

ThingWorx Studio Free Trial Program

EASY-ACCESS PROGRAM FOR RAPID DEVELOPMENT OF AUGMENTED REALITY EXPERIENCES

ThingWorx Studio is the first and only Augmented Reality (AR) design studio specifically built for industrial and enterprise use. Learn how to create dynamic experiences with the ThingWorx Studio Free Trial.

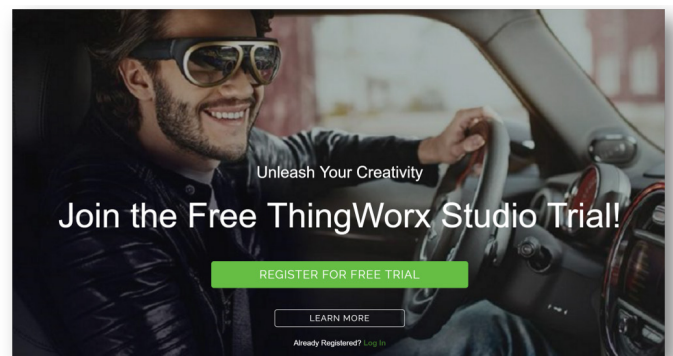
The ThingWorx Studio Free Trial enables businesses to gain competitive advantage with early access to tools specifically designed to make AR authoring for the enterprise fast, simple, and scalable. It is a unique opportunity for organizations to develop use cases and pilot studies, complete with proof points specific to the business.

With the 30-Day ThingWorx Studio Free Trial, businesses can immediately begin generating AR experiences with the easiest and most powerful AR authoring solution available today. ThingWorx Studio is designed for content creators. It features a simple “drag and drop” environment that enables users to author compelling AR experiences in minutes without the need for programming skills - accelerating time to value.

What's Included

- 30 Day Access via Trial Portal
- ThingWorx Studio and ThingWorx View
- Hosted ThingWorx Experience Service
- ThingWorx Foundation
- 3 ThingMarks
- Creo Illustrate
- ThingWorx Community Support

To learn more about the ThingWorx Studio Free Trial and to sign up, please visit studio.thingworx.com.



10 Reasons to use ThingWorx Studio

1. A “drag and drop” user interface simplifies creation of AR experiences
2. Out-of-the box, fast, easy creation of HoloLens experiences without coding
3. Seamless integration of existing 3D content, IoT data, and SLM data for powerful, augmented, service-work instructions
4. Create animated AR experiences quickly and effortlessly with Creo Illustrate
5. Integrate IoT sensor data and enterprise system data from ThingWorx to display real-time product information
6. Place a ThingMark onto the product or “floor” for product identification and visual tracking
7. Built-in widgets accelerate experience authoring to add interactive UI components
8. Preview UX design prior to publishing
9. Publish the experience with a single click
10. Build extended capabilities with embedded JavaScript