

2018-2019 VIVE X 진출기업 소개



부산 VR·AR 제작거점센터

01. 2019년 VIVE X 진출 기업



3Data Analytics

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<https://3data.io/>

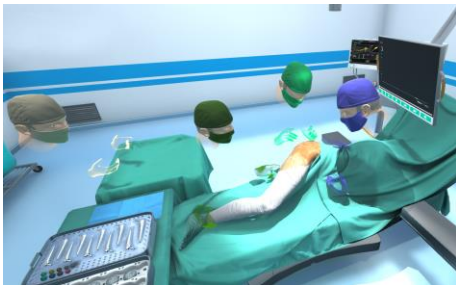


3Data Analytics offers a 3D platform for IT & Cybersecurity Operations. Through the power of WebXR, Artificial Intelligence, and IoT, 3Data Analytics fuses multiple real-time data streams and cross-correlates alerts, logs, and raw sensor data into a Virtual Operations Center allowing remote IT teams to more efficiently detect and respond to threats, reduce downtime and mitigate risk all in a single, collaborative 3D space;

ORama |

ORamaVR

<https://oramavr.com/>



ORamaVR builds intelligent VR training simulations for healthcare education and assessment. By applying principles of neuroscience, spatial computing and machine learning, ORamaVR is focused on the rapid acceleration of human learning in medicine. The company has developed a proprietary software development kit for high-speed, scalable prototyping;

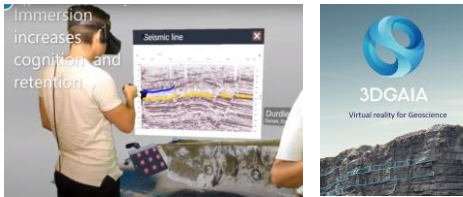
bodyswaps



BodySwaps <https://bodyswaps.co/>

BodySwaps is a complete soft skills training solution for corporate and education organizations that combines behavioral science, data and immersive VR simulations to create deep and lasting behavioral change;

Imaged Reality



Imaged Reality <https://www.imagedreality.com/>

Imaged Reality developed 3DGAIA, an enterprise VR platform for the oil industry that helps to reduce risk and uncertainty by bringing the field to the office. It enables immersive learning and remote collaboration, connecting expertise across the globe;

MAZE THEORY



Maze Theory <https://www.maze-theory.com/>

Maze Theory is the developer behind immersive VR experiences like Doctor Who: The Edge of Time and Peaky Blinders, The King's Ransom, and creates narrative experiences centered on active participation;

TALESPIN



Talespin

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

Talespin is building a spatial computing platform to power talent development and skills alignment for the future of work. Founded in 2015, the company leverages its proprietary XR technology platform Runway to deliver XR-based learning and training applications, mixed reality field tools to support employee job performance, and to advance the collection and alignment of skills data;



VantagePoint

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



VantagePoint is actively developing a platform and products to train people on EQ-driven (emotional intelligence) Soft Skills that matter. Vantage Point tackles enterprise training around important topics such as Diversity, Equity and Inclusion, and Workplace Anti-Sexual Harassment training.

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Z EMOTION



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

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.

sixdof.space
ULTRA FAST OPTICAL TRACKING



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

we have 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.

YAVR



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

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.



Shiny VR

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

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.

Primitive

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

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.

MyndVR

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

MyndVR is a US-based health and wellness company providing VR solutions to senior living communities and seniors aging in-place. It curates a vast library of VR content and creates original, immersive content designed to create joyful, calming, and memorable experiences. MyndVR enables our elders to experience life outside their four walls.



Modal

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

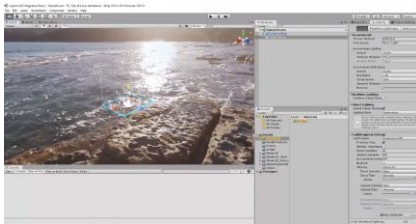
Modal was inspired by co-founder Nolan Bushnell's success with Atari and Chuck E. Cheese's, Modal brings social, fun and active free-roam location-based VR entertainment to a mass audience.



Immersive Factory

<https://immersivefactory.com/>

Immersive Factory has developed virtual reality HSE(Health Safety&Environment) training exercises based on real-life situations. All training courses, available on a dedicated platform, have been created in partnership with key account customers including Veolia, EDF, Colas, and Suez.



Kagenova

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

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).

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AYAYU
VR GAMES



Ayayu Games

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

Ayayu Games develops innovative 100% skill based VR games with VR toy controllers. The company's launch title VR-Man is the VR-native superhero which brings VR technology and actual action figures to the toy world of tomorrow.

ybVR



ybVR

<https://www.ybvr.com>

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

LIV



LIV

<https://liv.tv/>

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.

360 STORIES

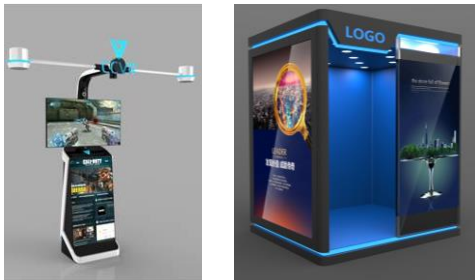


360 Stories

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

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!

VR游戏机



Inload

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

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.



Visby

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

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.



YuanJi

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.



ifgames

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

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's first fullbody tracking VR title "CyberCraft" is highly acclaimed by critics and is already launched in major cities in China.