The Revolution in Welding Training is Here...

The VRTEX™ 360 is a virtual reality arc welding trainer. This computer based training system is an educational tool designed to allow students to practice their welding technique in a simulated environment. It promotes the efficient transfer of welding skills to the welding booth while reducing material waste associated with traditional welding training. The combination of realistic puddle simulation and arc welding sound tied to the welder’s movement provides a realistic and exciting, hands-on training experience.

FEATURES

- **Flexibility**
  - Multiple welding processes.
  - Variety of joint configurations.
  - Multiple welding positions.

- **Innovation**
  - High tech welding training tool.
  - Magnatron™ technology.
  - ProFlo™ technology creates realistic puddle modeling.

- **Classroom Performance - Train Welders Faster**
  - Visual cues give real-time technique feedback.
  - Advanced scoring system for student evaluation.
  - Instructor cam allows virtual weld inspection.

- **Eco Friendly**
  - Turn your welding program green.
  - Track cost savings with the Weldometer™

- **Service and Support**
  - Annual upgrade package (optional).
  - 24/7 phone support.
The VRTEX™ 360 is a VRAW™ (Virtual Reality Arc Welding) training solution. VRAW™ Solutions change the way welding training is accomplished. These solutions represent the most advanced simulation technologies to train skilled welders. The goals of VRAW™ Solutions are to:

- Recruit and retain the next generation of skilled welders.
- Improve the image of welding.
- Make welding education fun.
- Train welders faster.
- Reduce material cost.
- Create green welding programs.

The VRTEX™ 360 represents the next generation in Virtual Reality Welding Training. This product was developed in a partnership between Lincoln Electric and VRSim, experts in the field of Virtual Simulations. The VRTEX™ 360 is based on the VRSim SimWelder and has replaced it in the market with new capabilities and advanced features to position it as the premiere virtual welding training tool. Lincoln Electric and VRSim will continue to work together to provide new and exciting features for the VRTEX™ 360.

### SYSTEM OVERVIEW

- **VR Stand**: Allows the VR Welding coupon to be placed in multiple positions with or without the adjustable table to simulate real welding applications.
- **VR Helmet**: Immerses the student in a virtual welding world through a specially designed welding helmet with 3D stereo eye pieces and sound.
- **VR Gun**: Allows the student to practice their GMAW and FCAW welding technique.
- **VR Stinger**: Retracts at the rate a real stick electrode would melt off to simulate the melting of a real electrode.
- **VR Machine**: The interface between the student and software.

### INNOVATION

**VRAW SOLUTIONS**

**VR Sim**

In a virtual reality environment, a user experiences immersion, or the feeling of being inside and a part of that world. He is also able to interact with his environment in meaningful ways. A VR simulation immerses the student in a virtual environment and allows them to focus exclusively on the task at hand. Skilled welders draw on information gathered through sight, sound and feel in order to make a good weld. The VRTEX™ 360 replicates these cues accurately so the student can learn their importance and easily and efficiently transfer these welding skills to the real welding booth.

### WELDING IMMERSION

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<tr>
<th>Sense</th>
<th>Skill</th>
<th>VR Advantage</th>
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| **Touch** | - Striking an arc.  
- Understanding body position.  
- Learning specialized welding techniques. | - Student strikes virtual arc on VR coupons.  
- VR welding stand can be positioned many different ways to simulate various welding situations.  
- Different welding techniques can be used and scored including whip and weaving techniques. |
| **Sight** | - Reading the puddle.  
- Following the joint. | - Realistic puddle simulation closely represents the puddle movement.  
- Bad welding technique results in visual discontinuities including porosity and undercut. |
| **Sound** | - Using the sound of the arc to help the welder determine if good welding technique is being used. | - VR Welding sound is tied to the student’s movements.  
- Good technique results in a crisp arc sound where a long arc length pops and sputters. |
Simulation technology appeals to the next generation of welders and allows for welding career exploration in a classroom environment without the need for a dedicated welding area. The VRTEX™ 360 can be used by instructors to aid first time welding students in the development of proper welding skills and can help experienced students learn more about their welding technique and to expand their skill set.

**Magnatron™ Technology**
- Allows student to weld on real 3D coupons
  - The haptic feedback adds realism to the simulation and allows for simulation of processes that require touching the electrode to the base metal such as when using stick electrodes that require a drag technique and when making the root pass in pipe.
- Accurate positional data results in scores that help students improve their technique and translates to real welding lab success.

**ProFlo™ Puddle Modeling**
- Technology allows student to learn to "read the puddle". Puddle simulation reacts to student movement.
- Advanced computational system creates life-like puddle.
- Simulates sparks, slag, grinding (on pipe) and weld cooling.
- Virtual weld discontinuities appear in the weld when improper welding technique is used.
Simulate real field welding experiences with Virtual Environments
Becoming a skilled welder takes practice. Welding skills cannot be taught solely through the use of simulation; however, VR can be used as part of a welding training program to enhance and expedite the training process.

**Student Tools**

- **Visual Cues**: Optional graphic overlays give students real-time welding technique feedback.
- **Welding Machine Interface**: Prepares students for welding lab.
  - Work Area/Welding Booth Preparation.
  - Welding Actions – Trim Wire, Get a new Electrode, Quench Metal, and remove slag.

Virtual Welding Training can increase throughput by helping instructors teach more effectively and students learn quicker. This allows more time to teach additional topics.

**Instructor Tools**

- **Instructor Mode**: A key is required to enter the instructor preference mode.
  - Either use Lincoln Electric Welding School defaults – Train your students the way Lincoln does in their welding school.
  - Or customize your system – Fine tune student experience through modification of preferred welding technique, weld procedures and tolerances. Modify these parameters to match how you teach welding.
  - Access the Weldometer™
    - Track material usage
    - Verify cost savings
    - Track student arc time
- **Instructor Cam**: The Instructor Cam can be used while the student is welding or used for visual inspection after the weld has been completed. Use this feature to visually inspect welds made on the VRTEX™ 360 for porosity, undercut and proper bead placement.
- **FirstPass™ Welding Curriculum**: Helps instructors integrate VR Welding into traditional welding training. Recommendations on amount of time spent in the VR welding lab versus traditional booth time, welding lessons and supporting resources and curriculum.
- **Student Reports**
  - Save student reports to USB memory to track student progress.
  - Identify areas of technique improvement.
Scoring System

- Record and verify student work.
- Scores each weld based on how accurately the student performs the welding technique set by the instructor.
- Identifies areas of potential discontinuities and visual indications can be seen in virtual weld.

The VRTEX™ 360 graphs the students’ welding technique and color codes results. Parameters include:
- Position in the joint
- Contact Tip to Work Distance (CTWD) / Arc Length
- Work Angle
- Travel Angle
- Travel Speed

Student results are compared to correct welding technique selected by the instructor.

The student receives an overall score and individual weld technique score for each technique parameter tracked.

The weld discontinuity graph indicates where potential discontinuities may have resulted due to improper welding technique.

Records the percentage of weld having discontinuities allowing for pass/fail correlation to code.
Simulates multiple welding processes including:

- **SMAW**
  - E6010 (Fleetweld® 5P+)
  - E7018 (Excalibur® 7018)

- **GMAW**
  - Short Arc [.035 in. (0.9 mm) SuperArc® L-56]
  - Axial Spray [.045 in. (1.1 mm) SuperArc® L-56]
  - Pulse [.045 in. (1.1 mm) SuperArc® L-56]
  - STT® [.045 in. (1.1 mm) SuperArc® L-56]

- **FCAW**
  - Gas-shielded [.045 in. (1.1 mm) UltraCore® 71A85]
  - Self-Shielded [5/64 in. (2.0 mm) Innershield® NR-232]

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**Multi Position**

- Independent table and arm height adjustment

Left, right and center Weld Arm positions.

Weld Table can be moved to away position to simulate real life welding applications.

90, 45 and 0 degree arm positions allows for 2G, 5G and 6G pipe welding.

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**Joint Configurations**

- Flat Plate
- Tee Joint
- Groove Joint

- 6 inch Diameter Schedule 40 Pipe
- 2 inch Diameter XXS Pipe

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For all possible joint configurations offered go to: www.vrtex360.com
CUSTOMER ASSISTANCE POLICY

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