

THINK THE GAME.



**WHEN IT COMES TO VISUALIZING THE GAME, VIRTUALLY
NOTHING ELSE COMPETES.**



PRO41 VR™

“**CHARLIE WAS TOUGHER THAN A \$3 STEAK WHEN HE PLAYED BUT SMART TOO. HIS PRO41VR SYSTEM USES VIRTUAL REALITY TO IMPROVE THE PLAYER’S SPATIAL AWARENESS OF THE ON-FIELD ACTION FROM DIFFERENT CAMERA ANGLES. IF YOU LOVE FOOTBALL, YOU’LL LOVE THIS THING...**”

– Jon Gruden,
NFL Head Coach/Super Bowl Champ/ESPN Analyst

“**BY GIVING QUARTERBACKS VIRTUAL LIVE REPS FROM MULTIPLE POINTS OF VIEW, PRO41VR FREES THEM TO LEARN THROUGH EXPERIENCE WITH NO RISK OF INJURY. CHARLIE HAS DEVELOPED THE MOST IMPRESSIVE COACHING TOOL I’VE SEEN.**”

– Roger Staubach,
NFL Hall of Fame, QB, Two-time Super Bowl Champ

“**ONE OF THE BIGGEST CHALLENGES OF QUARTERBACKING AT ANY LEVEL IS READING DEFENSIVE SCHEMES. WITH THE PRO41VR SYSTEM, CHARLIE WATERS HAS CUT THE LEARNING CURVE SIGNIFICANTLY. I WISH THEY HAD THIS WHEN I WAS PLAYING.**”

– Troy Aikman,
NFL Hall of Fame QB, Three-time Super Bowl Champ

PRO///Motion™ company founder Charlie Waters has been a devoted student of the game of football since his quarterbacking days at Clemson University and his All-Pro career as a Dallas Cowboy. Today, he has partnered with VR pioneers *BIGLOOK360* to create the PRO41VR training system, a tool that represents a quantum leap in coaching. PRO41VR uses multiple camera angles and virtual reality technology to help players read and react faster anytime, anywhere.

WHY PRO41VR?

- | **Players can access plays anywhere, anytime – the preparation never stops**
- | **Players experience action from multiple in-sync vantage points**
- | **Players can review specific plays to study and repeat**
- | **Multiple reps allow players to build confidence without wasting practice time**

Improves player’s read and reaction time

Eliminates risk of injury

Boosts retention by reinforcing visual & spatial awareness

WHY PRO41VR IS THE BEST OPTION

- | **Ultra High Definition in 3D**
- | **Portable VR Headsets feature multiple in-sync points of view and wireless access (No need to be tethered to a computer)**
- | **Wide-angle perspective allows full 11-player live action**
- | **Huge content library of plays is accessible anywhere, anytime**
- | **User-friendly VR Headsets control POV selection, freeze frame, slow motion, rewind, etc.**
- | **Digital audio including an advance callout of the play**
- | **Flexibility to use content created by PRO///Motion or your own staff using our tools**
- | **Optional Coaching VR Teaching System**
- | **Fully customizable**

PRO41VR™

SAME PLAY. TWO DIFFERENT AND SIMULTANEOUS VIEWS.

Field Level View

The field-level angle recreates the play from the perspective of the quarterback and replicates the real game experience.



Elevated View

The elevated angle provides an unobstructed view that reveals where everyone is and, more importantly, where they're going. Multiple repetitions of the play reinforce spatial awareness and intuitiveness.





MORE ABOUT CHARLIE WATERS

Charlie credits Hall of Fame coach Tom Landry, who himself was a pioneer in bringing computer analytics to coaching, for the success he achieved both on and off the field. As an All-Pro safety and defensive signal caller under coach Landry's system, Charlie was able to draw upon his innate ability to visualize a play in advance then read and react quicker. And by draw upon, we literally mean draw, in that he would diagram plays on cards and study them like a flipbook. Later, as a defensive coordinator for the Denver Broncos and University of Oregon, he refined those teaching techniques. Today, he and his team are drawing upon 3D and virtual reality technology to deliver a training system that is not only changing how the game is played but how it's coached.

To learn more about how **PRO41 VR** can help your athletes think the game, please contact us at:

info@pro41vr.com or visit: **www.pro41vr.com**

PRO41VR™

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