

XR – Industries and Use Cases

Create Better XR Experiences across All Industries

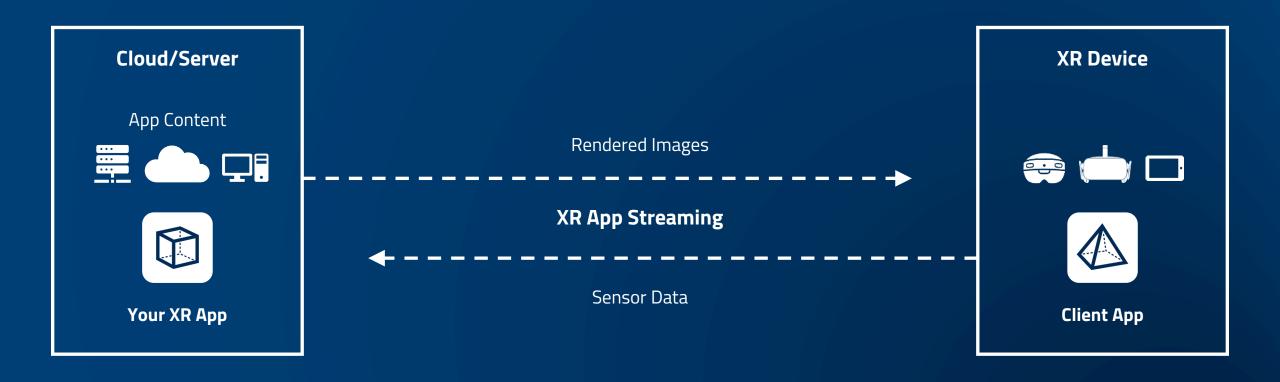






XR Streaming – High Performance XR

Real-time Streaming of Entire XR Applications



Why Pixelstreaming?



No processing power needed on device -> performance only dependent on server



No 3D information is transmitted or stored on device -> high security



Constant and content independent bandwidth profile



Easy to integrate and develop



Hololight Hub – Easy To Use

The Streaming Platform





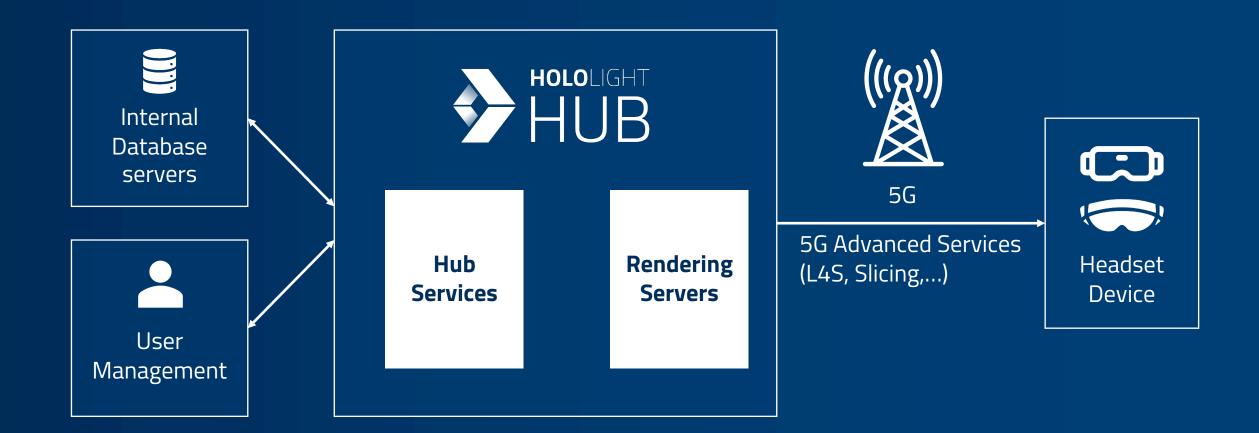
Manage XR Apps on a

CENTRALIZED PLATFORM

Experience XR through

XR STREAMING

Edge Servers and 5G – Highly Secure



Full Architecture Overview

Summary

XR Apps

to cover use cases (training, prototyping, remote service...)

Streaming SDK

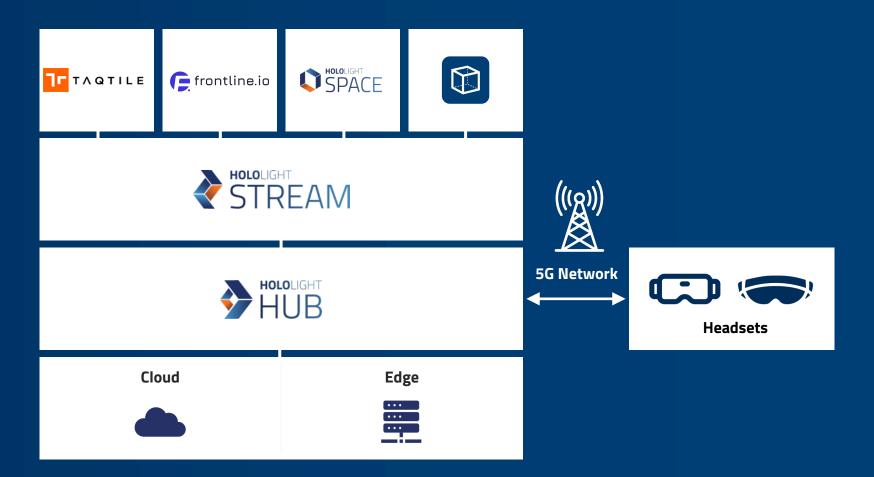
to securely stream your XR apps to different XR devices

Platform

to centrally host, manage and distribute your XR apps and build the interface to other systems

Server Infrastructure

to provide the graphical power to use your XR apps at scale



Customer Example : Lockheed Martin

In 2023 we successfully showcased super secure streaming over 5G with Lockheed



verizon

About Hololight

Your Expert for AR/VR Enterprise Software and Technology

























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