

BaselineZ Features | version 2023.4

Welcome Screen Renewed - Meta Quest and HoloLens

- New User Interface and User Experience [Figure 1](#)
- Added Welcome Tour (next to Login and Explore)
- Added Exit button

Login Screen with 3D Avatars Renewed - Meta Quest and HoloLens

- New User Interface and User Experience [Figure 2](#)
- BaselineZ Server Selection option (select Europe or Singapore)
- BaselineZ Server Connection option (connect to own BaselineZ server)
- Individual User (3D Avatar) Delete option
- Intuitive New User Add option (big + sign)

Sing-In Screen Renewed

- New User Interface and User Experience [Figure 3](#)
- Web Browser connection used directly to BaselineZ Server Login page to sign-in enabling improve security

Pin-Code Screen Renewed - Meta Quest and HoloLens

- New User Interface and User Experience
- Better feedback and pin code validation messages (in case sign-in or connection fails)

Project Selection Panel Renewed - Meta Quest and HoloLens

- New User Interface and User Experience [Figure 4](#)
- Search option available [Figure 5](#)
- Improved performance (smart scrolling through large number of projects)
- Project Information available (information tooltip icon showing project content)
- User Profile Panel embedded (top right BaselineZ logo – moved from Main Menu)
- BaselineZ Information Panel embedded (top left BaselineZ logo – moved from Main Menu)

Main Menu - HEAD and AR

- Sign-Out / Back to Login option available in case the user has not signed in yet (he pressed Explore from Welcome Screen; this option was only available in Profile Panel, which was a bit hard to find for new users)
- User Profile Panel removed, now available in Project Selection Panel
- BaselineZ Information Panel, now available in Project Selection Panel

Project Loading Screen - HEAD and AR

- New User Interface and User Experience
- Explicit Data Room loading space (empty and dark grey)
- Progress bar with BaselineZ Tips Panels while loading [Figure 6](#)
- 3D Story Setup also part of the progress bar
- No data made visible during loading, only progress bar and tips are shown (less confusing experience for the user)
- Quicker Data Room Loading (Project are loading quicker due since no objects are being made visible while loading)
- Only after loading of the project the Geoscience House or Sky Room will show with the loaded data room
- Few new projects pushed from Petrel or JewelSuite, by default no objects are made visible. The user is notified to use the Data Explorer to start making objects visible
- During Collaboration (multi-user session), the loading experience has been enhanced with 'wait for the host to arrive' (e.g. host is first data room user). This ensures that the Data Room will only start loaded when the data room is properly started for collaboration session. After that loading for all other users will start after which they enter the Data Room

Project Control Menu

- Project Close button available (bottom left on the panel; Close Project was available in Project Panel, but user found this hard to find)

Well Log Visualization - HEAD and AR

- Performance updates for rendering and sizing well logs (using shaders)

3D Grid Visualization - HEAD and AR

- Performance improvements moving Slices and Fences in case of larger 3D Grid Models (over 1MLN cells)



Figure 1 Welcome Screen

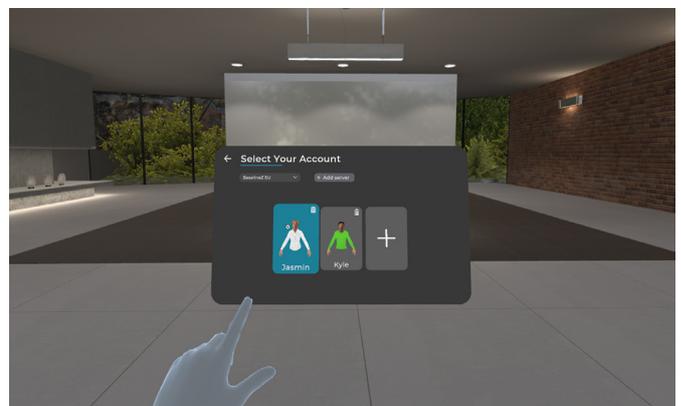


Figure 2 Login Screen with 3D Avatars

BaselineZ Cloud Servers

- Available servers
 - BaselineZ West-Europe Server available (hosted in Microsoft Azure)
 - BaselineZ Singapore Server available (hosted in Microsoft Azure)
- Your own local server
 - Local BaselineZ Server deployment available (Contact us for more info!)
- Web Portal
 - Improved user experience and performance due to implementation of server-side runtimes

BaselineZ PCVR Version Available (Contact us for more info!)

- BaselineZ Version available to run on PC, connected to Meta Quest 2 and PRO using Quest Link
- As this BaselineZ version can run on a high-end PC, you will be able to load much larger model sizes (for example 20-30MLN cell 3D Grid Models)
- Overall performance and experience will be great, depending on the Graphics Card used in the PC and available RAM, CPU and GPU processing power

BaselineZ Petrel and JewelSuite Addins

- Project Reconcile available, providing direct insights on which project data is:
 - Not yet available in the Data Room (blue icon indicator)
 - Already available in the Data Room (green icon indicator)
 - Needs to be updates in the Data Room (orange icon indicator)
 - Already updated data can be removed from the Data Room (red icon indicator)
- Many more Petrel Templates are supported for object attributes and wells logs (like Gamma Ray, Resistivity, Density, etc) ensuring similar colorsets and user units will be used in BaselineZ

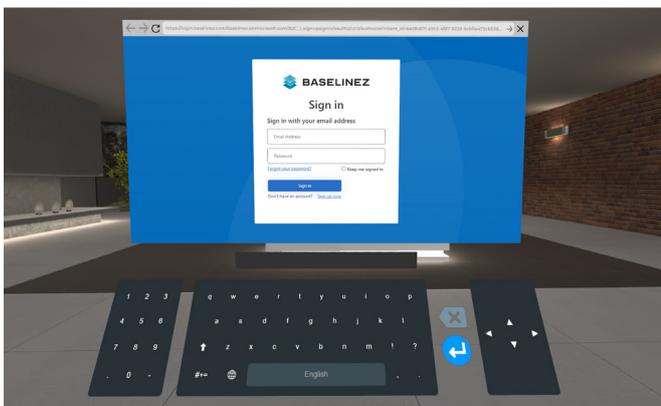


Figure 3 Sign-In Screen



Figure 4 Project Selection Panel with Tooltip



Figure 5 Project Selection Panel Search Option

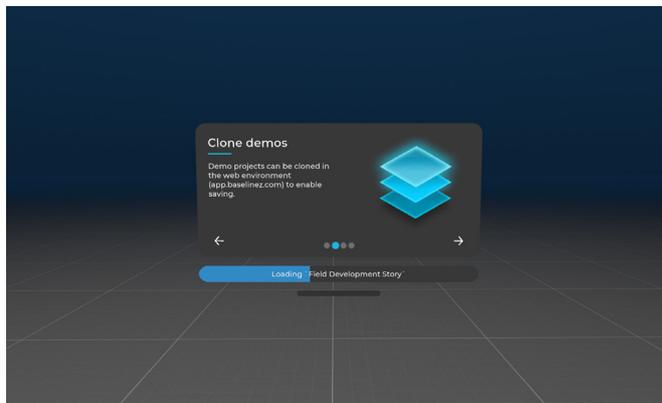


Figure 6 Project Loading Screen with Tips Panel

For more information, contact us at info@baselinez.com or visit our website at www.baselinez.com

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