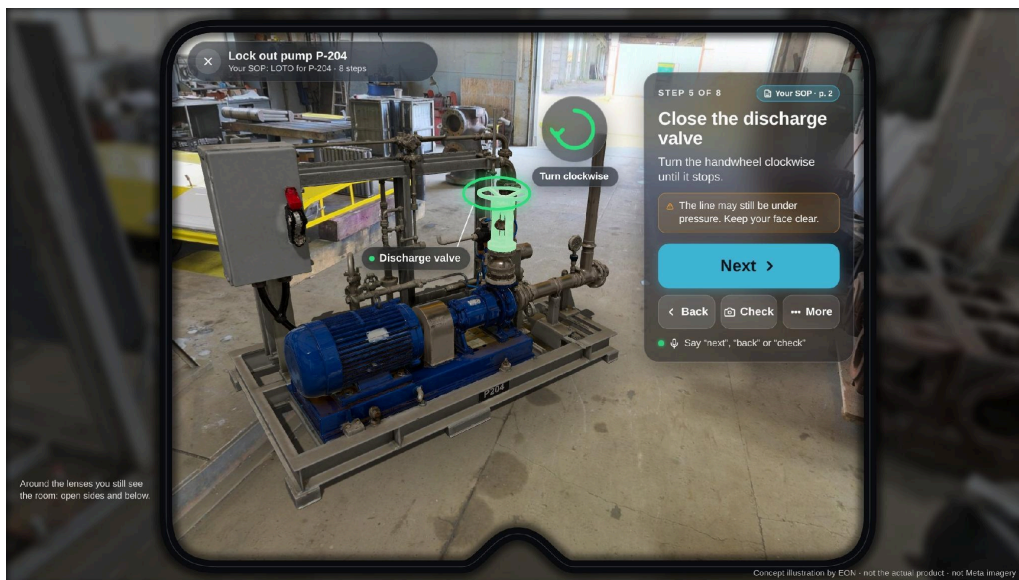


Work Intelligence, Hands-Free

EON Field IQ on Meta VR Glasses: Guide · Assist · Assess, hands-free



Concept illustration: Field IQ's step card floating beside a real pump, seen through VR glasses. The valve for this step glows green. Concept illustration by EON, not the actual product and not Meta imagery.

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In brief

- **Guide · Assist · Assess.** Point Field IQ at any machine, even one you have never worked on, and it guides you through the job, assists you with experts at your side, and assesses every step, warning you before a mistake. Meta VR Glasses make that hands-free.
- On 23 September 2026 Meta announced **Meta VR Glasses**: about 100 grams on the head, colour passthrough with depth sensing, control by the eyes, a finger tap and the voice, and the same system as Meta Quest. They go on sale in spring 2027 at \$1,299.99 [1][2][3].
- For EON Field IQ this is, in EON's view, the first device made for Work Intelligence: hands-free, aware of the room in 3D, and good for both VR training and the real job.
- Field IQ already runs on iPhone and iPad, on Meta Ray-Ban Display with a phone, and as a preview on Meta Quest. On the new glasses it needs no companion app.
- A consumer price changes the scale: companies can equip whole crews, not a few pilot units.
- New: with Meta's hologram calls, experts can stand beside the worker. Field IQ adds what a call cannot do alone: they see what the worker sees, mark the part, and the call goes into the job's record.
- EON is building on Quest 3 now, because it runs the same system, to be ready for Meta's launch. Camera access for apps, business terms and hazardous-area use still have to be confirmed.



Meta VR Glasses with the compute puck and its cable. Image courtesy of Meta.

1. The problem: work that kills, a skills gap, and training that does not transfer

Lives. The International Labour Organization (ILO) estimates that 330,000 people died in work accidents in 2019, about 900 every day, out of 2.93 million deaths from all work-related causes [4]. Accidents happen during the work itself: a step skipped, done out of order, done on the wrong machine, or done without seeing a hazard. In the United States alone, OSHA estimates that following the lockout/tagout standard, the procedure

that isolates a machine's energy before anyone works on it, prevents about 120 deaths and 50,000 injuries a year [5]. Lockout/tagout is the first procedure Field IQ was built around.

Money. The ILO puts the cost of poor occupational safety and health at about 4 per cent of world GDP each year [6]. The 2017 global estimate presented with the ILO was 3.94 per cent, or US\$2.99 trillion: about US\$3 trillion a year [7].

Skills. The people who know the work are leaving. Deloitte and The Manufacturing Institute project that US manufacturers alone may need 3.8 million new workers between 2024 and 2033, and that 1.9 million of those jobs could go unfilled [8].

Training that does not transfer. A worker learns in a classroom or a simulator, on a schedule, and meets the real machine weeks or months later with the guidance gone. At the machine, a phone or a tablet has to be held, propped or put down, which is exactly when the hands are needed.

Guidance has to be at the machine, hands-free, and the same in training and on the job. Until now the devices that could do that were specialist, heavy or expensive, bought a few at a time for pilots.

2. The device: Meta VR Glasses

Meta calls them "a new era for virtual reality in a pair of glasses you can comfortably wear for hours" [1]. Table 1 lists what Meta and the trade press reported at launch.

Table 1. Meta VR Glasses, as announced on 23 September 2026

	What was announced	Source
Weight and form	About 100 g on the head, magnesium frame, Standard and Large sizes; a ~300 g compute puck clips to a pocket or bag, on a thin optical cable	[1][2][3]
Chip and memory	Snapdragon Reality Elite (XR2 Gen 3), 12 GB RAM, 128 GB plus microSD	[2][3]
Seeing the room	Full-colour passthrough cameras (26 pixels per degree, autofocus) with depth sensing; 6DoF tracking; open sides, so you still see around you and below	[1][2][3]
Displays	Dual micro-OLED, 2,412 × 2,288 per eye, up to 120 Hz, 37 pixels per degree; field of view 70° × 66°; pancake lenses; IPD 56–70 mm	[2][3]
Control	Eye tracking (4 cameras) and hand gestures: look to pick, tap finger and thumb to press, swipe the thumb to scroll; Meta AI voice; controllers optional; iris unlock	[1][2][9]
Software	The same system and store as Meta Quest; runs the Quest catalogue; phone mirroring; PC and Mac virtual screens; DisplayPort in	[2][3]
Power	3+ hours of mixed use; can charge while in use (45 W USB-C)	[2][16]

Calls	Hologram calls: a realistic, life-size caller in your room, in WhatsApp, Zoom Workplace and other calling apps	[1][10]
Price and launch	\$1,299.99; spring 2027; US, UK, Canada, Mexico, much of Europe, Japan, Taiwan, Korea, Singapore, Australia and New Zealand	[1][2]
Not yet stated	Whether apps can use the cameras on this device; a business edition or programme; availability outside the launch countries	

In plain words: it is light enough to wear for hours, it sees the room in colour and in depth, it is very sharp, it leaves both hands free, and it runs the same system as Quest. The depth sensing is described only as "depth sensing"; Meta has not said how it works.



A person wearing Meta VR Glasses. Image courtesy of Meta.

Finally, a device for Work Intelligence. In EON's view these are the first glasses built for the way work is done: for hours, with both hands busy, in a room full of things that matter. In Field IQ their cameras are used for the job, to name parts and check steps, not to film people.

3. EON Field IQ, and how it runs on the glasses

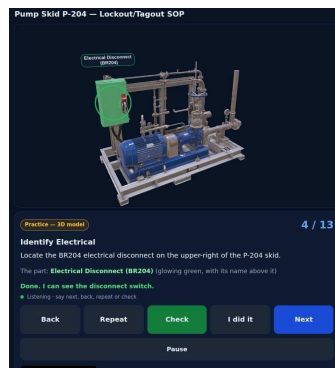
Guide · Assist · Assess. Field IQ's value is not that it names the parts. It is that a worker can point at any machine, even without knowing what to do, and Field IQ will **guide** them through the job, **assist** them, and **assess** every step, warning them before a mistake. Dan Lejerskar puts it simply: it is like being superhuman, with a voice that says "Stop" before you do something you should not. Field IQ checks steps and warns; it does not promise to catch every error.

What Field IQ is today. Field IQ guides a worker through a real job one step at a time and keeps a signed record of what was done. On iPhone and iPad it names every part of a machine from a photo and pins the names to the real equipment; *Guide me* walks the worker through the job from the AI's knowledge, the maker's manual found online, or the company's own procedures, with the part lit up and the voice reading each step; a photo check answers **Done**, **Not yet** or **Can't tell**; hands-free voice takes "next", "back" and "check". *Hazard Hunt* sweeps a room for hazards; *Hands-on Training* and *Practice Anywhere*

run EON Genesis 3D lessons; *Assembly* takes a machine apart and puts it back; *Train AI* learns a company's manuals, SOPs and permits; every job ends in a signed record and an Assess IQ report.

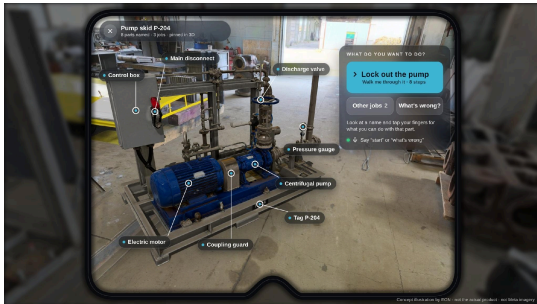
On other devices today. On Meta Ray-Ban Display, Field IQ uses two apps: a web app on the glasses, which Meta gives no camera, and a companion app on the phone that takes the pictures. On Meta Quest, Field IQ runs as a preview page: the lockout/tagout lesson's pump stands on the floor at real size, the step card floats beside it, the worker pinches to go on, our server answers a photo check, and the run is signed in the same record format as the phone, ready to send to Assess IQ. That preview is kept to 3D models; it has not been pointed at a real machine.

On Meta VR Glasses. The glasses run the same system as Quest, so the Field IQ app loads straight onto them. There is one app, nothing to pair, and one app to support. The cameras and the depth sensing are on the device; whether Meta lets apps use the cameras on this device is still to be confirmed (on Quest, Meta already lets store apps use the cameras after a review [11]). The Field IQ server names the parts and checks the steps exactly as it does for the phone, and the signed record is the same.



Field IQ's Quest preview page today: the lockout/tagout lesson on a 3D pump, step 4 checked by our server. Screenshot of the page in a browser.

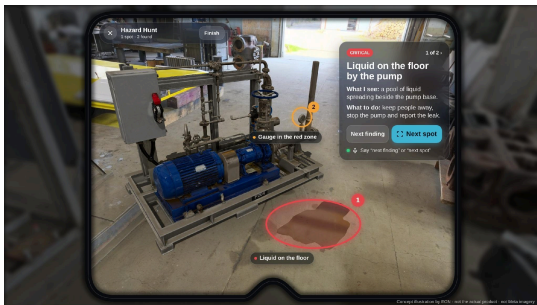
What the worker sees. The concept views below show Field IQ's approved glass look, white words on frosted glass with big buttons, placed in the room rather than on a screen.



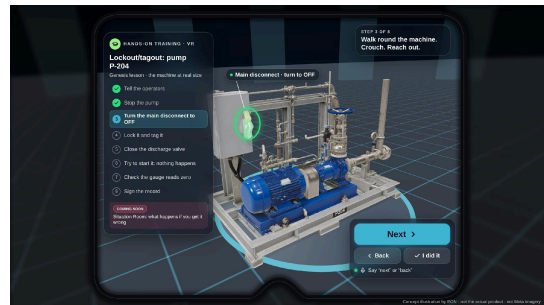
Guide: every part named and pinned to a real pump; the likely job is one big button.



Assess: the worker reaches for the valve before the power is locked off; Field IQ says "Stop" and shows the missed step.



Assess: Hazard Hunt puts a red ring on a spill, with what is wrong and what to do.



Guide: training in full VR on the Genesis lockout/tagout lesson, the machine at real size.

Concept illustrations by EON, not the actual product and not Meta imagery. The pump is EON's P-204 lesson model, placed in a CC0 photograph of a machine shop.

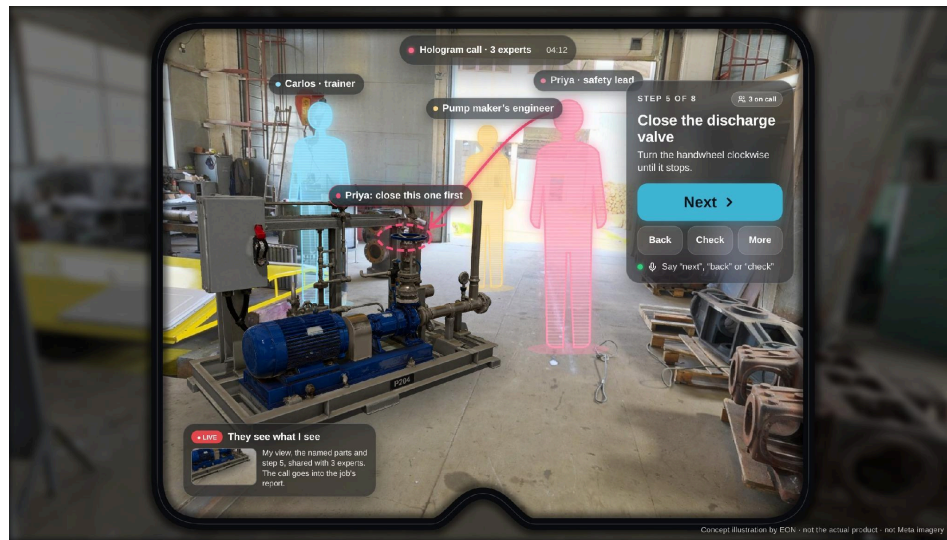
4. Why this is uniquely fantastic: 1 + 1 = 10

Field IQ and Meta VR Glasses each do something useful. Together they do far more, for five reasons.

1. **Hands-free (Guide).** Point at any machine and Field IQ guides you. The eyes pick, a finger tap presses, and the voice says "next", "back" or "check". Both hands stay on the tool and the phone stays in the pocket.
2. **Learn it, then do it (Guide and Assess).** VR for training, assessed (Genesis 3D lessons, Hands-on Training, and next the Situation Room, where a trainee sees what happens if the job is done wrong); colour passthrough for the real job, checked step by step. Same app, same steps, same report.
3. **One kit to sell (Guide, Assist and Assess in one box).** Glasses, the Field IQ licence, Genesis content and Assess IQ as one kit, per crew. Meta Ray-Ban Display for light jobs; Meta VR Glasses for training and complex jobs.

4. **No companion app.** The same system as Quest, so Field IQ loads straight onto the glasses. The cameras and depth are on the device (camera access for apps to be confirmed). Nothing to pair, one app to support.
 5. **It sees in 3D (Assess).** 6DoF tracking and depth sensing mean the names stay on the real part, the step card floats beside the machine, and hazards are marked in the room. Field IQ checks every step and warns the worker, "Stop", before a mistake.
- And a sixth, which Field IQ does not have today: **Assist, with experts at your side.**

5. Assist: hologram experts at your side



Concept illustration: three experts join as holograms beside the pump; they see the worker's view, the safety lead rings the valve, and the step card stays on the right. Stylised figures drawn by EON, not Meta's Hologram and not the actual product.

What Meta announced. Meta's hologram calling provides "a photorealistic digital version of you, including your real-time expressions and reactions, for hands-free video calling on Meta VR Glasses". The caller appears in front of you with spatial audio "placing their voice where they are", and it "works with whichever calling app you're using, from WhatsApp to Zoom Workplace" [1][10]. At launch the hologram is a stereoscopic video of the caller, not a full 3D model; Meta says a later, fully volumetric version will bring true co-presence, including group conversations, and will be opened to developers to put in their own apps. It gave no date [12][13][14].

What it means at the machine. I am at the pump. The safety lead, the pump maker's engineer and my trainer join the call and stand beside the machine. That is help that until now needed a plane ticket.

What Field IQ adds. A call alone shows the expert my face, not my job. Field IQ is designed to add three things:

- **They see what I see:** Field IQ shares the live view, the parts it has named and the step I am on.
- **They mark the part:** an expert rings the exact valve, "close this one first", and the ring stays on the valve.
- **It goes in the record:** who helped, what they marked and when, in the job's signed record and the Assess IQ report.

Several experts can help at once: safety, the maker and the supervisor.

Timing, plainly. At Meta's launch, a hologram call runs in WhatsApp or another calling app next to Field IQ. Group holograms and hologram calls inside Field IQ itself come when Meta opens them to developers, which Meta has said it will do; the date is not announced. The shared "see what I see" view, the marks and the record are EON's to build, on Quest first. Sharing the wearer's own view with callers is not something Meta has described; that is Field IQ's part.



Meta's hologram call on Meta VR Glasses: a caller standing in the room. Still from Meta's announcement video. Image courtesy of Meta.

6. Which Field IQ features become much easier

Table 2. Field IQ today on the phone, and on Meta VR Glasses

Field IQ feature	Today on the phone	On Meta VR Glasses
Name every part (Recognize)	Point the phone, tap Capture; names pinned on the screen	Look at the machine; the names stay on the real parts in 3D*
Guide me, step by step	Hold or prop the phone; tap Next	The step card floats beside the machine; look and tap, or say "next"
Photo check: is it done?	Lift the phone and take a photo	Look at the part and say "check"*

Watch me	The phone must point at the work	The glasses look where the worker looks*
Hands-free voice	The phone on a band or a stand	Built in: eyes, a finger tap and voice; nothing to hold
Hazard Hunt	Sweep a room in up to six photos	Look around; a ring stays on each hazard in the room*
Hands-on Training (Genesis 3D lessons)	The model on a screen at arm's length	The machine at real size in VR; walk round it, crouch, reach
Practice Anywhere	The lesson's model placed in the room through the phone	The same, in colour passthrough at real size; no machine needed
Assembly: take it apart	Drag parts with one finger	Pull the part off with two hands
Train AI (your manuals, SOPs, permits)	Photograph the pages	Read the pages on a large virtual screen beside the work
Expert help	Not in Field IQ today	Hologram experts who see what the worker sees (new)
Situation Room (coming soon)	Not built	Full VR is its natural home: stand inside what happens if it goes wrong
Signed record, Assess IQ report	Signed on the phone	The same signed record, already proven on the Quest preview

* Needs camera access for apps on the glasses, still to be confirmed by Meta.

7. Deployment and limits

A device worn at a machine has to be safe to wear there. These are the limits we plan around, and the questions still open.

- **Battery.** Meta states 3+ hours of mixed use. That is less than a shift. The glasses can charge while in use from a 45 W USB-C supply, so the Field IQ kit includes a power pack, and crews can swap packs at a break.
- **Power loss.** Passthrough is video. If the battery runs out, the view goes dark. The safe-use rule is simple: if the view goes black, stop, keep your hands still and step back. The open sides help, because the wearer still sees around and below the lenses.
- **The cable.** The puck sits in a pocket and joins the glasses by a thin cable. Near moving machinery, route it under clothing and include it in the site's safety brief.
- **Field of view.** 70° × 66° is narrower than Quest 3. Field IQ keeps cards compact and beside the work, never across it.
- **Hazardous areas.** Meta has not announced certification for explosive atmospheres. Check before any hazardous-area use. EON expects there will be two versions over time: a standard one now, and later a certified, rugged one; that is EON's expectation, not a Meta statement.

- **Cameras on site.** Cameras at work raise fair privacy questions. Field IQ sends a picture only when the worker checks a step or asks what a part is, and each site should agree its own camera rules before a rollout.
- **Camera access for apps.** On Quest, store apps may use the cameras after Meta's review [11]. For Meta VR Glasses this is not yet stated.
- **Business terms.** Meta stopped selling Quest for Business and commercial Quest units on 20 February 2026; its device management became free and is supported for Quest 3 and 3S until 4 January 2030 [15]. Whether Meta VR Glasses will have business terms, warranty and fleet management is not yet stated.
- **Countries.** Meta's launch list does not include the Middle East. EON can supply customers outside the launch countries, subject to local rules, import approvals and support arrangements, which must be checked country by country.
- **Voice.** Whether apps can use the glasses' built-in voice or bring their own "next, back, check" is still to be confirmed.

8. Roadmap

The glasses run the same system as Quest 3, so EON does not have to wait for them. The plan below is proposed and forward-looking: it depends on Meta's launch and on developer access.

Table 3. Proposed timeline

When	What
Now to December 2026	Build on Quest 3: turn the Quest preview into the Field IQ app, with steps in passthrough, the photo check, the signed record and a VR training room. Ask Meta for developer and camera access for Meta VR Glasses.
January to March 2027	"They see what I see" and expert marks, on Quest. Pilots in training centres. The kit, pricing and support ready.
Spring 2027, Meta's launch	Field IQ ready for Meta VR Glasses on day one, subject to Meta's developer access. First kits to customers.
After launch	Hologram experts inside Field IQ when Meta opens it to developers. The Situation Room. A certified, rugged version for hazardous areas when one exists.

9. Conclusion

Field IQ's promise is Guide · Assist · Assess. For years, work guidance in industry has meant a phone in one hand or a specialist headset bought a few units at a time. Meta VR Glasses change both. They leave the hands free, they understand the room in 3D, they serve both training and the real job, and they cost what a consumer device costs. On them, Field IQ can put the step beside the machine, the names on the parts and the expert at the worker's side, and keep a signed record of it all. EON believes that is the next big step for Work Intelligence, and it is building for it now.

See it

- Meta's own announcement: [Meta newsroom](#) and [Meta blog](#)
- The hologram call: [Demo: 3D Meta Hologram Calls on Meta VR Glasses](#) (CNET, YouTube)
- The device on stage: [Meta VR Glasses - Full On Stage Live Demonstration](#) (Tyriel Wood - VR Tech, YouTube)
- Everything announced: [New VR Glasses and More! Everything Announced at Meta Connect in Less Than 10 Minutes](#) (CNET, YouTube)

Meta and Meta VR Glasses are trademarks of Meta Platforms, Inc. EON is not affiliated with Meta, and Meta has not reviewed or endorsed this paper. Device facts are as announced by Meta and reported by the trade press on 23 to 28 September 2026 and may change before launch. Images marked "courtesy of Meta" are Meta's; concept illustrations are EON's own drawings, made from EON's P-204 lesson model and a CC0 photograph of a machine shop (Poly Haven), and are not the actual product. Plans and dates are forward-looking. Prepared by EON AI Ventures, 29 September 2026.

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