



## Oceaneering - The world's largest ROV manufacturer

Oceaneering is a global oilfield provider of engineered services and products primarily to the offshore oil and gas industry, with a focus on deepwater applications. Through the use of its applied technology expertise, Oceaneering also serves the defense and aerospace industries.

The company's products and services include remotely operated vehicles, mobile offshore production systems, built-to-order specialty subsea hardware, engineering and project management, subsea intervention and installation services, non-destructive testing and inspections, and manned diving.

Oceaneering is the world's largest Work Class ROV (Remotely Operated Vehicle) operator and the leading provider of ROVs to the oil and gas industry. The company has over 250 Work Class ROV systems and more than 2,000 ROV offshore personnel worldwide.

As well as being the largest ROV operator, the company is also the world's largest manufacturer of ROV systems. Its ROV fleet includes 2,500 to 3,000 meter (8,200 – 9,840 ft) rated Work Class systems, 4,000 meter (13,100 ft) rated Millennium Work Class systems, and 8,000 meter (26,250 ft) rated Ultra Deepwater systems.

Oceaneering skilled ROV workforce is critical to maintaining its preeminent position in the industry. To this end the company has operated its own ROV Training Program since 1995. Currently it spends over \$10 million per year for ROV operations and maintenance training.

Both *Divinycell HCP* and BTMI *Syntactic Foams* are used in Oceaneering's ROVs. *Divinycell HCP* can be used from sea level to 700 meters (2,300 ft.) and offers very low buoyancy loss and water absorption under long-term loading conditions. BTMI *Syntactic Foams*, which are

distributed by Diab, offer very high buoyancy per kilo and can be supplied in various depth ratings up to 10,000 meters (32,800 ft.). This means they can be operationally deployed in the deepest parts of any of the world's oceans.

[www.oceaneering.com](http://www.oceaneering.com)