



PRODUCTS BLUETOOTH AND SAMSUNG “GEAR VR”

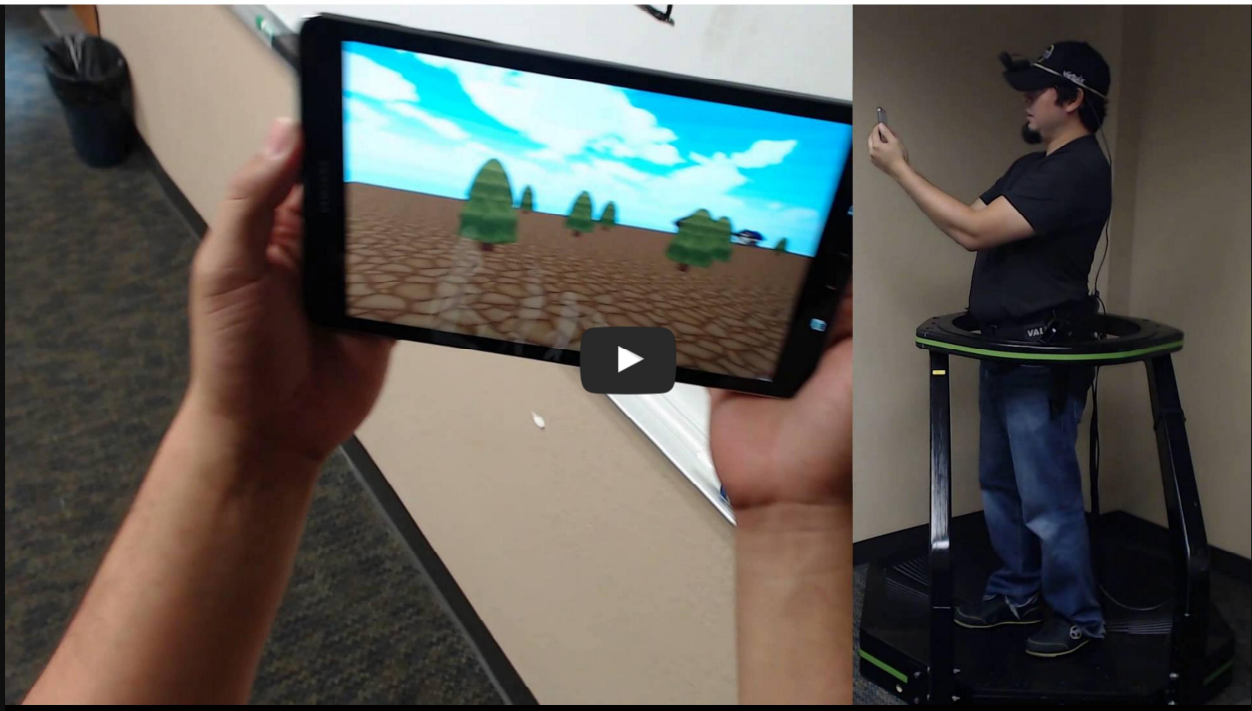
VIDEOS



While we are keeping our efforts focused on finalizing the Omni and its production, we have a few fun updates to share. Our Bluetooth is operational, and Samsung is entering the VR space with “Gear VR.”

Bluetooth

We have not yet shared our Bluetooth functionality with you, and it’s time to change that. In the link below is a short video that illustrates how the Omni will communicate with your smartphone or tablet. Given Samsung’s Gear VR announcement (see below), this functionality will be of great value to anyone interested in the Mobile VR experience. Note that our Bluetooth connection also allows you to connect the Omni wirelessly with your PC.



Pre-Launch Survey

As we are gearing up for our first Omni shipments, we created a survey to learn more about your needs and wishes for your out-of-the-box Omni user experience and beyond. Please help us optimize our preparations and Omni starter pack by sharing your input here:

<https://www.surveymonkey.com/s/OmniPreOrder>

Samsung “Gear VR”

Great news for VR – Samsung is entering the VR space with their “Gear VR” head mount:
<http://www.sammobile.com/2014/07/08/exclusive-samsungs-virtual-reality-headset-will-be-called-gear-vr-launch-at-ifa-2014/>

We are excited to see another big player enter the virtual reality space, and we have ensured that the Omni is compatible with Gear VR via our Bluetooth connection and our Android SDK. Mobile VR will be an important part of the VR spectrum, making the VR medium accessible for a large, main stream audience.

Chivalry: Medieval Warfare

We had fun creating our latest demo video: Chivalry: Medieval Warfare. See how Lorenzo and Steve battle each other in the arena:

[youtube width=”560” height=”315” video_id=”TJp-P0Ff-eo”]

Cyberith Virtualizer and Full VR

We’d like to congratulate Cyberith on their Kickstarter campaign for the Virtualizer, which seems to be on track to reach its funding goal. A successful Virtualizer campaign would be great news for all of us, as it would transform the omni-directional treadmill market from a one-company curiosity to an appealing market with multiple players. Both Cyberith and Virtuix aim

to provide a “Full VR” mode, transporting mind and body into the game by allowing players to move physically in the virtual world. We look forward to working together with Cyberith to promote Full VR and truly take virtual reality to the next level.

As always, please join our Forums for immediate updates and discussions:

<http://forum.virtuix.com>

Best regards,

Jan and the Virtuix team

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