

The True-AR Inflection

How commercially available augmented reality completes the Intelligence Flywheel — and turns Field.IQ from a training tool into an operations platform.



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Executive summary

For the first time, true augmented reality — standalone glasses that present full-color, depth-correct imagery to both eyes and lock digital content to the physical world — is a commercially available device class rather than a laboratory prototype. In June 2026, Snap opened pre-orders for its standalone Specs AR glasses; a fast-moving field of competitors is launching in parallel. This is the modality Field IQ was architected for, and its arrival is the inflection point the Work Intelligence thesis has been waiting for.

This paper makes four arguments. First, true AR closes the final delivery-modality gap in EON's Intelligence Flywheel: hands-free, world-locked expert guidance at the equipment itself. Second, AR glasses are not merely a display — they are simultaneously an actuator (delivering and compelling the right action) and a sensor (capturing how the work is actually done), so a single node closes both the delivery and capture halves of the Flywheel. Third, accessible true AR moves Field IQ from a training tool used by a few specialists to an operations platform worn across the entire frontline, transforming both adoption volume and the volume of Work Intelligence captured. Fourth, EON's deliberately device-agnostic architecture means the company benefits from the entire category's momentum without being exposed to any single vendor's roadmap.

Captured at operational scale, this physical-world expertise becomes the training substrate for both humans and the next generation of robots — the core of EON's Human 2.0 vision and what the company regards as the irreducible moat: how expert work is performed in the world of atoms, not bits.

1. The modality gap Field IQ has been waiting to close

Field IQ delivers expert knowledge at the point of work. It already runs full spatial AR on two device types: smartphones and ruggedized tablets. Both are powerful — but both are handheld. A technician must hold a device and point its camera at the equipment, which occupies at least one hand and breaks the natural flow of physical work.

On head-worn hardware, the experience had been fundamentally limited. Until now, smart glasses came in two restricted forms:

- Camera-and-audio glasses (for example, Ray-Ban Meta) can capture what a worker sees and play audio back, but they have no display — they cannot show anything in the field of view.
- Heads-up-display (HUD) glasses (for example, Meta Ray-Ban Display) add a small fixed panel, typically in one eye, useful for notifications, captions, and a navigation arrow — but they cannot place a three-dimensional object into the real world or anchor it to a machine.

In other words, on glasses, Field IQ had been confined to capture and glanceable prompts. The missing modality — hands-free, world-locked, walk-around spatial AR — simply did not exist as buyable hardware. That is what changed in 2026.

2. The three Field IQ modalities — now fully realized in true AR

Field IQ is designed to deliver the same expert procedure across three complementary modalities, so a workforce can learn and operate wherever they are and whatever is in front of them:

- On real physical hardware — guidance overlaid directly on the actual equipment a technician is servicing.

- Fully virtual — a free-standing holographic replica of the equipment, summoned anywhere, with no physical object required.
- On the Field IQ Board — a tactile, magnetic surface that bridges hands-on practice and digital guidance for structured skill-building.

Each modality previously reached its full potential only on handheld AR. True AR glasses now let a worker experience all three hands-free, with depth-correct holograms anchored in the room. The virtual pump can stand on the actual floor; the worker walks around it, crouches, and inspects it from any angle, both hands free for the task. This is the experience Field IQ was built to deliver — finally on the right hardware.

3. What “true AR” means — in plain language

The simplest way to understand the leap is to contrast two experiences.

A heads-up display is a screen on your face

A HUD device such as the Meta Ray-Ban Display behaves like a small phone screen fixed in the corner of one eye. It can show a message, a translated caption, or a turn arrow. But the image floats with your head; it does not belong to the room. Because it is in one eye only, there is no real depth. You cannot put a virtual object on a table and walk around it.

True AR puts holograms in the room

A true-AR device such as the Snap Specs presents a full-color image to both eyes, so your brain perceives genuine depth, and it locks digital content to the physical world. A virtual valve, pump, or wiring schematic sits on the real equipment and stays there as you move. You can step around it, lean in, and look behind it, exactly as if it were a physical object — with both hands free. That “stays-put-in-the-world” behavior is the difference between a screen you glance at and a hologram you work with.

4. What “true AR” means — technically

Five technical axes separate a HUD from true spatial AR. They are what an engineering or analyst audience will probe, so EON states them precisely:

Stereoscopic (binocular) display

True AR drives a separate image to each eye, producing stereoscopic depth. A monocular HUD has a single image in one eye and therefore no true depth cue. Depth perception is what lets a hologram appear to occupy real space.

Six-degrees-of-freedom (6DoF) world locking

True AR runs simultaneous localization and mapping (SLAM) to track the wearer’s position and orientation in all six degrees of freedom and to anchor content to the environment. A HUD is head-locked: content moves with the head and is not registered to the world. World locking is the single most important capability for field work, because it is what keeps guidance fixed to the machine.

On-device, standalone compute

Walk-around field use demands freedom from tethers. The strongest field devices run all spatial computing on-board, with no phone or external puck required. Some otherwise-capable devices offload computing to a tethered puck, which constrains mobility.

Field of view (FOV)

FOV determines how much of the world can hold digital content. The progression is stark: roughly 20° for current HUDs, around 51° for leading standalone true-AR glasses, and approximately 70° for the widest devices and prototypes. Larger FOV means large objects are not clipped at the edges when the worker stands close.

Depth sensing

To occlude correctly — so a hologram is hidden behind a real beam — a device must understand scene depth. Current consumer true-AR glasses derive depth from stereo cameras plus infrared sensors and inertial units; the most advanced prototypes add dedicated depth sensors. HUDs do no spatial depth sensing at all.

5. The glasses are both an actuator and a sensor

The most strategically important property of true-AR glasses is that they play two roles at once.

As an actuator, the glasses are a delivery surface: they guide, prompt, and compel the right action precisely where and when the work happens. They turn an expert procedure into an in-situ, step-by-step, hands-free experience that drives action rather than merely informing it.

As a sensor, the same glasses capture how the work is actually performed. Their cameras, depth sensors, and motion units observe the worker's hands, the equipment state, and the sequence of actions. This is the capture side of Work Intelligence — and it runs continuously, as a by-product of the work itself.

Because both roles live in one device, a single node closes both halves of the Intelligence Flywheel at the same moment. The glasses deliver the expected procedure and, in the same instant, capture the delta between how the work should be done and how it is being done. That delta is the highest-value signal in the system: it is where new expertise is discovered, where drift is detected, and where the next iteration of guidance comes from. No handheld or HUD device closes this loop as cleanly.

6. The 2026 landscape: an industry-wide shift, not a single device

True AR is arriving as a category, which is precisely why EON's bet is robust. The table below maps the field against the axes that matter for hands-free field work. Specifications reflect public announcements as of June 2026 and are subject to change by their manufacturers.

Device	Class	Eyes	FOV	World-lock (6DoF)	Compute	Status / price
Snap Specs	True AR	Both	51°	Yes	Standalone	Pre-order; ships fall 2026; \$2,195
RayNeo X3 Pro	True AR	Both	~25–30°	Yes	Standalone	Shipping now
Xreal Aura	True AR	Both	70°	Yes	Tethered puck	Pre-order; ships fall 2026; <\$1,500
Magic Leap 2	Enterprise AR	Both	~70°	Yes	Tethered pack	Shipping; ~\$3,299
Meta Ray-Ban Display	Monocular HUD	One	~20°	No	Glasses + phone	Shipping; ~\$799
Meta Orion	True AR (proto)	Both	~70°	Yes	Glasses + puck	Not for sale (prototype)

Reading the table: Snap and RayNeo deliver standalone true AR you can use today or pre-order now; Xreal offers a wider 70° view but tethers to a puck; Magic Leap 2 is the established enterprise option but is a heavier, tethered headset-class device; Meta's Ray-Ban Display is a HUD, not spatial AR; and Orion shows where the frontier is headed but is not a product.

What is coming

The roadmap reinforces the thesis. Samsung's first Android XR glasses arrive in 2026 without a display, with display-equipped models expected in 2027. Apple's first glasses are reported for a late-2026 reveal and 2027 launch, and the first generation is expected to omit an in-lens display entirely. Through 2026, then, the standalone-spatial-AR tier that Field IQ needs is led by Snap, RayNeo, and (puck-tethered) Xreal — with the largest platform owners arriving in force in 2027. The category is not a moment; it is a wave.

7. Why this completes the Intelligence Flywheel

EON's Intelligence Flywheel captures how expert physical work is done and compounds it into a durable enterprise asset — Work Intelligence — alongside the traditional systems of record. Its stages are: Genesis captures expert knowledge; Field IQ delivers it at the point of work; Assess IQ validates competence; and Compound IQ accrues the resulting intelligence. EON Conductor orchestrates the stages, and EON Verdict quality-gates the output.

Hands-free, world-locked delivery at the equipment was the one part of this loop that consumer hardware could not yet support. With true AR now buyable, Field IQ can run the full Flywheel in the field — delivering expertise and capturing the performance delta in the same continuous motion. This is why the development matters far beyond a hardware refresh: it is the component that makes the entire Work Intelligence and Human 2.0 vision real, available, and accessible.

8. From training to operations: the volume inflection

Affordable, comfortable true AR changes not just the experience but the scale of the opportunity. Historically, immersive guidance was a training tool used by a relatively small number of specialists. Accessible glasses move Field IQ into daily operations — worn across the entire frontline workforce, on every shift.

That shift compounds in two directions. On the adoption side, the addressable population expands by orders of magnitude, from a training cohort to an operational workforce. On the data side, every worker, task, and shift becomes a capture point, so the volume of Work Intelligence captured rises in lockstep. More usage produces more captured expertise, which produces better guidance, which drives more usage. The volume inflection is what turns the Flywheel from a concept into a self-reinforcing engine.

Captured at operational scale, this physical-world expertise becomes the training substrate for both humans and the next generation of robots. The same intelligence that upskills a new technician can help teach a robot how expert work is performed — the physical-world data that EON regards as its irreducible moat.

9. EON's device-agnostic strategy

EON deliberately does not bet on a single device. Field IQ is the Work Intelligence layer that runs on top of whatever hardware prevails — Snap today, Android XR devices from Xreal and Samsung and Apple's eventual entrants tomorrow. This positioning matters for three reasons: it insulates EON's customers from any one vendor's roadmap and pricing; it lets EON benefit from the entire category's momentum rather than a single product's success; and it future-proofs deployments as the hardware frontier advances toward wider FOV, lighter frames, and integrated depth sensing. EON has already pre-ordered devices and is building on Snap's Lens Studio, whose newly added agentic development tooling accelerates the creation of Field IQ experiences.

10. Enterprise considerations and roadmap

For regulated and hazardous environments — notably oil-and-gas facilities and other energy operations — one practical gate remains. Current consumer true-AR glasses are not yet intrinsically-safe certified (for example, to ATEX or IECEx standards) for hazardous Zone 1 and Zone 2 atmospheres. EON's near-term framing is therefore precise: true AR has arrived for general field and industrial work today, while hazardous-environment-certified hardware is expected to follow the consumer wave. Because Field IQ is device-agnostic, it is designed to adopt certified ruggedized hardware as it qualifies, without rework of the underlying Work Intelligence.

11. Conclusion

True augmented reality has crossed from prototype to product. For EON, that is not a peripheral hardware story — it is the moment the Intelligence Flywheel becomes fully operational in the physical world. The glasses deliver expertise and capture the delta in one device; they scale Field IQ from training to operations; and they generate, at volume, the physical-world Work Intelligence that

trains both humans and robots. The main story is unchanged — Work Intelligence, the Intelligence Flywheel, and Human 2.0. What changed in 2026 is that the story became real, available, and accessible.