# Dossier: BRELYON INC.

## SBIR Award Details

**Award Title:** N/A

**Amount:** $73,262.00

**Award Date:** 2024-05-17

**Branch:** USAF

## AI-Generated Intelligence Summary

**Company Overview:**

Brelyon is a display technology company focused on creating immersive, ultra-wide virtual displays without requiring bulky headsets. Their primary business is developing and commercializing light field displays that offer a more natural and comfortable viewing experience compared to traditional VR/AR headsets. Brelyon aims to solve the problems of motion sickness, eye strain, and limited field of view that plague current immersive display technologies. Their unique value proposition lies in offering a glasses-free, wide-field-of-view, high-resolution display that emulates the experience of looking at a vast, physical screen while maintaining a compact form factor, enabling applications in gaming, professional workstations, and defense/aerospace simulation and training.

**Technology Focus:**

* Light Field Displays:\*\* Brelyon utilizes a patented computational light field technology to create a virtual image that appears to float in space, eliminating the need for lenses and reducing eye strain by allowing the user's eyes to focus naturally.
* Ultra-Wide Field of View:\*\* Their displays offer a significantly wider field of view (reported up to 101 degrees) than standard VR headsets, enhancing immersion and reducing the "tunnel vision" effect.

**Recent Developments & Traction:**

* Product Launch (2022-2023):\*\* Unveiled and showcased various iterations of their Ultra Reality™ display, including demonstrations at trade shows like CES, focusing on applications in gaming, remote collaboration, and mission-critical environments. Reported progress in achieving high resolutions and refresh rates suitable for professional use.
* Partnership with Lockheed Martin (Announced 2021):\*\* To develop advanced immersive training and simulation systems for the defense and aerospace industry, showcasing the potential of Brelyon's technology in mission-critical applications.
* Series A Funding (Undisclosed Amount, 2019):\*\* Led by Lockheed Martin Ventures, indicating early validation of the technology's potential in defense applications.

**Leadership & Team:**

* Barmak Heshmat (CEO):\*\* Ph.D. in Electrical Engineering from MIT, with a background in computational imaging and optics. Prior experience includes research and development at MIT and other institutions.

**Competitive Landscape:**

* Varjo:\*\* Another company focusing on high-resolution VR headsets for professional and enterprise applications. Brelyon's key differentiator is its glasses-free light field display, which offers a more comfortable and natural viewing experience compared to Varjo's headset-based approach.

**Sources:**

* [https://www.brelyon.com/](https://www.brelyon.com/)
* [https://www.lockheedmartin.com/en-us/news/lockheed-martin-ventures-makes-strategic-investment-in-brelyon.html](https://www.lockheedmartin.com/en-us/news/lockheed-martin-ventures-makes-strategic-investment-in-brelyon.html)
* [https://www.displaydaily.com/display-daily/5003-brelyon-unlocks-the-door-to-true-virtual-displays](https://www.displaydaily.com/display-daily/5003-brelyon-unlocks-the-door-to-true-virtual-displays)