



2018년 VIVE X 프로그램 최종 계약팀 리스트(17개사)

(재)부산정보산업진흥원



## **Z EMOTION (Busan, KOREA)**

We are building a fully connected 3D design platform for the apparel, knitwear and sportswear industry for the future of digital supply chain. Furthermore it provides predictive big data analytics to entire manufacturing process and enables smarter, faster and more effective decisions.

<http://www.z-emotion.com/>



## **YuanJi (CHINA)**

Yuanji has developed a VR Judicial Visualization system enabling crime scene restoration for evidence to be presented directly and transparently. The system speeds up trial process and promotes social fairness and justice through science and technology empowerment.



## **ybVR (USA)**

ybVR's multi-viewpoint optimized streaming technology powers immersive live broadcasting and on-demand video content in 8K resolution.

<https://www.ybvr.com>



## Yaoan (CHINA)

With 20 years of industrial experience in enterprise software, YaoAn has launched VR security experience hall, VR immersive training system, VR emergency drill system, security training cloud platform and other industry solutions, and has emerged to be a leader in domestic security education and training.

<http://www.yaoankj.com/>



## Visby (USA)

Visby builds foundational holographic imaging software that puts the real in extended reality. Visby's light field technology allows film and video professionals to capture and publish photorealistic video for immersive and holographic displays.

<https://www.visby.io/>

## ybVR (Israel)

Sixdof.space created a new tracking system technology that represents a breakthrough in both speed and accuracy. They combine optics, electronics and algorithms to offer a device urgently needed for current product development in multiple industries, beginning with VR.

<https://www.sixdof.space/>





## ShinyVR (CHINA)

ShinyVR was incubated in the National Defense Lab of Yanshan University, developing a molecular-level physical simulation engine SYVR, simulating key components of C919 (the first large commercial aircraft of China).

The SYVR engine provides real-time simulation of large-scale complex scenarios, experiments, training and conceptual design visualization.

<http://www.shiyivr.com/>

## Primitive (USA)

Primitive believes that collaboration and immersive visualization are the future of software development. The Primitive programming interface turns complex software analyses into interactive 3D structures that are displayed in immersive VR.

<https://primitive.io/>



## MyndVR (USA)

MyndVR is a national health and wellness company providing Virtual Reality solutions to Assisted Living, CCRCs, Veterans homes, 55+ living communities and home-health care providers.

<https://www.sixdof.space/>





## **Modal (USA)**

Modal was inspired by co-founder Nolan Bushnell's success with Atari and Chuck E. Cheese's, Modal brings social, fun and active free-roam location-based VR entertainment to a mass audience.

<https://www.modalvr.com/>



## **LIV (United Kingdom)**

LIV empowers VR live streamers to better connect and monetize their audiences in real-time. The company has generated over half a billion streams of VR on social media since April 2018 and boasts the largest VR content creator community in the world.

<https://liv.tv/>



## **Kagenova (United Kingdom)**

Kagenova is developing core technologies to engineer interactive realism at scale for next-generation immersive experiences. Their first product, KageMove, allows any 360 media to be viewed with six degrees of freedom (6DOF).

<http://www.kagenova.com/>



## **Inload (CHINA)**

Inload excels in VR Kiosk design, manufacturing and operation. The company has an in-house R&D lab, VR game studio, hardware production base and brand operation team. Its VR Kiosk business model has been expanding rapidly in many shopping malls in Shenzhen, generating positive cashflow, and is soon to be replicated across the country.

<http://www.inload.com.cn/>

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IMMERSIVE FACTORY



## **ifGamesa (CHINA)**

ifGames is one of the first VR game studios in China. It produced China's 1st VR large area game title "Ark of the Stars" and won numerous awards including the Chin VR and Gyro VR game of the year. ifgames' first fullbody tracking VR title "CyberCraft" is highly acclaimed by critics and is already launched in major cities in China.

<http://www.kagenova.com/>



## **Ayayu Games (Israel)**

Ayayu Games develops, creates and manufactures patent pending VR-action controllers, which enables players to control and play with their action figures in their VR games and immersive experiences.

<https://www.ayayugames.com/>



## **360Stories (United Kingdom)**

360Stories uses immersive 360° footage to transport you to the most amazing destinations on Earth. Hear locals tell their story as they show you around their urban and natural landscapes in virtual reality. No amount of research online will truly represent the feeling of actually traveling, but surrounding yourself in 360Stories gets pretty close!

<https://www.360stories.com/>