

REALITY CHECK

Definitions and a representative devices



www.crosscomm.com
hello@crosscomm.com
919.667.9432

CrossComm is an award-winning mobile, web,
and immersive app studio.

Mixed Reality

Accurate real world mapping and virtual
superimposition allow the digital and
physical to interact in real time

Microsoft Hololens

Japan Airlines is using
it to train engineers on
current model jet
engines.



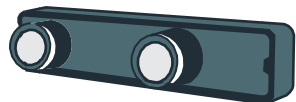
Magic Leap One

Wayfair lets users
visualize furniture
in their homes.



ZED Mini

Transforms standard
VR headsets into MR
devices including
advanced depth
sensing technology.



Augmented Reality

Superimposes computer-generated
content on a user's view of the real
world, providing a composite view

Meta 2

Stanley Black & Decker
is using it to review
prototype products
and receive customer
feedback faster



Vuzix m300

GE successfully piloted
the technology across
multiple engineering
teams



Realwear HMT-1

Colgate-Palmolive is rolling
out the device to mechanics
and engineers in 20
locations



Mobile & Tablets

ARCore (Android) and
ARKit (iOS) enable
consumer scale usage
like the Ikea Place App.

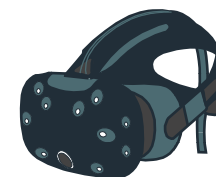


Virtual Reality

A three-dimensional, computer generated
environment which can be explored and
interacted with (vision of the real world is
occluded)

HTC Vive

Raymond Corporation
uses the Vive to train
forklift drivers on safe
operation.



Oculus Rift

Audi has the devices
installed at 100s of
dealers to allow consumers
to build and see custom
configurations



Oculus GO

This stand alone
mobile VR headset,
as well as other phone
powered headsets like
the Google Daydream and
Cardboard, lower the VR
barrier to entry.

