

EMERGING SAFETY TECHNOLOGY

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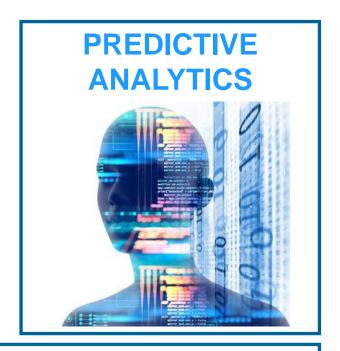
June 14, 2023











INTERACTIVE ENGINEERING





TECHNOLOGY USE CASES

Augmented & Virtual Reality

- Remote Expert (audits, site support and targeted programs i.e. remote ATC)
- Training

Interactive Engineering

- Dock safety
- Controlled access zones
- Robots/Co-bots

Exoskeletons/Exosuits

- Targeted ergonomic high-risk manual lifting
- Temporary use during upset conditions

Camera Vision & Predictive Analytics

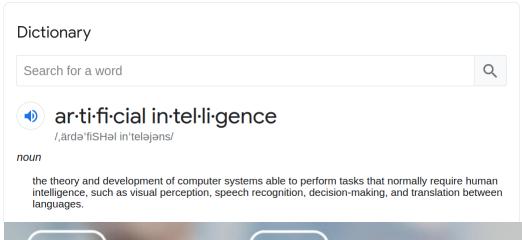
- Realtime alert for high risk events and targeted high-risk awareness
- Data collection to evaluate frequency/severity of high-risk

Wearables

- Collection of environmental data within the work environment (sound, light, heat)
- Collection of at-risk biomechanics data as relates to teammate interaction with machines, their workstations and the jobs/tasks they perform every day

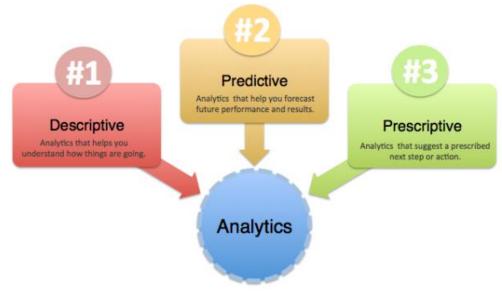


ARTIFICIAL INTELLIGENCE & PREDICTIVE ANALYTICS











WEARABLE TECHNOLOGY



THE FUTURE OF INDUSTRIAL SUSTAI NABILITY: WORKER-CENTRIC AI™

Sentri360° is the only platform and interface industrial workplaces need to create and manage a proactive worker health, safety, and productivity program. Sentri360° utilizes Everguard's pioneered Worker-Centric Al™ technology, the first artificial intelligence (AI) platform to create a conscious environment powered by sensor fusion that senses distress and danger long before a human can.



Applications and Use Cases

WORKER WELLNESS

- PPE (Hard Hat, High Visibility Safety Vest, Gloves, Safety Glasses, Mask)
- Dehydration/Heat Stress
- Fitness/Illness
- Environmental (Air Quality, Temperature and Humidity, Noise, Carbon Monoxide, VOC)

OVEREXERTION/MSD

- Ergonomics
- Fatique/Overexertion
- Musculoskeletal Disorders (Back, Shoulder, Ankle)

WORK ENVIRONMENT

- Virtual Fence (Restricted Area, Hazardous Area)
- Environmental Conditions (Water Leak, Fire, Smoke)

COLLISION/FALLS

- PPF Harness
- Guardrail Detection
- Vehicle-to-Worker
- Slips, Trips, Fall Detection



Sentri360° EHS Wearables Features







MUSCULOSKELETAL DISORDERS (MSD)



SLIPS, TRIPS, FALLS



CONTACT/IMPACT



THERMAL STRESS/ DEHYDRATION



REAL-TIME ALERTS



BODY MECHANICS WEARABLE TRIALS

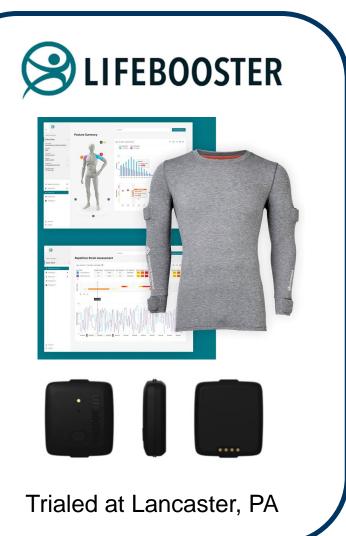








Trialed at Hendersonville, NC







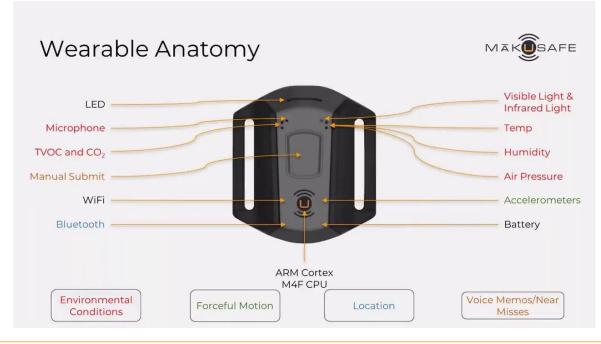
WEARABLE TRIALS

Hendersonville, NC Consumer Container, January 31, 2023













AUGMENTED (AR) & VIRTUAL REALITY (VR)

Augmented Reality



Users can see virtual objects in their natural surroundings. For example, it can give them information about things in front of them.

Virtual Reality



An artificial environment where we can do things and interact with that environment using mobile devices such as VR goggles.

VR – TRAINING

- High risk training can be conducted in a virtual world (PIT, Line Breaking, LOTO)
- Virtual world can be a real 360°
 3D mapping of our sites
- High risk hazard hunting in a safe but virtual site-specific environment
- Test frontline leaders competencies









AR - TRAINING - INSPECTIONS - REMOTE EXPERT

- Remote Expert can remotely join in via AR device (We use MS HoloLens)
- In the field of vision, user sees overlays, tags, icons, delineation, labels...
 - Lockout points, emergency shutoff locations, high risk/pinch points
 - Documents (SDS, JHA/SOP, LOTO Instructions)
 - Numeric sequence of start up instructions
 - Inspection points (ie. color coded, flashing, expired)
- Training guide to take new-hires on a tour to indicate life safety highlights (exits, fire extinguishers, emergency shutoff points, alarm locations)
- Maintenance support (grease points, calibration details, OEM info)



ottobock.

INTERACTIVE ENGINEERING



Mechanical Aid Exoskeletons

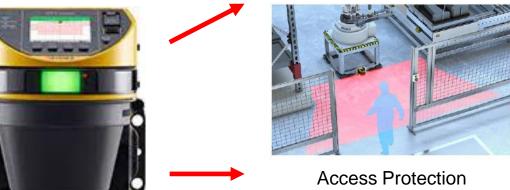




Cobots & Robots



Laser Scanners & Light curtains

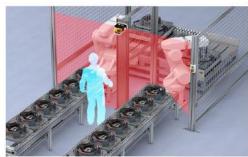


Area Protection

PROFESIOR



Area Protection



Auto Guide Vehicle Protection



