

PICO Introduction



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🔊 /yaaz ha-tai/

01

Brand Story

Brand Story



The story of PICO is intimately associated with extended reality and human exploration.

PICO dedicated to empowering our consumer access to a more interactive, more immersive, more footloose and fancy-free VR world, through innovative technology, the best product/hardware and comprehensive content.

Now PICO has the **1st VR market share** in China, and among the **top 3 in the world***.



Source: 2022 IDC VR market report

02

Consumer Product

Game

Experience a vast range of premium gaming options that cater to diverse audiences, including shooting, adventure, action, sports, rhythm, and casual/relaxing.

- | Fitness
- | Video
- | Social



Content



| Game

Fitness

Stay active in sports and fitness apps, allow you to track and record your VR fitness data, and create personalized VR exercise plans.

| Video

| Social



Content



| **Game**

| **Fitness**

Video

Unlimited excitement through unique video content from PICO to partners, from live concerts to global sports and arts events.

| **Social**



Content



| Game

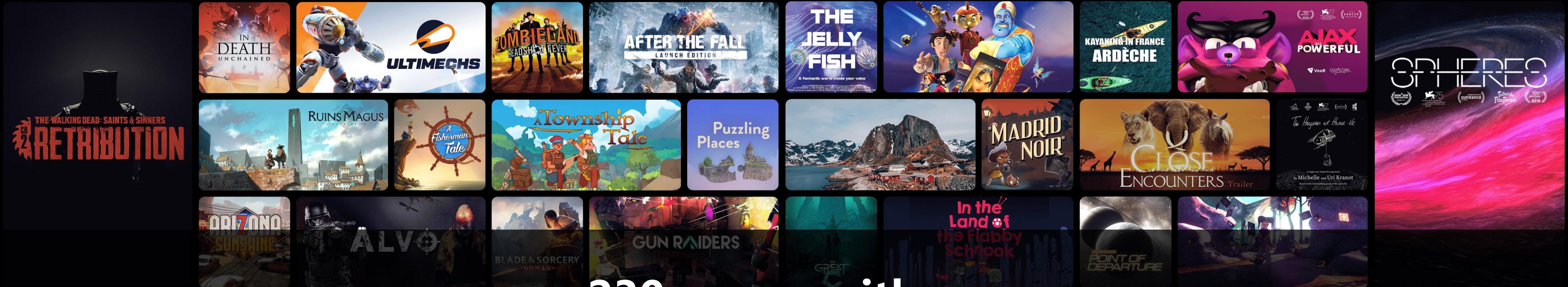
| Fitness

| Video

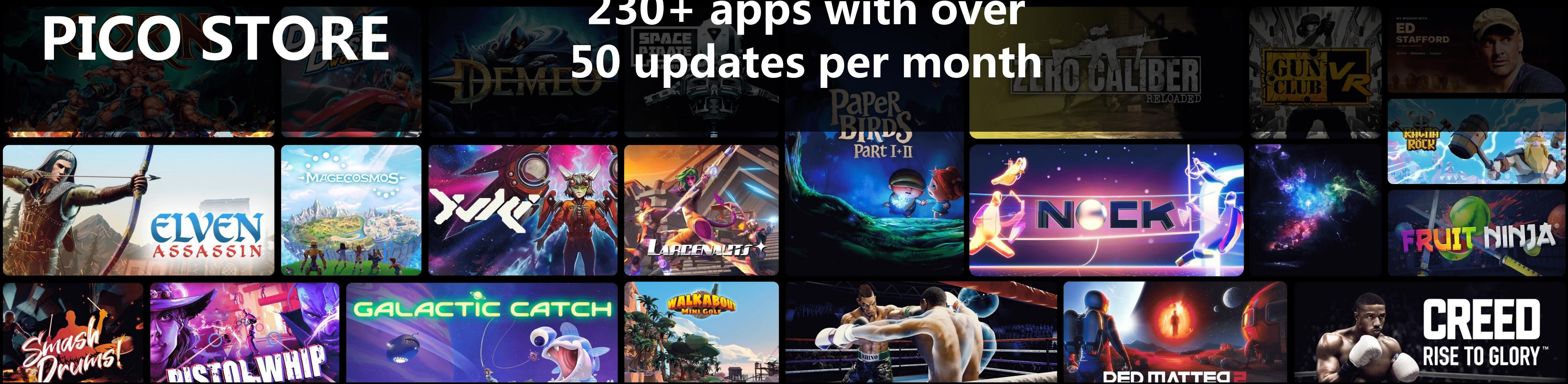
Social

Create your own avatar, vibe and personality in real time and a world with new landscape structures and gameplay features.





230+ apps with over
50 updates per month



Content | Exclusive IP



Have a premium experience with your own PICO Player and enjoy it to the fullest.



Survival Nation



Cipher VR Music Game



VR Interactive Concerts

03

Enterprise Product

Business Applications



PICO's business software and services work together to give the power and flexibility to do whatever needs to be done – whether you are running training, education, healthcare, offline entertainment, marketing display, and design collaboration.



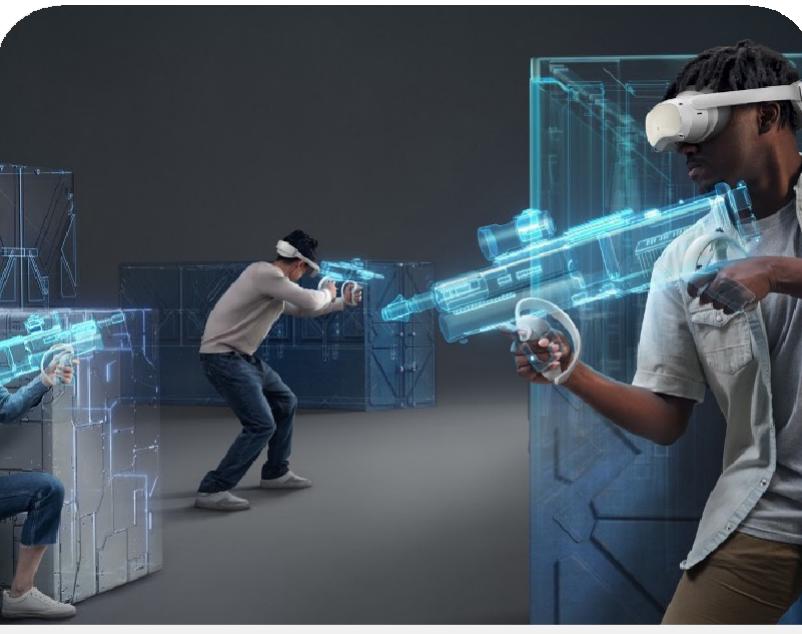
Training



Education



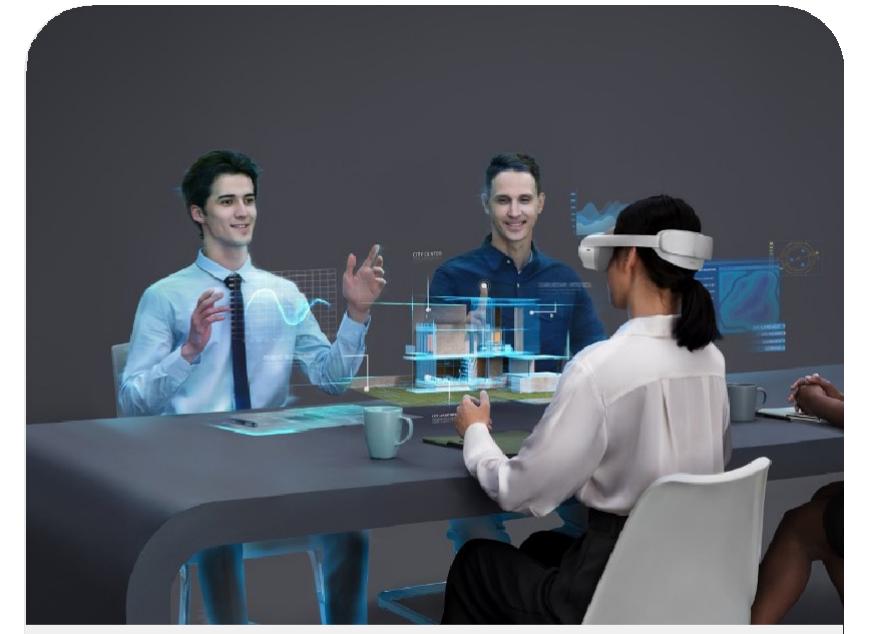
Healthcare



LBE



Marketing



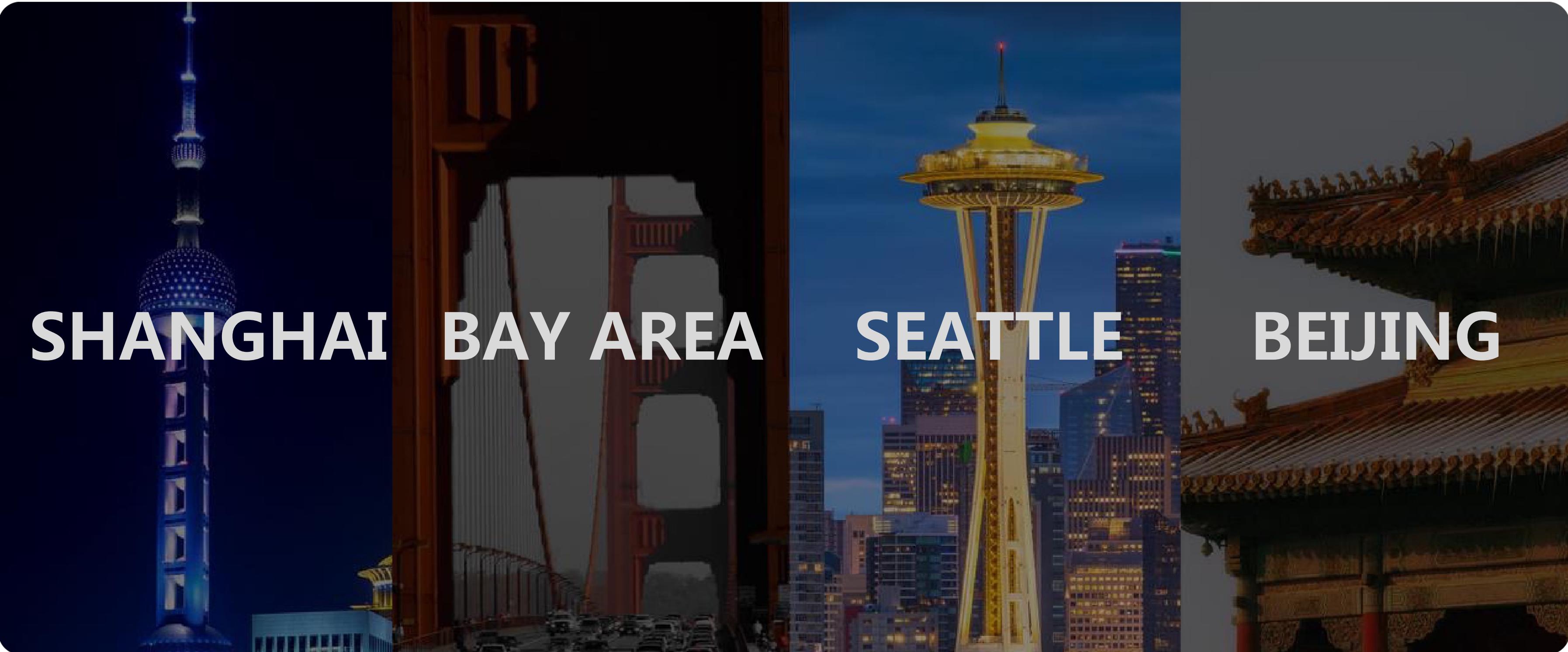
3D design

PICO Lab

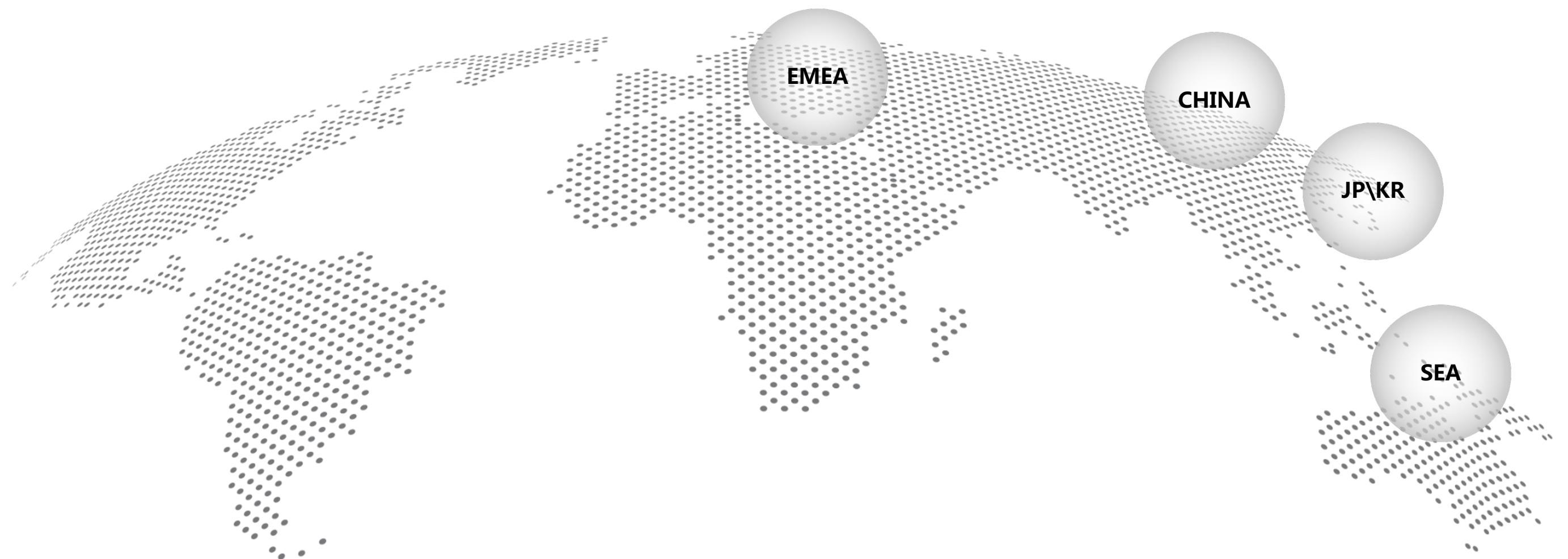


PICO assembled a team of world-class experts from various fields.

Over 60% of the team possess a doctoral degree as part of their educational background.



Global Markets Expansion



Currently, PICO has expanded in Germany, UK, France, Italy, Spain, Japan, South Korea, Singapore, Malaysia, and more, with allocation of design, R&D, sales, and service support teams.

04

PICO Technology

PICO Technology



PICO are committed to the extensive development of the XR industry, continuously generating innovative ideas to meet the entertainment needs of its users, through:



Proprietary Full stack XR OS

- Customizable system
- Sophisticated SDK
- MR

Realistic Visuals

- Display
- Optics
- Graphics

Efficient Perceptive interaction

- HMD & Controller Pose Tracking
- 3D Reconstruction
- Hand tracking & Body tracking

Human centered Design

- Human Factors
- Fast prototyping

PICO 4 Overview



Now we witness PICO 4 as the latest generation, also known as **the best VR hardware of 2022**.

Processor	Qualcomm XR2 7nm process technology 2.84GHz
Storage	8GB+128GB 8GB+256GB
Wireless Connections	Wi-Fi 6 2x2 MIMO dual band (2.4GHz/5GHz) Support Bluetooth 5.1
Display	2.56" x 2 LCD display (4320 x 2160) 72Hz/90Hz refresh rate 1200 PPI
Optics	Pancake Optics 105° FOV 20.6 PPD 62mm-72mm IPD



Imagination, the Only Limitation

Headset	163mm x 35.8mm x 80mm
Sensors	6DoF position sensors
Sound	Dual stereo speakers Dual mic
Battery and Charge	5300mAh 20W quick-acting charging QC 3.0/PD 3.0 Controllers - AA batteries x2
System	PICO OS 5.0

Enterprise Core Products

NOW AVAILABLE



PICO 4 Enterprise Introduced 2023

Flagship enterprise 6DoF VR all-in-one headset

- Pancake optics, 4K-plus display, 1200PPI, 105° FOV
- Weightless and comfort
- HyperSense broadband motor controllers
- Qualcomm XR2
- Face and eyes tracking
- Maximum wearing comfort
- 60/90Hz eye-tracking

PICO Neo3 Pro, PICO Neo3 Pro Eye Introduced 2021

Enterprise 6DoF VR all-in-one headset

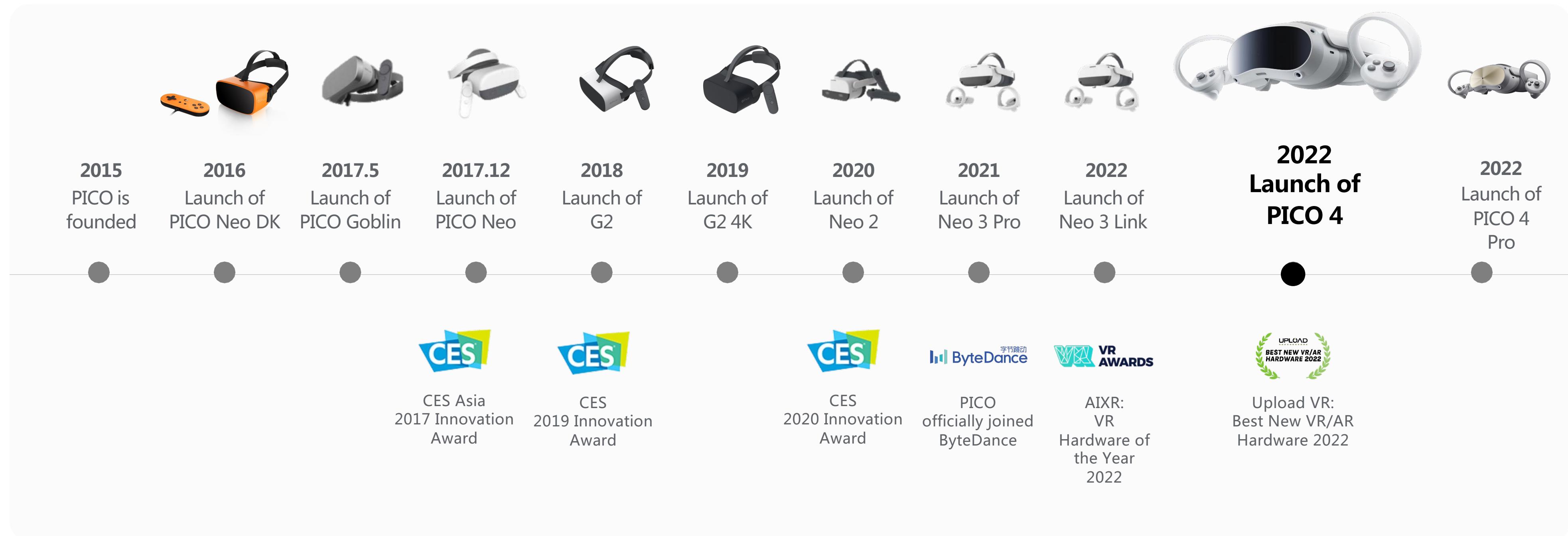
- 4K resolution, 98° FOV
- Qualcomm XR2
- DP line directly connect and switch to PCVR
- Maximum wearing comfort
- 60/90Hz eye-tracking



PICO Product Journey



PICO believes that All-in-One is the best solution for XR devices, building all our technology from inception around "All-in-One" devices development since day one.



05

PICO Developer

PICO Developer Platform



A screenshot of the PICO Developer Platform homepage. At the top, there's a navigation bar with links for "PICO developer", "News", "Resources", and "Support". Below the navigation is a search bar and a user profile icon. The main visual is a dark background featuring several stylized 3D avatars of different characters. Below this, the text "PICO developer" is displayed, followed by the subtext "Become PICO Developers, create your great mixed reality experience for users around the world." A blue "Join Now" button is visible. In the lower half of the page, there's a section titled "What's New" with the subtext "Discover the latest releases from the PICO Developer". Three news cards are shown: 1) "PICO SDK 2.3.0 Version Update" (Unity and Unreal Engine support, new MR Sense Pack), 2) "PICO developer center Version 1.3.0" (showing a screenshot of the developer center interface), and 3) "PICO Unreal OpenXR Plugin version 1.1.0" (announcing official support for Unreal Engine OpenXR). Each news card includes a timestamp at the bottom.

PICO Developer Platform provides you with one-stop app development services to refine your development experiences.

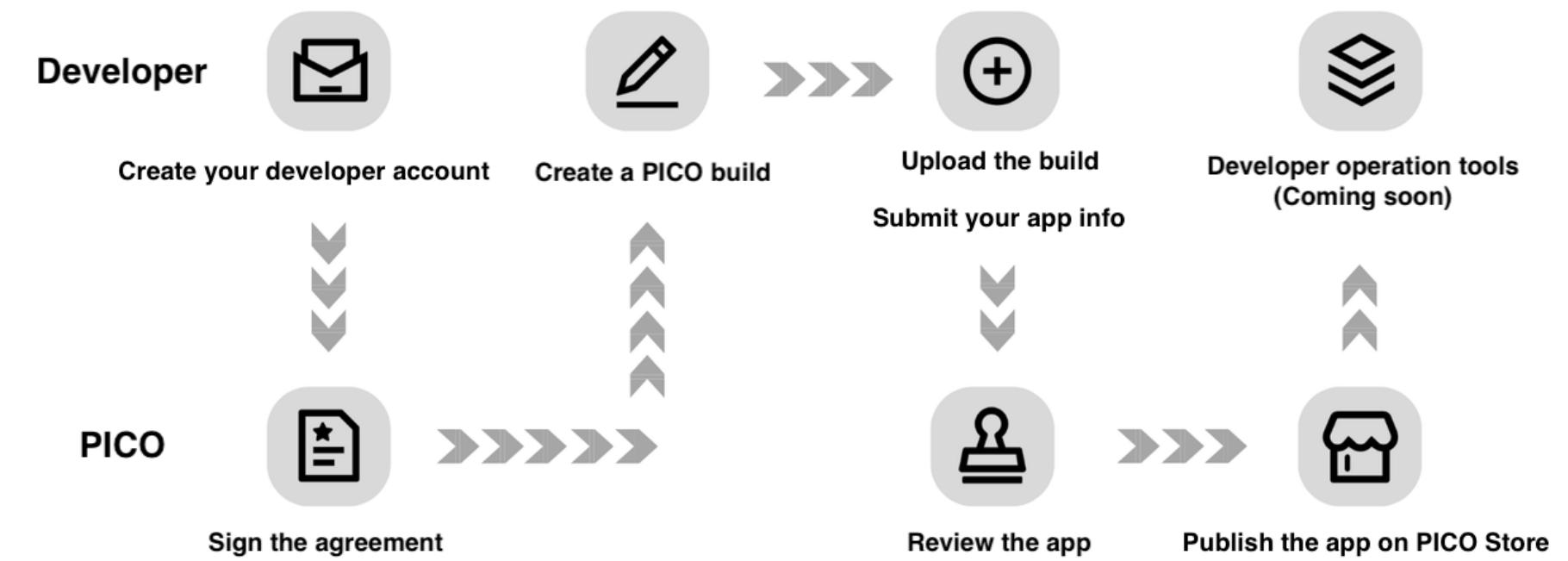
developer-global.pico-interactive.com

PICO Developer Console



You can easily create and manage PICO Apps.

- Create a PICO Developer Account
- Create an Organization
- Manage the Members of Your Organization
- Create a PICO App
- Upload Builds and Manage Release/Test Channels
- Edit App data
- Submit your App for Review
- Access the Financial Reports
- View Ratings and Reviews
- View Analytics
- Activate and Manage Platform Services



developer-global.pico-interactive.com/console

PICO SDK



Access the latest PICO SDK (Unity, Unreal, Native), development tools, and documentation.



PICO Unity Integration SDK



**UNREAL
ENGINE**

PICO Unreal Integration SDK



PICO OpenXR SDK



developer
center

Unity/Unreal
Live Preview Plug-in

PICO Developer Support



picodevsupport.freshdesk.com

Report issues, ask for technical assistance.

GitHub

github.com/picoxr/support

The official PICO repository is maintained by the DevSupport team. In this repository you will find demo projects created with the PICO SDK, as well as useful information and development resources.

PICO Developer Social Channels



PICO Developer
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PICO UNITY INTEGRATION SDK 7:48

Setting up Custom Splash Screens
FOR PICO XR APPS IN UNREAL ENG 7:54

VR Hands & Gesture Animations
FOR PICO CONTROLLERS IN UNREAL E 11:54

Live Preview Setup
PICO UNITY INTEGRATION SDK 3:40

Getting Started With Hand Tracking
248 views • 2 weeks ago

Setting up Custom Splash Screens for PICO
XR Apps - Unreal Engine
127 views • 3 weeks ago

VR Hands & Gesture Animations for PICO
Controllers - Unreal Engine
311 views • 4 weeks ago

Setting up Live Preview for PICO Headsets -
Unity
313 views • 1 month ago

Animated Buttons & Power Level
FOR PICO CONTROLLERS IN UNREAL E 12:26

Controller Input 2: Menu Toggle
PICO UNITY INTEGRATION SDK 16:28

Setting up Controller Input For PICO
Headsets - Unreal Engine (Input Mappings ...
618 views • 1 month ago

Setting up Controller Inputs for PICO
Headsets - Unity
313 views • 2 months ago

Getting Started With
PICO XR SDK IN UNREAL ENGINE 12:01

Getting Started With PICO XR SDK - Unity
1K views • 2 months ago

Getting Started With PICO XR SDK - Unreal
Engine
1.2K views • 2 months ago



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PICO Developer
40 posts

PICO developer

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Follow us for the latest @PICOXR developer news, comprehensive guides, step-by-step tutorials, and valuable insights into crafting immersive XR experiences.

[@ developer-global.picointeractive.com](mailto:developer-global.picointeractive.com) Joined May 2023



twitter.com/PICOXR_Dev

MICROWAR

PICO SDK SAMPLE PROJECT



GitHub github.com/picoxr/MicroWar

06

Development Environment Setup

Checklist



1

Let's Get Ready!

- 1) PC Configuration
- 2) PICO 4 Initial Setup
- 3) Enable the Developer Mode
- 4) Unity Installation (Version, Android Build Target)
- 5) PDC Installation
- 6) Headset Connection

2

VR Template Project Setup

- 1) Error Check (Any errors in the console window ?)
- 2) Run in the Unity Editor
- 3) Run in Live Preview Mode via PDC
- 4) Build an APK and run it on the headset



PICO

JOURNEY TO INFINITY