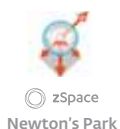


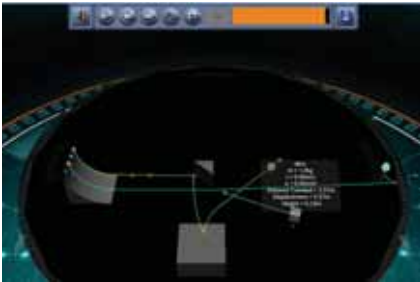
# Real World VR for the classroom



Introducing a suite of virtual reality applications  
for teaching STEM and science with zSpace

visit us online at [edu.zspace.com](http://edu.zspace.com)





## Exploration

Places and things typically left to the imagination become tangible with tools for exploration and a rich set of content for all sciences and some history too. Learning experiences are immediately personal, as each student uses tools to measure, look inside, scale, and compare lifelike 3D models.

## Design

The sciences and art are brought together with VR design software, allowing students to create their own 3D models and design original solutions to design challenges. 3D models can be printed and shared online and with other zSpace users, or sent to a 3D printer.