VR/AR ASSOCIATION

INDUSTRY SECTOR REPORT:

ENTERPRISE

Q2 2019

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Sponsor Details

ATHEER

NAME

Atheer, Inc.

WEBSITE

atheerair.com

ABOUT

Atheer is the first Augmented Reality Management Platform company for industrial enterprises. Founded in 2012, Atheer provides the only fully integrated enterprise grade solution for contextual work guidance, remote collaboration, and natural interaction across glasses and mobile devices. The Atheer AR Platform is an enterprise-grade AR collaboration and productivity solution for a wide range of smart glasses as well as Android and iOS mobile devices. It is being used by enterprises to transform the productivity, accuracy, quality and safety of their industrial workers - providing real and radical business impact. Porsche Cars North America, for example, publicly reported a 40% reduction in service resolution time in their dealerships using the Atheer Platform. Porsche was recently ranked highest in satisfaction with dealer service among luxury brands according to the J.D. Power 2019 Customer Service Index (CSI) Study.

Foreword

We are in an industry that most major analysts agree is growing fast. According to a December 2018 (https://www.businesswire.com/news/home/20181206005037/en/Worldwide-Spending-Augmented-Virtual-Reality-Expected-Surpass) report from International Data Corporation (IDC), worldwide spending on augmented reality and virtual reality (AR/VR) is forecast to be nearly $20.4 billion in 2019.

This number is part of a five year growth prediction by IDC spanning the 2017 to 2022 period forecasting that worldwide spending on AR/VR products and services will achieve a five-year compound annual growth rate (CAGR) of 69.6%. And IDC is not alone in making this kind of prediction.

According to Gartner Distinguished VP Analyst Matt Cain, the use of VR and AR are one of six top technology workplace trends that will drive the digital workplace. "Immersive technologies, such as augmented and virtual reality, are ready for mainstream businesses," he predicts in a March 2019 (https://www.gartner.com/smarterwithgartner/top-10-technologies-driving-the-digital-workplace/) story that discusses evolving workplaces.

Meanwhile, research firm SuperData (a Nielsen company), recently concluded (https://www.superdataresearch.com/xr-training/) that enterprises adopting XR training technology (covering Augmented Reality and Virtual Reality) will save $13.5 billion that would otherwise have been spent on traditional training that includes instructors, dedicated learning spaces and traveling to remote facilities.
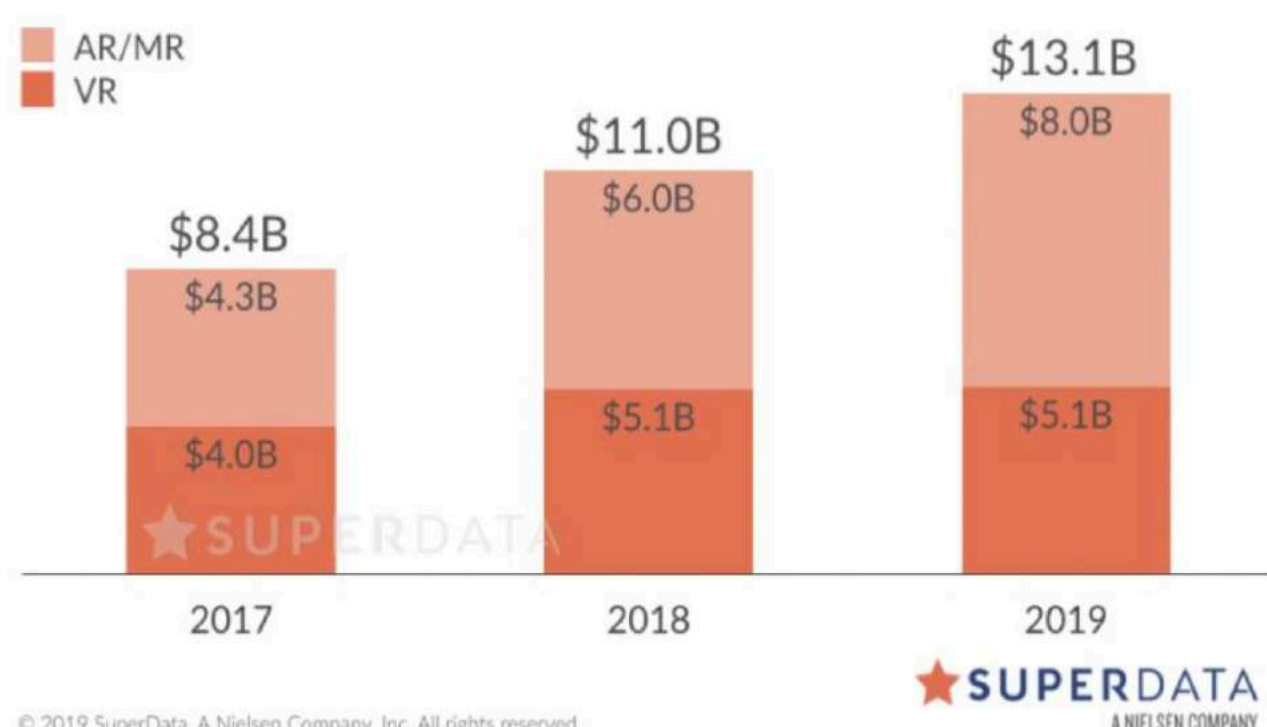
Another big story lies in where AR and VR are being rolled out. AR. in particular, has a strong mobile story - with analyst predictions suggesting that it will only grow stronger in the coming years. According to a recent story in AR Insider (https://arinsider.co/2019/03/18/data-point-of-the-week-3000-ar-apps-in-the-wild/) - also quoting recent SuperData numbers - there has been tremendous growth in the development of Mobile AR apps, particularly for iOS mobile devices.
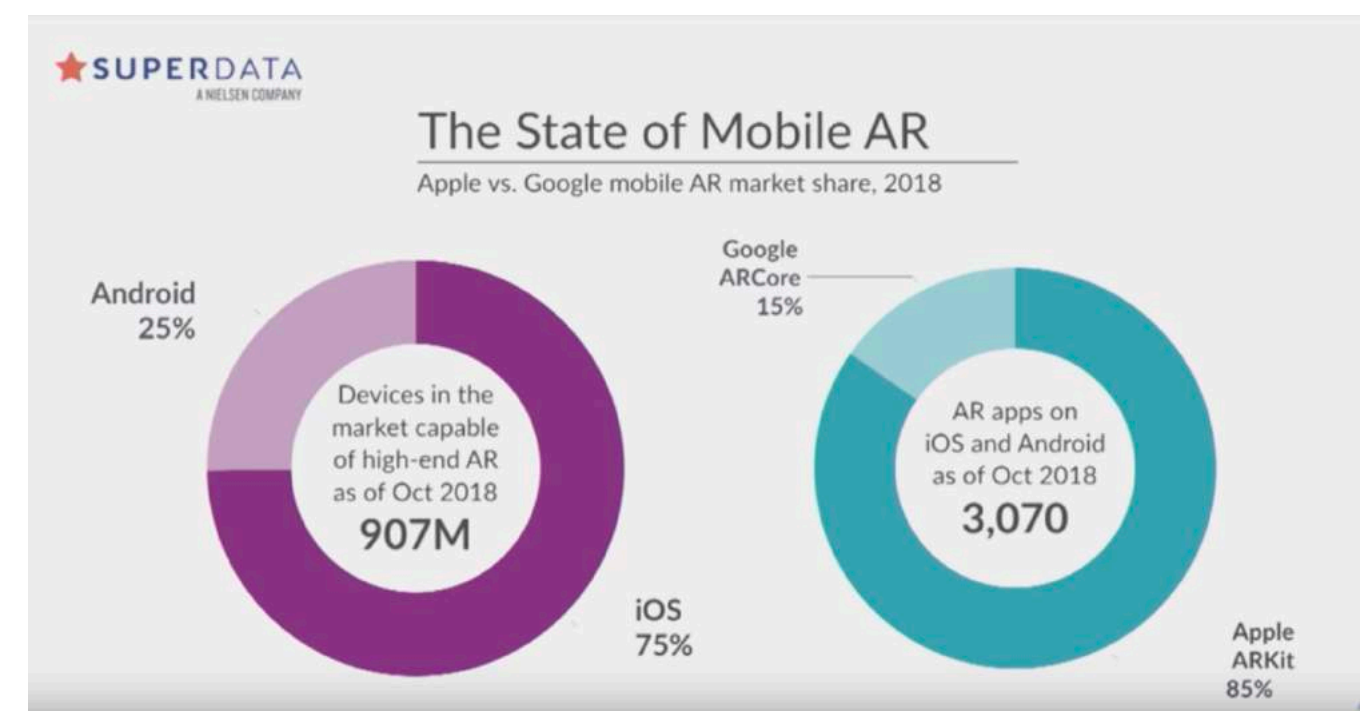
Mobile AR applications are not, however, primarily driven by enterprise needs - but the steep growth in overall app development for ARCore and ARKit - reflects the massive installed base and opportunity they represent for enterprise AR developers.

There are plenty of other examples and predictions that demonstrate the importance of VR and AR to forward-thinking enterprises in the immediate future. The real story right now, however, may be in the "second wave" of adoption that will come in behind the first wave of adoption we are seeing now.

There will always be companies that have the budget, interest and bandwidth to conduct pilots and do field trials of potentially useful technologies. And those have been the primary enterprise customers for VR and AR technologies over the past couple of years.

We are now, however, on the cusp of a moment where the successful trials (and increasing number of deployments) of VR and AR in enterprises are getting the competitors of early adopters companies to start recognizing that they may be missing out on the real strategic advantage they can achieve.

If you would like to sponsor a future version of this report, email info@thevrara.com

The range of companies you'll see in this report - and the kinds of customers they serve - are a great example of how impactful their VR and AR solutions have become to enterprise customers. A quick look through this list also makes it clear just how targeted many of these companies are, with products and services often aimed squarely at specific industries.

Just consider the range of applications on offer (and the sectors they aim to serve):

- Virtual meeting room technology from Ireland's *meetingRoom.io*, which counts the Bank of Ireland among the enterprise customers for its low bandwidth remote work platform.
- *Spiral Technologies*, a company that uses Mixed Reality technology to deliver a solution for the aerospace industry that is aimed squarely at the MRO (maintenance, repair and overhaul) market. The company's solution provides remote calls and video streaming, object recognition, display of static information, interactive voice assistance and 3D visualisation.
- *Apprentice.io*, which aims its AR-based solution at lab, line and suite environments, with extensive specialization in pharma and biotech industries. The company says its solution is used to empower scientists, engineers and manufacturers who operate in various complex, compliance-driven environments
- *900lbs,* a creative agency and innovation lab offering VR/AR/MR experiences, with an impressive enterprise customer list that includes PepsiCo, Royal Caribbean Cruise Lines, Shell, NTT Data, Bell Helicopter, DXC Technologies, Perot Museum of Nature and Science and Activision/Blizzard.
- *Dimension10*, a company that aims squarely at meeting the needs of industries such as oil and gas, architecture, engineering and construction - where three-dimensional models in VR can deliver real value. Enterprise customers include Skanska, ÅF Group, Aker BP, Framo, NTNU and AF Gruppen.

- *Atheer,* a pioneer in the development of the Augmented Reality Management Platform, with customers in the automotive, aviation, manufacturing and logistics sector. Customers include Porsche Cars North America, which says it has shortened service resolution times at its dealerships by up to 40 percent through the use of Atheer's AR platform.
- *Frozen Mountain*, which brings live streaming to AR and VR devices in the enterprise. The company provides the software, tools, and professional application development services that enable the delivery of multi-party ultra-low latency live video and data streaming.
- *vSpatial* is designed to be a virtual reality workspace that connects users to their computer applications and coworkers. It allows virtual office collaboration using a VR headset while providing access to popular productivity applications.
- *VR Vision* is a XR (Extended Reality) company that provides immersive technology training platforms for use across multiple vertical markets, including healthcare therapy as well as hospice and retirement homes. The company counts Toyota, Siemens, Thales, the University of Toronto and Alchemy Systems amongst its customers.
- *Viewpointsystem*, a Vienna-based company with two decades of experience in eye-tracking technology, has made eye-tracking the centerpiece of its latest product:.the new "VPS 19" smart glasses that consist of Eye Hyper-Tracking glasses, a separate Mixed Reality click-on (that includes a waveguide display and is placed in front of the lenses) and a pocket-sized intelligent hardware component called the Smart Unit.
- *MeetinVR*, as the name suggests, is a company all about using VR to empower and enhance enterprise collaboration. The company's public roadmap for VR hardware support includes Vive, Oculus Rift, Oculus Quest, Oculus Go and Windows Mixed Reality.

These are just a few of the many companies doing exciting and innovative work in the enterprise VR and AR world. To help provide a broader picture of the industry landscape, we have opened this report up to both VR/AR Association members and non-members alike to offer information about the work they are doing in our fast-changing field.

We also expect the market to have changed considerably by the time we do our next annual look at the enterprise VR and AR market next year. If rumors are to be believed, we will see new hardware from the likes and Apple and Google by then - as well as exciting new releases from both established players and newcomers to VR and AR.

And we'll continue to see excitement around the delivery of VR and AR applications on mobile devices (including smartphones, tablets and smart glasses) - which cannot help but drive further development as the installed user base of AR and VR-capable mobile devices grows.

We're in for an exciting time - and glad you are all along with us for it. I'd also like to close with a few words about our committee - the VR/AR Enterprise Committee. We are one of a growing number of VR/AR national and international committees that are helping to support interest in VR and AR across many different geographies, use cases and industries. I'd also like to thank my co-chairs Amy Peck and Damon Hernandez for their work on the committee with me.

Throughout the last year, the VR/AR Enterprise Committee has worked to highlight innovation, best practices and tackle the thorny questions such as how to measure return on investment for VR and AR in the enterprise and what strategies are needed to safely plan, install and use VR and AR hardware on enterprise networks. We welcome your participation in our webinars (https://www.thevrara.com/webinars/) and in-person events - and we look forward to continue serving the needs of VR and AR in the enterprise.

We hope you enjoy this report - and learning about the many innovations and developments undertaken by some of our member organizations.

Geof Wheelwright
Co-chair, Enterprise Committee, VR/AR Association

360-up

Summary

360-up Virtual Tour Marketing, 360°-media production,
interactive company presentations.

Contact

360-up.com
office@360-up.com

Type of Company

B2B content creation

Customers

All types of enterprises

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

We are into 360°-media and vr-content creation since 2012. Market
leader e.g. for Google virtual tours.

What do you want/hope for/from this industry?

Leads.

900lbs

Summary

Founded in 2008, 900lbs is a future-focused creative agency and innovation lab with a mission to serve and empower our clients and industry trailblazers. We help our clients transition further into the Experience Age through the production of scalable, interactive initiatives and compelling, immersive visual storytelling that drive business results. As a design and development Special Forces Unit, we create a diverse range of interactive initiatives and visual content to showcase the art of the possible and make it a reality.

Key areas of focus include: Experience Design, Prototyping/Proof of Concepts, VR/AR/MR, Large-scale Visual Content, Animation/Motion Graphics, Immersive 360, Software Development, Marketing Videos, Data Visualization, and Projection Mapping.

Contact

900lbs.com
info@900lbs.com

Type of Company

Experiential agency serving: Automotive, Real estate, Tourism, Education, Energy, Oil and Gas, Food and beverage, Retail, Transportation, Technology, Telecommunications, Government

Customers

PepsiCo, Royal Caribbean Cruise Lines, Shell, NTT Data, DXC Technologies, Perot Museum of Nature and Science, Activision/Blizzard, etc.

Size of Company

How many employees: 25+

Why are you in this industry vertical/sector?

Consumers have been slow to adopt XR because of cost & technical inconvenience. However, the enterprise market has been energized by XR because of the incredible potential it has as part of a long-term strategy for improving internal processes. We have been primarily catering to this market because we have a shared vision with our clients to utilize XR to drive results for a variety of industries while providing innovative technical & creative solutions to tough business challenges.

What do you want/hope for/from this industry?

We're excited to see the enterprise industry seeking more opportunities to leverage emerging technologies to generate results for their business. At 900lbs, we have been able to help our clients seek new, innovative ways to create enterprise solutions in areas such as training, storytelling and data visualization. We are confident that the industry will keep evolving and growing further so we can continue to revolutionize business processes, drive results and improve experiences.

Accuteque

Summary

Starting off as a professional testing services company, with both local and international clients, Accuteque has in a brief amount of time grown into a full-service consulting business with a highly skilled group of industry experts available to our clients. Our aim is to partner with you and your business, to help define where you want to go, refine your operations to get you there and do it with the right controls in place. In short, Accuteque offers specialist tailored products and services to help your business do its business better, by using a talented team of consultants who are collaborators, innovators and game changers. Explore our business, services and products and contact us for a coffee and a chat about how you would like your business to transform.

Contact

www.accuteque.com

nnorton@accuteque.com

Type of Company

Professional Services - Management Consulting

Customers

Finance, Logistics, Retail, Government, Health and NFP

Size of Company

How many employees: 40-50

Revenue: N/A

Why are you in this industry vertical/sector?

We aim to always bring innovation to our clients .

What do you want/hope for/from this industry?

To change the way people work.

Action Artists

Summary

Storyboard and Concept Artist Agency

Contact

www.action-artists.com

Type of Company

Storyboard and Concept Artist Agency

Customers

Entertainment, Advertising and Video Game companies

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

We offer talented artists to help you conceptualize your project and bring it to life.

What do you want/hope for/from this industry?

To make business connections

Apprentice.io

Summary

Apprentice.io is the leading enterprise augmented reality (AR) provider for all lab, line and suite environments, with extensive specialization in pharma and biotech industries. Apprentice's mission is to develop a world in which our solutions are used to empower scientists, engineers and manufacturers who operate in various complex, compliance-driven environments, ushering in the next wave of human potential. Apprentice is headquartered in New Jersey, with global product deployments at Fortune 100 pharma, biotech, cosmetic, consumer goods and chemical companies across the U.S., Asia, Europe and South America.

Contact

www.apprentice.io
kristen.kucks@apprentice.io

Type of Company

SaaS

Customers

Fortune 100 pharma, biotech, cosmetic, consumer goods and chemical companies across the U.S., Asia, Europe and South America.

Size of Company

How many employees: N/A

Why are you in this industry vertical/sector?

We want to develop a world in which our solutions are used to empower scientists, engineers and manufacturers who operate in various complex, compliance-driven environments. Our favorite kind of technology is the kind that that empowers humans and improves quality of life. It's why we love specializing in AR for complex lab & manufacturing industries that support medical research and bring life-saving products to market.

What do you want/hope for/from this industry?

We look forward to the continued success of augmented reality for enterprise. AR has significantly evolved over the years, and organizational leaders are starting to understand the value of AR, VR, and AI technology in the workplace. We hope that the AR/VR industry continues to see growth in the enterprise space. We envision a time in which these technologies become the preferred solution for problem solving, collaboration, deviation prevention and human empowerment.

ARPLANET

Summary

ARPLANET is devoting on Augmented Reality(AR) technology research, and also well-experienced engaging in the total solution with interactive technology, digital contents, and marketing integrations.

THINKING FORWARD BEYOND REALITY

Contact

www.arplanet.com.tw
service@arplanet.com.tw

Type of Company

Software

Customers

Enterprises and brands

Size of Company

How many employees: 40-50
Revenue: N/A

Why are you in this industry vertical/sector?

ARPLANET provides omnidirectional solutions of reality technologies(AR, VR, MR) Enterprises and brands have used more easily, and quickly keep up with the trend of reality technologies applications.

What do you want/hope for/from this industry?

We hope to promote the market with AR platform. Our services is applied in many industries, such as education, retail, travel, urban, medical and manufacturing, etc. More than 500 successful cases, our clients are well-known in various industries.

Atheer

Summary

Atheer is the Augmented Reality Management Platform company for industrial enterprises. Founded in 2012, Atheer provides the only enterprise grade solution for contextual work guidance, remote collaboration, and natural interaction across glasses and mobile devices. Powered by 75 issued patents - and validated with key customers including Masimo, Flex, Porsche Cars North America and IATA - Atheer empowers workers, delivers higher productivity, and enhances workforce safety, wherever work is carried out.

Atheer is hardware-agnostic with support for a range of smart glasses and head-mounted devices (including those offered by Epson, Vuzix, Toshiba and RealWear), along with Android-based smartphones and tablets (including Samsung and Google devices) and Apple iPads and iPhones. The Atheer platform also offers rich reporting and analytics and a deeply integrated, group calling "See What I See" video call experience.

Contact

atheerair.com
pr@atheerair.com

Type of Company

Atheer's AR Management Platform is designed to improve the productivity, quality, accuracy, and safety of industrial workers across a broad range of industries and use cases. Atheer's award-winning platform provides "See What I See" video collaboration, supports group calling, screen sharing, work instruction management and a rich data dashboard to empower the 21st century workforce in areas such as Automotive, Aviation, Industrial, Logistics, Manufacturing, and Transportation.

Customers

Atheer customers cut across a broad range of use cases and industries including automotive and heavy equipment dealer service, telecommunications, aviation, mining, oil and gas, manufacturing and logistics.

Size of Company

How many employees: 40+

Why are you in this industry vertical/sector?

Atheer was founded more than 7 years ago around the idea that Augmented Reality would pioneer the next generation of computing - one that would change the way that people interact with - and use - digital information.

What do you want/hope for/from this industry?

We believe that it is vital to help enterprises understand the massive and powerful implications of the capabilities they will gain from Augmented Reality - and that's why we sketched out our vision last year for the Augmented Reality Management Platform.

Aumenta Solutions

Summary

Aumenta Solutions provides Augmented Reality applications to industry, engineering and architecture professionals. Working with the latest AR devices, tablets and Smartglasses we provide solutions to unresolved issues with conventional technologies, increasing productivity and efficiency in key business processes. Aumenta Solutions has a team of professional and highly qualified technology partners who offer the best Augmented Reality solution for your business.

Contact

www.aumentasolutions.com
pere@aumentasolutions.com

Size of Company

How many employees: 1-5
Revenue: 150000

Type of Company

Integrator

Why are you in this industry vertical/sector?

High grow in the next 5 years.

Customers

Automotive, Medichal, Real State, Architecture. engineering

What do you want/hope for/from this industry?

Knowleedge of AR on SME.

Aviation Virtual

Summary

Founded in 2014, Aviation Virtual (AVPL) is an innovative Virtual Reality Solution Provider, adept at deep-diving into organizational pain points to develop leading-edge technology solutions, aligned to an overall VR technology roadmap, and can be systematically implemented. It has 4 streams of solutions: Visualizer including CAVEs, HMDs and Project Mapping; Content for real-time immersive Visualization; Virtual Training System incorporating haptics to enable effective and efficient transfer of learning from the virtual to the real; and Virtual Digital Twin with Embedded Real-World Interactivities to enable analysis, prediction and control of real world systems.

Hand-ons control of your environment

Contact

www.aviationvirtual.com.sg
contact@aviationvirtual.com.sg

Type of Company

Total VR Solutions across mixed verticals

Customers

Changi Airport Group; SP Group; CapitaLand; Ascendas-Singbridge; Sembcorp Marine; NUS; SUTD; NUHS

Size of Company

How many employees: 10-20
Revenue: SGD 3.5 million

Why are you in this industry vertical/sector?

Opportunity to find use cases for VR/AR

What do you want/hope for/from this industry?

More adoption and availability of better hardware technology

Big Boy Systems

Summary

At Big Boy Systems, we enhance immersive experiences captured from real life. We believe sound has a major role to play in immersive feelings, that is why we have developed a head-wearable video camera that replicates human sight and hearing. We combine 3D video capture with binaural sound to record real life experiences to the smallest details and transmit them to any user. Boost your audience's attention, improve your trainings and explore the possibilities of deep immersive content. In a word, we teleport your spectators into your own experiences, at first person point of view.

www.bigboysystems.be/
contact@bigboysystems.com
Phone number: +32483182109

TRAINING

OUR TECHNOLOGY
Big Boy Systems has developed and patented a light head-worn camera called "Third-I" that aims at capturing and reproducing **authentic users' vision and hearing**. It combines **3D video capture** and **binaural sound** recording to create highly immersive audiovisual content.

ADAPTED TO YOUR NEEDS
Third-I allows you to **easily share unique experiences** through a **professional device** designed to copy **human sight and hearing** without disturbing the user's activity, comfort and environment.

TO BRING A SOLUTION
Simply create an immersive and ultra-realistic **replication of real-life actions** for your viewers. Put the trainee in the best conditions to assimilate knowledge: transport him into the trainer's body to hear and listen as if he was the one practicing. Allow him to absorb the information at his own pace: pause, skip and repeat infinitely.
Reduce training costs and augment employee engagement and job performance.

Immerse your new employee in the body of your most successful worker to **learn manipulations and procedures** by literally **incarnating** him performing them, improve your **on-boarding** processes, and **many more**.

REAL LIFE. CAPTURED.

- Compatible with any device
- Plug & Play camera
- Content in 3D for Immersion or 2D for convenience
- Ultra-portative
- Live streaming and Web hosting
- No external team required for recording
- Ultra-immersive sound experience
- Simple video post-production

"Teleport your spectators into your own experience"

Check Third-I's range of action and video outputs on YouTube: "Big Boy Systems"

Solution from 2000US$ per day (training included)

They trust us

SAINT-LUC UCL BRUXELLES · france télévisions · NISSAN · LIÈGE université

This is an informative document on training applications of Big Boy Systems. Please contact us for deepen information and personalized quote.

✉ Contact

http://www.bigboysystems.be
contact@bigboysystems.com

Type of Company

Hardware, 3D video-camera, immersive experiences

Customers

B2B VR/360°/Video production companies Training, Marketing, Medical & Entertainment sectors

Size of Company

How many employees: 1-5
Revenue: <100000€

Why are you in this industry vertical/sector?

We bring a brand new solution for immersion far beyond what VR and AR technologies can offer.

What do you want/hope for/from this industry?

Customers, partners and collaborators to whom we bring a new solution. As well as advisory members and mentorships. Networking opportunities and access to quality events to get exposure and stay on top of tech knowledge.

Broadford Consulting

Summary

Broadford Consulting

Contact

broadfordfordconsulting@gmail.com

Type of Company

Consulting

Customers

Companies wanting to deploy AR/
VR Software, Hardware and
Services into the Enterprise market

Size of Company

How many employees: 1-5
Revenue: N/A

**Why are you in this industry vertical/sector?**

Enterprise

What do you want/hope for/from this industry?

To help suppliers develop their market offerings

BUNDLAR

Summary

BUNDLAR specializes in augmented reality solutions for businesses and institutions. We are a market leader with innovative AR technology featuring our proprietary API, Content Management System (CMS), and Mobile App Platform. BUNDLAR provides a variety of AR solutions including PublishReality for printers, publishers, & marketers, eXpoReality for trade shows & conventions, and CampusReality for higher education & museums.
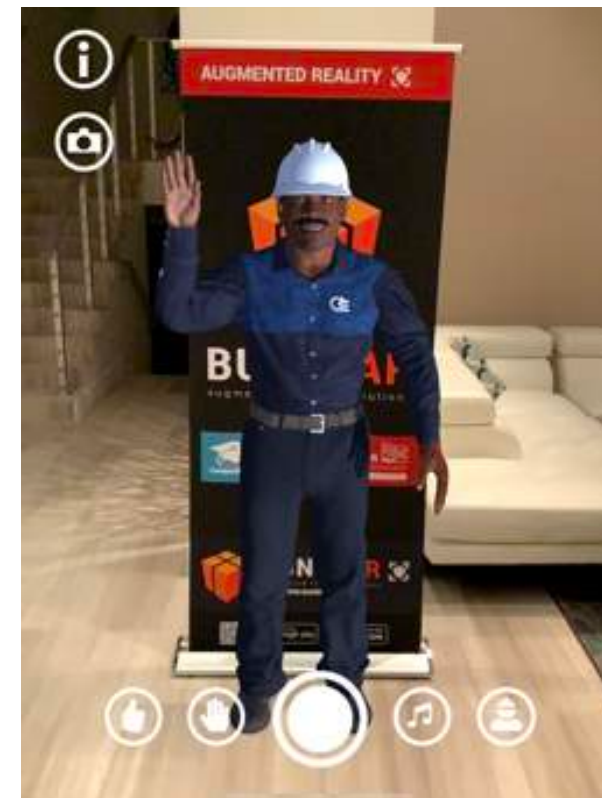
Contact

bundlar.com

info@bundlar.com

Type of Company

Augmented Reality, App Design, Platform, CMS

Customers

ASSA ABLOY, Arizona State University, DuSable Museum, ST Media Group International, Goettsch Partners, SLU-Madrid, Core-apps, NVISION, Training Mag

Size of Company

How many employees: 1-5

Why are you in this industry vertical/sector?

Like with websites in the early 1990s, augmented reality (AR) is on the verge of changing nearly everything we do. BUNDLAR is perfectly positioned to help businesses, institutions, and individuals benefit financially from AR technology.

What do you want/hope for/from this industry?

We hope augmented reality (AR) will continue to seep into our daily lives until it becomes another seamless technology that improves it, while saving people both time and money.

Buzzar

Summary

We digitize the physical space in a smart city by empowering AR wayfinder .

Contact

http://buzzar.app

bell@buzzar.app

Type of Company

Software

Customers

Malls, stadiums, airports

Size of Company

How many employees: 1-5

Revenue: $341,000

Why are you in this industry vertical/sector?

Indoor navigation has been an issue in Singapore Malls so we started to get first project, then many other potential projects.

What do you want/hope for/from this industry?

Domination over the whole industry, ie ar wayfinder in all singapore's physical space within 2 years.

![Content Readiness Institute logo] **Content Readiness Institute**

Summary

Is your content of today ready for the technology of tomorrow?

We all see it in our daily lives–the pace of change is accelerating, driven by massive advances in computing power, data analytics, and connectedness. Companies across industries are uncovering the advantages of digitization as they design, develop and deliver innovation products and solutions. Unfortunately, many industries and sectors are facing a daunting task as it relates to the readiness of their content for ingestion, delivery and effectiveness through these ever-evolving advancements in technology.

The Answer: Content Readiness™

Content Readiness is the state of written, visual, and animated content and its preparedness for ingestion into human-centered design experiences delivered through AR, VR, MR and AI platforms.

Contact

www.contentreadiness.com
jake.hamann@contentreadiness.com

Type of Company

Enterprise Content

Customers

Automotive, Aviation, Construction, CPG, Defense, Energy, Government, Healthcare, Machinery, Manufacturing, Oil & Gas

Size of Company

How many employees: 1-5
Revenue: Under $1M

Why are you in this industry vertical/sector?

AR, VR and MR have hit a roadblock when it comes to wide-scale adoption in an area which has been deemed to have the greatest opportunity for growth - the enterprise. This roadblock comes in the form of "content readiness" as most companies do not have a process to convert old, create new, or store, manage, and distribute their content in a format that is digestible by ever-evolving and disruptive technologies.

### What do you want/hope for/from this industry?

CRI has established itself as an industry leader in helping drive wide-scale adoption of augmented reality, virtual reality, mixed reality, and artificial intelligence in the enterprise through content consulting, production services and standards development. Our contribution to this industry will have a significant impact in propelling the global economic growth and adoption of these new technologies that have been stalled the past few years by a "content crisis."

19

CraneMorley

Summary

CraneMorley was founded in 1991 as a pioneer in performance-based learning for the automotive and powersports industries. Over the years, we have lived on the practical cutting edge of learning technology, earning more than 100 national awards in close partnership with our clients.
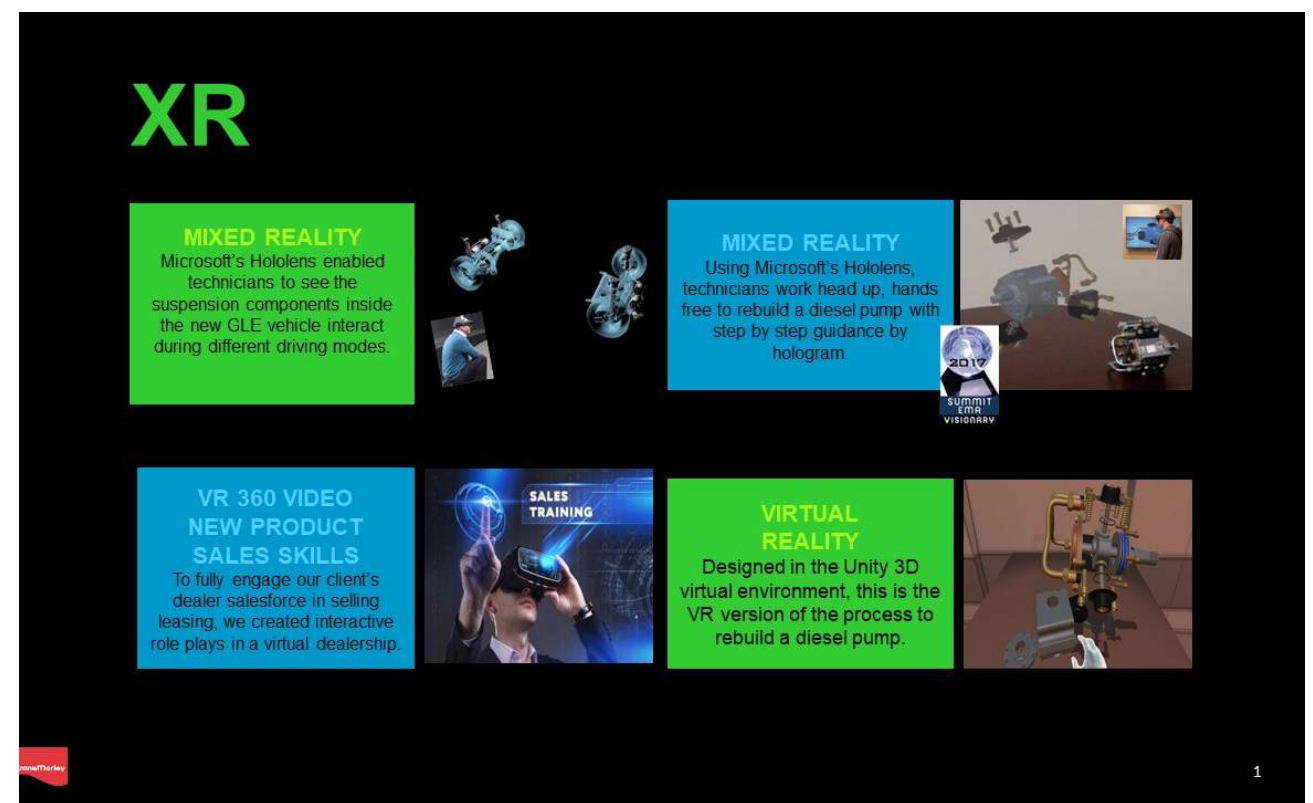
Contact

Cranemorley.com
Sdheming@cranemorley.com

Type of Company

Training and Development

Customers

Mercedes - Benz, Honda, Toyota, GM, BMW

Size of Company

How many employees: 20-30
Revenue: N/A

Why are you in this industry vertical/sector?

E-Learning/ Training

What do you want/hope for/from this industry?

To expand our knowledge for VR and to have partners that could help us develop the X-Reality projects that we have lined up. We are currently partners with Microsoft on their HoloLens project. We are looking for different companies to that could help us expand our XR training.

Dimensions10

Summary

Dimension10 enables users to experience their 3D-models rather than seeing them on a flat 2D computer or TV-screen. This is available through a "drag-and drop" service and it takes only seconds from a 3D-model is "dropped" into the Dimension10 platform until the users can experience the model in 1:1 scale. Collaboration around the models together with colleagues or customer enables for better problem-solving and less misunderstandings, enabling faster and more cost-effective projects, saving millions of dollars per project (depending on size).

Our customers are from both the AEC industry as well as oil and gas. We have our HQ in Oslo, Norway, but have offices in both US and UK.

✉ Contact

dimension10.com
aleksander@dimension10.com

Type of Company

Software, AEC – Industry, oil and gas and manufacturing

Customers

Architects, construction companies, real estate developers, engineering firms, manufacturing firms, universities and construction/maintenance departments of municipalities. Examples include Skanska, ÅF Group, Aker BP, Framo, NTNU and AF Gruppen.

Size of Company

How many employees: 17

Why are you in this industry vertical/sector?

All of our customers, across verticals, are constructing/building something, that being bridges, buildings or oil rigs. The basis for all construction is plans and drawings. Today these plans and drawing are 3D-models. And Our software allows customers to experience their drawings instead of viewing them on flat screens, leading to better collaboration, less misunderstanding and faster projects.

What do you want/hope for/from this industry?

We hope more players in the industry will invest in VR stations (HMD´s + computers) as this is the #1 limiting factor for adoption. Once our customers start using our software, they understand the value and invest in more equipment to allow more employees and projects to have access.

echoAR

Summary

echoAR (www.echoAR.xyz; Techstars '19, Y Combinator SUS; NYC Media Lab accelerator; featured at AWE 2018) is a cloud platform for augmented reality (AR) that provides tools and server-side infrastructure to helps developers & companies quickly build and deploy AR apps and content. We built an AR-first content management system (CMS) and delivery network (CDN) that allow developers to build their AR app backend in minutes, and allow their clients to easily upload, manage, and publish content to the AR app without involving development teams. We are backed by Techstars and received grants from Y Combinator and NYC Media Lab. We were named one of the Top 25 finalists in Sir Richard Branson's Extreme Tech Challenge (XTC) 2019, and were featured on The Hill and Bold TV.

Contact

www.echoAR.xyz
alon@echoAR.xyz

Type of Company

Software, Developer Tools

Customers

Developers and companies using AR

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

AR apps don't scale. During our time at Columbia University we understood that in order to progress and scale the development of frontend-heavy user-oriented experiences like AR apps, a cross-platform backend infrastructure is needed. We conduct over 250 interviews with AR developers and industry leaders validating that key AR dev tools are missing and that people want AR-first server-side tools & infrastructure. We decided to build these for them.
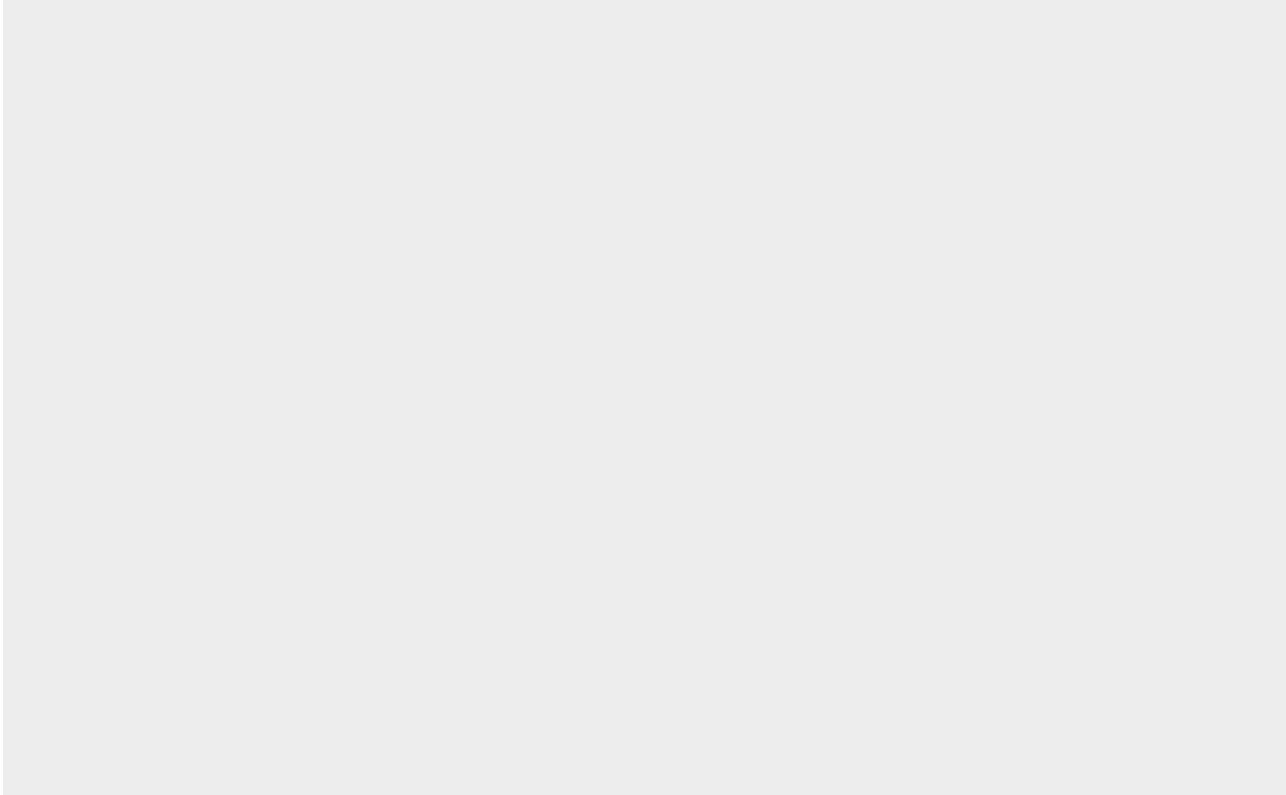
What do you want/hope for/from this industry?

Higher numbers of developers and companies building AR apps.

EndeavorVR

Summary

EndeavorVR is a global strategy & consulting firm focused on immersive technologies. Founded by Amy Peck in 2015, we work with Fortune 500 companies as well as established solution providers on end-to-end deployment strategies and building economies of scale across each organization.

EndeavorVR is hardware and software agnostic - we bring together the right resources, platform partners and development teams to ensure success. We are your XR partner.

Contact

www.endeavorvr.com

hello@endeavorvr.com

Why are you in this industry vertical/sector?

ABCD

Type of Company

ABCD

What do you want/hope for/from this industry?

ABCD

Customers

ABCD

Size of Company

How many employees:

Revenue:

Enduvo

Summary

Enduvo is a powerfully simple, immersive content authoring and delivery platform that removes the complexity and high cost associated with developing AR/VR content. Enduvo's platform allows anyone to create and share AR/VR content in minutes, without any technical training, and at a fraction of the previous cost. Anyone can produce immersive learning experiences on their laptop and then view and share the content immediately through our platform. To create content, experts drag and drop 3D and 2D assets into the virtual environment, "jump in", and narrate the experience. Learners gain knowledge directly from experts through immersive, one-on-one experiences. People are more engaged, retain more information in less time, and are better prepared for the work they do.
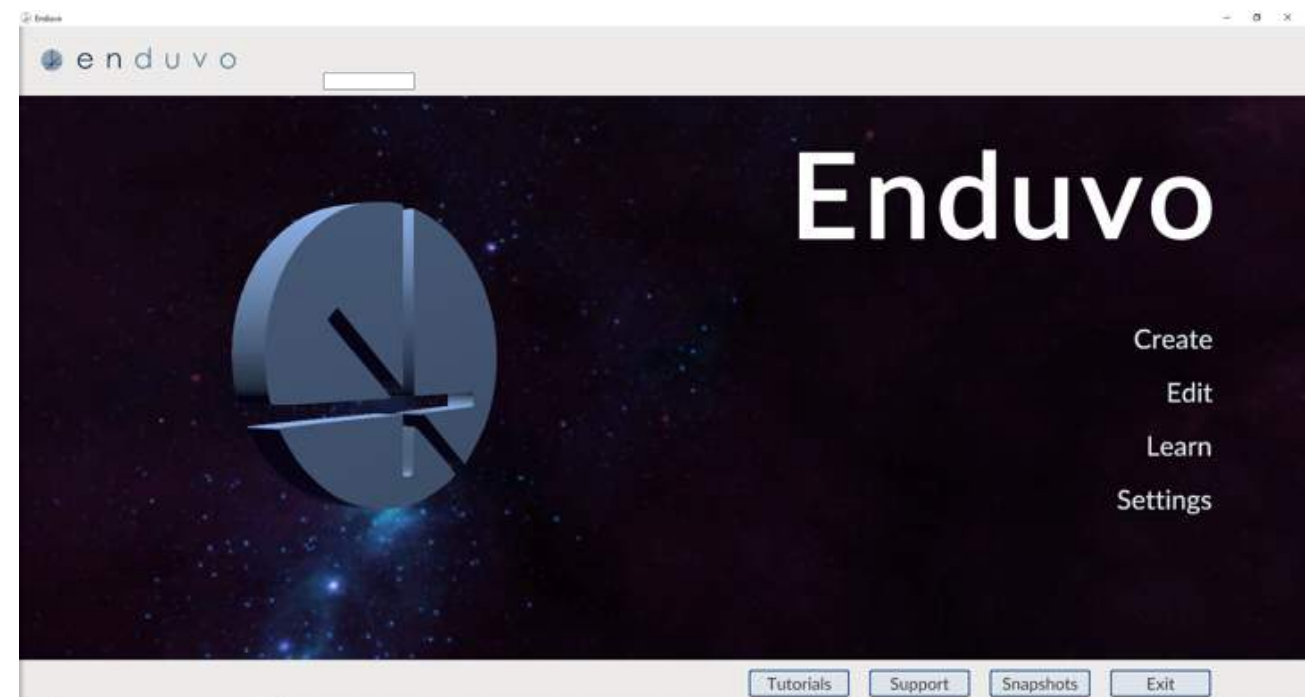
Contact

www.enduvo.com
contact@enduvo.com

Type of Company

CAD-driven enterprises and vertical sectors

Customers

Training Managers, Product Managers, Field Service Leads, Technical Sales Teams, Innovation Team Leaders, Immersive Design Leads

Size of Company

How many employees: 10-20
Revenue: N/A

Why are you in this industry vertical/sector?

AR/VR will play a significant role in helping enterprises increase operational efficiencies, reduce expenses, and improve productivity. While decreasing costs of hardware are making AR/VR solutions more accessible, creating and refreshing AR/VR content has, until now, remained difficult and expensive. Given how easy it is to use Enduvo, enterprises now have a path to realize the promise of AR/VR.

What do you want/hope for/from this industry?

We want to transform how people collaborate and learn, and we are looking to build a community of customers, partners, industry experts, and influencers who will collaborate with us, and use our platform, to help enterprises achieve better outcomes, overcome obstacles, and inspire new opportunities for growth.

Enklu

Summary

We are an augmented reality platform provider for entertainment companies. Our suite of tools includes a web-editor, an in-lens editor, and a versatile cloud backend. We work out-of-the-box to transform empty spaces into fantastic new worlds that you can share with your friends or family, or on social media.

Contact

federico@enklu.com
www.enklu.com

Type of Company

Software, Entertainment, Gaming

Customers

Onedome, GamedayVR

Size of Company

How many employees: 5-10
Revenue: $630k

Why are you in this industry vertical/sector?

We want to empower the new generations of creators to learn and share in these new forms of immersive entertainment.

What do you want/hope for/from this industry?

e want to share our tools with the rest of the world to grow our user-base, find collaborators, and accelerate the growth of the social immersive entertainment world.

EXO Insights Corp

Summary

EXO Insights helps global energy companies drive the full performance potential of their workforce in high-risk, mission-critical environments where safety and precision are top priorities, using advanced AR/VR systems. EXO Insights measures the "how" of work, allowing workers and training leaders to improve their knowledge and work capacity. Our EXO Biometric solution transforms and builds on existing industrial safety and training standards to move organizations past traditional training methods.

Our suite of sensors, integrated with the VR/AR hardware, collects precise behavioural data generated during sector-specific designed simulations. The EXO Analytics engine then consolidates trainees knowledge and behavioural data to provide organizations with actionable insights to improve industrial safety and productivity.

Contact

exoinsights.com
fernand@exoinsights.com

Type of Company

Behavioural Training - System Integration

Customers

Ontario Power Generation - Bruce Power

Size of Company

How many employees: 5-10
Revenue: $1.5M

Why are you in this industry vertical/sector?

Energy Mining Oil/Gas

What do you want/hope for/from this industry?

A gradual responsible adoption of behavioral training power of immersive technologies.

Extality

Summary

Extality's world-class team of dedicated industry professionals has decades of combined experience developing interactive media. We deliver innovative & reliable solutions to organizations facing complex AR/VR challenges. Extality is a core internal development partner for Magic Leap as well as global brands like CNN/Turner. We focus on many verticals, including architecture, engineering & construction, service, manufacturing, & logistics, media & entertainment, and commercial real estate.

Contact

extality.com
hello@extality.com

Type of Company

AR/VR software development on all VR/AR hardware

Customers

Magic Leap, CNN

Size of Company

How many employees: 10-20
Revenue: $2,000,000

Why are you in this industry vertical/sector?

With a history of over 60 million app downloads and a background in the mobile games development, In 2017, we transitioned our focus beyond games, towards helping innovative companies solve enterprise challenges in training, collaboration and virtual prototyping. Evolving arenas like AR and VR bring new opportunities, but also involve complex, special challenges.

What do you want/hope for/from this industry?

Extality is hoping to expand our reach in the enterprise space with technology that changes the world by helping customers train better, be safer, collaborate more effectively, visualize products, increase sales and enhance customer satisfaction.

Fieldbit

Summary

Fieldbit provides an enterprise collaboration platform and knowledge capturing for digitizing field services using real-time augmented reality with smart glasses and smartphones on iOS and Android, live video and an online AR editor, and cloud computing on existing CRM, ERP and Field Service Management systems. Remote experts can send precise visual instructions to field technicians or users, guiding them through a problem resolution cycle. Fieldbit's platform also allows enterprises to create, capture, and share knowledge across the entire organization.
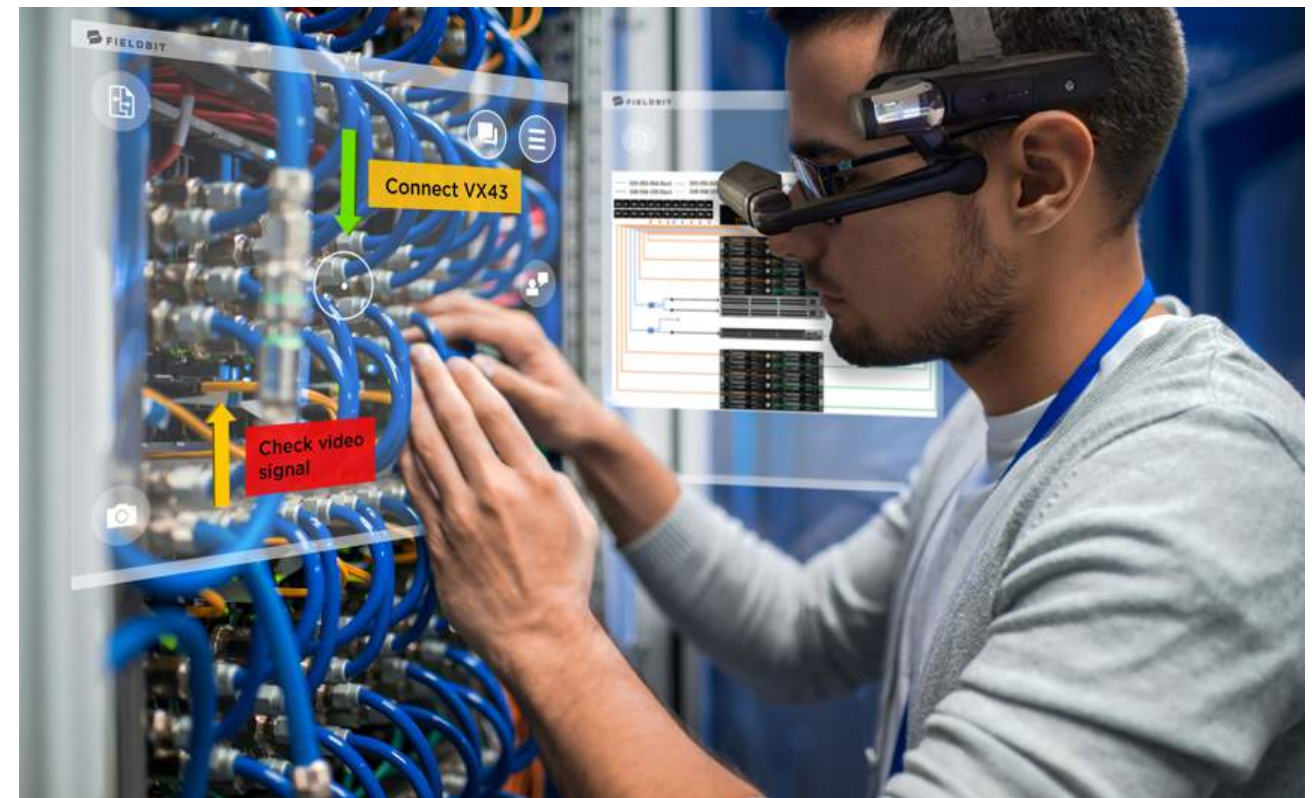
Contact

www.fieldbit.net

info@fieldbit.net

Type of Company

Software (SaaS)

Customers

Oil&Gas, renewable energy providers, telcos & utilities, manufacturers of industrial machinery, medical & life science equipment, production printers

Size of Company

How many employees: 20-30

Why are you in this industry vertical/sector?

- Complex multidisciplinary mission-critical equipment. Downtime is expensive.
- Difficult to hire new technical personnel. Aging workforce problem.
- Technical personnel are expensive.

What do you want/hope for/from this industry?

Market trends an dresearch, share experiences and customers' opinions.

Finger Food

Summary

Finger Food is at the tip of the spear as it pertains to digital transformation for enterprise - with a focus on, and vast experience working in AR and VR.

Contact

www.fingerfoodstudios.com
Nickm@fingerfoodstudios.com

Type of Company

VR, AR, Education, Finance, Mining, Healthcare

Customers

Enbridge, Lululemon, Paccar, Sphero, Teck, Telus, EA, MEC, Goldcorp

Size of Company

How many employees: 100+
Revenue: N/A

Why are you in this industry vertical/sector?

This is our DNA. We have been building AR and VR applications for enterprise for years, and have clients across every business vertical.

What do you want/hope for/from this industry?

Continued adoption of intelligent Digital Transformation strategies that focus on AR, VR and other powerful technologies.

Frozen Mountain

Summary

Creating amazing live streamed experiences that connect two users, let alone a large online community, is hard. Frozen Mountain specializes in providing the software, tools, and professional application development services that allow enterprises to add multi-party ultra-low latency live video and data streaming to their products and services on any scale. Contact our team to learn how we can help create the highest quality collaborative AR and VR experiences possible.

Contact

frozenmountain.com/use-cases/vr-ar-xr
Business Development:
greg.batenburg@frozenmountain.com
Sales: sales@frozenmountain.com

Type of Company

Software, SDKs, Professional Software Development Services, live streaming video, live streaming data, streaming services

Customers

Telemedicine/Telehealth, Banking, Broadcasters, Educational Institutions, Universities, Gaming

Size of Company

How many employees: 40

Why are you in this industry vertical/sector?

Frozen Mountain has been providing powerful real-time video and data streaming solutions to our customers for over 10 years. We are passionate about helping innovative enterprises implement collaborative technologies that unlock new markets and drive growth.

What do you want/hope for/from this industry?

A general consensus is emerging that AR and VR experiences are most powerful and most enjoyable when experienced collaboratively in a multi-user environment. Frozen Mountain has a mission to enable any and all enterprises to integrate true multi-party ultra-low latency AR & VR streaming into their products, workflows and day-to-day activities.

Fuzzy Logic

Summary

Fuzzy Logic is a team of expert developers of Games, Augmented Reality and App products on Apple, Android, Microsoft Hololens, Nintendo and other platforms. We have over 20 years of international experience in the AAA games industry working for companies such as Disney Interactive Studios, Eurocom and Eidos Interactive.

Contact

fuzzylogicstudio.io
info@fuzzylogicstudio.io

Size of Company

How many employees: 10-20
Revenue: N/A

Type of Company

Bespoke Augmented Reality/Virtual Reality

Why are you in this industry vertical/sector?

To build bespoke AR/VR solutions that add value and share insight in a digitally engaging and innovative way.

Customers

Retail/Mining/Pharmaceuticals/FMCG/Finance/Properties/Education/Corporate

What do you want/hope for/from this industry?

To make reality better with AR.

Happinss

Summary

Empowering users to alleviate and monitor their stress integrating MBSR techniques, immersive spectacular destinations, music therapy and biofeedback to visualize a path towards a better self.

Contact

https://vr.happinss.com
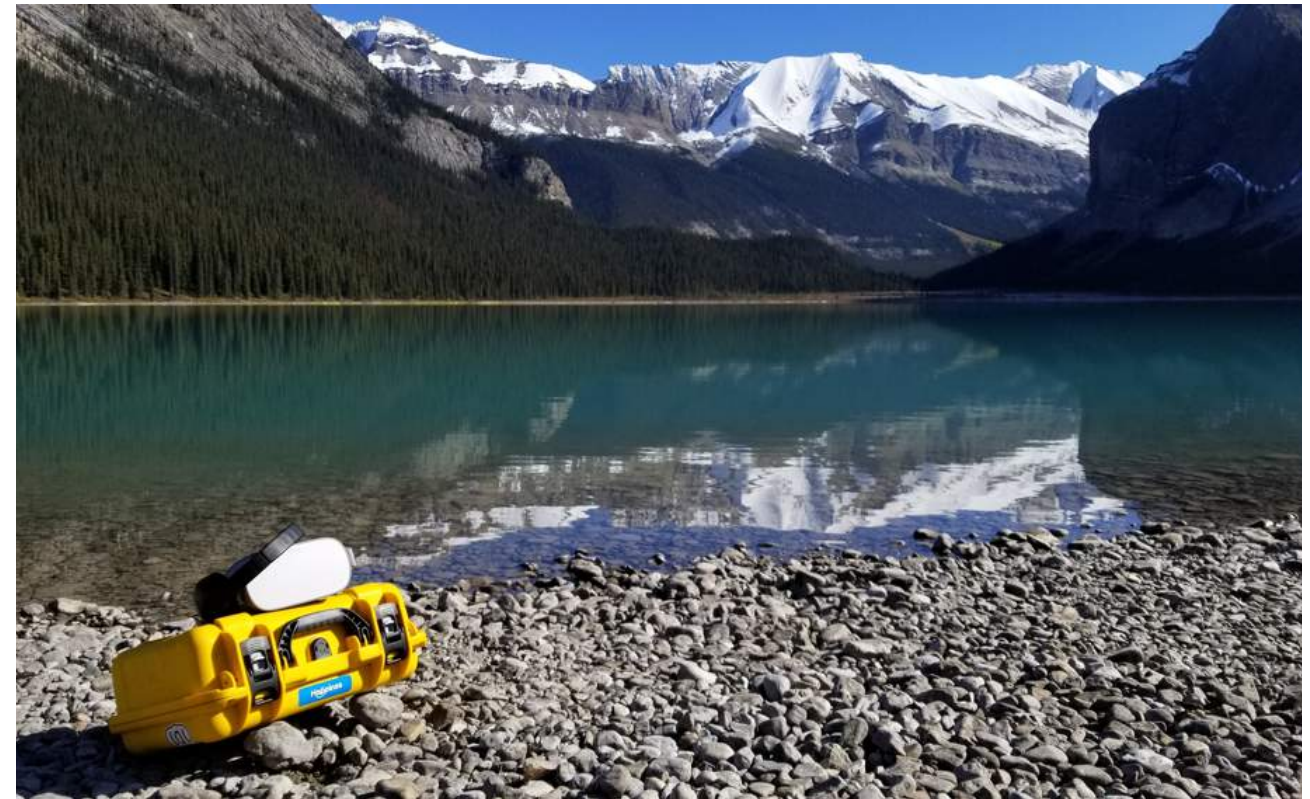
wang-tsu@happinss.com

Type of Company

Healthcare

Customers

Corporate wellness and clinics

Size of Company

How many employees: 5-10

Revenue: 150k a year

Why are you in this industry vertical/sector?

Mental health is a personal matter for both founders.

What do you want/hope for/from this industry?

People to realize the power that virtual reality has to radically change how we aproach behavioral health.

Hinge

Summary

Hinge has been creating award winning commercial and entertainment content in Portland for over 10 years. Our creative production studio brings stories to life through CG product visualization, live action and VFX, character animation, motion capture, & VR/AR/MR. Our partners and clients include Cartoon Network, Amazon, adidas, Apple, Microsoft, Nike, EA, W+K, FCB, Swift & BBDO.

Contact

hellohinge.com
contact@hellohinge.com

Type of Company

Content for films/TV and advertising

Customers

Cartoon Network, Amazon, adidas, Apple, Microsoft, Nike, EA, W+K, FCB, Swift, BBDO

Size of Company

How many employees: 10-20
Revenue: 2M

Why are you in this industry vertical/sector?

We want to help bring film-level story telling and captivating visuals to this industry.

What do you want/hope for/from this industry?

I hope we can find the right mix of story-centered immersive content and effortless technology to form that killer app that will propel this industry.

Home Run Pictures

Summary

Home Run Pictures is an animation and visual effects studio. We have been tasked with solving visualization needs since the early pioneering days of the digital visual effects business. Today we are creating visual experiences for immersive theaters, VR, educational games, interactive applications, television programming, commercials, corporate video, and scientific visualization for clients worldwide. A group of creative people who have traded in their conventional tools for the virtual lens of the computer. A lens able to go places impossible for the traditional tools... whose only limitation is that of the imagination. Just think of the unlimited storytelling possibilities available.
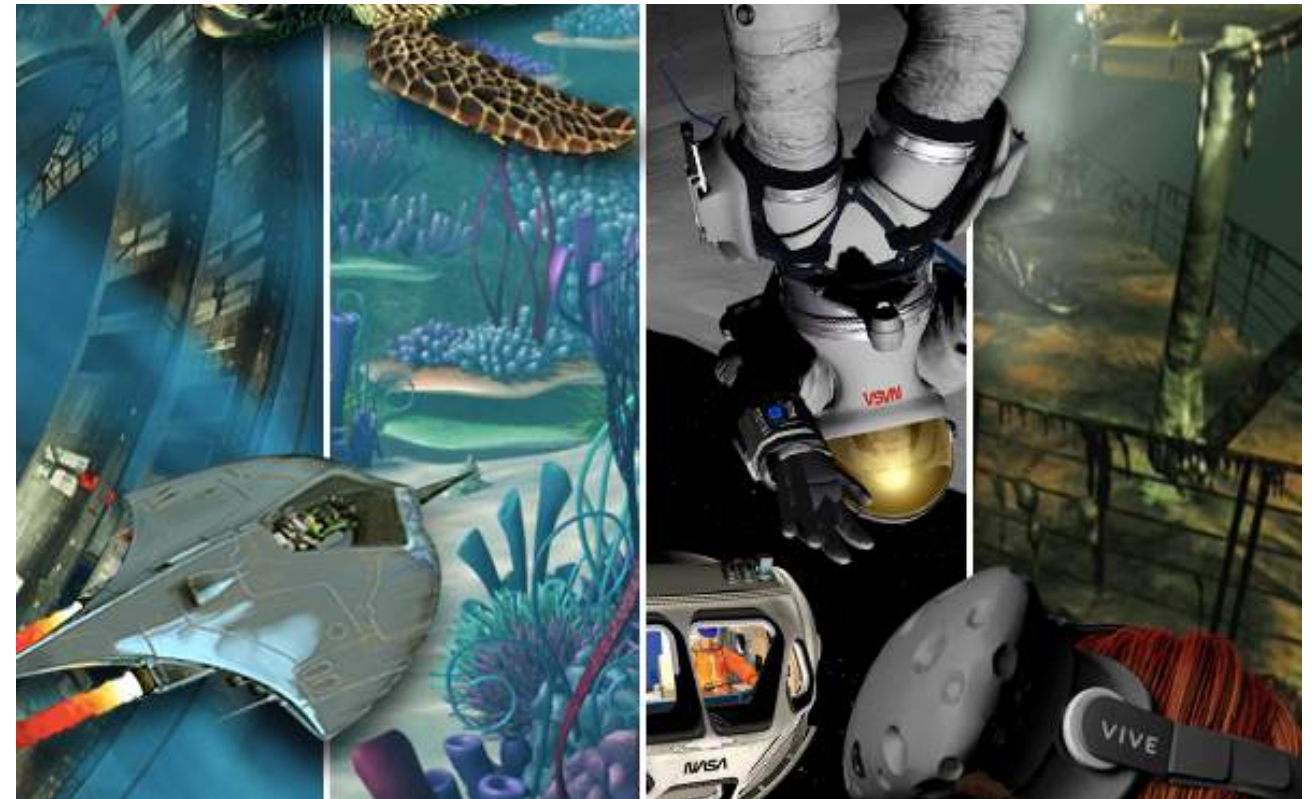
Contact

homerunpictures.com
tom@hrpictures.com

Type of Company

Visual effects

Customers

Museums, science centers, planetariums, online streaming, educational games, documentary producers, scientific visualization, etc.

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

Creative application requires technical implimentation that we have capabilty for.

What do you want/hope for/from this industry?

Creative solutions of visualization needs.

ICwhatUC

Summary

ICwhatUC is an AR webservice that helps home service technicians engage with customers through their customers smartphone with no app or download.
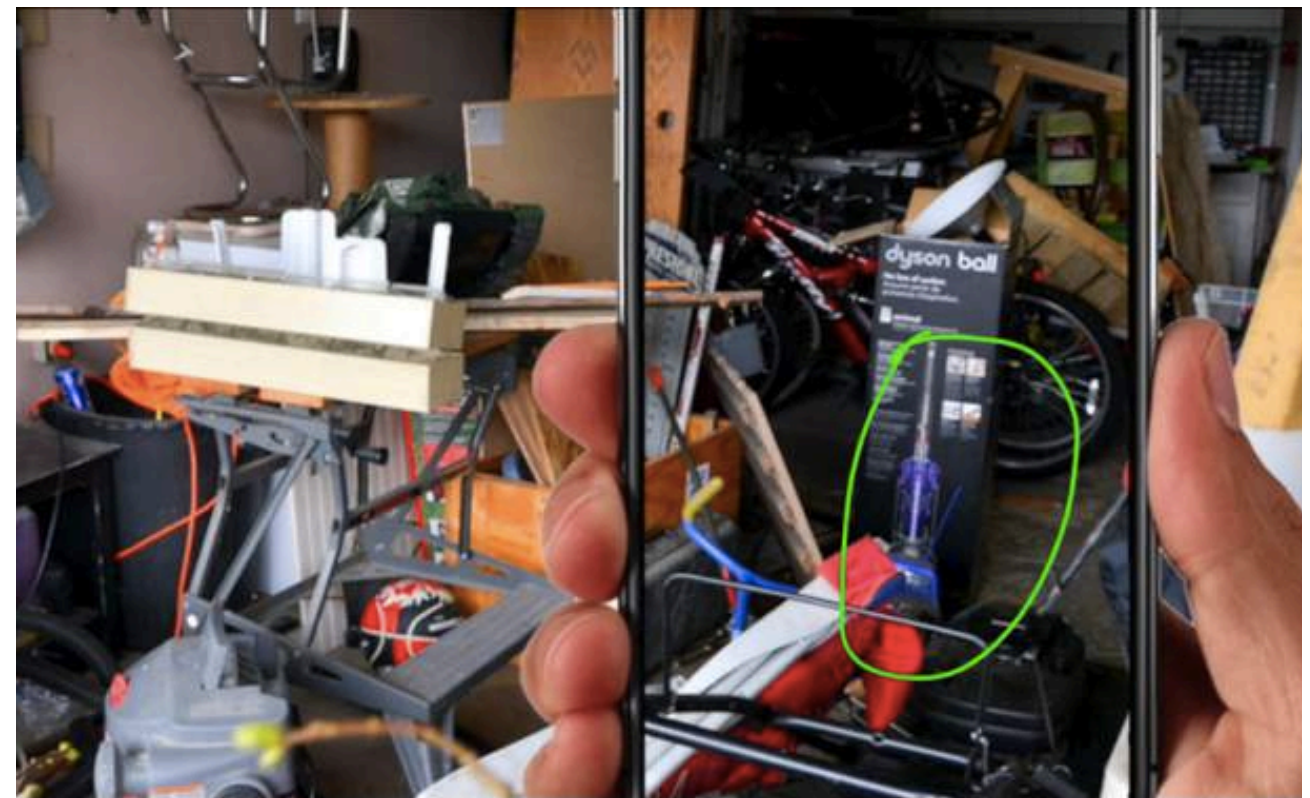
Contact

Guillermo Salazar

gsalazar@icwhatuc.com

www.icwhatuc.com

Type of Company

SaaS (Software)

Customers

Home Service: Atco, Days Paints, VCA Animal hospitals

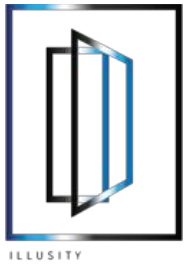**Size of Company**

How many employees: 1-5

Revenue: 10,000

Why are you in this industry vertical/sector?

This is an industry where the provider pays the cost for inefficiency, so would be more compelled to change.

What do you want/hope for/from this industry?

More clients helping us shape the feature prioritization.

Illusity

Summary

We create data-driven a virtual ibuy platform for real estate development sales called FIX.

Contact

illusity.com

mninian@illusity.com

Type of Company

Real Estate Development

Customers

Real Estate Developers and
Development Marketing Companies

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

Industry sales methods very outdated, a VR based platform can do the heavy lifting in sales. If a proper product is designed a company could scale across a multi trillion dollar global industry. Almost no direct competition.

What do you want/hope for/from this industry?

To embrace a new way of looking at their current sales cycle.

Imaginate

Summary

Imaginate has been rated by all three Forrester, Gartner & IDC as a key innovator in AR/VR. We provide enterprise tele-presence solution on smart glasses for design reviews, training, maintenance & sales.

Contact

www.imaginate.in

hemanth@imaginate.in

Type of Company

Software, Manufacturing, Automotive, Aviation

Customers

Shell, Ford, Coca-Cola, Deloitte, ABB, Honeywell, etc.

Size of Company

How many employees: 10-20

Revenue: N/A

Why are you in this industry vertical/sector?

Our solution cuts across several use cases in the vertical.

What do you want/hope for/from this industry?

Scale

Imagine 4D

Summary

Imagine 4D is a Montreal-based innovator of immersive Virtual Reality solutions. Our flagship product is Station IX (an immersive environment that incorporates "Reflected Reality" to deliver a shared VR experience. We invite anyone in the community to stop by and tour.

Contact

www.stationix.com

jbingo@imagine-4d.com

Type of Company

Hardware and Content Optimization

Customers

L3 MAPPS and Military Industry

Size of Company

How many employees: 10-20

Revenue: Less than $10M

Why are you in this industry vertical/sector?

We enjoy the innovation and believe that XR is the future.

What do you want/hope for/from this industry?

Industry Awareness and Best Practices Adoption.

Immerse

Summary

We create dynamic, measurable and scalable immersive VR training for business, built on our secure cloud-based platform with built in analytics.

As innovators in the training and education sector for many years, we have been at the forefront of emerging technology opportunities. The evolution of virtual reality has given us the opportunity to use our innovative approach to develop fully immersive experiences.

Our experience, built up over the past 4 years of VR development, means we are uniquely positioned to apply VR solutions that have meaningful impact on business operations.

Contact

www.immerse.io

info@immerse.io

Type of Company

Software

Customers

DHL, Shell, GE Healthcare, QinetiQ

Size of Company

How many employees: 20-30

Revenue: N/A

Why are you in this industry vertical/sector?

Measurable & scalable VR Training

What do you want/hope for/from this industry?

Use cases and data to drive ROI discussions

JoinPad

Summary

JoinPad is an Augmented Reality company focused on enterprise applications, having developed software solutions for worldwide clients such as Siemens, Alstom, and ABB. It develops and distributes AR products, including the related consultancy, aimed at simplifying the customer's industrial processes, providing innovative tools to interact with the environment. With the HQ based in Italy, it has business offices located in USA and China. The company presents important collaborations with international partners such as Samsung and Epson, as well as being part of global associations on the themes of AR.

For the first time in history, JoinPad presented in Las Vegas, US, in 2011 a wearable AR solution on smart glasses for the enterprise. The software took advantage of computer vision algorithms to manage diagnostics and maintenance flows, interacting with industrial assets and equipment.

Contact

https://www.joinpad.net

info@joinpad.net

Type of Company

B2B Augmented Reality Software Development

Customers

B2B Industrial client:
Alstom, ABB, Siemens, FCA, ENI, Avio Aero, Marina Rinaldi, Commscope, Samsung

Size of Company

How many employees: 15

Why are you in this industry vertical/sector?

The industrial sector shows clearly what it needs to improve its efficiency: Augmented Reality is the right technology to apply to these processes to satisfy these needs, offering instant benefits and a fast return of investment. AR created a vast new opportunity to simplify the delivery of information and greatly enhance operational efficiency, allowing the user to receive the right information in the right moment: showing information directly in the space around us it's the more intuitive UX for humans.

What do you want/hope for/from this industry?

At the moment the Augmented Reality sector presents a huge market hole, and this is happening with regard to the Smart Glasses industry. Today a model with the functional specifications able to satisfy the needs of the industrial customers does not exist. This represents a big limit for the companies in deciding which technology to apply, choosing to use tablets and smartphones instead that permits solutions far away from what they asked.

Kaon

Summary

Kaon is a B2B technology company. We create interactive sales and marketing applications that simplify complex solution stories, increase sales productivity and drive marketing effectiveness.
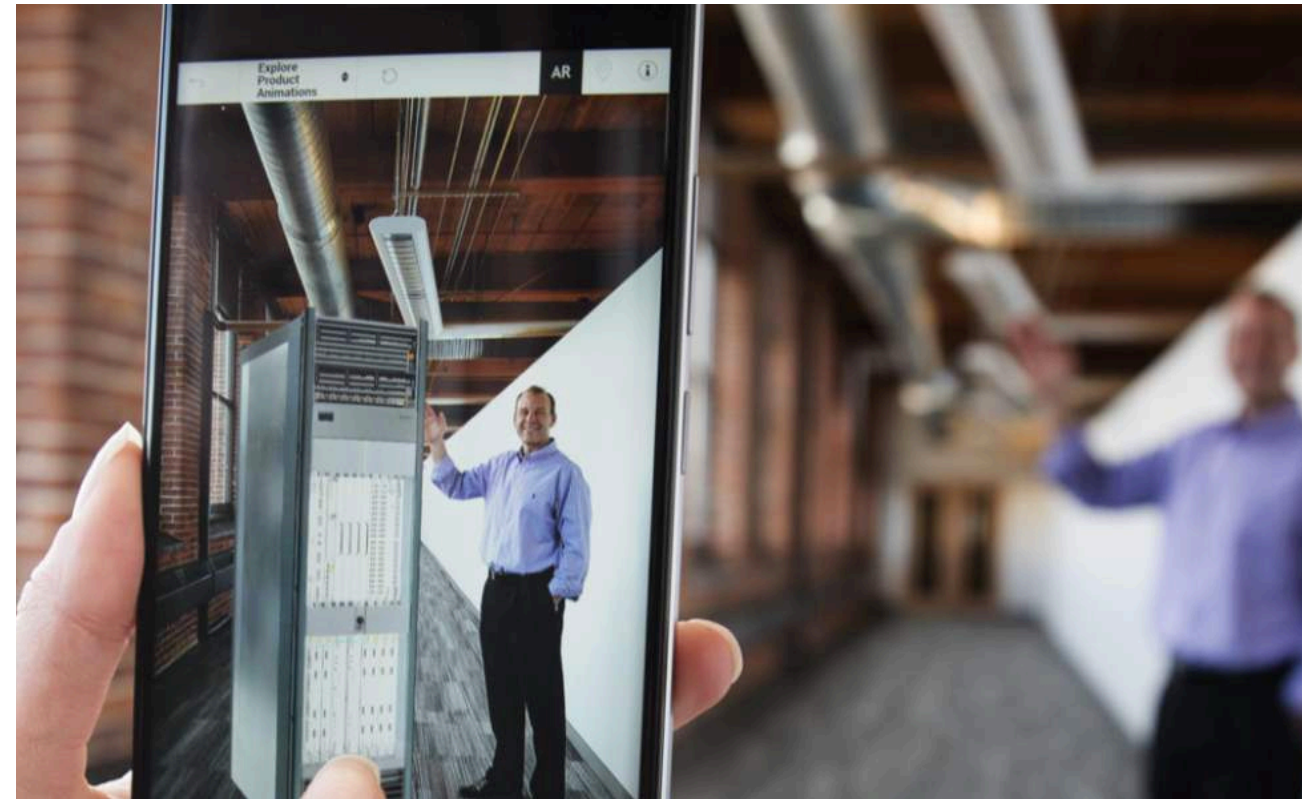
Contact

www.kaon.com
general@kaon.com

Type of Company

SaaS & Interactive Sales/Marketing Content

Customers

Working with companies in the life sciences (Abbott, BD, Thermo Fisher), IT (Cisco, IBM, Dell) & industrial (Baker Hughes, Siemens, Ricoh) industries.

Size of Company

How many employees: 40-50
Revenue: Privately held

Why are you in this industry vertical/sector?

The Kaon High Velocity Marketing Platform® creates and captures economic value at every phase of the marketing and sales lifecycle. Unlike point solution providers, the extensible nature of Kaon's platform allows interactive applications to be created ONCE and used EVERYWHERE (including AR & VR), driving powerful customer engagement for global B2B companies.

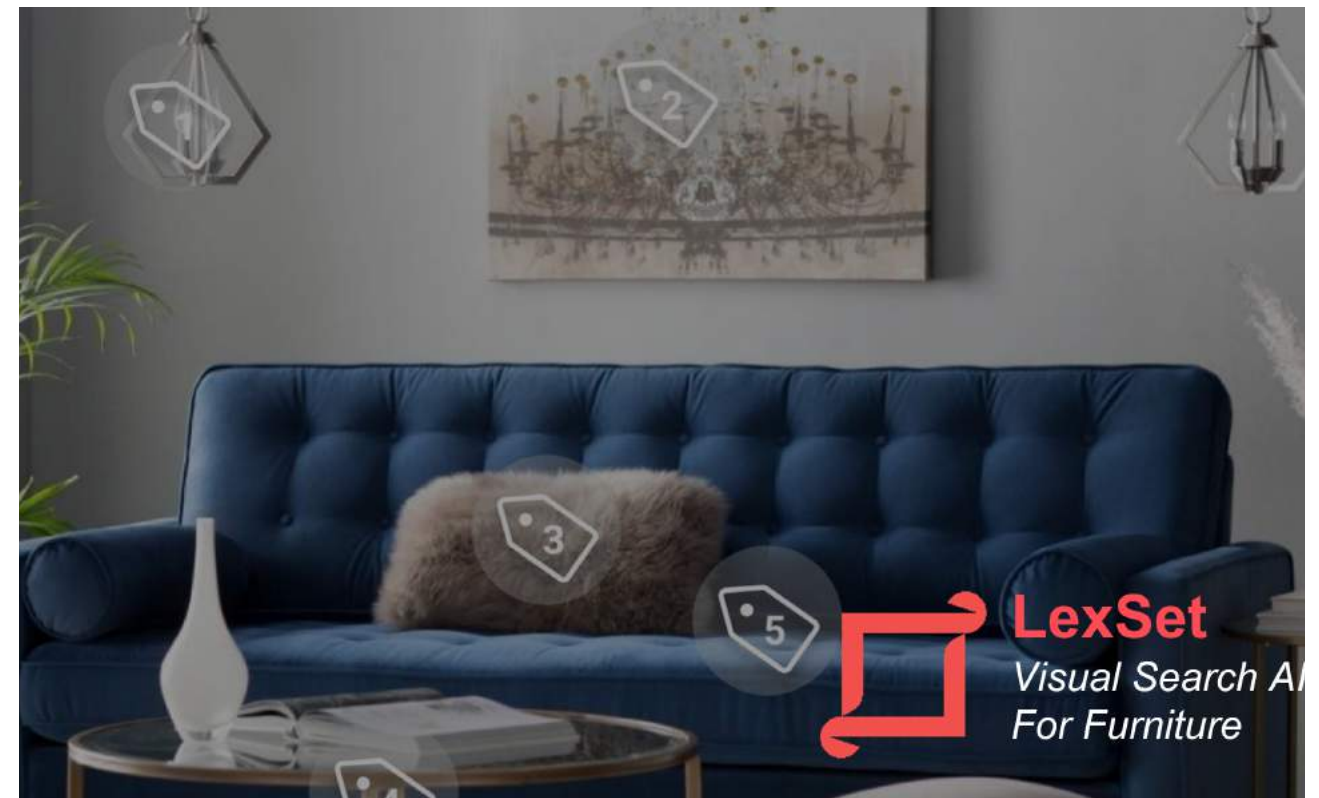### What do you want/hope for/from this industry?

New AR and VR hardware platforms, haptics, WebXR, and technology for collaborative AR experiences are the technologies we are excited about. We look forward to seeing how we can bring them onto our platform the enhance the overall customer buying experience.

LexSet

Summary

AI Search for Interior Design.

Contact

LexSet.ai

info@lexset.ai

Type of Company

Visual Search, AI, Furniture,
Synthetic ML Data

Customers

eCommerce furniture sellers, Industrial
co's in need of machine vision solutions

Size of Company

How many employees: 1-5
Revenue: $20k MRR

Why are you in this industry vertical/sector?

CEO & CTO Leslie Karpas and Francis Bitonti have deep backgrounds
in 3D technology and machine vision, but both started their careers in
architecture.

What do you want/hope for/from this industry?

We'd like to see every company in furniture, hardline goods, or
durable goods who's in need of visual search or object recognition &
tracking to use LexSet.

meetingRoom.io

Summary

meetingRoom.io is the remote work platform that runs on 3G - low-bandwidth premium collaboration that lets teams get virtually face-to-face, just like in real life.

Scrums, sprints, strategy, interviews, kickoffs and retrospectives - No matter the meeting, we empower organisations to compete on a global scale.

- Accessible, persistent digital office space that you can return to anytime.
- Real world spatial sound and portable tools including whiteboards and sticky notes.
- Secure, privacy focused immersive platform that is reliable, using 90% less bandwidth than Skype for Business.
- A collaboration platform focused on debiased communication to improve organisational culture and compete globally.
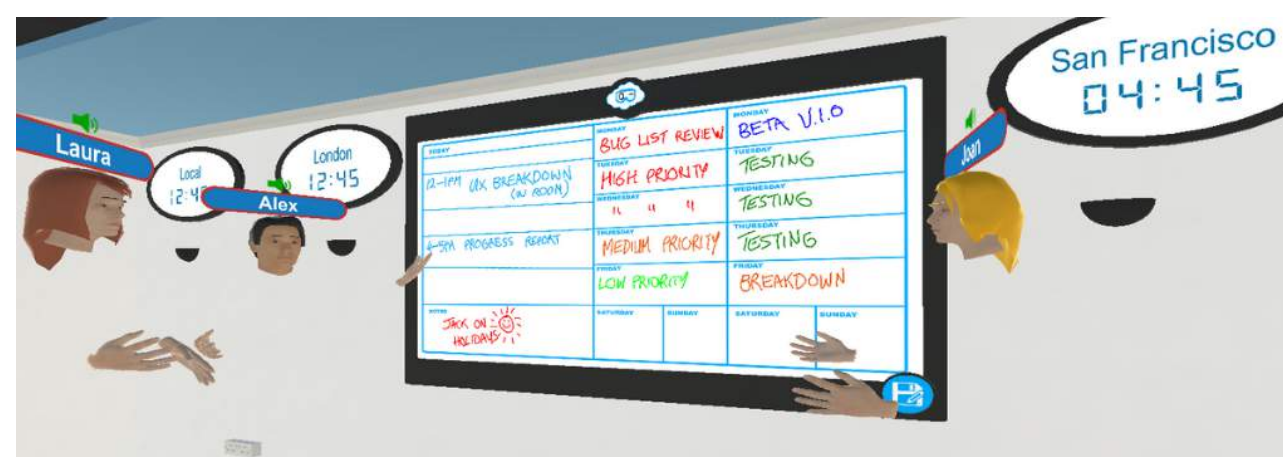
meetingRoom.io
The Remote Work Platform

Windows   macOS   Android   iOS   VIVE   oculus   Windows Mixed Reality   Pico

Available on the app stores including desktop, tablet, smartphone and VR/AR. (iOS, Android, Windows, Mac, Windows Mixed Reality, Oculus Rift, Go & Quest, HTC Vive and Vive Focus, Pico headsets).

Contact

https://meetingRoom.io
hello@meetingRoom.io

Type of Company

Telecommunications, Software and Financial Services

Customers

Telecommunications / Financial Services / Energy / Software

Size of Company

How many employees: 5 - 10

Why are you in this industry vertical/sector?

The metropolis doesn't scale. There are over 1 trillion hours spent commuting every year in the US alone - corporate collaboration and training is expensive and has a devastating impact on the environment. We started our journey to reduce corporate travel, improve productivity and let organisations do impactful work across borders with a platform that works reliably. We have built on the pillars of private persistence digital spaces, security and ease of use - key requirements for effective enterprise-grade collaboration.

What do you want/hope for/from this industry?

Remote work has entered the mainstream and 2019 is going to be another milestone year. We currently work with hundreds of teams across 40 countries to ensure a world-leading platform and are looking forward to expanding our virtual footprint this year. We release our next major update early Q2.

Join us now - there is a free tier to get started and trial your digital HQ, we'd love to meet you for virtual coffee!

MeetinVR

Summary

MeetinVR takes long-distance collaboration to the next level. Teams can create virtual workspaces where they can present and review project and products, brainstorm and prototype, and interact naturally as if they are truly together. MeetinVR has the potential to disrupt conventional remote collaboration with a solution that's efficient, effective and engaging. The platform has generated a lot of interest with companies who want to conduct their remote meetings in a more engaging and productive manner and to reduce travel and office expenses.

Contact

www.meetinvr.net
Francois Schumer, Head of Innovation and Growth
francois@meetinvr.io

Type of Company

Software; Enterprise Collaboration; Remote work

Customers

We are collaborating with key global organisations in various sectors such as education, healthcare and consultancy. For more specific references, please contact us.

Size of Company

How many employees: 11-50 employees

Why are you in this industry vertical/sector?

We think VR will be the primary way people will work and connect in the future. At MeetinVR, we see the value of connecting virtual and physical spaces to optimize office space. Organisations need a convenient and price competitive solution to connect their global teams in an effortless manner. They want to cut travel expenses, reduce decision-time and empower their people by giving them the space and tools to maximise their productivity. We are here because we are excited by immersive technology and we see its value in boosting productivity and consolidating team identity for distributed teams.

What do you want/hope for/from this industry?

The enterprise collaboration market is growing rapidly, and VR is improving in quality and reaching a more mature stage - more and more companies are ready to adopt it (77% enterprises will be experimenting by 2022 and 20% will have deployed for production). Our hope for this industry is to see more experimentation with this technology in both software and hardware to explore more of its capabilities. We have seen a progression from curiosity to adoption in enterprise VR and we look forward to VR becoming the norm in enterprise collaboration.

MetaVRse

Summary

MetaVRse is a VR/AR Product Development Company focused on Print, Retail & eCommerce.

Contact

https://MetaVRse.com
alan@metavrse.com

Type of Company

Software Platform (Print, Retail & eCommerce)

Customers

Samsung, Microsoft, HBO, Bell, Rogers, Telus, Corus, Kubota

Size of Company

How many employees: 10-20
Revenue: Less than $250K/year

Why are you in this industry vertical/sector?

We are building the digital content management system for spatial computing in Retail & eCommerce.

What do you want/hope for/from this industry?

Mass adoption of AR technology.

Mirari

Summary

Mirari designs, develop and produce eXtended Reality (AR/MR/VR) and Big Data Visualization for brands and the enterprise.

Contact

www.mirari.us

david.pollock@mirari.us

Type of Company

Extended Reality Solutions Provider

Customers

Ford, GE, FCA, BOSCH, ABB, NIO, Acura, Cirrus, Piper, SAE, AIAG

Size of Company

How many employees: 5-10

Revenue: Under $2.5M

Why are you in this industry vertical/sector?

Automotive, Aerospace, Defense, Industrial, Transportation

What do you want/hope for/from this industry?

Industry adoption thru standards. We are currently working with SAE, SME, AIAG, CARS and others to educate and inform .

Miscible

Summary

MISCIBLE. DEVOTED TO Produce your creative digital projects :
Digital experiences, virtual reality, augmented reality, interactive

Contact

www.miscible.io
contact@miscible.io

Type of Company

Digital production , VR project
management

Customers

Creative studios and production
companies. End client : Ford, Nike,
Campari, Microsoft ...

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

Interested by creativity of this sector.

What do you want/hope for/from this industry?

Clients who want to innovate and want some creative contents.

Powered by

Motive.io

Summary

Motive.io is a content authoring platform for AR & VR that gives content creators and instructional designers unprecedented power to create immersive, interactive AR & VR scenarios without relying on a team of programmers. The Motive platform includes a web-based, drag-and-drop authoring tool and an SDK for Unity that delivers interactive content directly to the user's device at runtime. Motive empowers instructional designers to create and manipulate 3D worlds with branching scenarios that can be used for either AR or VR applications on a variety of headsets and handheld devices. All of this can be authored through the Motive authoring tool without the need to open Unity or write any code.

Motive offers full-service VR and AR development for training departments or technical support and partnership opportunities for training solution providers who would like to take advantage of the Motive authoring platform.

Contact

www.motive.io
hello@motive.io

Type of Company

Software

Customers

Enterprise training organizations/departments, Training solution providers, Training content providers

Size of Company

How many employees: 5-10

Why are you in this industry vertical/sector?

Motive.io allows companies to adopt AR and VR training at scale. Using the Motive authoring tool, organizations can take control of their AR and VR needs internally without having to retain an expensive development team.

What do you want/hope for/from this industry?

We are excited to be bringing our authoring system from the gaming market to the training industry. We are looking for work-for-hire opportunities to build custom AR and VR training apps that use the Motive authoring system or to partner with training solution providers and content creators who want to offer their customers a more streamlined approach to creating AR and VR training content.

Neon

Summary

Neon is a wellbeing company that uses immersive technologies to improve health outcomes. Neon has a clear vision to create software applications in virtual, augmented and mixed realities to give people choice. Our values are to develop products that meet consumers needs and are designed in response too and alongside this need. We believe successful technology teaches people skills they can use in real life and enables people to feel human.

Contact

www.discoverneon.com
deepa@discoverneon.com

Type of Company

Software Health Wellbeing AR VR MR

Customers

b2c b2b

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

Immersive technologies have capacity to impact health and wellbeing positively and give people choice.

What do you want/hope for/from this industry?

Improved health outcomes for people.

NextReality

Summary

NextReality is a portuguese tech B2B company specialized in mixed & augmented reality and web & mobile for both private enterprises and public organizations. We have been valuing, innovating and digitally transforming companies for 10 years.

Contact

www.nextreality.com
Luis Bravo Martins, Head of Marketing
luis.martins@nextreality.com

Type of Company

IT – Information Technologies

Customers

Marketing & Advertising, Industrial Maintenance, Real Estate, Retail & Services and Tourism & Heritage.

EDP, Statkraft, Volvo Ocean Race, Microsoft, ENEL, BASF and BNP Paribas.

Size of Company

How many employees: 20-30

Why are you in this industry vertical/sector?

We work with VR/AR technologies since 2010 and commit ourselves to increasing our customer's value by leveraging it. We believe that the most effective way to do it is digitally transforming them. We have digital solutions for specific sectors and that these solutions allow us to accelerate our customer's digital transformation.

What do you want/hope for/from this industry?

As our CEO says, "To innovate is to be the first to come up with a better solution for old problems". We believe that, in the future, all businesses will be technological businesses and our 3 main technologies – AR, web & mobile - will merge into one and create a new reality for all of us. That is why we create our today solutions towards this vision of ours.

pitch**BOY**   **Pitchboy**

Summary

Pitchboy is a company that will revolutionize the world of training thanks to new technologies, combining 3 technologies: Virtual Reality, AI and SaaS.

Contact

https://pitchboy.sc
hds@pitchboy.sc

Type of Company

Software

Customers

Bouygues Telecom, IFCAM (Credit Agricole University), SIXT, Orange Belgium, NOOR, Leaders Academy
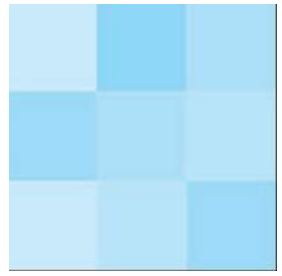
Size of Company

How many employees: 10-20
Revenue: N/A

Why are you in this industry vertical/sector?

Training industry

**What do you want/hope for/from this industry?**

Revolutionize the training industry!

PixelPool

Summary

PixelPool is a realization agency for apparel and retail brands. Around the world, fashion retailers are looking to gain a competitive advantage by clearly visualizing and optimizing their merchandising and B2B sales process. We are focused on transforming the way future ideas are displayed, presented and realized through 3D and virtual solutions including digital apparel, 3D showrooms, virtual ecommerce and virtual samples including 3D apparel and footwear. We empower the world's most innovative fashion brands to become more agile, enhance their planning and ignite their sales opportunities with virtual based solutions that speed the process from concept to consumer.

3D Solutions to Accelerate Digital Transformation in Apparel and Retail
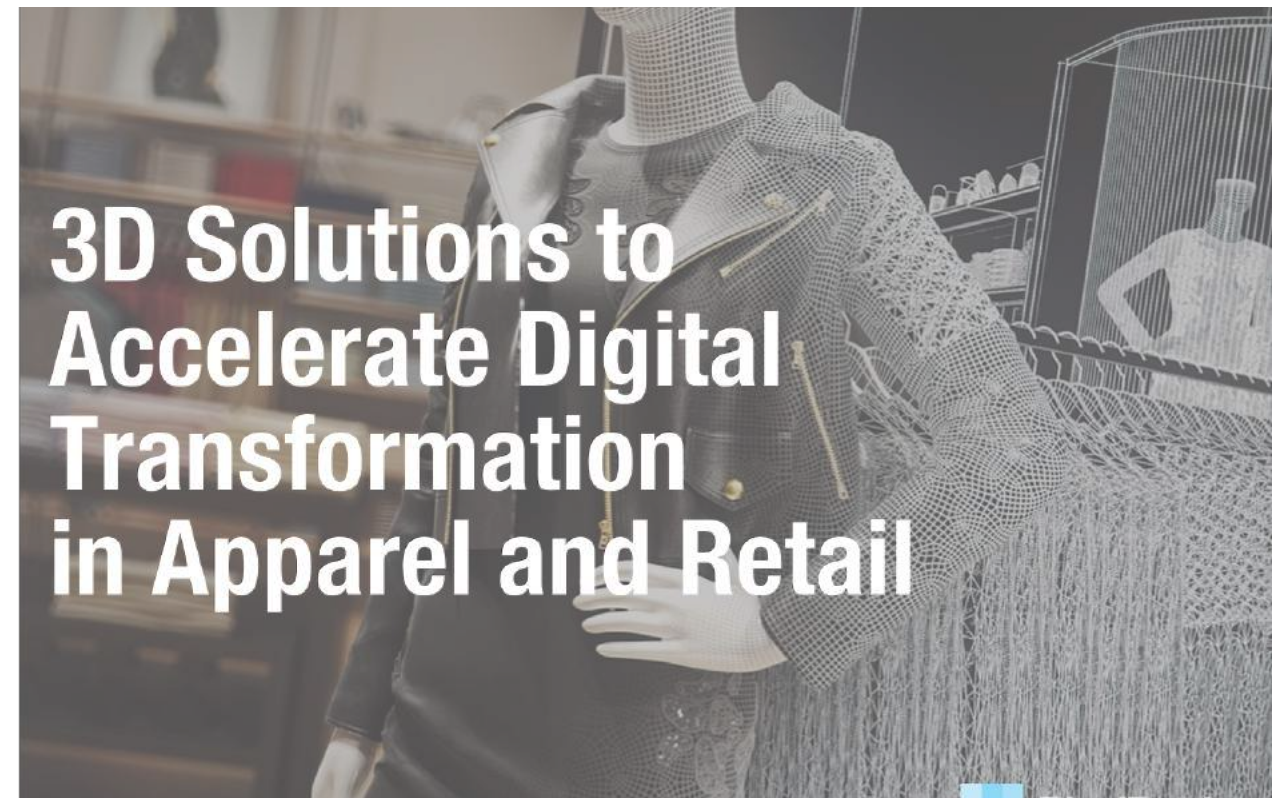
Contact

www.pixelpool.com
info@pixelpool.com

Type of Company

Apparel Retail Design Software Tools
AR

Customers

Nike, Levi's, Guess?, Calvin Klein, Tommy Hilfiger, Express, Amazon, The North Face, Columbia Sportswear

Size of Company

How many employees: 50-100
Revenue: N/A

Why are you in this industry vertical/sector?

We have created 3D visualizations and products for the apparel and retail industry for over 15 years.

What do you want/hope for/from this industry?

Faster adoption of 3D and virtual technologies.

Pixvana

Summary

Pixvana works with businesses to develop custom XR solutions, powered by the industry's leading XR-native platform, to solve key challenges in new and more powerful ways.
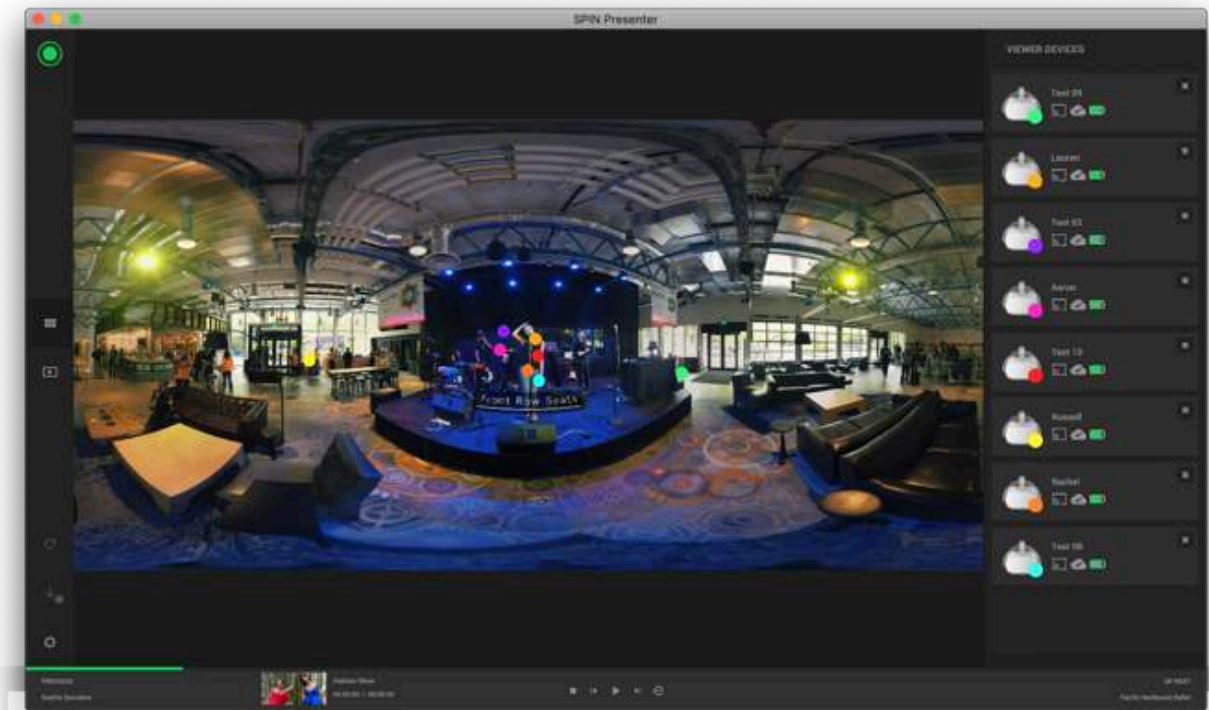
Contact

pixvana.com

pixvana.com/project-inquiry

Type of Company

Software

Customers

Enterprise - Seabourn Cruise Line, Limbix, VMware, Microsoft

Size of Company

How many employees: 20-30

Revenue: N/A

Why are you in this industry vertical/sector?

We believe that helping enterprises leverage the superpowers of VR is the key to pushing the VR space forward.

What do you want/hope for/from this industry?

To realize the potential of XR storytelling.

Playfusion

Summary

Playfusion is an independent, employee owned, technology company pioneering the future of enhanced reality entertainment. Our Enhanced reality engine can utilize any medium to trigger AR moments that blur the physical and digital worlds allowing next generation story telling and deliver compelling experiences.

Contact

https://playfusion.com

anil@playfusion.com

Size of Company

How many employees: 50-100

Revenue: N/A

Type of Company

Software, Content

Why are you in this industry vertical/sector?

We built our product ground up and this vertical is our natural fit.

Customers

Retail, Fashion, Real estate, CPG, Luxury

What do you want/hope for/from this industry?

We intend to target our services to these industries.

Pulse Studio

Summary

Pulse Studio LLC is a design studio focusing on creating unique experiences for Virtual and Augmented Reality. Our background concepting branded spaces and environments in the events and architecture industries allows us to develop custom content as well as brandable, rentable VR solutions for our clients. Our talented team will help suggest and build the appropriate AR or VR solution for your needs and goals. Whether you want to have a fun experience that gets customers or attendees to engage with your brand or you want to go deeper into your training/ education program, we can help.

Contact

www.pulsestudio.com

chris@pulsestudio.com

Type of Company

Content creation for events and meetings.

Customers

Production companies, agencies & marketing firms, other businesses

Size of Company

How many employees: 5-10

Revenue: $1.2M

Why are you in this industry vertical/sector?

We love designing unique experiences using VR and AR technology.

What do you want/hope for/from this industry?

At Pulse Studio, we have several goals for AR & VR. To make it easier for businesses to understand how to use AR/VR technology to increase engagement with their brands and products. We want to give them a way to build content relevant to their needs. We want to create more jobs using local available talent. We want to help AR & VR become widely accepted as a form of education, enlightenment and entertainment.

REALITIES CENTRE

Summary

REALITIES CENTRE ★ is the UKs leading independent centre for VR and AR. We run bespoke Events, Training, Consultancy and award winning Development.

✉ **Contact**

www.realitiescentre.com
hello@realitiescentre.com

Type of Company

VR & AR: Events; Training;
Development; Consultant

Customers

Enterprise, Corporate, SME, Startups
and Freelancers

Size of Company

How many employees: 5-10
Revenue: $1,400,000

Why are you in this industry vertical/sector?

Passionate about improving humanity with the help of appropriately designed technology.

What do you want/hope for/from this industry?

Clients, Speaking engagements and Strategic Partners.

RE'FLEKT

Summary

RE'FLEKT is a Munich and San Francisco based technology company that enables any business or industry to create their own in-house Augmented and Mixed Reality applications. RE'FLEKT's Enterprise AR Suite provides a powerful content creation platform and a remote expert solution to empower workers with flexible and customizable smart instructions on mobile devices and smart glasses - for increased efficiency and reduced errors. The content creation platform integrates into existing enterprise software and enables companies to easily convert existing CAD data and media content into Mixed Reality applications for maintenance, training and operations. The Remote Expert tool connects workers to immediate Augmented Reality support with dedicated experts in one simple click.

Contact

www.re-flekt.com
info@re-flekt.com

Type of Company

Augmented Reality Software
(Content)

Customers

ABB, Bosch, BASF, Mercedes-Benz,
HyperloopTT, ThyssenKrupp, Siemens

Size of Company

How many employees: 50-100
Revenue: N/A

Why are you in this industry vertical/sector?

Enterprises need an easier way to benefit from AR. With our ecosystem, any enterprise can create AR solutions in-house with existing content and start instantly reducing error rates and downtimes as well as improving first time fix rates and customer satisfaction.

What do you want/hope for/from this industry?

Customer contact and feedback

REINVR

Summary

REINVR provides hyper-realistic experiences for real estate developers to help sell and market their project before it gets built.

Contact

www.reinvr.com

info@reinvr.com

Type of Company

Construction, real estate, software

Customers

Real Estate Developers, Architects, Construction

Size of Company

How many employees: 1-5

Revenue: $5,000,000

Why are you in this industry vertical/sector?

It's in my blood.

What do you want/hope for/from this industry?

Mass adoption

Rhinox

Summary

Through our passion for game technology and other emerging technologies, we want to fulfill and innovate the current industry's needs for training, simulation and visualization. We want to provide a cost-effective and efficient way of training people, simulating work environments and visualizing complex products using VR and AR technology. Using our framework VOLT to ensure a faster and quality delivery through: Semi-automated conversion from CAD file formats to VR/AR-ready 3D assets, Increased modularity and configurability for our customers, auto-generated training instructions and guidance based on your training sequence , a built-in analytics system.

Contact

www.rhinox.training
hello@rhinox.training

Type of Company

VR Training Software

Customers

Picanol(Industry) - Syntra West(Education) - Dana(Industry) - CNHI(Industry)

Size of Company

How many employees: 1-5
Revenue: $500k

Why are you in this industry vertical/sector?

To transform the training possibilities in the industry.

What do you want/hope for/from this industry?

To get a better overview of everybody in the AR/VR industry .

Seabery

Summary

Seabery is a global tech company pioneering the development of Augmented Reality (AR) edtech solutions applied to skills training. We are committed to transforming traditional education and skills training models. Our mission is to attract, develop and empower the current and next generation of industrial labour. Our solutions are already used in more than 50 countries, more than 250 industrial companies and 150 governments already trust us to enhance their skills training. Soldamatic Augmented Training is the first welding simulator powered with AR, it has been awarded the Auggie for "Best Augmented Reality Solution" by the Augmented World Expo (AWE), the world's #1 AR+VR conference & expo. Seabery is a Platinum member of the Worlddidac Association.

Contact

www.seaberyat.com
info@seaberyat.com

Type of Company

Hardware, Augmented Reality, Skills Training

Customers

Industrial Companies, Skills Training Centres. Volkswagen, Man, John Deere, Siemens, Mercedes-Benz, Toyota, Audi, Weld Australia, Exeter College...

Size of Company

How many employees: 50-100
Revenue: 12M in 2018

Why are you in this industry vertical/sector?

We believe education is the best tool we have to change our lives and future, and this is why we aim to empower the current and future generations of industrial workers. We think the perfect tool to disrupt traditional education skills methods is the Augmented Reality technology. It allows us to create a more immersive and experimental learning experience, enhancing the process and creating a more attractive and engaging methodology.

What do you want/hope for/from this industry?

We believe the vocational educational training market is ready for new methodologies and ways to enhance the learning process. Our solutions provide better qualified professionals while reducing time and cost of the training program. Leader companies worldwide are already improving their employees training thanks to the Augmented Training methodology.

Sea Focused

Summary

Sea Focused is a digital agency specializing in interactive content for the Yachting and Property sector. We craft immersive experiences in VR, AR and Mixed Reality to best convey a Yacht or property. This can be done for pre built or existing properties. We find that these experiences give our clients better customer interaction and loyalty.

Contact

http://seafocused.com
david@seafocused.com

Type of Company

VR, AR, 360 content creation,
software development

Customers

Yacht Builders, Yacht Brokers, Yacht
Owners, Property Developers

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

We love VR and Yachting!

What do you want/hope for/from this industry?

Early Adoption of Advanced Technology

Seek

Summary

Seek enables augmented reality directly on the web--no more app required. Seek's solution is primarily built for e-commerce purposes, although there are many industrial, educational, and retail applications. It is cross-platform, working on iOS, Android, and providing a 3D viewer on the web. Seek has provided enterprise level AR solutions for many years.
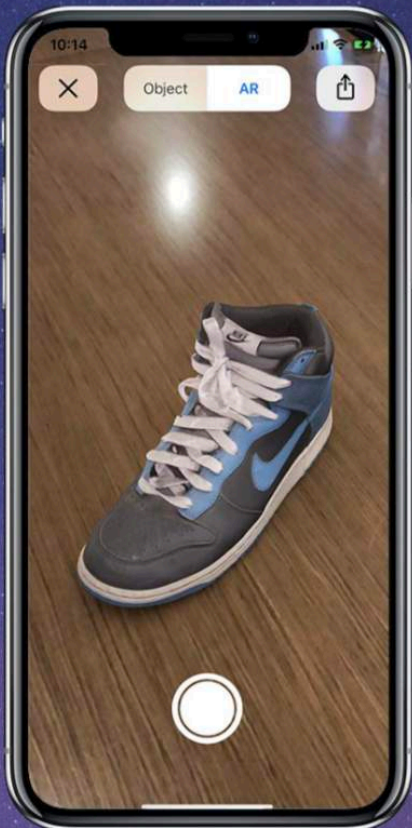
Contact

www.seekxr.com
info@seekxr.com

Type of Company

B2B, SAAS

Customers

Overstock, QVC, Vans, Nestle, LEGO, Walmart, etc.

Size of Company

How many employees: 10-20
Revenue: $5M+

Why are you in this industry vertical/sector?

eCommerce is broken. 30% of all products purchased online are returned. This represents $400,000,000,000 of product per year, according to the National Retail Foundation. 22% of these product returns are because the product received looks different than what they expected. Seek wants to help consumers make better buying decisions by providing the world's best visualization technology.

What do you want/hope for/from this industry?

We hope to work closely with the eCommerce industry so that we can continue to shape and mold our product into the best solution on the market.

Shintavr

Summary

The first and leading company in Indonesia offering VR/AR/MR services for enterprise. We also provide virtual youtuber management systems, Education vr platform Millelab, and VR multuplayer game platform mindvoke.

Contact

shintavr.com
contact@shintavr.com

Type of Company

Software, Content

Customers

P&G, Unilever, AXA Indonesia, Samsung, Coca Cola, Sony, Telkomsel, Pertamina

Size of Company

How many employees: 10-20
Revenue: N/A

Why are you in this industry vertical/sector?

To create the AR/VR ecosystem in Indonesia.

What do you want/hope for/from this industry?

For the AR/VR industry in Indonesia to become meainstream.

Shockoe

Summary

Shockoe is a mobile-first consulting, design, and development shop dedicated to helping companies reach business and brand goals through custom mobile tools.

Contact

www.shockoe.com

info@shockoe.com

Type of Company

Software, Manufacturing, Energy, Finance, Retail

Customers

AC Moore, JB Hunt, Caribou Coffee, American Express, South East Grocers, Virginia Credit Union, Dominion Energy

Size of Company

How many employees: 40-50

Why are you in this industry vertical/sector?

We value building tools that make people's work easier and businesses more efficient.

What do you want/hope for/from this industry?

We are looking for clients interested in exploring together how XR can benefit or improve their organizations.

Sixense Enterprises

Summary

Sixense Enterprises provides immersive computing solutions that create intuitive and effective end-user experiences, which help our customers develop and commercialize products that improve lives through better healthcare, training, and entertainment.

Contact

www.sixense.com
danielle@sixense.com

Type of Company

VR hardware, software, and content

Customers

VRSim. Lincoln Electric. Adrenaline Amusements. Penumbra. Sisu Devices. Others.

Size of Company

How many employees: 30-40
Revenue: N/A

Why are you in this industry vertical/sector?

We are in the thick of the 5th industrial revolution and VR/AR are two core technologies that are leading the way. From healthcare and training/education, to LBE and retail, VR and AR can be used to help companies increase customer and employee engagement, satisfaction and retention, while reducing costs and risks.

What do you want/hope for/from this industry?

Companies are already beginning to see immersive technologies such as VR and AR as a way to create a powerful competitive advantage in their respective vertical market. It is our hope that this understanding and belief grows, and that more companies adopt immersive technologies into their business practices.

skignz

Summary

skignz is a Precise Location AR Platform that allows you to place Interactive digital content, anywhere on the planet!

Contact

www.skignz.com

us@skignz.com

Type of Company

Software Platform - SDK/API

Customers

Coca Cola, SunTrust Bank, Warner Music, Diagio, City of Atlanta, TU Group.

Size of Company

How many employees: 5-10

Revenue: $1M

Why are you in this industry vertical/sector?

To replace the map by providing Precise Location AR to the masses.

What do you want/hope for/from this industry?

Investment, More clients, wider adoption of AR as a utility .

SoftServe Inc.

Summary

SoftServe is a digital authority operating at the cutting edge of technology. We deliver the innovation, quality, and speed that our clients' users expect. We align to four client journey states that reveal, transform, accelerate, and optimize the way large enterprises and software companies do business. Our expertise spans across healthcare, retail, media, financial services, and more. SoftServe delivers open innovation – from assessing compelling new ideas, to developing and implementing transformational products and services. Our work is built on a foundation of empathetic, human-focused experience design that ensures continuity from concept to release.

Contact

softserveinc.com
Taras Kovalchuk
tkova@softserveinc.com

Type of Company

Software

Customers

Atlassian, Cisco, Deutsche Bank, Expedia

Size of Company

How many employees: 100+

Why are you in this industry vertical/sector?

Healthcare, Financial Services, Retail, Media, Construction

What do you want/hope for/from this industry?

Help customers to implement innovative technology in their business, improve productivity and security.

Spiral Technology

Summary

Spiral Technology creates a new working environment for technical personnel in Aerospace maintenance.

We develop software which helps to put all necessary technical knowledge in front of the eyes of your busiest technicians keeping their hands free for important tasks.

Functionality of the software includes remote calls and video streaming, object recognition, display of static information, interactive voice assistance, 3D visualisation among others. It can be operated with voice commands and therefore used hands-free.

Contact

spiral.technology
ks@spiral.technology

Type of Company

Software, Aerospace

Customers

Airlines

Size of Company

How many employees: 15

Why are you in this industry vertical/sector?

Aerospace is a perfect area for Mixed Reality because its vastly complex, expensive and regulated procedures can be optimized with the range of immersive and interactive tools unavailable previously. Most of the processes are strictly timed which makes search for use cases straightforward. The ultimate promise of the technology is improving quality and safety, decreasing turnaround times and increasing the utilization of the enterprise assets as a result.

What do you want/hope for/from this industry?

We are looking forward to the greater agility and openness to innovations of the traditional technical and commercial functions of the airlines. Discoveries will not only benefit the client/vertical itself but will create so much welcomed synergies for the development of the technology and industry as a whole.

TechGuilds

Summary

TechGuilds was founded in 2014 by three software development veterans with over 45 years combined experience in delivering enterprise application and business solutions. What began as trio specialist enabling success in new and established Sitecore Partners, is now a healthy, competent and innovative team of 14. While our skills and experience are wide-ranging Sitecore is our focus. We boast two of Canada's 13 Sitecore MVPs and invest heavily in continuous training and professional development, ensuring that we're always bringing to bear the very best strategic guidance and technical know-how delivered via effective and transparent processes and practices.
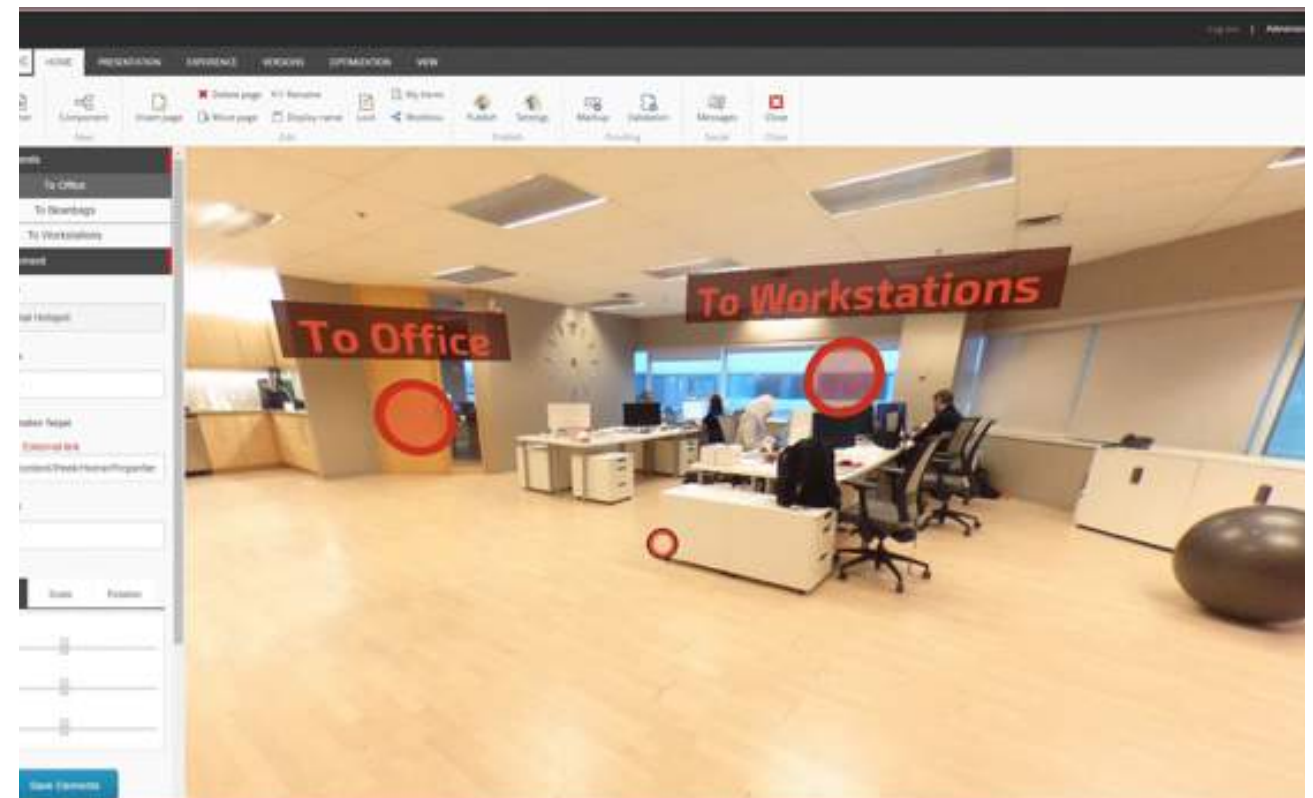
Contact

getpeek.ca
nabil.orfali@techguilds.com

Type of Company

Enterprise CMS & Experience Platforms

Customers

YMCA, Ontario Health, Foresters, Canadian Nurses Association, Alergan, Alberta Cannabis

Size of Company

How many employees: 10-20
Revenue: $1.5M

Why are you in this industry vertical/sector?

Financial sector, Education, Health, Associations, non-profit.

What do you want/hope for/from this industry?

Awareness about our enterprise VR/AR platform.

Thomas More University of Applied Sciences (Belgium)

Summary

Thomas More University of Applied Sciences (Belgium)

✉ Contact

www.immersivetraining.be
carl.boel@thomasmore.be

Type of Company

Research | Distributor

Customers

Content creators | logistics, police force, warehousing, pharmaceutical industry, government, ngo

Size of Company

How many employees: 15-10
Revenue: N/A

Why are you in this industry vertical/sector?

Our research is needs driven: both XR creators and other sectors are interested in this new technology. We act as a go between and perform research both in desk research and pilot studies to show the value of training in XR

What do you want/hope for/from this industry?

We hope to contribute to the XR market, especially for training because training is one of the main reasons why you should use XR in enterprise.

70

Tiledmedia

Summary

Tiledmedia is the global leader in flexible, low-latency delivery of extremely high-resolution video content to consumer devices. Through our advanced software products, distributors of high resolution content – e.g. 360-degree Virtual Reality video or 180-degrees panoramic video – can reach the maximum number of viewers with the highest possible quality. Our product portfolio enables advanced streaming features like directional streaming and zooming without resolution loss.

Contact

www.tiledmedia.com
hi@tiledmedia.com

Type of Company

VR streaming

Customers

Sports, Entertainment, Healthcare, Training, Education, App developers, Immersive content creators

Size of Company

How many employees: 10-20
Revenue: N/A

Why are you in this industry vertical/sector?

We provide the number 1 solution for live and on-demand immersive video streaming.

What do you want/hope for/from this industry?

Our aim is to bring VR to the masses by improving the end user quality through efficient streaming. We want to work with other companies who are keen to deliver the highest possible quality VR video content to their end users.
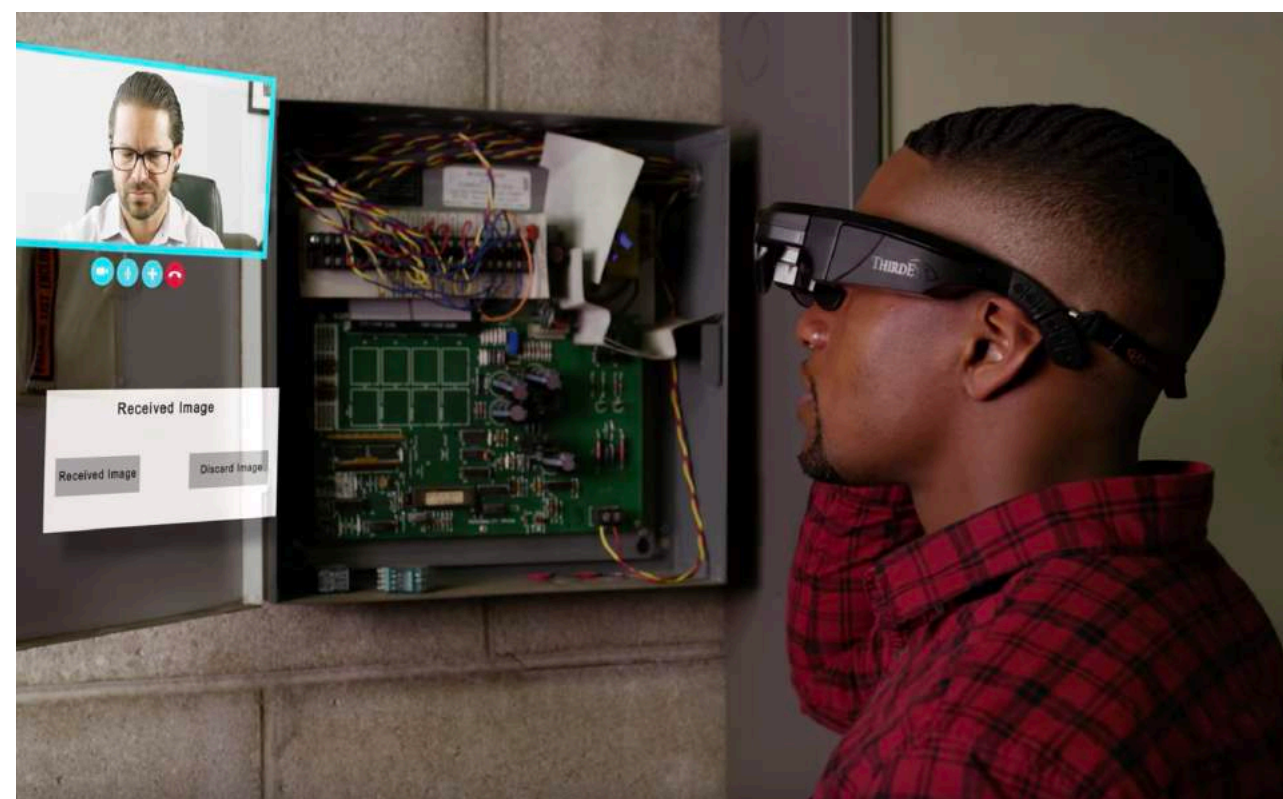
ThirdEye

Summary

With over 20 years of experience developing augmented and mixed reality technology for the military, ThirdEye Gen, Inc now offers its expertise to the enterprise, education, and consumer spaces.

ThirdEye has created the X2 and X1a Smart Glasses, both powerful workplace AR mobile computing devices that develop, test, and solve the most complex challenges faced across industries today. Paired with a customizable enterprise platform, over 20 industry verticals & Fortune 500 companies are leveraging ThirdEye's hands-free application that places information directly in the user's point of view to provide instruction for intricate tasks.

From healthcare providers streaming data in real-time via their POV to medical experts to manufacturers looking to navigate a warehouse, ThirdEye's offerings can be customized for any use case.

Contact

www.thirdeyegen.com

sales@thirdeyegen.com

Type of Company

AR/MR, Hardware, Software

Customers

US Air Force, Boeing, Lockheed Martin

Size of Company

How many employees: 25

Why are you in this industry vertical/sector?

ThirdEye chose this industry sector due to our team's experience developing augmented and mixed reality technology for the military. We see Augmented/Mixed Reality as the future of computational platform.

What do you want/hope for/from this industry?

We hope that in the upcoming years, everyone adopts augmented reality into their life. We truly believe that smart glasses are the next technological medium. We have moved from personal computers, to laptops, to phones/tablets and the next step is clearly wearable technology.

th3rd coast

Summary

Experts in the creation of AR & VR training solutions for industry-leading businesses in manufacturing, bioscience, aerospace, retail, MLM, furniture and more – we create, deliver, and implement solutions that tackle issues facing modern workforces.
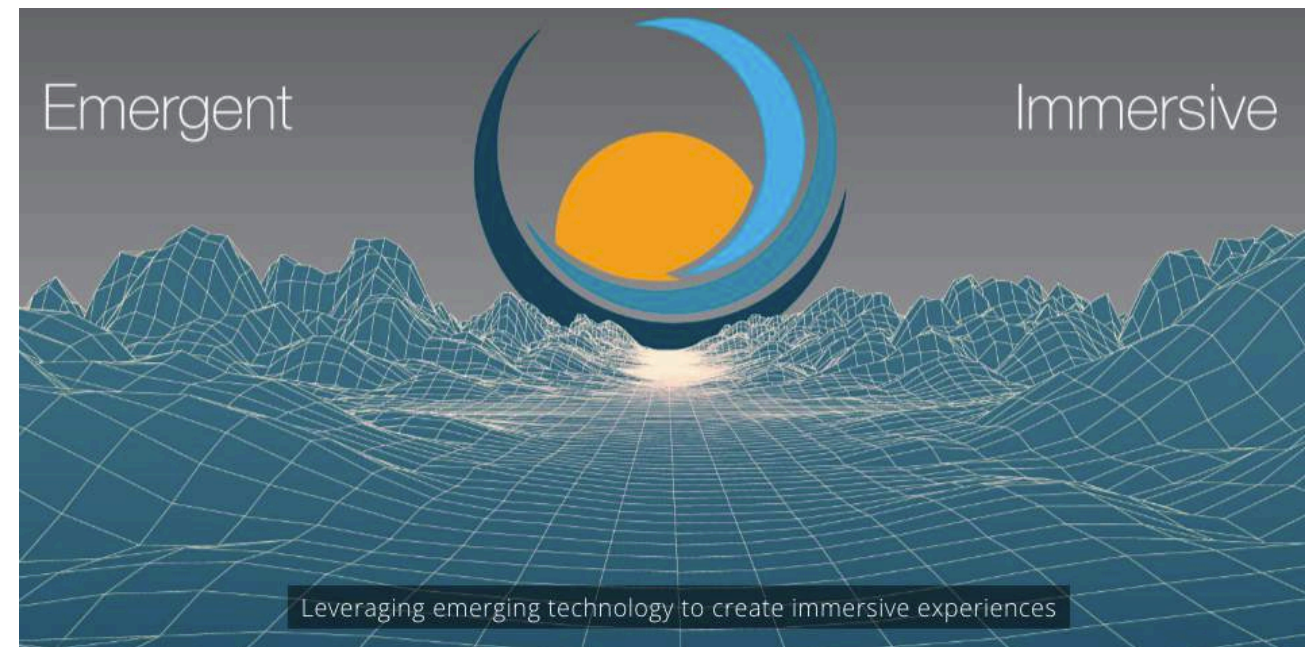
Contact

www.th3rdcoast.com
jeff@th3rdcoast.com

Type of Company

Content Creation for AR/VR ioT

Customers

BIOSCIENCE/Emergent, OFFICE FURNITURE/ Haworth inc. and Trendway inc., RETAIL/ Macy's inc. and Meijer, AEROSPACE/ Atlas Space, Fox Sports, Belle Tire

Size of Company

How many employees: 10-20
Revenue: N/A

Why are you in this industry vertical/sector?

We are an innovative training company that uses immersive technologies to help our customers better train employees.

What do you want/hope for/from this industry?

Real, measurable use cases that open the eyes of "C-level" executives as to the benefits and immediate ROI these solutions can bring across industries.

Trezi
by SmartVizX

Summary

Trezi by SmartVizX is a fully immersive architectural design collaboration product that brings together all stakeholders in the design project, thereby dramatically transforming design experience, communication, and collaboration in the Architecture, Engineering and Construction (AEC) industry. Trezi advances the understanding, communication, and translation of architectural and interior design for all stakeholders in the design process. This results in reduced errors and costs, faster and better decision making, and ultimately greater business impact and profitability for a significant return on initial investment. For building product manufacturers and suppliers, Trezi reduces their costs associated with product display, physical mockups and paper catalogs.

Contact

www.trezi.com
info@smartvizx.com

Type of Company

Software Product for AEC

Customers

Architects and Interior Designers; Building Product Manufacturers; Real Estate Consulting Services

Size of Company

How many employees: 30-40
Revenue: N/A

Why are you in this industry vertical/sector?

Team Trezi believes that immersive technologies such as virtual reality (VR) greatly enhance design understanding and communication for architects, designers, their end clients, and building product manufacturers, by enabling them to experience the design in an immersiveWe are in the industry to offer a VR platform for faster and better decision making in design finalization as well as reduced costs and errors positively impacting project profitability all the way through construction.

What do you want/hope for/from this industry?

We, at Trezi, envision a future where architects and interior designers extensively use immersive technologies such as VR to effectively communicate their design intent and collaborate with multiple stakeholders on a design project. We hope that the AEC and building industry is open to adopting these new technologies that enable better design understanding, experience and collaboration, and therefore better decision making and increased productivity.

UPS

Summary

Founded in 1907 as a messenger company in the United States, UPS has grown into a multi-billion-dollar corporation by clearly focusing on the goal of enabling commerce around the globe. Today, UPS is a global company with one of the most recognized and admired brands in the world. We have become the world's largest package delivery company and a leading global provider of specialized transportation and logistics services. Every day, we manage the flow of goods, funds, and information in more than 200 countries and territories worldwide.

Contact

https://www.pressroom.ups.com/pressroom/Home.page

Type of Company

Industry Solutions (Business Services, etc.)

Customers

Consumers to business, full spectrum listing of clients.

Size of Company

How many employees: 100+
Revenue: Average $17 billion a quarter worldwide

Why are you in this industry vertical/sector?

Training, Data Visualization, Skill Automation, Wearables, Architecture.

What do you want/hope for/from this industry?

Innovation Partnerships and resources to implement our strategic plans on Integrating Immersive Technology into our Digital and workforce ecosystems.

VARWIN

Summary

VARWIN is an open platform where developers can create VR solutions effectively, at the same time allowing project owners to manage VR content on their own. Problem that we are solving: today VR can't be massively applied by business because the customer can't manage content without developers and everything depends on vendors. Thus, VR production yet remains expensive, time-consuming, inflexible. VARWIN allows developers worldwide to produce reusable VR solutions in parallel project owners can manage multiple VR projects real-time and without applying programming skills thanks to drag and drop logic interface. This way developers can reduce development costs, boost development speed. They are able to use objects and locations from a large library of assets.

Contact

varwin.com
irina@varwin.com

Type of Company

VR content creation and management platform

Customers

Both developers and companies that require VR corporate trainings, education, interactive tours: medicine, construction, oil and gas sectors,marketing

Size of Company

How many employees: 40-50
Revenue: N/A

Why are you in this industry vertical/sector?

We believe that the world changes when information can be managed by its owner, not by a programmer. We see the super power of professional VR projects and want share this super power with everyone. (we also have a company that creates easy to use VR projects for business- iVariant).

What do you want/hope for/from this industry?

1) 3% of VR content market in 2021-2023,
2) $90M annual revenue at 2021
3) Breakeven in Q4 FY2021

VERSES

Summary

VERSES OS is a spatial network operating system that manages the information, interactions and collaboration between humans, AI and machines in 3D space.

SPATIAL INTELLIGENCE MANAGEMENT™

Contact

verses.io

capm@verses.io

Size of Company

How many employees: 10-20

Revenue: N/A

Type of Company

Spatial computing standards and development

Why are you in this industry vertical/sector?

Help computers and machines understand the 3 dimensional reality humans live and work in.

Customers

Enterprise and smart cities

What do you want/hope for/from this industry?

Let's build the Spatial Web together.

Viar360

Summary

Viar360 is the most intuitive authoring platform for immersive training based on interactive virtual reality based on 360 videos and photos!

Create immersive training & learning virtual reality experiences!

Contact

www.viar360.com
jernej@viar.si

Type of Company

Software

Customers

Elearning (L&D) departments

Size of Company

How many employees: 10-20
Revenue: +1M

Why are you in this industry vertical/sector?

VR adds a lot of value in training and development.

What do you want/hope for/from this industry?

More customers

Viewpointsystem

Summary

Viewpointsystem combines the expertise of vision research with state-of-the-art technology development. With more than 20 years of research experience in the field of eye tracking, the tech company headquartered in Vienna, Austria, launched its first head-worn Eye Hyper-Tracking solution for commercial applications in 2016.

Viewpointsystem has invented "Digital Iris" technology, based on Eye Hyper-Tracking. Using the eyes as a human-machine-interface, it is possible to create an intuitive connection between man and machine, and to bring humans into the "digital loop".

Our new smart glasses, the VPS 19 integrate Mixed Reality (MR) in an intuitive and user-friendly way into the workplace. The very light and portable system uses the human eye as digital interface. The wearer can interact with the digital content hands-free through eye gestures.

Contact

viewpointsystem.com
office@viewpointsystem.com

Type of Company

Embedded Systems (HW and SW)

Customers

To date, Viewpointsystem has more than 100 commercial customers all over the world in various industries, including manufacturing, mobility and transportation and construction and implemented more than 500 national and international projects.

Size of Company

How many employees: 50+

Why are you in this industry vertical/sector?

Our system has been developed and designed for industrial indoor and outdoor applications right from the beginning. Together with 7 dedicated beta customers (from 80´000 employees to 70 employees) we made sure to meet the needs of the industry regarding training, simulation and remote support right away - including safety glass rating and every day usability. Our optional MR click ons in addition open up the path to industrial MR applications. Our verticals are Manufacturing, Logistics, Retail, Security, Mobility, R&D, Marketing and Sports.

What do you want/hope for/from this industry?

We want to engage industry specific system integrators (e.g. remote support, logistics, process optimization, training,...) and customers to discuss with us the possibilities how to embed our linux based system into their environment. Our API enables our partners to go beyond the applications we already have as standard features – so we want to find out how they would like to make Eye Hyper-Tracking and Mixed Reality their daily reality.

VIMAI **VimAI**

Summary

VimAI revolutionizes the way we see and interact with the world. Our core technology is visual positioning to enable ubiquitous AR/MR. A key part of that is a persistent 3D digital copy of the real world to enable sharing of AR experiences across multiple users and devices.
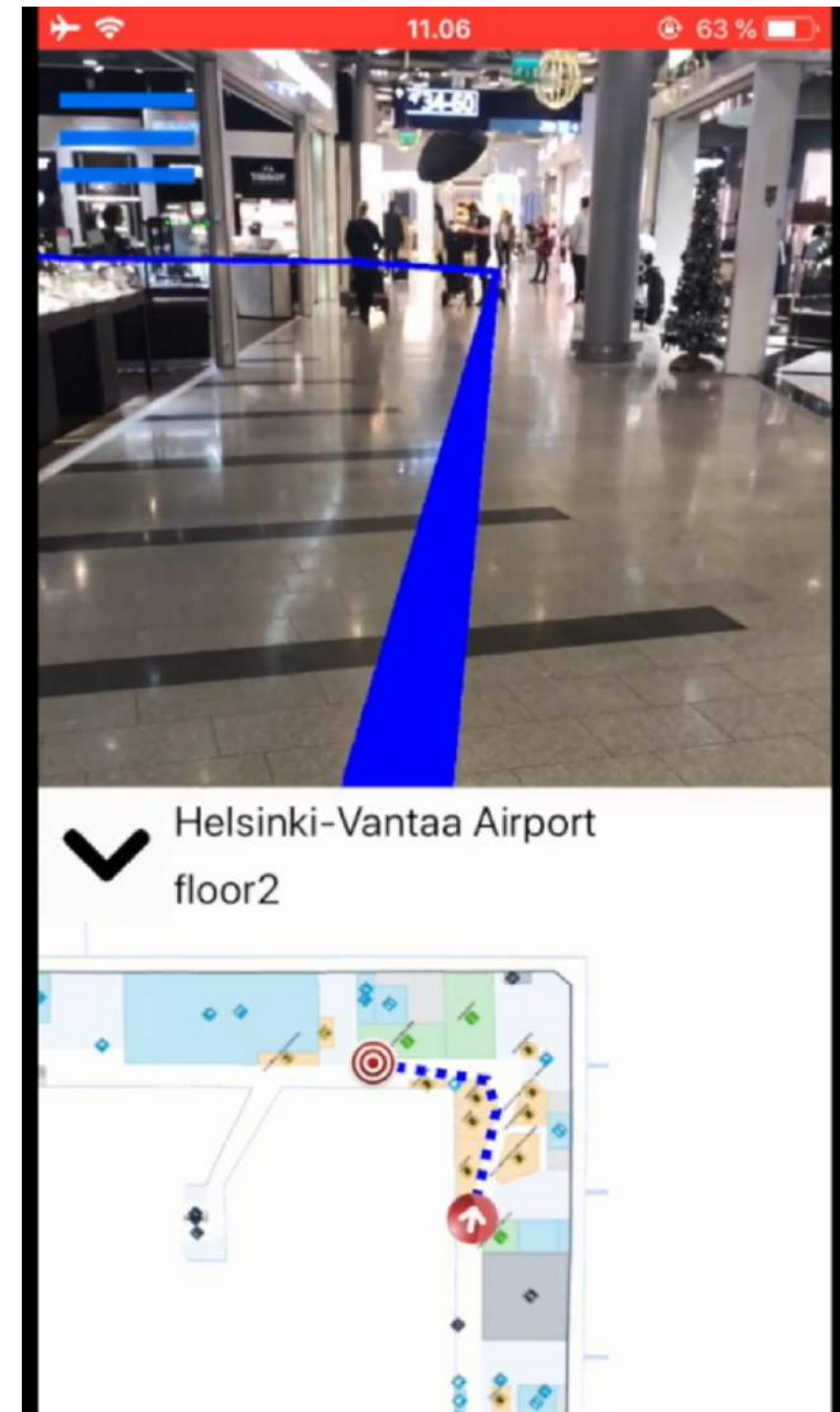
Contact

www.vim.ai
ismo.olkkonen@vim.ai

Type of Company

Software, industries, shopping malls, real estate

Customers

energy, process industries, hospitals, shopping malls, real estate management

Size of Company

How many employees: 1-5
Revenue: 150 k€

Why are you in this industry vertical/sector?

We can provide biggest value for our customers in those verticals.

What do you want/hope for/from this industry?

Willingness to trial open-mindedly the capabilities of ubiquitous AR/MR to support and guide workflows.

Virtual Heroes

Summary

VR/AR training, simulation, and virtual world solutions for commercial, medical, and government organizations.

Contact

www.virtualheroes.com

rbrown@ara.com

Type of Company

Software Development

Customers

Commercial, Healthcare, Government

Size of Company

How many employees: 100+

Revenue: 200M+

Why are you in this industry vertical/sector?

To solve problems of global importance

What do you want/hope for/from this industry?

Alignment between customer needs and AR/VR technology solutions

VizworX

Summary

VizworX creates the innovative and impactful solutions that drive our customers' success. By blending advanced technology with human psychology, we bring our customers' data to life.   We specialize in the application of advanced technologies such as augmented reality (AR), virtual reality (VR), artificial intelligence (AI), internet of things (IoT), geospatial engagement, biometrics, and others. Our solutions address multiple industries including Oil & Gas, Mining, Construction, Manufacturing, Government, Defence & Aerospace.

Contact

vizworx.com

info@vizworx.com

Type of Company

Custom Software Solutions

Customers

Type: Enterprise

Size of Company

How many employees: 20-30
Revenue: N/A

Why are you in this industry vertical/sector?

VizworX works on enterprise custom software to increase the operational efficiencies in companies and focus on solving their problems. We want to help businesses find solutions to critical business challenges that cannot be addressed by off the shelf products.

What do you want/hope for/from this industry?

For enterprise industrial applications of augmented and virtual reality we want to continue to increase awareness of these innovative technologies and how they can be effectively utilized in companies.

VReadyNow

Summary

VReadyNow, is a high tech start-up company, focused on delivering immersive and interactive services, equipment and applications, with cutting-edge visual platforms based on Virtual and Augmented Reality tools.

Contact

www.vreadynow.com

sales@vreadynow.com

Type of Company

AR/VR Industry Software, VRLab Product, SmartWorkAR

Customers

Telecom, Oil & Gas, Automotive, Logistic, other.

Size of Company

How many employees: 10-20

Revenue: US$ 1.000.000

Why are you in this industry vertical/sector?

Industry expertise.

What do you want/hope for/from this industry?

Market adoption.

VRgineers, Inc.

Summary

VRgineers, Inc. engineers enterprise-grade Virtual Reality gear for professionals. Since launching in 2017, VRgineers has pushed industry boundaries in field-of-view (FOV) and resolution. In 2018 the Company released the XTAL, the first VR headset advanced enough for aerospace prototyping and military simulations. Featuring a 180-degree FOV, dual 2.5K displays (for a total of 5K), proprietary non-fresnel lenses and integrated audio, voice and motion controls, the XTAL delivers the clearest, most immersive professional VR experience available. Currently used by dozens of clients in the automotive, architecture and training sectors, the XTAL is transforming the way the world uses VR to design and manufacture.

Contact

https://www.vrgineers.com
marek@vrgineers.com

Type of Company

Virtual Reality, VR headset, Innovative technologies

Customers

BMW, AUDI, Wacker Neuson, Opel, Škoda, Red Bull F1, McLaren F1

Size of Company

How many employees: 30

Why are you in this industry vertical/sector?

VRgineers primarily focuses on professional use by the enterprise sector. VRgineers' XTAL meets professional demand for high-quality 3D content—providing a clear VR use case for accelerated design, advanced prototyping processes and the evaluation of new models. VRgineers believes in the power of VR to transform the way we work, and builds high-resolution professional VR headsets to foster that transformation.

What do you want/hope for/from this industry?

VRgineers delivers a full hardware-software stack for professional VR users and industrial uses requiring full, clear and distortion-less resolution. Built to become the next platform for designers and manufacturers, XTAL utility is rapidly expanding through cooperation with specialized software companies, such as: Autodesk, Dassault Systèmes, and ESI to integrate XTAL into their software suites. Similarly, for VR setups capable of handling highly complex VR projects, XTAL is optimized for NVIDIA Quadro professional GPUs.

VRTU

Summary

VRTU (pronounced as "virtue") is specialized in Virtual Reality (VR) and Augmented Reality (AR) technologies for the best immersive and transformative learning experiences. Our approach is to design and integrate creative visual arts and innovative products and bring cost effective learning solutions for the target market. We develop VR content custom-made for specific learning needs in an organization, such as an enterprise, an educational institution, a healthcare provider, a public safety agency, or a government entity. We also offer AR/VR products for consumer use worldwide and transmedia products for amazing learning experience unattainable by standard video-based eLearning.

Contact

vrt-u.com
hurriyetok@vrt-u.com

Type of Company

AR/VR Software and Content

Customers

NIST

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

Years of Leadership in Enterprise IT and Experience in Education Sectors.

What do you want/hope for/from this industry?

Want lower cost smart glasses; need precision haptics/input devices; hope corporations engage with AR/VR start-ups, not only with large consulting/integration firms.

VR Vision

Summary

VR Vision is a XR (Extended Reality) company that provides immersive technology solutions for business. We provide virtual reality, augmented reality, 3D 360 video, and web and mobile apps!

Contact

https://vrvisiongroup.com
hello@vrvisiongroup.com

Type of Company

Training & Healthcare

Customers

Toyota, Siemens, Thales, UofT, Alchemy Systems

Size of Company

How many employees: 15

Why are you in this industry vertical/sector?

We develop cutting edge training platforms for use across multiple verticals. We have developed a healthcare therapy platform as well.

What do you want/hope for/from this industry?

We are hoping to change the healthcare industry by providing cutting edge therapeutic simulations for the elderly. We are also looking to change the enterprise training category by utilizing standalone VR with 5g network capabilities to rethink the way people are trained in fortune 500 companies and corporate settings.

vSpatial

Summary

The promise of effective remote working is unfulfilled – MR is the missing link. What makes MR different is presence and immersion. Not a single legacy solution today comes close to the natural feeling of an in-person meeting or leverages the power of spatial computing to immerse us in a world of 3-dimensional data. That's the power of MR. vSpatial unleashes that power to deliver an immersive 3-dimensional experience that connects us with our team and immerses us in our work. In MR we remember better, we are more engaged, we make better and faster decisions and it's a delightful experience. That's powerful! And that's vSpatial!

Contact

https://vspatial.com/
jsallaway@vspatial.com

Type of Company

Software, enterprise collaboration, productivity, remote work

Customers

Enterprises, remote workers, gen X, millennials, gen Z and digital nomads in 103 countries!

Size of Company

How many employees: 12

Why are you in this industry vertical/sector?

Because we believe that it is possible to be great at your job from anywhere in the world. We believe your qualifications should matter more than where you live. Long commutes and wasted time at the airport should be the exception not the rule. MR has the power to connect us to one another and our data in a more meaningful and productive way than today's computing experiences. Work in MR – enjoy more of life!

What do you want/hope for/from this industry?

At vSpatial, we expect to be a leader in the new world of immersive workspaces. We extend a hearty invitation to everyone from the single digital nomad or remote worker to executives in large enterprises to make the investment to understand and experience MR. When you do, we feel confident that you will see the value and transformational potential. We simply want you to join us on the journey!

warp **Warp VR**

Summary

Need to train your workforce, increase employee engagement and cut down training costs? Look no further. Warp Industries provides an online platform to easily create, distribute and analyse Virtual Reality training scenarios powered by 360° video. Our technology supports all major mobile VR headsets and scales effortlessly with your organisation. Learning with VR has an increase of over 40% in remembering procedures. We help our clients to create the best VR training scenarios. Think safety and security training, sales training, but also leadership training.

Contact

www.warpvr.com
thijs@warpvr.com

Type of Company

Software platform for interactive 360° VR training

Customers

KLM, Shell, BBC, Gazprom, ErsteBank, Merck, British Telekom, Dutch Fire Department, Dutch National Police, AkzoNobel, Vopak and others

Size of Company

How many employees: 10-20
Revenue: N/A

Why are you in this industry vertical/sector?

In a world where the workplace is changing rapidly, we believe every professional should have access to real and engaging experiences to develop themselves and to be more productive for organisations. By working with scalable Virtual Reality technology in combination with very user-friendly software, we can deliver on this promise.

What do you want/hope for/from this industry?

Together with our current clients we have shown the place for learning with Virtual Reality for large organisations. Our clients truly benefit from the improved training methods they now use. Training time and costs are cut down, employees are more engaged and job performance increases. Other large organisation should see and understand these examples to join this learning revolution.

Wavefunction Vr

Summary

We create high-end virtual and augmented reality solutions for companies and brands.

Contact

www.wavefunctionvr.com

pedro.marques@wavefunctionvr.com

Size of Company

How many employees: 5-10

Revenue: N/A

Type of Company

Content

Why are you in this industry vertical/sector?

Know-how.

Customers

Altran, CollectiveFlow, Sabseg, CESPU

What do you want/hope for/from this industry?

Better hardware.

XpertVR **XpertVR**

Summary

XpertVR creates immersive simulations through the use of high-quality 3D models and VR environments. Ideas come to life quickly and efficiently with our VR simulations to allow businesses to make better decisions about new products. In the past XpertVR has provided VR solutions in areas such as market research, prototyping, and product demos.

Contact

www.xpertvr.com
info@xpertvr.com

Type of Company

Software/Business Content

Customers

B2B, Research companies, Universities and Large Businesses

Size of Company

How many employees: 1-5
Revenue: $50,000+ so far 2019

Why are you in this industry vertical/sector?

After 3 years of exploring multiple different areas inside the AR/VR industry we decided to focus on VR Research for the majority of our business. We decided this because there are a lack of high quality VR content and software for business research. As well working in this sector allows us to test the latest in VR hardware which can show us where the industry is heading and allow us to help shape it.

What do you want/hope for/from this industry?

We hope to empower businesses to make better decisions based off of facts. And with the analytics we collect and knowledge we gain we hope to push the VR industry forward as a whole.

XR World Academy

Summary

The XR World Academy can get you all about XR, VR, AR, 360, Holoride, Holoportation, Holofurnish, Remote Reality, 3D, 4D and beyond. If you thrive for Extended Reality Experiences and Education, then the XR World Academy is your place to be: watch our XRWA blog news as well as tutorials to enter into a new way of virtual education – an immersive infotainment! Learn or train topics in and about extended, mixed or cross realities. Explore the first international XR World Academy!

Contact

www.xrworldacademy.com
hello@xrworldacademy.com

Type of Company

Academy to learn and train in and about VR, AR, XR

Customers

Companies, Trainers, Developers, Gamers, Students

Size of Company

How many employees: 1-5
Revenue: N/A

Why are you in this industry vertical/sector?

Because it is an emerging industry with a huge potential for the future.

What do you want/hope for/from this industry?

We are looking for XR trainers and teachers as well as innovative companies who want to share their best cases in VR, AR, XR or want to train their staff with our immersive infotainment courses. We also offer VR collaboration workshops or inhouse trainings within companies.

Other Companies

Other Enterprise Companies

Login to our theDirectory to access all 100+ Enterprise companies **http://thedirectory.thevrara.com**

If you would like to get featured in future reports, email **info@thevrara.com**