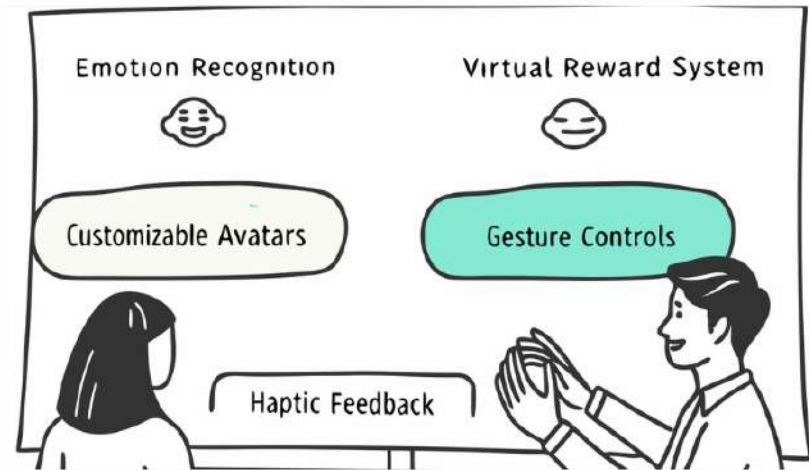


# TitanVR

Revolutionizing AR/VR with Wearable Technology



- 1 A futuristic workspace with a researcher presenting TitanVR's vision. A holographic screen displays "Revolutionizing AR/VR with Wearable Technology." The background shows users struggling with existing AR/VR limitations, such as bulky hardware and limited interactivity.



- 2 A brainstorming session with a digital whiteboard showcasing the proposed features: emotion recognition, virtual reward system, customizable avatars, gesture controls, and haptic feedback. Team members are engaged in discussion, and holographic icons represent each feature.



- 3 A computer screen displaying the Figma interface with wireframes of the AR/VR app. A developer is adjusting interactive elements while a user tests the prototype in a VR environment. The background shows an advanced workstation with multiple screens and AR/VR tools.



- 4 A user wearing the AR/VR headset interacts seamlessly using gesture controls. The screen shows real-time emotion detection, a rewards system, and an AI-driven avatar. The background highlights future possibilities, such as integration with smart homes and AI assistants.