



XR EXPRESS TW

XR EXPRESS TW

2019-2020

XR STARTUP LOG



Advisor



Organizer



Hosting Organization



Supporting Partner



Partners





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 XR EXPRESS Taiwan 

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Introduction



About “XR EXPRESS TW”

“XR EXPRESS Taiwan” is a project advised by National Development Council as one of its industrial innovation plan. The goal is to optimize XR ecosystem within the country and to strengthen the linkage globally. We are an express leading XR innovators to create greatness and assisting XR startups to seek for funds, to exchange ideas cross-industrially, to shine on international stage. Digi Space Co., Ltd. as the conductor leads Taiwanese teams to connect the world, to explore an extraordinary journey together.

“XR EXPRESS Taiwan” is founded in Taiwan, bound for the splendid future. We seek companions who also share the passion, to engage the resource and knowledge, to elevate the level of strength, and to explore the infinity towards the world with us.



Key Events



XR HackFest

2019 InnoVEX Exhibition



XR White Paper Road Show

XR Startup Boot Camp



Overseas Exhibition
-Japan CEATEC

Overseas Exhibition
-USA SIGGRAPH



2019 united XR Industry
Summer Summit

XR GOLDEN AWARDS



XR CEO Connect

XR Startup Diagnosis





Team Members



Digi Space Co., Ltd. is established in 2017 as the first company that focus on promoting XR industry by incubating and accelerating startups and also workspace managing. The team is leading by Taiwan VR "Godmother" Cori Shieh with members from government organization, senior professionals from well-known industry and associations. With high degree of international talents with rich experience in business development, brand integration, media management, issues and policies planning and entrepreneurship management.

Service Values: Connect, Share, Transboundary, Create Together

- Connect: local companies and international markets
- Share: open sharing of space and knowledge
- Transboundary: exchange of technology and humanities
- Create Together: a world of justice and goodness

We are committed to creating a young generation that flips the world through immersive interactive technologies (including Virtual Reality, Augmented Reality, Mixed Reality), digital content, AI (artificial intelligence) and other innovative digital technologies. To create a life quality and entrepreneurial space to enhance the value of human existence.



Construct Studio Inc.

Using immersive technologies, we create digital simulations and experiences that leave a lasting impression



Company Introduction

Construct Studio is a San Francisco based VR & AR creative production agency. As an industry leader in immersive interactive content, they have worked with healthcare, airlines, the automotive industry, marketing agencies and Hollywood studios to set the standard for visually stunning and emotionally engaging VR & AR content.



Contact Introduction



Chuck Tsung-Han Lee /
CEO / Co-Founder



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construct.studio

Main Product

VERA

1. An interactive content creation pipeline that bridges the gap between 3D Modeling Software and Game Engines.
2. Works for VR/AR/PC/Mobile/Console content creation.
3. Save 60% of development time in average.

The Price of Freedom

1. Single player episodic action adventure VR game series.
2. Based on a terrifying true story during the Cold War.
3. Featured at Sundance Film Festival and nominated as Best Narrative VR at Unity VR/AR Vision Summit.



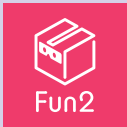
Target Customer

Enterprise

Target Market

USA, UK, Canada

FUN2 STUDIO Co., Ltd.







Company Introduction

Founded in 2019, Fun2 Studio is a Taiwan start-up focusing on VR/AR game design and development. Fun2 Studio is a group of developers owned by a former gaming company, XPEC and a hardware provider. The core business is game production management and design, outsourcing project management, copyright and technical cooperation. The vision of Fun2 Studio is to be a world famous VR/AR studio.



Contact Introduction

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-  +886 928831756
-  fun2studio.com

Main Product

FunZoo

1. Specifically designed for parents and kids together having fun. It allows four players up to play at the same time.
2. The gaming scene is a zoo. You will act as a zoo director with the main task: throw the food to animals with your VR rocker. You will enjoy the simulation scenario real than ever.



Target Customer

Any customer who needs XR

Target Market

Global Market

GELLYBOMB Co., Ltd.

Unleash Your Curiosity with Gaming



GELLYBOMB GAMES

Company Introduction

GELLYBOMB is a representative Gamification XR contents design team in Taiwan. The masterpiece game " Eleanor of Ayer " introduces MR technology into the reality game. The amazing game play mode got the first "Vision VR/AR Summit - Best AR Experience" award. GELLYBOMB is currently focused on providing integrated design and customized interactive content development services for various types of corporate with XR technology.



Contact Introduction

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Main Product

XR and new technology application design

1. XR and new technology application design.
2. Space, software and hardware planning.
3. Gamification experience design.



Target Customer

Any customer who needs XR

Target Market

China, Japan, South East Asia, Europe, North America

J-Reach Co., Ltd.

◀> TripMomentVR 時刻旅行樂園

Company Introduction

J-Reach Co., Ltd. is a travel technology company that provides a new OVO (Online-VR-Offline) business model from online content marketing, offline VR travel experiences, and travel products.

J-Reach Co., Ltd.'s products include online travel media "TripMoment", B2B VR Design and Design production studio "VRMoment", offline virtual reality travel themepark "TripMomentVR" and travel agency "MeLove Travel".



Contact Introduction

-  James Lee / Founder
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Main Product

TripMomentVR

The world's first VR theme park with the theme of "travel". Through our understanding of user experience.

TripMoment

1. An online travel media that travels deep into Taiwan and around the world.
2. Instant, comprehensive travel information, satisfying readers' desire for travel information and solving practical problems.
3. VR virtual reality and other content presentation.



Target Customer

Theme Park

Target Market

Global Market

The Barking Dog Entertainment

The Barking Dog AR/VR Entertaining Studio tries to keep surprising our customers by producing the next best VR product in the game industry.



Company Introduction

The Barking Dog Entertainment is a newly arising content provider based at Kaohsiung, Taiwan. Focusing on AR/VR technologies. The first VR game we developed is "Qian-Shan Village VR", which is an eastern horror game based on HK classic movie, Mr. Vampire. This game won the "Selection Award" by VRcore, 2018. Also, it was nominated "Best VR Game Award" by IndiePlay, 2018. We will keep developing the fantastic VR games to surprise our customers.



Contact Introduction

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-  <https://www.facebook.com/TheBarkingDogARVRStudio/>

Main Product

Qian-Shan Village VR

A zombie game based on HK classic horror movie.

Magic Night Party

A magical VR game featured with fantastic Halloween decoration, which support 2~4 people to play at the same time. It's officially published in Aug. 2019.



Target Customer

VR exhibition center, station, customers who need brand marketing, interactive content design.

Target Market

Korea, Japan, USA, China

VAR Technology (Taiwan) Ltd.

VAR LIVE DREAM WITH YOUR EYES OPEN



Company Introduction

VAR LIVE Group is the leading technology entertainment company with in-house creative teams developing virtual reality titles and manufacturing peripheral gaming hardware. Located in Hong Kong, Taipei and Kaohsiung, offering state of the art VR (Virtual Reality) and AR (Augmented Reality) experiences for all ages. VAR LIVE is the pioneer for the world's first online multiplayer interactive VR eSports console - VAR BOX. VAR LIVE is also the world leading professional VR training provider for various industries and VR theme parks.

Contact Introduction

-  Nelly Chen / Marketing & Public Relations Manager
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-  +886 919150793
-  www.var.live

Main Product

VAR BOX

1. VAR Live's primary development of this year, integrating marksmen eSports with virtual reality technology. Combining our patent technology of the VR recoil pistol, VAR LIVE mobile application.
2. Equipped with various type of VR experience for a range of audiences. This includes IPSC shooting trainer, hostages rescue, zombie shooting, multiplayer online esports combat and more.
3. The console is suitable for malls, net cafes, cinema, bars, and other leisure locations.



Target Customer

Theme park developer, Retail offline store licensior, Machine agent, VR Training demand unit.

Target Market

Asia

WOWWOW TECHNOLOGY CORPORATION

The magician of Extended Reality



Company Introduction

WOWWOW Innovative Lab is a software developer expertise in AI, IoT, AR and VR. Creating content for Ecology, Fitness, Entertainment and more. The name comes from the wish that everyone will be amazed at our works and make the sound "WOW". From developers to designers, programmers to artists. We are a group of people pursuing our dreams. Making games that everyone will enjoy. Everyone in WOWWOW lab dedicating ourself to the society. Trying to make the world a better place.



Contact Introduction

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-  wowwow.tw

Main Product

TAG WAR

1. A teambase multiplayer first person shooter VR game, it's capable with VIVE, Oculus Rift and Windows Mixed Reality.
2. Available on VR and NonVR.
3. Customize your character appearance.

Moe Moe Coach

1. Moe Moe Coach will learn your behavior and be your personal coach with the help of AI and AR technology.
2. Using AR and AI to achieve intellectual interaction and create the most personal experience.
3. All the movement of exercise are recorded with the same motion capture equipment used in holly-wood.



Target Customer

Game, Fitness, Tourism

Target Market

Japan, Korea, USA, Thailand

E-DA VISUAL EFFECTS CORP.





Go beyond limits to pursue excellence and new vision.



Company Introduction

EDA Visual Effects Corp. was established in 2015, a professional animation and visual effects studio and a subsidiary of E-UNIED Group. We have recruited talented artists, devoted to giving the work soul and vitality with an emphasis on originality.

Contact Introduction

-  Dennis Wu / Deputy Manager
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-  +886 7 6567118 #106
-  www.eda-vfx.com

Main Product

Yiehpui VR simulation training system

1. Assist the industry in strengthening the employed training.
2. Improve the quality of education through the VR simulation training system.
3. Shorten the time of training and ensure the precaution of working safety.

Solarfarm: AR App

1. Park tour, visitors can know about green energy through AR camera.
2. Photo zone, visitors can take photos with Solarfarm's mascots through AR camera.
3. Botany observation, introduce the related knowledge of plants through AR camera.



Target Customer

Service Industry, Manufacturing Industry, Customized Commodities as the Main Promotion Projects

Target Market

Global Market

Funique VR Studio

Funique

Future x Unique

Company Introduction

Funique was founded in 2016 which provides world class leading VR contents in commercial applications include: Entertainment, Education and Healthcare. We dedicate ourselves into realizing 8K per eye Stereo VR and creating a new generation platform for viewers.



Contact Introduction

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-  +886 2 25572717
-  www.funique.tv

Main Product

8K Stereo VR Production

Macro Adventure Educational VR

1. Macro Stereo VR, we documented species around the globe.
2. Combining with stories, this become the brand-new immersive adventure of experiencing nature.
3. Traveling with us in the adventure, kids can get minified and be in extremely close to the action.



Target Customer

Any customer who needs XR

Target Market

Global Market

GranDen Corp.

Leading the world to next generation of virtual world!




Company Introduction

GranDen Corp. was established in 2017, is committed to integrating VR, AR, and MR technologies into innovative interactive services in a relaxing and entertaining style, including entertainment products, exhibition events, training simulations, museum exhibitions. We offer interactive contents in O2O Marketing.

Our team members are respectively from Taiwan, Hong Kong, Japan, Poland, and New Zealand. Our ultimate mission is to create a new experience of entertainment by offering popular games to different kinds of players.



Contact Introduction

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-  www.granden.rocks

Main Product

AliGala

1. A platform that provides humanity interaction with KOL.
2. AliGala is a technique that combines XR/LBS/Hologram interaction game that carries O2O integration with marketing platform.
3. Newly creation combination of AR and Hologram interaction platform.



Target Customer

New retail, media and entertainment

Target Market

Japan

Media Guide Digital Technology Co., Ltd.

New Economic of AR



Company Introduction

Media Guide is specialized on research and development of AR technologies. We combine AVR and hardware to create XR clouding platform that is suitable for various business request.

Contact Introduction

-  Leo Chen / PM
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Main Product

XR interactive cloud platform

1. Provide various modules to customer app and social media for using our AR/VR service.
2. Assist clients for every AR business activities. The cloud is perfect tool for AR virtual shelf, e-commerce and XR education.
3. XR clouding with our unique AR interactive multi-media KIOSK and integration from online/offline service, we provide AR solution to customer.



Target Customer

Retailer, E-commerce, Brand, Advertising, Education

Target Market

Thailand, Indonesia, Vietnam, USA

Moonshine creation Co., Ltd.

Easy to Customize, Great Flexibility.



MOONSHINE

Company Introduction

MoonShine is an artist-centered VFX company based in Taiwan.

We are an integrated collective of directors, designers, artists and technologists, cooperating on projects for advertisements, films, virtual characters and interactive media. We have been doing extraordinary animation and VFX works, also provide service of creating multiple contents for VR/AR and digital projection. Besides, we have recently fulfilled the construction of our own 4D Lab for which applying the technology of volumetric capture system.

Contact Introduction

-  LIN CHIA CHI / Founder
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-  www.moonshine.tw

Main Product

4D Rec Volumetric Capture System

This technology allowed us to capture human and animal action as motion contents turning them into 4D models and material.

Pre-set Production with Realtime Composition

Process the previewing result of the apply to VFX and composition for characters on time.



Target Customer

Film and Television Industry, Gaming Industry, New media Market

Target Market

USA, Canada

PI SQUARE Co., Ltd.

Production in Real-time



Company Introduction

PiSquare is dedicated to providing innovative interactive computer graphics technologies. The benefits of our toolset and pipeline include:

- Optimized image quality and rendering speed;
- Minimized cost for hardware installation;
- Maximized authoring efficiency and editing flexibility.

With these strengths, we are able to provide our customers high-value services for previs, animation production and VR/AR content creation.



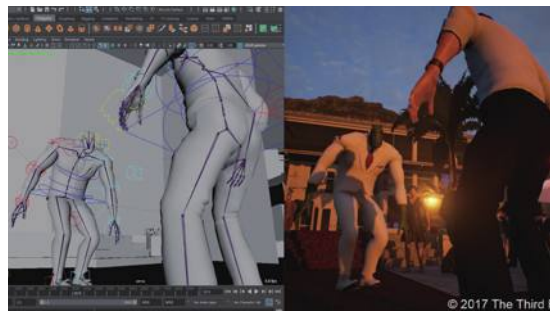
Contact Introduction

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+886 920574802
- www.pisquareus.com

Main Product

PiStage

1. Asset Converter & Scene Packer: Converts assets, scenes and animations from Maya into Unreal Engine contents painlessly.
2. Maya to Unreal Viewport Syncing: Animators, light operators, camera operators and FX artists can see the final result instantly while editing scenes. This feature is also great for making 3D live shows.
3. Renderer: Render Beauty, Alpha, Depth, Ambient Occlusion and Normal passes at a resolution up to 8K. Includes limited support of Maya Render Layers.



Target Customer

Animation Studio, Filmmaker, XR developer, Game developer, Architecture, Engineering and Construction (AEC), TV production

Target Market

USA, Japan, South East Asia, UK

Red Pill Lab Limited

Performance Capture by AI



REDPILL

Company Introduction

Red Pill Lab applies deep learning algorithms to optimize the workflow of real-time character animation. The mission is to solve the expensive cost of conventional motion capture system. Its voice-to-facial engine and full body IK-solver work together to add a new level of realism to virtual characters in AR/VR games and other industries.



Contact Introduction

-  RH Shih/ CEO & Co-Founder
-  rhs@rpvr.ai
-  +886 926346120
-  www.rplab.ai

Main Product

Red Pill Live

1. Full body motion assisted by A.I.
2. Voice-To-Facial animation by deep learning.
3. Open platform to integrate 3D character.



Target Customer

Game, Animation and live streaming

Target Market

USA, Japan, Korea

studio2 Animation Lab

Creating new Chinese animation style and build up an international animated IP character

Main Product

BARKLEY

1. Varieties of original animation contents.
2. Animation IP branding.
3. Outstanding and experienced production team.



Company Introduction

studio2 Animation Lab is from Taiwan, we focus on animation films creating, development and production. studio2 made a new style of Asian animation films. Our films deal with important issues and our animation style is interesting and entertaining. Our films had many nominations and won many awards all over the world. Including 2012 Seoul International Cartoon and Animation Festival / Special Jury Award, 2010 & 2012 & 2015 Golden Bell Awards / Best Animation Program, Digital Content Product / Best Animation Program, the 41th Golden Horse Award for Best Visual Effects, the 44th Golden Horse Award for Best Short Film, etc.



Contact Introduction

- Grace Chuang / Business Manager
- studio2@studio2.com.tw
- +886 6 3506923
- www.studio2.com.tw



Target Customer

Film Distributor, Sales Agent, Licensee, Co-production partner

Target Market

Global Market

Pumpkin Studio

Every possibility.



PUMPKIN STUDIO
VR | AR | 3D DESIGN

Company Introduction

Focusing on original multiplayer LBE VR game development, partnerships with HTC, SEGA and Smilegate and others, also recognized as one of VR leaders in the worldwide gaming industry by Digi-Capital. Photorealistic simulation, integration and custom solutions on demand.

Contact Introduction



Peter Liao / Founder



yihsiang@pumpkinvr.com



+886 921536126



www.pumpkinvr.com

Main Product

LB VR title

1. Original creation, In-house production.
2. Innovate gameplay.

Simulation

1. Photorealistic simulation.
2. Software/Hardware Integration .
3. Customization.



Target Customer

Arcade center, theme park and commercial location

Target Market

Japan, Korea, China, Philippines, USA, France, UK, Spain

AR2VR Ltd.

Easy to be a VR lesson Maker and share for everyone



Company Introduction

AR2VR was founded in Sep 2016 and is dedicated on Mobile VR. Wireless, Intuitive, Fast and Light is our navigation glasses APP feature. We focus on education and assist enterprise to show their product by VR. We use technology like AR and VR to enhance the students' motivation to learn.

Contact Introduction

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-  + 886 921094773
-  ar2vr.tw

Main Product

AR2VR Studio VR (AR/VR 360 Editor)

1. Coding free, create an AR/VR mobile application in less than 10 minutes.
2. Support 360 photos, videos, text, sound, pictures formats.
3. Sample for teaching plan and demonstration course reference.

AR2VR navigation glasses APP (mobile VR)

1. Support 8K 3D 360 photos and VR3D 180 videos via mobile VR.
2. Lightweight, stable and fast to use(offline to use).
3. Supported Android and iOS dual platform.



Target Customer

Education, Tourism industry

Target Market

South East Asia

iSynReal



Company Introduction

iSynReal has been committed to integrating science, technology, education, and aesthetics. We develop e-learning textbooks and business e-training applications for electronic schoolbags in the early stage. Integrating the convenience, repeatability and augmented reality interaction of e-learning to achieve more efficient corporate training plans. Afterward, we do innovation of AR and VR. iSynReal also devote to the expansion of reality-related educational products.

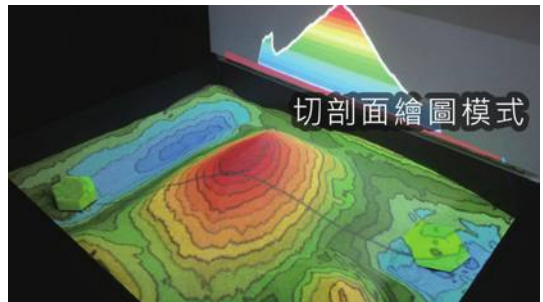
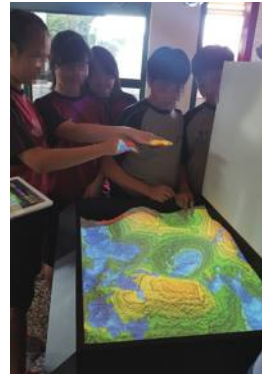
Contact Introduction

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+886 2 89519525
-  www.isynreal.com

Main Product

ARTable

1. ARTable is a scientific teaching tool that students can interact with real sand through projection technology.
2. By detecting the original information of real topographic relief of dune in real time, the corresponding color or terrain can be accurately projected.
3. ARTable implements multiplayer augmented reality applications without the need for a mobile vehicle.
4. Teachers can lead students to conduct simulated teaching of real landforms through teaching activities, such as understanding contour lines, ridges, saddles and watersheds.



Target Customer

Enterprise, government, school and education center

Target Market

Taiwan, Hong Kong, Macau

SHADOWWORKS Co., Ltd.

Learn better with VR, teach better in VR.



Company Introduction

SHADOWWORKS CO., Ltd., was founded in 2016, we are a professional development team focuses on AR/VR integration design. We are devoted to innovation of education through AR/VR, making teachers and students imagine the future learning by the interactive, immersive experience for knowledges of schoolbook. Surreal Education is an integrated online learning platform, providing real-time mutually learning to enhance the learning efficiency of flip education.



Contact Introduction

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-  www.shadowworks.com.tw

Main Product

VR Teaching Cool

1. We have more than 20 courses and over hundreds of 3D teaching aids and images available for teachers to teach in VR and we will continue to add more every month.
2. With our dedicated platform, teachers can easily log into the system with a single touch and start a VR classroom that can be displayed on a screen, tablet, or touch TV.
3. "VR Teaching Cool" gives teachers the freedom to facilitate VR education in the classroom and allows students to have the immersive experience of learning like never before.



Target Customer

School, Educational institution

Target Market

China, Japan, Korea, USA

VEYOND Reality Co., Ltd.

A safe and effective environment for scientific experiments.



Company Introduction

Veyond Reality is dedicated to developing brand-new forms in education. We believe that the fusion of education and technology is a meaningful field worthy of our continuous effort. Veyond Reality cooperates with Study123 Technology, one of the leading companies of digital learning in Taiwan, to develop innovative educational solutions by combining their long-term accumulative advantage in educational content with our ability for virtual world development and networked applications.



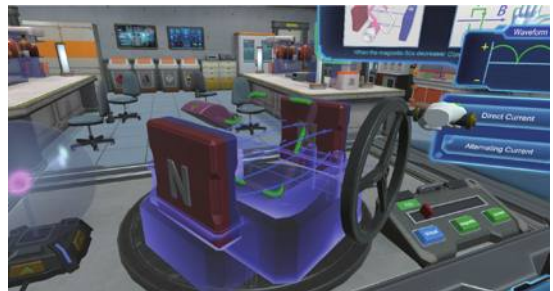
Contact Introduction

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-  www.veyond.tw

Main Product

VOLLEGE

1. Flagship VR product of K12 education.
2. "Virtual Lab of Physics & Chemistry" carry out the experiments that are dangerous or difficult to accomplish in real world.
3. Save a great deal of laboratory construction cost and the consumption of laboratory equipment.
4. Narrow the inequality of educational resources between urban and rural areas.



Target Customer

High schools

Target Market

Asia Pacific

Mind & Idea Fly Co., Ltd.

Recognize Everything, and Born to Create.



Company Introduction

Mind & Idea Fly (MIFLY), with domestic and international awards winning, is not only the leading multimedia Augmented Reality (AR) and Virtual Reality (VR) mobile application software developer but also the only one AR VR underlying technology developer in Taiwan. MIFLY have developed a dozen innovative AR VR MR mobile application service module with a combination of cloud technology, machine learning, big data analysis and multimedia interaction. MIFLY has the largest AR VR open platform "MAKAR" in Taiwan.



Contact Introduction

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-  www.mifydesign.com

Main Product

MAKAR

MAKAR AR VR Builder, without Coding.

WHY MAKAR

Whether you are a teacher, a business professional or work for a government agency, you constantly need to create content that is compelling and engaging. With MAKAR, you can step-up your game and enter the world of AR/VR. Thanks to its intuitive drag-and-drop editor and powerful integrated image recognition software, MAKAR expands the limits of AR/VR applications. Creating AR and VR content has never been so easy, intuitive and affordable. Download the free app today.


Scan the QR code


Download MAKAR


Enter MAKARVR


Scan your target



Medical Training

When access to real-life cases is limited, learning through accurate 3D models can make a real difference.



E-commerce

Stand out from the competition and forget the prohibitive costs of a custom VR platform! With MAKAR you can break the rules and make your AR/VR dreams come true.



Marketing

Tired of the skyrocketing cost of advertising? Overwhelmed by the variety of marketing tools? The solution is your custom AR/VR campaign.

MIND&IDEA FLY CO., LTD. • sales@mifydesign.com • www.maklar.com

Target Customer

Exhibition, Marketing, Advertising, Science Education, Colleges and Universities

Target Market

South East Asia, Japan, Korea, Australia, USA, EU

dp smart technology Co., Ltd.

See the difference & all the best.



Company Introduction

dp smart technology is making his own legacy now call Rogy, a 360-degree camera with amazing features such as seamless hardware in-camera video/image stitching and instant live-streaming. We provide 100% design, manufacturing and quality service from Taiwan.

Contact Introduction

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Main Product

Rogy 360°real time in-camera

1. Real time in-camera stitching right after video is filmed.
2. 6 wide angle lens, 5.7K 360 panoramic filming and 8K 360 image.
3. One-click for real time 360 live streaming to Facebook or YouTube.



Target Customer

Target Market

Japan, USA, Europe

Jorjin Technologies Inc.



Company Introduction

Founded in 1997, Jorjin began as a manufacturer of SoM(system-on-modules) and SiP(system-in-package)products, eventually to become the largest supplier in the global market. As a logical next step, given the unstoppable trend of wearables and IIoT concepts in the near future, Jorjin has put its experience accumulated over 20 years regarding wireless, central processing, imagery and sensory equipment behind this wave, to provide smart glasses and IIoT solutions.

Contact Introduction

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-  www.jorjin.com

Main Product

Smart glasses J-Supporter

J-Supporter aims to redefine the workspace through improving real-time communications and allowing for improved remote collaboration.



Target Customer

Semiconductor Industry, Medical Industry, Logistical

Target Market

USA, Japan, Italy

PHALANITY Digital Technology Co., Ltd.



PHALANITY
DIGITAL

Company Introduction

Established in May, 2018, Phalanity is a digital technology company specialized in product design, development and integrated marketing. With talent across hard and software industry and cooperating with hardware developer and manufacturer, we committed to ingrate and develop AR/VR somatosensory technology, automatic technology and digital content.



Contact Introduction

- Daniel Ju/ CEO
- Daniel_Ju@phalanity.com.tw
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- www.phalanity.com.tw

Main Product

SYN VR SEAT

1. Triaxial motion and 360 degree rotation.
2. Techniques to pursue versatile motion-simulation as well as embedded with special effects such as vibration, smelling, and wind pressure.
3. Apart from the embedded interactive technology, it also synchronizes vision, hearing, haptics and vestibular sense to create immersive experience vividly.

Interactive Projection Mapping

Six-points touch screen enabled, as well as to trigger the visual performance of every service and key messages by touch icons to obtain the unique experience.



Target Customer

Theme park and commercial location

Target Market

Global Market

SIX DEGREES IMAGE TECHNOLOGY Co., Ltd.



Company Introduction

SIX DEGREES IMAGE TECHNOLOGY centered on VR technology, team specialized in VR system Integration for software and hardware. We offer Taiwan large company and government top quality panorama service since 2000, also dedicated to VR Technology developing.

Contact Introduction

-  Andy Chung / Technical Director
-  andy@ai6tech.com
-  +886 2 25853008
-  www.ai6tech.com

Main Product

AI6 6 CAM VR CAMERA

1. SONY CMOS/6 Fisheye Lense/Aperture f2.0/HDR/
File:MP4,JPG/Micro SD Slot x.6/4096*2048(30/60/120F)
2. Perfect Auto Exposur/App Wifi control.



Target Customer

Wedding market

Target Market

China

Ganzin Technology, Inc.

See the Wonders

Ganzin

Company Introduction

Ganzin technology is a collection of top electrical engineering minds, balanced out by experienced industry professionals from top global IT brands as well as leading experts in human behavior psychology. We focus on creating the next generation eye tracking modules that can be easily integrated into AR/VR devices to unlock the potential of the eyes as a seamless interface into the extended reality world.

Contact Introduction

-  Martin Lin/ Product Manager
-  martin.lin@ganzin.com.tw
-  +886 928110683
-  ganzin.com

Main Product

AURORA

1. Ultra low power consumption.
2. Seamless integration.
3. Outdoor/Indoor support.



Target Customer

System integrator

Target Market

Global Market

LEAPSY



Company Introduction

LEAPSY officially established in 2015.

Core members came from top tier tech companies such as Intel, MediaTek, and Leap Motion, with 15 years average industry experience.

LEAPSY is capable of optics design, application development, product design and manufacturing.

We offer our partners full customization tailored to their use case scenarios.

Contact Introduction



Richie / CEO



rw@upatek.com.tw



www.leapsyworld.com/tw

Main Product

AR glasses, AR software

1. Thermal Module/Heat Finder Series.
2. Thermography/Heat Detector & Analyzer.
3. DMS/ADAS.
4. Smart AR/MR Glass.
5. Smart Retail/AIoT Data Mining & Analysis.
6. AI &IOT software.



Target Customer

Any customer who needs XR

Target Market

Global Market

Corma New Media Co.,Ltd.

We Create Beautiful Experience!



Company Introduction

Established in 2006, CORMA New Media is a developer specialized in the interactive design, AR, VR and MR. With many years of experiences in the field of application development, web design and planning, digital interactive installation and artistic creation, we continue research new technologies and integrate them into our works in order to create better user experiences and the works that touching hearts.



Contact Introduction

-  Ray Lee / CEO
-  ray@corma.com.tw
-  +886 2 23660082 #66
-  www.corma.com.tw

Main Product

Vtuber Mocap and Face-Tracking system

1. All motion capture.
2. Face Recognition and mouth shape.
3. Virtual character combination.

AR TV real time 3D effect recording

1. Lower the cost by "ARKit".
2. Exclusive system.
3. Real time information.



Target Customer

Museum, Training Organization, On-line Content Provider

Target Market

South East Asia, Japan

ARPLANET DIGITAL TECHNOLOGY CO.,LTD.

Thinking forward beyond Reality marq+ is the augmented reality platform with the most diversity of solutions.



Company Introduction

ARPLANET provides a full range of virtual and real-world integration solutions to make enterprise brands easier to import and keep up with the trend of real-world technology applications. It has won numerous domestic and international awards.

Focus on augmenting real-world areas, launching an exclusive platform editor that quickly generates multi-AR interactions, and also provides VR virtual reality, MR hybrid reality, somatosensory interaction.



Contact Introduction

- Sonia Tsai/ Brand Marketing
- sonia_tsai@arplanet.com.tw
- +886 2 26552225 #18
- www.arplanet.com.tw

Main Product

marq+ AR Platform

1. marq+ is an AR augmented reality platform that provides multiple solutions.
2. Use AR to increase the interaction between the audience and the brand, complete delivery of brand messages and cumulative customer information and usage behavior.
3. Be widely used in many industries, such as exhibition, education, manufacturing, tourism, medical, finance, retail and catering.



Target Customer

Enterprises, Branding, Education, Sightseeing, Manufacturing etc, All customer

Target Market

Singapore, China, USA

RUMU Innovation

Rumu - The digital interactive innovator.




Company Introduction

Founded in 2017, RUMU innovation focuses on integrated engaging technologies, artistic presentation, and hardware/software application for contemporary creativity. Its recent works invest in AR, VR, and MR development.

We are a multidisciplinary team of designers, strategists, art directors, developers and servicing people that share the belief in design as a powerful tool to transform businesses and the society we live in.



Contact Introduction

-  Bruce Wu / Project Manager
-  wupeiwon2001@gmail.com
-  +886 2 27775881
-  www.rumuinno.com

Main Product

Social AR camera filters

1. Allowing users to quickly experience a variety of different eyewear styles in a novel and interesting way.
2. Everyone can experience the interactive effect, take stylish photos and video clips to share on social networks as an effective personal expression, which also enhances the brand image.



Target Customer

Brand, Agency, Government, Exhibition studio

Target Market

USA, South East Asia

SPEED 3D Inc.

PICBOT | Makes the World Smile

SPEED

啟雲科技股份有限公司

Company Introduction

Speed 3D Inc. is a foremost pioneer in Augmented Reality (AR) application, well known for creating sophisticated 3D content. In 2017, we began devoting ourselves to the AR field. We combine traditional brand marketing concepts with various art technologies to create infinite possibilities for the interactive marketing. After noticing our outstanding skills in "Programmable 3D Content", Facebook selected us to be approved as their certified AR Technical Collaborator from Taiwan.



Contact Introduction

-  Shannon Fong/ Junior Producer
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-  +886 938 523719
-  www.spe3d.co

Main Product

Picbot

1. Augmented Reality Content Driven Photo Booth Software.
2. Interactive Motion Controlled Fun.
3. Creates Memories You Can Capture, Print, & Share.



Target Customer

Brands marketing, campaigns

Target Market

Asia, USA, Europe

Follia Ltd.

Through VR building design scene and make it come true



Company Introduction

FolliaVR is a team of virtual reality expert in building exquisite and realistic housing in advance, which can be applied to real estate, interior design, Interactive project, etc. It effectively reduces the communication gap by using our product.

Contact Introduction

-  Jim You/ Sales Manager
-  jim.you@folliavr.com
-  +886 983 021189
-  www.folliavr.com

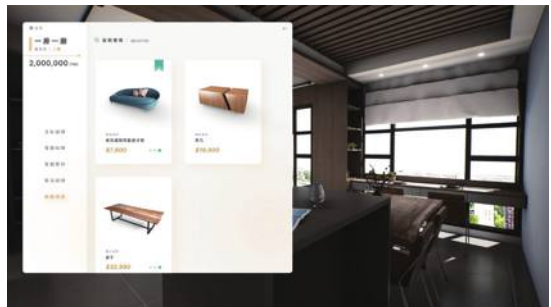
Main Product

VR display

We can create public facilities models which can be presented in advance through VR display.

Building Sales System

Provide real estate agencies/builders a freedom of control in previewing the existing house and end to end customer viewing management in pre-sale purposes.



Target Customer

Construction companies, Design group

Target Market

USA, China

iStaging Corp.

iStaging Immersive VR experience—Empowering your visualization

iStaging™

Company Introduction

iStaging Corp. has developed several international patents for Immersive Reality® technology, combining cloud technology and spatial design. It uses 2D and 3D cloud technology to offer professional house-selling services, customers with an entirely new house-viewing experience. In addition, iStaging provides a VR instant-shopping guide tool to break through the limitations of physical distances. Clients include the real estate and automotive industries, as well as boutiques, smart buildings, smart retail and smart cities.



Contact Introduction

-  Michelle Tsai/ Customer Relationship Manager
-  michelle@staging.com.tw
-  +886 2 25773677 #119
-  www.istaging.com/zh-tw

Main Product

VRmaker

1. Overcomes hardware limitations to enable users to easily create a perfect 8K image in 30 seconds on their mobile phones.
2. Images can be generated and shared instantly. Share the images through the link without any other equipment.

TourRing APP

1. Without geographical restrictions, TourRing combines viewing and guided touring of a property in real-time. It provides a realistic user experience, as if you were physically there in person.
2. Screen synchronize and image mark function. Reduces communication errors in the sales process, increases customer conversion rate, and sales reach.



Target Customer

Real estate, Automotive industries, Boutiques, Tourism, Yotel and smart buildings

Target Market

USA, France, Spain, South East Asia, Australia, Japan, Korea

FANG CHOU INFORMATION TECHNOLOGY Co., Ltd.

VR allows you to approach the future home!



Company Introduction

Our team provides high quality 3D render, animation and provides virtual reality services.

Replacement materials and furniture, a game-like experience can reduce the risk of communication, in order to provide customers a more immersive experience, allow customers to advance into the future home.



Contact Introduction



LEO CHOU /CEO



Tcimage3d@gmail.com



+886 2 28232758

+886 937 826107



tcimage3d.wixsite.com/3dvr

Main Product

VR housing/VR experience software

1. We focus on making sure your designs are showcased the best way it deserves by focusing on the details often overlooked.
2. Our group brings together the best graphic artists, computer engineers, and marketing managers.



Target Customer

Real estate

Target Market

USA

GLAMO TEK LTD.

Make education and training easy.



Company Introduction

Innoviz is a multinational team that is a partnership between Taiwan and Vietnam, dedicated to providing software and hardware integration solutions for VR/AR/MR education and training, to create simulation training that is impossible or difficult to carry out in reality.



Contact Introduction

-  Vincent Chen/ Co-Founder
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-  www.facebook.com/theinnoviz

Main Product

Multiple simultaneous interactive training system

1. Support multiple simultaneous interactive experiences.
2. Cross-regional, cross-border interaction through the Internet.



Target Customer

Training institution, School

Target Market

Japan, China, Thailand

MAI.ai

The Google Maps of Human Body



Company Introduction

Dedicated to building medical precise images of human body, we reconstruct 2D MRI/CT into 3D environment through Virtual Reality. On the medical education side, BodyMap gives it a way to let students observe vivid human anatomy layer-by-layer in a simulation world to enhance visual memory. On the surgical side, Digital Twin can offer customized service of medical record to Health Center and Medical Center which make Doctors easily cooperate with each other and get efficiency visual communication with their patient.



Contact Introduction

- Lili Huang / VP of Product & Design
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- +886 937 350836
- www.mai.ai

Main Product

BodyMap

1. Enhance visual memory and understand the complexity of human body through interactive training with virtual avatar.
2. Discover potential interaction and relation in pathology through conduction pathways.
3. Integrated acupuncture simulation for pain relief training.

Digital Twin

1. Generate patient's digital avatar in 30 seconds.
2. Faciliate shared decision making between doctor and patient.
3. Expandable features for many other clinical simulations.



Target Customer

Medical school, Hospital, Wellness Center

Target Market

USA, China

Global Power Technologies Co., Ltd.

Think Big . Rethink Reality



Big x Reality

全球動力科技集團

Company Introduction

Big x Reality is a division of Global Power technologies. Our mission is to create revolutionary, realistic, and immersive virtual experiences using cutting-edge technologies. We design and develop integrated solutions for AR / VR training simulation system, disaster prevention training, driving simulator, data analysis, 3D modeling and Geographic information service application purposes, customized for our clients.

Contact Introduction



David Huang/
Head of XR Development



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www.bigxreality.com

Main Product

Airside Driving simulation

1. Integration of VR immersive technology with motion platform.
2. Control tower voice simulation system using AI chatbot and voice recognition to train drivers using the proper terminology.

AR Military Exercise Simulation System

AR Military Command Post Exercise combines Augmented Reality display and GIS database to create the most advanced CPX system to simulate actual battle field conditions, with parameters such as Army doctrine and Mission, Enemy, Troops, Terrain, and Time-distance.



Target Customer

Global airport, ground training center, global military defense and disaster prevention department

Target Market

Global market

WE JUMP INTELLIGENT PERCEPTION Co., Ltd.

We Jump - Visualize Prediction with Reality



Company Introduction

Founded in May 2014, We JUMP is a team committed to develop AI and AR (Double A) technology and applications. We are building the center for research and development in UK, to reinforce international technology exchange and cooperation. Our products applied to the realm of Smart Factory such as modeling virtual contents, designing human-machine interface, and deploying AI systems. Combining with AR/MR and AI, we aim to be the leading company in industrial application to secure the occupational safety and to improve the production efficiency.



Contact Introduction

- Poshih Chiang / AI system architect
- pschiang@wj-ar.com
- +886 2 23223938
- www.wejumptech.com

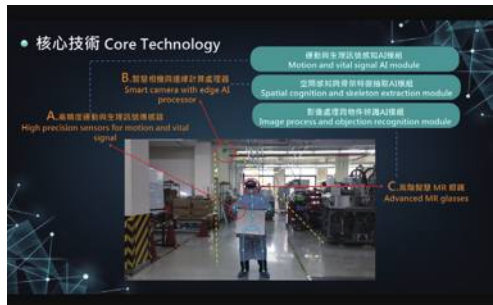
Main Product

Visual SOP guiding system

1. Visualized SOP based on ergonomics.
2. Display on MR glasses.
3. Simplified working flow and reduce the complexity.
4. Reduce human errors.

HAR system

1. Flexible combinations of MR glasses, wearable devices, and surveillance camera.
2. Edge AI.
3. Recognize human activity in different environment.
4. Predict potential hazards caused by wrong actions.



Target Customer

Petroleum, Semi-conductor, Aerospace, General manufacture

Target Market

Global Market

OSENSE TECHNOLOGY Co., Ltd.

Sense All with OSENSE



Company Introduction

OSENSE is a deep tech startup focusing on artificial perception for artificial intelligence and has been selected to the list of "In Search of the Next Google, 100 companies that will change the world" by NIKKEI BUSINESS. As the name of OSENSE represent, we integrate spatial recognition and positioning technologies to create a foundation of "All senses" for AI and generate total solutions for our partners in various industries to solve their pain points.

Contact Introduction

-  Casper/
Senior Manager of Business
Development and Product
Management
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-  www.osensetech.com

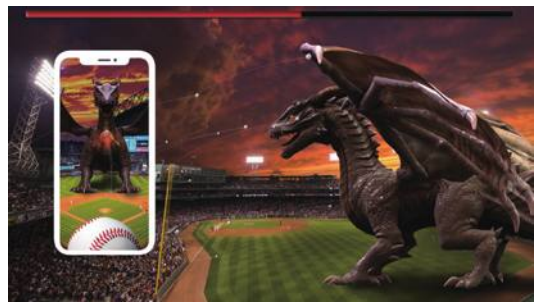
Main Product

Smart Stadium Solution

1. Capture all players location and real time movement and visualize the data for on-site fans and broadcast signal for streaming.
2. Create an interactive AR content through famous 2D and 3D intellectual property.
3. One-stop smart assistant APP provide functions including navigation, traffic information, infrastructure queuing status, food and beverage delivery, e-store purchase, and so on.

3D Augmented Reality Indoor Navigation

1. Guiding and Advertisement by VBIP (Vision based indoor positioning) without other sensors.
2. US patent and exclusive technology for navigate immediately.
3. Navigate without any other signal, e.g., wifi, bluetooth, and radio Unique 3D.
4. AR.navigation, guiding and advertisement.



Target Customer

Public sectors, location owners, SI, professional sports teams, brands that are interested in AI integrations...

Target Market

Japan

DIGI SPACE Co., Ltd.

Tech Startup Incubation and Acceleration Enabler



Company Introduction

Established in 2017, DIGI SPACE is the first company in Taiwan that focuses on promoting development and participation of XR (AR/VR/MR) startups. To nurture more promising XR startups, the company manages a startup hub located at digiBlock Taipei Park to accelerate growth of the new players. Joining force with TAVAR, DIGI SPACE strives to build a platform for Taiwan's XR startups to launch themselves into the international stardom.

Service Values: Connect, Share, Transboundary, Create Together.



Contact Introduction

-  Fiona Chen/ Marketing VP
-  fiona@digispace-tw.com
-  +886 2 25936382
-  www.digispace-tw.com

Main Service

XR EXPRESS Taiwan

1. XR EXPRESS TW is a government project guided by the National Development Council and executed by DIGI SPACE Co., Ltd. to promote XR — a new breed of technologies that incorporates Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR).
2. The project fosters the XR ecosystem in alliance with Taiwan Association for VRAR (TAVAR) to facilitate extensive connections between local startups and the global market.



Target Customer

XR Startups

Target Market

Global Market

A series of 20 horizontal dashed lines for writing notes.



XR EXPRESS TW

ENGAGE · ELEVATE · EXPLORE

2019-2020

XR STARTUP LOG

