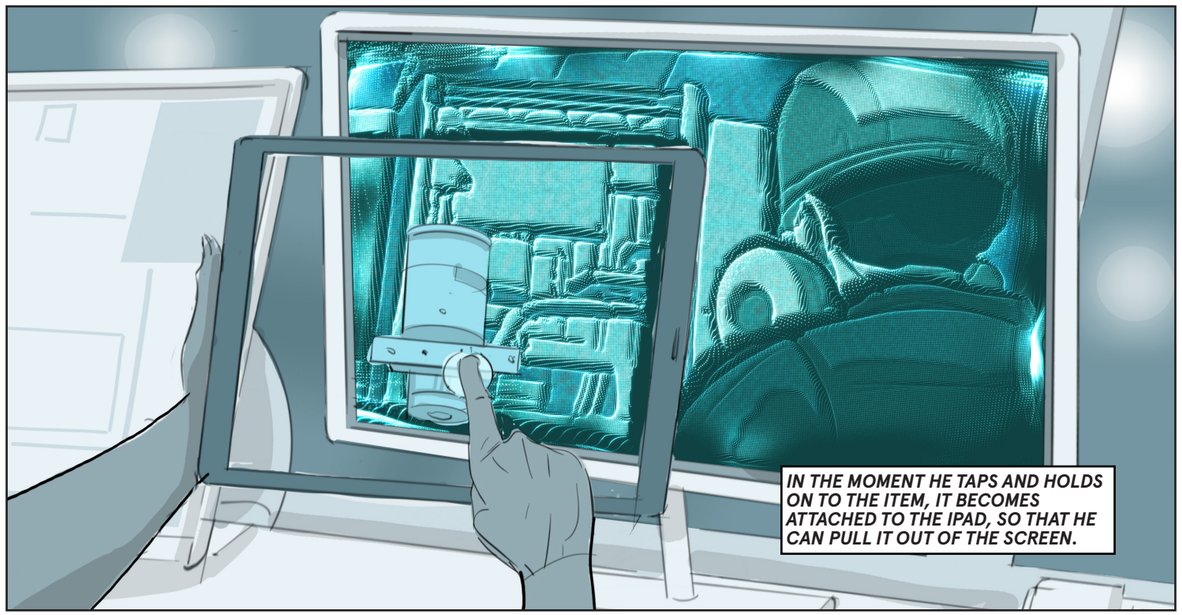
HE NOW USES AN EXTERNAL DEVICE AND OVERLAYS IT ON TOP OF THE COMPUTER SCREEN.



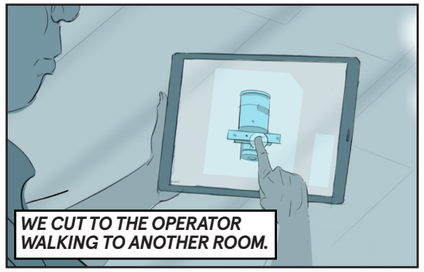
HE POSITIONS IT RIGHT ON TOP OF THE MACHINE.



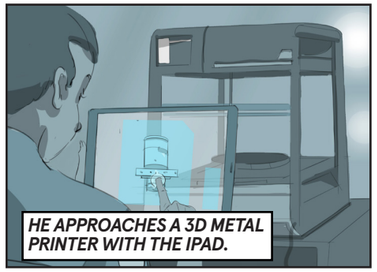
CLICKING ON THE IPAD OVER THE BROKEN PIECE, HE GENERATES A DIGITAL TWIN THAT HE CAN THEN PULL OUT.



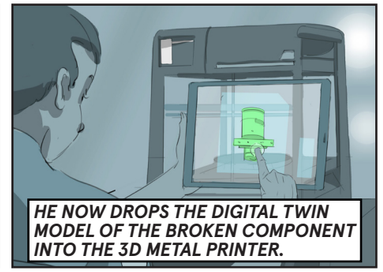
IN THE MOMENT HE TAPS AND HOLDS ON TO THE ITEM, IT BECOMES ATTACHED TO THE IPAD, SO THAT HE CAN PULL IT OUT OF THE SCREEN.



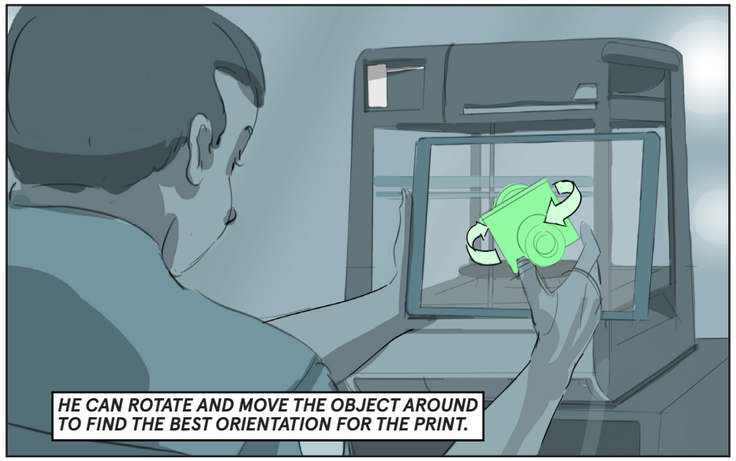
WE CUT TO THE OPERATOR WALKING TO ANOTHER ROOM.



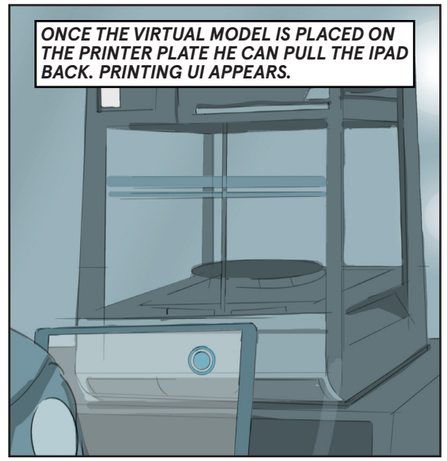
HE APPROACHES A 3D METAL PRINTER WITH THE IPAD.



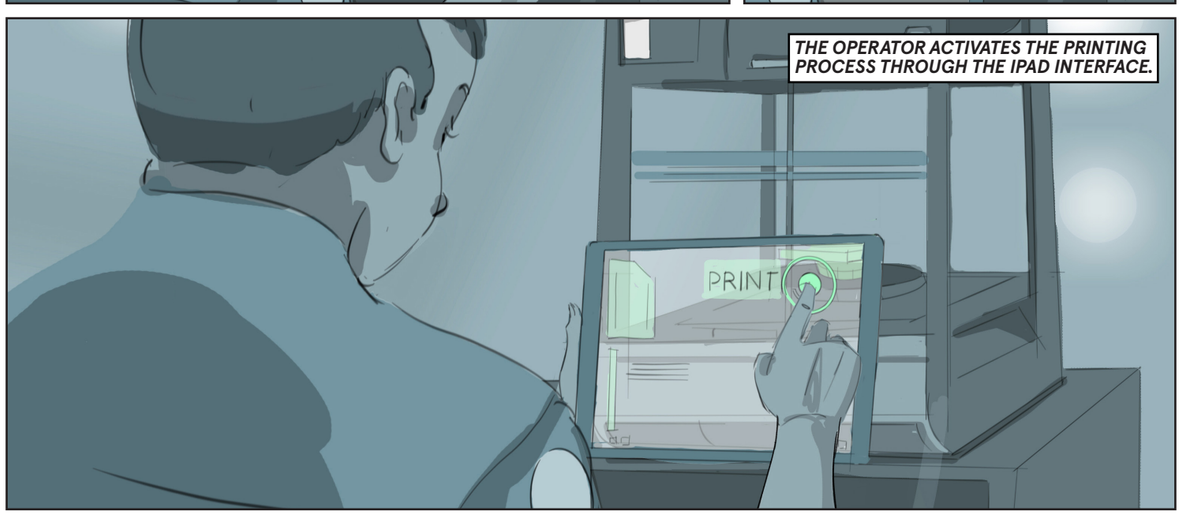
HE NOW DROPS THE DIGITAL TWIN MODEL OF THE BROKEN COMPONENT INTO THE 3D METAL PRINTER.



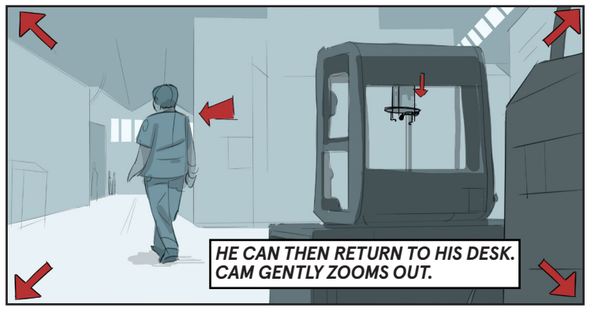
HE CAN ROTATE AND MOVE THE OBJECT AROUND TO FIND THE BEST ORIENTATION FOR THE PRINT.



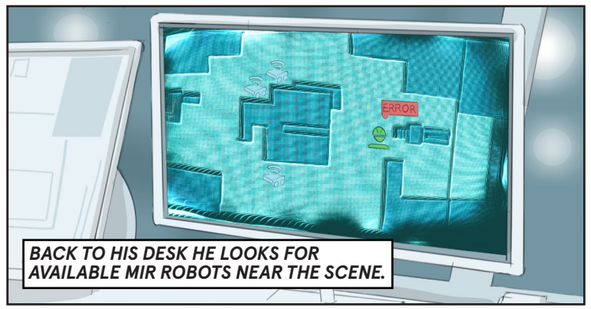
ONCE THE VIRTUAL MODEL IS PLACED ON THE PRINTER PLATE HE CAN PULL THE IPAD BACK. PRINTING UI APPEARS.



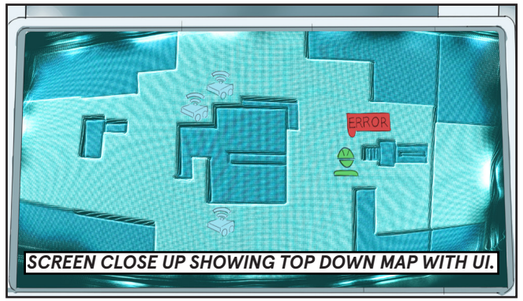
THE OPERATOR ACTIVATES THE PRINTING PROCESS THROUGH THE IPAD INTERFACE.



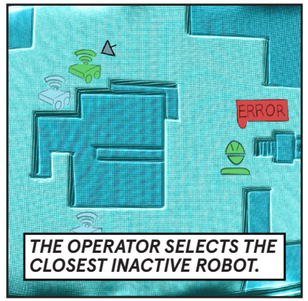
HE CAN THEN RETURN TO HIS DESK. CAM GENTLY ZOOMS OUT.



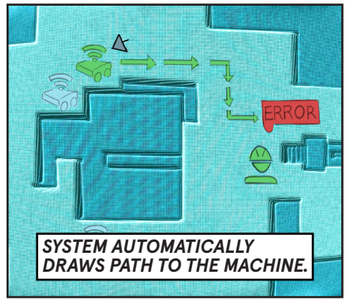
BACK TO HIS DESK HE LOOKS FOR AVAILABLE MIR ROBOTS NEAR THE SCENE.



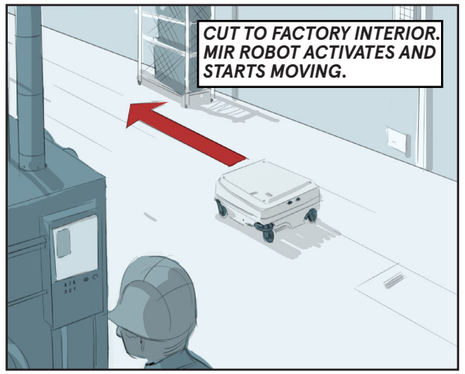
SCREEN CLOSE UP SHOWING TOP DOWN MAP WITH UI.



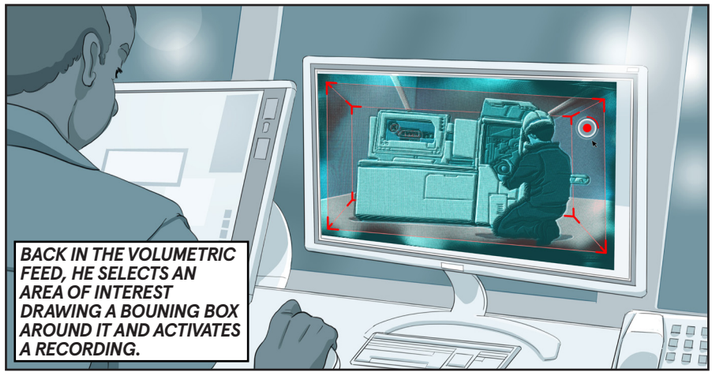
THE OPERATOR SELECTS THE CLOSEST INACTIVE ROBOT.



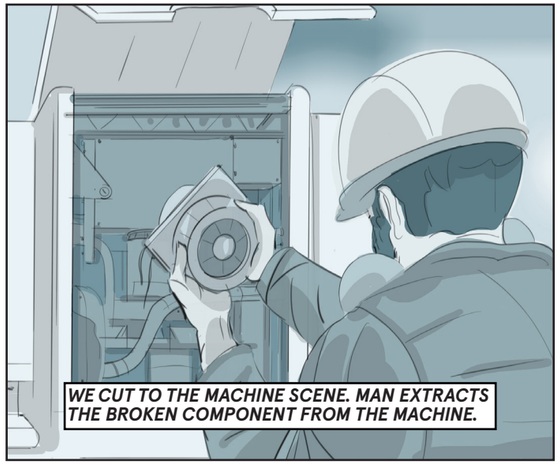
SYSTEM AUTOMATICALLY DRAWS PATH TO THE MACHINE.



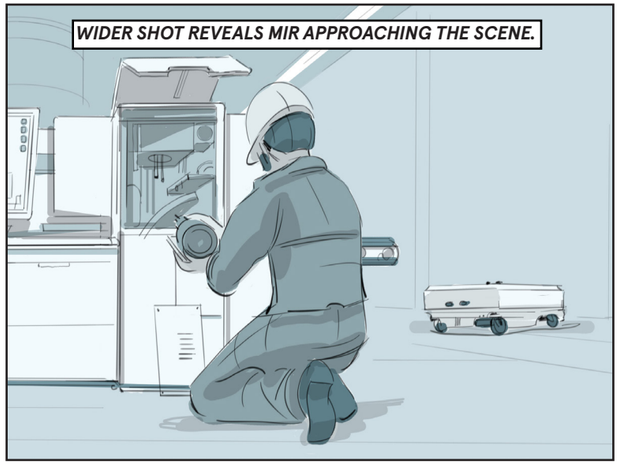
CUT TO FACTORY INTERIOR. MIR ROBOT ACTIVATES AND STARTS MOVING.



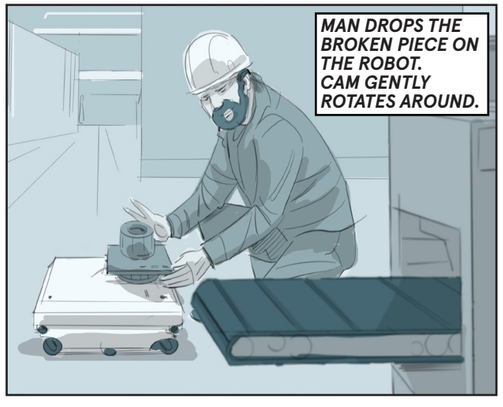
BACK IN THE VOLUMETRIC FEED, HE SELECTS AN AREA OF INTEREST DRAWING A BOUNING BOX AROUND IT AND ACTIVATES A RECORDING.



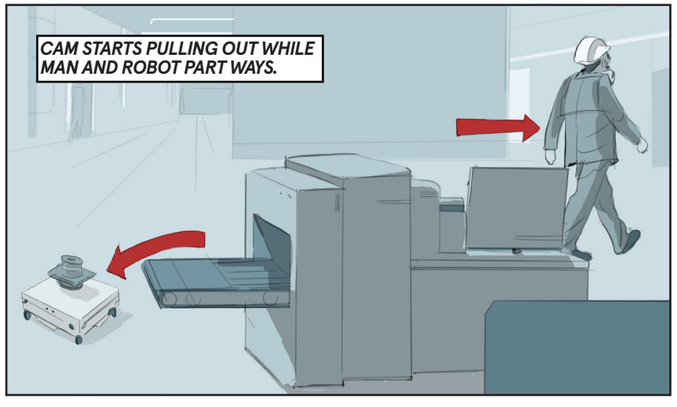
WE CUT TO THE MACHINE SCENE. MAN EXTRACTS THE BROKEN COMPONENT FROM THE MACHINE.



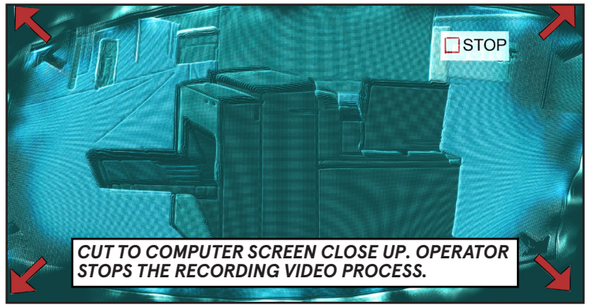
WIDER SHOT REVEALS MIR APPROACHING THE SCENE.



MAN DROPS THE BROKEN PIECE ON THE ROBOT. CAM GENTLY ROTATES AROUND.

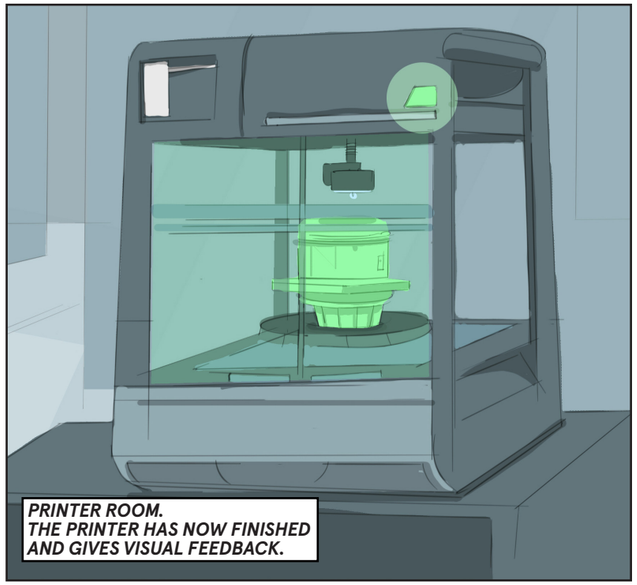


CAM STARTS PULLING OUT WHILE MAN AND ROBOT PART WAYS.

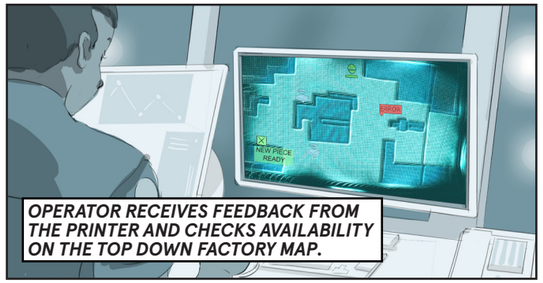


CUT TO COMPUTER SCREEN CLOSE UP. OPERATOR STOPS THE RECORDING VIDEO PROCESS.

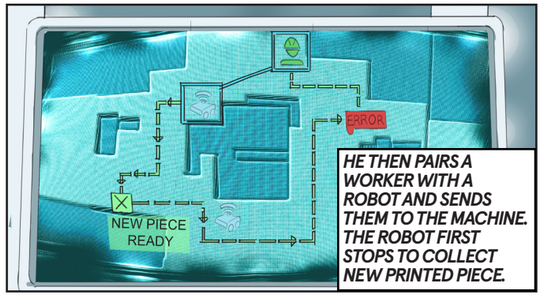
THE VIDEO IS NOW SAVED AND HE ADDS AN OVERLAY PLAYBACK GRAPHICS TO THE SCENE.



PRINTER ROOM.
THE PRINTER HAS NOW FINISHED AND GIVES VISUAL FEEDBACK.

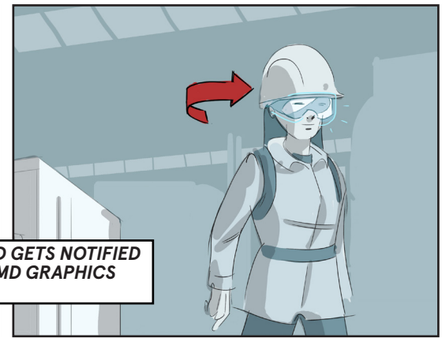


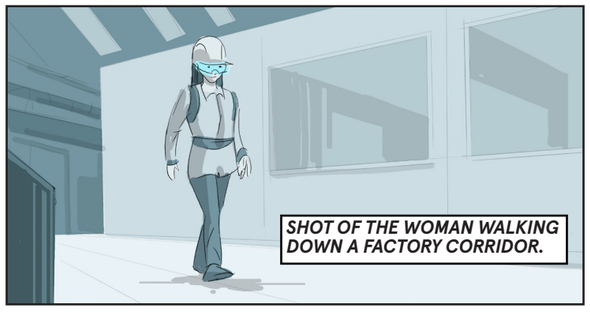
OPERATOR RECEIVES FEEDBACK FROM THE PRINTER AND CHECKS AVAILABILITY ON THE TOP DOWN FACTORY MAP.



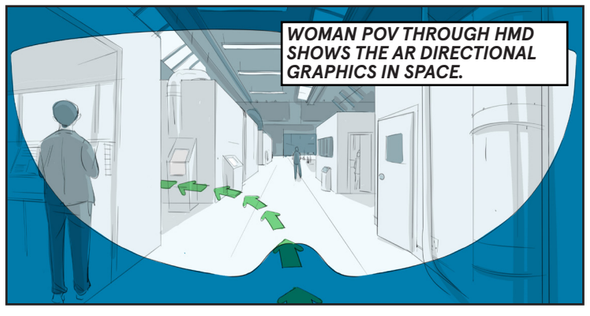
HE THEN PAIRS A WORKER WITH A ROBOT AND SENDS THEM TO THE MACHINE. THE ROBOT FIRST STOPS TO COLLECT NEW PRINTED PIECE.

WORKER WEARING HMD GETS NOTIFIED AND TURNS AROUND.HMD GRAPHICS TELL HIM TO MOVE.





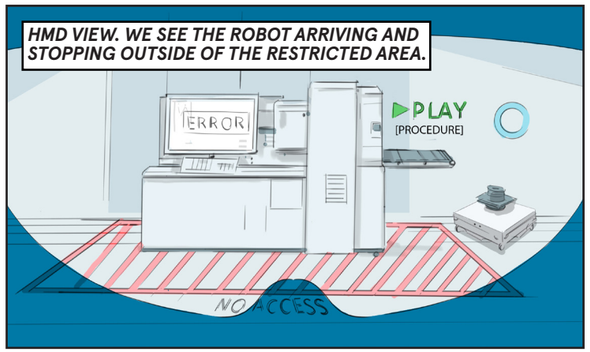
SHOT OF THE WOMAN WALKING DOWN A FACTORY CORRIDOR.



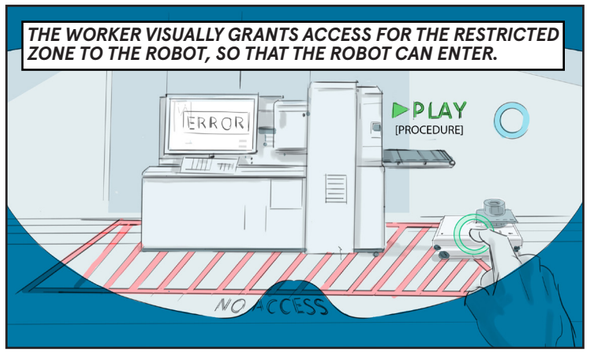
WOMAN POV THROUGH HMD SHOWS THE AR DIRECTIONAL GRAPHICS IN SPACE.

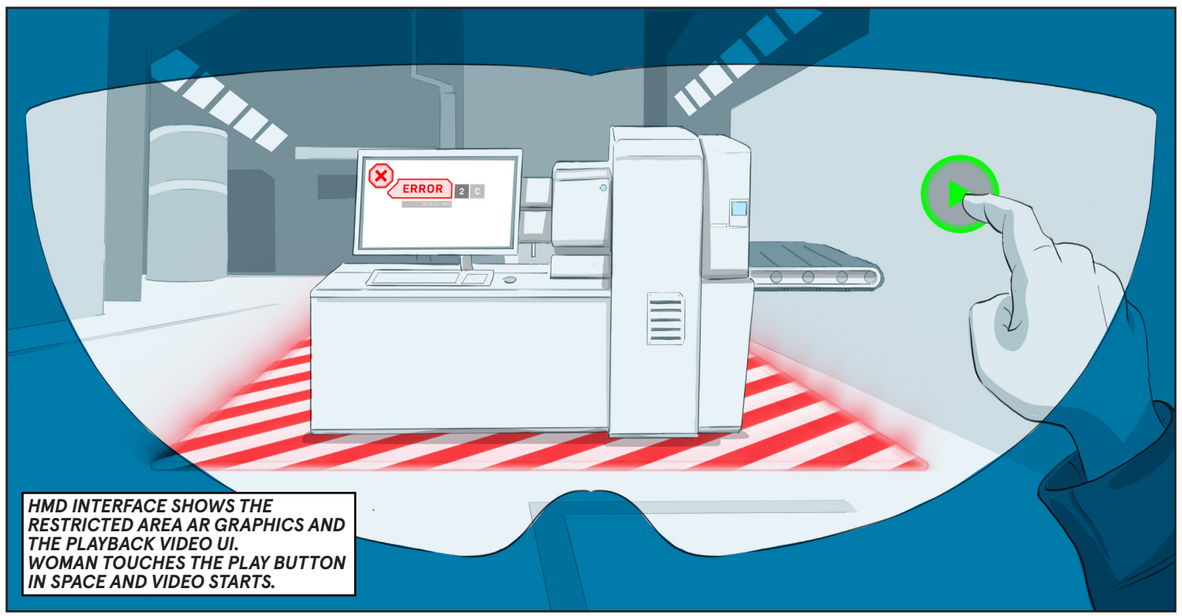
CUT TO WIDE SHOT OF THE SCENE.
WORKER REACHED THE MACHINE.

HMD VIEW. WE SEE THE ROBOT ARRIVING AND STOPPING OUTSIDE OF THE RESTRICTED AREA.



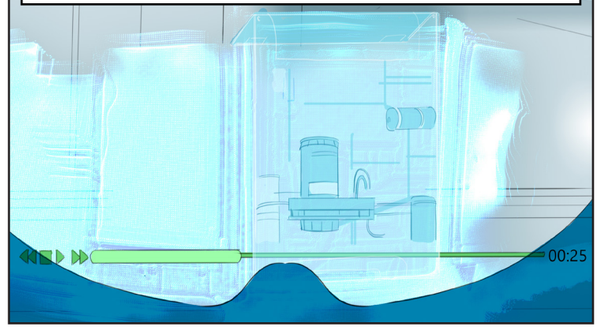
THE WORKER VISUALLY GRANTS ACCESS FOR THE RESTRICTED ZONE TO THE ROBOT, SO THAT THE ROBOT CAN ENTER.

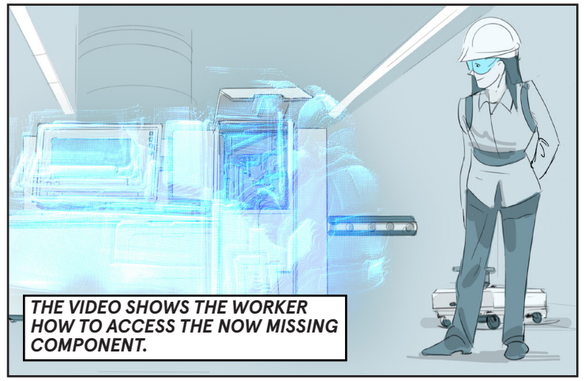




HMD INTERFACE SHOWS THE RESTRICTED AREA AR GRAPHICS AND THE PLAYBACK VIDEO UI.
WOMAN TOUCHES THE PLAY BUTTON IN SPACE AND VIDEO STARTS.

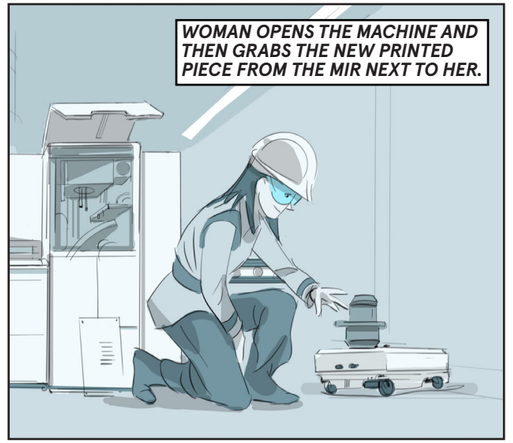
THE 3D VIDEO PLAYS OVERLAYED ON TOP OF THE REAL MACHINE.
PLAYBACK CONTROL GRAPHICS APPEAR.



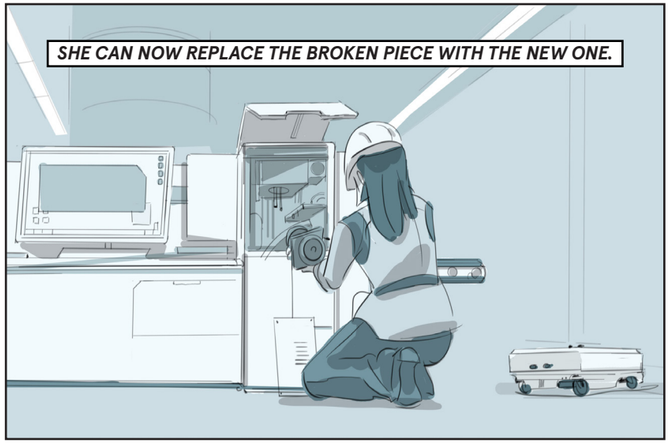


THE VIDEO SHOWS THE WORKER HOW TO ACCESS THE NOW MISSING COMPONENT.

WOMAN OPENS THE MACHINE AND THEN GRABS THE NEW PRINTED PIECE FROM THE MIR NEXT TO HER.

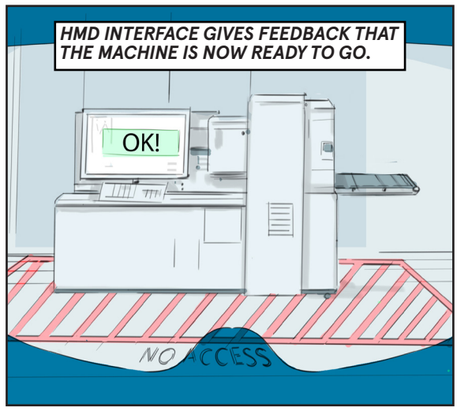


SHE CAN NOW REPLACE THE BROKEN PIECE WITH THE NEW ONE.

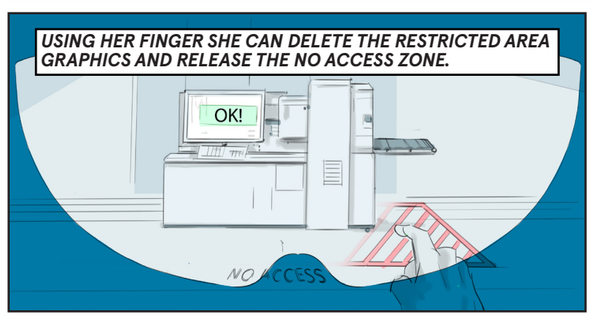


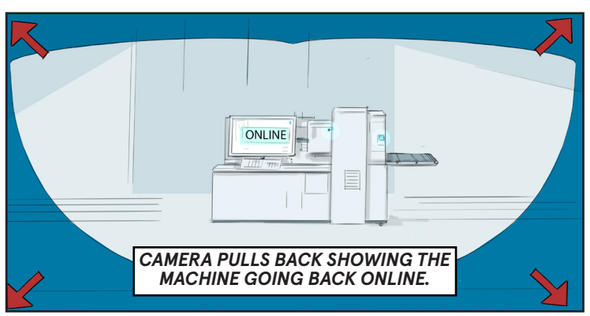
SHE THEN CLOSES THE MACHINE PANEL.

HMD INTERFACE GIVES FEEDBACK THAT THE MACHINE IS NOW READY TO GO.



USING HER FINGER SHE CAN DELETE THE RESTRICTED AREA GRAPHICS AND RELEASE THE NO ACCESS ZONE.





CAMERA PULLS BACK SHOWING THE MACHINE GOING BACK ONLINE.

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ART DIRECTION BY **ANDREA BRAGA**

ILLUSTRATIONS BY **KONG STUDIO**