





# **MWC Barcelona 2021** KOREA PAVILION

28 June - 01 July. 2021















# **Deepixel**



**Online** 





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### Company Introduction

Deepixel is a visual intelligence tech-startup based on computer vision and machine learning.

The goal of Deepixel is to establish better life through technological innovation by changing the way that people interact with the digital world (or computing environments) through intuitive and convenient user interface.

Deepixel has been developing StyleAR, a virtual try-on technology for the future of iewelry/beauty/fashion AR commerce.

This virtual try-on technology is based on tracking and analysis of human hands and face in real-time that works across platforms using monocular camera.



















#### **Product Details**

#### STYLEAR, AR VIRTUAL TRY-ON

StyleAR is combination of virtual try-on technology and Al-driven recommendation service for jewelry/ beauty/fashion AR commerce that provides shoppers with a new shopping experience.

StyleAR can help shoppers enjoy a new shopping experience by seamlessly finding the best fit and style of the product for the shopper. Marketers can get more customer engagement and reduce the cost on return and exchange through StyleAR. Virtual Try-on

- · Increase Brand Awareness and Customer Engagement.
- · Capitalize on Contact-less Marketing in a new normal environment.
- · Provide with highly Personalized Service through Big Data Analysis
- Enhance Customer Satisfaction through Al-driven recommendation.
- Easy to use and install across all e-commerce platforms



Virtual Try-on Ring



Virtual Try-on











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# **ELVISION TECHNOLOGIES INC.**



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#### **Company Introduction**

- ► Elvision is a company that is
- AR / MR glass maker (Korea's only), one of the core industries of the 4th industry
- Developed the world's best technology of See-through Optics lens for AR / MR
- Produces a display glasses for smartphones that can view all the videos(YouTube, Sports, TV) at any time and anywhere.
- ▶ Based on technology such as developing the world's first plastic-based multi-faceted prism lens technology, Elvision has been producing high-performance transmissive optical systems and Near Eye glass displays for HD/Full HD and 80~96inch smartphones.
- ▶ The company possesses cutting-edge optical technology solutions in the field of See-through HMD, which is the core technology of augmented reality devices, and has the core technologies of the world's best AR glass devices such as high transmittance, wider FOV, lighter weight and smaller volume.

#### **Product Details**

#### **AR Screen - Tethered Type**

- ▶ Visual perceptive Image Size: 84"(Diagonal) at 3meters
- ► HD Resolution in each Display(Left/Right): 1920x1080 per Eye
- ► External Digital Media Interface : USB-C Interface
- ► See-through Optic Design/Binocular
- ► Adjustable IPD: 58~64mm
- ► Attachable Shade filter for day-light
- ► Camera Image Size: 5Mp
- ► IMU: 9-axis Sensor



#### Phone Screen - Tethered Type

- ► Visual perceptive Image Size: 84"(Diagonal) at 3meters
- ► HD Resolution in each Display(Left/Right): 1920x1080 per Eye
- ► External Digital Media Interface : USB-C Interface
- ► See-through Optic Design/Binocular
- ► Adjustable IPD: 58~64mm
- ► Attachable Shade filter for day-light

#### **AR Glasses - Standalone Type**

- ► Visual perceptive Image Size : 200" at 3meters (Diagonal)
- ► Resolution in each Display: 1280x720 / 1920x1080 per Eye
- ► See-through Optic Design/Binocular
- ► Adjustable IPD: 58~66mm
- ► Attachable UV filter Visor for day-light(Transparency 3~40%)
- ► Sensor for AR Service
- Camera Sensor: 5M pixels AF
- Tracking Sensor: 6DoF(IMU) Sensor
- ▶ Android 8.1 Dual ARM Core Cortex-A72+Quad ARM, LPDDR3 2GB, 16GB Flash
- ► ARM Mali-T860MP4 GPU,
- ► External Storage(MicroSD)-1 slot
- ► Connectivity: WiFi(IEEE802.11 a/b/g/n/ac), Bluetooth(V4.0(HS) BLE)
- ► Audio Input(UI) : Microphone

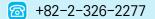






# **Knowck Co., Ltd.**





www.knowck.com



### **Company Introduction**

We specialize in building digital experience media systems. Knowck's core competitiveness lies in its content creation capabilities based on our expertise in various digital media technologies. Based on our strong visual creative competence and our ability to converge various digital media technologies and contents, we provide you the TOTAL SERVICE that encompasses master planning/content planning, production design/system design, construction/space design, and construction/operation and production. To this end, our top experts with various competencies, such as planning/direction, visual design and business development, collaborate to create unrivaled results.

#### **Product Details**

#### CloudCast & CloudVision

CloudCast: Smart Signage Solution

CloudVision: Integrated Control Tower Solution



#### **MediaShake Immersive Media Solution**

MediaShake is an immersive media solution that integrates dynamic and immersive media contents and AR/VR contents along with various interactive technologies of mobile devices. It makes it possible to provide a unique experience and an excellent performance of immersive media contents through the implementation of an interactive solution on a super-large size display screen. It is a specialized solution that provides everything from planning and creation of contents to the implementation of interactive solution.



### Letsee



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in Letsee

### Company Introduction

Letsee's augmented reality software development platform allows the playback of AR content using an existing mobile browser without need to instal a separate app.

Technology is device agnostic and can be used on any web browsers.

Among other web-based AR development platforms, Letsee WebAR SDK is the only one compatible with HTML APIs, deosn't require rebuilding process for your Mobile Web Contents. Various JavaScript-based libraries and framework features can be applied to AR applications as they are.

Our technology can solve customers' pain points by helping customers build a Web AR application without spending too much time and money or hiring AR professionals.

#### **Product Details**

#### **Letsee WebAR SDK**

Content created via Letsee WebAR SDK is ready for immediate release and can be accessed via any web browsers on various devices, perfectly compatible with Web content standards like HTML and WebGL and support 2D & 3D images and animation.

#### Letsee WebAR SDK

- offers brands and advertisers the opportunity to create interactive, rich media contents consumers want to engage
- freeing smartphone users from having to install numerous apps making Augmented Reality far more accessible for users and more beneficial for business.

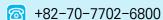






# Seerslab Inc





www.seerslab.com

f https://www.facebook.com/lollicam/

### Company Introduction

Seerslab is targeting on fast growing "Mobile AR Software and Contents Market" for smartphone makers, application developer and AR glass manufacturers. Our flexibility with customizing AI features and variety of AR,VR,XR contents mean you can build the world's leading AR applications value-added service to your app with minimum distraction.

#### **Product Details**

ARGear is an all-in-one AR solution for your app. The best AR platform to build AR value-added service. A complete AR platform for your mobile apps powered by advanced technology and rich content – AR engine SDK and Console including fully managed CMS (Content Management System) with 6,000 AR contents – offer incredible possibilities for app developers.



# **Sharebox Co., Ltd.**



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### Company Introduction

We create content oriented around education and culture and develop the medium that can showcase that content the best. We combines new imaging technology with new ideas, new attempts, and new experiences. Create a great culture where everyone can be happy and share, beyond time and space. It is a cultural contents technology company that practices equal cultural welfare.

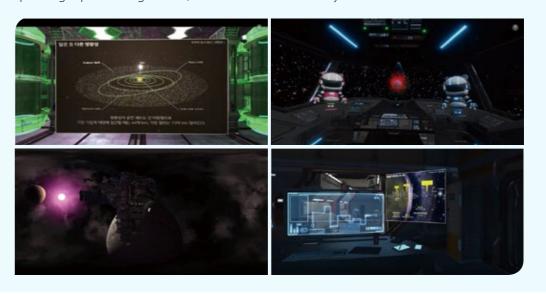


#### **Product Details**

#### MR(VR+AR) content [Universe, Let's Play]

The MR (VR+AR) content <Universe, Let's Play> is an astronomy education content made up of space travel themed lectures offered in 8k resolution by improving its clarity and image quality. It divides and restructures the PT and VR 360 sections, improving the educatory effect by raising the levels of both student concentration and immersion.

- Uses digital character teachers to allow everyone to access astronomy education whenever and wherever they wish.
- Concentrated and limited interaction through quizzes that review the material.
- A realistic trip through space through 360VR, as well as increased curiosity and immersion levels.



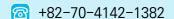




**Online** 

# Studio VR Co., Ltd.





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### **Company Introduction**

The Studio VR family is made up of classical music lovers who believe in the future of a new visual platform, also known as VR. We have the ability to go beyond the limitations of space and time to make imagination a reality and to show it in front of us.

We're making classical music easier and more fun with experiences, not just appreciation.

We are always doing our best to bring happiness and emotion to people all over the world with our people all over the world with our passion, creativity and technology.



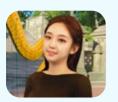


#### **Product Details**

#### K-classical music meet with VR



[VR Classical Music] Pianist Won JaeYeon 1) F. Liszt - Liebestraum No. 3A. Piazzolla 2) F.Chopin - Prelude in F# Major Op. 28 No. 13



[VR Classical Music] Harpist Hwang Sehee 1) G. Faure - Une Chatelaine en sa tour 2) J. de la presle - Le Jardin Mouillé



[VR Classical Music] Clarinetist Kim W.Y. 1) J. Halvorsen - Passacaglia in G minor 2) A. Piazzolla - Tango Etude No.3



[VR Classical Music] Koamorus 1) Dark Eyes 2) A.Piazzolla - Libertango









## **VICTORIA PRODUCTIONS KOREA**



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### Company Introduction

Victoria Productions is an Edutech company that has educational AR/VR content and tools.

We produce and publish augmented/virtual reality content and develop mobile apps with the best technology.



#### **Product Details**

#### AR/VR/MR EdTech Platform BOOK+APP

Our core brand is 'BOOK+APP' an AR/VR/MR framework used by the publishing industry. 'BOOK+APP' allows content publishers to easily add app excitement and animation to their existing picture books to increase their values. Now we are extending XR Technology to Home Training and meta-verse environments.





